AZKOYEN GROUP

Programming manual.

VITRO S1

AZKOYEN GROUP

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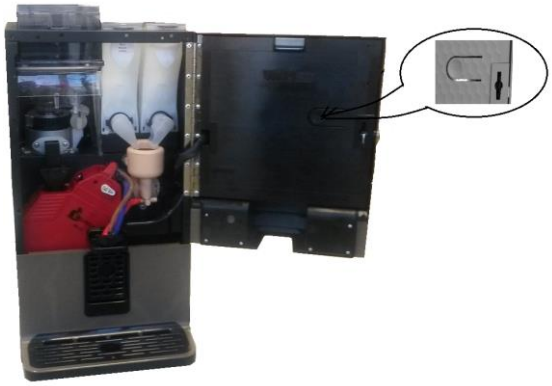
PROGRAMMING

1. Access to programming menu

Get access to programming mode by pressing the **P** button on the back side of the door.

Short press on **P** button, allows access to some of the functions, the default personal menu of functions. These functions can be modified directly on this access mode. Navigation through the options is done by Service buttons from front door. (explained below).



2. Programming keyboard

After pushing the button: **PROG** to access to programming mode, display will show the first available function: 010 LISTING:

Navigation is done by using the 4 buttons on the front door, the upper row service buttons. The function of each Service button is:

Button A, move forward through the options.
Button B, move backwards through the options.
Button C, go back or go out.
Button D, access, enter or confirm.
Button E, enables one free vend.
Button F, activates cleaning mixer one time.
Button G, shows the boiler temperature
Button H, not used.

3. Personal menu

Press and hold programming button **P**, to bring up full listings of functions use A/B buttons to navigate to desired function. Press D button to change the "-" to "P". This will have added the desired function to the personal menu. Press the programming button to exit. Press now the programming button briefly to bring up the personal menu. Use A/B buttons to navigate and find the added function. Press D to access to it.

Example below:

Pushing coffee Service button 4 changes – to P.

Pushing coffee Service button 1 to move to next function.

4. Programming Functions

Below, the complete list of functions for Vitro s1, together with an explanation of the most relevant ones.

Function	Description
010	Communications
030	Machine Test
090	Software Version
099	Initialize machine
110	Money amount per selection
111	Units sold per selection
113	Units sold in Free Sale
120	Total amount of money
121	Total units sold
122	Total amount of money in Free Sale
141	Total money in the cashbox
142	Total money in returning tubes
145	Money given when F001 was done
146	Amount of return not given

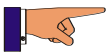
147	Total money from sales with prepay card
148	Total money from recharge of prepay card
149	Total money of selling with banknotes
171	Delete accountability data
180	Accumulated total money amount received
191	Accumulated money amount got from each selection
201	Program selling price for each selection
204	Program single price
220	Free Sale
221	Single sale / Multi sale / Forced sale
300	Link buttons to coffee services
Function	Description
315	Recipe programming
317	Modify preselection programming
401	Load a standard configuration (CMQ) of the machine
412	Program coins accepted
416	Program maximum coins accepted
418	Program coins accepted in “No change” mode
419	Program the minimum number of coins in each tube
420	Advertisement message
421	Default advertisement message
424	Failure message
430	Language
431	Name of the coin
432	Number of decimals
454	Card reader YES / NO
455	Bill reader YES / NO
461	Program boiler temperature
463	Automatic cleaning of mixers
465	Autonomy kit YES / NO

472	Sanitary temperature
490	Program the names of canister
491	Program operator code

Group 000: Actions

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.	

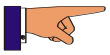
D



A

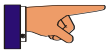
B

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.

SEND LOG PRINTER.

This option sends a report with the last 50 events in the machine; they can be sent to a printer or to a PC. The data sent, can be viewed on a computer, using the hyperterminal software.

