



# **V-MAX**

## **VEC 10 PROGRAMMING SECTION**



All programming of the V-Max is done in the service mode as indicated in the following steps below. The main service modes are indicated in white text and the sub-modes are indicated in black text.

*Example:*

**tne** Time/Date Setting Mode

**Y e Ar** Year Setting

**n th** Month Setting

**d A Te** Date Setting

**Hour** Hour Setting

**D st** Daylight Saving Time



## FOUR-BUTTON PROGRAMMING

All programming of the V-Max options is done in the service mode. To enter the service mode, open the vendor door and press and release the service mode button that is located on the controller board. (See Figure 1.)

The first four selection buttons are used to navigate through the programming as follows:

Button	Description	Usage
Selection Button 1	Abort	Escape, Cancel
Selection Button 2	Up	Increase, Next
Selection Button 3	Down	Decrease, Previous
Selection Button 4	Enter	OK, Accept, Save

The controller will automatically return to the open door sales mode if:

1. No information from the selection switches is received within approximately five minutes.
2. The service mode button is pressed a second time.
3. The (Abort) button is pressed.
4. The "rtn" function is activated.
5. No information from the selection switch is received within 30 seconds while "rtn" is being displayed.

If the door is closed, the controller will exit the service mode and return to the sales mode. When the programming is entered, any established credit is returned to the customer.



## SET-UP AND CODE DESCRIPTION

### **Eror**

#### **Error Display Mode**

If (Enter) is pressed at the "Eror" prompt, the controller will enter the error display mode. If no errors have occurred, the display will show "nonE". If an error has been detected since the last error reset, the display will show the first error summary code that has occurred.

**EXAMPLE:** "UEnd" would indicate "COLJ" (a column jam error).

If (Enter) is pressed, the controller will display detailed error for the summary code. Pressing (Up and Down) will cycle through any remaining error detail codes. If (Abort) is pressed while displaying any detailed code, the controller will return to the summary code. If (Abort) is pressed while displaying any summary code, the controller will return to the "Eror" prompt.

**Note:** See Figure 2 for Error Code Map.

#### **Clearing an Error**

If (Enter) is pressed and held for two seconds during the display of the detailed error code, that error will be cleared. If other currently accessed detailed errors exist, the next error will now be displayed. If no other errors of this type exist, the next error summary code will now be displayed, or "nonE" if no other errors exist.

### **CPO**

#### **Coin Pay-out Mode**

If (Enter) is pressed at the "CPO" prompt, the controller will enter the coin pay-out mode and display the lowest coin value that can be paid out (.5, .10, .25 etc.). The (Up or Down) selection buttons will allow the operator to cycle through the coin tube selections. If (Enter) is pressed, a pay out of the displayed value will be made. Coins will continue to pay out as long as (Enter) is held down. If (Abort) is pressed at any time, the controller will return to the "CPO" prompt.

**EXAMPLE:** If (Enter) is pressed while .05 is displayed, a nickel will be dispensed.

### **tuFL**

#### **Tube Fill Mode**

If (Enter) is pressed at the "tuFL" prompt, the controller will enter the coin tube fill mode. In this mode, the operator is allowed to deposit any coin into the coin changer's acceptor when that coin's tube is not full. The tube inventory level will be displayed after each coin is accepted. If (Abort) is pressed at any time during this operation, the controller will return to the start of the "tuFL" prompt.



Error Codes			Error codes are cleared by pressing the ENTER button for 2 sec. when displayed or automatically by the following activities:
Summary level error codes (as displayed)		Description	
	Detailed level error codes		
nonE		No errors exist	
UEnd		Vend mechanism summary error	
	CJXX	Column jam in column XX	Complete a test cycle for column
Ctrl		Control system summary error	
	dS	Door Switch	Door Closed
	rAn	RAM check sum of service mode settings	Change any service mode setting
	ACLO	AC supply low	
	SF	Scale factor incompatibility	Scale factor corrected
	IS	Machine inlet chute sensor is blocked	Blockage removed
	lb	Machine inlet chute is blocked	Coin detected by changer
SEL		Selection switch summary error	
	SLXX	Selection switch error in switch XX	Switch opens
StS		Space-to-sales summary error	
	UAXX	Unassigned column for column XX	Column is assigned
CHAr		Changer summary error	
	CC	No changer communication	Proper communication
	tS	Tube sensor error	Changer corrected
	IC	Changer inlet chute blocked	A coin is sensed
	tJXX	Tube payout jam in tube XX	Changer corrected
	CrCH	Changer ROM check sum error	Changer corrected
	EE	Excessive escrow attempts	A valid coin is sensed
	nJ	Coin jam	A coin is sensed
	LA	Acceptance rate below 80%	Acceptance rate improves above 80%
	dIS	Disconnected acceptor	Acceptor properly connected
	rouT	Coin routing error	Coin is routed properly
bUAL		Bill validator summary error	
	bC	No bill validator communication	Proper communication
	bFUL	Bill validator stacker full	Receive stacker command
	bILL	Defective bill validator motor	Validator becomes enabled
	bJ	Bill validator jammed	Validator becomes enabled
	brCH	Bill validator ROM check sum error	Validator becomes enabled
	bOPn	Bill validator stacker is open or out of position	Validator becomes enabled
	bS	Bill validator sensor error	Validator becomes enabled
Crdr		Card reader summary error	
	CrC	No card reader communication	Proper communication
	CrXY	Card reader non-transient error: code X, sub-code Y	Error stops being reported
OLn		On-line module summary error	
	OC	No on-line module communication	Proper communication
	OnC	No on-line network communication	Proper communication
	OI	On-line module internal error	Resolved by OLM
rUnd		Remove vend mechanism (USD) summary error	
	rUca	No communication with remote vend mechanism "a"	Proper communication
	rUaX	Error X from remote vend mechanism "a"	Device specific
S-d		Selection/display device (ASD) summary error	
	SdC	No selection/display device communication	Proper communication
	SdX	Error X from selection/display device	Device specific
rFrG		Refrigeration system summary error	
	SEnS	Temperature sensor defective or unplugged	Sensor detected
	COLd	Cabinet temperature 3°F below low limit	Temperature rises above low limit
	Hot	Cabinet temperature 3°F above high limit	Temperature falls below high limit
	CnPr	Cooling system not cooling	System cools 1°F per hour
	Htr	Heating system not heating	System heats 1°F per hour

Figure 2



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**tEst**

### Test Mode

If (Enter) is pressed at the “tEst” prompt, the controller will enter the test mode option. Upon entry into the test mode the display will show the first summary test, “Uend”. Pressing (Up or Down) will cycle through the available tests as listed below. Pressing (Enter) will enter the detailed test mode option. Pressing (Abort) while a summary test prompt is displayed will return the controller to the “tEst” prompt. Pressing (Abort) at the “tEst” prompt has no effect.

TEST OPTIONS	
“Uend”	Test vend motor
“JOG”	Column jog test routine
“SL”	Test selection switch
“SO”	Test sold-out switches
“dSP”	Check display/LED
“rELY”	Check compressor, fan, lights and heater relays

**Uend**

### Test Vend Motor

If (Enter) is pressed at the “tEst” prompt, the “Uend” mode is displayed. If (Enter) is pressed at the “Uend” prompt, the controller will enter the column vend test option. Upon entry into this setting the display will show “CO 1”. This will indicate that a test vend of column 1 may be done. Pressing (Up or Down) will toggle through the available columns. Pressing (Enter) will test vend the displayed column. Pressing (Abort) will return the controller to the “Uend” prompt.

