PROGRAMMING

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

- Zen
- Zensia
- Zintro
- Vitro S1
- Vitro S5
- Vitro x1

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, CITY, SIENNA, NOVARA or ZENSIA 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 CERTAIN 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 user can access each one of the programming functions in this document following one of the methods described above in the previous points

The different 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	Description	With Validator system	With EXECUTIVE protocol	With MDB protocol
001	Empty out tubes	•	•	Yes
002	Fill in tubes	•	•	Yes
010	Communications	Yes	Yes	Yes
030	Machine Test	Yes	Yes	Yes
081	Export CMQ file from the machine			
082	Install a CMQ file into the machine			
090	Software versions	Yes	Yes	Yes
092	Load firmware	Yes	Yes	Yes
097	Delete flash	Yes	Yes	Yes
099	Reset machine	Yes	Yes	Yes
110	Money amount per selection	Yes	Yes	Yes
111	Units sold per selection	Yes	Yes	Yes
113	Units sold in Free Sale	Yes	Yes	Yes
114	Maintenance accountings	Yes	Yes	Yes
115	Canister counters	Yes	Yes	Yes
120	Total amount of money	Yes	Yes	Yes
121	Total units sold	Yes	Yes	Yes
122	Total amount of money in Free Sale	Yes	Yes	Yes
125	Total money paid for preselections	Yes	Yes	Yes
126	Units sold per preselection	Yes	Yes	Yes
141	Total money in the cashbox	Yes	Yes	Yes
142	Total money in returning tubes	•	Yes	Yes
143	Total money in each returning tube	•	•	Yes

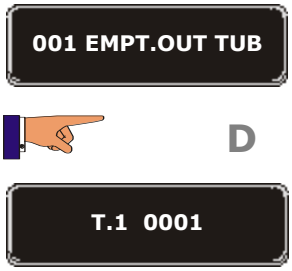
Function	Description	With Validator system	With EXECUTIVE protocol	With MDB protocol
145	Money given when F001 was done	●	●	Yes
146	Amount of return not given	●	●	Yes
147	Total money from sellings with prepay card	Yes	●	Yes
148	Total money from recharge of prepay card	Yes	●	Yes
149	Total money of selling with banknotes	Yes	●	Yes
162	Total money of selling with Tokens	Yes	●	Yes
171	Delete accountability data	Yes	Yes	Yes
174	Delete accountability data of returning system	●	●	Yes
180	Accumulated total money amount received	Yes	Yes	Yes
183	Accumulated total money amount in the cashbox	Yes	Yes	Yes
185	Accumulated total money amount dispensed for return	●	●	Yes
186	Accumulated total money amount NOT dispensed for return	●	●	Yes
187	Accumulated total money amount of sales with prepay card	Yes	●	Yes
188	Accumulated total money amount received to recharge prepay cards	Yes	●	Yes
189	Accumulated total money amount of sales paid with banknotes	Yes	●	Yes
190	Accumulated money amount of sales paid with Tokens	Yes	●	Yes
191	Accumulated money amount got from each selection	Yes	Yes	Yes
193	Accumulated money amount got from sales in Free Sale mode	Yes	Yes	Yes
201	Program selling price for each selection	Yes	Yes	Yes
202	Copy the selling price in various selections	Yes	Yes	Yes
203	Program alternative prices	Yes	Yes	Yes
204	Program single price	Yes	Yes	Yes
206	Choose selection/s blocked to minors	Yes	Yes	Yes
209	Program discount or over price to preselections	Yes	Yes	Yes
210	Program the turn of the spiral to 180º or 360º			
211	Program the number of days a product can be sold	Yes	Yes	Yes
220	Free Sale	Yes	●	Yes

Function	Description	With Validator system	With EXECUTIVE protocol	With MDB protocol
221	Single sale / Multi sale / Obliged sale	Yes	●	Yes
228	Choose system used for minors Blockage	Yes	Yes	Yes
300	Tie in selections to channels	Yes	Yes	Yes
302	Allows to tie in selections to do a organized extraction	Yes	Yes	Yes
303	Not available	Yes	●	Yes
309	Tie in extraction motors to move them together	Yes	Yes	Yes
315	Recipe programing	Yes	Yes	Yes
317	Modify preselection programing	Yes	Yes	Yes
320	Preheating of mixers	Yes	Yes	Yes
330	Automatic recognition of other modules in the battery	Yes	Yes	Yes
401	Load a standard configuration (CMQ) of the machine	Yes	Yes	Yes
412	Program coins accepted	Yes	●	Yes
416	Program maximum coins accepted	Yes	●	Yes
418	Program coins accepted in “No change” mode	●	●	Yes
419	Program the minimum number of coins in each tube	●	●	Yes
420	Advertisement message	Yes	Yes	Yes
421	Default advertisement message	Yes	Yes	Yes
424	Fail message	Yes	Yes	Yes
430	Language	Yes	Yes	Yes
431	Name of the coin	Yes	Yes	Yes
432	Number of decimals	Yes	●	Yes
450	Not available	●	●	●
452	Beeper YES / NO	Yes	Yes	Yes
454	Card reader YES / NO	Yes	●	Yes
455	Bill reader YES / NO	Yes	●	Yes
458	Cup presence sensor YES / NO	Yes	Yes	Yes
459	Not available	●	●	●

Function	Description	With Validator system	With EXECUTIVE protocol	With MDB protocol
461	Program boiler temperature	Yes	Yes	Yes
463	Automatic cleaning of mixers	Yes	Yes	Yes
465	Autonomy kit YES / NO	Yes	Yes	Yes
466	Stirrer YES / NO	Yes	Yes	Yes
467	Cup, number of cups	Yes	Yes	Yes
468	Program temperature of snack module	Yes	Yes	Yes
469	Sanitary temperature	Yes	Yes	Yes
490	Program the names of canister	Yes	Yes	Yes
491	Program the names of services	Yes	Yes	Yes
510	Time and date	Yes	Yes	Yes
520	Time format	Yes	Yes	Yes
530	Events programing	Yes	Yes	Yes
531	Daily events	Yes	Yes	Yes

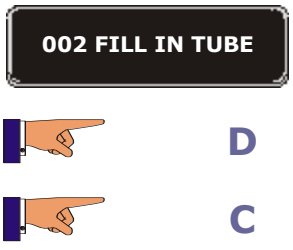
Group 000: Actions

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*.	