SEND DATA PRINTER

This option sends a report of machine sales accounting; You can send it to a printer or to a PC. The data sent, can be viewed on a computer, using the hyperterminal software. So that the printer or the PC receive events or accounting data correctly, you must program the following information:

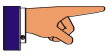
- Speed: 9600
- 8-bit

- parity: no
- 1 bit stop
- flow Control: no

SEND LOG DISPLAY

the past events in machine are sent to the display of the machine, the list of these events is described below.

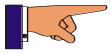
Function 030	**<<TEST MACHINE>>**	**Test for different elements in the machine.**
	Run a test of the different elements of the machine.	

 **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
- I-detect
- Mixers
- Extractor

- Electro valve
- Refill boiler
- Move group
- Grinder
- Dosage
- Group cleaning with tablet
- Etc

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.	

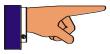
D

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.	

110 MONEY/SELECT



D

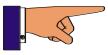
S01 PRESS SELECTION

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.	

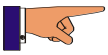
111 UNITS/SELECT



D

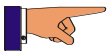
S01 PRESS SELECTION

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



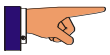
C Back to main menu.

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.

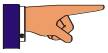


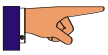
C

Back to main menu.

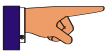
Function 114	<<MAINT.COUNT.>>	Maintenance accountabilities.
	This function is used to control when is time to change the water filter and to do the espresso group service. .	

114 MAINT. COUNT.

 **D** Enter to maintenance counters.

 **A or B** Change from one counter to the other

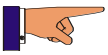
LITERS T. FILTER. <> ESPRESSO GR. SERV.

 **D** Enter the desired counter.

LITTERS T.FILTER

114 MAINT.COUNT. 67

Shows the litters of water served by the machine.

 **D** Accept the value

114 MAINT.COUNT. ERASE COUNT?NO

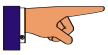
Asks if you want to erase the counters. With button D we confirm the desired choice, YES / NO.

114 MAINT.COUNT. WARNING?35127

We can set up the number of litters when we receive the warning message. .

A

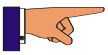
B

 **D** Confirm.

ESPRESSO GR. SERV.

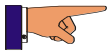
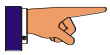
114 MAINT.COUNT. 152

Shows number of services done by the group

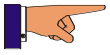
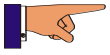
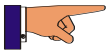
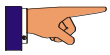
 **D** Accept the value

114 MAINT.COUNT. ERASE COUNT?NO

Asks if you want to erase the counters. With button D we confirm the desired choice, YES / NO.

114 MAINT.COUNT. WARNING?5000		We can set up the number of services when we receive the warning message. .
	A	
	B	
	D	Confirm.

Function 115	<<PROD.ACCOUNT>>	Product accountability.
	This function is used to control the product left in the product canisters.	

115 PROD.ACCOUNT.		
	D	Enter to maintenance counters.
115 PROD.ACCOUNT. HOPPER NOT CALIB		If no hopper has been calibrated in F030, will not be possible to use this function.
HOPPER 3 LECHE		If calibration has been done.
	A or B	Change from one canister to the other
	D	Enter the desired counter.
HOPPER 3 429494		Shows total grams dispensed in the cannister.
	D	Accept the value
HOPPER 3 ERASE COUNT?NO		Asks if you want to erase the counters. With button D we confirm the desired choice, YES / NO.
HOPPER 3 GRAMS IN H: 1500		We set up the number of grams present in the canister.
	A	
	B	
	D	Confirm.

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

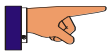
120 TOTAL MONEY

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:

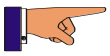
B "Module E", hot drink machine

D "Module A", cold drink machine

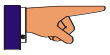


C Back to main menu.

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.



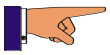
A The *display* shows the total sum of each one of the machines:

B "Module E", hot drink machine

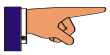
D "Module A", cold drink machine

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.	

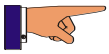


D The display shows the total value of all the sales of the machine in "free service" mode.



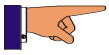
C Back to main menu.

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 presYesng a pre selection, the display shows the value of that pre selection.

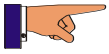


C Back to main menu.

