PROGRAMMING

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

- Brisa
- City
- Mistral
- Presto
- Sienna
- Tempo

Depending on the series and the model of the machine, some of the programming functions that are described in this document are NOT operative

1. PROGRAMMING

1.1. DEFINITIONS

Battery: a set of machines made up of:

- A hot drink vending machine from the TEMPO or CITY range and a Module B or H.
- A payment module and a Module B or H.

Programming mode: when the *machine* is ready for any of its functions to be programmed.

Working mode: when the *machine* is ready for the user to request any of the services it offers.

Machine: when the word "machine" is mentioned, we refer to the Payment Module or the hot drink vending machine that the modules are connected to.

General menu: these are all the programming functions.

Personal menu: These are the programming functions that the operator wants to be shown on the *display*. The programming functions that are not included in this menu are hidden from view.

Selection buttons: These are the product selection buttons on the door on the outside of the machine.

1.2. GENERAL MENU: ACCESS TO THE PROGRAMMING GROUPS

The programming functions are grouped in the following way following:

Group 000	Actions
Group 100	Accounting
Group 200	Programming prices and exit mode
Group 300	Programming selections
Group 400	Programming the service mode on the machine
Group 500	Clock functions

To access the programming functions, press button **A** for 5 seconds.

Pressing **A** or **B** advances or recedes through the different function Groups.

Pressing **D** accesses the different functions in the Group.

Pressing **A or B** advances or recedes through the functions in the Group.

1.3. GENERAL MENU: DIRECT ACCESS TO ALL THE FUNCTIONS

It contains all the programming functions.

To access the *general menu* press and hold *button* **D** on the programming handset for 5 seconds**.** The *display* on the machine will show: "hidden prog", and then the first programming function.

Pressing **A or B** visualises all the available functions in the *basic menu*;

Pressing **A** advances and pressing **B** recedes.

The functions that are shown on the *display* with a **P** between the function number and the name of the function are visible programming functions in the *personal menu*. Those that have a **dash** instead of a **P** are hidden programming functions.

Pressing "**D**" makes the function go from *visible* to *hidden or* vice versa.

To exit *programming mode* to *working mode*, press button **C** on the programming handset. If no action has been taken in 30 seconds, the machine automatically goes back to *working mode*.

1.4. PERSONAL MENU: ACCESS TO ALL THE FUNCTIONS

To access the functions in the *personal menu,* press button **C** de the programming handset. The *display* will show the first function of the *personal menu*. Pressing the buttons **A** or **B** on the programming handset will show the rest of the programming functions on the *display*.

The personal menu can be made up of up to a maximum of 32 programming functions

1.5. PERSONAL MENU: ACCESS A DETERMINED FUNCTION

To access the functions of the *personal menu,* press button **C** for 5 seconds and with buttons A, B and C make the number of the function you wish to access.

1.6. DESCRIPTION OF ALL THE PROGRAMMING FUNCTIONS

The following is a description of all the programming functions available in the *general menu*.

In function 401 **COUNTRY CODE/MACHINE** you can see the factory default *personal menu*.

The reader can access each one of the programming functions in this document following one of the methods described above in the previous points

The deferent programming functions that are described in this document, will be visible on the *display*, or not, depending on the machines in the battery. See the following table:

Function	With Validator system	With EXECUTIVE protocol	With MDB protocol
001	•	•	
002	•	•	
010			
030			
090			
099			
110			
111			
113			
120			
121			
122			
125			
126			
141			
142	•		
143	•	•	
145	•	•	
146	•	•	
147		•	

Function	With Validator system	With EXECUTIVE protocol	With MDB protocol
148		●	
149		●	
162		●	
171			
174	●	●	
180			
183			
185	●	●	
186	●	●	
187		●	
188		●	
189		●	
190		●	
191			
193			
201			
202			
203			
204			
206			
209			
211			
220		●	
221		●	
228			
300			
302			

303		●	
309			
315			

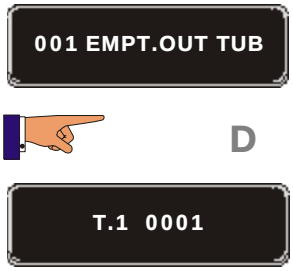
Function	With Validator system	With EXECUTIVE protocol	With MDB protocol
317			
320			
330			
401			
412		●	
416		●	
418	●	●	
419	●	●	
420			
421			
424			
430			
431			
432		●	
450			
452			
454		●	
455		●	
458			
459	●	●	●
461			
463			
465			
466			

467			
470			
471			
472			

Function	With Validator system	With EXECUTIVE protocol	With MDB protocol
473			
483			
486			
487			
488			
489			
490			
491			
510			
520			
530			
531			
538			
539			

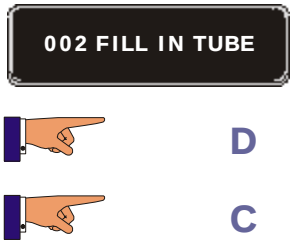
Group 000: Actions

Function 001	<<EMPT. OUT TUB>>	Extract coins from a change tube.
	It allows you to extract coins from the *change tubes* of the *coin changer*.	



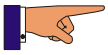
A, B	Selection of the *change tube*.
D	Start extracting coins from the selected *change tube*.
C	Back to main menu.

Function 002	<<FILL IN TUBE>>	Refill a change tube with coins.
	It allows you to introduce coins for using as change in the *change tubes*.	

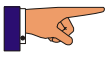


D	Now you may introduce coins into the *slot* on the front of the machine.
C	Back to main menu.

Function 010	<<LISTING>>	Data related to the event log.
	This allows you to see or print the accounting data and the incident log on paper. The data goes to a RS-232-C port in ASCII format with lines of 40 columns.	



D



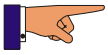
A

B

Show another two options on the *display*: SEND INCIDENT PRINTER and SEND INCIDENT DISPLAY.

D

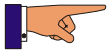
Execute the incident shown on the *display*.

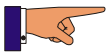


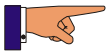
C

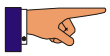
Back to main menu.

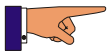
Function 030	<<TEST MACHINE>>	Test for different elements in the machine.
	Run a test of the different elements of the machine.	

 **D** The *display* shows the first element to be tested.

 **D** The *display* shows the second element to be tested.

 **A** The *display* shows the second element to be tested.

 **D** Execute the test.

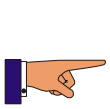
 **C** Back to main menu.

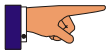
The process is always the same, and the elements to do the tests on are the following:

- Motors
- Drawers: from A to H.
- Gate: open and close gate
- Lift.
- Delivery hatch
- Temperature
- Idtect
- Mixers
- Extractor
- Electro valve
- Refill boiler
- Move group
- Grinder
- Dosage
- Etc

Function 081	<<INTRO.DESCRIPT.>>	Exports the machine's configuration to an external device.
Only operative when the machine is connected to the User Tool (**Herr-Mant**)	This allows you to save the machine configuration to an external device.	

Write a description



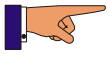


Confirm

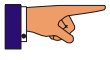
Back to main menu.

Function 082	<<LOAD CONFIG.>>	Accepts a file with a determined machine configuration.
Operative when the machine is connected to the User Tool (**Herr-Mant**)	This allows you to save a machine configuration to the machine from an external device.	

Select configuration.



Confirm.

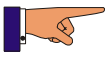


Back to main menu.

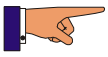
A list of all the configurations recorded on the memory of the User Tool is shown. If there are more than 10 configurations, a menu will appear to be able to select configurations 1 to 10, 11 to 20, etc.

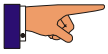
Function 090	<<SW. VERSIONS>>	Version of the software that is installed on the machine.
	This shows the software version of each one of the different modules connected.	

090 SW. VERSIONS

 D

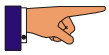
CHOOSE A MODULE
MAIN MODULE

 D The *display* shows the deferent options. For each one of the options the *display* shows the update and the programme code of the software.

 C Recede and exit the menu.

Function 099	<<INITIALIZAT.>>	Carry out a complete reset of the programming on the machine.
	Executing this function will erase the EEPROM memory and it will automatically recuperate the last configuration introduced with the User Tool **Herr-mant**. If there is not any configuration, it will load the factory default programming.	

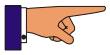
099 INITIALIZAT.

 D

LOADING DATA Now the data will be deleted.

Group 100: Accounting

Function 110	<<MONEY/SELECT>>	The total amount taken in sales for each selection.
	This shows the takings from sales for each product selection.	



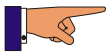
D

On pressing a selection, the *display* shows the sales for this selection.

C

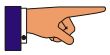
Back to main menu.

Function 111	<<UNITS/SELECT>>	Units sold for each selection.
	This shows the number of sales for each product selection.	



D

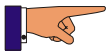
On pressing a selection, the *display* shows the number of sales.



C

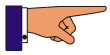
Back to main menu.

