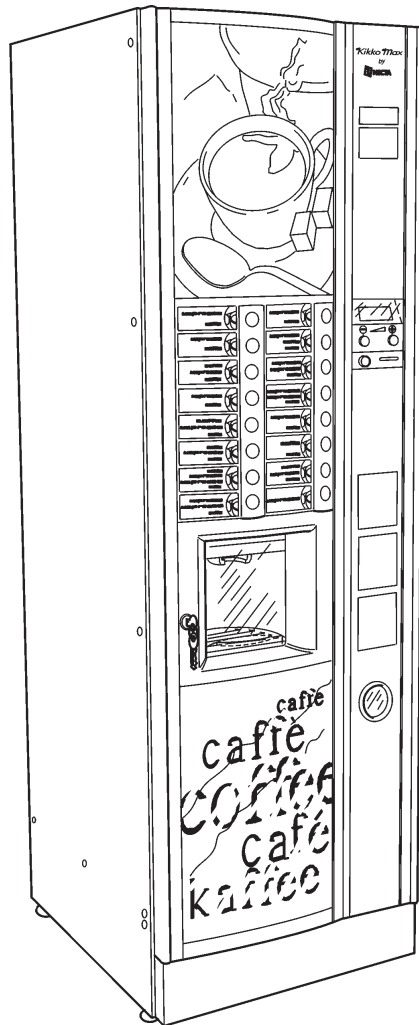


PROGRAMMING MANUAL

Kikka Max



English

Code: P250U00

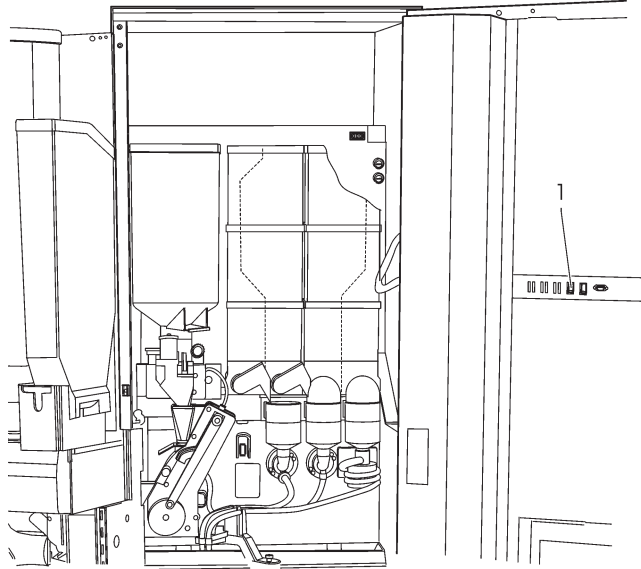
Date: 11 - 2005

Legend

Necta's vending machines can function in 3 different operating modes:

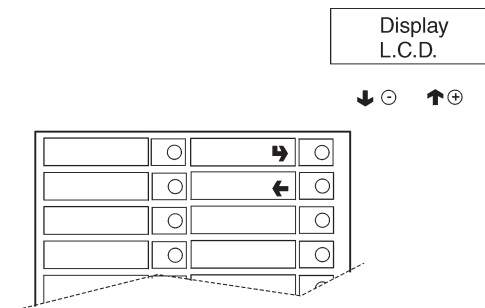
- **Normal vending mode**
- **Filler menu**
- **Technician menu**

In order to access the programming menus, press the programming button located on the inside of the door (1):



At this point the machine goes into Filler menu mode.

The buttons shown in the figure are used for surfing through the different menus:



Scrolling buttons **UP** (↑) and **DOWN** (↓)

The UP and DOWN scrolling buttons are used for moving from one programming menu item to the next one, located in the same level, and at the same time change the status or the numeric value of the corresponding functions.

Confirm / enter button (↵)

The confirm / enter button is used for moving to the lower level or for confirming a value after being entered or changed.

Exit button (←)

The exit button is used for returning to the higher level or for exiting a change field of a function. When reaching the highest level in the menu, this button is pressed for going from the Technician menu into the Filler menu and vice versa.

1 STATISTICS

1.1 STATISTICS PRINTING

1.1.1 PARTIAL PRINTING

1.1.1.1 SELECT.COUNT.PRINT.

1.1.1.2 PRINT BAND COUNTER

1.1.1.3 DISCOUNT COUNT.PRINT.

1.1.1.4 FAILURE COUNT.PRINT.

1.1.1.5 COIN MECH.DATA PRINT

1.1.2 TOTAL PRINTING

1.2 PRINT RELAT. STAT.

1.2.1 PARTIAL PRINTING

1.2.1.1 SELECT.COUNT.PRINT.

1.2.1.2 PRINT BAND COUNTER

1.2.1.3 DISCOUNT COUNT.PRINT.

1.2.1.4 FAILURE COUNT.PRINT.

1.2.1.5 COIN MECH.DATA PRINT

1.2.2 TOTAL PRINTING

I Statistics

I.1 Printing the Statistics

I.1.1 Partial printout

I.1.1.1 Printing the selection counters

When confirming this function, the counters regarding the different selections are printed.

I.1.1.2 Printing the time band counters

When confirming this function, the counters regarding the different time bands are printed.

I.1.1.3 Printing the discount counters

When confirming this function, the counters regarding discounts and overprice are printed.

I.1.1.4 Printing the failure counters

When confirming this function, the counters regarding the different failure are printed.

I.1.1.5 Printing the coin mechanism data

When confirming this function, the counters regarding the coin mechanism data are printed.

I.1.2 Total printout

When confirming this function, all statistics are printed.

I.2 Printing the relative statistics

I.2.1 Partial printout

I.2.1.1 Printing the selection counters

When confirming this function, the relative counters regarding the different selections are printed.

I.2.1.2 Printing the time band counters

When confirming this function, the relative counters regarding the different time bands are printed.

I.2.1.3 Printing the discount counters

When confirming this function, the relative counters regarding discounts and overprice are printed.

I.2.1.4 Printing the failure counters

When confirming this function, the relative counters regarding failures are printed.

I.2.1.5 Printing the coin mechanism data

When confirming this function, the relative counters regarding the coin mechanism data are printed.

I.2.2 Total printout

When confirming this function, all relative statistics are printed.

