



VENDING MACHINE
model ROSSO TOUCH
USER MANUAL



Version 3.5 / March 2017



Changes

Version	Date	Brief description	Pages
3.0	10.2015	Document creation Update of maintenance menu	All
3.1	02.2016	Replacing door lock model (Rielda)	49,50
3.2	09.2016	Updated software	40-48
3.3	10.2016	Added norwegian language	40-44
3.4	11.2016	Added section 1.4	8
3.5	03.2017	Added section 4.1.4 (Alarm Board)	66

**COMPLIANCE DATA**

The drinks vending machines model ROSSO TOUCH are compliant with the requirements of the European Directives and Standards, listed in the following table:

Directive	Description
2004/108/CE	Electromagnetic compatibility directive
2006/95/CE	Low voltage directive
2006/42/CE	Machinery Directive
1999/5/CE	Artical No 3(1) (b) R&TTE Directive
2011/65/CE	Directive of the European parliament and of the Council of 8 june 2011 on the restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS)

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1.0 GENERAL INFORMATION

1.1 Introduction

This user manual (hereinafter called the “Manual”) covers drinks vending machines model ROSSO TOUCH (hereinafter called the “Machine”).

The manual contains basic information about the Machine and its software. It includes the information, necessary for preparation for use, use and technical servicing of the Machine, as well as basic information about the Machine’s software.

This Manual is for the technical and engineering personnel, who provide technical servicing for the Machine and are permitted to handle electrical units of similar category.

Breach of the requirements of the current Manual can lead to trauma, device damage and renders the warranty ineffective. You must read and understand the requirements indicated in the current Manual, before installing and using the Machine, because it contains important information regarding unit safety, and servicing and usage instructions.

The knowledge of safety requirements is necessary to instruct the users to properly use the Machine.

The Machine buyer is responsible to make sure that the serving personnel had undergone needed training and was informed properly and that the instructions of the technical documents were fully observed.

The Machine manufacturer carries no responsibility for damage or loss incurred under the following circumstances:

- In case of unsanctioned modernization;
- In case of improper installation;
- In case of improper connection to the power and / or water supply;
- In case of cleaning and servicing contrary to the requirements;
- In case of improper operations or use of Machine’s equipment;
- In case of use of non-genuine spare parts.
- rejection of the use of food products, designed specifically for vending machines.

The manufacturer of the Machine is in no case liable for any possible losses, which might result from interruption of business due to Machine breakdown.

According to the client’s requirements the vending machine can have additional (optional) functions. These vending machine should only be used for making and selling drinks!

1.2 Supplementary documentation

We recommend that you read the user manuals and other associated documentation for peripheral devices, such as cheque printer, BNA, coin slot and other devices, which are included in the machine, to enable you to better understand the working of the vending machine.



1.3 Terms of use

This Manual is for a certain version of vending machine software, which is current at the time of printing of this Manual.

All possible modifications, modernizations and/or adaptations, which are effected or will be executed in future for following sales, do not mandate the manufacturer to conduct similar modernization of software for the earlier sold Machines, as well as it does not mandate the manufacturer to amend the user documentation, which is a part of the Machine's package.

The developer of the Machine and regulatory software have the right to make necessary changes to the Machine's structure, software's flow and in the documentation for its use without notice to the user.

1.4 Manufacturer's warranty

The manufacturer's warranty during the warranty period covers all vending machine units and assemblies, except for malfunctions, arising from non-observance of current maintenance documentation requirements by the customer or due to any mechanical failures.

The following components are excluded from the manufacturer's warranty:

- gaskets;
- fuses;
- control boards batteries;
- mixer impellers;
- hydraulic system tubes.



2.0 SAFETY

2.1 Main provision

- Before installing and using of the vending machine, it is necessary to carefully read and understand all the instructions, contained in the current manual, because they embody important information regarding safety of the unit, its operations and technical servicing.
- The vending machines should not be subjected to negative temperatures during operations and storage.
- These vending machines should not be installed in open air.
- The vending machines should be installed and if necessary repaired only by qualified personnel, who have undergone training to handle the machines and their constituent parts and are proficient in safety procedures. The vending machines should be connected to water supply and power supply in conformity with the applicable rules (standards) of the country in which they are installed.
- The vending machines should be installed on an even surface, where the angle of vertical inclination should be less than 2°. You can use the adjustable pegs of the machine to achieve desired vertical inclination. These pegs are included in the machine's base configuration.
- The vending machines should be connected only to protected power supply with earthing.
- The power plug of the machine should be approachable (accessible) after the machine has been installed.
- If the power cable would be damaged, it should immediately be replaced. It is strictly PROHIBITED to use the vending machine with damaged power cable!
- The vending machines should be cleaned, filled and installed only by qualified personnel.
- You should always use genuine spare parts.



ATTENTION: Do not touch the power plug with wet hands and do not insert it into the socket if the plug is wet!



ATTENTION: Please check the quality of drinking water used in the vending machine. The vending machine must be connected to the water supply according to the instructions issued by the competent authorities and in accordance with local rules!

Please make sure that the voltage in the power mains is compliant with the permissible value indicated on the machine's specification plate!

Please wash the vending machine before putting it to use!



- Regularly clean the vending machine, to adhere to the hygienic safety rules.
- Please only use washing materials, permitted for use in food preparation areas, to clean the vending machine's body.
- Make sure that the vending machine is OFF before starting technical service or repair.
- It is strictly prohibited to cover the vending machine with fabric or any other such material.
- Each vending machine is identified by the serial number inscribed on the specification plate, which is fitted on the rear wall of the machine. The specification plates carries all the technical details of the machine.



ATTENTION: The vending machine dispenses hot drinks! The front flap of the dispensing slot should be closed during the preparation of the drinks to avoid burning hands or other parts of body! Please do not open the front flap before the drink is ready for dispensing!



ATTENTION: This vending machine only be used inside covered premises!



3.0 PURPOSE

The vending machine are designed to prepare and sell drinks:

- Hot drinks using coffee beans;
- Hot drinks made of instant ingredients

3.1 Technical features

The vending machine's main technical specs are inscribed on the specification plate.

PARAMETER	VALUE
Height, maximum	1850 mm
Width, maximum	600 mm
Depth, maximum	670 mm
Weight, maximum	150 kg
Voltage	220 - 230 V
Power frequency	50 / 60 Hz
Power consumption (max)	1900 W
Consumption of electricity per day, when surrounding air temperature is 22°C and making 100 drinks (each 100ml) for an hour, maximum permissible (*)	3,7 kWh
External water supply (option)	
Water pressure, minimum	0.5 bar (0,05 MPa)
Water pressure, maximum	8.5 bar (0,85 MPa)
Connection to water supply line	G 3/4"
Internal water supply	
Standart cans (not included in the package)	2 x 20 L (max.)
Recommended parameters of water	
Hardness	0.9 - 1.0 mgeq/l
Calcium	18 - 20 mg/l
Cup and spoon dispenser	
Quantity of cups (max)	600 psc
Cup diameter	70 mm
Cup's volume	160 -180 ml
Quantity of spoons (max)	600 psc
Spoon size (")	95 / 105 / 115 mm
Number of containers	
Coffee bean container	1 psc
Instant ingredients container	4 psc
Sugar container	1 psc



PARAMETERS	VALUE
Volume of containers (**)	
Volume of container for loose ingredients	5.2 l ± 5%
Coffee beans	5.0 kg
Powdered milk	2.2 kg
Chocolate	4.8 kg
Tea	5.2 kg
Vanilla cappuccino	4.8 kg
Sugar	4.0 kg

*) The estimated power consumption indicators are average numbers and are shown only as reference points;

**) 105 mm is the standard configuration of the spoon;

***) The quantity of ingredients can be different from the one shown depending on the specific weight of the ingredient.

3.2 Transportation and storage

All transportation and storage procedures should be executed very carefully to avoid damaging the vending machine. All the operations related to lifting and displacement of the vending machine should be executed using a fork lift. The forks of the lift should be slipped under the vending machine at the spots indicated on the machine's packing.

The following should be observed during the vending machine's transportation:

- The vending machine should be transported only in the original packing;
- The vending machine should be transported in strictly vertical position;
- The vending machine should not be tilted and turned or flipped over
- It is not permissible to lift the machine from the side walls;
- It is not permissible to lift the vending machine using ropes, cables etc.

The vending machine should be stored in dry premises where air temperature is in the range of 1 to 40°C and level of humidity is no more than 80% (non-condensing).

It is prohibited to stack the vending machines on top of each other in storage. The vending machines should be stored in vertical position in original packing.

3.3 Installation of the vending machine

The vending machine cannot be installed in open air. The vending machine should be installed in dry premises with temperatures ranging from 5° to 35°C.

The vending machine should be installed at a distance of 5 cm from the wall to provide for sufficient ventilation.

It is strictly prohibited to cover the vending machine with fabric or any other such material.

The vending machine must not have a vertical tilt of more than 2°.

The correct position of the vending machine is provided with the help of the adjustable feet included in the delivery.

Installation of vending machine must be carried out by qualified personnel only, read this manual and safety instructions.

Before installing, remove the machine from its package and visually verify that the external components have no visible damage

Please remove the packing and take out the working key (SILVER) from the change dispensing slot and open the door of the vending machine (the key is stuck inside the change dispensing slot using scotch tape).

The vending machine's inner components are all wrapped in packing. Before turning the machine ON please make sure that all of the packing materials have been removed. You can see the spots where the packing is wrapped, indicated by arrows in figures 1 and 2.



Figure 1

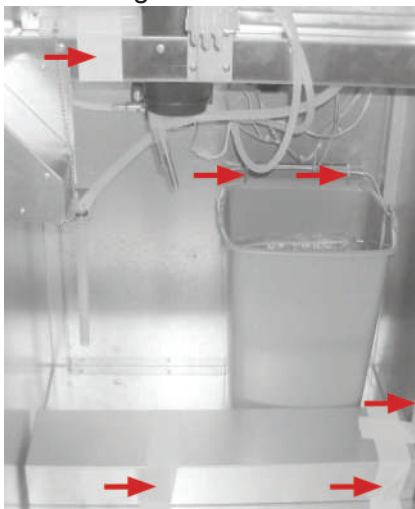


Figure 2

The liquid waste container is fixed on the lower part of the machine's body with the help of plastic studs. Remove the studs (see figure 3).

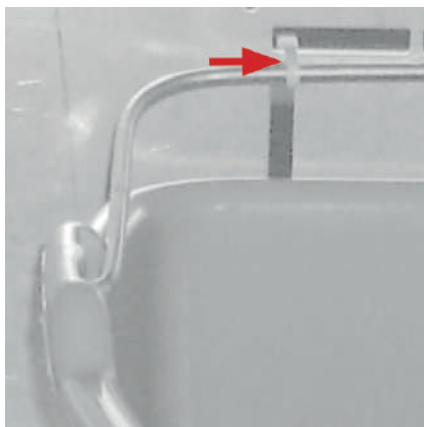
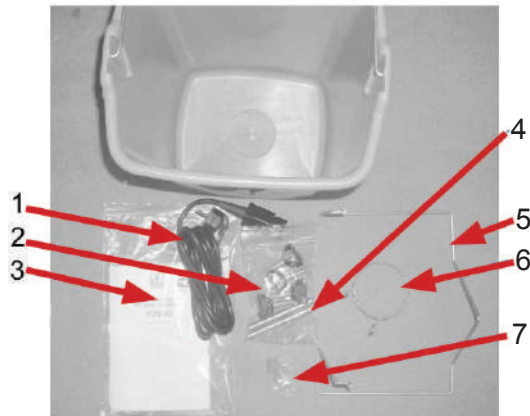


Figure 3



Then remove the packet (see figure 3), which is inside the container. This packet contains all the fixtures needed for installation (see figure 4).



1. Power cable
2. Set of adjustable pegs
3. Passport the vending machine
4. Weights for spoons
5. Fixtures for piqued waste container
6. Clamp for waste coffee collector
7. Electric circuit-breaker key

Figure 4

The vending machine is fixed to the carrier tray using M10 screws. Remove the screws and install the adjustable pegs. You can adjust the vertical tilt of the machine using these pegs.

After adjustment. Please cover the pegs using decorative casing, as shown in figures 5.



Figure 5

The vending machine must be installed and serviced only by qualified and authorized personnel, who have undergone training to operate and service the given class of machines.

The packing materials should be utilized in accordance with the environmental laws of the locality of installation.



3.4 The vending machine's components

The ROSSO TOUCH vending machines come in the shape of rectangular metallic boxes of the following dimensions (max.):

- Height 1850 mm
- Breadth 600 mm
- Depth 675 mm

The body houses various functional units of the vending machine. The body is closed with a metallic door, which has decorative plastic components.

The door contains the following equipment:

- Money intake and refund devices;
- Issuing delivery device;
- The touch screen;
- Drinks dispensing slot;
- Light panels

3.4.1 The vending machine's exterior

The vending machine's metallic door is made of 1mm thick steel and has decorative plastic components. The door carries the following main components (see figure 6).

1. The light-boxes (upper, centre, lower) with LED lights;
2. The touch screen;
3. The protective plastic flap for the drinks dispensing slot;
4. The "RIELDA" programmable lock;
5. Check printer (option);
6. Bank note acceptor (BNA);
7. Coin deposit slot;
8. Change (coins) dispensing slot;
9. Decorative replaceable panel, which covers the adjustable pegs.

The following components are located on the rear outer wall of the vending machine.

CAN BUS connector to connect FoodBox Slave / FoodBox Slave Long vending machines (see figure 7): position 1.

Power cable connector (see figure 7): position 2



Figure 6

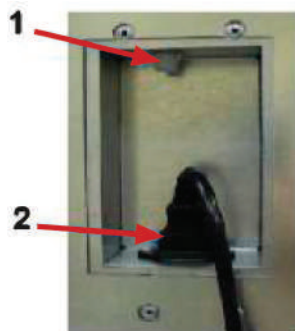


Figure 7

A 3/4" threaded connector to connect with water supply

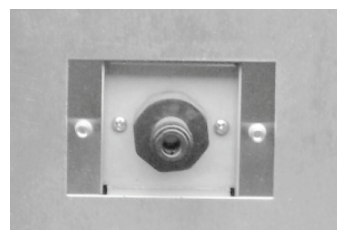


Figure 8



3.4.2 Internal components

a. Body

The vending machine's body contains: drinks preparation units, containers for ingredients, waste containers, payment systems, circuit boards used to control the vending machine's functioning and space for the installation of 2 (two) cans of water.

The dispensers for cups and spoons, container for sugar and drinks dispensing section are all placed on a swinging bracket. The control panel and payment system are protected by a metallic box and are situated on the inner-side of the door.

Figure 9 (description):

1. Cup dispenser;
2. Container for sugar;
3. Coffee bean container;
4. Container for instant ingredients;
5. Coffee grinder;
6. Coffee dosing apparatus;
7. Mixers;
8. Espresso group;
9. Pipes to supply dissolved ingredients into the cup;
10. Boiler cover;
11. Coffee waste dispensing tube;
12. Space for the installation of can/bottles of water;
13. Water supply pump for autonomous functioning;
14. Fan for drying mixer nozzles;
15. Protective housing for power supply;
16. Network sockets with switch;
17. Acoustic system

The float chamber and water selector are located behind the coffee bean container.

The waste container is situated in the lower part of the machine's body. The body also has space for the placement of two 20 litre each cans of water of volumes (not supplied with the machine).

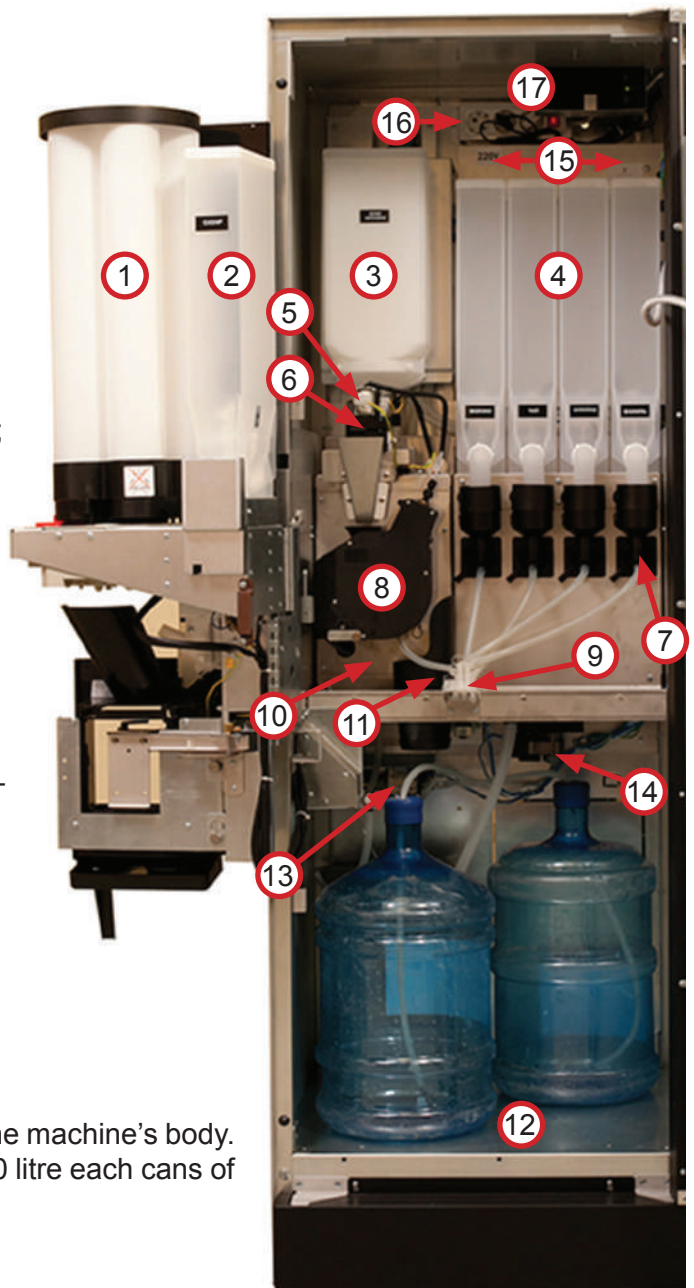


Figure 9



The drinks dispensing tray is placed on a swinging bracket.
The dispensers for cups, spoons and sugar container are all situated above the drinks dispensing tray.

The drinks dispensing tray includes the following components (see figure 10):

1. Cup, sugar and spoon dispensing slot
2. Optic sensors (optional)
3. Turning handle to displace the cup (cup movement)

b. Door

The vending machine's door is equipped with money intake , change dispensing devices, touch screen, light boxes and drinks dispensing slot.

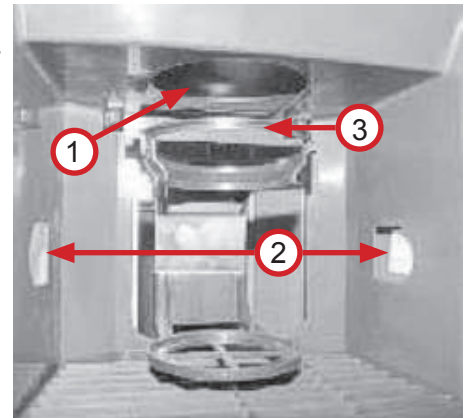


Figure10

Figure 11a (description):

1. Door to the electronic circuitry section;
2. Computer unit;
3. Electronic circuitry section door latch;
4. Drinks dispensing slot (back side);
5. Mechanism of the door lock;
6. Touch screen (back side);
7. Power button touch screen and image adjustments;
8. Bank note acceptor (BNA);
9. Main Board (controller);
10. Modem (option);
11. Coin slot with change dispensing function;
12. Coin box (cash box)

c. Power supply (1), power circuit (2)

The power supply and the power supply circuit are located on the rear wall of the body behind the containers with ingredients.

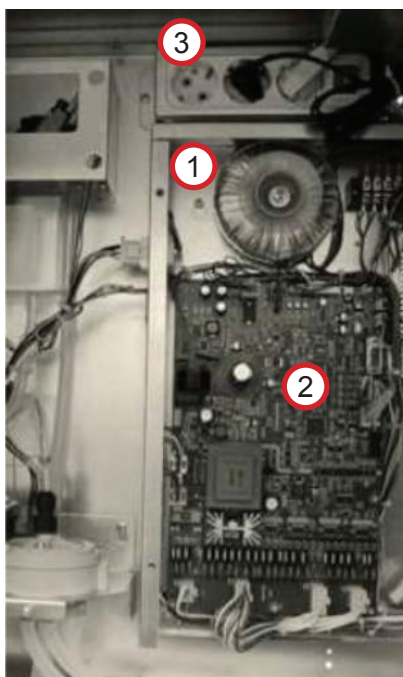


Figure 11b

To access the power supply section, please remove the ingredient containers and loosening the screws, remove the protective panel.

The extension block with multiple sockets (3), used to connect accessories (printer, speakers) is located on the top end.

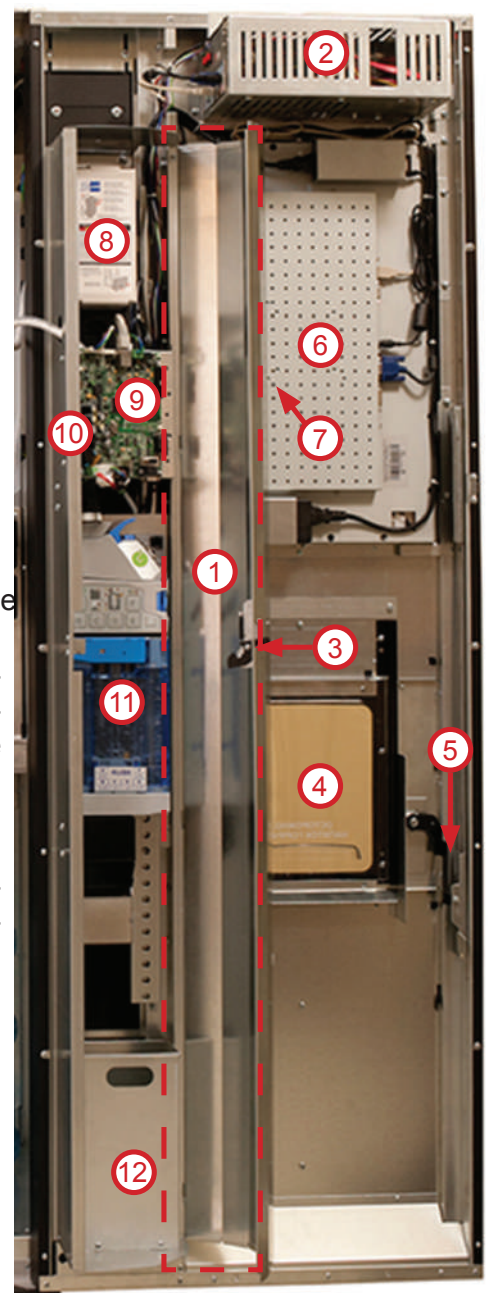


Figure 11a



3.4.3 Open door circuit-breaker

A special circuit-breaker turns OFF all power to the electrical and electronic system, when the door is opened, to ensure that all the operations related to the recharging (loading) and cleaning would be carried-out under completely safe conditions (at the same time the power to the computer section the vending machine and other equipment located on the door of the machine continues to flow) .

In order to load operation, cleaning etc. carried out in a completely safe environment, turn off the power switch on the AC outlet the vending machine. All other operations behind the door, which need to be performed with the running power, must be performed **EXCLUSIVELY** by qualified personnel, who have permission to perform such works and who know all the risks involved in the performance of such works.

To turn ON the power, with the door open, it is necessary to insert the service key (see figures 12) into the breaker and turn it through 90° until it is fixed. Please make sure to remove this key before closing the door.



Figure 12

3.4.4 Containers for ingredients and coffee beans

The drink vending machine has two types of containers: containers for ingredients and sugar (see figure 13b) and container for coffee beans (see figure 12a).

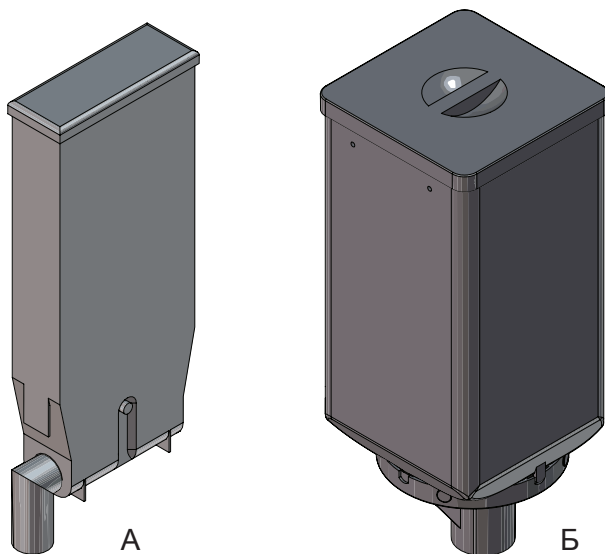


Figure 13

Filling the coffee beans container

To fill the container, please remove the top lid of the container (see figure 14) and fill it with coffee beans (see figure 14).

The coffee bean container has a fixing latch (see figure 14). To remove the container, for example to access the float chamber or water selector, please close the coffee feed holes with the latch and remove the container. After reinstalling the container make sure to fully release the latch to free the passage of coffee beans.



Figure 14

Filling the ingredient containers

The ROSSO TOUCH vending machine has 4 containers for powdered ingredients (see figure 15).

To fill the containers, just pick the lid off the container and fill it from the top (see figure 15).

ATTENTION: Please make sure that no foreign objects go inside the container during refill. Also make sure that the ingredients are not compacted (lumped) during refill.

Please remove the excess of ingredients from the outer walls of the containers and other parts of the vending machine.



Figure 15

There is a reducer-motor behind each of the containers, which is used to feed the ingredients into the mixer.

The quantity of the ingredient is fixed in the drink's recipe. The quantity means the time of rotation of motor, which is installed behind the container, in tenths (1/10) of seconds.

If needed (for convenience in refilling the containers) the containers can be removed.

To remove the container:

- Loosen up the spout of the container;
- Slightly lift the container pour spout to emphasis the container came out of the holes and pull on themselves.

The sugar container is located near the cup dispenser (see figure 16). This container should be refilled in the same manner as the other containers (see above).



3.4.5 Cup dispenser

Dispenser cup intended for dispensing of empty glasses in which drinks are dispensed cooked. The cup dispenser is fitted on a swinging bracket. The dispenser can hold up to 600 cups in 5 tubes (see figure 16). The dispenser sequentially releases cups from all tubes.

Filling the vacant tubes with cups (see figure 17):

- Turn OFF the vending machine
- Remove the dispenser's upper lid
- Load the cups (bottom down) only in the tubes, which are not (even partially) above the dispensing cavity
- Turn ON the vending machine and wait till the stack of cups falls into the dispenser following the automatic rotation of tubes and the rotation of tubes stops.
- Make sure that the lowest cup (first to fall) in the new stack is strictly vertical (without any bends or tilts). If there is any vertical tilt, please adjust it by raising the stack from below and then replacing it.
- Add cups to the rest of the vacant tubes and replace the lid.

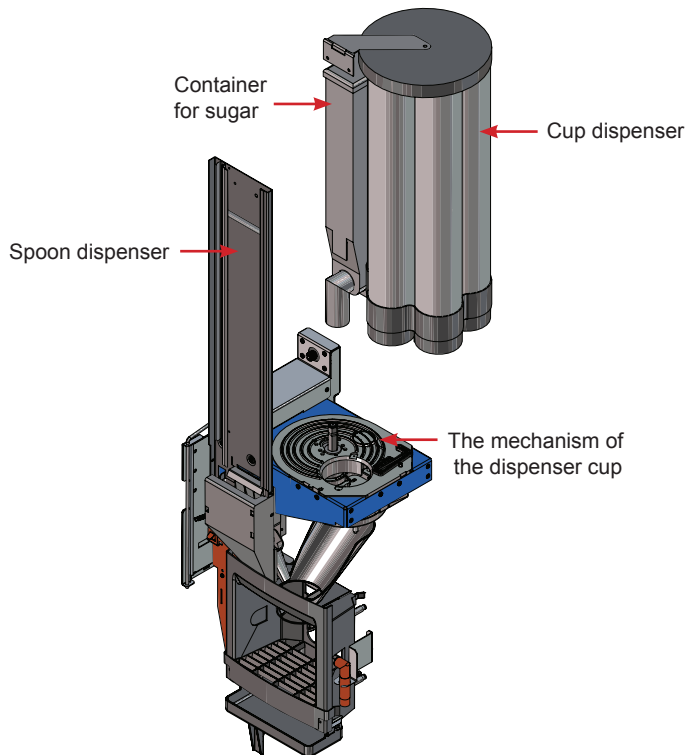


Figure 16

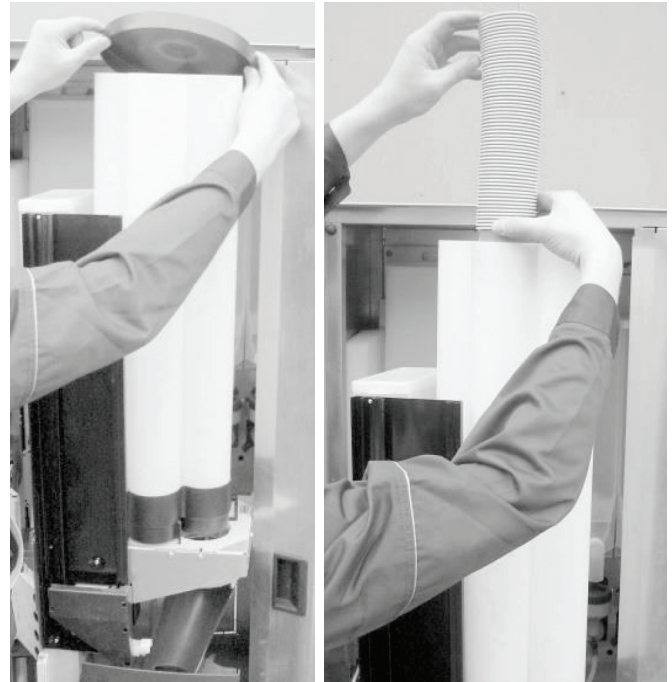


Figure 17



ATTENTION! It is strictly forbidden to rotate the tube hands, as it will lead to damage to the mechanism of rotation of tubes

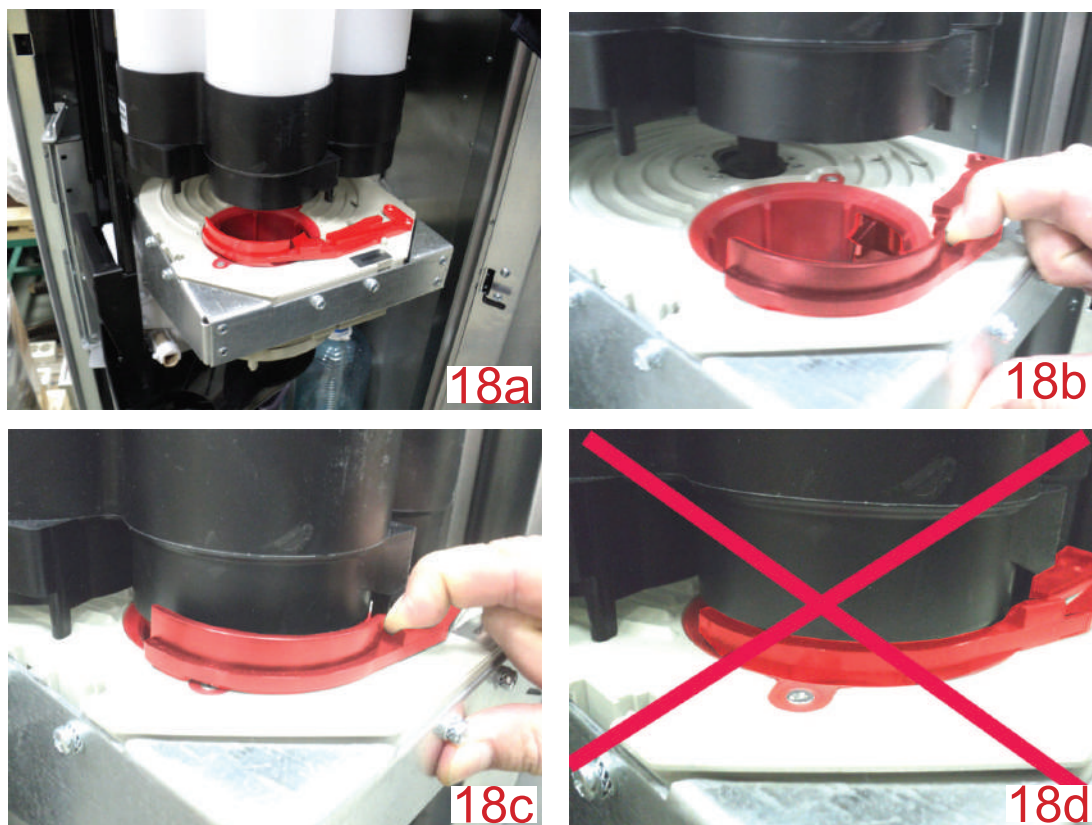


Figure 18

Installing pipes on the mechanism for issuing glasses (see figure 18):

- Move aside the clamp (see figure 18b);
- Install tubes (see figure 18c);



ATTENTION: Incorrect installation of tubes (see figure 18d) can damage the dispensing mechanism! It is strictly prohibited to rotate the tubes manually, because this would damage the tubes' rotation mechanism!

3.4.6 Spoon dispenser

The spoons are dispensed in accordance with the configurations of the service menu. You can turn OFF the dispensing of spoons or only turn it ON for drinks with added sugar.

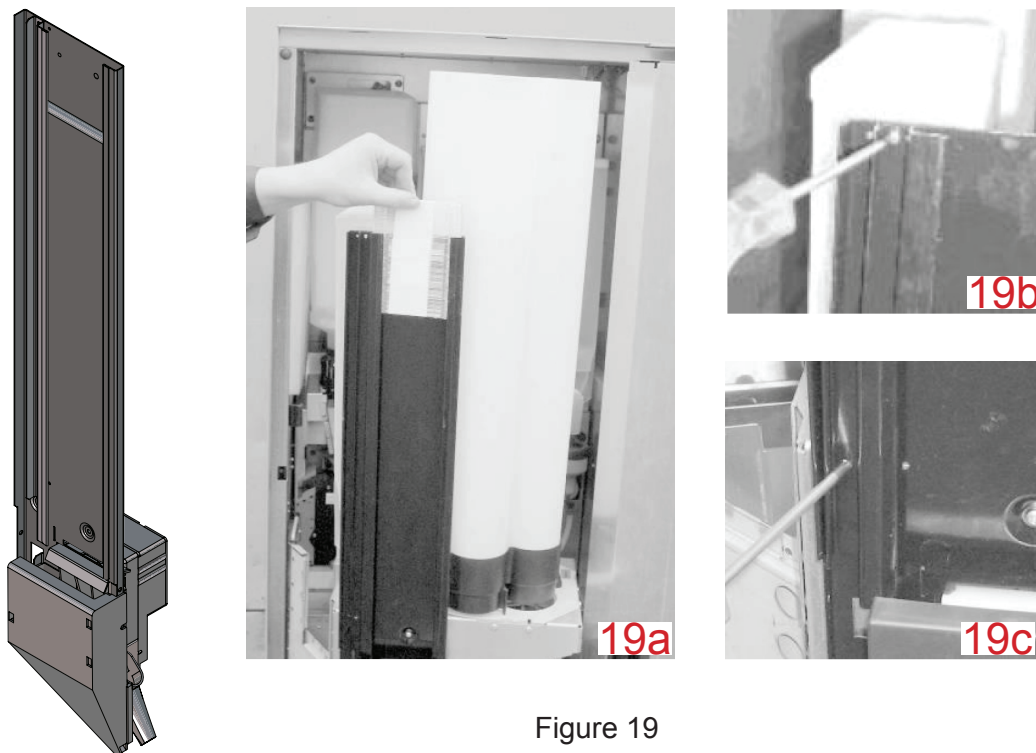


Figure 19

The dispenser can be refilled from the top (see figure 19a).

Place the spoons in the dispenser's column without packing (see figure 19a), then place the two metallic weights on top of the spoons.

These weights are supplied with the vending machine.

The dispenser can hold spoons of the following three lengths: 95mm, 105mm, 115mm.

The dispenser's maximum capacity is 600 spoons.

The vending machine comes with the dispenser set for 105mm spoons.

To adjust it for spoons of 95mm or 115mm, please adjust the guide, as shown in figures 19b and 19c.



3.4.7 Cup holder

The cup holder (see figure 20) is installed on the rotating joint of the mechanical arm. After the drink has been selected, the cup falls into the cup holder and then sugar and spoon fall into the cup. After this the cup holder moves the cup into the vending machine's body for safe preparation of drink.

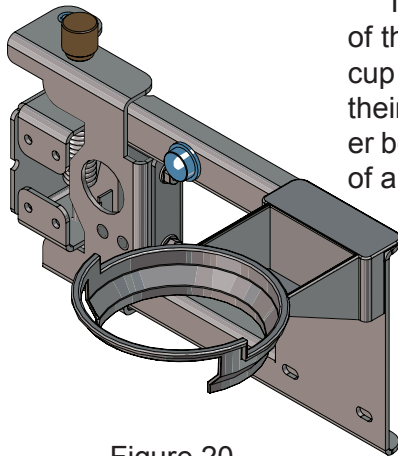


Figure 20

The cup with ready drink is brought out by the rotating arm within the range of the optical sensors (if installed). The optical sensors record the removal of cup by the customer. The use of optical sensors enables the customers to use their own cup for drinks. To do this you must place the cup inside the cup holder before selecting the drink. When the vending machine senses the presence of a cup it will not dispense a new cup.

