



Fortune Resources Model: NV-2020

Updated: April 2012, Revision A

For Technical Support, call 562-941-6368

IMPORTANT INFORMATION

For quicker service and detailed parts information, please record both Serial Numbers (one for the snack section (NV-2020) and one for the beverage section (NV-2021) of the machine) in the spaces provided below:

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

Serial No. NV-2020: _____ Serial No. NV-2021: _____

If you have an entrée unit, please record the serial number(s) below:

Serial No. NV-2022: _____ Serial No. NV-2022: _____

Serial No. NV-2022: _____ Serial No. NV-2022: _____

Serial No. NV-2022: _____ Serial No. NV-2022: _____

TABLE OF CONTENTS

1. Introduction	1
2. Familiarization with your Machine.....	2
2.1 Components of the Machine	2
2.2 Quick Start Set-Up Guide	2
2.3 Loading and Unloading your Combo Vending Machine.....	3
3. Features and Fact Sheets.....	5
3.1 Tips for Smooth Operation.....	6
4. Installation	7
4.1 Components of the Machine	7
4.2 Unloading the Machine – Important Information About Your Machine..	8
4.2.1 Unloading the Snack Unit	8
4.2.2 Unloading the Drink Unit.....	8
5. Electronic Control Unit	9
5.1 Service Mode Menu List	10
6. Configuring Machine for Sales.....	11
6.1 Set Up.....	11
6.2 Loading your Machine.....	11
6.3 Loading Beverages	12
7. Machine Set-Up Checklist	13
8. Attaching Entrée Unit.....	14
9. Bill Validator Trouble Shooting Information	15
8.1 Bill Validator Maintenance Information.....	16
10. Service Mode Menu Detail	17

1. INTRODUCTION

Congratulations on owning your new **NV-2020** vending machine!!! This machine is state-of-the-art, eco-friendly and energy efficient.

In this manual you will find information on how to set up, install, operate, and maintain your new machine.

If you have suggestions for item(s) that should be included in this manual, please do not hesitate to contact Sandy Briggs, Customer Service Manager, and she'll make sure it is added.

Machine Specifications:

The components that make up the N2GO-2020 machine are as follow:

NV-2020: (Top Portion – Snack and Electronic Control Unit)

- Weight: 187 lbs
- Electronics: 110 – 120V – 60Hz – 1A
- Dimensions: 34.75.H x 30.7.W x 29.D
- Snack Capacity: Up to 152 items
- Selections: 16 snack selection rows

(Please see below diagram of Unit)

NV-2021: (Bottom Portion – Beverage Dispenser Unit)

- Weight: 285 lbs
- Electronics: 110 – 120V – 60Hz – 3A
- Dimensions: 34.75.H x 30.7.W x 29.D
- Drink Capacity: Up to 152 (depending on product sizes)
- Selections: 6 beverage selections
- Refrigeration: R134A CFC-Free (0.53 lbs.)
- Operation Temperature in Degrees: 32F to 90F (indoor use only)
- Manufactured With UL Certified Components

(Please see below diagram of Unit)

NV-2022: (Optional Entrée Unit)

- Weight: 187 lbs.
- Dimensions: 69.5.H x 12.W x 29.D
- Snack Capacity: Up to 77 items
- Selections: 14 bins

(Please see below diagram of Unit)

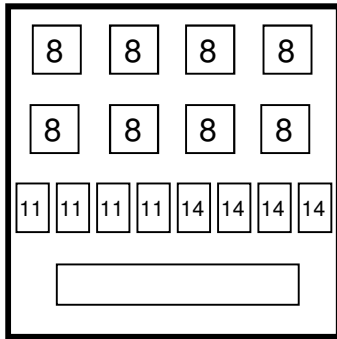


Diagram Snack Unit

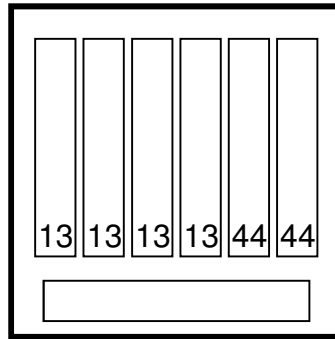


Diagram Beverage Unit

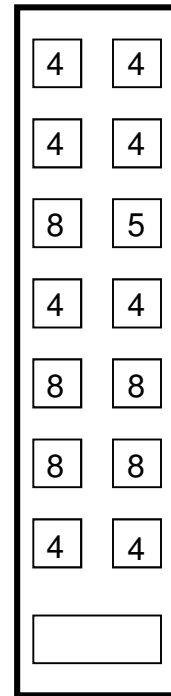


Diagram Entrée Unit

2. Familiarization with your Machine

2.1 Components of the Machine

NV-2020:

- NV-2020 snack vending machine
- Machine keys: (Chrome barrel keys)
- Price decals for display
- Combination screw M5x12 (4 screws)

