



# westomatic

British Vending Excellence Since 1966



## Azure Technical Manual

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## TABLE OF CONTENTS

<b>1</b>	<b>SAFETY</b>	<b>8</b>
<b>2</b>	<b>PREFACE</b>	<b>9</b>
2.1	Azure Documentation Available	9
2.2	Concepts and Definitions	9
<b>3</b>	<b>LIABILITY AND WARRANTY</b>	<b>10</b>
3.1	General	10
3.2	Spare Parts	10
<b>4</b>	<b>RESPONSIBILITY OF THE OPERATING COMPANY</b>	<b>11</b>
<b>5</b>	<b>APPROPRIATE USE</b>	<b>12</b>
<b>6</b>	<b>TRANSPORT INSPECTION</b>	<b>13</b>
6.1	Safety Instructions	13
6.2	Inspection Upon Delivery	13
<b>7</b>	<b>SERVICES</b>	<b>14</b>
7.1	Electrical Services	14
7.2	Water Services	14
7.3	Noise Levels	14
<b>8</b>	<b>MACHINE SPECIFICATION</b>	<b>15</b>
8.1	External Features	15
8.2	Internal Features for Non Payment Azure	16
8.3	Internal Features for Payment Azure	17
8.4	General Statistics	18
8.5	Default Machine Type Configurations	18
8.6	Cup Carousel Capacities	18
8.7	Cup Units	19
<b>9</b>	<b>INSTALLATION</b>	<b>20</b>
9.1	Important Pre-Installation Information	20
9.1.1	<i>Warning</i>	20
9.1.2	<i>Location</i>	20
9.1.3	<i>Moving the Machine</i>	20
9.1.4	<i>Levelling</i>	21
9.1.5	<i>Ambient Conditions</i>	21
9.1.6	<i>Safe Handling of Pressurized Gas Containers</i>	21
9.2	Installation & Commissioning	22
9.2.1	<i>Step 1: Connect Water</i>	22
9.2.2	<i>Step 2: Connecting mains electrical power</i>	22
9.2.3	<i>Step 3: Check For Leaks</i>	22
9.2.4	<i>Step 4: Sanitise, Flush And Rinse</i>	22
9.2.5	<i>Loading Cups</i>	23
9.2.6	<i>Step 5: Set Up Button Configurations</i>	23
9.2.7	<i>Step 6a: Commissioning The Chiller Unit (if fitted)</i>	23
9.2.8	<i>Step 6b: Commissioning The Carbonator Unit (if fitted)</i>	23
9.2.9	<i>Step 7: Test The Drinks</i>	24

9.2.10	Step 8: Instruct The Users In:	24
9.2.11	Step 9: Wipe Clean Surfaces	24
<b>10</b>	<b>MENU PROGRAMMING GUIDE</b>	<b>25</b>
10.1	Using The External Keypad	25
<b>11</b>	<b>DOOR OPEN MODE</b>	<b>26</b>
11.1	► Read audit from M/C	26
11.2	► Display Audit	27
11.2.1	Total Drink Count	27
11.2.2	Individual Drink	27
11.2.3	Pay Vend	27
11.3	► Syrup 1 ,2, 3, Replaced	28
11.4	► UV Filter change	29
11.5	► Drink Testing	29
11.6	► Service Mode	30
11.7	► Version Info	30
11.8	► Operator Functions	30
11.9	► One button flush	31
<b>12</b>	<b>SERVICE MODE</b>	<b>32</b>
12.1	Gaining Access To Service Mode	32
12.2	► MACHINE SETTINGS	33
12.2.1	► General Settings	33
12.2.1.1	Machine Type	33
	C – 4 Button Still	33
	D – 4 Button Carbonator	33
12.2.1.2	Language	33
	Load Into Machine	33
	Read From Machine	34
12.2.1.3	Time	35
12.2.1.4	Date	35
12.2.1.5	Default Clock	35
12.2.1.6	Daylight Saving	35
12.2.1.7	Site ID	36
12.2.1.8	Asset Number	36
12.2.1.9	Serial Number	36
12.2.1.10	Update Firmware	36
12.2.1.11	Load/Read Config	37
	Load Into Machine	37
	Read From Machine	38
	Load Factory	39
	Save As Factory	40
	Load Board Defaults	40
12.2.1.12	Load/Read Audit	41
	Load Into Machine	41
	Read From Machine	42
	Interpreting Audit Information	43
12.2.2	► Operator Actions	46
12.2.2.1	Asset/Serial	46
12.2.2.2	Price Settings + / - %	46
12.2.2.3	All Waters + / - %	47

12.2.2.4	Countdown Time + / - %	47
12.2.2.5	Cup Size 7oz (200ml) / 9oz (250ml)	47
12.2.2.6	Audit Collection	47
12.2.3	► <i>Price Settings</i>	47
12.2.3.1	All Prices	48
	Set all to	48
	Increase By	48
	Decrease By	48
12.2.3.2	Individual Prices	49
12.2.3.3	Decimals	49
12.2.4	► <i>Payment Settings</i>	50
12.2.4.1	Payment System	51
	Free Vend	51
	Card/Coin Mechanism	52
	Coin Acceptor	52
	Host via MDB USD 1 ,2 ,3	53
12.2.4.2	Coin Set	54
12.2.4.3	Coin Acceptance	55
	Coin Type 01 to 16	55
12.2.4.4	Coin Values	55
	Coins 1 to 6	55
12.2.4.5	Coin Tube Setup	55
	Assign Tubes A, B or C	55
	Tube A, B or C Low	56
12.2.4.6	Change Equation	56
12.2.4.7	Exact Change Message	57
12.2.4.8	Max Credit	57
12.2.4.9	Max Payout	57
12.2.4.10	Multi Vend	58
12.2.4.11	Force Vend	58
12.2.4.12	Immediate Deduct	58
12.2.4.13	Escrow	58
12.2.4.14	Host Location	58
12.2.5	► <i>Pin Codes Set-up</i>	58
12.2.5.1	Access Level pin	59
12.2.5.2	Reset service pins	59
12.2.6	► <i>Diagnostics</i>	59
12.2.6.1	Display / Clear fault log.	60
12.2.6.2	Reset audit	60
12.2.6.3	Last drink code / button	60
12.2.6.4	Triac Testing	60
12.2.7	► <i>Miscellaneous</i>	61
12.2.8	► <i>Cup Settings</i>	61
12.2.8.1	Def Cup Size	61
12.2.8.2	Cup Dropper	62
12.2.8.3	Carousel T/Out	62
12.2.8.4	Peeler T/Out and level	62
12.2.8.5	Sensor Active	63
12.2.9	<i>Cup / Bottle Sensor Setup Functions</i>	63
12.2.9.1	Early Cup Removal	64
	Ignore removal	64
	Abort and Rinse	64

12.2.10	2nd Vend Same Cup	64
12.2.11	► Flush Settings	65
12.2.12	► Auto Clean	65
12.2.13	► Syrup Setup	67
12.2.14	► Carbonator	67
12.2.15	► Button Settings	68
12.2.16	► Advertising	69
12.3	► DRINKS	70
12.3.1	► Change All	70
12.3.1.1	Change All – Prices	70
12.3.1.2	► Change All – Throws	72
12.3.1.3	► Change All – Waters	72
12.3.1.4	► Change All – Countdown Times	73
12.3.1.5	► Change All – Def Cup Size	74
12.3.2	► Waters	74
12.3.3	► Syrups	74
12.4	Drink Make up	75
12.5	► DRINK SETUP	76
12.5.1	Active	76
12.5.2	Extra time	76
12.5.3	Push-and-Hold bottle fill.	76
12.6	► DRINK THROWS	77
12.6.1	Main Ingredients ( Syrup )	77
12.6.1.1	7 and 9oz Throws	77
12.6.1.2	Delay	77
12.6.1.3	Pulse ON / OFF	77
12.6.1.4	Triac	78
12.6.2	Bottle Fill	78
12.6.2.1	Duration	78
12.6.2.2	Delay	79
12.6.2.3	Pulse ON / OFF	79
12.6.2.4	Triac	79
12.6.3	Main Water	80
12.6.3.1	7 and 9oz Throws	80
12.6.3.2	Delay	80
12.6.3.3	Pulse ON / OFF	80
12.6.3.4	Triac	81
12.6.4	Top-up Water	81
12.6.4.1	7 and 9oz Throws	81
12.6.4.2	Delay	82
12.6.4.3	Pulse ON / OFF	82
12.6.4.4	Triac	82
<b>13</b>	<b>SANITISING PROCEDURE FOR THE CHILLER / CARBONATOR UNIT AND SYRUP LINES</b>	<b>83</b>
<b>14</b>	<b>CARBONATOR PRIMING AND SET-UP</b>	<b>84</b>
<b>15</b>	<b>CONTROL PROCESSOR &amp; USB</b>	<b>86</b>
15.1	Changing the Control Board	86
15.2	USB Port	86
15.3	Load / Read Configuration	86
	Load config Into Machine	86

15.3.1.1	Read Config From Machine	87
	Load/Read Audit	89
	Load Audit Into Machine	89
	Read Audit From Machine	90
<b>16</b>	<b>FILTERED WATER SYSTEM</b>	<b>92</b>
16.1	Azure Brita Compact Layout	93
16.2	Azure Brita Aquaquell 1.5 Layout	95
16.3	Recommended Cleaning Routine	97
16.4	UV Lamp Replacement	98
<b>17</b>	<b>QUICK CHANGE GRAPHIC</b>	<b>99</b>
<b>18</b>	<b>MACHINE MAINTENANCE</b>	<b>103</b>
18.1	Daily/Weekly Cleaning & Maintenance	103
18.2	Recommended Six Monthly Maintenance	104
<b>19</b>	<b>TROUBLESHOOTING</b>	<b>105</b>
19.1	Error Code 14 Triac Circuit Fault Number	107
<b>20</b>	<b>CIRCUIT DETAILS &amp; DIAGRAMS</b>	<b>108</b>
<b>21</b>	<b>PARTS ORDER PROCESS</b>	<b>109</b>
<b>22</b>	<b>AZURE MENU MAPS</b>	<b>110</b>
<b>23</b>	<b>PARTS / SPARES DIAGRAMS</b>	<b>117</b>
23.1	Azure Brita Compact Basic Layout	117
23.2	Door	117
23.3	Azure MK4 Door Assembly - 212024	118
23.4	Door Assembly - Cup Station Assembly – 201152	120
23.5	LED Assembly - 201145	121
23.6	LED Assembly – 201146	122
23.7	Cup Turret Assemblies	123
23.8	Cup Unit Assemblies	124
23.9	Lock Assembly - 212022	125
23.10	Azure Cup Chute Assembly	126
23.11	Cabinet Assembly – 212022	128
23.12	Chiller Assembly	130
23.13	Zircon 24v chiller wiring diagram	135
23.14	Cobalt Carbonator wiring diagram	136

# 1 Safety

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- This document is intended for use as a reference book for qualified installation engineers.
- This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.
- Children should be supervised to ensure that they do not play with the appliance.
- Installation and service activity, including replacement of the mains cable, on this vending machine should only be undertaken by a competent person who is fully conversant with the potential dangers of working on live electrical equipment and mains pressure water systems.
- Westomatic Vending Services Ltd. further recommends that any person undertaking installation and/or service activity on this vending machine has previously attended a formal Westomatic Vending Services Ltd. Master Class training course specific to this vending machine type.
- Extension cables or longer mains leads must not be used to power this vending machine.
- The mains lead should be kept away from hot surfaces and sharp edges.
- This vending machine is supplied with a new mains water inlet hose. Do not reuse an existing or old water hose.
- Prior to any service activity, switch off and isolate the water and electrical supply. If in doubt refer to BS7671 for safe isolation procedures.
- Servicing of live equipment must **never** be undertaken.
- Precautions should always be taken by using insulated tools and insulated probes on test equipment. HSE Guidance Notes 38 provides guidance on the selection of suitable test probes, leads, lamps, voltage indicating devices and other measurement equipment used by electricians when working on or investigating power circuits.
- There are no user serviceable parts inside this vending machine.
- This vending machine must be cleaned on a regular basis (refer to the section within this document on how to clean your machine).
- This vending machine must not be cleaned using a water jet.
- Do not make modifications or alterations to the Azure Mk4 vending machine, and not to use the vending machine for any other purpose for which it has been designed.
- In order to ensure reliable machine operation and ensure safe working practices, this user manual and the associated Operator Instructions must be stored inside the purpose built document holder located within the vending machine and be accessible to all staff involved in the machine installation, operation, maintenance and cleaning at any time.
- The indications stated below, particularly the safety regulations, must be observed.

## 2 Preface

This document is intended to be used as a reference book for qualified installation engineers and service technicians to be able to safely transport, install, commission, program, maintain, repair and fault find the Azure Mk4 vending machine.

Information on the operation, the use of, and cleaning of the machine can be found in the operational and cleaning sections of this manual.

### 2.1 Azure Documentation Available

The following technical documentation's are available for the Azure vending machine.

Part number 350092 - This Manual

Part number 350093 - Parts and Electrical Schematics manual.

Part number 350094 - Operators / Installation Guide

### 2.2 Concepts and Definitions

Description	Definition
<b>User</b>	The customer or any other person who uses the machine exclusively for vending a drink. The user will have <b>NO</b> access to the inside of the machine.
<b>Service Technician</b>	A competent professional who has been trained on the machine and is aware of the dangers involved. The engineer must have a thorough knowledge of the electronics and mechanical parts of the machine and be qualified to install, commission, program, maintain and repair the machine.
<b>Installation Engineer</b>	The Installation Engineer is a competent professional who has been trained on the machine and is aware of the dangers involved. The engineer must have a thorough knowledge of the electronics and mechanical parts of the machine and be qualified to install, commission, program, maintain and repair the machine.
<b>Operator</b>	The Operator is a qualified individual who is responsible for the cleaning of the machine, knowledge of removing brewers for periodic cleaning and filling of ingredient and cups.
<b>Service Operator</b>	This person is someone of who can carry out the duties of the Service Technician and the Operator, and therefore must be competent in both of these areas.

Westomatic Vending Services Ltd. offer training programs for all its range of vending machines. Please contact your Regional Development Manager for more information.

## 3 Liability And Warranty

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### 3.1 General

All details and indications for the operation, maintenance and cleaning of this vending machine have been made under consideration of our knowledge and experiences collected up to now.

Westomatic Vending Services Ltd. reserves the right to make technical changes to this machine type without notice as a result of continuous product development.

Text translations are made to the best of Westomatic Vending Services Ltd.'s knowledge. However, we exclude any liability for translation errors. The English version of the operation instructions shall prevail for warranty purposes.

The presented texts and drawings do not necessarily correspond to the scope of delivery. The drawings and graphics are not in the scale 1:1

The user manual instructions contained herein must be carefully read before machine installation or operation is started.

Westomatic Vending Services Ltd. does not bear any liability for any damages or disturbances resulting from non-observance of the User Manual or Operator Instructions.

It is strictly forbidden to make this user manual or the operator instructions accessible to any third party. Non-observance will result in a claim for damages.

### 3.2 Spare Parts

Only genuine, original Westomatic Vending Services Ltd. spare parts should be used when servicing this machine.

#### **ATTENTION!**

**Faulty or defective non-Westomatic spare parts may lead to incorrect machine operation or damage. In the case where non-Westomatic spare parts are used, all obligations of Westomatic Vending Services Ltd. such as warranties, service contracts etc. are void without prior notice & agreement.**

## **4 Responsibility Of The Operating Company**

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In order to avoid faulty machine operation and ensure safe operator/cleaning practices, this user manual and the associated operator guide should be stored inside the purpose built document holder located within the vending machine and be accessible to all staff involved in the machine installation, operation, maintenance and cleaning at any time.

This vending machine must only be operated within a safe and reliable environment.

The information in this document relating to machine operational safety is based upon the essential health & safety requirements in force within the European Union at the time of publication. During the operating life of the machine, it is the responsibility of the operating company to assess any differences in any new legislation and update the operational safety instructions along with their own safe working practices accordingly. Outside the European Union, the regulations valid at the place of installation and the regional regulations therein must be observed.

## 5 Appropriate Use

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Westomatic Vending Services Ltd. will only undertake machine operational liability when the machine is used appropriately and in accordance with the operating instructions to perform assembly, operational, servicing / maintenance and cleaning activities.

**NOTE:**

**Any machine usage outside of the above scope is forbidden and is defined as 'not appropriate'. In this situation, any entitlement to damages against Westomatic Vending Services Ltd. and / or representatives because of inappropriate use will be excluded. The operating company alone is liable for all damages arising from inappropriate use.**

**ATTENTION!**

The operating company is obliged to install the necessary safety installations to ensure the vending machine can be stopped immediately in the event of danger or disturbance.

## 6 Transport Inspection

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### 6.1 Safety Instructions

- **WARNING! Danger of injury!**
- During lifting, swivelling and lowering of the vending machine the danger of injury exists by falling objects. The machine may be damaged or destroyed by inappropriate transport. Therefore, the following safety instructions must be observed:
- Only use permitted hoisting devices and slinging means with sufficient lifting capacity.
- Only fasten the machine at the designated suspension points. Pay attention to safe fitting of any sling apparatus.
- Ropes and belts have to be equipped with snap hooks. Do not use damaged or defective ropes.
- Do NOT fasten ropes and belts at sharp edges.
- Whilst attaching any sling apparatus keep in mind the centre of gravity of the machine.
- Do not lift, swivel or lower any load above the heads of persons.
- Always move the machine with the utmost attention and accuracy.

### 6.2 Inspection Upon Delivery

Once your machine has been delivered, please immediately check for completeness and possible damage caused by transportation.

In case of externally recognisable transport damages, please do not accept delivery or only under reservation. Note the extent of any damage on the transport documents/delivery note of the forwarding agent. If required, please contact Westomatic Vending Services Ltd's "*One Call Helpline*" as soon as possible to register any product damages as a customer complaint can only be asserted within the currently valid time limits.

## 7 Services

### 7.1 Electrical Services

Maximum electrical demand for the Azure MK4 vending machine is:

Supply Voltage	230 VAC
Current	13A Fused RCD Protected Spur
Power	0.5 Kilowatts
Frequency	50Hz
Internal Motor voltage	24Vdc
Water ingress protection	IPX0

A 13 Amp fused spur protected by a 30mA R.C.D. and wired in accordance with BS7671 must be used to supply power to the machine.

Fuse Ratings:

		UK / EU Machine	Canadian / USA
		240Vac 50Hz	115Vac 60Hz
Fuse	Circuit description	Fuse rating @ 240VAC	Fuse rating @ 120VAC
F1	Chiller / Carbonator supply	T 3.15 Amp	T 6.0 Amp
F2	U.V Filter	T 1.0 Amp	T 1.0 Amp
F3	Power Supply	T 1.6 Amp	T 3.0 Amp
F4	Door Led Lights	T 1.0 Amp	T 1.0 Amp
F5	24Vdc Supply	T 3.15 Amp	T 3.0 Amp

### 7.2 Water Services

Mains water supplied from a 15 mm rising main.

Minimum water pressure 0.13MPa (20 p.s.i. / 1.40 Bar)

Maximum water pressure 0.84MPa (120 p.s.i. / 8.40 Bar)

See also section 8.3

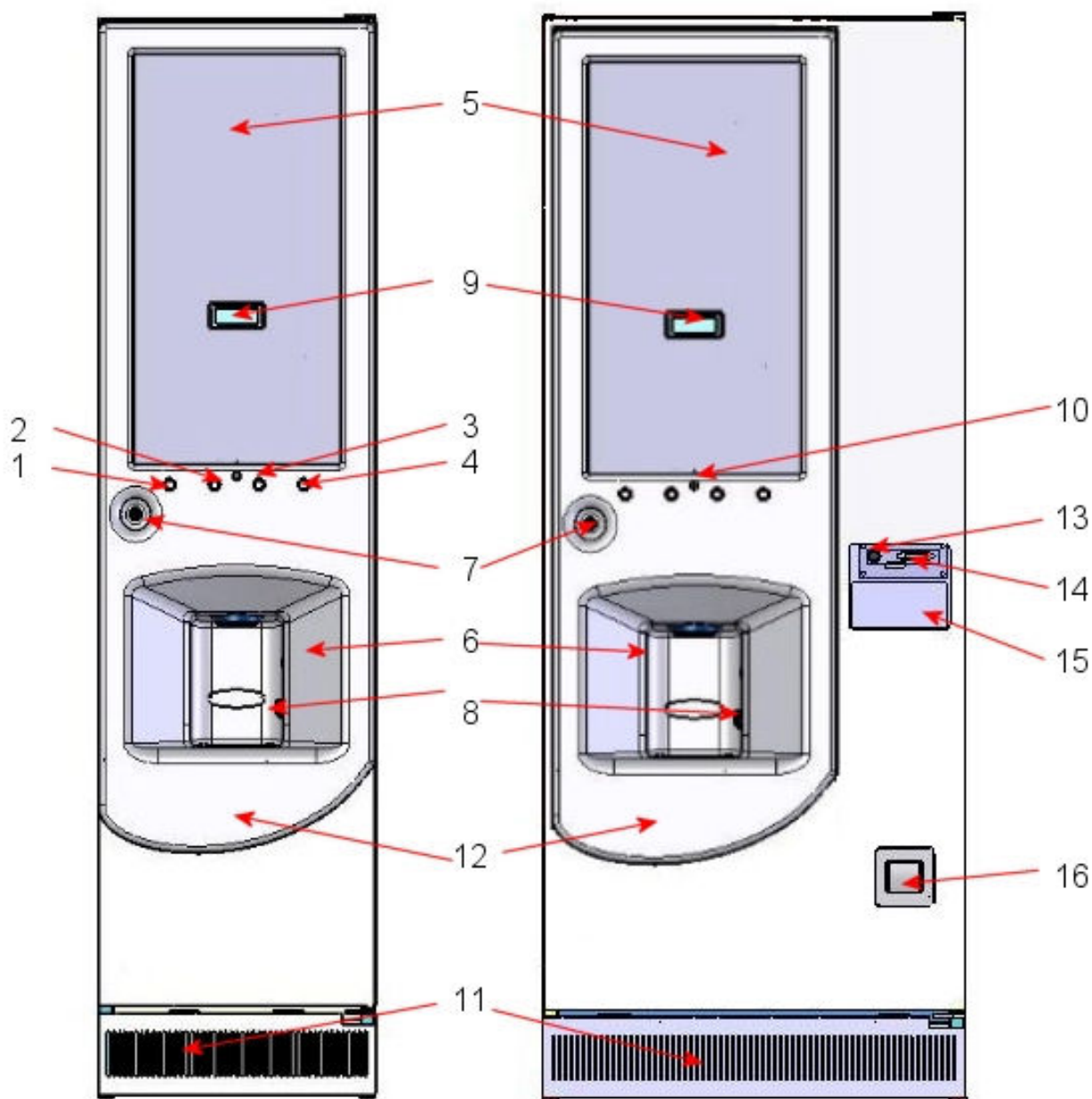
Reference should be made to the Model Water Bylaws 1986 Statutory Instrument (SI) No.1147

### 7.3 Noise Levels

This vending machine has been designed to work within a user-friendly environment and will therefore not exceed a noise level of 70dB.

## 8 Machine Specification

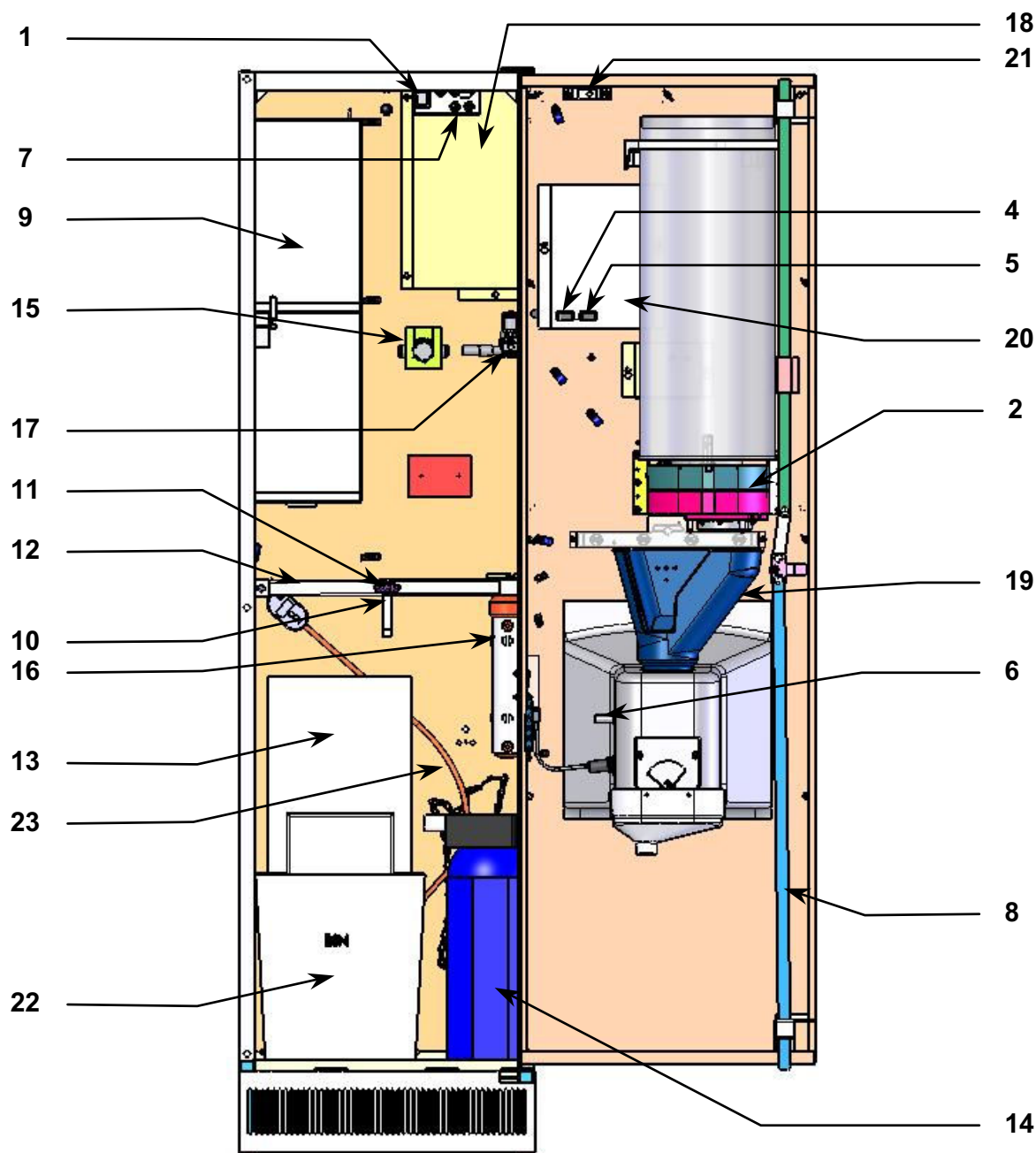
### 8.1 External Features



#### KEY:

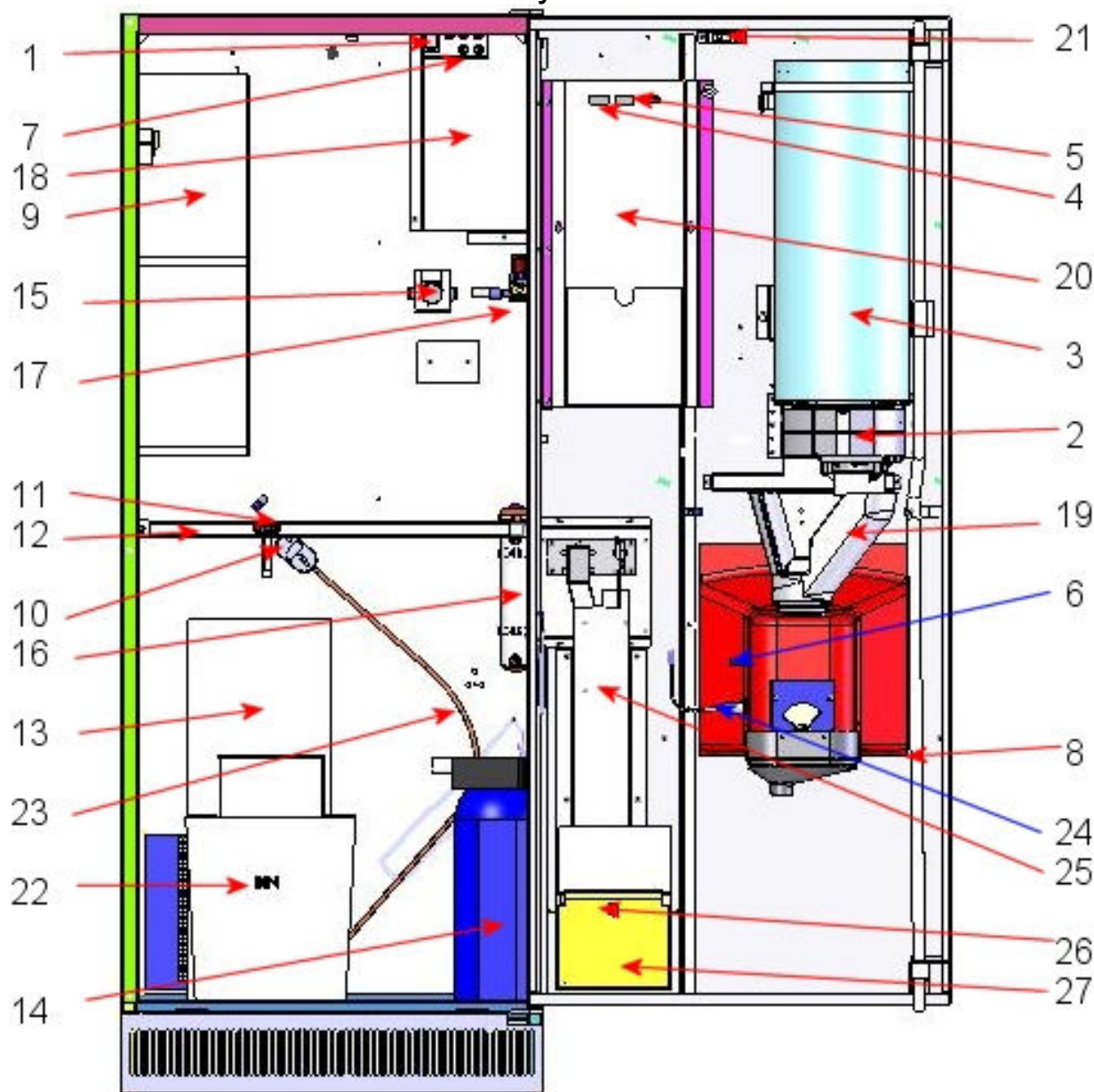
- |   |                       |
|---|-----------------------|
| 1. Selection Button 1 ( Up )              | 9. LCD Display        |
| 2. Selection Button 2 ( Down )            | 10. UV Indicator      |
| 3. Selection Button 3 ( Enter / Cancel )  | 11. Foot Plate        |
| 4. Selection Button 4 ( No function )     | 12. Door Moulding     |
| 5. LED Illuminated Graphic Panel          | 13. Coin reject       |
| 6. Cup Station (integral part of item 12) | 14. Coin entry slot   |
| 7. Door Lock                              | 15. Coin Instructions |
| 8. Cup / Bottle Sensor                    | 16. Change return cup |

## 8.2 Internal Features for Non Payment Azure


**KEY:**

- |                             |   |                                     |
|-----------------------------|---|-------------------------------------|
| 1. On/Off Power Switch      | 8. Door Locking bar                           | 15. Water Pressure Regulator        |
| 2. Cup Unit                 | 9. Bag-in-box shelf (Del Monte machines only) | 16. UV Filter                       |
| 3. Cup Carousel             | 10. Dispense Nozzle                           | 17. Mains Water Inlet Valve         |
| 4. Flush Syrup 1 & 2 Button | 11. Dispense Nozzle Retainer                  | 18. Electrical Control Box          |
| 5. Flush Water Button       | 12. Dispense Nozzle Mounting Bar              | 19. Cup Chute                       |
| 6. Cup station LED          | 13. Chiller/Carbonator                        | 20. VMC Cover                       |
| 7. Fuse Holders             | 14. Water filter (optional)                   | 21. Service Switch                  |
|                             |   | 22. Waste Bucket                    |
|                             |   | 23. "Waste Bucket Full" Sensor Pipe |

### 8.3 Internal Features for Payment Azure


**KEY:**

- |                             |   |                                      |
|-----------------------------|---|--------------------------------------|
| 1. On/Off Power Switch      | 9. Bag-in-box shelf (Del Monte machines only) | 16. UV Filter                        |
| 2. Cup Unit                 | 10. Dispense Nozzle                           | 17. Mains Water Inlet Valve          |
| 3. Cup Carousel             | 11. Dispense Nozzle Retainer                  | 18. Electrical Control Box           |
| 4. Flush Syrup 1 & 2 Button | 12. Dispense Nozzle Mounting Bar              | 19. Cup Chute                        |
| 5. Flush Water Button       | 13. Chiller/Carbonator                        | 20. VMC Cover                        |
| 6. Cup station LED          | 14. Water filter (optional)                   | 21. Service Switch                   |
| 7. Fuse Holders             | 15. Water Pressure Regulator                  | 22. Waste Bucket                     |
| 8. Door Locking bar         |   | 23. "Waste Bucket Full" Sensor Pipe. |
|                             |   | 24. Cup sensor                       |
|                             |   | 25. Coin handling area               |
|                             |   | 26. Cash box lock                    |
|                             |   | 27. Cash box                         |

## 8.4 General Statistics

Service	Rating
Electrical Mains Supply	230VAC, 50 HZ, 500Watts
Internally Operational Supply	24 V DC
Water Services	15mm mains water supply from a rising main
Standing Water Pressure	1.00 - 1.25 Bar (14.5 - 18.1 psi)
Operating Water Pressure MPa	0.13 - 0.84 MPa
Operating Water Pressure Bar	1.40 - 8.40 Bar
Operating Water Pressure psi	20 - 120 psi
Height	1825 mm
Width	496 mm
Cabinet depth (incl. door)	715 mm
Maximum Weight (with ingredient)	100kg
Refrigerant type	R134a
Refrigerant Quantity	80g
Maximum drink capacity	500ml ( Bottle Fill )
Max. Noise level	70dB

## 8.5 Default Machine Type Configurations

When considering ingredient positions and button allocation the Azure Mk4 has two primary default machine types.