1 STATISTICS

1.3 STATISTICS DISPLAY

1.3.1 SELECT. COUNT. DISP

1.3.1.1 COUNT DISP. X S. SEL.

1.3.1.2 TOTAL COUNT DISPLAY

1.3.1.3 SEL. NO. COUNT. DISPL.

1.3.2 DISPLAY BAND COUNTER

1.3.3 DISCOUNT COUNT. DISP.

1.3.4 FAILURE COUNT. DISP.

1.3.5 COIN MECH. DATA DISP.

1.3.5.1 AUDIT DATA DISPLAY

1.3.5.2 CASH COUNT. DISPLAY

1.3 Displaying the statistics

1.3.1 Displaying the selection counters

1.3.1.1 Displaying the single counters

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

1.3.1.2 Displaying the total counters

This function is used for displaying the total counters regarding each selection.

1.3.1.3 Displaying the selection counters in normal/maintenance mode

This function is used for displaying the total counters regarding the selections made while in normal mode and maintenance mode.

1.3.2 Displaying the time band counters

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

1.3.3 Displaying the discount counters

This function is used for displaying the total amount of discounts and overprice accumulated for the dispensed selections.

1.3.4 Displaying the failure counters

This function is used for displaying the number of times each possible failure occurred in the vending machine.

1.3.5 Displaying the coin mechanism data

1.3.5.1 Displaying the audit data

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

1.3.5.2 Displaying the cashed amount

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit

1 STATISTICS

1.4 DISPLAY RELAT. STAT.

1.4.1 SELECT. COUNT. DISP.

1.4.1.1 COUNT DISP. X S. SEL.

1.4.1.2 TOTAL COUNT DISPLAY

1.4.1.3 SEL.NO.COUNT. DISPL.

1.4.2 DISPLAY BAND COUNTER

1.4.3 DISCOUNT COUNT.DISP.

1.4.4 FAILURE COUNT. DISP.

1.4.5 COIN MECH.DATA DISP.

1.4.5.1 AUDIT DATA DISPLAY

1.4.5.2 CASH COUNT. DISPLAY

1.4 Displaying the relative statistics

1.4.1 Displaying the selection counters

1.4.1.1 Displaying the single counters

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

1.4.1.2 Displaying the total counters

This function is used for displaying the total counters regarding each selection.

1.4.1.3 Displaying the selection counters in normal/maintenance mode

This function is used for displaying the total counters regarding the selections made while in normal mode and maintenance mode.

1.4.2 Displaying the time band counters

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

1.4.3 Displaying the discount counters

This function is used for displaying the total amount of discounts and overprice accumulated for the dispensed selections.

1.4.4 Displaying the failure counters

This function is used for displaying the number of times each possible failure occurred in the vending machine.

1.4.5 Displaying the coin mechanism data

1.4.5.1 Displaying the audit data

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

1.4.5.2 Displaying the cashed amount

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit

1 STATISTICS

1.5 DELETE RELAT. STAT.

1.5.1 PARTIAL RESET

1.5.1.1 SELECT. COUNT. RESET

1.5.1.2 DISCOUNT COUNT. RESET

1.5.1.3 FAILURE COUNT. RESET

1.5.1.4 COIN MECH DATA RESET

1.5.2 TOTAL RESET

1.5 Deleting the relative statistics

1.5.1 Partial delete

1.5.1.1 Deleting the selection counters

When confirming this function, the counters regarding the different selections, described at point 3.4.1, are deleted.

1.5.1.2 Deleting the discount counters

When confirming this function, the counters regarding discounts and overprice, described at point 3.4.2, are deleted.

1.5.1.3 Deleting the failure counters

When confirming this function, the counters regarding the different failures, described at point 3.4.3, are deleted.

1.5.1.4 Deleting the coin mechanism data

When confirming this function, the counters regarding the coin mechanism data, described at point 3.4.4, are deleted.

1.5.2 Total delete

When confirming this function, all relative statistics are deleted.

2 SET INDIVIDUAL PRICE

2.1 PRICE BAND 0

2.1 PRICE BAND 1

2.1 PRICE BAND 2

2.1 PRICE BAND 3

2.1 PRICE BAND 4

3 TUBE CONTROL

3.1 FILLING TUBE

3.2 TUBE EMPTYING

4 BOILER TEMPERAT.

2 Setting single prices

Four different prices can be set for each selection according to the programmed time bands, if enabled.

2.1 Price band 0

This function is used for setting the prices of each selection for time band 0 (if enabled).

2.1 Price band 1

This function is used for setting the prices of each selection for time band 1 (if enabled).

2.1 Price band 2

This function is used for setting the prices of each selection for time band 2 (if enabled).

2.1 Price band 3

This function is used for setting the prices of each selection for time band 3 (if enabled).

2.1 Price band 4

This function is used for setting the prices of each selection for time band 4 (if enabled).

3 Change tubes control

3.1 Filling the change tubes

From this function, the change tubes can be filled manually. Confirm refilling, and the display will indicate "Credit: —" which is the value of money available in change the tubes; insert the desired coin into the validator and the display will indicate the value of money available in the change tubes.

3.2 Releasing the change tubes

From this function, the change tubes can be released manually. When confirming releasing, it will be possible to decide which tube to release. Each time the confirm button is pressed, a coin is ejected from the active tube.

4 Boiler temperature

This function is used for setting the operating temperature of the boiler, expressed in °C.

5 TEST

5.1 COMPLETE DISPENSING

5.2 WATER ONLY

5.3 POWDER ONLY

5.4 WITHOUT ACCESSORIES

5.5 ACCESSORIES ONLY

6 GSM

6.1 RESET PRE-ALARM CNT.

7 EVADTS

7.1 CONNECTION

5 Test

5.1 Complete dispensing

With this function it is possible to obtain, with the door open and without inserting any money, complete dispensing for each selection.

5.2 Dispensing water only

With this function it is possible to dispense, with the door open and without inserting any money, only the water doses for each selection.

5.3 Dispensing powder only

With this function it is possible to dispense, with the door open and without inserting any money, only the powder doses for each selection.

5.4 Dispensing without accessories

With this function it is possible to dispense, with the door open and without inserting any money, only the water and powder doses for each selection, without any cup and stirrer.

5.5 Dispensing accessories only

With this function it is possible to dispense, with the door open and without inserting any money, only the accessories for each selection.

6 GSM

6.1 Resetting the pre-alarm counters

With this function the counters that control the pre-alarms are reset.

7 EVADTS

7.1 Connection

This function places the machine in wait mode for connection to retrieve data.