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

D

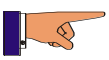
On presYesng a pre selection, the display shows the number of sales for that pre selection.



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.



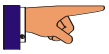
C Back to main menu.

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*.

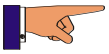
C — Back to main menu.

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

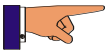
Shows the amount of cash in each *change tube*.



A

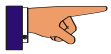
B

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



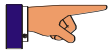
C — Back to main menu.

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.	



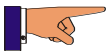
D

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.	

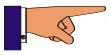


D

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.	

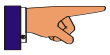


D

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.

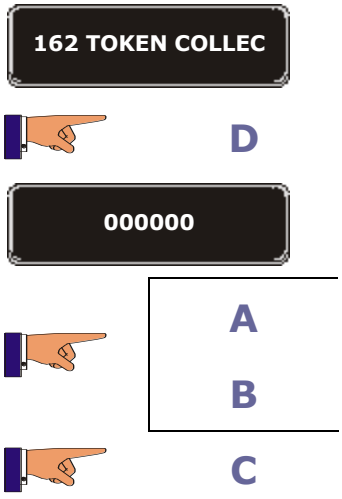
C Back to main menu.

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.	



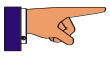
Shows total value of all the token 1.

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:	

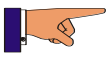
110	Cash Sel.	141	Cash in cash box
111	Sales Sel.	145	Cash extracted manually
113	Units in "free sale"	146	Change not given
120	Total cash	147	Sales from smartcard
121	Nº Services	148	Cash taken for smartcard
122	Value of free sale	149	Cash from note reader
125	Cash from pre-selections	162	Cash from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

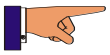
 **D** The accounting data is deleted.

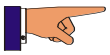
C Back to main menu.

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.

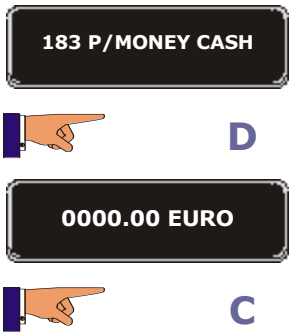
 **C** Back to main menu.

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.

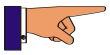
Back to main menu.

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.	

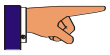


D

Shows the total amount.

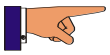
C Back to main menu.

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



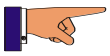
D

Shows the total amount.



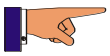
C Back to main menu.

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.	



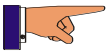
D

Shows the total amount.



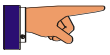
C Back to main menu.

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.	



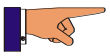
D

Shows the total amount.



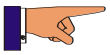
C Back to main menu.

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.



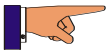
C Back to main menu.

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



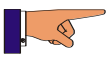
C Back to main menu.

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.**
	These 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.

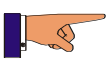
C Back to main menu.

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

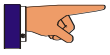
D

202 PRICE/SELEC
PRICE: 99.99 Euro Allows you to program a sales price.



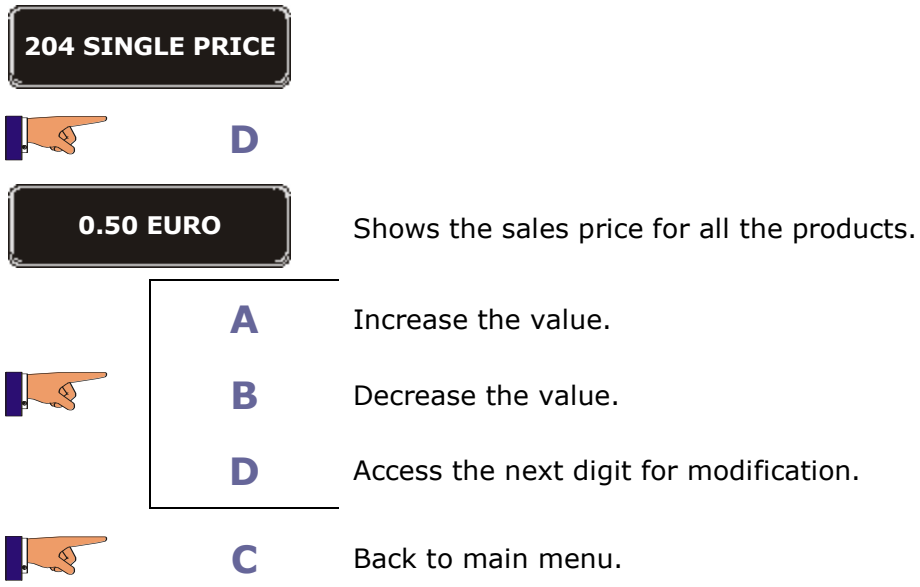
A, B	Increase or decrease this amount.
D	Move to the next digit.