**JOG**

### Column Jog Test Routine

If (Enter) is pressed at the “JOG” prompt, the controller will enter the column jog test routine. Upon entry into this routine the display will show a “CO1” message indicating that a jog test of column 1 may be initiated. Using the (Up or Down) buttons will cycle through the available columns. Pressing the (Enter) button will display a “FOR” message indicating the forward direction. Using the (Up or Down) buttons will toggle between “FOR” (forward) and “rEU” (reverse). Pressing the (Enter) button will initiate a jog test of the last displayed column in the last displayed direction. During the jog test, the direction of travel will remain indicated on the display. The vend motor will be activated and remain activated until the (Enter) button is released. The vend motor will continue in the direction of travel without regard to vend position. Pressing (Abort) will return the controller to the “JOG” prompt.

NOTE: Throughout the entire jog process, the motor will not be allowed to continue to a point or in a direction, that would damage any part of the mechanism.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**SL**

### Selection Switch Test

If (Enter) is pressed at the “SL” prompt, the controller will enter the selection switch test option. Upon entry into this setting the display will show “SE 4”. This indicates that the fourth button was pressed last. The last selection switch pressed will remain on the display until the service mode timer expires or the (Abort) button is pressed and held for two seconds. This will return the controller to the “SL” prompt.

**SO**

### Sold-out Switch Test

If (Enter) is pressed at the “SO” prompt, the controller will enter the sold-out test option. Upon entry into this setting the display will show “C 10”. This indicates that column 1 is not sold-out. If display shows “C 11” this will indicate that the displayed column is sold-out. Pressing (Up or Down) buttons will toggle through the columns. Pressing (Abort) will return the controller to the “SO” prompt.

**EXAMPLE:** “0” = Column is not Sold-out.  
“1” = Column is Sold-out.

**dSP**

### Check Display/LED

If (Enter) is pressed at the “dSP” prompt, the controller will enter the display test option. Upon entry into this setting the display will toggle through all the vertical and horizontal display elements within each digit. The test will continue until the service mode timer expires or the (Abort) button is pressed. This will return the controller to the “dSP” prompt.

**rELY**

### Check Compressor, Light and Heater Relays

If (Enter) is pressed at the “rELY” prompt, the controller will enter the relay test option. Upon entry into this setting the display will show the state of the first relay, “CnP0”. This means the relay is not activated and ‘1’ means the relay is activated. Pressing (Enter) will toggle the state of the relay. Pressing (Up or Down) will toggle through the available relays as listed below. Pressing (Abort) will return the controller to the “rELY” prompt.

**NOTE:** All relays will be returned to their initial state, “0”, upon the exit of this test routine.

**EXAMPLE:** “0” = Means relay is de-activated.  
“1” = Means relay is activated.

RELAY LIST	
“CnP”	Controls the compressor relay
“Lit”	Controls the sign front light relay
“Htr”	Controls the heater relay (optional kit)

**Note:** Pressing (Enter) will return you to the “tEst” prompt. Pressing (Up) will get you into “PASS”.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

### **PASS** Password Protection

"PASS" will display only if the password has not been entered. The password is entered via the first four selection buttons while the controller is displaying "PASS". The password must be entered within 10 seconds in the following order: 4-2-3-1. The display will go blank after the first selection button is pressed. After completing the sequence, press (Enter). If the password is not recognized, the display will remain blank.

### **CASH** Cash Counter Display Mode

If (Enter) is pressed at the "CASH" prompt, the controller will enter the non-resettable cash counter mode by displaying "CASH". Pressing (Enter) will display cash total over the control board's life. A decimal will be displayed in the appropriate position. Pressing (Up or Down) will change the display to "CA N"/"XXXX" where "N" is a selection number and the "XXXX" will be replaced with the current re-settable cash amount. Using the (Up or Down) will cycle through the available selections. If (Abort) is pressed at anytime during this operation, the controller will return to the "CASH" prompt.

### **SALE** Vend Counter Display Mode

If (Enter) is pressed at the "SALE" prompt, the controller will enter the non-resettable vend counter display mode by displaying "SALE". Pressing (Enter) will display the number of all paid vends over the control board's life. Using (Up or Down) will cycle through each selection as "SL 1"/"0000." where the "1" indicates the selection and the '0's represent the resettable number of vends for that selection. A decimal will be displayed in the appropriate position. If (Abort) is pressed anytime during this operation, the controller will return to the "SALE" prompt.

### **PrIC** Selection Price Setting Mode

If (Enter) is pressed at the "PrIC" prompt, the controller will enter the selection price setting mode. The display will show "Pr 1" if the machine is in multi-price mode, or "SPr1" if the machine is in single-price mode.

In the multi-price mode, individual selection prices can be changed using the (Up or Down) to display "PrXX" where 'XX' is the selection number, or choose "ALL" to change the prices for all selection. If (Enter) is pressed, the display will show the current price for the displayed selection. Using (Up or Down) will increase or decrease the price. Holding (Up or Down) for more than five seconds will cause the price to change at 10 times the normal rate. While the desired price is on the display, press (Enter) and it will save that price. Pressing (Abort) will return to the selection level without saving the new price.





## SET-UP AND CODE DESCRIPTION (CONTINUED)

**StS**

### Space-to-Sale Programming Mode

If (Enter) is pressed at the “StS” prompt, the controller will enter the space-to-sales (StS) programming mode by displaying “OPTX” where ‘X’ is the current option selected. Using (Up or Down) will allow the operator to cycle through the available space-to-sales options “OPT1”- “OPT9” and “CSTS”. When one of the options, “OPT1”-“OPT9”, is on the display, pressing (Enter) will select that space-to-sale option and return to the “STS” prompt. If one of the “OPT1”-“OPT9”option is displayed and (Abort) is pressed, the user will return to the “STS” prompt without changing any settings. **NOTE: “OPT1”, ”OPT2”, ”OPT8”, ”OPT9” are the only configuration settings recommended. Factory setting is “OPT1”.**

**For proper configuration settings refer to the label located on the inner door shear panel. (See figure 3)**

PRE- PROGRAMMED SPACE - TO - SALES									
SEL #	COLUMNS								
1	1,2	1,2	1,2	1,2	1,2,3	1,2,3	1,2	1,2,3	ALL
2	3	1,2	1,2	1,2	1,2,3	1,2,3	3,4	1,2,3	ALL
3	4	3,4	3	1,2	1,2,3	1,2,3	5	4,5	ALL
4	5	5	3	1,2	1,2,3	1,2,3	6	6	ALL
5	6	6	4	3	4	4,5	7	7	ALL
6	7	7	4	4	4	4,5	8	8	ALL
7	8	8	5	5	5	6	9	9	ALL
8	9	9	6	6	6	6	10	10	ALL
9	10	10	7	7	7	7	1,2	1,2,3	ALL
10	~	~	8	8	8	8	~	~	ALL
11	~	~	9	9	9	9	~	~	ALL
12	~	~	10	10	10	10	~	~	ALL
13	~	~	1,2	1,2	1,2,3	1,2,3	~	~	ALL
OPTION	1	2	3	4	5	6	7	8	9

**Figure 3**

**CStS**

### Custom Space-to-Sales Mode

If (Enter) is pressed at the “CStS” prompt, the controller will enter the custom space-to-sales (CStS) programming mode by displaying “SLXX” where ‘XX’ is the current selection for that certain button, alternating with either “nonE” indicating that no columns are assigned to the displayed selection button or the display will scroll through a sequence of numbers that represents the columns that are currently assigned to the selection button. Using (Up or Down) will cycle through all the available selections and then “SAUE”. Pressing (Abort) will go immediately to the “SAUE” prompt, when pressing the (Abort) button will return the controller to the “CSTS” prompt without changing any settings.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

Pressing (Enter) while “SAUE” is displayed will save all changes and return the controller to the “STS” prompt.

