

Operational Service Manual



Model Number: 2007 - VM-750

July, 2006

Revision A

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Please note the "Serial number" of your vending machine in the space below:

Serial number _____

The serial number is located on the back of the vending machine on the identification plate. The serial number is necessary to provide quick service and detailed part information for your vending machine.

1 - INTRODUCTION

Congratulations on the purchase of your new vending machine. In this manual you will find information on how to setup, install and maintain your vending machine.

Specifications:

- Weight: 520 lbs
 - Power: 110-120V – 60Hz – 2.5A
 - Dimensions: 74”H x 33”W x 28”D
 - Snack Capacity: Recommended 215 items
Maximum 292 items
 - Drink Capacity: Up to 175 items
 - Selections: 19 snack and 6 beverage selections
 - Refrigeration: R134A CFC-Free
- Operation Temperature in degrees: 32F to 90F indoor use only**
- Manufactured with UL certified components

The entire package includes:

1. 2007 - VM-750 vending machine
2. Operational service manual (*July 2006, Revision A*)
3. Keys
 - a. The first key is used for the “front door”, 3 keys are provided (*unique key*).
 - b. The second key is used for the “electronic money control” unit, 2 keys are provided (*standard key*).
 - c. The third key is used for the “back door”, 2 keys are provided (*standard key*).
(*The back door allows easy access to the motors for the snack machine*).

Please note: We do not have extra copies of the keys for the “front door” of the vending machine. We ship out the vending machine with the original sets of keys. It is strongly recommended that spare copies of those keys are made just in case the originals are lost or damaged.

4. Price tag set for display
5. Spacers for 8.5oz Energy Drink (*2 spacers*)
6. Spacers for short 20oz. bottle (*1 spacer*)

2 - INSTALLATION

2.1 - Components of the machine

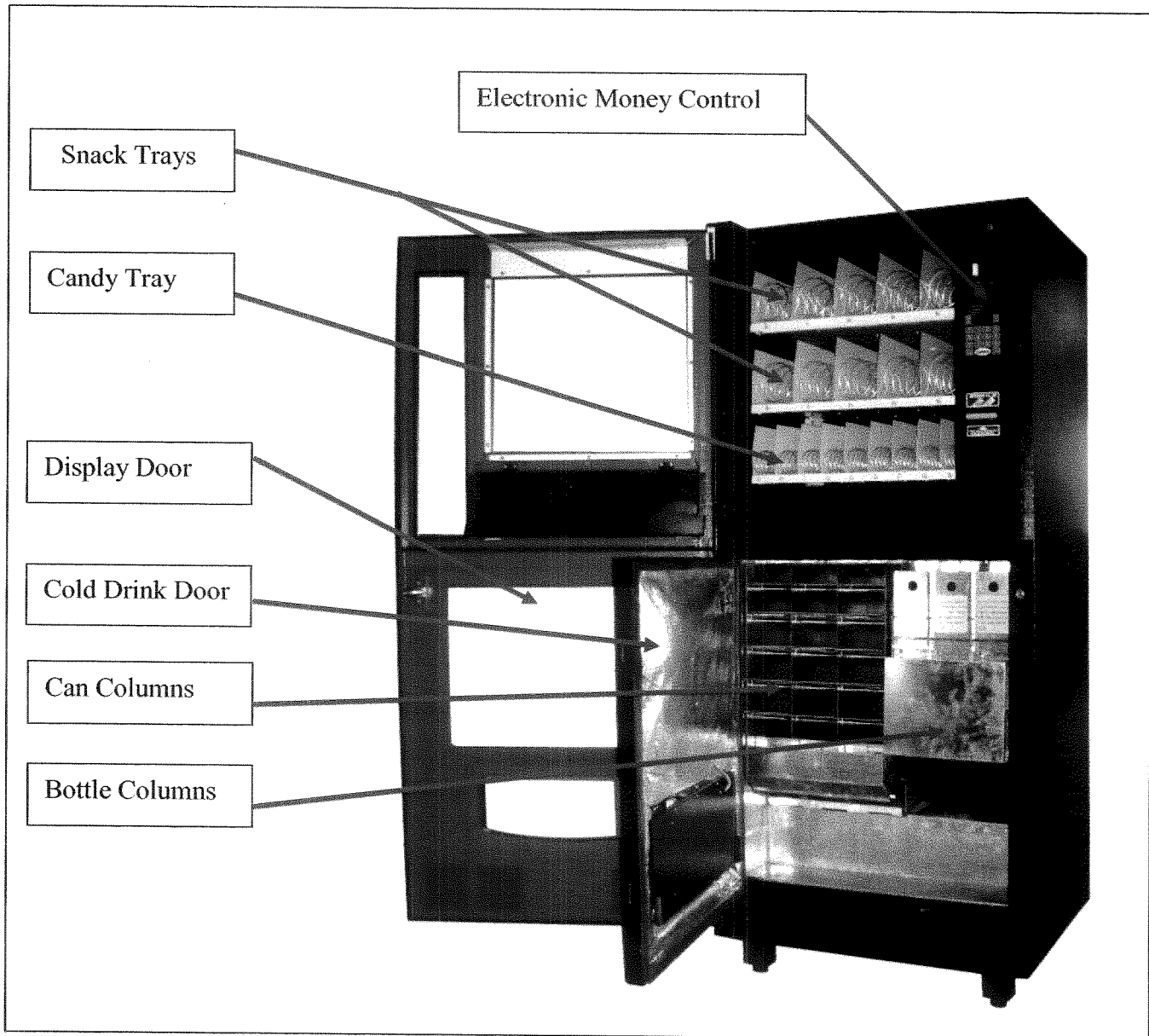


Figure 1 - Components of the vending machine

2.2 - Unloading the vending machine

NOTE:

Unless this service is provided by Gaines, you must have two persons to perform the unloading process.

1. Remove the cardboard shipping box from the vending machine (*do not use razor*).
2. Remove two (*front and back*) metal plates with a screwdriver (*see figure 2*).
3. With one person holding on the left side, the other person should tilt the machine slightly upward from the right side. When the vending machine is upward, remove the right side wood skid (*see figure 3*).
4. Gently lower the machine, it will sit on its own legs (*see figure 4*).
5. With one person holding the right side, the other person should tilt the machine slightly upward from the left side. When the vending machine is upward, remove the left side wood skid (*see figure 5*).
6. Gently lower the machine (*see figure 6*).

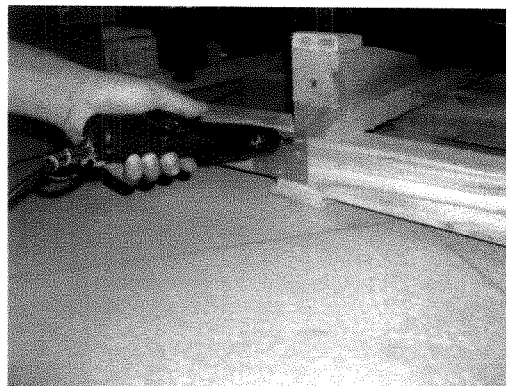
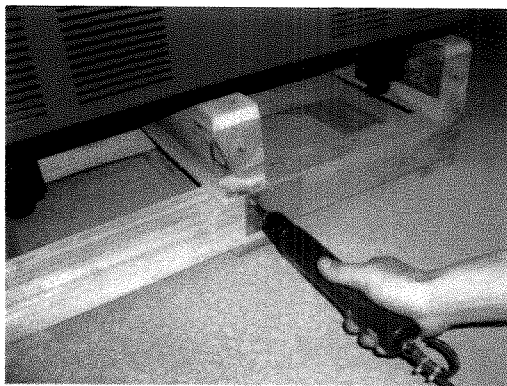


Figure 2 – Remove metal plates

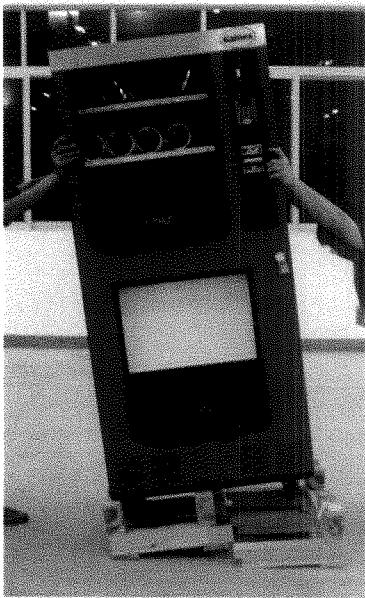


Figure 3 – Tilt upward and remove skid



Figure 4 – Gently lower machine

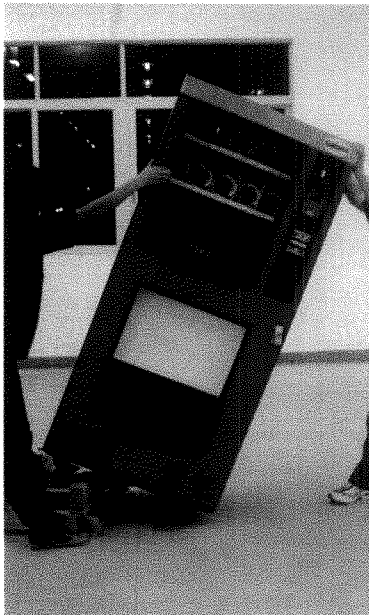


Figure 5 – Tilt upward and remove skid

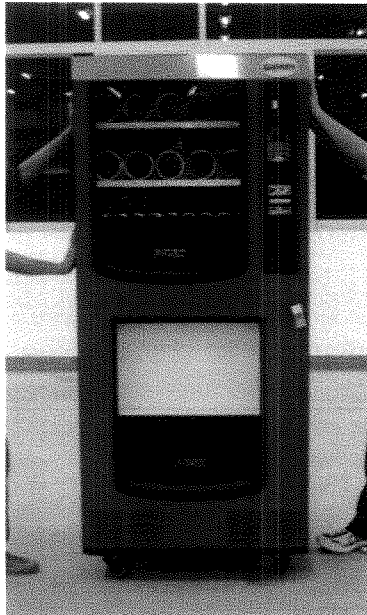


Figure 6 – Gently lower machine

2.3 - Location

CAUTION:

If the machine is tilted more than 45 degrees during installation, you must keep the machine unplugged from the power outlet for 12 hours before plugging the machine back into the power outlet. Not doing this could damage the refrigeration unit and void the warranty.

- This unit is intended for indoor use only.
- Select an area to place the machine that is near a power outlet.
- Leave a minimum of 1 inch space from the wall. The refrigeration unit must have good air circulation.
- Insert the key and turn clockwise, the handle will pop out (*reference figure 7*). Then turn the handle counter clockwise (the opposite direction) until the door opens.

