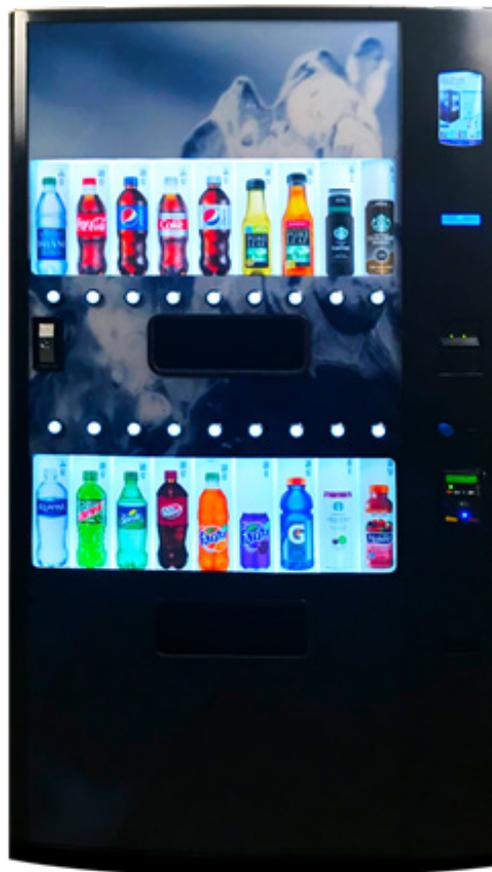




# Prosper

PR2018

## Operation and Service Manual



700 Seaga Drive, Freeport, IL 61032, U.S.A. | visit: [seaga.com](http://seaga.com) | email: [info@seaga.com](mailto:info@seaga.com)

## **INTRODUCTION**

Congratulations on the purchase of your vending machine. This vending machine has been designed to give you many years of dependable service. It requires little maintenance and is easy to set up and operate.

### **READ THIS MANUAL COMPLETELY**

Your vending machine is designed to operate simply and reliably, but to take full advantage of your vendor, please read this owner's manual thoroughly. It contains important information regarding installation and operations, as well as a brief trouble- shooting guide.

### **EQUIPMENT INSPECTION**

After you have received your machine and have it out of the box, place it on a secure surface for further inspection. Note: Any damages that may have occurred during shipping must be reported to the delivery carrier immediately. Reporting damages and the seeking of restitution is the responsibility of the equipment owner. The factory is willing to assist you in this process in any way possible. Feel free to contact our Customer Care Department with questions you may have on this process. It is important that you keep the original packaging for your vending machine at least through the warranty period. If your machine needs to be returned for repair, you may have to purchase this packaging if it is not retained.

Once you have your vendor located, we suggest that you keep this manual for future reference, or you can view this manual online at [www.seaga.com](http://www.seaga.com). Should any problems occur, refer to the section entitled "COMMON QUESTIONS AND ANSWERS". It is designed to help you quickly identify a problem and correct it.



Seaga Manufacturing, Inc.  
700 Seaga Drive Freeport, IL 61032 U.S.A.

For Service and Customer Care:  
8:00 a.m. - 5:00 p.m. CST. Mon thru Fri  
815.297.9500 • 815.297.1758 Fax  
email: [customercare@seaga.com](mailto:customercare@seaga.com)

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## **VENDING MACHINE SAFETY PRECAUTIONS**

Please read this manual completely. This information is intended for use by a qualified service technician who is familiar with proper and safe procedures to be followed when repairing, replacing or adjusting any Seaga equipment or components. All repairs should be performed by a qualified service technician who is equipped with proper tools, has access to genuine Seaga replacement parts and follows proper safety precautions.



***REPAIRS AND/OR SERVICE ATTEMPTED BY UNQUALIFIED PERSONS CAN RESULT IN HAZARDOUS CONDITIONS IN AND AROUND THE VENDING MACHINE.  
PERSONS NOT QUALIFIED TO WORK ON THE VENDING MACHINE MAY SUBJECT THEMSELVES TO RISK OF INJURY OR ELECTRICAL SHOCK WHICH CAN BE SERIOUS OR EVEN FATAL.***

### **PHYSICAL CHARACTERISTICS**

<b>Height</b>	<b>Width</b>	<b>Depth</b>	<b>Weight</b>	<b>Selections</b>
72" (1,829 mm)	39" (991 mm)	34" (864 mm)	877 lbs. (398 kg)	18

### **RECEIVING INSPECTION**

Note: Do not store the vending machine outside. After you have received your machine and have it out of the box, place it on a secure surface for further inspection. Note: Any damages that may have occurred during shipping must be reported to the delivery carrier immediately. Reporting damages and the seeking of restitution is the responsibility of the equipment owner. The factory is willing to assist you in this process in any way possible. Feel free to contact our Customer Care Department with questions you may have on this process. It is important that you keep the original packaging for your vending machine at least through the warranty period. If your machine needs to be returned for repair, you may have to purchase this packaging if it is not retained.

### **UNPACKING THE VENDING MACHINE**

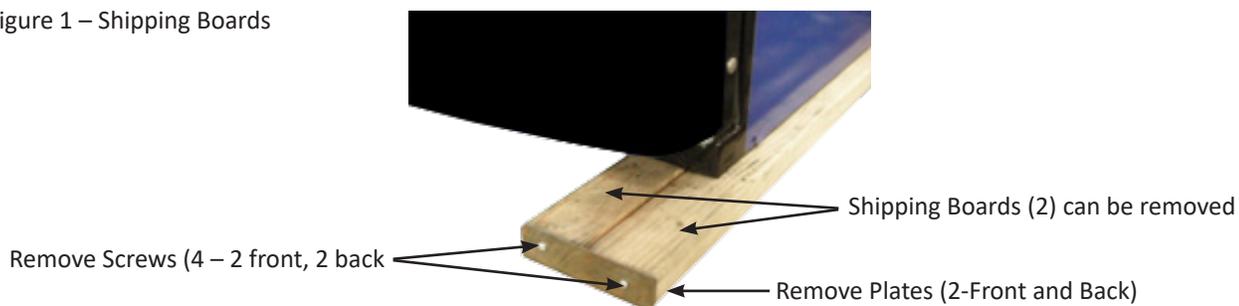
Remove the stretch wrap, edge protectors and foam strips from outside the vending machine.



***Do not store your vending machine with the stretch wrap in place. The stretch wrap could bond to the vending machine's surface and, over time, damage the finish.***

On each side of the vending machine, remove four (4) screws from the front and back of the shipping boards, remove plates. The boards will then come apart and off the leg levelers.

Figure 1 – Shipping Boards





**WARNING: TO AVOID THE POSSIBILITY OF FIRE HAZARD, DO NOT STORE ANYTHING OR ALLOW DEBRIS OF ANY KIND TO ACCUMULATE AROUND, UNDER OR BEHIND THE CABINET, IN THE BOTTOM OF THE SERVICE AREA, AROUND THE REFRIGERATION AREA OF THE CABINET OR IN FRONT OF THE EVAPORATOR COILS.**



**WARNING: ENSURE THAT POWER IS DISCONNECTED FROM THE VENDING MACHINE BEFORE INSPECTING OR REPLACING ELECTRICAL COMPONENTS OR ADJUSTING THE VENDING MECHANISM. FAILURE TO COMPLY WITH THESE INSTRUCTIONS MAY SUBJECT THE USER TO THE RISK OF ELECTRICAL SHOCK OR MECHANICAL INJURY.**

### **ELECTRICAL POWER REQUIRED**

Refer to the serial label on the cabinet for the correct voltage and frequency for the vending machine. In the USA and Canada, 120 Vac, 60 Hz, 1 Phase is required. In Europe and other countries, 220/230/240 Vac, 50 Hz and 1 Phase are required, depending on your voltage. The serial label also specifies the amperage of the vending machine. Plug in your vending machine into a properly rated receptacle with its own circuit protection (fuse or circuit breaker). Do not use an extension cord or power saving adapter.

### **POWER SUPPLY CORD AND GROUNDING/EARTHING**

In accordance with the National Electrical Code in the USA and Underwriters Laboratories, Inc., this vending machine is equipped with a three-wire power supply cord and Ground Fault Circuit Interrupter (GFCI) in North America. The GFCI device is incorporated directly into the power cord.

**WARNING:** The GFCI protects against current leakage caused by ground faults. The GFCI is not designed to protect against over current or short circuits.

DO NOT use the TEST and RESET buttons on the GFCI as an ON/OFF Switch.



**WARNING: THE VENDING MACHINE SUPPLY CORD MUST BE PLUGGED DIRECTLY INTO A PROPERLY GROUNDED, 3 WIRE RECEPTACLE THAT IS PROPERLY PROTECTED BY A FUSE OR CIRCUIT BREAKER. IF THE RECEPTACLE WILL NOT ACCEPT THE POWER CORD PLUG, IT MUST BE REPLACED WITH THE PROPER RECEPTACLE ACCORDING TO LOCAL CODES AND ORDINANCES. THE WORK SHOULD BE DONE BY A QUALIFIED ELECTRICIAN. DO NOT USE AN ADAPTOR!**



**WARNING: DO NOT REMOVE THE GROUND PIN ON THE PLUG OR IN ANY WAY BYPASS, MODIFY, DEFEAT OR DESTROY THE GROUNDING SYSTEM OF THE VENDING MACHINE.**

DO NOT use with an extension cord or power saving device.

The GFCI must be tested frequently and before each use in accordance with the instructions provided on the device. IF THE GFCI DOES NOT PASS THE TEST, DO NOT USE THE MACHINE. Unplug the power cord and call Seaga Customer Care at 1.815.297.9500, Monday through Friday, 8:00 a.m. to 5:00 p.m. Central Time.

It is recommended that the machine be located so that the GFCI device will be accessible after the machine is installed. After installation, visually inspect the GFCI and power supply cord to be sure it is not crushed, pinched or stretched.

Protect the power supply cord during transportation and use. Inspect the power supply cord periodically for wear or damage. Replacement power supply cords should only be obtained from the manufacturer. Do not use the machine until the worn power supply cord is replaced.



**FAILURE TO COMPLY WITH THESE INSTRUCTIONS MAY SUBJECT A SERVICE PERSON OR CUSTOMER TO THE RISK OF INJURY OR ELECTRICAL SHOCK, WHICH CAN BE SERIOUS OR FATAL.**

### MACHINE OVERVIEW

Figure 2 - Machine Exterior

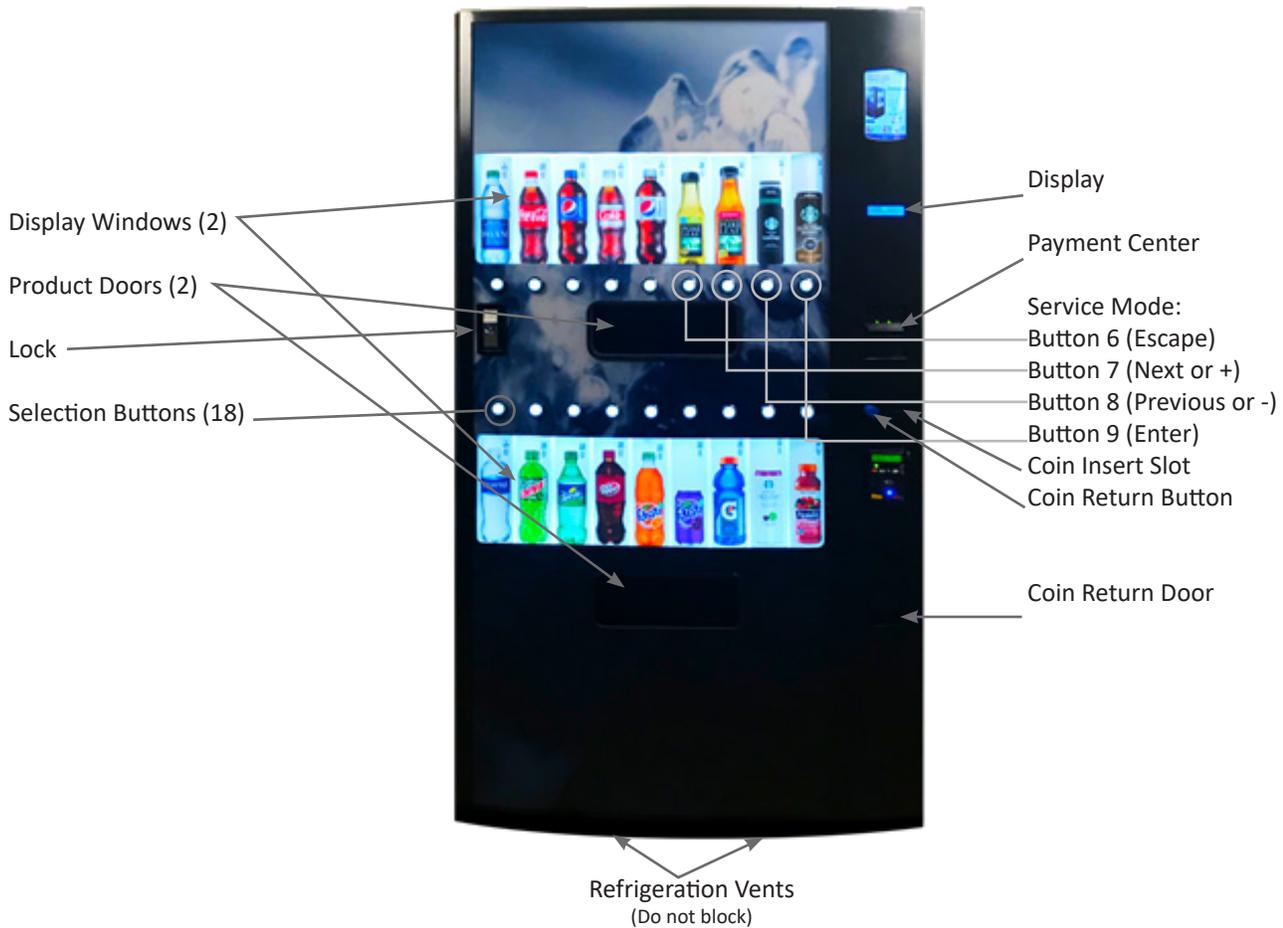


Figure 3 - Machine Interior

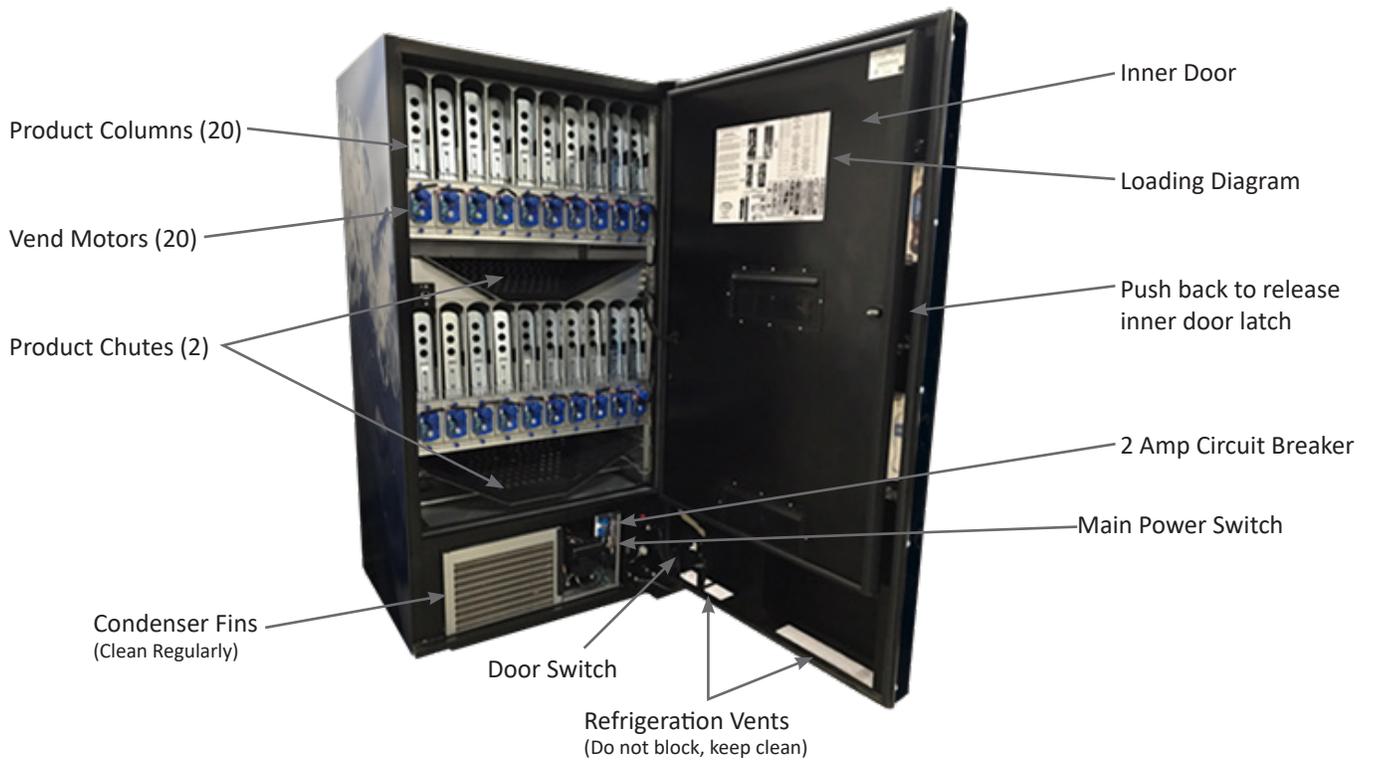


Figure 4 - Machine Interior Programming Position



## MANUAL LOCK

Your vendor has one Lock, more commonly known as T-handle lock. To unlock the front door, insert key and turn clockwise ¼ turn. When unlocked the 'T' of the Lock will pop out from its base. Turn the 'T' counter clock wise to unlock the door. To lock the door, firmly close the door and turn the 'T' handle clockwise 1 to 2 times and then pull on the door to test that the lock has engaged. If so, then push the 'T' inside the Lock to lock the door and remove the key. Note: Do not over-tighten when locking – this could strip the threads and damage your machine.