Azure Mk4		Button Allocation			
Default Machine Types		Button 1	Button 2	Button 3	Button 4
<b>C</b>	4 Button Still	Still	Still & Syrup 1	Still & Syrup 2	Bottle Fill
<b>D</b>	4 Button Carbonated	Carbonated	Carbonated & Syrup 1	Carbonated & Syrup 2	Carbonated Bottle Fill

## 8.6 Cup Carousel Capacities

Cup Size	Cup Carousel Capacity
7oz Tall	TBA
7oz Squat	530
9oz	TBA

## 8.7 Cup Units

There are different cup units for different sizes of cups; these are colour coded as follows:

Cup Unit Insert Colour	Cup Type	Cup Catcher Identification
RED	200 ml (7 oz Tall)	'T' stamped on inside
WHITE	200 ml (7oz Squat)	'S' stamped on inside
WHITE	250 ml (9oz)	'S' stamped on inside

**NOTE:**

**ON NO ACCOUNT SHOULD AN ATTEMPT BE MADE TO TURN THE CUP CAROUSEL BY HAND. IF THE CAROUSEL LOCATOR IS DAMAGED THEN CUP JAMS WILL ALMOST CERTAINLY OCCUR.**

## 9 Installation

---

### 9.1 Important Pre-Installation Information

The Azure MK4 has been designed to enable quick and easy installation and provide good quality, well-presented drinks from power up. Access to the maintenance area of the machine is via the keys provided.

#### 9.1.1 Warning

Before commencing any installation procedure, ensure that all machine site preparation has been completed correctly and that lifting equipment of the correct capacity is available.

We recommend that as much preparation is carried out as possible before installing the machine. A good guide for ensuring the site is properly assessed with the involvement of technical personnel is the AVA site survey which is available to all member companies from the AVA.

Within the AVA survey, particular attention must be paid to the local Hazard Analysis evaluation. This will aid in assessing potential risks (such as water quality) when sitting a machine in a particular environment.

#### 9.1.2 Location

The machine is suitable for indoor use only, with an ambient temperature not below 10°C (50°F) and not exceeding 30°C (86°F), and **not** in an area where a water jet could be used. Please note that the machine will increase the ambient temperature in confined air spaces.

The machine should be located to allow access to the appropriate electrical and water services with at least 100mm (4") of free space between the rear of the cabinet and the wall to allow adequate ventilation.

#### 9.1.3 Moving the Machine

**Machine weight unladen = 60 KG**

**Machine weight laden = 75 KG**

The machine should only be lifted into its final resting position by using a suitable lifting device. All current health & safety practices appertaining to manual lifting must be observed.

**NOTE: Do not support the machine by holding the underside of door, as this may damage the door & door hinges.**

**Do not support or move the machine by using the cup station or the door mouldings.**

#### 9.1.4 Levelling

It is important that the machine is located on a stable, level surface. The machine should be levelled in both planes by adjustment of the four levelling feet. A spirit level should be used to attain accurate levelling.

Incorrect levelling can result in coin acceptance problems, door misalignment and inconsistent cup dispense issues.

#### 9.1.5 Ambient Conditions

The Azure MK4 Vending machine is designed for indoor use only.

Temperature range: +10°C to +30°C / +50°F to +86°F

**NOTE:** Continuously low ambient temperatures may cause condensation inside the machine, which may affect the ingredients and performance of the drink delivery system.

#### 9.1.6 Safe Handling of Pressurized Gas Containers

- Do not store or use bottles in the horizontal position. A leak could be very serious and liquid could enter gas lines.
- Do not drop bottles off vehicles or platforms, as damage to bottles and valves can be caused.
- Do not change or store bottles in the presence of naked flames.
- Trace leaks using liquid detergent solution, NEVER a naked flame.
- Never store or use below ground level, as any leakage will collect at low levels. Storage should be well ventilated, preferably outdoors.
- Do not use tools to operate bottle valves.
- Always replace safety caps/plugs when the bottle is empty or not in use.
- Check hoses regularly. Ensure properly secured with hose clips. If hoses are damaged or showing signs of wear, replace them (using hose of correct quality).

## 9.2 Installation & Commissioning

The installation of a new machine is a critical time in the relationship that you as a technician and your company have with the client. First impressions count and last for many years. We recommend that as much site and machine preparation as possible is carried out before installing the machine. The machine is not suitable for outdoor use and / or an area where there is the risk a water jet could be used for cleaning.

The machine should be located to allow access to the appropriate electrical and water services with at least 100mm (4") of free space between the rear of the cabinet and the wall to allow adequate ventilation.

### 9.2.1 Step 1: Connect Water

- Open the machine door.
- Ensure the machine On/Off switch is **OFF** before locating the machine.
- The machine should be connected to a 15mm mains water supply from a rising main or other suitable potable water supply.
- There should be a minimum mains water pressure as defined in section 7.2
- Fit the factory or customer supplied water filter. Switch it to the on position if available.
- Screw the 15mm fitting of the mains water supply hose to the rising water mains via a stopcock. Do not reuse an old water hose .Use the new hose supplied with the machine.
- Flush the mains water line thoroughly before connecting.
- Screw the 20mm fitting of the mains water supply hose to the rear of the machine.
- Turn on the water ensuring there are no water leaks.
- Ensure the water pressure measured on the machine is within the limits defined in section 8.3

### 9.2.2 Step 2: Connecting mains electrical power

- Ensure the On/Off switch is **OFF** before connecting to the electrical mains supply.
- Connect the mains power cord at the rear of the machine to an RCD protected mains supply and switch the On/Off switch to **ON** to initiate power to the machine.

### 9.2.3 Step 3: Check For Leaks

- Monitor the machine internals for leaks during the first test vend of the machine.

### 9.2.4 Step 4: Sanitise, Flush And Rinse

- Every effort is made by Westomatic to ensure that machines are clean and free from contaminants. We strongly recommend however that as part of the commissioning process, the machine is sanitised using a two-stage process thus:
  - Stage 1: Biocide (For the removal of bio film build up)
  - Stage 2: Sanitise (Neutralisation of bacteria)
- For details about flushing the machine, see section 11.9

### 9.2.5 Loading Cups

To check the operation of the cup carousel:

- Ensure the machine is switched OFF.
- Load ONE carousel sleeve only with cups, avoiding the dispensing position.
- Switch the machine ON.
- The carousel will automatically rotate until the cups have moved into the dispensing position and dropped into the cup ring; at this point, the carousel will stop rotating.
- The remaining carousel sleeves can then be filled with cups.

#### **IMPORTANT:**

- **ALWAYS ENSURE THE CAROUSEL LID IS FITTED.**
- **OVERFILLING OF THE CAROUSEL WILL PREVENT CLOSURE OF THE CUP UNIT.**

### 9.2.6 Step 5: Set Up Button Configurations

- Your machine arrives with a default range of drinks allocated to the selection buttons on the front of the machine. Each button can however be assigned to a different drink thereby enabling machine customisation.
- See section 12.2.15 for button allocation details.

### 9.2.7 Step 6a: Commissioning The Chiller Unit (if fitted)

1. For a standard still syrup machine, place the syrup dip-tubes into the product containers.
2. For a Del Monte still syrup machine, connect the bag-in-box connectors.
3. In either case, make sure that the correct flavour corresponding to the button selection has been made.
4. Prime the still water and syrup through to the nozzle using the flush buttons located on the inside of the machine door.

### 9.2.8 Step 6b: Commissioning The Carbonator Unit (if fitted)

1. If starting for first time, or when changing to a fresh cylinder of CO<sub>2</sub> purge the cylinder by opening the cylinder valve for 1 second. This will eliminate the possibility of air or dust entering the carbonator.
2. Connect the CO<sub>2</sub> cylinder, ensuring that the interface washer between the cylinder and the regulator is in place and purge the carbonator bowl through the relief valve for approximately 2 seconds.
3. Check that the gas regulator is set at 50psi and adjust if necessary.
4. Uncoil the dispense pipe from its storage position and insert the dispense nozzle into the dispense nozzle retainer.
5. Ensure the waste bucket is positioned underneath the dispense nozzle.
6. Prime the carbonated water as described in section 14.
5. For a standard carbonated syrup machine, place the syrup dip-tubes into the product containers.
6. For a Del Monte carbonated syrup machine, connect the bag-in-box connectors.
7. In either case, make sure that the correct flavour corresponding to the button selection has been made.

8. Prime the still , carbonated water and syrup through to the nozzle using the flush buttons located on the inside of the machine door.

**NOTE:**

**After commissioning it will take the refrigeration system approximately 15 minutes to reach the correct operating temperature.**

**IMPORTANT:**

**IN ORDER TO ACHIEVE THE MAXIMUM LEVELS OF CARBONATION FROM SET-UP, IT IS ESSENTIAL THAT THE START UP PROCEDURE FOR A CARBONATOR IS ALWAYS PERFORMED IN THE FOLLOWING ORDER:**

- 1. CO<sub>2</sub> GAS**
- 2. WATER**
- 3. ELECTRIC**

**9.2.9 Step 7: Test The Drinks**

Whilst all factory supplied machines come pre-loaded with the necessary drink setting configurations, it is important nonetheless to ensure all enabled drink selections are final tested during the installation to check that the drink levels are correct and matched to the site water pressure. A water pressure regulator is fitted to the machine to allow the installation engineer to adjust the water pressure so as to be able to adjust water levels for a given time.

**9.2.10 Step 8: Instruct The Users In:**

- General use and care of machine
- Filling, cleaning and flushing procedures
- Audit taking (See External Keypad & Menu Programming Guide)

**9.2.11 Step 9: Wipe Clean Surfaces**

Presentation is paramount; before leaving your machine ensure that all surfaces are wiped clean and that your customer is presented with an excellent first impression.

## 10 Menu Programming Guide

### 10.1 Using The External Keypad

- The Azure cold water-vending machine has a four button keypad can be used to access and control different service functions. When the machine door is open and the power is 'on', the LCD will display the message:



- The top line of the display is the HEADER line. You will notice this does not scroll, as this indicates the menu currently entered on the machine.
- The header line also has arrows (↕) in the top right corner of the display, this is a visual indication that there are more programming menus available.
- To view the available menus, scroll up or down using the Button 1 key for Up (▲) & Button 2 for Down (▼)
- The pointer (▶) on the left hand side is a visual indicator of the selected parameter.
- To **ENTER** or **ACCEPT** press Button 3 / OK key (✓) for more than 1 second. Known as (**3L**) in this manual.
- To **EXIT** or **CANCEL** changes press Button 3 (X) for less than 1 second. Known as (**3S**) in this manual.
- This symbol (▶) on the right of the screen indicates a submenu is available. Select enter **3L** to view the sub menu.



**Note:**

**Button 1 - ▲ Up**

**Button 2 - ▼ Down**

**Button 3L - >1 Second press = Enter**

**Button 3S - <1 Second press = Cancel**

## 11 Door Open Mode

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The operator who regularly services the machine has available some menu options to aid servicing the machine. To access these menu options just open the door. The machine will revert to door open mode and display the following menu options if enabled in operator functions and available on the machine type.

- ▶ Read audit from M/C (Machine) *Only visible if a USB Kit is fitted*
- ▶ Display Audit
- ▶ Syrup 1 Replaced ( If enabled )
- ▶ Syrup 2 Replaced ( If enabled )
- ▶ Syrup 3 Replaced ( If enabled and available )
- ▶ UV Filter change
- ▶ Drink testing
- ▶ Service Mode
- ▶ Version Info
- ▶ Operator Functions

### 11.1 ▶ Read audit from M/C

If enabled in the Operator Actions menu, and a USB kit has been fitted this option will enable the upload of the audit data from the machine onto a formatted USB stick. To use this feature you must inset your formatted USB stick into the USB port on the top cover of the VMC inside the door. See the section on formatting your USB stick for more information. Navigate the menus and press Enter (button **3L**) to upload the machine Audit information. You will be presented with the audit upload page which shows the filename used to store the audit log (A0000001.txt).

The LCD display will show:

**READ FROM MACHINE**  
**FILE:- A000000?.txt**  
**READING...**

This file can then be read on a personal computer. All Audit information conforms to EVA-DTS standards.

## 11.2 ► Display Audit

**AUDIT MODE** ↑↓  
 ► **TOTAL DRINK COUNT**  
**INDIVIDUAL DRINK**  
**PAY VEND**

Use buttons **1** or **2** (↑↓ keys) to select 'Display Audit ' and press **3L** (✓) to accept the function. The menu will then display the options shown below:

### 11.2.1 Total Drink Count

Use buttons **1** or **2** (↑↓ keys) to select 'Total Drink Count ' and press **3L** (✓) to accept the function. The total number of ALL vends along with the date of the last audit will be shown on the screen.

### 11.2.2 Individual Drink

Use buttons **1** or **2** (↑↓ keys) to select 'Individual Drink' and press **3L** (✓) to accept the function. Again using buttons **1** or **2** (↑↓ keys) to scroll through the display, the various drinks enabled on the machine will be shown along with the number of vends and total revenue (if a payment system is fitted and enabled) for each variable.

### 11.2.3 Pay Vend

Use buttons **1** or **2** (↑↓ keys) to select 'Pay Vend' and press **3L** (✓) to accept the function. The display will show the number of paid vends, free vends and test vends along with the total revenue (if a payment system is fitted and enabled) for each variable.

An example of the audit information is given below:

<b>TOTAL DRINK COUNT</b>		<b>INDIVIDUAL DRINK</b>		<b>PAY VEND</b>	
<b>Example :</b>		<b>Example :</b>		<b>Example :</b>	
Installed	00/00/00	Still Water		<b>PAID</b>	Vends 0
Vends	0	Vends	0		Value 0.00
Value	0.00	Value	0.00	<b>FREE</b>	Vends 0
Last audit	00/00/00	Still + Syrup 1			Value 0.00
Vends	0	Vends	0	<b>TEST</b>	Vends 0
Value	0.00	Value	0.00		Value 0.00
		Still + Syrup 2			
		Vends	0		
		Value	0.00		
		Still + Syrup 3			
		Vends	0		
		Value	0.00		
		Still Bottle Fill			
		Vends	0		
		Value	0.00		
		Carbonated water			
		Vends	0		
		Value	0.00		
		Carb. + Syrup 1			
		Vends	0		
		Value	0.00		
		ETC..... Continue For All Drink Selections			

Azure Mk4 Drink codes			
Carbonated		Still	
Water only	04	Water only	03
Syrup 1	91	Syrup 1	92
Syrup 2	93	Syrup 2	94
Syrup 3	Not Available	Syrup 3	96
Bottle fill	02	Bottle fill	01

**Warning** Once the Audit has been Reset / Uploaded the information cannot be retrieved and all counters reset to zero ready for the next audit.

### 11.3 ► Syrup 1 ,2, 3, Replaced

If enabled in the Syrup set-up menu, this option will be displayed in Door Open mode. When the Syrup bottle is changed the operator must press button **3L** over the Syrup option that has been changed to inform the software that the syrup has been changed. Failure to do so will result in the machine stopping all syrup vends from the bottle once the countdown has reached 0. A message on the display will inform the user that the syrup has run out and to select another option.

After selecting the "Syrup ? Replaced" message with the **3L** Button the LCD will display the following message:

**RESET COUNTER  
ACCEPT/CANCEL**

- Pressing **3L** to accept re-sets the syrup counter to zero after you have confirmed your choice in the next display message

**RESET COUNTER  
ARE YOU SURE?**

- The machine will emit an audible beep and return to the "DOOR OPEN MODE" .
- Press cancel **3S** at any time to exit back into 'Door Open Mode' and cancel the counter reset.

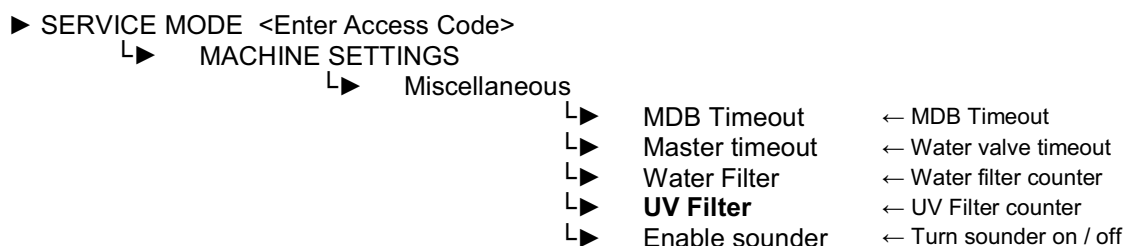
The setting of the Syrup counter values can be found in Service mode under the Syrup setup sub menu.

```

► SERVICE MODE <Enter Access Code>
  ► MACHINE SETTINGS
    ► Syrup Setup
      ► Enable Counter    ← Enable syrup counter
      ► Syrup 1           ← Vends in syrup bottle
      ► Syrup 2           ← Vends in syrup bottle
      ► Syrup 3           ← Vends in syrup bottle
  
```

## 11.4 ► UV Filter change

The Azure Mk4 is equipped with a two-stage water filtration process. One of these is the water filter to remove solid contaminants the other is the UV treatment process to remove 99.99% bacteria from the water. This UV water treatment uses a UV lamp that has a working life determined by drink counts. When enabled in the miscellaneous menu using any value greater than 0, this option will be displayed in Door Open mode. When the UV filter is changed the operator must press button **3L** over the UV Filter change option to inform the software that the filter has been changed. Failure to do so will result in the machine stopping all vends once the counter has reached the vend count. The UV filter change total is stored in;



As soon as the first vend takes place the UV filter changed option is displayed. If the operator changes the UV tube you must ensure that the "UV filter changed" has been selected via buttons **1** and **2** and then press button **3L** to reset the counter. The following message will be displayed.

**UV FILTER CHANGED  
ACCEPT/CANCEL**

Pressing **3L** will confirm the UV filter has been changed and reset the counter to 0.

## 11.5 ► Drink Testing

The drink testing menu is split into two sections labelled as WATERS and SYRUPS.

Cold water and bottle fills are accessed via the WATERS menu and the syrup drinks are accessed via the SYRUPS menu.



- Use buttons **1** or **2** (↕ keys) to select 'Drink Testing', press button **3L** to enter.
- Only drink selections, which are enabled, will be available for testing.
- Use buttons **1** or **2** (↕ keys) to select the required drink & press button **3L** to test the drink.
- The cup dropper and cup sensors are disabled during Drink test mode.
- Drink testing is used to test drinks to verify throw times and cup fill levels.
- To finish with drink testing press button **3S** to go back to door open mode.

## 11.6 ► Service Mode

Service mode is used to gain access to the machine settings and drink make up. This part of the machine is only available to trained service technicians and installation engineers. See section 12 about access and the use of Service Mode.

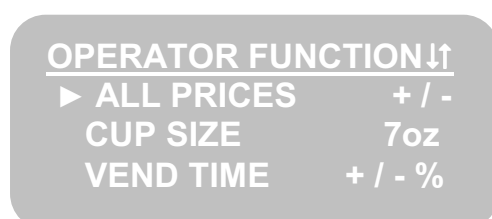
## 11.7 ► Version Info

This display provides information about the firmware version running on the machine and its release date.

If necessary this information will be required to verify current software status to determine if upgrades and enhancements are required.



## 11.8 ► Operator Functions



There are various 'Operator Functions' available, all of which can be accessed and enabled (for display when the machine is in 'Door Open Mode') via the 'Operator Actions' menu (see section 12.2.2 for further details).

Operator functions are configured via 'Service Mode'.

- SERVICE MODE <Enter Access Code>
  - └► MACHINE SETTINGS
    - └► **OPERATOR ACTIONS**

## 11.9 ► One button flush

It is possible to flush the machine without entering the operational menus. The flush buttons are located on the VMC cover on the inside of the door, these buttons will flush syrups 1 , 2 and 3 where fitted The other will flush the carbonated then the still water where fitted.

Changes to the amount of water and or syrup to be flushed can be altered in the flush setting menu, see below.

- SERVICE MODE <Enter Access Code>
  - └► MACHINE SETTINGS
    - └► FLUSH SETTINGS
      - └► Still water ← Still water throw in seconds
      - └► Carb. Water ← Carb water throw in seconds
      - └► Syrups ← Syrup throw time in seconds

**FOR NORMAL SYRUPS:** Remove the dip tubes from the syrup boxes, and immerse in a bucket of clean warm water.

**FOR DELMONTE SYRUPS:** Remove the bag in box connectors, insert the relief valves into the connectors, and immerse in a bucket of clean warm water

For instructions on how to sterilise the syrup lines & Chiller/carbonator, see section 13.

## 12 Service Mode

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### 12.1 Gaining Access To Service Mode

Service mode is used to gain access to the machine settings and drink make up. This part of the machine is only available to trained service technicians and installation engineers. To gain access to this menu you must finish any vending drink and remove the cup / bottle ; then open the door to display the door open menu. From here use buttons **1** and **2** to navigate to SERVICE MODE, then press button **3L** or until the service mode pass code screen is displayed. Enter your pass code and press **3L** to enter service mode.

**SERVICE MODE**  
**????**

To access service mode, enter 1 2 3 1 , and press **3L**.

**Note : Button 1 is on the left and Button 4 is on the right**

SERVICE & ENGINEERING LEVEL CODE =   **1 2 3 1**

Service mode will show only the following two menu options;

- ▶ **MACHINE SETTINGS**
- ▶ **DRINKS**

#### ▶ **MACHINE SETTINGS**

All the menu parameters required to programme the control of the machine are within MACHINE SETTINGS.

#### ▶ **DRINKS**

All the menu parameters required to programme individual drink selections are within the DRINKS menu.

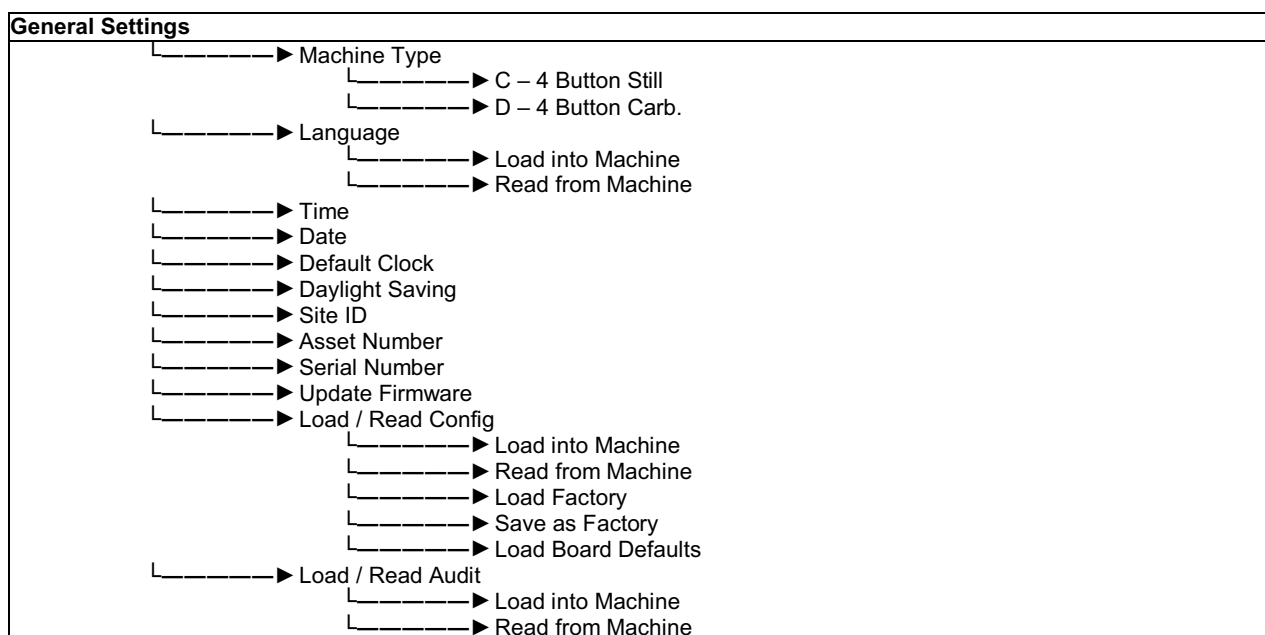
## 12.2 ► MACHINE SETTINGS

Individual functions can be configured in this menu to enable customisation of the machine and consists of the following sub-menu groups:

### 12.2.1 ► General Settings

This selects the machine type configuration, enabling the software control for the Carbonator or Still water Chiller unit. Uploading, saving and storing of software and configurations can also be performed. Language setting asset and serial numbers can be selected.

The various options available within 'General Settings' are as follows:



#### 12.2.1.1 Machine Type

##### C – 4 Button Still

When enabled (✓), this option automatically sets the machine control software to a still only Chiller. Still only drinks will be enabled.

##### D – 4 Button Carbonator

When enabled (✓), this option automatically sets the machine control software to a Carbonator. Still and carbonated drinks will be enabled.

#### 12.2.1.2 Language

##### Load Into Machine

- A formatted USB memory stick will be required with a pre-loaded language file(s) as required (contact your Westomatic Area Business Development Manager or Area Technical Manager for further details)
- Open the machine door.
- Insert the formatted USB memory stick into the USB port positioned on the rear of the VMC cover inside the door.

- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LANGUAGE' sub-menu select "LOAD INTO MACHINE" and press enter **3L**.
- Use scroll buttons 1 & 2 (↑ keys) to highlight the appropriate language file to load into the machine.
- Confirm the action by pressing button **3L**.
- The display will show a language upload page thus:

**LOAD LANGUAGE  
FILE: - ENGLISH.LNG  
ACCEPT OR CANCEL?**

- The filename used to store the language data will be visible (ENGLISH.LNG in the example above).
- Confirm the action by pressing button **3L** after which the display will show:

**LOAD LANGUAGE  
FILE: - ENGLISH.LNG  
LOADING...**

- When the language upload is complete the machine will emit an audible beep and return to the "LANGUAGE" sub-menu.
- Ensure the newly loaded language is enabled with a ✓
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- Remove USB memory stick and close the door.

### **Read From Machine**

- A formatted USB memory stick will be required as described in section 15
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the rear of the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LANGUAGE' sub-menu select "READ FROM MACHINE" and press enter (**3L**).
- The display will show a language read page thus:

**READ FROM MACHINE  
FILE: - ENGLISH.LNG  
ACCEPT OR CANCEL?**

- The filename to be read will be visible (ENGLISH.LNG in the example above).
- Confirm the action by pressing enter (**3L**) after which the display will show:

**READ FROM MACHINE  
FILE: - ENGLISH.LNG  
READING...**

- When the language upload is complete the machine will emit an audible beep and return to the “LANGUAGE” sub-menu.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’
- Remove USB memory stick and close the door.

#### 12.2.1.3 Time

This function allows the user to change the displayed time. The time is used to record machine faults in the log and perform automatic timed cleaning.

- To change the time setting use scroll buttons 1 & 2 (**↑↓** keys) to highlight the ‘Time’ display and press (**3L**) to accept.
- The time “minutes” digits will start to flash. Pressing the appropriate buttons 1 or 2 (**↑↓** keys) will change the display to the desired minute setting
- Pressing (**3L**) to enable the changing of the house setting.
- Press Accept (**3L**) to exit back into ‘General Settings’ to ensure the new settings are saved.

#### 12.2.1.4 Date

This function allows the user to change the displayed date. The date is used to record the date of the fault in the fault log also see Time above.

- To change the date setting use scroll buttons 1 & 2 (**↑↓** keys) to highlight the ‘Date’ display and press (**3L**) to accept.
- The “year” digits will start to flash. Pressing the appropriate buttons 1 or 2 (**↑↓** keys) will change the display to the desired year setting press button (**3L**) to save this setting and move onto the “month” and then “day”.
- Pressing (**3L**) again to accept and save the settings and stop it flashing.

#### 12.2.1.5 Default Clock

This function allows the user to default the machine time and date displays back to zero.

- To change the date setting use scroll buttons 1 & 2 (**↑↓** keys) to highlight the ‘Default Clock’ display and press (**3L**) to accept after which the display will show:

### DEFAULT CLOCK ACCEPT/CANCEL

- Pressing (**3L**) to accept re-sets the time and date displays to zero.
- The machine will emit an audible beep and return to the “DEFAULT CLOCK” display .
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.2.1.6 Daylight Saving

When enabled (✓), this option automatically changes the time on the machine according to British Summer Time rules.

**X** = BST inactive

✓ = Automatic set up on the last Sunday of March / October

#### 12.2.1.7 Site ID

The Site ID is a tracking number that can be assigned to all machines located on the same site and if assigned, will appear in the machine audit data thereby enabling collation of data for machines from the same site. Site ID's have to be numeric and can be up to 6 digits long.

- To assign a site ID use scroll buttons 1 & 2 (↕ keys) to highlight the 'Site ID' display and press (3L) to accept.
- The site ID digits will start to flash.
- Pressing the appropriate buttons 1 or 2 (↕ keys) to change the display to the desired ID setting.
- Pressing (3L) to accept sets the site ID display and stops it flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.1.8 Asset Number

The machine asset number is a machine reference number that can be used by customers to create databases of their machine stock. This is especially useful for keeping track of machine service records etc. Asset numbers have to be numeric and can be up to 8 digits long

- To assign an asset number use scroll buttons 1 & 2 (↕ keys) to highlight the 'Asset No' display and press (3L) to accept.
- The asset number digits will start to flash.
- Pressing the appropriate buttons 1 or 2 (↕ keys) to change the display to the desired ID setting.
- Pressing (3L) to accept sets the asset number display and stops it flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.1.9 Serial Number

The machine serial number is unique machine reference number assigned to the VMC of each machine control board at the time of manufacture at the Westomatic factory. The same serial number will also be visible on the serial plate located on the inside of the machine.

<b>NOTE:</b> The serial number cannot be erased or modified by users.
---

The machine serial number will be required when requesting parts covered under the Westomatic Warranty agreement for the machine.

#### 12.2.1.10 Update Firmware

This function enables the user to upload new firmware onto the machine as would be necessary if firmware enhancements become available for the machine.

- A formatted USB memory stick will be required as described in section 15
- Open the machine door.
- Insert the formatted USB memory stick into the USB port positioned on the rear of the VMC cover on the inside of the door.

- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'GENERAL SETTINGS' sub-menu select "UPDATE FIRMWARE" and press button **3L**.
- The display will show all available firmware files thus

**UPDATE FIRMWARE**  
**► AZURE V 1.00.107**

- Use scroll buttons 1 & 2 (↕ keys) to pick the appropriate file to load into the machine.
- Press enter (**3L**) to accept the chosen file.
- The display will show:

**FOUND USB MEMORY**  
**AZURE.FMW**  
**LOADING...XX%\***

\* Indicates the percentage completion of upload.