3.4.8 Drink dispensing slot

The body of the dispensing area is made of moulded plastic (see figure 21) and is installed in the front part of the swinging bracket under the cup dispensing cavity.

The dispensing area is equipped with a removable tray with a grill, which is located right under the cup holder. The tray serves as a store for spilt over drinks and liquids. To clean or change the plastic components it is necessary to remove the tray and the grill to wipe out or collect liquid waste (see figure 22).

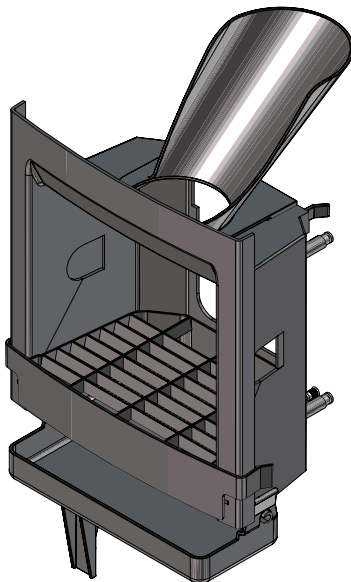


Figure 21

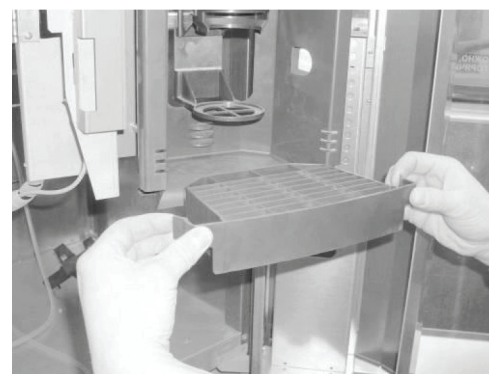


Figure 22



3.4.9 Waste container

The container is located in the bottom of the vending machine (see figure 23). In the bottom of the body there is a special marked area for secure placement of the waste container. After placing the empty container in the specified spot and fixing it, direct the discharge pipe into the waste container and lower the float into the container. This float will help monitor the level of liquid in the container. The liquid waste results from the making of the drinks and automated flushing of the vending machine. When the level of liquid in the container reaches its maximum, the sensor connected to the float (see figure 24) activates and the vending machine is blocked or put offline. To unblock the machine it is necessary to empty the container and dump errors (see section 4.0 "Service mode").



Figure 23

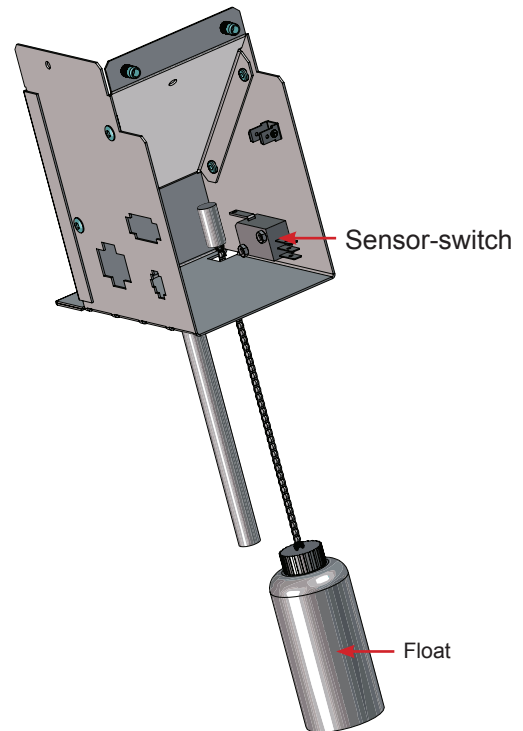


Figure 24

Apart from liquid waste the vending machine also generates hard waste in the shape of used ground coffee, which results from the preparation of coffee from coffee beans. This waste is sent by the coffee group to the path for hard waste (see figure 25).

A waste bag (not supplied with the product) must be put over this waste discharge path. This can be done by wrapping the bag around the discharge tube and fixing it with a metallic clamp (ring clamp) (see figure 25).



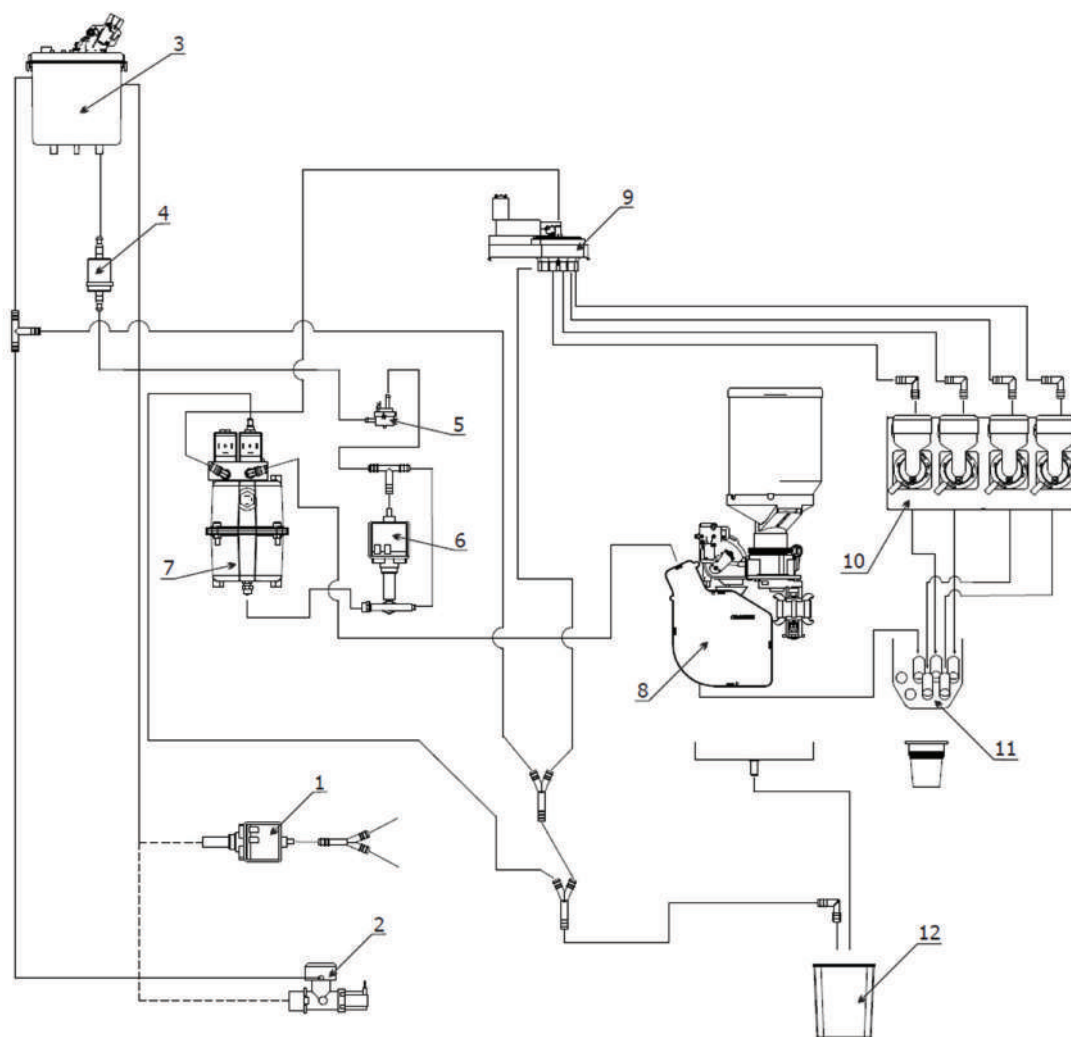
Figure 25



3.4.10 The hydraulic circuit

The water feed circuit has the following configuration:

When the vending machine is connected to the water supply, the water runs in through an electromagnetic valve with filter (2), when using the bottles, the water from the bottle is pumped using a primary pump (1). Then the water enters the float chamber (3) and running through the water filter (4), water meter (5) and boiler feed pump (6) reaches the boiler (7), where it is heated to the set temperature level and according to the selected drink option it then runs into one of the two boiler channels: either through the selector (9) to the mixer or to the espresso group (8), where the water is mixed with the required ingredient and the drink is dispensed to the customer through the outlet nozzles (11). The excess of water and drink are then discharged into the waste container (12).



1. Feed pump (autonomous operations)
2. Electromagnetic valve (water supply line)
3. Float chamber
4. Water filter
5. Water consumption meter
6. Boiler feed pump
7. Boiler
8. Espresso group
9. Water selector
10. Mixers
11. Drink outlet (discharge) nozzles
12. Waste container

3.4.11 Autonomous operations, water reservoir and feed pump

a. Water reservoir

By default the vending machines are configured to work with autonomous source of water, which comprises of one or two bottles of water (not supplied with the product). The water bottles are located in the lower part of the machine behind the waste container (see figure 26). The maximum volume of each bottle is 20 litres. The water is drawn using two discharge pipes.

When connecting a new bottle, please put one pipe in each of the water bottles. If you are installing only one bottle, please insert both pipes into this single bottle (see figure 26).



Figure 26

b. Feed pump

When in autonomous operational mode the pump draws water from the bottle(s). The feed pump is located above the waste container and is fixed to the rear wall of the machine's body (see figure 27).

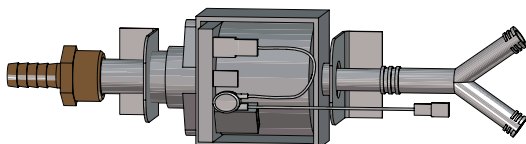


Figure 27



3.4.12 Connection to water supply line (optional)

The vending machine can operate when connected to autonomous water source (as described in section 3.4.11) or when connected to municipal drinking water supply. The inlet connector to connect the machine with the water supply line is located on the rear wall of the machine (see figure 28) and comprises of a $\frac{3}{4}$ " threaded connector.

The water pressure must be in the range of 0.5 to 0.85 MPa. The connection is made using minimum 6mm pipes, suitable for drinking water. The pipe must have a G $\frac{3}{4}$ " joint nut. It is recommended to use additional tap and water filter, installed outside the machine's body, on water supply line (not supplied with the product).

Inside the machine's housing replace the feed pipe from feed pump (autonomous water supply) to electromagnetic valve (see figure 29). The valve is regulated by the vending machine control software. It automatically regulates the supply of water into the float chamber.



Figure 28

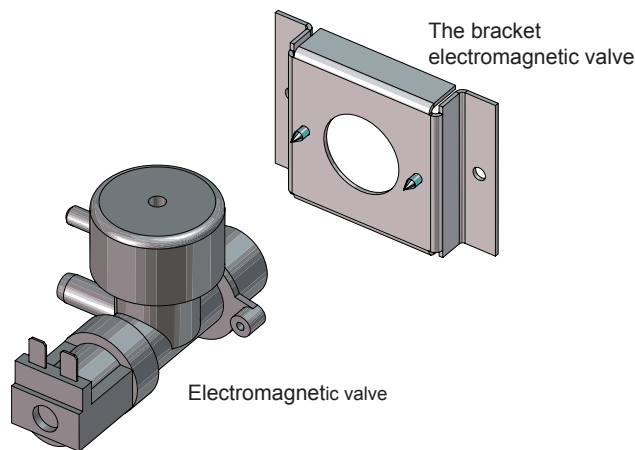
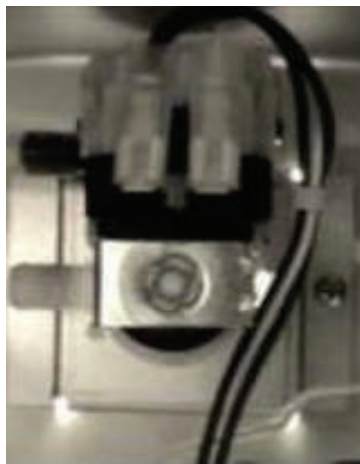


Figure 29

After connecting the machine to the external water supply, you must reprogram the machine, so as to enable the electromagnetic valve. For the purpose you must access the technical service menu.

To do this, go to the service menu technique (see section 4.0).

Then touch the menu button "Settings", then in window that the opens select the tab "Coffee 1" in the field "Water container" check the value of the "Not installed". The machine will go into operation by the flow of water from the water mains.

To convert the machine mode of autonomous water supply, check the value of the "Installed".

In this case you must again shift the pipe from the electromagnetic valve to the feed pump for the autonomous source of water.



ATTENTION! The vending machine should be connected to the water supply line only by a qualified specialist!

Traces of water leakage point to incorrect connection of water supply or water pressure discrepancy between the required values!

Use the water hardness corresponding to the recommended values, and calcium (see technical data the vending machine).



3.4.13 Flot chamber, pump and boiler

The water for the preparation of drinks is supplied by the following group of devices: boiler, which heats the water; boiler pump, which pumps the water into the hydraulic circuit; float chamber, which helps avoid air bubbles and blocks from entering the hydraulic system.

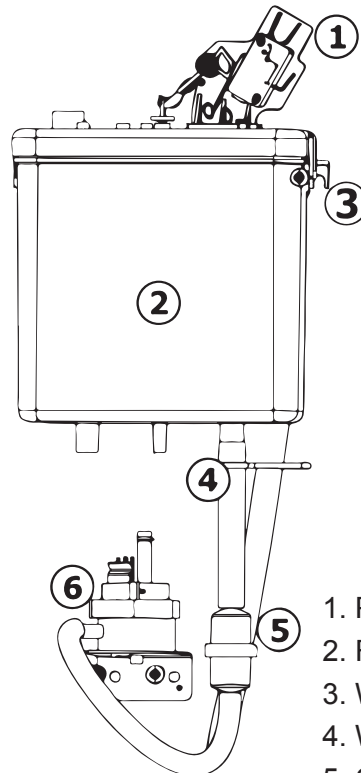
a. Flot chamber

The float chamber (see figures 30) retains the minimum required quantity of water, which is necessary to keep the hydraulic system alive and to ensure the dispensing of drinks, in case the water supply runs dry.

Equipped with a sensor it determines the state of the chamber: filled or empty. During the functioning of the internal pump, the water level gradually falls inside the float chamber until reaching the set level, where the sensor reads as if the chamber is empty. At this moment the water from external source (the valve is opened) or internal source (the autonomous mode pump turns ON) starts filling the float chamber, until the water level sensor determines that the chamber was full. This also forms a permanent water lock. In case of shut down of external water supply or depletion of water in the internal source, the float chamber will not be filled within the set time interval, which will cause the vending machine to be blocked.



Figure 30



1. Pin switch of the water level sensor
2. Float
3. Water inlet connector
4. Water outlet to the boiler
5. Consumption meter
6. Water filter



b. Boiler feed pump

The boiler heats the water to a certain temperature, which is set in the configuration menu, for the preparation of hot drinks.

The boiler is fitted with a feed pump, which maintains permanent pressure (see figure 31).

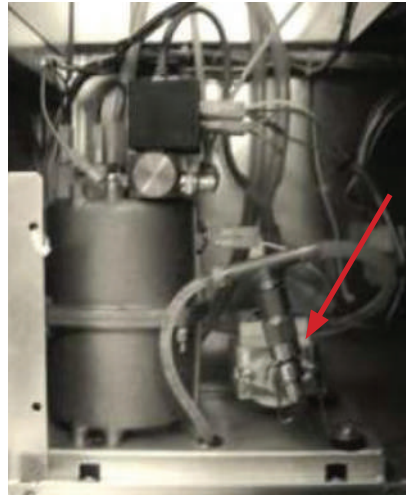
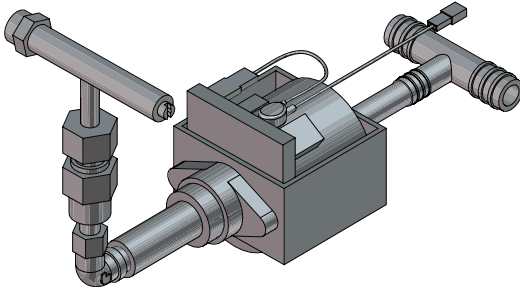
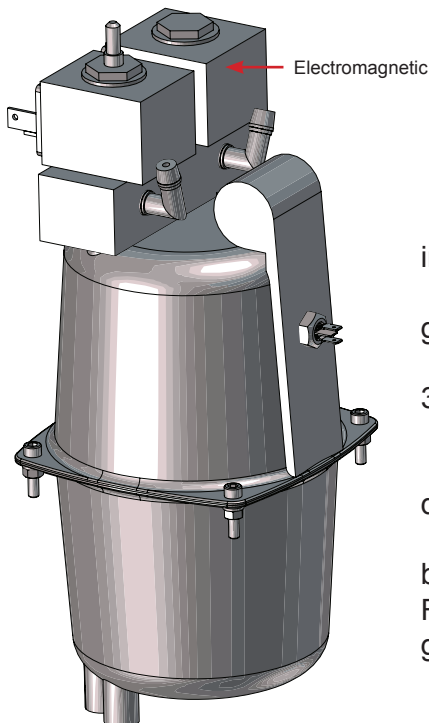


Figure 31

c. The boiler's electromagnetic valves

During the preparation of drinks, hot water enters through one of the two electromagnetic valves, which are located on top of the boiler (see figure 32), depending on the selection (either to espresso group or to the selector and then to the relevant mixer).



d. Boiler

The boiler is used to heat the water to a certain temperature as is set in the machine's configurations.

The boiler is located under the protective cover behind the espresso group.

To access the boiler, please remove the espresso group (see section 3.4.15).

The surface of the boiler can be very hot.

Before starting any routine service or cleaning, it is necessary to cool down the boiler and to empty it (see section 3.6.3).

The water from the float chamber enters the boiler with the help of the boiler feed pump.

From the boiler the water either goes to the selector or to the espresso group.

Figure 32



ATTENTION: It is strictly prohibited to use water, which does not conform to the given standards of hardness and calcium content (see the vending machine's technical features). This can cause rapid deterioration and failure of the machine's electromagnetic valves!



3.4.14 The coffee group

3.4.14.1 Coffee grinder and dosing apparatus

The coffee beans are crushed using the coffee grinder, which is located underneath the coffee bean container. When you select a drink, which uses coffee beans, the beans fall into the coffee grinder, where they are ground using the built-in choppers, going further into the dosing apparatus, which is located in front of the coffee grinder. From here the coffee is fed into the espresso group.

The quality of grinding of coffee depends on the rotation of the screw, located on the coffee grinder (see figure 33 position 1). Turn the screw clockwise grind more (smaller particles) or counter clockwise to grind less (larger particles) – (see figure 33).

You can set the rotation of the coffee grinder to achieve the required level of grinding.

After setting the grinding quality, check the quality of coffee. If needed please set again to achieve the required level of grinding.

NOTE: the smaller the particle size the longer will be the extract and the drink will be more saturated.

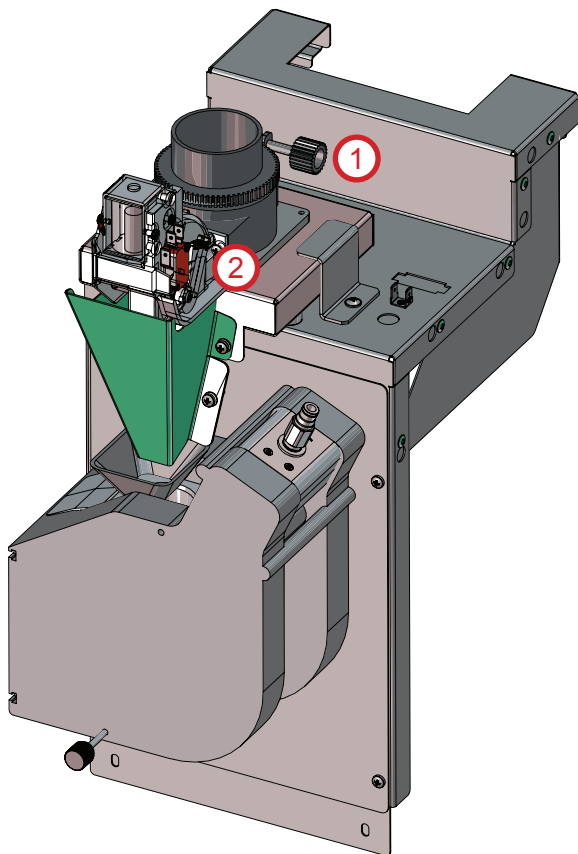


Figure 33



Setting the grinding parameters for the first time:

Turn the regulatory screw clockwise and bring the blades as close as possible (turn all the way). Then turning the screw counter clockwise loosen the upper disk by 540-630 degrees (one and a half turn or one and a half + quarter turn).

For more detailed settings of coffee grinder you can carry out the following actions in the given sequence: change the position of the regulatory screw (to change the position of the upper disk of the coffee grinder to a certain angle) and then make a drink and taste it.

PLEASE NOTE THAT CHANGES IN LEVEL OF GRINDING AND TASTE ARE NOT NOTICED RIGHT AWAY. ONLY AFTER 3 CYCLES YOU CAN FEEL THE DIFFERENCE (after changing the grinding parameters, discard two drinks and taste the third one to feel the difference).

It is highly recommended to change grinding parameters discreetly, turning the coffee grinder's disk by 10-20 degrees each time.

If the level of grinding is too high (very small particles) the water either cannot pass through the ground coffee tablet or passes partially, i.e. the volume of ready drink will be very less. In this case either the coffee output jet will be broken into drops or its thickness will be less than 1.5mm. In this case the time of working of the coffee grinder will be 8-10 seconds from start till stop.

If the level of grinding will be too low (very small particles), the coffee grinder will not be able to ground sufficient amount of coffee, which would lead to "Grinder" error and will block the dispensing of coffee. In such case you should increase the level of grinding. For the purpose you must loosen the upper disk by turning it counter clockwise.

If the particle size is large the coffee will be less concentrated (less saturated). The time of working of coffee grinder will be around 3-4 seconds. The thickness of output jet will be 3-4mm. In this case you can also cause the leaking of the coffee group, because very large particles of coffee damage the gasket of the piston. In such cases you should decrease the particle size – turn the upper disk clockwise.

The optimum time of grinder functioning is: 5-6 seconds if coffee dosage is set to position 3 and 6-7 seconds if the coffee dosage is set to position 4 (see the next section).

The ground coffee is fed into the dosing apparatus, which accumulates ground coffee up to a certain level. When the level is reached the electromagnetic valve opens and the accumulated dose of coffee is sent to the espresso group.

The dosing apparatus helps you set the required amount of coffee for the espresso group according to the desired drink.

The volume of coffee is regulated with the help of the dosing apparatus's cam (see figure 33 position 2 and figure 34). The positions can be from **1 to 6 (MAXIMUM)**. At the same time it is prohibited to set the cam to positions 5 or 6 without increasing the volume of the boiling chamber (see further)! **THIS CAN DAMAGE THE ESPRESSO GROUP!!!**

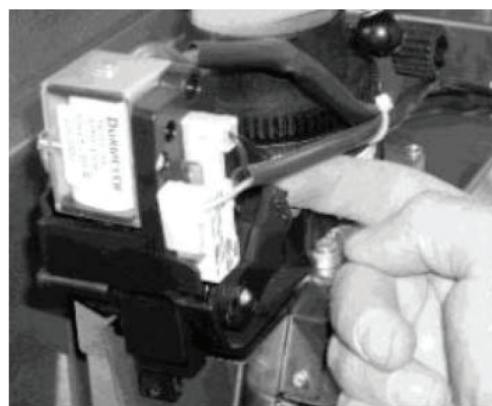


Figure 34

It is STRICTLY PROHIBITED to set the cam to positions 7 or higher!!!

The recommended settings for the cam are positions 3 or 4. This means a dose of 6.5-7.5 grams per portion (per drink).

The weight of the ground coffee inside the dosing apparatus depends on the quality of grinding and type of coffee.

After each re-setting of dosing apparatus, please weigh the amount of ground coffee according to the current manual.

Depending on the weight of the coffee, you might need to regulate (adjust) the volume of espresso group's chamber.



3.4.14.2 Espresso group

The espresso group is used to make coffee using ground beans (see figure 35).

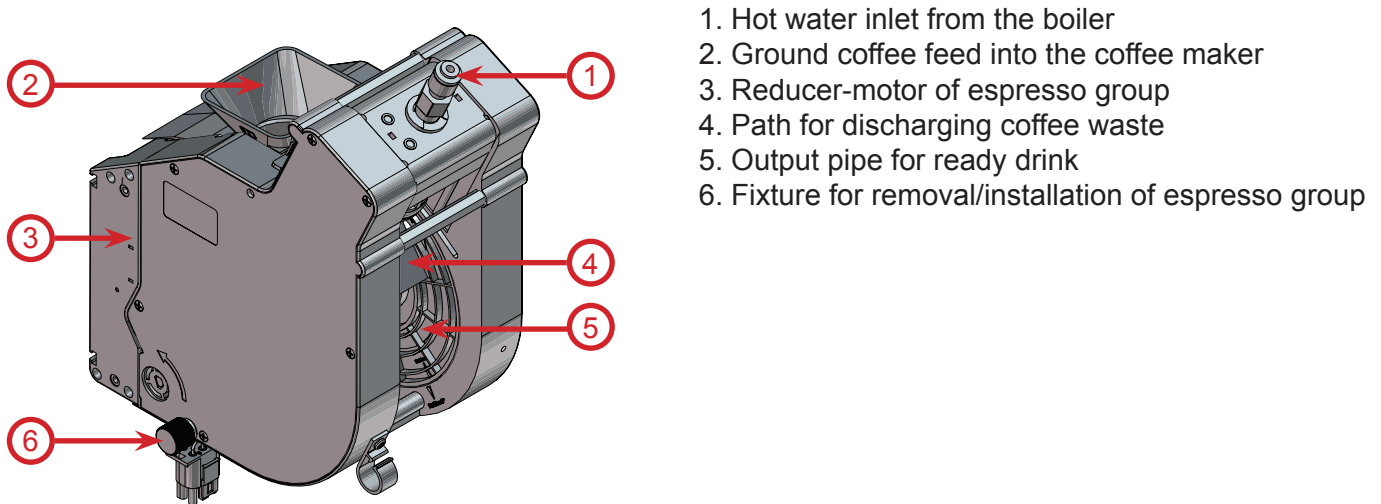


Figure 35

Description of espresso group's functioning:

1. Initially the espresso group is in open position
2. The ground coffee enters the inlet (2), after which the reducer-motor closes the espresso group, pressing the coffee powder.
3. Hot water, from the boiler, is passed through the pressed coffee
4. After pumping specified in the recipe drink water volume - gear motor translates Espresso group in the open state, unloading coffee grounds along the rail (4) into the pipe dumping of solid waste, and then into the bag.
5. The hot water, which passes through the pressed coffee, further goes through the dispensing nozzle into the cup.

To service the boiler, which is located behind the espresso group, it is necessary to remove the whole group. The group can be removed as shown in figure 36.



Removing the espresso group:

1. Disconnect the hot water supply pipe, unclamping the fixator (see figure 36a)
2. Disconnect the ready drink dispensing pipe together with the nozzle from the holder, lifting the spring used to fix the pipe (see figure 36b)
3. Turn the espresso group fixation screw counter clockwise (1) (see figure 36c)
4. Lift the right lower end of the espresso group (2) then pull it out (3) (see figure 36c)
5. Remove the espresso group (see figure 36d)

To install the espresso group carry-out the abovementioned actions in reverse sequence.

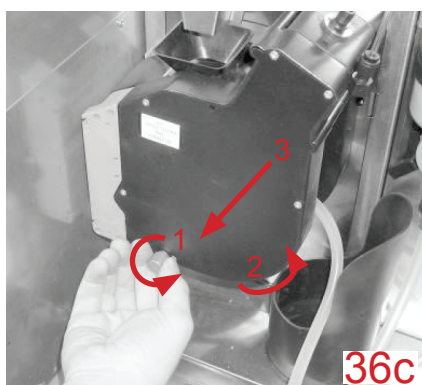
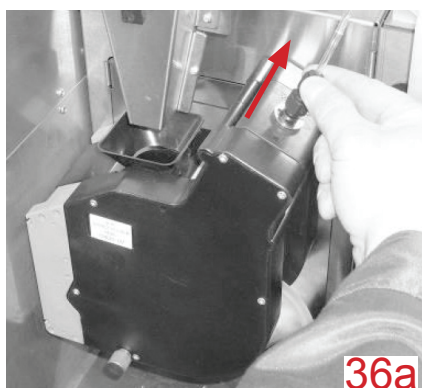


Figure 36



Adjusting the volume group espresso:



Group espresso lets you adjust the volume of the chamber for receiving ground coffee from the dispenser. When you install the dispenser fist to position 5 or 6 or weighing more than 7.5 grams of ground coffee, you must increase the space by installing retaining ring into position B (see figure below).

The adjustment is made in the following order:

1. Remove group of espresso (see above);
2. Retighten piston in the direction of arrow 1 as shown in the figure (see below);
3. Remove the retaining ring 2 from the current position (factory setting A);
4. Install the snap ring in position A to work with a small dose of coffee, or to position B to increase the volume of the chamber;
5. Release the piston;
6. Set the group of espresso in place.

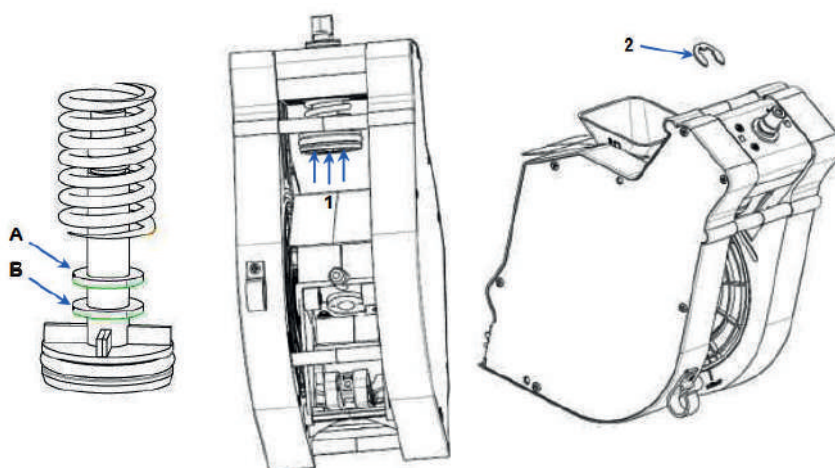


Figure 37



If the volume of the chamber for the cases described in this manual will not be increased, may not work properly espresso group (occurrence of errors "Opening of the group", "Closing the group" and the lock on the basis of grain coffee drinks) as well as its failure.

By increasing the volume of the brew chamber espresso group should go to the equipment menu and click "Settings". Then select the tab "Coffee" and in the "Adjustable coffee dose" to set the checkbox in front of the value "Yes (7 ... 9)". The amount of ground coffee at the same time is set separately for each beverage on the tab "Coffee Recipes" in the field "Ingredient-Quantity" in tenths of grams (70 - 7 g, 85 - 8.5 g, 90 - 9 g.).



3.4.15 Water selector

The water selector (see figure 38) for making instant drinks, is located behind the coffee bean container. The electromechanical selector helps direct the hot water from the boiler to the relevant mixer, to make the selected drink.

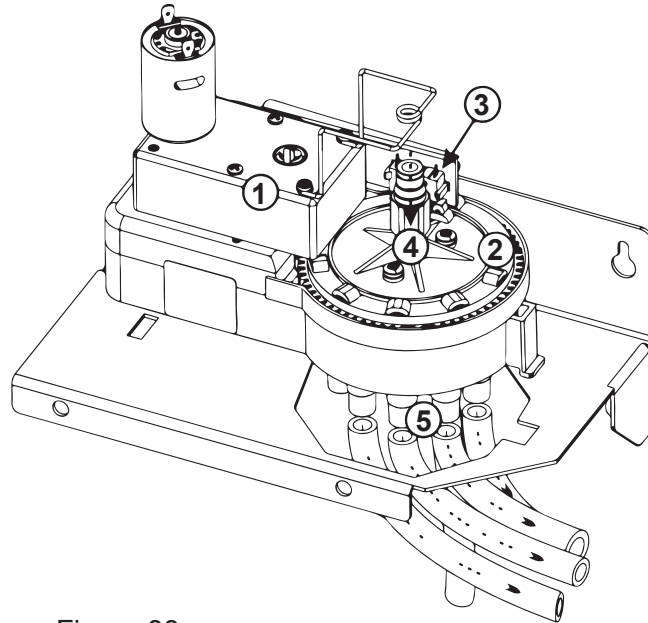
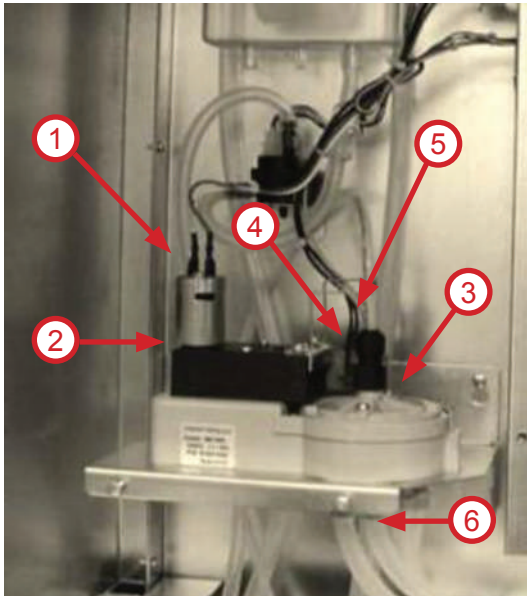


Figure 38

Figure 38 (description):

1. Reducer-motor for positioning
2. Water distribution unit
3. Current position sensors (2 pcs)
4. Inlet for water from the boiler to the selector
5. Outlet openings to feed the water to the mixers

3.4.16 Mixers for instant ingredients

The instant drinks, which are made of instant ingredients, are prepared in the mixers (see figure 39).

The vending machines have 4 mixers each.

Each mixer is installed and connected in front of the container with the relevant ingredient.

The powder (instant ingredient) is fed by the reducer-motor from the container into the mixer's inlet together with hot water.

The mixer's motor mixes the ingredient and water until a uniform mixture is obtained.

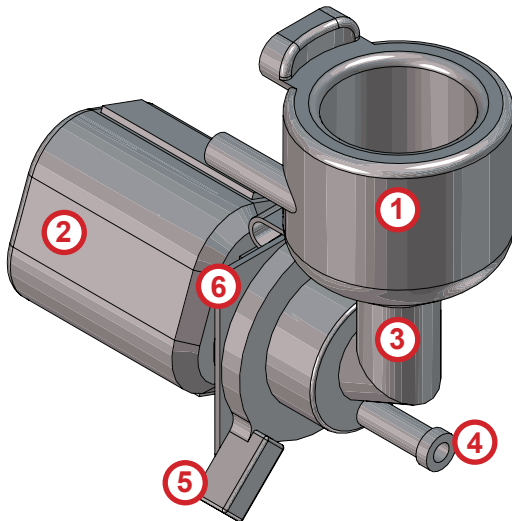


Figure 39

Figure 39 (description):

1. Lid on mixer's inlet
2. Mixer's motor
3. Mixer's funnel
4. Adapter for drink dispensing pipe
5. Mixer funnel fixator
6. Exhaust hole gasket

When needed you should remove the funnel and other plastic parts of the mixer, for planned cleaning and perform the actions in the following order:

1. Remove the mixer the funnel (see figure 40a)
2. Disconnect the drink dispensing pipe (see figure 40b)
3. Turn the handle on the funnel fixator downwards (see figure 40c)
4. Carefully pull out the funnel (see figure 40d)

For installation perform the same steps in reverse order.



40a



40b



40c



40d



40e

Figure 40

To remove the mixer's motor, loosen the screw, which holds the mixer to the bracket (see figure 40e), and remove the motor. After that disconnect the power connector.

3.4.17 Vending machine control and monitoring device

3.4.17.1 Description

The control system and control the machine consists of the following electronic components:

- Power supply board. Performs automatic actuating device management functions, interrogates sensors and controls the beverage preparation process. The power board contains all the recipes and configurations.
- Main board. This board holds statistical data, controls payment systems and operational modes, works with USB flash drives for data transfer, configuration file loading and software updates. This board holds all the configurations except for recipes.
- The interface computer. Full fills the functions of the information display and interacts with the customer. The operating system Windows XP Embedded is installed on the computer. The computer keeps the pictures of all the products and their names/descriptions in the different languages. The computer operates the Main Board, while being connected to it through Ethernet.