## LOCATING THE VENDING MACHINE



**THE VENDING MACHINE IS INTENDED FOR INDOOR USE ONLY. KEEP OUT OF DIRECT SUNLIGHT AND AWAY FROM SOURCES OF HEAT. OPERATING TEMPERATURE SHOULD NOT EXCEED 90°F/32°C OR BE LOWER THAN 40°F/4°C.**

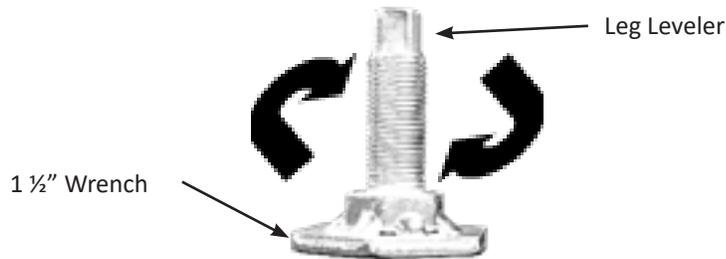
The vending machine must be located on a solid, flat and level surface that can bear the weight of a fully loaded vending machine, or approximately 1200 lbs. (414 kg). The vending machine must be located where proper and adequate power is supplied and an extension cord is not required. If the location is unattended and potential for vandalism or misuse is present, it is recommended that the vending machine be secured to the floor or wall.

Use only pallet jacks and/or vendor dollies to move the vending machine. Never slide or push the vending machine into place, as this could cause damage to the legs. Do not transport the vending machine with product loaded.

## LEVEL THE VENDING MACHINE

Using a level on the top of the machine, adjust the leveling legs for proper level both side to side and front to back using a wrench that is 1 ½ " in size. A good point to keep in mind is the shorter the leveling legs are kept to achieve proper leveling, the more stable the machine will be.

Fig. 5 - Leg Levelers



**DANGER: THE VENDING MACHINE MUST BE PROPERLY LOCATED AND LEVELED FOR PROPER VEND FUNCTION AND CUSTOMER SAFETY.**

## CLEARANCE REQUIRED

Allow at least 2" (50 mm) between the back of the vending machine and the wall so the power cord doesn't get crimped and become damaged. Make sure nothing obstructs the flow of air below the front door of the vending machine.



**WARNING: DO NOT STORE ANYTHING OR ALLOW DEBRIS TO ACCUMULATE AROUND, UNDER OR BEHIND THE VENDING MACHINE, IN THE BOTTOM OF THE VENDING MACHINE, IN AND AROUND THE REFRIGERATION AREA OF THE CABINET OR IN FRONT OF THE EVAPORATOR OR CONDENSOR COILS.**

## INSTALLING FLAVOR CARDS

Open the Front Door and then open the Inner Door so that the machine is in Programming Position. Unscrew the two thumb screws located on the top sides of the Display Bracket and tilt back from the top to access Flavor Cards.

Figure 6 - Unscrew and remove two (2) thumb screws



Figure 7 - Display Bracket Install Position



Figure 7 - Display Bracket Install Position



When finished, tilt the Display Bracket back into position and secure both thumb screws.

## LOADING THE VENDING MACHINE

The Product Columns in your machine use an Auger that rotates counter-clockwise to drop the drink into the Product Bin.

- 1.) Load products horizontally (laying down). Grasp Locking Tab and slide up to allow Retainer to move forward into Load Position.

Figure 9 – Retainer

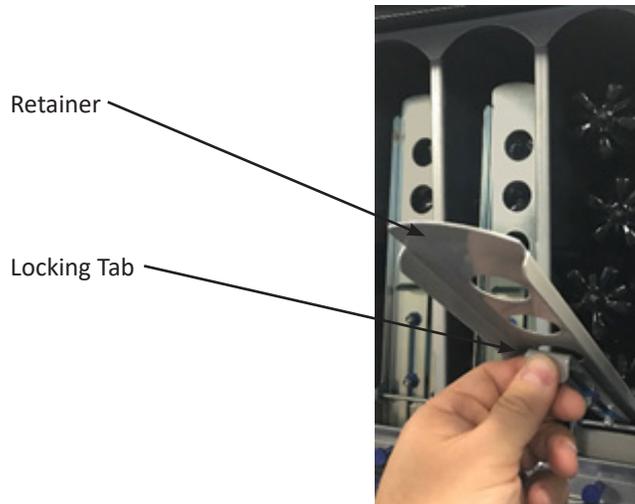
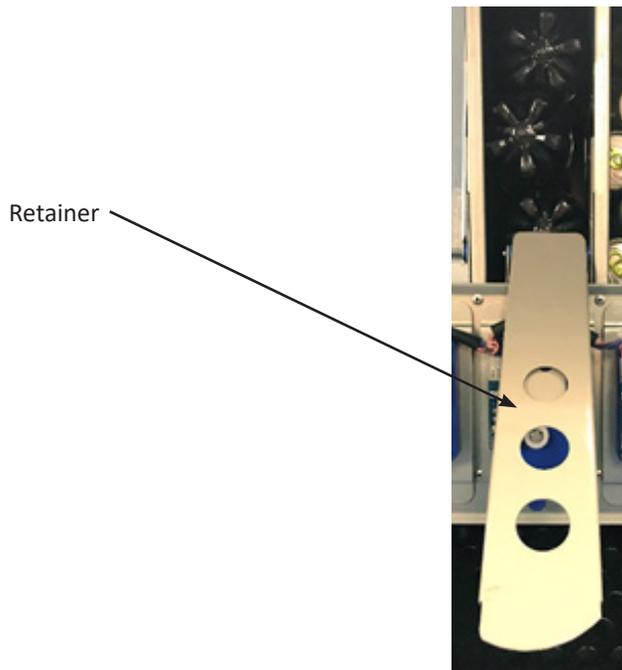


Figure 10 – Retainer in Load Position

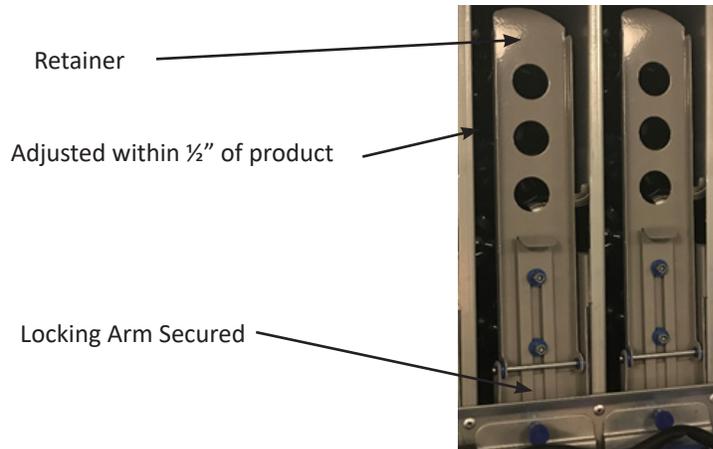


- 2.) 20 oz/591 ml Bottles are loaded laying down, two deep in each column. Load the first bottle so that the top touches the back of the column. The next bottle should also be loaded with the top toward the back of the column, positioned against the bottom of the first bottle.

- 3.) 12 oz/355 ml Cans (not slim cans) are loaded laying down, three deep in each column. Load cans with the top of the first can touching the back of the column. The bottom of the next can should be touching the bottom of the first can. The third can should be loaded with the top touching the top of the second can.

- 4.) Finish loading to the top of the column, not exceeding maximum capacity (see chart), making sure the items are not tilted or skewed in the column.
- 5.) With column loaded, lift the Retainer Gate back into sales position using the Locking Tab and push down to lock. Retainer gate must be adjusted to within ½” of product loaded in the column for proper vending.

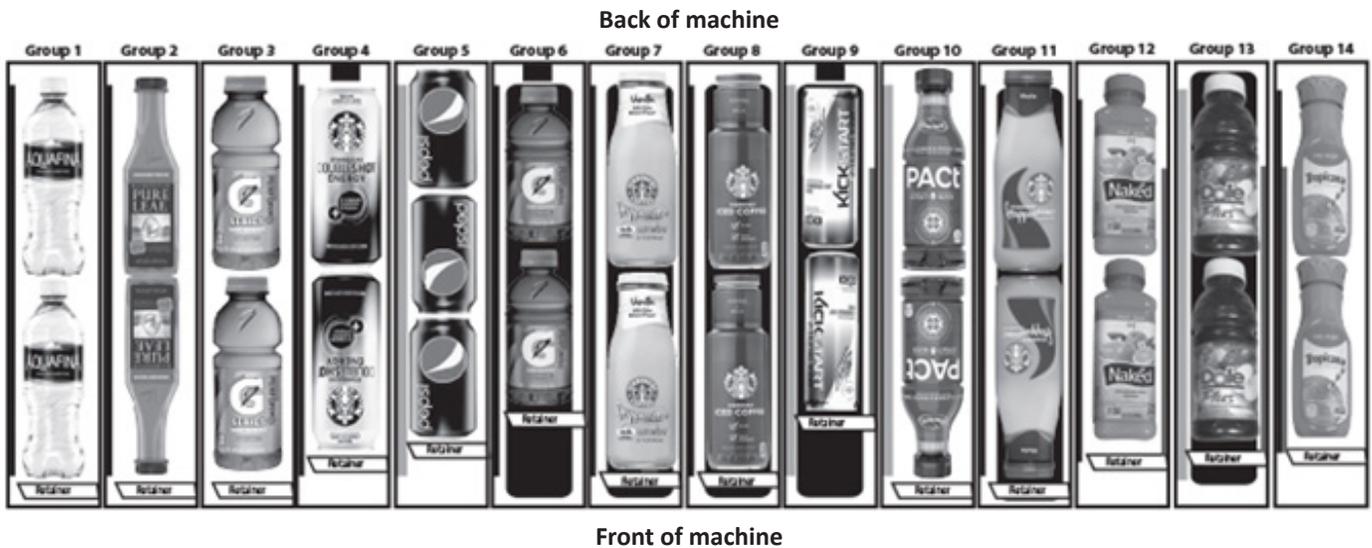
Figure 11 – Loaded Product with Retainers Secured



Note: There are many variations of packaging. These instructions are meant to be a guideline. If you have packaging that isn't mentioned or shown, setup and testing will be necessary to ensure proper vending.

Below is an overhead view of several product types loaded and an illustration of accessory placement. NOTE: This is NOT your plan-o-gram, but a representation of each loading group.

Figure 12 – Overhead Loading by Group – NOTE: This is NOT your plan-o-gram



For 12 oz. cans, small cans, some bottles and glass bottles, (see chart), use the Large Side Spacer, and/or the Auger Insert and/or Small Back Spacer. Refer to chart for products requiring Accessories.

To accommodate a wide variety of packaging, spacers and other accessories are provided to assist with vending performance. Any necessary accessories should be installed prior to loading the column.

Vending small diameter product in selections 10 or 20 requires the installation of the Small Diameter Deflector (Fig. 16). To install, remove the two (2) Phillips head screws and use to attach the deflector pointing down toward the product chute as shown in Figure 16.

Figure 13 – Accessories



Figure 14 – Auger Inserts



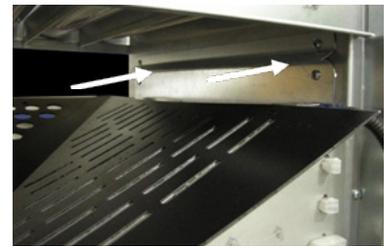
Figure 15 – Back Spacer



Figure 16 – Small Diameter Deflector  
(Right Hand Side Only)



Small Diameter Deflector shown installed  
Use top set of screws to attach deflector. As shown pointing toward product chute.  
For proper vending of products under 20oz in selections 9 or 18, the ST697 Product Deflector should be installed on the right hand side of the delivery system as shown in Fig 16. For any 20oz product in selections 9 or 18, the ST697 Product Deflector should be removed.



Size	Description	Product	Example	Setup/Accessory	Load	Capacity	Group
20 oz 519 ml	PET Bottle	Pepsi, Diet Pepsi, Mt. Dew, Lipton Iced or Green Tea		Side Spacer, Small, LH	Tops to Back	10	1
20 oz 519 ml	PET Bottle	Aquafina		Side Spacer, Small, LH	Tops to Back	10	1
15.2 oz 450 ml	PET Bottle	Ocean Spray (Tropicana Design)		Side Spacer, Small, LH	Tops to Back	10	1
18.5 oz 547 ml	PET Bottle	Pure Leaf Tea		Side Spacer, Small, LH	Alternate top and bottom	10	2
20 oz 519 ml	PET Bottle	Gatorade		Not Required	Tops to Back	10	3
20 oz 519 ml	PET Bottle	SoBe Lifewater		Not Required	Tops to Back	10	3
16 oz 473 ml	Can	Kickstart, Pepsi Energy Drink (Standard Design)		Side Spacer, Small, LH Back Spacer	Alternate top and bottom	10	4
15 oz 443 ml	Can	Starbucks Doubleshot Coffee		Side Spacer, Small, LH Back Spacer	Alternate top and bottom	10	4
12 oz 355 ml	Can	Pepsi, Diet Pepsi, Mt. Dew (Standard Design)		Side Spacer, Large, LH	Alternate top and bottom	15	5
12 oz 355 ml	PET Bottle	Gatorade		Side Spacer, Small, LH Back Spacer, Auger Insert, Large	Tops to Back	10	6
9.5 oz 218 ml	Glass Bottle	Starbucks Frappuccino (Flint Design)		Side Spacer, Small, LH Auger Insert, Large	Tops to Back	10	7
11 oz 325 ml	Glass Bottle	Starbucks Iced Coffee (Fleet Design)		Side Spacer, Large, LH Auger Insert, Large	Tops to Back	10	8
11 oz 325 ml	Can	Starbucks Doubleshot Protein		Side Spacer, large, LH Side Spacer, RH, Back Spacer, Auger Insert, Large	Alternate top and bottom	14	9
12 oz 355 ml	Slim Can	Starbucks Refreshers (Sleek Design)		Side Spacer, large, LH Side Spacer, RH, Back Spacer, Auger Insert, Large	Alternate top and bottom	14	9

Size	Description	Product	Example	Setup/Accessory	Load	Capacity	Group
12 oz 355 ml	Slim Can	Lipton Sparkling, Aquafina Sparkling, Kickstart		Side Spacer, Large, LH Side Spacer, RH, Back Spacer, Auger Insert, Large	Alternate top and bottom	14	9
16 oz 473 ml	PET Bottle	Ocean Spray PACT		Side Spacer, Large, LH	Alternate top and bottom	10	10
13.7 oz 405 ml	Glass Bottle	Starbucks Frappuccino		Side Spacer, Small, LH Auger Insert, Large	Alternate top and bottom	10	11
15.2 oz 450 ml	PET Bottle	Naked Juice		Side Spacer, Small, LH Side Spacer, RH	Tops to Back	12	12
10 oz 296 ml	PET Bottle	Ocean Spray		Side Spacer, Large, LH Side Spacer, RH, Auger Insert, Narrow Product	Tops to Back	14	13
12 oz 355 ml	PET Bottle	Tropicana		Side Spacer, Small, LH *Side Spacer, RH	Tops to Back	12	14

*\*Side Spacer, RH, Location, Install on Left Side*

### **REFRIGERATION**

The refrigeration system consists of the Compressor, Relay Circuit, Accumulator, Condenser, Condenser Fan, Evaporator, Evaporator Fan and Air Duct. The entire refrigeration system is modular. The power switch has to be turned ON in order to start up the refrigeration system. There is a door switch that controls the refrigeration system ON and OFF condition. When the door is opened, the door switch is not depressed and the refrigeration system shuts OFF. When the door is closed, the switch is activated and the condenser fan starts turning. There will be a five minute delay before compressor starts running after the door closure.

