

BOARD SVE01

VENDING MACHINE

**SVE DL9 - SVE DL6 - SVE DV9 - SVE DV6 - SVE DC6
SVE DM9 - SVE DM6
SVE SDL - SVE SDX - SVE SD8 - SVE SD6 - SVE SC8 - SVE SC6
SVE SML - SVE SMX - SVE SM8 - SVE SM6
SVE EV8
SVE SSX - SVE SS8 - SVE SS6 - SVE EVS**

— Design Line —

Master / Slave VERSION



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1 GENERAL WARNINGS


1.1 Purpose of this manual

 Before proceeding to install and use the vending machine, it is necessary to read the contents of this manual.

This manual is an integral part of the machine and must therefore be kept intact and available for the machine's entire productive life.

Any other document sent by SandenVendo is to be attached to the manual to form a complete dossier of the automatic vending machine.

  **Caution:** failure to follow the instructions contained in this manual may cause damage to the machine and/or injury to personnel.

 Should this manual be **lost or damaged**, you may request a copy from the manufacturer: please enclose the serial number of your vending machine with your request.

1.2 Recipients

The manual contains the correct procedures for the *loading, use, routine / extraordinary maintenance and installation* of the Automatic Vending Machine.

This manual is addressed to personnel in charge of the loading, cleaning and routine maintenance of the machine (**Operator**), to the end user of the vending machine (**User**) and to personnel in charge of installation, adjustment, extraordinary maintenance of the vending machine (**Maintenance Engineer / Skilled technician**).

User

This automatic vending machine can be used by children aged from 8 years and above and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge provided they are under supervision or have been given instruction concerning the safe use of the appliance and to the understanding of the dangers inherent therein.

Children shall not play with the appliance.


Cleaning and maintenance to be performed by the user must not be carried out by children without supervision.

Operator

The intervention of the operator on the vending machines is only intended for the loading and routine cleaning operations to be carried out in accessible areas with the sole use of the door opening key, and without the use of other tools.

Maintenance Engineer / Skilled technician

The intervention of the maintenance engineer is required for all operations that require the use of tools for access to potentially hazardous areas, the installation of the vending machine, the start-up and the programming of the functions.

 The maintenance technician must be previously trained and instructed on the interventions to be carried out on the vending machine and limit them to what is within his competence.

It is the responsibility of the purchaser to make sure that the maintenance personnel are trained and aware of all the information and instructions indicated in the manual.


1.3 Manufacturer

SandenVendo Europe in Europe has been making significant advancements in the vending industry for many decades and is a powerful partner for excellence in quality, reliability and service.

SandenVendo Europe are a “one-stop shop supplier”, offering a wide variety of vending equipment for hot and cold beverages, snacks and ice cream, but also related products such as sophisticated payment systems and premium coolers.

1.4 Service centres

Any technical problems that may occur can be resolved by consulting this manual; in the event of anomalies or malfunctions that cannot be resolved, contact the Service Centres at the numbers shown on the inside cover.

 In case of a call it is good to know how to indicate the data reported on the vending machine serial plate.

1.5 Warranty

The Warranty on the Vending Machine components, starting from the date shown on the delivery note, is for 12 months.

The warranty includes exclusively the parts replaced, with labour excluded.

Shipping cost of machines, defective parts and spare parts are always at the customer's expense.

The Warranty does not include, damages to the vending machine caused by:


- Transport and/or handling
- Operator errors
- Lack of maintenance as explained in this manual
- Failures and/or breakages not due to the malfunction of the vending machine
- Damage which may be caused, directly or indirectly, by persons, things or animals
- Damage deriving from labour linked with the installation, connection to the main supplies.
- Improper use of the machine.

The manufacturer's responsibility is confined to the correct use of the machine, in the limits indicated in this manual.

"**SandenVendo Europe S.p.A**" declines all responsibility for any damages caused to persons and/or things as the result of:

- Incorrect installation
- Use of non-original spare parts
- Execution of changes unforeseen / unauthorized by the manufacturer
- Improper use of the machine
- Connection to inadequate supply systems and not in conformity with the regulations in force.

1.6 General safety warnings

-  ▪ Carefully **read the manual** before starting or loading the vending machine.
- The vending machine is constructed in a workmanlike manner. Its service life, electrical and mechanical reliability will be more efficient if it will be used correctly and regular maintenance will be carried out.
- This machine is not suitable for outside installation.
- This machine is not suitable for installation in areas where water jets are used.
- Protect the vending machine against weather conditions.
- Never position the vending machine in direct sunlight.

- To prevent hazards due to appliance instability, secure it according to the instructions.
- Install the appliance so that the electrical plug can be easily accessed afterwards.
- The use of adapters, multiple sockets and/or extensions is forbidden.
- Use a differentiated protection system.
- If the power cable is damaged, it must be replaced by the manufacturer or by one of its technical support personnel or by a qualified electrician.
- Only maintenance technicians should remove the protective covers.
- Always read the programming manual before operating the electronic board settings
- Use only spare parts authorized by the manufacturer
- Original instruction in Italian.

The images and illustrations in this document are solely indicative. **SandenVendo Europe S.p.A.** recalls that the technical data and performance of the products can change without prior notice.









“SandenVendo Europe S.p.A.” reserves the right to make changes to their vending machines without prior notice; moreover they declare that the automatic vending machines listed in this manual are in conformity with the following directives: **2006/42/EC** (CE markings) and **2004/1935/EC**.

“SandenVendo Europe S.p.A.” assumes no liability for the correctness of the contents or damages caused through the use of this manual.

“SandenVendo Europe S.p.A.” reserves the right to make changes to this manual without prior notice.

1.7 Safety symbols and Pictograms

The SandenVendo automatic vending machines have a series of warning signs to make the user aware of the dangers that exist when handling the vending machine.

Description	Pictograms / Safety symbols
Important safety information.	
Important warnings.	
Compulsory for all personnel involved to wear protective gloves during maintenance of the vending machine.	
Compulsory for all personnel involved to wear protective clothing during maintenance operations.	
Additional information given.	
Read the manual carefully before starting or filling the vending machine.	
Indicates a more or less complex maintenance activity in a particular situation that is not considered in routine maintenance.	
Indicates an warning on key functions or important information.	

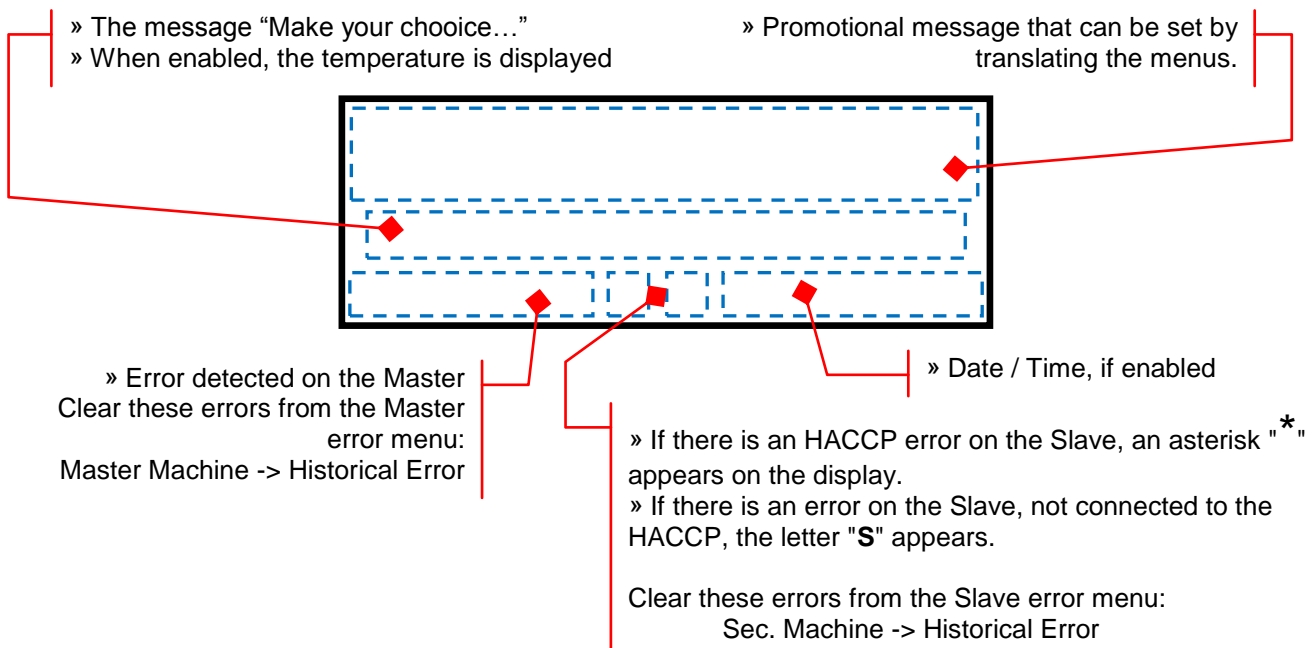
2 GENERAL INSTRUCTION

2.1 Software Features

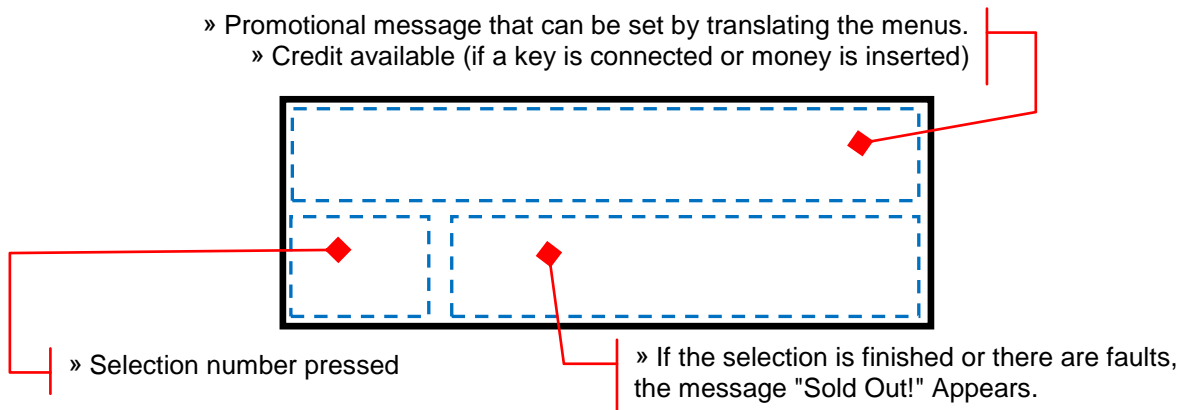
- Service programming routine
- Credit Accumulation
- Interface with payment system
- Interface with Client and management of vend process
- Emptying tubes manually
- Filling tubes manually
- Audit functions
- Interface display
- Interface keyboard
- Payment system
- USB port to update master & slave software
- Possibility to have programming and sales messages in many languages
- Possibility to test all devices inside the machine
- Possibility to set the HACCP

2.2 Screen in Sale Mode (closed door)

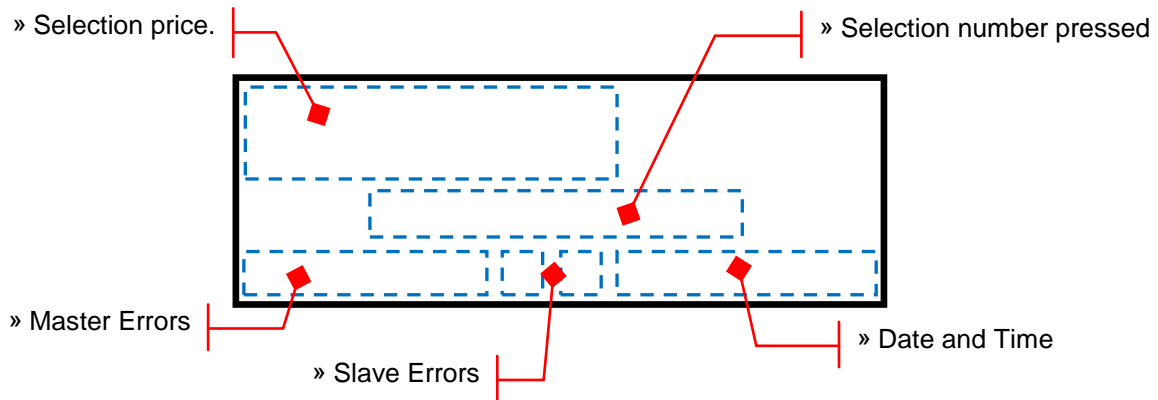
» The display screen is divided into different areas where different information will appear as shown below:



» By pressing the selection buttons, the areas of the display are divided as follows:



» If no credit has been entered, or a key, the price of the selection is shown on the display:



» Closing the door, or activating the safety switch, the display will show a screen with the message "Machine initialization PLEASE WAIT".

» If the initialization is not successful, a screen will be displayed with the error detected and the message "OUT OF ORDER".

2.3 Screen in Maintenance Mode (open door)

On Design Line models, the safety micro switches are no longer activated by the glass door but by the extraction / insertion of the drawer.

» By opening the drawer, or removing the blue key from the safety switch, the display will show in sequence the screens with the following information:

- ◆ Versione Software
- ◆ Data Compilazione Software
- ◆ Matricola Scheda SVE01

- ◆ General total cash (Master e Slave)
- ◆ General resettable cash (Master e Slave)
- ◆ General total counter (Slave)
- ◆ General resettable counter (Slave)
- ◆ Total bills value
- ◆ Resettable bills value
- ◆ Total cash tubes value
- ◆ Resettable cash tubes
- ◆ Total cash box value
- ◆ Resettable cash box value
- ◆ Total cash dispensed value
- ◆ Resettable cash dispensed value
- ◆ Total cashless value 1 e 2
- ◆ Resettable cashless value 1 e 2
- ◆ Total cashless sale 1 e 2
- ◆ Resettable cashless sale 1 e 2

* Some of the items will be displayed only if enabled within their respective menus.