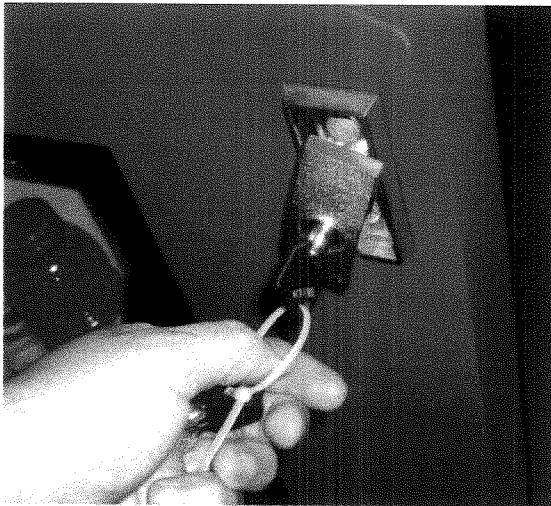


Figure 7 – Insert key and turn handle

2.4 - Power

- Plug the machine into a 110 VAC outlet.
- It is “not” recommended to use an extension cord. If an extension cord is needed, it must be a 16 gauge three wire type.
- Depending on the local climate; it will take about 24 hours for the machine to reach an operating temperature of 38-45 degrees F.

3 - CONFIGURING THE VENDING MACHINE FOR SALES

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

1. Load snack and beverage products.
2. Display drinks in product window.
3. Load coins into coin changer.
4. Set prices and apply price tags

3.1 - Load products

To begin loading products into the product bins:

- Make sure front door is fully opened.
- Hold the lever down (*reference figure 9*) and pull the product tray out towards you.
- The product tray will tilt downward for easy product loading (*reference figure 10*).
- Load the products in between the coils on the product tray (*reference figure 11*).
- After products are loaded, tilt the product tray upwards and push it back into the original position.

Please note the following capacities for each location:

- Rows A1-A5 can hold up to 8 snacks per row (*5 rows x 8 snacks = 40 snacks*)
- Rows B1-B5 can hold up to 8 snacks per row (*5 rows x 8 snacks = 40 snacks*)
- Rows C1-C59 can hold up to 8 snacks per row (*9 rows x 15 snacks = 135 snacks*)

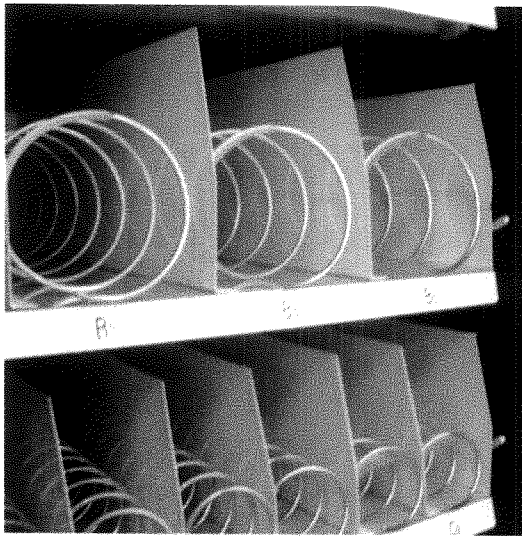


Figure 9 – Push the lever down

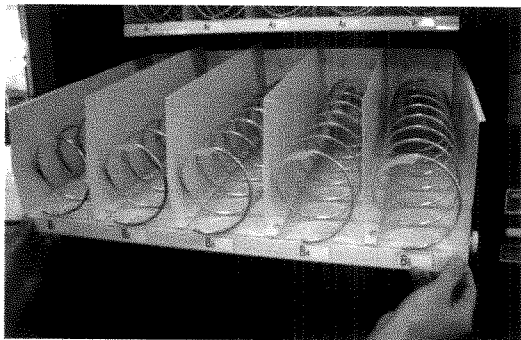


Figure 10 – Pull the tray towards you.

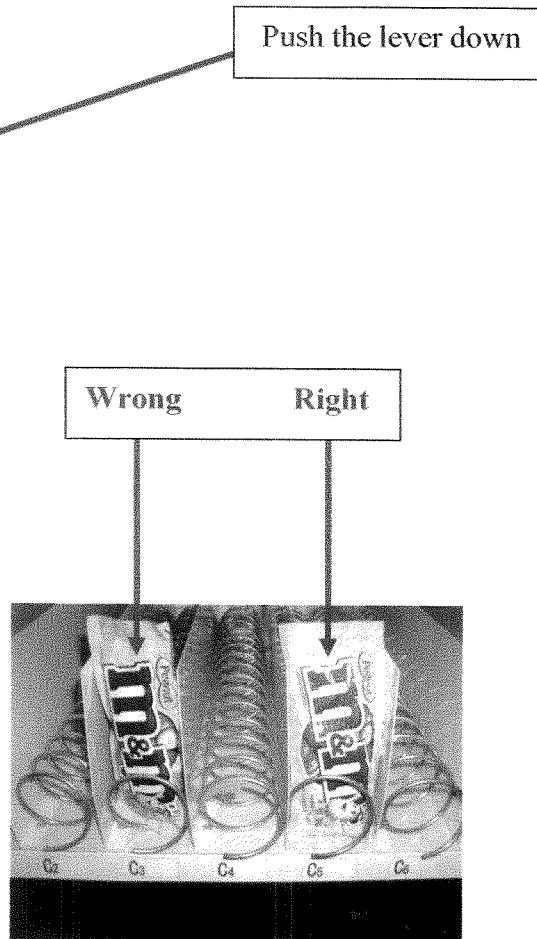


Figure 11 – Proper way to load product

Loading the beverages:

- There are three columns for 12oz. cans, one column for 16oz. bottles or 8.5oz. energy drink type cans and two columns for 20oz. bottles.
- Locations D1-D3 can hold up to 46 cans (12oz.).
- Location D4 can hold up to 13 bottles (16oz.) or 15 energy drink cans (8.5oz.).
- Location D5 and D6 can each hold 11 bottles (20oz.).

Loading instructions:

NOTE:

Loading instructions for the beverage portion must be followed as instructed.

For Locations D1-D3:

1. The 12oz. cans be loaded in any either direction (*reference figure 13*).
 - a. Load the first 6 cans on the “bottom” 1st ramp.
 - b. Then load 1 can on the 2nd ramp.
 - c. Then load 1 can on the 3rd ramp.
 - d. Then load 1 can on the 4th ramp.
 - e. Then load 2 cans on the “top” 5th ramp.
2. Then load each ramp to full capacity in any order.

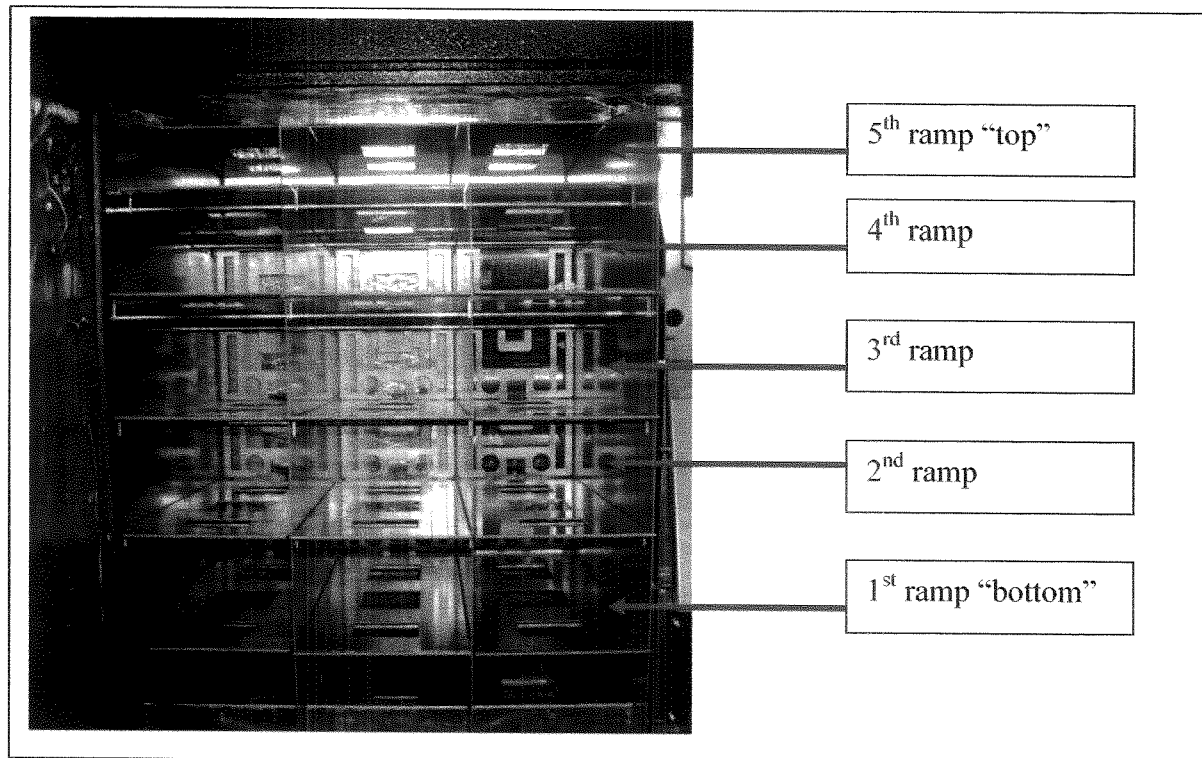
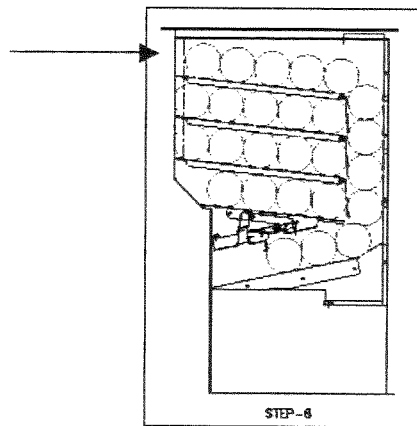
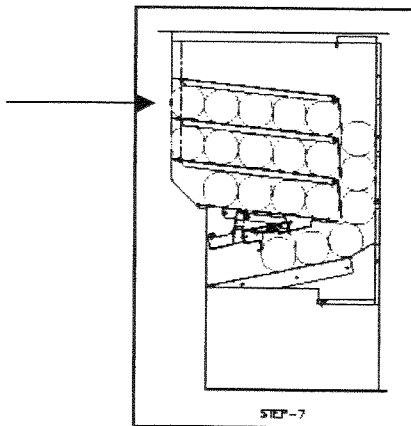
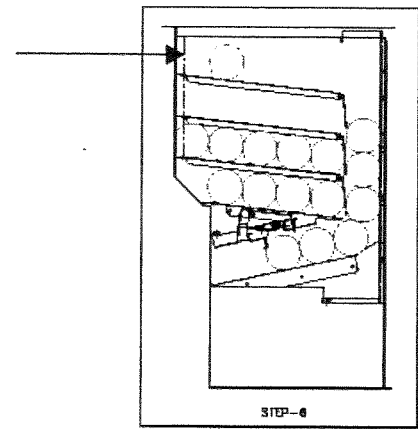
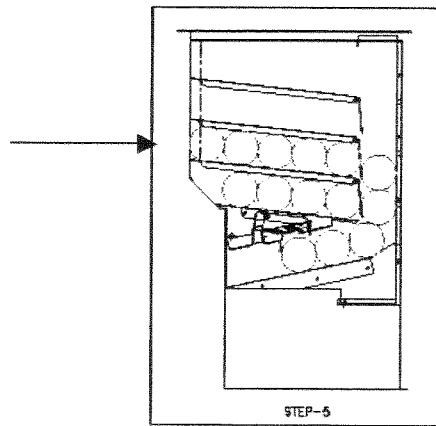
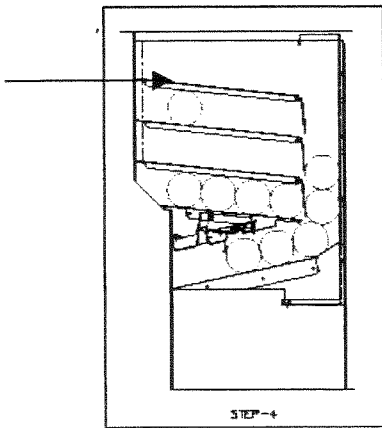
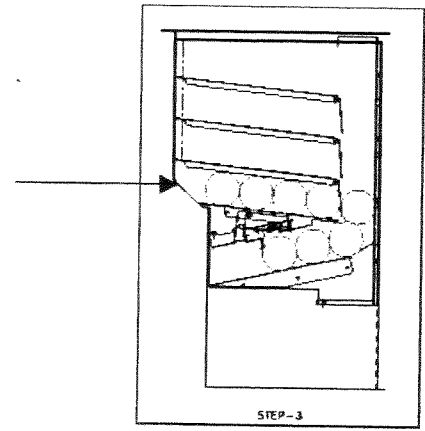
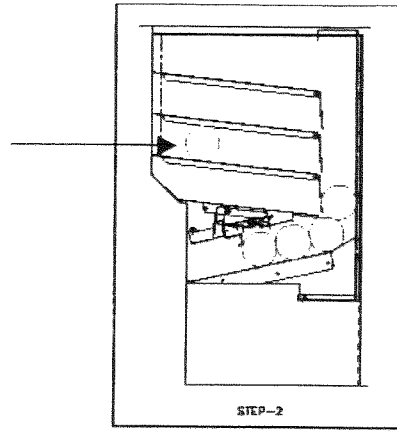
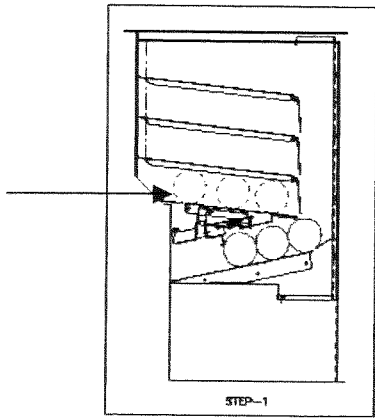