There is a vent on the bottom right of the door to blow the air out from condenser. The inlet vent is at the bottom left of the door. The condenser must be cleaned regularly. The recommended frequency is once every two weeks. See Figure 3 for the location of the Condenser and Refrigeration Vents. Care should be taken not to bend or damage the condenser fins or grate covering the refrigeration vents. Use canned air from an office supply store to blow dirt and dust from these areas or vacuum clean. A soft brush could also be used.

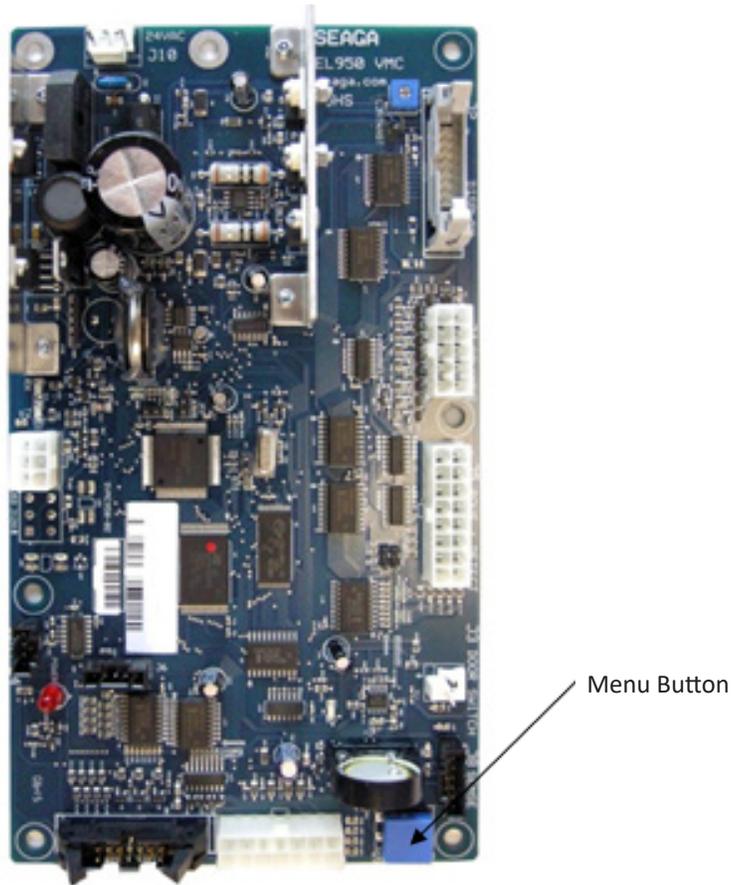
The compressor and the relay circuit, condenser fan motor and drain pan can be accessed in the same manner by opening the front door. The refrigeration system has to be disconnected and the module has to slide completely outside in order to gain access to these components.

**NOTE: When moving the vending machine, care must be taken to never tilt the unit more than 20° in any direction. After moving, DO NOT plug the unit in to power so that the compressor system oils are allowed to settle. Failure to heed these instructions can cause severe damage to your vending machine and void your warranty.**

## VENDING MACHINE CONTROLLER (VMC)

The Vending Machine Controller runs and controls all aspects of the vending machine including accepting payment, making the motors turn to vend the selection indicated by the customer, distributing power to the various components and more. The VMC is located inside the machine, behind the front door on the left side and can be accessed by opening the Inner Door as shown in Figure 4.

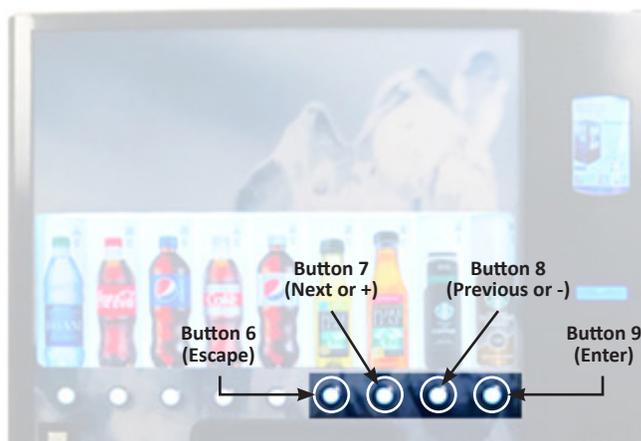
Figure 17 – VMC



## SELECTION BUTTONS

The Selection Buttons are located on the front door and are used by the customer during the vend process. The 6, 7, 8 and 9 buttons in the top row are also used in Service Mode by the operator to access programming menus on the VMC. Only four buttons are used in Service Mode for programming:

Figure 18 – Selection Buttons in Service Mode



## DISPLAY

The display is located directly above the keypad on the front of the vending machine. It is used to communicate with the customer as well as to display menus and settings while in Service Mode.

## PROGRAMMING

### **SALES MODE DISPLAY**

In normal mode, on power up display will show software installed in vendor, then change to POS message or decimal point and/or vend price. When payment is made, the display indicates the total amount. The selection buttons are used to select the product.

### **SERVICE MODE DISPLAY**

When the door is opened, "No Errors" or a list of Error Codes, will show on the display.

The service mode is entered when the door is open and the Menu button on the VMC is pressed. The operator can now use the selection buttons to move through the main routine menu.

Button 6: Escape/Abort/Cancel - will return to previous menu prompt.

Button 7: Scroll Up – next in the menu or +.

Button 8: Scroll Down – previous in menu or -.

Button 9: Enter/Save/Clear – Allows you to enter a specific routine, save what you have programmed, or clear the error prompts.

**Note:** Routines with \* are password protected. They can only be viewed and entered after the password is entered at the "Password Entry" prompt.

**Note:** To return to Sales Mode, simply close the Main Door when you are finished programming. You may also select Return to Sales, which is the last function on the Menu. **If the Main Door is not closed, the machine will time out after Return to Sales is selected and Out of Service will show on the display. Simply close the Main Door to return to Sales Mode.**

## **ERRORS MENU**

### **Errors – Error Routine**

This function allows you to enter the error readout routine. "Error Codes" will appear when you press the Menu button on the VMC. Press button 9; if there have been no Error Codes since the last reset, the display will read "No Error Codes". If one or more Error Codes have occurred, the display will show the first error code that occurred.

The following are error codes that may be displayed and detailed information accessed: "No Errors", "Coin Mech", "Bill Val", "Card Rdr1", "Card Rdr2", "VMC", "Refrig".

Press button 7 or 8 to scroll through any error codes that are present.

**Important:** If there is only one error, it will be the only error code shown when you enter the error code submenus.

With an error code showing on the display, press button 9 to access detailed information. After making repairs with an error code showing on the display, press and hold button 9 for 2 seconds will clear the error. Press button 6 to return to "Error Codes".

### **COIN MECH – Coin Mechanism Summary Error Codes**

Press button 9 and the display will show one of the following:

- "Comm Error" The changer has had no communication for more than 2 seconds.
- "Tube Sensor" Changer has reported that one of its tubes has a sensor error.
- "Inlet Blocked" Possible blockage of changer inlet (no coins sensed in changer for 96 hours).
- "Tube Jam #" Changer has reported that one of its tubes is jammed.
- "ROM" Indicates a changer memory error (failed changer).
- "Excess Escrow" Indicates there have been more than 255 escrow attempts since last coin sensed. –
- "Coin Jam" Changer has reported that it has a coin jam.
- "Low Acceptance" Changer has reported that it has accepted less than 80% of the coins inserted.
- "Acceptor Off" Changer reported that its acceptor is unplugged.
- "Route Error" Indicating a coin was mis-routed.
- "Decimal Places" There is another payment device with an incompatible number of decimal places.
- "Currency" There is another payment device with an incompatible currency.
- "Scale Factor" There is another payment device with an incompatible number of values (ex. 10 and 3).

Press button 6 to return to "COIN MECH" if all changer Error Codes have not been cleared. If all selection Error Codes have been cleared "No Error Codes" will be displayed. Press button 6 to return to "Error Codes".

### **BILL VAL - Bill Validator Summary Error Codes**

Press button 9 and the display will show one of the following:

- “Comm Error” The bill validator has had no communication for more than 2 seconds.
- “Stack Full” Validator reported its stacker is full.
- “Motor Error” Validator reported it has a defective motor.
- “Jam” Validator reported it has jammed bill.
- “ROM” Validator reported a memory error (failed).
- “Stacker Open” Validator reported its stacker is open.
- “Sensor Error” Validator reported it has sensor error.
- “Decimal Places” There is another payment device with an incompatible number of decimal places.
- “Currency” There is another payment device with an incompatible currency.
- “Scale Factor” There is another payment device with an incompatible number of values (ex. 10 and 3).

Press button 6 to return to “Bill Validator” if all bill validator Error Codes have not been cleared. If all selection Error Codes have been cleared “No Error Codes” will be displayed. Press button 6 to return to “Error Codes”.

### **CARD RDR1 (or CARD RDR2) - Card Reader Summary Error Codes**

Press button 9 and the display will show one of the following:

- “Comm Error”, No communication was received for more than 5 seconds (only if a card reader had ever been detected).
- “Error”, Card Reader has reported an unspecified error.
- “Jam”, Card Reader has reported a jam.
- “Decimal Places” There is another payment device with an incompatible number of decimal places.
- “Currency” There is another payment device with an incompatible currency.
- “Scale Factor” There is another payment device with an incompatible number of scale factor.

Press button 6 to return to “Card Reader” if all card reader Error Codes have not been cleared. If all selection Error Codes have been cleared “No Error Codes” will be displayed. Press button 6 to return to “Error Codes”.

### **VMC - Control System Summary Error Codes**

Press button 9 and the display will show one of the following:

- “Door Switch” Door switch open more than 5 minutes.
- “AC Supply Low” Detected AC line voltage is too low (<85 VAC).
- “RAM Checksum” An item in memory had to be restored from backup memory.

Press button 6 to return to “VMC” if all control system Error Codes have not been cleared. If all control system Error Codes have been cleared the next error code will be displayed, or “No Error Codes” if there are no Error Codes. Press button 6 will return to “Error Codes”.

### **REFRIG - Refrigeration Summary Error Codes**

Press button 9 and the display shows one of the following:

- “Sensor1 Open” Thermister is open circuit.
- “Sensor1 Short” Thermister is shorted.

Press button 6 to return to “Refrig” if all refrigeration summary errors have not been cleared. If all refrigeration summary Error Codes have been cleared the next error code will be displayed, or “No Error Codes” if there are no Error Codes. Press button 6 will return to “Error Codes”. Press button 7 will scroll to the next routine.

## **PROGRAMMING MENU**

### **Coin Payout**

This function allows you to pay out coins from the coin changer.

**Note:** If a coin changer is not installed, you will not be able to enter the program to display information.

Press button 9 to enter mode and the lowest coin value dispensable will show on the display.

Press button 7 or 8 to scroll through the different coin values available.

Press and hold button 9 to pay out the coins whose value is shown on the display.

Press button 6 will return to “Coin”.

Press button 7 to scroll to the next routine.

### **Tube Fill**

This function allows you to count the coins loaded through the Coin Insert Slot, through the top (separator) of the coin changer, and routed to an inventory tube. **Note:** If a coin changer is not installed, you will not be able to enter the program to display information.

Press button 9 to enter mode and the total number of the coin type being loaded will be displayed and counted in the VMC as they are accepted. The VMC will inhibit the acceptance of any coin which does not go to a tube during this procedure. If a tube full status is detected, that coin type will be inhibited.

When you finish loading all coins:

Press button 6 to return to "Tube Fill".

Press button 7 to scroll to the next routine.

### **Test Modes**

This function allows you to test different functions of the vending machine.

Press button 9 and the display will show "Test Vend".

Press button 7 or 8 to scroll through the test routines available.

Press button 6 to return to "Test Modes".

#### **Test Vend**

This function allows you to test vend each column.

Press button 9 and the display will show "Selection 01".

Press buttons 7 or 8 to scroll through the items available to run in motor test.

Press button 9 to vend from the Item displayed.

Press button 6 will return to "Test Modes".

Press button 7 to scroll to next routine.

#### **Log**

This function is not used in this model.

#### **Test Relays**

This function allows you to test the relay electronic control of the compressor ("Compressor ON/OFF"), the evaporator fan ("Evap Fan ON/OFF"), and the front panel light ("Light ON/OFF").

**CAUTION: Disconnect compressor power by unplugging it on the relay panel (see Figure 18) before testing the compressor relay. Failure to disconnect power to the compressor before testing could damage the compressor.**

Press button 9 and the display will show "Compressor ON/OFF"

Press button 9 to Enter, then 7 and 8 to toggle the relay on and off.

Press 9 to Enter your changes.

Press button 7 to scroll to "Evap Fan ON/OFF".

Press button 9 to Enter, then 7 and 8 to toggle the relay on and off.

Press 9 to Enter your changes.

Press button 7 to scroll to "Light ON OFF".

Press button 9 to Enter, then 7 and 8 to toggle the relay on and off.

Press 9 to Enter your changes.

Press button 6 to return to "Test Relays".

Press button 7 to scroll to the next routine.

### **\*Password**

This function allows you to enter a sub-menu of routines which are not accessible until the operator enters a password, which is factory set as 7-8-6 and 9 (to Enter).

To enter the password, press button 9 and "Password:" will flash. Then press 7, then 8, then 6, and then 9, and "Cash Counters" should appear on the display. If not entered properly, the display will return to "Password:" after approximately 16 seconds.

### **\*Cash Counters**

This function will show the vending machine historical total cash counted and the interval cash counted for each selection. Interval is defined by the last time the data has been cleared, either by using the Door Clears DEX function (ON) or sending a "RESET" command via a DEX device (OFF.) Note: Leading zeros are not displayed.

Press button 9 and "Cash \$###.##" will show on the display where the "#" characters are the historical total cash counters that have been recorded.

Press button 7 to scroll to "Card \$###.##", where the # characters are the historical card reader cash counters.

Press button 7 or 8 to display "SINGLE 01 \$###.##" where the "#" characters are the interval cash counters for that selection. Pressing button 7 or 8 at this time will scroll through the available selection cash counters.

Example: Display flashes "Cash Sel 1", then "520.50". This is \$520.50 interval cash for Selection 1.

Press button 6 to return to "Cash Counters".

Press button 7 to scroll to the next routine.

### **\*Sales Counters**

This function will show the vending machine historical total count and the interval count for each selection. Interval is defined by the last time the data has been cleared, either by using the Door Clears DEX function (ON) or sending a "RESET" command via a DEX device (OFF.) Note: Leading zeros are not displayed.

Press button 9 and "Count #" will show on the display where the "#" characters are the historical total vend counters that have been recorded.

Example: Display flashes "Count", then "1325". This is 1325 historical vends.

Press button 7 or 8 to display "Count 01 #####", where the "#" characters are the interval vend counters for that selection.

Pressing button 7 or 8 at this time will scroll through the available selection vend counters.

Example: Display flashes "Count" then "145". This is 145 interval vends counted for selection 1.

Press button 6 to return to "Sales Counters".

Press button 7 to scroll to the next routine.

### **\*Price Program**

This function allows the user to set pricing. Note: Option 1 Multi-Price Setting Mode ON or OFF affects how this function operates.

If Multi-Price is ON – in the Option Switches Menu, "All Items" is displayed.

Press button 9 and the current price "00.00" is shown on the display. Use the 7 and 8 buttons to increment or decrement by \$0.05 units until you reach the desired price.

Press button 9 to Enter.

The price is set for all selections.

To set individual selections in Multi-Price ON mode, after "All Items" is displayed, press 7 or 8 to scroll through each selection. When the desired selection is on the Display (example, Selection 01), press 9.

Press button 9 and the current price "0.00" is shown on the display. Use the 7 and 8 buttons to increment or decrement by \$0.05 units until you reach the desired price.

Press button 9 to Enter.

The price is set for one selection. Repeat for desired number of individual selections

If Multi-Price is OFF – in the Option Switches Menu, "Single Price" is displayed.

Press button 9 and "0.00" is shown on the display. Use the 7 and 8 buttons to increment or decrement by \$0.05 units until you reach the desired price.

Press button 9 to Enter.

The price is set for all selections.

Press button 6 to return to "Price program".

Press button 7 to scroll to the next routine.

## \*Options – Machine Configuration Sub-Menu

This function allows the user to access and change the programming of the following machine configuration settings:

### **Multi-Price**

This setting is used to turn Multi-Price ON or OFF.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **Advanced**

This setting is used to allow the following optional features to be displayed and enabled: “Select Block 1”, “Select Block 2”, “Select Discount”, “Health Safety”.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **POS Message**

This setting is used to disable the point of sale message.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **Report**

This setting is used to enable viewing of historical sales, historical cash, Error Codes or No Errors automatically when the door is opened.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **Door Clears DEX**

This setting is used to reset all interval data when the door switch is cycled and at least one data register is read via the display when set at “ON” or to reset all interval data only when the “RESET” command is received via handheld or portable computer when set at “OFF”.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **Reserved**

This setting is reserved for future use.