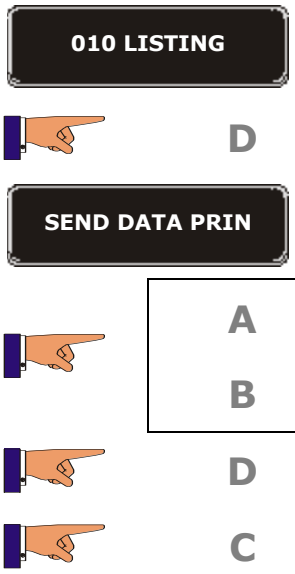
A, B	Selection of the *change tube*.
D	Start extracting coins from the selected *change tube*.
C	Back to main menu.

Function 002	**<<FILL IN TUBE>>**	**Refill a change tube with coins.**
	It allows you to introduce coins for uYesng 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.	



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

Execute the incident shown on the *display*.

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:

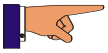
- Speed: 9600
- 8-bit
- parity: no
- 1 bit stop
- flow Control: no

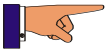
SEND LOG DISPLAY

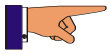
the past events in machine are sent to the display of the machine, the list of these events is described below.

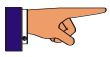
Function 030	<<TEST MACHINE>>	**Test for different elements in the machine.**
	Run a test of the different elements of the machine.	

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.

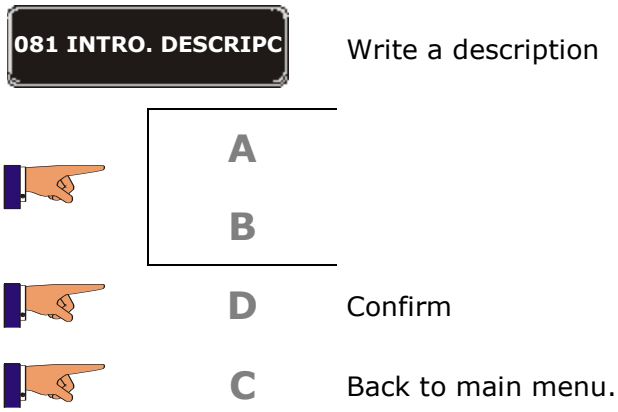
 **D** Execute the test.

 **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 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.	

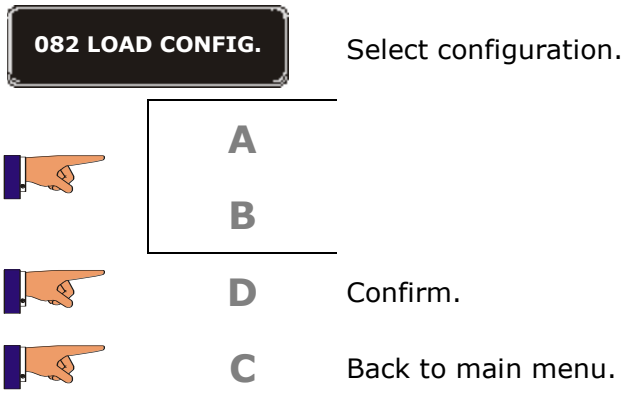


Write a description

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.

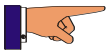
Confirm.

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.

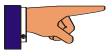
Function 090	<<SW. VERSIONS>>	VerYeson of the software that is installed on the machine.
	This shows the software verYeson of each one of the different modules connected.	

090 SW. VERSIONS

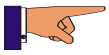


D

CHOOSE A MODULE
MAIN MODULE



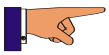
D — The *display* shows the deferent options. For each one of the options the *display* shows the update and the programme code of the software.



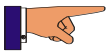
C — Recede and exit the menu.

Function 092	<<LOAD FIRMW.>>	Takes an AMQ file from the USB connected.
Only form machines with PMC board	Allows to record into the machine an AMQ file stored in the USB stick connected. The machine will show the list of AMQ modules available.	

092 LOAD FIRMW.

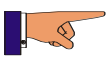


D — The *display* shows the deferent AMQ modules available in the USB

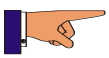


A — Select the desired one.

B



D — Confirm: the module will be installed in the machine. The machine may be reset several times.

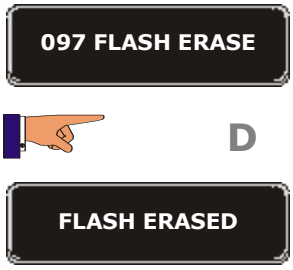


C — Back to main menu.

If one AMQ file has more than one module on it, the machine will only load the first module.

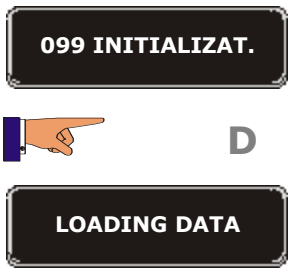
F092 is only operative with the USB stick plugged in.

Function 097	<<FLASH ERASE>>	Makes a flash memory reset.
Only form machines with PMC board	Erases the support program stored in flash memory. The support program can be used to upgrade the program into the different cards, for example when a replacement card is placed.	



Executes the deletion and returns to service mode.

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.	



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

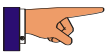
On presYesng a selection, the *display* shows the sales for this selection.

C Back to main menu.

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

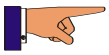
D

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



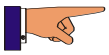
C Back to main menu.

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 presYesng 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

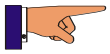
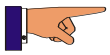
D Confirm.

ESPRESSO GR. SERV.

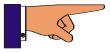
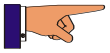
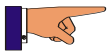
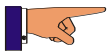
114 MAINT.COUNT. 152 Shows number of services done by the group

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 uYesng a PRI board, you will see the total sales of all the machines.

A

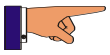
B

D

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

"Module E", hot drink machine

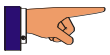
"Module A", cold drink machine



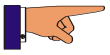
C

Back to main menu.

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



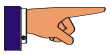
D The *display* shows the number of units sold of all the machines.



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

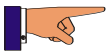
B "Module E", hot drink machine

D "Module A", cold drink machine

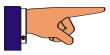


C Back to main menu.

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.	

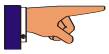


D The display shows the total value of all the sales of the machine in "free service" mode.

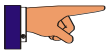


C Back to main menu.

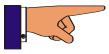
Function 125	<<COST PRESEL.>>	**Increase or discount for the pre-selection buttons.**
	This shows the increase or decrease in price for each of the pre selections.	

 **D**

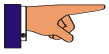
On presYesng a pre selection, the display shows the value of that pre selection.

 **C** Back to main menu.

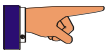
Function 126	<<UNITS PRESEL.>>	**Sales of each pre-selection.**
	This shows the number of sales with each pre selection.	