Pressing (Enter) while the “SLXX” prompt is displayed will allow columns to be assigned to the current selection. The display will show “Cnn” where “nn” is a column number. Using (Up or Down) will cycle through all the available columns. Pressing (Enter) at any column will enter the edit mode. The display will show “CnnX” where “X” will either be flashing “0”(disabled) or “1”(enabled) to assign the columns(“nn”) to the current selection. Using (Up or Down) will change the assignment status of the columns. Pressing (Abort) will return the controller to the “Cnn” prompt without changing the status of the column, while pressing (Enter) saves the displayed status of the column before returning to the “Cnn” prompt. Pressing (Abort) at the “CnnX” prompt returns the controller to the “SLXX” prompt.

**EXAMPLE:** “Cnn0” = The selection is disabled.

“Cnn1” = The selection is enabled.

### **Con**

#### **Machine Configuration Mode**

If (Enter) is pressed at the “Con” prompt, the controller will enter the machine configuration mode by displaying “C1 X” which indicates configuration options number 1 and the “X” is the current status of that setting. If “X” is 1 then status is active, if “X” is “0” then the status is not active. If (Abort) is pressed while at the “C1 X” prompt the controller will return to the “Con” prompt. Pressing (Up or Down) will toggle through the available configuration options. Pressing (Enter) saves the status of the current option and returns the user to the “Con” prompt. Pressing (Abort) returns the controller to the “Con” prompt without saving. (See Figure 4.)

**EXAMPLE:** “0” = The Con is disabled.

“1” = The Con is enabled.

### **C**

#### **Single/Multi-Price Mode**

Toggles between the single-price and multi-price modes. In the single-price mode, the price of selection 1 will be used for all selections. In the multi-price mode, each selection can be set to a different price.

“0” = Single pricing is used.

“1” = Multi-pricing is used.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

CONFIGURATION SETTINGS		
CON#	DESCRIPTION	SETTINGS
C1	PRICE SETTING	0=SINGLE PRICE 1=MULTI PRICE
C2	OPTIONAL FEATURES	0=DISABLE OPTIONAL PROGRAM 1=ENABLE OPTIONAL PROGRAM
C3	POS MESSAGE	0=DISPLAY POS MESSAGE 1=TURN OFF POS MESSAGE
C4	DOOR OPEN MIS	0=DISPLAY SUMMARY ERROR CODES 1=DISPLAY SUMMARY SALES DATA
C5	MIS RESET	0=RESET MIS VIA DEX COMMAND ONLY 1=RESET MIS WHEN DOOR IS CLOSED
C6	RESERVED	
C7	SAVE CREDIT	0=SAVE CREDIT FOR 5 MINUTES 1=SAVE CREDIT INDEFINITELY
C8	FORCE VEND	0=NORMAL VEND 1=FORCE VEND
C9	MULTI VEND	0=SINGLE VEND 1=MULTI VEND
C10	BILL ESCROW	0=ENABLE BILL ESCROW 1=DISABLE BILL ESCROW

Figure 4

**C2**

### Optional Feature Enable

This selection will allow optional features to be enabled and displayed in the current service mode menu. If any of the optional features described in this document are implemented, they must be able to be hidden by this selection. These features currently include "bLC1", "bLC2", "dISC" and "OUER".

"0" = Option is Off.

"1" = Option is On.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**C3**

### LED Display Message Mode

Toggles between the LED display modes. In the display/LED mode, the current price will be displayed if in the single price mode. **Note:** *ICE COLD COCA COLA will scroll when the option is set at "0".*

"0" = Display message is On.

"1" = Display message is Off.

**C4**

### Door Open MIS Mode

This option changes the Open-Door Mode Display. If enabled, the total machine sales and total machine cash value are displayed before the error codes. These values represent the number of all paid vends and the cash amount of all paid vends, respectively. The sales and cash value are displayed the same as in the "SALE" and "CASH" service mode functions. The display shows "SALE"/"0000"/"0000" for two seconds on the display/LED, then "CASH"/"0000"/"00.00", then "Error" or "nonE". If this option is disabled, existing errors are displayed, or "nonE" for no existing errors.

"0" = Existing errors or "nonE" is displayed.

"1" = "SALE"/"0000"/"0000"

"CASH"/"0000"/"00.00" and "Error" or "nonE".

**C5**

### MIS Reset Mode

This option is used to allow the door switch to reset all re-settable MIS. It will be reset only if the "CASH" and "SALES" mode were entered.

"0" = All re-settable MIS registers will be reset only when the "CF" command is received from the HHC.

"1" = All re-settable MIS registers are reset when the door switch is activated if any of the re-settable MIS registers are read.

**C6**

### RESERVED FOR FUTURE PROGRAMMING.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**C7**

### Save Credit Mode

This option is used to determine how long credit should be maintained on the display and available to the customer. If "Save Credit" is enabled it will register the credit for no more than five minutes, after the vend is aborted and returns to standby.

"0" = Clears credit in five minutes.

"1" = Credit remains.

**C8**

### Force Vend

Prevents the machine from making change without a selection being attempted. When this mode is enabled, escrow of coins is allowed until any of the following:

- A. Any bill is inserted into the bill acceptor;
- B. Any "cash box" coin (a coin that is not assigned to a tube) is inserted, or;
- C. The maximum vend price is reached. Once any of these conditions are met, an escrow request is ignored and a vend must be made.

If a selection is made that is sold-out or locked out, this option will be overridden and an escrow request will be honored.

**NOTE:** *Force vend has no effect on the card reader. Once a card is inserted, it can always be returned to the customer via an escrow or the return switch on the card reader.*

"0" = Force-vend is disabled.

"1" = Force-vend is enabled.

**C9**

### Multi-Vend

Allows multiple purchases without re-entering coins. If enabled, instead of returning the change after a vend, the credit will remain on the display to be used for another selection. An escrow will be honored at any time. This option will take precedence over the force-vend option after the first vend has been completed.

"0" = Multi-vend is disabled.

"1" = Multi-vend is enabled.

**C 10**

### Bill Escrow Mode

Allows the escrow of bills. If enabled and the bill value inserted takes the accumulated credit over the maximum price, the bill will be held in the escrow position. If the rule is disabled, bills will always go to the stacker.