Press button 7 to scroll to the next Option.

### **Credit Clear**

This setting is used to determine how long a credit will be saved. ON will save the credit for five minutes. OFF will save the credit indefinitely.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to “Options”.

Press button 7 to scroll to the next Option.

### **Forced Vend**

This setting is used to force a customer who deposits money into the machine to make a purchase. If money is inserted, a vend must be made before change is given. The recommended setting for Forced Vend is OFF.

Press button 9 and the current ON/OFF setting will flash.

Use buttons 7 or 8 to toggle ON or OFF.

Press 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to "Options".

Press button 7 to scroll to the next Option.

### **Multivend**

If change is due, this function prompts the customer to make another selection rather than just returning change automatically. Change is given when the Coin Return Button is pressed. The recommended setting for Multivend is ON.

Press button 9 and the current setting ON/OFF will be flashing.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to "Options".

Press button 7 will scroll to next routine.

### **Bill Escrow**

This setting is used to allow last bill that meets or exceeds maximum vend price to be held in escrow. ON will escrow bill and OFF will not escrow bill (or stack the bill).

Press button 9 and the current setting ON/OFF will be flashing.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to "Options".

Press button 7 will scroll to next routine.

### **Free Vend**

This setting is used to set all prices to 0.00 and allow free vending.

Press button 9 and the current setting ON/OFF will be flashing.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display flashing the setting you wish to Enter.

Press button 6 to return to "Options".

Press button 7 will scroll to next routine.

### **Sold Out Retry**

This setting is used to lock out selections after they have sold out.

Press button 9 and current on/off setting will be flashing

Press button 7 or 8 to toggle between on and off

Press button 9 with the display flashing the setting you desire

Press button 6 to return to "options"

Press button 7 will scroll to next routine

### **Vibration Sensitivity**

This setting is used to adjust the sensitivity of the vibration sensors located in the top delivery area (Vibration Sensor1) and bottom delivery area (Vibration Sensor2). Modification of factory settings will affect the reliability of your vendor. After any modification to the settings extensive testing should be done with all products, to confirm vend reliability.

Press button 9 and the display will show Vibration Sensor1 X, where X is the current value

Press button 9 and the current value will flash.

Use buttons 7 or 8 to increment (more sensitive, higher number) or decrement (less sensitive, lower number).

Press 9 with the display flashing the setting you wish to Enter.

Press button 7 or 8 to scroll to Vibration Sensor2 if necessary. Adjust as instructed above.

Press button 6 to return to "Options".

Press button 7 to scroll to the next Option.

### \*Exact Change

This function is used to allow consumer overpay, set a correct change value, and set an unconditional acceptance value.

Press button 9 to enter the following sub-menu routines:

#### **“Consumer Overpay ON/OFF” - Allow Consumer Overpay**

This function allows the vender to vend with the risk of not being able to return the full amount of change. This function has to be turned on to be able to allow consumer overpay.

Press button 9 and display will show “OVERPAY 0.00”, where “0.00” is flashing.

Press button 7 or 8 to increment or decrement the amount of Overpay.

Press button 9 with the display blinking the setting you wish to Enter.

Display will return to “Overpay”.

Press button 7 to scroll to the next routine.

#### **“Corr Chg Value” - Correct Change Value**

This is the function that the VMC will use to set a value which will turn on the correct change indicator. **Note:** If “Uncond Accept” is set, the “Corr Chg Value” should be equal to or less than the “Uncond Accept”.

**Note:** If the value set is \$0.00, the correct change indicator will never come on.

If the controller determines that it cannot return the exact amount of the correct change value or any value less than it, then the indicator will be turned on.

Press button 9 and the display will flash “\$0.00”.

Press button 7 or 8 to increment or decrement by \$0.05, up to \$99.99.

Press button 9 with the display showing the value you wish to Enter.

Press button 6 to return to “Exact Change”.

Press button 7 to scroll to the next routine

#### **“Uncond Accept” - Unconditional Acceptance Value**

This is the function that the control board will use to set the largest value of any single form or currency (coin or bill) that can be accepted without having enough change to pay back the full amount.

Press button 9 and the display will show “\$0.00”.

Press button 7 or 8 to increment or decrement by \$0.05, up to \$99.99.

Press button 9 with the display showing the value you wish to Enter.

Press button 6 to return to “Exact Change”.

Press button 7 to scroll to next routine.

### \*Time Programming

Press button 9 and “Enable ON/OFF” will show on display.

**“Enable #” - Time and Date Enable Routine**

Press button 7 to scroll between ON and OFF.

Press button 9 with the display showing the setting you wish to Enter and display will return to “Enable #”.

Press button 7 to scroll to “Year”.

#### **“Year” - Year Setting (00 to 99)**

Press button 9 and the current year setting will show on display.

Press button 7 or 8 to change the last 2 digits of the year (00 to 99).

Press button 9 with the display showing the year you wish to Enter and display will return to “Year”.

Press button 7 to scroll to “Month”.

#### **“Month” - Month Setting (01 to 12)**

Press button 9 and the current 2 digit month setting will show on display.

Press button 7 or 8 to change the month (01 to 12).

Press button 9 with the display showing the month you wish to Enter and display will return to “Month”.

Press button 7 to scroll to “Day”.

#### **“Date” - Day of Month Setting (1 to 31)**

Press button 9 and the current 2 digit day of month setting will show on display.

Press button 7 or 8 to change the day of month (1 to 31).

Press button 9 with the display showing the day you wish to Enter and display will return to “Day”.

Press button 7 to scroll to “Hour”.

### **“Time” - Hour and Minute Setting (0000 to 2359)**

Press button 9 and the current 4 digit hour and minute setting will be displayed (24 hour). The hour setting will be blinking to indicate it can be changed.

Press button 7 or 8 to change the hour setting.

Press button 9 to save and the minute setting will start blinking to indicate it can be changed.

Press button 7 or 8 to change the minute setting.

Press button 9 will save and return display to “Hour”.

Press button 7 to scroll to “Daylight Savings”.

### **“DST” - Daylight Saving Time Setting**

This function is used to set the preferred daylight savings time setting.

Press button 9 will display the current setting.

Press button 7 or 8 to scroll through the “Daylight savings” options:

“OFF”, no daylight savings time changes made.

“Australia”, Australian rules - Set forward 1 hour at 1:00 am on the first Sunday in October

Set backward 1 hour at 1:00 am on the last Sunday in March.

“Europe”, European rules - Set forward 1 hour at 1:00 am on the last Sunday in March

Set backward 1 hour at 1:00 am on the last Sunday in October.

“North America”, NA rules - Set forward 1 hour at 2:00 am on the second Sunday in March

Set backward 1 hour at 2:00 am on the first Sunday in November.

Press button 9 with the display showing the setting you wish to Enter and display will return to “Daylight Savings”.

Press button 6 to return to “Time Programming”.

Press button 7 to scroll to next routine.

### **\*Lighting Control**

This function is used to turn the lights ON and OFF during certain periods of the day.

Press button 9 will enter “Enable ON/OFF”.

This function is used to turn Lighting Conservation Control ON (lights can be set to turn off) or turn Lighting Conservation Control OFF (lights will be on at all times).

Press button 9 and the current setting will be displayed.

Press button 7 or 8 to scroll between ON and OFF.

Press button 9 with the display showing the setting you wish to Enter.

Press button 7 to scroll to “Start”.

### **“Start” - Lights Off**

Press button 9 and “Start Day” will show on the display.

#### **“Start Day” - Day to Start Setting**

Press button 9 and “DAY ON/OFF” will show on the display, where DAY will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day). With the display showing the day you wish to set press button 9. The # will blink.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display showing the setting you wish to Enter.

Display will return to “DAY ON/OFF”.

Press button 7 to scroll to the next day to set or press button 6 to return to “Start Day”.

Press button 7 to scroll to “Start Hour”.

#### **“Start Hour” - Start Hour and Minute Setting**

Press button 9 and “hhmm” will show on the display, where “hh” is the hour (military time) and “mm” is the minute. “hh” will be blinking, indicating the hour setting may be changed.

Press button 7 to scroll from 00 to 23.

With the display showing the hour you wish to start light conservation, press button 9.

“mm” will start blinking, indicating the minute setting may be changed.

Press button 7 to scroll from 00 to 59.

With the display showing the minute you wish to start light conservation, press button 9.

The display will return to “Start Hour”.

Press button 6 to return to “Start Time”.

### **“Stop” - Lights On**

Press button 9 and “Stop Day” will show on the display.

### **“Stop Day” - Day To Stop Setting**

Use this function to set the day to stop the light settings; see Start Setting above.

### **“Stop Hour” - Stop Hour and Minute Setting**

This function is used to set the hours and minutes to stop light conservation and can be set in the same manner as Start Hour and Minute Setting.

Press button 6 to return to “Stop Time”.

Press button 6 to return to “Lighting Control”.

Press button 7 to scroll to next routine.

### **\*Refrigeration**

This function is used to electronically control the refrigeration operations of the vending machine.

Press button 9 will enter “Enable ON/OFF”.

### **“Enable ON/OFF” - Energy Conservation Enable Routine**

This function is used to turn the Energy Conservation ON and OFF. When enabled the cabinet temperature will be allowed to rise to the programmed storage level (“Storage”) during the following programmed time blocks.

Press button 9 and the current ON/OFF setting will be displayed.

Press button 7 or 8 to toggle from ON to OFF.

Press button 9 with the display showing the setting you wish to Enter.

Press button 7 to scroll to “Start Time”.

### **“Start” - Start Energy Conservation**

This function is used to set the days and time to start Energy Conservation when “Enable 1” is selected.

Press button 9 and “Start Day” will show on the display.

### **“Start Day” - Day to Start Setting**

This function is used to set the days of the week to start Energy Conservation.

Press button 9 and “DAY ON/OFF” will show on the display, where DAY will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day). With the display showing the day you wish to set press button 9. The # will blink.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display showing the setting you wish to Enter.

Display will return to “DAY ON/OFF”.

Press button 7 to scroll to the next day to set or press button 6 to return to “Start Day”.

Press button 7 to scroll to “Start Hour”.

### **“Start Hour” - Start Hour and Minute Setting**

This function is used to set the hours to start Energy Conservation.

Press button 9 and “hhmm” will show on the display, where “hh” is the hour (24 hour time) and “mm” is the minute. “hh” will be you wish to start Energy Conservation, press button 9.

The display will return to “Start Hour”.

Press button 6 to return to “Start Time”.

Press button 7 to scroll to “Stop Day”.

### **“Stop” - Stop Energy Conservation**

This function is used to set the days and time to stop energy conservation when “Enable 1” is selected.

Press button 9 and “Stop Day” will show on the display.

### **“Stop Day” - Day to Stop Setting**

This function is used to set the days of the week to stop energy conservation and can be set in the same manner as “Start Day” and “Start Hour”.

### **“Stop Hour” - Stop Hour and Minute Settings**

This function is used to set the hours and minutes to stop energy conservation and can be set in the same manner as “Start hour”.

Press button 6 to return to “Stop Time”.

Press button 7 to scroll to “Degrees”.

### **“Stop” - Stop Energy Conservation**

This function is used to set the days and time to stop energy conservation when “Enable 1” is selected.

Press button 9 and “Stop Day” will show on the display.

### **“Degrees” - Degree Fahrenheit/Celsius Setting Routine**

This function is used to set the degree reading to Fahrenheit (Degrees F) or Celsius (Degrees C).

Press button 9 and “Degrees X”, where the current setting (X) will be blinking.

Press button 7 or 8 to scroll between Degrees F and Degrees C.

Press button 9 with the display showing the setting you wish to Enter.

Press button 6 to return to “Degrees”.

Press button 7 to scroll to “Setpoint”.

### **“Setpoint” - Set Point Control Routine (Default Temperature 36.0° F/2.5° C)**

This function is used to set the average product temperature.

Press button 9 to show the current temperature setting for your vendor.

Press button 7 to increase or 8 to decrease the number by 1° F or 0.5° C.

With the display showing the set point temperature you wish to use, press button 9.

Press button 7 to scroll to “Storage”.

Note: Minimum setting possible is 36.0°F/2.5°C, and Maximum setting of 66.0°F/19.0°C

### **“Storage” - Storage Setting Routine (Default Temperature 60.0° F/15.5° C)**

This function is used to set the temperature for product storage and is used when Energy Conservation is enabled.

Press button 9 to show the current temperature setting for your vendor.

Press button 7 to increase and 8 to decrease the number by 1°F or 0.5°C.

With the display showing the storage setting you wish to Enter, press button 9.

Press button 7 to scroll to “Display X”.

### **“Show Temp” - POS Temperature Display Enable Routine**

This function is used to enable the POS Temperature to be displayed following the POS message.

Press button 9 and “Show Temp ON/OFF”.

Use the 7 and 8 buttons to toggle between ON and OFF.

With the display showing the setting you wish to Enter, press button 9.

Press button 6 to return to “Refrigeration”.

Press button 7 to scroll to next routine.

### **Defrost Duration**

This function is used to set the length of the defrost cycle.

Press button 9 to select

Press button 7 or 8 to increase or decrease the length of time

Press button 9 to save the setting

Press button 6 to return to refrigeration.

Press button 7 to scroll to next routine

### **Defrost Time**

This function is used to set the time between defrost cycles.

Press button 9 to select

Press button 7 or 8 to increase or decrease length of time

Press button 9 to save setting

Press button 6 to return to refrigeration

Press button 7 to scroll to next routine

### **Evap Fan**

This function is used to set the evaporator fan to continuous operation or energy saving operation.

Press button 9 to select

Press button 7 or 8 to enable on/off

Press button 9 to save setting

Press button 6 to return to refrigeration

Press button 7 to scroll to next routine

### **\*Select Block 1 – Shutdown Routine** (Only visible and applicable if “Options, Advanced” is ON)

This function is used to set selections which will be blocked during certain periods of the day.

Press button 9 to display the current setting Enable ON/OFF.

Press button 9 to change the current setting.

Press button 7 or 8 to scroll between ON and OFF.

Press button 9 with the display showing the setting you wish to use.

Press button 7 to scroll to the next routine.

### **“Start” - Start Selection Blocking Routine**

This function is used to set the day(s) and time to start selection blocking.

Press button 9 and “Start Day” will show on the display.

### **“Start Day” - Day of Week Start Setting**

This function is used to set the day(s) of the week to start selection blocking.

Press button 9 and “DAY ON/OFF” will show on the display, where DAY will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day). With the display showing the day you wish to set press button 9. The # will blink.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display showing the setting you wish to use.

Display will return to “DAY ON/OFF”

Press button 7 to scroll to the next day to set or press button 6 to return to “Start Day”.

Press button 7 to scroll to “Start Hour”.

### **“Start Hour” - Start Hour and Minute Setting**

This function is used to set the hours and minutes to start selection blocking.

Press button 9 and “hhmm” will show on the display, where hh is the hour (military time) and mm is the minute.

“hh” will be blinking, indicating the hour setting may be changed.

Press button 7 to scroll from 00 to 23.

With the display showing the hour you wish to start selection blocking, press button 9.

“mm” will then start blinking, indicating the minute setting may be changed.

Press button 7 to scroll from 00 to 59.

With the display showing the minute you wish to start selection blocking, press button 9.

The display will return to “Start Hour”.

Press button 6 to return to “Start Time”.

Press button 7 to scroll to “Stop Time”

### **“Stop” – Stop Selection Blocking Routine**

This function is used to set the days and time to stop energy conservation when “Enable 1” is selected.

Press button 9 and “Stop Day” will show on the display.

### **“Stop Day” - Day of Week Stop Setting**

This function is used to set the days of the week to stop selection blocking and can be set in the same manner as Day of Week Start Setting.

### **“Stop Hour” - Stop Hour and Minute Setting**

This function is used to set the hours and minutes to stop selection blocking and can be set in the same manner as Start Hour and Minute Setting.

Press button 6 to return to “Stop Time”.

Press button 7 to scroll to “Selection”.

### **“Selection” – Stop Item Setting**

This function is used to specify the selection to shut down.  
Press buttons 7 and 8 to scroll through the selections.  
Press button 9 to Enter the selection to be shut down.  
Press button 7 to scroll to the next routine.

### **Lighting on/off**

This setting is used to turn the lights off when shutdown routine is started.

### **\*Select Block 2 – Shutdown Routine** (Only visible and applicable if “Options, Advanced” is ON)

This function is used to shutdown lighting during certain periods of the day.  
Press button 9 to display the current setting Enable ON/OFF.  
Press button 9 to change the current setting.  
Press button 7 or 8 to scroll between ON and OFF.  
Press button 9 with the display showing the setting you wish to use.  
Press button 7 to scroll to the next routine.

### **“Start” - Start Selection Blocking Routine**

This function is used to set the day(s) and time to start selection blocking.  
Press button 9 and “Start Day” will show on the display.