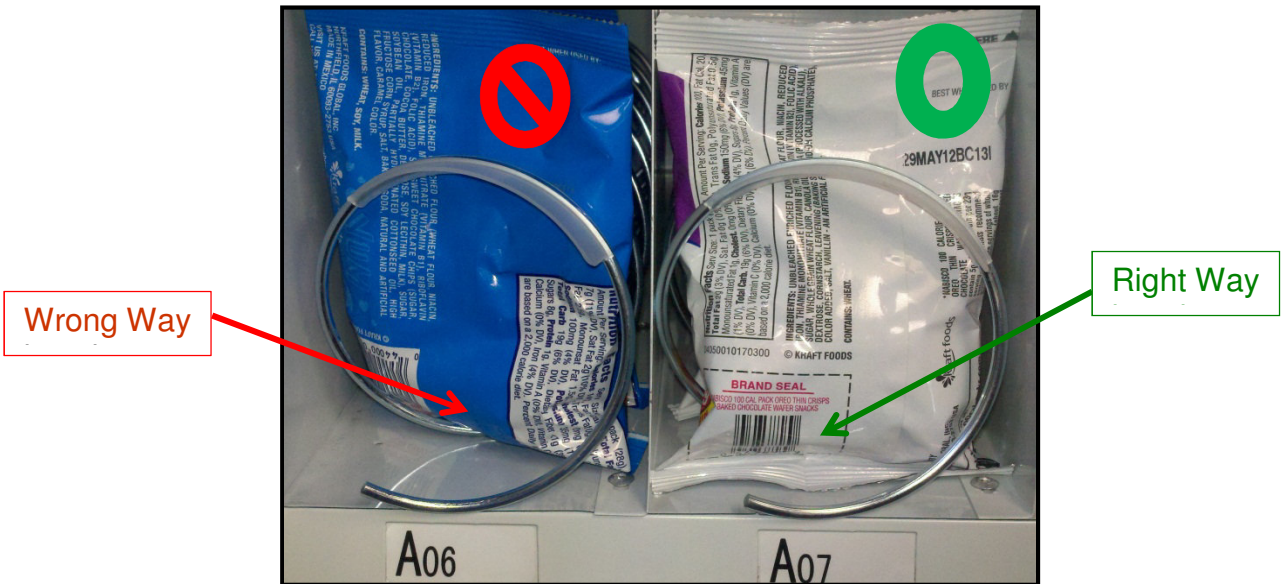
NV-2021:

- NV-2021 drink dispensing machine
- Front door key
- Price tag set for display
- Small spacers for B05 & B06 (2 spacers)
- Large spacers for B03 / B04 (4 spacers)

2.2 Quick Start Setup Guide

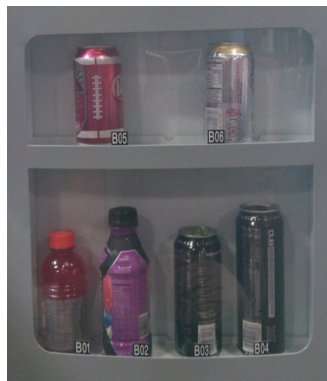
NOTE: Your machine has been configured and pre-tested by factory technicians prior to shipment.

(Product intentionally placed backward for copyright purposes)



2.3 Loading and Unloading Your Combo Vending Machine

1. Load snacks and candy in the coils in all three bin rows. Press down on the white lever on the right side of the snack bin and pull the tray towards you. Make sure you load the items properly from back coil to front coil. The snack item should be IN FRONT of the bottom of the coils, not lying across them. (Push the left corner of the snack forward). Once the product is loaded, use this time to put your price labels for each bin in the space provided. (Refer to Fig. 6 in Component Visual Reference Guide).



(Example: of loaded beverage products)
(Refer to Fig. 8 in Component Visual Reference Guide)

2. Load the 12 oz canned drinks in the drink columns B05 & B06. These drinks vend from the bottom ramp, then the back, then from the top ramp down. Load the FIRST 5 Cans from the very BOTTOM ramp. Afterwards, load cans from the very TOP ramp until full. (Refer to Fig. 9 in Component Visual Reference Guide).

Look in the back to see that all the “GATES” are down and properly “SHUT” against the ramps by the cans. Load the rest of the ramps to capacity from the TOP DOWN. Place corresponding drink cans and bottles in the proper column indicator in the cold drink door display area. Put price tags next to the bin location label under each can and bottle.