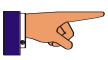
 **D**

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

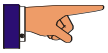
 **C** Back to main menu.

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.	

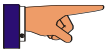
 **D** Shows the amount of cash in the cash box.

 **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*.	

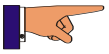


D — Shows the amount of cash in the *change tubes*.



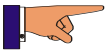
C — Back to main menu.

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

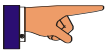
Shows the amount of cash in each *change tube*.



A

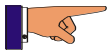
B

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



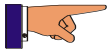
C — Back to main menu.

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.	



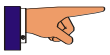
D

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.	

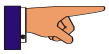


D

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 uYesng a smartcard.	

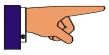


D

Shows the total amount.

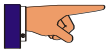
C Back to main menu.

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.



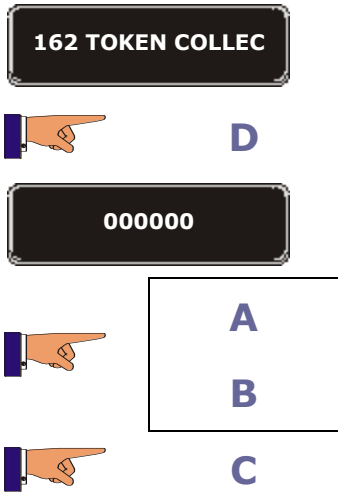
C Back to main menu.

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



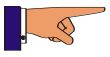
Shows total value of all the token 1.

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:	

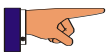
110	Cash Sel.	141	Cash in cash box
111	Sales Sel.	145	Cash extracted manually
113	Units in "free sale"	146	Change not given
120	Total cash	147	Sales from smartcard
121	Nº Services	148	Cash taken for smartcard
122	Value of free sale	149	Cash from note reader
125	Cash from pre-selections	162	Cash from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

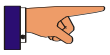
 **D** The accounting data is deleted.

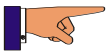
C Back to main menu.

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.

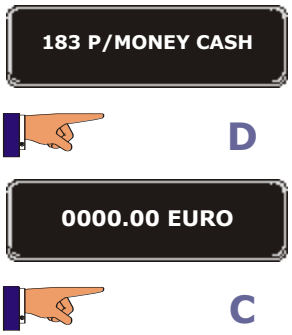
 **C** Back to main menu.

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.

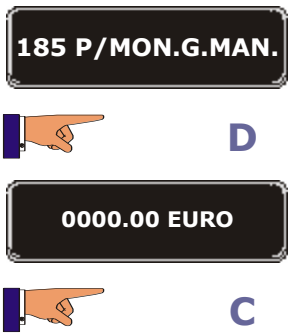
Function 183	<<P/MONEY CASH>>	**Accumulated amount of cash in the cash box.**
	This shows the total amount of cash in the cash box. This information cannot be deleted.	



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.	



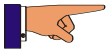
Shows the total amount.

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.	

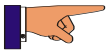
D

Shows the total amount.



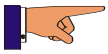
C Back to main menu.

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.	



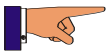
D

Shows the total amount.



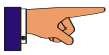
C Back to main menu.

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.

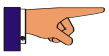
Function 189	<<P/BILLS>>	**Accumulated amount of the sales paid for with notes.**
	This shows the total amount of cash from sales paid uYesng notes. This information cannot be deleted.	

D

Shows the total amount.

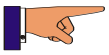
C Back to main menu.

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

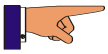
Shows the total amount.



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.	

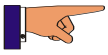
191 P/UNITS/SEL.



D

PRESS SELECTION:

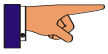
On presYesng a selection, the *display* will show the number of services of this selection that has been vended.



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 presYesng 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.	

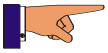
A

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

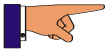
202 PRICE/SELEC
PRICE: 99.99 Euro

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 asYesgn a price to various selections by presYesng on their corresponding selection button.

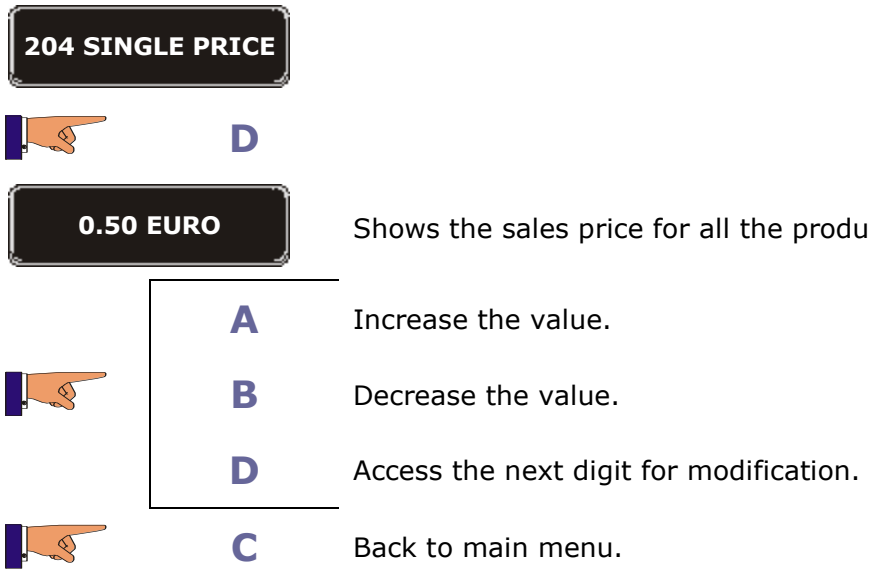

C Back to main menu.

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>>.	