1. FAILURES

1.1 FAILURE READING

WATER FAILURE

WASTE CONTAINER FULL

AIR-BREAK

NO CUPS

SPOUTS

VOLUMETRIC COUNTER

BOILER

MACHINE BOARD

COIN MECHANISM


COFFEE RELEASE


COFFEE UNIT

NO COFFEE

I. Failures

I.1 Reading the failures

When the “Failure” function is displayed, press the confirm button “” to display the present failures.

If no failures are currently present, after pressing the confirm button “” the message “End failures” will be displayed.

The possible failures are indicated in the following cases:

Water failure

If the air-break micro-switch is closed for more than one minute, the water inlet solenoid valve will remain energized until the water flow is restored.

Waste container full

This occurs after the liquid waste container float is triggered.

Air-break

The machine is locked if after 7 selections the micro-switch has never signalled the lack of water.

No cups in the dispenser

When the empty cup stack micro-switch opens, the stack shift motor is activated. If after one full turn of the cup dispenser the micro-switch is not closed the machine locks.

Mobile spouts

If the spouts do not reach the dispensing position, the machine is disabled.

Impeller

Failed computation of the volumetric counter within a maximum given time.

Boiler

The machine will lock if after 10 minutes of heating from the machine start, or from the last selection, the boiler fails to reach the operating temperature.

Machine control board

Failed dialogue between C.P.U. board and machine control board.

Coin mechanism

The machine is locked if it receives a pulse longer than 2 seconds on a validator line or the communication with the serial coin mechanism does not take place for more than 30 seconds (Executive protocol) or 75 seconds (BDV protocol).

Coffee release

If after releasing the ground coffee dose the micro-switch of the coffee doser unit indicates the presence of coffee in the dosing chamber, all coffee-based selections are disabled.

Coffee unit

Due to mechanical blocking of the unit. The machine is not locked, but all tea-based selections are disabled.

No coffee

If after a period of 15 seconds of grinding coffee a dose is not obtained, all coffee-based selections are disabled.

1. FAILURES

RAM DATA

CUP RELEASE

1.2 FAILURE RESET

1.3 V.M. NEON OUT OF SERV

RAM Data

One or more areas of the RAM contain wrong data which was corrected with the default values.

The machine will continue to function, but it would be advisable to initialise as soon as possible.

Cup release

If the cup sensor photocell is fitted, after three unsuccessful attempts at releasing cups the display will indicate the message "No cups". Using a special function, it is possible to define whether this failure must lock the machine or leave it available for dispensing into a ceramic cup.

1.2 Resetting the failures

By confirming this function all current failures will be reset

1.3 Fluorescent lamps switched off

Setting whether or not the lighting lamps in the external panels are to be switched on when the machine is out of service or during the "Energy saving" time band.

2. SET PARAMETERS

2.1 CASH

2.1.1 PRICES

2.1.1.1 SET INDIVIDUAL PRICE

2.1.1.2 SET GLOBAL PRICES

2.1.1.3 TIME SCHEDULE

2 Setting the parameters

2.1 Cash

This set of functions controls all parameters regarding the payment systems and the sales prices.

2.1.1 Prices

Four different prices can be set for each selection according to the programmed time bands for when the time table option is enabled.

For each of the 4 time bands prices (0 to 65,535) can be programmed globally (same price for all selections) or for the single selections.

Should the majority of products be sold at the same price, it will be convenient to set the price globally and then change the figure of the selections with different prices.

2.1.1.1 Setting single prices

This function is used for setting a different price for each selection.

2.1.1.2 Setting global prices

This function is used for setting one price for all available selections.

2.1.1.3 Time bands

Four programmable time bands are provided for selling products at different prices.

The time periods are programmable for beginning and end time by hours (00 to 23) and minutes (00 to 59).

If the values for start and end of the time band are set to 00.00 the time period is disabled.

The reference time is kept by an internal clock, programmable as:

day/month/year week-day 1-7 and then hour/minutes/seconds.

If the values for start and end of the time band are set to 00.00 the time period is disabled.

EXECUTIVE

VALIDATORS

BDV

2.1.2 Coin mechanisms

2.1.2.1 Setting the coin mechanisms

It is possible to decide which of the payment system protocols available are to be enabled for the functions.

The available payment systems are:

- Executive
- Validators
- BDV
- MDB

By selecting one of the systems it is possible to control its functions.

Executive

The following payments systems are available for the Executive system:

- Standard
- Price Holding
- Coges
- U-Key
- Sida

Validators

When the "Validat.Lines" (line setting) function of the "Technician" menu is displayed, the value of the 6 validator coin lines can be changed.

BDV

The BDV protocol menus are used for defining the following functions:

Type of vending

Setting the operating mode for multiple or single dispensing. With multiple dispensing, the change is not automatically returned after a successful selection; however the credit is available for further selections. When pressing the coin return button, the available credit is returned if its value is lower than the maximum change value.

Credit control

This function enables/disables the return of credit if no selections are made.

If enabled, this function allows the return of coins even if the first selection was not dispensed.

If however a selection fails for any reason, the change will be returned if requested.

Maximum credit

This function is used to define the maximum accepted credit.

Maximum change

It is possible to set a limit to the total amount of change returned by the coin mechanism when pressing the coin return button or after a single dispensing serving.

Any credit exceeding the amount programmed with this function will be cashed.

2. SET PARAMETERS

2.1.2.1 COIN MECHANISM SET.

BDV

Accepted coins

It is possible to define which, among the coins recognised by the validator, are to be accepted.

Check the label on the coin mechanism for the correct coin to value matching, indicating the position of the coins.

Non accepted coins

This function programs the rejection of coins when in “exact amount” mode.

Check the label on the coin mechanism for the correct coin to value matching, indicating the position of the coins.

Dispensing buttons

This function enables or not the buttons on the coin mechanism used to release the coins in the change return tubes.

Value of “exact amount”

This value defines the combination of empty coin tubes, setting the coin mechanism in “exact amount” mode. The possible combinations of empty coin tubes are indicated below.

For greater simplicity, the combination is described with reference to tubes A, B and C, where tube A receives the lower value coins and tube C the greater value coins.

0	=	A or (B and C)
1	=	A and B and C
2	=	A and B only
3	=	A and (B or C)
4	=	A only
5	=	A or B (default) only
6	=	A or B or C
7	=	A or B only
8	=	A or C only
9	=	B and C only
10	=	B only
11	=	B or C only
12	=	C only

C.P.C. device

It dialogues with the coin mechanism if devices are installed or removed from the serial interface (C.P.C.-type devices - the monitoring unit is always enabled by default).