"0" = Bill escrow is disabled.

"1" = Bill escrow is enabled.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

### **CCOC**

#### **Correct Change Only Control**

Allows the customer to disable or enable the overpay routine.

If “Con0”, Consumer overpay routine disabled for USA.

If “Con1”, Can be enabled for International use.

If “CCU”, “Correct Change Value” is the value that the controller has the ability to control the “Use Correct Change Only” option.

If “ACC”, “Unconditional Acceptance Value” is the largest value of any single form of currency that can be accepted without knowledge that the equivalent value of coins can be returned. This option applies to coins or bills.

### **PrEU**

#### **Preview Vend Password Setting Mode**

If (Enter) is pressed at the “PrEV” prompt, the controller will display the current password for the preview vend mode. The first digit of the number will be flashing. Pressing (Up or Down) will adjust the currently flashing digit up or down. Pressing (Enter) will save the currently flashing digit and the next digit of the password will begin flashing. All digits may be modified in this manner. Pressing (Enter) while the last digit is flashing saves the currently displayed password and return to the “PrEV” prompt. Pressing (Abort) at any time in the procedure returns to the “PrEV” prompt without saving.

### **LA nG**

#### **Change Language**

If (Enter) is pressed at the “LAnG” prompt, the controller will display the current language for the preview mode. Pressing (Up or Down) will toggle through the available languages listed below. Pressing (Enter) will activate the displayed language and return to the “LAnG” prompt. Pressing (Abort) at any time in the procedure returns to the controller to the “LAnG” prompt without changing the active language.

<b>LANGUAGE LIST</b>	
“EnG”	English - mandatory if supported
“Frn”	French - mandatory if supported
“Ger”	German - mandatory if supported
“ItA”	Italian - mandatory if supported
“Port”	Portuguese - mandatory if supported
“ESP”	Spanish - mandatory if supported
“SLO”	Slovene - mandatory if supported



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**tinE**

### Time/Date Setting Mode

If (Enter) is pressed at the “tinE” (time) prompt, the controller will enter the time/date setting mode and display “Enb0” (disable) or “Enb1” (enable). Using (Up or Down) will allow the controller to cycle through all available time selection options. If (Abort) is pressed anytime during this operation, the controller will return to the “tinE” prompt.

TIME SELECTION OPTIONS	
“Enb1”	Enable/Disable time (Edit mode 0/1)
“YEAR”	Current Year (Example '98)
“dAtE”	Current Date (month, day)
“nth”	Current Month
“hour”	Current Time (hours, minutes)
“dSt”	Daylight Saving Time

**Y eAr**

### Year Setting Option

If (Enter) is pressed at the “YEAR” prompt, the last two digits of the year are displayed and will be flashing. Pressing (Up or Down) will increase or decrease the year setting. Pressing (Enter) will save the displayed year setting and return the user to “YEAR”. Pressing (Abort) will return to “YEAR” without saving.

**n th**

### Month Setting Option

If (Enter) is pressed at the “nth” prompt, the controller will enter the month setting option. Upon entry into this option the display will show the current two-digit month setting, indicating the month of the year (example: 01-12). Pressing (Up or Down) will increase or decrease the month setting. Pressing (Enter) will save the displayed month setting and return the Controller to the “nth” prompt. Pressing (Abort) while the month digits are flashing returns to the “nth” prompt without saving the month.

**d A TE**

### Date Setting Option

If (Enter) is pressed at the “dATE” prompt, the current two-digit date (days of the month) is displayed. Pressing (Up or Down) will increase or decrease the date setting. Pressing (Enter) will save the displayed date and return the user to the “datE” prompt. Pressing (Abort) while the date digits are flashing returns to the “datE” prompt without saving the new date.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

### **Hour**

#### **Hour Setting Option**

If (Enter) is pressed at the “Hour” prompt, the current time is displayed in a 24-hour format. The left two digits of the display show the hour and the right two digits show the current minutes. While the hour digits are flashing, pressing (Up or Down) will increase/decrease the hour. Pressing (Enter) at this point will save the displayed hours and minutes and the digits will start to flash. While the minute digits are flashing, pressing (Up or Down) will increase/decrease the minutes. Pressing (Enter) at the point will save the displayed hours and minutes and return to the “Hour” prompt. Pressing (Abort) while the hour or minute digits are flashing returns to “Hour” without saving the hour or minutes.

### **Dst**

#### **Daylight Saving Time**

If (Enter) is pressed at the “Dst” prompt, the current daylight saving time option will be displayed. Using (Up or Down) will toggle the different countries; AUS (Australian rules), EU (European rules), OFF (No daylight savings) and NA (North American rules). If (Enter) is pressed at this point, the current display option will be saved and the user will be returned to the “DSt” prompt. Pressing (Abort) returns to the “DSt” prompt without saving.

### **Lt**

#### **Light Control**

If (Enter) is pressed at the “Lit” prompt the controller will enter the light control programming mode by displaying “Enb0”(disable) or “Enb1” (enable). Using (Up or Down) will allow the operator to cycle through all available time selection options. If (Abort) is pressed anytime during this operation, the controller will return to the code level.

<b>LIGHT CONTROL OPTIONS</b>	
“Enb1”	Enable/Disable light timer (Edit mode 0/1)
“Strt”	Set start time
“dAY”	Set days to time
“Hour”	Set time to start (24 hours)
“StoP”	Set stop time

### **EnbX**

#### **Set Enable/Disable**

If (Enter) is pressed at the “Enbx” prompt, the last digit of the prompt will start flashing. Pressing (Up or Down) will toggle from “1” (Enable) to “0” (Disable). Pressing (Enter) will save the displayed setting and return the user to “EnbX”. Pressing (Abort) will return to “EnbX” without saving.

“0” = Setting is disabled.

“1” = Setting is enabled.





## SET-UP AND CODE DESCRIPTION (CONTINUED)

**Strt**

### Start Time Setting

If (Enter) is pressed at the “Strt” prompt, the controller will enter the start time setting option. Upon entry into this option the display will show “dAY”. Pressing (Up or Down) will cycle through the available summary level codes. Pressing (Enter) will enter the detail level option. Pressing (Abort) while a summary level prompt is displayed will return the controller to the “Strt” prompt. Pressing (Abort) at the “Strt” prompt will return the controller to the “Lit” prompt.

**dAY**

### Day Setting Option

If (Enter) is pressed at the “dAY” prompt, the current day of the week is displayed. The days are displayed as follows:

“nonX”	Monday
“tuEX”	Tuesday
“WEdX”	Wednesday
“thuX”	Thursday
“FriX”	Friday
“SAtX”	Saturday
“SunX”	Sunday
“ALL”	All Days

“0” = Setting is disabled.

“1” = Setting is enabled.

Pressing (Up or Down) at this point will rotate through the days of the week. Pressing (Enter) when a day (e.g. nonX) is displayed the “X” will start to flash by pressing (Up or Down) will toggle from “0” (disable) to “1” (enable). If (Enter) is pressed, the displayed day is saved and the user is returned to “dAY” prompt. Pressing (Abort) returns the controller to “dAY” prompt without saving.