Figure 13 – Locations D1 –D3 of Beverage section



For locations D4-D6:

1. The bottle drink locations have “2” sections (front and back).
 - a. Open the bottle door by pulling “up” then “out” (*reference figure 14*).
 - b. Pull the divider towards you to access the “back” section. (*reference figure 15*).
 - c. Fill the “back” section first to full capacity (*reference figure 16*).
 - d. Then close the divider and load the “front” section to full capacity (*reference figure 17*).
 - e. Close the bottle door.

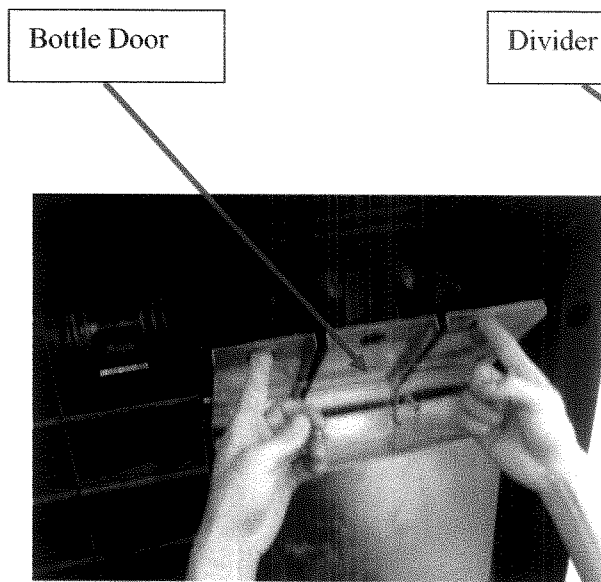


Figure 14 – Pull bottle door “up” then “out”.

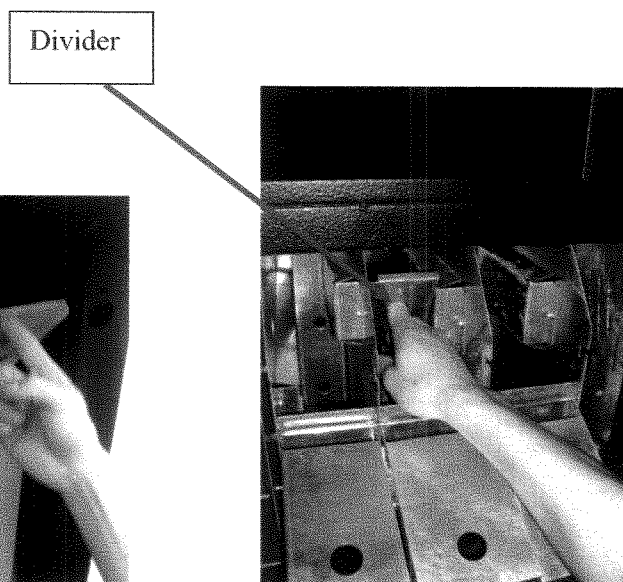


Figure 15 – Pull divider toward you.

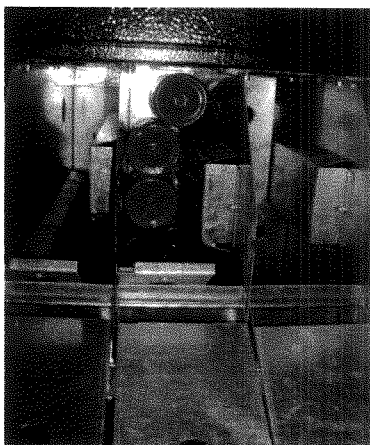


Figure 16 – Fill back section first

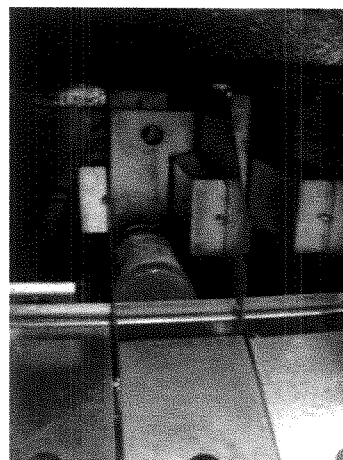


Figure 17 – Load the front section last

For location D4:

1. The 16oz. column can be modified to support an 8.5oz energy drink type can.
 - a. In order to vend 8.5oz can you must install the spacers (reference figure 18 & 19).
 - b. Install “1” spacer in the back section and “1” spacer in the front section.

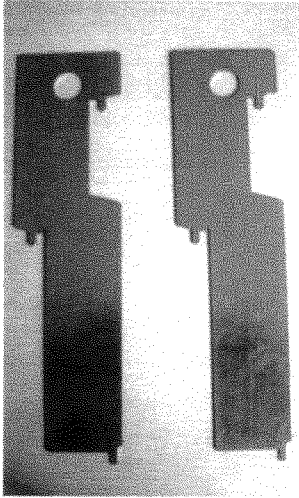


Figure 18 – Energy Drink Spacers

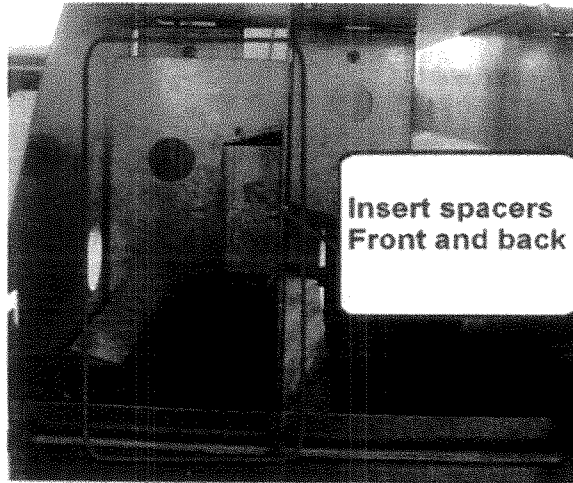


Figure 19 – Install spacers.

For Location D5 or D6

1. To vend an odd size 20oz bottle, a spacer must be installed in the front bottle section only (reference figure 20 & 21).

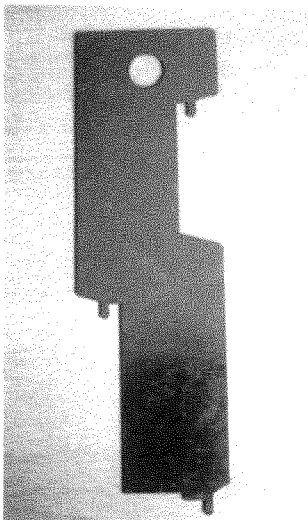


Figure 20 – Odd Size 20oz. bottle spacer

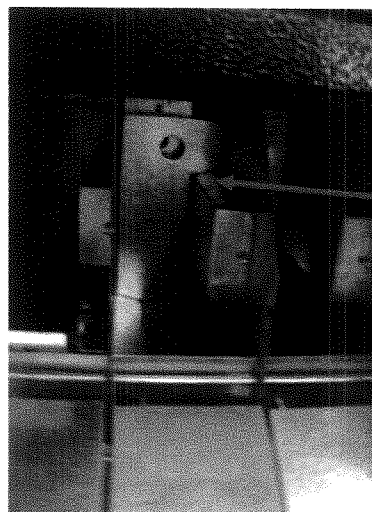


Figure 21 – Install spacer in front section only

3.2 - Displaying beverages behind the window

- Loosen the screw behind the display window.
- Place the drink in the foam insert for display.
- Place the price tag, close the display window and tighten the screw.