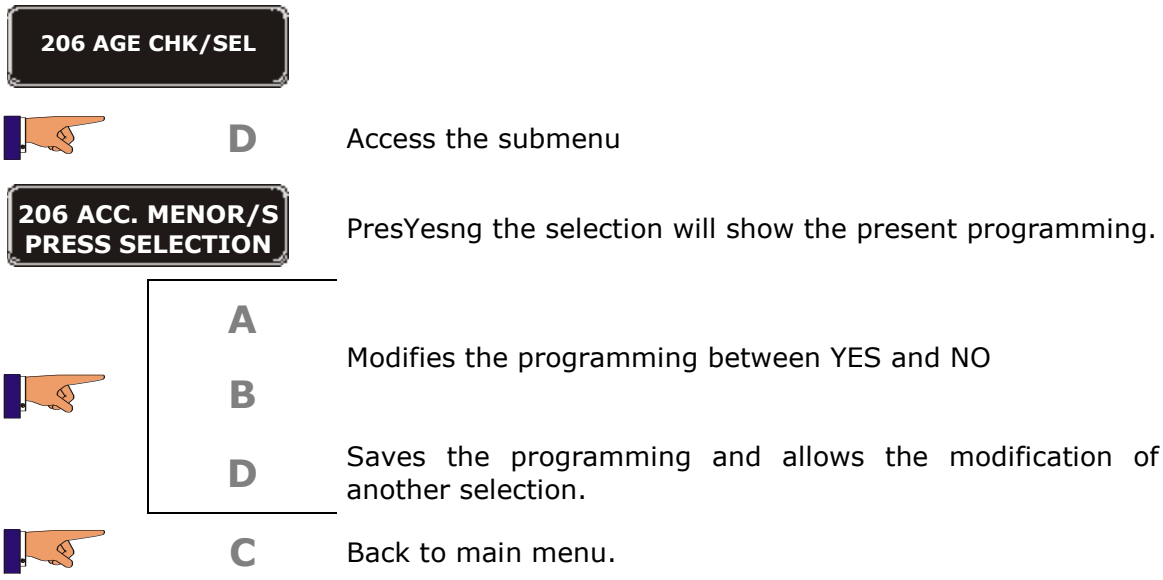
Repeat the operation as many times as necessary

D The machine goes to working mode.

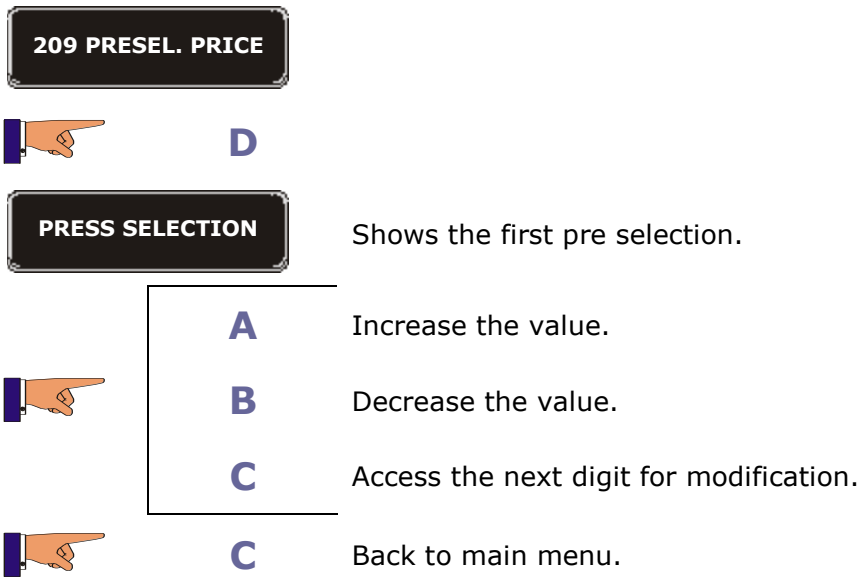
Function 204	<<YESNGLE PRICE>>	Only one sales price for all selections.
	This programmes the same sales price for all the product selections.	



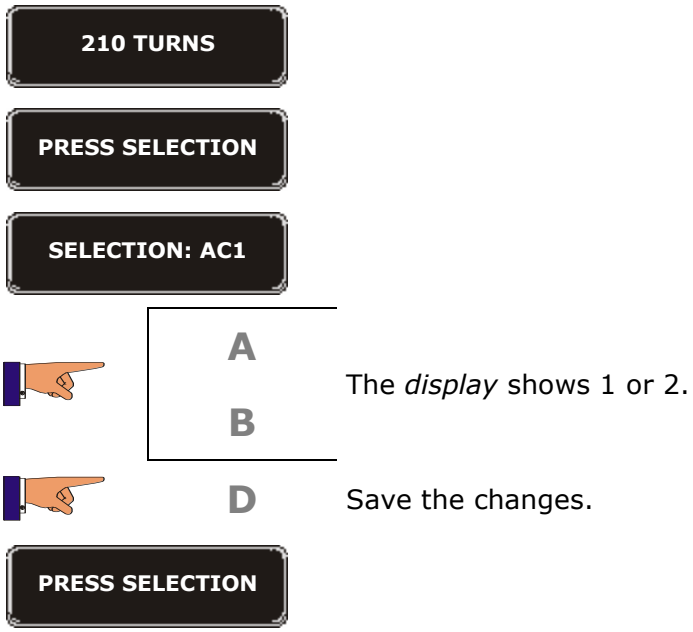
Function 206	<<AGE CHK/SEL>>	Impedes the sale of products to minors.
	It is posYesble to install a system on the machine that impedes the sale of certain products unless the machine has previously been activated with a remote control or by introducing a token.	



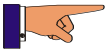
Function 209	<<PRICE/PRESEL>>	**Activates a discount or overprice for the pre-selections.**
	This programmes a discount an extra for each one of the pre selections on the hot drink machine in the battery.	



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.

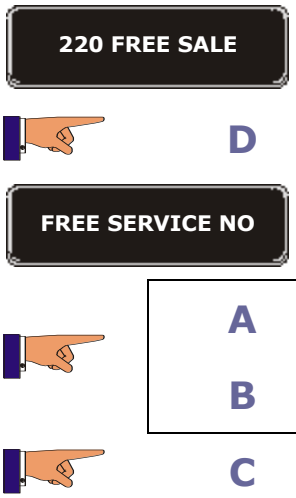
D Save the changes.

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 uYesng 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.	



Shows the present programming.

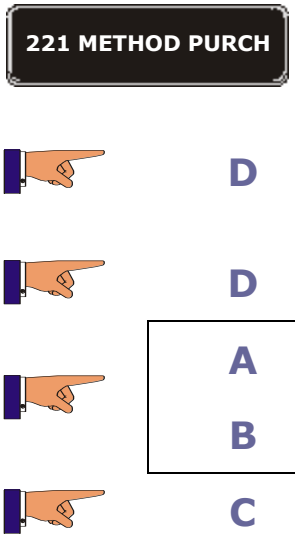
Programme free service YES.

Programme free service NO.

Back to main menu.

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

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



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

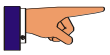
Change the digits.

Increase the value.

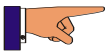
Decrease the value.

Back to main menu.