3. Wait until the machine cycles through startup and your LCD screen reads “Please enjoy a Snack & Beverage.” This is the message on the LCD screen when the machine is in “Vending” mode.
4. Locate, press and hold down the small red “service mode” button on the inside of the Electronic Control Unit (on the top, right corner of the Main Circuit Board) until the LCD reads “SALES.” You are now in “service” mode. (Refer to Fig. 3 in Component Visual Reference Guide).
5. Press the DOWN button on the keypad until the LCD reads “MANAGE”.
6. Press ENTER LCD reads “COIN MECH”. Press ENTER. LCD reads “Load (up) Unload (down)” Choose load by selecting the corresponding arrow. Begin loading the Coin Pro3 with coins now. Roll the coins in through the coin slot on the front of the Electronic Control Unit. If being done properly you will see the money amount on the LCD screen increasing with every coin you deposit. Load a minimum of \$5.00 worth of coins (we recommend one roll of each coin (\$17) to get started).
7. When \$5.00 worth of coins is entered, the bill acceptor’s two front LED lights will flash GREEN. When through loading coins, press the CANCEL button 3 times until the LCD reads “Please Enjoy a Snack & beverage.”
8. Load the 12 oz canned drinks in the drink columns B05 & B06. These drinks vend from the bottom ramp, then the back, then from the top ramp down. Load the FIRST 5 Cans from the very BOTTOM ramp. Afterwards, load cans from the very TOP ramp until full. Look in the back to see that all the “GATES” are down and properly “shut” against the ramps by cans. Load the rest of the ramps to capacity from the top down. Place corresponding drink cans and bottles in the proper column indicator in the cold drink door display area. Put price tags next to the bin location label under each can and bottle. (Refer to Fig. 9 in Component Visual Reference Guide).
9. Loading the 16 and 20 oz. bottle drinks. Push up and then pull out and down the outer drink doors. Look into the interior of the bottle drink beverage section and pull forward the internal divider (look for round finger hole at the top of the divider and pull forward). 16.9 oz plastic bottles (typical water bottle) go in bins B01 & B02. Load the back area first, with the bottle cap towards the back of the machine, AWAY from you. When full, push the internal divider shut and load the front area, bottle cap AWAY from you. If the Bottles are too short, they will not push the sold out sensor closed properly. If a spacer is required, find the narrow spacer inside the white Styrofoam box and insert it properly into the cutouts provided on the sides and bottom of the beverage column. Repeat for Bins B04, B03 (20z columns).

*See the Pictorial reference guide for more details and pictures. (Refer to Figures 10, 11, & 12 in Component Visual Reference Guide).

10. Once all price labels have been placed in all the spaces provided, bin pricing needs to be entered into the computer system. All snack / candy bin and drink columns prices are factory preset at various prices. Open the Electronic Control Unit and press and hold the service mode button until the LCD reads "SALES". Press the DOWN button until the LCD screen reads: "MANAGE". Press ENTER. LCD reads "COIN MECH". Press the DOWN button until the LCD screen reads: REVIEW PRICE". Press ENTER. LCD screen reads "Review Price Bin A01 \$0.75". Press ENTER. A flashing black square will appear to the right of the 0.75 price. Press the numbers on the keypad to correspond to the price you wish to charge on bin A01, and then press ENTER. Press the DOWN Button and the LCD screen will read "Review Price Bin A2 \$0.75". Press ENTER. Repeat as above through each A & B (& C where applicable) and bin location. When complete, press the CANCEL button until you return to "ENJOY a SNACK and a Beverage". Note the following bin assignments:

- A Bins – Snacks
- B Bins – Drinks
- C Bins – Deli / Expansion module

(Refer to Figures 3 & 5 in Component Visual Reference Guide).

11. Vend an item. With blinking green lights on the front of the bill acceptor, put a \$1.00 bill in the bill acceptor. It should take the bill and the LCD will read "CREDIT \$1.00 SELECT: ____". On the keypad press any bin location in the snack or candy area that is \$1.00 or less. Item should vend. If change is due, press the Coin Release Button and change will be dispensed. Place item back in its bin. Open the Electronic Control Unit and press the service mode button until the LCD reads "SALES". Press ENTER. LCD reads "Show Total Cash". Press the DOWN button until LCD reads CLEAR SALES DATA? Press YES. LCD reads "Clearing Data" Press CANCEL until your LCD reads "Please Enjoy a Snack & Beverage". Your machine is now ready to vend. Close the electronic control panel, close and lock the outer drink and outer snack doors, push your machine into its location, and you are done.
12. For more detailed information about any of these setup procedures, refer to this manual or call the Technical Support Department at: (562) 941-6368.

3. Features and Fact Sheet

Your NV-2020/2021 Refreshment Stations have the following features:

1. **Fill It & Go** - Allows the operator to refill the machine without having to open the Electronic Control Unit /cash box area. This is great for owners who have limited time to fill their machines.

2. **Change Back** - The Refreshment Station does not automatically give a customer change after an item vends. It displays to the customer their credit after a purchase has been made and will require them to press the Coin Release button before their change is dispensed.
3. **Coin Release** - The Refreshment Station will allow a customer to put money in the machine, decide not to vend something, and then get their money back. They will have to push the Coin Release button before the change will be dispensed.
4. **Bill Acceptor** - The Refreshment Station has been set up to de-activate the bill acceptor if the coin mechanism (MCM5) does not have a minimum of \$5.00 worth of coins stored in it. Customers can still purchase product, but only using coins. When the minimum threshold of \$5.00 is reached by customers imputing coins to purchase product, then the bill acceptor will turn back on automatically. The minimum amount may be changed to a higher number, but should not be set below \$5 if your bill acceptor is set to accept \$5 Bills. **NOTE: We recommend starting your machine out with at least \$17 worth of coins in the coin changer.**
5. **Easy Empty** - Your machine features an “easy empty” feature on the coin mechanism. When in service mode for the coin mech, entered by pressing the service mode button (small red button on the top right corner of the circuit board inside the Electronic Control Unit) – in order to empty a quarter one at a time, press 3 on the keypad. To empty one dime at a time, press 2. To empty one nickel at a time, press 1. Pressing the “Yes” simultaneously with one of these buttons (1, 2, or 3) will dispense fifteen of the specified coin in rapid succession. **(Note: The number 4 button is for the dispensing of dollar coins).**
6. **Product “Sold Out” Sensors** - Product “Sold Out” sensors are used only on the drink portion of your machine. The reason you do not have “Sold Out” sensors on the snack portion is due to being able to see the status of your inventory easily. The settings on the machine are:
 - o *DRINK* = Sensed (Means sensors for the drinks are enabled)
 - o *PRODUCT* = Visual (Means product is “Visible”)
7. **Keep Track of Sales and Profits** - You have easy access to your machine’s sales activity. When entering “Service Mode”, the first sub- menu is SALES. Press Enter and navigate through the SHOW TOTAL CASH, SHOW TOTAL SALES, SHOW TOTAL E VENDS and SHOW TOTAL VENDS. Keep track of your sales and profits! After you have written down your sales numbers, scroll down to CLEAR SALES DATA and press “Enter” to clear the history. You will now have fresh numbers for your next vending period.

