



Model: PC-700

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1. INTRODUCTION

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

Machine Specifications:

The machine make is a PC-700. The components that make up the PC-700 machine are as follow:

- Electronics: 110 – 120V – 60Hz – 1A
- Weight: 584 lbs
- Dimensions: 73.2.H x33W x 28.3.D
- Snack Capacity: Up to221 items
- Selections: 19 snack selection rows
- Refrigeration: 110 – 120V – 60Hz – 3A
- Drink Capacity: Up to 176 (depending on product sizes)
- Selections: 6 beverage selections
- Operation Temperature in Degrees: 32F to 90F (indoor use only)
- Manufactured With UL Certified Components

2. 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. 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)

3. Installation

3.1 Components of the Machine

Main Door
Drink Display
Window
Snack Trays
Bottle Bins
Can Bins
Snack Door
Electronic Control Unit

3.2 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.
- Plug the machine into a 110 VAC outlet
- We recommend not using an extension cord, if one is needed, use ONLY a 16-AWG , grounded three-prong type cord & plug.
- 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. *(After this period of time you may adjust the temperature control to your liking based on the ambient temperatures of your locations. If you do not understand exactly how to adjust the temperature control, contact your technical support representative before attempting to do so.)*
- Unplug the power cord for the PC-700- unit when working on any electrical component.
- 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 Drink portion of the machine.
- Water bottles with “rigid” plastic versus “thin, crackly” plastic are recommend.

3.3 Unpacking the PC-700

1. Remove the cardboard shipping box from the machine – DO NOT use a razor or similar sharp object as damage may occur to your decaling).
2. Reach into the PC-700 via the coin return or 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. Reach into the beverage section (via the door that says “PUSH” and remove the plastic bag that contains the spacers. There will also be additional hardware. Keep these components someplace where you can easily access them when needed.
5. 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.
6. 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.
7. 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. Gently lower the machine to the ground.
8. Reach into the beverage section (via the door that says “PUSH” and remove the white plastic bag that contains the spacers. Keep these someplace where you can easily access them when needed.

WARNING: You should unplug the power cords the PC-700 unit when working on any electrical component outside the ECU.

4. Familiarization with your Machine

4.1 Components of the Machine

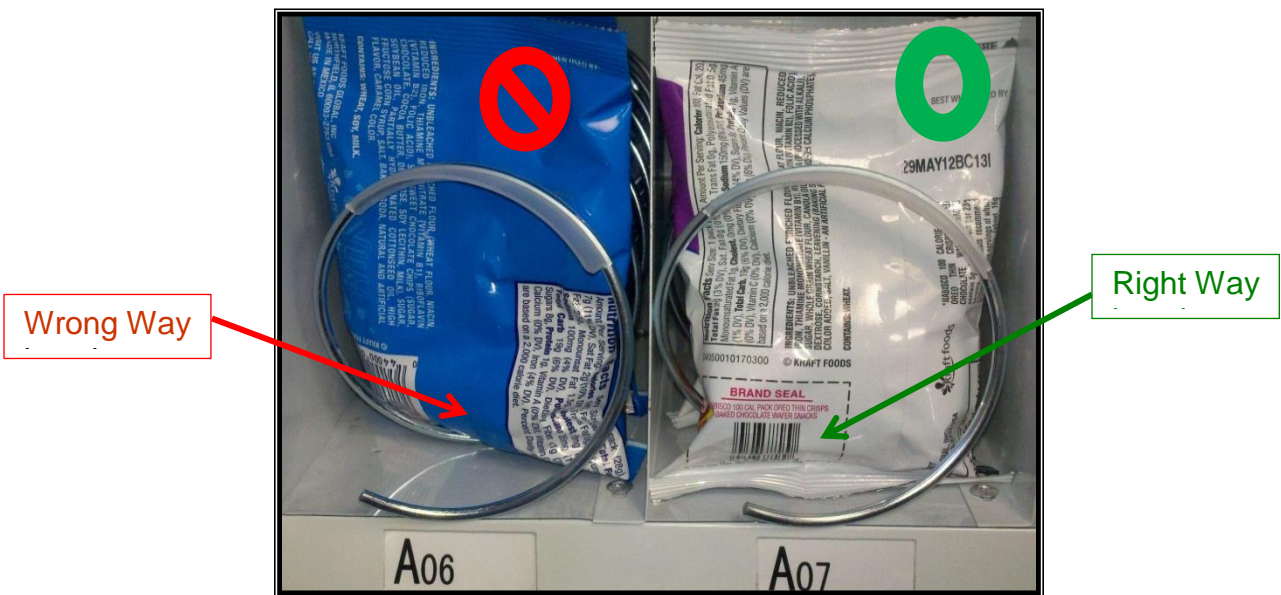
PC-700:

- Snack vending machine
- Machine keys:
- Price decals for display & product shelves
- Drink dispensing machine
- Front door key
- Coil Kickers
- Price tag set for display
- Small spacers
- Large spacers

4.2 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)



4.3 Loading and Unloading Your Combo Vending Machine

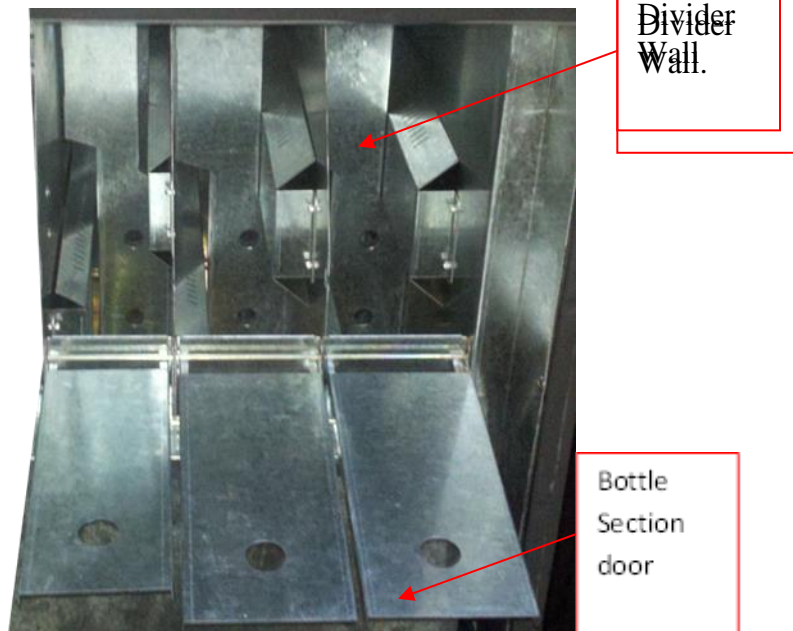
1. Before loading product in to the machine, be sure to determine which coil may best work with the product you are using. To pull out the snack draw and load snacks you must first locate, and push down on the white lever on the right side of the snack bin and pull the tray towards you. Load snacks in the coils in all three bin rows. 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. (Pull

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.



(Example: of loaded beverage products)