3 PROGRAMMING MENU STRUCTURE

3.1 Common menu

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu
Common settings				
	↳ Sec. machine	↳ None ↳ Snack ↳ Snack Evolution		
	↳ Payment setting	↳ Payment protocol	↳ MDB ↳ Executive ↳ Executive Price Holding ↳ Executive Price Holding Special	
		↳ Max overpay value ¹ ↳ Force vend ¹		
			↳ NO/SI	
		↳ Absolute vend max return ¹ ↳ Multi vend ¹		
			↳ NO/SI	
		↳ Max cash credit ¹		
			↳ NO/SI	
		↳ Correct change threshold ¹ ↳ Changer Keypad ¹		
			↳ NO/SI	
		↳ Coin token Enable ¹		
			↳ NO/SI	
		↳ Separate cashless price ¹		
			↳ NO/SI	
		↳ Max cashless1 revalue ¹ ↳ Max cashless2 revalue ¹ ↳ Bill Escrow enable ¹		
			↳ NO/SI	
		↳ Bill token enable ¹		
			↳ NO/SI	
		↳ Bill revalue only ¹ ↳ Key Always Idle ¹ ↳ Cashless price display ¹		
			↳ NO/SI	
		↳ Hide Cashless credit ¹		
			↳ NO/SI	
		↳ Vend timeout on vend request ¹ ↳ Exe Vend max wait ¹		
	↳ SVE01 update ↳ Load file from USB ↳ Save file to USB ↳ Language ↳ Set Clock ↳ Set Time Discount ↳ Set Time Age Control ↳ Set Time Inhibit ↳ Set Time Combi Sel. ↳ Reset Code ↳ Door open counter ↳ Auto Clr counter ↳ Age limit			

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu	
Tube fill/Payout ¹ Main machine ² Sec. Machine ^{1,3} Set Combi Product Audit Usb EVA counters	↳ Age Force Setup				
	↳ General DEX setting				
		↳ EVA Selection mode		↳ NO/SI	
		↳ ID106 setting			
		↳ Send ENQ Event advise ¹		↳ NO/SI	

¹ Menu visible only if enabled

² Menu that change according to the type of Master vending machine (Snack / Snack Evolution / Drink)

³ Menu that change according to the type of Slave vending machine (Snack / Snack Evolution)

3.2 Menu Snack

	12 Selection	10 Selection	8 Selection	6 Selection
Snack Master	SDL – SML	SDX – SMX	SD8 – SC8 – SM8	SD6 – SC6 – SM6
Snack Slave	///	SSX	SS8	SS6

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu
Common settings ⁴				
Tube fill/Payout ¹				
Main machine				
	↳ Historical Error			
	↳ Cash counters			
	↳ Sale counters			
	↳ Coin Price			
	↳ Key 1 Price			
	↳ Key 2 Price			
	↳ Discount Value			
	↳ Set Product Age Control			
	↳ Set Product Inhibit			
	↳ Test			
		↳ Spiral		
		↳ Keyboard		
		↳ Outputs		
			↳ Light	
			↳ Flap open ¹	
			↳ Flap close ¹	
		↳ Temperatures		
			↳ T1	
			↳ T2	
			↳ T3	
		↳ Lift Position ¹		
		↳ Optical barrier		
	↳ Technician menu			
		↳ Snack Options		
			↳ Spiral detection	
			↳ Syncro Spiral	
			↳ Lift Position ¹	
			↳ SVE02 update	
			↳ Extra rotation ¹	
			↳ Sold-out ¹	

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu
Sec. Machine ^{1 5} Set Combi Product Audit Usb EVA counters			↳ Lift enable ↳ Lift extra movement ¹ ↳ Optical barrier ↳ Time Delivery Lock ↳ Lift Delivery waiting time ¹ ↳ Servo-Bucket ⁶	
		↳ Group		
		↳ Cooling		
			↳ Temperature display ↳ HACCP Enable ↳ HACCP Parameter ¹	
				↳ Temperature Thresold ↳ Overtemperature Time ↳ Max. Temperature ↳ HACCP Product
		↳ Light		
		↳ Price bar		
			↳ Price bar enable ↳ Manual arrangement ¹ ↳ Advertisement ¹	

¹ Menu visible only if enabled

⁴ Common menus for all the models (see paragraph 3.1)

⁵ The Slave menus are same as the Master menus (Snack and/or Snack Evolution)

⁶ This menu is visible on li on model with 12 selection (SDL - SML)

3.3 Menu Snack Evolution

	8 Selection
Snack Master	EV8
Snack Slave	EVS

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu
Common settings ⁴				
Tube fill/Payout ¹				
Main machine				
	↳ Historical Error			
	↳ Cash counters			
	↳ Sale counters			
	↳ Coin Price			
	↳ Key 1 Price			
	↳ Key 2 Price			
	↳ Discount Value			
	↳ Set Product Age Control			
	↳ Set Product Inhibit			
	↳ Test			
		↳ Spiral		
		↳ Keyboard		
		↳ Outputs		
			↳ Light	
		↳ Temperatures		
			↳ T1	
			↳ T2	

3.4 Menu Drink

	9 Selection	6 Selection
Drink Master	DL9 – DV9 – DM9	DL6 – DV6 – DC6

General Menu	1° Submenu	2° Submenu	3° Submenu	4° Submenu
Common settings ⁴				
Tube fill/Payout ¹				
Main machine				
	↳ Historical Error			
	↳ Cash counters			
	↳ Sale counters			
	↳ Coin Price			
	↳ Key 1 Price			
	↳ Key 2 Price			
	↳ Discount Value			
	↳ Set Product Age Control			
	↳ Set Product Inhibit			
	↳ Test			
		↳ Flap test		
			↳ Flap lock	
			↳ Flap unlock	
			↳ Flap open	
			↳ Flap close	
			↳ Product detect	
		↳ Keyboard		
		↳ Drink vending test		
	↳ Technician menu			
		↳ Drink Options		
			↳ Number of tray	
			↳ Adjust release position	
			↳ MKTG move	
			↳ Vend Retry mm	
		↳ Group		
		↳ Light		
Sec. Machine ¹⁵				
Set Combi Product				
Audit Usb				
EVA counters				

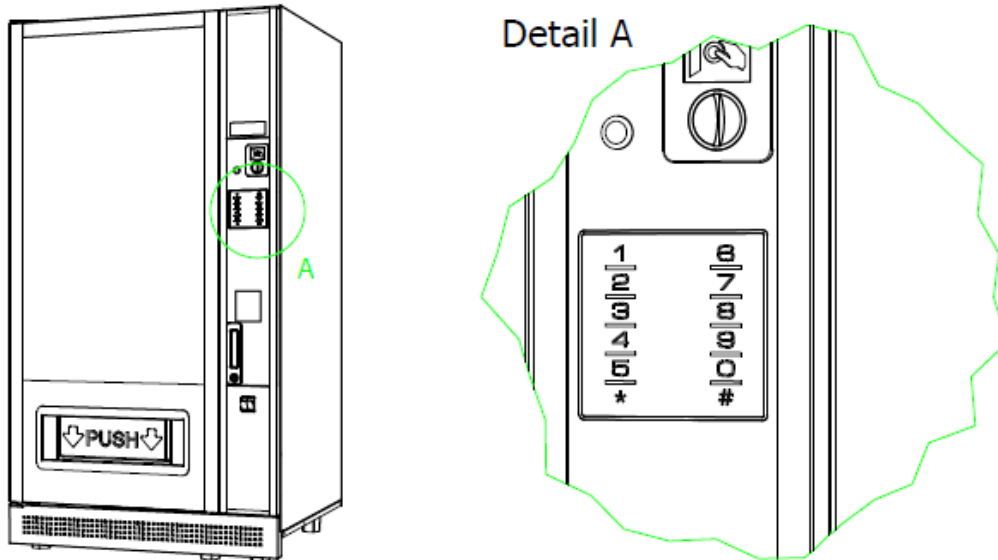
¹ Menu visible only if enabled

⁴ Common menus for all the models (see paragraph 3.1)

⁵ The Slave menus are same as the Master menus (Snack and/or Snack Evolution)

4 GENERAL INSTRUCTION

4.1 ~ Buttons and Menu Functioning



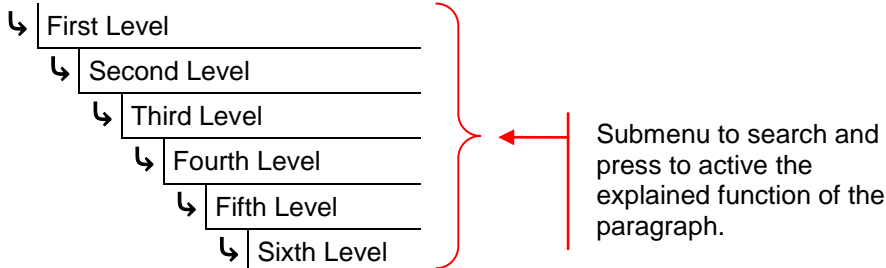
Selection Button 1	Exit from the submenu, exit without saving the set values
Selection Button 2	Increases values, or shifts to the next menu. Keeping pressed increases rapidly.
Selection Button 3	Decrease values, or returns to the previous menu. Keeping pressed decreases rapidly.
Selection Button 4	Confirms values, or enters the submenu
Selection Button 0	Brings the value to zero

Button **2** and **3** to scroll through the menus, the button **2** for the next menu and the button **3** for the previous one.

To turn back to the previous menu (without saving the changes) press the button **1**.

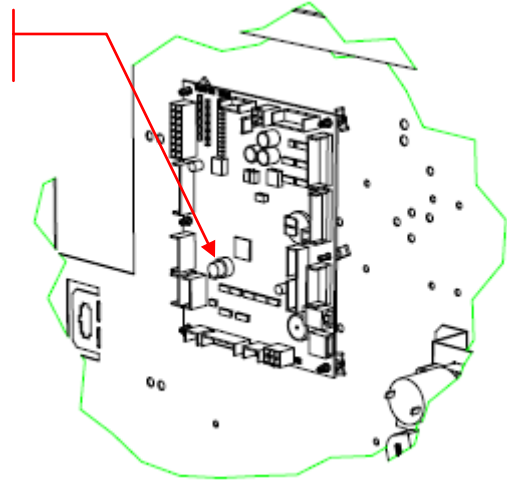
To enter into the selected submenu and/or to confirm the new value press the button **4**.

General Menu



4.2 ~ General Menu

» The programming menu of the vending machine is accessed by pressing the red button on the SVE01 board.



After pressing the programming button, the display shows the programming menu.

General Menu

- ↳ Common settings
- ↳ Tube fill/Payout
- ↳ Main machine
- ↳ Sec. Machine
- ↳ Set Combi Product
- ↳ Audit Usb
- ↳ EVA counters

Some menus require a Password to access.

Password: **4 – 2 – 3 – 1 – 4**

4.3 ~ Update the software to new version

When the vending machine has an old software version installed, i.e. the versions that do not control the connection between the Master models and the Slave models, it is necessary to update it, using the following procedure.



To update the vending machine you need the new software version (the default languages of the software is English) loaded onto a formatted USB stick.

- Open the door, and pull out the drawer.
- Press the programming button on the SVE01 board;
- Enter in technician menu by entering the password **4-2-3-1-4**;
- Do the "Save file to USB": this procedure is necessary because it save the language file.

General Menu

```

↳ | 11 Technician menu
   |_____
   ↳ | 08 Save file to USB
     |_____
    
```

- Connect the USB KEY with the new software version and then do the "SVE01 Update".

General Menu

```

↳ | 11 Technician menu
   |_____
   ↳ | 04 SVE01 Update
     |_____
    
```

Now the machine does the software update and when the software is updated to the new version, the machine will prompt you designate the machine type.

You have to **press**

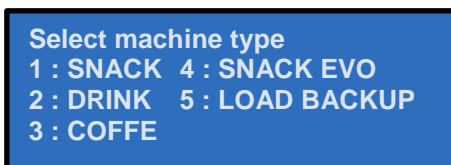
1 for **Snack**,

2 for **Drink**,

3 for **Coffee**,

4 for **Snack Evolution (EV8)**,

5 for load a **backup**.



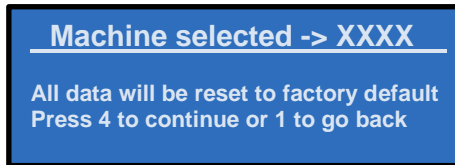
- If you choose the option "4: LOAD BACKUP" you can load a full backup of the vending machine model, for use with cloning other machines of the same type.

WARNING: Use the backup of the right vending machine model. (i.e. the backup of the Snack model works only with a Snack vending machine)

After the loading of the backup the vending machine is ready to use with all parameters of the original vending machine.

- After you have chosen the model the display shows the following screen which shows you the selected model (SNACK, DRINK, COFFEE and SNACK EVO).

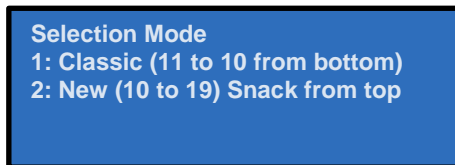
Press button **4** to activate the automatic reset to the factory parameter or the button **1** to return to the previously screen.



- After the erasing of data the vending machine will ask you to choose between the "European" version (i.e. the degrees in Celsius and the European daylight saving time) or "USA" (i.e. the degrees in Fahrenheit and the American daylight saving time).



- Finally you will need to set the numbering type of the selections.
See the paragraph "4.6.8.2 ~ Numbering selections type" on page 44 for explanation.



- After the guided installation, previously described, you will have to set all the parameters of the vending machine (only if you don't have used a backup file):

- Set the language (if different from the standard) as shown on page 27;

Snack Model:

- Perform spirals detection process as shown on page 46;
- Set payment system as shown on page 23;
- Set price as shown on page 38;
- Set the lift parameters (if lift is used) as shown on page 51;

Drink Model:

- Set the number of tray as shown on page 54;
- Set payment system as shown on page 23;
- Set price as shown on page 38;

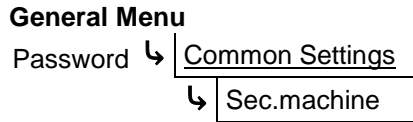
Snack Evolution Model:

- Perform spirals detection process as shown on page 46;
- Perform a shelf scan process as shown on page 49;
- Set Lock position if necessary as shown on page 49;
- Set payment system as shown on page 23;
- Set price as shown on page 38;

4.4 ~ Common setting

In this menu you can setup the parameters that are common with the Master and the Slave machine.

By pressing the button **4** on the menu "Common setting" prompt the display will show a screen that prompts you to enter the password.

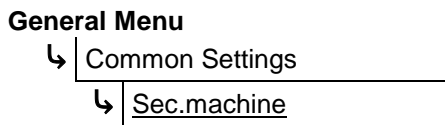


To proceed, you must enter the password **4 - 2 - 3 - 1 - 4**

If you insert a wrong password the display turns back to the general menu.

If the password has been entered correctly the display shows the first protected menu "**Sec. machine**".

4.4.1 ~ Secondary machine



The software is ready to support a Snack Slave vending machine.

This function allows you to have a single payment system for two vending machines.

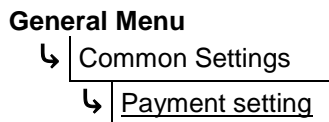
In case that a Slave is installed you have to enable this parameter.

Parameter	Description
None	» Set this parameter if no Slave is connected [Default]
Snack	» Set this parameter when there is connected a Slave model SSX, SS8 or SS6
Snack Evolution	» Set this parameter when there is connected a Slave Evolution model EVS

Depending on the type of Slave model enabled, various menus will be displayed / hidden.

4.4.2 ~ Payment setting

This menu allows you to set all parameters of the payment systems.