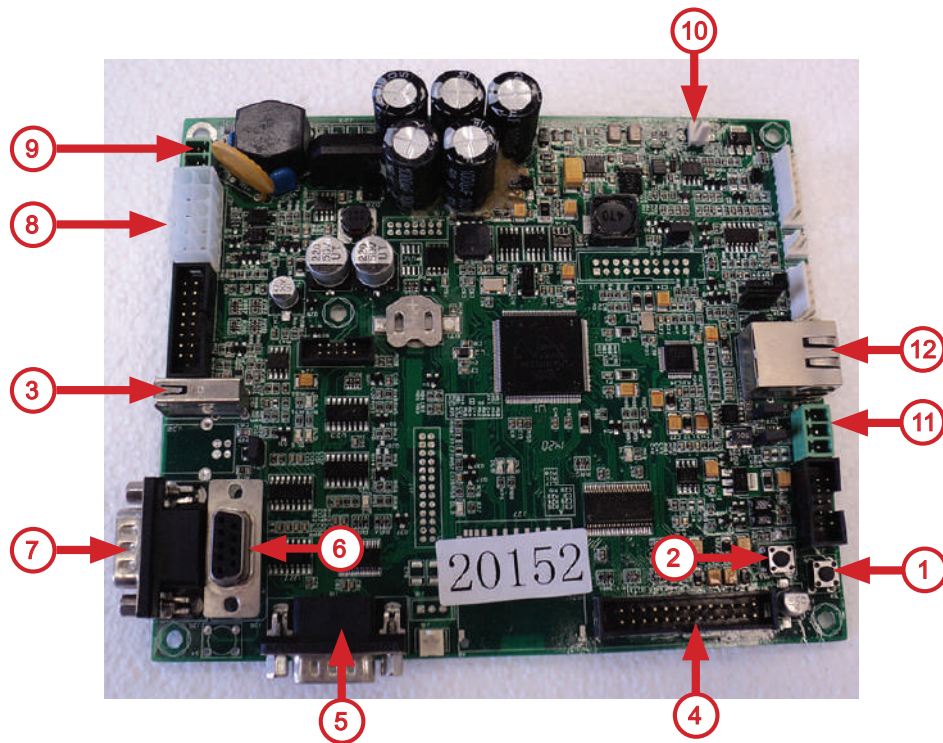


Figure 41 - Main Board (controller)



1. Operator's menu access button (used as reserve button, for use when regular service button does not work – see 3.4.18.2)
2. Technician's menu access button (used as reserve button, for use when regular service button does not work – see 3.4.18.2)
3. USB connector (socket)
4. Touch screen connector
5. Modem connector
6. Slot for programming and connection of RS-232 cartridge
7. Cash register \ cheque printer connector
8. Modem and MDB power supply connector
9. Main board power supply connector (~24Volts)
10. Change dispensing motor connector
11. CAN-BUS connector
12. Slot Ethernet

The vending machine's main board offers two operational modes:

- Selling mode (main mode)
- Service mode (for specialists)

In the main mode, which is the selling mode, the vending machine serves the customers and monitors all the components which constitute the machine. Right after turning ON and receiving uninterrupted power supply, the machine functions in the given mode.

The service mode is designed to provide for equipment testing, parameter configuration for units and equipment and monitoring drinks' information (name, price, recipe etc.). To switch to service mode you should press button 2 or 3 on main board and hold for 2-3 seconds or you can switch using the 4 key pad, which is installed on the inner side of the door.

You can switch to the service mode by pressing the relevant button on the 4-key pad, which is located on the inner side of the vending machine's door. If the buttons on the keypad are not responding, you can switch modes by pressing holding down for 2-3 seconds, buttons (1) or (2) on the main board (see figure 41).

The machine may be connected to the outer net through Ethernet, for which purpose a router must be additionally installed in the machine, fulfilling the following functions:

- Assignment of the static IP-address to the Main Board (this board does not support the DHCP protocol and cannot get a dynamic IP-address from DHCP- server when initializing)
- Protection from the intruders (without router, the intruder can connect to the Main Board and perform any actions to it).

This connection may be needed in case the cashless payment systems are used and the cards' credits are being kept on the outer server.



WARNING! As the computer is connected to the Main Board through Ethernet, the net settings are kept on the Main Board. The settings being changed, the machine's work will be violated. Thus it is recommended to clean up all the settings from the Ethernet tab in the configuration files used for the ROSSO TOUCH. If the settings, nevertheless, were changed, it is needed to restore them (see the part The Start up of the Ethernet Settings in the Main Board, as follows).



3.4.17.2 The Start up of the Ethernet settings in the Main Board

If wrong Ethernet settings are chosen in the Main Board, the machine will not be able to be operated through the sensory display. The error “The machine is switched off” will be displayed on the screen and the operation will be unavailable. This phrase may also appear in the following cases:

- The Main Board is de energized (the service door is open and the service key is not inserted)
- The Ethernet cable is unplugged or plugged in the wrong way.
- False Ethernet settings in the computer.

To restore the Ethernet settings, one should have a USB-Flash storage device, formatted in the FAT-16 or FAT-32 systems.

The root folder of this device should contain the configuration file with the name of CONF_GEN.DTS, which contains the right settings. That is a text file in the ANSI-encoding. The contents of the file for the factory Ethernet settings follows:

- MC5*0*PERIPH***1
- MC5*1*LAN*0*1*005047589658
- MC5*2*LAN*1*172*21*22*193
- MC5*3*LAN*2*255*255*255*0
- MC5*4*LAN*3*172*21*22*90
- MC5*5*LAN*5*1

Details of the operation of the controller board Ethernet settings:

- Open the service door, without inserting a service key (controller board must be de-energized);
- Insert the storage device USB-flash drive (see figure41 pos. 3) into the USB port of the controller board;
- To press both black buttons of entering the menu at the same time on the Main Board (the buttons on the board, not on the panel), and while keeping them pressed to insert the service key. To hold the buttons pressed until the tune starts to play;
- Insert the service key in the door lock, hold down the button. Hold down the button until you hear a melody;
- After the tune is finished, the buttons may be let go. The start up of the configuration file will start;
- After the start up is finished, the second tune will play;
- Wait until LEDs stop flashing;
- Before removing USB stick wait until green led on main board will stop flashing;
- To remove the storage device.



3.4.17.3 Installing and running of the interface program

The program RBT_Interface or RT_Interface must be installed on the computer. It is necessary to install DirectX 9 and Flash-player for this program to work (program RT_Interface does not support the Flash-player). The program itself does not need to be installed. It consists of five files (or, of six files in case of both versions at once was installed), and the folder, which must be installed in one common folder.

The RT_Interface program is a crippled version of the RBT_Interface program, and it has the following differences:

- There is only one screen;
- Does not support a snack;
- Does not support module QIWI;
- Does not support a combo sale;
- It will not play video during dispensing (does not support the Flash-player);
- In all modes (except for the menus) plays video (including the time of sale);
- It has a different format of drinks pictures;
- Small and large images have a similar format, so the software will automatically use the small one instead of the big one, or, vice versa, - in the absence of a corresponding image.

The following files must be in the folder:

- File RBT_Interface.exe and/or RT_Interface.exe
- File Unicum_Configurator.dll
- File Unicum_Audit.dll
- File zlib1.dll
- File rbt_unlock.exe
- Folder "Products" which will contain the pictures, names and descriptions of the products. At the first start up, the folder may be left empty.

After the installation of the program it is necessary to create a shortcuts on the desktop for its start up, which will contain the starter settings.

For this the computer keyboard must be connected.

The consequence of actions:

- To touch the file RBT_Interface.exe once to highlight it;
- To press the "Menu" button (see figure 42) or Shift + F10 combination;
- To select the menu "Create a shortcuts" in the window opened;
- To press the created shortcuts once;
- To press the Menu button or Shift + F10;
- To select the menu "Properties";
- Within the field "Object", immediately after the file name ... \RBT_Interface.exe (\RT_Interface.exe), add a space, and then enter the settings. At that, input parameters must be separated by a space character. The sequence of input parameters can be arbitrary. Parameters, except the parameter /I, are optional. The parameters are entered in the following format (example):



Figure 42

```
/Ispace172.21.22.193space/Lspace1space/Pspacepasswordspace/Bspace1space/LDspace0space3space/ LEspace0space3space/?space/Tspace0space/Rspace0
```

In this line:

- **/?** no parameters. It causes the program to display Help for parameters;
- **parameter /I** – after the parameter, being separated with space, the IP-address of the Main Board card is specified;
- **parameter /L** - after the parameter, being separated with space, the starting language is specified from which the program will start (0 - English, 1 - Russian, 2 - French, 3 - German, 4 - Kirghiz, 5 - Romanian, 6 - Norwegian);



- **parameter /P** - after the parameter, being separated with space, the password (from 6 to 16 symbols) is specified, which will be used to exit the program into Windows, from the main window;
 - **parameter /B** - after the parameter, being separated with space, 0 or 1 is specified. /Bspace0 - denotes the black background. /Bspace1 - denotes the background type "beehive";
 - **parameter /LD** - allows to restrict the selection of one or more languages. After LD, a list of prohibited languages should go, separated by spaces (their numbers are specified similar to those in the parameter /L). For example, /LD 0 3 disables the English and German languages. If the parameter leaves only one language allowed, the language selection button will be disabled. If the parameter /L is being used, the language specified therein should not be banned;
 - **parameter /LE** - the parameter is the inverse of the parameter /LD (may not be used in conjunction with the /LD). After the parameter, being separated with spaces, is specified, list of allowed languages. For example, /LEspace 0space3 disables all languages, except English and German. If the parameter leaves only one language allowed, the language selection button will be disabled. If the parameter /L is being used, the language specified therein should not be banned;
 - **parameter /T** - after the parameter, a number from 0 to 60,000 is specified being separated with space, or symbol N. The time (in seconds) is set after which the vending machine automatically returns to the main screen. The parameter is valid only for RBT_Interface. The value N totally excludes return to the main screen (it will be impossible to get there using buttons). The value 0 denotes that the vending machine never switches to the main screen. Other values indicate the time of user inactivity;
 - **parameter /R** - after the parameter, a number from 0 to 60,000 is specified being separated with space. In the presence of this parameter, the computer unit will automatically reboot if within the time specified in the parameter (in seconds) there was no communication with the Main Board controller;
-
- To press Ok;
 - To move the shortcuts on the desktop with a finger;
 - To highlight the shortcuts (once) and to press the Menu button or Shift + F10;
 - To select the menu "Copy"
 - To enter the "Start" menu (Ctrl + Esc), then select All programs -> Auto start up and to press the button Menu or Shift + F10;
 - Select the menu "Open". The Auto start up folder will open;
 - To select in this folder "Edit-> Insert". The shortcuts of the program's start up will be copied in the auto-start up folder, and now the program will automatically start up at the start of Windows XP Embedded;
 - At this point the installation of the program is finished and it may be started by pressing on the shortcuts on the desktop twice.



3.4.17.4 The names and the pictures of the products

The basic product names on the main language are kept in the settings of the Main Board. They may be read from the board or recorded on the board through the configuration file or through the technician's menu.

To edit/browse the names through the technician's menu it is necessary (the RBT_Interface or RB_Interface program must be running):

- To open the service door;
- To insert the service key to energize the Main Board;
- To wait until the initialization is finished;
- To enter the technician menu (to press and hold for 0.75 seconds the button "Technician menu» until you hear the signal);
- The screen will display home menu technique (see section 4.0). If the password is installed on entering the technician menu, a password window will appear instead of the menu. Enter the password;
- In the technician menu press the button "Settings" on the display. The window with the Main Board settings will open;
- Select the tab "Coffee 1 Plan.". If there is no such a tab, select the tab "TA", set up there "Coffee number" in 1, and remove the choice "Don't change";
- The names of all the 16 beverages kept on the Main Board are shown on the tab "Coffee 1 Plan". If necessary, they may be changed. All the names must be saved, as they will be used for the files with the names and the descriptions in different languages and for the files with the pictures of the products as well;
- To press the button "Exit". If the settings were changed, the program will ask if these changes should be saved on the Main Board. If you press Yes, all the settings will be saved on the board. The button "Settings" will be inactive during the time of saving. After the saving is finished, it will activate;
- To create/copy the files with the names/descriptions/pictures it is necessary to exit the program. There is a button "Exit" in the right lower corner in the menu mode. One should press this button, after which a question will be asked if you really want to exit into Windows. Press Yes.



3.4.17.5 Indication in foreign languages and product images

Product names stored in the settings of the controller board are used for searching for files that contain names / descriptions / images of the products in foreign languages. For this, the folder “Products” is used that is located within the same folder where the program is installed.

In this folder, up to 16 files for each product could be located, including names of each product, images for the select buttons of the vending machine drinks, and product images that would appear at connecting to the vending machine ROSSO TOUCH of the snack vending machine FOODBOX SLAVE or FOODBOX SLAVE LONG.

7 files are used for the product names designation in seven languages. If any files for any languages are absent, then, the name stored in the controller board (Main Board) will be used as a product name for these languages.

In each file, a name could contain up to three lines, and 249 symbols for the program RBT_ Interface, and up to two lines for the program RT_ Interface.

Other 7 files are used for description of the products for sale in seven languages. In the case of a description file absence in some language / languages, this description will not be displayed for this product in this(these) language / languages. The description in each file could contain up to 7 lines, and 1024 symbols.

One file is used for an picture that is displayed on the sensor button with the product image (small picture). For snacks, this file is not required.

The aspect ratio of the image should be 1:1 (square) for RBT_ Interface, or 42:55 for RT_ Interface.

The format of the image is .png, 140 x 140 (35 pixel/cm); dimensions in the screen 4 × 4 cm for RBT_ Interface, or 170 × 223 - for RB_ Interface. Please pay attention that the image is scaled automatically.

The last file is used for a large picture that is displayed when the certain product is selected (coffee, snacks).

The aspect ratio of the image should be 3:4 for RBT_ Interface, or 42:55 for RB_ Interface.

The format of the image is .png, 180 × 240 pixels, dimensions in the screen 5.14 × 6.86 cm for RBT_ Interface, or 504 x 660 for RT_ Interface. Please pay attention that the image is scaled automatically.

NOTE: The images must be stored in the format PNG, they could contain the so-called “alpha-channel” (transparent, semi-transparent, non-transparent zones).

Files with the product names and descriptions are the text files. They could be created using the standard application - program “Notebook”.



ATTENTION! The files must be stored in UNICODE! In the notebook, the coding is specified within the file saving window. Any other coding being selected, the names / descriptions will be displayed incorrectly.



All files are designated according to the name of the product stored in the controller board (Main Board). These designations could contain up to 20 symbols.

In the file name, none of the following symbols could be used: \ / : * ? " < > |

To the resulting file name, the appropriate extension is attributed. There are 16 possible extensions for each file type (15 extensions for snacks):

- .nm0.txt - For name in English
- .nm1.txt - For name in Russian
- .nm2.txt - For name in German
- .nm3.txt - For name in French
- .nm4.txt - For name in Kirghiz
- .nm5.txt - For name in Romanian
- .nm6.txt - For name in Norwegian
- .ds0.txt - For description in English
- .ds1.txt - For description in Russian
- .ds2.txt - For description in German
- .ds3.txt - For description in French
- .ds4.txt - For description in Kirghiz
- .ds5.txt - For description in Romanian
- .ds6.txt - For description in Norwegian
- .png - For picture on the drink selection button (do not being used for snacks)
- .full.png - For picture in the product description

For example:

If the product is named "Espresso" in the controller board (Main Board), so its name in Russian must be stored in the file Эспрессо.nm1.txt

The files containing names / descriptions / pictures are, as a rule, prepared beforehand on the stationary computer or notebook.

Then, the files are copied to the USB flash drive. On the vending machine, the USB flash drive is necessary to connect to the USB-port of the computer unit (see Fig. 43), whereupon simply copy the folder contents to the folder Products.

When passing from the RBT_Interface to the RT_Interface, it is necessary to draw again all pictures of the drinks (see below).



Picture requirements for the RT Interface:

The main elements of the picture should contain:

1. Bottom layer - represents a 2d surface on which the cup «stands» + «glow» around the cup. The size and position of the bottom layer elements:

a. Surface - size 504 × 30 px. Position - 160 px from the lower edge. The surface layer is located above the layer of the drink cup.

b. Glow – size 431 × 321 px. Position: along X-axis – by the screen center, along Y-axis – 160 px from the lower edge. The surface layer is located below the layer of the drink cup.

2. Drink cup.

a. Size - arbitrary, depending on a drink, but no more than 441 px in altitude, and 494 px in width.

b. Position: along X-axis – by the screen center, along Y-axis – 160 px from the lower edge. The surface layer is located above the layer of the drink cup glowing.



ATTENTION! At locating the drink cup (made of transparent glass) image, it is necessary to edit the image in such a way as to see the background through the glass surfaces. It is inadmissible that the glass cup image does not preserve the glass texture transparency.

The drink cup picture must be “2d” (two-dimensional). It is inadmissible that the drink cup picture is located “angularly”.

The area in the upper right angle of the button, 200 × 84 px in size, should be free of the image elements.

3. Drink cup reflection.

Position: along X-axis – by the screen center, along Y-axis – 160 px from the lower edge, the lower edge - 70 px from the lower side. The reflection is formed by means of the drink cup layer duplicating, its vertical reflection, transparency mask using, and gradient fill of the mask. Additionally, the transparency of 30% is used to the whole layer.

4. General background of the image - transparent.

5. Diagrammatic view of the main elements:

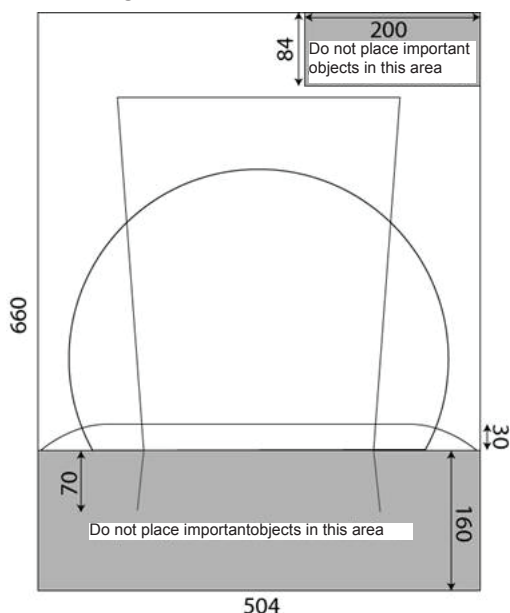


Image size (W x H): 504 x 660 px.

Resolution - 96 px / inch

Color scheme - RGB

Final format of the file - .png



ATTENTION! These requirements are obligatory for application only if new pictures are added along with already existing ones. If ALL the pictures are changed, while the old ones are deleted, then the own arrangement and layout of elements are possible, depending on the artistic taste of the vending machine owner.

PLEASE NOTE! It is recommended not to place important elements of the image in the bottom of the picture – the area of 160 px from the lower edge, - as in this area the text of the drink name is located. In this area, the images with high transparency could be located that does not affect the readability of the text imposed on them.



3.4.17.6 Fast access keyboard

The vending machine has a 4 button keypad, which is located on the right side of the computer unit (see figure 43). This keypad is used for quick access to the following functions:

- “Operator menu” - entry into the operator menu;
- “Technician menu” - entry into the service engineer (technician) menu;
- “Washing” - activation of the automatic washing of machine units;
- “Test” - the mode of beverage making without money acceptance, for checking up the process of beverage making.



Figure 43

3.4.17.7 Description of ports on the computer

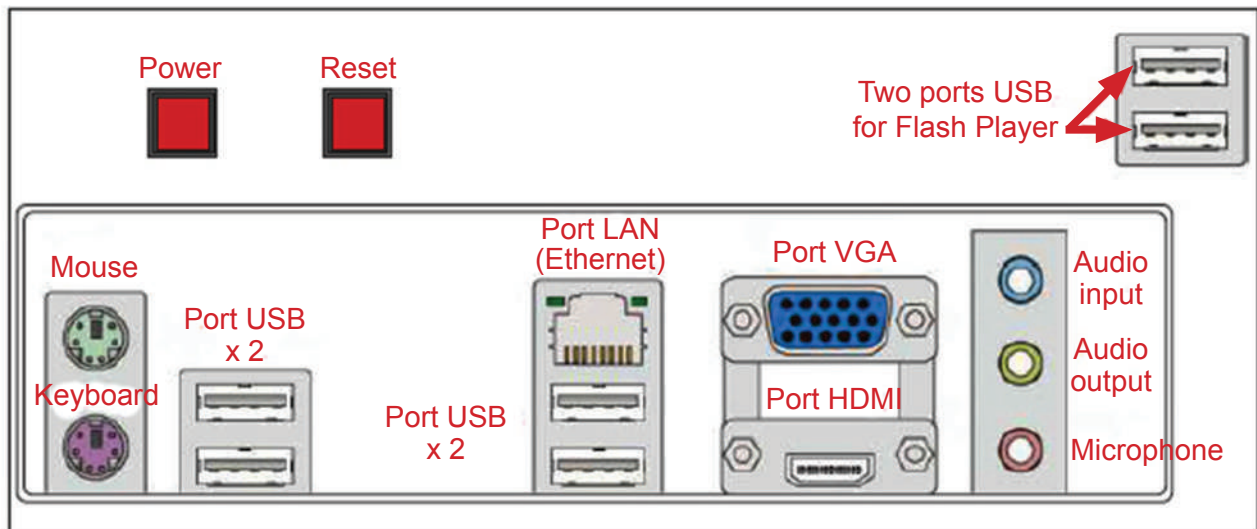


Figure 44

Button computer unit:

- “Power” - The button of correct completion of work of OS of the automatic device and shutdown of power supplies of the block of a computer;
- “Reset” - reset button hardware. It used if there was a failure of the operating system (for example, operating system crash).



3.4.17.8 Playing the video files in the main window mode

When the machine is in standby mode, the default touch screen displays the main window. At the top, you can broadcast videos clips .

If your machine is set programa RT_Interface broadcast video clips available in all modes (except for the menu), including at the time of sale.

a. Location and installation of video files

The program includes a video file named "Adverts", which is located on the folder in the computer unit C:\Adverts.

All the videos clips that are broadcast on the screen to be copied to this folder.

Clips are played in alphabetical order of the cycle.

b. Supported video formats

All videos must be prepared in 4: 3 format with progressive scanning (borderless). The recommended resolution of 1024 x 768 px. Fields (also known as half-frames or Interlacing Format) - a special format for storing video information, where each video frame belongs to the second line of the next frame.

Typically, video files with the fields produced when the video camera is removed, having non-progressive scan (2: 1 interlaced). Showing similar video will be distorted.

Video format must be maintained "DirectShow": formats AVI, WMV, MOV, MPG4 ... etc ...

If you copy the video file is not supported "Direct Show" or uses a video codec that is not installed on the computer unit machine, the file will not be televised.

c. Stop the video translation

To stop the translation one or more videos that you want to delete or move videofile(s) in the folder C: \ Adverts.



WARNING! Folder "Adverts" should only contain video files!



3.4.17.9 Games in the selling mode

During the preparation of a beverage (or choice) machine allows us to offer the customer a video game.

If the machine is installed the program RT_Interface - video games can not be played (not supported Flash-player).

a. Location and installation game files

Files compatible games to be installed in a folder “Games” that is on the computer machine unit C

To install the game(s), copy the file to a folder with the game C: \ Games.

Each order is placed to delivery, the customer will be offered a video from the folder C: \ Games.

The next time you order, the client will be offered to the next game.

Games are offered in alphabetical order the names of game files on a cycle.

b. Supported game formats

Video games should be compatible with the version Flash-player installed in the machine.

Resolution supported SWF. Games with the extension does EXE not support automatic.

c. Stop playing video game

To stop the broadcasting of one or more video games, you must delete or move them to the file (s) from a folder C:\Games.



WARNING! The folder “Games” should contain only the files of video games!

3.4.17.10 Touch screen

The touch screen machine is located on the front door of the machine (see figure 12 pos.2).

On the touch screen, control buttons, buttons drinks (16 buttons), snacks (when connecting machines Foodbox Slave / Foodbox Long Slave), payment buttons payments (when connecting module payment terminal).

On each button of a choice of drinks / snacks the image of the goods is placed. Under the button the inscription with the name of the goods settles down.

In a mode of service of the automatic device at an input in the menu technician or the operator the touch screen is used for navigation, a choice and variation of parameters of the service menu (see section 4.0).

3.4.18 RIELDA lock set

Locks type RIELDA allow you to program the lock to the correct set of keys, what makes it possible to use one working key for multiple locks RIELDA and easily change the combination of the lock under the new working key with loss, theft or damage to the old key.

The lock comes complete with three keys (see. figure 46):

- one master key - GOLDEN key is used only for the lock programming;
- two operating SILVER key - used for opening / closing machine door.

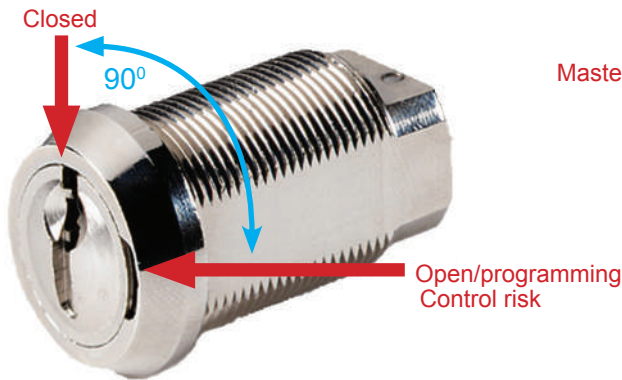


Fig. 45



Fig. 46

The lock can be located in two positions:

- operating position ("closed" position - see figure 45);
- position for the programming (the "open" position - see figure 45);

The machine is supplied with pre-programmed lock. To open / close the door machine, insert the operating SILVER (see figure 46) key lock and turn it in the lock 90 degrees to the right to marry (see figure 45).



WARNING! Programming lock operations must be performed only when the machine door is open! Otherwise, there will be lock (lock) the door latch.

WARNING! Return the switch to the programming can only be the master key to which the lock has been programmed the last time!

To program the lock by other working key (for example, to use one working key for multiple machines or operating loss of key) you must perform the following operations when you open the door machine:

- Insert the master key lock ("closed" position - see figure 45) in which the castle was the last time that programmed or is supplied with a lock (for primary programming). Lock master key in the lock at least one second. Then turn 90 degrees in the direction of the control key risk (see figure 45).
- While holding shutting off device of the door in order to avoid a spontaneous turn of the lock, remove the master key from the lock and insert them into the new master key , which you want to program the lock. If you want to program the lock on the same master key, don't remove the master key from the lock.
- Then turn the master key 90 degrees in the opposite direction (the "closed" position -see figure 45).
- Remove the master key from the lock and put it in a safe place. To open / close the lock, use the operating keys, coming complete with a new master key.



3.4.19 Connecting SLAVE vending machines

ROSSO TOUCH machines provide connectivity to refilling FOODBOX SLAVE or SLAVE FOODBOX LONG.

Machines FOODBOX SLAVE and SLAVE FOODBOX LONG (Slave machine) intended for issuing snacks, soft drinks on command from the machine on which they are mounted (Master machine).

Management SLAVE of the automatic device is carried out by a payment of the controller of automatic device ROSSO TOUCH (installation of the prices, operating temperatures, adjustments SLAVE of the automatic device).

Connection:

In accordance with the instructions' Connecting machine FOODBOX SLAVE, FOODBOX SLAVE LONG to the machine ROSSO TOUCH ", connect SLAVE machine (instructions on connecting the machine can be found on the manufacturer's website under the link [http //www.unicum.ru/support/94- docs-rosso "](http://www.unicum.ru/support/94-docs-rosso) Instructions for connecting FOODBOX SLAVE "). All connection operations must be carried out strictly machines they correspond to the instructions. Installation and connection of the keyboard to snack ROSSO model TOUCH is not possible.

After connecting the SLAVE machine, configure the ROSSO TOUCH main board.

For the purpose perform the following actions:

1. Enter into the service engineer menu / technician
2. On the main menu page, click button "Settings"
3. Open the program in the Configurator, select the tab "VM"
4. Set the field "Snack number" = 1
5. Exit the service engineer menu
6. Enter into the service engineer menu again
7. A new Item "Snack 1" will be added in the menu.
8. Perform setup of the delivery module in accordance with the FoodBox Operator's Guide.



3.4.20 Bank Note Acceptor (BNA)

The Bank Notes are accepted through the BNA.

The BNA is installed from the inner side of the door within the management section of the vending machine (see figure 18 position 8).

a. You can remove the BNA and empty the stacker in the following manner (see figures 47 and 48):

1. Press and move the fixator
2. Move the stacker vertically upwards
3. Open the stacker's lid (cover)
4. Remove the banknotes
5. You can put back the stacker in the reverse sequence.

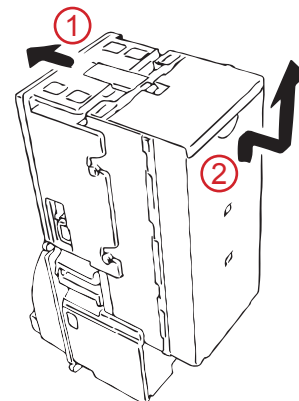


Figure 47

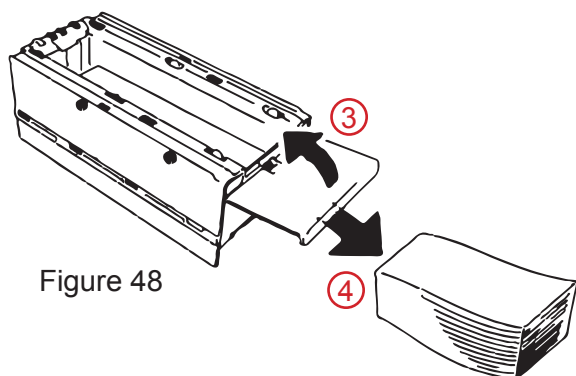


Figure 48

b. Banknotes stuck in the stacker:

1. Remove the stacker (see above clause a)
2. Remove the stuck banknote (see figure 49)

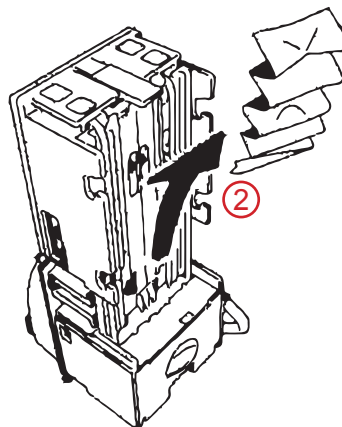


Figure 49

c. Banknotes stuck in the intake slot:

1. Press the handle which blocks the BNA's head
2. Remove the BNA's head (inlet slot)
3. Remove the banknote
4. Place the head back on until you hear the click

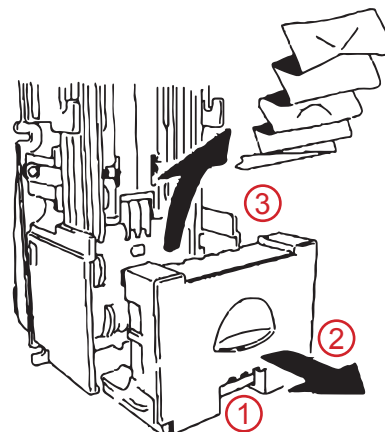


Figure 50



3.4.21 Coin slot with change dispensing function

The vending machine can also have a coin slot with change dispensing function (usually we use model NRI Currenza C² Green or Blue).

Filling the coin tubes: To fill the tubes of the coin slot, see “Filling the tubes” section 4.2.2.

To fill the coin slot leave the stacker with tubes inside the vending machine and place coins in the loading slot, making sure that the operation is determined by the main board (controller). Any extra coins fall out of the coin tubes into the special storage box (cash box).

To remove coin from the tubes: Press the button corresponding to the selected tube (A, B, C, D...) for a short time.

To completely empty the tube, press and hold the button until 6 coins are released. After this the tube can be emptied. The coins are released automatically. To stop coin drop, press the coin release button for any other tube.

After you have finished refilling or emptying the coin tubes, check the exact number of loaded (remaining) coins and the amount displayed on the vending machine's screen.

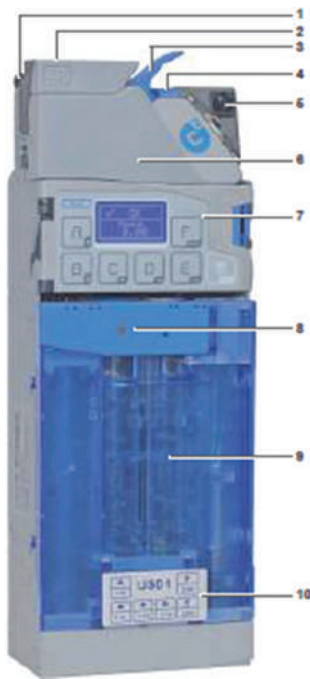
























Figure 51



Figure 51- pos.7

Description of coin slot Currenza C² Blue

-  • Switch to menu option Configuration and Servicing
-  • Return to normal mode of operations
-  • Removing coins from tube “A”
-  • Select “Audit” menu option from the main menu
-  • Navigating through the menu options
-  • Increasing parameter value
-  • Discharging coins from tube “B”
-  • Select menu option “Inventory” from the main menu
-  • Navigate down the menu
-  • Decrease settings
-  • Discharging coins from tube “C”
-  • Select menu option “Service” from the main menu
-  • Select parameter number
-  • Discharge coins from tube “D”
-  • Select menu option “Diagnostics” from the main menu
-  • Select parameter number
-  • Discharge coins from tube “E”
-  • Select menu option “Installation parameters” from the main menu
-  • Configuration confirmation
-  • Discharging coins from tube “F”
-  • Select option “Loading mode” from the main menu
-  • Return to main menu

1. MDB device connector cable (not shown)
2. Slot for inserting coins
3. Coin return handle
4. Fixator for the validator
5. HENRI interface connector

6. Coin validator
7. User interface
8. Fixator for tube stacker
9. Tube stacker (coin tubes)
10. Specification plate indicating tube configurations



3.5 Vending machine's working principle

This vending machine prepares and sells drinks made of instant ingredients and coffee beans. The vending machine prepares and dispenses the selected drink after the customer deposits cash. The operations related to the preparation and dispensing of drinks include the following steps:

3.5.1 Dispensing the cups

The drink dispensing section has a swinging mechanism with cup holder. Before starting the process of making the drink the cup holder gets positioned under the cup dispenser, which dispenses a cup.

As an option (at additional cost) the ROSSO TOUCH vending machines can also be equipped with cup sensors and additional tray. If the vending machine has this option, the customer can use personal glass or coffee mug (maximum volume 200ml), instead of the cup dispensed by the machine. For the purpose you can just place the cup inside the dispensing section (put the cup in the holder on the tray). In this case the optic sensors, scan the presence of a cup and restrict the machine from dispensing a new cup. These sensors are also used by the vending machine to control the process of dispensing the cup from the cup dispenser (if no personal cup is used) and checks if the cup has been removed by the customer (before the customer takes the first cup the vending machine will not allow the customer to order the next drink).

3.5.2 Sugar and spoon

After dispensing the cup the vending machine dispenses sugar according to the machine's configurations and customer's choice. The spoon is dispensed simultaneously with the sugar. You can set the conditions for dispensing sugar and spoon in the machine's service menu.

3.5.3 Preparation of drinks

The swinging mechanism shifts the cup deep inside the vending machine, right under the drink dispensing nozzle. This movement and placement makes sure that the customer cannot interrupt the process by prematurely removing the cup or injuring his/her hands in the process.

Instant drinks:

These drinks are prepared by continuously mixing the instant ingredient (powder) with hot water and then mixing various mixed ingredients in accordance with the drinks recipe, which is set using the vending machine's service menu.

To make the drink the water is pumped into the float chamber, from where it goes into the boiler, until it is filled. The boiler heats the water and maintains it at the temperature level set in the vending machine's configurations.

The required quantity of the ingredient is poured out of the container into the mixer. The quantity of the ingredient is set in accordance with the selected drink's recipe.

The water selector channels the required amount of water from the boiler to the relevant mixer, which is located near the container with the required ingredient.

When the water flows into the mixer, the ingredient is solved into the amount of water set in the recipe.

Water and the ingredient are mixed inside the mixer until the required drink is obtained. From the mixer the drink flows through the dispensing nozzle into the cup.

After the process of preparation of drink is finished the cup is moved out into the dispensing area by the swinging mechanism (position for removing the cup).



Coffee bean drinks:

Coffee beans go from the coffee bean container into the coffee grinder, where they are ground and fed into the dosing apparatus (if the dosing apparatus will not be filled within 10 seconds the vending machine will automatically block the dispensing of ground coffee drinks).

The dosing apparatus activates, feeds the ground coffee into the espresso group, after which the espresso group closes and the coffee is pressed.

After this hot water release valve is opened towards the espresso group, the internal pump turns ON and hot water from the boiler reaches the espresso group.

The water flows through the pressed coffee tab and flows out into the cup.

After the set amount of water has flown through the espresso group, the flow stops and the used coffee is disposed of into the waste container.

3.5.4 Dispensing the drink

After the drink is ready, the swinging mechanism places the cup in the front area of the dispensing window and it becomes approachable for the customer. Depending on the configurations in the service menu, the optic sensors are read (optional – to be ordered separately) to ensure the removal of cup by the customer. The vending machine remains unavailable until the cup is removed from the dispensing area.



3.6 General technical servicing

3.6.1 Cleaning and disinfection

After the installation of the vending machine it is necessary to carry out complete disinfection of all water tracts and other components that come in contact with the food products, to kill all bacteria that might grow inside during storage.

The sanitation and hygiene norms require the vending machine operators to carry-out complete cleaning and disinfection of equipment and materials, which come in contact with the food products.

The operator must conduct technical servicing of the equipment to prevent the growth of hazardous bacteria, no less than once a week or even more frequently depending on the operating conditions of the vending machine, its location and water quality.

It is recommended to use suitable washing materials, which are permissible for use in the food industry.

Please note that some of the vending machine's components might be damaged because of the use of unsuitable washing materials. The manufacturer of the machine bears no responsibility for damage caused by the use of unsuitable chemical or toxic substances.

Always disconnect the vending machine from the power mains, before starting technical service or change of components.