### **“Start Day” - Day of Week Start Setting**

This function is used to set the day(s) of the week to start selection blocking.  
Press button 9 and “DAY ON/OFF” will show on the display, where DAY will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day). With the display showing the day you wish to set press button 9. The # will blink.  
Press button 7 or 8 to toggle between ON and OFF.  
Press button 9 with the display showing the setting you wish to use.  
Display will return to “DAY ON/OFF”  
Press button 7 to scroll to the next day to set or press button 6 to return to “Start Day”.  
Press button 7 to scroll to “Start Hour”.

### **“Start Hour” - Start Hour and Minute Setting**

This function is used to set the hours and minutes to start selection blocking.  
Press button 9 and “hhmm” will show on the display, where hh is the hour (military time) and mm is the minute.  
“hh” will be blinking, indicating the hour setting may be changed.  
Press button 7 to scroll from 00 to 23.  
With the display showing the hour you wish to start selection blocking, press button 9.  
“mm” will then start blinking, indicating the minute setting may be changed.  
Press button 7 to scroll from 00 to 59.  
With the display showing the minute you wish to start selection blocking, press button 9.  
The display will return to “Start Hour”.  
Press button 6 to return to “Start Time”.  
Press button 7 to scroll to “Stop Time”

### **“Stop” – Stop Selection Blocking Routine**

This function is used to set the days and time to stop energy conservation when “Enable 1” is selected.  
Press button 9 and “Stop Day” will show on the display.

### **“Stop Day” - Day of Week Stop Setting**

This function is used to set the days of the week to stop selection blocking and can be set in the same manner as Day of Week Start Setting.

### **“Stop Hour” - Stop Hour and Minute Setting**

This function is used to set the hours and minutes to stop selection blocking and can be set in the same manner as Start Hour and Minute Setting.  
Press button 6 to return to “Stop Time”.  
Press button 7 to scroll to “Selection”.

**Select Discount** (Only visible and applicable if “Options, Advanced” is ON)

This function is used to set a discount amount during certain days and times. Press button 9 and the display will show the current setting, with ON/OFF flashing.

Press button 7 or 8 to toggle between ON and OFF”.

Press button 9 with the display showing the setting you wish to use.

Press button 7 to scroll to Start

Display will return to “Select Discount”.

Press button 6 to return to “Advanced”.

**“Start” - Start Discount**

This function is used to set the day(s) and times to discount the selection(s).

Press button 9 and “Start Day” will show on the display.

**“Start Day” - Day of Week Start Setting**

This function is used to set the day(s) of the week to start selection blocking.

Press button 9 and “DAY ON/OFF” will show on the display, where DAY will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day). With the display showing the day you wish to set press button 9. The # will blink.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display showing the setting you wish to use.

Display will return to “DAY ON/OFF”

Press button 7 to scroll to the next day to set or press button 6 to return to “Start Day”.

Press button 7 to scroll to “Start Hour”.

**“Start Hour” - Start Hour and Minute Setting**

This function is used to set the hours and minutes to start selection blocking.

Press button 9 and “hhmm” will show on the display, where hh is the hour (military time) and mm is the minute. “hh” will be blinking, indicating the hour setting may be changed.

Press button 7 to scroll from 00 to 23.

With the display showing the hour you wish to start selection blocking, press button 9.

“mm” will then start blinking, indicating the minute setting may be changed.

Press button 7 to scroll from 00 to 59.

With the display showing the minute you wish to start selection blocking, press button 9.

The display will return to “Start Hour”.

Press button 6 to return to “Start Time”.

Press button 7 to scroll to “Stop Time”

**“Stop” – Stop Discount**

This function is used to set the day(s) and times to stop selection blocking.

Press button 9 and “Stop Day” will show on the display.

**“Stop Day” - Day of Week Stop Setting**

This function is used to set the days of the week to stop selection blocking and can be set in the same manner as Day of Week Start Setting.

**“Stop Hour” - Stop Hour and Minute Setting**

This function is used to set the hours and minutes to stop selection blocking and can be set in the same manner as Start Hour and Minute Setting.

Press button 6 to return to “Stop Time”.

Press button 7 to scroll to “Selection”.

**“Selection” – Set which selection to apply the discount to**

Press button 9 and the display will show Selection 01 ON/OFF.

Press button 7 or 8 to scroll through to the Selection number you wish to apply the discount to.

Press button 9 and the ON or OFF setting for the selection you have chosen will flash.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 to enter your change.

Press button 6 to return to Selection.

Press button 7 to continue to Less Amount.

**“Less Amount” – Set amount to subtract from the set price (discount)**

Press button 9 and the display will show Less Amount \$0.00.

Press button 7 or 8 to increase the discount amount by \$0.05 increments.

Press button 9 to save the discount amount.

Press button 6 to return to Select Discount.

**Health Safety** (Only visible and applicable if “Options, Advanced” is ON)

Health and Safety Control function is used to turn off selections when a temperature of 41° F/5° C has occurred for 15 minutes inside the machine.

Press button 9 to display the current setting Enable ON/OFF.

Press button 9 to change the current setting.

Press button 7 or 8 to scroll between ON and OFF.

Press button 9 with the display showing the setting you wish to use.

Press button 7 to scroll to Selection.

**“Selection”** – Choose which selection to be affected by Health and Safety.

Press button 9 and the display will show Selection 01 ON/OFF.

Press button 7 or 8 to scroll to the Selection you wish to change.

Press button 7 or 8 to toggle between ON and OFF.

Press button 9 with the display showing the setting you wish to use.

Press button 7 to scroll to any other Selection numbers you wish to change.

Press button 6 to return to “Health Safety”

**Pressing 9 with Return to Sales showing on the display exits the Menu function and puts the machine back in service when the main door is completely closed.**

**If the Main Door is not closed, the machine will time out after Return to Sales is selected and Out of Service will show on the display. Simply close the Main Door to return to Sales Mode.**

## PROGRAMMING QUICK REFERENCE GUIDE

Selection Button 6	Escape/Abort/Cancel - will return to previous menu prompt.
Selection Button 7	Scroll Up – next in the menu or +.
Selection Button 8	Scroll Down - previous in menu or -.
Selection Button 9	Enter/Save/Clear - Enter a specific routine, save what you have programmed, or clear errors

### ERRORS

- \*\*Errors - Error Readout Routine
  - \*\*Coin Mech – Coin Mech Error
    - Comm Error - Changer Communication
    - Tube Sensor - Tube Sensor
    - Inlet Blocked- Inlet Chute Blocked
    - Tube Jam - Tube Jam
    - ROM - Changer ROM
    - Excess Escrow - Excessive Escrow Attempt
    - Coin Jam - Coin Jam Coin Changer
    - Low Acceptance - Low Coin Accept Rate
    - Acceptor Off - Changer Unplugged
    - Route Error - Coin Mis-Routed
    - Decimal Places
    - Currency
    - Scale Factor
  - \*\*Bill Validator - Bill Validator Error
    - Comm Error - Validator Communication
    - Stack Full - Stacker Full
    - Motor Error - Defective Motor
    - Jam - Bill Jam
    - ROM - Check Sum
    - Stacker Open - Open Stacker
    - Sensor Err - Validator Sensor
    - Decimal Places
    - Currency
    - Scale Factor
  - \*\*Card Rdr1 or 2 - Card Reader Error
    - Comm Error - No Reader Communication
    - Error - Failed Reader
    - Jam
    - Decimal Places
    - Currency
    - Scale Factor
  - \*\*VMC - Control System Summary Error Codes
    - Door Switch - Door Switch
    - AC Supply Low - Voltage Low
    - RAM Checksum - Board Check Sum
  - \*\*Refrig - Refrigeration Error
    - Health Safety
    - Sensor1 Open
    - Sensor1 Short
    - Sensor2, 3 or 4 Open
    - Sensor2, 3 or 4 Short
  - \*\*USD1, USD2, or USD3
    - Comm Error
    - Error

### PROGRAMMING

- \*\*Coin Payout - Coin Payout Mode
- \*\*Tube Fill - Tube Fill Mode
- \*\*Test Modes - Test Routine
  - Test Vend - Vend Testing Test
  - Log – Serial Port Logging
  - Test Relays - Relay Test
- \*\*Password – Sub Menu
- \*\*Cash Counters - Cash Counter Routine
  - Cash \$#.## - Historical Cash Counter/Vendor
  - Card \$#.## - Historical Card
  - SINGLE 01 \$#.## - Interval Single Selection
- \*\*Sales Counters- Sales Counter Routine
  - Count ### - Historical Vend Counter/Vendor
  - Count 01 ## - Interval Vend Counter/Select
- \*\*Price Program - Price Setting Routine
  - All Items – Price for all Selections
  - Price Sel # - Price for single Selection
- \*\*Options - Machine Configuration
  - Multi-Price
  - Advanced
  - POS Message
  - Report
  - Door Clears DEX
  - Reserved
  - Credit Clear
  - Forced Vend
  - Multi-Vend
  - Bill Escrow
  - Free Vend
  - Sold Out Retry
  - Vibration Sensitivity
- \*Exact Change
  - Consumer Overpay ON/OFF
  - Corr Chg Value
  - Uncond Accept
- \*Time Programming
  - Year
  - Month
  - Date
  - Time
  - DST
- \*Lighting Control – On or Off, Day and Hour
- \*Refrigeration – On or Off, Day and Hour
  - Degrees
  - Setpoint
  - Storage
  - Show Temp
- Select Block 1- (Only visible and applicable if “Options, Advanced” is ON)
- Select Block 2- (Only visible and applicable if “Options, Advanced” is ON)
- Select Discount- (Only visible and applicable if “Options, Advanced” is ON)
- Health & Safety- (Only visible and applicable if “Options, Advanced” is ON)
- Return to Sales

## **MAINTENANCE**

Make sure you meet the three basic needs of your vending machine; good power supply for continuous operation, level surface for proper vending and cleanliness so that customers have a comfort level when purchasing.

### **POWER**

The machine must be connected to a dedicated 110 VAC, 15 Amp circuit (U.S. and Canada).

**CAUTION: DISCONNECT POWER BEFORE CLEANING OR WHEN ANY ELECTRICAL COMPONENTS ARE CONNECTED/DISCONNECTED FOR TESTING OR REPLACEMENT.**

Periodically inspect the power supply cord for damage. If the cord or GFCI plug is worn or damaged, it must be replaced with a GFCI power supply cord of the same type, size and specification as originally provided with the machine. **DO NOT USE THE VENDING MACHINE UNTIL THE WORN OR DAMAGED GFCI CORD IS REPLACED.**

The Ground Fault Circuit Interrupter (GFCI) must be tested frequently and before each use in accordance with the instructions provided on the GFCI device. **IF THE GFCI DOES NOT PASS THE TEST, DO NOT USE THE MACHINE.** Unplug the supply cord from the receptacle and call Seaga Customer Care, 815.297.9500, Monday through Friday, 8:00 a.m. to 5:00 p.m., Option 1 Central Time.

### **CLEANING**

**DO NOT USE A PRESSURE WASHER (WATER JET OR NOZZLE) TO CLEAN THE VENDING MACHINE**

### **DOOR**

The door should be cleaned inside and out with paper towels and glass or non-abrasive all-purpose cleaner. The gasket around the door should be wiped down using warm water, any mild general purpose, non-abrasive cleaner and a soft towel. Never lubricate the gasket and always check for cracking or deformities which may cause leaks. Replace if necessary.

### **CABINET**

Any corrosion inside the vender should be removed with fine steel wool and the area should be painted with paint. Repair any scratches on painted surfaces to prevent corrosion. Remove any debris which may have accumulated around, under or behind the cabinet.

### **REFRIGERATION CONDENSER**

Clean the condenser periodically of dirt or lint build-up. Remove the build up with a brush or vacuum, or blow the dirt out of the condenser with compressed air and approved safety nozzle or canned air, see Figure 20. Ensure nothing obstructs the refrigeration vents at the bottom front of the front door as shown in Figure 3.

Figure 20 – Clean Condenser Fins Regularly

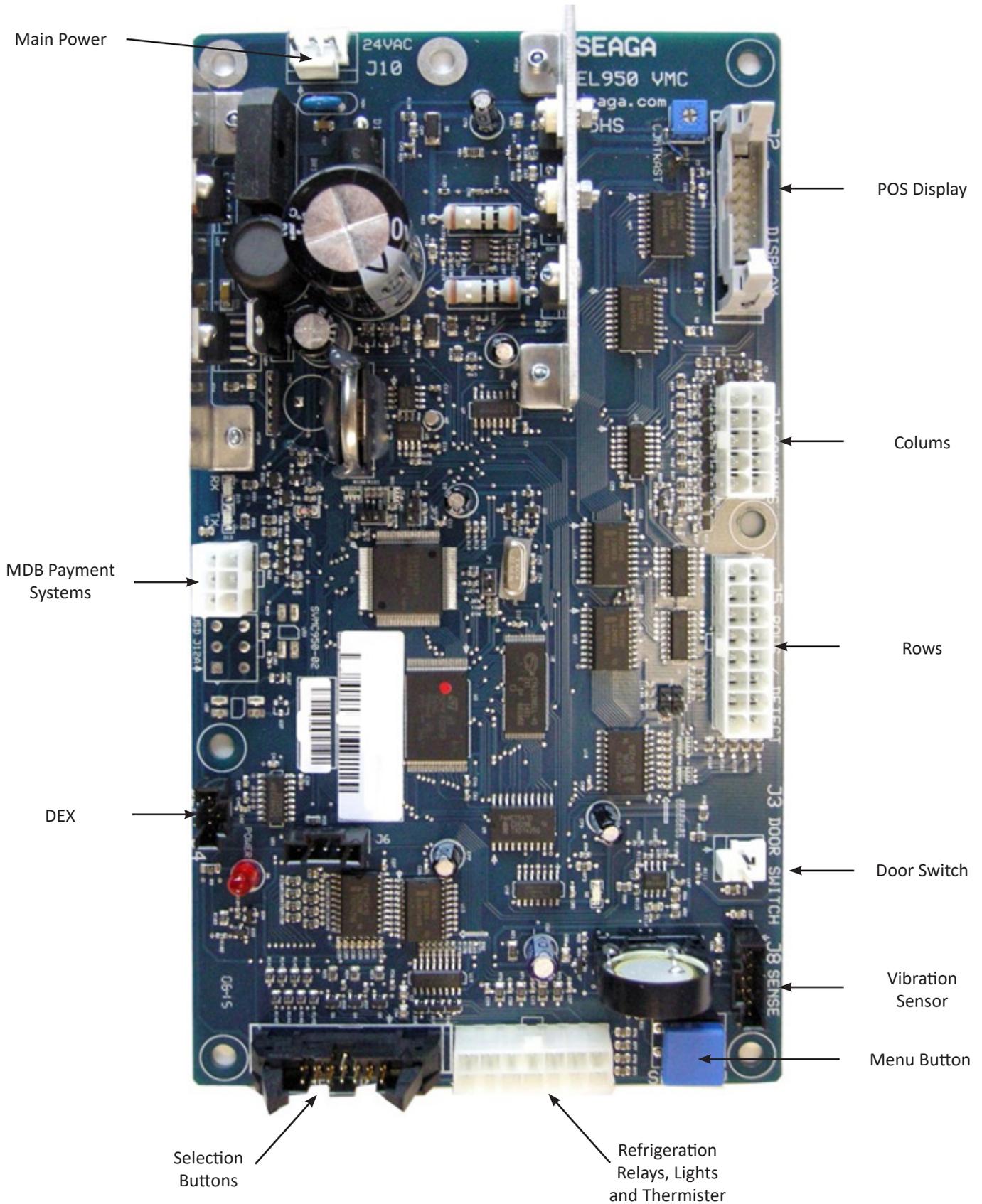


**WARNING THE COMPRESSOR ELECTRICAL CIRCUIT IS ALWAYS LIVE WHEN THE PLUG IS CONNECTED TO AN ELECTRICAL OUTLET. FOLLOW PROPER SAFETY PRECAUTIONS WHEN CLEANING THIS AREA.**

**PAYMENT SYSTEMS\_**

Follow the Payment System Manufacturer's instructions.