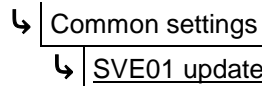
Name Submenu	Description	Default
Protocol type	» This submenu allows to set the protocol type: <ul style="list-style-type: none"> - MDB - Executive - Executive price holding - Executive price holding special 	
Max overpay value	» This menu allows to set the maximum overpay value.	0

Name Submenu	Description	Default
Force vend	<p>» This parameter is used to prevent the use of the vending machine as a change machine.</p> <p>» When this parameter is enabled, you can get the change only in the following cases:</p> <p><u>If the Multi vend is disabled:</u> When you make a sale with coins, if the sale is successful the proper change is returned, otherwise if the sale fails the coin changer gives you back all the money.</p> <p><u>If the Multi vend is enabled:</u> When you make a sale with coins, if the sale is successful the change is retained for a subsequent selection. If you want the change returned, you must press the coin return button. If the sale is not successful, all the credit is retained.</p>	No
Absolute vend max return	<p>» The menu "Multi vend" must be set to YES</p> <p>» The menu "Force Vend" must be set to NO</p> <p>» "Forced Vend" normally work as follow: When a credit is introduced you are force to buy at least 1 product (no coin return possible until you buy 1 product).</p> <p>» This Forced Vend mode is working in relation with a Maximum Return value: This function is softer: you are forced to buy not only 1 product, buy until the Maximum Return value is reached. For example if you put 10.00€ , and the Maximum Return Value = 4.00€ , you are forced to buy until the rest value has reached Maximum Return value= 4.00€ , so you are obliged to buy for 6.00€.</p> <p>If this parameter is set to 0 this function is disabled If this parameter is set to XX ,the return is no possible until the remaining credit XX is reach.</p>	0
Multi vend	<p>» NO = Multiple Sale disabled: The change is paid automatically after selection</p> <p>» YES = Multiple Sale enabled: The change is retained for a subsequent selection. If you want the change returned, you must press the coin return button.</p>	No
Max cash credit	<p>» This function allows you to set the maximum money accepted for a vend cycle.</p> <p><u>If the Multi vend is disabled:</u> This parameter is not respected.</p> <p><u>If the Multi vend is enabled:</u></p> <ul style="list-style-type: none"> - If the value set into the submenu "Max cash credit" is equal to 0 the max money accepted is equal to the highest price set in the vending machine. - If the highest price set in the vending machine is higher than "Max cash credit" the max money accepted is equal to the highest price set in the vending machine. - If previous condition are not true the max money accepted is equal to the value set into the submenu "Max cash credit". 	500
Correct change threshold	<p>» This parameter defines the threshold of coins for the little change condition.</p> <p>The little change condition is defined by the coins present in the coin mechanism, if their value exceeds the one set in this parameter, the message "INSERT THE EXACT AMOUNT" will not be displayed, on the contrary if their value is lower than the one set the message "INSERT THE EXACT AMOUNT" will be displayed.</p>	0

Name Submenu	Description	Default
Changer Keypad	» This parameter allow to enable and disable the keyboard used to dispense the coins, on the coin mechanism.	No
Coin token Enable	» This parameter allows to enable and disable the use of a special coin (Token), programmed in the coin mechanism.	No
Separate cashless price	<p>» If the "Separate cashless price" is enabled: The "coin" and "cashless" prices can be different. Example: If the selection 11 has the "coin" price set to 0.50 and the "cashless" price to 0.30, when you make a sale with cash the price will be 0.50 and when you make a sale with the cashless the price will be 0.30.</p> <p>» If the "Separate cashless price" is disabled: The "coin" and "cashless" prices are equal. In this case the "cashless" prices can't be set. Example: If the selection 11 has set the "coin" price to 0.50 when you make a sale with the coin or with the cashless the price will be 0.50.</p> <p>To know how to set the "coin" prices see paragraph "4.6.4 ~ Coin / Key price " on page 38;</p>	No
Max cashless1/2 revalue	» This parameter determines the maximum cashless revalue.	65535
Bill Escrow enable	» This allows to also give banknotes as change. If enabled, and the last banknote increases the credit over the maximum price, the bank note is not inserted in the stacker, but remains available to be rendered as change. If the function is disabled, the banknotes go directly into the stacker.	Si
Bill token enable	» This function allows you to enable or disable the utilization of a special token banknote that generates a free sale.	No
Bill revalue only	<p>» If NO is set, then bill acceptance is managed by the coins in the tube + bill escrow parameters.</p> <p>If YES then bills are accepted only when a cashless key is inserted; the key must be able to revalue and the bill type accepted are according to the <u>max revalue - actual key credit</u>.</p>	No
Key Always Idle	<p>» This function allows to enable the payment device connected to the vending machine in 2 way:</p> <p>0 = Disable for both cashless 1 = Enable only for key1 2 = Enable only for key2</p>	0
Cashless price display	<p>» If NO the price of the cashless is not shown.</p> <p>» If YES the price of the cashless is shown with the coin price.</p>	No
Hide Cashless credit	<p>» If NO the cashless credit is shown.</p> <p>» If YES the cashless credit is not shown.</p>	No
Vend timeout on vend request	<p>» 0 function disabled.</p> <p>» Range from 1 to 255 seconds.</p> <p>If, after starting a cashless sale session, the payment device does not respond within the set time, the distributor sends a payment cancellation request to the payment device.</p>	0
Exe Vend max wait	<p>» Parameter visible only with payment protocol "Executive", "Executive Price Holding" and "Executive Price Holding Special".</p> <p>» Parameter used to set the waiting time of the vending machine to receive the approval or denial of the sale by the payment system.</p> <p>» Setting to 0 (zero) gives a default time of 3 seconds.</p> <p>» Range from 0 to 250 seconds.</p>	0

4.4.3 ~ SVE01 update

General Menu



It is possible to update the software of SVE01 using a USB key.

Pressing **4** the word "Continue ?" will appear on the display, press **4** again to view the files within the USB stick.

Use the buttons **2** and **3** to scroll through the files/folders on the USB key to find the file "SVE01.bin".

The folders are indicated by a slash "/".

Press the button **4** to enter a folder or to confirm the file to use for the update.

To return to the previous folder you need to press the button **4** when the display shows "/.."

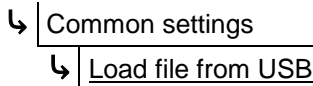
The vending machine to confirm the correct board upgrade will emit a beep for about 4 seconds. In case of failure to update the board will issue 3 beeps in sequence.

If you need to update both the board first update the SVE02 board then the SVE01 board.

See the paragraph "4.6.9.1.5 ~ SVE02 update" for the SVE02 board update instruction.

4.4.4 ~ Load file from USB

General Menu



To load a file you need to connect a USB, which contain the file of Language or backup, in the USB port on SVE01 controller (shown in figure):

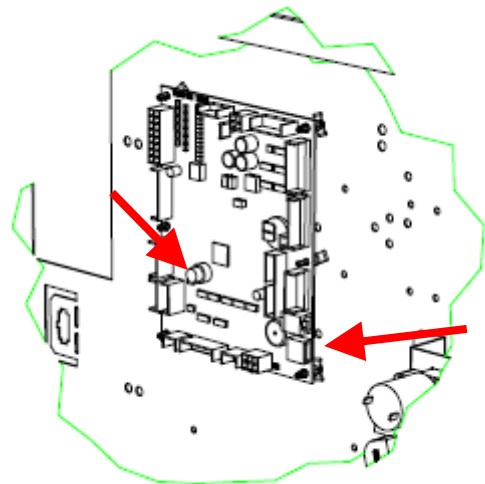
Enter inside of menu "Load file from USB" to see on the display the files within your USB.

Scroll through your files until you find the file to be uploaded.

To load the file inside the machine press the button **4**.



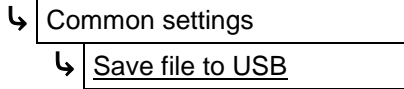
It is possible to load only the Languages file and the backup.



Note: The machine software allows you to upload one file at time, so if you need to load more than one is necessary to repeat the procedure "Load file form USB".

4.4.5 ~ Save file to USB

General Menu



The vending machine can generate 2 files:

- The full backup file that contain all the operation parameters, the price and various settings
- The language file that contains all the display messages translated inside the board.

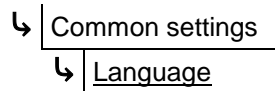
This function is very useful when it is necessary to replace a malfunctioning board, because it allows you to create a complete copy of the vending machine.

To save the file you need to connect a USB stick into the USB connector on SVE01 board.

By pressing the button **4** this function saves on the USB two files: the full backup of the machine and the language file.

4.4.6 ~ Language

General Menu



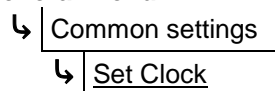
Name Menu/Submenu	Description
Standard	» The standard language of the machine set as default is English.
Custom International	» It is the language file inserted on the USB key with normal characters
Custom Cyrillic	» It is the language file inserted on the USB key, in the desired language with Cyrillic characters
Custom iso8859-2	» It is the language file inserted on the USB key, in the desired language of east Europe

Note: To reset the default language (English) press the programming button on the SVE01 board while turning on the machine, and then confirm by pressing button **4**.

To load the file from the USB follow the indication of the paragraph "4.4.4 ~ Load file from USB" at page 26.

4.4.7 ~ Set Clock

General Menu



Within this menu you can set the time.

Press **4** to enter, with button **2** and **3** choose between Year, Month, Date, Hour and Minutes.

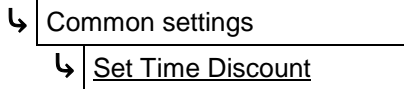
Use buttons **2** and **3** to set the new values.

Confirm with button **4** or exit without changing using button **1**.

Name Menu/Submenu	Description
Year	» Menu used to set the current year.
Month	» Menu used to set the current month.
Date	» Menu used to set the current day.
Hour	» Menu used to set the current time. 24-hour notation.
Minutes	» Menu used to set the current minutes.
Daylight Time Saving	» 0 the parameter is disabled » 1 European time format » 2 American time format
Time & Data Salve Mode Display	» When this parameter is enabled, the date and time are shown on the display during the sale mode.

4.4.8 ~ Set Time Discount

General Menu



The function can be enabled in 10 different periods, and will give a discount from the original price of the selection.

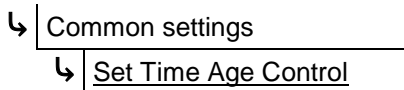
Name Menu	Description								
Enable	» YES enable the function. * 10 periods are now shown in the programming menu. » NO disables the function. [Default]								
Period 0* ... Period 9*	» Choose the desired band and proceed to set the time and day of the week. <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th>Submenu</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Start 00:00</td> <td>» Menu used to set the start time of the function.</td> </tr> <tr> <td>Stop 00:00</td> <td>» Menu used to set the end time of the function.</td> </tr> <tr> <td>Day of the week</td> <td>» Menu used to set the day of the week to which the function must refer.</td> </tr> </tbody> </table>	Submenu	Description	Start 00:00	» Menu used to set the start time of the function.	Stop 00:00	» Menu used to set the end time of the function.	Day of the week	» Menu used to set the day of the week to which the function must refer.
Submenu	Description								
Start 00:00	» Menu used to set the start time of the function.								
Stop 00:00	» Menu used to set the end time of the function.								
Day of the week	» Menu used to set the day of the week to which the function must refer.								



After you have set all the periods you must then select which products are to be sold with a discount price. This separate procedure is found on page 39.

4.4.9 ~ Set Time Age Control

General Menu



The age control validation can be enabled in 10 different periods and allow the vending machine to ask for age validation before allowing purchase of age controlled products.

Name Menu	Description								
Enable	» YES enable the function. * 10 periods are now shown in the programming menu. » NO disables the function. [Default]								
Period 0* ... Period 9*	» Choose the desired band and proceed to set the time and day of the week. <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th>Submenu</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Start 00:00</td> <td>» Menu used to set the start time of the function.</td> </tr> <tr> <td>Stop 00:00</td> <td>» Menu used to set the end time of the function.</td> </tr> <tr> <td>Day of the week</td> <td>» Menu used to set the day of the week to which the function must refer.</td> </tr> </tbody> </table>	Submenu	Description	Start 00:00	» Menu used to set the start time of the function.	Stop 00:00	» Menu used to set the end time of the function.	Day of the week	» Menu used to set the day of the week to which the function must refer.
Submenu	Description								
Start 00:00	» Menu used to set the start time of the function.								
Stop 00:00	» Menu used to set the end time of the function.								
Day of the week	» Menu used to set the day of the week to which the function must refer.								

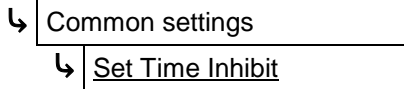
After you have set all the time periods, you must also separately:



- Select which products require an age validation, as explained on page 39;
- Set the age limit into the submenu "Age limit", that is visible only if the time age control is enabled, as explained on page 31.

4.4.10 ~ Set Time Inhibit

General Menu



This function allows you to inhibit sales from the machine for maximum 10 different periods.

Name Menu	Description								
Enable	» YES enable the function. * 10 periods are now shown in the programming menu. » NO disables the function. [Default]								
Period 0* ... Period 9*	» Choose the desired band and proceed to set the time and day of the week. <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th>Submenu</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Start 00:00</td> <td>» Menu used to set the start time of the function.</td> </tr> <tr> <td>Stop 00:00</td> <td>» Menu used to set the end time of the function.</td> </tr> <tr> <td>Day of the week</td> <td>» Menu used to set the day of the week to which the function must refer.</td> </tr> </tbody> </table>	Submenu	Description	Start 00:00	» Menu used to set the start time of the function.	Stop 00:00	» Menu used to set the end time of the function.	Day of the week	» Menu used to set the day of the week to which the function must refer.
Submenu	Description								
Start 00:00	» Menu used to set the start time of the function.								
Stop 00:00	» Menu used to set the end time of the function.								
Day of the week	» Menu used to set the day of the week to which the function must refer.								

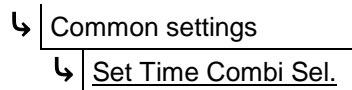
After you have set all the time periods, you must separately:



- Set which selections are inhibited as shown on the paragraph "4.6.7 ~ Set product inhibit" on page 39;
- Set the turning on or off of the light as shown on the paragraph "4.6.9.5 ~ Light" on page 57.

4.4.11 ~ Set Time Combi Sel.

General Menu



This function will enable (using weekly timer) 10 virtual selections that permit to sell 2 product at special price. The products can be from the same vending machine (Master or Slave) or 1 product from Master vending machine and 1 product from Slave vending machine. These special selections are consider by the vending machine as a single product (even if it is really composed of 2 products). So it has its own price (even discount, age control, inhibit period, etc) and its own counter in cash and sales.

If one of the products that compose the combi is not delivered then the vending machine will consider the vend failed and the money is refunded (if is the first product that fail vend, the second product is not delivered).

The single product that compose the combi can be from a group of vending motors.

These combi selections use the key combination from "80" to "89" (10 virtual selection are available).