3.1 Tips for Smooth Operation

1. The snack bins have NO sold out sensors. The visible empty bin itself is the sold out signal to customers. If you need to empty a bin of merchandise, it is easy to get into the snack bins and simply remove the items from between the coils. If you wish to

empty a can or bottle drink bin, you need to use the EMPTY BIN selection in service mode. Open the Electronic Control Unit. Press the small red service mode button (on the top, right corner of the Main Circuit Board) until the LCD display reads "SALES". Press the DOWN button until the LCD display reads "MANAGE". Press ENTER. LCD display reads "COIN MECH". Press the DOWN button until the LCD display reads "EMPTY BIN". Press ENTER. LCD display reads "EMPTY BIN, BIN TO EMPTY ___" with a flashing black cursor. Press the bin location you wish to empty on the keypad (example B01) and press ENTER. Cans will eject from the B01 location, one at a time. When finished, press CANCEL to stop. Press Cancel again 3 times to get back to "ENJOY a SNACK and a BEVERAGE".

2. In order to load coins into the Coin Mech or take coins out of the Coin Mech (electronically) you must first enter the Coin Mech programming mode. Open the Electronic Control Unit. Press the small red service mode button (on the top, right corner of the Main Circuit Board) until the LCD display reads "SALES". Press the DOWN button until the LCD display reads "MANAGE". Press ENTER. LCD display reads "COIN MECH". Press ENTER. LCD display reads "Load (up) Unload (down)". At this point you may select the arrow for "load" enter coins ONE AT A TIME by putting them in the coin slot on the front of the Electronic Control Unit. If you wish to remove coins, press the B button to remove one quarter, press the C button to remove one dime and press the D button to remove one nickel. For the bill validator to be turned on, this coin mech must have a minimum of \$5.00 worth of change registered in the coin mech, however, we recommend a minimum of one roll each on quarters, dimes and nickels. Press the CANCEL button 3 times to get back to "ENJOY a SNACK and a BEVERAGE".

2. You may test any snack bin or drink bin motor to ensure it is operating properly. You can choose to spin one bin motor, spin one bin motor continuously, spin all bin motors, and spin all bin motors continuously. Open the Electronic Control Unit. Press the small red service mode button (on the top, right corner of the Main Circuit Board) until the LCD display reads "SALES". Press the DOWN button until the LCD display reads "TEST". Press ENTER. LCD display reads "KEYPAD". Press the DOWN button until the LCD display reads "MOTORS". Press ENTER. LCD display reads "ONE BIN". Press ENTER. LCD display reads "MOTOR TO RUN:" and has a blinking black cursor. Press the bin location you wish to test on the keypad (example: A01). The A01 coil will spin once if the motor is operating properly. Use the same procedure if selecting any of the other selections under the motor test selection - one bin continuous (*one bin spins until cancel is held down*), all bins (*spins every motor, one at a time, starting from A01*), all bins continuous (*spins every motor one at a time starting from A01 and restarts the cycle when complete until manually cancelled*). Press the CANCEL button when complete to get back to "ENJOY a SNACK and a BEVERAGE".

4. Installation

4.1 Components of the Machine

Drink Door

Drink Display
Window
Snack Tray
Rows A12-A20
Snack Tray
Rows A06-A11
Snack Tray
Rows A01-A05
Bottle Bins
B04, B05, B06
Can Bins
B01, B02, B03
Snack Door
Electronic Control Unit

4.2 Unloading the Machine – Important Information About Your Machine

Machines are heavy and bulky. Use extreme caution. You must have at least two people to perform the unloading and installation process.

CAUTION: If the machine is tilted more than 45 degrees during installation or transport, you must keep the machine unplugged from the power outlet for 12-hours before plugging the machine in and powering it up. Not doing the above could cause damage to the refrigeration unit and VOID YOUR WARRANTY.

Please keep in mind the following important information regarding your machine:

- Machine is intended for indoor use only.
- Select an area to place the machine that is near a power outlet.
- Use a standard surge protector to plug the machine into before plugging the surge protector into the outlet. This will prevent damage from power fluctuations.
- Leave a minimum of 1” (one inch) of space between the machine and the wall. This will ensure the refrigeration unit has an adequate air supply for circulation.
- Plug the machine into a 110 VAC outlet (with a surge protection).
- Recommend not using an extension cord, if one is needed, use ONLY a 16-gage, three-wire type cord.
- Depending on the temperature of where you are locating your machine, it could take up to 24-hours for the machine to reach an operating temperature of 38-45 degrees F.
- Unplug the power cords for both the snack and drink units when working on any electrical component outside the Electronic Control Unit (ECU).
- Beverage loading instructions must be followed EACH time you are loading your machine or it will not vend properly.
- No glass bottles can be vended in the machine.
- No square boxes (e.g., juice boxes) can be vended in the machine.
- Water bottles with “rigid” plastic versus “thin, crackly” plastic are recommend.