3.3 - Loading the coin changer

Before setting prices you must load coins into the coin changer first. The coin changer should be filled to at least $\frac{3}{4}$ capacity to make sure sufficient credit given to your customers.

NOTE:

This coin changer will replenish itself from previous coin sales.

1. Pull out the Electronic Money Control Unit.
2. Insert coins into each tube. There are 2 ways to load coins into the coin changer:
 - a. Load coins into the “hopper” by pressing “hopper” release button and pulling “hopper” towards you. This is the fast way to load coins (*reference figure 22*).
 - b. Load coins into the “hopper” 1 coin at a time (*reference figure 23*).
3. Each tube can hold the following quantities:
 - a. 350 dimes
 - b. 200 nickels
 - c. 100 quarters

After coins are loaded Press the Blue “MODE” button on the coin changer.

4. To test coin dispensing,
 - a. Press button “1” dispense Dimes.
 - b. Press button “2” dispense Nickels.
 - c. Press button “3” dispense Quarters.

NOTE:

For additional information on the Coin Changer, please reference appendix A.

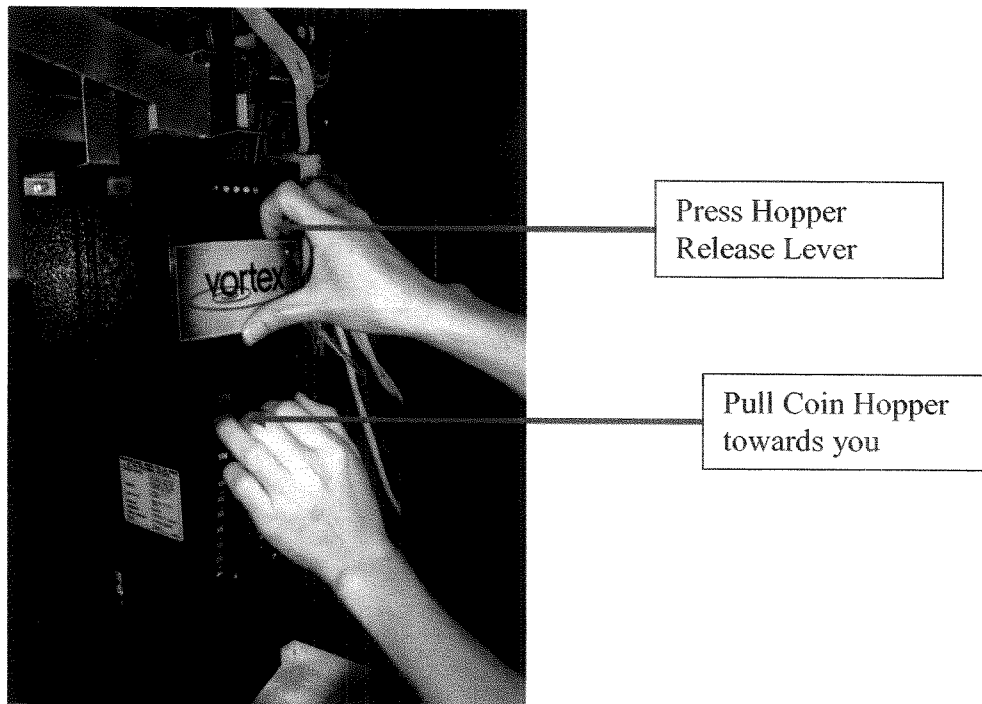


Figure 22 – Once coin hopper is open coins can be loaded.

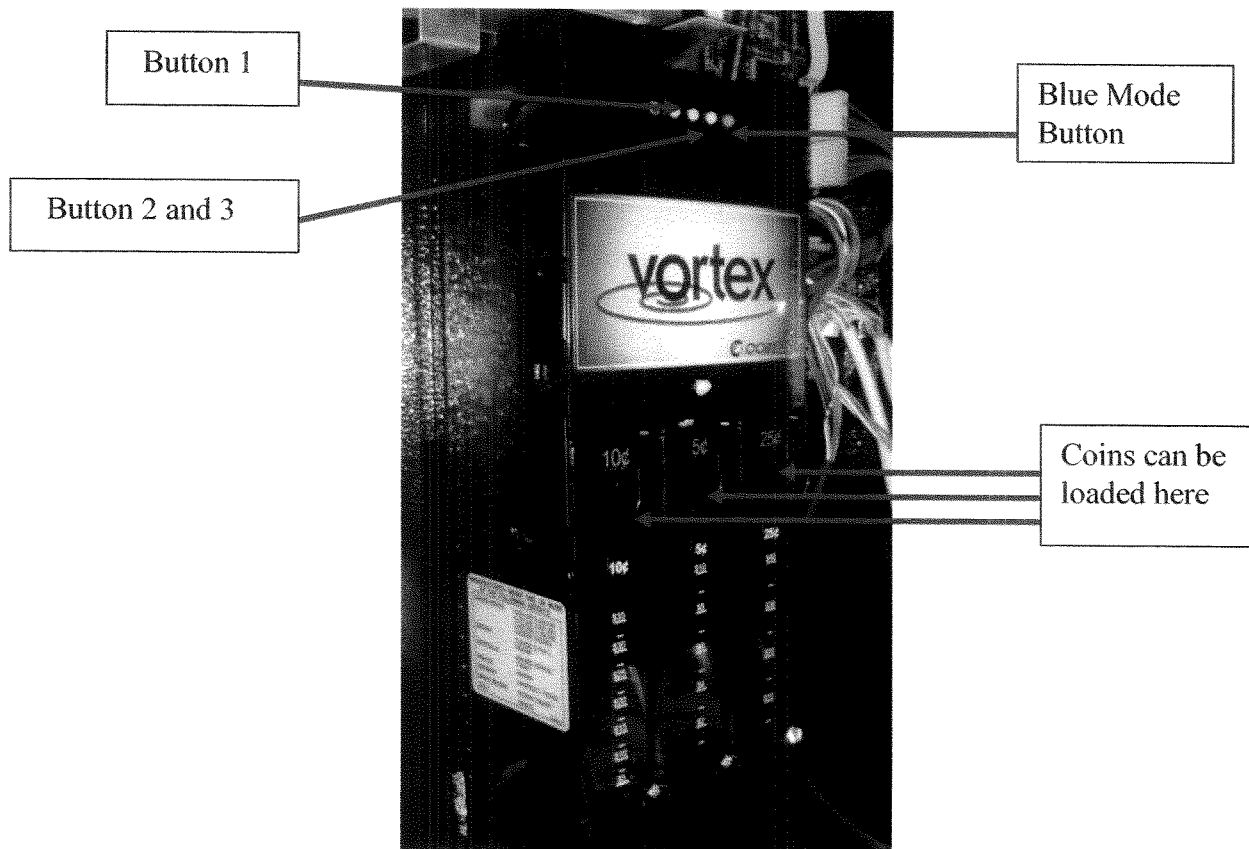


Figure 23 – After coins are loaded press blue “MODE” button

3.4 - Setting Prices

The last step is to set pricing for each bin location (please reference SERVICE MODE section for all other features)

- a. Push the service mode button on the main control board (*reference figure 24*).
- b. You should see the “Cnt” mode on the LCD display.
- c. Press the up/down keys on the Keypad to scroll to “Prc” mode (*reference figure 25*).
- d. Press the desired product bin location (example Press “A” then press “1”) will display the current product price for bin location A1. Then use up or down button to change the price (in denomination of 5 cents). Press A to confirm the new price. The display will show the new price. The default value is \$0.10
- e. Repeat this process for all other Bin Locations

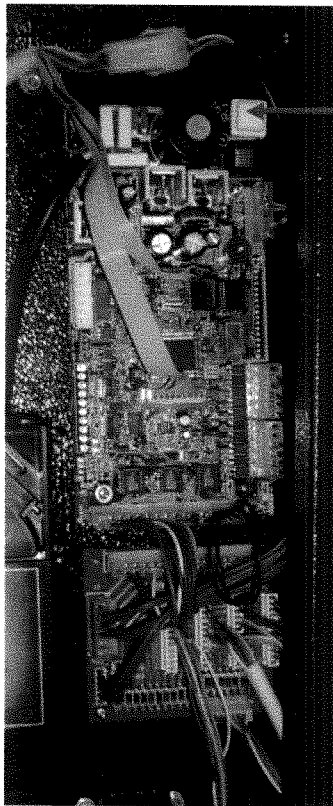


Figure 24 – Service mode button

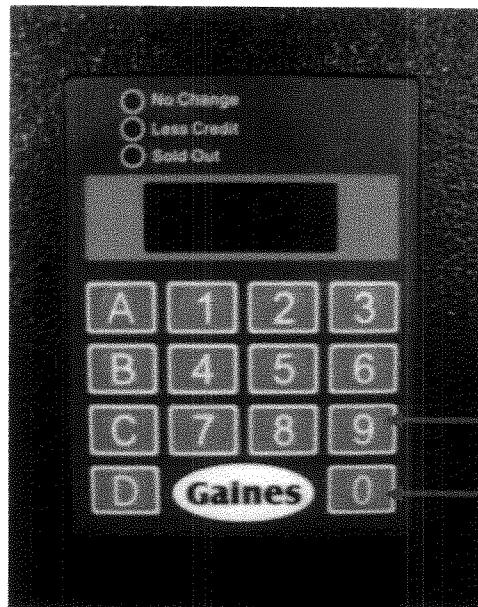


Figure 25 – Key Up/ Down Buttons

Note:

We recommend to test every item at least 2 times to make sure the products are vending correctly and the pricing is set correctly

4 - SERVICE MODE

This section outline the functions for each service mode

- To activate the service mode Push the service mode button on the main control board (*reference figure 24*).
- You will see “Cnt” letters on the LCD display. That means its in “Cnt” mode.
- Press the up / down key to cycle through the 21 functions. Button “0” represents “UP” and Button “9” represents “DOWN”
- Pressing the service button again or leaving it alone for 30 seconds will set the machine back to main control mode.