Minimum level of tubes

It brings forward the “Insert exact amount” message for the user, by adding a number of coins between 0 and 15 to the programmed number of coins, to set the “full change tubes” status.

Free Vend VMC

Most payment systems with the BDV protocol control the free vend function.

However, there are some payment systems without such function.

In this case, if free selections are to be dispensed, free vending must be enabled with VMC (vending machine control, enabled by default) and the price of the selections must be set to zero.

MDB

The MDB protocol menus are used for defining the following functions:

Type of vending

Setting the operating mode for multiple or single dispensing. With multiple dispensing, the change is not automatically returned after a successful selection; however the credit is available for further selections. When pressing the coin return button (if the function is enabled), the available credit is returned up to the maximum change value.

Credit control

To enable/disable the operation of the coin return button.

Maximum credit

This function is used to define the maximum accepted credit.

Maximum change

It is possible to set a limit to the total amount of change returned by the coin mechanism when pressing the coin return button or after a single dispensing serving.

Any credit exceeding the amount programmed with this function will be cashed.

Accepted coins

It is possible to define which, among the coins recognised by the validator, are to be accepted when the change tubes are full.

Check the coin mechanism configuration for the correct coin to value matching.

Returned coins

It is possible to define which, among the coins available in the tubes, are to be used for returning the change. This parameter is active only with coin mechanisms that do not automatically control the choice of tube to be used (Auto changer payout).

Check the coin mechanism configuration for the correct coin to value matching.

Accepted bills

It is possible to define which, among the bills recognised by the reader, are to be accepted.

Check the reader configuration for the correct bill to value matching.

Minimum level of tubes

This function is used for setting the number of coins (0 to 15) to determine the status of full change tubes and the "Insert exact amount" message for the user.

2. SET PARAMETERS

2.1.2.2 IMMEDIATE CHANGE

2.1.3 DECIMAL POINT

Accepted coins with “exact amount”

It is possible to define which, among the coins recognised by the validator, are to be accepted when the machine is in the “exact amount” condition.

Check the coin mechanism configuration for the correct coin to value matching.

Accepted bills with “exact amount”

It is possible to define which, among the bills recognised by the acceptor, are to be accepted when the machine is in the “exact amount” condition.


Check the acceptor’s configuration for the correct bill to value matching.

2.1.2.2 Immediate change


Normally, the amount of a selection is cashed after the machine sends the message “Selection successful”.

When this function is enabled, disabled by default, the cash message is sent at the beginning of dispensing.

2.1.3 Decimal point.

Press the confirm button “

0	decimal point disabled
1	XXX.X
2	XX.XX
3	X.XXX

Press the confirm button “

P250U00

2. SET PARAMETERS

2.1.4 MASTER SLAVE

2.1.4.1 SETTING

2.1.4 Master / Slave

2.1.4.1 Settings

The machine control system is pre-arranged for the connection in a bank of vending machines using special kits.

This permits the use of a single payment system for more machines.

In the event of installation in a bank of machines, it can be configured a “Master”, i.e. having control over the second machine, or as “Slave”, i.e. leaving the control to the other machine. To be able to use this function there must be a numeric keypad within the bank of machines.

There is the option of installing a numeric keypad in the machine for managing the slave machines without keypad and display.

After any changes it will be necessary to switch off the machine and switch it on again.

The master/slave function is not enabled by default.

2.1.4.2 Slave Price Holding

To enable the function, it is necessary to define which machine is master and which one is slave in the software of the master machine and of the slave machine.

If an Executive payment system in “**Price Holding**” mode is set in the master machine, the information must be set also in the software of the slave machine.

The payment system of the slave machine must always be defined as “Validator”.

In the event of failed electrical connection, both machines will display the message “Failed communication”.

2.1.4.3 Return of virtual price

A combined selection is intended as the association of two selections, one from the Kikko and one from the Snakky, to the same number (80 to 89) sold at a single price.

Since a numeric keypad is required for setting and controlling the combined selections, the relevant menu is **included only in the software of the Snakky**.

Combined selections can be used either with the Snakky as master and Kikko as slave (recommended configuration) or vice versa. If one of the two selections is not available, the combined selection is not dispensed. If the immediate change option is not activated on the master machine, it might be possible that the first selection fails. In this case the entire amount is returned. If the second selection fails, it will be possible to decide whether to keep or return the entire amount by activating/deactivating the “**Virtual price return**” option.

2.1.4.2 SLAVE PRICE HOLD

2.1.4.3 VIRT.PRIC.RETURN

2. SET PARAMETERS

2.1.4.4 RESET SNAKKY SL

2.1.4.4 Reset Snakky SL

This function is used for resetting the programming of a Snakky SL to default values.

2.1.4.5 MONITOR SLAVE

2.1.4.5 Monitor Slave

This function is used for scrolling through all the information of a slave being connected.

When switching on the slave with the display showing this function, the display will indicate in a sequence all information on the slave regarding:

- software version
- type of slave (XX, 0XX, 9XX)
- presence of dispensing detection photocells
- number of trays and compartments
- presence of dispensing compartment lock device
- internal sensor temperature.

To exit the function it will be necessary to switch the master machine off.

2. SET PARAMETERS

2.2 SELECTIONS

2.2.1 SET WATER

2.2.1.1 WATER DOSES

2.2.1.2 SET WHIPPER

2.2.1.2.1 SET WHIP DOSES

2.2.1.2.2 SET MODALITY

2.2.1.3 ELECTROVALVE SETTING

2.2.1.4 SET DRIPPING

2.2 Selections

2.2.1 Setting the water

2.2.1.1 Water doses

This function is used for setting the water dose, expressed in cc, for each selection button and therefore for each product assigned to it; the display indicates the name of the product being selected.

2.2.1.2 Setting the whipper

2.2.1.2.1 Setting the whipper doses

The whipping time can be set for each selection button, for each water dose that composes such selection.

The duration can be set in two different modes:

2.2.1.2.2 Setting the whipper mode

It is possible to choose between two different modes:

Absolute

i.e. independent from the solenoid valve opening time. The whipping duration is set as tenths of a second for Instant models and as volumetric counter pulses for Espresso models.

Relative

i.e. based on the difference, plus or minus, from the moment the solenoid valve closes.

The whipping duration is always expressed in tenths of a second.