Function 113	<<UTS/SEL F.V.>>	Units sold in “free sale”.
	This shows the number of sales in free service mode for each product selection.	



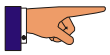
D

On pressing a selection, the *display* shows the number of sales in free service mode.



C Back to main menu.

Function 120	<<TOTAL MONEY>>	Total amount taken for all sales.
	This shows total takings from sales.	

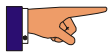


D The *display* shows the amount taken for all the sales. If various machines are linked using a PRI board, you will see the total sales of all the machines.

A The *display* shows the amount taken for each one of the machines:

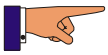
B “Module E”, hot drink machine

D “Module A”, cold drink machine

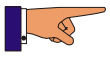


C Back to main menu.

Function 121	<<TOTAL UNITS>>	Total number of units sold.
	This shows the total number of sales of the machine.	



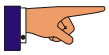
D — The *display* shows the number of units sold of all the machines.



A — The *display* shows the total sum of each one of the machines:

B — "Module E", hot drink machine

D — "Module A", cold drink machine



C — Back to main menu.

Function 122	<<TOT.CSH.F.V.>>	Total amount of the "free sales" vends.
	This shows the total value of all the sales of the machine in "free service" mode.	

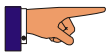
D — The display shows the total value of all the sales of the machine in "free service" mode.

C — Back to main menu.

Function 125	<<COST PRESEL.>>	Increase or discount for the pre-selection buttons.
	This shows the increase or decrease in price for each of the pre selections.	

D

On pressing a pre selection, the display shows the value of that pre selection.

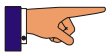


C Back to main menu.

Function 126	<<UNITS PRESEL.>>	Sales of each pre-selection.
	This shows the number of sales with each pre selection.	

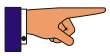
D

On pressing a pre selection, the display shows the number of sales for that pre selection.

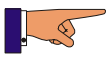


C Back to main menu.

Function 141	<<MON.CASH BOX>>	Total amount in the cash box.
	It shows the amount of cash in the cash box. The maximum figure that can be shown is €999.999.	



D Shows the amount of cash in the cash box.



C Back to main menu.

Function 142	<<MON.IN CH.G.>>	Total amount in the change tubes.
	It shows the amount of cash in the *change tubes*.	

D — Shows the amount of cash in the *change tubes*.

C — Back to main menu.

Function 143	<<COINS IN C.G>>	Amount in each change tube.
	This function is only operative when the coin changer has MDB protocol. It shows the amount of cash in each *change tube*.	

D

Shows the amount of cash in each *change tube*.

A

B

Shows the amount of cash in the other *change tubes*.

C — Back to main menu.

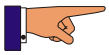
Function 145	<< CASH RET. MAN>>	Amount extracted by executing F001.
	It shows the amount of cash extracted manually from the change tubes by the operator.	

D

Shows the amount of cash extracted manually.

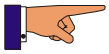
C — Back to main menu.

Function 146	<<MON.NOT GIV.>>	Value of the change NOT given to customers.
	It shows the total amount of change that has not been returned to the customers for various reasons.	



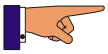
D

Shows the total amount.



C Back to main menu.

Function 147	<<CREDIT CARD>>	Total amount of sales from smartcards.
	It shows the total amount of the sales paid using a smartcard.	

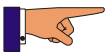


D

Shows the total amount.

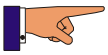
C Back to main menu.

Function 148	<<CRE.CARD DEC>>	Total amount received for crediting to smartcards.
	It shows the total amount of cash taken when recharging smartcards.	



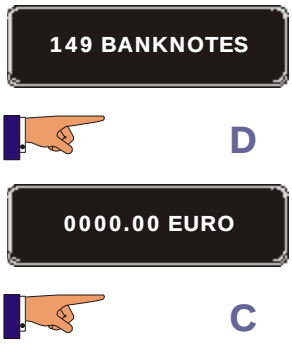
D

Shows the total amount.



C Back to main menu.

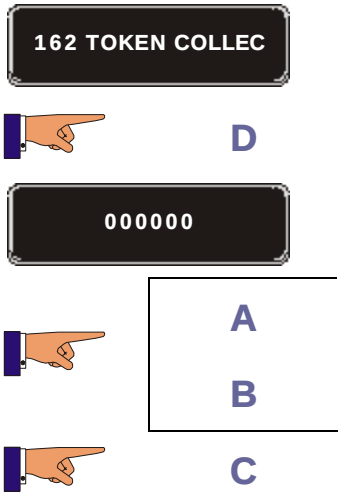
Function 149	<<BANKNOTES>>	Total amount of sales from notes.
	It shows the total amount of cash from sales paid using notes.	



Shows the total amount.

Back to main menu.

Function 162	<<TOKEN COLLEC>>	Total amount of sales from tokens.
	It shows the total value of all the tokens taken.	



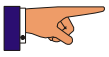
Shows total value of all the token 1.

Alternates between token 1 and token 2.

Back to main menu.

Function 171	<<DELETE ACC.>>	Erasure of accounting figures.
	This will delete the data in all the following functions:	

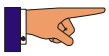
110	Cash Sel.	141	Cash in cash box
111	Sales Sel.	145	Cash extracted manually
113	Units in "free sale"	146	Change not given
120	Total cash	147	Sales from smartcard
121	Nº Services	148	Cash taken for smartcard
122	Value of free sale	149	Cash from note reader
125	Cash from pre-selections	162	Cash from tokens
126	Sales of pre-selections		

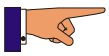
 **D** The accounting data is deleted.

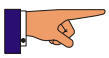
C Back to main menu.

Function 174	<<DEL. ACC. RET>>	Erasure of the accounting data of the change tubes.
	This will delete the data in the following functions:	

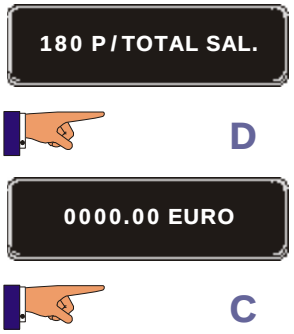
142	Accounting of vale of coins in tubes	143	Accounting of coins per tube

 **D**

 **D** Delete the accounting data for the tubes.

 **C** Back to main menu.

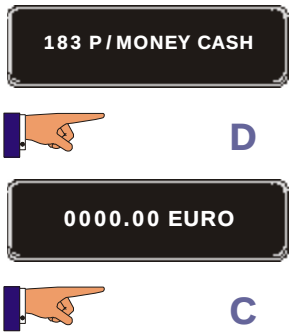
Function 180	<<P/TOTAL SAL.>>	Accumulated amount of the total sales.
	This shows the total value of all sales made by the machine. This information cannot be deleted.	



Shows the total amount.

Back to main menu.

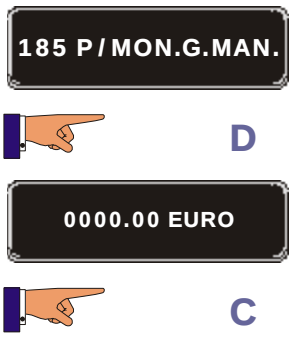
Function 183	<<P/MONEY CASH>>	Accumulated amount of cash in the cash box.
	This shows the total amount of cash in the cash box. This information cannot be deleted.	



Shows the total amount.

Back to main menu.

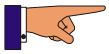
Function 185	<<P/MON.G.MAN.>>	Accumulated amount manually extracted from the change tubes.
	This shows the total amount of cash extracted manually from the change tubes by the operator. This information cannot be deleted.	



Shows the total amount.

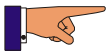
Back to main menu.

Function 186	<<P/M.NOT GIV.>>	Accumulated amount of all the change NOT returned.
	This shows the total amount of change that has not been returned to the customers for various reasons. This information cannot be deleted.	



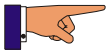
D

Shows the total amount.



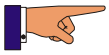
C Back to main menu.

Function 187	<<P/CRED.CARD>>	Accumulated amount of all sales from smartcards.
	This shows the total amount of the sales paid using a smartcard. This information cannot be deleted.	



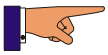
D

Shows the total amount.



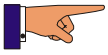
C Back to main menu.

Function 188	<<P/M.CARD REC>>	Accumulated amount of all the money credited to smartcards.
	This shows the total amount of cash taken when recharging smartcards. This information cannot be deleted.	



D

Shows the total amount.

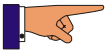


C Back to main menu.

Function 189	<<P/BILLS>>	Accumulated amount of the sales paid for with notes.
	This shows the total amount of cash from sales paid using notes. This information cannot be deleted.	

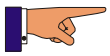
D

Shows the total amount.



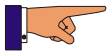
C Back to main menu.

Function 190	<<P/TOK.COLEC.>>	Accumulated amount of all the sales paid for with tokens.
	This shows the total value of all the tokens taken. This information cannot be deleted.	



D

Shows the total amount.



C Back to main menu.