21 service functions are listed as followed:

1. Motor count (Cnt)
2. Coin dispensing (Coin)
3. Sale history (SALE)
4. Cash history (CASH)
5. Re-settable vend counter (rSLE)
6. Re-settable cash counter (rCSH)
7. Clear re-settable counters (CLr)
8. Price setting (PrC)
9. Individual motor testing (SLCt)
10. Test all motors (tESt)
11. Force-vend yes/no (FC)
12. Multi-vend yes/no (UL)
13. Bill escrow yes/no (ES)
14. Motor type select 2/3 (rt) Must be set to 3
15. Soldout Check yes/no (SC)
16. Sold-out check Type Select (St) Must be set to H
17. Sold-out Count Setting All (SCSA) NOT USED
18. Sold-out Count Setting One (SCSO) NOT USED
19. Sold-out Count Reset All (SCrA) NOT USED
20. Sold-out Count Reset One (SCro) NOT USED
21. Sold-out Count Read (SCd) NOT USED

1. Motor Count

Use “up” or “down” button to scroll down to “Cnt” function. Then pressing any button except up or down buttons, will display the number of Motor available which is “25”

2. Coin Dispensing

Using up or down button, scroll down to “Coin” function. Then press one of the 1 ~ 4 button, the changer would eject 1 coin. Note: Changer only ejects coin under the circumstance that it has minimum safety stock of coins available. (Example, press button 1 would eject a dime, button 2 ejects a nickel, and button 3 ejects a quarter).

3. Sale History

Using up or down button, scroll down to “Sales” function. Then press any button (except up and down) to show the total sales quantity record.

4. Cash History

Using up or down button, scroll down to “Cash” Function. Then press any button (except up and down) to show the total cash record and display.

5. Re-settable vend counter

Using up or down button, scroll down to “rSLE”. Then press any button (except up and down) would reset the total sales quantity record.

6. Re-settable vend counter

Using up or down button, scroll down to “rCSH”. Then press any button (except up and down) to reset the total cash record.

7. Clear re-settable counters

Using up or down button, scroll down to “cLR”. Then press any button (except up and down) to reset the cash and sales quantity record to 0.

8. Price setting

Using up or down button, scroll down to “PrC”. Press the desired product bin location (example Press “A” then press “1”) will display the current product price for bin location A1. Then use up or down button to change the price (in denomination of 5.) Press A to confirm the new price. The display will show the new price. The default value is \$0.10

9. Individual Motor Testing

Using up or down button, scroll down to “SLCt.” Press the desired motor index number to test it (example press A then 1 to test motor A1). Motor turns once if it functions properly. If it malfunctions the display would show “Fail.”

10. Test all motors

Using up or down button, scroll down to “test.” Then press any button (except up and down) to test all motors from A1 ~ D6 sequentially. This testing can’t be terminated.

11. Force Vend Mode

Using up or down button, scroll down to "FC." Then press any button (except up and down) to turn on/off force-vend mode. Force-Vend mode don't allow consumer to cancel transaction if the accepted cash is more than maximum price on the machine.

12. Multi Vend Mode

Using up or down button, scroll down to "UL." Then press any button (except up and down) to turn on/off multi-vend mode. Under Multi Vend mode, the machine allows multiple sales transactions with single payment.

13. Bill Escrow

Using up or down button, scroll down to "ES." Then press any button (except up and down) to turn Bill Escrow on/off. Under Bill Escrow mode, the bill would be accepted into cash stacker only when the accepted cash value is more than product price.

14. Motor Type Select

Using up or down button, scroll down to "rt." Then press any button (except up and down) to set different motor types. Use "rt 3" for Snack Type 3 Motor

Warning: Wrong choice of Motor Type will lead to motor malfunction and failure.

15. Sold-out check

Using up or down button, scroll down to "SC." Then press any button (except up and down) Must be set to "Yes"

16. Sold-out check Type select

Using up or down button, scroll down to "St." Then press any button (except up and down) to change the type. "H" represents using hardware, the sold-out switch. Must be set to "H"

17. Sold-out Count Setting All
NOT USED

18. Sold-out Count Setting One
NOT USED

19. Sold-out Count Reset All
NOT USED

20. Sold-out Count Reset One
NOT USED

21. Sold-out Count Read
NOT USED

5 – SERVICE AND MAINTENANCE

5.1 – General Maintenance

5.1.1 – Cleaning

Clean the cabinet with a damp cloth. Do not use ammonia based window cleaners to clean product display windows. They could discolor the windows.

To lower the electric cost and minimize service. It is very important to clean the condenser monthly. The condenser is located at the front of the machine (*reference figure 26*). You can use compressed air or a vacuum to clean the condenser. A stiff brush can also be used, but not recommended.

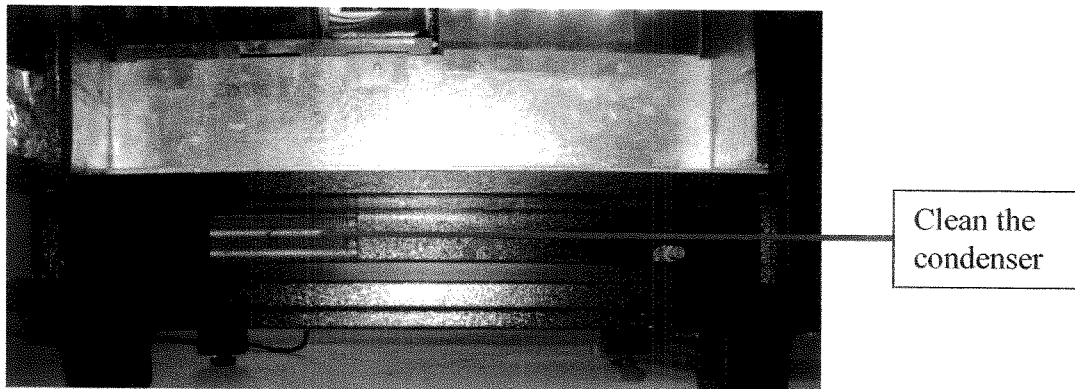
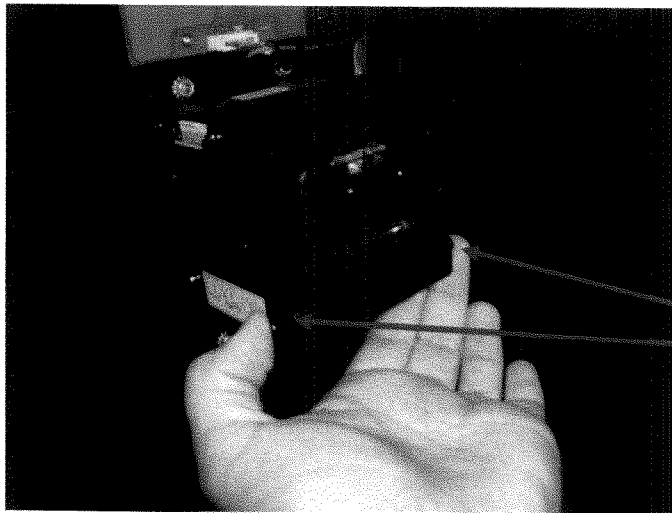


Figure 26 – Clean the condenser

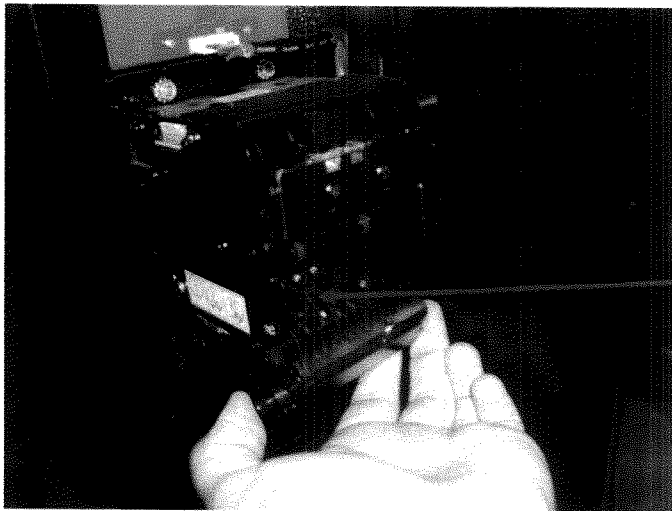
5.1.2 – Clearing coin and bill validator jams

- To clear jams on the bill validator, push the buttons on both side of the bill validator and pull down. Remove the jammed bill and clean lenses and belts with an alcohol swab (*reference figure 27 and 28*).



Push Buttons
to open

Figure 27 – Push buttons to open.



Clean lens and belts
with an alcohol swab

Figure 28 – Clean lense and belt with alcohol swab.

- To clear coin jams press the coin release button (reference figure 29).
- If the coin release button does not clear the jam. Open the Electronic Money Control door and press the blue “mode” button. That will shuffle the coins in the hopper and clear the coin jam (reference figure 23).

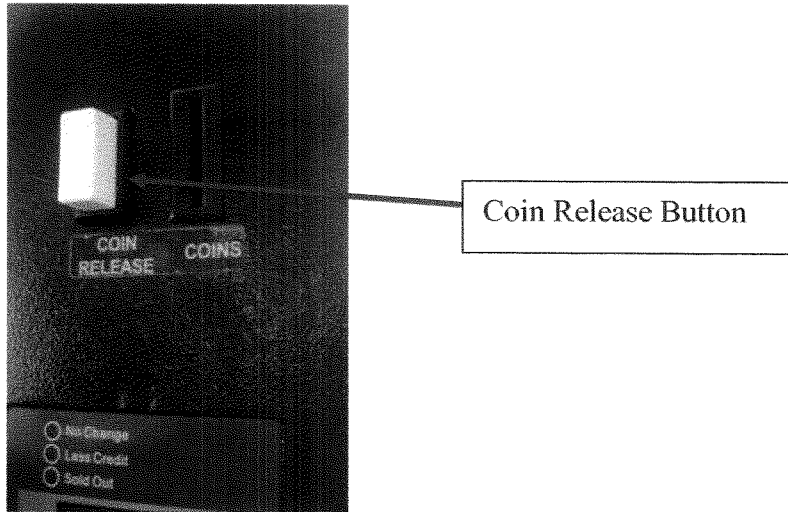


Figure 29 – Press coin release button to clear coin jam

5.2 Service and technical information

The 2007 - VM-750 Vending Machine is comprised of 3 subsystems; each subsystem is dedicated to perform its own function.

1. Electronic Money Control (EMC)
2. Vending Motor
3. Refrigeration unit

The following information will describe each subsystem and how to maintain and service it.