Following is the list of equipment, which should be cleaned during technical service of the machine:

- Removable mixer heads (funnels) and tracts used for dispensing instant drinks
- Pipes and nozzles used for dispensing drinks
- Discharging chute for sugar
- Dispensing area: plastic parts, tray with grill
- Cup holder
- Discharge heads of instant ingredient containers
- Outer parts of espresso group
- Waste container
- Coffee disposal tract
- Cleaning of the vending machine's body from outside and inside

3.6.2 Periodic technical service

It is necessary to clean and disinfect the internal tracts used for supplying food products, once a year or more frequently, depending on the operational conditions and used water, according to the following procedure:

- All components, which come in contact with the food products, including pipes, must be disconnected from the equipment and dismantled into constituent parts;
- All residues and visible stratifications must be removed using, if necessary, sponges and brushes;
- The components must be immersed in disinfectant for 20 minutes;
- The inner surfaces of the equipment must be cleaned with disinfectant;
- You must nicely wash all components under running water and then all of the components must be reassembled;
- Remove loose ingredient containers from the unit;
- Remove product discharge nozzles and remove endless screws from the rear of the containers;
- Clean all parts using water solution of chlorine detergent and nicely dry them all.



3.6.3 Flushing the vending machine's water tract

Since the water tract always contains water during operations, you must flush the water tract before transporting the machine or before changing any of the parts of the machine's hydraulic system.

All of the water must also be flushed before conserving the vending machine.



ATTENTION: You must discharge all water from the machine's water tract before transportation or before storage under conditions where temperature goes below +1° C! Failure to conform to this requirement might seriously damage the vending machine!

Following is the procedure for flushing the water:

1. Cool down the boiler. For the purpose enter the service menu technician or operator and on the main menu page click button "Coffee". Then on the opened page click button "Cool boiler". After you start the process the machine will pump sufficient amount of water through the boiler to cool it down to 45 degrees. This process can be executed for machines with external water supply as well as for machines with internal water cans.
2. After the boiler has been cooled the machine's display shows the OK sign, after which you should disconnect the machine from water supply or you should remove the water supply pipes from the cans/bottles. It is also necessary to flush water from the pipe, which supplies water from external water supply valve or autonomous water supply pump, to the float chamber. For the purpose remove the pipe from the valve or pump and direct it to the flush bucket. Make sure that all the water from the pipe is discharged.

NOTE: when using internal water supply from cans/bottles it is also necessary to flush the autonomous function pump. For the purpose, following the cooling process and removal of supply pipe from the pump, it is necessary to manually pull down the float from the float chamber until the pump starts and hold the float for 5-10 seconds. After this you must reinstall the pipe (to the valve or the pump).

3. After cooling, flush the boiler. For the purpose enter the service menu technician or operator and on the main menu page click button "Coffee". Then on the opened page click button "Empty boiler". The machine will start pumping out water from the float chamber and the rest of the water tract, which supplies water to the boiler.
4. When the given process will be completed, you will see the OK sign on the display. This is when you should turn the machine OFF.
5. Place a container under the boiler and remove the pipe from the bottom of the boiler (figures 52) by loosening the fixator screw. Then turn the machine ON and wait until all the water would be flushed from the boiler (until the water stops dripping).
6. Turn OFF the vending machine.
7. Reconnect the pipe to the boiler with the help of the tightening screw.

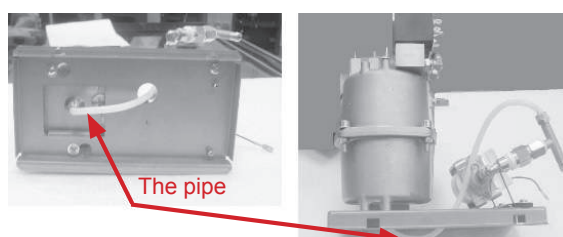


Figure 52



3.6.4 Weighing the ingredients

To maintain proper doses of ingredients, it is necessary to periodically weigh the ingredients, which you use for making the drinks.

Weighing the dose of sugar:

1. Place a cup in the holder
2. Enter the service menu (see section 4.0) and click button "Coffee"
3. Select the desired dosage of sugar to veil by pressing corresponding button "Sugar 1 ... 6"
4. Weigh the resulting portion (dose) of sugar.

Weighing the dose of ground coffee:

1. Remove the espresso group (see section 3.4.14.2)
2. Place a container under the nozzle of the dosing apparatus
3. Enter the service menu (see section 4.0) and click button "Coffee"
4. Weigh the obtained dose of coffee

NOTE:

1. For exact measurement it is necessary to carry-out 5-10 weight tests and calculate the average value.
2. It is PROHIBITED to set the dosing apparatus to position 5 or 6 without increasing the volume of the coffee making chamber! THIS MIGHT DAMAGE THE ESPRESSO GROUP. It is STRICTLY PROHIBITED to set the dosing apparatus to positions 7 and above!!!

Weighing the doses of ingredients:

1. Remove the lid from the mixer, located under the container with the tested ingredient
2. Place a vessel under the ingredient container
3. Enter the service menu (see section 4.0) and click button "Coffee"
4. Then click button "Beverages / inputs "
5. Enter the number of beverage for which the curtain is made using the scroll buttons "+" "-"
6. Click button "Bever. test"
7. Weigh the obtained ingredient

3.6.5 Cleaning the BNA

You must clean the BNA at least once a month or as seems suitable. Following is the list of instructions that you must follow while executing preventive cleaning of the BNA:

1. Turn OFF the vending machine
2. To access the BNA open the door to the section with electronic circuitry (see figure 18 position 1) and dismantle the bracket from the main board, loosening the bracket's screws.
3. Remove the stacker from the BNA (see section 3.4.20 clause a)
4. Remove the optic part of the BNA (see figure 54) and using a brush remove dust from the inlet
5. Clean using moist fabric or cotton swab and then dry the following parts: Lenses of the optic sensors (1). The lenses are made of transparent polymers, therefore this process must be executed with utmost care (figure 53). Clean the rollers (2) and belts (3)
6. Then clean the stacker in the same manner
7. Reinstall the optic parts, reinstall the stacker, reinstall the bracket to its prior place and tighten the fixtures.

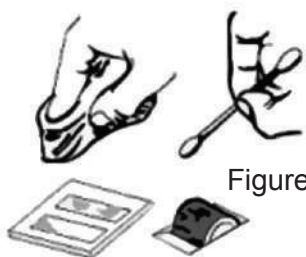
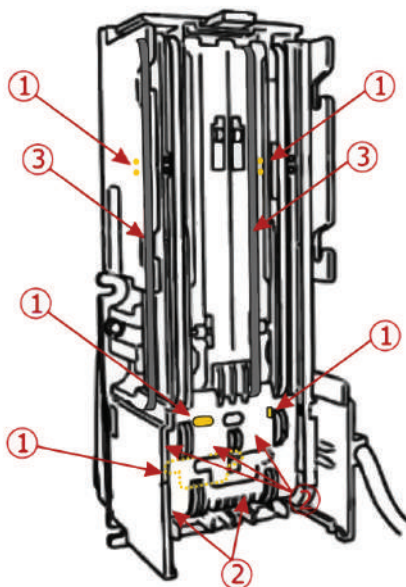
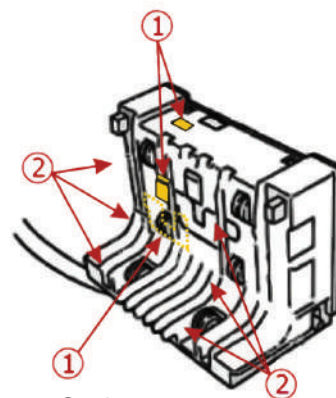


Figure 53

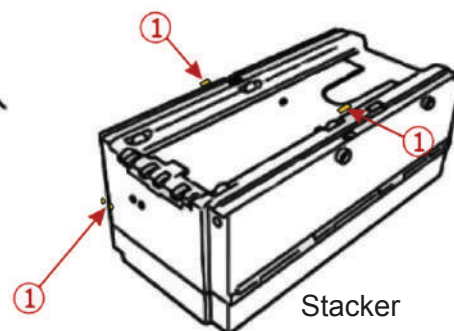


The inside of the BNA

Figure 54



Optic part



Stacker



ATTENTION! It is strictly prohibited to use spirit, acetone and any other solvents and corrosive liquids for cleaning!



3.6.6 Cleaning the coin slot

The coin slot must be cleaned once a month or as frequently as the operating conditions demand.



ATTENTION: Do not spray the coin slot with liquid washing materials! You can damage the coin slot's circuit boards! Do not use spirit, acetone, solvents and any other type of corrosive liquids for cleaning! Before cleaning the coin slot disconnect it from the power supply!

Following instructions should be observed to execute preventive servicing of the coin slot:

1. Turn OFF the vending machine
2. Unblock the door of the user interface (the blue latch in the right bottom corner of the display) and open it as shown in figures 55a and b.
3. Keep the door open
4. Remove all contaminants
5. Remove dust with a brush or compressed air
6. Close the user interface's latch
7. Press the refund handle (figure 51 position 3) and open the validator door (figure 55c)
8. Clean the validator's coin intake tract completely with lightly moist fabric. The holes for acceptor sensors must be clean (see figure 55d)
9. Let it dry
10. Close the validator's door
11. Turn ON the vending machine

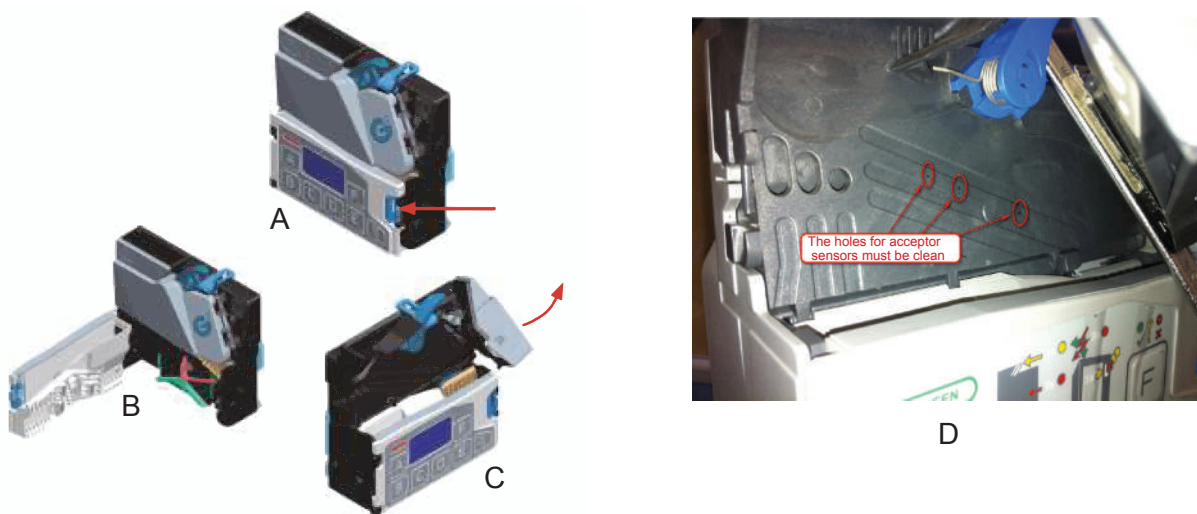


Figure 55



4.0 SERVICE MODE

The vending machine can be serviced in the SERVICE MODE. For optimum service results the vending machine comes with two different types of SERVICE MENUS.

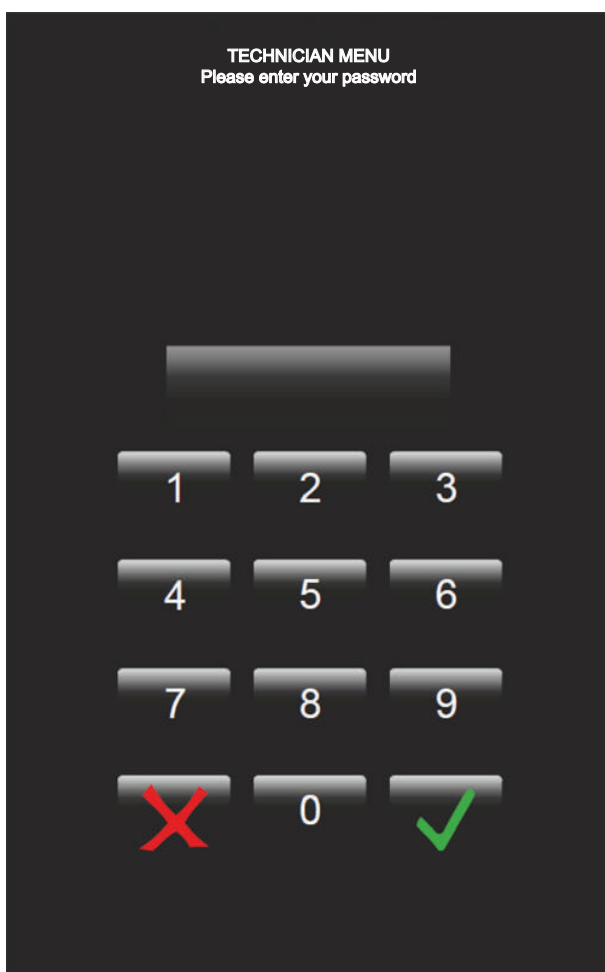
- **Service engineer's / technician's menu:** machine configuration, checking the working of equipment and product management. To access the "Technician's menu" press button №2 from the left hand side of the "Technician" on the quick access keypad. To find the keypad see section 3.4.17.6.
- **Operator's menu:** controlling the equipment's functioning, browse through details information about the machine's condition, controlling cash, product management, statistics and cash removal. To access this mode "Operator's menu" press button №1 from the left hand side of the "Operator" on the quick access keypad. To find the keypad see section 3.4.17.2.

After entering the desired menu, use the touch screen to navigate through menus and editing parameters.

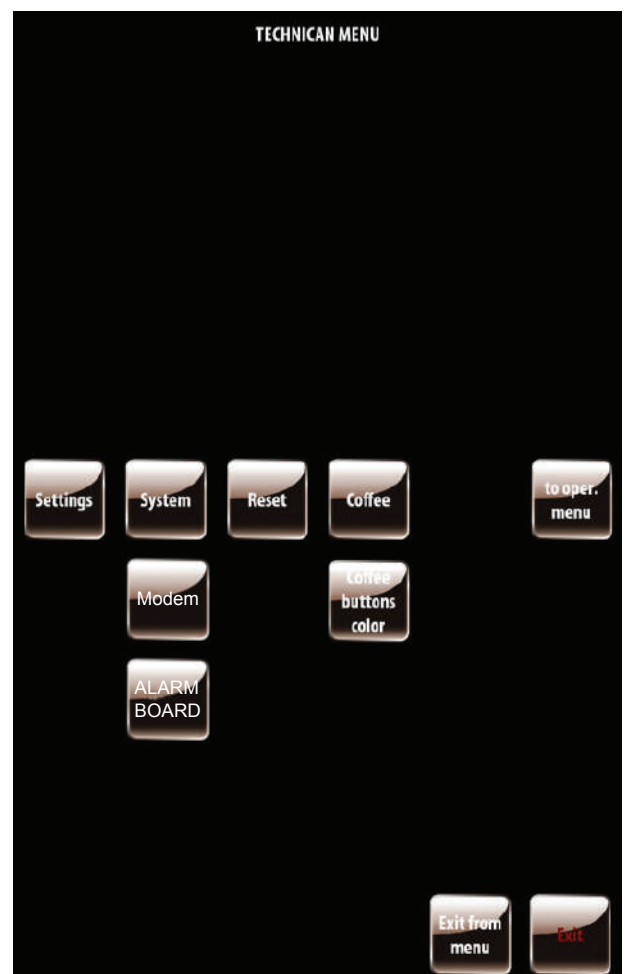
4.1 Technician's menu (Service engineer's menu)

This menu provides access to all functional parameters of the Regulator's software.

Note: The page for entering the password is displayed only when a password has been set (Screen 01). By default, no password is set.



Screen 01 - Password



Screen 02 - Main page



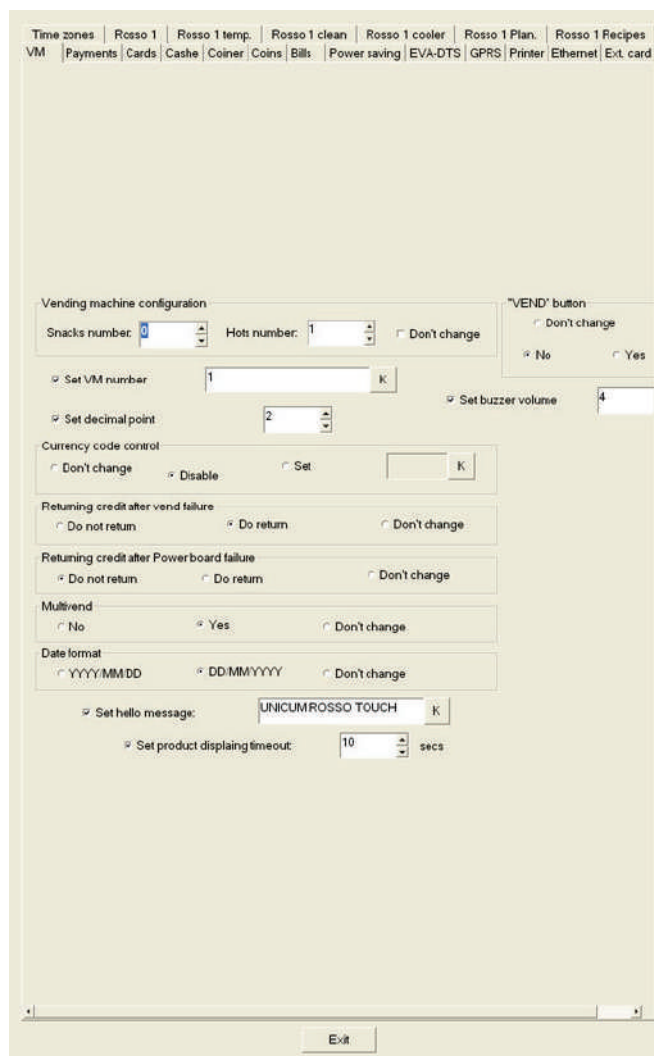
Buttons of the main page (screen 02):

- **Settings** - access to vending configurator with corresponding tabs and settings;
- **System** - access to the system settings menu machine;
- **Modem** - access to modem screen with corresponding information (if installed);
- **Reset** - access the menu discharged counters reset machine;
- **Coffee** - access to the menu function test machine;
- **Coffee buttons color** - access the menu selection buttons to change colors drinks;
- **To oper. menu** - go to the main page of the operator menu;
- **Exit from menu** - exit menu Equipment menu user mode (of Commerce);
- **Exit** - output from the menu on the desktop machines of the operating system machine

4.1.1 Button [Settings]

To configure the machine, you can change the settings in the program configurator by clicking on the main page menu button technique "Settings" (Screen 02).

After clicking on the screen of the machine functional settings page is displayed with tabs (screen 03).



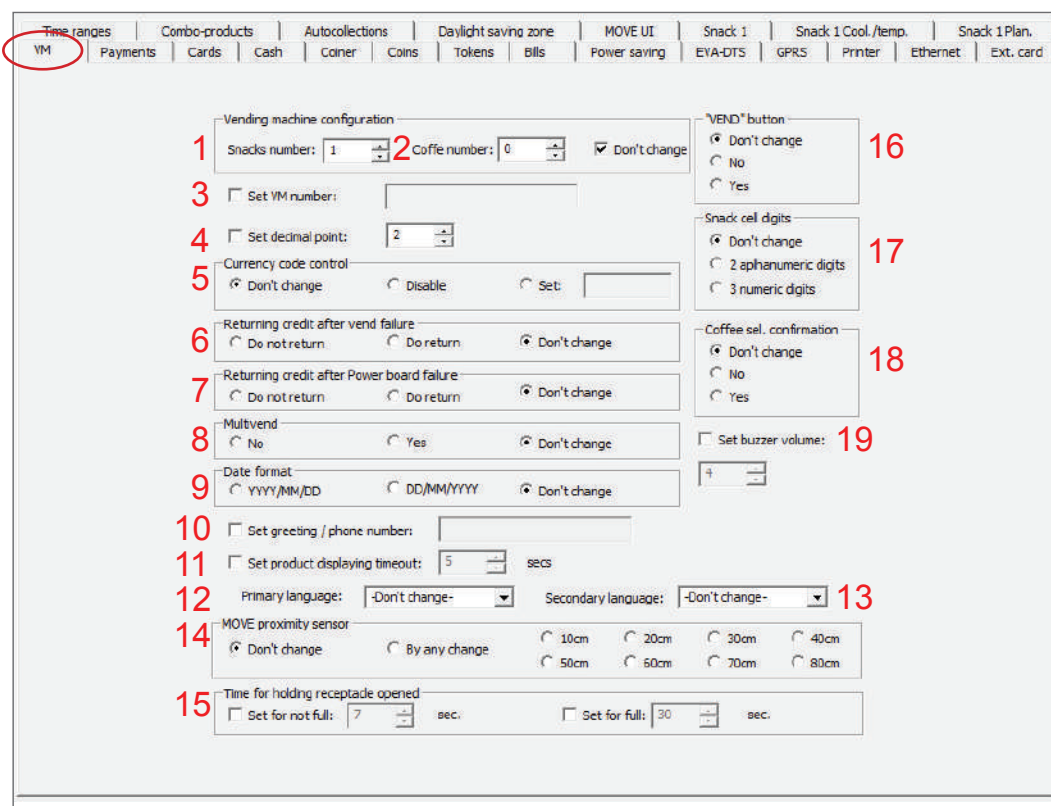
Screen 03 - Configurator

Full description of the configurator below.



4.1.1.1 Inset [VM_vending machine]

On the displayed field of general machine settings.



The screenshot shows the 'VM' tab selected in the top navigation bar. The main area is titled 'Vending machine configuration'. The fields are numbered as follows:

- 1: Snacks number (input field, value 1)
- 2: Coffee number (input field, value 0)
- 3: Set VM number (checkbox, unchecked)
- 4: Set decimal point (input field, value 2)
- 5: Currency code control (radio buttons: Don't change, Disable, Set)
- 6: Returning credit after vend failure (radio buttons: Do not return, Do return, Don't change)
- 7: Returning credit after Power board failure (radio buttons: Do not return, Do return, Don't change)
- 8: Multivend (radio buttons: No, Yes, Don't change)
- 9: Date format (radio buttons: YYYY/MM/DD, DD/MM/YYYY, Don't change)
- 10: Set greeting / phone number (checkbox, unchecked)
- 11: Set product displaying timeout (input field, value 5, unit secs)
- 12: Primary language (dropdown menu, value -Don't change-)
- 13: Secondary language (dropdown menu, value -Don't change-)
- 14: MOVE proximity sensor (radio buttons: Don't change, By any change, 10cm, 20cm, 30cm, 40cm, 50cm, 60cm, 70cm, 80cm)
- 15: Time for holding receptacle opened (checkbox, unchecked, input field 7, unit sec)
- 16: VEND button (radio buttons: Don't change, No, Yes)
- 17: Snack cell digits (radio buttons: Don't change, 2 alphanumeric digits, 3 numeric digits)
- 18: Coffee sel. confirmation (radio buttons: Don't change, No, Yes)
- 19: Set buzzer volume (checkbox, unchecked, input field 4)

Screen 04 - VM

№	Field name	Short description	Value
1	Snacks number	The number of connected machines selling snacks to the machine ROSSO TOUCH	0...2
2	Coffee number	The number of used beverage vending machines	0..2
3	Set VM number	Arbitrary number to identify the Machine. This number is used to name the configuration files, which makes it possible to consider this number as the number of the given group of Machines. Numbering several machines with a single number enables you to create configuration files for the given group of Machines.	Digit entry
4	Set decimal point	Determines the number of decimal places in prices and amounts of sale	0...3
5	Currency code control	Currency code in MDB format	4 characters 0...F 0 or FFFF - no checking
6	Returning credit after vend failure	Sets whether to return credit or not in the case of the vend failure	

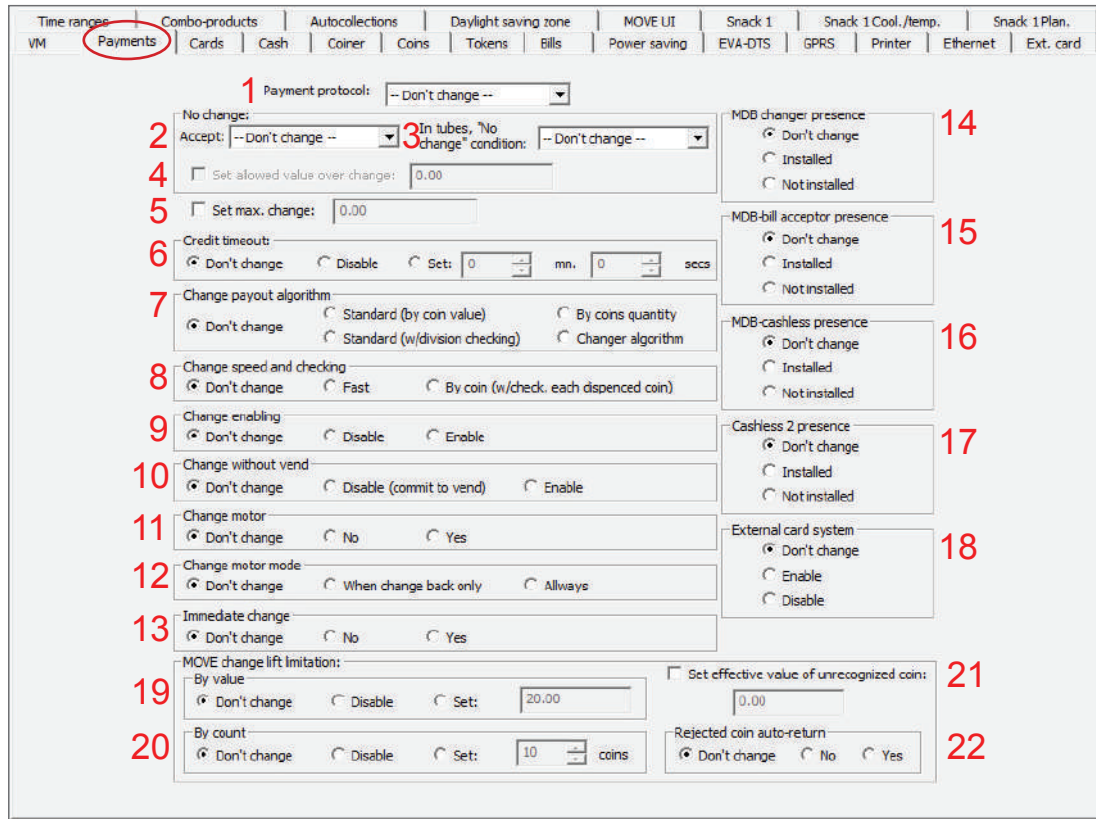


No	Field name	Short description	Value
7	Returning credit after Power board failure	Sets the operational algorithm in case of loss of connection to the power board during execution of sales – refund/no-refund of deposit. If using FOODBBOX SLAVE it is recommended to set this to NO to avoid theft of products by turning power off at the moment of release of product	
8	Multivend	<ul style="list-style-type: none"> • NO – Machine automatically dispenses change after dispensing the product • YES – no automatic change dispensing. To finish the transaction you must press the “CHANGE” button 	
9	Date format	Date formats: <ul style="list-style-type: none"> • YYYY/MM/DD (Year / Month / Day) • DD/MM/YYYY (Day / Month / Year) 	
10	Set greeting / phone number	Setting the welcome text that is displayed on the screen of the machine	Enter text
11	Set product displaying timeout	The time during which displays information about the product	Enter the number 1...99 sec.
12	Primary language	The language of display	English Russian Italian French
13	Secondary language	The second language of display in addition to the main language (clause 12)	English Russian Italian French
14	MOVE proximity sensor	For this model, the machine is not used item	
15	Time for holding receptacle opened	For this model, the machine is not used item	
16	“VEND” button	This item is only used when connecting SLAVE-vending machine snacks. If “yes” - giving snacks from the cell only when you press the “product ” or “ Buy ” on the display machine	
17	Snack cell digits	Method of entering product cell. It is used to connect SLAVE machine	2 digits/letters 3 digits
18	Coffee sel. confirmation	If set to YES to select drink it is necessary to press the selection key, on the keyboard, twice	
19	Set buzzer volume	Level of volume of Machine’s in-built speaker	0...4



4.1.1.2 Inset [Payments]

Selecting the settings for automatic payment systems



The screenshot shows the 'Payments' settings screen. The 'Payments' tab is selected. The settings are organized into several sections:

- Payment protocol:** Set to '-- Don't change --' (1).
- No change:** Set to '-- Don't change --' (2).
- Accept:** Set to '-- Don't change --' (3).
- In tubes, "No change" condition:** Set to '-- Don't change --' (4).
- Set allowed value over change:** Set to 0.00 (5).
- Set max. change:** Set to 0.00 (6).
- Credit timeout:** Set to 0 mn, 0 secs (7).
- Change payout algorithm:** Set to 'Standard (by coin value)' (8).
- Change speed and checking:** Set to 'Don't change' (9).
- Change enabling:** Set to 'Don't change' (10).
- Change without vend:** Set to 'Don't change' (11).
- Change motor:** Set to 'Don't change' (12).
- Change motor mode:** Set to 'When change back only' (13).
- Immediate change:** Set to 'Don't change' (14).
- MOVE change lift limitation:** Set to 'By value' (15).
- By value:** Set to 20.00 (16).
- By count:** Set to 10 coins (17).
- Set effective value of unrecognized coin:** Set to 0.00 (18).
- Rejected coin auto-return:** Set to 'Don't change' (19).
- MDB changer presence:** Set to 'Don't change' (20).
- MDB bill acceptor presence:** Set to 'Don't change' (21).
- MDB cashless presence:** Set to 'Don't change' (22).
- Cashless 2 presence:** Set to 'Don't change' (23).
- External card system:** Set to 'Don't change' (24).

Screen 05 - Payments

No	Field name	Short description	Value
1	Payment protocol	Selecting the protocol for the system of payment	No MDB Executive Price Holding
2	No change / Accept	<p>Sets the cash accepting algorithm in the case of "No change" state:</p> <ul style="list-style-type: none"> "everything" - no restrictions "tubes only" - will accept coins only in non-full tubes. Will NOT accept non-tubes coins and coins in full and failed/jammed tubes. Coins with denomination in putted in field "Set allowed value over change" (point 4 below) or less will be accepted regardless of conditions (even if the tubes with this coins are full or jammed or even non-tube coins) "smaller than change" (recommended) - will accept cash not greater than available change plus the value of over change which is set in the field below (see point "4" below) 	



No	Field name	Short description	Value
3	No change / In tubes, "No change" condition	<p>Sets condition when the machine switches to "No change" state:</p> <ul style="list-style-type: none"> "< 10 coins in any" (default) - when there are less than 10 coins available in any tube "total < max. change" (recommended)- when there are less than 3 coins available in the tube with the smallest denomination or when the total amount of coins in tubes is less than value set in "Max Change" field (point 5 below) "CHF2" (for Swiss machines) - in this case "No change" condition is active when at least one of the following conditions is true: <ul style="list-style-type: none"> there is only one tube with minimal denomination where the amount of coins is less than 20; there are several tubes with minimal denomination where the amount of coins in any of these tube is less than 10; all tubes with 2 nearest to minimal denominations have less than 10 coins. For example, if there are tubes with denominations "1", "2", "5", "10", tubes with denominations "2" and "5" will be checked. If at least one of these tubes has ≥ 10 coins then "No change" condition is not active 	
4	No change / Set allowed value over change	<ul style="list-style-type: none"> If the point "Smaller than change" in the "No change" condition is selected (see point "2" above) sets the value of cash which can be accepted over the available change If the point "tubes only" in the "No change" condition is selected (see point "2" above) sets the denomination of coins. Coins with this denomination or less will be accepted regardless of conditions (even if the tubes with this coins are full or jammed or even non-tube coins) 	Enter numeral value
5	Set max. change	Sets the value of max. change can be dispensed by machine at once. To receive remaining change press the "Refund" button at the vend menu	Enter numeral value
6	Credit time out	As this time period (in min. and sec) passes the credit is reset	Don't change Disable Set
7	Change payout algorithm	<ul style="list-style-type: none"> "Standard (by coin value)" - gives the change starting with coins of maximum available denomination) "By coins quantity" - gives the change so that every tube will contain equal amount of coins "Standard (with division checking)" - similar to "Standard (by coin value)" but analyzing missing coins of each denomination (for example, if "1 Euro" coin is missing, "11 Euro" change will be given as follows: $2 \times 3 + 5 = 11$) "Changer algorithm" - will give the change according to changer algorithm. Alternative payout. 	
8	Change speed and checking	<ul style="list-style-type: none"> "Fast" - the machine groups coins with the same denomination and gives coin acceptor command to dispense several coins at once (denomination and amount). Such algorithm allows to dispense coins from parallel tubes at once. But the risk of error in this case is high (if there are jammed coins, the machine can't detect this and can't define the amount of such coins). Max. mistake in jamming case is 15 coins. "By coin" - the machine gives coin acceptor command to dispense coin by coin. In this mode the dispensing speed is greatly decreased but max. mistake in jamming case will be 1 coin. 	