**Hour**

### Start Hour Setting

If (Enter) is pressed at the “Hour” prompt, the current time is displayed in a 24-hour format. The left two digits of the display will show the hour and the right two digits show the current minutes. While the hour digits are flashing, pressing (Up or Down) will increase/decrease the hour. Pressing (Enter) at this point will save the displayed hours and minutes and the digits will start to flash. While the minute digits are flashing, press (Up or Down) to increase/decrease the minutes. Pressing (Enter) at this point will save the displayed hours and minutes and return to the “Hour” Prompt. Pressing (Abort) while the hour or minutes digits are flashing returns to “Hour” without saving.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

### **StoP**

#### **Set Stop**

If (Enter) is pressed at the “StoP” prompt, the controller will enter the stop time setting option. Upon entry into this option the display will show “dAtE”. Pressing (Up or Down) will cycle through the available summary level codes. Pressing (Enter) will enter the detail level option. Pressing (Abort) while a summary level prompt is displayed will return the controller to the “StoP” prompt. Pressing (Abort) at the “StoP” prompt will return the controller to the “Lit” prompt. **Note: To program days and hours refer to page CP-15.**

### **rFrG**

#### **Refrigeration Control Mode**

If (Enter) is pressed at the “rFrG” prompt, the controller will enter the refrigeration control option by displaying “EnbX” indicating the enable/disable setting mode. Using (Up or Down) will allow the operator to toggle between the following modes:

<b>REFRIGERATION CONTROL OPTIONS</b>	
“EnbX”	Enable/Disable Refrigeration timer (Edit mode 0/1)
“Strt”	Set start time
“dAY”	Set days to time
“Hour”	Set time to start (24 hours)
“StoP”	Set stop time
“dAY”	Set days to time
“Hour”	Set time to start (24 hours)

#### **Temperature Setting**

If (Enter) is pressed at the “rFrG” prompt, the controller will enter the refrigeration control option by displaying “EnbX” indicating the enable/disable setting mode. Using (Up or Down) will allow the operator to toggle between the following modes:

<b>TEMPERATURE SETTING OPTIONS</b>	
“dEGX”	Set Temperature (Edit mode Fahrenheit/Celsius)
“SEtP”	Temperature set point (Factory setting 35°F 1.5°C)
“Stor”	Storage temperature setting (Factory setting 60° F 15.5°C)
“dSP0”	POS temperature display (Edit mode 0/1)

### **dEGX**

#### **Degree Setting**

If (Enter) is pressed at the “dEGX” prompt, the controller will display “dEGX” where ‘X’ will be ‘F’ if the controller is currently in °F (Fahrenheit) mode or ‘C’ if the controller is currently in °C (Celsius) mode. Pressing (Up or Down) while the “X” digit is flashing will toggle the ‘X’ digit between ‘F’ and ‘C’. Pressing (Enter) will save the displayed temperature mode and return the user to the “dEGX” prompt. Pressing (Abort) will return to the “dEGX” prompt without saving.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**SEtP**

### Set Point Setting (35°F)

If (Enter) is pressed at the “SEtP” prompt, the controller will display “XX.Xt” where ‘X’ will be the current set point temperature. Pressing (Up or Down) will increase/decrease by one degree increments. Pressing (Enter) will save the displayed temperature setting and return the user to the “SEtP” prompt. Pressing (Abort) will return to the “SEtP” prompt without saving.

**Stor**

### Storage Temperature Setting (60°F)

If (Enter) is pressed at the “Stor” prompt, the controller will display “XX.Xt” where ‘X’ will be the current storage temperature. Pressing (Up or Down) will increase/decrease by one degree increments. Pressing (Enter) will save the displayed storage temperature setting and return the user to the “Stor” prompt. Pressing (Abort) will return to the “Stor” prompt without saving.

**dSP0**

### Display Temperature

If (Enter) is pressed at the “dSP0” prompt, the controller will enter into the LED temperature display enable option. Upon entry into this option the display will show the current setting “dSP0” where the “0” is flashing will disable the temperature from being shown in the LED or if “1” is flashing the temperature will be displayed in the LED following “ICE COLD COCA COLA”. Pressing (Up or Down) will toggle the digit between ‘0’ and ‘1’. Pressing (Enter) will save the currently displayed setting and return the user to the “dSP0” prompt. Pressing (Abort) will return to the “dSP0” prompt without saving.

**BLC**

### Block Selection Setting

If (Enter) is pressed at the “bLC1” or “bLC2” prompt, the controller will enter the second bank of selection blocking control option. Upon entry into this routine the display will show the first summary level code “Enb0”. Pressing (Enter) will save the currently displayed setting and return the user to the “bLC1” prompt. Pressing (Abort) will return to the “bLC1” prompt without saving.

Using (Up or Down) will let the operator toggle between the following modes:

**Note: “BLC1” will not be accessible when “C2” is set at “0”.**

“0” = Block option is disabled.

“1” = Block option is enabled.



## SET-UP AND CODE DESCRIPTION (CONTINUED)

BLOCK SELECTION OPTIONS	
"EnbX"	Enable/Disable selection blocking (Edit mode 0/1)
"Strt"	Set start time
"dAY"	Set days to time
"Hour"	Set time to start (24 hours)
"StoP"	Set stop time
"dAY"	Set days to time
"Hour"	Set time to start (24 hours)
"SEL"	Set selection time

### **d ISC**

#### Discount Setting Mode

If (Enter) is pressed at the "dISC" prompt, the controller will enter the discount control setting blocking control routine. Upon entry into this setting the display will show the first summary level code "Enb0". If (Up or Down) is pressed it will cycle through the available summary level codes as listed below. Pressing (Enter) will save the currently displayed setting and return the user to the "dISC" prompt. Pressing (Abort) will return to the "dISC" prompt without saving.

Using (Up or Down) will let the operator toggle between the following modes:

**Note: "dISC" will not be accessible when "C2" is set at "0".**

"0" = Disabled discount setting.

"1" = Enabled discount setting.

DISCOUNT SETTING OPTIONS	
"EnbX"	Enable/Disable discount setting (Edit mode 0/1)
"Strt"	Set start time
"Day"	Set days to time
"Hour"	Set time to start (24 hours)
"StoP"	Set stop time
"Day"	Set days to time
"Hour"	Set time to start (24 hours)
"SEL"	Set selection time
"LESS"	Set Discount amount



## SET-UP AND CODE DESCRIPTION (CONTINUED)

### **SEL**

#### **Selection Setting**

If (Enter) is pressed at the “SEL” prompt, the controller will enter the selection setting option. Upon entry into this setting the display will show the current setting for selection as “01 1”, where “1” shows it is enabled or “0” if the option is disabled. If (Up or Down) is pressed it will cycle through the valid selections or “ALL”. Pressing (Enter) will save the currently displayed setting and return the controller to the “SEL” prompt. Pressing (Abort) will return the controller to the “SEL” prompt without saving.

“0” = Selection setting is disabled.

“1” = Selection setting is enabled.

### **LESS**

#### **Selection Setting**

If (Enter) is pressed at the “LESS” prompt, the controller will enter the discount amount option. Upon entry into this setting the display will show the current four digit discount amount. If (Up or Down) is pressed it will increase or decrease the lowest discount amount. Pressing (Enter) will save the currently displayed setting and return the user to the “LESS” prompt. Pressing (Abort) will return to the “LESS” prompt without saving.