- The firmware upload will take approximately 60 seconds after which the machine will automatically re-boot and revert to "Door Open Mode".

#### 12.2.1.11 Load/Read Config

**NOTE:**

If it is necessary to change the VMC control board, all audit data and machine configuration settings will be lost. If it is possible, retrieve audit data and machine configuration using the USB port before removing the processor board.

From time to time it will be necessary to change machine configuration settings and either save them to a USB memory stick for future reference or to transfer these settings to other machines. The information below describes how to load configurations into machines and how to read existing machine configuration data onto a USB memory stick.

#### **Load Into Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ CONFIG' sub-menu select "LOAD INTO MACHINE" and press enter (**3L**).
- The display will show all available configuration files thus

**SELECT FILE**  
**► AZUR\_XYZ.CFG**

- Use scroll buttons 1 & 2 (↑ keys) to pick the appropriate file to load into the machine.
- Press enter (3L) to accept the chosen file.
- The display will show:

**LOAD INTO MACHINE  
FILE: - AZUR\_XYZ.CFG  
ACCEPT OR CANCEL?**

- Pressing (3L) to accept will cause the display to show:

**LOAD INTO MACHINE  
FILE: - AZUR\_XYZ.CFG  
LOADING...**

- When the config upload is complete the machine will emit an audible beep and return to the "LOAD/READ CONFIG" sub-menu.
- Press cancel (3S) to exit back to 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- Switch **OFF** the machine.
- Remove the USB memory stick.
- Switch the machine back **ON** and close the door.

### **Read From Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ CONFIG' sub-menu select "READ FROM MACHINE" and press enter (3L).
- The display will show:

**READ FROM MACHINE  
► AUTO SELECT  
SELECT FILE**

- Selecting "AUTO SELECT" by pressing enter (3L) will cause the machine to automatically create a new, sequential config filename which when read/saved to the USB memory stick will contain all the config settings present on the machine at the time of saving.
- If "AUTO SELECT" is confirmed, the display will show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
READING...**

- When the config upload is complete the machine will emit an audible beep and return to the "LOAD/READ CONFIG" sub-menu.
- Press cancel (**3S**) to exit back into 'Door Open Mode'.
- Remove USB memory stick and close the door.
- If "SELECT FILE" is confirmed, The display will show all available configuration files thus:

**SELECT FILE  
► AZUR\_XYZ.CFG  
AZUR\_ABC.CFG  
AZUR\_DEF.CFG**

- Use scroll buttons 1 & 2 (**↑↓** keys) to pick the appropriate file to read from the machine.
- Press enter (**3L**) to accept the desired file.
- The display will show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
READING...**

- When the config upload is complete the machine will emit an audible beep and return to the "LOAD/READ CONFIG" sub-menu.
- Press cancel (**3S**) to exit back into 'Door Open Mode'.
- Remove USB memory stick and close the door.

### **Load Factory**

This function allows the user to re-load the pre-set Westomatic factory default configuration settings.

- From the 'LOAD/READ CONFIG' sub-menu select "LOAD FACTORY" and press enter (**3L**).
- The display will show:

**LOAD FACTORY  
ACCEPT/CANCEL**

- Pressing (**3L**) to accept will cause the display to show:

**LOAD FACTORY  
ARE YOU SURE?**

- Pressing **(3L)** to accept will cause the display to show:

**LOAD FACTORY  
\*\*BUSY\*\***

- The machine will automatically re-boot and revert to “Door Open Mode”.

**Save As Factory**

This function allows the user to overwrite the Westomatic factory default configuration settings.

**NOTE: Westomatic Vending Services cannot accept responsibility for any machine malfunction or unacceptable drink quality due to erroneous configuration settings produced by the user.**

- From the ‘LOAD/READ CONFIG’ sub-menu select “SAVE AS FACTORY” and press enter **(3L)**.
- The display will show:

**“SAVE AS FACTORY  
ACCEPT/CANCEL”**

- Pressing **(3L)** to accept will cause the display to show:

**SAVE AS FACTORY  
ARE YOU SURE?**

- Pressing **(3L)** to accept will cause the display to show:

**SAVE AS FACTORY  
\*\*BUSY\*\***

- Pressing **(3L)** to accept will cause the default factory config settings to be overwritten by the new user config settings.
- The machine will automatically re-boot and revert to “Door Open Mode”.

**Load Board Defaults**

This function allows the user to load the Westomatic factory default drink throw settings.

- From the ‘LOAD/READ CONFIG’ sub-menu select “LOAD BOARD DEFAULTS” and press enter **(3L)**.
- The display will show:

**LOAD BOARD DEFAULTS  
ACCEPT/CANCEL**

- Pressing (3L) to accept will cause the display to show:

**LOAD BOARD DEFAULTS  
ARE YOU SURE?**

- Pressing (3L) to accept will cause the display to show:

**LOAD BOARD DEFAULTS  
\*\*BUSY\*\***

- Pressing (3L) to accept will cause the factory board defaults to be loaded back into the machine.
- The machine will automatically re-boot and revert to “Door Open Mode”.

#### 12.2.1.12 Load/Read Audit

All Audit information conforms to EVA-DTS standards.

If it is necessary to change the VMC control board, all audit data and machine settings will be lost. If it is possible, retrieve audit data and machine configuration using the USB port before removing the processor board.

#### **Load Into Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the ‘LOAD/READ AUDIT’ sub-menu select “LOAD INTO MACHINE” and press enter (3L).
- The display will show all available configuration files thus

**SELECT FILE  
▶ A0000001.TXT  
A0000002.TXT**

- Use scroll buttons 1 & 2 (⬆⬇⬆ keys) to pick the appropriate file to load into the machine.
- Press enter (3L) to accept the chosen file.
- The display will show:

**LOAD INTO MACHINE  
FILE: - A0000001.TXT  
ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**LOAD INTO MACHINE**  
**FILE: - A0000001.TXT**  
**LOADING...**

- When the audit upload is complete the machine will emit an audible beep and return to the "LOAD/READ AUDIT" sub-menu.
- Press cancel (**3S**) to exit back to 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- Switch **OFF** the machine.
- Remove the USB memory stick.
- Switch the machine back **ON** and close the door.

### **Read From Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ AUDIT' sub-menu select "READ FROM MACHINE" and press enter (**3L**).
- The display will show:

**READ FROM MACHINE**  
**► AUTO SELECT**  
**SELECT FILE**

- Selecting "AUTO SELECT" by pressing enter (**3L**) will cause the machine to automatically create a new, sequential audit filename which when read/saved to the USB memory stick will contain all the audit data present on the machine at the time of saving.
- If "AUTO SELECT" is confirmed, the display will show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**READING...**

- When the audit file has been read from the machine it will emit an audible beep and return to the "LOAD/READ AUDIT" sub-menu.
- Press cancel (**3S**) to exit back into 'Door Open Mode'.

- Remove USB memory stick and close the door.
- If “SELECT FILE” is confirmed, The display will show all available configuration files thus:

**SELECT FILE**  
**► A0000001.TXT**  
**A0000002.TXT**

- Use scroll buttons 1 & 2 (↕ keys) to pick the appropriate file to read from the machine.
- Press enter (**3L**) to accept the desired file.
- The display will show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**READING...**

- When the audit file has been read from the machine it will emit an audible beep and return to the “LOAD/READ AUDIT” sub-menu.
  - Press cancel (**3S**) to exit back into ‘Door Open Mode’.
- Remove USB memory stick and close the door.

## Interpreting Audit Information

### Example: Still and Syrup 1

PA1\*REG\_92\*10\* STILL SYRUP 1 \*0\*0\*0  
 PA2\*0\*0\*0\*0  
 PA3\*0\*0\*0\*0  
 PA4\*121\*1210\*121\*1210  
 PA5\*000000\*0000\*0  
 PA6\*REG\_92\*\*0\*0\*0\*

Example: Instant 1	01	02	03	04	05	06
<b>PA 1</b>	Reg_92	10	Still +S1	0	0	0
<b>PA 2</b>	0	0	0	0		
<b>PA 3</b>	0	0	0	0		
<b>PA 4</b>	121	1210	121	1210		
<b>PA 5</b>	000000	0000	0			
<b>PA 6</b>	Reg_92		0	0	0	

The example above shows the Still and Syrup 1 sold 121 drinks at 10p per drink using the formula:

Drink code **PA101** or Drink name **PA103** sold **PA401** Free Drinks as a price of **PA102**

**PA101** Product Number. The product (i.e. selection) number should refer to a price line number or machine column designator.

**PA102** Product Price The normal vend price of the product.

**PA103** Product Identification. Product identification should identify the product itself, as in a name (chips /crisps) or an ID. number (barcode).

**PA104** Maximum Product Capacity. Largest quantity of this type of product that can be stocked in the machine.

**PA105** Standard Filling Level. Normal filling level of this type of product.

**PA106** Standard Dispensed Quantity. The standard dispensed quantity for each Vend of this product

**PA201** Number of Products Vended Since Initialization. The number of products of this type (PA1) vended where the sale is a paid sale. Non-Resettable.

**PA202** Value Of Paid Product Sales Since Initialisation. The value of the products of this type (PA1) vended where the sale is a paid sale. Non-Resettable.

**PA203** Num of Products Vended Since Last Reset. The number of products of this type (PA1) vended where the sale is a paid sale. Reset after each audit data collection

**PA204** Value Of Paid Product Sales Since Last Reset. The value of the products of this type (PA1) vended where the sale is a paid sale. Reset after each audit data collection.

**PA301** Number Of Test Vends Since Initialisation. The number of test vends of this product (PA1) performed. Non-Resettable.

**PA302** Value Of Test Vends Since Initialisation. The value of the test vends of this product (PA1) performed. Non-Resettable.

**PA303** Number Of Test Vends Since Last Reset. The number of test vends of this product (PA1) performed. Reset after each audit data collection

**PA304** Value Of Test Vends Since Last Reset. The value of the test vends of this product (PA1) performed. Reset after each audit data collection.

**PA401** Number Of Free Vends Since Initialisation. The number of free vends of this product (PA1) performed. Non-Resettable.

**PA402** Value Of Free Vends Since Initialisation. The value of the free vends of this product (PA1) performed. Non-Resettable.

**PA403** Number Of Free Vends Since Last Reset. The number of free vends of this product (PA1) performed. Reset after each audit data collection

**PA404** Value Of Free Vends Since Last Reset. The value of the free vends of this product (PA1) performed. Reset after each audit data collection

**PA501** Sold Out Date. The date that this product (PA1) sold out. In some implementations this may be the date of most recent sale.

**PA502** Sold Out Time. The time that this product (PA1) sold out. In some implementations this may be the time of most recent sale.

**PA503** Number of Times Sold Out Product Selected. The number of times a product selection is made when sold out. (Credit is available but not deducted). Reset after each audit data collection

**PA601** Product Number. The product (i.e. selection) number should refer to a price line number or machine column designator.

**PA602** Product Text. The product (i.e. selection) text should refer to a price line number or machine column designator.

**PA603** VAT Group. VAT group number. 1 out of 4 VAT groups can be selected per price line number or machine column designator.

**PA604** Product Status. Product sales status (price line number or machine column designator).  
 Status=0 means that the sale of the product is blocked.  
 Status=1 means that the product may be sold in a certain period.  
 Status=2 means that the product may be sold any time.

**PA605** Free Vend. The product can be set to free vend (price line number or machine column designator).  
 Free vend=0 means that the product is not set to free vend.  
 Free vend=1 means that the product is delivered free of charge if a payment card is used.  
 Free vend=2 means that the product is delivered free of charge.

**PA606** User Defined Field User Defined Data AN 01 12

### Sample audit information:

```

MR2*0*0
CB1*754      ****
BA1*****
OA5*0*0
PA1*REG_87*2* BOTTLE STILL WATER *0*0*0
PA2*0*0*0*0
PA3*0*0*0*0
PA4*3*6*3*6
PA5*000000*0000*0
PA6*REG_87**0*0*0*
PA1*LRG_87*0* BOTTLE STILL WATER *0*0*0
PA2*0*0*0*0
PA3*0*0*0*0
PA4*0*0*0*0
PA5*000000*0000*0
PA6***0*0*0*
PA1*REG_92*10* STILL SYRUP 1      *0*0*0
PA2*0*0*0*0
PA3*0*0*0*0
PA4*121*1210*121*1210
PA5*000000*0000*0
PA6*REG_92**0*0*0*
PA1*LRG_92*0* STILL SYRUP 1      *0*0*0
PA2*0*0*0*0
PA3*0*0*0*0
PA4*0*0*0*0
PA5*000000*0000*0
PA6***0*0*0*
PA1*REG_94*15* STILL SYRUP 2      *0*0*0
PA2*0*0*0*0
PA3*0*0*0*0
PA4*36*540*36*540
PA5*000000*0000*0
PA6*REG_94**0*0*0*
PA1*LRG_94*0* STILL SYRUP 2      *0*0*0

```

## 12.2.2 ► Operator Actions

Operator Actions	
└───▶	Asset / Serial
└───▶	Price Settings
└───▶	All Waters
└───▶	Countdown times
└───▶	Cup Size
└───▶	Audit collection

'Operator Actions' is reached via 'Service Mode' thus:

- SERVICE MODE <Enter 4-digit access code>
- └─► MACHINE SETTINGS
- └─► **OPERATOR ACTIONS**

When in 'Operator Actions' use buttons 1 or 2 (↓↑ keys) to scroll through the available 'Operator Functions'. An 'Operator Function' can be enabled by selecting it and pressing button **3L** to accept. Once enabled, the chosen 'Operator Function' will be automatically displayed within the 'Operator Functions' menu within 'Door Open Mode'. Furthermore, when an 'Operator Function' is enabled, it is possible for an operator to access and change the settings for the enabled function in 'Door Open Mode' without needing a security code.

### NOTE:

**'Operator Functions' will not be displayed when the machine is in 'Door Open Mode' unless AT LEAST ONE of the 'Operator Functions' has been enabled.**

The various 'Operator Functions' available (when enabled) are as follows:

#### 12.2.2.1 Asset/Serial

When enabled, this function will give the operator visual access to the machine's asset & serial numbers.

**NOTE: The operator will not be able to change the asset/serial numbers, as they are read only values).**

To enable/disable this function, enter the 'OPERATOR ACTIONS' sub-menu and use buttons 1 or 2 (↓↑ keys) to highlight the function. Accept the function using button **3L** and use buttons 1 or 2 (↓↑ keys) to toggle it on or off as required. Pressing button **3L** will save the chosen status of the function. See section 12.2.1.8 for further details on asset numbers and section 12.2.1.9 for further details on serial numbers.

#### 12.2.2.2 Price Settings + / - %

When enabled (✓), the operator can edit all the drink selection prices from this one menu, without having to enter service mode.

The pricing set up options are:

- |   |                      |       |
|---|----------------------|-------|
| Increase / decrease (+ / -) all the drink prices by a set value | i.e.                 | 0.02p |
| ○ Set / change all the prices to the same value                 | i.e.                 | 0.10p |
| ○ Set / change each drink price individually.                   | i.e. Still + Syrup 1 | 0.15p |

### 12.2.2.3 All Waters + / - %

When enabled (✓), the operator can increase or decrease all the water throw times from this one menu, without having to enter service mode individual drink selections, i.e. + 5%

### 12.2.2.4 Countdown Time + / - %

When enabled (✓), the operator can increase the vend countdown time by the value entered in this menu. (Seconds), i.e. + 3 %

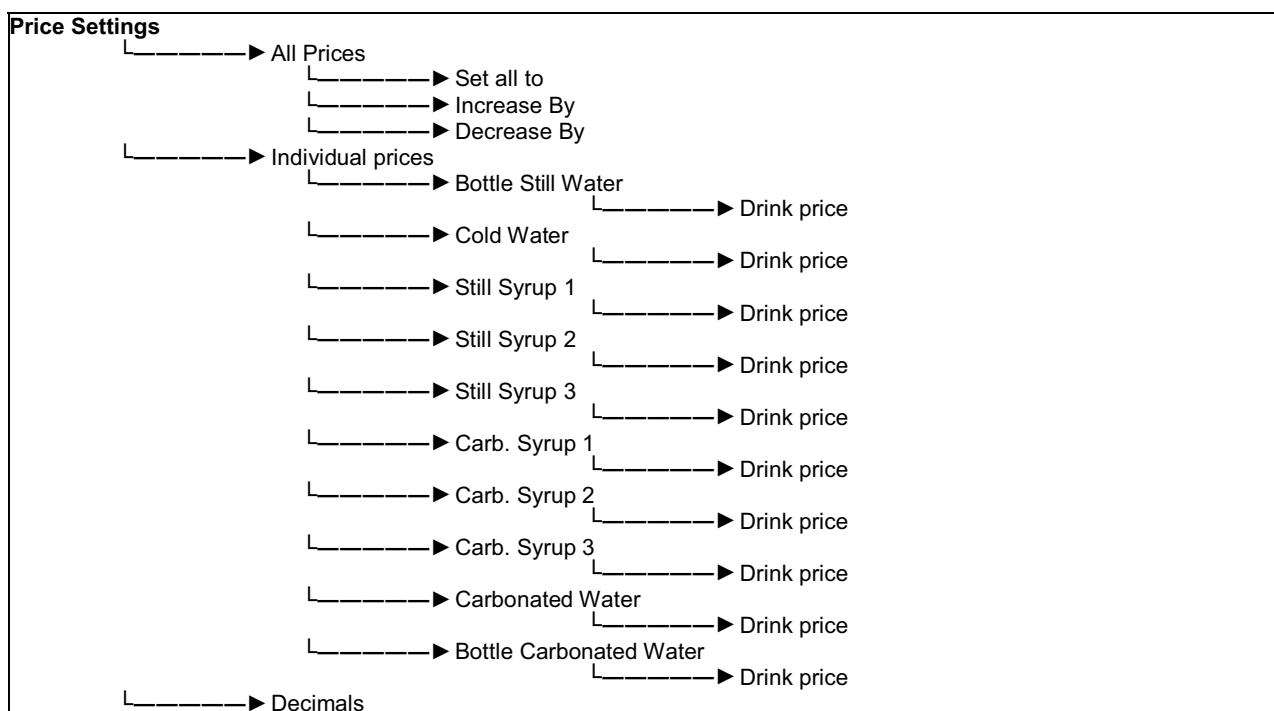
### 12.2.2.5 Cup Size 7oz (200ml) / 9oz (250ml)

When enabled (✓), the operator can change the cup size for a 7oz or 9oz. This in turn will increase or decreases all drink throw times accordingly to the Westomatic default settings, without the operator having to enter service mode and the individual drink throw times.

### 12.2.2.6 Audit Collection

When enabled (✓), the operator can download audit directly to their USB memory stick if this option has been selected. See section on Control Processor & USB - LOAD/READ AUDIT

## 12.2.3 ► Price Settings



This menu will allow the user to set the pricing structure for a payment system if fitted. It is possible to price all drinks as one generic price or price each drink individually. Price increases can also be carried out as a percentage increase or decrease of either a generic price or an individual price.

The various 'Price Setting' sub-menu options available are as follows:

#### 12.2.3.1 All Prices

##### **Set all to**

- To set all drink prices to a given value, from the 'PRICE SETTINGS' sub-menu use scroll buttons 1 & 2 (⬆⬆ keys) to highlight "ALL PRICES" and press enter (**3L**).
- Use scroll buttons 1 & 2 (⬆⬆ keys) to highlight the 'SET ALL TO' display and press **3L** to accept.
- The 'SET ALL TO' price digits will start to flash (00.00).
- Pressing the appropriate buttons 1 or 2 (⬆⬆ keys) you can change the display to the desired value.
- Pressing (**3L**) to accept sets the 'SET ALL TO' price digits and stops them flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

For any given machine type, if this option is set to '0', any individual drink price can be set accordingly. However, assigning a value/price greater than '0' in this option will:

- a. Assign that drink price to **ALL** available drink selections and
- b. Automatically override **ALL** individual drink price settings otherwise assigned in section below.

##### **Increase By**

For any given machine type, assigning a value in this option will INCREASE the value of ALL drinks by that that amount.

- To increase all drink prices by the same amount use scroll buttons 1 & 2 (⬆⬆ keys) to highlight the 'INCREASE BY' display and press (**3L**) to accept.
- The 'INCREASE BY' price digits will start to flash.
- Pressing the appropriate buttons 1 or 2 (⬆⬆ keys) you can change the display to the desired value.
- Pressing (**3L**) to accept sets the 'INCREASE BY' price digits and stops them flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- If you have set the "Set all to" price setting this will change as a result of the price increase. This will also revert the Increase By setting to zero.

##### **Decrease By**

For any given machine type, assigning a value in this option will DECREASE the value of ALL drinks by that that amount.

- To decrease all drink prices by the same amount use scroll buttons 1 & 2 (⬆⬆ keys) to highlight the 'DECREASE BY' display and press (**3L**) to accept.
- The 'DECREASE BY' price digits will start to flash.
- Pressing the appropriate buttons 1 or 2 (⬆⬆ keys) you can change the display to the desired value.
- Pressing (**3L**) to accept sets the 'DECREASE BY' price digits and stops them flashing.

- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- If you have set the "Set all to" price setting this will change as a result of the price decrease. This will also revert the Decrease By setting to zero.

#### 12.2.3.2 Individual Prices

If a payment system is fitted, all individual drink options can be set separately. To simplify the explanation of this function, only one drink type (Still water) will be described below but the same procedure applies to all individual drink selections.

For any given machine type that contains this drink selection, if this option is set to '0', no drink price will be available. However, assigning a value / price greater than '0' in this option will assign that drink price to ONLY this particular drink selection.

#### NOTE:

**If a price value for this drink selection is assigned in the 'Set All To' option (as defined in section 12.2.3.1), any individual price value assigned in this menu will be overridden.**

- To set all individual drink prices to a given value, from the 'PRICE SETTINGS' sub-menu use scroll buttons 1 & 2 (**↑** keys) to highlight "INDIVIDUAL PRICES" and press enter (**3L**)
- The display will show:

```

INDIVIDUAL PRICES
▶ STILL WATER           ▶
  STILL BOTTLE FILL     ▶
  STILL & SYRUP 1       ▶
  ETC..                 ▶
  
```

- Use scroll buttons 1 & 2 (**↑** keys) to highlight the desired drink and press (**3L**) to accept.
- The display will show:

```

STILL WATER
▶ DRINK PRICE  0.00
  
```

- Press (**3L**) to accept then the drink price digits will start to flash.
- Pressing the appropriate buttons 1 & 2 (**↑** keys) will change the display to the desired value.
- Pressing (**3L**) to accept sets the chosen drink price digits and stops them flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.3.3 Decimals

This function allows the user to change the number of decimal places used to display all prices. Only '0', '1' and '2' decimal places are permissible.

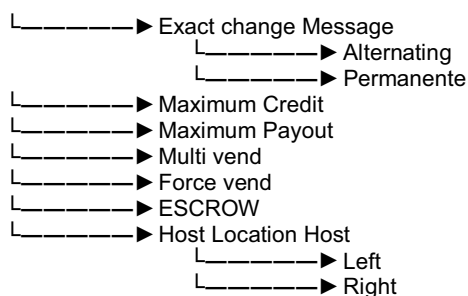
- To change the number of decimal places used to display all prices, from the 'PRICE SETTINGS' sub-menu use scroll buttons 1 & 2 (**↑** keys) to highlight "DECIMALS" and press enter (**3L**).
- The decimals value digits will start to flash.

- Pressing buttons 1 & 2 (**↑** keys) will change the display to the desired value.
- Pressing (**3L**) to accept sets the decimal place display digits and stops them flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.4 ► Payment Settings

##### Payment Settings

- └─► Payment system
  - └─► Free Vend
  - └─► Card / Coin Mech
  - └─► Coin Acceptor
  - └─► Host via MDB USD 1
  - └─► Host via MDB USD 2
  - └─► Host via MDB USD 3
- └─► Coin Set
  - └─► 0 = 1,2,5,10,20,50p , £1
  - └─► 1 = 1,2,5,10,20,50p , £1 , £2
  - └─► 2 = 5,10,20,50p , £1
  - └─► 3 = Enter credit card
  - └─► 4 = Custom coin set
  - └─► 5 = 5,10,20,50ct , €1
  - └─► 6 = 5,10,20,50ct , €1 €2
  - └─► 7 = 5,10,20,50ct , \$1
  - └─► 8 = 5,10,20,50ct , \$1 \$2
- └─► Coin values
  - └─► Coin 1
  - └─► Coin 2
  - └─► Coin 3
  - └─► Coin 4
  - └─► Coin 5
  - └─► Coin 6
- └─► Coin acceptance
  - └─► Coin Type 01
  - └─► Coin Type 02
  - └─► Coin Type 03
  - └─► Coin Type 04
  - └─► Coin Type 05
  - └─► Coin Type 06
  - └─► Coin Type 07
  - └─► Coin Type 08
  - └─► Coin Type 09
  - └─► Coin Type 10
  - └─► Coin Type 11
  - └─► Coin Type 12
  - └─► Coin Type 13
  - └─► Coin Type 14
  - └─► Coin Type 15
  - └─► Coin Type 16
- └─► Coin tube setup
  - └─► Tube A Low
  - └─► Tube B Low
  - └─► Tube C Low
- └─► Change Equation
  - └─► A or B and C
  - └─► A and B and C
  - └─► A and B
  - └─► A and B or C
  - └─► A only
  - └─► A or B
  - └─► A or B or C
  - └─► A and C
  - └─► A or C
  - └─► A and B
  - └─► B only
  - └─► B or C
  - └─► C only



This menu will allow the user to set up a payment system if fitted. The machine has the ability to run the following types of payment systems:

- Free vend.
- A cashless card / key system.
- A coin mechanism with change giver.
- A coin acceptor.
- Host via MDB USD 1 ,2 or 3.

For further information on what payment systems are available for this machine please contact your Westomatic Area Business Development Manager or Area Technical Manager.

The various 'Payment Settings' sub-menu options available are as follows:

#### 12.2.4.1 Payment System

##### Free Vend

If a payment system is fitted, this sub-menu will allow the user to set the machine such that all drinks become free of charge to customers.

- To set the machine to free vend, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (↑↓ keys) to highlight "PAYMENT SYSTEM" and press enter (3L).
- The display will show:

##### PAYMENT SYSTEM

▶ Free Vend	✓
Card / Coin Mech	X
Coin Acceptor	X
Host via MDB USD 1	X
Host via MDB USD 2	X
Host via MDB USD 3	X

- Use scroll buttons 1 & 2 (↑↓ keys) to highlight the 'FREE VEND' option and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (↑↓ keys) and press (✓) to accept the setting.
- The display to the right of the chosen option will start to flash.

- Using either of the two scroll buttons 1 or 2 (⬆⬇⬆ keys) toggle the chosen option to the enabled condition (✓) and press (3L) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### Card/Coin Mechanism

This sub-menu will allow the user to set the machine to use either a card reader or a coin mechanism (if fitted).

- To set the machine to use either a card reader or a coin mechanism, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (⬆⬇⬆ keys) to highlight "PAYMENT SYSTEM" and press enter (3L).
- The display will show:

#### PAYMENT SYSTEM

► Free Vend	✓
Card / Coin Mech	X
Coin Acceptor	X
Host via MDB USD 1	X
Host via MDB USD 2	X
Host via MDB USD 3	X

- Use scroll buttons 1 & 2 (⬆⬇⬆ keys) to highlight the 'CARD/COIN MECH' option and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (⬆⬇⬆ keys) and press (3L) to accept the setting.
- The display to the right of the chosen option will start to flash.
- Using either of the two scroll buttons 1 or 2 (⬆⬇⬆ keys) toggle the chosen option to the enabled condition (✓) and press (3L) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### Coin Acceptor

This sub-menu will allow the user to set the machine to use a coin acceptor (if fitted). These units accept coins or tokens and do not give change.

- To set the machine to use either a coin acceptor, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (⬆⬇⬆ keys) to highlight "PAYMENT SYSTEM" and press enter (3L).
- The display will show:

**PAYMENT SYSTEM**

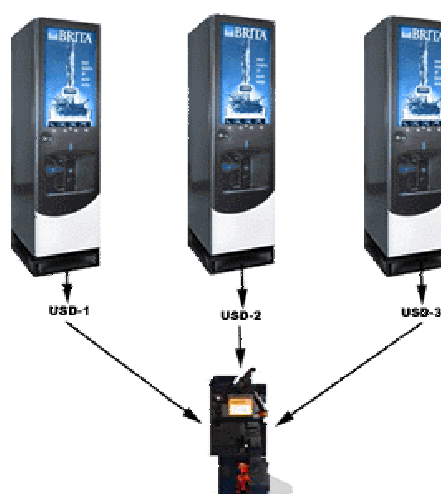
► Free Vend	✓
Card / Coin Mech	X
Coin Acceptor	X
Host via MDB USD 1	X
Host via MDB USD 2	X
Host via MDB USD 3	X

- Use scroll buttons 1 & 2 (⬆⬆ keys) to highlight the 'COIN ACCEPTOR' option and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (⬆⬆ keys) and press (3L) to accept the setting.
- The display to the right of the chosen option will start to flash.
- Using either of the two scroll buttons 1 or 2 (⬆⬆ keys) toggle the chosen option to the enabled condition (✓) and press (3L) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

**Host via MDB USD 1,2,3**

This sub-menu will allow the user to set the machine to use a payment system of another MDB enabled vending machine. Up to 3 machines can be hosted from one payment system. Each Azure connected to another payment system must have its own separate USD address

- To set the machine to use Host from another machine, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (⬆⬆ keys) to highlight "PAYMENT SYSTEM" and press enter (3L).
- The display will show:

**PAYMENT SYSTEM**

► Free Vend	✓
Card / Coin Mech	X
Coin Acceptor	X
Host via MDB USD 1	X
Host via MDB USD 2	X
Host via MDB USD 3	X

- Use scroll buttons 1 & 2 (⬆⬆ keys) to highlight the USD address required and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently

disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (**↓↑** keys) and press (**3L**) to accept the setting.

- The display to the right of the chosen option will start to flash.
- Using either of the two scroll buttons 1 or 2 (**↓↑** keys) toggle the chosen option to the enabled condition (**✓**) and press (**3L**) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.4.2 Coin Set

This sub-menu will allow the user to specify the range of coin values to be displayed on the machine LCD if a payment system is fitted. This is achieved by programming a certain 'COIN SET' number that corresponds to a fixed range of coins. It is important that the coin set number should be programmed to suit either:

- The coin acceptance group programmed within any fitted coin mechanism or,
- The coin acceptance group programmed within any fitted card payment system.

The coin set numbers available are as follows:

0 = 1p, 2p, 5p, 10p, 20p, 50p and £1.00

1 = 1p, 2p, 5p, 10p, 20p, 50p, £1.00 and £2.00

2 = 5p, 10p, 20p, 50p and £1.00

3 = Enter Credit card

4 = Custom coin set - the message to be displayed must be programmed on the second page of the advertising feature

5 = 5ct, 10ct, 20ct, 50ct and 1.00 Eu

6 = 5ct, 10ct, 20ct, 50ct 1.00 Eu and 2.00 Eu

7 = 5ct, 10ct, 20ct, 50ct and \$1.00

8 = 5ct, 10ct, 20ct, 50ct \$1.00 and \$2.00

- To set the machine to use one of the above coin sets, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (**↓↑** keys) to highlight the "COIN SET" option and press enter (**3L**).
- The display to the right of the chosen option will start to flash.
- Use buttons 1 & 2 (**↓↑** keys) to programme the desired coin set number as given above.
- Pressing (**3L**) to accept sets the chosen display status and stops it flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.2.4.3 Coin Acceptance

#### Coin Type 01 to 16

The coin acceptance relates to the numbers 00 through to 16, which represent coin values determined by the coin mechanism.

00 = Inhibit coin acceptance and manual dispense.

01 = Coin acceptance, no manual dispense.

03 = Token Acceptance

11 = As above except acceptance is inhibited when in a low change condition.

02 = Coin acceptance and manual dispense

12 = As above except acceptance is inhibited when in a low change condition.

### 12.2.4.4 Coin Values

#### Coins 1 to 6

This sub menu is used when a coin acceptor is attached to the machine. This can be used to tell the VMC the coin value that the coin acceptor will accept. This same device can be used to assign a value to a token.

### 12.2.4.5 Coin Tube Setup

A typical MDB coin mechanism has three coin tubes assigned as A, B and C. These tubes represent the three LOWEST denominations of coins to be used such that when the vending machine is switched on, its VMC will automatically set the denomination values of tubes A, B and C after communicating with any fitted coin mechanism. This protocol means that the denominations assigned to tubes A, B and C will only require altering if there is a need to identify further coins that are not the three lowest denominations.