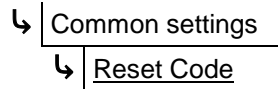
Name Menu	Description								
Enable	» YES enable the function. * 10 periods are now shown in the programming menu. » NO disables the function. [Default]								
Period 0* ... Period 9*	» Choose the desired band and proceed to set the time and day of the week. <table border="1" style="width: 100%; margin-top: 5px;"> <thead> <tr> <th>Submenu</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Start 00:00</td> <td>» Menu used to set the start time of the function.</td> </tr> <tr> <td>Stop 00:00</td> <td>» Menu used to set the end time of the function.</td> </tr> <tr> <td>Day of the week</td> <td>» Menu used to set the day of the week to which the function must refer.</td> </tr> </tbody> </table>	Submenu	Description	Start 00:00	» Menu used to set the start time of the function.	Stop 00:00	» Menu used to set the end time of the function.	Day of the week	» Menu used to set the day of the week to which the function must refer.
Submenu	Description								
Start 00:00	» Menu used to set the start time of the function.								
Stop 00:00	» Menu used to set the end time of the function.								
Day of the week	» Menu used to set the day of the week to which the function must refer.								



After you have set all the time periods, you must then separately select which products are to be combined; this procedure is found on page 59.

4.4.12 ~ Reset Code



General Menu



This function allows you to do a factory reset of the vending machine, setup the machine type and do a full backup of the machine.

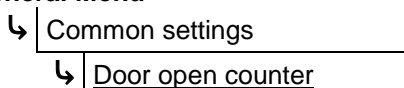
To start the reset function you have to:

- ❖ Enter in the menu "Reset code" and set one code (see table below) then shut down the vending machine by the button on the box transformer;
- ❖ Switch on the machine while you keep the red programming button on SVE01 control pressed, until the buzzer finishes.
- ❖ On the display will appear the message "Continue ?" You then press button 4;
- ❖ Depending on the selected code, the vending machine will provide different results, see the table below.

Reset Code	Description
5	<p>Code that makes the factory reset of the machine. All the parameters are reset to factory default.</p> <p> <u>This code does NOT change the machine type</u></p> <p>After the reset with this code you have to re-set all the parameters of the vending machine:</p> <p><u>Snack Model:</u></p> <ul style="list-style-type: none"> - Perform spirals detection process as shown on page 46; - Set payment system as shown on page 23; - Set price as shown on page 38; - Set the lift parameters (if lift is used) as shown on page 51; <p><u>Drink Model:</u></p> <ul style="list-style-type: none"> - Set the number of tray as shown on page 54; - Set payment system as shown on page 23; - Set price as shown on page 38; <p><u>Snack Evolution Model:</u></p> <ul style="list-style-type: none"> - Perform spirals detection process as shown on page 46; - Perform a shelf scan process as shown on page 49; - Set Lock position if necessary as shown on page 49; - Set payment system as shown on page 23; - Set price as shown on page 38;
6	<p>Code that allows you to change the machine type. After you have selected the machine type you have to choose also the numbering scheme of the selections.</p> <p>Numbering type of the selections is explained on the paragraph "4.6.8.2 ~ Numbering selections type" on page 44.</p>
7	<p>Code that starts a guided procedure to set up the machine, to select machine type, to select daylight saving time and the numbering scheme of the selections.</p> <p>See the indication at page 21 for a complete guide.</p>
10	<p>Code that make a full backup of the memory (parameters and counters) of the board onto a USB key.</p> <p> When you do a full backup you have to connect a USB key to the SVE01 board.</p>

4.4.13 ~ Door open counter

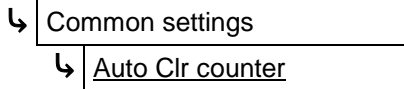
General Menu



The function allows you to enable or disable the counter visualization with the door open.

4.4.14 ~ Auto Clr counter

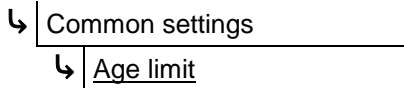
General Menu



The function allows you to auto clear the resettable counters after the EVA DTS read out.

4.4.15 ~ Age limit

General Menu



This parameter can be used only with devices connected in MDB, if connected otherwise it is not necessary to set the age limit.

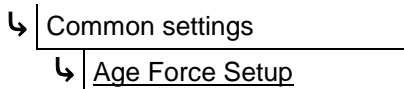


Submenu visible only if the age control was allowed in the menu "Set time age control" as indicated at the paragraph "4.4.9 ~ Set Time Age Control" on page 28.

According to the set age in this menu the vending machine, after the reading of a identification card, will decide to allow or not allow the sales of the desired product.

4.4.16 ~ Age Force Setup

General Menu



This parameter can be used to force AGE System setup and only with devices connected in MDB, if connected otherwise it is not necessary to set the age forced setup.

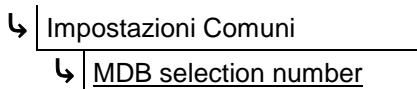


Submenu visible only if the age control was allowed in the menu "Set time age control" as indicated at the paragraph "4.4.9 ~ Set Time Age Control" on page 28.

According to the set age in this menu the vending machine, after the reading of a identification card, will decide to allow or not allow the sales of the desired product.

4.4.17 ~ MDB Selection Number

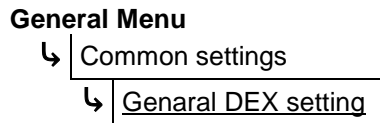
Menu Generale



Submenu visible only if the payment system has been set up in MDB

» During the sale by telemetry, the number of the product delivered changes as follows:
 NO = [Default] Product number delivered equal to the motor number
 YES = Product number delivered equal to the selection number.

4.4.18 ~ General DEX setting



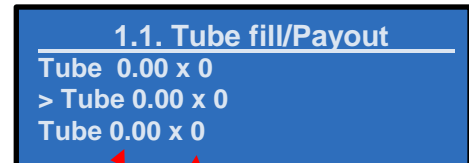
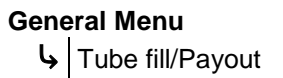
Submenu	Description
EVA Selection mode	» During the consultation of the EVA-DTS data, and the export, the number of the product delivered changes in the following way: NO = [Default] Product number delivered equal to the motor number YES = Product number delivered equal to the selection number
Impostazione ID106	» This function allows to setup the ID local number for VMC ID1 EVA reporting
Send ENQ	» Function used to enable / disable a particular mode of sending event messages to the telemetry system..

4.5 ~ Tube fill/Payout



This menu is visible only with MDB coin changer connected.

This function allows you to check the tube status of the coin changer and do the tube filling/payout.



- » Value of coins in tube
- » Number of coin in the tube



» TUBE PAYOUT

If you have to make a tube payout to scroll between the tubes use button **2** and **3**, the button **2** for the next tube and the button **3** to the previous tube.

To empty the selected tube press the button **4**.

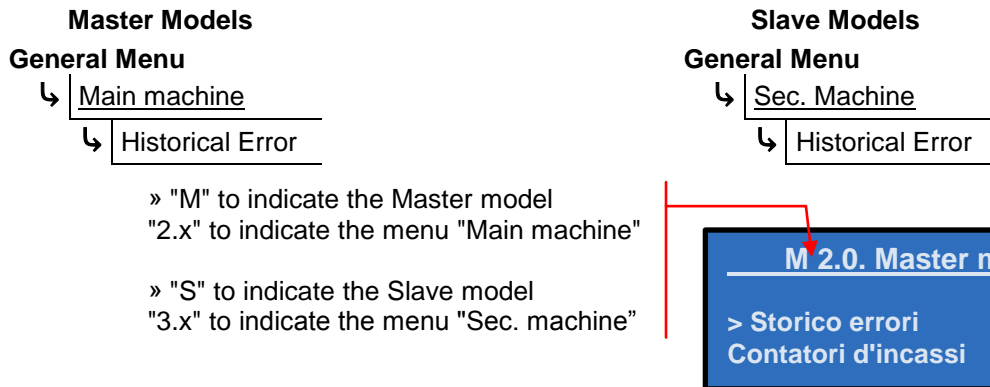
» TUBE FILLING

To perform the tube filling, when you insert the coins into the coin insert. The coin changer recognizes them and routes each coin into the corresponding tube to the value of the coin. The display will then show the number of coins in the tube for coin value inserted.

To return to the general menu press button **1**.

4.6 ~ Main / Secondary machine

This function allow you to setup all the parameter of the vending machine.



4.6.1 ~ Historical error



This menu displays a list of the errors found during operation of the machine. In the event there are no errors, the display will show "No error";

Otherwise, it will display the errors that the machine has detected.

To delete an item from the history error, press the button **4**; the display will prompt for confirmation; to confirm and delete the error press button **4** again.

To return to the general menu press button **1**.

4.6.1.1 ~ Errors List

» **Snack Master and Slave Models [SDX, SSX, SC8, SS8, SC6, SS6, etc]**

EVA-DTS		Message	Description
Master	Slave		
		No Error	Nessun errore
EJB_AXX	EJB_BXX	Column_xx error	Error of a single motor, xx is the number of the motor
EJL_A1	EJL_B1	Optical barrier error	Error of the optical barrier on the delivery eyelet. Check if the sensor of the optical barrier is covered, the connection of the connector or replace the optical barrier.
EJM_A1	EJM_B1	Lift communication error	Communication error between the elevator and the board.
EJM_A2	EJM_B2	Lift movement error	Error detected if the elevator has some malfunction
EJH_A1	EJH_B1	HACCP error	Check the correct setting of the parameters of HACCP and check the correct operation of the refrigerant system.

» Snack Evolution Master and Slave Models [EV8 e EVS]

EVA-DTS		Message	Description
Master	Slave		
		No Error	
EJB_AXX	EJB_BXX	Column_xx error	Error of a single motor, xx is the number of the motor.
EJL_A1	EJL_B1	Optical barrier error	Error of the optical barrier on the delivery eyelet. Check if the sensor of the optical barrier is covered, the connection of the connector or replace the optical barrier.
EJM_A1	EJM_B1	Lift communication error	Communication error between the elevator and the board.
EJM_A2	EJM_B2	Lift movement error	Error detected if the elevator has some malfunction
EJH_A1	EJH_B1	HACCP error	Check the correct setting of the parameters of HACCP and check the correct operation of the refrigerant system.
EJ_A1	EJ_B1	SVE05A communication error	Communication error between the SVE01 board and the SVE05A board, the board on the drawer. »Check the connection and the integrity of the harness; »Replace the SVE05A board.
EJ_A2	EJ_B2	SVE05B communication error	Communication error between the SVE01 board and the SVE05B board, the board on device withdrawal product. »Check the connection and the integrity of the harness; »Replace the SVE05B board.
		Opt bar prd communication error	Communication error between the optical barrier that detect delivery of the product inside the device withdrawal product and the SVE05B board. »Check the optical barrier harness on the device withdrawal product. »Replace the optical barrier of the device withdrawal product.
		Opt bar bucket communication error	Communication error of the optical barrier on the door and the SVE05A board. »Check the optical barrier harness on the door. »Replace the optical barrier of the door.
EJM_A1	EJM_B1	Lift motor overcurrent	The motor of the elevator absorb too much current. »Check if the device withdrawal product is inclined or jammed.
		Bucket motor overcurrent	The motors of the delivery products door absorb too much current. »Check if the delivery products door is inclined or jammed.
EJM_A2	EJM_B2	Lock motor overcurrent	The motor, the one that lock the device withdrawal product during the phase of the supply of the products, absorb too much current. »Check the bottom part of the device withdrawal product to see if there is any obstruction. »Set the offset as shown in the menu "Evo Lift -> Lock position adj".
		Slider motor overcurrent	The motor that move the flap on the device withdrawal product absorb too much. »Check if the flap is inclined or jammed.

EVA-DTS		Message	Description
Master	Slave		
EJM_A3	EJM_B3	Position not reached	<p>The device withdrawal product doesn't reach the shelf of the selection performed.</p> <ul style="list-style-type: none"> »Check if the shelf position are correct. »Check if the motor are working in the correct manner. »Check if the belts are intact. »Set the offset of the selection as shown the menu "Evo Lift -> Positions adj"
EJM_A4	EJM_B4	Zero not found	<p>This error is shown when the vending machine doesn't detect the lower position of the device withdrawal product.</p> <ul style="list-style-type: none"> »Check the micro. »Check the connection / integrity of the harness. »Replace the micro
EJM_A5	EJM_B5	Slider opening error	<p>This error is shown when the vending machine doesn't detect the opening of the flap, on the device withdrawal product, within a given operating time.</p> <ul style="list-style-type: none"> »Check the optic forks. »Check the connection / integrity of the harness.
EJM_A6	EJM_B6	Slider closing error	<p>This error is shown when the vending machine doesn't detect the closing of the flap, on the device withdrawal product, within a given operating time.</p> <ul style="list-style-type: none"> »Check the optic forks. »Check the connection / integrity of the harness. »Check if the motor are working in the correct manner.
EJM_A7	EJM_B7	Locking error	<p>This error is shown when the vending machine doesn't detect the locking of the device withdrawal product within a given operating time.</p> <ul style="list-style-type: none"> »Check the micro on the bottom of the device withdrawal product »Check the connection / integrity of the harness. »Set the offset as shown in the menu "Evo Lift -> Lock position adj". »Check if the motor are working in the correct manner.
EJM_A8	EJM_B8	Unlocking error	<p>This error is shown when the vending machine doesn't detect the unlocking of the device withdrawal product within a given operating time.</p> <ul style="list-style-type: none"> »Check the micro on the bottom of the device withdrawal product »Check the connection / integrity of the harness. »Check if the motor are working in the correct manner.
		Bucket opening error	<p>This error is shown when the vending machine doesn't detect the opening of the delivery product door within a given operating time.</p> <ul style="list-style-type: none"> »Check the micro on the door. »Check the connection / integrity of the harness.
		Bucket closing error	<p>This error is shown when the vending machine doesn't detect the closing of the delivery product door within a given operating time.</p> <ul style="list-style-type: none"> »Check the micro on the door. »Check the connection / integrity of the harness.
		Opt bar prd locked	<p>This error is shown when a product is jammed in front of the optical barrier, or when the optical barrier is dirty and / or misaligned.</p> <ul style="list-style-type: none"> »Check and remove any obstruction on the optical barrier. »Straighten the optical barrier.»Raddrizzare la barriera.
EJM_A9	EJM_B9	General timeout	<p>This error is shown when the sale is not performed in the correct manner, for any reason, within 5 minutes.</p>

EVA-DTS		Message	Description
Master	Slave		
		Recover timeout	This error is shown if the automatic initialization of the vending machine is not completed within 5 minutes.
EJM_A11	EJM_B11	Bucket micro incoerence	The opening and closing micro of the delivery product door are booth activated. »Check the harness connection.
EJG_A2	EJG_B2	Slider micro incoerence	The opening and closing optic fork of the flap on the device withdrawal product are booth activated. »Check the harness connection.
EJM_A12	EJM_B12	Lock micro incoerence	The locking and unlocking micro of the device withdrawal product are booth activated. »Check the harness connection. »Check the locking cam.
EJD_A1	EJD_B1	Shelf Position missing	This error is shown when the vending machine don't detect the position of a shelf, or when the detected position is different from the one previously memorized. »Check if the shelf have been inserted correctly. »Perform a shelf detection as shown the menu "EVO Lift -> Shelf scan"

» Drink Models [DV9, DC6 , etc]

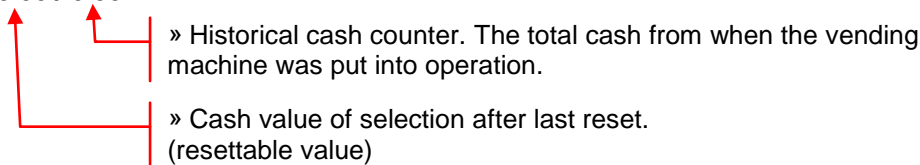
EVA-DTS	Message	Description
	No Error	
EJM_A1	ERROR SPEED Y	Jamming or speed error on the Y vertical motor
EJM_A2	ERROR HOME SWITCH Y	Home switch Y not found or connected
	ERROR OPTICAL SENSOR Y	Optical Y sensor doesn't found shelves position
EJM_A4	ERROR SPEED X	Jamming or speed error on the X horizontal motor
EJM_A5	ERROR HOME SWITCH X	Home switch X not found or connected
	ERROR OPTICAL SENSOR X	Optical X sensor doesn't found columns position
EJM_A6	ERROR INITIALISATION	Slave unit initialization corrupted
EJM_A7	ERROR SLAVE MEMORY	Slave unit Memory error or initialization corrupted
EJM_A8	BUCKET ERROR	Bucket jamming or missing signal
EJM_A3	WRONG SHELF NUMBER	Wrong shelves number detected
EJM_A9	VEND PROHIBITION	Vend error
EJM_A10	No USD	Slave unit error or initialization missing
EJM_A11	DOOR SWITCH ERROR	Error detected when the micro on the drawer has some malfunction. Check connecting of the harness or replace
EJM_A12	POWER SUPPLY ERROR	Slave error power supply 24Vdc
EJM_A13	DELIVERY FLAP ERROR	Delivery Flap door remaining open or switch defective
EJE_A1	Motor time-out during opening	The micro signal of the opening flap is not detected by the machine. Check if the micro is operated properly, check the connection of the wiring or replace the micro.