**VENDING MACHINE CONTROLLER (VMC)**



## TROUBLESHOOTING

### COIN ACCEPTANCE AND CHANGE

PROBLEM	POSSIBLE CAUSE	FIX
Coins returned to customer with no credit issued	1.) Price set to zero 2.) Coin jammed in changer 3.) Coin chute dirty 4.) No power to mechanism 5.) Coin return lever activated 6.) Vending machine in test mode 7.) Block selection set 8.) Defective coin changer 9.) Free Vend "ON"	1.) Set price in Programming 2.) Clear jam and test 3.) Clean coin chute 4.) Check changer harness to VMC 5.) Adjust coin return lever 6.) Close inner door 7.) Disable block time 8.) Replace coin changer 9.) Check that Free Vend is not on under options
Will not make change	1.) No power to coin changer 2.) Harness not plugged in VMC 3.) No coins loaded in tubes 4.) Tubes programmed incorrectly 5.) Defective coin changer	1.) Check/replace MDB harness 2.) Plug in harness 3.) Fill coin tubes 4.) Reprogram per manufacturer 5.) Replace coin changer

### BILL ACCEPTANCE

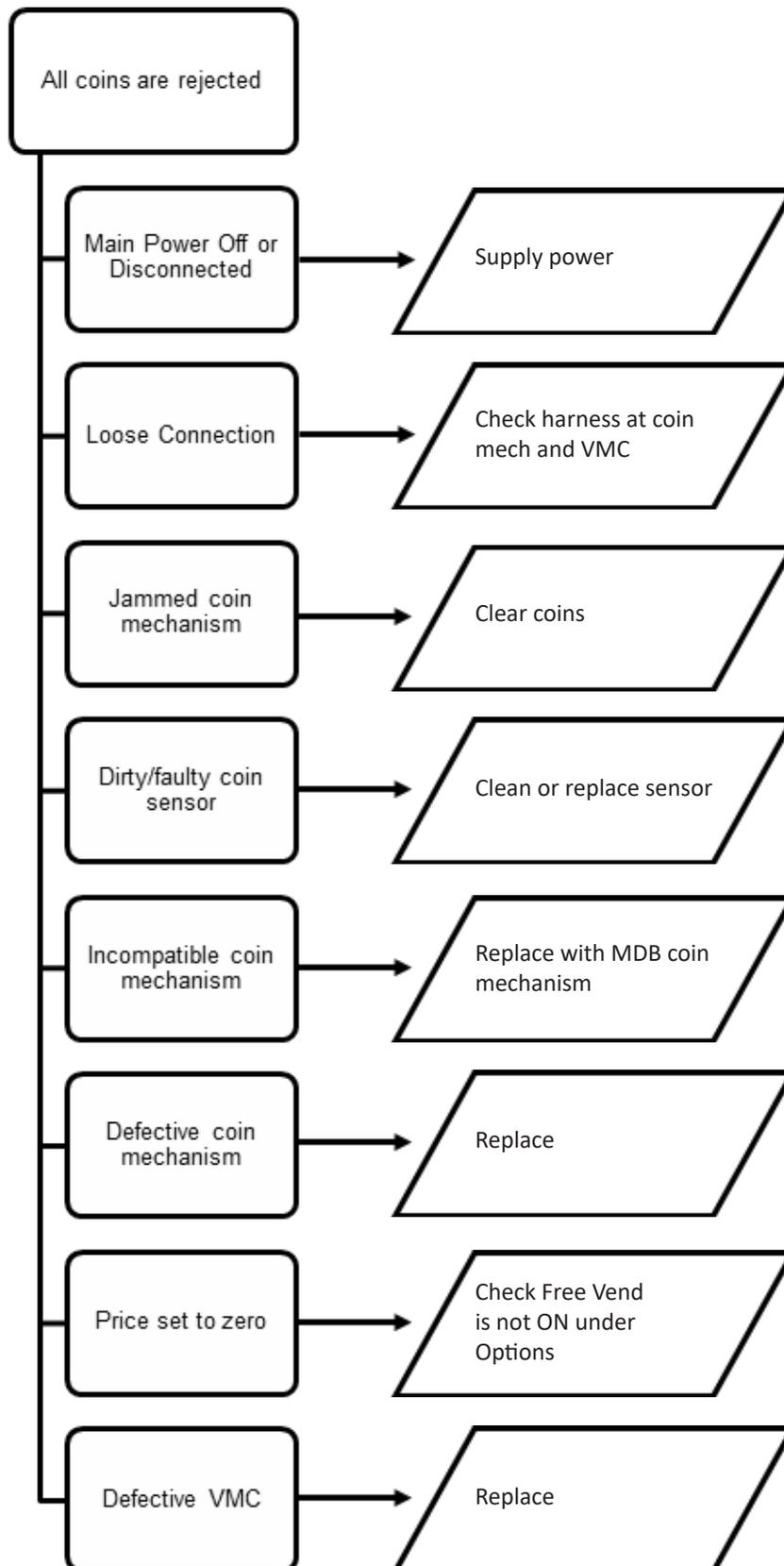
PROBLEM	POSSIBLE CAUSE	FIX
Bill validator will not run	1.) Price set to zero 2.) No coins loaded in tubes	1.) Set prices in Programming 2.) Fill coin tubes
Takes bill then rejects		1.) Clean bill path 2.) Check validator or replace
Stacks bill while in Escrow Mode	Max price not yet reached	
Bill error listed in Test Mode	1.) Communication error with bill validator 2.) Bill validator reported error	
Takes bill, gives no credit	1.) Harness 2.) Validator 3.) VMC	1.) Check or replace harness 2.) Check or replace validator 3.) Replace VMC

### VMC

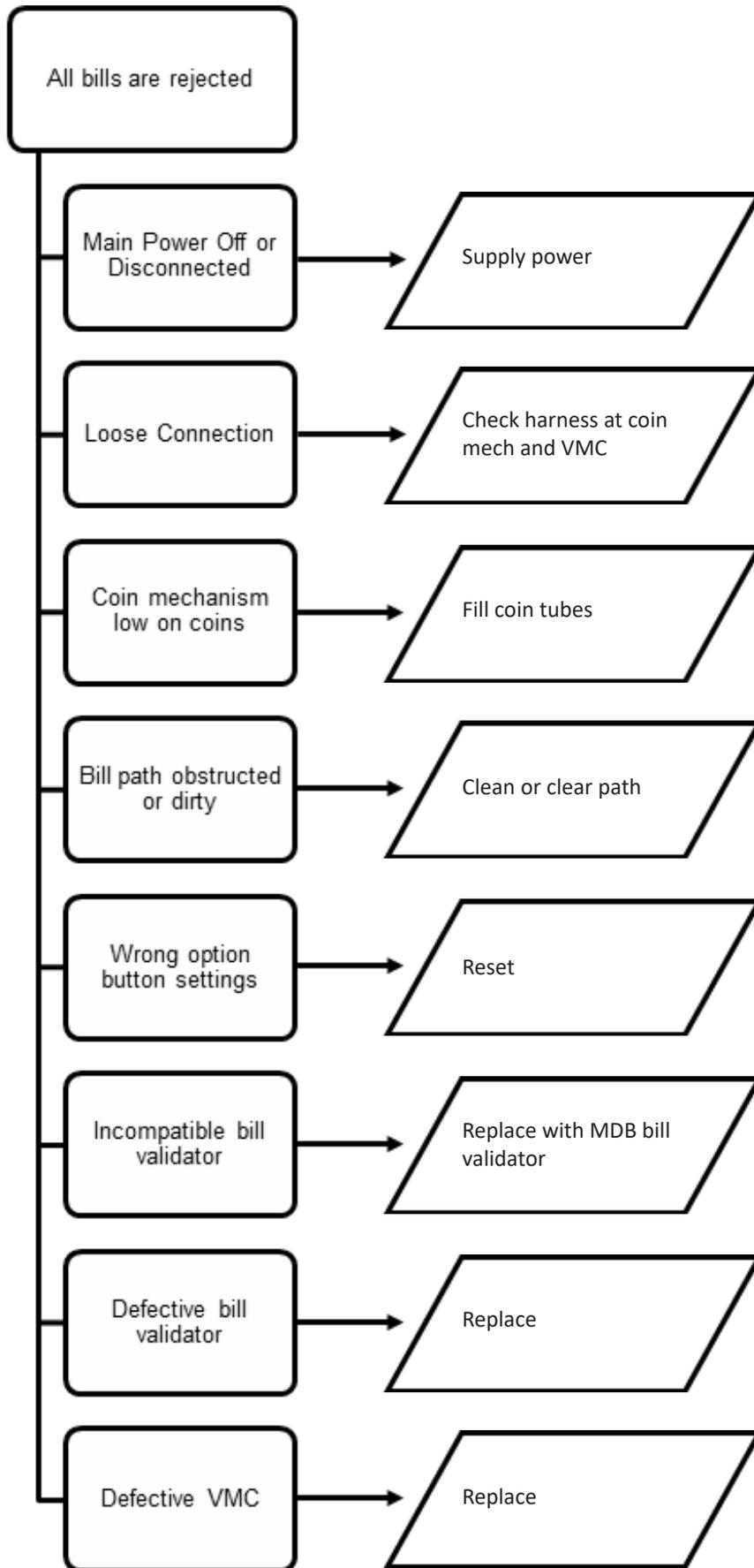
PROBLEM	POSSIBLE CAUSE	FIX
Takes bill then rejects	RAM Error	Refer to programming section for specific error codes and solutions

The following troubleshooting charts are a guide to isolate and correct common problems. Should your machine show "OUT OF SERVICE" on the display, enter Menu mode to obtain a list of error codes.

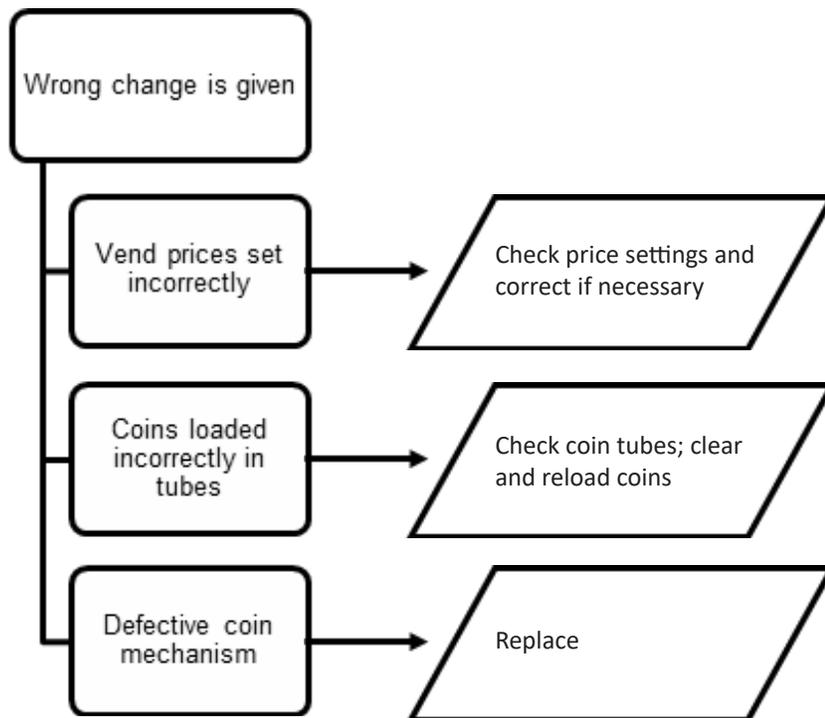
**TROUBLESHOOTING – ALL COINS REJECTED**



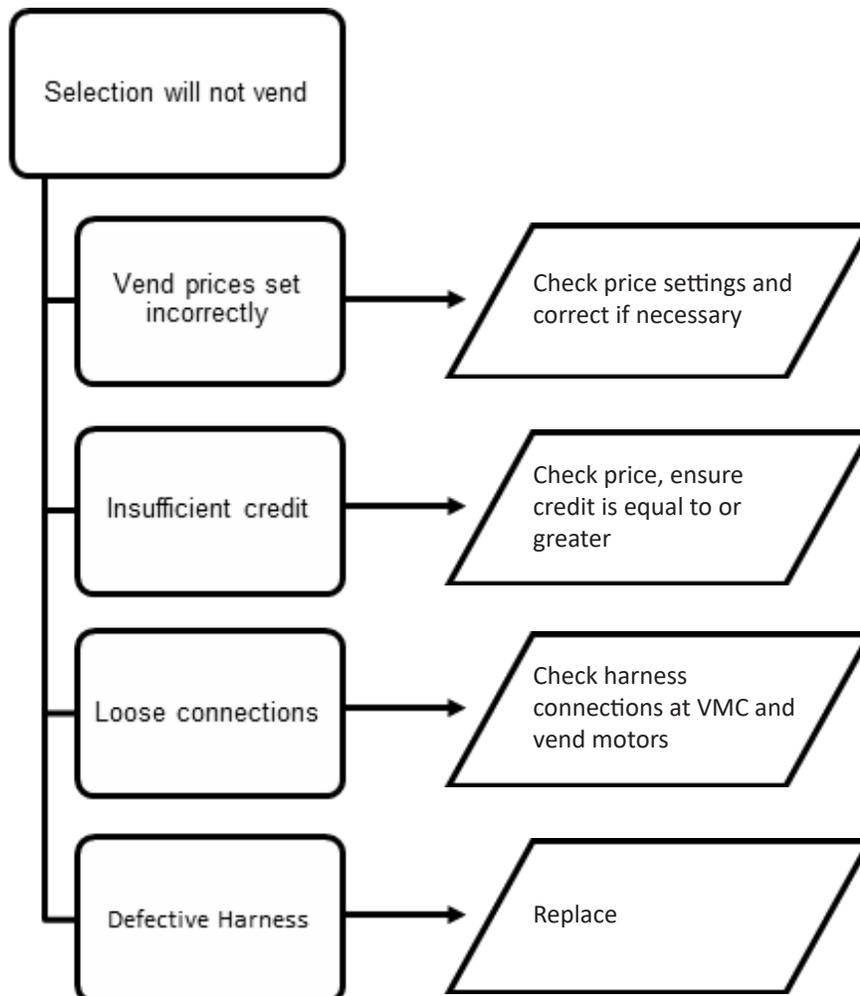
TROUBLESHOOTING – ALL BILLS REJECTED



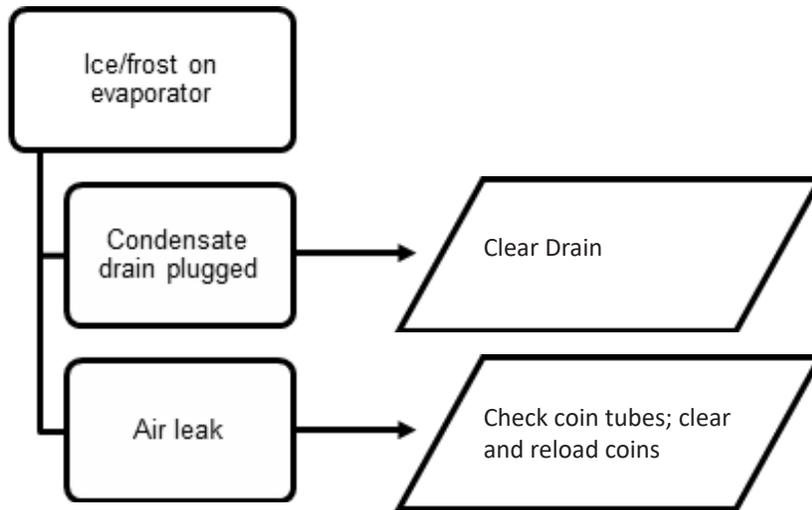
TROUBLESHOOTING – WRONG CHANGE GIVEN



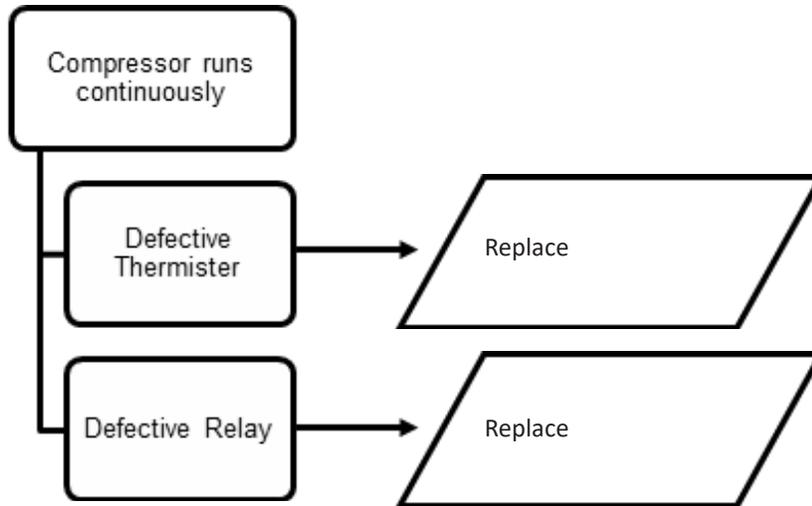
TROUBLESHOOTING – SELECTION WILL NOT VEND