5.2.1 Electronic money control

The electronic money control (EMC) operates the vending machine. It receives money through the bill validator and coin changer, accepts input from the keypad and instructs the machine to vend the selected product and give change if needed.

All Electronic Money Control components are mounted on the service tray and can be service when it slides out. It consists of the following components (*reference figure 30 and 31*).

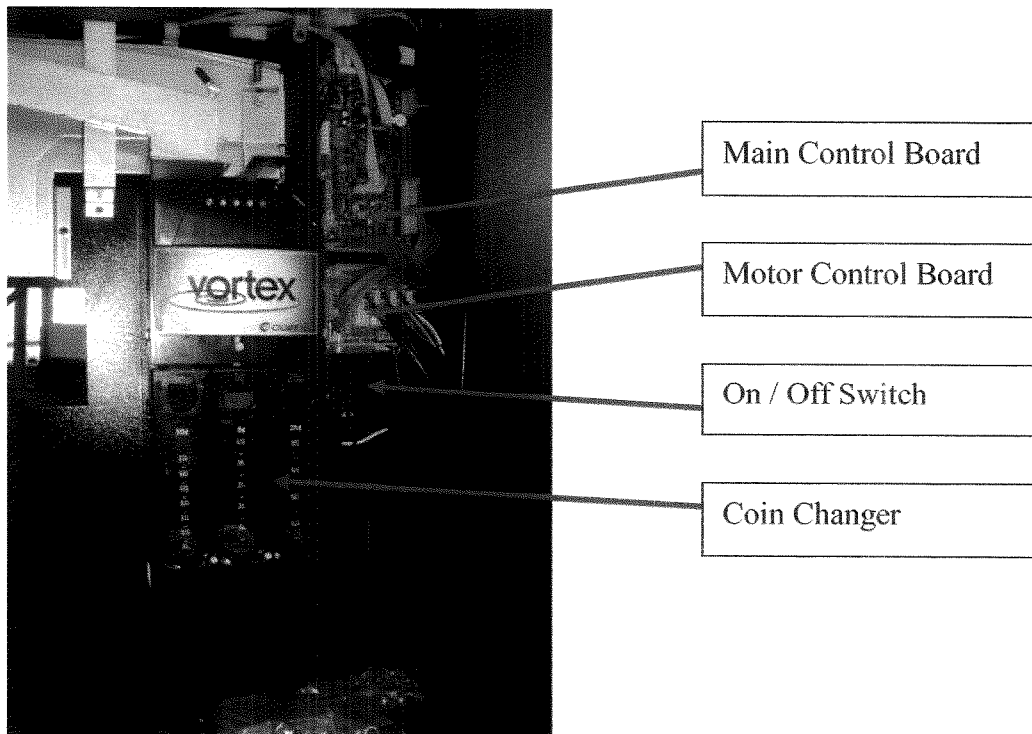


Figure 30 – Components in the Electronic Money control tray

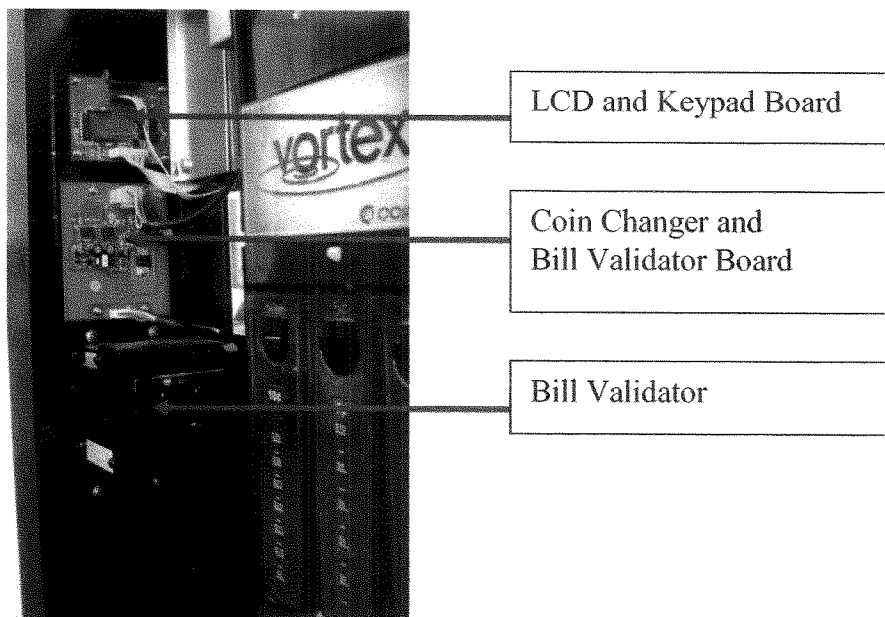


Figure 31 - Components in the Electronic Money control

The following electronic components can be accessed from the Electronic Money Control tray:

- LCD Display
- Keypad
- LCD and Keypad Control Board
- Bill Validator
- Coin Changer
- Coin Changer and Bill Validator Control Board
- Main Control Board
- Motor Control Board
- On / Off Switch

All the components can be removed independently. To remove any components, follow the instructions below:

1. Unplug the Power Cord
2. Disconnect all connectors from that component
3. Remove the mounting screws
4. Remove the component for service.

The AC power supply is located in the back of the machine, just under the vending motors (*reference figure 32*).

To access the AC power supply, open the door on the back of the machine (*reference figure 33*).

Note: The AC power is converted to DC on the Main Control Board and distributed to the other components in the Vending Machine.

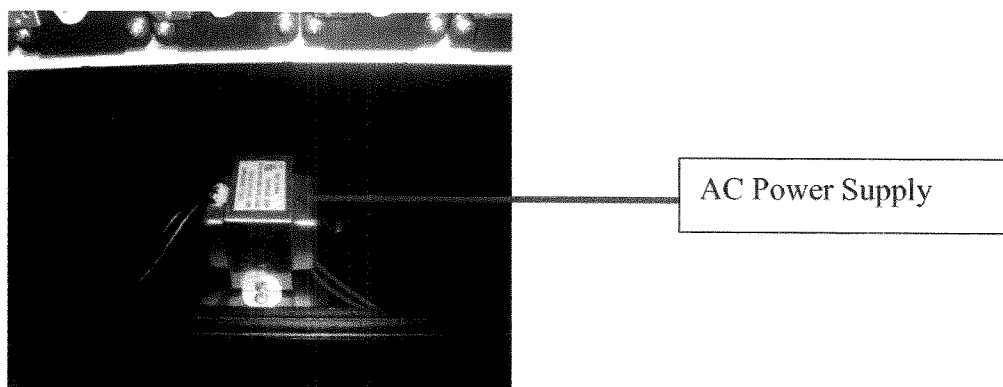


Figure 32 – AC power supply

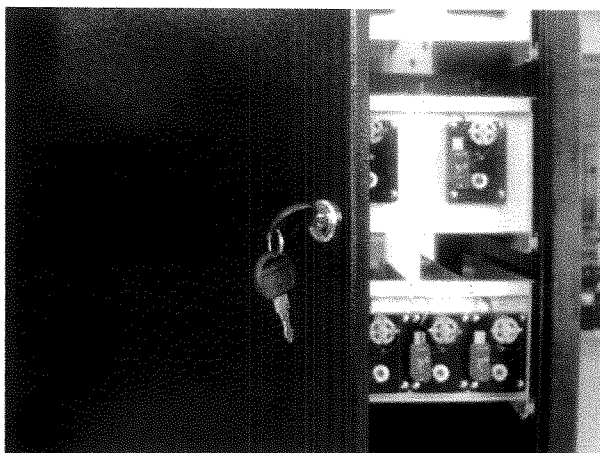


Figure 33 – Accessing the AC power supply and vending motors

5.2.2 – Vending motor

The machine vends products by using a gear motor connected to a spiral.

In the snack and candy compartment, the motors are located behind the product tray. To access these motors, open the door located in the back of the machine (*reference figure 33*).

In the beverage compartment, the motors are mounted in the front behind the protective covers (*reference figure 35*)

How to remove Snack and Candy motor:

1. Open the back door on the vending machine (*reference figure 33*)
2. Select the defective motor that requires replacement.
3. Remove the harness connector (*reference figure 34*)
4. Remove the 4 mounting screws (*reference figure 34*)

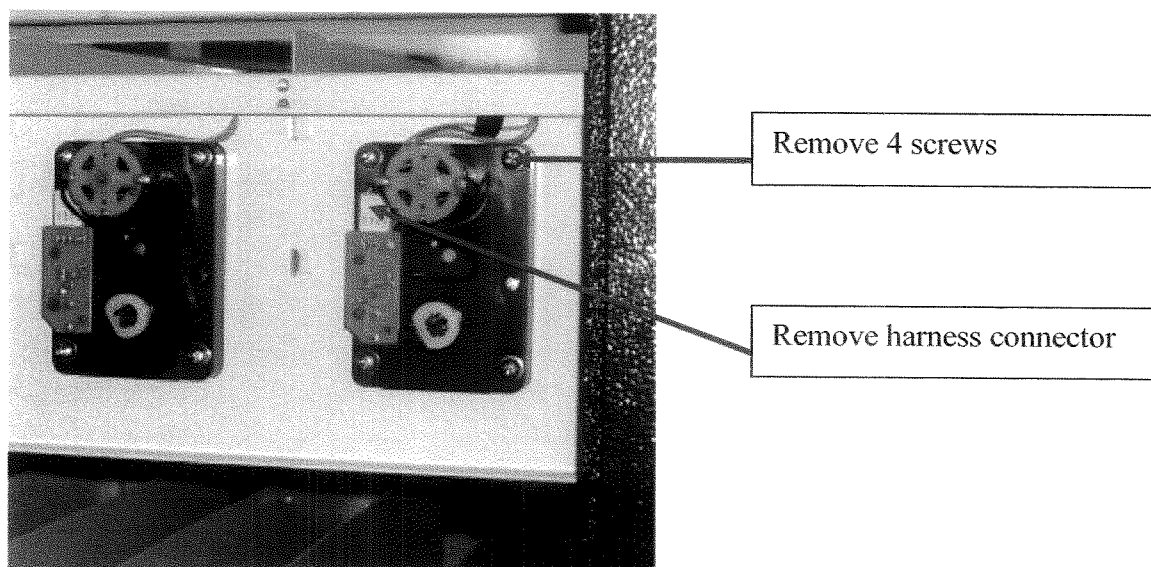


Figure 34 – Removing the motor from the snack/candy section

How to remove the Beverage motor:

1. Remove the protective cover (*reference figure 35*).
2. Select the defective motor that requires replacement.
3. Remove 5 mounting screws (*reference figure 36*).
4. Remove harness connector (*reference figure 36*).