2.2.1.3 Solenoid valve settings

It is possible to set the water flow rate of the single solenoid valves expressed in cc/s (the default value setting in cc/s is indicated in the selection dose table) to calculate the amount of water to be dispensed.

2.2.1.4 Dripping time

The wait time (programmable from 0 to 3000 hundredths of a second) from end of dispensing to the mobile spout return can be set for each selection in order to leave time to the tubes to drain.

2. SET PARAMETERS

2.2.2 SET POWDER

2.2.2.1 POWDER DOSES

2.2.2.2 DOSER SETTING

2.2.3 SET ACCESSORIES

2.2.3.1 ENABLE CUP

2.2.3.2 ENABLE SUGAR

2.2.3.3 ENABLE STIRRER

2.2.4 SELECTION STATUS

2.2.5 SELECTION <-> BUTTON

2.2.6 SEL. ARRANGEMENT

2.2.7 SET PROD. CODE

2.2.2 Setting the powders

2.2.2.1 Powder doses

The powder dose, expressed in grams, can be set for each selection button and therefore each product assigned to it; the display indicates the name of the product being selected.

2.2.2.2 Setting the doser units

This function is used for setting the flow rate of the single doser units, expressed in g/s, to calculate the amount of powder to be dispensed, for correct conversion of product dose values.

2.2.3 Setting the accessories

2.2.3.1 Enabling the cup

This function is used for enabling or disabling cup dispensing for each selection button.

2.2.3.2 Enabling the sugar

This function is used for enabling or disabling sugar dispensing for each selection button.

2.2.3.3 Enabling the stirrer

This function is used for enabling or disabling stirrer dispensing for each selection button.

2.2.4 Selection status

Each single selection button can either be enabled or disabled.

2.2.5 Button <—> Selection

This function permits the association of a selection number, indicated in the selection dose table, to a button in the direct selection keypad.

2.2.6 Selection position

This function is used for verifying to which selection the button that has just been pressed is assigned.

2.2.7 Product code

This function is used for assigning a 4-digit code to each selection for processing the statistics.

2. SET PARAMETERS

2.3 MACHINE PARAM.

2.3.1 BOILER TEMPERAT.

2.3.2 TANK

2.3.3 MIXER HEATING

2.3.4 MIXER COOLING

2.3.5 FAST CYCLES

2.3.6 MAINT. DISPENS. SETT.

2.3.7 PHOTOCCELL

2.3 Machine parameters

2.3.1 Boiler temperature

This function is used for setting the operating temperature, expressed in °C, of the boiler installed in the machine.

When pressing the confirm button “**↵**” the temperature value starts blinking and can be modified.

2.3.2 Tank

The machine water supply can be from the mains or from an internal tank. For some applications it is also possible to use two internal tanks at the same time.

With this function it is possible to define whether the machine water supply is from the mains (tank = 0) or from the tanks (tank = 1 or 2).

2.3.3 Mixer heating

If the function is enabled and no selections were made in the last 3 minutes, a small amount of hot water is dispensed into the milk or instant coffee mixers before dispensing short instant coffee, instant coffee with milk and espresso coffee with milk.

2.3.4 Mixer cooling

If the function is enabled and no cold drink selections were made in the last 5 minutes, a small amount of cold water is dispensed into the cold drink mixers before dispensing the product.

2.3.5 Fast cycles

When this function is enabled, some of the time that is useful for improving the drink quality is eliminated. All products that compose the drink are dispensed at the same time, eliminating the “post-whipping” time.

2.3.6 Setting dispensing in maintenance mode

After a programmable number of dispensed drinks, it is possible to display the message “**Regenerate the water softener**” upon accessing “Filler menu” mode.

2.3.7 Photocell

The machine is fitted with a “cup sensor” composed of a photocell that detects the presence of an object in the dispensing compartment.

When the function is enabled, if an object is detected in the dispensing compartment, a cup is not released and the display indicates the message “Without cup”.

It is also possible to define whether, after two attempts to release a cup without the photocell detecting any objects in the dispensing compartment; the failure should lock the machine or leave it to operate using a ceramic cup.

A lighting lamp inside the dispensing compartment is controlled by the cup sensor.

If the cup is still inserted, when the next selection is made the message “Remove cup” is displayed.

2. SET PARAMETERS

2.3.8 SLIDER LAMP TIME

2.3.9 CUP SETTLING TIME

2.3.A ENABLE WASH BUTTON

2.3.B ENABLE AUTO. WASH

2.3.C COFFEE CYCLE

2.3.D PRE-GRINDING

2.3.E BREWING TIME

2.3.8 Dispensing compartment lamp timing

In the event the machine is equipped with a dispensing compartment lamp. With this function it is possible to define how long (programmable between 0 and 300 t/s, 70 by default) the lighting lamp inside the dispensing compartment is to stay on, if the cup sensor is not fitted.

2.3.9 Cup settling time

This function is used to set the delay time in stopping the cup column rotation in order to compensate any inertia due to the cup type.

2.3.a Enabling the wash button

With this function it is possible to enable or disable the operation of the mixer wash button.

Normally the button is disabled.

2.3.b Enabling automatic wash

Option of setting the time when automatically cleaning the mixers and rotating the brewing units installed. When setting the time to 24.00 the function is disabled (default).

2.3.c Decaffeinated coffee cycle

When enabling this function, instant coffee powder (if present) is dispensed in two steps to improve the appearance of the drink.

2.3.d Pre-grinding

This function is used to enable/disable grinding of the coffee dose for the next selection. This permits the reduction of dispensing time for a coffee selection. The function is disabled by default.

2.3.e Brewing time (espresso tea)

This function (enabled only in espresso tea models) permits opening of the tea dispensing solenoid valve for a length of time, set in tenths of a second, and delivering of a small amount of water onto the product in order to dampen it before the actual brewing cycle.

2. SET PARAMETERS

2.4 DISPLAY

2.4.1 LANGUAGE

2.4.2 PROMOTIONAL ADVERT.

2.4.2.1 ENABLE PROM. ADVERT.

2.4.2.2 SET PROMOT. ADVERT.

2.4.3 CONTRAST CONTROL

2.4 Display

2.4.1 Language

It is possible to choose which of the following languages, available in the software, is to be used for the messages on the display:

- Italian
- French
- Spanish
- English
- German
- Portuguese
- Polish
- Czech
- Slovak
- Finnish
- Danish
- Hungarian
- Swedish
- Catalan

2.4.2 Promotional message

2.4.2.1 Enabling the promotional message

This function is used for enabling or disabling a promotional message appearing on the display during the machine normal vending mode.