202 PRICE/SELEC
PRESS SELECT Allows you to assign a price to various selections by pressing on their corresponding selection button.

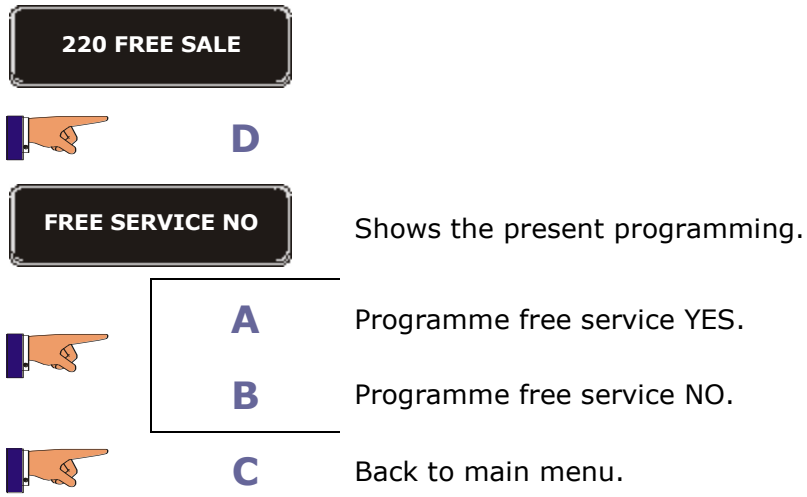


C Back to main menu.

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



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.	



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

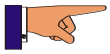
Function 221	<<METHOD PURCH>>	**Vends in Simple, multiple or obliged sale modes.**
	Programme the possible sales modes, multi vend or forced sale.	

221 METHOD PURCH

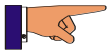
Access the submenu that contains the programmable data:

D Time for remaining credit

Time to maintain credit available

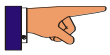


D Change the digits.



A Increase the value.

B Decrease the value.



C Back to main menu.

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.	

300 SEL/SERV.LNK

D

PRESS SELECTION

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.

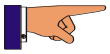
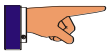
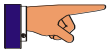
C — Back to main menu.

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 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.	