### **OUEr**

#### **Over-Ride Option Mode (Units equipped with optional key switch)**

If (Enter) is pressed at the “OUEr” prompt, the controller will enter the over-ride option. Upon entry into this setting the display will show the first summary level code “FrEX”. If (Up or Down) is pressed it will cycle through the available summary level codes as listed below. Pressing (Enter) will save the currently displayed setting and return the user to the “OUEr” prompt. Pressing (Abort) will return to the “OUEr” prompt without saving.

Using (Up or Down) will let the operator toggle between the following modes:

“0” = Disabled over-ride option.

“1” = Enabled over-ride option.

**Note: “OUEr” will not be accessible when “C2” is set at “0”.**

<b>OVERRIDE SETTING OPTIONS</b>	
“FrE0”	Enable/Disable free vend (Edit mode 0/1)
“Und0”	Enable/Disable No vend
“bLC0”	Selection blocking over-ride
“dSC0”	Discounting over-ride
“Lit0”	Lighting control over-ride
“FrG0”	Refrigeration control over-ride



## SET-UP AND CODE DESCRIPTION (CONTINUED)

**FrE0**

### Over-Ride Free Vend

If (Enter) is pressed at the “FrE0” prompt, the controller will enter the free vend enable option. Upon entry into this setting the display will show the current setting “FrE0”. Pressing (Up or Down) will toggle between ‘0’(disable) or ‘1’(enable). Pressing (Enter) will save the currently displayed setting and return the user to the “FrE0” prompt. Pressing (Abort) will return to the “FrE0” prompt without saving.

“0” = Disabled free vend.

“1” = Enabled free vend.

**Und0**

### Over-Ride No Vend

If (Enter) is pressed at the “Und0” prompt, the controller will enter the no vend (vend over-ride) enable routine. Upon entry into this setting the display will show the current setting “Und0”. Pressing (Up or Down) will toggle between ‘0’ (disable) or ‘1’ (enable). While enabled, selections will not be allowed to vend and a “nO SALE” message will be displayed.

NOTE: If both the “free vend” and “no vend” features are enabled, the “no vend” will be given priority.

**Blc0**

### Over-Ride Selection Blocking

If (Enter) is pressed at the “bLC0” prompt, the controller will enter the selection blocking over-ride enable option. Upon entry into this setting the display will show the current setting “bLC0”. Pressing (Up or Down) will toggle between ‘0’ (disable) or ‘1’ (enable). Pressing (Enter) will save the currently displayed setting and return the user to the “bLC0” prompt. Pressing (Abort) will return to the “bLC0” prompt without saving.

“0” = Disabled selection blocking.

“1” = Enabled selection blocking.

**dSC0**

### Over-Ride Discount

If (Enter) is pressed at the “dSC0” prompt, the controller will enter the discounting over-ride enable option. Upon entry into this setting the display will show the current setting “dSC0”. Pressing (Up or Down) will toggle between ‘0’ (disable) or ‘1’ (enable). Pressing (Enter) will save the currently displayed setting and return the user to the “dSC0” prompt. Pressing (Abort) will return to the “dSC0” prompt without saving.

“0” = Disabled discount over-ride.

“1” = Enabled discount over-ride.



## SET-UP AND CODE DESCRIPTION (CONTINUED)



### Over-Ride Lighting Control

If (Enter) is pressed at the “Lit0” prompt, the controller will enter the lighting control over-ride enable option. Upon entry into this setting the display will show the current setting “Lit0”. Pressing (Up or Down) will toggle between ‘0’ (disable) or ‘1’ (enable). Pressing (Enter) will save the currently displayed setting and return the user to the “Lit0” prompt. Pressing (Abort) will return to the “Lit0” prompt without saving.

“0” = Disabled lighting control.

“1” = Enabled lighting control.



### Over-Ride Refrigeration Control

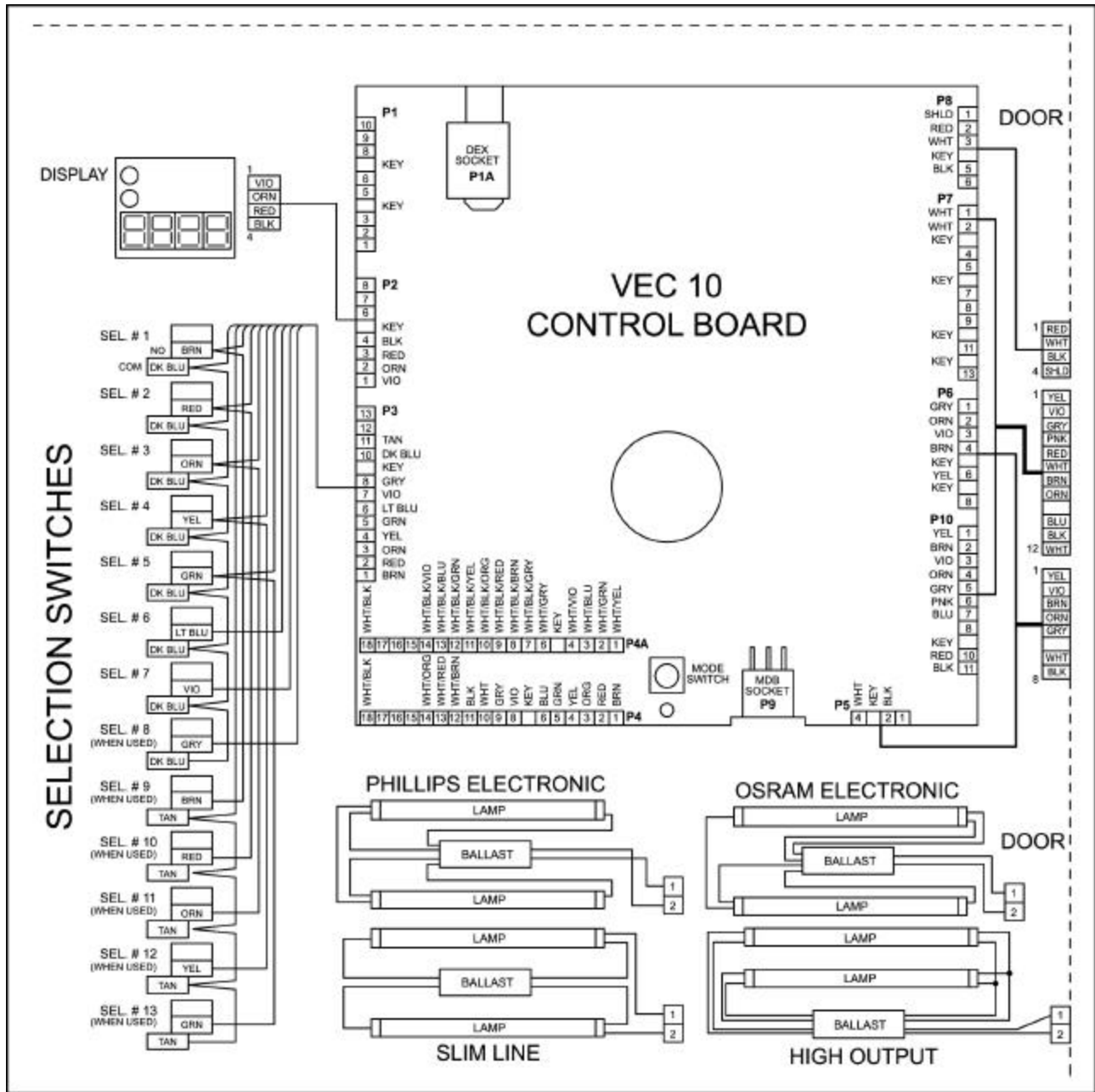
If (Enter) is pressed at the “FrG0” prompt, the controller will enter the refrigeration control over-ride enable option. Upon entry into this setting the display will show the current setting “FrG0”. Pressing (Up or Down) will toggle between ‘0’ (disable) or ‘1’ (enable). Pressing (Enter) will save the currently displayed setting and return the user to the “FrG0” prompt. Pressing (Abort) will return to the “FrG0” prompt without saving.