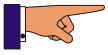
Function 191	<<P/UNITS/SEL.>>	**Accumulated amount of all the sales of each product selection.**
	This shows the total value of all the sales for each product selection. This information cannot be erased.	

191 P/UNITS/SEL.

D

PRESS SELECTION:

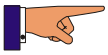
On pressing a selection, the *display* will show the number of services of this selection that has been vended.



C Back to main menu.

Function 193	<<P/UTS/SEL FV >>	**Accumulated amount of all the sales of each product selection in "free sale" mode.**
	This shows the total value of all the sales for each product selection while the machine was set in "free sale" mode. This information cannot be erased.	

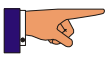
193 P/UTS/SEL FV



D

PRESS SELECTION:

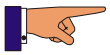
On pressing a selection, the *display* will show the number of services of this selection that has been vended while in "free sale" mode.



C Back to main menu.

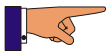
Group 200: Programming the prices and sales mode

Function 201	<<PRICES PROGR>>	Sales prices for each product selection.
	This programmes the sales prices of the different product selections.	



A

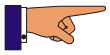
201 PRICES PROGR



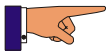
D

PRESS SELECTION:

The display shows the sales price of the product.



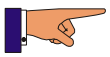
A	Increase the value.
B	Decrease the value.
D	Access the next digit for modification.



C Back to main menu.

Function 202	<<PRICE/SELECT>>	Copy the sales price to various product selections.
	This allows you to copy the same price to various product selections.	

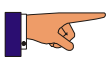
202 PRICE/SELECT



D

202 PRICE/SELEC
PRICE: 99.99 Euro

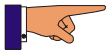
Allows you to program a sales price.



A, B	Increase or decrease this amount.
D	Move to the next digit.

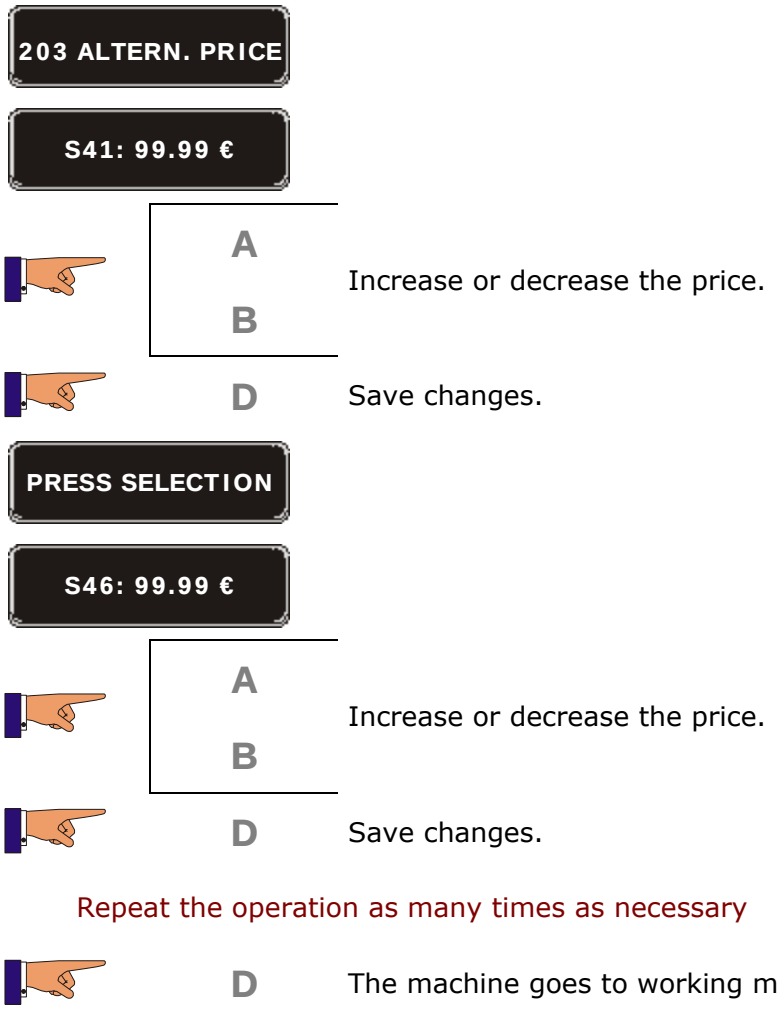
202 PRICE/SELEC
PRESS SELECT

Allows you to assign a price to various selections by pressing on their corresponding selection button.



C Back to main menu.

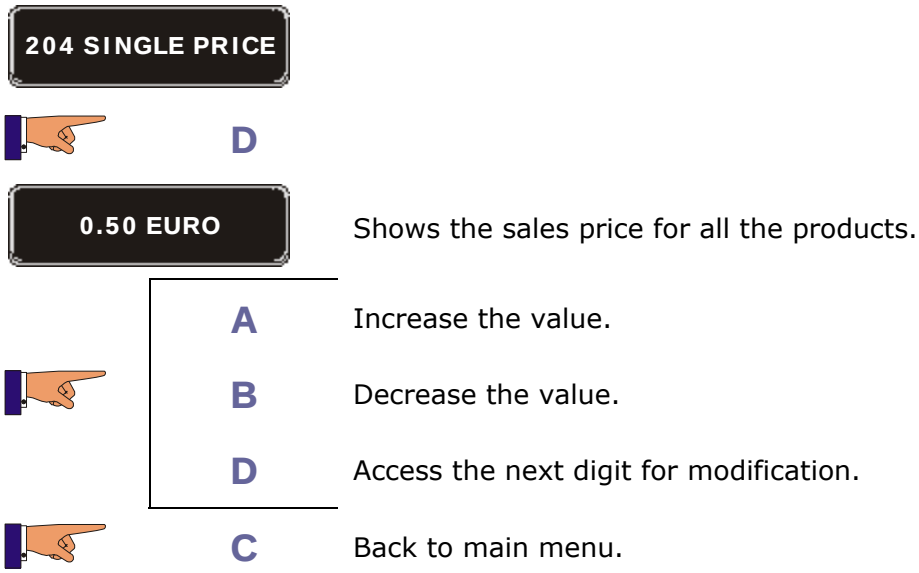
Function 203	<<ALTERN.PRICE>>	Alternative sales prices.
	This allows you to programme other sales prices for the happy hour. The happy hour will work if programmed in the function 530 <<happy hour>>.	



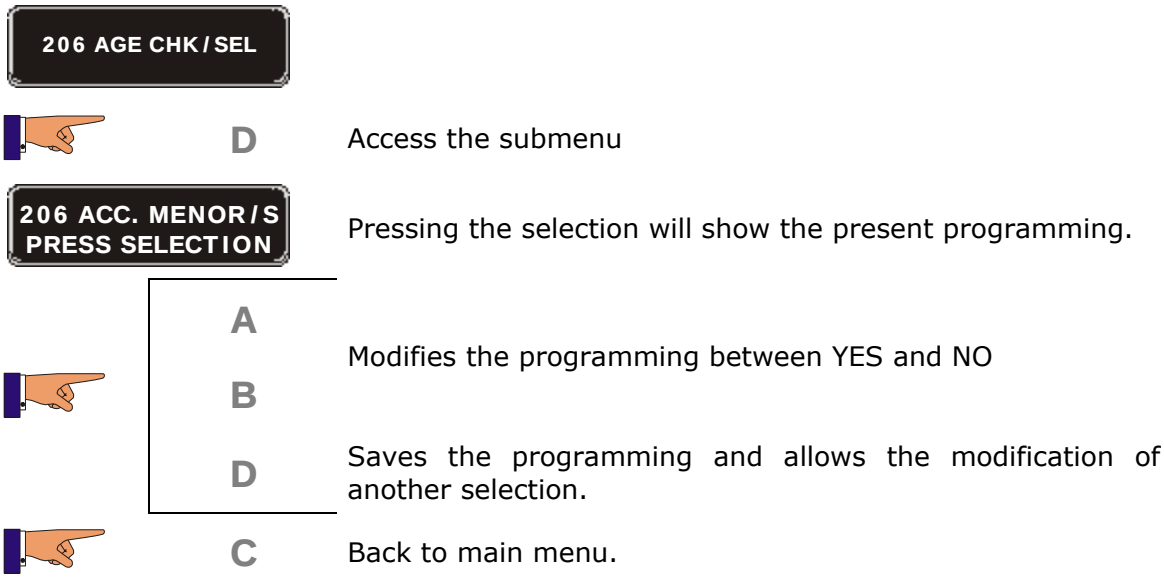
Repeat the operation as many times as necessary

D The machine goes to working mode.