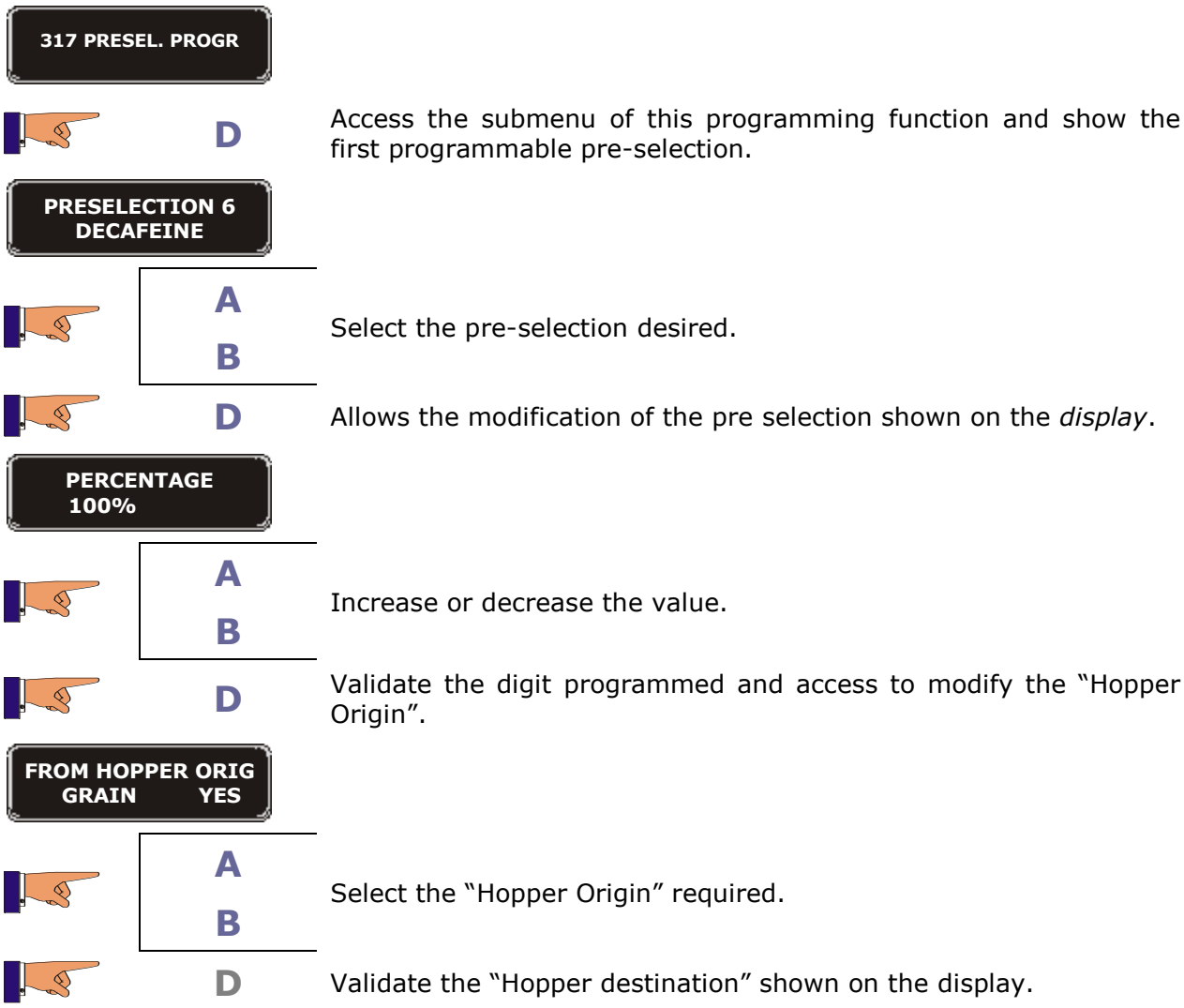
315 SERV.PROGRAM

		Shows the options:
	D	Modify step by step Add a step Delete a step
	A B	Select one of the options.
	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 B	Increase or decrease the values
	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.



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 %

Group 400: Programming the service mode of the machine

Function 401	**<<PROGRAM TYPE>>**	**Reprogramming the with factory defaults.**
	Reprogrammed 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

The display shows present model.

VITRO S1 4eN XX1 → Espresso+2 instant canisters

VITRO S1 4vN XX1 → Espresso with dosser+2canisters

D VITRO S1 4IN XX1 → 4 instant canisters.

VITRO S1 2eN XX1 → Only Espresso machine.

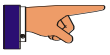
*XX = ES, GB, FR, DE, NL, BE, SI, W1. → Available Country settings set up.

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.	



D

The display shows the present programming.

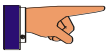
A

B

Shows the other coins on the *display*.

D

Activate the modification YES / NO.

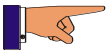


A

Yes

B

NO



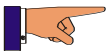
C

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.	

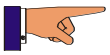
D

Shows the type of coin.

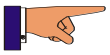


A — Shows the coins in ascending order.

B — Shows the coins in descending order.



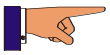
C — Go back and exit the menu.



