

# # 2233 MACHINE TYPE SET - MULTI-SELECTION PROGRAMMING

## Normal drink

Select \_\_\_ drink

09

Here you choose the drink which is to be programmed or changed.

You can choose from number 1 - 20. The number is only used to identify the drink under # Normal drink.

**By programming of new drink the numbers must be chosen consecutively.** *open dialog*

Change between the numbers by the scroll keys.

Drink no. \_\_\_\_\_

Here the chosen drink is given a number between 100 - 999. From the drink number the system will try to guess the settings according to the directions described in **The 1800 3-figured keypad system**. Therefore it is recommended to use this number system.

Most significant number states which main group the drink belongs to, second number states the type of drink and less significant number states the extra choice. If you want the type of drink and / or extra choice variable place **0** at their places. For instance is drink number 100 FB-coffee where the type of drink and extra choice are selectable. The selection are defined in # Drink flags \_\_H.

It must be stressed that it is only a qualified guess which is made. The setting must therefore be checked and if necessary corrected.

When the drink number is keyed-in activate enter in this way the guess is made.

**If there are made changes in the guessed drink setting these changes will be replaced by the guessed values if enter is activated in this menu !!**

Tx \_\_\_\_\_

Here the chosen drink is given a name which can consist of 14 characters.

The name is used in all the menus where the name of the drink is included.

The name can also be changed in # 2000 Tx \_\_\_\_\_.

Dr. type \_\_\_\_\_

Here it is defined to which type the drink belongs. The following types can be chosen:

- FB-NORM    Fresh brew drink brewed in brewer no. 1.
- FB-EXT.    Fresh brew drink brewed in brewer no. 2.
- INSTANT    Instant drik.
- SY.-ST     Cold drink based on syrup and still water.
- SY.-CO2    Cold drink based on still water and / or CO2 water.

PASSWORD  
LEVEL 6  
23359671

Please remember that drinks which use a brewer is a FB-type.

Drink flags \_\_ H.

Here a row of choices which are connected to the drink are defined. The conditions are programmed in the menus below.

The following choices can be made in connection with extra choice. **The choices are only relevant if the third number in the drink number is 0 !**

- SUGAR      on      Sugar is possible.
- off      Sugar and extra sugar are not possible.
  
- WHITE      on      White is possible.
- off      White and extra white are not possible.
  
- EX. SUGAR on      Extra sugar is possible.
- off      Extra sugar is not possible
  
- EX. WHITE on      Extra white is possible.
- off      Extra white is not possible.

The following choices can be made in connection with the type of drink. **The choices are only relevant if the second number in the drink number are 0 !**

- MOCCA      on      Mocca is possible.
- off      Mocca is not possible.
  
- FULL WATER on      Full water vollume is possible.
- off      Full water vollume is not possible.

The following choices can be made generally.

- VAR. INGR on      Variabel ingredient dosing is possible.
- off      Variable ingredient dosing is not possible.
  
- CUP         on      A cup is released when a drink is chosen.
- off      No cup is released when a drink is chosen.

The setting in the menus are translated to a 2-numbered hex-code which is shown in # **Drink flags \_\_H**  
SUGAR is the less significant bit and FULL WATER is the most significant bit in the byte which is converted to the hex-code.

In 1: \_\_ 2: \_\_ 3: \_\_

Here it is defined which ingredients the drink consist of.

*Handwritten note:* 1: 0 2: 0 3: 0 (standard)

The ingredients are stated with their ingredient number. The connection between ingredient numbers and the output number of the ingredient motor are defined in # **Ingred. \_\_\_ is on output number \_\_\_**.

**It is recommended to give each ingredient its own number also if more ingredients physically come from the same ingredient cannister.**

The system gives ingredient 1, which is the main ingredient, the name of the drink as ingredient name.

If the drink belongs to a main group where sugar and white are possible ingredient 2 is used as sugar and ingredient 3 as white. The guessed ingredient names are transfered to # 201 when the vending machine is configured as # 2233 is left. The names can be changed in # 201.