“0” = Disabled refrigeration control over-ride.

“1” = Enabled refrigeration control over-ride.



### Remote Vend Mechanism – Reserved for future technology

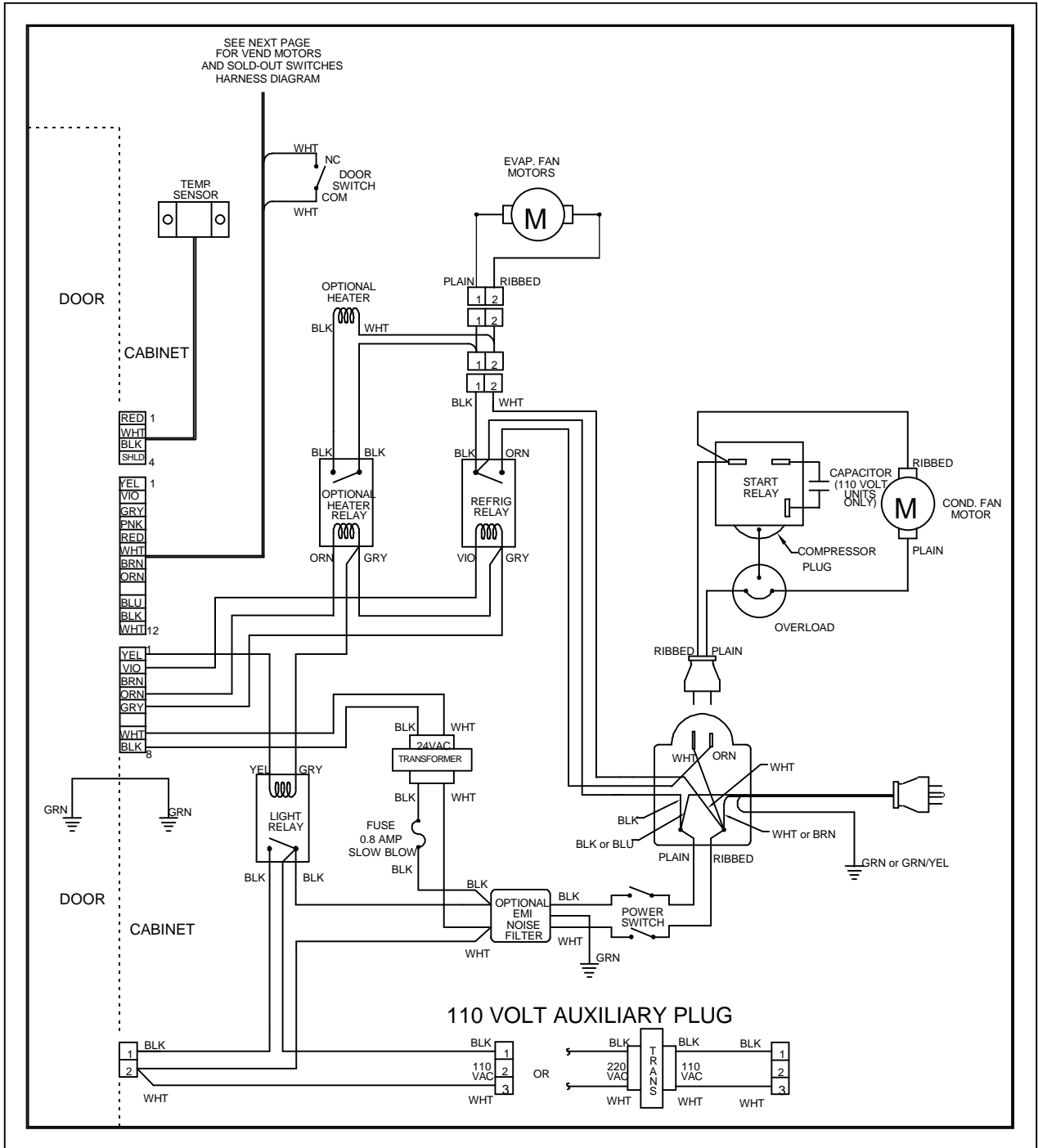


**VEC 10 WIRING DIAGRAM (COCA-COLA)**



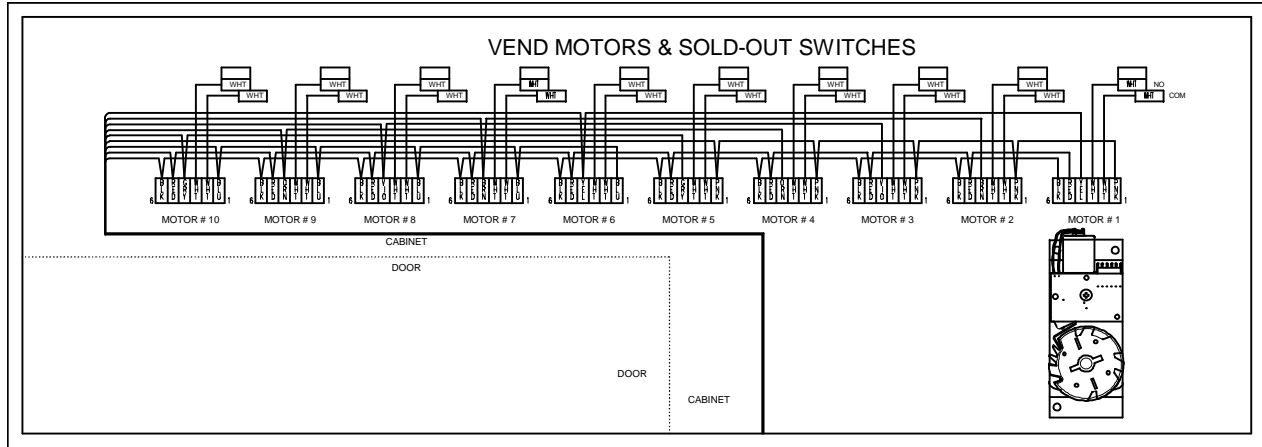


# VEC 10 WIRING DIAGRAM (CONTINUED)



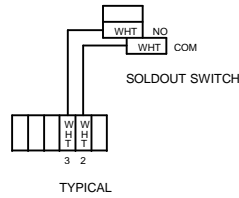


## VEC 10 WIRING DIAGRAM (CONTINUED)

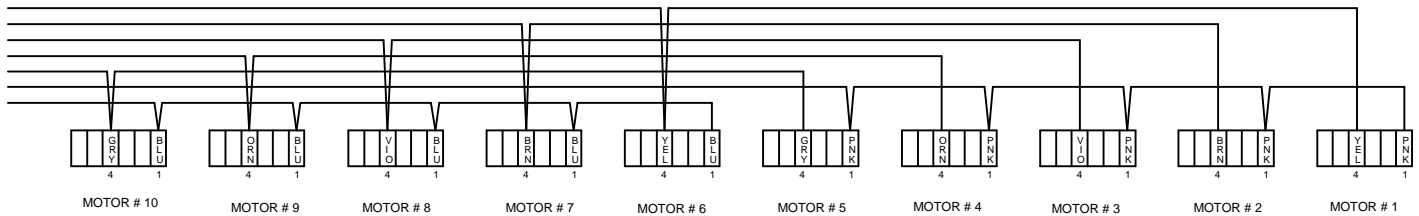


## VEC 10 WIRING DIAGRAM (MINI V-MAX)

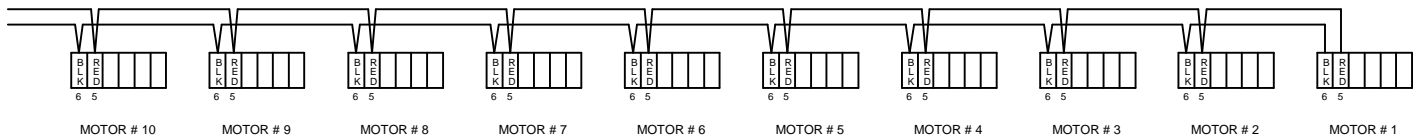