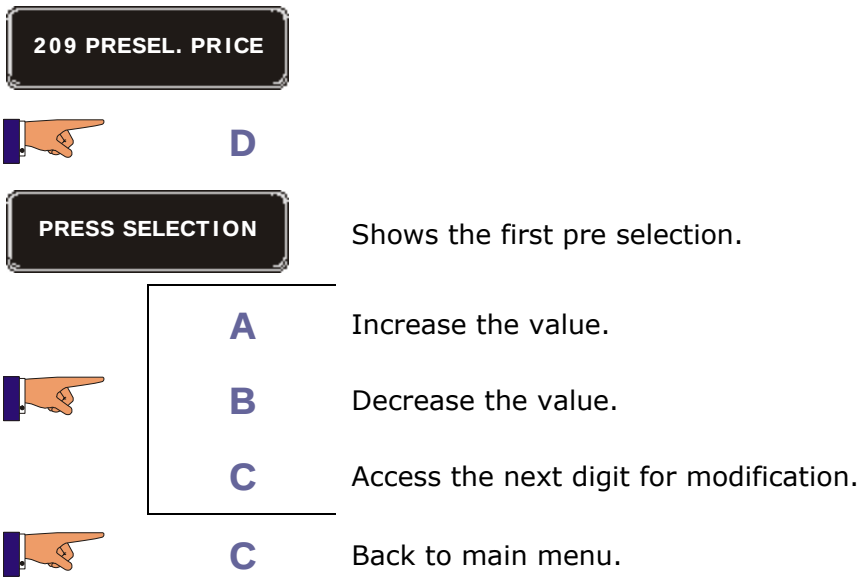
Function 204	<<SINGLE PRICE>>	Only one sales price for all selections.
	This programmes the same sales price for all the product selections.	



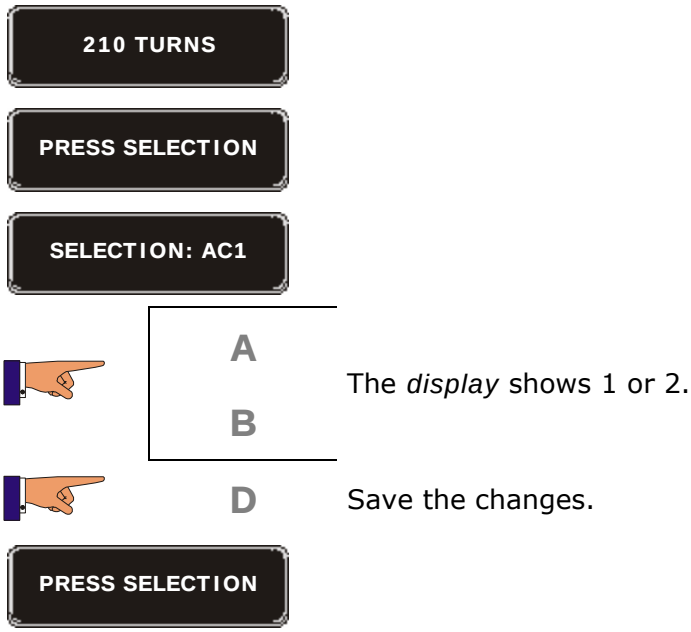
Function 206	<<AGE CHK/SEL>>	Impedes the sale of products to minors.
	It is possible to install a system on the machine that impedes the sale of certain products unless the machine has previously been activated with a remote control or by introducing a token.	



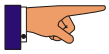
Function 209	<<PRICE/PRESEL>>	Activates a discount or overprice for the pre-selections.
	This programmes a discount an extra for each one of the pre selections on the hot drink machine in the battery.	



Function 210	<<TURNS>>	Movement of spiral.
	This allows you to programme a half turn 180º or full turn 360º of the spiral.	



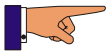
SELECTION: AC7



A

B

The *display* shows 1 or 2.



D Save the changes.

Repeat the operation as many times as necessary

D The machine goes to working mode.

Function 211	**<<EXPIRY DATE>>**	**Programme the No. of days for which a product can be sold once loaded.**
	The function indicates the selections programmed with expiry or requests that a selection be chosen. If there are selections with expiry, then they can be browsed with the A and B keys. Press D to modify the No. of days of expiry. Programme the number of days using A or B. Press D to validate. When the programmed time is up, the selection will be disabled and a fault message indicating product expiry will be displayed. To re-enable, programme the No. of days again. If you programme "0", then you deactivate the function for this selection.	

Function 220	<<FREE SALE>>	The machine vends products for free.
	Programme the machine to elaborate the services for free. It is not necessary to pay for the product.	

220 FREE SALE

D

FREE SERVICE NO — Shows the present programming.

A — Programme free service YES.

B — Programme free service NO.

C — Back to main menu.

When programmed for free service, all the products in the machine are free

Function 221	<<METHOD PURCH>>	Vends in simple, multiple or obliged sale modes.
	Programme the possible sales modes, multi vend or forced sale.	

221 METHOD PURCH

D — Access the submenu that contains the programmable data:
Time for remaining credit
Time to maintain credit available

D — Change the digits.

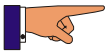
A — Increase the value.

B — Decrease the value.

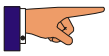
C — Back to main menu.

Function 228	<<ACCESS CTRL>>	Impede the sale of products to minors.
	It is possible to install a system on the machine that impedes the sale of certain products unless the machine has previously been activated with a remote control or by introducing a token.	

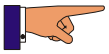
D — No control.



A / B — Shows the possible programming options: "No control", "Remote control", "Token" and "Token selection".



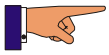
D — Programme the option shown on the display.



C — Go back and exit the menu.

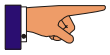
Group 300: Programming de selections

Function 300	**<<SEL/SERV.LNK>>**	**Associates product selections to the products.**
	Allows you to assign a determined service to each product selection button. These services are programmed with the standard quantities of water and powder.	



D

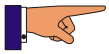
On pressing the product selection button, the display will show the product it has been assigned.



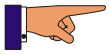
A

B

Shows the products that can be assigned.



D Confirms the product assigned.



C Back to main menu.

Service "*Validate Button*". This option can associate any button on the machine, whether it is "*pre-selection*" or "*direct selection*".

It is operative when the machine is programmed for "free sale"; after pressing the button of the desired product, it is necessary to also activate the "*validate button*", so that the machine carries out the service.

Function 302	<<SEL. ASSOCIATED>>	**Allows selections to be associated so they alternate to make unloading even.**
	Via this function, selections are associated so that they serve the product consecutively when any of the associated selections is pressed. 5 groups can be established and up to 10 selections can be assigned to each group. All the associations made can be deleted. Select No to modify the groups already programmed. When a group has been selected, this group's associated selections will be displayed. If there are none, then the screen will be blank. Press the desired selection. If it is already associated, then the association is deleted. Press C to exit to group selection. Press C to exit. This function is not active (although programmed) if your machine does not have product exit detection (iDetect) or detection is deactivated or faulty.	

Function 303	<<PROMOTIONS>>	
Not operative		

Function 309	<<ASSOC. MOTORS>>	**Associate motors so that they work simultaneously when a selection is pressed. This function is used to programme the extraction of products that need two spirals with independent motors in order to be sold (baguettes, sandwiches, etc.)**
	The function allows all the motor associations programmed to be eliminated. Press the selection you wish to programme. The screen will show if it has an associated motor or not. Press D to access. Choose the motor to work simultaneously with the desired selection by pressing the selection key. The motor must be the one that moves the 2nd spiral of the channel. Press D to Validate. To remove the second motor associated, choose selection and press the recovery key.	

Function 315	<<SERV.PROGRAM>>	Quantity of product and water for each service.
	Programme the quantities of product and water for each service in the coffee machine in the battery.	

315 SERV.PROGRAM

Shows the options:

D — Modify step by step
Add a step
Delete a step

A — Select one of the options.
B

D — Execute the selected option.

A — Increase or decrease the value of the pre-selection.

Modify step by step (allows you to modify the dosage of the product and water of each of the product selections).

Add step (allows you to add another step in the process of elaborating the product).

B — **Erase step** (allows you to remove a step in the process of elaborating the product).

D — Allows the modification of the next digit or shows the first pre-selection on the display.

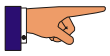
A — Increase or decrease the values
B

C — Back to main menu.

Function 317	<<PRESEL.PROGR>>	Modify value of the pre-selections.
	Modify the percentages of the dosage of product of the pre-selections. It also allows you to choose the container that the product is extracted from when a direct selection is chosen, if you have previously selected a pre-selection.	

Hopper origin: The container the product is extracted from on selecting a "direct selection".

Hopper destination: The container from which the product is extracted on selecting a "direct selection" if a "pre-selection" button has previously been selected.

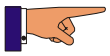


Access the submenu of this programming function and show the first programmable pre-selection.

Select the pre-selection desired.

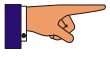
Allows the modification of the pre selection shown on the *display*.

Increase or decrease the value.



Validate the digit programmed and access to modify the "Hopper Origin".

Select the "Hopper Origin" required.



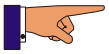
Validate the "Hopper destination" shown on the display.