4.2.1 Unloading the Snack Unit

1. Remove the cardboard shipping box from the machine – DO NOT use a razor or similar sharp object).
2. Reach into the snack section via the door that says “PUSH” and remove the bag of keys.
3. Unlock the main door and remove all plastic sleeves wrapped on the snack coils.

4.2.2 Unloading the Drink Unit

1. Remove the cardboard shipping box from the machine – DO NOT use a razor or similar sharp object).
2. Using a screwdriver or power tool, remove Phillips head screws securing the long metal plate on the side of the wooden skid and the angled brackets.
3. With one person holding the left side, the other person should tilt the machine upward from the right side. When the machine is tilted sufficiently upward, remove the right side wood skid by pulling firmly on the skid.
4. Gently lower the machine until it reaches the ground. With one person holding the right side, the other person should tilt the machine upward from the left side. When the machine is tilted sufficiently upward, remove the left side wood skid by pulling firmly on the skid.
5. Gently lower the machine to the ground.
6. Reach into the beverage section (via the door that says “PUSH” and remove the bag of keys and the white plastic bag that contains the spacers for B03, B04, B05, and B06.

5. Electronic Control Unit (ECU)

There is a small red “service mode” button in the Electronic Control Unit (ECU) on the top right corner of the Circuit board. When it is pressed down briefly, the system will switch from “sales mode” to “service mode”. While in service mode, just press the “Cancel” button a few times on the front keypad to come back to “sales mode”.

More Information - Keys:

“Enter”----- Enter submenu or confirm
“Cancel”----- Return to upper menu option or sales mode
“Up”----- Scroll up
“Down”----- Scroll down

Two other buttons you will find in the Electronic Control Unit (ECU) are:

ECU Reset Button: This is the black button on the top left corner of the main circuit board. Pressing this button performs a master reset of the vending machine controller. It is similar to restarting or rebooting a computer.

ECU Power Switch: This toggle switch at the top of the ECU is used to turn off power to the ECU. Power should be turned off when removing the bill validator or coin changer or working on any other components in the ECU. This button only turns off power to the ECU itself. It does not affect power going to the snack section, drink section, refrigeration unit, etc.

WARNING: You should unplug the power cords for both the snack and drink units when working on any electrical component outside the ECU.

5.1 Service Mode Menu List

Menu / Sub-Menu Descriptions:

Sales

- Total Cash - Shows total cash put into the machine.
- Total Sales - Shows total dollars of vending sales made.
- Total eSales - Shows sales made through ePort (optional credit card unit).
- Total Vends - Shows total number of vends made.
- Clear Sales Data - Clears all the above data to zero.
- Reset Bin Qty - Resets all bin quantities to factory presets.

Manage

- Coin Mech - All Coin Mech functions done here. Add/remove, change/see value of change.
- Review Price - Review and change bin pricing settings.
- Review Bin Qty - Review and change bin quantity settings.
- Empty Bin - Empty a bin location of products.
- Sold Out - Manually turn off drink "sold out" sensors. For use when "sold out" sensor fails.
- Set Sys Ser # - Enter serial numbers on the back of the machines here.

Set-Up

- Set ABCD Qty - Turn on or off Snack/Drink Bin Quantity Settings /Sold out message.
- Set Bill Enable - Bill Acceptor is preset at \$5.00 worth of coins to turn on. Change that value here.
- Set ePort Fee - Set ePort transaction fee (optional credit card unit)
- Set Drink Size - Select 8.5 oz can or 16 oz bottle. Choice changes factory bin quantity presets.
- Set Defaults - Resets ALL computer settings to factory presets.

Test Motors

- One Bin - Test one bin motor with one spin.
- One Bin Cont. - Test one bin motor with continuous spinning. Press CANCEL to stop.
- All Bins - Test all bin motors with one spin, one after another, from A1 to D6.

- All Bins Cont. - Test all bin motors with continuous spinning. Press CANCEL to stop.
- Key Pad - Key pad test.
- Test Interface - Used at the factory. (Check with Tech Support before using).

For more detailed information regarding the Service Mode Menu, please see attached information on pages 17 and 18 of this manual.

6. Configuring the Machine for Sales

6.1 SETUP

In order to get the machine ready for sales, the following must be done;

1. Load snack and beverage products.
2. Display drinks in display door behind window.
3. Load coins into coin changer.
4. Set snack bin and beverage bin prices into the computer and apply price tags to bins.
5. Clear System Sales Memory after product stocking/refilling.

(Additional steps below are required for non-powered machines being placed for the first time).

1. Ensure the SNACK UNIT is properly attached to the DRINK UNIT and all electrical connections are firmly and properly in place. Ensure the vending machine is plugged into surge protector and surge protector is plugged into power outlet.