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".	

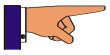


D

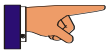
Shows the type of coin to activate/inhibit.

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.

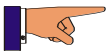
Function 419	<<NO CHANGE>>	Minimum number of coins in each change tube.
	Programme the minimum number of coins that each change tube should have so the machine shows the message "out of change".	

D The *display* shows the present programming.

A

B

The *display* shows the rest of the coins.

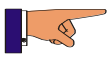


D Access to modify the programming.

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.

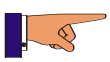


A Shows the characters ascending.

B Shows the characters descending.

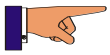
C Delete the last character programmed

D Stores the character shown on the *display*.



D or REFUND. Store the message.

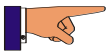
Function 421	<<EFFECT. MESS.>>	Flashing publicity message.
	Programme a message that will be shown on the display of the machine. It has a maximum of 16 characters. This message will alternate with the temperature, time and "Azkoyen" messages.	



D

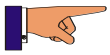
Shows the present message.

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.

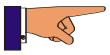
Function 424	<<FAULT MESS>>	OUT OF ORDER message.
	Programme a message that will be shown on the display of the machine. It has a maximum of 16 characters. This message will be shown when the machine is "out of order".	



D

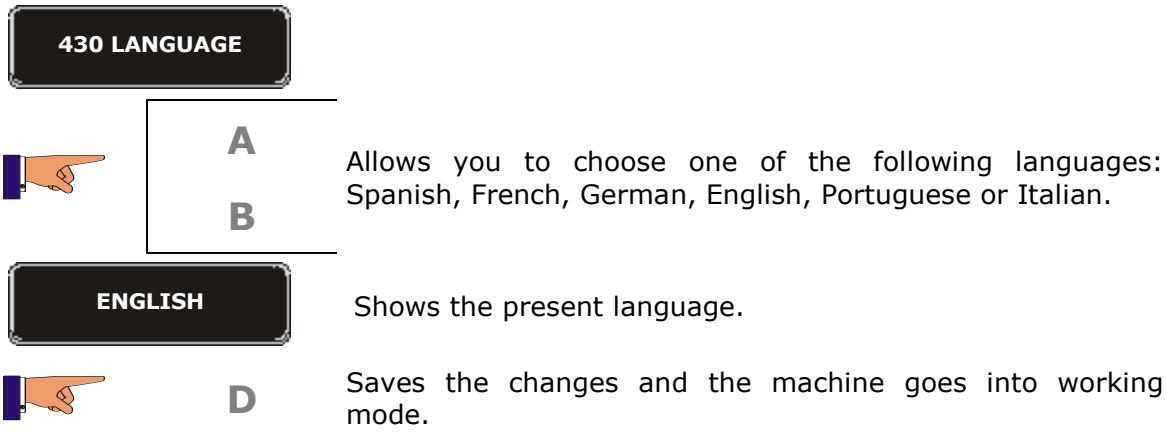
Shows the present message.

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.	