Programmable pre-selections:

PS.6	Decaffeinated, between 0 and 300%	PS.8	Less water, between 0 and 200 %
PS.7	Extra milk, between 0 and 200%	PS.9	Instant coffee, between 0 and 200 %

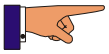
Function 320	<<PREHEAT UP>>	Pre-heating of beaters with hot water.
This function is shown when there is hot drink machine in the battery	When there is a determined time between the elaborations of services, the machine preheats the beaters that are used in the elaboration of the service. The interval of time is programmed in the function 493 <<MINUTES PREHEATING>>. Operative if there is hot drink machine.	

D Shows on the *display* the time interval for preheating.

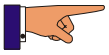


A

B Increases or decreases the time.



D Allows the modification of the next digit or shows the first pre selection on the *display*.



A Preheat YES.

B Preheat NO.

C Back to main menu.

Function 330	<<EXTR.MOD.PROG>>	Recognition of the extractor module.
	Recognises, if there is one, the extractor module *Brisa-Mistral* connected to a *City/Tempo*.	

330 EXTR.MOD.PRG

D Accept.

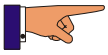
OPERATION OK

If there are two extractor modules connected to a *City/tempo* or Payment module, this function will request the identification of 1 and 2.

Function 331	<<POS. ELEVATOR>>	Presence of the elevator for extracting products.
	Activate the presence of the elevator in the machine and programme the position of the collection of the product for each shelf.	

331 Pos.elevator

D Shows present programming

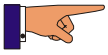
 **A or B** Select YES or NO.

D Confirm the programming. Selecting YES activates the presence of the elevator and accesses the programming of the height of the shelves.

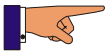
When it is activated for the first time, the elevator carries out a complete up and down movement.

POS. ELEVATOR
SHELF A 000

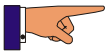
A or B Select the shelf to programme.

 **D** Show the present programming for possible modification

SHELF A
--- 000 ---

 **A** The elevator moves upwards

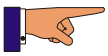
B The elevator moves downwards

 **C** Modify the speed of the elevator: 6 marks, slow
12 marks, fast

SHELF A
--- 000 ---

Fast.

D Confirm the programming done and access the programming of another shelf.

 **C** Go back and exit the menu.

If a shelf is programmed 000, the elevator will not move when a product is requested form this shelf.

Group 400: Programming the service mode of the machine

Function 401	**<<PROGRAM TYPE>>**	**Reprogramming the with factory defaults.**
	Reprogramme the machine with the factory defaults. The following functions will become visible:	

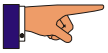
030	Test machine	315	Programming service
110	Cash selection	420	Publicity
120	Total cash	490	Hopper name
201	Programming prices	491	Service name
300	Associate selection buttons	510	Date / time

401 PROGRAM TYPE

D	The display shows present model.
A / **B**	Shows the other models on the *display*.
D	Confirms the model selected and resets the machine.
C	Back to main menu.

Function 412	<<ACCEPT. COINS>>	Programme the coins accepted.
	This function is only operative when the coin changer has MDB protocol. Programme the coins that are admitted by the coin changer.	

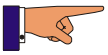
412 ACCEPT. COINS



D

COIN 1 0005 YES

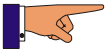
The display shows the present programming.



A

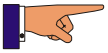
B

Shows the other coins on the *display*.



D

Activate the modification YES / NO.

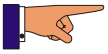


A

Yes

B

NO



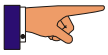
C

Back to main menu.

Function 416	<<MAX. ADMIS.>>	Programming the maximum number of coins accepted for a vend.
	Programme the maximum number of coins the machine will accept for as service.	

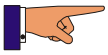
D

Shows the type of coin.

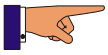


A — Shows the coins in ascending order.

B — Shows the coins in descending order.



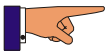
C — Go back and exit the menu.



D — Access the type of coin on the display.

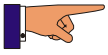
The last three figures indicate the amount of coins accepted.

Function 418	<<ADM. IN NO CH>>	Coins accepted when the machine is "OUT OF CHANGE".
	Activate/Inhibit the admission of coins depending on their value when the machine is "OUT OF CHANGE".	



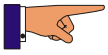
D

Shows the type of coin to activate/inhibit.

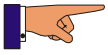


A — Shows the coins in ascending order.

B — Shows the coins in descending order.



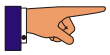
C — Go back and exit the menu.



D — Access the type of coin on the display.

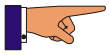
Function 419	<<NO CHANGE>>	Minimum number of coins in each change tube.
	Programme the minimum number of coins that each change tube should have so the machine shows the message "out of change".	

D — The *display* shows the present programming.



A — The *display* shows the rest of the coins.

B



D — Access to modify the programming.

Function 420	<<ADVERT.MESS.>>	Advertising message.
	Programme a message that will be shown on the display of the machine. It has a maximum of 100 characters. This message will alternate with the temperature time and "Azkoyen" messages.	

D

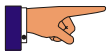
Shows the present message.

A — Shows the characters ascending.

B — Shows the characters descending.

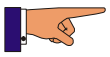
C — Delete the last character programmed

D — Stores the character shown on the *display*.



D or REFUND. Store the message.

Function 421	<<EFFECT. MESS.>>	Flashing publicity message.
	Programme a message that will be shown on the display of the machine. It has a maximum of 16 characters. This message will alternate with the temperature, time and "Azkoyen" messages.	



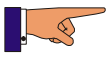
D

Shows the present message.

A	Shows the characters ascending.
B	Shows the characters descending.
C	Delete the last character programmed
D	Stores the character shown on the *display*.

D or REFUND. Store the message.

Function 424	<<FAULT MESS>>	OUT OF ORDER message.
	Programme a message that will be shown on the display of the machine. It has a maximum of 16 characters. This message will be shown when the machine is "out of order".	



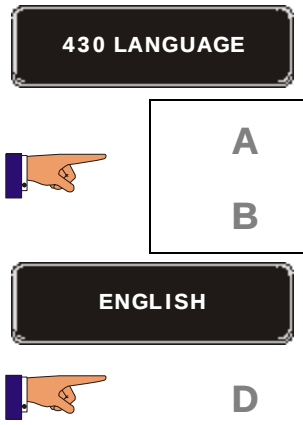
D

Shows the present message.

A	Shows the characters ascending.
B	Shows the characters descending.
C	Delete the last character programmed
D	Stores the character shown on the *display*.

D or REFUND. Store the message.

Function 430	<<LANGUAGE>>	Language that the machine uses.
	Programme the language that will be used for the messages on the display. You may select between Spanish, French, English, Portuguese and Italian, German, katakana and Cyrillic.	

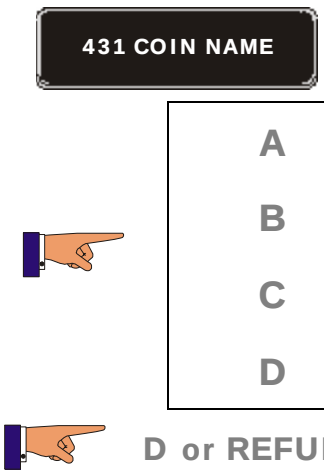


Allows you to choose one of the following languages: Spanish, French, German, English, Portuguese or Italian.

Shows the present language.

Saves the changes and the machine goes into working mode.

Function 431	<<COIN NAME>>	Name given to the currency the machine works with.
	Programme the name of the currency that will be shown the display of the machine. This name can have up to 3 characters.	



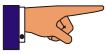
A or B modify the flashing digit.

Erases the last character.

Save the character selected.

D or REFUND. Save the text and go back to working mode.

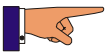
Function 432	<<DECIMALS>>	Choose the position of the decimal point of the currency.
	Programme the position of the decimal point used in the prices on the display.	



A

B

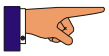
Allows the modification of the position of the decimal point.



D

Stores the changes and returns back to main menu.

Function 450	<<KEYB. TYPE>>	Type of product selection keyboard.
	Programme the model of keyboard the machine is using; proximity or membrane.	



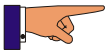
D

Shows the option that is programmed.

A

B

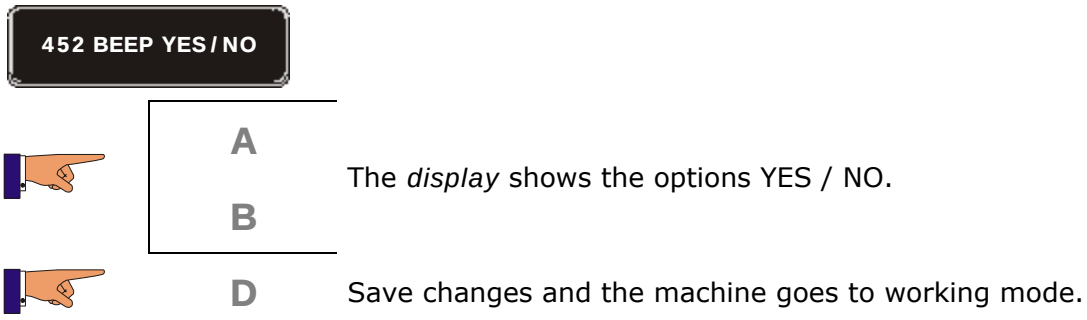
Programme YES or NO. "YES" corresponds to a proximity keyboard and "NO" to a membrane keyboard.