EVA-DTS	Message	Description
EJE_A2	Motor time-out during closing	The micro signal of the closing flap is not detected by the machine. Check if the micro is operated properly, check the connection of the wiring or replace the micro
EJE_A3	uSw locking not detected	The micro signal of the opening lock motor of the flap is not detected by the machine. Check if the micro is operated properly, check the connection of the wiring or replace the micro.
EJE_A4	uSw unlocking not detected	The micro signal of the closing lock motor of the flap is not detected by the machine. Check if the micro is operated properly, check the connection of the wiring or replace the micro
	Delivery bucket error	Error of the door switch where pass the product on the cabinet.

4.6.2 ~ Cash counter



On the display you can read the quantity of money cashed for each selection and the total.
Product xx 0.00 / 0.00



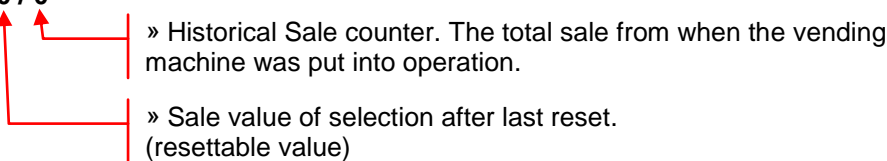
The first number shown in the menu of cash counter can be resettable in two ways:

- Going to selection "All Product" and press button **4** to reset all counters;
- Doing the audit as shown at paragraph "Audit USB" on page 59.

4.6.3 ~ Sale counter



On the display it is possible to read how many times a selection has been sold and the total.
Product xx 0 / 0



The first number shown in the menu of sale counter can be resettable in two ways:

- Going to selection "All Product" and press button **4** to reset all counters;
- Doing the audit as shown on paragraph "Audit USB" on page 59.

4.6.4 ~ Coin / Key price



This submenu allows you to set the cash prices of the selections.
The prices are set by default to 1.



When prices are set to 0 (zero), the machine is in “free vend” and the settings of the coinage are not respected

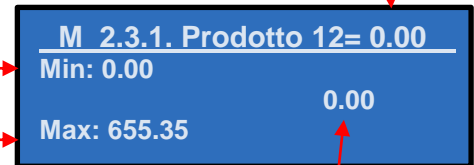
In this menu you can use the button **0** to set the price to 0 (zero).

» Value set for this selection.

» Minimum settable.

» Maximum settable.

» Value that changes by pressing button 2 and 3.



» Key Price 1 / 2



This routine is used only in MDB mode and it is visible only if the separate cashless price is enabled, as shown on the paragraph "4.4.2 ~ Payment setting" on page 23.

The procedure for modifying the Key (Cashless) Price is the same as for the coin price.

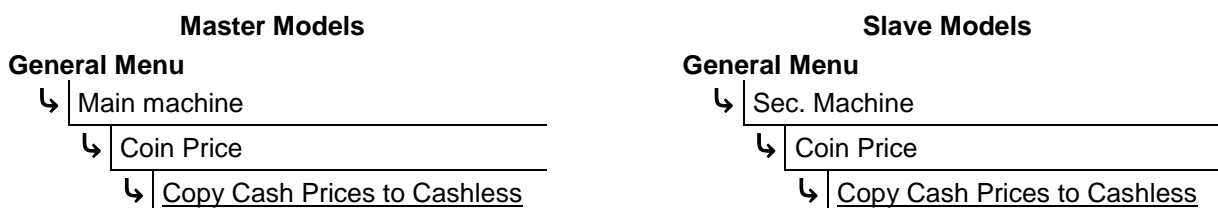


4.6.4.1 ~ Copy Cash Prices to Cashless price 1&2



This routine is used only in MDB mode and it is visible only if the separate cashless price is enabled, as shown on the paragraph "4.4.2 ~ Payment setting" on page 23.

The submenu "Copy Cash Prices to Cashless" will be displayed inside the menu "Coin price", "Key price 1" and "Key price 2".



If pressing button **4** to continue all the prices will be copy from Cash price to Cashless price 1 & 2;

4.6.5 ~ Discount Value



In this function you can set the discount value for each selection.

Example:

Coin price	Discount price
Product 11 = 1.00	Product 11 = 0.60

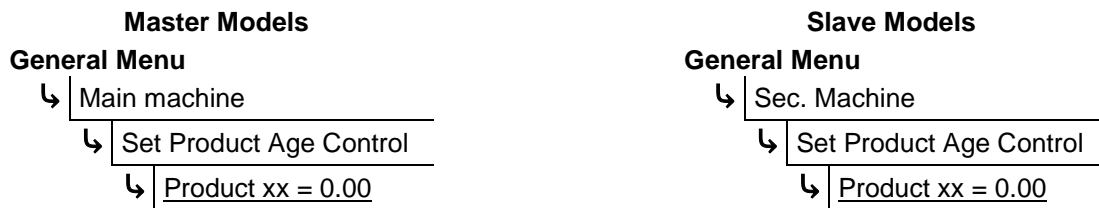
Final price = Coin price - Discount price = 1.00 - 0.60 = 0.40

If the discount price is higher than the coin price, the vending machine is in free vend.



This function is enabled only if you have set correctly the period as shown on page 28.

4.6.6 ~ Set product age control



In this function you can set the age control validation for each selection.

During the vend session if you chose a product with the age control the vending machine require a validation, after you have done that the vending machine will allow you to buy the product. When the vend finishes the validation is kept for 20 seconds; you can make another vend without doing the validation.

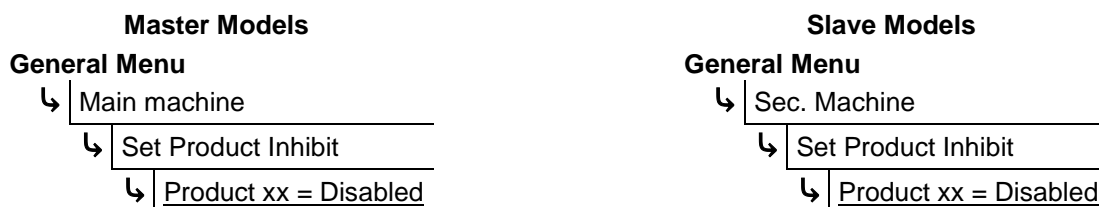


To set the age limit use the submenu "Age limit" as shown on page 31.



This function is enabled only if you have set correctly the period as indicated on page 28.

4.6.7 ~ Set product inhibit

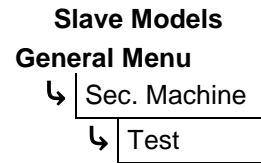
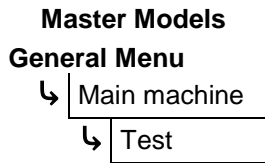


In this function you can set the product inhibition for each selection.



This function is enabled only if you have set correctly the period as indicated on page 29.

4.6.8 ~ Test



With this menu you can test various systems and components of the vending machine. The tests that can be performed are different according to the type of vending machine (Snack, Snack Evolution or Drink). The menus displayed on the screen change according to the type of vending machine. This manual indicates which vending machine shows the menu of the current instruction.

Name Submenu	Description
Spiral	<p>i » Menu visible for Snack and Snack Evolution Models, Master and Slave.</p> <p>» This function is used to test the operation of the vend motors installed in the machine.</p> <p>» Using the selection buttons 2 and 3 it is possible to test individually each shelf spiral by pressing each time selection button 4 to start the test</p> <p>» Pressing the selection button 5 will automatically start the test program of all spirals.</p> <p>Next to the number of motors in tests. OK will appear if it works correctly or NO in case the motor is not installed or faulty.</p> <p>» The spirals can be counted in two different ways according to numbering type of the selections.</p> <p>See the paragraph "4.6.8.2 ~ Numbering selections type" on page 44.</p>
Flap test	<p>i » Menu visible only for Drink Models.</p> <p>» Within this submenu you can make the tests of flap..</p> <hr/> <p>Flap lock » By pressing 4 on this menu item puts the flap in the locked position.</p> <hr/> <p>Flap unlock » By pressing 4 on this menu item you put the flap in position to unlock.</p> <hr/> <p>Flap open Attention: before you do the test opening and closing unlock the flap » By pressing 4 on this menu item opens the door flap.</p> <hr/> <p>Flap Close Attention: before you do the test opening and closing unlock the flap » By pressing 4 on this menu item closes the door flap.</p> <hr/> <p>Product Detect » By pressing 4 on this menu item on the display appears "NO" if the sensor does not see anything inside the flap, "YES" if inside the flap there is a product.</p>
Keyboard	<p>i » Menu visible on all the models Drink, Snack and Snack Evolution, Master and Slave.</p> <p>» This function allows you to check the correct functioning of the keyboard..</p> <p>The display shows the number corresponding to the button you pressed.</p> <p>By pressing button 0 the display shows the number 10;</p> <p>By pressing button * the display shows the number 11;</p> <p>By pressing button # the display shows the number 12.</p> <p>To return to the test menu press and hold button 1 for 3 seconds.</p>

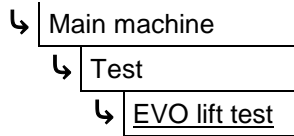
Name Submenu	Description
<p>Outputs</p>	<p>i » Menu visible for Snack and Snack Evolution Models, Master and Slave.</p> <p>Light</p> <p>» Within this submenu you can test the functioning of the light. Pressing selection button 4, the display shows the word "OFF", by pressing selection button 2 the LEDs light up and the display shows "ON" while pressing selection button 3 the LEDs turn off and the display returns to "OFF".</p> <hr/> <p>Flap open</p> <p>» Submenu visible only on MASTER models.. » Within this submenu you can test the functioning of the delivery lock mechanism. Pressing selection button 4, the display shows the word "Please wait", Delivery Flap will Lock and show OK or Error » To make this test menu appear, it is necessary to enable the nozzle lock or the "servo bucket" on the 12 selection models. Check paragraph 4.6.9.1.11 ~ Time Delivery lock page 53</p> <hr/> <p>Flap close</p> <p>» Submenu visible only on MASTER models.. » Within this submenu you can test the functioning of the delivery lock mechanism. Pressing selection button 4, the display shows the word "Please wait", Delivery Flap will Lock and show OK or Error » To make this test menu appear, it is necessary to enable the nozzle lock or the "servo bucket" on the 12 selection models. Check paragraph 4.6.9.1.11 ~ Time Delivery lock page 53</p>
<p>Temperatures</p>	<p>i » Menu visible on all the models Drink, Snack and Snack Evolution, Master and Slave.</p> <p>» In this function the display will show the actual temperature.</p> <p>If the probe is disconnected or malfunctioning the display will show an error.</p>
<p>Lift position</p>	<p>i » Menu visible only for Snack Models, Master and Slave.</p> <p>» This menu shows the current status of the lift.</p> <div data-bbox="699 1417 1157 1581" style="border: 1px solid black; background-color: #4a86e8; color: white; padding: 5px; text-align: center;"> <p>Lift Status: OK UP uS: 0 DN uS: 0 Motor: OK Time out: OK Go to: 10</p> </div> <p>If the lift is installed "Lift Status" will show "OK" If the lift is not installed "Lift Status" will show "KO"</p> <p>» By pressing button 2 and/or 3 you can increase and decrease the position of the lift; when you press button 4 the lift will move to the position indicated.</p> <p>! This menu is visible only if you enable the lift as shown at paragraph "4.6.9.1.8 ~ Lift enable" on page 51.</p>
<p>EVO lift test</p>	<p>i » Menu visible only for Snack Evolution Models, Master and Slave.</p> <p>» This menu allow you to test the elevator components of the Snack Evolution model.</p> <p>Check paragraph 4.6.8.1 ~ EVO lift test page 43</p>

Name Submenu	Description
Optical barrier	<p>i » Menu visible only for Snack Models, Master and Slave.</p> <p>» This menu display the current status of the optical barrierottica.</p> <p>To test the optical barrier, drop an object in the delivery eyelet.</p> <p>If the barrier is working correctly the display show "Detect : YES" for a few moments. If the display will show "Fault : YES" check the proper alignment of the optical barrier.</p>
Test vendita drink	<p>i » Menu visible for Drink and Snack Evolution Models.</p> <p>» Pushing 4 you can select from 1 to 5 test vends without modifying the set prices or using cash.</p> <p>Test vends do not affect audit data amounts.</p>
Test vendita EVO	<p>» If you set a value higher than 0 in this submenu, once the drawer is closed and the machine is back in operate mode, you have access to free vends equal to the number set.</p> <p>» At the end of the test the machine returns to normal vend.</p>

4.6.8.1 ~ EVO lift test

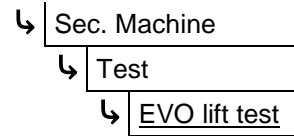
Master Models

General Menu



Slave Models

General Menu



» Menu visible only for **Snack Evolution** Models, Master and Slave.