6.2 Loading Your Machine

To begin loading items into the snack and bar bins:

- Make sure the SNACK UNIT main front door is fully open.
- Carefully cut the zip ties that secure the wheels of the three product trays.
- Hold the white lever down and pull the product tray towards you.
- When fully-extended, the product tray will tilt downward for easy product loading.
- Load products correctly (in between the coils in the product tray). See page 5 of this manual for photo. NOTE: bottom left corner of product must be loaded in front of the coil to vend properly.
- After products are correctly loaded, tilt the product tray upwards and push it back into the original position, making sure the tray is even with the other trays and all the way pushed back.
- Put price labels on each bin location on the snack tray.

Please note the following snack/drink capacities for each row of bins:

- Row A01-A04 can hold up to 8 snacks per row (4 rows × 8 snacks = 32 snacks).
- Rows A05-A08 can hold up to 8 snacks per row (4 rows × 8 snacks = 32 snacks).

- Rows A09-A12 can hold up to 11 bars per row (4 rows x 11 bars = 44 bars).
- A13-A16 can hold up to 14 bars per row (4 rows x 14 bars = 56 bars).
- B05-06 can hold up to 44 cans per column (2 columns x 44 cans = 88 cans).
- B01-04 can hold up to 13 bottles (depending on size) per column (4 columns x 13 bottles = 52 bottles depending on size).
- There are two bins for 8.4 oz. energy drink cans up to 16oz. plastic bottles (B01 & B02).
- There are two bins for 12 oz. cans to 20 oz. plastic bottles (B03 & B04).
- Locations B01-B03 will hold up to 44 cans (12oz.).
- Location B04 will hold up to 13 plastic bottles (16-16.9oz.) or 15 energy drink cans (8.3-8.5oz.).
- Locations B05 and B06 will each hold 11 plastic bottles (20oz.) or 12 (16.9 oz) plastic bottles each or 11 (12oz or 16 oz) cans each.

(Refer to Fig. 2 in Component Visual Reference Guide).

6.3 Loading Beverages

IMPORTANT – Loading instructions MUST be followed EACH TIME you load the machine for the machine to vend properly.

Bins B05 and B06:

- The 12oz cans may be loaded in either direction side to side. The beverages dispense from the bottom ramp, the back bin, the top ramp, and then the top ramps down - (see attached photos for locations described).
- Loading the cans properly will allow proper dispensing and will avoid jams.
 - a. Load the first 6 cans in the “bottom” (1st) ramp of B06, B05.
 - b. Load 11 cans in the “TOP” (5th) ramp of B06, B05. Note how the cans close all the rear “gates” as they fill up the back and block them from opening.
- Load cans in the remaining ramps until full. The order really doesn’t matter “after” you have completed steps A & B above.

When re-stocking the machine on subsequent service calls, it is important to make sure that all the gates are in the closed (vertical) position, before any additional cans are loaded in. This means any ramp that is not totally full will need to be emptied out so the gate will close. Then cans are added to the top row to make sure all the gates are blocked closed. You may then fill in the rest of the ramps.

Note: To load short cans or plastic bottles, spacers must be inserted in the front and back sections. B01 and B02 use a thin spacer. B03 and B04 use a wider spacer. (Refer to Fig. 10 in Component Visual Reference Guide).

Bins B01, B02, B03 & B04:

The plastic bottle drink bins have two sections. Access as follows:

- Open B01, B02, B03, and B04's access doors by pulling "up" then "out".
- Pull the internal divider towards you to access the "back" section of the bin.
- Fill the "back" section first to full capacity.
- Push the divider closed and load the "front" section to full capacity.
- Close the access doors by pulling up, pushing in place, and then pushing down.
- Note: The bottle section will dispense once from the front and then once from the back, and continue back and forth until the bottles are gone. Therefore, You CAN NOT load just the front section, or just the back section, and expect the bins to operate properly. (Refer to Reference Guide for photos and more information).

Bins B03 & B04:

- For locations B03 and B04, different sizes of plastic bottles and cans may be loaded. Note: Bottles that are made of "rigid" plastic are recommended. The new bottles made of light, flexible, crinkly plastic are not recommended.
- Can vend from an 8.4 oz. energy drink size can to a 20 oz. bottle (and anything in between those sizes).

7. Machine Set-Up Checklist

With every set-up and in working with your mechanical machine comes the need to have some basic tools and items with you. Below is a list of items that you may find helpful to have with you as you service your machines:

- Phillips screw driver
- Long-slotted screwdriver
- Socket screw-driver
- Flashlight
- Glass cleaner
- Goo Gone
- WD-40
- Cloth to clean glass – paper towels might scratch
- Garbage bag
- Box cutter or sharp knife
- Scissors

In addition to tools, it is always helpful to carry the owner's manual with you and the emergency contact numbers for USA Technology, S&D Transfer, N2GO, etc. Each of you was given a business card with all the numbers on it. Please carry it with you at all times as you'll never know when you might need one of the numbers.