Valve #1: \_\_\_ #2: \_\_\_

Here it is defined to which output the water valves are connected to.

The valves are used in the following way:

IN: If there are two valves valve-1 is used for the main ingredient and valve-2 for ingredient 2 and 3. Valve-2 is only activated when ingredient 2 and 3 are dosed.

The water volume from valve-1 and 2 is halved when mocca is used.

Is only valve-1 defined the water volume from that valve is halved when mocca is chosen.

If the water volume from valve-2 is set to 0 ml. in # **Drink setting** the water volume from valve-1 will be divide equally between valve-1 and 2 when ingredient 2 and 3 are dosed.

FB Valve-1 is always used. Valve-2 is used together with valve-1 by full water volume.

CO2 Valve-1 is used for still-water. If the stil-water system is branched the actual output number (number 3 -6) is used, if there is no branching output number 41 is used.

*valve 2 is for CO2 and is set to 43.*

STILL As by CO2, only valve-2 is not used.

Whip:#1 \_\_\_ #2 \_\_\_

Here it is defined to which output the whipper motors are connected to. Whipper-1 is used together with valve-1 and whipper-2 is used together with valve-2.

Deliv. delay \_\_\_

Here it is defined which time it takes from the drink is ready till the rotor must deliver the cup. The time depends of the emptying time of the mixing bowl.

Addi. drink # \_\_\_

Here it is defined if an additional drink shall be added to the main drink. The additional drink is stated by its number. The number is used in # **Addition drinks**.

Choose between number 1 - 6.

Delete \_\_ drink  
Tx. \_\_\_\_\_

Here a drink can be deleted.  
The drink is chosen by the scroll keys and deleted by activating the enter key.  
Drinks above the deleted drink are moved one step downwards.

Insert \_\_ drink  
Tx. \_\_\_\_\_

Here a new drink can be inserted.  
The placing of the drink is chosen by the scroll keys and inserted by activating the enter key.  
Drinks above the inserted drink are moved one step upwards.

**Addition Drinks**

Select \_\_ ad. dr.

Here the additional drink which must be changed or programmed is chosen.

Relat: \_\_\_\_\_

Here the start condition of the additional drink in relation to the main drink is defined.

ROTOR OK

Delivery of the additional drink starts when the cup is in position under the branch pipe.

BR. GO DOWN

This choice is only relevant when the main drink is a FB-drink.  
Delivery of the additional drink starts when the fresh brewed drink is pressed through the filter plate.

NORM. FIN.

Delivery of the additional drink starts when the main drink is ready.

BOTH FINI.

This choice is only relevant when 2 additional drinks to the main drink are chosen.  
Dispensing of additional drink-2 starts when main drink and additional drink-1 is ready.

Drink delay \_\_. \_\_s

Here a possible delayed dispensing of the additional drink is defined.  
The delay is due from the condition chosen in # **Relat:** \_\_\_\_\_ has been fulfilled.

Ingredient no \_\_

Here the ingredient no. of the additional drink is defined.  
The connection between ingredient numbers and the output numbers of the ingredint motors are defined in # **Ingred.** \_\_ is on output number \_\_ .  
**It is recommended to give each ingredient its own number also if more ingredients physically come from the same ingredient cannister.**  
The system name the ingredient to additional drink-1 **additive 1**

etc.

The guessed ingredient names are transferred to # 201 when the vending machine is configured as # 2233 is left. The names can be changed in # 201.

Ingr. relat. \_\_\_\_\_

Here the relation between the water of the additional drink and the ingredient is defined. The following possibilities can be chosen:

- START      Dispensing of water and ingredient starts simultaneously.
- STOP        Dispensing of water and ingredient stops simultaneously.

Ingr. delay \_\_\_\_\_

Here a possible delay of the ingredient in relation to the water is defined. The place of the delay is dependent on the choice in # **Ingr. relat.** \_\_\_\_\_ .

Valve no. \_\_\_\_\_

Here it is defined to which output the water valve of the additional drink is connected.