D

Save the changes in the programming and go back to the main menu.

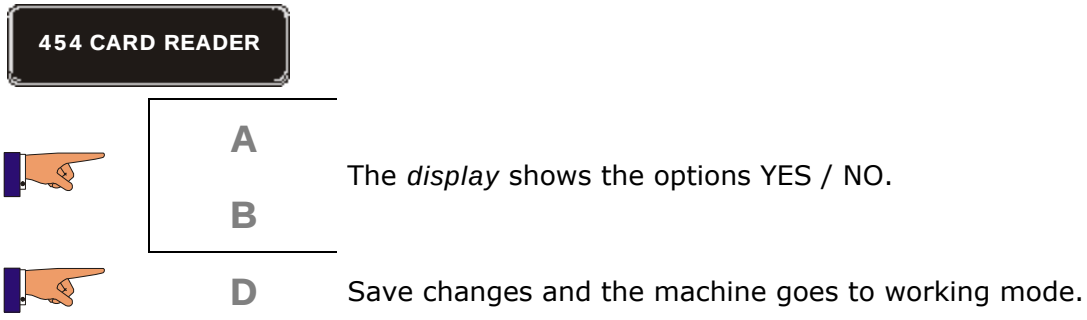
Function 452	<<BEEP YES/NO>>	Buzzer YES/NO.
	Programme if the buzzer sounds or not.	



The *display* shows the options YES / NO.

Save changes and the machine goes to working mode.

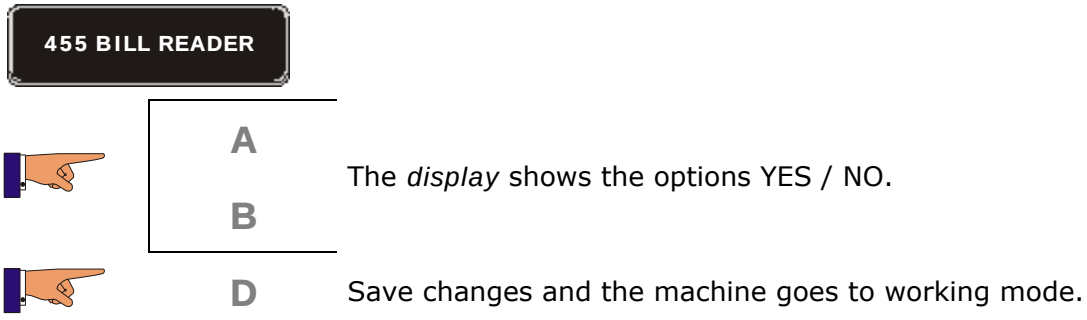
Function 454	<<CARD READER>>	Card reader Yes/No.
	Programme if the card reader is operative or not.	



The *display* shows the options YES / NO.

Save changes and the machine goes to working mode.

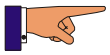
Function 455	<<BILL READER>>	Note reader Yes/No.
	Programme if the note reader is operative or not.	



The *display* shows the options YES / NO.

Save changes and the machine goes to working mode.

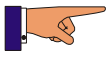
Function 458	<<CUP PRESENCE>>	System IDETECT Yes/No.
	Programme if the product exit detector is operative or not.	



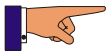
A

B

The *display* shows the options YES / NO.



D Save changes and the machine goes to working mode.



C Back to main menu.

Function 459	<<M/S MDB>>	
Not operative		

Function 461	<<TEMPERATURE>>	Temperature of the water in the boiler.
	When a hot drink machine is present in the battery, programme the temperature of the water in the boiler. The range of temperatures is from 40º C to a maximum of 95º C in steps of one degree.	

D

A

B

Modify the programmed temperature.

D — Access the next digit.

C — Back to main menu.

Function 463	<<AUTOMAT. WASH>>	Auto cleaning of the product beaters.
	When a hot drink machine is present in the battery, programme the auto cleaning of the product beaters after a determined interval of time. This time is programmable: 15 minutes, 30 minutes, 1 hour, 3 hours, 6 hours and 12 hours. You can also programme the quantity of water consumed during the cleaning process; the maximum quantity programmable is 50 cc.	

D

A

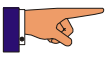
B

Modify the time programmed.

D — Store the changes and return back to main menu.

C — Back to main menu.

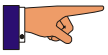
Function 465	<<AUTONOMY>>	**Presence of an autonomous water supply kit.**
	When a hot drink machine is present in the battery and if the machine is fitted with an autonomous water deposit, programme "autonomy dep. YES". If the machine runs out of water when using a deposit, the machine will go out of order to protect the water pump motor.	



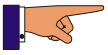
D

A Autonomous deposit YES

B Autonomous deposit NO



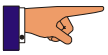
D Store the changes and return back to main menu.



C Back to main menu.

Function 466	<<SPOON>>	Supply spoon (or stirrer).
	When a hot drink machine is present in the battery, programme whether a spoon is included with the service or not.	

466 SPOON



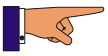
D

SERVICE 1:
CAFE GRAIN COURT

A

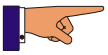
B

Shows the other product selections on the *display*.



D

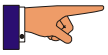
Modify the programming.



A

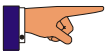
B

Modify the option programmed.



D

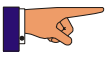
Store the changes and return back to main menu.



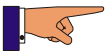
C

Back to main menu.

Function 467	<<CUPS>>	Supply cups.
	When a hot drink machine is present in the battery, programme whether a cup is included in the service or not.	



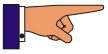
D



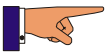
A

B

Shows the rest of the product selections on the *display*.

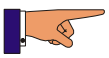


D Stores the changes.



C Back to main menu.

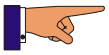
Function 468	<<TEMPERATURE>>	**Temperature of the refrigerated area where the snacks or drinks are stored.**
	This allows you to programme the temperature of the interior in the Modules B or H.	



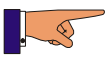
A

B

Increase or decrease units and tens.



D Save the data and change from units to tens.

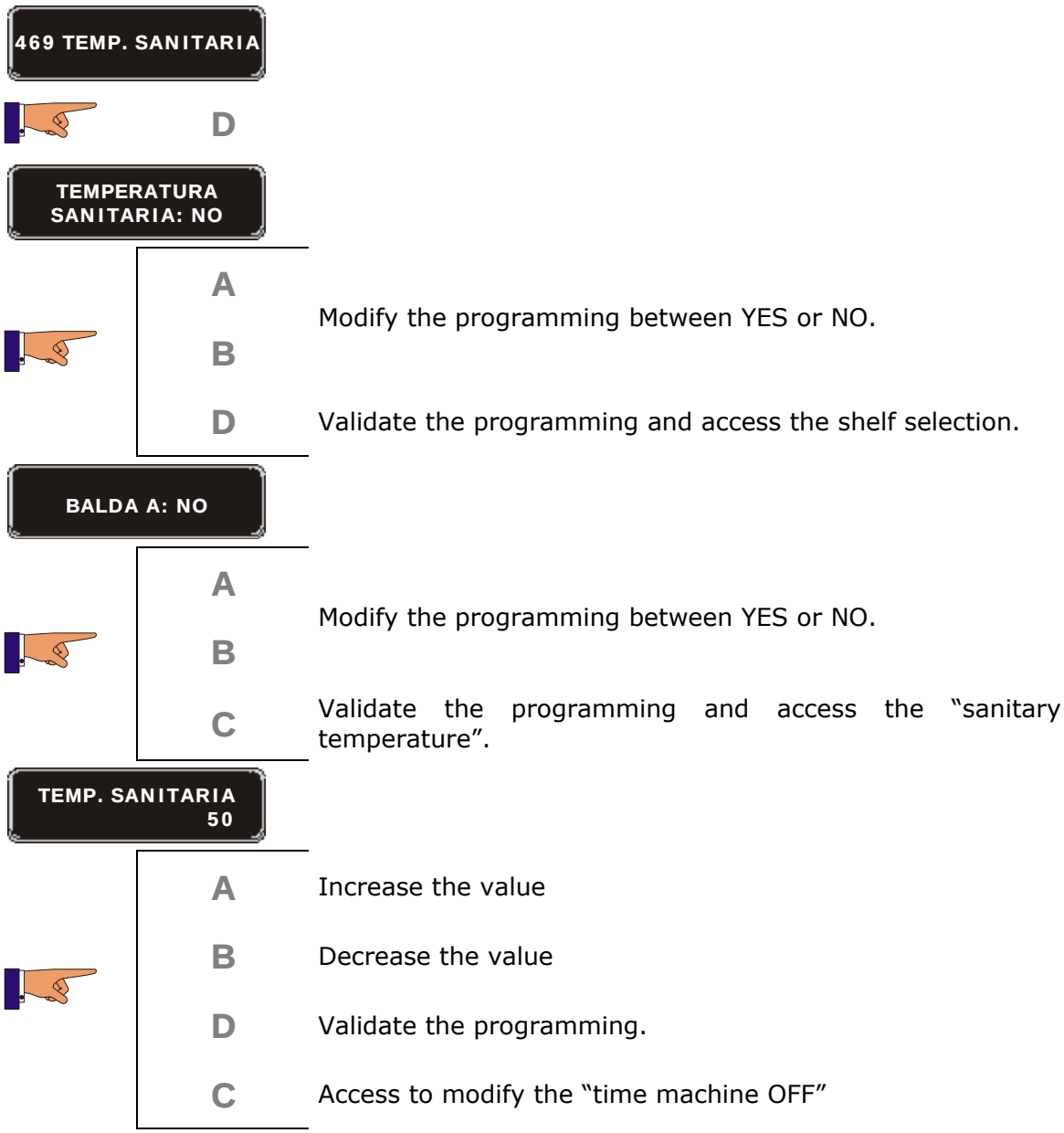


D Save the changes and the machine goes to working mode.