2.4.2.2 Setting the promotional message

This function is used for writing the 4-line promotional message; by pressing the confirm button “**➤**” the first character starts blinking; this can then be changed using the “**⬆**” and “**⬇**” buttons, scrolling through the available characters.

Once the message is completed, it can be stored by pressing button “**⬅**”.

2.4.3 Contrast control

This function is used for adjusting the display contrast, setting the value K from 05 minimum to 99 maximum. The default setting is 49.

2. SET PARAMETERS

2.5 PRE-SELECTIONS

2.5.1 NO CUP

2.5.1.1 SELECTION ENABL.

2.5.1.2 DOSE VARIATION

2.5.1.3 PRICE VARIATION

2.5.2 EXTRA SUGAR

2.5.3 SUGAR

2.5.4 SUGAR -

2.5.5 SUGAR +

2.5.6 WATER +

2.5.7 WATER -

2.5.8 POWDER +

2.5.9 POWDER -

2.5.A COFFEE PWD. DOSE

2.5.B EXTRA MILK

2.5.C JUG +

2.5.D JUG -

2.5.E MOKKA

2.5 Pre-selections

This function is used for setting the pre-selections present in this model, enabling or disabling the pre-selection for a certain selection, changing dose and price.

An example for the first pre-selection is indicated below; the operations to be carried out are identical for each selection.

2.5.1 Without cup

2.5.1.1 Enabling the selection

Press the confirm button to select the selection button for which the pre-selection is to be enabled.

2.5.1.2 Changing the dose

This function is used for changing the product percentage dispensed with the pre-selection.

2.5.1.3 Changing the price

This function is used for assigning a discount or overprice to the selection set with the pre-selection.

2. SET PARAMETERS

2.6 MISCELLANEOUS

2.6.1 JUG FACILITIES

2.6.2 PASSWORD

2.6.2.1 SET PASSWORD

2.6.2.2 ENABLE PASSWORD

2.6.3 ENABLE FILL MENU

2.6.4 ENERGY SAVING

2.6.4.1 SET ENERGY SAVING

2.6.4.2 ENERGY SAVING PARAMETER

2.6.5 NOZZLES WASH POS

2.6 Miscellaneous

2.6.1 Jug facilities

Models that have this function and are equipped with a special key, it is possible to obtain a programmable number of selections (1 to 9; 5 by default) without cup to fill a jug.

2.6.2 Password

This function is used for setting a password for accessing the “Technician menu” mode.

2.6.2.1 Setting the password

Enter a 5-digit numeric code to be set as password.

2.6.2.2 Enabling the password

This function is used for enabling or disabling the password request when accessing the “Technician menu” mode (disabled by default).

2.6.3 Enabling the Filler menu

This function is used for determining which of the “Filler menu” functions are to be left active and which are to be disabled. The reference numbers of the menus do not change even if some are disabled.

2.6.4 Energy saving

This function is used for saving electric power when the machine is not in use.

2.6.4.1 Setting the energy saving

This function is used for enabling or disabling the automatic switch-off of the vending machine boiler during the time when it is believed the machine would not be used.

2.6.4.2 Energy saving parameters

This function is used for setting the days of the week (1 Monday, 2 Tuesday, 3 Wednesday, etc.) and the time bands (band 1 and 2) when the boiler is to be switched off for energy saving.

2.6.5 Position of spouts for washing

This function is used for setting the position of the spout assembly during their wash cycle. There are 2 possible options: IN (standby position inside the machine) and OUT (dispensing position).

2. SET PARAMETERS

2.6 MISCELLANEOUS

2.6.6 ES UNIT

2.6.7 AUTO. UNIT WASH

2.6.6 Espresso unit

This function is used for setting the vending machine to the 2 possible types of espresso unit: Z2000 or Z3000 according to which one is installed in the machine.

2.6.7 Automatic unit wash

This function is used for setting the daily unit wash of the espresso unit by setting the time when it is to be performed. If setting the time to 00.00 the function is disabled.

3. STATISTICS

3.1 ELECTRONIC COUNTER

3.1.1 DISPLAY COUNTERS

3.1.2 RESET COUNTER

3.2 STATISTICS DISPLAY

3.2.1 SELECT. COUNT. DISP.

3.2.1.1 COUNT DISP. X 5. SEL.

3.2.1.2 TOTAL COUNT DISPLAY

3.2.1.3 SEL.NO.COUNT. DISPL..

3.2.2 DISPLAY BAND COUNTER

3.2.3 DISCOUNT COUNT.DISP.

3.2.4 FAILURE COUNT. DISP.

3 Statistics

3.1 Electronic counter

3.1.1 Displaying the selection counters

This function is used for displaying the total number of selections dispensed by the vending machine.

3.1.2 Resetting the counters at power-on

This function is used for resetting the general selection counter.

3.2 Displaying the statistics

3.2.1 Displaying the selection counters

3.2.1.1 Displaying the single counters

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

3.2.1.2 Displaying the total counters

This function is used for displaying the total counters regarding each selection.

3.2.1.3 Displaying the selection counters in normal/maintenance mode

This function is used for displaying the total counters regarding the selections made while in normal mode and maintenance mode.

3.2.2 Displaying the time band counters

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

3.2.3 Displaying the discount counters

This function is used for displaying the total amount of discounts and overprice accumulated for the dispensed selections.

3.2.4 Displaying the failure counters

This function is used for displaying the number of times each possible failure occurred in the vending machine.

3. STATISTICS

3.2.5 COIN MECH. DATA DISP.

3.2.5.1 AUDIT DATA DISPLAY

3.2.5.2 CASH COUNT. DISPLAY

3.3 STATISTICS RESET

3.3.1 PARTIAL RESET

3.3.1.1 SELECT. COUNT. RESET

3.3.1.2 DISCOUNT COUNT. RESET

3.3.1.3 FAILURE COUNT. RESET

3.3.1.4 COIN MECH DATA RESET

3.3.2 TOTAL RESET

3.2.5 Displaying the coin mechanism data

3.2.5.1 Displaying the audit data

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

3.2.5.2 Displaying the cashed amount

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit

3.3 Deleting the statistics

3.3.1 Partial delete

3.3.1.1 Deleting the selection counters

When confirming this function, the counters regarding the different selections, described at point 3.2.1, are deleted.