Whipper number \_\_\_\_\_

Here it is defined to which output the whipper of the additional drink is connected.

Whip. delay \_\_. \_\_s

Here a possible delay of the stop time of the whipper is defined related to ingredient and water.

Addi. drink # \_\_\_\_\_

Here it is defined if another additional drink must be connected to the main drink.  
The additional drink is stated by its number. The number is used in # **Addition drinks**. Choose between number 1 - 6.

**Machine Relation**

Ingr. \_\_ is on output number \_\_\_\_\_

Here the relation between ingredient numbers and ingredient motors is defined. The ingredient number is stated by its output number. Referring to the **List of input and output**.

Selection \_\_ is drink no. \_\_\_\_\_

This menu is only relevant if selector buttons are available. Here the relation between selector buttons and drink numbers is defined.

The position of various pre-selector buttons is also defined here. There are the following possibilities:

Drink number	Type
0001	extra sugar
0002	extra white
0003	mocca

0004

pre-selector button

Extra selection  
key start no. \_\_\_

This menu is only relevant if selector buttons are available.  
Here the placing of the first selector button of the 4 selector  
buttons in the pre-selector block is defined.

Extra select. \_\_\_  
drink no \_\_\_\_\_

This menu is only relevant if selector buttons are available  
Here it is defined which drink numbers there are to be  
dispensed on the 4 selector buttons in the pre-selector block.

## THE 1800 3-FIGURED KEYPAD SYSTEM

<u>MAIN GROUP</u>	<u>DRINK TYPE</u>	<u>EXTRA CHOICE</u>
1. FB - COFFEE	1. NORMAL	1. WHITE + SUGAR
2. FB - DECAFFEINATED	2. MOCCA	2. WHITE + EXTRA SUGAR
3. IN - COFFEE	3. WHIPPED	3. WHITE
4. IN - DECAFFEINATED	4. MOCCA + WHIPPED	4. EXTRA WHITE + SUGAR
5. FB - TEA		5. EXTRA WHITE + EXTRA SUGAR
6. IN - TEA		6. EXTRA WHITE
		7. SUGAR
		8. EXTRA SUGAR
		9. BLACK