Function 469	<<SANITARY TEMP>>	Sanitary temperature.
	This function can put some shelve OUT OF ORDER if the temperature of the storage area goes above a certain value for a predetermined period of time.	

Time "machine OFF": Maximum time that the machine can be switched off, if this time is exceeded, the previously programmed shelves will be "out of order"

Time "temperature too high": Maximum time that the inside of the machine can be above a "sanitary temperature", if this time is exceeded, the previously programmed shelves will be "out of order".



TIEMPO MAQ. OFF
999

A	Increase the value
B	Decrease the value
D	Validate the programming.
C	Access to modify the "time temperature too high"

TIEMPO TEMP.
SUPERIOR 999

A	Increase the value
B	Decrease the value
D	Validate the programming and go back to menu.

Function 470	<<NUM.MACHINE>>	Identification number of the machine.
This function is shown when the machine has a communications kit	Allows you to programme a number that is used to identify the machine.	

470 NUM. MAQUINA

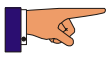
D

- - - - - -

Programme the identification number of the machine (6 digits).

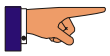
A	Increase.
B	Decrease.
D	Accept.
C	Back to main menu.

Function 471	<<NUM.TARJ.COM>>	Number of the communication board.
This function is shown when the machine has a communications kit	Allows you to programme a number that is used to identify the communication board.	



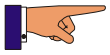
D

Programme the identification number of the communication board.

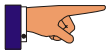


A Increase.

B Decrease.

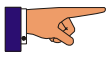


D Accept.



C Back to main menu.

Function 472	<<COD. OPERADOR>>	Operator code of the machine.
This function is shown when the machine has a communications kit	Allows you to programme a number that is used to identify the operator who manages the machine.	

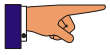


D

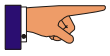
Programme the operator code (4 digits).

A Increase.

B Decrease.

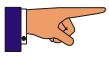


D Accept.



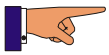
C Back to main menu.

Function 473	<<COD.OP. TARJETA>>	Operator code of the COM board.
This function is shown when the machine has a communications kit	Allows you to programme a number that is used to identify the operator of the COM board.	



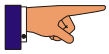
D

Programme the operator code of the COM board(6 digits).

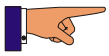


A — Increase.

B — Decrease.

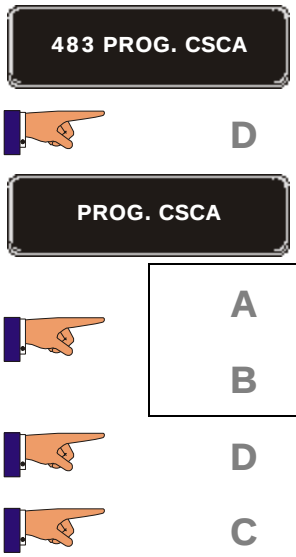


D — Accept.



C — Back to main menu.

Function 483	<<PROG. CSCA>>	Configuration of the MODEM
This function is shown when the machine has a communications kit		



Programme the message control centre.

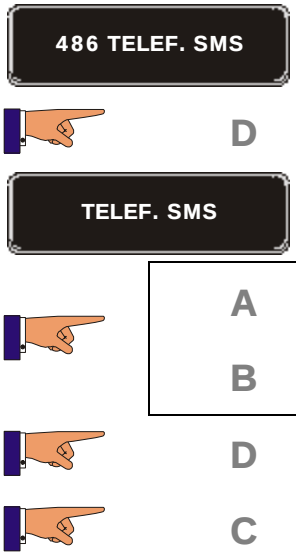
A Increase.

B Decrease.

D Accept.

C Back to main menu.

Function 486	<<TELEF. SMS>>	Telephone number that will receive the SMS messages.
This function is shown when the machine has a communications kit		



Programme the telephone number to send the SMS messages to.

A Increase.

B Decrease.

D Accept.

C Go back and exit the menu.

Function 487	<<NOMBRE MAQ.>>	
This function is shown when the machine has a communications kit		

D

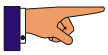
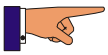
Programme a name for the machine.

A	Increase.
B	Decrease.
D	Accept.
C	Back to main menu.

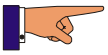
Function 488	<< POLL. INCID.>>	Incident polling time
This function is shown when the machine has a communications kit	You programme the period of time, in seconds, between each time that the machine is interrogated about incidents. If there are new incidents, and their communication has been programmed in F489, an SMS message will be sent.	

D	Show the time programmed: 65535
A	Increase.
B	Decrease.
D	Accept.
C	Back to main menu.

Function 489	<<GESTOR INCID>>	Incident manager
This function is shown when the machine has a communications kit	Not all incidents need an SMS message to be sent. To manage which incidents need to be communicated, you use a numeric value.	

	D	Show the numeric value: 2147483647
	A	Increase.
	B	Decrease.
	D	Accept.
	C	Go back and exit the menu.

Function 490	<<HOPPER NAME>>	Name for the product hoppers.
	When a hot drink machine is present in the battery, programme the names given to the product hoppers. In functions 310 <<Programming water>> and 311 <<Programming product>> you will see the name of the product in the hopper and not a number on the display.	

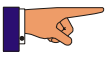


D

A

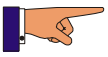
B

Shows the rest of the hoppers.



D

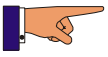
Modify the name. Once you have written the name, move the cursor to the right and it will be stored.



A

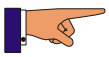
B

Shows the alphabet.



D

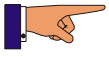
Once the new name has been written, press and hold button "D" until it is saved. Now you can programme a 25% increase in the speed of the extraction of the product.



A

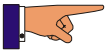
B

Modify the programming YES or NO.



D

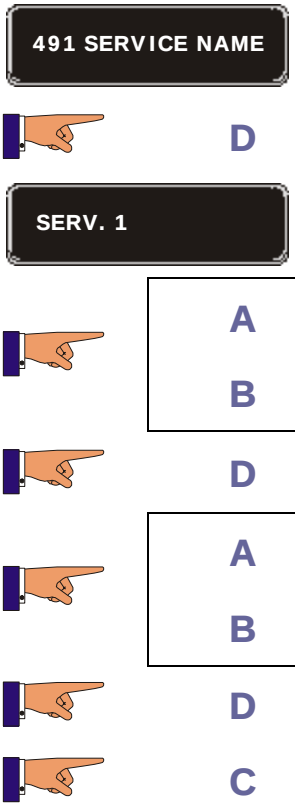
Save the changes and go to the next hopper.



C

Back to main menu.

Function 491	<<SERVICE NAME>>	Name for each one of the product selections.
	When a hot drink machine is present in the battery, programme the name of each of the services. These names will be shown on the display when the product selection button is pressed before inserting coins.	



Shows the name of product selection 1.

Shows the rest of the product selections.

Modify the name. Once you have written the name, move the cursor to the right and it will be stored.

Shows the alphabet.

Stores the names.

Back to main menu.

Group 500: Clock Functions

Function 510	<<DATE/TIME>>	Date and time.
	This programmes the date and time of the machine	

510 DATE/TIME

D

11-12-05 — Shows the present date.

A

B — Modify the data.

D — Go to next digit.

Function 520	<<CLOCK MODES>>	Time format.
	Programme the change of time for daylight saving in summer.	

520 CLOCK MODES

D

SUMMER TIME? YES

A — Auto change YES.

B — Auto change NO.