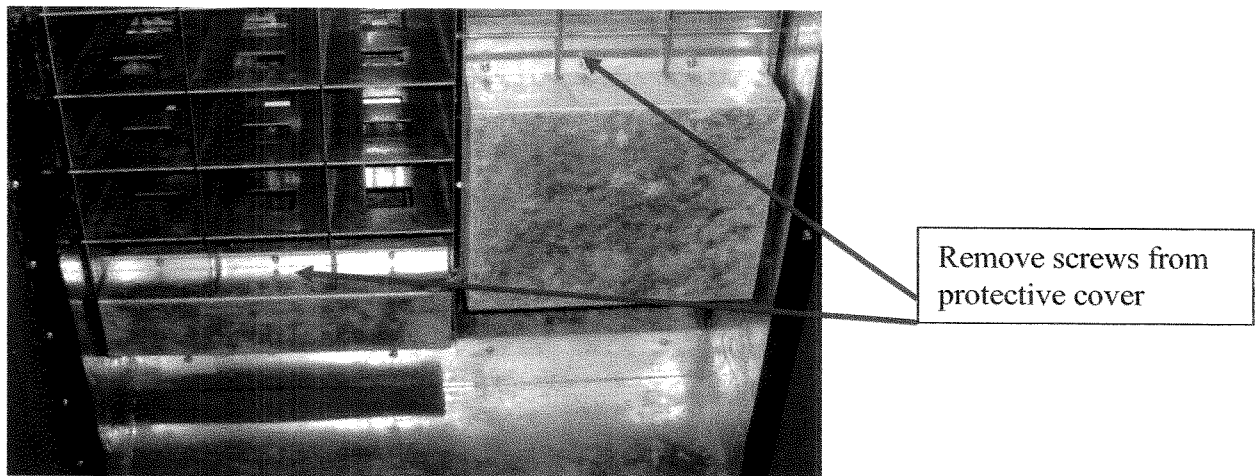


Figure 35 – Remove protective cove.

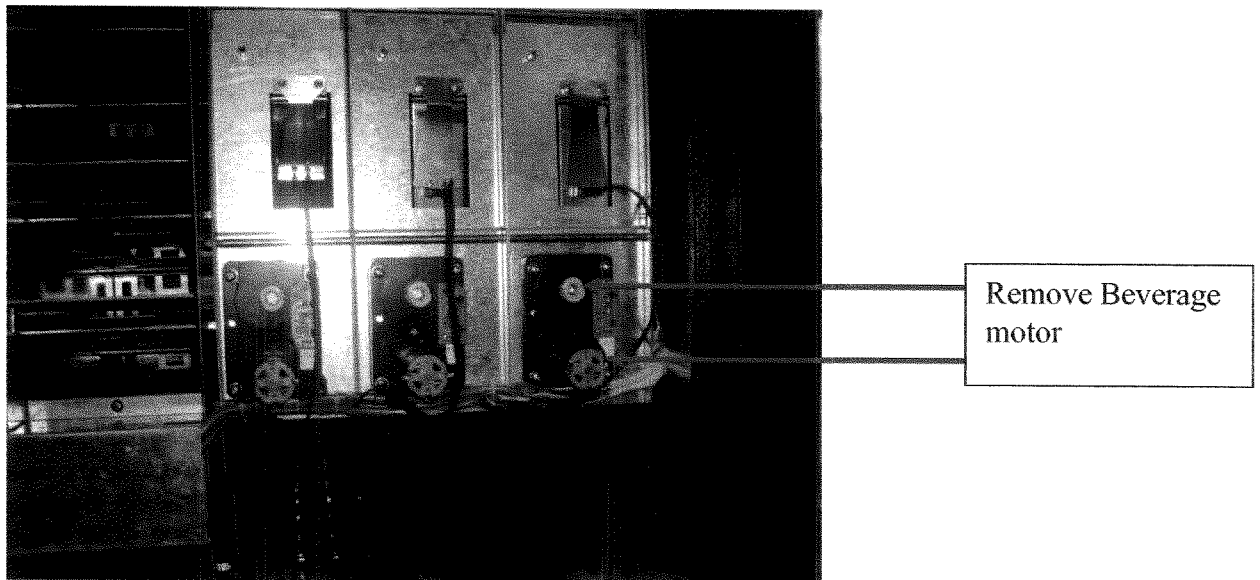


Figure 36 – Removing the beverage motor.

5.2.3 - Refrigeration unit

The refrigeration unit is located at the lower back of the back. It is completely self contained. You can adjust the beverage machines temperature by turning the temperature control clockwise (1/8" at a time) for a colder setting (*reference figure 37*)

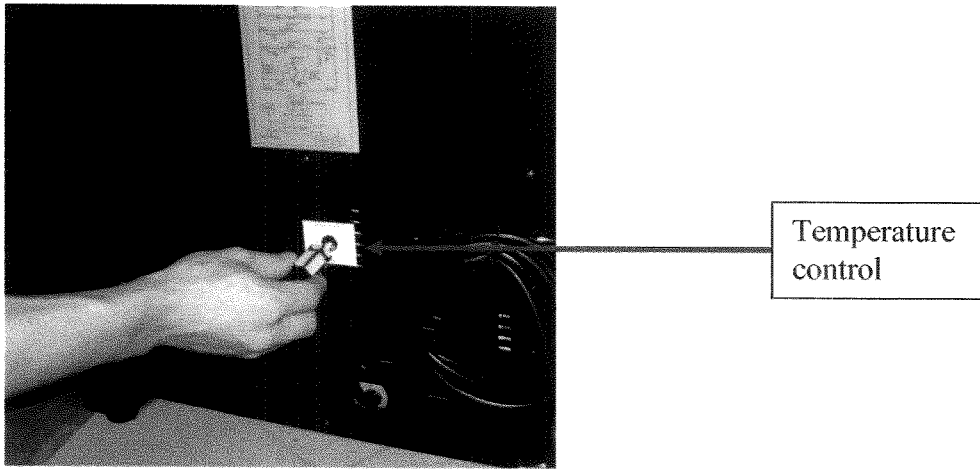


Figure 37 – Temperature control

If there is a service problem: (reference figure 38)

1. Unplug the power cord
2. Remove the protection grid plate
3. Disconnect the power plug
4. Remove the mounting screws
5. Pull the refrigeration unit out by pulling the handles toward you.

Note:

If the refrigeration unit after extended use needs to be service, we recommend sliding a “dull” thin blade over the cooler chamber. That will break the seal between the rubber gasket and the metal surface and allow the unit to slide out easier.