Other items that would be good to have with you are as follows:

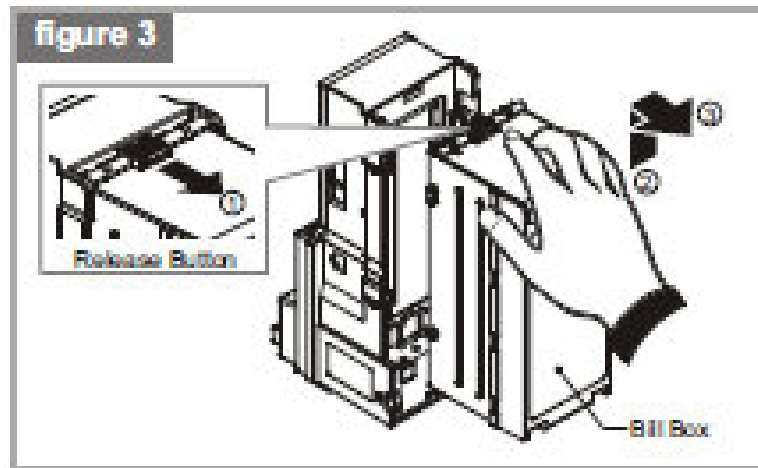
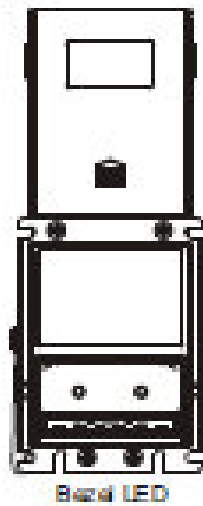
- Planogram with on-hands
- Envelope with pricing numbers

- Product to fill machine
- Coins to fill changer
- Furniture sliders (3"+ diameter sliders)
- Two-Wheeler (dolly)
- Bungi Cords
- Surge Protector
- Instruction Manual
- Roll of coins to be left behind to cover refunds (optional)

8. Attaching the Optional Entrée Unit

- Power off your machine.
- Remove the gray metal box protecting the cables from the back side of your snack and beverage unit.
- There are two holes near the upper and lower front left side of the machine. You will notice a slight indentation in the decal over these holes.
- If unable to locate holes, keep in mind they line up with the holes of the snack and beverage machine when placed side by side.
- There is a plate that secures/connects the entrée unit to the snack and beverage unit. There will only be one set of holes on the back of the units to secure the two together.
- Screw the bolt that came with the entrée unit through the inside wall of the entrée unit. You will need to pull out the top most and bottom most rows of motors to access the back screw holes.
- Complete the same process as above for the front screw holes.
- The cable in the back of the entrée unit has a black connector at the end of it. You have a cable extender that comes with the entrée unit labeled "C." Notice one end of the "C" cable has a black connector as well. Connect these two connectors together.
- Slide the other end of the "C" cable through the same area where the cables for the snack and beverage machine come out and snake it through and join it to your main board (the largest board in your sliding panel). Connect "C" cable to J12, which is the second connector from the left, or 5th from the right.
- Turn on your machine and the entrée unit is operational.

9.0 Bill Validator Troubleshooting Information



LED Flashes	Status	Corrective Actions
1	Bill jammed.	Remove the bill box by sliding the top button and the bill path unit (as figure 3), and then remove the jammed bill.
3	Recognition sensor error.	Inspect for foreign objects on sensor or bill path and clean.
3+2	Hook sensor error.	Inspect for foreign objects on security hook and clean.
3+5 (Optional)	Out sensor error.	Inspect for foreign objects on sensor or bill path and clean.
2	Disable	Inspect for right DIP switch setting.
5	Bill box has been removed.	Replace the bill box.
6	Stacker error or stacker full.	Empty the bill box.
7	Motor error.	Inspect for foreign objects on bill path and clean.



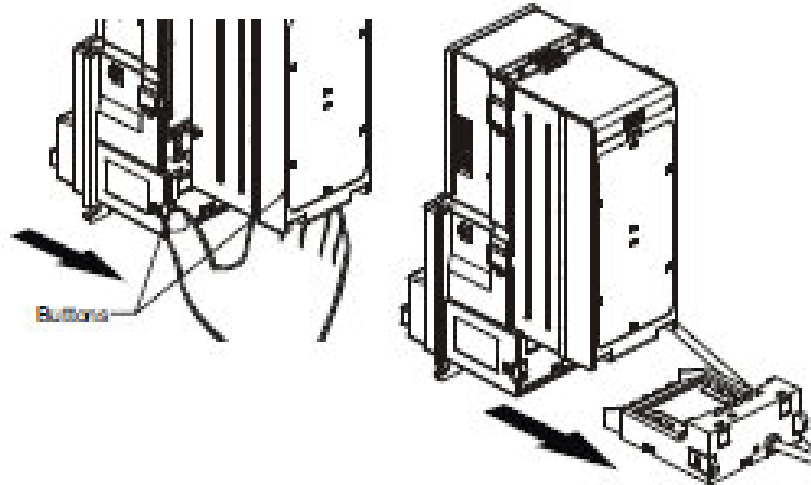
If the error can not be solved after corrective actions or happen again, please contact ICT for technical support.