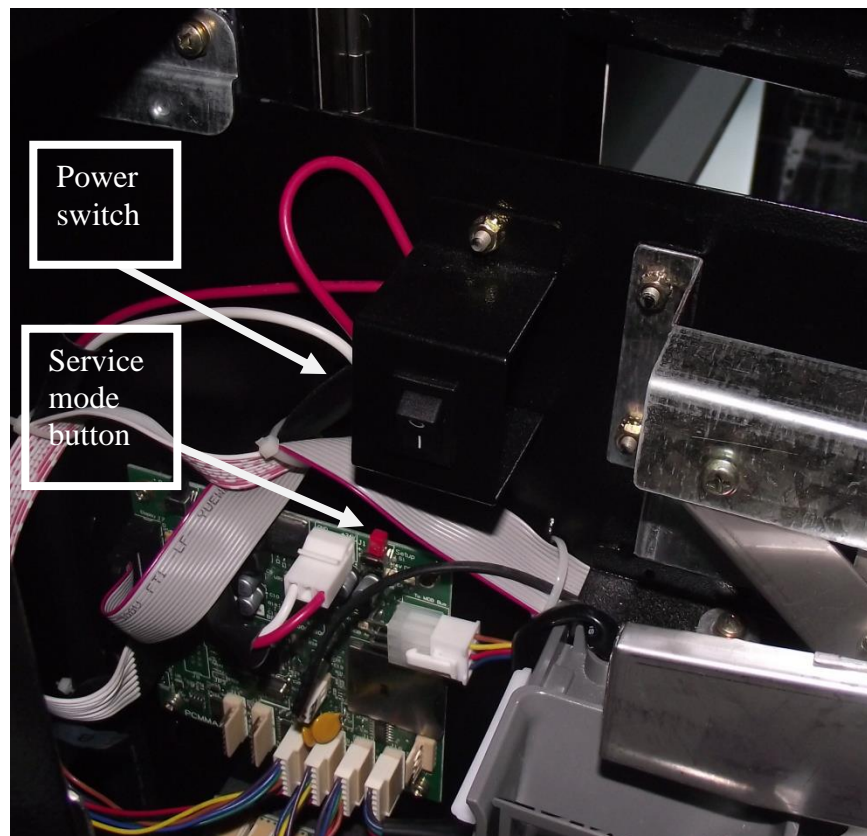
Load the 12 oz canned drinks in the drink columns B01-B03. Load cans from the very TOP ramp until full.



2. Loading the 16 and 20 oz. bottle drinks. Lift 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 bin B04 and B05. 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 Bin B06 (20z columns).

- 3 Power the machine on by using the Black on switch in your pull out electronic control unit. 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 "Vend" mode.



- 4 Locate and then briefly press 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. Be sure to press down on the button and not back on the button

- 5 Press the DOWN button on the keypad until the LCD reads "MANAGE". Press ENTER LCD reads "COIN MECH". Press ENTER. LCD reads "Load (up) Unload (down)" Choose load by selecting the corresponding arrow. Begin loading the Conlux MCM5 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 to get started).

- 6 When a minimum of \$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."

- 7 Once all price labels have been placed in the desired locations, 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 quickly release 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:
 2. A Bins – Snacks
 3. B Bins – Drinks
 4. C Bins – Deli / Expansion module

- 8 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.

5. Configuring the Machine for Sales

5.1 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.

5.2 Loading Your Machine

To begin loading items into the snack and bar bins:

- Make sure the 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:

Snack Capacity

Overall Snack Capacity: 19 selections / 221 total

Drink capacity

12oz cans – 3 selections – 45 per = 135 units

Small Bottle – 2 selections – 13 per = 26 units

Large Bottle – 1 selection – 15 per = 15 units

Overall Drink Capacity = 6 selections = 176 total

5.3 Loading Beverages

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

Bins B01, B02 and B03:

- 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 5 cans on the top ramp of B01, B02, B03.

Note: To load short cans or plastic bottles, spacers must be inserted in the front and back sections. B04 and B05 use a thin spacer. B06 uses a wider spacer.

Bins B04, B05 & B06:

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

- Open B04, B05, and B06'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.
- Load the same amount of product in the front as you do in the back.

Bins B04 & B05:

- 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 16 oz. bottle (Dimension requirements are listed on the pull down door of each bottle section)

Bin B06:

- For location B06, 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 a 12oz. size can to a 20oz. bottle (Dimension requirements are listed on the pull down door of each bottle section)

6. Features and Fact Sheet

Your PC-700 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. (To disable this feature, change the setting to multi-vend OFF)
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 one roll of each coin 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.