This menu allow you to test the elevator components of the Snack Evolution model.

Nome Menu/Sottomenu	Descrizione
Door Slider	<ul style="list-style-type: none"> » Press button 2 to open the delivery product door. » Press button 3 to close the delivery product door.
Bucket Slider	<ul style="list-style-type: none"> » Press button 2 to open the flap on the device withdrawal product. » Press button 3 to close the flap on the device withdrawal product.
Lock	<ul style="list-style-type: none"> » Press button 2 to move the cam on the bottom of the device withdrawal product in the "lock" position. » Press button 3 to move the cam on the bottom of the device withdrawal product in the "unlock" position.
Lift position	<ul style="list-style-type: none"> » Press the button 2 or 3 to set the destination height (the parameter "Dest_mm" change). » Settable range from 0 to 1165 mm. » Press the button 4 to move the device withdrawal product on the destination position. » Press the button 5 to move slowly the device withdrawal product on the lower position. » Press the button 6 to move fast the device withdrawal product on the lower position. <p>Act_pos: 0 = Parameter that show the actual position of the device withdrawal product.</p>
Extern light	<ul style="list-style-type: none"> » Press the button 2 to turn ON the LED on the device withdrawal product. » Press the button 3 to turn OFF the LED on the device withdrawal product.
Stress test	<ul style="list-style-type: none"> » Press the button 2 to start ad automatic sequence of complete vend test of all the selection of the vending machine. » Press the button 3 to stop the automatic sequence of the vend test.

4.6.8.2 ~ Numbering selections type

During the first initialization, as described on page 21, or after a reset, as described on page 30, you can set the numbering scheme of the selections.

Selection Mode
1: Classic (11 to 10 from bottom)
2: New (10 to 19) Snack from top

Selections will be indicated as follows according to the type of numbering set:
 On Slave models all the selections start with the "9", example 935.

Classic mode:

G-Drink

	Selection / Shelf Columns									
Shelf 1	11	12	13	14	15	16	17	18	19	
Shelf 2	21	22	23	24	25	26	27	28	29	
Shelf 3	31	32	33	34	35	36	37	38	39	
Shelf 4	41	42	43	44	45	46	47	48	49	
Shelf 5	51	52	53	54	55	56	57	58	59	
Shelf 6	61	62	63	64	65	66	67	68	69	
Shelf 7	71	72	73	74	75	76	77	78	79	
Max selection of the shelf	Model DL6 - DV6 - DC6 - DM6									
	Model DL9 - DV9 - DM9									

G-Snack

	Selection / Shelf Columns									
Shelf 7	71	72	73	74	75	76	77	78	79	70
Shelf 6	61	62	63	64	65	66	67	68	69	60
Shelf 5	51	52	53	54	55	56	57	58	59	50
Shelf 4	41	42	43	44	45	46	47	48	49	40
Shelf 3	31	32	33	34	35	36	37	38	39	30
Shelf 2	21	22	23	24	25	26	27	28	29	20
Shelf 1	11	12	13	14	15	16	17	18	19	10
Max selection of the shelf	Model SD6 - SC6 - SM6 - SS6									
	Model SD8 - SC8 - SM8 - SS8 - EV8 - EVS									
	Model SDX - SMX - SSX									

G-Snack 12 Selection SDL – SML

The numbering of the right column of shelf is the same as that of a Slave Model.

	Selection / Shelf Columns											
Shelf 6	61	62	63	64	65	66	961	962	963	964	965	966
Shelf 5	51	52	53	54	55	56	951	952	953	954	955	956
Shelf 4	41	42	43	44	45	46	941	942	943	944	945	946
Shelf 3	31	32	33	34	35	36	931	932	933	934	935	936
Shelf 2	21	22	23	24	25	26	921	922	923	924	925	926
Shelf 1	11	12	13	14	15	16	911	912	913	914	915	916
	Left Column Shelf						Right Column Shelf					

New mode:

G-Snack / G-Drink

	Selection / Shelf Columns									
Shelf 1	10	11	12	13	14	15	16	17	18	19
Shelf 2	20	21	22	23	24	25	26	27	28	29
Shelf 3	30	31	32	33	34	35	36	37	38	39
Shelf 4	40	41	42	43	44	45	46	47	48	49
Shelf 5	50	51	52	53	54	55	56	57	58	59
Shelf 6	60	61	62	63	64	65	66	67	68	69
Shelf 7	70	71	72	73	74	75	76	77	78	79
Max selection of the shelf	Model SD6 - SC6 - SM6 - SS6									
	Model DL6 - DV6 - DC6 - DM6									
	Model SD8 - SC8 - SM8 - SS8 - EV8 - EVS									
	Model DL9 - DV9 - DM9									
	Model SDX - SMX - SSX									

G-Snack 12 Selection SDL – SML

The numbering of the right column of shelf is the same as that of a Slave Model.

	Selection / Shelf Columns												
Shelf 1	10	11	12	13	14	15	910	911	912	913	914	915	
Shelf 2	20	21	22	23	24	25	920	921	922	923	924	925	
Shelf 3	30	31	32	33	34	35	930	931	932	933	934	935	
Shelf 4	40	41	42	43	44	45	940	941	942	943	944	945	
Shelf 5	50	51	52	53	54	55	950	951	952	953	954	955	
Shelf 6	60	61	62	63	64	65	960	961	962	963	964	965	
	Left Column Shelf						Right Column Shelf						

4.6.9 ~ Technician menu



i » Menu visible on all the models **Drink, Snack** and **Snack Evolution**, Master and Slave.

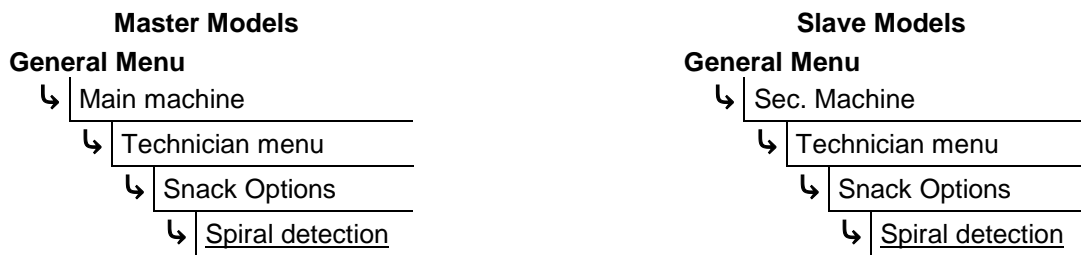
To proceed, you must enter the password **4 - 2 - 3 - 1 - 4**

If you insert a wrong password the display turns back to the general menu.

4.6.9.1 ~ Snack Option

i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

4.6.9.1.1 ~ Spiral detection



i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

This function is used to identify the number and location of the motors installed in the vending machine.



This configuration must be done each time you add or remove one or more motors.

To scan the motors of the vending machine you have to press button **4** and wait a few seconds.

After scanning of the motors, a graphical configuration of the motors installed into the vending machine appears on the display.

For each shelf there is shown a graphic of how many motors have been found using a scheme composed of dots and zeros (where the zeros are the motors found by the machine).

Example: **0 . . 0.0 . . 0. . . Tray 1**

4.6.9.1.2 ~ Syncro spiral [only G-Snack, Master & Slave]



i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

In this submenu you can electronically connect 2 spirals together.

The operation of this function is related to the configuration of the motors of the vending machine:

- They must be connected as 1 equal and 1 odd.
- They must be on the same shelf.

If these rules are valid, by pressing button **4** you will be able to access at the menu of spiral selection to be coupled.

The system presents the potential spirals to be coupled; By using the button **2** and **3** it is possible to scroll through all the possible spiral pairings that the system has detected. Pressing the button **4** you are pairing the two spirals displayed.

Example: **0.-.-0.0.-.-0. . .Tray 1**

The system has detected 2 possible pairs: The spiral 12 with the spiral 13 and the spiral 16 with the spiral 17. Pressing the button **4** on the first pair of spirals to connect them, the system see it as a single spiral and will assign the value of the selection the first motor (in this example, the number 11).

Once synchro is activated, instead of dashes " - " will be displayed a flashing asterisk " * "

Example: **0.*.*0.0.*.*0. . .Tray 1**

4.6.9.1.3 ~ Lift position



i » Menu visible only for **Snack** Models, Master and Slave.

! Menu is visible only when the lift is enabled, as shown on page 51.

This function determines the positions of the lift stopping positions for each selection.

It is important to consider the following points:

- The first shelf (from bottom) can't use the lift.
- The last shelf (the topmost) should always use the lift to be able to sell products
- In order to load the last shelf (the topmost), it is necessary to lower the lift manually (the safety switch of the lift must not be activated!)
- In general, for tall products, it is better to stop the elevator 50 mm lower than the shelf to avoid that they are "upright"

Nome Menu/Sottomenu	Descrizione
Home	» Selecting this function displays the initial position of the elevator. It is not editable.
Tray 1 ... Tray 6	<p>» Select a Tray to change the height where to stop the movement of the lift for all the spiral, inside of the submenu "all Spiral", or for each spiral separately.</p> <p>The programmable values range from 0 to 145; Setting 0 (zero) disables the lift for that selection / shelf.</p> <p>It is possible to test the values set as follows:</p> <p>Press the button 6 to move the lift to the initial position (all the way up). Press the button 5 to move the lift to the position programmed on the screen. (this function is a test, it does not save the set value)</p> <p>Before testing the set values, move the lift to the initial position (all the way up) as indicated above.</p>

In the event of an elevator malfunction:

- Switch off the vending machine;
- Bring the lift to the initial position (fully up) by hand..
- Disable the lift as indicated in paragraph "4.3.9.1.8 ~ Enable lift" on page 53
- Clear the errors
- Disable the last shelf (the top one) using the inhibitions of daily sales, setting the inhibition period as: Start1 = 00.00, Stop1 = 23.59 and Tray 6 = 1 (disable drawer 6 from 00.00 to 23.59 of the day). (see paragraph 4.4.10 ~ Set Time Inhibit on page 29 for instructions)

4.6.9.1.4 ~ EVO Lift



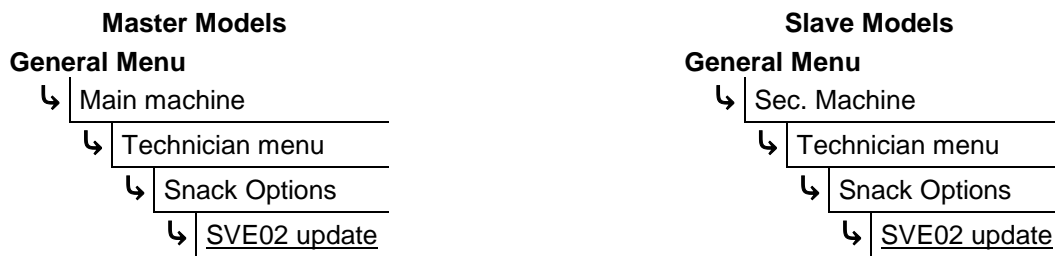
i » Menu visible only for **Snack Evolution** Models, Master and Slave.

This menu is used to set the parameter of the elevator on the EV8 and EVS model.

Nome Sottomenu	Descrizione
Shelf scan	<p>» Press the button to active the detection of the position of the shelf installed inside the vending machine. On the display is shown the height in millimeters of any shelf from the bottom and the quantity of shelf detected trough the scansion.</p> <p>It is necessary to perform a shelf scan every time there are modifications of the position of the shelves.</p>
Fixed offset	<p>» Parameter where you can set the space from the base of the device withdrawal product to the optical fork that detect the position of the shelves.</p> <p>Default 160mm.</p>
Lock position adj	<p>» Parameter when it is possible to set the position offset for the locking of the device withdrawal product.</p> <p>Press the button 0 to set the offset to value 0 and to move the device withdrawal product in this position. Press the button 5 to test the lock / unlock position.</p>
Position adj	<p>» Select a Tray to change the height where to stop the movement of the lift for all the spiral, inside of the submenu "all Spiral", or for each spiral separately.</p> <p>The programmable values range from 0 to 128; Setting 0 (zero) disables the lift for that selection / shelf.</p> <p>It is possible to test the values set as follows:</p> <p>Press the button 6 to move the lift to the initial position (all the way up). Press the button 5 to move the lift to the position programmed on the screen. (this function is a test, it does not save the set value)</p> <p>Before testing the set values, move the lift to the initial position (all the way up) as indicated above.</p>

Nome Sottomenu	Descrizione
Product recovery	<p>» The sliding door close after the customer take the product from the delivery area. If the customer don't take the product, the sliding door stay opened for 7 seconds after that he close, the delivery bucket go down and on the display would appear a message that inform you of the possibility to press the button * (asterisk) to recover the product. This option it is possible to be done only if the product wasn't taken.</p> <p>Within this menu it is possible to enable/disable the recovery of the product by pressing the button * (asterisk). Default this parameter is disabled.</p>
Product bucket timeout	<p>» If the recovery of the product is enabled through this menu it is possible to set for how much time the sliding door have to stay opened. You can set from 1 second to 20 seconds. Default 7 second.</p>
Product recovery timeout	<p>» If the recovery of the product is enabled through this menu it is possible to set how much time the customer have to press the button * (asterisk) to recover the product. You can set from 1 second to 20 seconds. Default 15 second.</p>

4.6.9.1.5 ~ SVE02 update



» Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

This submenu allows you to upgrade the software of the motor board SVE02 by using a USB stick.

Pressing **4** the word "Continue ?" will appear on the display, press **4** again to view the files within the USB stick.

Use the buttons **2** and **3** to scroll through the files/folders on the USB key to find the file "SVE02.bin". The folders are indicated by a slash "/".

Press the button **4** to enter a folder or to confirm the file to use for the update.

To return to the previous folder you need to press the button **4** when the display shows "/.."

The vending machine will confirm a successful board upgrade by emitting a 4 second beep. In case of failure to update, the board will issue 3 beeps in sequence.

If you need to update both the board first update the SVE02 board then the SVE01 board.

See the paragraph "4.4.3 ~ SVE01 update" for the SVE01 board update instruction.



This function is not available from serial number.

4.6.9.1.6 ~ Extra rotation



i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

! Menu is only visible when the optical barrier is enabled, as shown on page 52.

This parameter is used to activate an extra rotation (settable in ms) of each spiral if the product fall is not detected by the optical barrier.

It is possible to set an extra rotation for all the spiral or each one separately.

Default 600ms.

4.6.9.1.7 ~ Sold-out



i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

! Menu is only visible when the optical barrier is enabled, as shown at page 52.

This parameter determines the inhibition or not of empty selections. It only works with the barrier enabled.

By setting YES if the spiral does not deliver the product the selection goes in sold-out.