The 'COIN TUBE SETUP' sub-menu will allow the user to assign the three lowest coin denominations to each of the tubes A, B and C within the coin mechanism.

The coin tube setup numbers available on the vending machine are as follows:

0 = Coin A, the lowest coin denomination assigned to a tube by a coin mechanism

1 = Coin B, the second lowest coin denomination assigned to a tube by a coin mechanism

2 = Coin C, the third lowest coin denomination assigned to a tube by a coin mechanism

The 'Coin Tube Setup' sub-menu options available are as follows:

#### Assign Tubes A, B or C

- To assign a coin denomination to one of tubes A, B or C in the coin mechanism, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (↑↓ keys) to highlight the "COIN TUBE SETUP" option and press enter (3L).

The display will show:

#### COIN TUBE SETUP

```
► ASSIGN TUBE A  0
  ASSIGN TUBE B  1
  ASSIGN TUBE C  2
```

- Use scroll buttons 1 & 2 (↑ keys) to highlight the 'COIN TUBE SETUP' option and press (3L) to accept.
- The display to the right of the chosen coin tube setup option will start to flash.
- Use buttons 0 to 2 to assign the desired coin tube setup number as given in section 12.2.4.5.
- Pressing (3L) to accept sets the chosen display status and stops it flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### Tube A, B or C Low

If a coin mechanism/acceptor is fitted, this sub-menu will allow the user to programme the number of coins in each of tubes A, B and C below which the vending machine will deem the tube to have reached a low change level.

#### 12.2.4.6 Change Equation

If a coin mechanism is fitted, this sub-menu will allow the user to specify at what point the "EXACT CHANGE" message will be displayed on the machine LCD, based on when certain coin tubes in the coin mechanism/acceptor reach low change levels.

- To specify which tube combination will be used to enable the 'EXACT CHANGE' message to be displayed, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (↑ keys) to highlight the "CHANGE EQUATION" option and press enter (3L).
- The display will show:

#### COIN TUBE SETUP

► A or B and C	✓
A and B and C	X
A and B	X
A and B or C	X
A only	X
A or B	X
A or B or C	X
A and C	X
A or C	X
B and C	X
B only	X
B or C	X
C only	X

- Use scroll buttons 1 & 2 (↑ keys) to highlight the desired 'CHANGE EQUATION' option and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (↑ keys) and press (3L) to accept the setting.
- The display to the right of the chosen option will start to flash.

- Using either of the two scroll buttons 1 or 2 (↕ keys) toggle the chosen option to the enabled condition (✓) and press (3L) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.4.7 Exact Change Message

If a coin mechanism/acceptor is fitted and it reaches the low change values assigned for tubes A, B or C (see section 0), this sub-menu will allow the user to specify whether the 'EXACT CHANGE' message which then appears is permanently displayed on the LCD screen or whether it is displayed as a message that alternates with any pre-programmed standby messages.

- To specify how the 'EXACT CHANGE' message is displayed, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (↕ keys) to highlight the "EXACT CHANGE MSG" option and press enter (3L).
- The display will show:

<b>EXACT CHANGE MSG</b>	
▶ <b>ALTERNATING</b>	<b>X</b>
<b>PERMANENT</b>	✓

- Use scroll buttons 1 & 2 (↕ keys) to highlight the desired 'EXACT CHANGE MSG' option and press (3L) to accept.
- The disabled (X) and enabled (✓) displays for any given menu option are mutually exclusive. This means that if a menu option is already enabled but a different, currently disabled option needs to be enabled instead, it will first be necessary to highlight the desired disabled option using either of the two scroll buttons 1 or 2 (↕ keys) and press (3L) to accept the setting.
- The display to the right of the chosen option will start to flash.
- Using either of the two scroll buttons 1 or 2 (↕ keys) toggle the chosen option to the enabled condition (✓) and press (3L) to accept the setting.
- The original enabled option will then automatically revert to the disabled condition and the display to the right of the chosen option will now be enabled and stop flashing.
- Press cancel (3S) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.4.8 Max Credit

This sub-menu will allow the user to specify the maximum value of credit that can be accepted if a coin mechanism/acceptor is fitted, as a multiple of the lowest value coin accepted. Any additional coins entered will be returned to the customer.

#### 12.2.4.9 Max Payout

This sub-menu will allow the user to specify the maximum value of change that can be dispensed if a coin mechanism/acceptor is fitted.

- To set the maximum credit the machine will dispense, from the 'PAYMENT SETTINGS' sub-menu use scroll buttons 1 & 2 (**↑** keys) to highlight the "MAX CREDIT" option and press enter (**3L**).
- The display to the right of the chosen option will start to flash.
- Use buttons 0 to 9 to programme the desired credit limit.
- Pressing (**3L**) to accept sets the chosen display status and stops it flashing.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.2.4.10 Multi Vend

This sub-menu allows the user to specify the function of how to handle the money in the machine. With multi vend not enabled, (**X**) the machine will only dispense one drink any change will be returned after the vend. With the multi vend enabled (**✓**), the machine will allow the user to dispense as many drinks as credit allows.

#### 12.2.4.11 Force Vend

This option when enabled (**✓**) will inhibit change from the change giver without a vend taking place. When not enabled (**X**) this function will enable change without a vend.

#### 12.2.4.12 Immediate Deduct

This option when enabled (**✓**) will immediately deduct the value of your drink as soon as the vend key is pressed. If the vend is aborted your coins will be lost. If this option is not enabled (**X**) the coin value is deducted after a successful vend.

#### 12.2.4.13 Escrow

Escrow is where money held in trust by a third party / coin mechanism until the vending machine delivers a drink.

Many coin mechanisms have an area where coins are stored until the vend has been completed this is called the Escrow area.

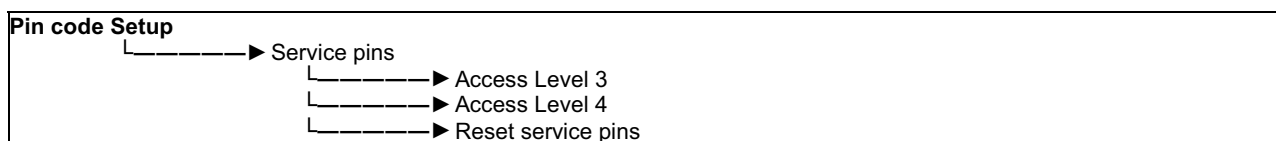
#### 12.2.4.14 Host Location

This menu allows the user set where the machine which contains the payment system is located. This can be either on the left or the right of the slave machine.

If using the machine as a slave to another machine you have the option in the "Host Location" menu to display a message as to where the payment machine is located. i.e.

**Please pay at host  
machine Right**  
 -----▶

### 12.2.5 ▶ Pin Codes Set-up



This will allow the user to set the service access pin codes. The Azure MK4 has a level 3 and a level 4 pass code for service engineers to access the machine. Each pass code has a

different level of access to the machine settings. A pass code of a higher service level can change the access codes of a lower level.

‘Service Pins’ are reached via ‘Service Mode’ thus:

- ▶ SERVICE MODE <Enter 4-digit access code>
  - ↳ MACHINE SETTINGS
    - ↳ **PIN CODES SETUP**

#### 12.2.5.1 Access Level pin

- When in ‘Pin codes setup’ press button **3L** to enter the Service pins sub menu. Use buttons 1 or 2 (↑↓ keys) to scroll through the available ‘Access levels’. An ‘Access level’ can be enabled by selecting it and pressing button **3L** to accept. Once enabled, the chosen ‘Access level’ will flash ?????. From this menu you now use the four push buttons as an access code. The buttons are numbered from left to right as 1 2 3 4.
- Enter your new access code on the screen.
- After the fourth digit has been entered you have to accept the change by pressing **3L**.
- If you enter the Access level pass code by mistake it will be necessary to press button **3S** five times. This will enter the number 3333 on the screen followed by the cancel command **3S**.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.2.5.2 Reset service pins

When in ‘Pin codes setup’ press button **3L** to enter the Service pins sub menu. Use buttons 1 or 2 (↑↓ keys) to scroll to Reset Service Pins and press **3L** to accept. The VMC will reset the access level codes for levels 3 and 4 to there original default settings.

### 12.2.6 ▶ Diagnostics

Diagnostics	
↳	Display Fault Log
↳	Clear Fault Log
↳	Reset Audit Log
↳	Last drink BTN
↳	Last drink code
↳	Triac Testing

‘Diagnostics’ are reached via ‘Service Mode’ thus:

- ▶ SERVICE MODE <Enter 4-digit access code>
  - ↳ MACHINE SETTINGS
    - ↳ **DIAGNOSTICS**

This will allow the user to test the machine outputs to check that motor and water valves are functioning correctly. A fault log captures all faults on the machine with a time and date stamp.

When in the 'Diagnostics' menu use buttons 1 or 2 (↑↓ keys) to scroll through the available selections and select an option with the enter button (**3L**). The Diagnostics menu contains the following functions.

#### 12.2.6.1 Display / Clear fault log.

Use buttons 1 or 2 (↑↓ keys) to scroll to the Display or Clear fault log menu option. Press **3L** to enter the sub menu.

Display fault log will display all the faults on the machine since the last time the log had been cleared. This menu can help in finding faults in the machine as all circuit numbers, which created the fault, can be traced back. Selecting the clear fault log will reset the log to zero.

#### 12.2.6.2 Reset audit

- From the 'Diagnostic' sub-menu select "RESET AUDIT LOG" and press enter (**3L**).
- The display will show:

**RESET AUDIT LOG  
ACCEPT/CANCEL**

- Pressing (**3L**) to accept will cause the display to show:

**RESET AUDIT LOG  
ARE YOU SURE?**

- The machine will emit an audible beep and return to the "DIAGNOSTIC MENU" . Press cancel **3S** at any time to exit back into 'Door Open Mode' and cancel the counter reset.

#### 12.2.6.3 Last drink code / button

The machine has a read only display of the last drink code and the last drink button pressed. This information can help with diagnostics.

#### 12.2.6.4 Triac Testing

- From the 'Diagnostic' sub-menu select "TRIAC TESTING" and press enter (**3L**).
- The display will show:

**TRIAC TESTING  
001**

- Press button **3L** and the display will show the triac selection numbers.

**TRIAC TESTING  
001 Select Triac**

- Use buttons 1 or 2 (↑↓ keys) to scroll through the triac numbers until you have the triac you wish to test. In this case triac five will be tested. Pressing button **3L** will confirm the testing of the triac and display the following menu.

## TRIAC TESTING

### 005 Test Triac

- Press button 1 to turn ON the triac
- Press button 2 to turn OFF the triac
- Press 3S to cancel triac testing and return to the diagnostic menu. Repeat the above process to test another triac.

### 12.2.7 ► Miscellaneous

This will allow the user to set the machine timeouts for the MDB and water inlet valve. The sounder can be switched off in the menu.

<b>Miscellaneous</b>	
└─────────► MDB Timeout	← MDB Timeout for data sending
└─────────► Master timeout	← Mater valve timeout
└─────────► Water Filter	← Water filter drink counter
└─────────► UV Filter	← UV filter drink counter
└─────────► Enable sounder	← Enable sounder

### 12.2.8 ► Cup Settings

This will allow the user to set all the functions relating to cup settings. In this menu the user can enable different or dual cup sizes, enable the cup dropper and cup sensor, and determine what to do in the event of an early cup removal.

<b>Cup Settings</b>	
└─────────► Def cup size	← Set cup size
└─────────► Cup Dropper	← Turn cup dropper on / off
└─────────► Carousel T/out	← Enable cup unit timeout
└─────────► Peeler T/out	← Enable cup peeler timeout
└─────────► Peeler level	← Number of cups left in the unit
└─────────► Sensor active	← Enable cup sensor
└─────────► Early Cup Removal	← Early cup removal choices
└─────────► Ignore Removal	← Ignore and continue vending
└─────────► Abort and Rinse	← Stop vending a flush machine
└─────────► Max Rinse time	← Flush time
└─────────► 2nd Vend Same Cup	← Allow a second vend into the same cup

‘Cup Settings’ are reached via ‘Service Mode’ thus:

- SERVICE MODE <Enter 4-digit access code>
- └► MACHINE SETTINGS
- └► CUP SETTINGS

Use buttons 1 or 2 (↑↓ keys) to scroll to the Cup Settings menu option. Press **3L** to enter the sub menu. This menu contains the following functions.

#### 12.2.8.1 Def Cup Size

This function is used to change the size of the cup used in the machine. Its function is used as shown below.

- Use buttons 1 or 2 (↑↓ keys) to select “Def Cup Size”.
- Press button **3L** to enter. The cup size will flash.
- Use buttons 1 or 2 (↑↓ keys) to select the cup size from the list.
- Press button **3L** to enter and save the setting.

#### 12.2.8.2 Cup Dropper

This function is used to turn on / off the cup dropper. Its function is used as shown below.

- Use buttons 1 or 2 (↓↑ keys) to select “Cup Dropper”.
- Press button **3L** to enter. The option will flash.
- Use buttons 1 or 2 (↓↑ keys) to enable (✓) or disable (X) the cup dropper.
- Press button **3L** to enter and save the setting.

#### 12.2.8.3 Carousel T/Out

This function is used to change the time the machine takes looking for cups in the cup unit. If no cups are found within the time specified the machine will report a cup sold out error. Its function is used as shown below.

- Use buttons 1 or 2 (↓↑ keys) to select “Carousel T/Out”.
- Press button **3L** to enter. The “Carousel T/Out” will flash.
- Use buttons 1 or 2 (↓↑ keys) to select the time out time.
- Press button **3L** to enter and save the setting.

#### 12.2.8.4 Peeler T/Out and level

This function is used to change the time the machine takes looking for cup peeler motor to find it home / parked position. If the cup peeler does not make contact with the switch within this time the machine would report an error. Its function is used as shown below.

- Use buttons 1 or 2 (↓↑ keys) to select “Peeler T/Out”.
- Press button **3L** to enter. The “Peeler T/Out” will flash.
- Use buttons 1 or 2 (↓↑ keys) to select the time out time.
- Press button **3L** to enter and save the setting.

The peeler level is the number of cups that the machine has after the cups sold switch has been made. This figure must not include all cups available after the sold out switch has been activated. At least two cups must remain in the machine cup unit at all times. These cups will avoid the need to prime the cup unit when new cups are loaded.

**Note:** The first time the machine is set up and loaded with cups the first drink may not peel a cup properly until the peelers have completed at least one full cycle.

### 12.2.8.5 Sensor Active

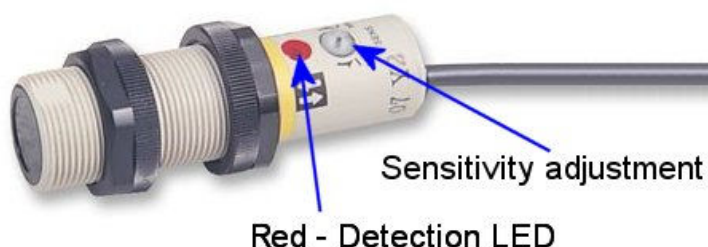
This function is used to enable or disable the cup sensor to allow customers to use their own bottle or cup. Its function is used as shown below.

- Use buttons 1 or 2 (↕ keys) to select "Sensor Active".
- Press button **3L** to enter. The "Sensor Active" will flash.
- Use buttons 1 or 2 (↕ keys) to enable (✓) or disable (X) the cup sensor.
- Press button **3L** to enter and save the setting.

The Azure is fitted with a cup sensor as standard. The sensor can be adjusted by its own sensitivity dial for different cup and bottle types or simply disabled in the firmware.

**NOTE:** The sensor must be kept clean and replaced if scratched or damaged.

### 12.2.9 Cup / Bottle Sensor Setup Functions



#### Red Led

The Red Led will illuminate when an object has been detected within the detection zone. This Led can be used to calibrate the sensor.

#### Sensitivity adjustment

Using a small flat blade screwdriver, the sensitivity can be adjusted to detect different types of cups, bottles and materials.

Place the cup or bottle that is intended for use in the cup station on the target plate.

Looking at the Red Led to indicate that the object has been detected, the range of the sensor can be adjusted by rotating the Sensitivity adjustment dial either Anticlockwise to reduce the sensing range or clockwise to increase the sensing range.

### 12.2.9.1 Early Cup Removal

This function is used to instruct the VMC as to what you would like the machine to do in the event of the customers own cup / bottle being removed before the end of a vend. If this function is not visible, you will need to enable the cup sensor see section 12.2.8.5 to enable the sensor. Its function is used as shown below.

- Use buttons 1 or 2 (**↕** keys) to select “Early Cup Removal”. Press button **3L** to enter the menu

The screen will show the following menu options:

**EARLY CUP REMOVAL ↕**  
**IGNORE REMOVAL**  
**ABORT AND RINSE**  
**MAX RINSE TIME**

- Use buttons 1 or 2 (**↕** keys) to select “Ignore removal” or “Abort and Rinse” and press button **3L** to accept the changes.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### **Ignore removal**

This function will continue to vend a drink after the cup / bottle has been removed from the sensor. This can be used for bottle fills where clear plastic bottles are difficult to be seen by the cup sensor.

**NOTE:** This function must be used with caution as cold water can continue to vend after the cup / bottle has been removed.

#### **Abort and Rinse**

This function aborts a vend as soon as the cup sensor does not see a cup during the vend cycle. Setting a time in the “Max rinse time” will flush the last used drink to clear any pipes of ingredient. As the ingredient is water the rinse time can be set to 0s, this will cause the machine to abort the vend as soon as the cup / bottle has been removed.

### 12.2.10 2nd Vend Same Cup

This function is used to instruct the VMC to either allow (✓) or not allow (X) a second vend into the same cup. With the 2nd vend same cup not enabled (X), the machine will not vend another drink into the same cup unless it has been removed and replaced back into the cup station. This function stops the vending of a second drink and cup into the first if accidentally left in the cup station. This function does not work with a vended cup, as the cup sensor cannot see this cup.

### 12.2.11 ► Flush Settings

This will allow the user to set up the flush times for the water valves and syrup pumps. These times are used for the “One button” flushing in Door Open Mode. See sections 8.2 & 8.3 for the location of the flush button

<b>Flush Settings</b>	
└───► Still water	← Set Still water flush time
└───► Carb. water	← Set Carb. water flush time
└───► Syrups	← Set the time each syrup pump runs
└───► Water Pulse on	← Use to pulse water if required
└───► Water Pulse off	← Use to pulse water if required

‘Flush Settings’ are reached via ‘Service Mode’ thus:

- SERVICE MODE <Enter 4-digit access code>
- └► MACHINE SETTINGS
- └► **FLUSH SETTINGS**

Use buttons 1 or 2 (↑↓ keys) to scroll to the Flush Settings menu option. Press **3L** to enter the sub menu. This menu contains the following functions.

**STILL WATER**  
**CARB. WATER**  
**SYRUPS**  
**WATER PULSE ON**  
**WATER PULSE OFF**

Within this sub menu you can enter the maximum run time for flushing the water and syrup lines for use with the one button flushing.

Water pulsing may be required under certain circumstances. Default settings for this is zero.

In order to flush out old syrup ready for a new one may involve pressing the flush syrup button more than once.

### 12.2.12 ► Auto Clean

<b>Auto Clean</b>	
└───► Active	
└───► Monday	
└───► Tuesday	
└───► Wednesday	
└───► Thursday	
└───► Friday	
└───► Saturday	
└───► Sunday	
└───► Start Time	

‘Auto Clean’ is reached via ‘Service Mode’ thus:

- SERVICE MODE <Enter 4-digit access code>
- └► MACHINE SETTINGS
- └► **AUTO CLEAN**

Use buttons 1 or 2 (↓↑ keys) to scroll to the Auto Clean menu option. Press **3L** to enter the sub menu. This function is used to automatically clean the machine. During an auto clean period the LCD will display the message:

**CLEANSING PROGRAM  
IN PROGRESS...**

The beeper will also sound for the duration of the flush alerting people of its current activity. The coin mechanism if fitted will be inhibited.

It is recommended that for safety reasons the flush periods are not operated during normal working hours of use.

During the period the machine cannot be used to vend a drink, if however a drink is being vended at the time the auto flush sequence is about to start. The flush cycle will not commence.

- Use buttons 1 or 2 (↓↑ keys) to scroll through the Auto Clean menu. Press **3L** on the “Activate” option to enter, and then use buttons 1 or 2 (↓↑ keys) to enable (✓) or disable (X) the function.
- Once enabled use buttons 1 or 2 (↓↑ keys) to select the day / days you want the auto flushing to take place.
- Finally set the time for the auto flush to start. This time setting uses the 24Hour clock format.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

**Note:**

- The auto clean function uses the flush times set in the flush menu option see section 12.2.11.
- The auto clean function also uses the built in clock. It is important to check the time setting is correct for the machines location.
- All times are set to the current GMT at the time of manufacture. See section 12.2.1.3 to adjust the time for you location.
- The auto clean will flush the Carbonated water the Still water followed by Syrup 1 , Syrup 2 and finally Syrup 3 where fitted.

### 12.2.13 ► Syrup Setup



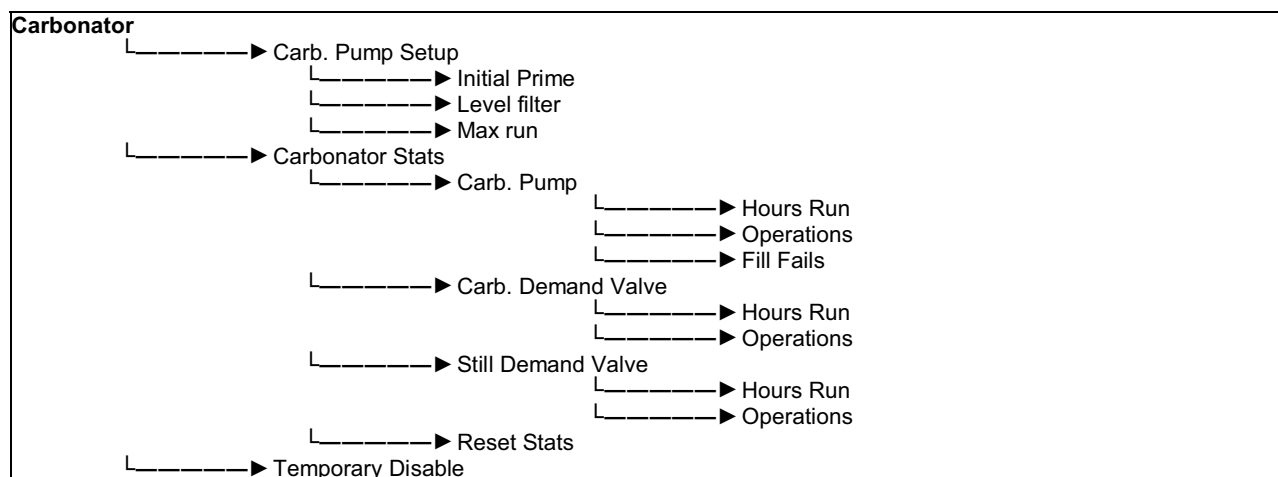
'Syrup Setup' is reached via 'Service Mode' thus:

► SERVICE MODE <Enter 4-digit access code>  
 └─► MACHINE SETTINGS  
 └─► **SYRUP SETUP**

Use buttons 1 or 2 (↑↓ keys) to scroll to the Syrup Setup menu option. Press **3L** to enter the sub menu. This function is used to count the number of vends available in a syrup bottle for hot and cold drinks. Its function is used as shown below.

- Use buttons 1 or 2 (↑↓ keys) to select "Enable Counter".
- Press button **3L** to enter. Use buttons 1 or 2 (↑↓ keys) to enable (✓) or disable (X) the syrup counter.
- Use buttons 1 or 2 (↑↓ keys) to select Syrup 1, 2 or 3 from the list.
- Press button **3L** to enter. The syrup counter will flash "0000". Use buttons 1 or 2 (↑↓ keys) to enter the number of vends in a syrup bottle.
- Press button **3L** to enter and save the setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.2.14 ► Carbonator



'Carbonator' is reached via 'Service Mode' thus:

► SERVICE MODE <Enter 4-digit access code>  
 └─► MACHINE SETTINGS  
 └─► **CARBONATOR**

Use buttons 1 or 2 (↑↓ keys) to scroll to the Carbonator menu. This menu option will only be shown if a carbonator unit has been fitted to the machine. Press **3L** to enter the sub menu.

This function is used to count the number of vends, the duration of the pump and any faults reported by the carbonator. This is a read only report on the status of the carbonator. Only qualified service engineers fault finding the machine need the functions of this menu.

The carbonator will require priming before its first use or when a new water filter has been fitted to the machine. In order to prime a new water filter it will be necessary to “Temporary Disable” the carbonator to fill and flush the water filter before first use. Enabling the “Temporary Disable” will allow the service engineer to flush water through the system without the carbonator pumps running dry.

Disabling or closing the door will disable the “Temporary Disable” mode of the carbonator and restore it to fully working.

### 12.2.15 ► Button Settings

This will allow the user to set up the drink buttons for the 4-way keypad. Each of the 4 buttons can be independently defined as a drink, syrup or bottle fill.



‘Button settings’ is reached via ‘Service Mode’ thus:

```

  ► SERVICE MODE <Enter 4-digit access code>
    └──► MACHINE SETTINGS
          └──► BUTTON SETTINGS
  
```

Use buttons 1 or 2 (↕ keys) to scroll to the Button Settings menu. Press **3L** to enter the sub menu and **3L** again for Drink Buttons. This function is used to define the buttons on the front of the machine for the required drink. Its function is used as shown below.

- Use buttons 1 or 2 (↕ keys) to select the button you require to set.
- Press button **3L** to enter. The machine will show the drink option set on the machine. To accept the drink option press button **3S** to back out of the button selection
- To change a drink button selection press **3L** to change the drink selection. The previous drink selection will flash.
- Use buttons 1 or 2 (↕ keys) to scroll through all the enabled drinks on the machine.
- Press button **3L** to enter and save the new drink button setting.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

Only drinks available for the particular machine type or enabled drinks will show up in the drink button setting menu.

## 12.2.16 ► Advertising

This will allow the user to set up a message that can be displayed on the front screen of the machine to welcome visitors.

‘Advertising’ is reached via ‘Service Mode’ thus:

► SERVICE MODE <Enter 4-digit access code>  
 L► MACHINE SETTINGS  
 L► **ADVERTISING**



Use buttons 1 or 2 (↕ keys) to scroll to the Advertising menu. Press **3L** to enter the sub menu. This function is used to define a message that can be displayed on the front screen of the machine to welcome visitors. Its function is used as shown below.

- Use buttons 1 or 2 (↕ keys) to select “Edit Advert” and press **3L** to enter.
1. Use buttons 1▲, 2▼ or 4► to move the cursor to where you want the advert to start on the display or where you want to edit.
  2. Press button **3L** to enter. The machine will show the character set as below.

**1234567890 . , ' ` : ; ( ) & ? / \ + - = £ \$ \* % Ä Æ Ì Ö Ü**  
**ABCDEFGHIJKLMNOPQRSTUVWXYZ <Space>**

3. Use buttons 1▲, 2▼ or 4► to move the cursor over the character you want to add.
4. Press **3L** to add the selected character to your advert.
5. The cursor will only move right. Keep scrolling right and the screen will come back to the start again.
6. Repeat processes 3,4,5 above for any other additional text on the same line.
7. Press **3S** to save the line and clear the character selection box.
8. Repeat from 1 above for any additional lines or text.
9. Press button **3S** to save the advert.
10. Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

## 12.3 ► DRINKS

The Drinks Menu is where all the drinks available on the Azure vending machine are stored. Within this menu option each drink can be individually changed to give the correct drink make up. All drinks follow a recipe that can be configured to individual requirements and tastes.

From SERVICE MODE use buttons 1 or 2 (↕ keys) to scroll to the Drinks menu. Press **3L** to enter the sub menu. This menu divides into “Change all”, “Waters” and “Syrups”. These functions are used to define the drink make up recipe. Its function is used as shown below.

**SERVICE MODE** <Enter 4-digit access code>  
 L► **DRINKS**  
   L► CHANGE ALL  
   L► WATERS  
     L► COLD WATER  
     L► CARBONATED WATER  
     L► BOTTLE STILL WATER  
     L► BOTTLE CARB. WATER  
   L► SYRUPS  
     L► STILL + SYRUP 1  
     L► STILL + SYRUP 2  
     L► STILL + SYRUP 3  
     L► CARB. + SYRUP 1  
     L► CARB. + SYRUP 2  
     L► CARB. +SYRUP 3

### 12.3.1 ► Change All

<b>Change All</b>		
L_____► All Prices	L_____► Set all to	← Set all prices to...
	L_____► Increase By	← Increase all prices by...
	L_____► Decrease By	← Decrease all prices by...
L_____► All Throws	L_____► Increase By	← Increase all syrups by...
	L_____► Decrease By	← Decrease all syrups by...
L_____► All Waters	L_____► Increase By	← Increase all waters by...
	L_____► Decrease By	← Decrease all waters by...
L_____► Countdown Times	L_____► Increase By	← Increase all countdown timers by...
	L_____► Decrease By	← Decrease all countdown timers by...
L_____► Def Cup size		← Set the cup size

From the drinks menu use buttons 1 or 2 (↕ keys) to scroll to the “Change All” menu. Press **3L** to enter the sub menu. Its function is used as shown below.

#### 12.3.1.1 Change All – Prices

Use buttons 1 or 2 (↕ keys) to scroll to the “All Prices” menu. Press **3L** to enter the sub menu. The LCD will display the following menu options

<b>ALL PRICES</b>	<b>↕</b>
<b>► SET ALL TO</b>	<b>0.00</b>
<b>INCREASE BY</b>	<b>0.00</b>
<b>DECREASE BY</b>	<b>0.00</b>

### ► Set all to

This function is used to set all drink prices to the same value.

- Use buttons 1 or 2 (↓↑ keys) to scroll to the “Set All To” menu. Press **3L** to enter the sub menu.
- The LCD will flash the price setting 00.00.
- Use buttons 1 or 2 (↓↑ keys) to scroll through the price setting until you reach the required price setting.
- Press **3L** to save the new drink price.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### ► Increase By

This function is used to increase all prices by the same fixed amount. Having set all drinks to individual prices this menu option can be used to increase all prices by the amount set in the increase all setting.

- Use buttons 1 or 2 (↓↑ keys) to scroll to the “Increase By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the price setting 00.00.
- Use buttons 1 or 2 (↓↑ keys) to scroll through the price setting until you reach the required price setting.
- Press **3L** to save the new drink price.
- If you have used the “Set all to” menu to price all the drinks the “Increase By” will change to 0.00 and the “Set All To” will reflect the new price change.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### ► Decrease By

This function is used to decrease all prices by the same fixed amount. Having set all drinks to individual prices this menu option can be used to decrease all prices by the amount set in the decrease all setting.

- Use buttons 1 or 2 (↓↑ keys) to scroll to the “Decrease By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the price setting 00.00.
- Use buttons 1 or 2 (↓↑ keys) to scroll through the price setting until you reach the required price setting.
- Press **3L** to save the new drink price.
- If you have used the “Set all to” menu to price all the drinks the “Decrease By” will change to 0.00 and the “Set All To” will reflect the new price change.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### 12.3.1.2 ► Change All – Throws

Use buttons 1 or 2 (↕ keys) to scroll to the “All Throws” menu. Press **3L** to enter the sub menu.

The LCD will display the following menu options:

<b>ALL THROWS</b>	<b>↕</b>
<b>► INCREASE BY</b>	<b>0%</b>
<b>DECREASE BY</b>	<b>0%</b>

#### ► Increase By

This function is used to increase all syrup throws by the same fixed amount. Having set all syrup drink throws this menu option can be used to increase all syrup throws by the percentage amount set.

- Use buttons 1 or 2 (↕ keys) to scroll to the “Increase By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the increase by 000%.
- Use buttons 1 or 2 (↕ keys) to scroll through the numbers until you reach the required syrup throw increase.
- Press **3L** to save the percentage increase.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### ► Decrease By

This function is used to decrease all syrup throws by the same fixed amount. Having set all syrup drink throws this menu option can be used to decrease all syrup throws by the percentage amount set.

- Use buttons 1 or 2 (↕ keys) to scroll to the “Decrease By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the decrease by 000%.
- Use buttons 1 or 2 (↕ keys) to scroll through the numbers until you reach the required syrup throw decrease.
- Press **3L** to save the percentage decrease.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### 12.3.1.3 ► Change All – Waters

Use buttons 1 or 2 (↕ keys) to scroll to the “All Waters” menu. Press **3L** to enter the sub menu.