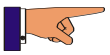
Function 228	<<ACCESS CTRL>>	**Impede the sale of products to minors.**
	It is posYesble to install a system on the machine that impedes the sale of certain products unless the machine has previously been activated with a remote control or by introducing a token.	



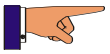
D — No control.



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



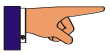
D — Programme the option shown on the display.



C — Go back and exit the menu.

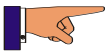
Group 300: Programming de selections

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



D

On presYesng the product selection button, the display will show the product it has been asYesgned.

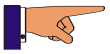


A

B

Shows the products that can be asYesgned.

D Confirms the product asYesgned.



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 presYesng the button of the deYesred 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 asYesgned 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 deYesred 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 Yesmultaneously 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 Yesmultaneously with the deYesred selection by presYesng 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.	

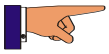
Function 315	<<SERV.PROGRAM>>	Quantity of product and water for each service.
	Programme the quantities of product and water for each service in the coffee machine in the battery.	

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.

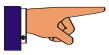


A Increase or decrease the value of the pre-selection.

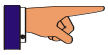
Modify step by step (allows you to modify the dosage of the product and water of each of the product selections).

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.



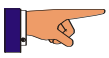
A / **B** Increase or decrease the values

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.

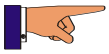


Access the submenu of this programming function and show the first programmable pre-selection.

Select the pre-selection deYesred.

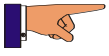
Allows the modification of the pre selection shown on the *display*.

Increase or decrease the value.



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

Select the "Hopper Origin" required.

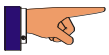


Validate the "Hopper destination" shown on the display.

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.

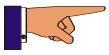
A

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.

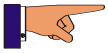
B Preheat NO.



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

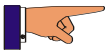
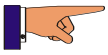
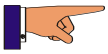
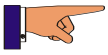
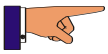
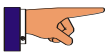


D Accept.

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 poYestion 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 posYesble 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.

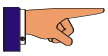
If a shelf is programmed 000, the elevator will not move when a product is requested form this shelf.

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 viYesble:	

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.	

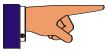
D

The display shows the present programming.

A

B

Shows the other coins on the *display*.



D

Activate the modification YES / NO.

A

Yes

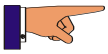
B

NO

C

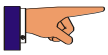
Back to main menu.

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.	



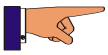
D

Shows the type of coin.

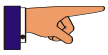


A — Shows the coins in ascending order.

B — Shows the coins in descending order.



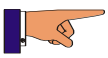
C — Go back and exit the menu.



D — Access the type of coin on the display.

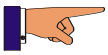
The last three figures indicate the amount of coins accepted.

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



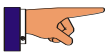
D

Shows the type of coin to activate/inhibit.

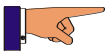


A — Shows the coins in ascending order.

B — Shows the coins in descending order.

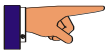


C — Go back and exit the menu.



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".	

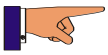


D — The *display* shows the present programming.

A

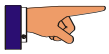
B

The *display* shows the rest of the coins.



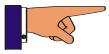
D — Access to modify the programming.

Function 420	<<ADVERT.MESS.>>	AdvertiYesng 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.

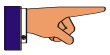


A — Shows the characters ascending.

B — Shows the characters descending.

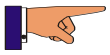
C — Delete the last character programmed

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



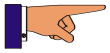
D or REFUND. Store the message.

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

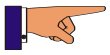
Shows the present message.



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

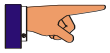
D or REFUND. Store the message.

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

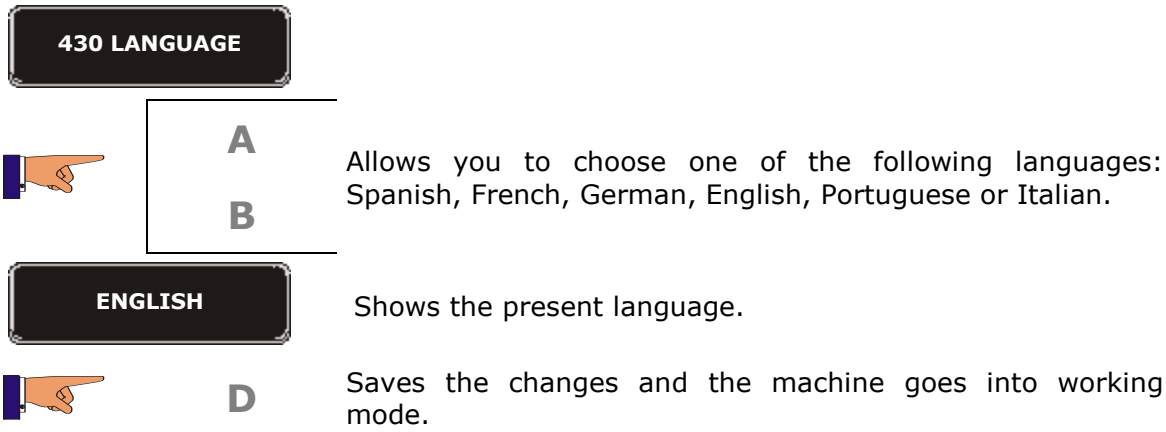
Shows the present message.



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.	

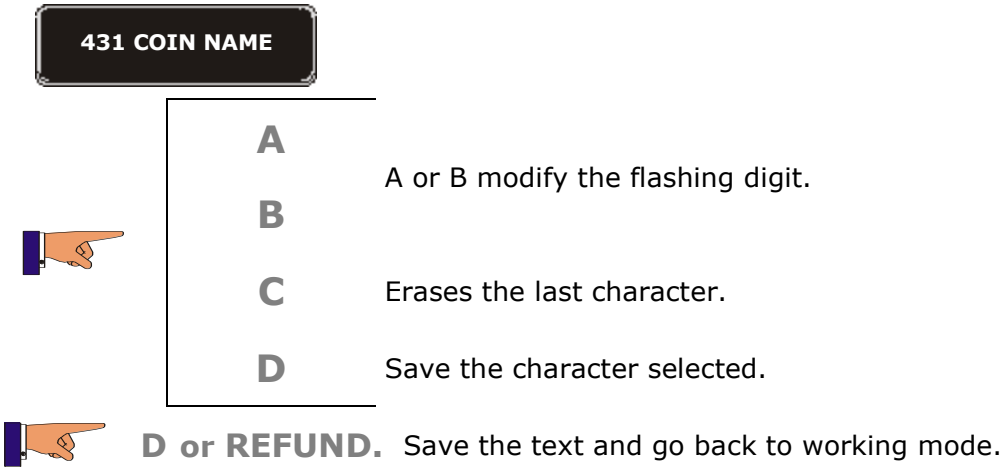


Allows you to choose one of the following languages: Spanish, French, German, English, Portuguese or Italian.