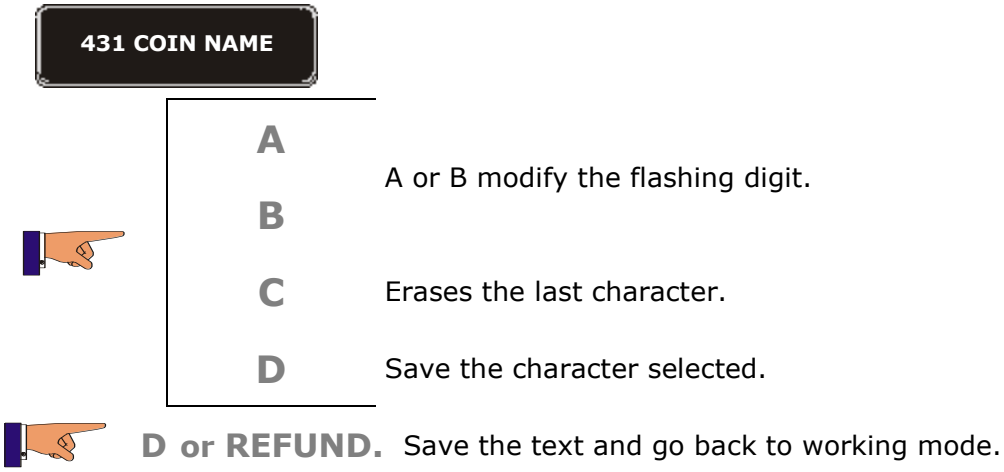


Allows you to choose one of the following languages: Spanish, French, German, English, Portuguese or Italian.

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.

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

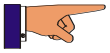
Allows the modification of the position of the decimal point.

D

Stores the changes and returns back to main menu.

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

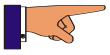
452 BEEP YES/NO



A

B

The *display* shows the options YES / NO.

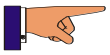


D

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.	

454 CARD READER



A

B

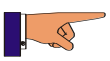
The *display* shows the options YES / NO.

D

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.	

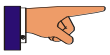
455 BILL READER



A

B

The *display* shows the options YES / NO.

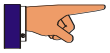


D

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.	

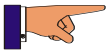
458 CUP PRESENCE



A

B

The *display* shows the options YES / NO.



D

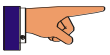
Save changes and the machine goes to working mode.

C

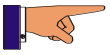
Back to main menu.

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.	



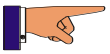
D



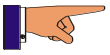
A

B

Modify the programmed temperature.

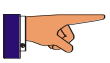


D Access the next digit.



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.	



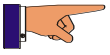
D

A

B

Modify the time programmed.

D Store the changes and return back to main menu.



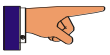
C Back to main menu.

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 deposes, programme "autonomy dep. YES". If the machine runs out of water when using a deposes, the machine will go out of order to protect the water pump motor.	

D

A Autonomous deposes YES

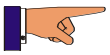
B Autonomous deposes NO



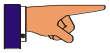
D Store the changes and return to main menu.

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.	



D



A

B

Shows the other product selections on the *display*.

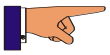
D

Modify the programming.

A

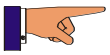
B

Modify the option programmed.



D

Store the changes and return to main menu.

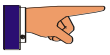


C

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.	

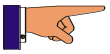
D



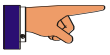
A

B

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

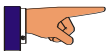


D — Stores the changes.



C — Back to main menu.

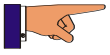
Function 468	<<TEMPERATURE>>	**Temperature of the refrigerated area where the snacks or drinks are stored.**
	This allows you to programme the temperature of the interior in the Modules B or H.	



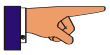
A

B

Increase or decrease units and tens.



D — Save the data and change from units to tens.