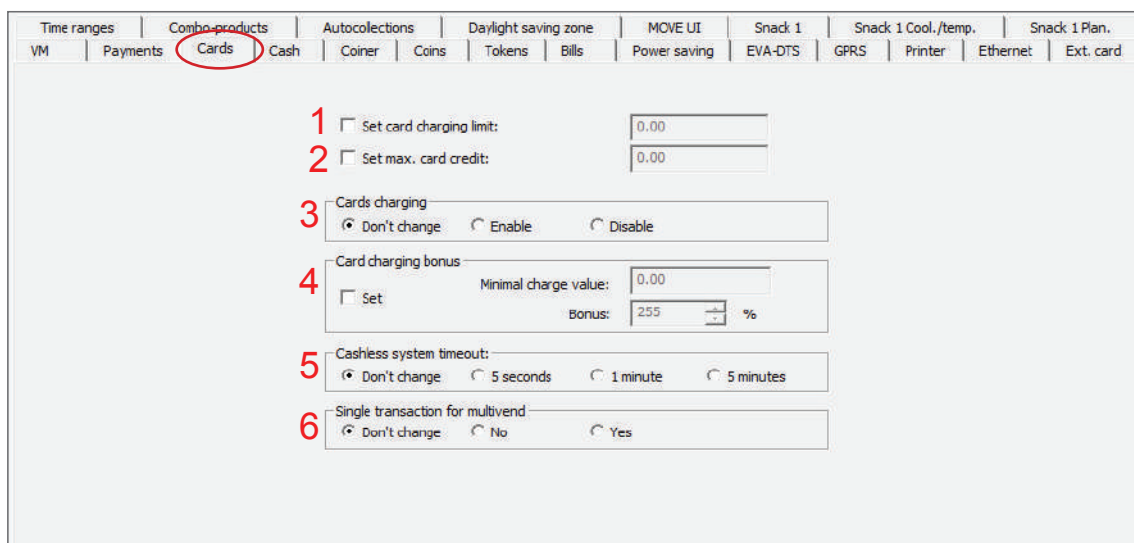
ROSSO TOUCH

№	Field name	Short description	Value
9	Change enabling	Allows or forbids to give the change	
10	Change without vend	Not allow dispensing change without the selection of purchase (loose change)	
11	Change motor	Enables the use of change motor	
12	Change motor mode	<p>“When change back only” - the motor is activated in the following cases</p> <ul style="list-style-type: none"> when pressing the “Refund” button if there is any cash credit and there is enough change to dispense and in the case if CHANGE IS NOT FORBIDDEN; when the change is dispensed automatically <p>“Always” - the motor operates each time the “Refund” button is pressed and when the change is dispensed automatically</p>	
13	Immediate change	Allows to give change during vend, saves vend time. To forbid giving change in VEND FAILURE case this option has to be disabled	
14	MDB changer presence	Select “Installed” if coin acceptor is installed and vice versa	
15	MDB - bill acceptor presence	Select “Installed” if bill acceptor is installed and vice versa	
16	MDB - cashless presence	Select “Installed” if card reader is installed and vice versa	
17	Cashless 2 presence	Select “Installed” if additional card reader is installed and vice versa	
18	External card system	RS 232 cashless (MDB cashless 2 in this case will not work)	
19	MOVE change lift limitations / By value	For this model, the machine is not used item	
20	MOVE change lift limitations / By count	For this model, the machine is not used item	
21	MOVE change lift limitations / Set effective value of unrecognized coin	For this model, the machine is not used item	
22	MOVE change lift limitations / Rejected coin auto-return	For this model, the machine is not used item	



4.1.1.3 Inset [Cards]

Selecting the settings for automatic operation with payment cards



The screenshot shows the 'Cards' settings screen. The top navigation bar includes tabs for Time ranges, Combo products, Autocollections, Daylight saving zone, MOVE UI, Snack 1, Snack 1 Cool./temp., and Snack 1 Plan. Below this, a sub-navigation bar includes VM, Payments, Cards (highlighted with a red circle), Cash, Coiner, Coins, Tokens, Bills, Power saving, EVA-DTS, GPRS, Printer, Ethernet, and Ext. card. The main content area contains the following settings:

- 1 ☐ Set card charging limit: 0.00
- 2 ☐ Set max. card credit: 0.00
- 3 Cards charging: ☒ Don't change ☐ Enable ☐ Disable
- 4 Card charging bonus: ☐ Set Minimal charge value: 0.00 Bonus: 255 %
- 5 Cashless system timeout: ☒ Don't change ☐ 5 seconds ☐ 1 minute ☐ 5 minutes
- 6 Single transaction for multivend: ☒ Don't change ☐ No ☐ Yes

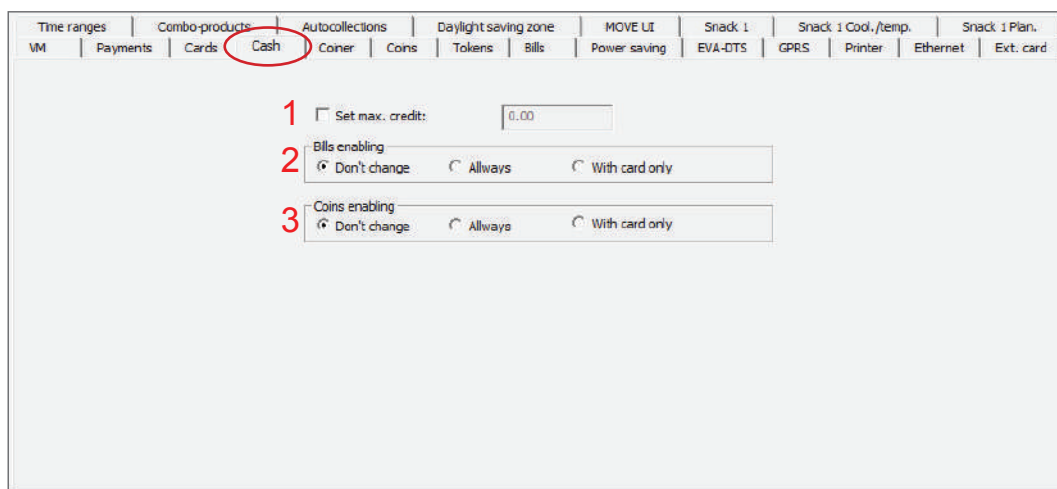
Screen 06 - Cards

Nº	Field name	Short description	Value
1	Set card charging limit	Maximum amount of recharge of balance for non-cash payment cards. Limit of total credit for the card, which can be reached after recharge. The amount in this section must be no more than the amount in clause 2	Enter amount
2	Set max. card credit	Maximum amount that can be used with a card. in case of over draft the card will be blocked	Enter amount
3	Card charging	Allows to disable or enable cards charging	
4	Cards charging bonus	Amount of card recharge after which you get bonus The percentage of bonus against the amount of funds added to the card using coins and banknotes	Enter number 0...100
5	Cashless system time out	The waiting time during which the Machine awaits card reader's response regarding withdrawal of funds. Select 5 seconds to turn off the confirmation	5 seconds 1 minute 5 minutes
6	Single transaction for multivend	<ul style="list-style-type: none"> YES – Combines all purchases into one transaction. To purchase several products you just need to swipe your card once NO – One transaction for each product. It is necessary to swipe the card to pay for each purchase 	



4.1.1.4 Inset [Cash]

Selecting the settings for insertion cash loan



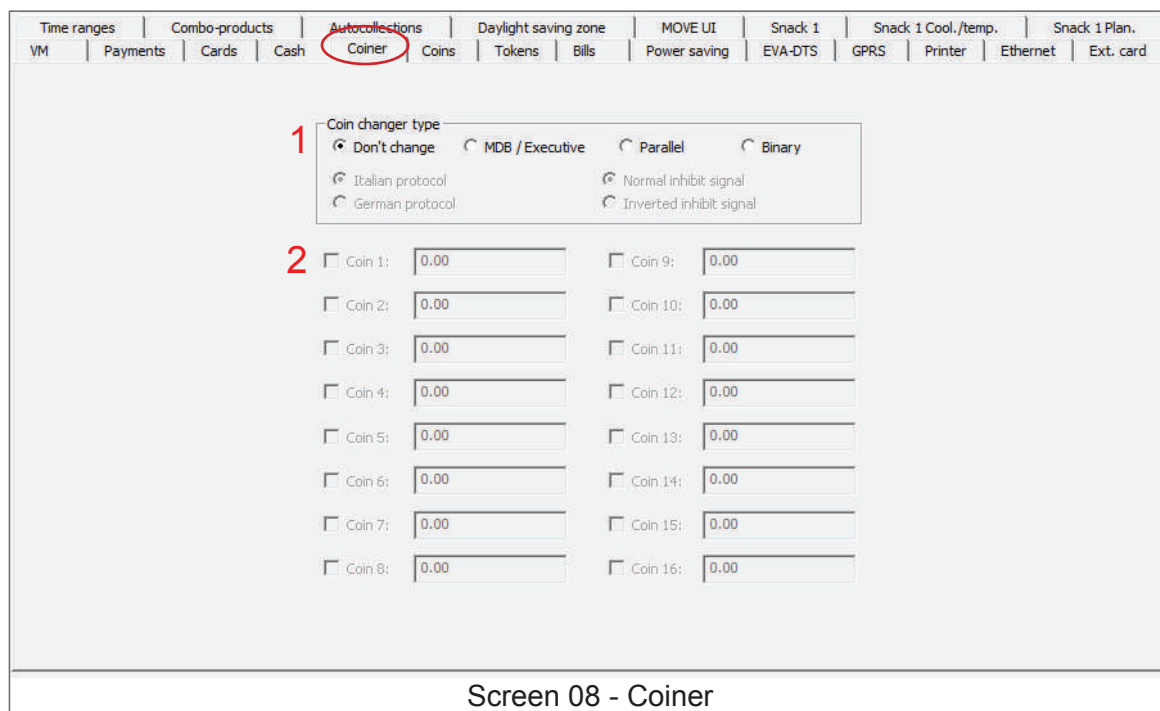
Screen 07 - Cash

Nº	Field name	Short description	Value
1	Set max. credit	Machine will dynamically disable coins to avoid exceeding specified credit	Enter numeral
2	Bills enabling	<ul style="list-style-type: none"> “Always” - enables payment by bills without limits “With cards only” - enable payment by bills only after using a special card. It is used for the machine with the adult products	
3	Colins enabling	<ul style="list-style-type: none"> “Always” - enables payment by coins without limits “With cards only” - enable payment by coins only after using a special card. It is used for the machine with the adult products	



4.1.1.5 Inset [Coiner]

Selecting a coin-operated machine settings (if installed). Configuring Parallel (additional) coin-operated - not recommended.



The screenshot shows the 'Coiner' settings screen. At the top, there is a navigation bar with tabs: Time ranges, Combo-products, Autocollections (selected), Daylight saving zone, MOVE UI, Snack 1, Snack 1 Cool./temp., and Snack 1 Plan. Below this, there is a sub-menu with tabs: VM, Payments, Cards, Cash, Coiner (selected), Coins, Tokens, Bills, Power saving, EVA-DTS, GPRS, Printer, Ethernet, and Ext. card. The main content area is divided into two sections. Section 1, labeled 'Coin changer type', contains radio buttons for 'Don't change' (selected), 'MDB / Executive', 'Parallel', and 'Binary'. Below these are two rows of radio buttons for 'Italian protocol', 'German protocol', 'Normal inhibit signal', and 'Inverted inhibit signal'. Section 2, labeled 'Coin selection', contains 16 rows, each with a checkbox and a text input field for a coin value (e.g., 'Coin 1: 0.00', 'Coin 2: 0.00', ..., 'Coin 16: 0.00').

Screen 08 - Coiner

Nº	Field name	Short description	Value
1	Coin changer type	Selection of coin acceptor type. Parallel type is not recommended	
2	Coin1...6	Permission/restriction of 16 coins of PARALLEL coin slot. Does not affect the MDB coin slot	Coin selection 0...15 And entering its value/price



4.1.1.6 Inset [Coins]

Coin acceptor settings



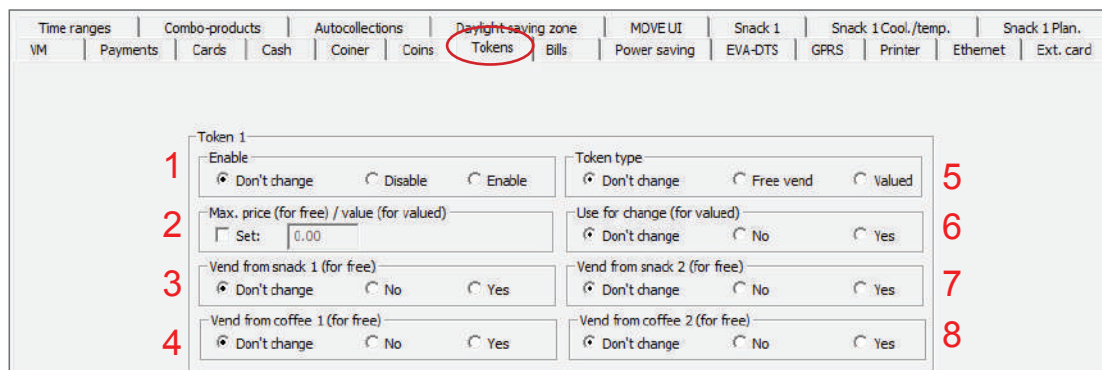
Screen 09 - Coins

No	Field name	Short description	Value
1	Enabling coins	<ul style="list-style-type: none"> “Enable all” - enable all coin denominations “Enable individual coins” - enable individual denomination settings for each type of coins (16 types) 	
2	Coin 1...16	Forbids coin input of 16 denomination types Set denomination value for each type	Enter numeral



4.1.1.7 Inset [Tokens]

Selecting the settings for use of tokens in the machine.



The screenshot shows the 'Tokens' settings screen. The top navigation bar includes: Time ranges, Combo-products, Autocollections, Daylight saving zone, MOVE UI, Snack 1, Snack 1 Cool./temp., Snack 1 Plan., VM, Payments, Cards, Cash, Coiner, Coins, **Tokens**, Bills, Power saving, EVA-DTS, GPRS, Printer, Ethernet, Ext. card. The 'Tokens' menu item is circled in red. The main content area is titled 'Token 1' and contains the following settings:

- 1** Enable: ☒ Don't change, ☐ Disable, ☐ Enable
- 2** Max. price (for free) / value (for valued): Set: 0.00
- 3** Vend from snack 1 (for free): ☒ Don't change, ☐ No, ☐ Yes
- 4** Vend from coffee 1 (for free): ☒ Don't change, ☐ No, ☐ Yes
- 5** Token type: ☒ Don't change, ☐ Free vend, ☐ Valued
- 6** Use for change (for valued): ☒ Don't change, ☐ No, ☐ Yes
- 7** Vend from snack 2 (for free): ☒ Don't change, ☐ No, ☐ Yes
- 8** Vend from coffee 2 (for free): ☒ Don't change, ☐ No, ☐ Yes

Screen 10 - Tokens

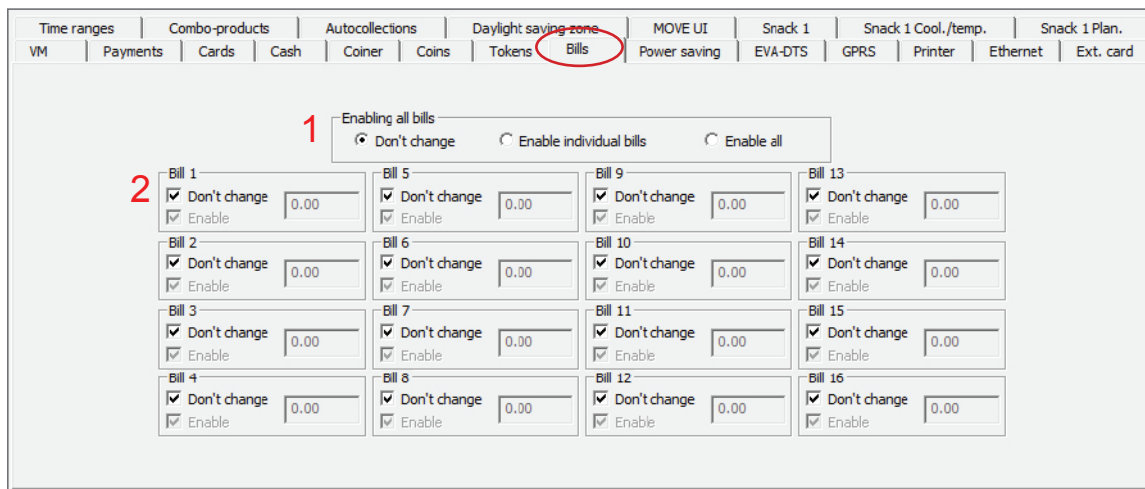
Nº	Field name	Short description	Value
1	Enable	Allows/forbids using the tokens	
2	Max. price (for free) / value (for valued)	For free tokens: will not sell products with price more than this value For valued: sets the price of token	Enter number
3	Vend from snack 1 (for free)	This item is only used when connecting SLAVE-vending machine snacks. For free tokens: Choose "YES" to enable vending with free tokens. For valued tokens - doesn't matter	
4	Vend from coffee 1 (for free)	To install the free tokens "Yes" to resolve the issue of gun one drink free tokens for toll tokens does not matter	
5	Token type	Set "valued" for recognizing the token as coin or "free" - as free vend token	
6	Use for change (for valued)	For paid tokens – use for change	
7	Vend from snack 2 (for free)	This item is only used when connecting SLAVE-vending machine snacks. To install the free tokens "Yes" to resolve the issue of automatic two snacks for free tokens for toll tokens does not matter	
8	Vend from coffee 2 (for free)	To install the free tokens "Yes" to resolve the issue of automatic two drinks for free tokens for toll tokens does not matter	

Settings for items badge 2 ... 4 are similar to those described above.



4.1.1.8 Inset [Bills]

Selecting settings for bill acceptor.



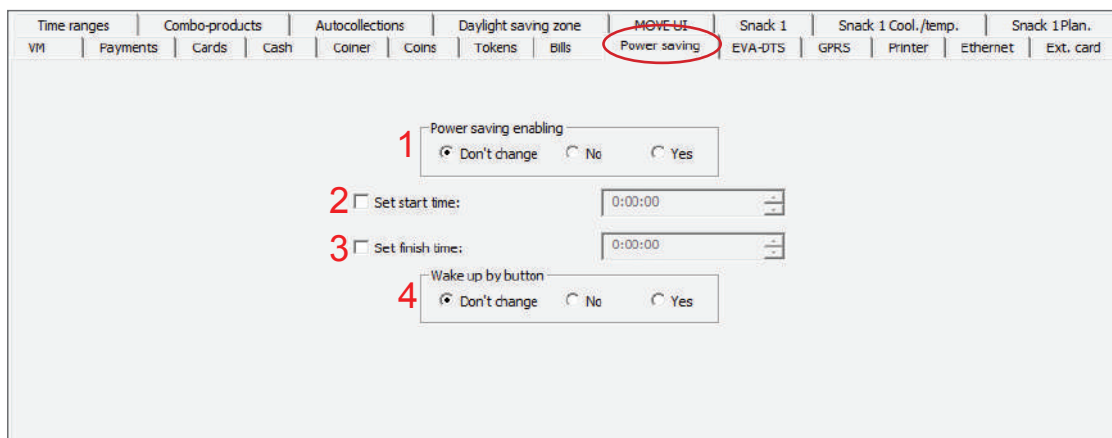
Screen 11 - Bills

No	Field name	Short description	Value
1	Enabling all bills	<ul style="list-style-type: none"> “Enable all” - enable all bills denominations “Enable individual bills” - enable individual denomination settings for each type of bills (16 types) 	
2	Bill 1...16	Forbids bills input of 16 denomination types Set denomination value for each type	Enter number



4.1.1.9 Inset [Power saving]

Selecting settings for Power saving mode.



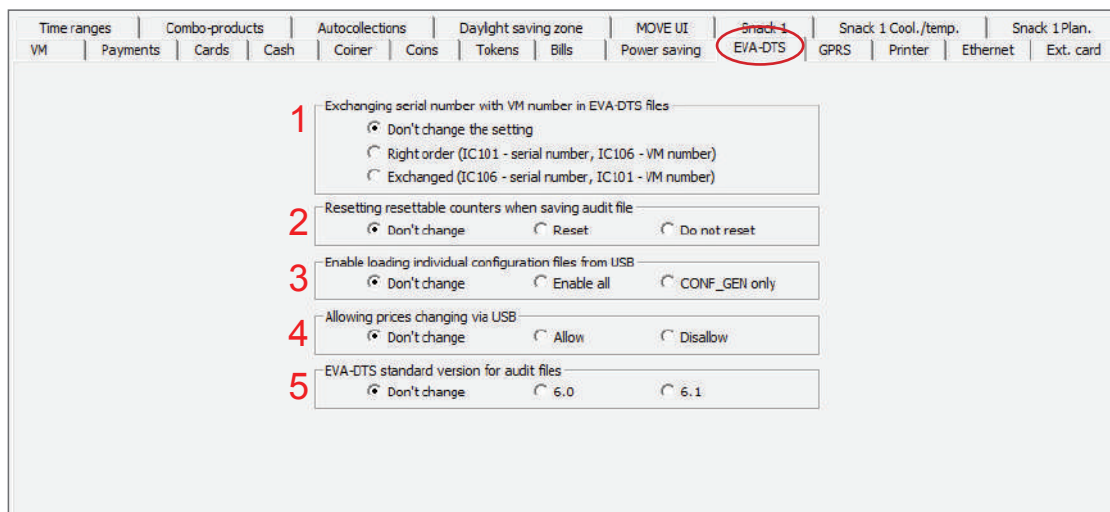
Screen 12 - Power saving

No	Field name	Short description	Value
1	Power saving enabling	Enable/disable power saving mode	
2	Set start time	Time when the Machine automatically switches to power saving mode	Enter the time h:mm:ss
3	Set finish time	Time when the Machine automatically switches out of power saving mode	Enter the time h:mm:ss
4	Wake up by button	Allows to switch off power saving mode when touching the display of the machine	



4.1.1.10 Inset [EVA-DTS]

Selecting a setting for statistical information machine.



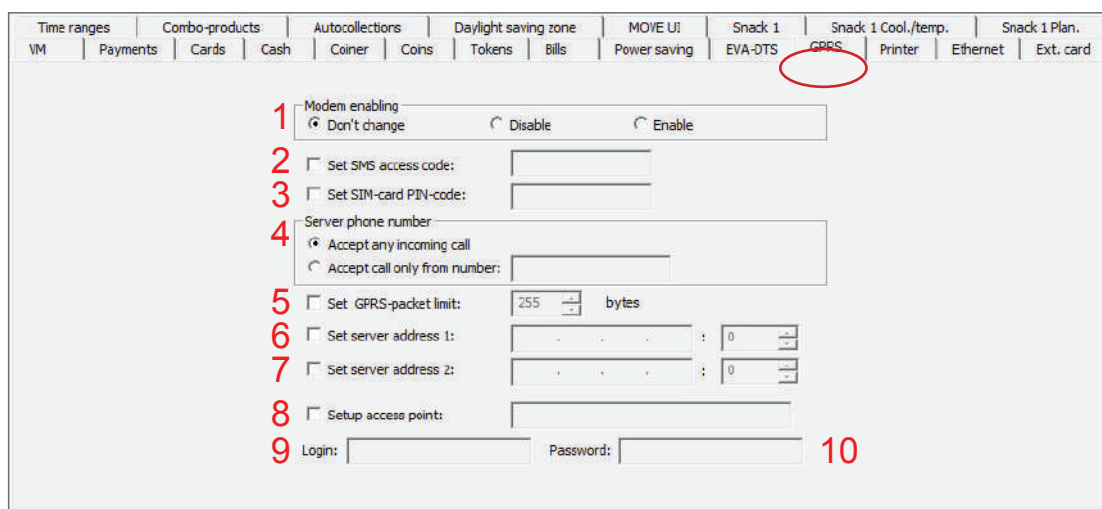
Screen 13 - EVA-DTS

No	Field name	Short description	Value
1	Exchanging serial number with VM number in EVA-DTS files	Allows to exchange serial number and user programmable number fields inside all EVA-DTS files (conf. and audit) for USB, for IRDA and so on	
2	Resetting resettable counters when saving audit file	Reset temporary data after saving (copying) of files to USB drive	
3	Enable loading individual configuration files from USB	<ul style="list-style-type: none"> “Enable all” - enables loading files of all types “CONF_GEN only” - enables loading only files of CONF_GEN type 	
4	Allowing prices changing via USB	Allows to change price using USB flash drive	
5	EVA-DTS standart version for audit files	Allows to select version of EVA-DTS audit files	



4.1.1.11 Inset [GPRS]

Selecting the settings for automatic modem (if installed). For correct operation of the modem does not change the modem settings specified by the server, in addition to the items "Modem enabling" and "Set SMS access code"



Scrn 14 - GPRS

№	Field name	Short description	Value
1	Modem enabling	<ul style="list-style-type: none"> "Enable" - allows modem usage. When enabled , all resettable counters will be reset after the cash-box or stacker removing. "Disable" - operating without modem 	
2	Set SMS access code	Enter an 8 digit code, using which the server can carry out initial connection through SMS (manual connection). In case of manual connection of the Machine the server asks for access code. The entered code must correspond with the code indicated in this menu item, otherwise connection will not be established	Enter an 8 character code (strict)
3	Set SIM-card PIN code	Enter SIM's PIN code. This parameter does not change SIM's PIN code. If the SIM's PIN code is activated, you must enter the PIN code here, which corresponds with the SIM's PIN code. It is not recommended to use PIN code, because in case of wrong PIN entry the SIM can be blocked	Enter up to 8 characters (strict)
4	Server phone number	Sets the telephone number. Which will be dialled to establish server connection. To make this parameter effective you must turn on CLI for the Machine's SIM card	-ANY PHONE NUMBER- Enter up to 16 characters
5	Set GPRS - packet limit	Depends on server settings	
6	Set server address 1	Enter IP address and port number for server to which the Machine would connect. For the first manual connection to the server (via SMS) this parameter is set automatically by the server	Enter IP address and port number
7	Set server address 2	Enter IP address of the server to which the Machine would connect in case of inability to connect to server 1. If the server does not have reserve line the second address must be the same as the first one. When making first manual connection to the server this parameter is set automatically by the server	Enter IP address

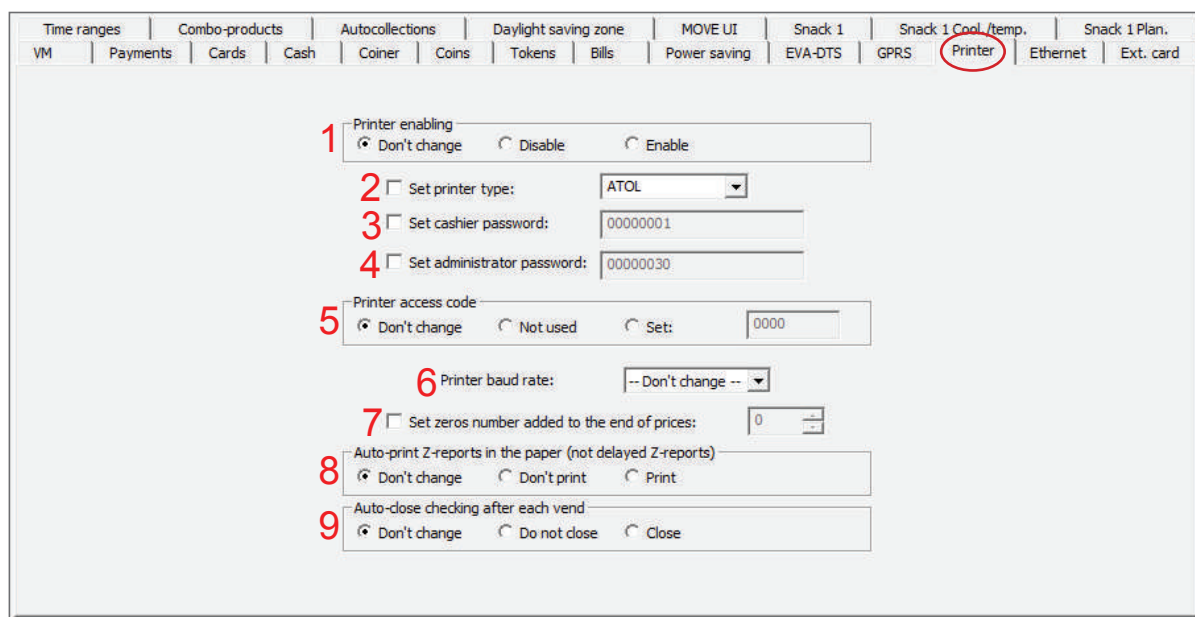


№	Field name	Short description	Value
8	Setup access point	This parameter sets the access point, which will be used to establish internet connection. The value of this parameter can be known from the mobile operator	Enter up to 40 characters
9	Login	Sets login for connection to the mobile provider's access point. You can ask for this parameter from your provider	Enter up to 20 characters
10	Password	Sets the password to connect to the access point of your mobile provider. You can know the value for this parameter from your operator	Enter up to 20 symbols



4.1.1.12 Inset [Printer]

Choosing settings for your printer check (if installed). The settings depend on the printer installed in the automatic checks. Before asking the printer settings check carefully read its instruction manual.



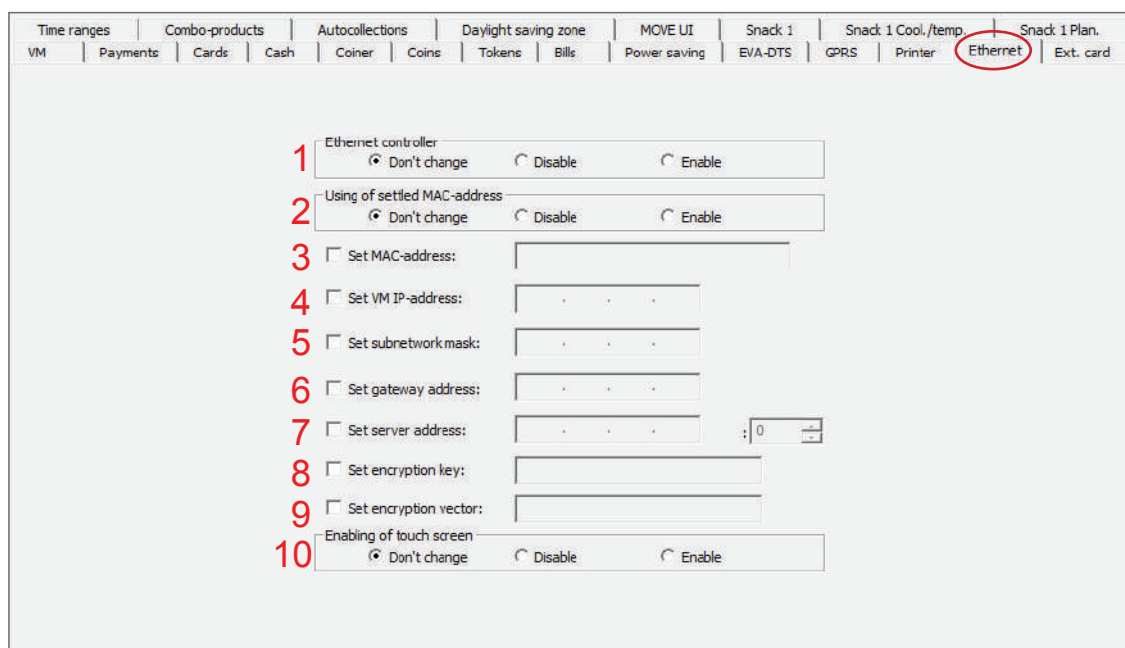
Screen 15 - Printer

№	Field name	Short description	Value
1	Printer enabling	<ul style="list-style-type: none"> “Enable” - allows printer usage “Disable” - operating without printer 	
2	Set printer type	Chooses printer operating protocol	ATOL DATES RU.BAZ
3	Set chassier password	Enter password to access the main operational mode of the cash register	Enter 8 digits
4	Set administrator password	Enter password for additional operational modes of the cash register	Enter 8 digits
5	Printer access code	Sets access code for special printer functions	
6	Printer baud rate	Printer port operating rate	
7	Set zeros number added to the end of price	Configuration of number of zeroes in prices and printed cheques	0...3
8	Auto-print Z-reports in the paper (not delayed Z-reports)	<ul style="list-style-type: none"> “Print” - Z-report is provided by printer automatically. “Don't print” - Z-report is not provided 	
9	Auto-close cheque after each vend	<ul style="list-style-type: none"> “Close” - Cheque is printed automatically after each product selling 	



4.1.1.13 Inset [Ethernet]

Software doesn't allow to change these settings except "Set server address" and "Set encryption key". These settings will allow you to setup cards server..



Screen 16 - Ethernet

№	Field name	Short description	Value
1	Ethernet controller	Allows/forbids usage of Ethernet controller	
2	Using of settled MAC - address	Allow/restrict the use of MAC address	
3	Set MAC - address	Setting MAC address. The MAC address is set using the menu. It can comprise of any values with only two limitations: 1) The first digit must be less than 8 (best practice is to set it to 0). If the first character will be 8...F the Machine cannot go online. 2) Within the LAN to which the Machine is connected, the given MAC address must be unique. Violation of this requirement can cause the LAN to malfunction	Enter 12 characters 0...F
4	Set VM IP-address	Setting IP address for the Machine. This displays the internal IP, assigned by the network administrator. Within the LAN this address must be unique. The leading part of the address (which is determined by the sub-net-mask, see below) must be the same as the leading part of addresses of all connected devices.	12 characters

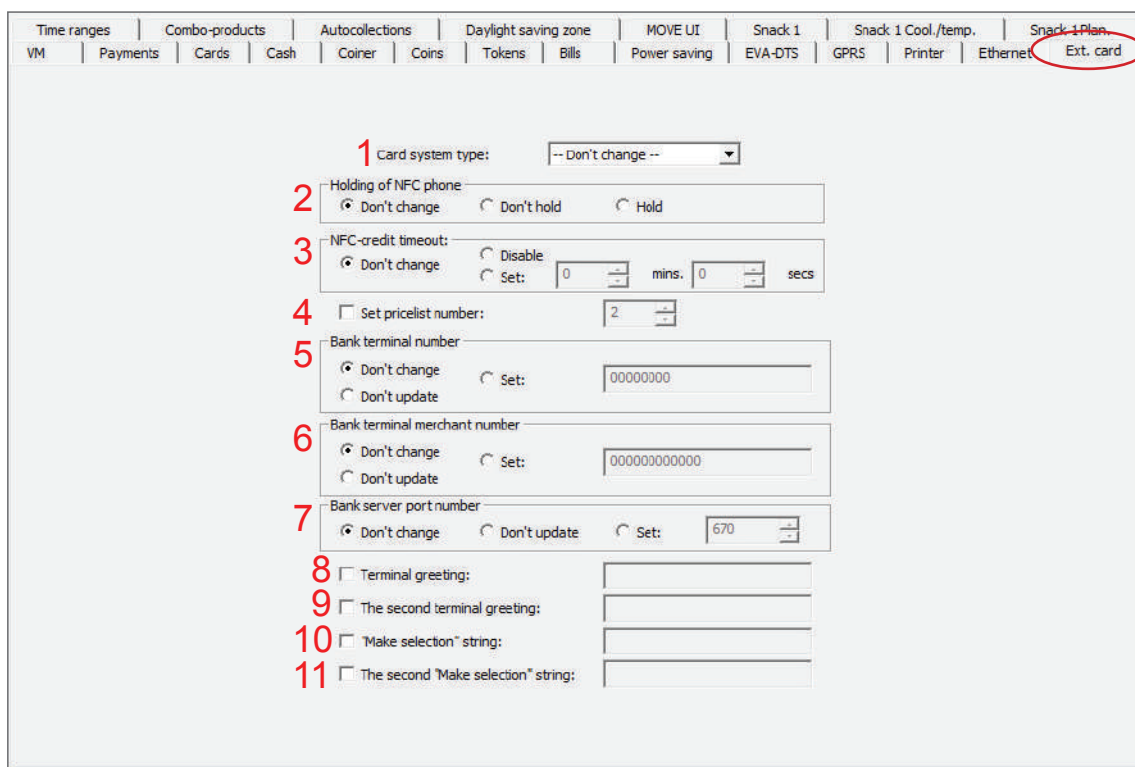


No	Field name	Short description	Value
5	Set subnet work mask	<p>Setting the subnet-mask.</p> <p>Here we set the subnet-mask, from which the Machine understands if any given IP address is local (part of LAN with direct communication) or if it is external (Out of the LAN. Communication through the gateway, see below).</p> <p>The subnet-mask is set by the network administrator.</p> <p>For example if the subnet-mask is 0.0.0.0 all the IP address would be treated as external. If the subnet mask is 255.0.0.0 only the IP addresses which will have the same number as the first number of the Machine's IP address will be treated as local.</p> <p>Different LANs use different subnet-masks, but usually one of the following is used:</p> <p>255.255.0.0 (large LAN which can comprise of up to 65536 devices)</p> <p>255.255.255.0 (medium size LAN which can comprise of up to 256 networking devices)</p> <p>255.255.255.128 (small LAN, which can comprise of up to 128 devices)</p>	Four numbers 0...255
6	Set gateway address	<p>Setting the gateway address.</p> <p>Here we set the IP address of the Gateway, through which the Machine will access the external IP addresses.</p> <p>This is set by the network administrator.</p> <p>Except for accessing external IP addresses the Machine will ping the Gateway for its MAC address every 10 seconds after coming online, until it gets a response from the Gateway.</p> <p>Therefore, even if you don't intend to allow access to the outside world, it is recommended that you set this address, pointing it to some computer which is always available in the LAN.</p> <p>Without this IP address the Machine will keep on dispatching waste packets every 10 seconds</p>	Four numbers 0...255
7	Set server address	<p>Here we set the Server's IP address which is used to handle card data, saving balance information on the server (not on the card).</p> <p>When such card is swiped (and when it is recharged or when used for purchases) the Machine connects to the given server and asks for permission to perform the action (or will check current balance).</p> <p>This address can be local (for the Machine) or external. If we don't use card system with balance information on the server, we do not set this field</p>	Four numbers 0...255
8	Set encryption key	<p>Secret key for access to Machine's interaction with the service.</p> <p>The server and Machine key should be the same</p>	Enter 16 characters 0...F
9	Set encryption vector	<p>Secret key for access to Machine's interaction with the service.</p> <p>The server and Machine key should be the same</p>	Enter 16 characters 0...F
10	Enabling of touch screen	<p>Here we can set YES for touch screen or NO for other Machines.</p> <p>If set to YES the Machine opens port 999, through which the Machine can be controlled, similarly as done with the touch-screen computer.</p> <p>If set to YES, when the Machine is hooked to LAN, which is not limited to the Machine, it is recommended that you hook up a router to the Machine, which will remote access to the Machine.</p> <p>Otherwise the Machine can be hacked from the LAN (access to Machine's status, execute sales etc.)</p>	



4.1.1.14 Inset [Ext. card_External cardrider]

Selecting the settings for the card reader RS232 (if installed). On the "Payments" (see above) in item 16, "MDB - cashless presence" to be selected "Installed".



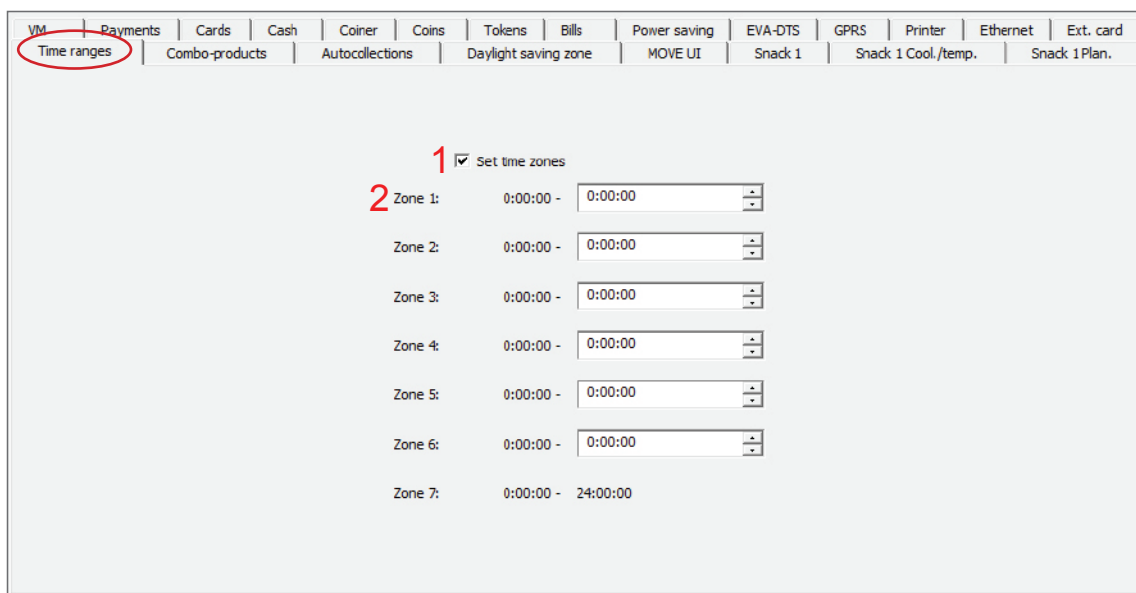
Screen 17 - External cardrider

№	Field name	Short description	Value
1	Card system type	Selection of the card payment system used.	MDB Executive Price Holding
2	Holding of NFC phone	Determines if it is needed to hold the phone near the card reader during the whole duration of transaction (Hold) or short time holding of phone for deduction of funds before the sale and repeat short holding after the purchase to return change (Not hold)	
3	NFC - credit time out	Set the time during which you need to pick up the change to the phone, if item 2 Select "Don not hold"	
4	Set price list number	Selection of price list number for payment card	1...3
5	Bank terminal number	For this model, the machine is not used item	
6	Bank terminal merchant number	For this model, the machine is not used item	
7	Bank server port number	For this model, the machine is not used item	
8	Terminal greeting	For this model, the machine is not used item	
9	The second terminal greeting	For this model, the machine is not used item	
10	"Make selection" string	For this model, the machine is not used item	
11	The second "Make selection" string	For this model, the machine is not used item	



4.1.1.15 Inset [Time ranges]

Selecting the settings for the time intervals during which the product may have a different value (discounts, mark-ups) to be available for sale or blocked in view of the set parameters on the tab "Coffee 1 Plan." and "Snack 1 Plan." (only when connected SLAVE-vending machine snacks). The machine supports the 7 time intervals. Each interval is given by the time of its closure. Start time interval determined by the end of the previous interval or 00 00 00.