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.	



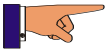
A or B modify the flashing digit.

Erases the last character.

Save the character selected.

Save the text and go back to working mode.

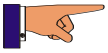
Function 432	<<DECIMALS>>	**Choose the poYestion of the decimal point of the currency.**
	Programme the poYestion of the decimal point used in the prices on the display.	



A

B

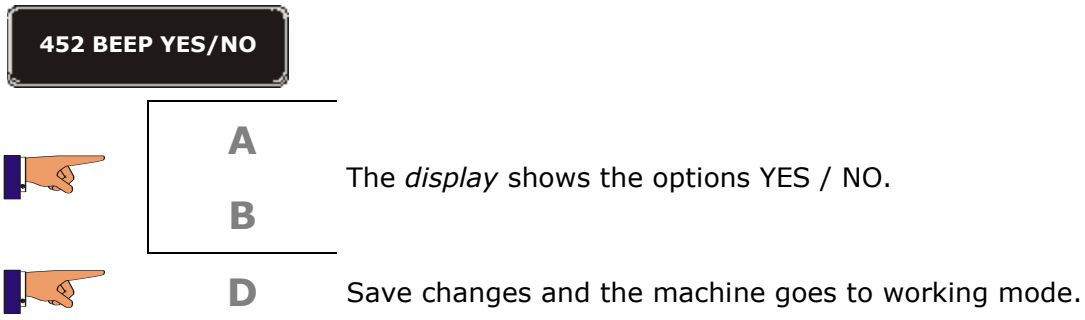
Allows the modification of the poYestion of the decimal point.



D

Stores the changes and returns back to main menu.

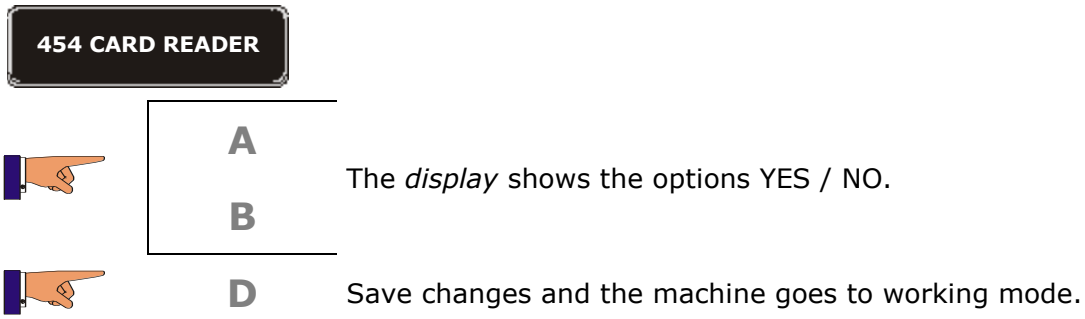
Function 452	<<BEEP YES/NO>>	Buzzer YES/NO.
	Programme if the buzzer sounds or not.	



The *display* shows the options YES / NO.

Save changes and the machine goes to working mode.

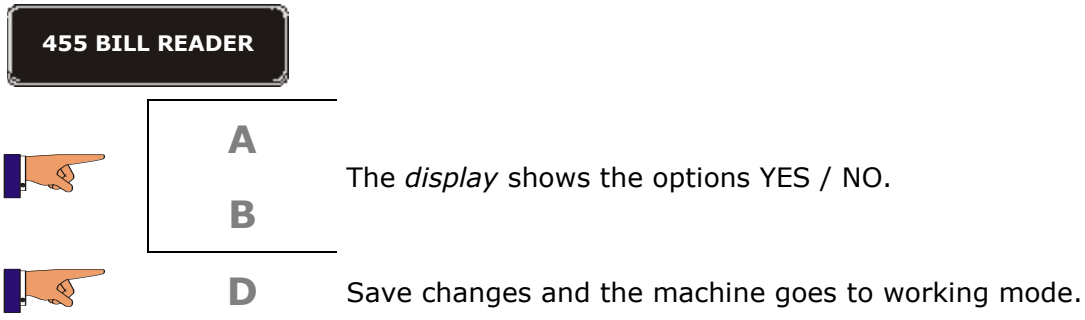
Function 454	<<CARD READER>>	Card reader Yes/No.
	Programme if the card reader is operative or not.	



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.	

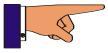


The *display* shows the options YES / NO.

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.	

458 CUP PRESENCE



A

B

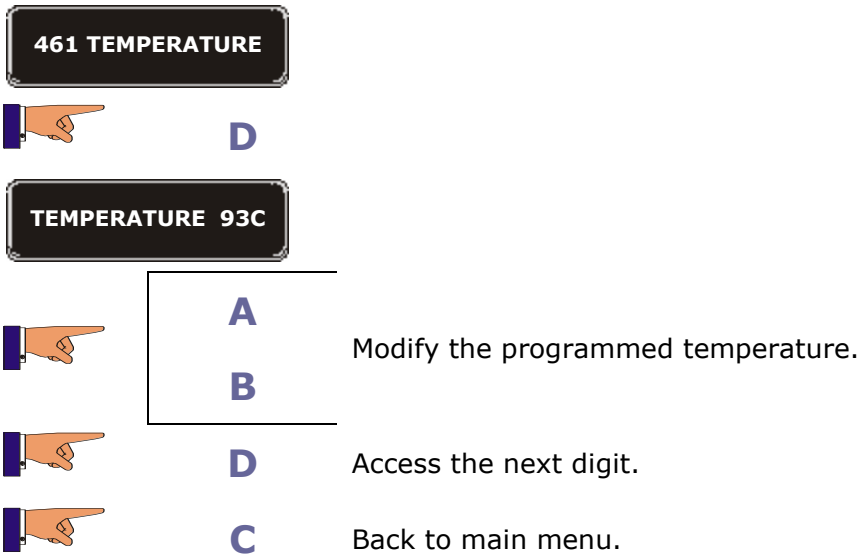
The *display* shows the options YES / NO.

D Save changes and the machine goes to working mode.