9.1 Bill Validator Maintenance Information

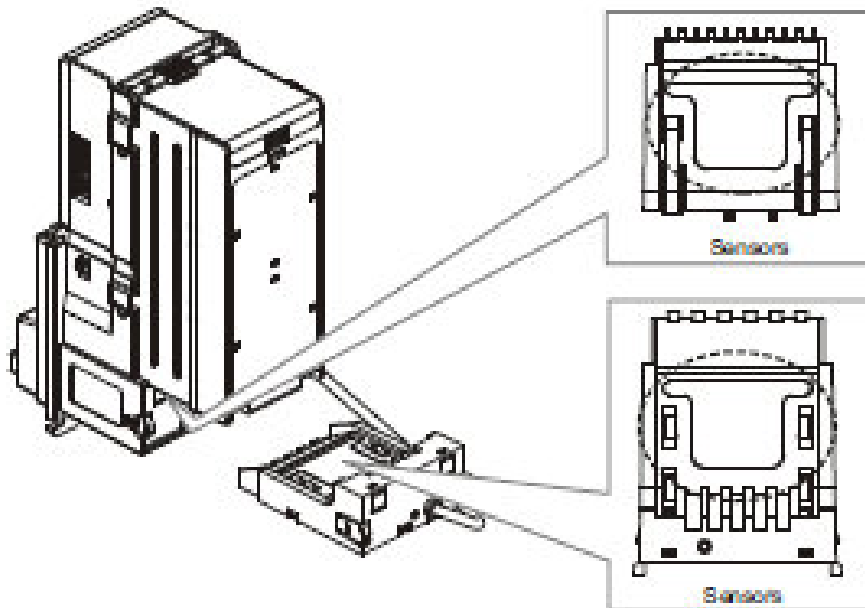
To make sure the bill acceptor always works smoothly, please clean the internal parts every two weeks to every two months.

To clean the internal parts:

1. Press the buttons on the sides of bill path unit and pull the unit out.



2. Use a soft, dry cloth or towel to clean the bill path and sensors.



Do not use an organic solvent such as gasoline or paint thinner to clean the unit.

SERVICE MODE MENU DETAIL

Main Menu	Sub-menu	Sub-menu	Description of what this sub-menu does	
SALES	Show Total Cash		Shows total cash put into the machine	
	Show Total Sales		Shows total amount of cash sales made	
	Show Total eSales		Shows total amount of eport sales made	
	Show Total Vends		Shows total number of vends made	
	Clear Sales Data?		Clears all the above data to Zero.	
	Reset Bin Qty?		Resets all bin qtys to factory presets	
MANAGE	Coin Mech	Money \$0.00	All Coin Mech functions done here. Add/remove change/see value of change	
		Load or Unload	Load Coins Unload Coins	Proceed to load coins or bills into the machine. Coin/Bill amount to LCD Pressing 1-6 will dispense that coin 1=lowest value Holding YES + Coin # will dispense 15 of that coin if available Pressing YES + NO = Coin Mech Sync. Forgets about all coins and uses coin mech count
		Review Price	Bin:A01 \$.75 Save/Restore 1=Save 2=Restore	Review and change bin pricing settings. Enter to change value YES+NO enter Save Restore menu 1=Save 2=Restore
		Review Bin Qty	Bin:A01 7	Review and change bin quantity settings. Enter to change value
	Empty Bin	Sel Bin:A1 7	Empty Bin 1 of 7	Empty a bin location of products
	Sold Out	Bin: B1 EnSO		Manually turn off drink sold out sensors. For use when sold out sensor fails. Enter 1-6 for sensor number SO=Soldout OK=Sensor Active Up/Down switches between EnSO and DisSO enter to save
	Set Sys Ser #			Enter serial numbers on the back of the machines here
	SETUP	Set Qty Enable		Turn on or off Snack/Drink Bin Quantity Settings /Sold out message
		Set Bill Enable		Bill Enable sets the max bill used to enable the bill acceptor. Change that value here
		Set ePort Fee		Sets the amount added to each purchase when using the credit mode
Set Cash Disc			Sets the amount subtracted to each purchase when using the cash	
Set Drink Size			Select 8.5 oz can or 16 oz bottle. Choice changes factory bin quantity presets	

TEST	Set Coin Retrn Bill Stop			Sets whether after a purchase the change is returned without pressing coin return Bill Stop OFF (default) Bills will be accepted up to total \$ value in the coin mech. ON: Bills will be accepted only until the highest priced item in machine is reached
	Set Defaults			Resets ALL computer settings to factory presets (including prices).
	Motors	One Bin One Bin Cont. All Bins All Bins Cont.		Test one bin motor with one spin using A1-D12 Test one bin motor with continuous spinning. Press CANCEL to stop Test all bin motors with one spin, one after another, input ABCD to include Test all bin motors with continuous spinning. Press CANCEL to stop
	Key Pad			Key pad test. Pressing any key shows on LCD (cancel exits)
	Test Interface	Testing Bd	Chan 1-6? Card Type?	Test a motor board for correct functionality. Input Chan 1-6 and then card type 1&8=dual board all motors 2&D=dual board 12 motor 6+6 5=5 motor board 6=6 motor board 9=9 motor board B=6 motor with sold out sensors and temperature C=dual board 16 motors 8+8 Error codes: 01=I2C 10=temp sensor 20=motor timeout 40=A/D fail 80=No Motor

Note: To turn multi-vend off, the Set Coin Return needs to be "ON."