3.3.1.2 Deleting the discount counters

When confirming this function, the counters regarding discounts and overprice, described at point 3.2.2, are deleted.

3.3.1.3 Deleting the failure counters

When confirming this function, the counters regarding the different failures, described at point 3.2.3, are deleted.

3.3.1.4 Deleting the coin mechanism data

When confirming this function, the counters regarding the coin mechanism data, described at point 3.2.4, are deleted.

3.3.2 Total delete

When confirming this function, all statistics are deleted.

3. STATISTICS

3.4 DISPLAY RELAT. STAT.

3.4.1 SELECT. COUNT. DISP.

3.4.1.1 COUNT DISP. X S. SEL.

3.4.1.2 TOTAL COUNT DISPLAY

3.4.1.3 SEL.NO.COUNT. DISPL.

3.4.2 DISPLAY BAND COUNTER

3.4.3 DISCOUNT COUNT.DISP.

3.4.4 FAILURE COUNT. DISP.

3.4.5 COIN MECH.DATA DISP.

3.4.5.1 AUDIT DATA DISPLAY

3.4.5.2 CASH COUNT. DISPLAY

3.4 Displaying the relative statistics

3.4.1 Displaying the selection counters

3.4.1.1 Displaying the single counters

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

3.4.1.2 Displaying the total counters

This function is used for displaying the total counters regarding each selection.

3.4.1.3 Displaying the selection counters in normal/maintenance mode

This function is used for displaying the total counters regarding the selections made while in normal mode and maintenance mode.

3.4.2 Displaying the time band counters

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

3.4.3 Displaying the discount counters

This function is used for displaying the total amount of discounts and overprice accumulated for the dispensed selections.

3.4.4 Displaying the failure counters

This function is used for displaying the number of times each possible failure occurred in the vending machine.

3.4.5 Displaying the coin mechanism data

3.4.5.1 Displaying the audit data

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

3.4.5.2 Displaying the cashed amount

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit

3. STATISTICS

3.5 DELETE RELAT. STAT.

3.5.1 PARTIAL RESET

3.5.1.1 SELECT. COUNT. RESET

3.5.1.2 DISCOUNT COUNT. RESET

3.5.1.3 FAILURE COUNT. RESET

3.5.1.4 COIN MECH DATA RESET

3.5.2 TOTAL RESET

3.6 EN. COUNTER AT START

3.7 STATISTICS PRINTING

3.7.1 PARTIAL PRINTING

3.7.1.1 SELECT. COUNT. PRINT.

3.7.1.2 PRINT BAND COUNTER

3.7.1.3 DISCOUNT COUNT. PRINT.

3.7.1.4 FAILURE COUNT. PRINT.

3.7.1.5 COIN MECH. DATA PRINT

3.5 Deleting the relative statistics

3.5.1 Partial delete

3.5.1.1 Deleting the selection counters

When confirming this function, the counters regarding the different selections, described at point 3.4.1, are deleted.

3.5.1.2 Deleting the discount counters

When confirming this function, the counters regarding discounts and overprice, described at point 3.4.2, are deleted.

3.5.1.3 Deleting the failure counters

When confirming this function, the counters regarding the different failures, described at point 3.4.3, are deleted.

3.5.1.4 Deleting the coin mechanism data

When confirming this function, the counters regarding the coin mechanism data, described at point 3.4.4, are deleted.

3.5.2 Total delete

When confirming this function, all relative statistics are deleted.

3.6 Enabling the counters at power-up

By enabling this function, it is possible to display the total counters at machine power-on.

3.7 Printing the Statistics

3.7.1 Partial printout

3.7.1.1 Printing the selection counters

When confirming this function, the counters regarding the different selections are printed.

3.7.1.2 Printing the time band counters

When confirming this function, the counters regarding the different time bands are printed.

3.7.1.3 Printing the discount counters

When confirming this function, the counters regarding discounts and overprice are printed.

3.7.1.4 Printing the failure counters

When confirming this function, the counters regarding the different failure are printed.

3.7.1.5 Printing the coin mechanism data

When confirming this function, the counters regarding the coin mechanism data are printed.

3. STATISTICS

3.7.2 TOTAL PRINTING

3.8 PRINT RELAT. STAT.

3.8.1 PARTIAL PRINTING

3.8.1.1 SELECT.COUNT.PRINT.

3.8.1.2 PRINT BAND COUNTER

3.8.1.3 DISCOUNT COUNT.PRINT.

3.8.1.4 FAILURE COUNT.PRINT.

3.8.1.5 COIN MECH.DATA PRINT

3.8.2 TOTAL PRINTING

3.7.2 Total printout

When confirming this function, all statistics are printed.

3.8 Printing the relative statistics

3.8.1 Partial printout

3.8.1.1 Printing the selection counters

When confirming this function, the relative counters regarding the different selections are printed.

3.8.1.2 Printing the time band counters

When confirming this function, the relative counters regarding the different time bands are printed.

3.8.1.3 Printing the discount counters

When confirming this function, the relative counters regarding discounts and overprice are printed.

3.8.1.4 Printing the failure counters

When confirming this function, the relative counters regarding failures are printed.

3.8.1.5 Printing the coin mechanism data

When confirming this function, the relative counters regarding the coin mechanism data are printed.

3.8.2 Total printout

When confirming this function, all relative statistics are printed.

4. TEST

4.1 TEST DISPENSING

4.1.1 COMPLETE DISPENSING

4.1.2 WATER ONLY

4.1.3 POWDER ONLY

4.1.4 WITHOUT ACCESSORIES

4.1.5 ACCESSORIES ONLY

4.2 SPECIAL FUNCTIONS

4.2.1 ESPR. UNIT ROTATION

4.2.2 RELEASE DOSE

4.2.3 EMPTY ESPR. BOILER

4.2.4 MANUAL INSTALLATION

4. Test

4.1 Test dispensing

4.1.1 Complete dispensing

With this function it is possible to obtain, with the door open and without inserting any money, complete dispensing for each selection.

4.1.2 Dispensing water only

With this function it is possible to dispense, with the door open and without inserting any money, only the water doses for each selection.

4.1.3 Dispensing powder only

With this function it is possible to dispense, with the door open and without inserting any money, only the powder doses for each selection.

4.1.4 Dispensing without accessories

With this function it is possible to dispense, with the door open and without inserting any money, only the water and powder doses for each selection, without any cup and stirrer.