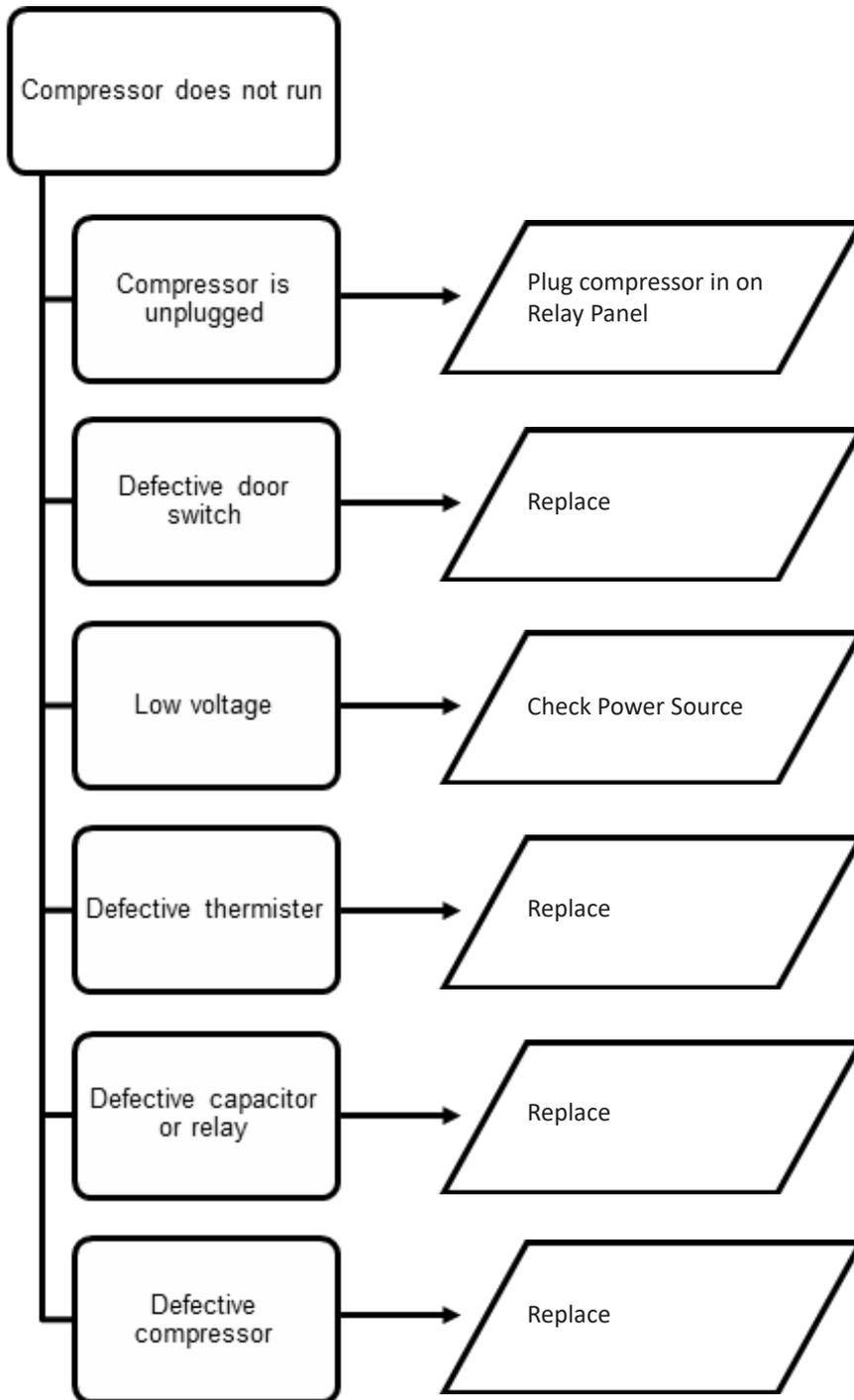
**TROUBLESHOOTING – ICE/FROST ON EVAPORATOR**



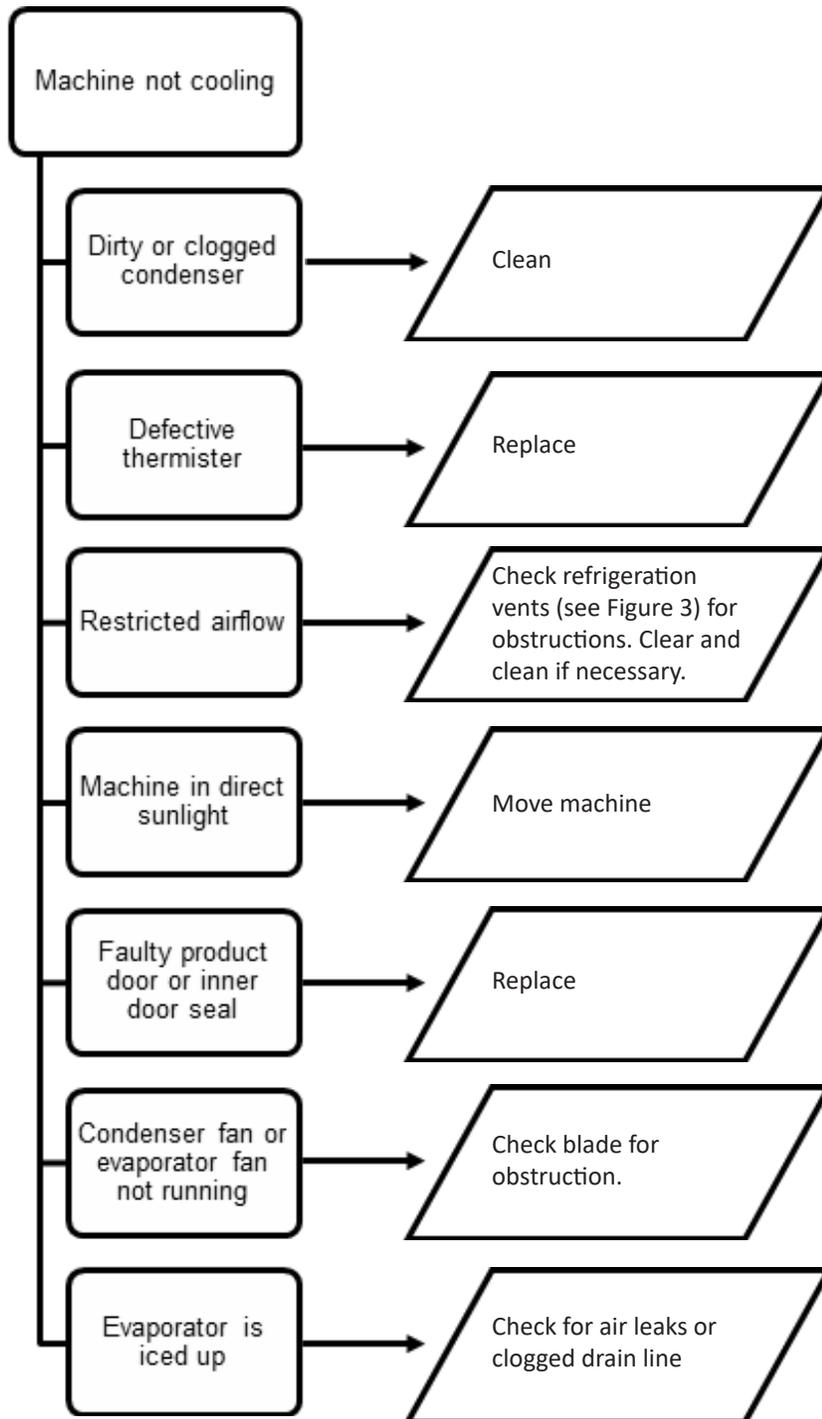
**TROUBLESHOOTING – COMPRESSOR RUNS CONSTANTLY**