The LCD will display the following menu options

<b>ALL WATERS</b>	<b>↕</b>
<b>► INCREASE BY</b>	<b>0%</b>
<b>DECREASE BY</b>	<b>0%</b>

### ► Increase By

This function is used to increase all water throws by the same fixed amount. Having set all the drink throws this menu option can be used to increase all water throws by the percentage amount set.

- Use buttons 1 or 2 (↑↓ keys) to scroll to the “Increase By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the increase by 000%.
- Use buttons 1 or 2 (↑↓ keys) to scroll through the numbers until you reach the required syrup throw increase.
- Press **3L** to save the percentage increase.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### ► Decrease By

This function is used to decrease all water throws by the same fixed amount. Having set all the drink throws this menu option can be used to increase all water throws by the percentage amount set..

- Use buttons 1 or 2 (↑↓ keys) to scroll to the “Decrease By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the price setting 000%.
- Use buttons 1 or 2 (↑↓ keys) to scroll through the price setting until you reach the required syrup throw decrease.
- Press **3L** to save the percentage decrease.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.3.1.4 ► Change All – Countdown Times

Use buttons 1 or 2 (↑↓ keys) to scroll to the “Countdown Times” menu. Press **3L** to enter the sub menu.

The LCD will display the following menu options

<b>COUNTDOWN TIMES</b>	↑↓
► <b>INCREASE BY</b>	<b>0%</b>
<b>DECREASE BY</b>	<b>0%</b>

### ► Increase By

This function is used to increase the countdown time by the same fixed amount.

- Use buttons 1 or 2 (↑↓ keys) to scroll to the “Increase By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the increase by 000%.
- Use buttons 1 or 2 (↑↓ keys) to scroll through the numbers until you reach the required countdown time increase.
- Press **3L** to save the percentage increase.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### ► Decrease By

This function is used to decrease the countdown time by the same fixed amount.

- Use buttons 1 or 2 (↕ keys) to scroll to the “Decrease By” menu. Press **3L** to enter the sub menu.
- The LCD will flash the price setting 000%.
- Use buttons 1 or 2 (↕ keys) to scroll through the price setting until you reach the required countdown time decrease.
- Press **3L** to save the percentage decrease.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.3.1.5 ► Change All – Def Cup Size

This function is used to change the default cup size. The cup size can also be changed in the cup settings menu see section 12.2.8.1 as well. Either one will change the cup size.

- Use buttons 1 or 2 (↕ keys) to select “Def Cup Size”.
- Press button **3L** to enter. The cup size will flash.
- Use buttons 1 or 2 (↕ keys) to select the cup size from the list.
- Press button **3L** to enter and save the setting.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.3.2 ► Waters

This function is used to change the default still and carbonated water drinks only. The recipes for all water drinks are stored in this section.

- Use buttons 1 or 2 (↕ keys) to select “Waters”.
- Press button **3L** to enter.
- Use buttons 1 or 2 (↕ keys) to select a drink from the list:
  - Cold water
  - Carbonated Water
  - Bottle Still Water
  - Bottle Carb. Water
- Press button **3L** to enter and modify the setting.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

#### 12.3.3 ► Syrups

This function is used to change the default still and carbonated water drinks with syrup. The recipes for all syrup drinks are stored in this section.

- Use buttons 1 or 2 (↕ keys) to select “Syrups”.
- Press button **3L** to enter.

- Use buttons 1 or 2 (↕ keys) to select a drink from the list:
  - Still Syrup 1
  - Still Syrup 2
  - Still Syrup 3
  - Carb. Syrup 1
  - Carb. Syrup 2
  - Carb. Syrup 3
- Press button **3L** to enter and modify the setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

## 12.4 Drink Make up

After selecting the required drink to modify, see section 12.3.2 and 12.3.3. Each drink selection menu splits into two sections Drink Setup and Drink Throws.

```

SERVICE MODE <Enter 4-digit access code>
  L▶ DRINKS
    L▶ WATERS
      L▶ < Drink Choice from above >
        L▶ DRINK SETUP
        L▶ DRINK THROWS
    L▶ SYRUPS
      L▶ < Drink Choice from above >
        L▶ DRINK SETUP
        L▶ DRINK THROWS
  
```

See the next section for a detailed description of the function of these drink menus.

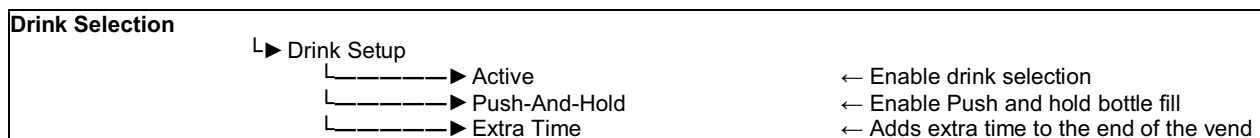
It is important to note that the machine has been configured to operated with a water flow rate of 1floc/sec. Therefore a 7oz cup with a 6oz fill will vend for 6 seconds.

It may be necessary to adjust the water regulator situated at the rear of the machine see section 8.2 and 8.3 for its position within the cabinet. Turning the control valve anti clockwise will reduce the flow . Turning clockwise will increase the water flow.

For carbonated machines it may be required to adjust the water flow valve as above and also the carbonator water flow valve within the carbonator. This must only be carried out by qualified service / installation engineers and is therefore outside the scope of this manual.

## 12.5 ► DRINK SETUP

The drink set-up menu contains information about the drink make up. Here the user can enable the drink for use and allow extra time at the end of a vend to allow final drips to enter the cup. Bottle filled drinks have an additional menu for “Push and Hold” to determine the delivery method of the water.



### 12.5.1 Active

This function is used to enable (✓) or disable (X) the drink selection. Only enabled drinks can be assigned to a drink button see section 12.2.15.

- Use buttons 1 or 2 (↓↑ keys) to scroll to the “Activate” menu. Press **3L** to enter the sub menu options.
- Use buttons 1 or 2 (↓↑ keys) to enable (✓) or disable (X) the drink selection.
- Press **3L** to save the setting.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### 12.5.2 Extra time

This function is used to add extra time to the end of a vend, this function can be used to allow final drips to enter the cup and not into the cup station.

- Use buttons 1 or 2 (↓↑ keys) to scroll to the “Extra Time” menu. Press **3L** to enter the sub menu options.
- The LCD will flash the extra time setting 00s.
- Use buttons 1 or 2 (↓↑ keys) to change the extra time. (Maximum time of 60s)
- Press **3L** to save the extra time setting.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’ to ensure the new settings are saved to the machine VMC.

### 12.5.3 Push-and-Hold bottle fill.

Bottle filled drinks can be used in one of two ways.

***“Push-And-Hold” is not enabled (X) in the drink setup menu.***

With this function off (X), the bottle fill button when pressed will deliver the amount of water as set in the drink throw menu. Typically 15s ≡ 15Fld.oz ≡ 450ml.

***“Push-And-Hold” is enabled (✓) in the drink setup menu.***

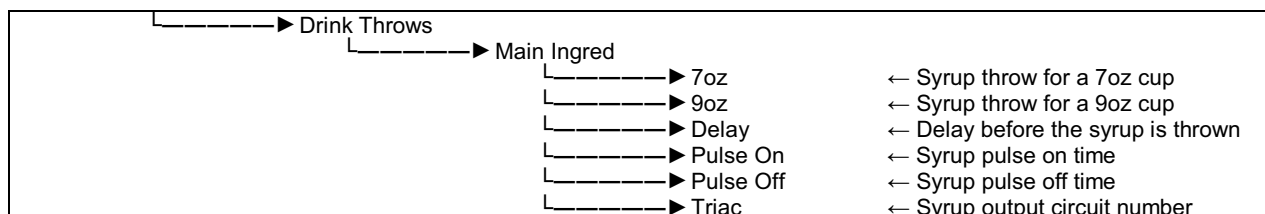
With this function on (✓), the bottle fill button when pressed will deliver water only while the button is pressed. The machine will only dispense up to the maximum amount of water as set in the drink throw menu.

## 12.6 ► DRINK THROWS

All drink selections have the same menu parameters required to set up the drink selection. i.e. throw times, delay's and pulses so for clarity only one option will be shown. Each drink is made up a several parts depending on the drink type; each part of the drink make up will consist of a water valve and / or a syrup pump. Each one of these can be programmed independently. A typical programmable block is as below; note that only some of the functions below may be required for a typical drink.

### 12.6.1 Main Ingredients ( Syrup )

The main ingredients for the Azure refer to the syrup throw times.



#### 12.6.1.1 7 and 9oz Throws

These settings determine the amount of syrup that will be thrown for the given cup size.

- Use buttons 1 or 2 (⬇️ keys) to scroll to the 7 or 9oz setting.
- Press **3L** to enter and change the throw time.
- The LCD will flash the time setting 00.0. ( Maximum time 60.0s )
- Use buttons 1 or 2 (⬇️ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.1.2 Delay

This setting determines the start delay time of the syrup throw. Delaying the start of the syrup throws can aid in the mixing of syrup and water.

- Use buttons 1 or 2 (**⬆** keys) to scroll to the delay setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 00.0. ( Maximum time 60.0s )
- Use buttons 1 or 2 (**⬆** keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.1.3 Pulse ON / OFF

These settings determine the pulse on and off duration for the syrup throw. Should it be necessary to pulse the syrup throw follow the set up procedure below.

- Use buttons 1 or 2 (↓↑ keys) to scroll to either the Pulse on or Pulse off setting.
- Press **3L** to enter and change the pulse time.
- The LCD will flash the time setting 00.0. ( Maximum time 25.0s )

- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.1.4 Triac

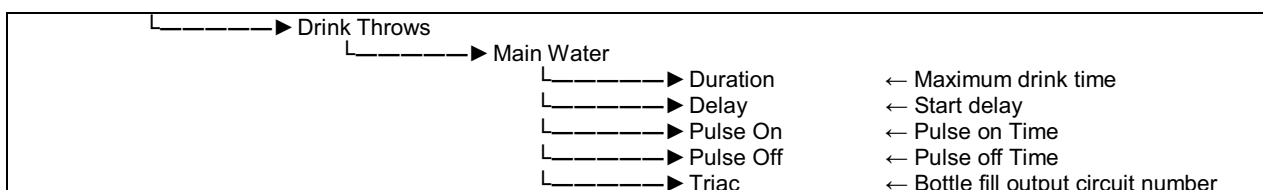
This setting determines the output connection on the VMC. Should it be necessary to change the output from the default setting follow the set up procedure below?

- Use buttons 1 or 2 (↕ keys) to scroll to either the triac setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 000. ( Maximum setting 200 )
- Use buttons 1 or 2 (↕ keys) to change the triac number.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

**Note:** Any changes to Triac number must be done with due care. Drink makeup and abnormal machine functions may occur if selecting an incorrect triac number.

#### 12.6.2 Bottle Fill

The water for a bottle fill is controlled by one variable called "Duration", this sets the maximum drink throw time for a Press-And-Hold vend and the throw time for a bottle fill.



##### 12.6.2.1 Duration

This setting determines the amount of water that will be thrown to fill a 500ml bottle.

- Use buttons 1 or 2 (↕ keys) to scroll to the duration setting.
- Press **3L** to enter and change the throw time.
- The LCD will flash the time setting 00.0. ( Maximum time 60.0s )
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.2.2 Delay

This setting determines the start delay time of the water that will be thrown.

- Use buttons 1 or 2 (↕ keys) to scroll to the delay setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 00.0. ( Maximum time 60.0s )
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.2.3 Pulse ON / OFF

These settings determine the pulse on and off duration for the water throw. Should it be necessary to pulse the syrup throw follow the set up procedure below.

- Use buttons 1 or 2 (↕ keys) to scroll to either the Pulse on or Pulse off setting.
- Press **3L** to enter and change the pulse time.
- The LCD will flash the time setting 00.0. ( Maximum time 25.0s )
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.2.4 Triac

This setting determines the output connection on the VMC. Should it be necessary to change the output from the default setting follow the set up procedure below?

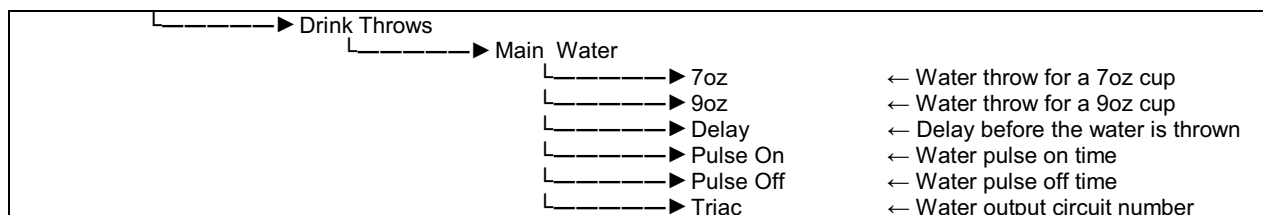
- Use buttons 1 or 2 (↕ keys) to scroll to either the triac setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 000. ( Maximum setting 200 )
- Use buttons 1 or 2 (↕ keys) to change the triac number.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

**Note:** Any changes to Triac number must be done with due care. Drink makeup and abnormal machine functions may occur if selecting an incorrect triac number.

### 12.6.3 Main Water

The main water is the cold water from the chiller or carbonator to fill the cup.

The UV lamp is set on before, during and after a vend and cannot be changed.



#### 12.6.3.1 7 and 9oz Throws

These settings determine the amount of water that will be thrown for the given cup size.

- Use buttons 1 or 2 (↕ keys) to scroll to the 7 or 9oz setting.
- Press **3L** to enter and change the throw time.
- The LCD will flash the time setting 00.0. (Maximum time 60.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.3.2 Delay

This setting determines the start delay time of the water that will be thrown. Delaying the start of the water throws can aid in the mixing of syrup and water.

- Use buttons 1 or 2 (↕ keys) to scroll to the delay setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 00.0. (Maximum time 60.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.3.3 Pulse ON / OFF

These settings determine the pulse on and off duration for the water throw. Should it be necessary to pulse the water throw follow the set up procedure below.

- Use buttons 1 or 2 (↕ keys) to scroll to either the Pulse on or Pulse off setting.
- Press **3L** to enter and change the pulse time.
- The LCD will flash the time setting 00.0. (Maximum time 25.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

### 12.6.3.4 Triac

This setting determines the output connection on the VMC. Should it be necessary to change the output from the default setting follow the set up procedure below?

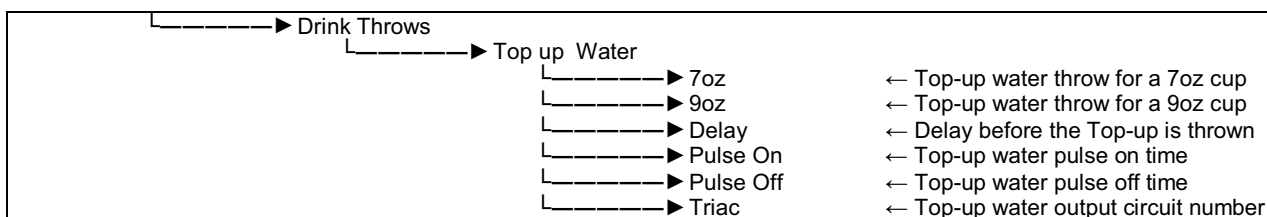
- Use buttons 1 or 2 (↕ keys) to scroll to either the triac setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 000. (Maximum setting 200)
- Use buttons 1 or 2 (↕ keys) to change the triac number.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

**Note:** Any changes to Triac number must be done with due care. Drink makeup and abnormal machine functions may occur if selecting an incorrect triac number.

### 12.6.4 Top-up Water

The Top-Up water is the cold still water from the Chiller used only on carbonated drinks. Top up water shall be timed to dispense still water at the end of a carbonated dispense, this will clear the water pipe of carbonated water. Carbonated water if not flushed through at the end of a vend can cause the dispense nozzle to drip water into the cup station.

**It is important to set the delay time for top-up water to be at the end of the carbonated dispense otherwise its affects will not be noticed.**



#### 12.6.4.1 7 and 9oz Throws

These settings determine the amount of water that will be thrown for the given cup size.

- Use buttons 1 or 2 (↕ keys) to scroll to the 7 or 9oz setting.
- Press **3L** to enter and change the throw time.
- The LCD will flash the time setting 00.0. (Maximum time 60.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.4.2 Delay

This setting determines the start delay time of the water that will be thrown. Delaying the start of the water throws can aid in the mixing of syrup and water.

- Use buttons 1 or 2 (↕ keys) to scroll to the delay setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 00.0. (Maximum time 60.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.4.3 Pulse ON / OFF

These settings determine the pulse on and off duration for the water throw. Should it be necessary to pulse the water throw follow the set up procedure below.

- Use buttons 1 or 2 (↕ keys) to scroll to either the Pulse on or Pulse off setting.
- Press **3L** to enter and change the pulse time.
- The LCD will flash the time setting 00.0. (Maximum time 25.0s)
- Use buttons 1 or 2 (↕ keys) to change the time.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

#### 12.6.4.4 Triac

This setting determines the output connection on the VMC. Should it be necessary to change the output from the default setting follow the set up procedure below?

- Use buttons 1 or 2 (↕ keys) to scroll to either the triac setting.
- Press **3L** to enter and change the start delay time.
- The LCD will flash the time setting 000. (Maximum setting 200)
- Use buttons 1 or 2 (↕ keys) to change the triac number.
- Press **3L** to save the time setting.
- Press cancel (**3S**) to exit back into 'Door Open Mode' to ensure the new settings are saved to the machine VMC.

**Note:** Any changes to Triac number must be done with due care. Drink makeup and abnormal machine functions may occur if selecting an incorrect triac number.

## 13 Sanitising Procedure For The Chiller / Carbonator Unit And Syrup Lines

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- For **Delmonte** machines remove the connectors from the syrup boxes, and connect the relief valves as a temporary measure.
- For **Brita** machines remove the dip tubes from the syrups.
- Fill the sanitising bucket with warm water and the right amount of *Milton Sterilising Fluid* (approx 55cc per 4.5 Litres of water). Place the ends of the syrup lines into the bucket of solution and flush the fluid through until the Chiller and lines are primed full of sterilising fluid. Leave for 15 minutes.
- After 15 minutes, empty the bucket and replace with clean water. Flush through until all traces of sterilising fluid have been removed and the water coming out of the dispense nozzle is pure and clean (this may require several flushes).
- Remove the dispense nozzle and clean the spout thoroughly with the sterilising fluid and bottlebrush provided (supplied when purchased from *Milton*); if required, the individual dispense spouts can be removed for better access. Rinse thoroughly in clean water and place back in nozzle.
- Re-prime the syrup lines using the flush procedure defined in section 11.9.
- Test all drinks and adjust throws as required.

## 14 Carbonator priming and set-up

---

The Azure Mk4 can have a still only chiller or a Carbonator unit fitted to the machine. The Carbonator has an intelligent Carbonator Control Board (CCB) built into the lower section of the carbonator; The CCB receives its instructions and transmits status via a CAN connection to the VMC. This is a 2-wire system, plus ground that operates at 100 kHz. This unit controls the functions of the carbonator to maintain carbonation and water levels in the carbonator.

The CCB talks directly with the VMC mounted on the door of the Azure to interact with the machines functions, this will always ensure that the water valves are opened to fill the carbonator bowl. Any faults with the carbonator will be reported to the VMC. This and other information is reported to the main control board and can be displayed on the screen for the operator to view.

The control of the carbonator is shared between the CCB and the VMC, with the VMC making the higher-order decisions.

The CCB regularly transmits the following information to the VMC:

- Above or below carbonator fill-level
- Mains outputs healthy or short
- Hours run for each output

The VMC sends commands to the CCB to request which outputs are to be activated.

The VMC makes activation decisions according to the following rules:

- The Still Demand valve is ON when required by vend process.
- The Carb. Demand valve is ON when required by vend process.

The main Cold Water Inlet is ON if the pump runs continuously due to a fault condition, the valves and pump are immediately turned off, a fault reported on the screen and no more cold drink vends (still or carbonated) are allowed. It is necessary to cycle the power to clear this fault. Possible causes are cold water inlet valve fail, mains water fail, pump fail, fill valve fail, CO2 fail or leak.

- The CCB delays activating the Still Demand valve and Carb. Demand valve by 300 milliseconds to allow Cold Water inlet to stabilise and to allow relay on CCB switch cleanly.
- The Pump runs if required by the Still Demand valve.
- If a mains fault is detected, the valves and pump are immediately turned off, a fault reported on the screen and no more cold drink vends (still or carbonated) are allowed. It is necessary to check for an AC supply fault then cycle the power to clear this fault.

The carbonator can be "*Temporarily Disabled*" from within the Carbonator menu. This stops any outputs to and from the carbonator – demand valves, fill valve or pump and stops the monitoring of those outputs. The disablement lasts until it is cleared in the menu item, the machine is powered down, the door is closed or drink testing commences – whichever occurs soonest?

To prime a new filter ready for use with the carbonator will require disconnection of pipe work to avoid damage to the carbonator due to water starvation. The water pipe, which exits the water filter, must be disconnected from the UV filter and placed into the waste bucket.

Temporarily disable the carbonator from within service mode and then press the water flush button on the inside of the machine door.

This will flush the machine and open the main water valve. Water will pass through the water filter and out into the waste bin. At this stage the Carbonator will be off and no damage to the pumps will occur. Once the water filter has been primed and any carbon deposits have been removed the pipe work must be replaced, the carbonator disabled returned to enabled and then press the water flush button pressed again to flush water through the carbonator unit.

▶ Service Mode			
↳ Machine settings			
↳ Carbonator			
↳ Carb. Pump Setup			Carbonator menu
↳ Initial Prime			Carbonator Pump
↳ Level filter			Initial prime maximum time
↳ Max run			Overfill time from probe
↳ Carbonator Stats			Maximum time pump can run
↳ Carb. Pump			
↳ Hours Run			Hours the Pump has run
↳ Operations			Number of time pump run
↳ Fill Fails			Number of faults with pump
↳ Carb. Demand Valve			
↳ Hours Run			Hours of carbonated water
↳ Operations			Number of operations
↳ Still Demand Valve			
↳ Hours Run			Hours of still water
↳ Operations			Number of operations
↳ Reset Stats			Reset all stats
↳ Temporary Disable			Disable carbonator for priming



## 15 Control Processor & USB

### 15.1 Changing the Control Board

If it is necessary to change the VMC control board all audit data and machine settings will be lost. If it is possible, retrieve audit data and machine configuration using the USB port before removing the processor board.

The USB port provides an easy method for reading / printing audit, up / downloading machine parameters and upgrading the control Firmware. The USB port provides an easy method for auditing, up/downloading machine parameters and upgrading the control software.

### 15.2 USB Port

USB memory stick Folder Layout and Text Format

In order to upload software, up/download audit and configuration files from your Azure, you must have created a 'main' Azure folder that contains Four 'sub' folders called Audit, Config , Firmware and Language as shown below;



Audit	-	This is where all the up/down loaded machine audit information is stored
Config	-	This is where the machine set-up is stored for machine cloning.
Firmware	-	This is where new software is stored ready for uploading.
Language-		This is where foreign languages are stored for up/down loading.

### 15.3 Load / Read Configuration

#### NOTE:

If it is necessary to change the VMC control board, all audit data and machine configuration settings will be lost. If it is possible, retrieve audit data and machine configuration using the USB port before removing the processor board.

From time to time it will be necessary to change machine configuration settings and either save them to a USB memory stick for future reference or to transfer these settings to other machines. The information below describes how to load configurations into machines and how to read existing machine configuration data onto a USB memory stick.

#### Load config Into Machine

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.

- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ CONFIG' sub-menu select "LOAD INTO MACHINE" and press enter (**3L**).
- The display will show all available configuration files thus

**SELECT FILE**  
**► AZUR\_XYZ.CFG**

- Use scroll buttons 1 & 2 (**↑↓** keys) to pick the appropriate file to load into the machine.
- Press enter (**3L**) to accept the chosen file.
- The display will show:

**LOAD INTO MACHINE**  
**FILE: - AZUR\_XYZ.CFG**  
**ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**LOAD INTO MACHINE**  
**FILE: - AZUR\_XYZ.CFG**  
**LOADING...**

- When the config upload is complete the machine will emit an audible beep and return to the "LOAD/READ CONFIG" sub-menu.
- Press cancel (**3S**) to exit back to 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- Switch **OFF** the machine.
- Remove the USB memory stick.
- Switch the machine back **ON** and close the door.

### **Read Config From Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ CONFIG' sub-menu select "READ FROM MACHINE" and press enter (**3L**).
- The display will show:

**READ FROM MACHINE**  
**► AUTO SELECT**  
**SELECT FILE**

- Selecting “AUTO SELECT” by pressing enter (**3L**) will cause the machine to automatically create a new, sequential config filename which when read/saved to the USB memory stick will contain all the config settings present on the machine at the time of saving.
- If “AUTO SELECT” is confirmed, the display will show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
READING...**

- When the config upload is complete the machine will emit an audible beep and return to the “LOAD/READ CONFIG” sub-menu.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’.
- Remove USB memory stick and close the door.
- If “SELECT FILE” is confirmed, The display will show all available configuration files thus:

**SELECT FILE  
► AZUR\_XYZ.CFG  
AZUR\_ABC.CFG  
AZUR\_DEF.CFG**

- Use scroll buttons 1 & 2 (**↑↓** keys) to pick the appropriate file to read from the machine.
- Press enter (**3L**) to accept the desired file.
- The display will show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE  
FILE: - AZUR\_XYZ.CFG  
READING...**

- When the config upload is complete the machine will emit an audible beep and return to the “LOAD/READ CONFIG” sub-menu.
- Press cancel (**3S**) to exit back into ‘Door Open Mode’.
- Remove USB memory stick and close the door.

## 15.3.1.1 Load/Read Audit

All Audit information conforms to EVA-DTS 6.0 standards.

If it is necessary to change the VMC control board, all audit data and machine settings will be lost. If it is possible, retrieve audit data and machine configuration using the USB port before removing the processor board.

**Load Audit Into Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ AUDIT' sub-menu select "LOAD INTO MACHINE" and press enter (**3L**).
- The display will show all available configuration files thus

**SELECT FILE**  
**► A0000001.TXT**  
**A0000002.TXT**

- Use scroll buttons 1 & 2 (**↓↑** keys) to pick the appropriate file to load into the machine.
- Press enter (**3L**) to accept the chosen file.
- The display will show:

**LOAD INTO MACHINE**  
**FILE: - A0000001.TXT**  
**ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**LOAD INTO MACHINE**  
**FILE: - A0000001.TXT**  
**LOADING...**

- When the audit upload is complete the machine will emit an audible beep and return to the "LOAD/READ AUDIT" sub-menu.
- Press cancel (**3S**) to exit back to 'Door Open Mode' to ensure the new settings are saved to the machine VMC.
- Switch **OFF** the machine.
- Remove the USB memory stick.
- Switch the machine back **ON** and close the door.

**Read Audit From Machine**

- A formatted USB memory stick will be required as described in section 15.
- Open the machine door.
- Insert the formatted machine USB memory stick into the USB port positioned on the VMC cover.
- The machine will automatically recognise the insertion of the USB memory stick by beeping twice.
- From the 'LOAD/READ AUDIT' sub-menu select "READ FROM MACHINE" and press enter (**3L**).
- The display will show:

**READ FROM MACHINE**  
**► AUTO SELECT**  
**SELECT FILE**

- Selecting "AUTO SELECT" by pressing enter (**3L**) will cause the machine to automatically create a new, sequential audit filename which when read/saved to the USB memory stick will contain all the audit data present on the machine at the time of saving.
- If "AUTO SELECT" is confirmed, the display will show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**ACCEPT OR CANCEL?**

- Pressing (**3L**) to accept will cause the display to show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**READING...**

- When the audit file has been read from the machine it will emit an audible beep and return to the "LOAD/READ AUDIT" sub-menu.
- Press cancel (**3S**) to exit back into 'Door Open Mode'.
- Remove USB memory stick and close the door.
- If "SELECT FILE" is confirmed, The display will show all available configuration files thus:

**SELECT FILE**  
**► A0000001.TXT**  
**A0000002.TXT**

- Use scroll buttons 1 & 2 (**↓↑** keys) to pick the appropriate file to read from the machine.
- Press enter (**3L**) to accept the desired file.
- The display will show:

**READ FROM MACHINE**  
**FILE: - A0000001.TXT**  
**ACCEPT OR CANCEL?**

- Pressing (3L) to accept will cause the display to show:

**READ FROM MACHINE  
FILE: - A0000001.TXT  
READING...**

- When the audit file has been read from the machine it will emit an audible beep and return to the "LOAD/READ AUDIT" sub-menu.
- Press cancel (3S) to exit back into 'Door Open Mode'.
- Remove USB memory stick and close the door.

## 16 FILTERED WATER SYSTEM

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Care should be taken when working on live equipment; 240VAC is present on the Azure cold water system.

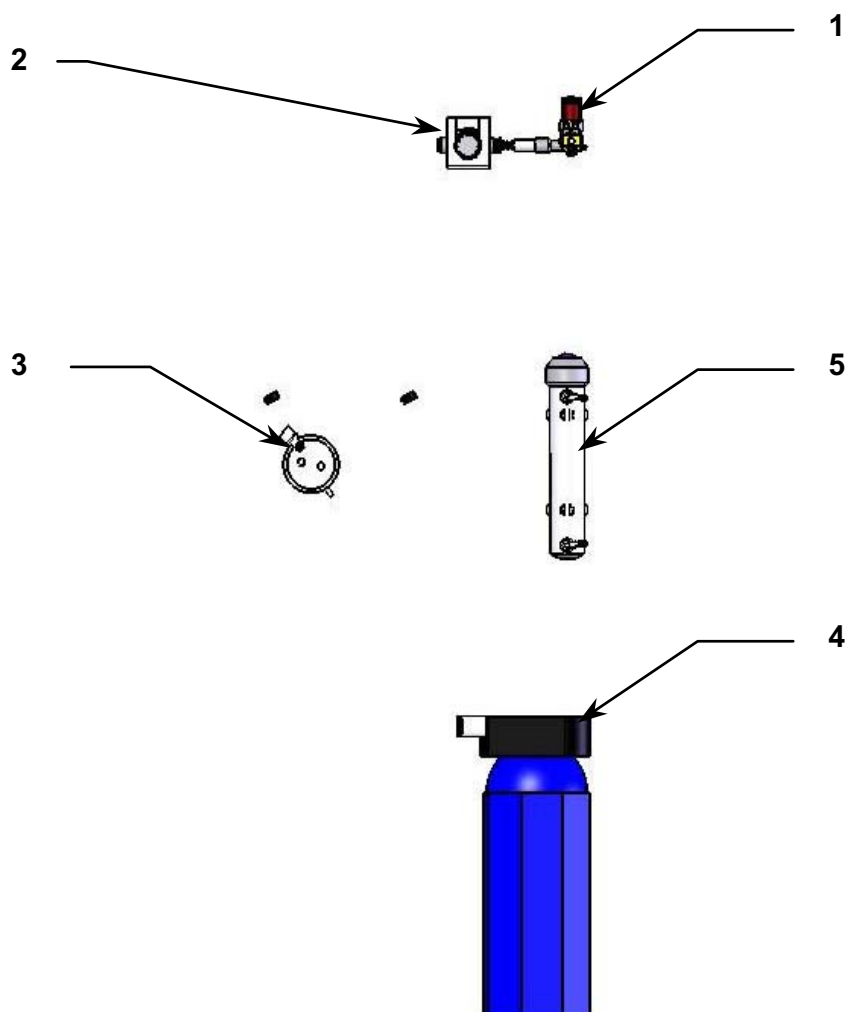
During each individual vend cycle UV light is present within this machine. Although encased within a durable UV container, care must be taken to ensure that the UV lamp is not brought into direct exposure to the naked eye.

The cold water system within your Azure can comprise of up to two purifying filters. The first filter (if fitted) can be either a Brita Compact or Brita Aquaquest. These filters remove odour, hard water elements and organic pollutants.

The second filter is a single UV filter (42 Volt AC supply), which removes bacteria from within the water supply.