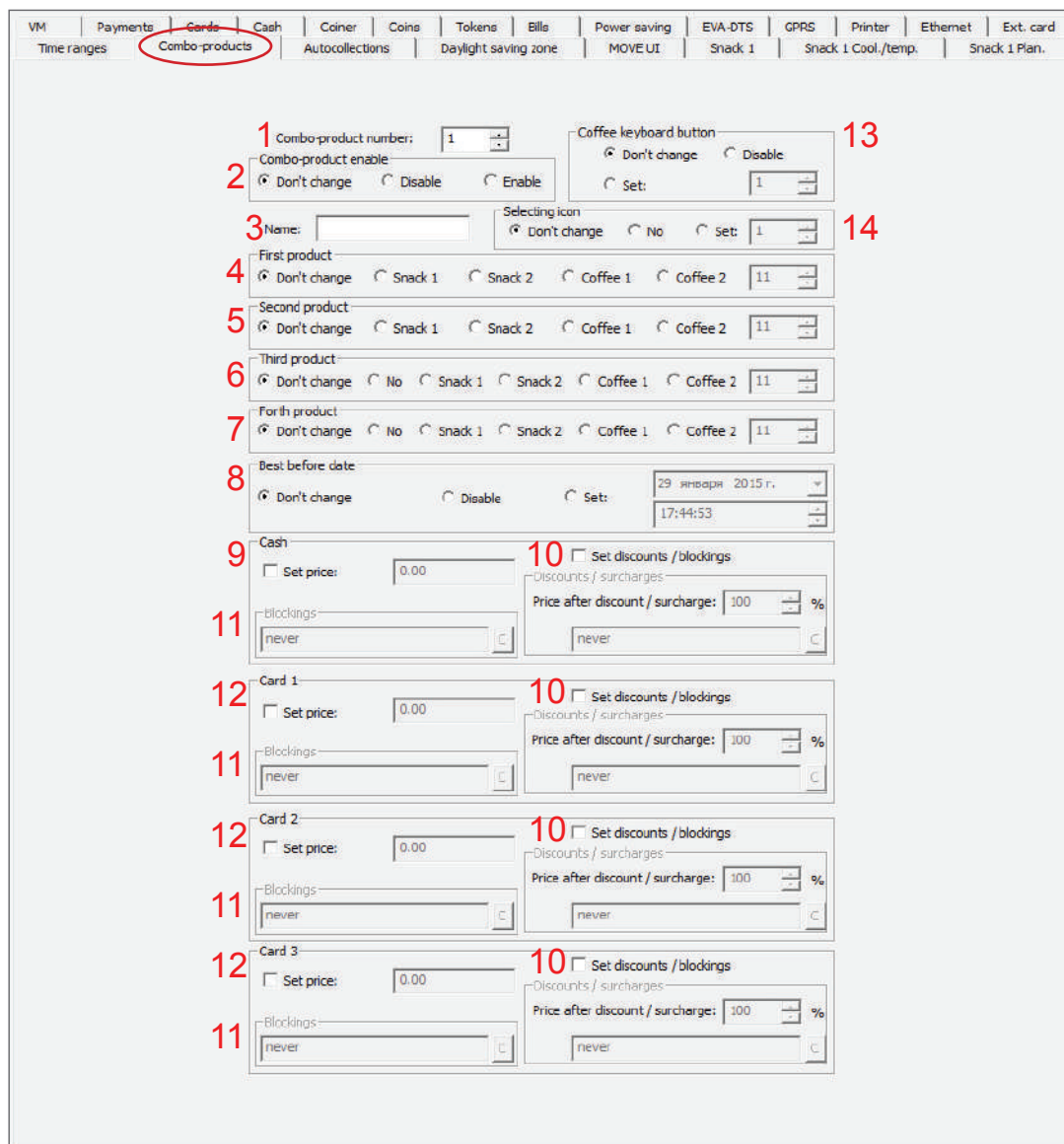
Screen 18 - Time ranges

No	Field name	Short description	Value
1	Set time zone	Allows time zones setting (Zone1...Zone7)	
2	Zone 1...7	Sets time zones in the following format: 00:00:00 (hours: minutes: seconds)	



4.1.1.16 Inset [Combo-products]

Selecting a setting for combo sales (simultaneous sale of several products). Here you can configure up to 4 combo sales.



Screen 19 - Combo-products

№	Field name	Short description	Value
1	Combo-product number	Sets number of the combo-product, for which all the following settings below can be done.	1...4
2	Combo-product enable	Enables/disables combo-product, which is chosen in the point 1.	
3	Name	Name of combo-product which is chosen in the point 1, for audit file.	Up to 20 symbols
4	The first product	Set the type and location number (snack) / button (coffee) of the first item, which is implemented in the combo-sale (snack when you connect SLAVE-machine)	10...8B (snack) 1..16 (coffee)
5	The second product	Set the type and location number (snack) / button (coffee) the second item, which is implemented in the combo-sale (snack when you connect SLAVE-machine)	10...8B (snack) 1..16 (coffee)

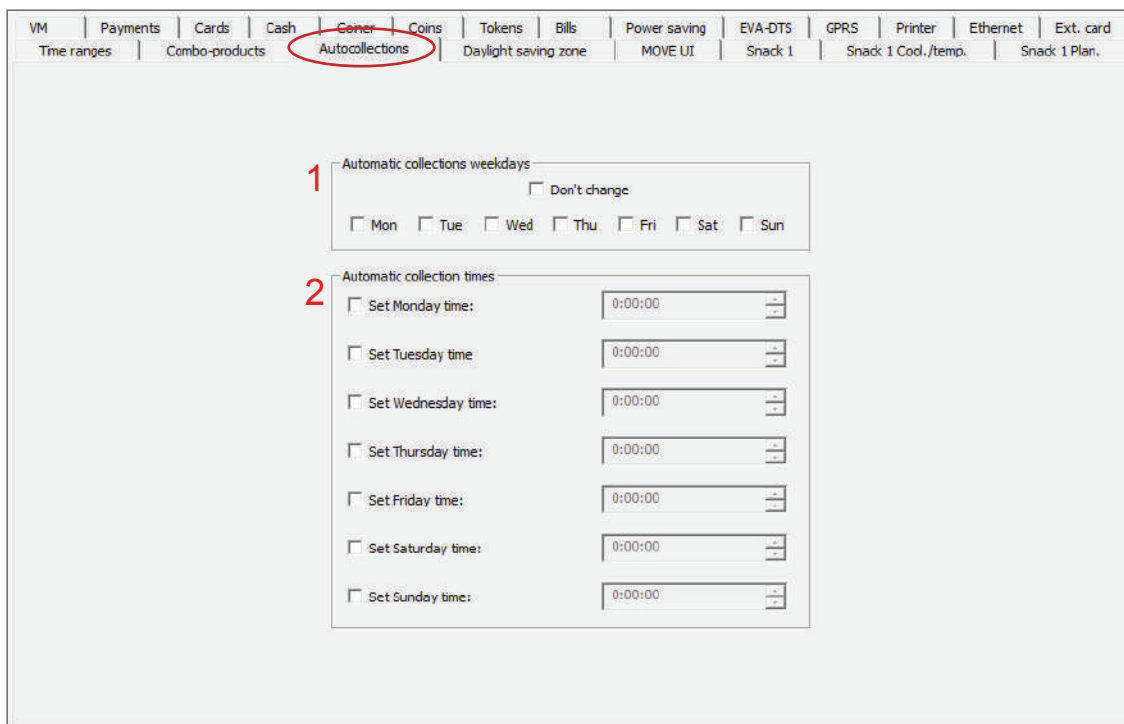


№	Field name	Short description	Value
6	The third product	Set the type and location number (snack) / button (coffee), the third item, which is implemented in the combo-sale (snack when you connect SLAVE-machine)	10...8B (snack) 1..16 (coffee)
7	The forth product	Set the type and location number (snack) / button (coffee) fourth item, which is implemented in the combo-sale (snack when you connect SLAVE-machine)	10...8B (snack) 1..16 (coffee)
8	Best before date	Installing the shelf life of the product. When the set date and time for the sale of goods will be blocked	Enter date and time
9	Cash	Sets cash retail price excluding discounts	Enter numeral value
10	Set discounts / blockings	<ul style="list-style-type: none"> “Discounts/surcharges - Price after discount/surcharge” - sets value in % of chosen price. Corresponding to this value discount or surcharge for combo-product will be done. “Discounts/surcharges - “C”-button” sets time zones (screen 18), during which chosen discount/surcharge will be active. 	1...100% (without discount) 101...200% (surcharge)
11	Blockings (activated when discounts/surcharges, are set - refer to point 10 above)	“C”-button”- sets time zones (screen 18), when vending of combo-product for cash will be blocked	Enter numeral value (if necessary)
12	Card 1...3	Product price in the case of using card 1...3	Enter numeral value
13	Coffee keyboard button	Setting number buttons on the touch screen of the machine, when clicked, will be a combo sale	1...16
14	Selecting icons	“Set” - select icon for combo-product. Opens pop-up list.	



4.1.1.17 Inset [Autocollections]

Select settings to automatically send information on collection machine on the server.



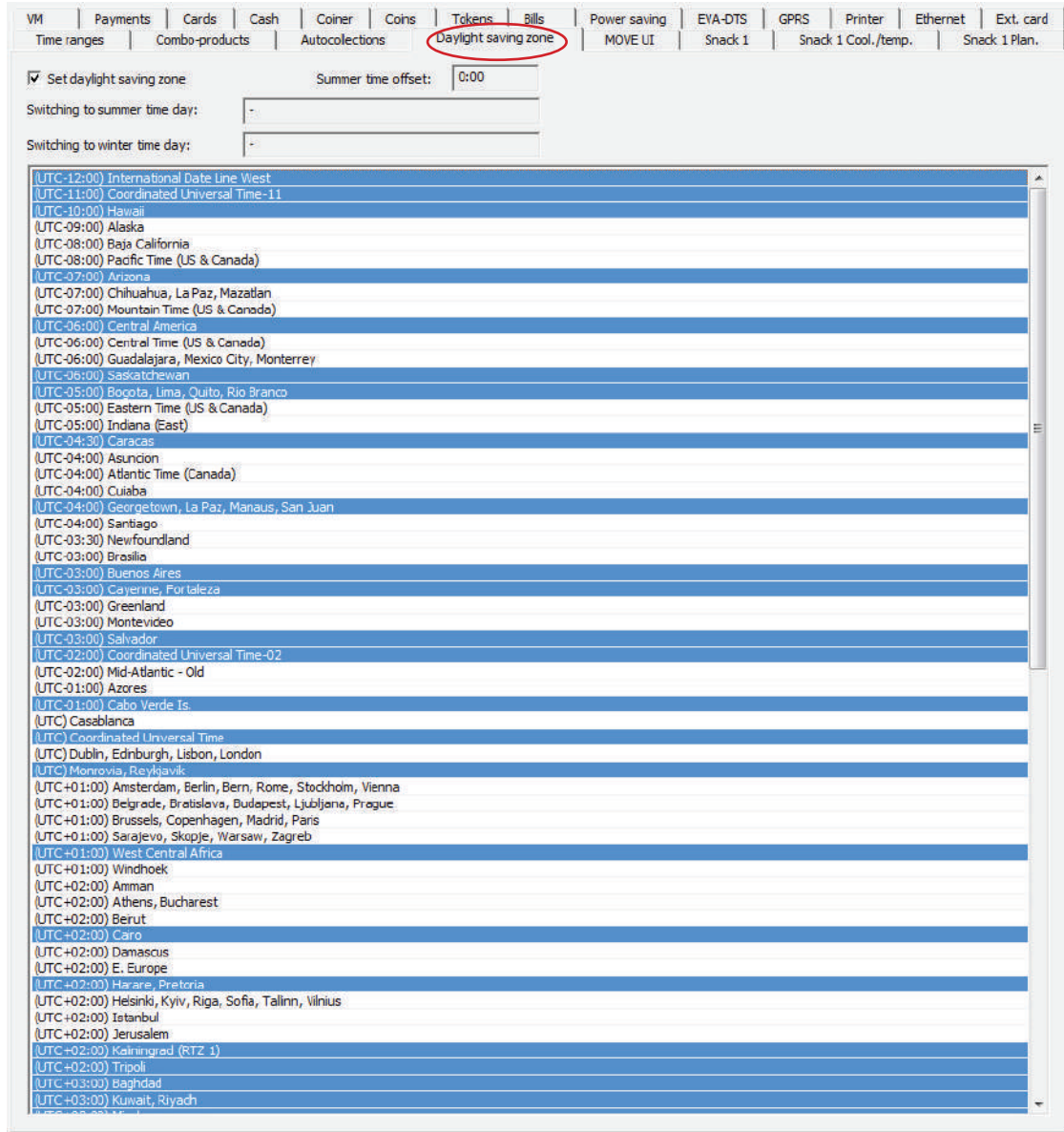
Screen 20 - Autocollections

No	Field name	Short description	Value
1	Automatic collections days of week	Sets the days of week on which automatic collection is performed	
2	Automatic collection time	Sets the time on which automatic collection is performed. It is active only if days of week were selected.	



4.1.1.18 Inset [Daylight saving zone]

Allows to select time zone ("Set daylight saving zone"). After having selected any of the time zone from the list, time zones with the same terms of switching between summer/winter time are automatically selected.



Screen 21 - Daylight saving zone

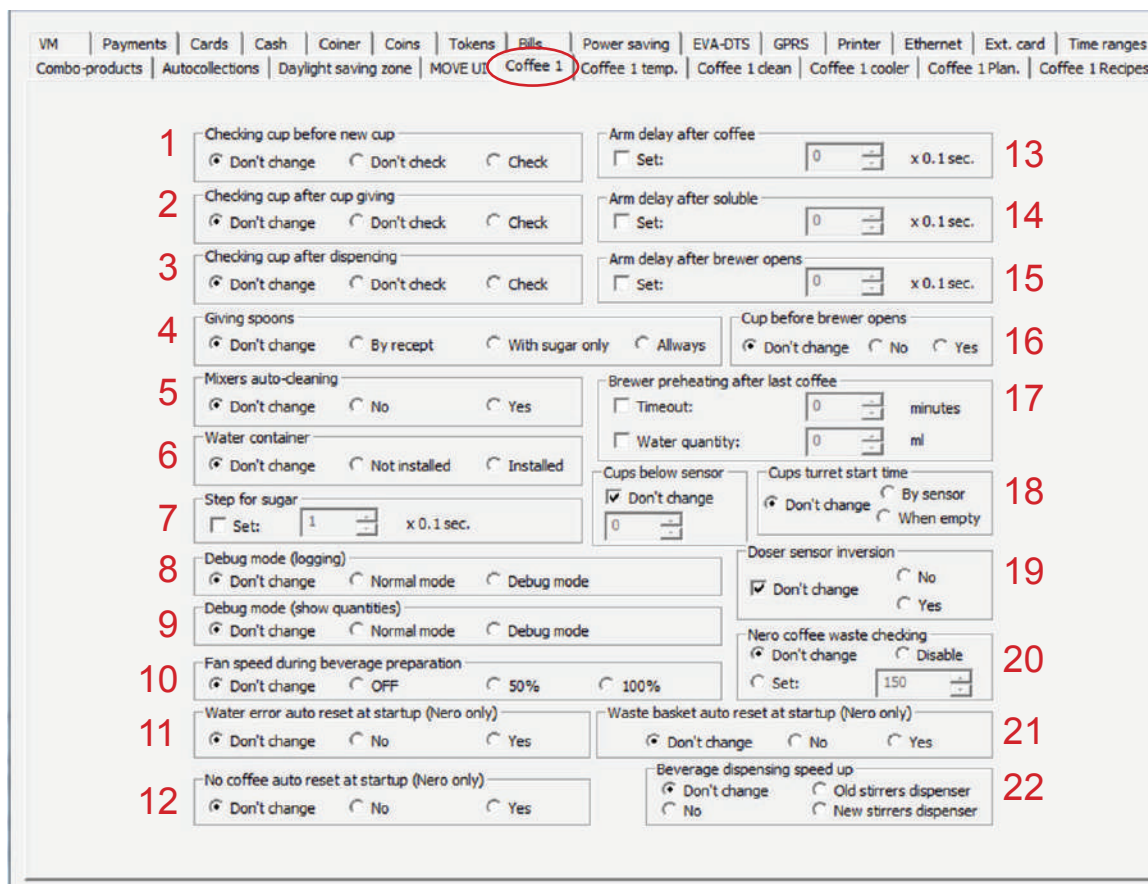
4.1.1.19 Inset [MOVE UI]

For this model, the machine is not used inset



4.1.1.20 Inset [Coffee]

Selecting the settings of the machine ROSSO TOUCH.



Screen 22 - Coffee 1

No	Field name	Short description	Value
1	Checking cup before new cup	• “Check” – check presence of cup before dispensing a cup. Can also use customer’s cup	
2	Checking cup after cup giving	• “Check” – check the presence of cup after dispensing a cup from the cup dispenser	
3	Checking cup after dispensing	• “Check” – after dispensing the drink the machine checks if the customer has removed the cup from the delivery tray	
4	Giving spoons	Configure the dispensing of spoons: • “By receipt” - dispensing parameters are set separately for each drink; • “With sugar only” - dispensed only when sugar should be added to the drink; • “Allways” - always dispense	
5	Mixers auto-cleaning	Enable/disable automatic flushing of the machine. If the current	
6	Water container	• “Installed” - the autonomous water from containers/bottles with water • “Not installed” - when the water supply from the water supply network	
7	Step for sugar	Configure quantity of sugar per portion (the customer can select from 0 to 6 portions). Set in tenths of seconds of motor rotation	1...10 (x0.1 sec.)

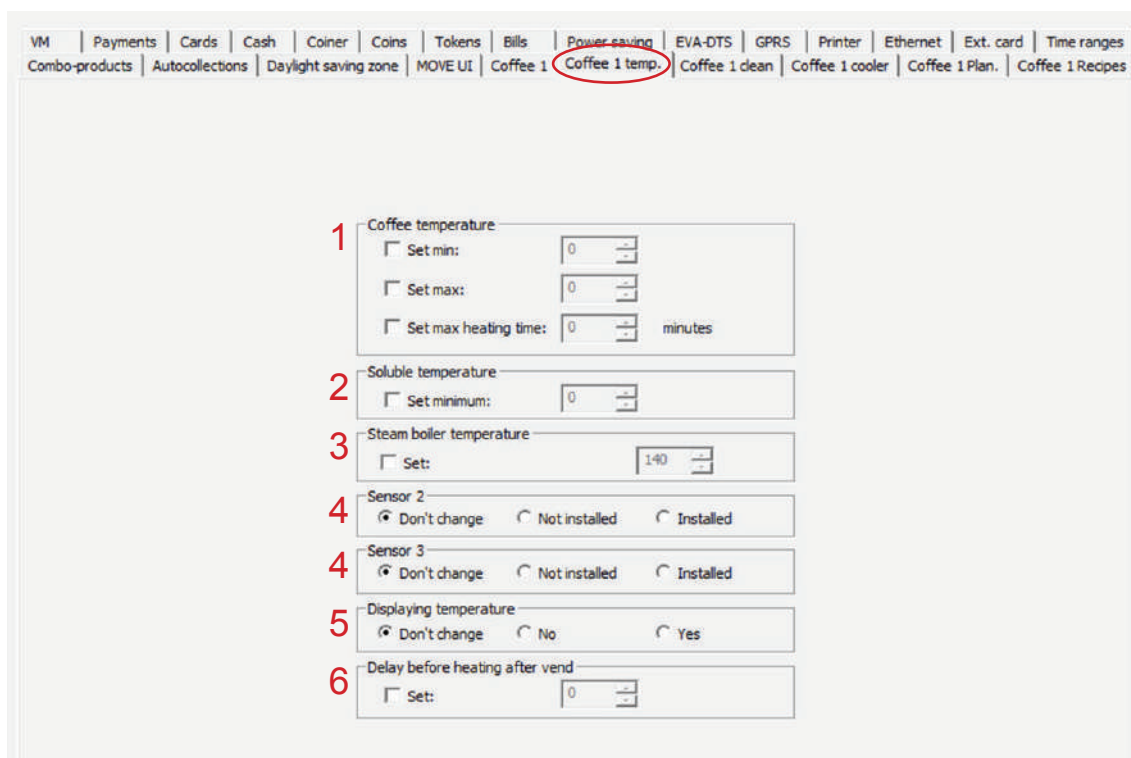


No	Field name	Short description	Value
8	Debug mode (logging)	<ul style="list-style-type: none"> “Debug mode” – Machine debugging mode, with an option to log the latest (past few hours of functioning) events to a USB flash drive. It is normally used in case of system failures and errors to log and transfer this data to the service center of the supplier 	
9	Debug mode (show quantities)	<ul style="list-style-type: none"> “Debug mode” – Machine debugging mode, with an option to log the latest (past few hours of functioning) events to a USB flash drive. It is normally used in case of system failures and errors to log and transfer this data to the service centre of the supplier 	
10	Fan speed during beverage preparation	Enables you to reduce speed of the drier fan when dispensing powder: <ul style="list-style-type: none"> “50%” - the fan slows down to half speed when dispensing powder; “100%” - do not reduce speed when dispensing powder “OFF” - the fan is turned OFF when dispensing powder 	
11	Water error auto reset at start up	For this model, the machine is not used item	
12	No coffee auto reset at start up	For this model, the machine is not used item	
13	Arm delay after coffee	Setting the time delay after the preparation of the coffee beverage, to preserve the purity of the edges of the glass drops	Enter the number 0...240 (x0.1 sec.)
14	Arm delay after soluble	Setting the time delay after the preparation of the soluble beverage, to preserve the purity of the edges of the glass drops	Enter the number 0...240 (x0.1 sec.)
15	Arm delay after brewer opens	Setting the time delay for preserving the purity of the edges of the glass drops, if established in item 16 of “No”	Enter the number 0...240 (x0.1 sec.)
16	Cup before brewer opens	<ul style="list-style-type: none"> “Yes” - to allow the issuance of glass opening to the group of espresso 	
17	Brewer preheating after last coffee Time out Water quantity	Flow of water through the coffee group to preheat the coffee making chamber before making coffee Time interval. If the time since the making of the previous cup of coffee exceeds the set time, the hot water is flushed to preheat the machine before making the next portion Quantity of water for preheating	Enter number 0...240 (min.) Enter number 0...30 (ml)
18	Cups below sensor Cups turret start time	Number of available cups after the cup sensor reads end of cups <ul style="list-style-type: none"> “By sensor” - turn dispenser cup after fixing the sensor end of the cup in a tube “When empty” - turn dispenser is made regardless of the fixing probe 	Enter number 0...5
19	Doser sensor inversion	<ul style="list-style-type: none"> “Yes” – if the dosing apparatus's micro switch is connected to open contacts “No” – if the dosing apparatus's micro switch is connected to closed contacts If the given parameter is set incorrectly you will not get any coffee	
20	Nero coffee waste checking	For this model, the machine is not used item	
21	Waste basket auto reset at start up	For this model, the machine is not used item	
22	Beverage dispensing speed up	<ul style="list-style-type: none"> Old stirrers dispenser - for machines with the old module spoons New stirrers dispenser - for machines with the new module spoons No - if you do not know which module you have installed 	



4.1.1.21 Inset [Coffee temp.]

Selection of temperature settings.



VM | Payments | Cards | Cash | Coiner | Coins | Tokens | Bills | Power saving | EVA-DTS | GPRS | Printer | Ethernet | Ext. card | Time ranges
 Combo-products | Autocollections | Daylight saving zone | MOVE UI | Coffee 1 | **Coffee 1 temp.** | Coffee 1 clean | Coffee 1 cooler | Coffee 1 Plan. | Coffee 1 Recipes

- Coffee temperature**
☐ Set min: 0
☐ Set max: 0
☐ Set max heating time: 0 minutes
- Soluble temperature**
☐ Set minimum: 0
- Steam boiler temperature**
☐ Set: 140
- Sensor 2**
☒ Don't change ☐ Not installed ☐ Installed
- Sensor 3**
☒ Don't change ☐ Not installed ☐ Installed
- Displaying temperature**
☒ Don't change ☐ No ☐ Yes
- Delay before heating after vend**
☐ Set: 0

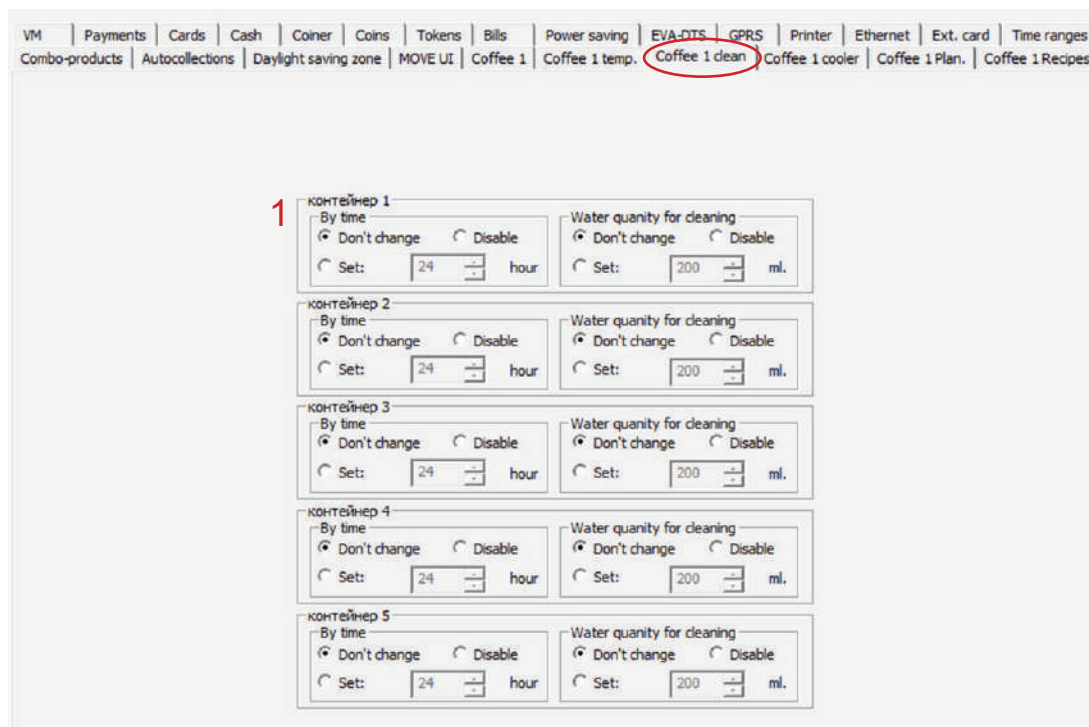
Screen 23 - Coffee temperature

Nº	Field name	Short description	Value
1	Coffee temperature	Set the temperature settings for the coffee drinks	
	Set min.	The minimum water temperature for making coffee	Enter temperature
	Set max.	The maximum water temperature for making coffee	Enter temperature
	Set max. Heating time	The time in minutes after the preparation of the previous drink, during which the water will be heated to the value set in (set max.)	Enter number
2	Soluble temperature	Set the temperature settings for instant beverages	
		Set the minimum temperature of water for the preparation of instant beverages	Enter temperature
3	Steam boiler temperature	Setting the temperature of steam boiler	Enter temperature
4	Sensor 2...3	<ul style="list-style-type: none"> "Yes" – the sensor is read to proportionally change the temperature of drinks depending on the outside temperature (if installed) 	
5	Displaying temperature	Display temperature on the screen of the vending machine	
6	Delay before heating after vend	Time in minutes during which after the preparation of the previous coffee the temperature will not exceed	



4.1.1.22 Inset [Coffee clean]

Selecting settings Mixer cleaning machine.



Screen 24 - Cleaning coffee

№	Field name	Short description	Value
1	Container 1...4 Container 5 (no used)	<p>Installation of adjustments of automatic washing of mixers 1..4</p> <ul style="list-style-type: none"> By time - "Set" - Specifies through what time washing after last preparation of a drink (in hours should be spent) Water quantity for cleaning - "Set" - the quantity of water used at washing 	<p>Enter number 1...24 (h)</p> <p>Enter number 1...200 (ml)</p>

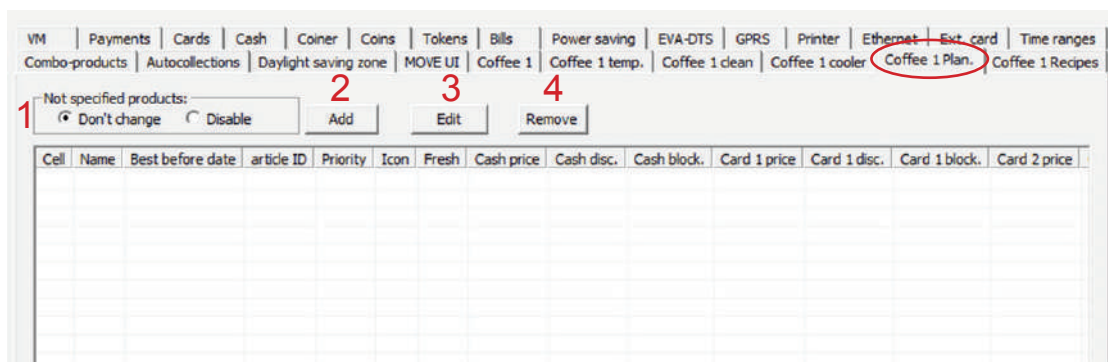
4.1.1.23 Inset [Coffee cooler]

For this model, the machine is not used inset



4.1.1.24 Inset [Coffee Plan._Planogram coffee]

Settings planogram machine.

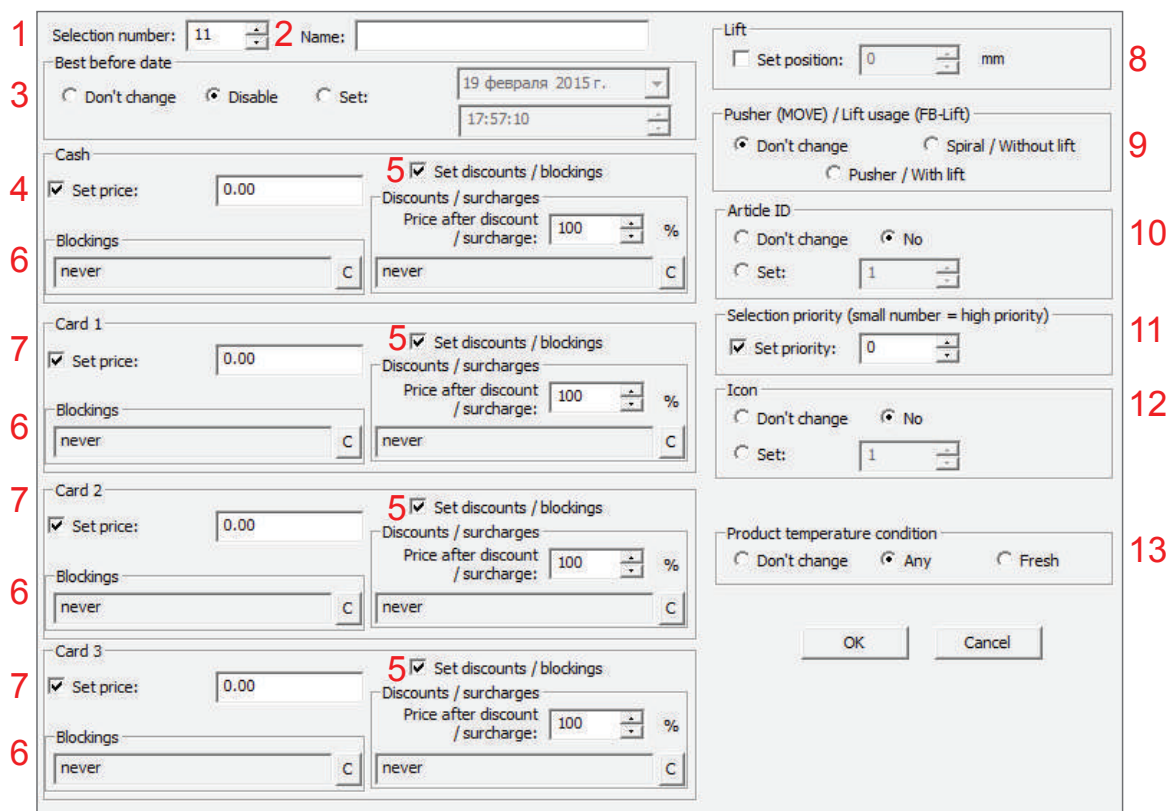


Screen 27 - Planogram coffee

№	Field name	Short description	Value
1	Not specified products	<ul style="list-style-type: none"> “Disable” - forbids selling goods that are not in the price list 	
2	Button “Add”	Adding information on the new drink in a cell planogram machine. Selecting this item will open a new tab “Adding new cell to the planogram”(see below). After adding the new information you need to drink tab click confirmation “OK”	
3	Button “Edit”	Change information on the drink available in planogram cells. To change, select a cell with a drink from the planogram and click “Edit” This opens a new tab “Editing planogram cell ’ tab is similar to the tab “Adding new cell to the planograms” After changing the information on the drink you need to tab to click confirm button “ OK”	
4	Button “Remove”	Removal of the cell information in the planogram. To remove, select the cell with a drink from planogram. Selecting this item opens a window where you must confirm the action by pressing the “ Yes ”	



Adding a new cell with a drink in the planogram machine / cell editing



Screen 28 - Adding / editing cell

№	Field name	Short description	Value
1	Selection number	Setting the selection number	1...16
2	Name	Name of the product will be displayed in audit files. Pressing "Select" button will automatically change Article ID field	Enter the name
3	Best before date	• "Set" - Installation shelf life of the beverage (time and date). After the expiry date the drink will be blocked for sale	Enter the time and date
4	Cash / set price	Retailed price of the product without discount	
5	Set discounts / blockings	• "Discounts/surcharges - Price after discount/surcharge" sets value in % of chosen price. Corresponding to this value discount or surcharge for product will be done. • "Discounts/surcharges - "C"-button" sets time zones (screen 18), during which chosen discount/surcharge will be active.	1...100% (without discount) 101...200% (surcharge)
6	Blockings (activated when discounts/surcharges, are set - refer to point 5 above)	"C"-button"- sets time zones (up to 7), during which sells with discount/surcharge will be blocked and vending of such products becomes impossible	
7	Card 1...Card 3/set price	Product price when using the card 1...3	Enter numeral value
8	Lift	For this model, the machine is not used item	
9	Pusher / Lift usage	For this model, the machine is not used item	



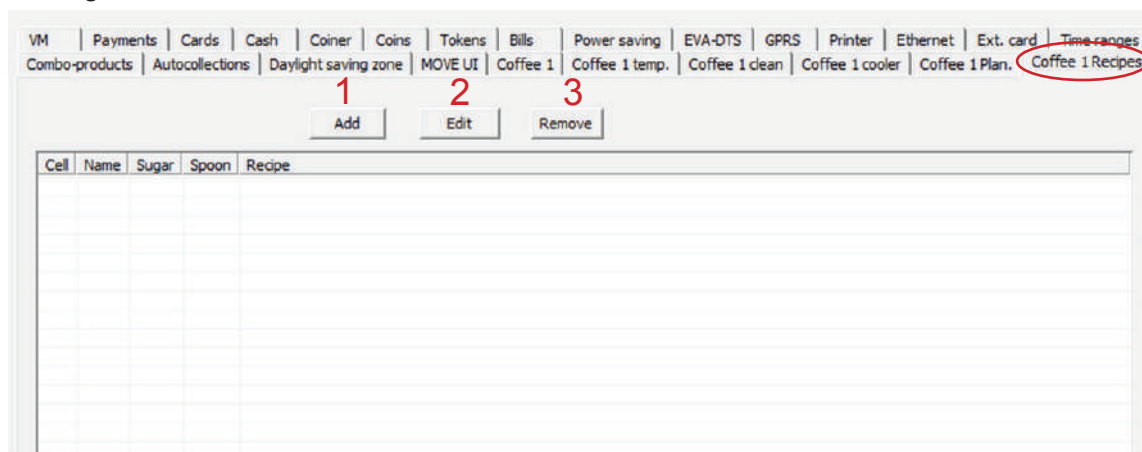
№	Field name	Short description	Value
10	Article ID	For this model, the machine is not used item	
11	Selection priority	For this model, the machine is not used item	
12	Icon	For this model, the machine is not used item	
13	Product temperature condition	For this model, the machine is not used item	

Button “OK” will save all the changes and return to the planogram tab (screen 28).

Button “Cancel” - will return to the planogram tab without saving.

4.1.1.25 Inset [Coffee Recipes]

Selecting settings for drink recipes. The default factory settings are given prescriptions in accordance with the table given in the end of the manual.