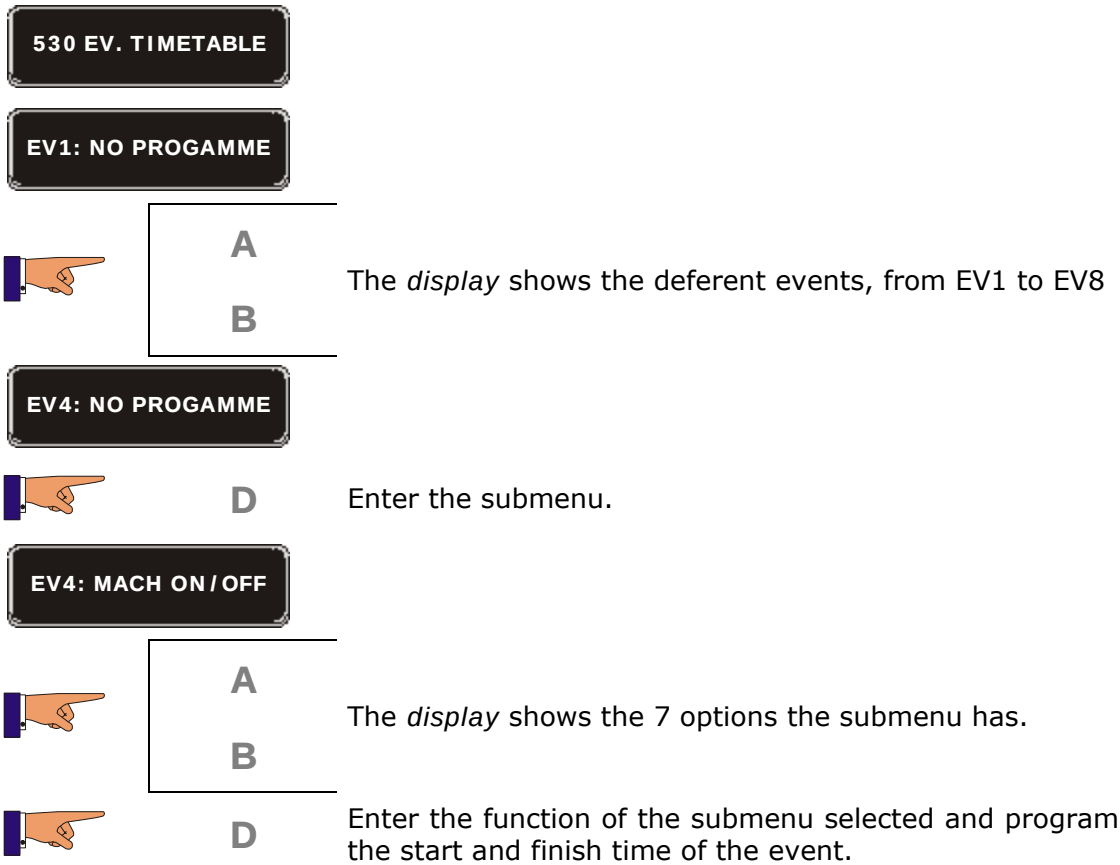
D — Store the changes and return back to main menu.

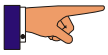
Function 530	<<EV. TIMETABLE>>	Event programming timetable.

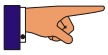
Programme a series if timetables. At the start time of the event programmed the machine will switch the event on and then off at the end of the time programmed.

There are 8 events, and for each one, one of the following options can be programmed:

No programme	Do not do anything.
Machine:	Automatic switch on and off.
Illumination:	Automatic switch on and off.
Hot water boiler:	Automatic switch on and off.
Refrigeration group:	Automatic switch on and off.
Sale forbidden:	The start and finish time that the machine will not vend products.
Happy hour:	The start and finish time that the machine will sell the products at a different price.



 **D** Pressing this button the moves the cursor over the deferent digits of the time.

 **D** Pressing this button the moves the cursor over the deferent digits of the time.

D Go back to the list of events

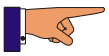
C Save the changes and the machine goes to working mode.

If the start time and finish time is 00:00:00, the event is not active

Function 531	<<EV. WEEKLY C.>>	Daily timetable programming.
	Programme the days of the week that the programmed events in the function 530 <<EVENT TIMETABLE>> are active. The possible options are: LAB: Labour days N/A: Do not apply WKD: Weekend MON: Monday TUE: Tuesday WED: Wednesday THU: Thursday FRI: Friday SAT: Saturday SUN: Sunday	

531 EV. WEEKLY C.

EV1: NO PROGAMME

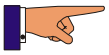


A

B

The *display* shows the different events from EV1 to EV8.

EV4: NO PROGAMME



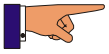
D — Enter the submenu.

EV4: ON / OFF MACH

A

B

The *display* shows the 7 options that the submenu has.



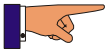
D — Enter the function of the submenu selected and programme one of the options of this function.

EV4: ON / OFF MACH MON

A

B

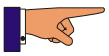
El *display* shows the different options of this function.



D — Programme one of the options of this function.

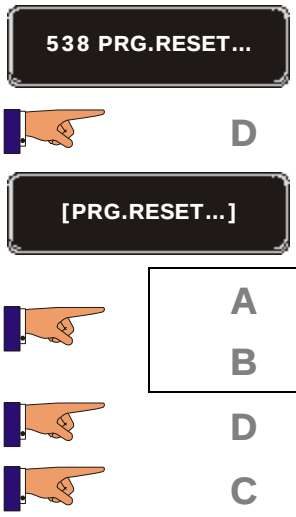
EV4: ON / OFF MACH MON -> THU

D — Programme one of the options of this function.



C — Save the changes and the machine goes to working mode.

Function 538	<<PROG. RESET...>>	Time of the daily accounting reset.
This function is shown when the machine has a communications kit	As well as the SMS incident messages, it is possible to programme SMS audit messages. You can programme an hourly or daily audit message. The format is: Code 24 (every day) or 28 (every hour). Minutes. Hour. **Code: Minutes : Hour**	



Allows you to configure the time the machine will reset the accounting.

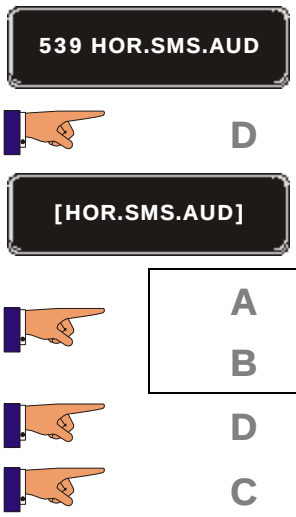
A Increase.

B Decrease.

D

C Back to main menu.

Function 539	<<HOR- SMS.AUD>>	Time of the SMS audit.
This function is shown when the machine has a communications kit		



Programme the time of the SMS audit.

A Increase.

B Decrease.

D

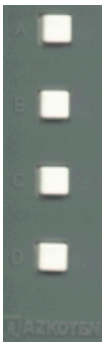
C Back to main menu.

"HOTKEYS"

This is a quick way to see the sales of the machine.

The method for the Brisa/Mistral machine is:

- Enter the basic menu, pressing 'C' on the programming handset.



Programming handset (inside the machine)

- Check the incidents pressing any button until the first programming function appears.
- Enter the menu as always or with the "hotkeys":
  - Pressing 'A', we will directly see the CASH/SELECTION (after it will ask for the selection code; exit pressing 'C' on the handset)
  - Press the 'B' key on the selection keypad to see TOTAL MONEY account.

Selection keyboard (outside the machine)

  - Press button 'C' on the handset to exit the menu.

The functions that can be accessed with the "hotkeys" are not fixed; they can be programmed by the operator but with some restrictions.

The "hotkey" functions will be those that are included in the basic menu and that also belong to the list called "filler". The order is the same as the basic menu.

If the operator wants to include any of the following functions as a "hotkey", they only have to include them in the basic menu. However, you have to remember that the functions can

change. If the machine has the functions 001, 002, 110, 120… in the basic menu, the assignation will be: 'A'→001, 'B'→002, 'C'→110, 'D'→120…; if the machine has the function 110, 120… in the basic menu, the assignation will be: 'A'→110, 'B'→120…

List of "Filler" functions:

001	"EMPTY TUBES"
002	"FILL TUBES"
110	"CASH SEL"
111	"SALES SEL"
113	"FREE SALE"
120	"TOTAL CASH"
121	"TOTAL UNIT"
122	"TOTAL CASH V.L."
125	"CASH PRESELEC"
126	"UNIT PRESEL"
141	"CASH BOX"
142	"CASH IN CHANG."
143	"COINS IN C.G"
145	"CASH RET.MAN"
146	"MON.NOT GIV."
147	"CREDIT CARD"
148	"CRE.CARD DEC"
149	"BANKNOTES"
162	"TOKEN COLLEC"
180	"P/TOTAL SAL."
183	"P/MONEY CASH"
185	"P/MON.G.MAN."
186	"P/M.NOT GIV."
187	"P/CRED.CARD"
188	"P/M.CARD REC"
189	"P/BILLS"
190	"P/TOK.COLEC."

GRUPO
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