By setting NO if the spiral does not deliver the product selected, does NOT go in sold-out. [Default]

4.6.9.1.8 ~ Lift enable



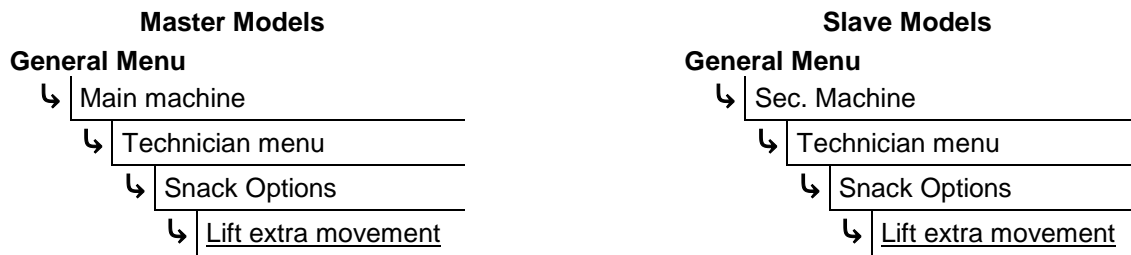
i » Menu visible only for **Snack** Models, Master and Slave.

This parameter enables the lift, and its programming menu.

Set NO if the lift is NOT present. [Default]

Set YES if the lift is present

4.6.9.1.9 ~ Lift extra movement



i » Menu visible only for **Snack** Models, Master and Slave.



Menu is only visible when the lift is enabled, as shown on the previous paragraph.

This parameter, when enabled, adds an upward motion (lift) after the delivery of the product, to facilitate the release of some products if not detected by optical barrier.

Set NO if extra lift movement is not desired. [Default]

Set YES if extra lift movement is desired.

4.6.9.1.10 ~ Optical barrier



i » Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

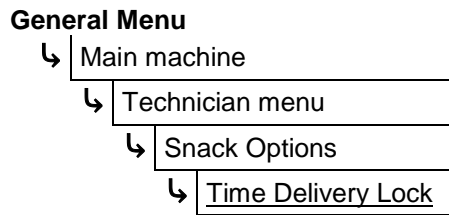
You can enable or disable the barrier for each selection individually, or all of them in the same way.

Using the button **2** and **3** you can scroll through all available spiral and by pressing button **4** you can enable the barrier in 3 different ways:

- Disabled : The optical barrier is disabled / not installed
- Enable : The optical barrier is enabled
- Best effort : The optical barrier is enabled, and in case of malfunctioning the selection is not inhibited.

Once you have selected the desired value press the button **4** to confirm; you can also assign a value for all the spirals by selecting "All spiral".

4.6.9.1.11 ~ Time Delivery lock



i » Menu visible only for **Snack** Models, only Master.

Function that allows you to set the waiting time before locking the delivery eyelet after selecting a product.

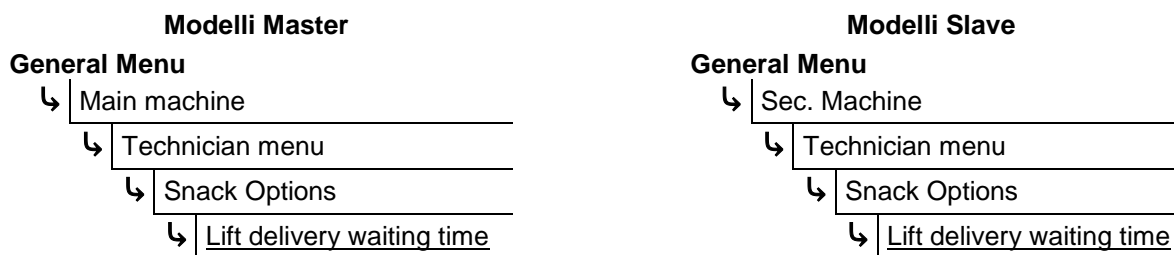
Press button **4** to access the parameter indicated in seconds, use buttons **2** and **3** to modify the parameter and press button **4** to confirm or button **1** to exit without modifying.

If value = 0 the delivery flap is not used

If value = 10 to 120 Waiting time in seconds closing after vend is performed

Default: 0 - Disabled

4.6.9.1.12 ~ Lift delivery waiting time



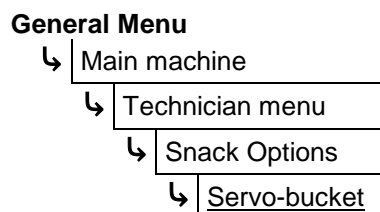
i » Menu visible only for **Snack** Models, only Master.

»This menu allows you to set how long the lift remains in the low position during the sales cycle.

Can be set from 0 to 12 seconds.

Default: 0

4.6.9.1.13 ~ Servo-bucket



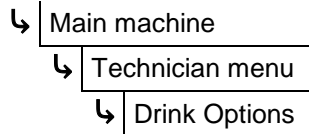
i » Menu visible only for **Snack** Models, only version with 12 selection SDL - SML.

»Through this menu it is possible to enable / disable the operation of the motorized delivery eyelet flap.


Default: NO

4.6.9.2 ~ Drink Option

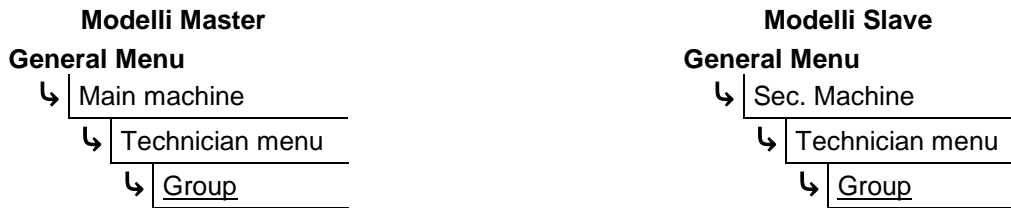
General Menu



i » Menu visible only for **Drink** Models.

Nome Menu/Sottomenu	Descrizione
Number of tray	» This function is used to recognize the type of vending machine. * 2 trays for model DL6/DV6/DC6/DM6 * 3 trays for model DL9/DV9/DM9
Regolazione posizione di rilascio Adjust release position	» Adjust the vertical release point of the bucket when releasing the product into the FLAP. Settable from 1 to 10 (mm). [Default 0]
MKTG move	» This function allows you to set the marketing movement of the bucket. Settable from 0 to 255 minutes.
Vend retry mm	» This function allows you to set an extra lateral movement of the catcher when the product is delivered into the flap, to ensure the product is released completely. Settable form 0 to 10 mm  Note: Available only with the software version 6.0 of the slave board SVC.

4.6.9.3 ~ Group



The Group function allows you to associate some selections loaded in a vending machine in order to group like products. The machine thereafter applies one price/group and to empty the group selections equally, by alternating the sales among the group.

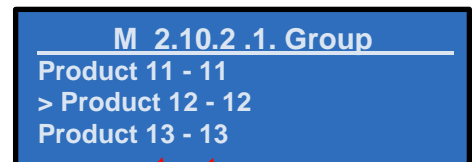
- The maximum number of groups that can be created is 80 (the product can be group of one spiral as well).
- The selection of Group function is always the first one of the group (for example, if you create a group of product selections 11-12-13-14, the Group selection number will only be 11 for this Group (Thus, selection numbers 12-13-14 in this Group will no longer be valid.)
- All counters, prices, configurations (optic barrier, extra rotation etc. ..) will always refer to the Group selection number, which is the first selection of the group (the above case = 11), *except for the Lift position* which is related to the physical position of the motor.

When you enter the Group function menu, it will display available groups. To form a group, you need to select the first spiral which you wish to start grouping then confirm. Then select the last spiral which you wish to end grouping, then confirm.

Note: When the group function is created, only the first selection number will be displayed. All the selections grouped within will no longer be displayed.

During the vend cycle, when a spiral which is set as a Group function is selected, the machine will sell the product of the spiral. If the sale fails, the system will automatically try to make a sale on the next spiral belonging to the same group; if all the sales are failed (after going through all selection within the group) the machine will display Sold-Out. On contrary, when the product is sold, the display shows "Thank you" and counts as product sold.

When the same selection is made one after another, the machine will automatically sell the next selection of spiral of the same group in order.




» The number indicate the first column of the group.

» The number indicate the last column of the group.

4.6.9.4 ~ Cooling



» Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

Nome Menu	Descrizione	
Temperature display	» Within this submenu you can enable or disable the display of the temperature in vend mode.	
HACCP Enable	» Within this submenu you can enable or disable the function of HACCP which will make the menu "HACCP Parameter" appear.	
HACCP Parameter	<p> This menu is visible only when HACCP is enabled.</p> <p>This function refers to the HACCP regulations to ensure the food products safety sold through the Vending machines. HACCP standard uses 3 parameters for determining the INHIBIT SELECTION (SALES) of the products (all can be programmed through HACCP parameter).</p> <p>(1): Temperature threshold. (2): Time (duration) of temperature excess. (3): Maximum Temperature threshold.</p> <p>The first 2 parameters are related to each other, because when the machine detects the temperature exceeds the set threshold temperature (1), it controls (via the parameter (2): Time of temperature excess) for how long it stayed above the set value (1). If the temperature stayed above set value (1) for a longer than the value set for (2) the vending machine inhibits the selections which were programmed with HACCP parameters (see below parameter HACCP Products). The maximum temperature threshold directly inhibits the selections which are programmed with HACCP parameters if the set value (3) is exceeded. When the selection related to HACCP parameters are inhibited next to the date and time appears an asterisk (*) to indicate the error of the HACCP.</p> <p>After each closure of the door, for example after the filling of the shelf, the control of the HACCP is disabled for 15 minutes to avoid triggering the maximum temperature threshold. When the vending machine are turned OFF, for any reason, the temperature, the date and time are memorized. When turned ON if the temperature is higher than the "temperature threshold" and has elapsed more time than the one set in "overtemperature time" the selections are inhibited.</p> <p>To enable the selection it is necessary to delete the errors form the appropriate menu "Historical Errors"</p>	
	Temperature Thresold	» In this submenu you can set the temperature threshold that is managed by HACCP parameters. Settable from 2.0°C to 25.0°C Default : 4°C
	Overtemperature Time	» In this submenu you can set after how much time you need activate the inhibition of the selections managed by the HACCP parameters. Settable from 30 minutes to 1440 minutes (one day) Default: 120 minuti
	Max. Temperature	» In this submenu you can set the maximum threshold temperature managed by HACCP parameters. Settable from +6°C to maximum +40°C Default: 10°C
HACCP Product	» This submenu allows to select which columns (selections) must be managed by HACCP parameters. Default: All disabled	

4.6.9.5 ~ Light



» Menu visible on all the models **Drink, Snack and Snack Evolution**, Master and Slave.

This function manage the lighting system operation.

- Always ON: The light stays always ON.
- Always OFF: The light stays always OFF.
- Use inhibit time: Use the inhibition time to turn OFF the light.



If you put "Use inhibit time" it is necessary to set the period of operation as described in paragraph "4.4.10 ~ Set Time Inhibit" on page 29.

4.6.9.6 ~ Price bar (E-Label)

This menu allows you to set the parameter for the label display bar.

The price bar are able to show different information:

With the Open Door you can view:

- The name of the product

With the Close Door you can view:

- The price of the product or the price line
- Advertising messages (one for each bar)

To set the name of the products go to the SanvenVendo website in the "Users Area" dedicated to the E-labels.

The prices displayed are those set by the menu or sent by the coin mechanism according to the type of protocol set.

Type of Protocol MDB / Executive:

[selection number] [price] [value symbol]

Type of Protocol Executive Price holding:

[selection number] [price line number] [value symbol]

Type of Protocol Executive Price holding Special:

if the payment system is compatible with this mode

[selection number] [price] [value symbol]

otherwise

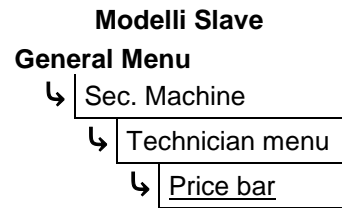
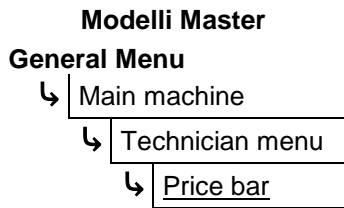
[selection number] [price line number] [value symbol]

Follow the instructions on the website to set the file needed for the price bars to work.

It is possible to set different parameters, one of this is the "scaling factor", value that indicates the minimum credit accepted by the payment system (example 5 euro cents = 5). This parameter (scaling factor) changes according to the payment device in use, it is necessary to take this information directly from the payment device. Refer to the manufacturer's manual.

Use the menu "4.4.4 ~ Load file from USB" to update the vending machine with the new parameters for the price bars.

4.6.9.6.1 ~ e-Labeling parameter



» Menu visible for **Snack** and **Snack Evolution** Models, Master and Slave.

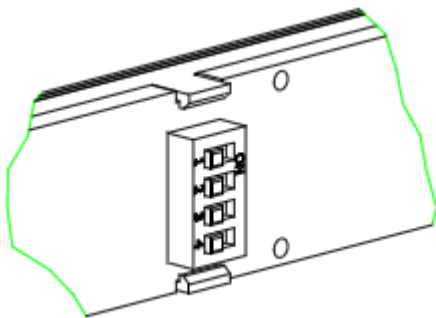
Nome Menu/Sottomenu	Descrizione
Price bar enable	» Set ON when the vending machine have the shelf with the e-label display bar.
Manual arrangement	» Use this menu to center the text shown on the label display bar for each selection.
Advertisement	<p>» With this menu you can enable or disable a message that will go to alternate with the prices in vend mode.</p> <p>To set the advertising messages go to the SanvenVendo website in the "Users Area" dedicated to the translation of the menus.</p>

4.6.9.6.2 ~ Dip-Switch Settings of the Price Bars and Boards

On the price bar and on the board there are dip-switch that have to be set in the following way, otherwise the e-label function don't work correctly.

The default price bars and boards dip-switch are set as indicated in the following table.

» Price Bars (E-Label) Settings



Switch Position				SHELF
BIT 1	BIT 2	BIT 3	BIT 4	The number <u>1</u> is the first shelf from bottom
ON	ON	ON	4	1
1	ON	ON	4	2
ON	2	ON	4	3
1	2	ON	4	4
ON	ON	3	4	5
1	ON	3	4	6
ON	2	3	4	7

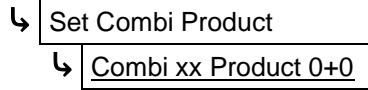
» Boards Setting



Switch Position				VENDING MACHINE TYPE
BIT 1	BIT 2	BIT 3	BIT 4	
ON	2	3	4	MASTER
1	2	3	4	SLAVE

4.7 ~ Set Combi Product

General Menu



After you enter into the menu "Set. Combi Product" use button **2** or **3** to select one of the 10 virtual selections.

After you have choose the virtual combi selection that you want to use press button **4** to enter and the vending machine will ask you to insert the first product (group); do this exactly like making a selection when the door is closed.

Do the same for the 2nd product (if you want to select product on Slave vending machine you have to enter 9 before selection).

During the combi period the vending machine can show a special message.

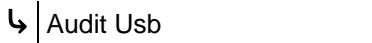
Press and hold the button **1** to return at the previous menu.