DRINK NUMBER = MAIN GROUP + DRINK TYPE + EXTRA CHOICE

### 8. HOT DRINKS :

IN : 811 - 849

VARIOUS HOT DRINK : 851 - 899

### 9. COLD DRINKS :

IN : 911 - 949

CO2 DRINK-1 : 951

CO2 DRINK-2 : 952

CO2-WATER : 959

STILL DRINK-1 : 961

STILL DRINK-2 : 962

STILL-WATER : 969

VARIOUS COLD DRINKS : 971 - 999

# OUTPUT

NAME	NO.	IN/FB ( ) ONLY IN		DB	
		FUNCTION	CONN NO.	FUNCTION	CONN NO.
OUT 1	1	SYRUP 1	P66-2	SYRUP 1	P66-2
OUT 2	2	SYRUP 2	P66-3	SYRUP 2	P66-3
OUT 3	3	STILL_B1	P66-4	STILL_B1	P66-4
OUT 4	4	STILL_B2	P66-5	STILL_CUP	P66-7
OUT 5	5	STILL_B3	P66-6	CHOCO_WHIP	P63-1
OUT 6	6	STILL_CUP	P66-7	COFFEE_WHIP	P63-2
OUT 7	7	WHIP1	P63-1	EXT_HOT_WATER	P63-5
OUT 8	8	WHIP2	P63-2	CHOCO_WATER	P62-1
OUT 9	9	WHIP3	P63-3	TEA_WT1	P62-3
OUT 10	10	WHIP4	P63-4	TEA_WT2	P62-4
OUT 11	11	WHIP5	P63-5	COFFEE_WT1	P62-5
OUT 12	12	VALVE1	P62-1	COFFEE_WT2	P62-6
OUT 13	13	VALVE2	P62-2	TEA_SUGAR	P64-2
OUT 14	14	VALVE3	P62-4	CHOCO/TEA_WHITE	P64-3
OUT 15	15	VALVE4	P62-5	TEA	P64-4
OUT 16	16	VALVE5	P62-6	COFFEE_SUGAR	P64-5
OUT 17	17	POWDER1	P64-1	COFFEE_WHITE	P64-6
OUT 18	18	POWDER2	P64-2	COFFEE	P64-7
OUT 19	19	POWDER3	P64-3		
OUT 20	20	POWDER4	P64-4		
OUT 21	21	POWDER5	P64-5		
OUT 22	22	POWDER6	P64-6		
OUT 23	23	POWDER7	P64-7		
OUT 24	24	(POWDER8)	P64-8		
OUT 25	25	SHORT_COFFEE			
OUT 26	26	EXTRA_SUGAR			
OUT 27	27	EXTRA_CREAM			
OUT 28	28	COFFEE PRE-SELECT			
OUT 29	29	ROTOR_LOCK			
OUT 30	30	DISPENSE_CUP			
OUT 31	31	CUP_TOWER			
OUT 32	32	ROTOR			
OUT 33	33	COIN_RETURN_MOTOR			
OUT 34	34	TANK_VALVE			
OUT 35	35	INLET_VALVE			
OUT 36	36	HEATER			
OUT 37	37	COFFEE_BREW			
OUT 38	38	COFFEE_SCRAPER			
OUT 39	39	TEA_BREW			
OUT 40	40	TEA_SCRAPER			
OUT 41	41	STILL_WATER			
OUT 42	42	CIRCULATION_PUMP			
OUT 43	43	CO2_WATER			



# FB/IN MULTISELECTION

## ADDITIONAL DRINK 1

DRINK NAME : \_\_\_\_\_

INGREDIENT NAME: \_\_\_\_\_

ADDITIONAL DRINK NO.	__		
RELATION	ROTOR OK / BR. GO DOWN / NORM. FI. / BOTH FINI.		
DRINK DELAY	__,_ s		
INGREDIENT NO.	__	OUTPUT NUMBER	__
INGREDIENT RELATION	START / STOP		
INGREDIENT DELAY	__,_ s		
VALVE NO.	__		
WHIPPER NO.	__		
WHIPPER DELAY	__,_ s		
ADDITIONAL DRINK NO.	__		

## ADDITIONAL DRINK 2

DRINK NAME : \_\_\_\_\_

INGREDIENT NAME: \_\_\_\_\_

ADDITIONAL DRINK NO.	__		
RELATION	ROTOR OK / BR. GO DOWN / NORM. FI. / BOTH FINI.		
DRINK DELAY	__,_ s		
INGREDIENT NO.	__	OUTPUT NUMBER	__
INGREDIENT RELATION	START / STOP		
INGREDIENT DELAY	__,_ s		
VALVE NO.	__		
WHIPPER NO.	__		
WHIPPER DELAY	__,_ s		

COMMENTS : \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# FB/IN MULTISELECTION

DRINK NAME : \_\_\_\_\_

DRINK NUMBER	__ __ __	SELECTION BUTTON NO.	__ __
NAME	_____		
TYPE	FB-NORM/FB-EXT/INSTANT/SYRUP-STILW./SYRUP-CO2		
SUGAR	ON / OFF		
WHITE	ON / OFF		
EX. SUGAR	ON / OFF		
EX. WHITE	ON / OFF		
MOCCA	ON / OFF		
CUP	ON / OFF		
VAR. INGR	ON / OFF		
FULL WATER	ON / OFF		
INGREDIENT 1	__ __	OUTPUT NUMBER	__ __
INGREDIENT 2	__ __	OUTPUT NUMBER	__ __
INGREDIENT 3	__ __	OUTPUT NUMBER	__ __
VALVE 1	__ __		
VALVE 2	__ __		
WHIPPER 1	__ __		
WHIPPER 2	__ __		
DELIVERY DELAY	__ __ s		
ADDITIONAL DRINK NO.	__		

COMMENTS : \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_