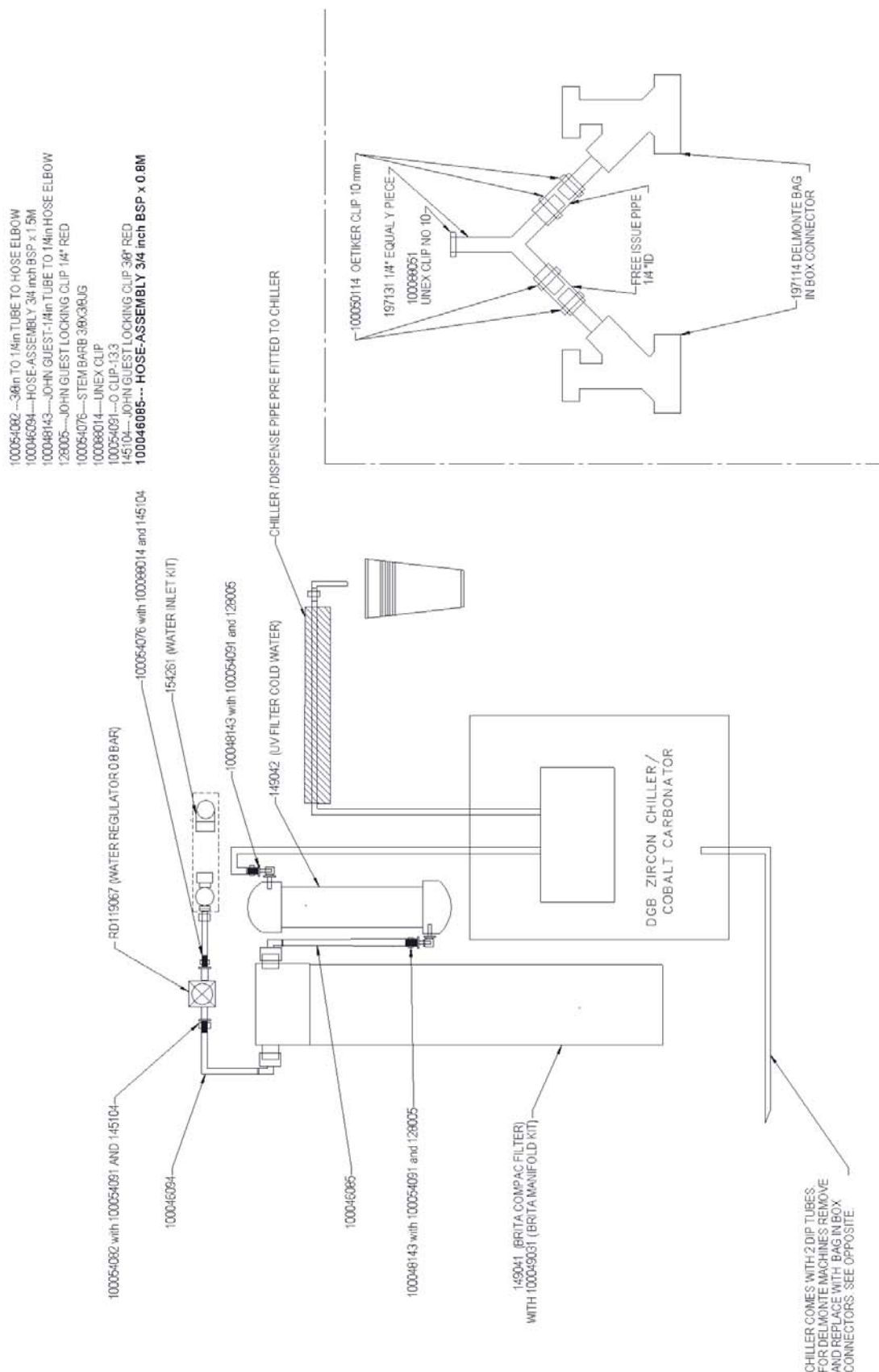
After purification the water is then chilled through either a Zircon AB Chiller unit or a Colbalt Carbonator unit (dependent on machine type), and vended via the 'Cold Water' dispense nozzle.

## 16.1 Azure Brita Compact Layout

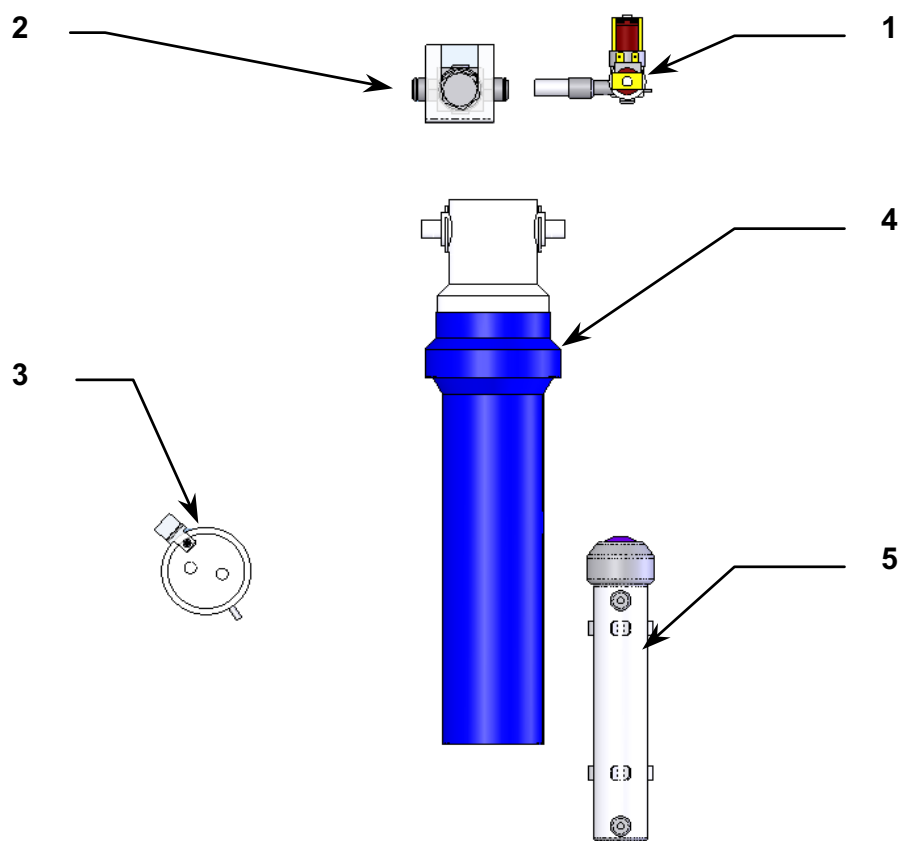


ITEM No.	PART No.	DESCRIPTION
1	01Z160001	WATER INLET VALVE
2	RD119067	WATER PRESSURE REGULATOR 0-8 BAR
3	113166	SWITCH PRESSURE 65/18
4	149041	BRITA COMPACT AQUAQUELL ( <b>NOT SUPPLIED WITH MACHINE</b> )
5	149042	UV FILTER

## Del Monte syrup connectors

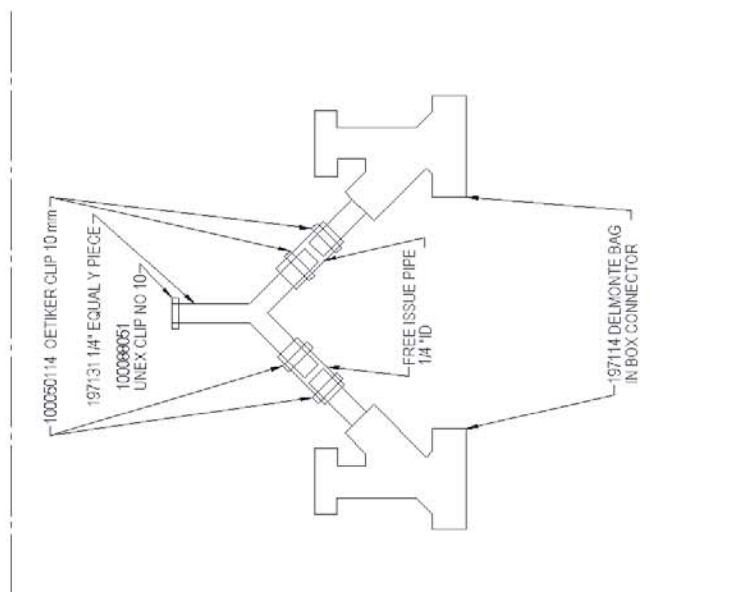
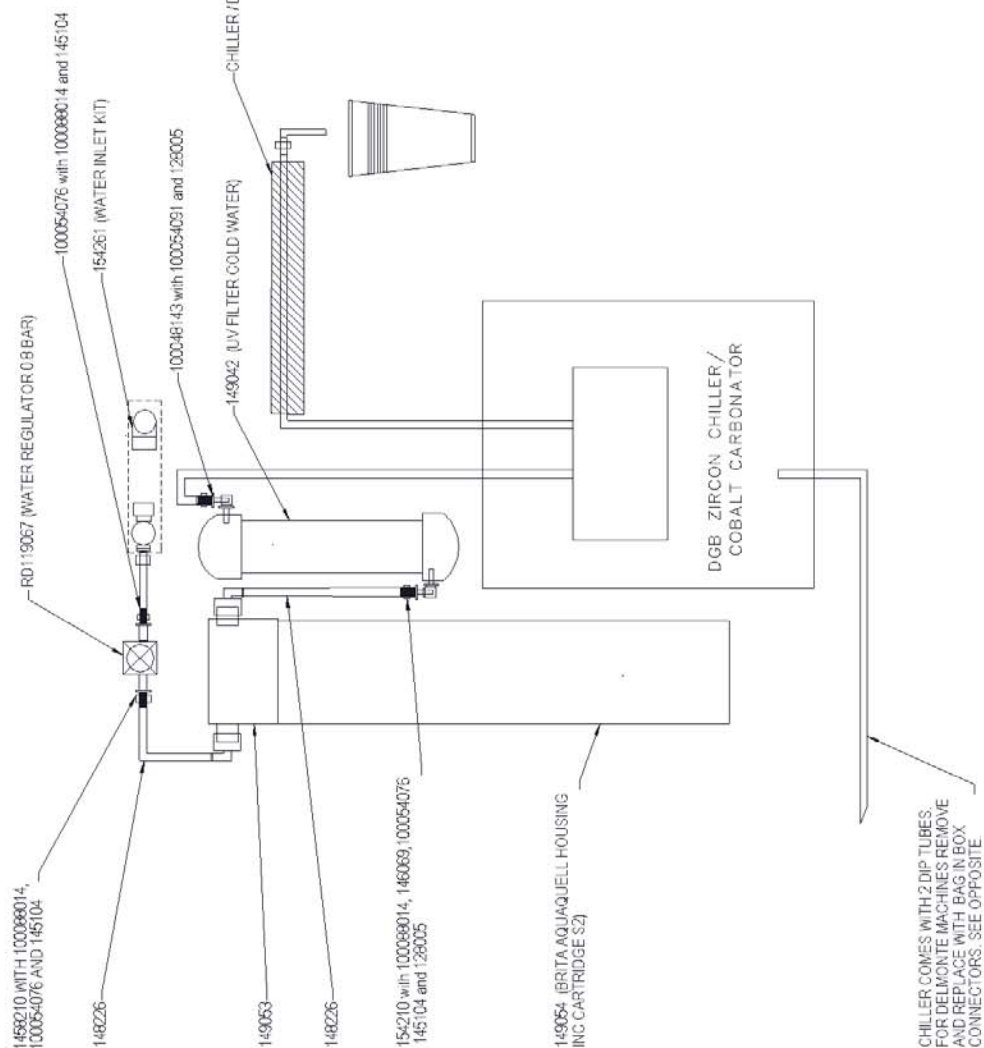


## 16.2 Azure Brita Aquaquell 1.5 Layout



ITEM No.	PART No.	DESCRIPTION
1	01Z160001	WATER INLET VALVE
2	RD119067	WATER PRESSURE REGULATOR 0-8 BAR
3	113166	SWITCH PRESSURE 65/18
4	149054	BRITA 1.5 AQUAQUELL
5	149042	UV FILTER

100048143—JOHN GUEST 1/4" TUBE TO 1/4" HOSE ELBOW  
 100054076—STEM BARB 3/8" X 3/8" JG  
 100054091—O CLIP 1/32  
 145104—JOHN GUEST LOCKING CLIP 3/8" RED  
 148226—HOSE INPUT 1.5 BRITA ENCORE  
 148210—STEM TO ELBOW 3/8" X 3/8"  
 128005—JOHN GUEST LOCKING CLIP 1/4" RED  
 154210—REDUCING ELBOW 3/8" X 1/4" JOHN GUEST  
 100088014—UNEX CLIP NO 17  
 149053—BRITA AQUAQUELL 1.5 HEAD S2172  
 145069—1/4" OD x 0.170" ID TUBE



## 16.3 Recommended Cleaning Routine

### Daily:

- Flush Machine.
- Wipe down food contact parts.

### Weekly:

Daily plus the following:

- Remove and clean nozzle and dispense pipes.
- U.V Operation.
- Drink Levels.

### Monthly:

Weekly plus the following:

- Flush and clear all syrup and water lines.
- Sterilise water system.

The sterilising procedure must be repeated every month. This is subject to change depending on the supplier of the syrup(s) used and the surrounding environmental conditions.

### **NOTE:**

**IF IN DOUBT, CONSULT WITH YOUR SYRUP SUPPLIER.**

Please note that there are many factors that may affect the necessary frequency of machine sterilisation, some of which are as follows:

- Is the water supply to the machine of good microbiological quality?
- Is the water supplied from unsuitable storage cisterns?
- Is the supplied pipe work excessive in length?
- Is the supplied pipe work subject to localised warming?
- Does the supply pipe work have a dead leg, which is subject to stagnation?
- Does the operator routine include flushing of the cold waters regularly?
- Is the water delivery nozzle cleaned and sterilised regularly?
- Is the machine sited in a suitable location?
- Is the ambient temperature excessive?
- Is the area dusty?
- Does the machine enjoy high volumes of sales of cold drinks? "The greater the better".
- After long periods of time when the machine is not in use (long week-ends, etc.), is the machine flushed?

Further information can be obtained from the following AVA publications:

- Drinks Vending Machines: Code of Practice on Hygiene and Water Quality.
- Food and Drink Vending Machines: Code of Practice for Hygiene Machine Operation.
- Food and Drink Vending Machines: Code of Practice for Good Machine Design.
- Testing of Water Treatment Units: Microbiological.

## 16.4 UV Lamp Replacement

It is advisable to replace the UV bulb every 12 months. Part number 117307

### Specification Chart

Product	UV Filter, 6Watts
Model Name	OPP-UV6W
Input Voltage	110V/220V 50Hz
Input Ampere	0.162A
UV Lamp	G6T5-6W
UV Output	1.7W
Sterilizing Capacity	1GPM
Water Temperature	32°F-104°F
Outside Dimensions	1.9 x 11"
Connection	1/4" Push In

### WARNING:

- Exposure to UV light could burn the skin and can cause severe and permanent eye damage by burning the retina. Do not look directly at the UV light.
- Before replacing the UV lamp, make sure the power source is disconnected and turned OFF, and the water turned off. There is no need to drain the system.
- Do not touch the glass portion of the germicidal UV lamp with bare hands. Use cotton gloves to avoid skin oils that will harm the UV lamp.
- Use only genuine UV lamps (117307). Other lamps will be incompatible and may damage the ballast.
- Westomatic vending services highly recommends that a qualified technician performs the germicidal UV lamp replacement.

The UV lamp should be replaced as follows:

1. Observe and follow the warnings above.
2. Pull back the black plastic tubing protecting the wires above the UV tube.
3. Locate and disconnect the 2 way connector under the tubing.
4. Hold the UV tube with one hand and pull the white wires on the top of the UV filter upwards until the white plastic top comes off. Take care, as you may have to pull quite hard.
5. Gently pull out the UV tube. Take care not to damage the glass tube.
6. Remove the new UV tube from the protective packaging and without touching the glass tube place it into the UV filter carefully.
7. Push the white end cap down firmly whilst holding the UV filter with your other hand until the white end cap is flush with the outer casing of the filter.
8. Place the old UV tube in the packaging of the new one for protection and recycle where facilities exist.
9. Reconnect the 2 way connector and cover the lead with the black split tubing.
10. Reconnect the water and check for leaks drink the first few test vends
11. Switch the machine on and check the end cap illuminates when vending a drink to give a visual confirmation that lamp is working. **NEVER look at the lamp directly to check if it is working.**
12. Flush the machine as much as required to remove the untreated water in the carbonator, chiller and filter.

## 17 QUICK CHANGE GRAPHIC

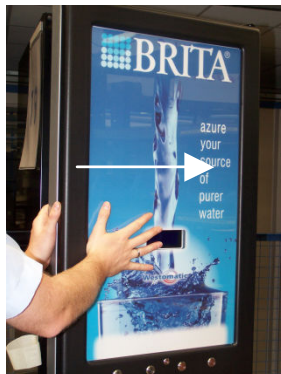
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The Azure has been designed to enable quick and easy installation / removal of the front display graphic.

- Ensure that the GRAPHIC RETAINING SCREW is loosened so that it is no longer in contact with the front plastic panel. (This is located about 1/3<sup>rd</sup> of the way down the door on the inside left hand edge) . This will be inside the CPU cover box for a payment Azure.



- Slide the panel to the right ( this may require a medium force) until it stops.



- Using a blunt lever i.e. a small coin, flip out the plastic panel.



- Carefully slide the plastic panel to the left of the machine (ensuring not to scratch the panel) and remove panel.



- Carefully remove the graphic.



### To fit a graphic:

- Fit the graphic into the machine (left hand edge first) ensuring that the edges of the graphic slide freely into the sides of the moulding. Ensure the aperture in the graphic is aligned with the display.



- Ensure the GRAPHIC RETAINING SCREW loosened.



- Carefully slide the edge of the front plastic pane into the right hand gap between the front moulding and the graphic. Use one hand to hold the graphic and the other hand to push the panel until it won't move any further into the moulding.



- Carefully push the left hand panel edges so they fit into front moulding display area.



- Carefully slide the plastic panel across to the left as far as it will go.



- Turn the graphic retaining screw until it nips tight. Do not over tighten.

## 18 MACHINE MAINTENANCE

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**ALWAYS SWITCH OFF AND DISCONNECT THE MACHINE FROM THE MAINS ELECTRICITY SUPPLY BEFORE CLEANING.**

### 18.1 Daily/Weekly Cleaning & Maintenance

1. **WASTE BUCKET AND DRIP TRAY – DAILY OR WEEKLY (DEPENDING ON USAGE)**
  - a. Remove, empty and thoroughly clean the waste bucket and drip tray.
  - b. Before refitting the waste bucket, clean the interior of the cabinet thoroughly with hot water and an appropriate cleaning agent/sanitizer.
2. **ALL SYRUP POSITIONS - DAILY OR WEEKLY (DEPENDING ON USAGE)**
  - a. Remove all the syrup containers
  - b. Clean off any syrup ingredient residue from the containers
  - c. Clean & Sanitise the stainless steel rods or Bag in Box connectors
  - d. Ensure syrup is still in date or before best before date
3. **DISPENSE HEAD - DAILY OR WEEKLY (DEPENDING ON USAGE)**
  - a. Remove all pipe nozzles from the dispense arm.
  - b. Clean all removed items in some warm water and an appropriate cleaning agent/sanitizer. Clean thoroughly, rinse and dry.
  - c. Re-fit the dispense nozzles and then insert the nozzles into the dispense head manifold.
4. **CABINET AND DOOR - DAILY OR WEEKLY (DEPENDING ON USAGE)**
  - a. The remaining cabinet door area and cup station moulding should be wiped over with warm water and an appropriate cleaning agent/sanitizer.
  - b. Care must be taken to thoroughly clean the cup platform, cup moulding assembly and dispense area.
5. **FLUSHING THE MACHINE - DAILY OR WEEKLY (DEPENDING ON USAGE)**
  - a. With the door open, switch on the machine.
  - b. Place an appropriate container under the dispense nozzles
  - c. Follow procedure as above under 'FLUSH MODE' appropriate to your machine

## 18.2 Recommended Six Monthly Maintenance

1. Only authorised personnel should undertake the portable appliance earth continuity and insulation tests on the Azure MK4.
2. If the supply cord is damaged it must be replaced by the manufacturer, a service agent or similarly qualified person in order to avoid a hazard.
3. Check change date of Brita and U.V filters - replace if necessary
4. Remove and thoroughly clean the cup catcher chute to remove any drink residue
5. Remove and thoroughly clean the waste tray on the cup station.
6. Check all pipe fittings, fasteners and pipe work for leaks and wear. Replace any worn or leaking parts.
7. Check dispense nozzle for debris/leaks. Clean thoroughly and re-fit.
8. Cup unit:
  - Check cup housing assembly adjustments and security of components and fixings. Check operation of cup drop and delivery.
  - Check for correct operation and adjustment of cup transfer.
9. Chiller/carbonator unit:
  - Clean condenser grilles.
  - Check water/ice bath levels - replenish if necessary.
  - Check for CO<sub>2</sub> leaks (carbonator units only).
10. Check for correct operation of unit and its components; including correct product dispense volumes and temperatures.
11. General:
  - Check all fuses are of the correct value.
  - Check security of loom connectors and machine components.
  - Check for any faulty/damaged wiring - correct as necessary.
  - Test vend each main selection checking:
    - Correct dispense of ingredients and waters.
    - That leaks do not occur during dispense.
    - Correct dispense volumes.
    - Correct product water temperatures.
  - Test selections with door closed, checking:
    - Correct cup delivery.
    - Correct dispense of product into cup.
12. The mains electrical supply is to be checked for correct polarity, presence of earth and correct voltage.
13. Check operation of double pole safety switch.
14. If freezing of the machine occurs then safely turn off the power to the machine. Check the external water inlet pipe and the entire internal water system for leaks and breakages. Check the syrup dispense pipes and the condition of the UV and water filters (where fitted). Allow the machine to return to normal working temperature before returning power to the machine and returning to normal service.

## 19 TROUBLESHOOTING

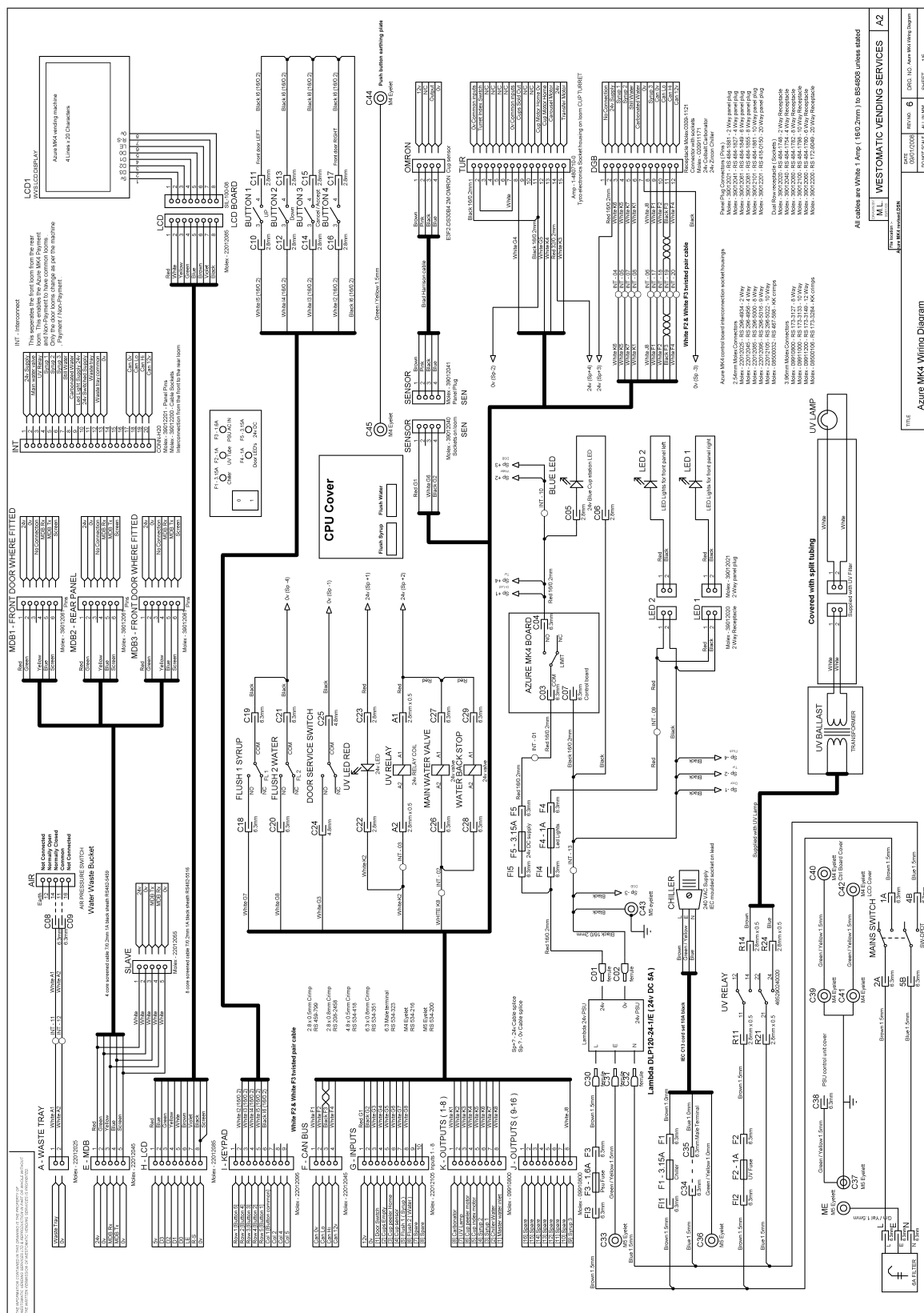
ERROR CODE	REPORTED FAULT	FAULT DESCRIPTION	ACTION
0	No Fault	No fault found	<ul style="list-style-type: none"> <li>• None required</li> </ul>
11	Cups Sold Out.	Cups sold out or switch damaged	<ul style="list-style-type: none"> <li>• Ensure there are cups present within the motorised cup unit.</li> <li>• Ensure the cup switch in the cup unit works correctly.</li> </ul>
12	Waste Tray Full.	Waste tray is full or the waste tray contacts are wet	<ul style="list-style-type: none"> <li>• Empty and replace the waste tray.</li> <li>• Ensure water is not on the waste tray guide rails.</li> <li>• Ensure the waste tray full switch is fitted correctly and not damaged in any way</li> <li>• Ensure the switch connections are fitted correctly</li> </ul>
14	Triac Fault	Triac/circuit failure	<ul style="list-style-type: none"> <li>• Check if any outputs switch on when the machine is powered-up. If so, replace the processor board. If no outputs switch on, this would indicate a faulty component driven from SKT J13, J14 or J15.</li> </ul>
15	Waste bucket	Waste bucket out of position	<ul style="list-style-type: none"> <li>• Replace the waste bucket</li> </ul>
16	Cup Jam.	The cup sensor has not detected a cup placement for a least x5 vend requests	<ul style="list-style-type: none"> <li>• Ensure there is no fault with the cup unit and that cups are peeling correctly.</li> <li>• Ensure the cup sensor is working and set correctly for the type of cups being dispensed.</li> <li>• Confirm the cup placement time programmed and ensure the cups are peeled and can be placed in the cups station within this time period.</li> </ul>
17	Triac open circuit	Triac on control board has gone open circuit	<ul style="list-style-type: none"> <li>• Ensure connections on the control board are correctly connected</li> <li>• Check the fault log for a fault prior to this error which may have caused the fault.</li> <li>• Return board for fault diagnostic</li> </ul>
19	Keyboard Fault.	Button stuck	<ul style="list-style-type: none"> <li>• Disconnect external keypad and power up the machine, if fault disappears then check the key pad/loom, replace keypad.</li> <li>• If fault persists then replace the Processor board</li> </ul>
20	Water Fail safe	Water inlet failsafe is caused by the operation of the Water inlet valves outside of a vend cycle or the result of a water leak within the machine.	<ul style="list-style-type: none"> <li>• Check the machine for internal water leaks</li> <li>• Fault code will be rectified by interrupting power.</li> </ul>
22	Carbonator no fill.	Carbonator did not fill	<ul style="list-style-type: none"> <li>• Check the water supply</li> <li>• Check the flow valve. Make sure that it is open</li> <li>• Check the eater filter. Make sure that it is not off.</li> <li>• Ensure the water filter has been primed.</li> </ul>
23	Blown Fuse Detected.	6.3 Amp Fuse blown	<ul style="list-style-type: none"> <li>• Check / replace Fuse 1 (1.2A) and/or Fuse 2 (6.3A) on processor board.</li> <li>• Check that triacs being used have an output.</li> </ul>

24	Carbonator failure	The Carbonator has a fault	<ul style="list-style-type: none"> <li>• Check the Mains supply fuse to the machine.</li> <li>• Check the mains supply fuse to the carbonator.</li> <li>• Carbonator control board has a fault .</li> </ul>
40	Internal Timer	If the number of software timers exceeds 64	<ul style="list-style-type: none"> <li>• Check fault log and report error to Westomatic vending services.</li> <li>• Cycle power to restart machine.</li> </ul>
70	CO <sub>2</sub> Sold out	CO <sub>2</sub> Sold out	<ul style="list-style-type: none"> <li>• Check the Gas bottle is on</li> <li>• Check the gas bottle for leaks</li> <li>• Check the gas bottle is full</li> <li>• Check the gas bottle detection cable for proper connection.</li> </ul>
71	Syrup 1 sold out	Syrup 1 sold out	<ul style="list-style-type: none"> <li>• Replace the syrup</li> <li>• Reset the syrup counter</li> <li>• Make sure the syrup counter has been set correctly.</li> </ul>
72	Syrup 2 sold out	Syrup 2 sold out	<ul style="list-style-type: none"> <li>• Replace the syrup</li> <li>• Reset the syrup counter</li> <li>• Make sure the syrup counter has been set correctly.</li> </ul>
73	Syrup 3 sold out	Syrup 3 sold out	<ul style="list-style-type: none"> <li>• Replace the syrup</li> <li>• Reset the syrup counter</li> <li>• Make sure the syrup counter has been set correctly.</li> </ul>
74	UV Filter	UV Filter change	<ul style="list-style-type: none"> <li>• Replace the UV Filter</li> <li>• Reset the UV Filter counter</li> <li>• Make sure the UV filter counter has been set correctly.</li> </ul>
81	Coin Mech Fault	MDB Change-giver fault	<ul style="list-style-type: none"> <li>• Ensure the Coin Mech is connected to the MDB loom on the VMC</li> </ul>
91	Loss of 24 V.	Loss of 24 V.	<ul style="list-style-type: none"> <li>• Check board fuse and replace</li> </ul>
92	Loss of 12 V.	Loss of 12 V.	<ul style="list-style-type: none"> <li>• Check board fuse and replace</li> </ul>
94	No current sensed	No current sensed	<ul style="list-style-type: none"> <li>• Check board fuse and replace</li> </ul>
98	IO module in BIOS mode	IO module in BIOS mode	<ul style="list-style-type: none"> <li>• Replace board</li> </ul>
99	No IO module detected	No IO module detected	<ul style="list-style-type: none"> <li>• Fit an IO board</li> <li>• Check the cable connecting the IO board</li> <li>• Check the 0v cable on the IO board</li> </ul>

## 19.1 Error Code 14 Triac Circuit Fault Number

Circuit number	Function	Connector
1	Master water inlet	P10
2	Hot water inlet	P9
3	Cold water inlet	P8
4	Brewer 1 Air Pincher	P7
5	Brewer 2 Air Pincher	P6
6	Water Station 1	P5
7	Water Station 2	P4
8	Water Station 3	P3
9	Water Station 4	P2
10	Water Station 5	P1
11	Water Station 6	O12
12	Spare	O11
13	Ingredient motor 1/BTC Grinder Motor	O10
14	Ingredient motor 2	O9
15	Ingredient motor 3	O8
16	Ingredient motor 4	O7
17	Ingredient motor 5	O6
18	Ingredient motor 6	O5
19	Brewer 1 / Whipper 1 ( Left side )	O4
20	Whipper 2	O3
21	Whipper 3	O2
22	Whipper 4	O1
23	Whipper 5	N10
24	Brewer 2 / Whipper 6 ( Right side )	N9
25	Milk pump ( Not used )	N8
26	Cup Peeler motor	N7
27	Cup transfer motor	N6
28	Spare	N5
29	Station / Bay 2 Pinch solenoid	N4
30	Station / Bay 1 Pinch solenoid	N3
31	Brewer 1 Air Pump	N2
32	Brewer 2 Air Pump	N1

## 20 CIRCUIT DETAILS & DIAGRAMS



## 21 PARTS ORDER PROCESS

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Extensive parts holding means that Westomatic are able to offer a next day despatch service to anywhere in the UK mainland with orders received before 3:30pm.