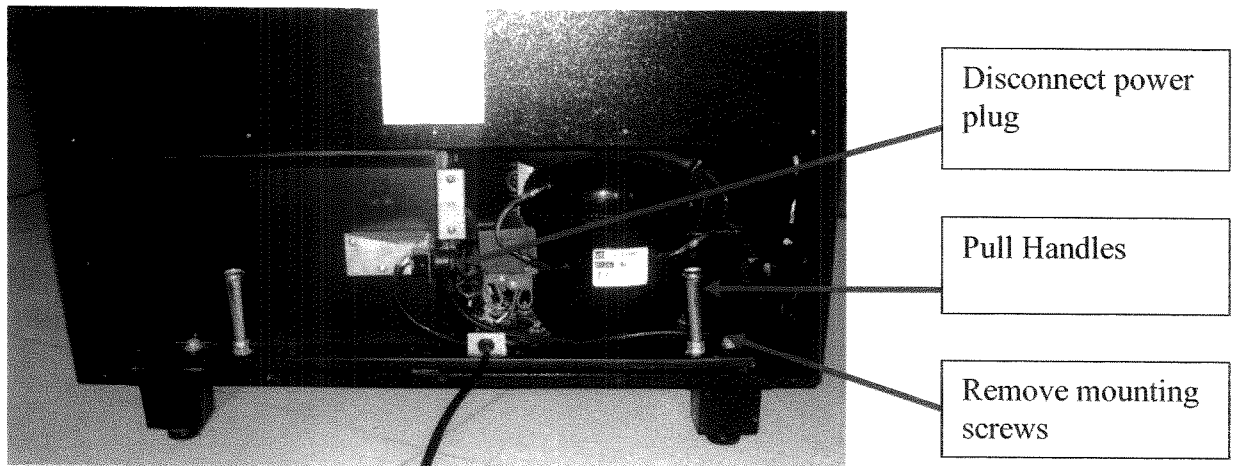


Figure 38 – Removing the compressor

5.2.4 - Electrical schematic

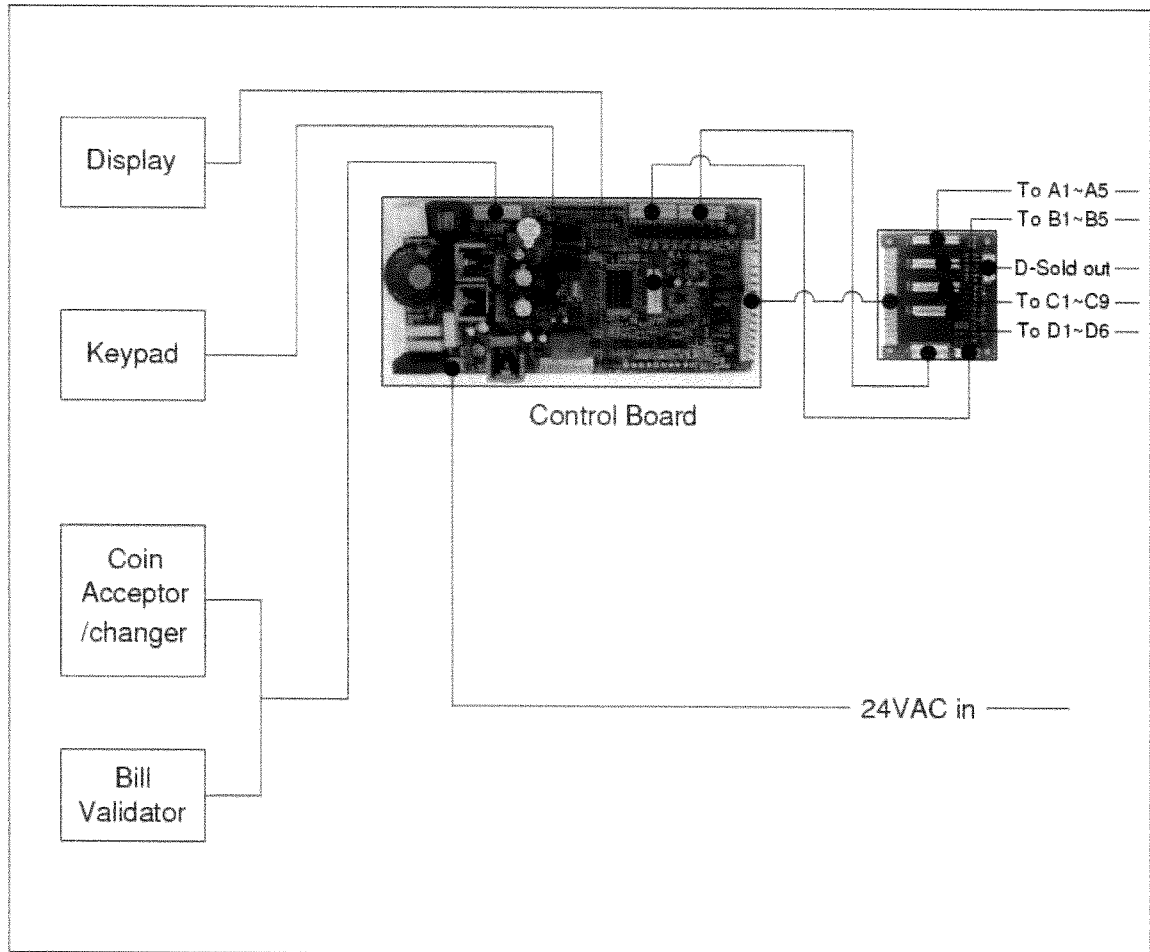


Figure 39 - Control Circuit Schematic

**Gaines Vending /
PC Manufacturing**

WARRANTY POLICY

What is covered:

Manufacturer warrants TO THE ORIGINAL PURCHASER ONLY that the machine is free from defects in material and workmanship under normal use and service.

Manufacturer's obligation under this warranty shall be limited to repair or replacement, at our plant, of any parts of the machine which shall, within one year of the date of shipment to the original purchaser, be demonstrated to be defective. The original purchaser may obtain repair or replacement of the machine under this warranty by returning the defective items or entire machine to the Manufacturer, freight prepaid.

What is not covered:

Manufacturer's warranty obligations DO NOT EXTEND TO OR INCLUDE installation expenses or difficulties resulting from failure to operate the machine in accordance with Manufacturer's instructions under competent supervision.

Special note:

Manufacturer is not responsible for any loss of income due to a machine being out of service due to a warrantable item.

This warranty is in lieu of all other warranties, expressed or implied, including the warranty of merchantability and fitness or use, and of all other obligations or liabilities on Manufacturer's part. Manufacturer neither assumes, nor authorizes any other person to assume for it, any other liability in connection with the sale of equipment manufactured by itself. This warranty shall not apply to equipment manufactured or any part thereof which is subject to accident, negligence, alteration, abuse, misuse or damage in shipment. The term "original purchaser", as used in this warranty, shall be deemed to mean that person for whom the equipments is originally installed.

Manufacturer is not liable for any incidental, consequential or other damages of any kind whatsoever, directly or indirectly, arising from the use of the equipment whether based upon theories of contract, negligence or tort.

Removing the serial number voids the warranty.

Appendix A



Vortex™ Coin Changer Installation & Operation Guide Multi-Drop Bus

COINCO'S VORTEX COIN CHANGER

The Vortex Coin Changer is the result of extensive research and development in increasing coin capacity. This greatly simplified unit provides many important features never before available in any coin changer.

FEATURES

- MDB (Multi-Drop Bus) Interface
- Dispenses coins from self-loading, high-capacity hoppers
- Field proven validation technology
- Tilt-out coin hopper for easy loading
- Payout sensors ensure coin delivery
- Programmable coin capacity levels (Float Mode)
- Flash programmable memory
- Rugged design withstands harsh environments

For information on available Vortex models, contact your local Coinco sales representative or visit our technical page/service manuals on our website www.coinco.com.

UNPACKING

After unpacking the unit, inspect for any possible shipping damage. If damaged, notify the shipping company immediately. Keep the carton and packing material to reuse if you need to transport or ship the changer in the future. A label indicating the model and serial number is on the side of the changer. Refer to these numbers when calling upon your Coinco Service Center representative for information or service.

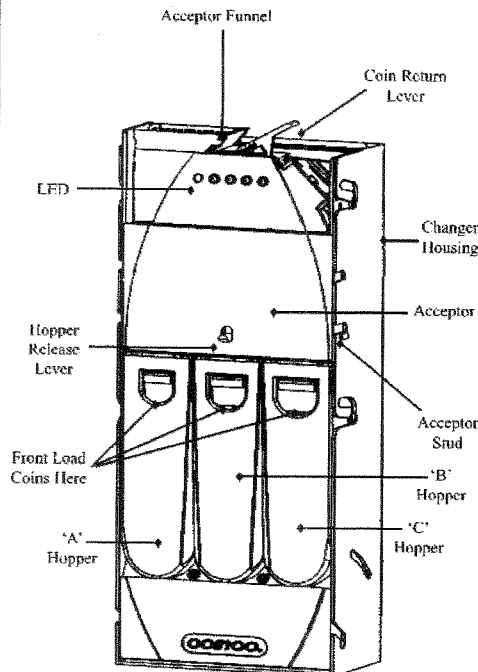
INSTALLATION AND OPERATION

(see Figure 1)

1. Remove the power from the vending machine.
2. Remove the acceptor from the changer by lifting the hopper release lever and pulling the acceptor funnel forward.
3. Unplug the acceptor harness from the changer.
4. Mount the changer on the vendor's mounting screws and tighten.

5. Install the acceptor by inserting the bottom acceptor studs into the changer housing guides. Plug the acceptor harness into the changer. Press the top of the acceptor into the changer housing. Slide the hopper release lever down to the locked position.
6. Operate the vending machine coin return lever to ensure proper operation.
7. Load coins into the hoppers.
8. Connect the changer MDB harness to the vending machine and apply power.
NOTE: When power is first applied, the Vortex changer will cycle all three payout rings twice to establish the presence of coins.
9. Pay out a few coins from each hopper.
10. Test the changer with a variety of coins to ensure proper operation.

Figure 1



COIN LOADING PROCEDURES

(see Figure 2)

Top Load:

Lift the hopper release lever and pull the hopper forward. Open a single hopper lid by releasing the black snap, located at the front of each hopper.

NOTE: This operation opens both the sensor cover and the hopper lid. To minimize misloading, do not open more than one hopper lid at a time.

Fill the hopper to the desired level, snap the lid closed and repeat the process for each coin type. When finished filling all of the hoppers, secure the sensor cover (over the hopper lids) and close.

Bench Top Load:

The hopper assembly may be removed by lifting the hopper release lever and pulling the hopper assembly forward to the stops. Disconnect the hopper harness and lift the hopper assembly up and out. Continue by following the Top Load instructions above.

Front Load:

Each hopper can be loaded by inserting coins through the openings, in the front of the hopper.

Acceptor Load:

Coins can be loaded through the acceptor to fill the hoppers when the Manual Fill Mode is selected. No credit is established in Manual Fill Mode. To enter the Manual Fill Mode, press the 'C' inventory switch and the blue Mode switch at the same time. The acceptor LED will flash an equal pattern of ON and OFF to indicate that this mode is activated. Coins inserted through the acceptor will be routed to the appropriate hopper. To exit the Manual Fill Mode, press the blue Mode switch or coin return lever.

PAYING OUT COINS

(see Figure 3)

Coins can be emptied from the hoppers by pressing the appropriate Inventory Switch. Holding the switch in until 5 coins are dispensed starts the auto-paydown mode. To STOP the payout cycle, either press the blue Mode switch or hold the coin return lever down.

OPTION SETTING

(see Figure 3)

Float Mode:

Float Mode allows the operator to limit the amount of coins stored in the hopper between the low and high sensors. Accepted coins go to the cashbox when the level of coins in the hopper reach the float level. The float level of all the coin hoppers can be set to any level above the low coin sensors, by using the acceptor's four inventory/mode switches.

Figure 2

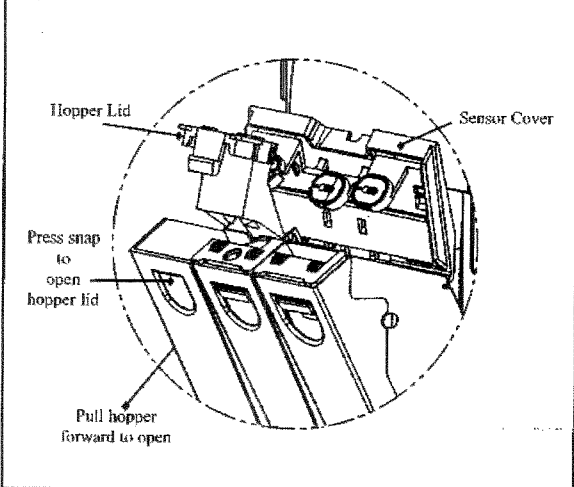
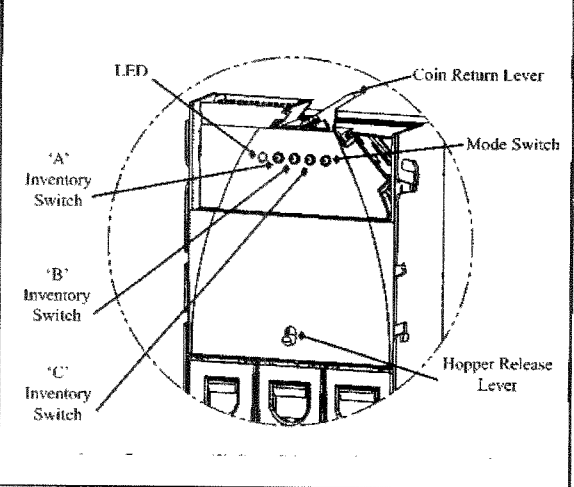


Figure 3



1. Use one of the loading methods described and fill the hoppers to the float level you want the coin changer to maintain.
2. Press and hold the two outside inventory switches ('A' and Mode) on the acceptor until the acceptor's LED flashes with a 90% ON and 10% OFF cycle.
3. Immediately press the two inside inventory switches ('B' and 'C') on the acceptor to store the levels. The LED will flash a 10% ON and 90% OFF cycle to indicate the float levels are set.

To turn off the Float Mode, repeat steps 2-3. Once Float Mode is OFF, the LED will remain ON constantly and all hoppers will fill to the high sensor.

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