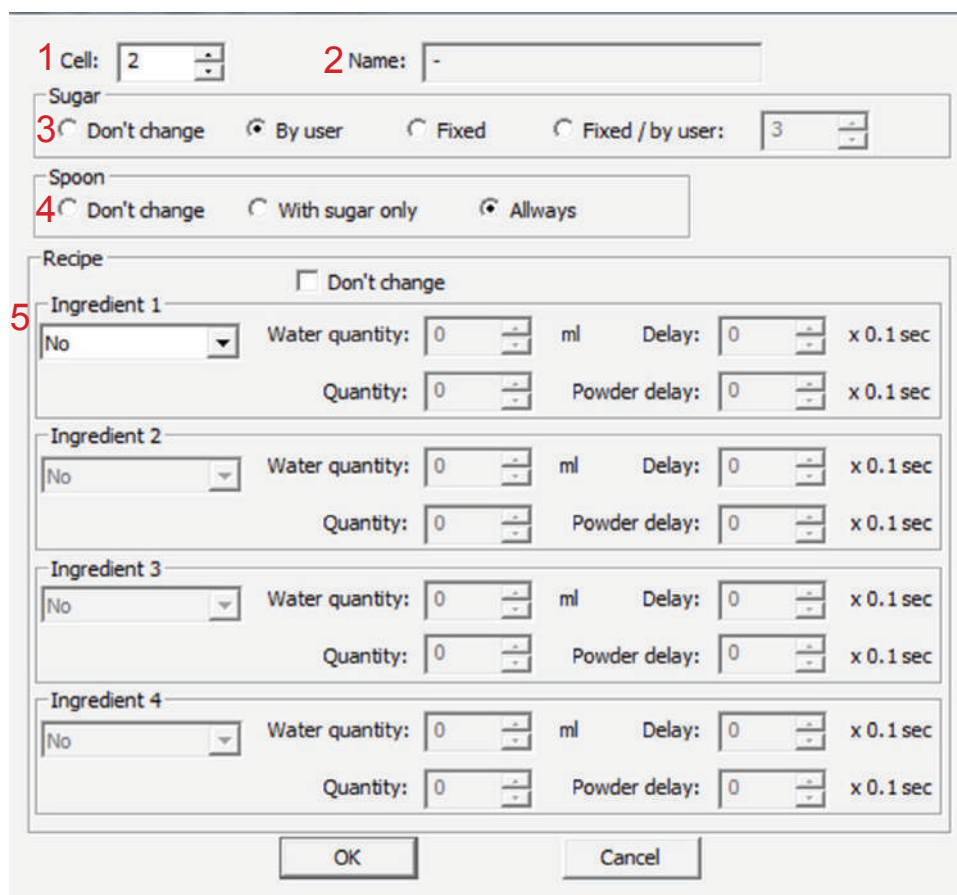


Screen 29 - Coffee recipes

№	Field name	Short description	Value
1	Button “Add”	Adding information on the new prescription prescriptions cell planogram machine. Selecting this item will open a new tab “Creating new recipe” (see below). After adding the information on the new prescription you must click on the tab, confirm the “OK”	
2	Button “Edit”	Changing information on a prescription from existing planograms in recipes cells. To change, select the cell with the recipe of planograms and click “Edit” This opens a new tab “Edit recipe” tab is similar to the tab “Creating new recipe” After changing the information on the prescription must be on the tab press the confirmation “OK”	
3	Button “Remove”	Delete a cell with information on prescription in planogramme. To delete, select the cell with the recipe of the planogram. When you choose this option, a window opens where you must confirm the action by clicking “Yes”	



Creating a new recipe / edit recipe



Screen 30 - Creating a new recipe / edit recipe

No	Field name	Short description	Value
1	Cell	Select the number to add cells	1...16
2	Name	Enter the name of the recipe	Enter the name
3	Sugar	Setting added sugar in the drink <ul style="list-style-type: none"> • "Bu user" - the buyer will be able to make the choice of the amount of sugar added to the drink before buying a drink • "Fixed" - fixed adding sugar drink in accordance with the configuration specified in the recipe • "Fixed / by user" - fixed adding sugar drink in accordance with the configuration specified in the recipe to vary the amount of added sugar in the drink by the customer. Thus, if the client-side selection has not been made, the machine adds to the amount of sugar in accordance with the set point. 	0...6 0-sugar free 0...6 0-sugar free
4	Spoon	Spoon dispensing settings: <ul style="list-style-type: none"> • "With sugar only" - Dispense only if sugar is added to the drink; • "Always" - Dispense spoon always 	



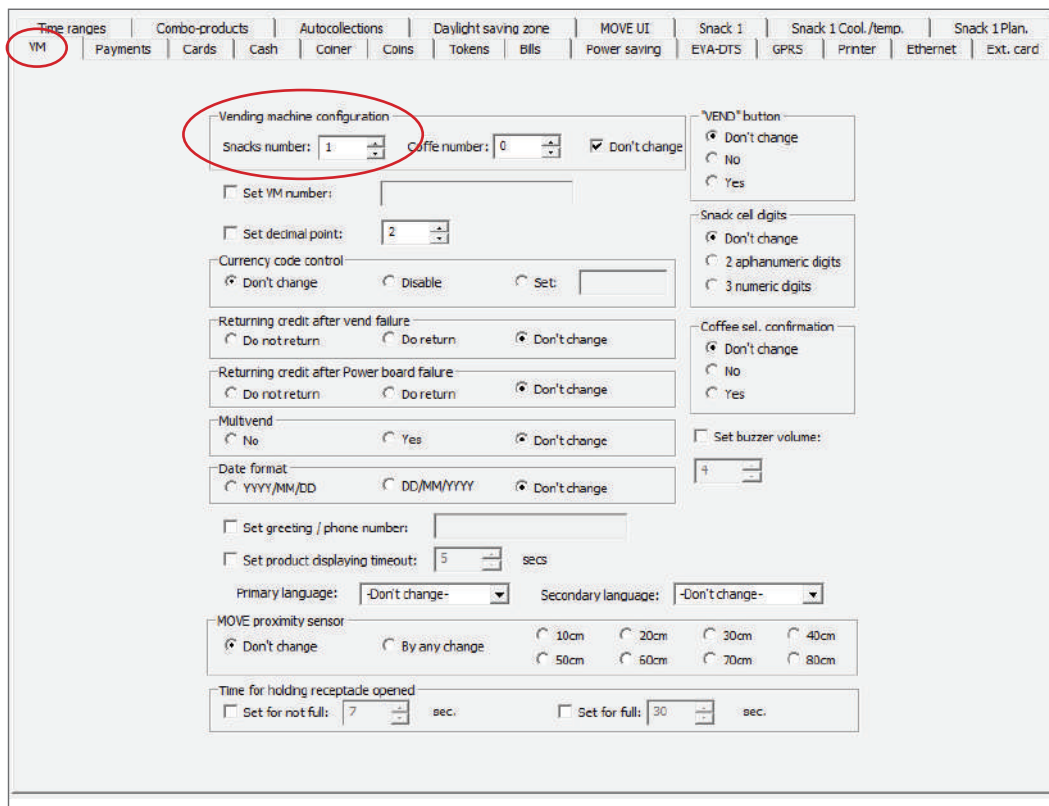
ROSSO TOUCH

№	Field name	Short description	Value
5	Ingredient 1...4	<p>Setting the ingredients added to the drink</p> <ul style="list-style-type: none"> • “No” - Means the end of the recipe (following components are not processed) • “Water” - adding water to drink • “Coffee” - add coffee beans into a drink • “Container 1...4” - add instant drink ingredient (powder), located in the corresponding container • “Gold container 1...4” - no used <p>“Water quantity” - amount of water used to make the given drink, in ml</p> <p>“Quantity” - amount of instant ingredient. Not used for coffee. Set as tenths of a second of the time of powder dispensing motor’s rotation</p> <p>“Delay” - if the drink is made of several ingredients, the interval between the addition of each ingredient</p> <p>“Powder delay” - shows the tenths of seconds that the motor will start after the flow of water</p>	<p>Enter number 0...255</p> <p>Enter number 0...255</p> <p>Enter number 0...255</p> <p>Enter number 0...255</p>



When connected to the machine ROSSO TOUCH vending machine snacks FOODBOX SLAVE / FOODBOX SLAVE LONG, configurator, new tabs, which are described below.

After connecting SLAVE-machine must be in the configuration tab VM (vending machine) in point "Snacks number" to set the number of connected machines 1 or 2 (see below). Then add new tabs configurator.



The screenshot shows the 'VM' tab selected in the top navigation bar. The 'Vending machine configuration' section is highlighted with a red circle. It contains the following settings:

- Snacks number:** 1 (selected)
- Coffe number:** 0
- Don't change:** ☒
- Set VM number:**
- Set decimal point:** 2
- Currency code control:** ☒ Don't change, ☐ Disable, ☐ Set:
- Returning credit after vend failure:** ☐ Do not return, ☐ Do return, ☒ Don't change
- Returning credit after Power board failure:** ☐ Do not return, ☐ Do return, ☒ Don't change
- Multivend:** ☐ No, ☐ Yes, ☒ Don't change
- Date format:** ☐ YYYY/MM/DD, ☐ DD/MM/YYYY, ☒ Don't change
- Set greeting / phone number:**
- Set product displaying timeout:** 5 secs
- Primary language:** -Don't change-
- Secondary language:** -Don't change-
- MOVE proximity sensor:** ☒ Don't change, ☐ By any change, ☐ 10cm, ☐ 20cm, ☐ 30cm, ☐ 40cm, ☐ 50cm, ☐ 60cm, ☐ 70cm, ☐ 80cm
- Time for holding receptacle opened:** ☐ Set for not full: 7 sec, ☐ Set for full: 30 sec

Scren 31 - "VM" (snack)

All settings SLAVE-machine made in the service menu machine ROSSO TOUCH.

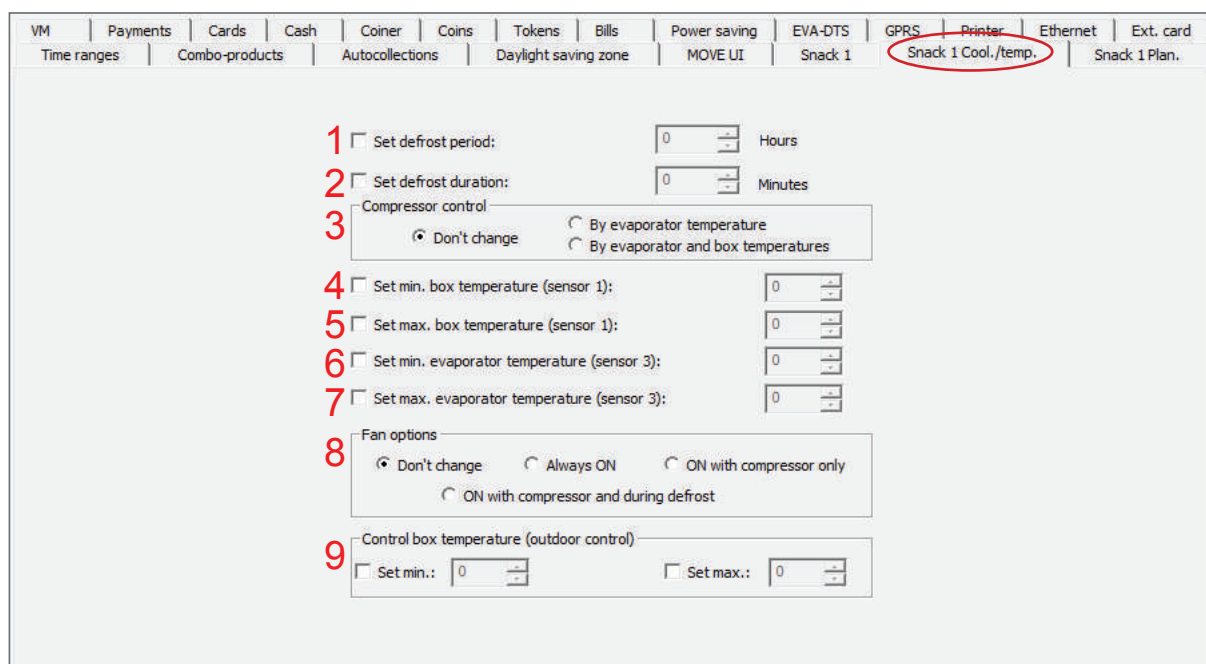


4.1.1.26 Inset [Snack Plan._Snack planogram]

Showing information for merchandising SLAVE-machine. Settings tab are similar to the settings tab "Coffee Plan." (see section 4.1.1.24).

4.1.1.27 Inset [Snack Cool./temp.]

Selecting the settings for the refrigeration unit SLAVE-machine.



Screen 33 - "Snack cool./temp" (snack)

No	Field name	Short description	Value
1	Set defrost period	Sets periodicity of defrost mode in hours. Input "0" for period and duration to disable defrost mode	
2	Set defrost duration	Sets duration of defrost mode in minutes. Input "0" for period and duration to disable defrost mode	
3	Compressor control	Sets compressor operation algorithm <ul style="list-style-type: none"> "By evaporator temperature" - activates compressor due to the evaporator sensors response. "By evaporator and box temperatures" - activates compressor due to both the evaporator sensors and box temperature sensors response. "By evaporator and box temperatures" is recommended -	
4	Set min. box temperature (sensor 1)	If in the field "Compressor control" (point 3), "By evaporator and box temperatures" condition is selected - sets min temperature of fresh zone when the compressor will be deactivated	
5	Set max. box temperature (sensor 1)	If in the field "Compressor control" (point 3), "By evaporator and box temperatures" condition is selected - sets max temperature of fresh zone when the compressor will be activated	

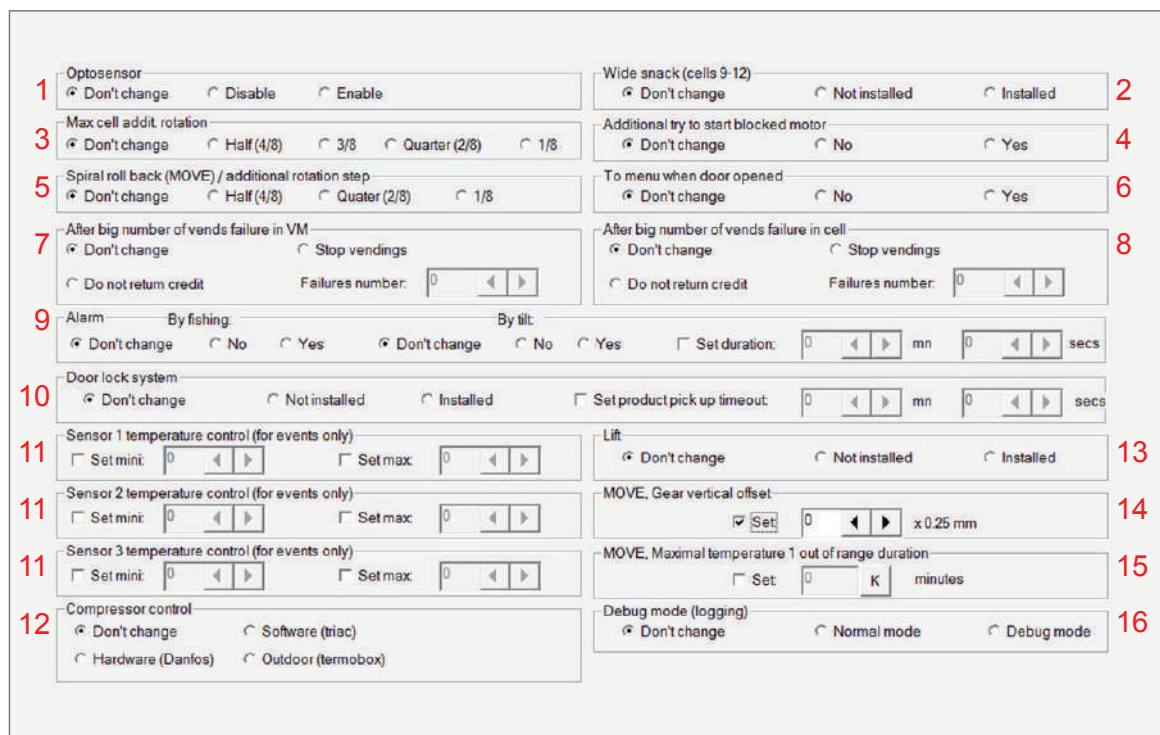


№	Field name	Short description	Value
6	Set min. evaporator temperature (sensor 3)	If in the field "Compressor control" (point 3), "By evaporator temperature" condition is selected - sets minimal evaporator temperature when the compressor will be deactivated. If in the field "Compressor control" (point 3), "By evaporator and box temperature" condition is selected - sets the evaporator temperature of the emergency shut down of the compressor (recommended value is "-7 C°"). After the emergency shut down is done, the cooling unit is being defrosted within 10-15 minutes. However, if the evaporator temperature rises higher than is set in point 7, emergency defrosting stops before the appointed time	Enter numeral value
7	Set max. evaporator temperature (sensor 3)	If in the field "Compressor control" (point 3), "By evaporator temperature" condition is selected - sets maximal evaporator temperature when the compressor will be activated. If in the field "Compressor control" (point 3), "By evaporator and box temperature" condition is selected - sets the evaporator temperature when the emergency defrosting of the compressor stops (recommended value is "10 C°") - refer to point 6 above.	Enter numeral value
8	Fan options	Sets cooling unit fan operating mode <ul style="list-style-type: none"> • "Always on" - fan operates all the time • "On with compressor only" - fan activates when the compressor turns on (frost mode) • "On with compressor and during defrost" - fan activates when the compressor turns on and during defrost 	
9	Control box temperature (outdoor control)	For this model, the machine is not used item	



4.1.1.28 Inset [Snack 1]

Selecting the settings for SLAVE-machine.



Screen 34 - "Snack"

Nº	Field name	Short description	Value
1	Optosensor	• "Disable" - including optical sensors machine	
2	Wide snack	• "Installed" – for wide Machines of type FOODBOX SLAVE LONG • "Not installed" – for all other models FOODBOX SLAVE	
3	Max cell addit. rotation	Setting the maximum self-centering spirals in case of failure (non-refoulement)	
4	Additional try to start blocked motor	Setting action on failure • "Yes" - an attempt to restart the motor locked cell	
5	Spiral roll back (MOVE)/additional rotation step	For this model, the machine is not used item	
6	To menu when door opened	• "Yes" - automatically displays the Operator menu if the big door is opened • "No" - will not display the Operator menu if the big door is opened	
7	After big number of vends failure in VM	Determines machine algorithm when the number of vend failures one by one exceeded value which is set in the field "Failures number": • Stop vending - blocks vending of the machine • Do not return credit - the credit for the product is blocked, only change will be dispensed. Put "0" in "Failures number" field to disable this function	

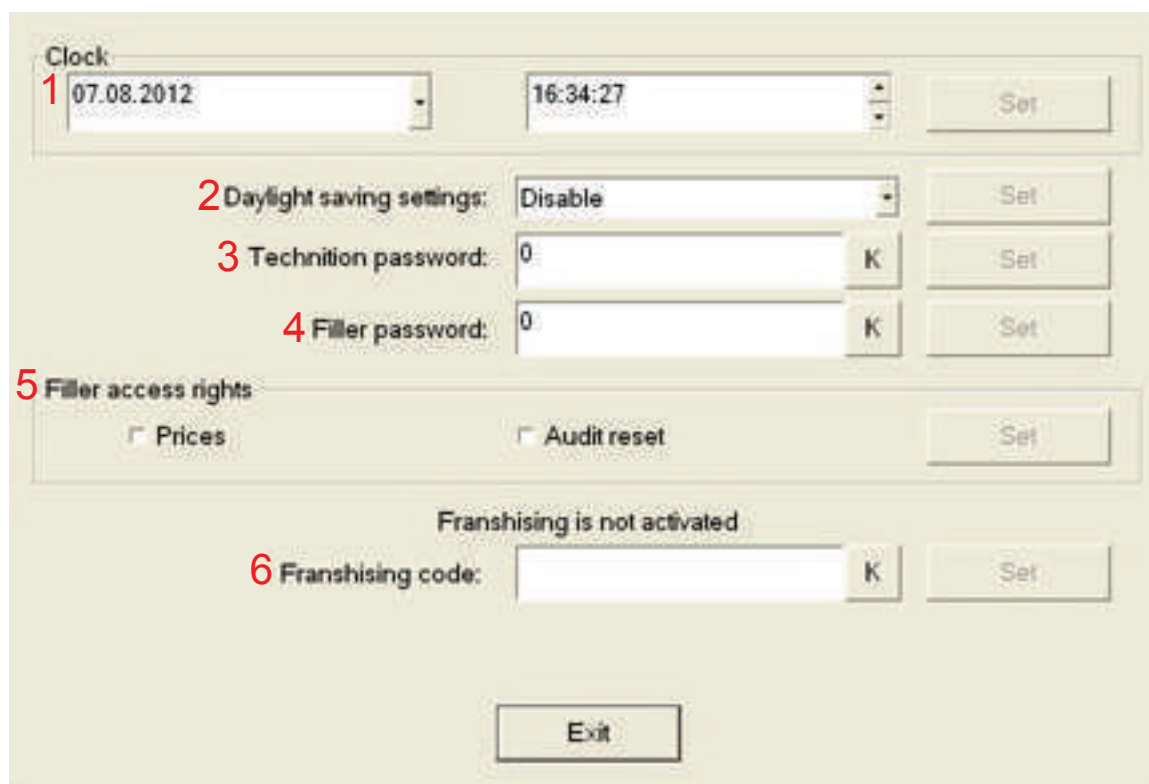


No	Field name	Short description	Value
8	After big number of vends failure in cell	Determines machine algorithm when the number of vend failures one by one of the exact selection exceeded value which is set in the field "Failures number": <ul style="list-style-type: none"> Stop vending - blocks vending from the selection; Do not return credit - the credit for the product is blocked, only change will be dispensed Put "0" in "Failures number" field to disable this function	Enter numeral value
9	Alarm	For the SLAVE-machine is not in use	
10	Door lock system	Determines the presence of electromagnetic lock of the dispensing compartment	
11	Sensor 1...3 temperature control (for events only) - doesn't affect the operation of the cooling unit and can only define the conditions of errors generating)	<p>"Sensor 1" -controls "fresh zone" temperature (middle and bottom of the cabinet).</p> <p>When the sensor 1 temperature is out of defined range, temperature value, displayed in the bottom of the vend menu turns red; within the range - white. If the temperature of sensor 1 is out of range longer than is set in the point 15, selections marked as "fresh" (fig.73, pos.13) will be blocked.</p> <p>"Sensor 2" - controls temperature at the top of the cabinet</p> <p>"Sensor 3" - controls temperature of the evaporator sensors</p> <p>Temperature range control settings:</p> <ul style="list-style-type: none"> "Set min" - sets lower limit of temperature of sensor 1...3, at which error will be generated. "Set max" - sets upper limit of temperature of sensor 1...3, at which error will be generated. <p>If Max=Min it will disable temperature errors of the corresponding sensor</p>	
12	Compressor control	Configuration of the type of control of the refrigeration unit of the given machine: <ul style="list-style-type: none"> Triac (SVM-2, slave) – Regulation of the refrigeration unit using the Machine's regulator; Danfoss (SVM-1) – In case of connection of SVM-1 with the fitted FOODBOX Regulator. The refrigerator unit is controlled with the autonomous thermo-regulator. Outdoor (Thermo-box) – for Machine model FOODBOX STREET 	
13	Lift	For the SLAVE-machine is not in use	
14	MOVE. Gear vertical offset	For the SLAVE-machine is not in use	
15	Debug mode (logging)	<ul style="list-style-type: none"> "Debug mode" – Machine debugging mode, with an option to record the last actions (for few hours of operations) to a USB drive. <p>Usually used in case of malfunctions, operational errors etc.</p> <p>To log events and to transfer data to the manufacturer's technical support (maintenance personnel)</p>	



4.1.2 Button [System]

To install the system settings machine, click on the main menu page, click Equipment " system " (Screen 02). After pressing the button on the screen page is displayed with the machine system settings (screen 35).



Screen 35 - System settings

№	Field name	Short description	Value
1	Clock	Setting the internal clock of the machine <ul style="list-style-type: none"> • Date (dd.mm.yyyy) • Time (h.mm.ss) 	
2	Daylight saving settings	Selecting conditions transfer hours from winter to summer time	
3	Technition password	Enter / change the password technology. When entering a password will be prompted when entering the menu appliances (see screen 01). To enter the password using the virtual keyboard by pressing the " K " in front of the input field.	Enter password
4	Filler password	Enter / change the password of the operator. When entering a password will be prompted when entering the operator menu (see screen 01). To enter the password using the virtual keyboard by pressing the " K " in front of the input field.	Enter password
5	Filler access rights	Setting access rights of the operator of the machine operator menu <ul style="list-style-type: none"> • " Prices " - the right to change the prices of goods; • "Audit reset" - the right to perform the reset time (discharged) meters; • "Removing the Coin"- the right to issue coins through the operator menu button"Manual fill" 	



No	Field name	Short description	Value
6	Franshising code	Enter the date in encoded format, to which it is possible to operate the machine (after that date automatic stop working before the extension of the lease term).	16 characters 0...F



ATTENTION! After setting the desired parameters, press the confirm button " Set " opposite the modifiable parameter. Without pressing the "Set" option does not change.



4.1.3 Button [Modem]

To view the modem (if installed) machine, click on the main menu page, click Equipment " Modem " (Screen 02). After clicking on the machine screen page is displayed with information on the modem (the screen 36).

1	IMEI	867622011898445
2	Version	1137B10SIM900D64_ST□
3	Signal quality	20
4	GPRS	CONNECTED

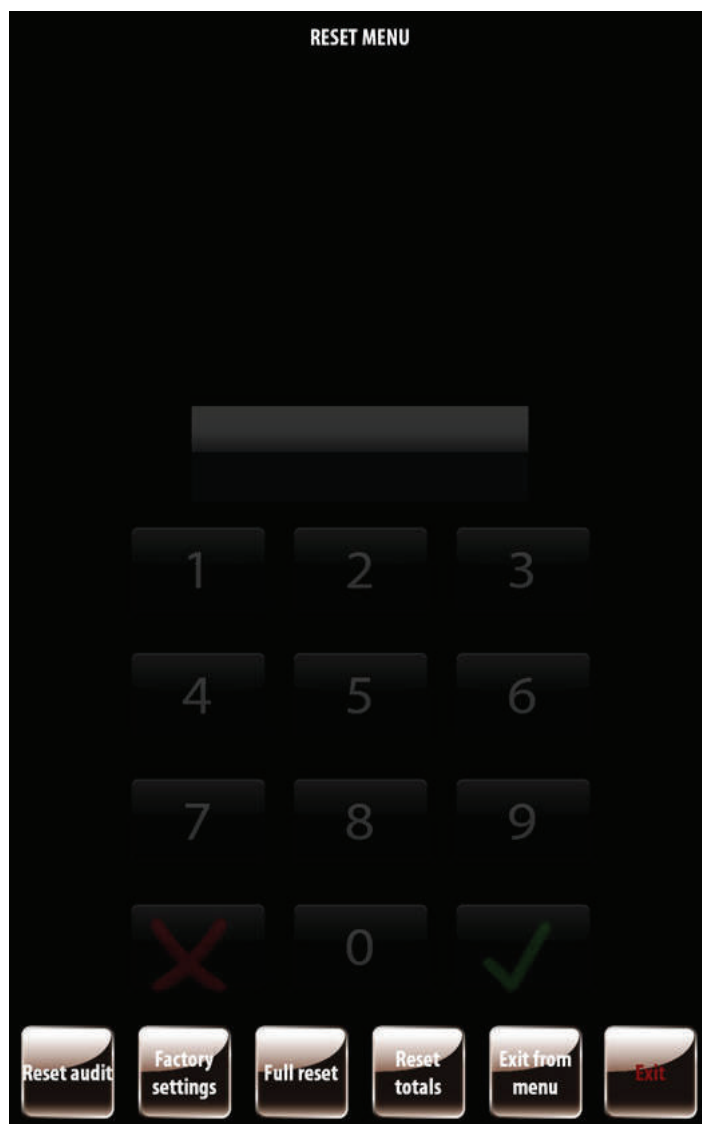
Screen 36 - Modem

№	Field name	Short description
1	IMEI	Shows IMEI (id) of the connected modem. According to IMEI the machine can be identification on the server.
2	Version	Modem software version
3	Signal quality	Quality of the received signal
4	GPRS	Connected or not to GPRS



4.1.4 Button [Reset]

To reset the counters discharged click on the main menu page, click Equipment " System " (Screen 02). After clicking on the screen will display the machine Home (Screen 37).



Screen 37 - Reset

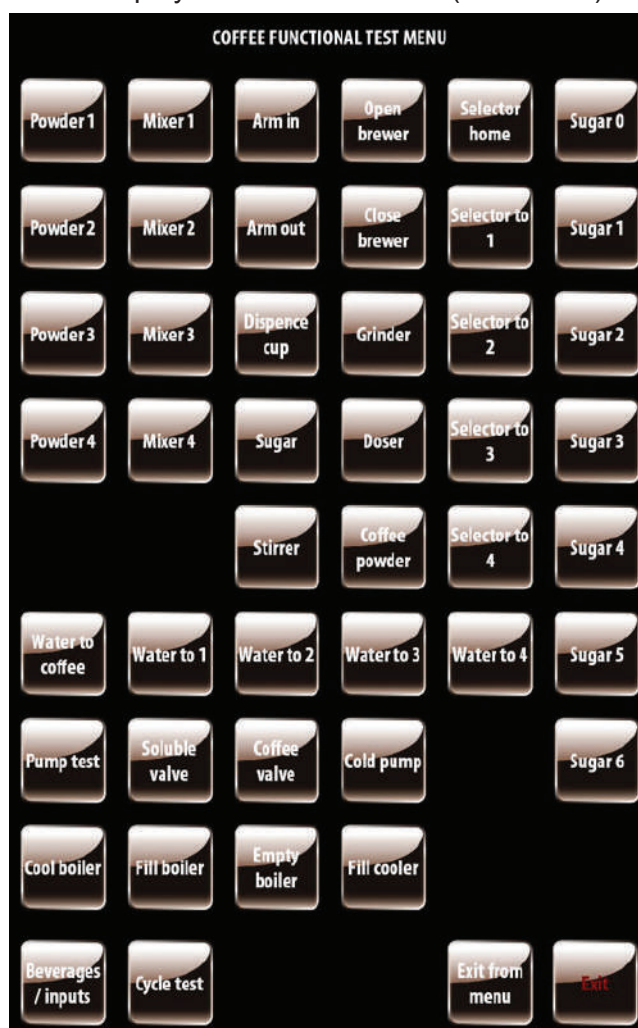
Button name	Short description
Button "Reset audit"	Resetting time statistics Audit
Button "Factory settings"	Returns to the initial settings. It's NOT RECOMMENDED to use this button because all machine settings including the planogram will be deleted.
Full reset	Resets all settings and counters to the initial values (not recommended).
Reset totals	Resets common counters, cleans list of events.
Exit from menu	Execution of the transition to the home page menu Technicians
Exit	Execution of the transition on the desktop OS machine



4.1.5 Button [Coffee]

For carrying out functional tests on the machine, press the main menu page, click button “Coffee” (Screen 02).

After clicking on the screen will display the machine Home (Screen 38).



Screen 38 - Coffee (button)

Button name	Short description
Powder 1...4	Automatic pouring an ingredient (powder) of the corresponding container button
Mixer 1...4	The motor of a mixer appropriating the button about on 0.2 sec.
Arm in	When entered it turns the arm with the cup inside the machine (in drink preparation mode)
Arm out	When entered it turns the arm with the cup out of the machine (in drink dispensing position)
Dispence cup	When entered it dispenses the cup into the holder from the cup dispenser
Sugar	Test the sugar dispensing motor
Stirrer	Test the spoon dispensing mechanism
Open brewer	When entered the espresso group is opened in initial state to grind coffee
Close brewer	When entered it closes the espresso group in coffee making state
Grinder	When entered it turns ON the coffee grinder for 0.5 seconds provided that the dosing apparatus is not full

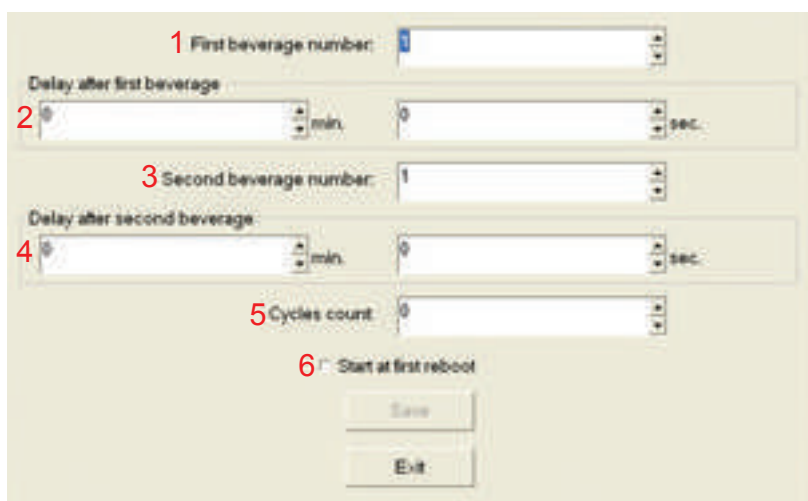


Button name	Short description
Doser	When entered it opens the dosing apparatus twice (if it contains ground coffee, it is dropped into the nozzle)
Coffee powder	When entered it passes ground coffee into the nozzle
Selector home	When entered it shifts the selector into zero position
Selector to 1...4	When entered it shifts the selector into position 1...4 of instant drinks
Sugar 0	When entered it dispenses the spoon
Sugar 1...6	Automatic gives the glass portion of sugar 1 ... 6
Water to coffee	Supply of water to espresso group
Water to 1...4	Water supply to the mixer 1 .. 4
Pump test	Testing the functioning of boiler's pump
Soluble valve	Test the functioning of the valve of instant ingredients
Coffee valve	Test the ground coffee valve. When entered it switches the espresso group to coffee making condition, opens coffee valve, closes coffee valve and switches the espresso group back to initial state (open state)
Cold pump	Switches selector to position 1, starts the cold water pump for a second, turns OFF the pump and switches the selector back to position 0
Cool boiler	Automatic boiler cools due to pumping cold water through it to a temperature of 45 degrees
Fill boiler	The machine fills the boiler. If the boiler does not have time to be filled during pump operation - 30 sec., The cycle repeats until discharge water into the canister waste
Empty boiler	The machine empties the boiler, after the devastation of the boiler must be switched off, unscrew the bottom hose and turn on the machine (following the inclusion of machine translated it into service mode, where it will open the valve by pouring water through the rest of the bottom of the boiler)
Fill cooler	Button is not used
Beverages / inputs	Allows you to view real-time page with readings and sensor parameters to conduct tests of drinks
Cycle test	Starts cyclical preparation of two drinks in test machine
Exit from menu	Execution of the transition to the home page menu Technician
Exit	Execution of the transition on the desktop OS machine



The cyclic test of drinks

To start the cycle test page, click on the drinks “Coffee functional test menu” (screen 38) the button “Cycle test” which will open the page settings.



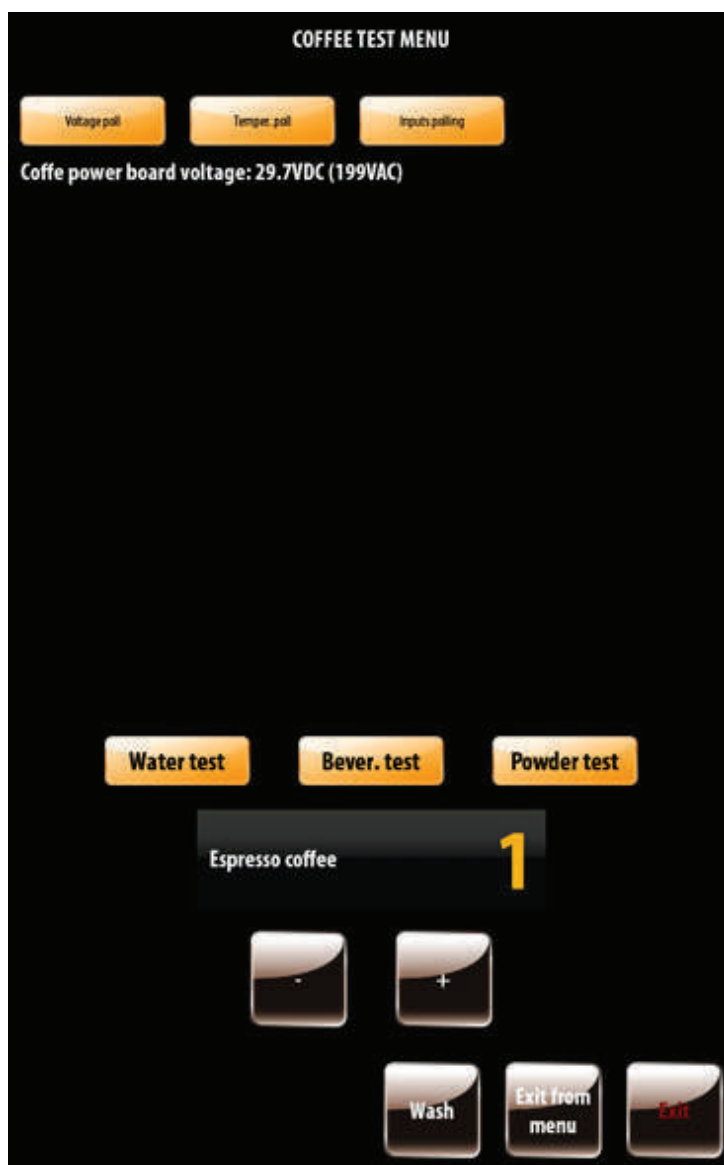
Screen 39 - Cycle test

No	Field name	Short description
1	First beverage number	Setting number of the first test beverage
2	Delay after first beverage	Pausing after the preparation of the first test drink (min.sec.)
3	Second beverage number	Set number two test beverage
4	Delay after second beverage	Pausing after the preparation of the second test drink (min.sec.)
5	Cycles count	Set the number of test cycles
6	Start at first reboot	Running cycle test when you reboot the machine



Coffee test menu

To view real-time sensor readings of the machine and carrying out tests beverage click on the “Coffee functional test menu ” (screen 38) the “Beverages / inputs” which will open next page.