TROUBLESHOOTING – COMPRESSOR DOES NOT RUN

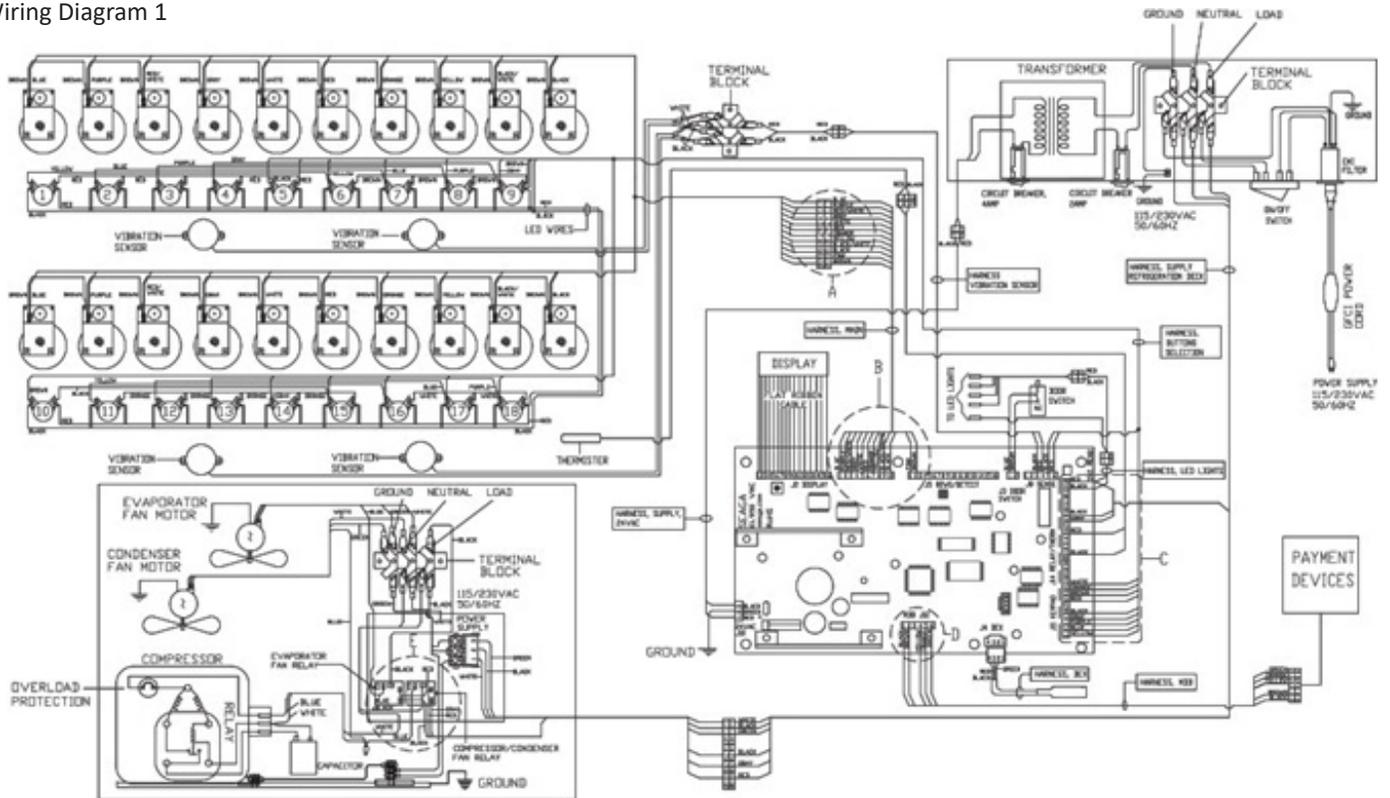


TROUBLESHOOTING – MACHINE NOT COOLING

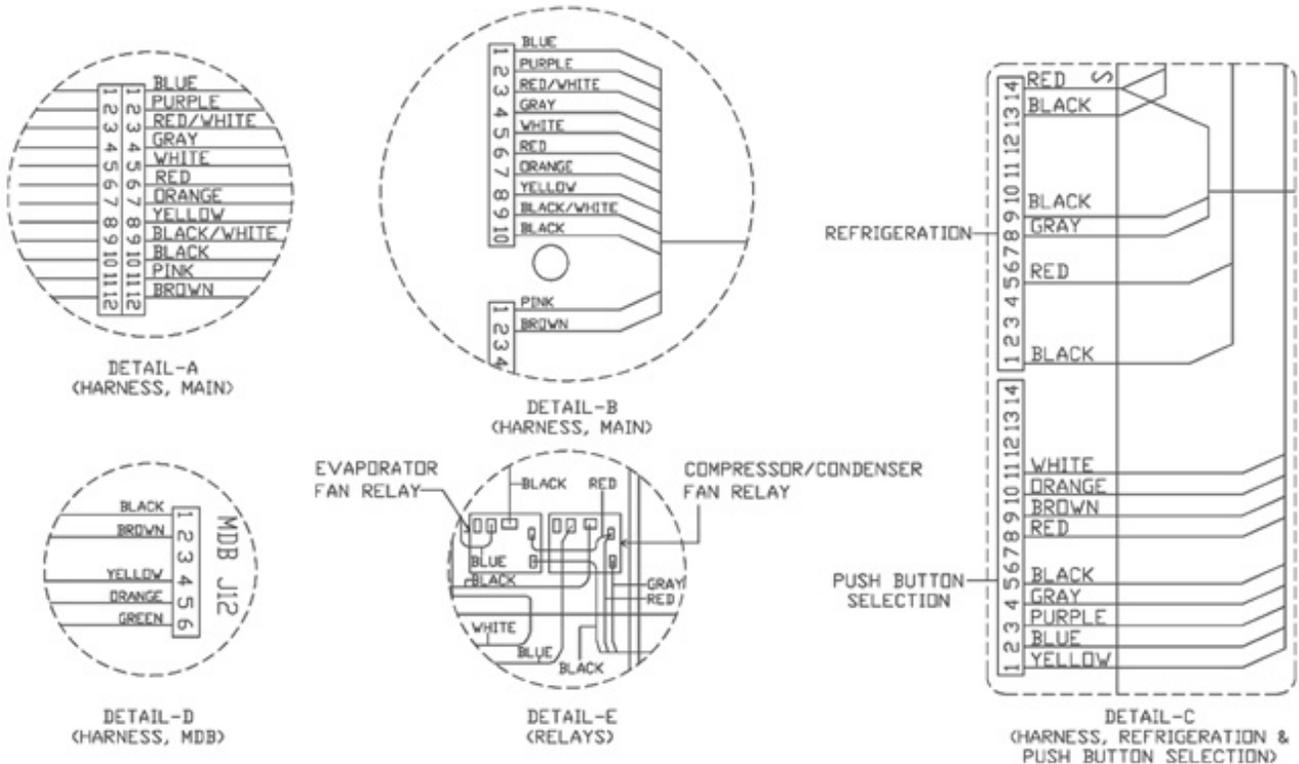


## WIRING DIAGRAM

Wiring Diagram 1

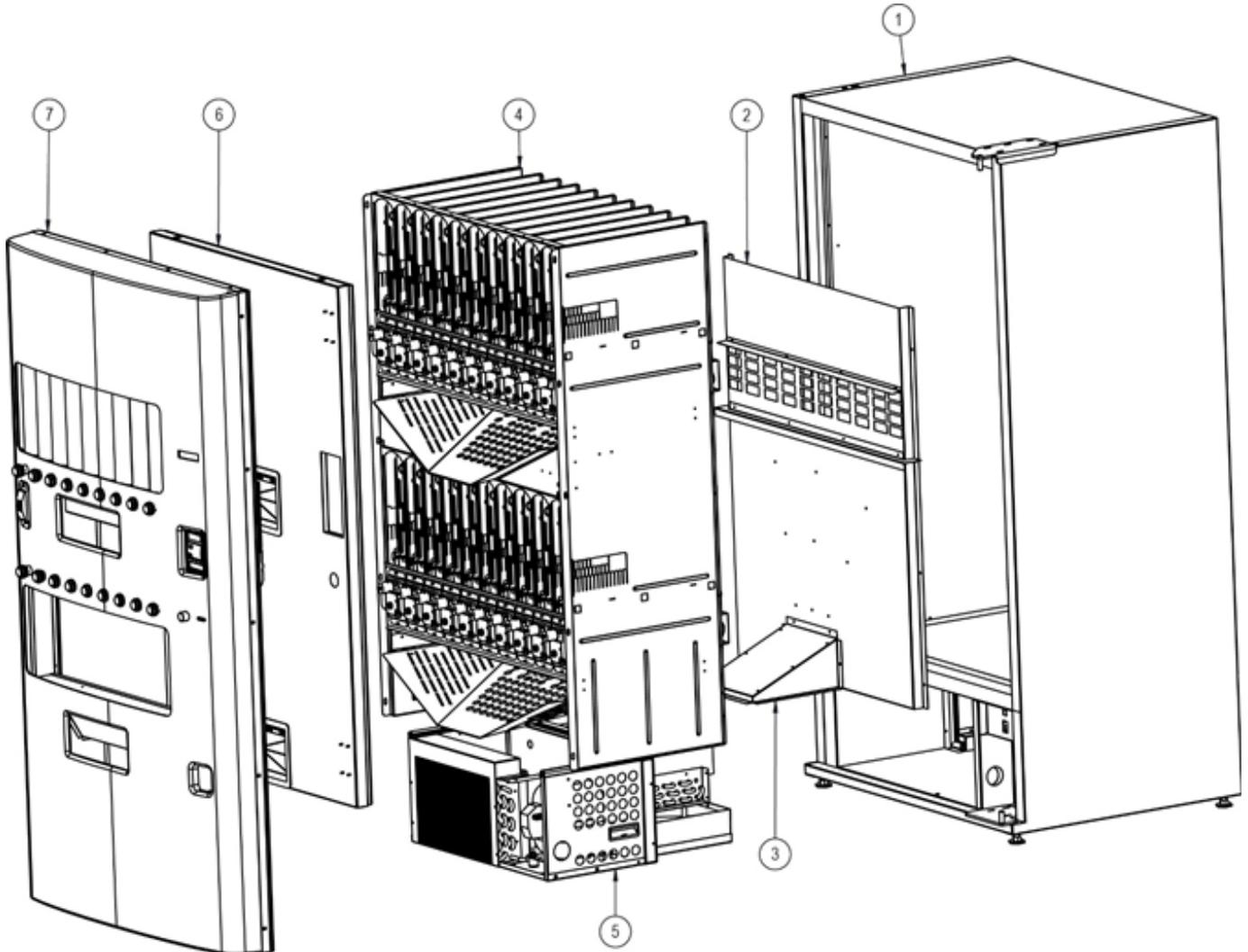


Wiring Diagram 2



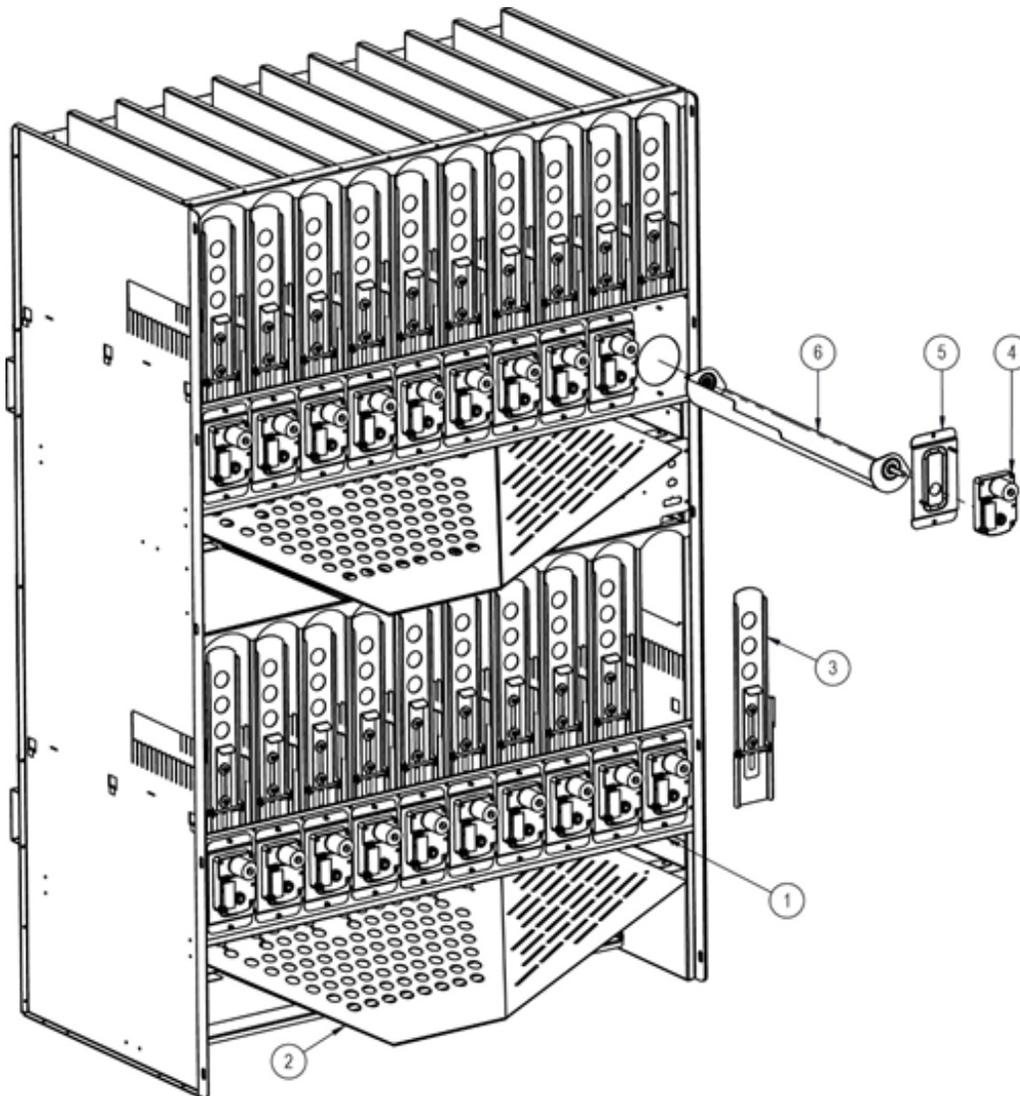
**PARTS DIAGRAM**

**MACHINE ASSEMBLY**



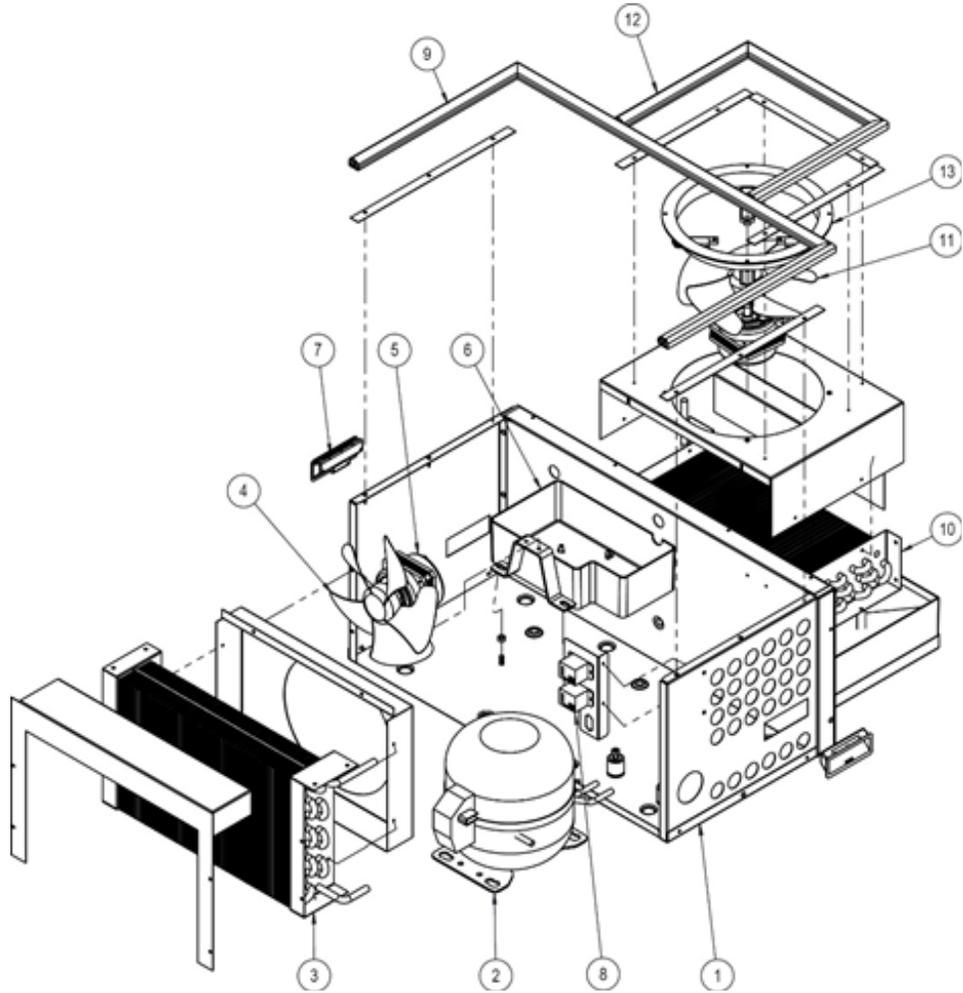
ITEM	PART NUMBER	DESCRIPTION	QTY
1	SAI97003	MAIN CABINET ASSEMBLY	1
2	SAI97011	AIR DUCT, REAR	1
3	SAI97012	AIR DUCT, BOTTOM	1
4	SAI800	DELIVERY SYSTEM ASSEMBLY	1
5	REI910	REFRIGERATION DECK ASSEMBLY	1
6	SAI814	INNER DOOR ASSEMBLY	1
7	SAI801	MAIN DOOR ASSEMBLY	1

## DELIVERY SYSTEM



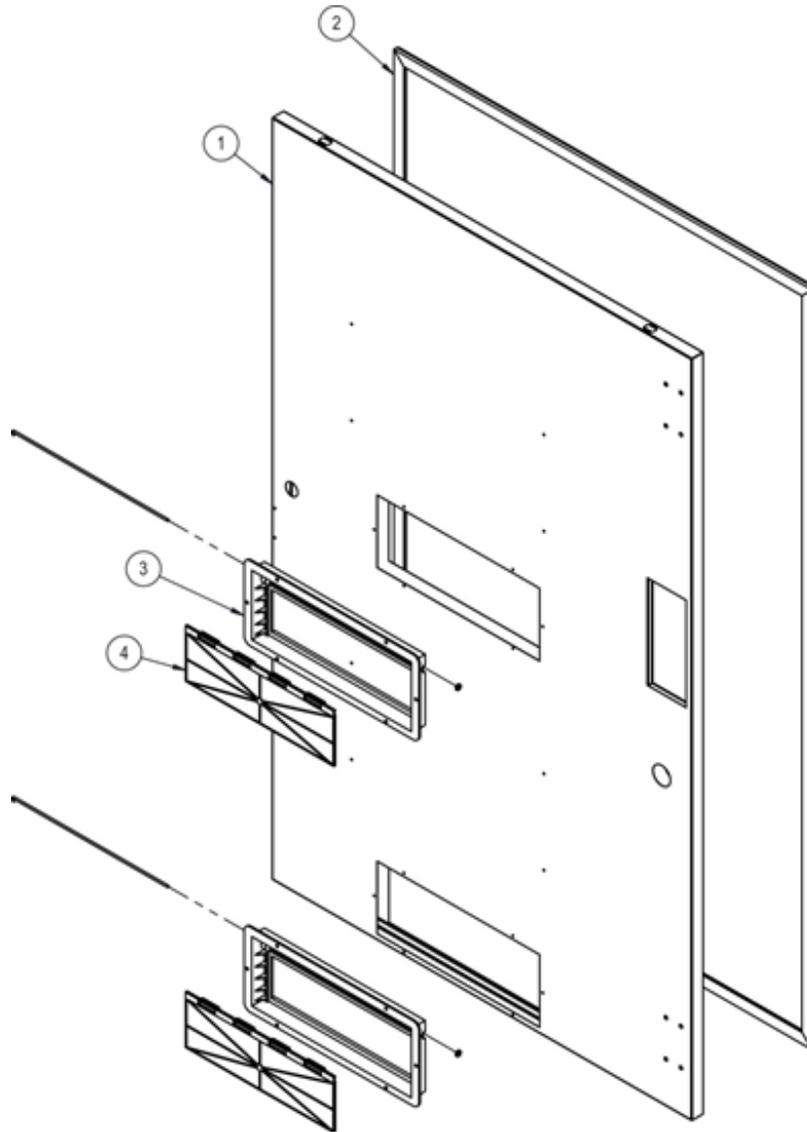
ITEM	PART NUMBER	DESCRIPTION	QTY
1	STI97058	BRACKET, AUGER MOTOR MOUNTING	2
2	STI97068	CHUTE, PRODUCT DELIVERY	2
3	SAI817	PRODUCT RETAINER ASSEMBLY	20
4	ELC930	24 VDC MOTOR	20
5	STI97042	MOTOR MOUNTING BRACKET	20
6	HAI2045	AUGER	20
		ACCESSORIES	
	PLI2182	AUGER INSERT, LARGE	
	PLI2206	AUGER INSERT, NARROW PRODUCT	
	SA484	BACK SPACER	
	ST698	SIDE SPACER, RH	
	ST691	SIDE SPACER, LARGE, LH	
	SA846	SIDE SPACER, SMALL, LH	
	ST697	SMALL DIAMETER DEFLECTOR	

## REFRIGERATION DECK



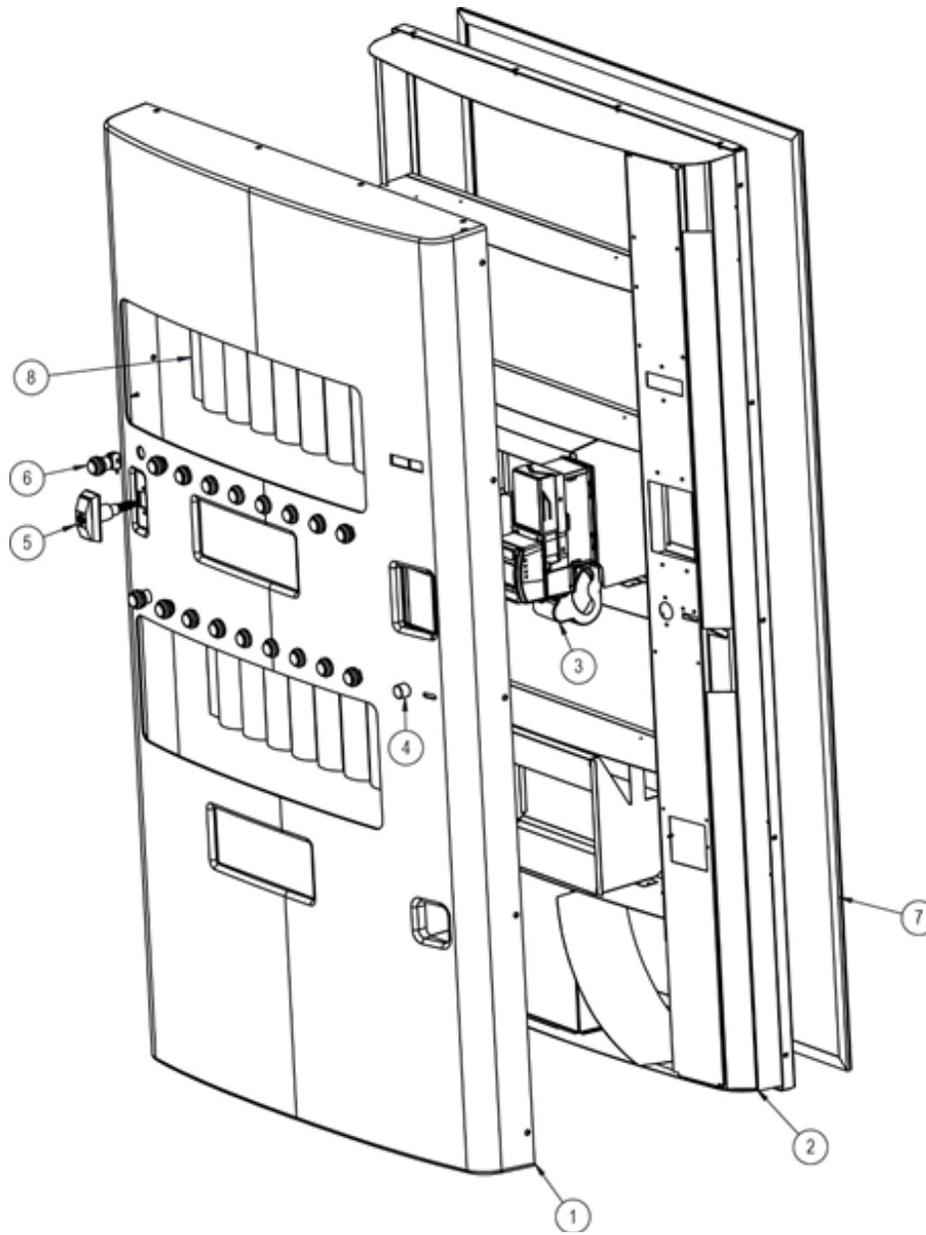
ITEM	PART NUMBER	DESCRIPTION	QTY
1	SAI97007	DECK	1
2	REI903	COMPRESSOR	1
3	REI879	CONDENSER COIL	1
4	REI611	CONDENSER FAN BLADE	1
5	REI612	FAN MOTOR	2
6	PLI2086	DRAIN PAN	1
7	HAI907	HANDLE	2
8	ELI764	24 VDC RELAY	2
9	PLI2180	D GASKET, DECK	1
10	REI879	EVAPORATOR COIL	1
11	REI611	EVAPORATOR FAN	1
12	PLI2181	D GASKET, EVAPORATOR COVER	1
13	PLI956	EVAPORATOR MOTOR BRACKET	1

**INNER DOOR**



ITEM	PART NUMBER	DESCRIPTION	QTY
1	SAI814	FOAMED DOOR	1
2	PLI2175	INNER DOOR GASKET	1
3	PLI2172	PRODUCT DOOR FRAME	2
4	PLI2173	PRODUCT DOOR	2

**MAIN DOOR**



ITEM	PART NUMBER	DESCRIPTION	QTY
1	PL2018	MAIN DOOR	1
2	WE510	MAIN DOOR FRAME	1
3	EL557	BILL VALIDATOR	1
4	SAI818	COIN RETURN BUTTON	1
5	HAC909	T-HANDLE ASSEMBLY	1
6	ELC536	PRODUCT SELECTION BUTTON	18
7	PLI2176	GASKET FRAME	1
8	SA833	LIVE DISPLAY ASSEMBLY	2