When placing a parts order, please ensure:

- You telephone: +44 (0) 1626 323100, selecting menu 2.
- You have the part number of the required item available.
- You know your company order number.

When ordering a part via Fax:

- Fax: +44 (0)1626 332727.
- Clearly state the part number of the required item.
- Clearly state your company order number.

### Important Information

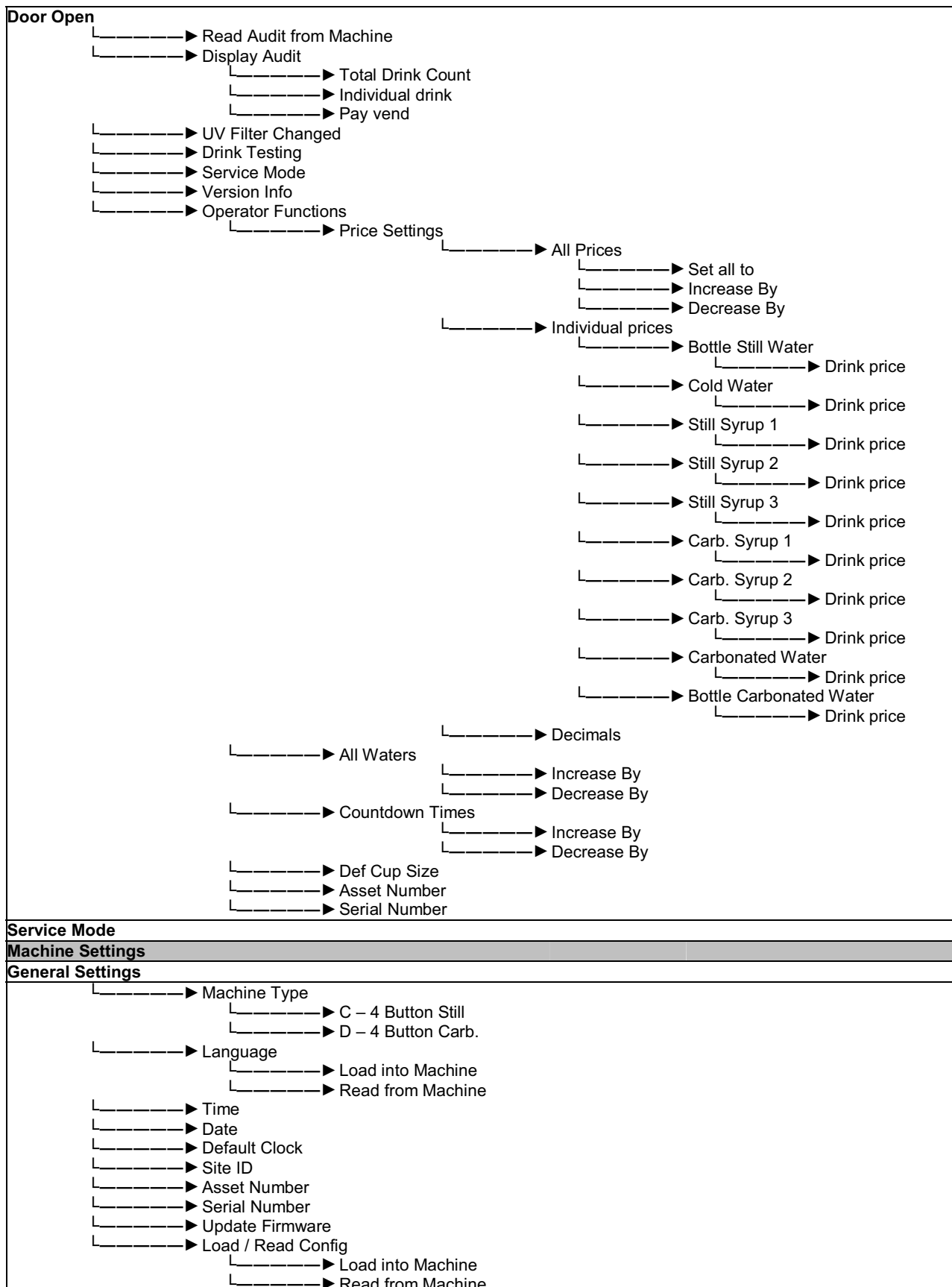
When placing an order for a warranty fridge unit or processor board, please contact your Technical Partner for an authorisation code.

When obtaining an authorisation code for a warranty fridge or processor board, please state the item serial number, machine serial number and the nature of the fault.

### Warranty Orders:

Orders for warranty parts must be accompanied by the machine serial number and it must be clearly stated as a warranty part requirement. Failure to comply with these requirements will result in the parts despatched as a sales order for which credit cannot be raised.

## 22 AZURE MENU MAPS



- └───┐ Load Factory
- └───┐ Save as Factory
- └───┐ Load Board Defaults
- └───┐ Load / Read Audit
- └───┐ Load into Machine
- └───┐ Read from Machine

**Operator Actions**

- └───┐ Asset / Serial
- └───┐ Price Settings
- └───┐ All Waters
- └───┐ Countdown times
- └───┐ Cup Size
- └───┐ Audit collection

**Price Settings**

- └───┐ All Prices
  - └───┐ Set all to
  - └───┐ Increase By
  - └───┐ Decrease By
- └───┐ Individual prices
  - └───┐ Bottle Still Water
    - └───┐ Drink price
  - └───┐ Cold Water
    - └───┐ Drink price
  - └───┐ Still Syrup 1
    - └───┐ Drink price
  - └───┐ Still Syrup 2
    - └───┐ Drink price
  - └───┐ Still Syrup 3
    - └───┐ Drink price
  - └───┐ Carb. Syrup 1
    - └───┐ Drink price
  - └───┐ Carb. Syrup 2
    - └───┐ Drink price
  - └───┐ Carb. Syrup 3
    - └───┐ Drink price
  - └───┐ Carbonated Water
    - └───┐ Drink price
  - └───┐ Bottle Carbonated Water
    - └───┐ Drink price
- └───┐ Decimals

**Payment Settings**

- └───┐ Payment system
  - └───┐ Free Vend
  - └───┐ Card / Coin Mech
  - └───┐ Coin Acceptor
  - └───┐ Host via MDB USD 1
  - └───┐ Host via MDB USD 2
  - └───┐ Host via MDB USD 3
- └───┐ Coin Set
  - └───┐ 0 = 1,2,5,10,20,50p , £1
  - └───┐ 1 = 1,2,5,10,20,50p , £1 , £2
  - └───┐ 2 = 5,10,20,50p , £1
  - └───┐ 3 = Enter credit card
  - └───┐ 4 = Custom coin set
  - └───┐ 5 = 5,10,20,50ct , €1
  - └───┐ 6 = 5,10,20,50ct , €1 €2
  - └───┐ 7 = 5,10,20,50ct , \$1
  - └───┐ 8 = 5,10,20,50ct , \$1 \$2
- └───┐ Coin acceptance
  - └───┐ Coin Type 01
  - └───┐ Coin Type 02
  - └───┐ Coin Type 03
  - └───┐ Coin Type 04
  - └───┐ Coin Type 05
  - └───┐ Coin Type 06
  - └───┐ Coin Type 07
  - └───┐ Coin Type 08
  - └───┐ Coin Type 09
  - └───┐ Coin Type 10
  - └───┐ Coin Type 11

- └───┐ Coin Type 12
- └───┐ Coin Type 13
- └───┐ Coin Type 14
- └───┐ Coin Type 15
- └───┐ Coin Type 16
- └───┐ Coin Values
  - └───┐ Coin 1
  - └───┐ Coin 2
  - └───┐ Coin 3
  - └───┐ Coin 4
  - └───┐ Coin 5
  - └───┐ Coin 6
- └───┐ Coin tube setup
  - └───┐ Assign tube A
  - └───┐ Assign tube B
  - └───┐ Assign tube C
  - └───┐ Tube A Low
  - └───┐ Tube B Low
  - └───┐ Tube C Low
- └───┐ Change Equation
  - └───┐ A or B and C
  - └───┐ A and B and C
  - └───┐ A and B
  - └───┐ A and B or C
  - └───┐ A only
  - └───┐ A or B
  - └───┐ A or B or C
  - └───┐ A and C
  - └───┐ A or C
  - └───┐ A and B
  - └───┐ B only
  - └───┐ B or C
  - └───┐ C only
- └───┐ Exact change Message
  - └───┐ Alternating
  - └───┐ Permanente
- └───┐ Maximum Credit
- └───┐ Maximum Payout
- └───┐ Multi vend
- └───┐ Force vend
- └───┐ ESCROW
- └───┐ Host Location Host
  - └───┐ Left
  - └───┐ Right

**Pin code Setup**

- └───┐ Service pins
  - └───┐ Access Level 3
  - └───┐ Access Level 4
  - └───┐ Reset service pins

**Diagnostics**

- └───┐ Display Fault Log
- └───┐ Clear Fault Log
- └───┐ Reset Audit Log
- └───┐ Last drink selection
- └───┐ Triac Testing

**Miscellaneous**

- └───┐ MDB Timeout
- └───┐ Master timeout
- └───┐ Water Filter
- └───┐ UV Filter
- └───┐ Enable sounder

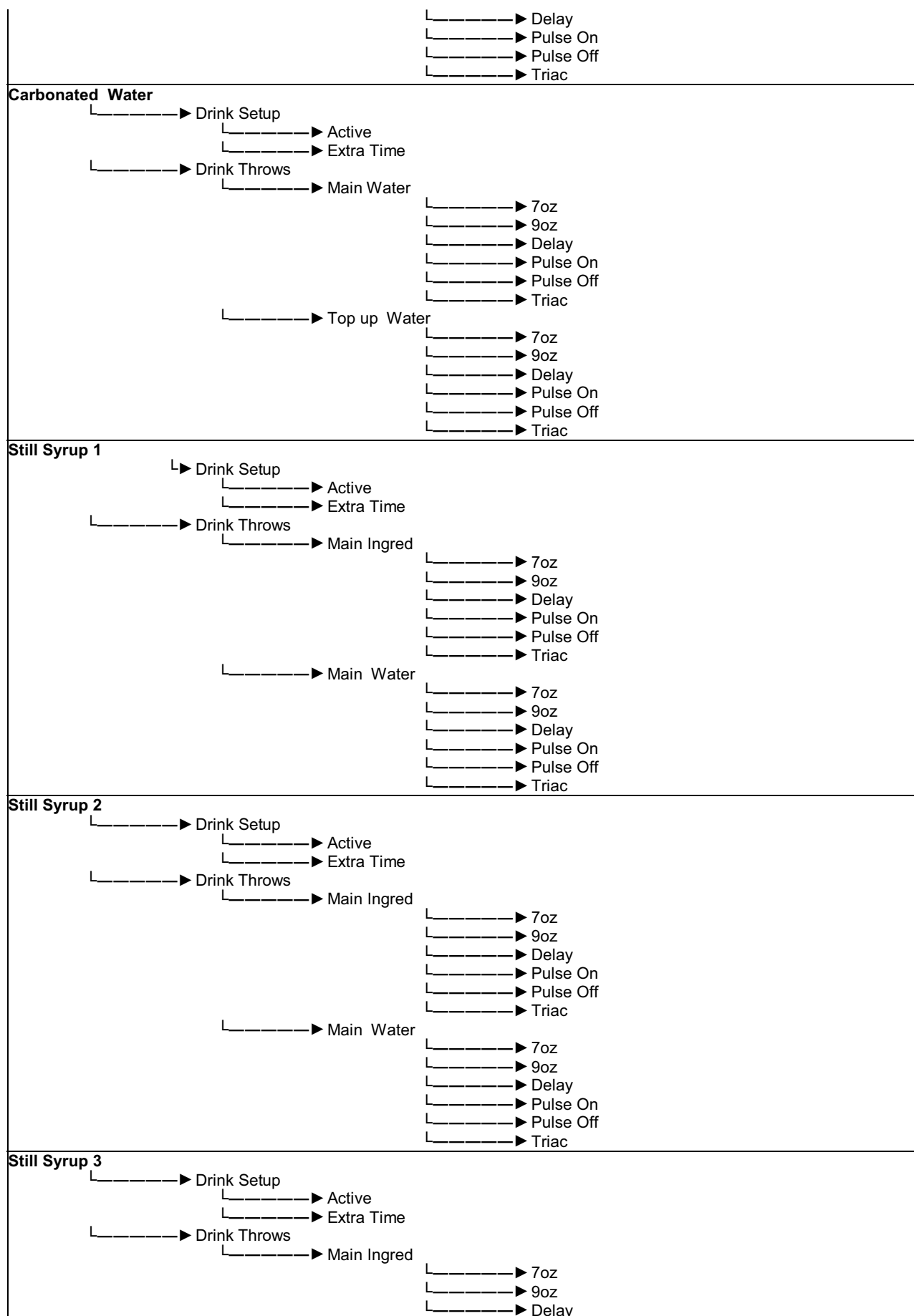
**Cup Settings**

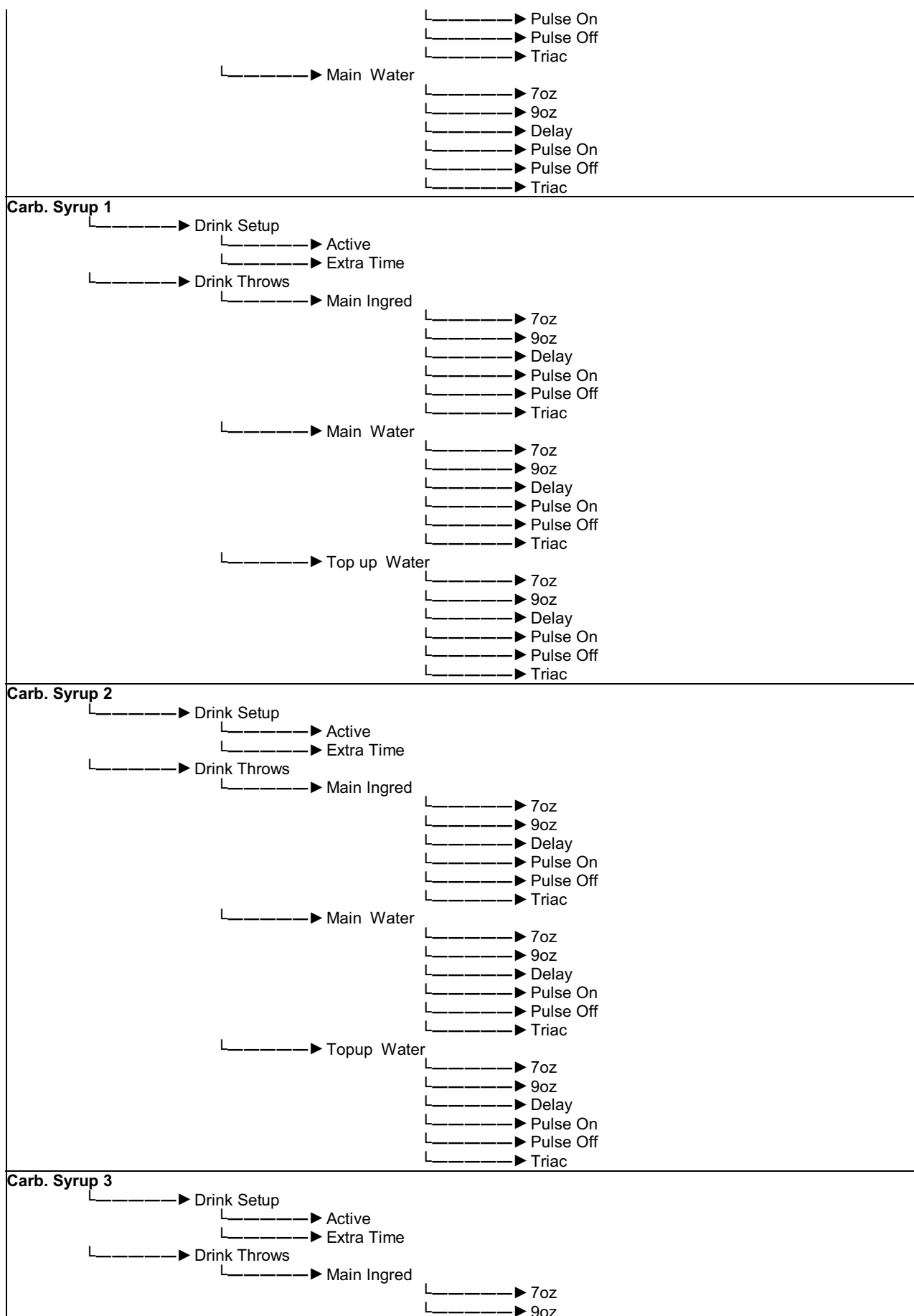
- └───┐ Def cup size
- └───┐ Cup Dropper
- └───┐ Carousel T/out
- └───┐ Peeler T/out
- └───┐ Peeler level
- └───┐ Sensor active

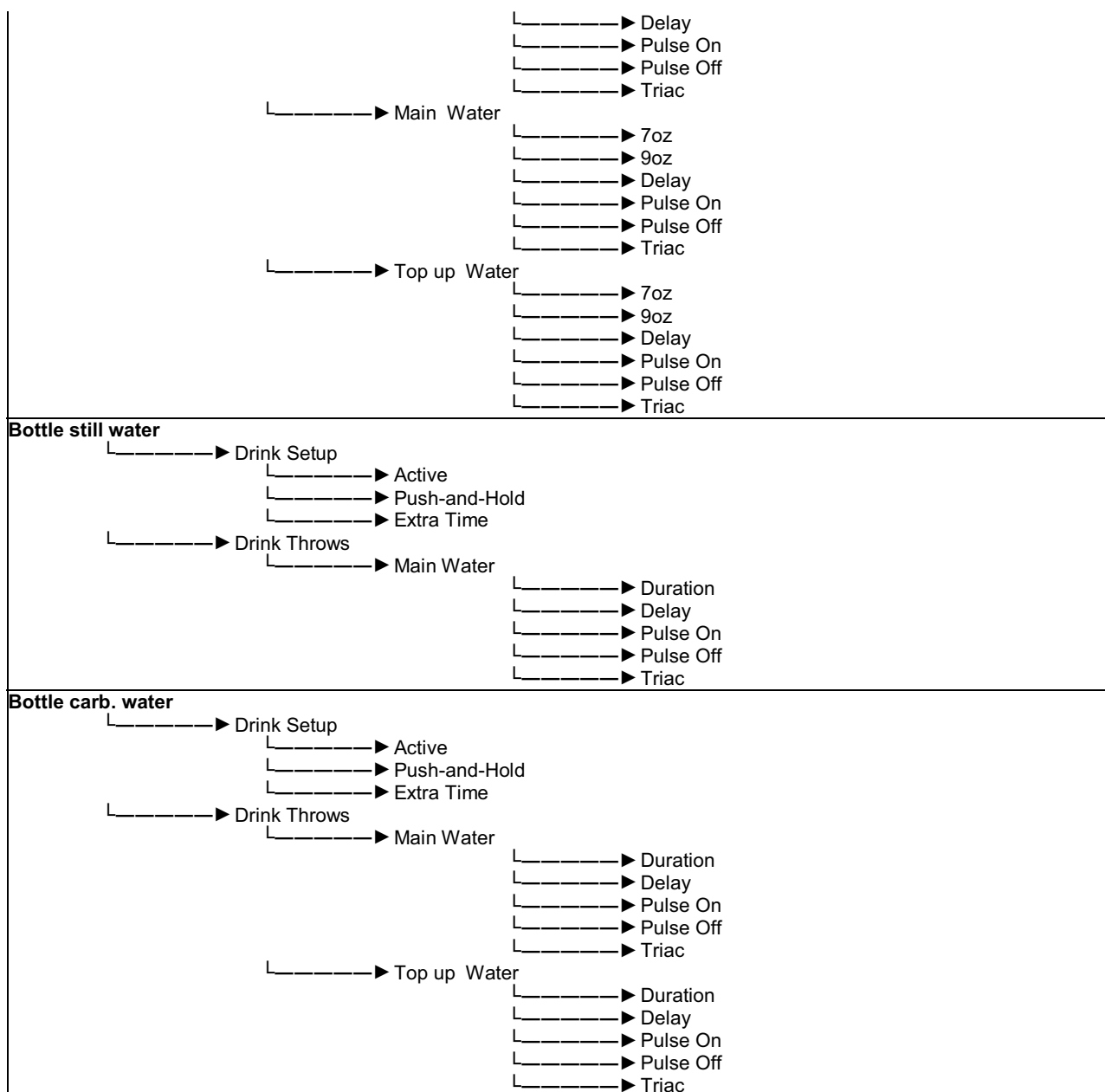
**Flush Settings**

- └───┐ Still water

<input type="checkbox"/> Carb. water <input type="checkbox"/> Syrups
<b>Auto Clean</b> <input type="checkbox"/> Active <input type="checkbox"/> Monday <input type="checkbox"/> Tuesday <input type="checkbox"/> Wednesday <input type="checkbox"/> Thursday <input type="checkbox"/> Friday <input type="checkbox"/> Saturday <input type="checkbox"/> Sunday <input type="checkbox"/> Start Time
<b>Syrup Setup</b> <input type="checkbox"/> Enable Counter <input type="checkbox"/> Syrup 1 <input type="checkbox"/> Syrup 2 <input type="checkbox"/> Syrup 3
<b>Carbonator</b> <input type="checkbox"/> Carb. Pump Setup <ul style="list-style-type: none"> <li><input type="checkbox"/> Initial Prime</li> <li><input type="checkbox"/> Level filter</li> <li><input type="checkbox"/> Max run</li> </ul> <input type="checkbox"/> Carbonator Stats <ul style="list-style-type: none"> <li><input type="checkbox"/> Carb. Pump               <ul style="list-style-type: none"> <li><input type="checkbox"/> Hours Run</li> <li><input type="checkbox"/> Operations</li> <li><input type="checkbox"/> Fill Fails</li> </ul> </li> <li><input type="checkbox"/> Carb. Demand Valve               <ul style="list-style-type: none"> <li><input type="checkbox"/> Hours Run</li> <li><input type="checkbox"/> Operations</li> </ul> </li> <li><input type="checkbox"/> Still Demand Valve               <ul style="list-style-type: none"> <li><input type="checkbox"/> Hours Run</li> <li><input type="checkbox"/> Operations</li> </ul> </li> <li><input type="checkbox"/> Reset Stats</li> </ul> <input type="checkbox"/> Temporary Disable
<b>Button Allocate</b> <input type="checkbox"/> Drink Buttons <ul style="list-style-type: none"> <li><input type="checkbox"/> Button 1</li> <li><input type="checkbox"/> Button 2</li> <li><input type="checkbox"/> Button 3</li> <li><input type="checkbox"/> Button 4</li> </ul>
<b>Advertising</b> <input type="checkbox"/> Edit Advert <input type="checkbox"/> Display Advert
<b>Drinks</b>
<b>Change All</b> <input type="checkbox"/> All Prices <ul style="list-style-type: none"> <li><input type="checkbox"/> Set all to</li> <li><input type="checkbox"/> Increase By</li> <li><input type="checkbox"/> Decrease By</li> </ul> <input type="checkbox"/> All Throws <ul style="list-style-type: none"> <li><input type="checkbox"/> Increase By</li> <li><input type="checkbox"/> Decrease By</li> </ul> <input type="checkbox"/> All Waters <ul style="list-style-type: none"> <li><input type="checkbox"/> Increase By</li> <li><input type="checkbox"/> Decrease By</li> </ul> <input type="checkbox"/> Countdown Times <ul style="list-style-type: none"> <li><input type="checkbox"/> Increase By</li> <li><input type="checkbox"/> Decrease By</li> </ul> <input type="checkbox"/> Def Cup size
<b>Cold Water</b> <input type="checkbox"/> Drink Setup <ul style="list-style-type: none"> <li><input type="checkbox"/> Active</li> <li><input type="checkbox"/> Extra Time</li> </ul> <input type="checkbox"/> Drink Throws <ul style="list-style-type: none"> <li><input type="checkbox"/> Main Water               <ul style="list-style-type: none"> <li><input type="checkbox"/> 7oz</li> <li><input type="checkbox"/> 9oz</li> </ul> </li> </ul>

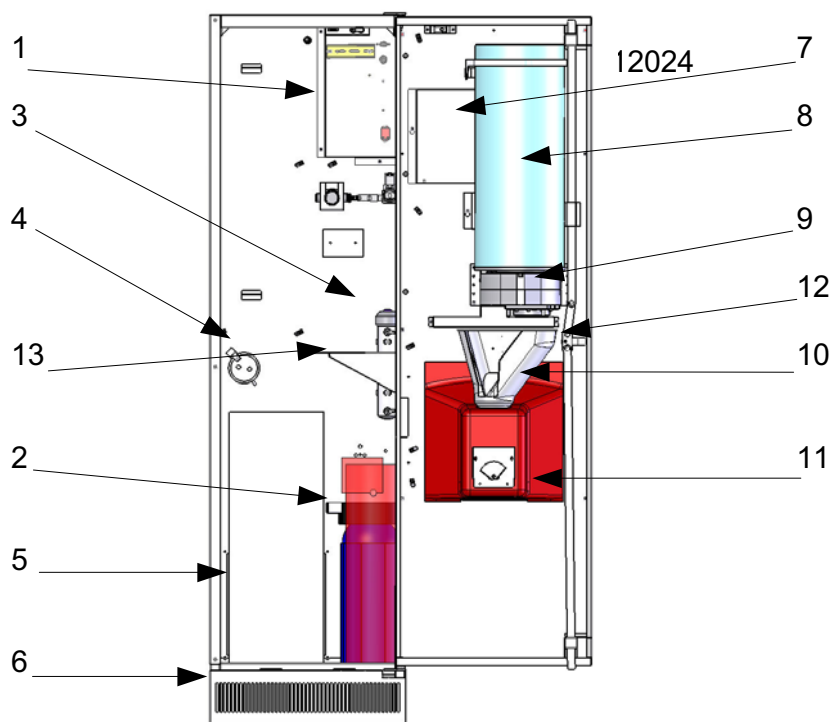




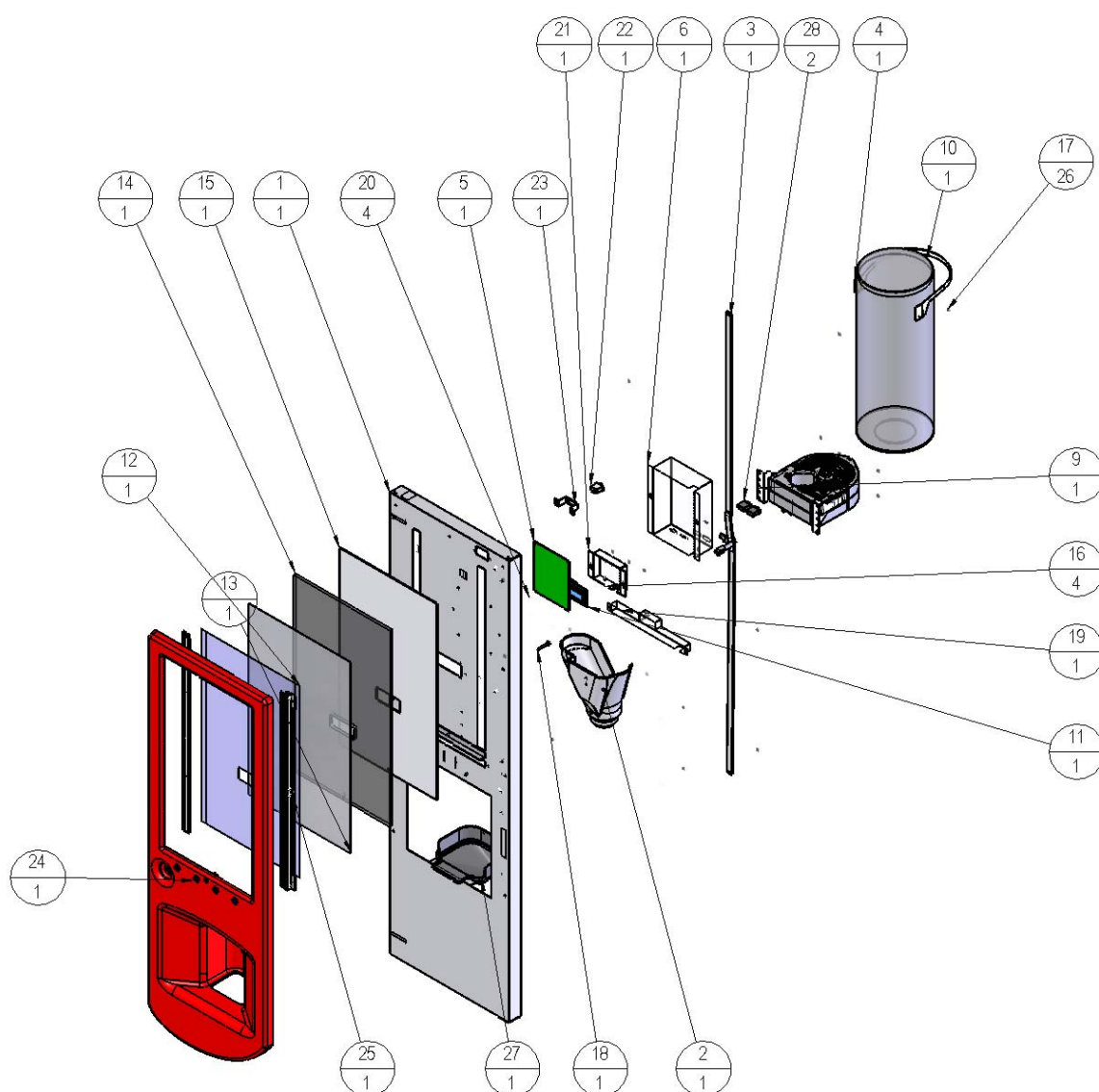


## 23 PARTS / SPARES DIAGRAMS

### 23.1 Azure Brita Compact Basic Layout



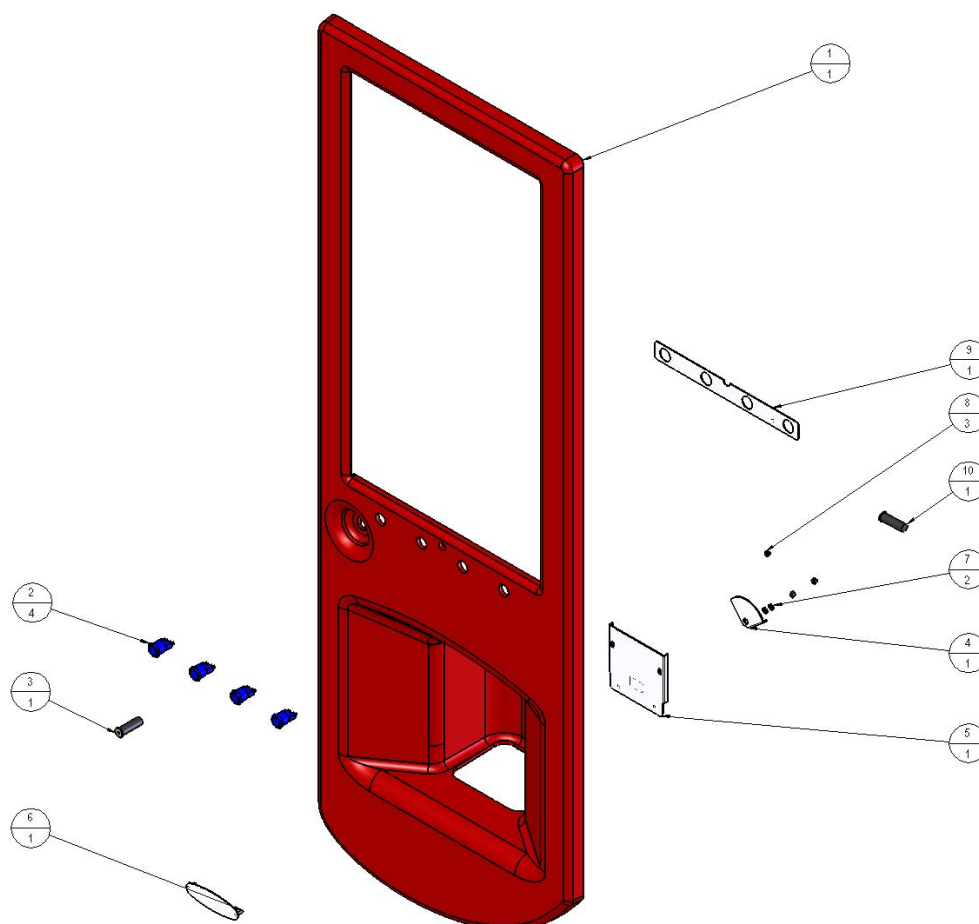
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	197120	AZURE ELECTRICAL COVER
2	1	146049	BRITA COMPACT AQUA QUELL
3	1	149042	UV FILTER
4	1	100013149	WASTE PRESSURE SWITCH
5	1	151073	ZIRCON CHILLER DGB
6	1	197104	PLINTH
7	1	197116	AZURE VMC COVER
8	1	201130	CUP TURRET ASSEMBLY
9	1	201131	CUP UNIT ASSEMBLY
10	1	201132	CUP CHUTE ASSEMBLY
11	1	201128	CUP STATION ASSEMBLY
12	1	249009	LOCKING BAR ASSEMBLY
13	1	197188	AZURE NOZZLE HOLDER