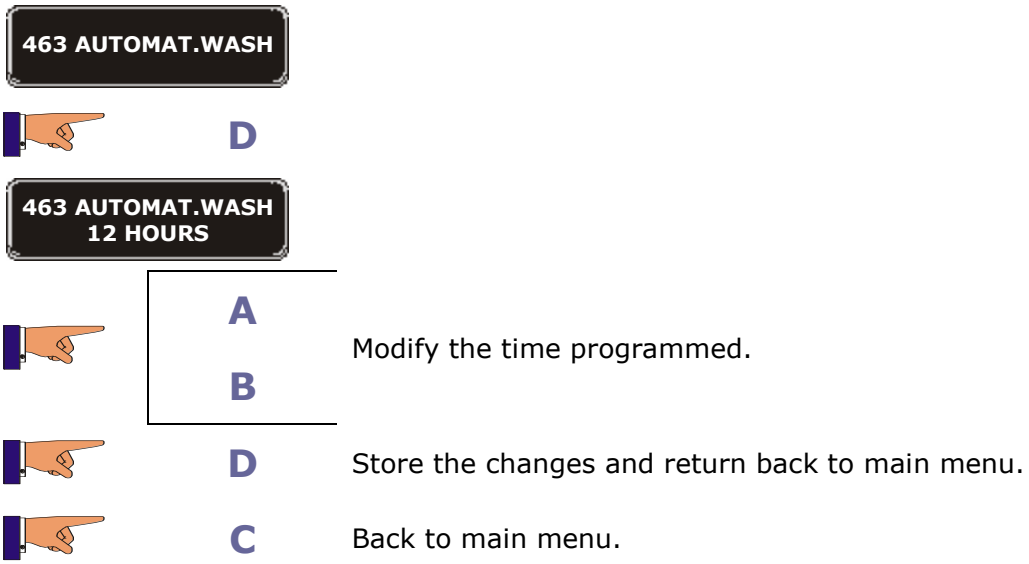
C Back to main menu.

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.	



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.	



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

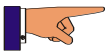
D

A	Autonomous depoYest YES
B	Autonomous depoYest NO

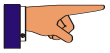
D Store the changes and return back to main menu.

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.	



D



A

B

Shows the other product selections on the *display*.

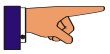
D

Modify the programming.

A

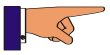
B

Modify the option programmed.



D

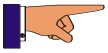
Store the changes and return back to main menu.



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.

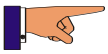
Function 468	<<TEMPERATURE>>	**Temperature of the refrigerated area where the snacks or drinks are stored.**
	This allows you to programme the temperature of the interior in the Modules B or H.	

A

B

Increase or decrease units and tens.

D Save the data and change from units to tens.

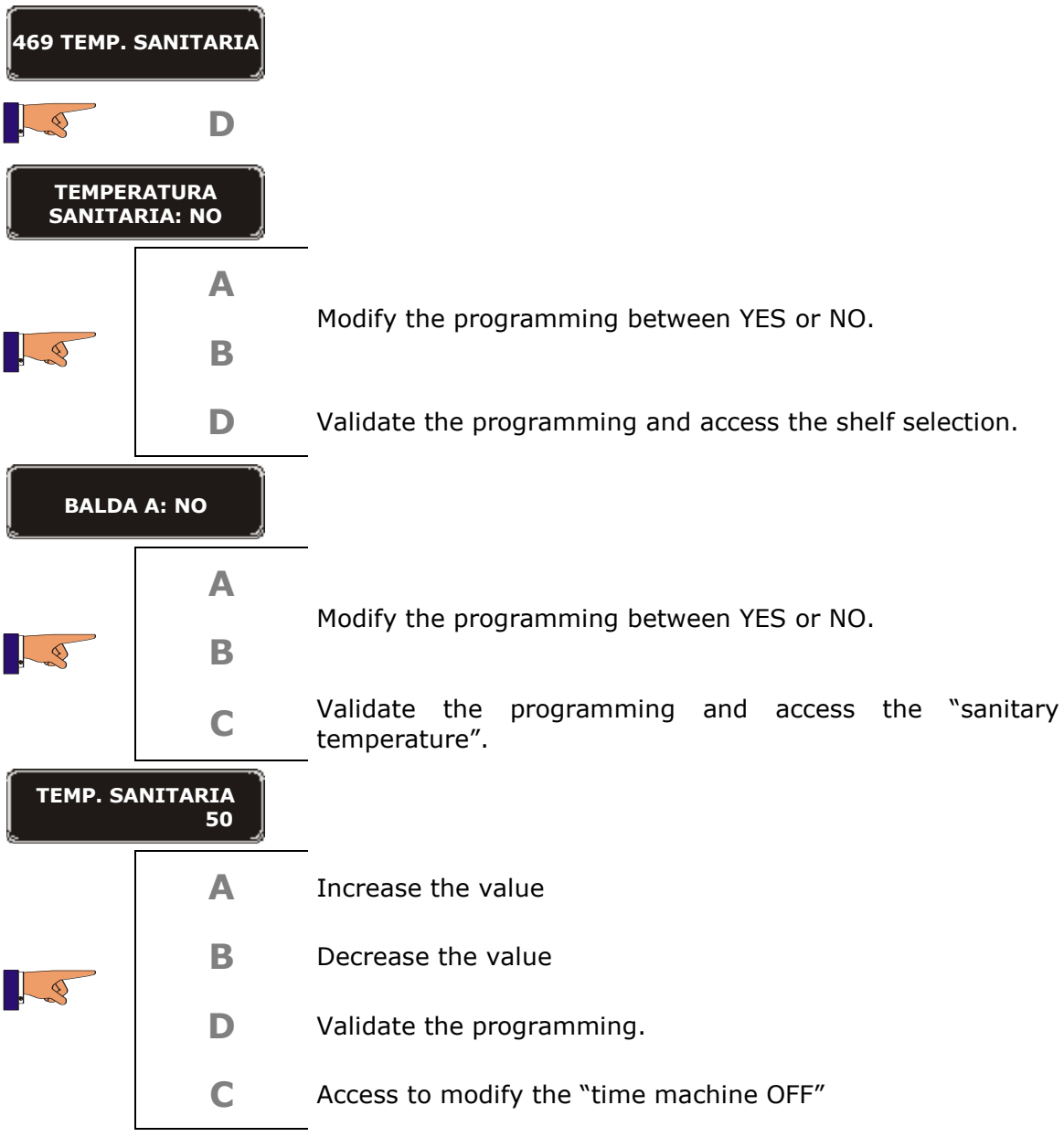


D Save the changes and the machine goes to working mode.

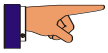
Function 469	<<SANITARY TEMP>>	Sanitary temperature.
	This function can put some shelve OUT OF ORDER if the temperature of the storage area goes above a certain value for a predetermined period of time.	