! This function is enabled only if you have set correctly the period as indicated on page 29.

After setting the new virtual selections you can set the price as indicated at page 38. The counters are reported on "main machine" submenu as indicated at page 37.

4.8 ~ Audit USB

General Menu

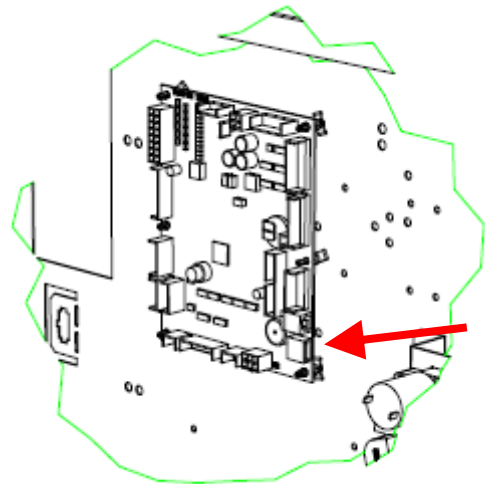


! Before selecting this item on the menu connect a USB stick in the port on the SVE01 board.

After you connect a USB to the board press button **4**, the program writes a file "audit.txt" into the USB. This function creates a new folder on the USB with the serial name of the SVE01 board.

Inside the created folder, you would find 2 files, one in text format containing all the sales data, and the second in EVA-DTS format.

! The activation of this function will delete all "temporary" counters as indicated in the relevant menus, inside of this manual.



4.9 ~ EVA counters

General Menu

↳ EVA counters

Through the programming menu of the machine you can see the following parameters:

Total bills value: 0	Total cash dispensed value: 0
Resettable bills value: 0	Resettable cash dispensed value: 0
Total cash tubes value: 0	Total cashless value 1 / 2: 0
Resettable cash tubes: 0	Resettable cashless value 1 / 2: 0
Total cash box value: 0	Total cashless sale 1 / 2: 0
Resettable cash box value: 0	Resettable cashless sale 1 / 2: 0

The software installed on SVE01 board is in conformity with the EVADTS protocol 6.1.1. The introduced field are as follows:

- DXS01 Communication id of sender
- DXS02 Functional identifier
- DXS03 Version
- DXS04 Transmission control number
- ST01 Transaction set header
- ST02 Transaction set control number
- ID101 Machine serial number
- ID102 Machine model number
- ID103 Machine build standard
- ID401 Decimal point position
- ID601 Cash bag number
- CB101 Control board serial number
- CB102 Model number or description of the control board
- CB103 Software revision number of the control board
- CA101 Coin mechanism serial number
- CA102 Coin mechanism model number
- CA103 Coin mechanism software revision
- BA101 Bill validator serial number
- BA102 Bill validator model number
- BA103 Bill validator software revision
- DA101 Cashless 1 serial number
- DA102 Cashless 1 model number
- DA103 Cashless 1 software revision
- VA101 Value of all paid vends since initialization
- VA102 Number of all paid vends since initialization
- VA103 Value of all sales vends since last reset
- VA104 Number of all paid vends since last reset
- VA105 Value of all discounted paid Sales since initialization
- VA106 Number of all discounted paid Vends since initialization
- VA107 Value of all discounted paid Sales since last reset
- VA108 Number of all discounted paid Vends since last reset
- CA301 Value of cash in since last reset
- CA302 Value of cash to cash box since last reset
- CA303 Value of cash to tubes since last reset
- CA305 Value of cash in since initialisation
- CA306 Value of cash to cash box since initialization
- CA307 Value of cash to tubes since initialization
- CA309 Value of bills in since last reset
- CA310 Value of bills in since initialization
- CA401 Value of cash dispensed since last reset
- CA402 Value of manual cash dispensed since last reset
- CA403 Value of cash dispensed since initialization

- CA404 Value of manual cash dispensed since initialization
- CA405 Value of bill dispensed since last reset
- CA408 Value of bill dispensed since initialization
- CA1001 Value of cash filled since last reset
- CA1002 Value of cash filled since initialization
- CA1501 Value of tube contents
- CA1701 Coin type number
- CA1702 Value of coin
- CA1703 Number of coin in the tube.
- CA1706 Coin tube is full
- TA201 Value of vend token vends since initialization
- TA202 No. of vend token vends since initialization
- TA203 Value of vend token vends since last reset
- TA204 No. of vend token vends since last reset
- DA201 Value of cashless 1 sales since initialization
- DA202 Number of cashless 1 sales since initialization
- DA203 Value of cashless 1 sales since last reset
- DA204 Number of cashless 1 sales since last reset
- DA401 Value of credit to cashless 1 since initialization
- DA402 Value of credit to cashless 1 since last reset
- DA501 Value of card discounts since last reset
- DA502 Number of card discounts vends since last reset
- DA503 Value of card discounts since initialization
- DA504 Number of card discounts vends since initialization
- DB201 Value of cashless 2 sales since initialization
- DB202 Number of cashless 2 sales since initialization
- DB203 Value of cashless 2 sales since last reset
- DB204 Number of cashless 2 sales since last reset
- DB401 Value of credit to cashless 2 since initialization
- DB402 Value of credit to cashless 2 since last reset
- DB501 Value of card discounts since last reset
- DB502 Number of card discounts vends since last reset
- DB503 Value of card discounts since initialization
- DB504 Number of card discounts vends since initialization
- PA101 Product number
- PA102 Product price
- PA201 Number of product vended since initialization
- PA202 Value of product vended since initialization
- PA203 Number of product vended since last reset
- PA204 Value of product vended since last reset
- PA205 Number of discounted paid vends since initialization
- PA206 Value of discounted paid vends since initialization
- PA207 Number of discounted paid vends since last reset
- PA208 Value of discounted paid vends since last reset
- PA701 Product number
- PA702 Payment device (CA,DA,DB,TA)
- PA703 Price list number
- PA704 Applied price
- PA705 Number of sales since initialization
- PA706 Value of sales since initialization
- PA707 Number of sales since last reset
- PA708 Value of sales since last reset
- EA301 Number of read with RESET since initialization
- EA302 Data of this read out
- EA303 Time of this read out
- EA305 Data of last read out
- EA306 Time of last read out
- EA309 Number of reads with or without reset since init
- EA310 Number of resets since initialization

- EA701 Number of power outages since last reset
- EA702 Number of power outages since initialization
- SD105 Reset all interval data control
- G85 Record integrity check
- SE01 Number of included sets
- SE02 Transaction set control number
- DXE01 Transmission control number
- DXE02 Number of included sets

4.9.1 ~ Events

- EA101 Event identification
- EA102 Data of event occurrence (year; month; day)
- EA103 Time of event occurrence (hour; minute)
- EA201 Event identification
- EA202 Number of events since last reset
- EA203 Number of events since initialization
- EA205 Event activity

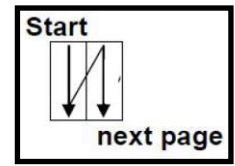
In the software the "Query audit mode"(Polling with word **DC2**) is implemented for the Event log.
For each polling with the command **DC2** the machine will answer with the door status, and if there are events to be reported.

4.9.2 ~ Read-Out Example

DXS*VND-411141*VA*V0/6*1	PA7*2*CA*0*50*0*0*0*0
ST*001*0001	PA1*2*50*****
ID1*VND000908067379*G_LINE M/S*0221***	PA2*0*0*0*0*0*0*0*0
ID4*2	PA7*2*CA*0*50*0*0*0*0
ID6*	PA7*2*TA*0*50*0*0*0*0
CB1*VND000908067379*SVE01*0221	PA7*2*DA*1*50*0*0*0*0
CA1*D606288 *SC5EMDBD *5301	PA7*2*DB*2*50*0*0*0*0
BA1***	PA1*3*50*****
DA1***	PA2*0*0*0*0*0*0*0*0
DB1***	PA7*3*CA*0*50*0*0*0*0
VA1*1950*31*1950*31*0*0*0*0	PA7*3*TA*0*50*0*0*0*0
CA2*1950*31*1950*31	PA7*3*DA*1*50*0*0*0*0
CA3*2200*0*2200*0*2200*0*2200*0*0*0*0	PA7*3*DB*2*50*0*0*0*0
CA4*2800*350*2800*350*0***0	PA1*4*50*****
CA10*0*0	PA2*0*0*0*0*0*0*0*0
CA15*0	PA7*4*CA*0*50*0*0*0*0
CA17*0*5*0***0	PA7*4*TA*0*50*0*0*0*0
CA17*1*10*0***0	PA7*4*DA*1*50*0*0*0*0
CA17*2*20*0***0	PA7*4*DB*2*50*0*0*0*0
CA17*3*50*0***0	PA1*5*50*****
TA2*0*0*0*0***	PA2*0*0*0*0*0*0*0*0
DA2*0*0*0*0	PA7*5*CA*0*50*0*0*0*0
DA4*0*0	PA7*5*TA*0*50*0*0*0*0
DA5*0*0*0*0	PA7*5*DA*1*50*0*0*0*0
DB2*0*0*0*0	PA7*5*DB*2*50*0*0*0*0
DB4*0*0	EA3*0*20160712*1329**19700101*0000***0*0
DB5*0*0*0*0	EA7*7*7
PA1*1*50*****	SD1*****SAVE
PA2*1*50*1*50*0*0*0*0	EA1*EGS_A*20160709*0956*
PA7*1*CA*0*50*1*50*1*50	EA2*EGS_A*12*12**1*
PA7*1*TA*0*50*0*0*0*0	EA1*EGT_A*20160709*0956*
PA7*1*DA*1*50*0*0*0*0	EA2*EGT_A*11*11**0*
PA7*1*DB*2*50*0*0*0*0	G85*3de5
PA1*2*50*****	SE*305*0001
PA2*0*0*0*0*0*0*0*0	DXE*1*1

4.9.3 ~ Relazione Indice PA alla Selezione

Classic mode Numbering:



SELECTION Master	PA INDEX Master
11	1
12	2
13	3
14	4
15	5
16	6
17	7
18	8
19	9
10	10

SELECTION Master	PA INDEX Master
51	41
52	42
53	43
54	44
55	45
56	46
57	47
58	48
59	49
50	50

SELECTION Slave	PA INDEX Slave
911	81
912	82
913	83
914	84
915	85
916	86
917	87
918	88
919	89
910	90

SELECTION Slave	PA INDEX Slave
951	121
952	122
953	123
954	124
955	125
956	126
957	127
958	128
959	129
950	130

21	11
22	12
23	13
24	14
25	15
26	16
27	17
28	18
29	19
20	20

61	51
62	52
63	53
64	54
65	55
66	56
67	57
68	58
69	59
60	60

921	91
922	92
923	93
924	94
925	95
926	96
927	97
928	98
929	99
920	100

961	131
962	132
963	133
964	134
965	135
966	136
967	137
968	138
969	139
960	140

31	21
32	22
33	23
34	24
35	25
36	26
37	27
38	28
39	29
30	30

71	61
72	62
73	63
74	64
75	65
76	66
77	67
78	68
79	69
70	70

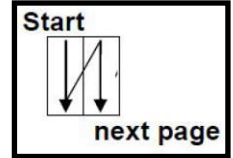
931	101
932	102
933	103
934	104
935	105
936	106
937	107
938	108
939	109
930	110

971	141
972	142
973	143
974	144
975	145
976	146
977	147
978	148
979	149
970	150

41	31
42	32
43	33
44	34
45	35
46	36
47	37
48	38
49	39
40	40

81	71
82	72
83	73
84	74
85	75
86	76
87	77
88	78
89	79
80	80

941	111
942	112
943	113
944	114
945	115
946	116
947	117
948	118
949	119
940	120



New mode Numbering:

SELECTION Master	PA INDEX Master
10	1
11	2
12	3
13	4
14	5
15	6
16	7
17	8
18	9
19	10

SELECTION Master	PA INDEX Master
50	41
51	42
52	43
53	44
54	45
55	46
56	47
57	48
58	49
59	50

SELECTION Slave	PA INDEX Slave
910	81
911	82
912	83
913	84
914	85
915	86
916	87
917	88
918	89
919	90

SELECTION Slave	PA INDEX Slave
950	121
951	122
952	123
953	124
954	125
955	126
956	127
957	128
958	129
959	130

20	11
21	12
22	13
23	14
24	15
25	16
26	17
27	18
28	19
29	20

60	51
61	52
62	53
63	54
64	55
65	56
66	57
67	58
68	59
69	60

920	91
921	92
922	93
923	94
924	95
925	96
926	97
927	98
928	99
929	100

960	131
961	132
962	133
963	134
964	135
965	136
966	137
967	138
968	139
969	140

30	21
31	22
32	23
33	24
34	25
35	26
36	27
37	28
38	29
39	30

70	61
71	62
72	63
73	64
74	65
75	66
76	67
77	68
78	69
79	70

930	101
931	102
932	103
933	104
934	105
935	106
936	107
937	108
938	109
939	110

970	141
971	142
972	143
973	144
974	145
975	146
976	147
977	148
978	149
979	150

40	31
41	32
42	33
43	34
44	35
45	36
46	37
47	38
48	39
49	40

80	71
81	72
82	73
83	74
84	75
85	76
86	77
87	78
88	79
89	80

940	111
941	112
942	113
943	114
944	115
945	116
946	117
947	118
948	119
949	120

Revision	Date	Changes
0	24/03/2015	Manual creation
1	30/03/2015	Unified G-Drink and G-Snack MASTER/SLAVE manual
2	27/04/2015	Added point 3.2
3	03/11/2015	Various update
4	19/09/2016	Various update
5	03/07/2017	Various update
6	07/11/2017	Various update
7	16/05/2017	Updated point 4.1.2.1
		Added point 4.1.2.4
		Updated point 4.1.3
		Updated point 4.1.7
		Added point 4.3.4.1
		Updated point 4.3.10.1.5
8	29/01/2019	Updated point 1.6 Warranty
		Updated point 1.7 General safety warnings
		Added point 4.3.10.1.4.5 ~ Product recovery
		Added point 4.3.10.1.4.6 ~ Product bucket timeout
		Added point 4.3.10.1.4.7 ~ Product recovery timeout
		Updated point 4.3.10.4.3 ~ HACCP Parameter
		Updated point 4.3.10.4.3.1 ~ Temperature Thresold
		Updated point 4.3.10.4.3.2 ~ Overtemperature time
		Updated point 4.3.10.4.3.3 ~ Max. Temperature
		Added point 4.3.10.6.1 ~ Price bar enable
		Added point 4.3.10.6.2 ~ Manual arrangement
		Added point 4.3.10.6.3 ~ Advertisement
		Added point 4.3.10.6.4 ~ Dip-Switch Settings of the Price Bars and Boards
		Updated point 6 G-Snack programming menu structure
		Updated point 7 G-Snack Evolution programming menu structure
		Updated point 8 G-Drink programming menu structure
9	10/07/2020	Updated Layout
		Removed page of the control unit (see Use and Maintenance manual)
		Updated menus as the version 2.50 of the software