### V-MAX MOTOR HARNESS SCHEMATIC BREAKDOWN



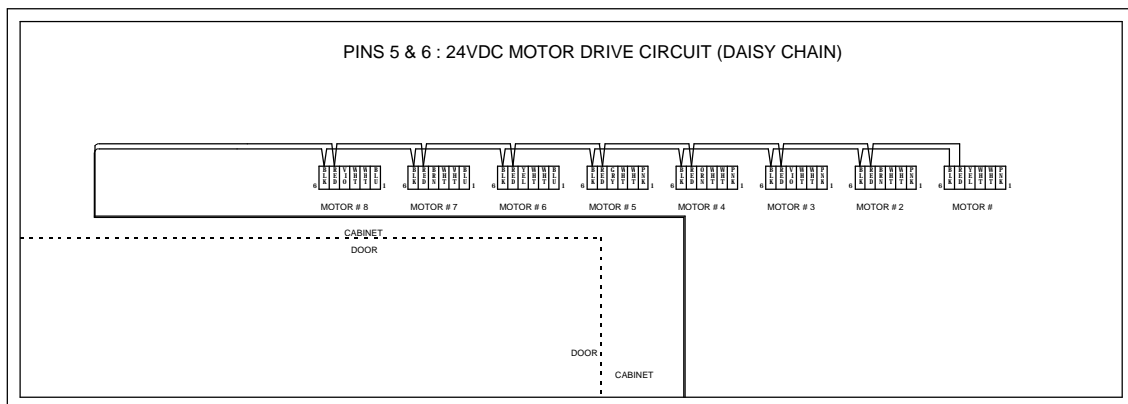
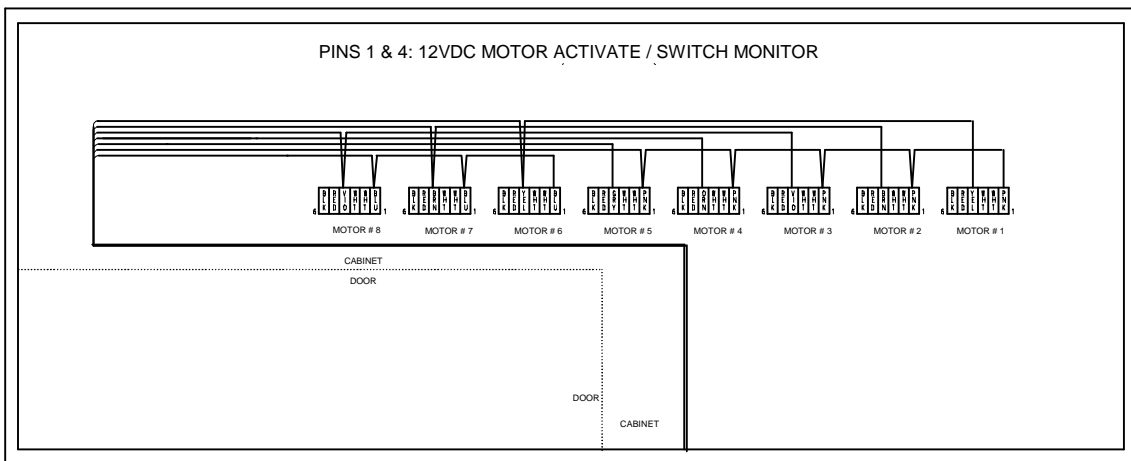
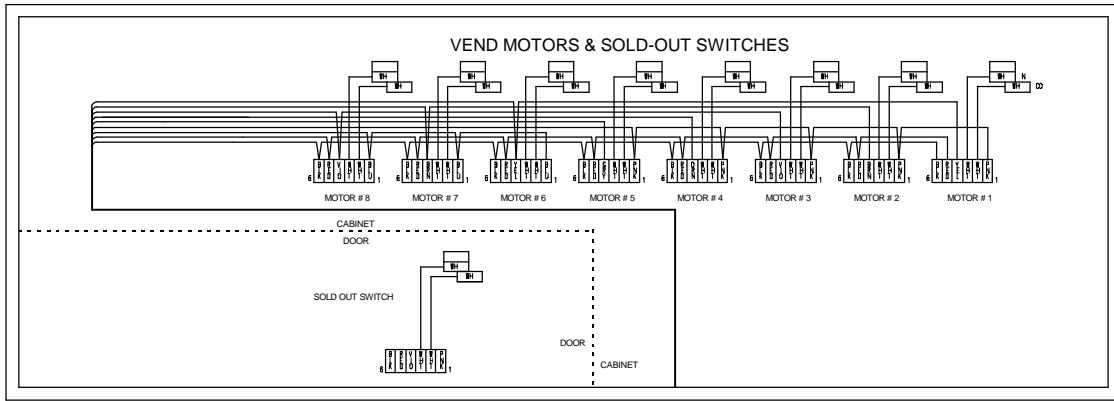
PINS 2&3: 0 VDC SOLDOUT SWITCH TO MOTOR BOARD (EXTENSION OF 2X5 MATRIX)



PINS 1&4: 12VDC MOTOR ACTIVATE / SWITCH MONITOR CIRCUIT (2X5 MATRIX)



PINS 5&6: 24VDC MOTOR DRIVE CIRCUIT (DAISY CHAIN)





## **NOTES**

- 1. If the outer door is left open for over an hour, the lights and compressor will become active. In order to override this option just press the door switch one time.**