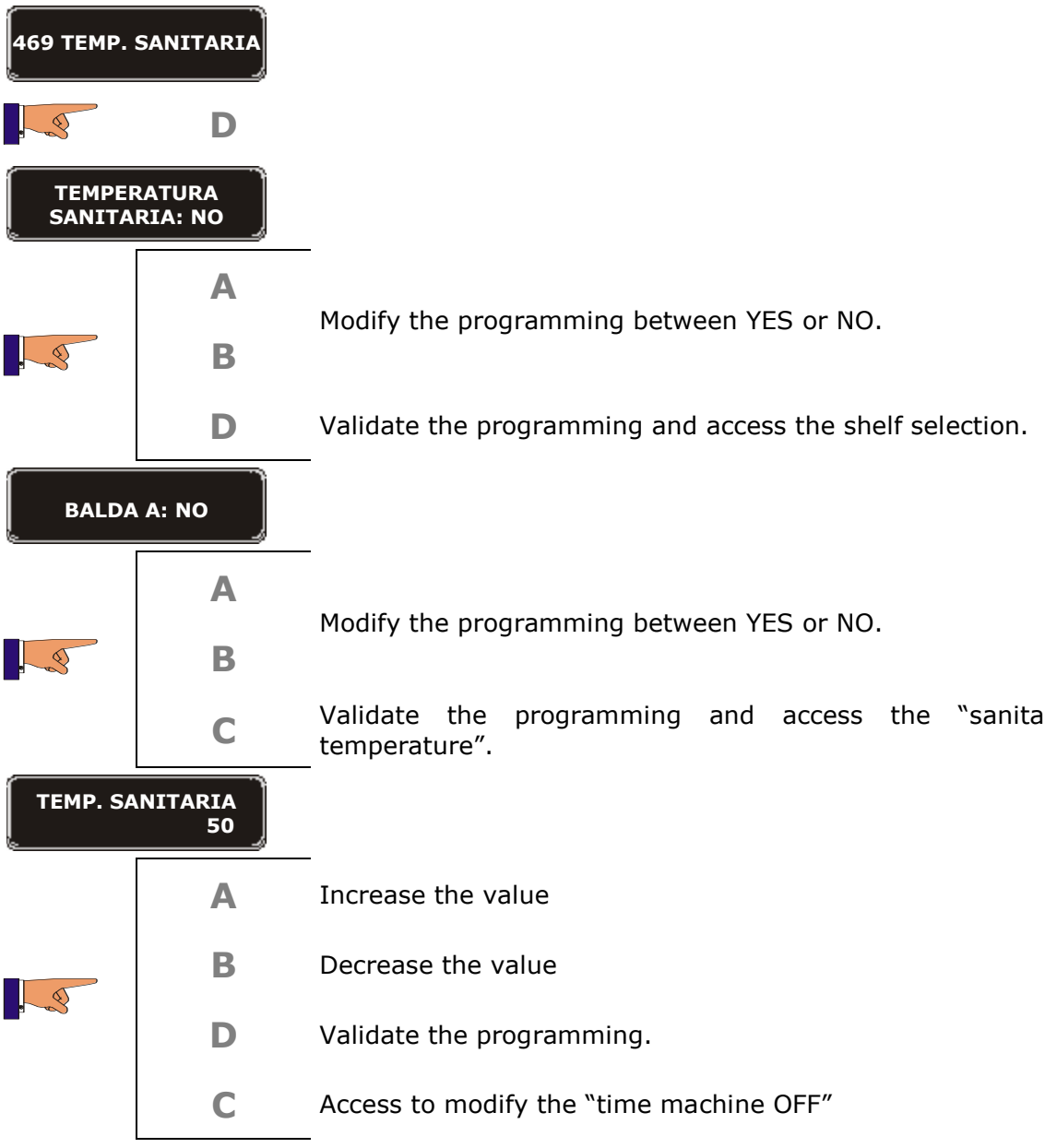


D — Save the changes and the machine goes to working mode.

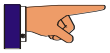
Function 469	<<SANITARY TEMP>>	Sanitary temperature.
	This function can put some shelve OUT OF ORDER if the temperature of the storage area goes above a certain value for a predetermined period.	

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".

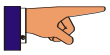


TIEMPO MAQ. OFF 999



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

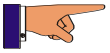
TIEMPO TEMP. SUPERIOR 999



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

Function 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.	

490 HOPPER NAME



D

H1 SUGAR

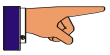
A

B

Shows the rest of the hoppers.

D

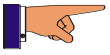
Modify the name. Once you have written the name, move the cursor to the right and it will be stored.



A

B

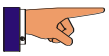
Shows the alphabet.



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.

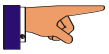
VEL. EXTR+25% NO



A

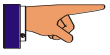
B

Modify the programming YES or NO.



D

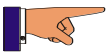
Save the changes and go to the next hopper.



C

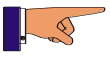
Back to main menu.

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.	



D

Shows the name of product selection 1.



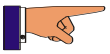
A

B

Shows the rest of the product selections.

D

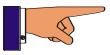
Modify the name. Once you have written the name, move the cursor to the right and it will be stored.



A

B

Shows the alphabet.



D

Stores the names.

C

Back to main menu.