Screen 40 - Coffee test menu

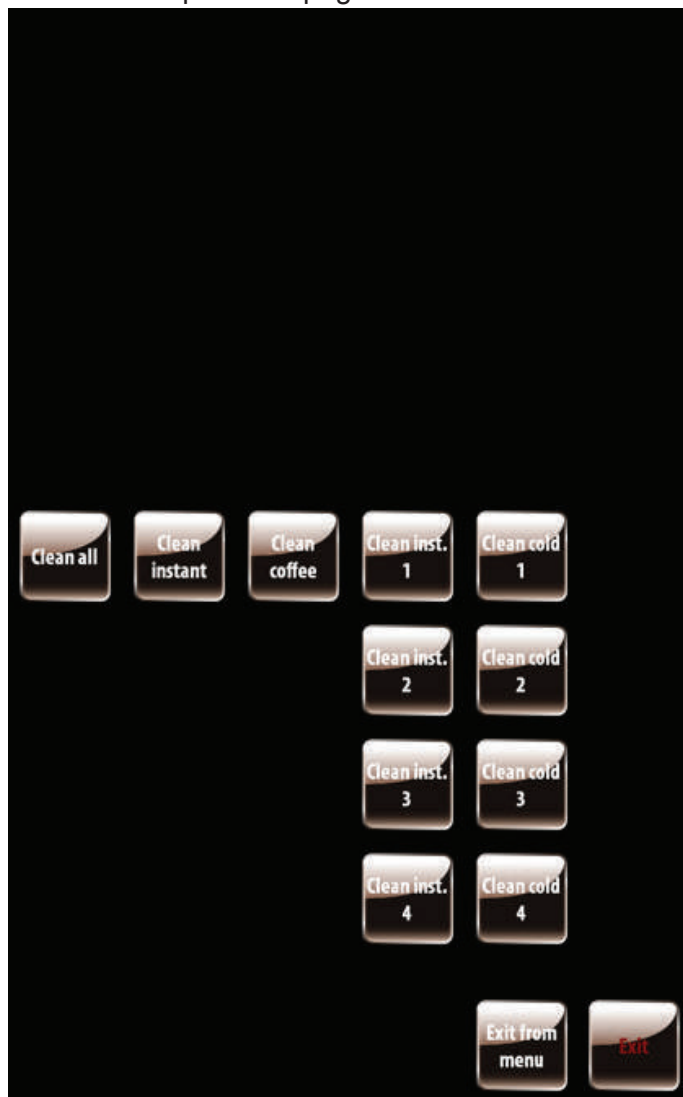
Button name	Short description
Voltage poll	Displays voltage power board
Temper. poll	Displays information from the temperature sensors machine
Inputs polling	Displays information from the machine sensors designed to pick-up readings
Water test	The machine performs the operations for the preparation of a beverage under the selected number with no added ingredients, except for sugar dosage 3
Bever. test	The machine performs drinks the selected number
Powder test	The machine performs Drinks the selected number without adding water. This test allows removing mixer weighed amount of powder, which is used for the preparation of a beverage



Button name	Short description
+ (plus) - (minus)	Scroll through the list of test beverage that is displayed in the window above the buttons
Wash	Access to page of washing of the automatic device (see below)

Washing machine

To perform the washing systems of preparation and bottling on the page "Coffee test menu" (Screen 40), click button "Wash" which will open next page.



Screen 41 - Washing

Button name	Short description
Clean all	Cleaning the drink preparation and dispensing systems
Clean instant	Start flushing of instant drink dispensing system
Clean coffee	Start flushing the ground coffee feed system
Clean inst.1...4	Start flushing the instant drink 1...4 dispensing system
Clean cold.1...4	Button is not used



4.1.6 Button [Coffee buttons color]

To change the color of the beverage selection buttons click on the main menu page, click on “Coffee buttons color”. From the drop-down list next to each button, select the desired color selection buttons. Upon completion of the settings, click Exit.

4.1.7 Button [to oper. menu]

To navigate the menu appliances in the operator menu, click on the main menu page, click Equipment “to oper. menu ” (Screen 02). Operator menu described below.

4.1.8 Button [Exit from menu]

To navigate from the menu, custom menu technology click on the main menu page, click on “ Exit from menu’ (Screen 02).

4.1.9 Button [Exit]

To go from a menu to the desktop machines of the operating system machine, click on the main menu page technique the “Exit ” (Screen 02). Normally, this button is used in cases unresponsive software machine.



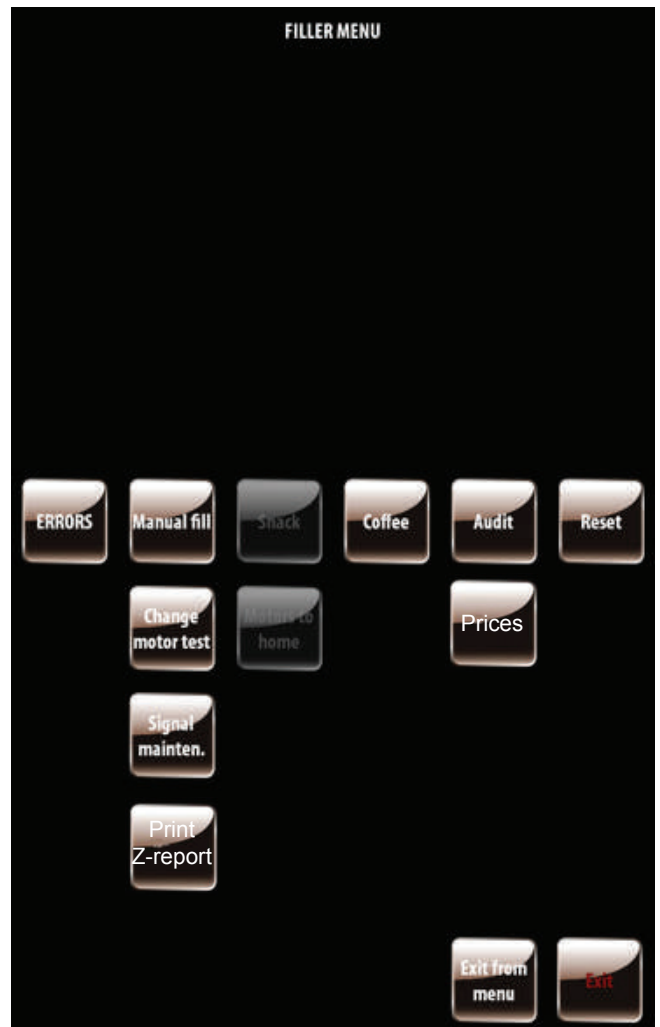
4.2 Operator's menu

This menu provides access to functional features of the Machine during periodic servicing. These features include event logs, information regarding equipment functioning and errors, access to configure information about drinks and browse through sales statistics.

Note: The page for entering the password is displayed only when a password has been set (Screen 40). By default, no password is set.



Screen 40 - Password



Screen 41 - Main page

Main page button (screen 41):

- Errors - access to the page with the operation of the machine errors
- Manual full - access to the download page of coins
- Change motor test - test execution change motor
- Signal mainten. - sending data to the server telemetry collection
- Print Z-report - print Z-report when installing the cash register into the machine
- Snack - access to the configuration menu of snacks. The button is active only when connected SLAVE-vending machine snacks
- Motors to home - Testing of the motor of a drive of a spiral of the SLAVE-automatic device. The button is active only at connection of the SLAVE-automatic device on sale snack
- Coffee - menu access the functional tests of automaton
- Audit - access to the program audit machine
- Price - access to the page setup of prices and expiration dates of the product
- Reset - access the menu zeroing discharged machine counters
- Exit from menu - output from the menu of the operator in the user menu
- Exit - exit menu technique in the operating system machine

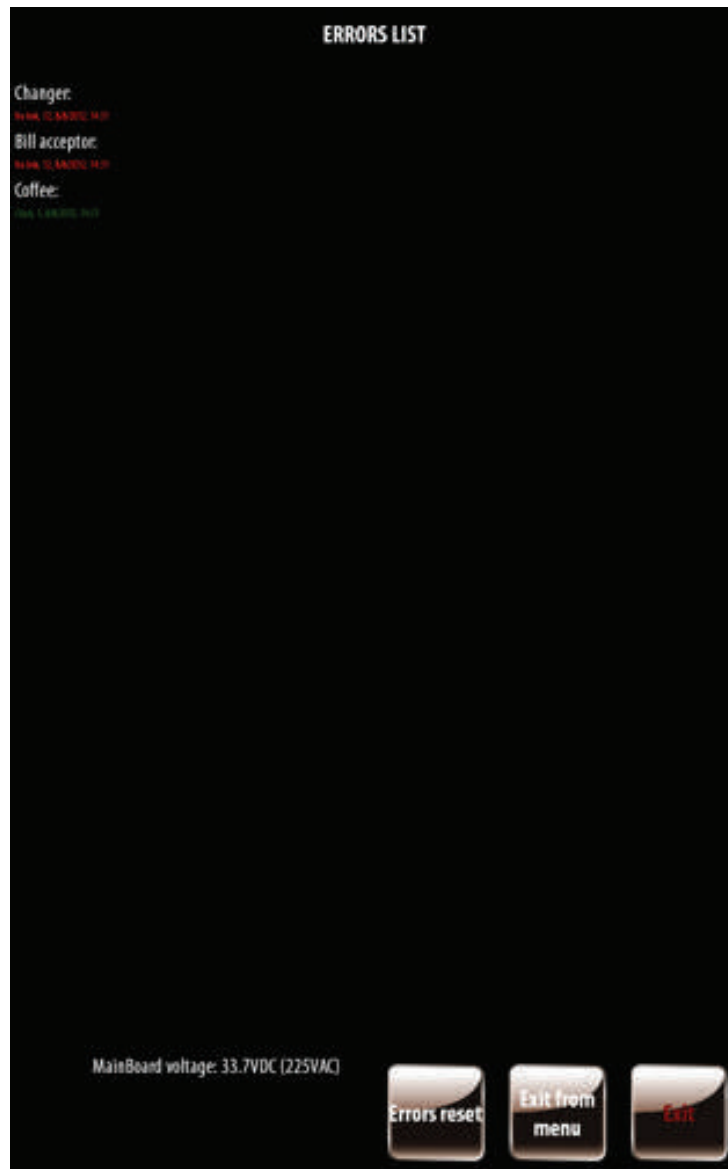


4.2.1 Button [Errors]

To view the Registered machine error during operation, press the " errors " on the home page of the operator menu (Screen 41).

After clicking on the machine screen page is displayed with a list of machine errors (screen 42). Errors are displayed by type of equipment, the number of failures, date and time of the last recorded fault, as well as the current status of the error. Actual errors are displayed in red tsetom, irrelevant (past) - green

To reset the current error, click "Errors reset" 'at the bottom of the page (screen 42).



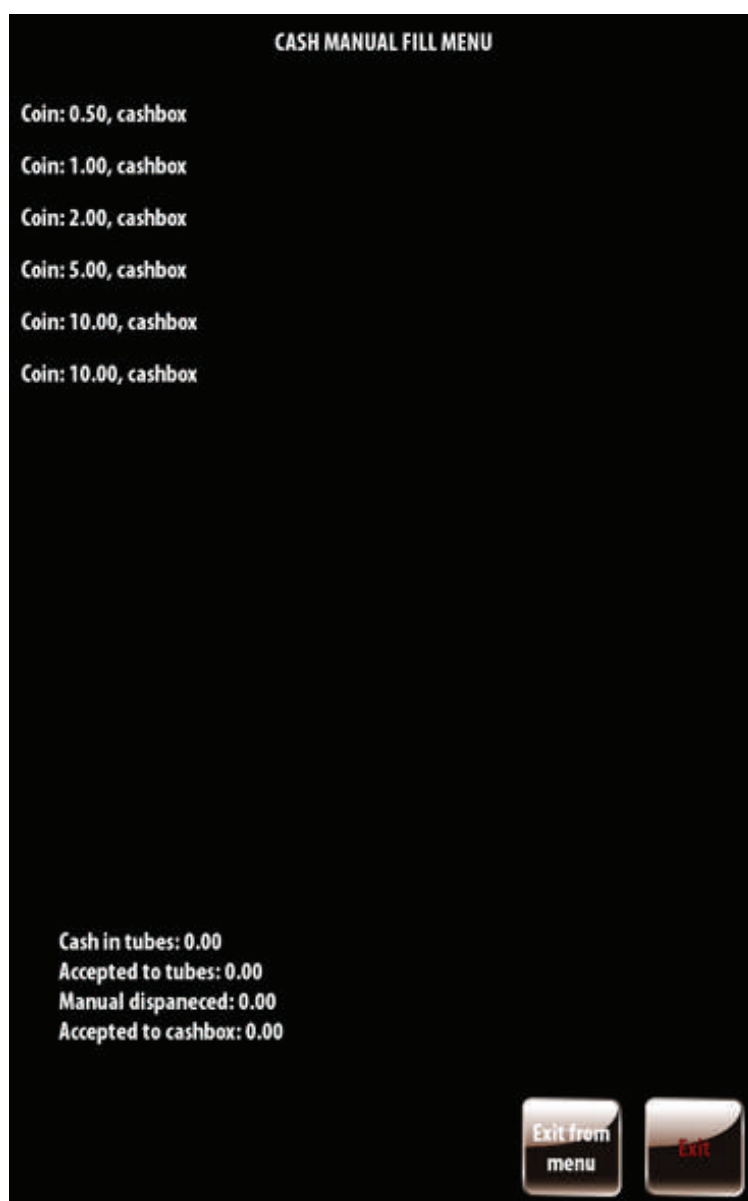
Screen 42 - Errors



4.2.2 Button [Manual fill]

To view the information on coin acceptor and performing operations on manual loading/unloading coins click on the 'Download' coins' on the main menu page of the operator (screen 41). After clicking on the screen machine information page appears on coin (if connected): tubes with coins of the appropriate denomination, number of coins in each tube (screen 42).

Coins must be loaded into the machine through the coin insertion slot located on the door of the machine. To unload the coins from the coin-operated machine in the cash box in front of the tube required, click "returns". After loading / unloading the coins on the screen information is immediately updated. Inscription in green indicates that the tube is completely filled with coins. The inscription in red indicates that an error occurred and to correct the error envelope is faulty. In this case, you must correct the error. By eliminating the error information on the screen immediately updated.



Screen 43 - Loading of coins



4.2.3 Button [Change motor test]

To test the operation of the motor putting machine press “Change motor test”. Check for clarity to better fulfill the.

4.2.4 Button [Signal mainten.]

Telemetry button, is used to send collection data to the server.

There is usually no need to press this button, because the collection data is sent to server automatically when loading coin acceptor, removing cash box, removing stacker.

This button is used only when the machine is operating without payment systems or cash box/stacker sensors are not installed or out-of-order.

4.2.5 Button [Print Z-report]

Print Z-report cash register (if installed), click ‘Print Z-report’ . Typically, Z-reports removed the cash register at the end of shifts / working day.

4.2.6 Button [Snack]

To select the settings for the SLAVE machine (if connected) press ‘ Snack ‘ (see 4.1.1.27).

If the machine installed the program RT_Interface - button “Snack” not relevant.

4.2.7 Button [Motors to home]

To test the motor coils SLAVE-machine (if connected), press the “Motors to home”.

If the machine installed the program RT_Interface - button “Motors to home” not relevant.

4.2.8 Button [Coffee]

To carry out the functional test machine, press “Coffee” (see section 4.1.5).

4.2.9 Button [Price]

To set prices and expiration dates of products click “Prices” (see section 4.1.5). Price changes possible only when the human operator to change the prices in the menu equipment (see section 4.1.2).

4.2.10 Button [Reset]

To reset the counters discharged click “ Reset ” (see section 4.1.4). The button is only active. Run resets the counters to perform possible only when the human operator to reset the statistics menu equipment (see section 4.1.2).



4.2.11 Button [Audit]

To display and check statistics, click "Audit". After clicking on the screen opens page program "Audit " with its tabs (Screen 44).

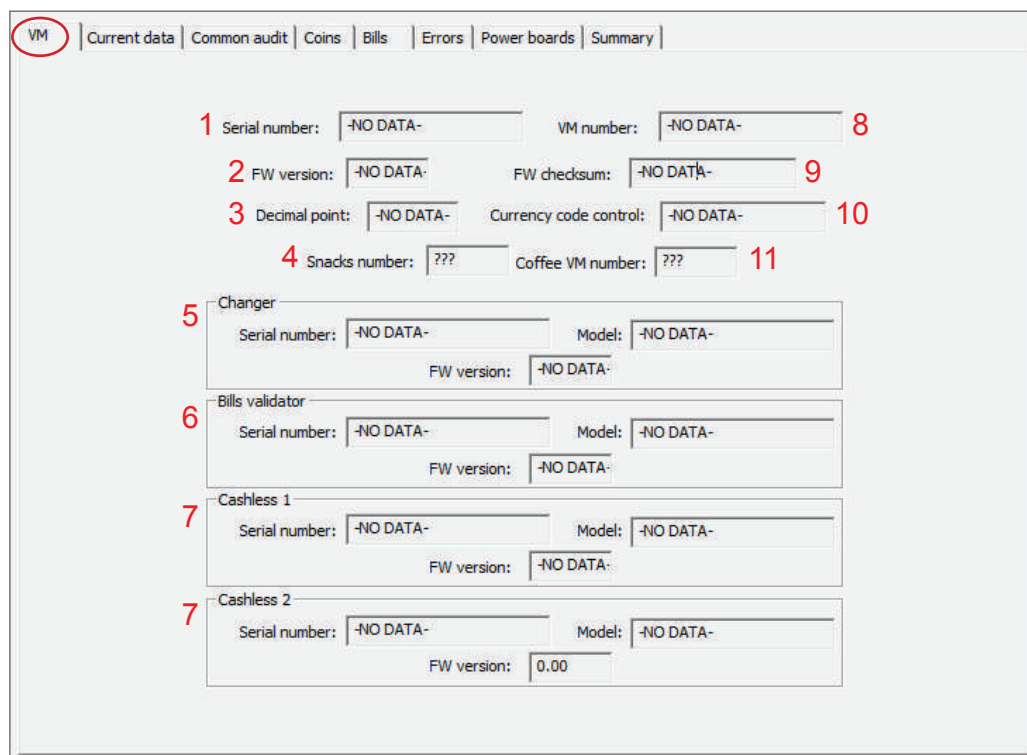
VM	Current data	Common audit	Coins	Bills	Errors	Power boards	Summary
<div>Coins in changer tubes: <input type="text" value="-NO DATA-"/></div> <div>Bills in recycler: <input type="text"/></div> <div>Audit file date: <input type="text" value="-NO DATA-"/></div> <div>Previous audit reading date: <input type="text" value="-NO DATA-"/></div> <div>Readings with reset: <input type="text" value="-NO DATA-"/></div> <div>Readings: <input type="text" value="-NO DATA-"/></div> <div>Resets: <input type="text" value="-NO DATA-"/></div> <div>VM installing date: <input type="text" value="-NO DATA-"/></div> <div>Latest price changing date: <input type="text" value="-NO DATA-"/></div> <div>Latest maintenance date: <input type="text" value="-NO DATA-"/></div> <div> <div>VM rebootings number</div> <div>Current: <input type="text" value="-NO DATA-"/></div> <div>Total: <input type="text" value="-NO DATA-"/></div> </div> <div> <div>Last loaded configuration</div> <div><input type="text" value="-NO DATA-"/></div> </div>							

Screen 44 - Audit



4.2.11.1 Inset [VM]

View general information on the automaton.



VM | Current data | Common audit | Coins | Bills | Errors | Power boards | Summary

1 Serial number: -NO DATA- VM number: -NO DATA- 8

2 FW version: -NO DATA- FW checksum: -NO DATA- 9

3 Decimal point: -NO DATA- Currency code control: -NO DATA- 10

4 Snacks number: ??? Coffee VM number: ??? 11

5 Changer

Serial number: -NO DATA- Model: -NO DATA-

FW version: -NO DATA-

6 Bills validator

Serial number: -NO DATA- Model: -NO DATA-

FW version: -NO DATA-

7 Cashless 1

Serial number: -NO DATA- Model: -NO DATA-

FW version: -NO DATA-

7 Cashless 2

Serial number: -NO DATA- Model: -NO DATA-

FW version: 0.00

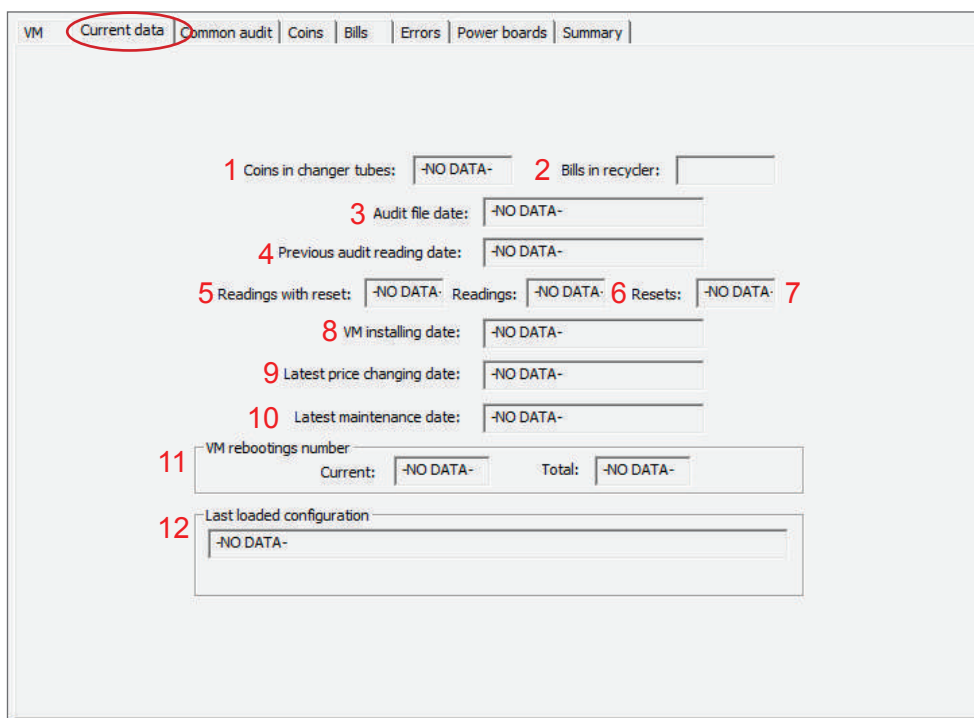
Screen 45 - Vending machine

No	Field name	Short description
1	Serial number	Serial number of Main Board
2	FM version	Firmware version of Main Board
3	Decimal point	Shows decimal point value for sums and prices
4	Snacks number	Displays the number of connected SLAVE-machines
5	Changer	<ul style="list-style-type: none"> Serial number - serial number of change giver (coin acceptor) Model - type (model) of change giver/coin acceptor FM version - firmware version of change giver/coin acceptor
6	Bills validator	<ul style="list-style-type: none"> Serial number - serial number of bills validator Model - type (model) of bills validator FM version - firmware version of bills validator
7	Cashless 1, 2	<ul style="list-style-type: none"> Serial number - serial number of card reader 1,2 Model - type (model) of card reader 1,2 FM version - firmware version of card reader 1,2
8	VM number	Configurable machine number
9	FM checksum	Main board firmware checksum
10	Currency code control	For this model, the machine is not used item
11	Coffee VM number	Displays the number of connected machines selling drinks



4.2.11.2 Inset [Current data]

Here is represented current statistic information.



Screen 46 - Current data

Nº	Field name	Short description
1	Coins in changer tubes	Coins amount in coin acceptor
2	Bills in recycler	Bills amount in recycler
3	Audit file date	Creation date and time of current audit file
4	Previous audit reading date	Date and time of the audit file last reading
5	Readings with reset	Number of audit file readings with resets of resettable counters
6	Readings	Total number of audit file readings (with or without resets)
7	Resets	Total number of resettable counters resets (with or without audit file reading)
8	VM installing date	Date and time of the machine installation - is set when the first start of the machine is performed due to the built-in timer
9	Latest price changing date	Date and time of the last price change
10	Latest maintenance date	Date and time when the last maintenance was performed
11	VM rebootings number	Amount of the machine rebooting <ul style="list-style-type: none"> • Current - after the last reset of resettable counters • Total - during the whole machine performance
12	Last loaded configuration	Displays full name of config file, which was used for the last uploading of settings. It's also marked whether the settings have been changed manually after the config file uploading or not



4.2.11.3 Inset [Common audit]

VM	Current data	Common audit	Coins	Bills	Errors	Power boards	Summary
Name	Current count	Current value	Total count	Total value			
Paid vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Discounts	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Surcharges	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Test vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
To cashbox in test mode	-	-NO DATA-	-	-NO DATA-			
Free vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cash vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cash accepted	-	-NO DATA-	-	-NO DATA-			
Coins to cashbox accepted	-	-NO DATA-	-	-NO DATA-			
Coins to tubes accepted	-	-NO DATA-	-	-NO DATA-			
Bills accepted	-	-NO DATA-	-	-NO DATA-			
Bills to stacker accepted	-	-NO DATA-	-	-NO DATA-			
Bills to recycler accepted	-	-NO DATA-	-	-NO DATA-			
Coins dispensed/man.disp.	-	-NO DATA-	-	-NO DATA-			
Coins manual dispensed	-	-NO DATA-	-	-NO DATA-			
Change with coins	-	-NO DATA-	-	-NO DATA-			
Bills dispensed/man.disp.	-	-NO DATA-	-	-NO DATA-			
Bills manual dispensed	-	-NO DATA-	-	-NO DATA-			
Change with bills	-	-NO DATA-	-	-NO DATA-			
Bills transferred to stacker	-	-NO DATA-	-	-NO DATA-			
Cash discounts	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cash surcharges	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cash overpay	-	-NO DATA-	-	-NO DATA-			
Coins filled	-	-NO DATA-	-	-NO DATA-			
Bills filled	-	-NO DATA-	-	-NO DATA-			
Server credit	-	-NO DATA-	-	-NO DATA-			
Cashless 1 vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cashless 2 vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cards 1 out	-	-NO DATA-	-	-NO DATA-			
Cards 2 out	-	-NO DATA-	-	-NO DATA-			
Cards 1 in	-	-NO DATA-	-	-NO DATA-			
Cards 2 in	-	-NO DATA-	-	-NO DATA-			
Cashless 1 discounts	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cashless 2 discounts	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cashless 1 surcharges	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cashless 2 surcharges	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cashless 1 bonuses	-	-NO DATA-	-	-NO DATA-			
Cashless 2 bonuses	-	-NO DATA-	-	-NO DATA-			
Cashless 1 overpay	-	-NO DATA-	-	-NO DATA-			
Cashless 2 overpay	-	-NO DATA-	-	-NO DATA-			
Mixed with cashless 1 vends cash	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Mixed with cashless 2 vends cash	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cards 1, user group 1 vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			
Cards 1, user group 1 in	-	-NO DATA-	-	-NO DATA-			
Cards 1, user group 1 discounts	-	-NO DATA-	-	-NO DATA-			
Cards 1, user group 2 vends	-NO DATA-	-NO DATA-	-NO DATA-	-NO DATA-			

Screen 47 - Common audit

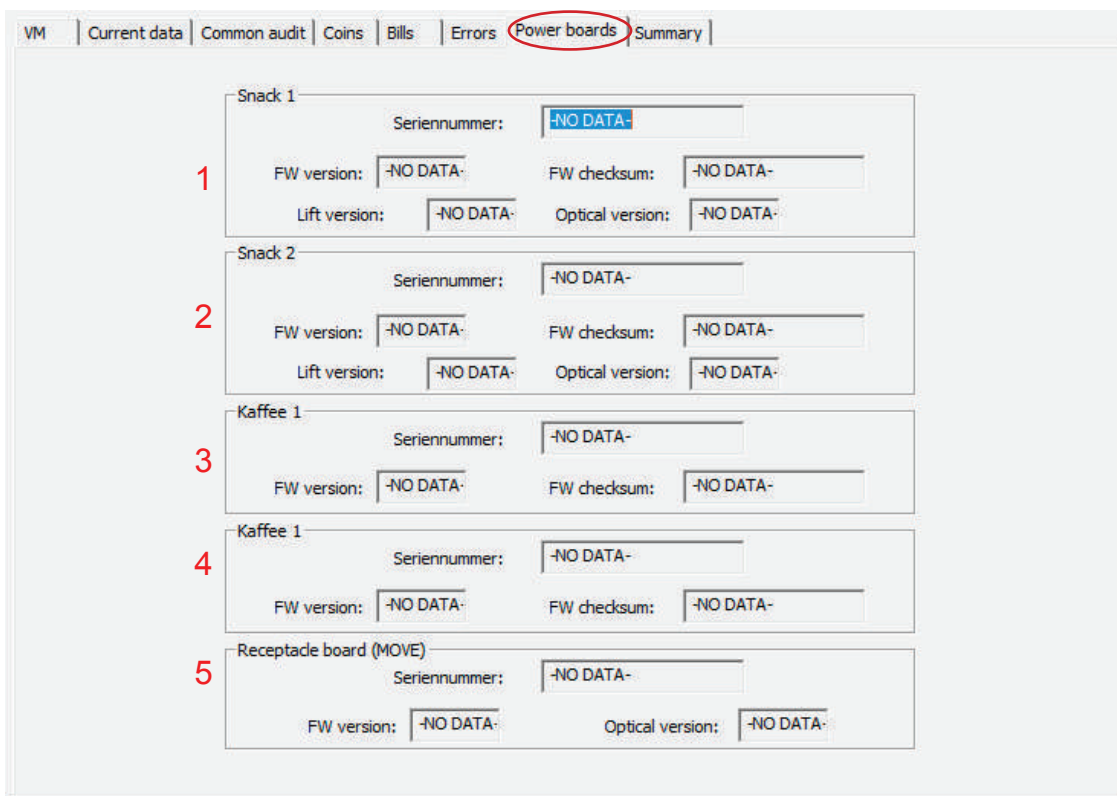
Here is represented detailed information of audit operations:

- Name (Audit parameter)
- Current count (Amount of operations since the last audit reset)
- Total count (Amount of operations during the whole period of machine performance)
- Current value (Summary value since the last audit reset)
- Total value (Summary value during the whole period of machine performance)



4.2.11.7 Inset [Power boards]

Here is represented information about boards of machine power boar)



Экран 51 - Силовые платы

№	Field name	Short description
1	Snack 1	Indication (if you have connected SLAVE-breaker): <ul style="list-style-type: none"> Serial number of a power board; Versions of the software; The Control sum; Versions of the lift (only for model FOODBOX LIFT); Versions of optics
2	Snack 2	Indication (at availability of the second connected SLAVE-automatic device): <ul style="list-style-type: none"> Serial number of a power board; Versions of the software; The Control sum; Versions of the lift (only for model FOODBOX LIFT); Versions of optics
3	Coffee 1	Indication ROSSO TOUCH: <ul style="list-style-type: none"> Serial number of a power board; Versions of the software; The Control sum
4	Coffee 2	Indication ROSSO TOUCH (at connection of the second automatic device): <ul style="list-style-type: none"> Serial number of a power board; Versions of the software; The Control sum
5	Receptacle	For this model, the machine is not used item



4.2.11.8 Inset [Summary]

Here is represented the summary information, that had been represented in the previous tabs of AUDIT menu.

VM	Current data	Common audit	Coins	Bills	Errors	Power boards	Summary
Name	Current	Total	Maintenance				
Coins man. dispenced	-NO DATA-	-NO DATA-					
Bills man. dispenced	-NO DATA-	-NO DATA-					
Cash accepted	-NO DATA-	-NO DATA-					
Vends value	-NO DATA-	-NO DATA-					
Change with coins	-NO DATA-	-NO DATA-					
Change with bills	-NO DATA-	-NO DATA-					
Cash overpay	-NO DATA-	-NO DATA-					
Cards 1 in	-NO DATA-	-NO DATA-					
Cards 1 out	-NO DATA-	-NO DATA-					
Cards 2 in	-NO DATA-	-NO DATA-					
Cards 2 out	-NO DATA-	-NO DATA-					
Coins filling	-NO DATA-	-NO DATA-					
Bills filling	-NO DATA-	-NO DATA-					
Coins to cashbox	-NO DATA-	-NO DATA-					
Bills accepted	-NO DATA-	-NO DATA-					
Bills to stacker	-NO DATA-	-NO DATA-					
Test vends	-NO DATA-	-NO DATA-					
Server credit	-NO DATA-	-NO DATA-					

Screen 52 - Summary



5.0 WORKING WITH USB FLASH DRIVE

The machine's Regulator allows Machine's configuration, software updates and data recovery by exchanging files using a USB drive (flash drive).

The drive is connected to the USB connector on the Regulator's board (see figure 70, position 3). The USB must be connected while in sales mode. When you connect the USB drive the Machine's display will show relevant information about the drive.

ATTENTION! To work with the machine is only suitable USB-flash drives! Disk drives and flash drives are not supported. Supports USB-flash drives with FAT16 or FAT32. Other file systems (including NTFS) not supported.

Information that can be read on the USB-flash drive with the machine:

- **Statistical data (Audit):** Information about the Machine's operations, sales, equipment functioning and logs. Stored in a file format EVA-DTS, file name: Axxmmddi.DTS. If the Machine's clock's not working the file name will be Axx_i.DTS.
 - xx = last two digits of the serial number, set in clause 1.1.2 of the Technician's menu.
 - mm = Month (if date and time are set for the Machine)
 - dd = Day (if date and time are set)
 - i = digit from 0 to 9. You can save up to 10 files with different names in 24 hours.

To read the information you want to insert USB-flash drive into the connector of the controller board in the trade regime and approve the request: **"Save audit?"**

- **The current configuration:** File format EVA-DTS. File name: Cxxxxxxx.DTS, C then the 7-digit serial number of the machine, specified in clause 1.1.2 of the Technician's menu (for example: C0000123.DTS).

This file contains equipment configuration information, as well as information about the names, placements and prices of products.

To read the information you want to insert USB-flash drive into the connector of the controller board in the trade regime and approve the request: **"Write Configuration?"**

Information that can be downloaded from the USB-flash drive into the machine:

- **Configuration of a certain Machine:** File format EVA-DTS. File name: Cxxxxxxx.DTS, C then the 7-digit serial number of the machine, specified in clause 1.1.2 of the Technician's menu. The file will be loaded into the machine only when the coincidence of numbers specified in clause 1.1.2 and in the file name. This allows you to load from one USB-flash drive different configurations for different machines.

To download the information you want to insert USB-flash drive into the connector of the controller board in the trade regime and approve the request: **"Load Configuration?"**



- **General configuration:** File format EVA-DTS. File name: CONF_GEN.DTS. The file can be downloaded to the machine with any number specified in clause 1.1.2.

To download the information you want to insert USB-flash drive into the connector of the controller board in the trade regime and approve the request: **“Load Gen. Config?”**

- **Software update:** To update the machine software should visit the manufacturer’s website under the link <http://www.unicum.ru/en/support> and on the next page, choose the appropriate model for automatic software updates. Then, on the next page, select the link FIRMWARE CONTROLLER, after which the starts the automatic download of files to your computer. The files are downloaded to the archive folder, for write files on USB flash drive, unzip the folder and save the contents of a folder in the root directory of USB flash drive. The archive folder contains software update files machine with explanatory text files.

To update software the machine you want to insert USB flash drive with saved the files in the USB connector of the controller board machine. When these files are stored on a USB-stick determined by the controller is displayed proposal to update the software.

To download the power board must approve the request: **“Load Hot Firmware?”**

To download the software of the main board machine must approve the request: **“Load Firmware?”**

Editing configuration files, and view audit files by using a special program “Unicum Vending Machine Tools, which can be downloaded here:

<https://uonline.unicum.ru/ef/tools/uVMTools.msi>



6.0 RECOMMENDED DRINK CONFIGURATIONS

The machine starts working with default configurations as shown in the following table:

№	Drink	Com- position	Water for coffee	Ingredient №1		Ingredient №2		Ingredient №3		Ingredient №4		Portion of sugar
				Water	Unit	Water	Unit	Water	Unit	Water	Unit	
1	Espresso	K000	75									3
2	Americano	K000	120									3
3	Coffee with milk	K100	75	60	22							3
4	Cappuccino	1K00	75	60	32							3
5	Coffee Latte	1K00	70	65	34							3
6	U-Gold	K000	100									3
7	Double espresso	KK00	60									3
8	Coffee with chocolate	K300	75			65	19					0
9	Moccacino	1K30	58	58	29			38	18			0
10	Chocolate	3000						100	40			0
11	Double chocolate	3000						100	45			0
12	Chocolate with milk	1300		55	22			55	19			0
13	Hot milk	1000		100	43							0
14	Tea	2000				120	22					0
15	Vanilla cappuccino	4000								120	36	0
16	Coffee ristretto	K000	55									3

K = Coffee beans

1 = Ingredient №1 (milk)

2 = Ingredient №2 (tea)

3 = Ingredient №3 (chocolate)

4 = Ingredient №4 (vanilla)

Note: Settings drinks specified in the table above are the factory (basic) settings for most machines and can vary depending on the conditions for each specific order. In the operation of the machine to factory settings can be changed.