4.1.5 Dispensing accessories only

With this function it is possible to dispense, with the door open and without inserting any money, only the accessories for each selection.

4.2 Special functions

4.2.1 Unit rotation

This function is used for operating the espresso brewer unit (if fitted).

4.2.2 Releasing a dose

This function is used for starting the grinder e release a coffee dose.

4.2.3 Emptying the boiler

This function is used for opening a solenoid valve to allow the intake of air in the event of emptying the boiler for maintenance.

4.2.4 Manual installation

This function is used for manually installing the boiler.

4.3 Autotest

This function allows testing, in a semiautomatic way, of the main machine components.

When pressing the confirm button, the message "AUTOTEST" will start blinking.

It is possible to cancel each operation and go to the next one by pressing the exit button, but confirming with the confirm button to start the autotest routine.

Some checks occur automatically, others need the manual operation of the monitored component.

In a sequence:

- the mixers are activated for 2 seconds
- the mixers are activated for 2 seconds
- a cup is released
- a stirrer is released
- switching on of the fluorescent lamps
- the door LEDs are lit
- push-button panel test; the machine will display the number of the button which must be pressed and awaits the actuation before going to the next button
- operation/repositioning of the dispensing spouts
- rotation of the brewer unit
- waste container switch; the machine awaits until the waste container micro-switch is manually operated

5 VARIE

5.1 D.R. REGISTRY

5.1.1 INSTALLATION DATE

5.1.2 PROGR. MACHINE CODE

5.1.3 OPER. CODE ENTRY

5.2 INITIALISING DB

5 Miscellaneous

5.1 Vending machine information

5.1.1 Installation date

This function is used for storing the current date of system as installation date of the vending machine. This date will be indicated on the statistics printout.

5.1.2 Setting the machine code

This function is used for changing the 8-digit numeric code identifying the machine (set to 0 by default).

5.1.3 Setting the operator code

This function is used for changing the 6-digit numeric code identifying the group of machines (set to 0 by default).

5.2 Initialising the data-base

This function is used for “initialising” the machine, resetting all data to default values. This function should be used if there is a memory data error or when the software is replaced. Except for the general electronic counter, all statistical data is reset.

When confirming this function some parameter settings are requested, and namely:

- COUNTRY

Intended as type of basic doses for the different selections. The available “countries” vary according to the models.

- LAYOUT

A number of Button/Selection combinations to choose from is provided for each dose type model (the combinations available for each layout are indicated in the dose selection table supplied with the machine).

- TANK

Defining whether the water supply is:

0 - from the mains

1 - from an internal tank

2 - from two internal tanks

When confirming the options the message “Working” is displayed for a few seconds.

5 VARIE

5.3 EVADTS

5.3.1 PASS CODE

5.3.2 SECURITY CODE

5.3.3 CONNECTION

5.3 EVADTS

The EVADTS (European Vending Association Data Transfer System) communication protocol has 2 codes for identifying the machine and for recognising the data transfer terminal.

5.3.1 Pass code

It is a four-digit alphanumeric code (0-9; A-F) that must be the same as the one in the data transfer terminal to allow its identification.

When pressing the confirm button the code is displayed as "0000" regardless of the actual value; then by pressing the confirm button the first digit will start blinking.

Using the scrolling buttons, its value can be changed (during the change operation the value becomes visible).

Repeat this operation for the 4 digits, after which the value is stored and the display will indicate "0000" again.

5.3.2 Security code

It is a further alphanumeric code for reciprocal recognition between machine and EVADTS terminal.

Programming works as in the "Pass" code.

5.3.3 Connection

This function places the machine in wait mode for connection to retrieve data.

5 VARIE

5.4 UPKEY

5.4.1 SETUP MANAGEMENT

5.4.1.1 UPKEY -> MACHINE

5.4.1.2 MACHINE -> UPKEY

5.4.1.3 DELETE

5.4.1.4 DELETE ALL

5.4.2 AUDIT MANAGEMENT

5.4.2.1 MACHINE -> UPKEY

5.4.2.2 DELETE

5.4.2.3 DELETE ALL

5.4.3 V.M. SELECTION

5.4 Up-key

5.4.1 Setup control

5.4.1.1 Up-Key -> vending machine

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to select the setup file from the list shown on the display using the scrolling buttons, then when confirming with the confirm button the selected setup will be loaded in the vending machine.

5.4.1.2 Vending machine -> Up-Key

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to save the setup file to the Up-Key with the configuration present in that moment in the vending machine, indicating the name to be assigned to the file (e.g.: ASTRO000.STP).

5.4.1.3 Delete

This function is used for deleting one by one the setup files present in the inserted Up-Key.

5.4.1.4 Delete all

This function is used for deleting all the setup files present in the inserted Up-Key.

5.4.2 Statistics management

5.4.2.1 Vending machine -> Up-Key

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to save the statistics file to the Up-Key with all of the statistics files present in that moment in the vending machine, indicating the name to be assigned to the file (e.g.: ASTRO000.STA).

5.4.2.2 Delete

This function is used for deleting one by one the statistics files present in the inserted Up-Key.

5.4.2.3 Delete all

This function is used for deleting all the statistics files present in the inserted Up-Key.

5.4.3 Vending machine selection

This function is enabled only if the machine is installed in a bank with one or more Snakky SL.

It allows to select the vending machine in the bank of machines on which to operate with the Up-Key (Kikko or Snakky SL).

6 GSM

6.1 GSM PIN CODE

6.2 GSM PRE-ALARMS

6.2.1 SET GSM THRESHOLDS

6.2.2 RESET PRE-ALARM CNT.

6.3 GROUP NUMBER

6 GSM

The control software can send, via GSM modem, a signal indicating a machine failure or an “ending product” “pre-alarm”, after dispensing a certain (programmable) number of selections of a given product.

6.1 GSM Pin code

This function is used for programming the identification code that will be sent to the GSM modem (optional) when switching the machine on.

6.2 GSM pre-alarms

6.2.1 Pre-alarms thresholds

This function is used for defining the number of pieces or grams of powder for a given product, after which a “ending product” pre-alarm is signalled via modem.

6.2.2 Resetting the pre-alarm counters

With this function the counters that control the pre-alarms are reset.

6.3 Bank number

The number in the bank of machines (1 to 7) that identifies the machines that have the “slave GSM” function, therefore sending data via the modem of the “master” machine.

The number 0 identifies the machine that is connected directly to the modem, i.e. the “master GSM”.