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 inYesde of the machine can be above a "sanitary temperature", if this time is exceeded, the previously programmed shelves will be "out of order".

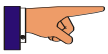


TIEMPO MAQ. OFF
999



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

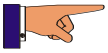
TIEMPO TEMP.
SUPERIOR 999



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.	

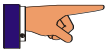
D



A

B

Shows the rest of the hoppers.



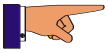
D

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

A

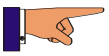
B

Shows the alphabet.



D

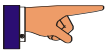
Once the new name has been written, press and hold button "D" until it is saved. Now you can programme a 25% increase in the speed of the extraction of the product.



A

B

Modify the programming YES or NO.



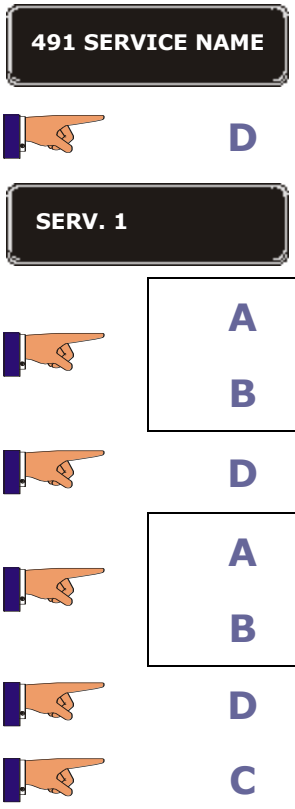
D

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.

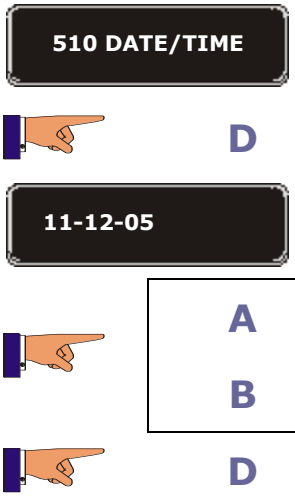
Shows the alphabet.

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	

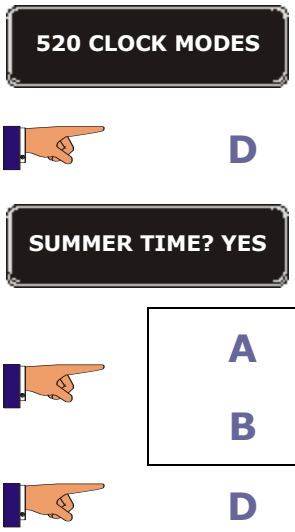


Shows the present date.

Modify the data.

Go to next digit.

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

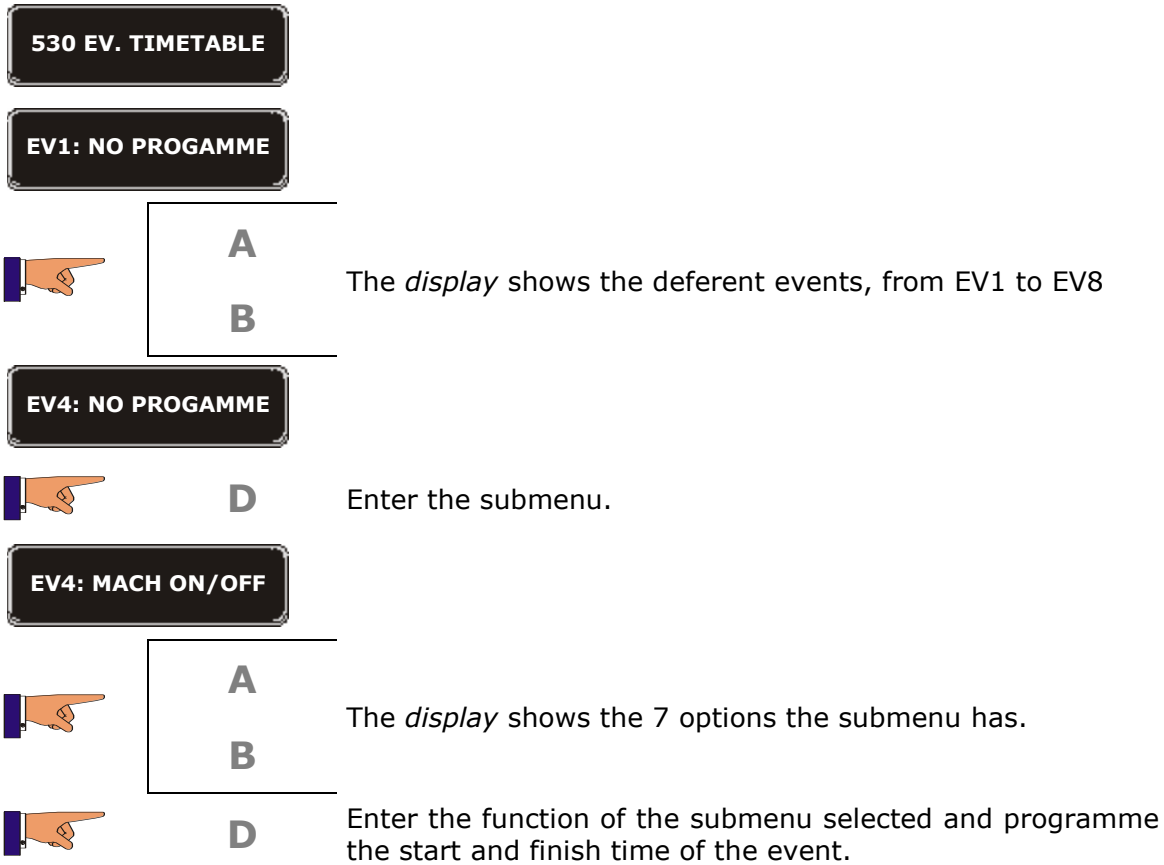


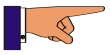
Auto change YES.

Auto change NO.

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

D PresYesng 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 posYesble 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

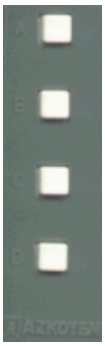
Save the changes and the machine goes to working mode.

"HOTKEYS"

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

The method for the Brisa/Mistral machine is:

- Enter the baYesc menu, presYesng 'C' on the programming handset.



Programming handset (inYesde the machine)

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

Selection keyboard (outYesde 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 baYesc menu and that also belong to the list called "filler". The order is the same as the baYesc menu.

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

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