6.1 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".
3. 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".

7. 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.

7.1 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.

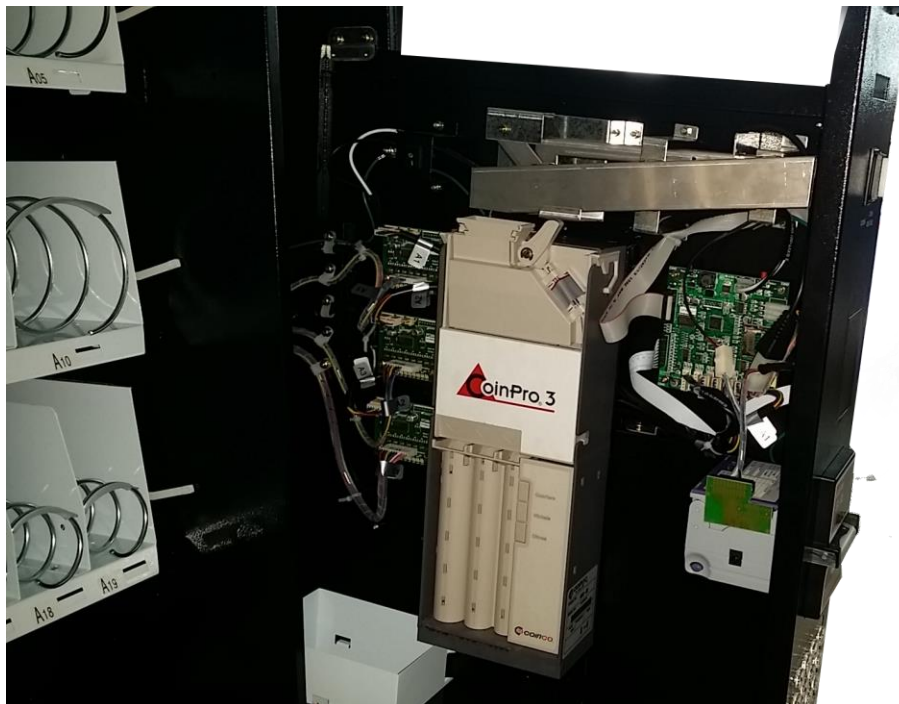
Set-Up

- Set ABCD Qty - Turn on or off Snack/Drink Bin Quantity Settings /Sold out message.
- Set Card reader fee – set amount to charge customer for credit card convenience
- 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 – Not used.
- Set Defaults - Resets ALL computer settings to factory presets.
- Set Coin Return - This how to enable or disable the 'Forced Vend' setting. Turning the coin return to the off position will require a purchase to be made before money is returned. Be sure to educate your location based on the settings you choose.

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).

Bill Validator (no stacker)



| 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 | Proceed to load coins or bills into the machine. Coin/Bill amount to LCD |
| | | | Unload Coins | Pressing 1-6 will dispense that coin 1=lowest value |
| | | | | Holding YES + Coin # will dispense 15 of that coin if available |

| | | | | |
|--------------|-----------------|---------------|---------------------|--|
| | | | Coin Mech Sync | Pressing YES + NO = Coin Mech Sync. Forgets about all coins and uses coin mech count |
| | Review Price | Bin:A01 \$.75 | | Review and change bin pricing settings. Enter to change value |
| | | Save/Restore | 1=Save 2=Restore | 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 |
| | Set Coin Return | | | Enables the force vend option when turned off |
| | Bill Stop | | | 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). |
| | | | | |
| TEST | Motors | One Bin | | Test one bin motor with one spin using A1-D12 |
| | | 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, input ABCD to include |

| | | | | |
|--|----------------|----------------|------------|--|
| | | All Bins Cont. | | 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? | Test a motor board for correct functionality. Input Chan 1-6 and then card type |
| | | | 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=l2C 10=temp sensor 20=motor timeout 40=A/D fail 80=No Motor |