## Door Assembly (Continued)

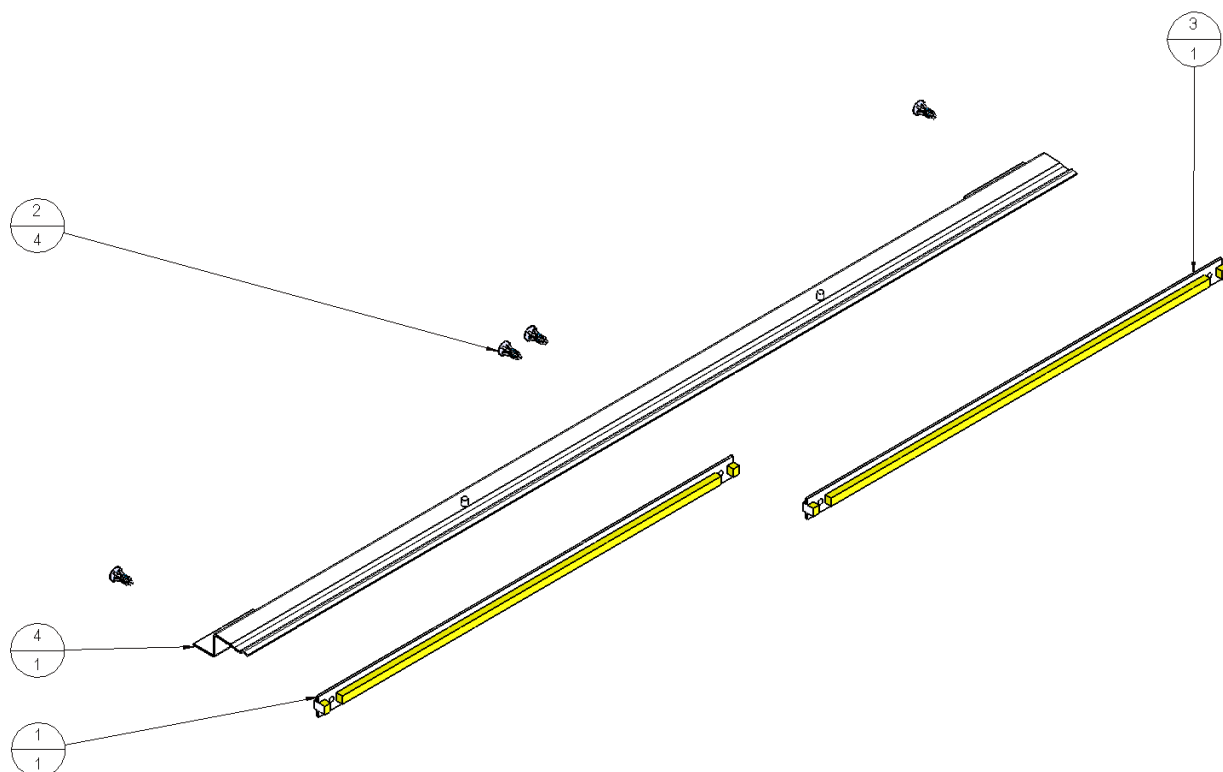
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	197136	AZURE DOOR ASSEMBLY
2	1	201132	AZURE MK 4 CUP CHUTE ASSEMBLY
3	1	294009	DOOR LOCK ASSEMBLY AZURE / SOLO
4	1	SK190078	CUP TURRET RETAINING RING
5	1	SK198305	PRIMO VMC & USB INTERFACE
6	1	SK197145	AZURE VMC COVER
7	5	100034039	P-CLIP NXP6
8	6	100086003	NYLOC NUT M4
9	1	201131	CUP UNIT ASSEMBLY 78 mm CUP
10	1	201130	CUP TURRET ASSEMBLY 78 mm CUP
11	6	100085061	SELFTAP PHILLIPS PAN HEAD AB NO.10 X 3/8
12	1	190008	LCD DISPLAY - BLUE
13	1	SK197149	AZURE DISPLAY GRAPHIC
14	1	SK197146	AZURE DOOR POLYCARBONATE PANEL
15	1	SK197143	AZURE LIGHTING PANEL
16	1	SK197144	AZURE REFLECTIVE PANEL
17	4	141104	RLCBSK-6 SPACER
18	22	186093	FLANGE NUT M4
19	3	SK197147	PANEL RETAINING SCREW
20	1	SK197141	AZURE DOOR BUTTON COVER
21	4	SK197148	AZURE LCD DOOR FASTENER
22	1	SK197142	AZURE LCD COVER
23	1	100013130	MONA PUSH SWITCH
24	1	SK197150	AZURE DOOR SWITCH MOUNTING
25	1	201128	AZURE MK4 CUP STATION ASSEMBLY
26	1	201146	AZURE LED RETAINER RIGHT
27	1	201145	AZURE LED RETAINER LEFT
28	1	113170	FLUSH FUNCTION SWITCH

## 23.4 Door Assembly - Cup Station Assembly – 201152



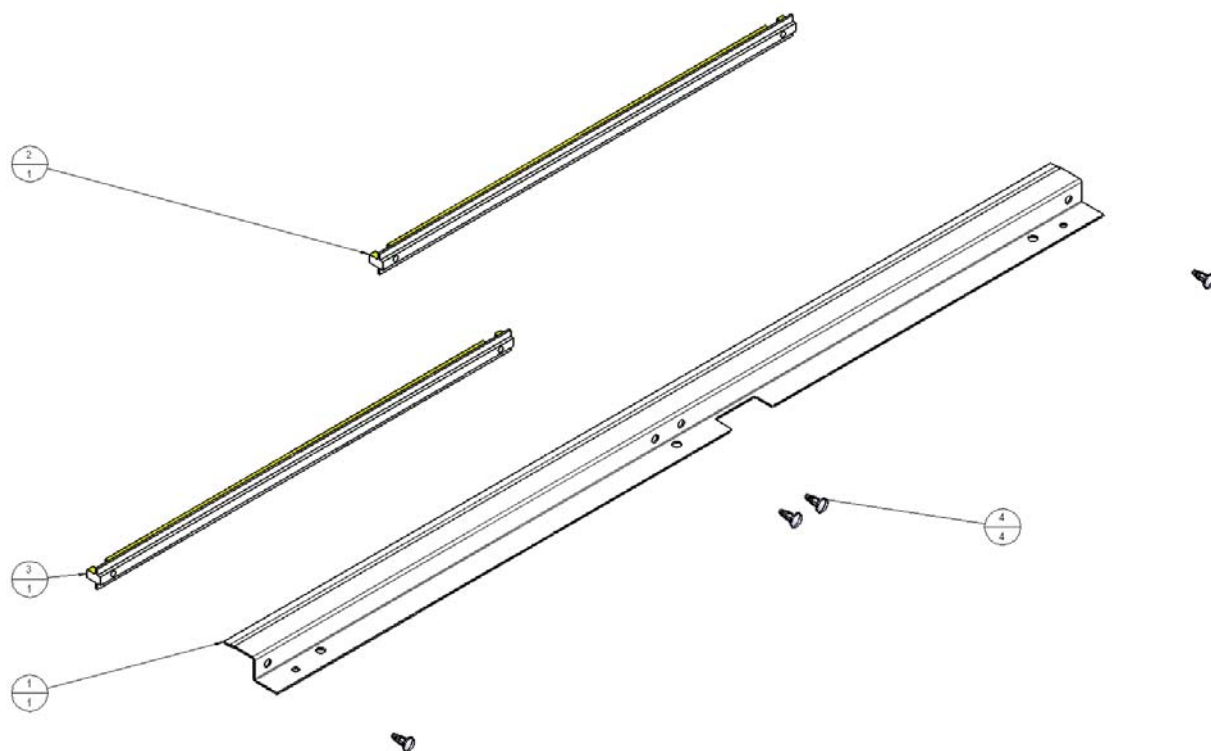
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	197135	AZURE DOOR FRONT MOULDING
2	4	113165	SWITCH LOW PROFILE STAINLESS STEEL
3	1	117309	VANDAL RESISTANT LED 24 V RED
4	1	100096165	TRAY WASTE TAB SOLO ULT/TEMP
5	1	196468	WASTE MOUNT PLATE
6	1	100096164	SPREADER PLATE-CUP STATION SOLO/ADD-ON
7	2	100087004	WASHER-M4 C STEEL ZINC PLATED
8	3	100086003	NYLOC NUT M4
9	1	SK197168	AZURE DOOR BUTTON EARTH PLATE
10	1	117310	VANDAL RESISTANT LED 24 V BLUE

## 23.5 LED Assembly - 201145



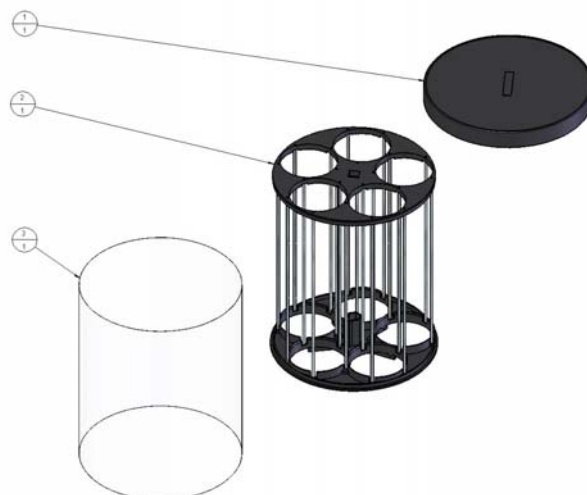
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	SK197140	LED STRIP – FEMALE CONNECTOR & FLYING LEAD
2	4	141104	RLCBSK-6 SPACER
3	1	SK197139	LED STRIP – MALE CONNECTOR
4	1	SK197137	AZURE L.E.D. RETAINER LEFT

## 23.6 LED Assembly – 201146



ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	SK197138	AZURE L.E.D. RETAINER RIGHT
2	1	SK197139	LED STRIP – MALE CONNECTOR
3	1	SK197140	LED STRIP – FEMALE CONNECTOR & FLYING LEAD
4	4	141104	RLCBSK-6 SPACER

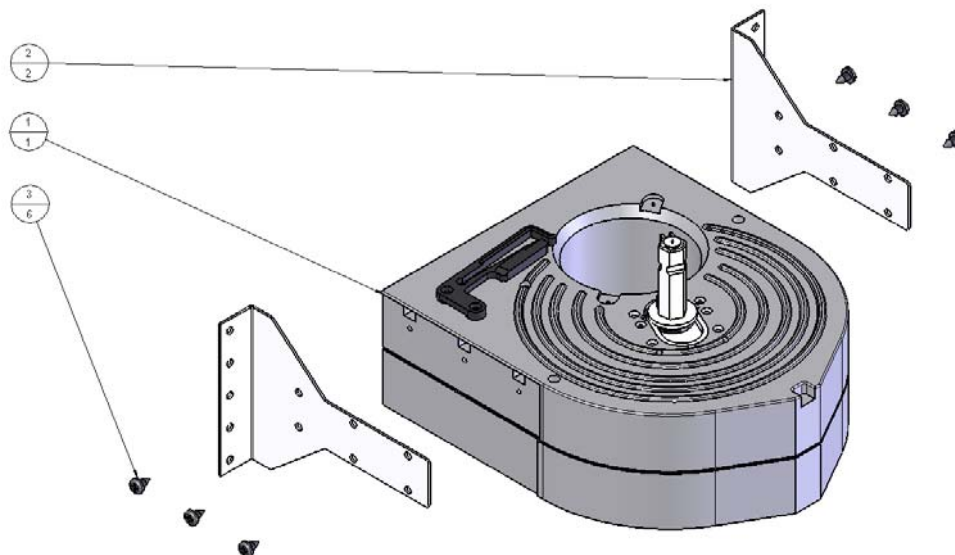
## 23.7 Cup Turret Assemblies



201130 CUP TURRET ASSEMBLY 12 OZ (78mm)			
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	100075088	LID CUP TURRET 78 mm
2	1	100075082	CUP TURRET – 570mm X 78 mm MOTORISED CUP UNIT
3	1	100035388	COVER – CUP STACK 7/9 oz

294040 CUP TURRET ASSEMBLY 7 OZ TALL, 7 OZ SQUAT / 9 OZ TALL			
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	100075019	LID-CUP TURRET 7/9 OZ
2	1	100075081	CUP TURRET-570 mm x 7/73 MOTORISED CUP UNIT
3	1	100035388	COVER – CUP STACK 7/9 oz

## 23.8 Cup Unit Assemblies

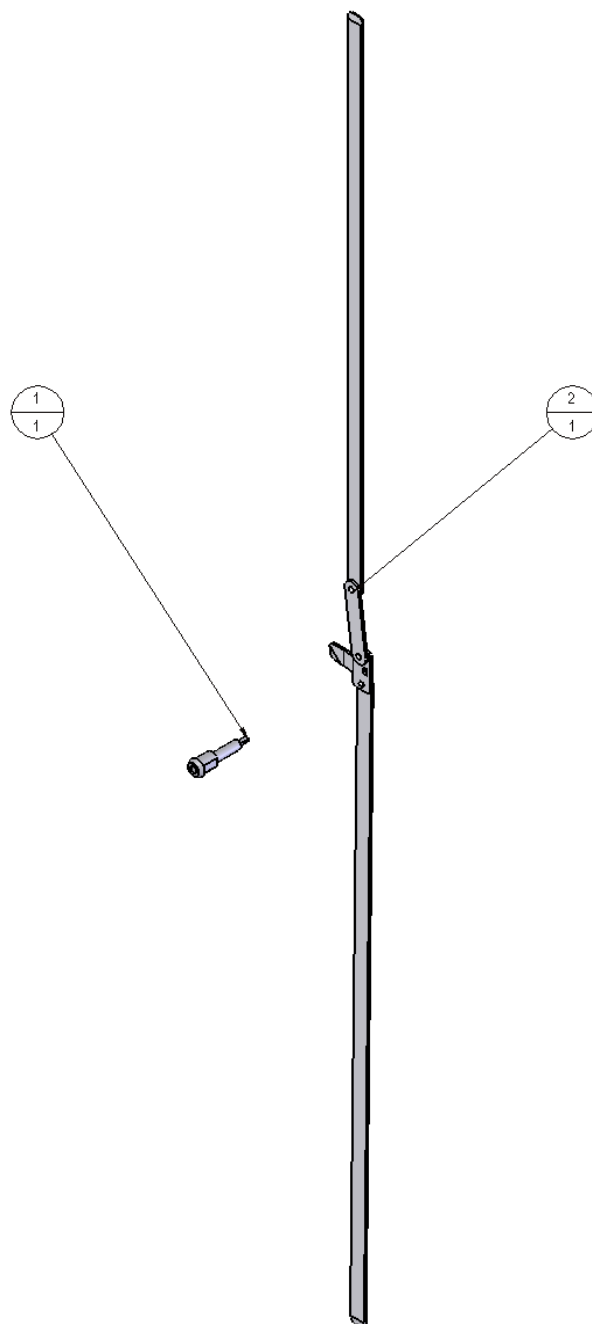


201131 AZURE CUP UNIT ASSEMBLY 78 mm (12 OZ)			
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	175150	MOTORISED CUP UNIT 24 VDC 78mm 12OZ CUP
2	2	190077-1	BRKT CUP UNIT ACCOLADE SOLO ENCORE
3	6	100085061	SELFTAP PHILLIPS PAN HEAD AB NO.10 X 3\8

201136 AZURE CUP UNIT ASSEMBLY 73 mm ( 7 OZ SQUAT-9 OZ TALL)			
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	175145	MOTORISED CUP UNIT 24 DC AZURE 73mm
2	2	190077-1	BRKT CUP UNIT ACCOLADE SOLO ENCORE
3	6	100085061	SELFTAP PHILLIPS PAN HEAD AB NO.10 X 3\8

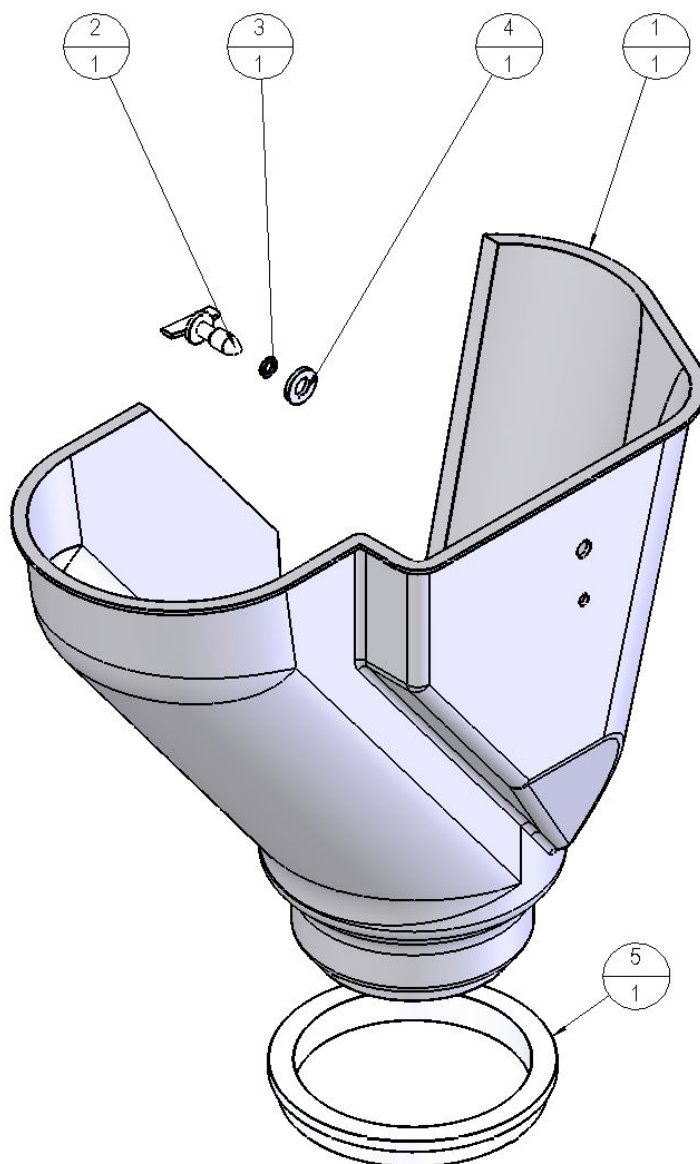
201137 AZURE CUP UNIT ASSEMBLY 70 mm ( 7 OZ TALL)			
ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	175151	MOTORISED CUP UNIT 24 DC AZURE 70mm
2	2	190077-1	BRKT CUP UNIT ACCOLADE SOLO ENCORE
3	6	100085061	SELFTAP PHILLIPS PAN HEAD AB NO.10 X 3\8

## 23.9 Lock Assembly - 212022



ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	184224	LOCK & KEYS FOR ALL NEW DRINKS 9307
2	2	190021	LOCK BAR SOLO ENCORE LX

## 23.10 Azure Cup Chute Assembly

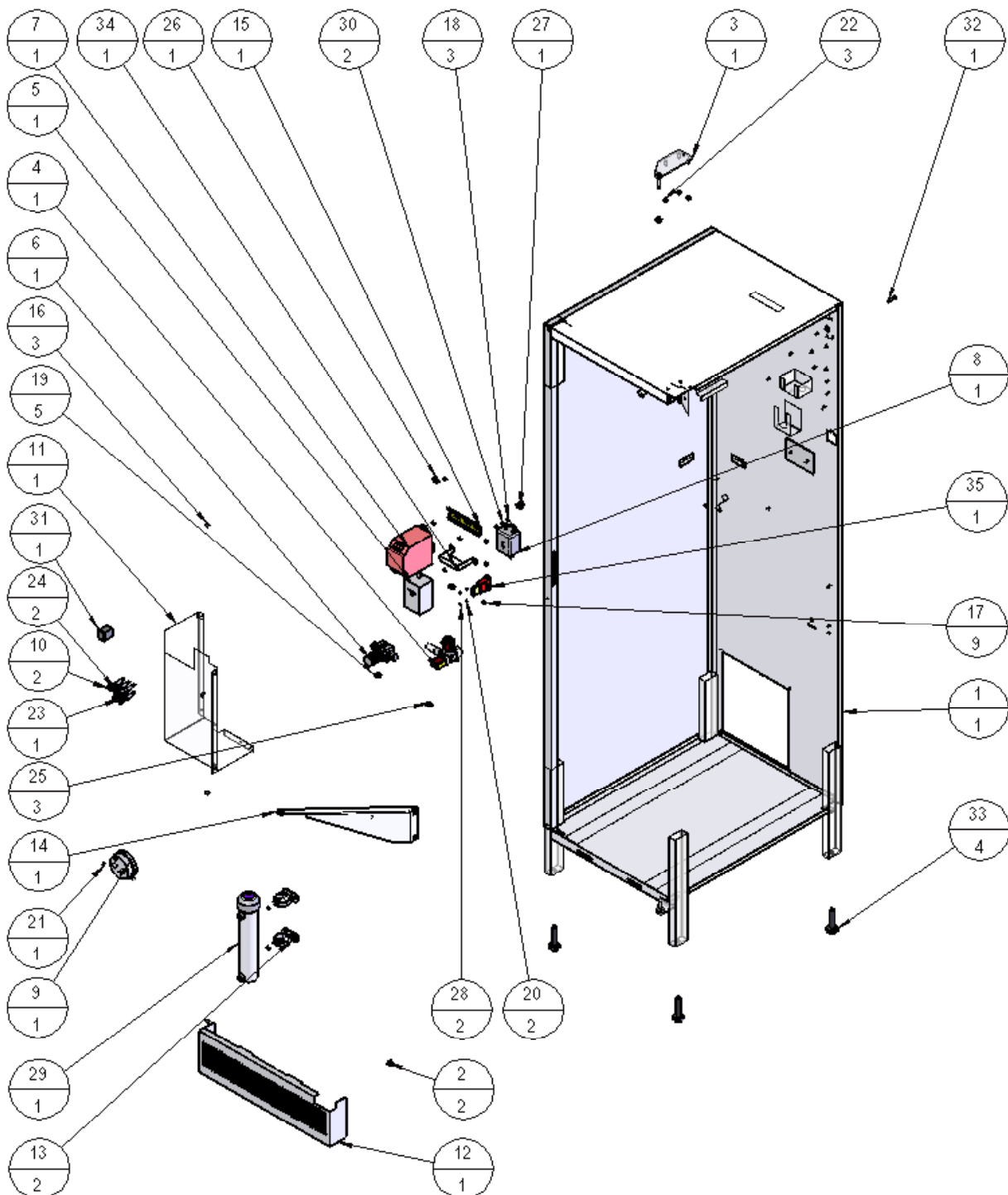


<b>201132 CUP CHUTE ASSY 12oz - AZURE</b>			
<b>ITEM NO.</b>	<b>QTY.</b>	<b>PART NO.</b>	<b>DESCRIPTION</b>
1	1	100075109	CHUTE-CUP CATCHER 78MM
2	1	100088048	STUD-QRTR TURN RELEASE
3	1	100047106	NITRILE O RING-4 X 2 X 7 SHORE
4	1	100087066	WASHER-M6 STEEL FORM B
5	1	197178	AZURE CUP CHUTE COLLAR

<b>CUP CHUTE ASSEMBLY TALL AZURE (7oz)</b>			
<b>ITEM NO.</b>	<b>QTY.</b>	<b>PART NO.</b>	<b>DESCRIPTION</b>
1	1	100075102	CHUTE-CUP TALL FIXED
2	1	100088048	STUD-QRTR TURN RELEASE
3	1	100047106	NITRILE O RING-4 X 2 X 7 SHORE
4	1	100087066	WASHER-M6 STEEL FORM B
5	1	197178	AZURE CUP CHUTE COLLAR

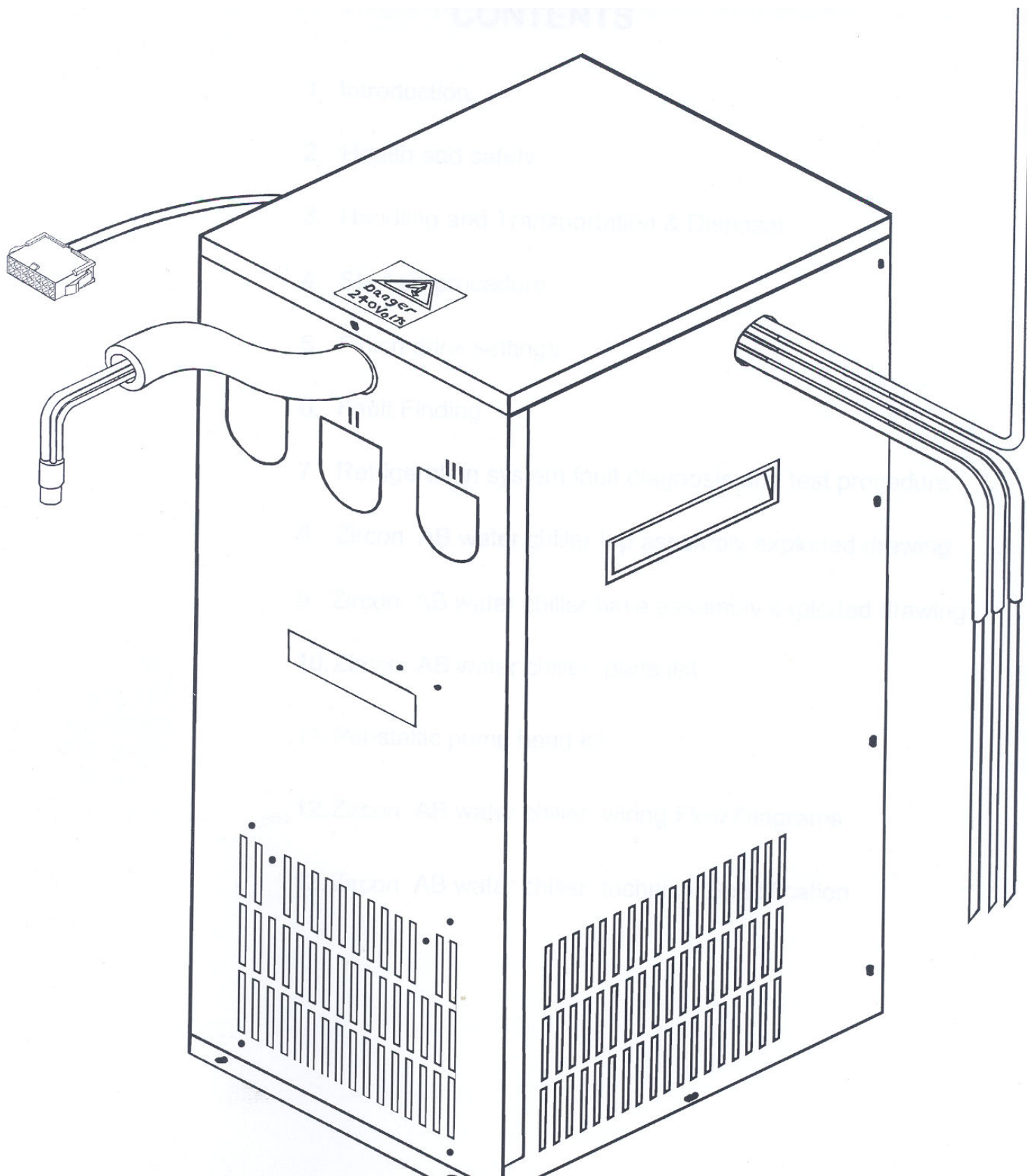
<b>CUP CHUTE ASSEMBLY SQUAT AZURE (9oz)</b>			
<b>ITEM NO.</b>	<b>QTY.</b>	<b>PART NO.</b>	<b>DESCRIPTION</b>
1	1	100075096	CHUTE-CUP SQUAT FIXED
2	1	100088048	STUD-QRTR TURN RELEASE
3	1	100047106	NITRILE O RING-4 X 2 X 7 SHORE
4	1	100087066	WASHER-M6 STEEL FORM B
5	1	197178	AZURE CUP CHUTE COLLAR

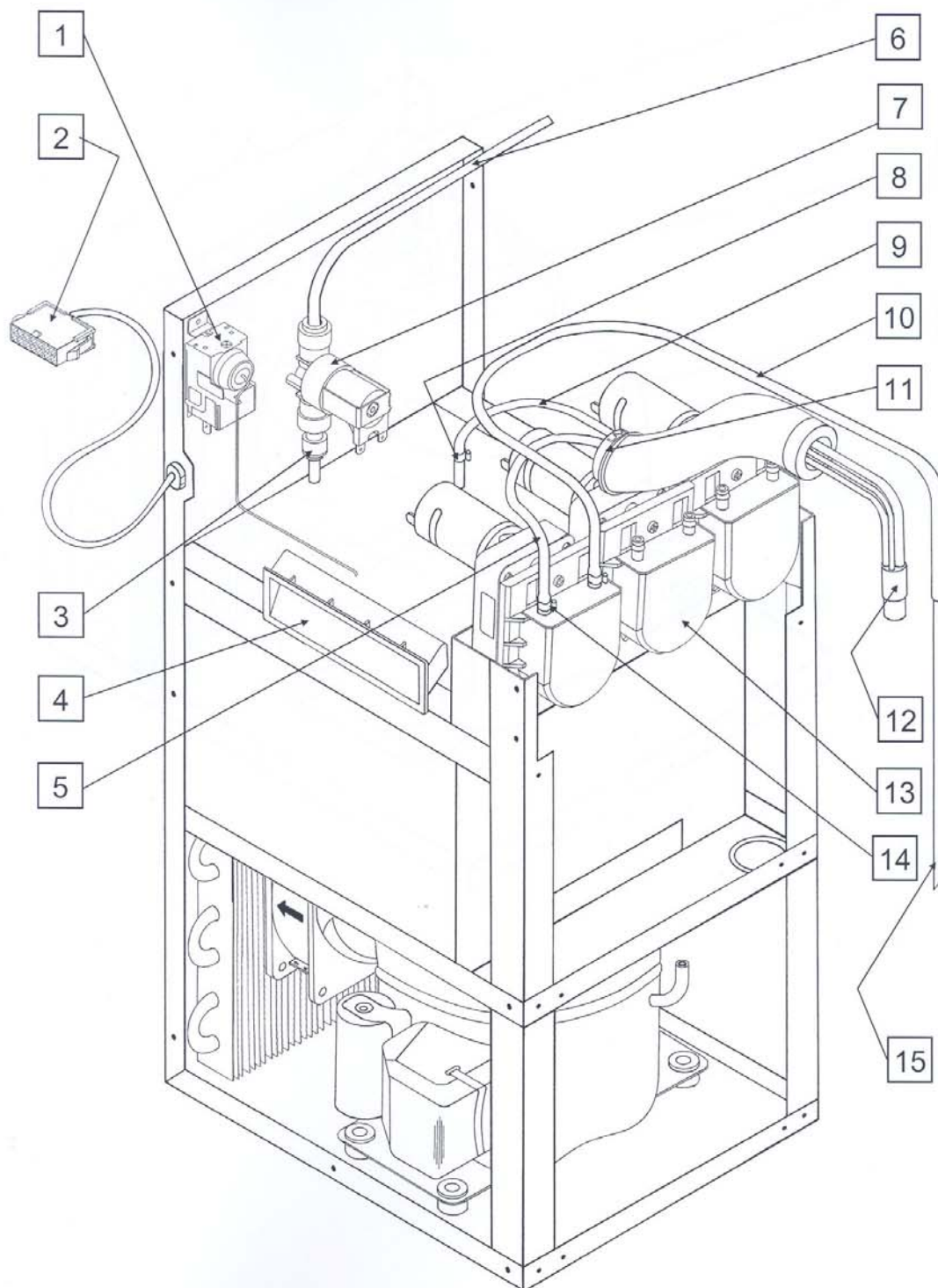
## 23.11 Cabinet Assembly – 212022

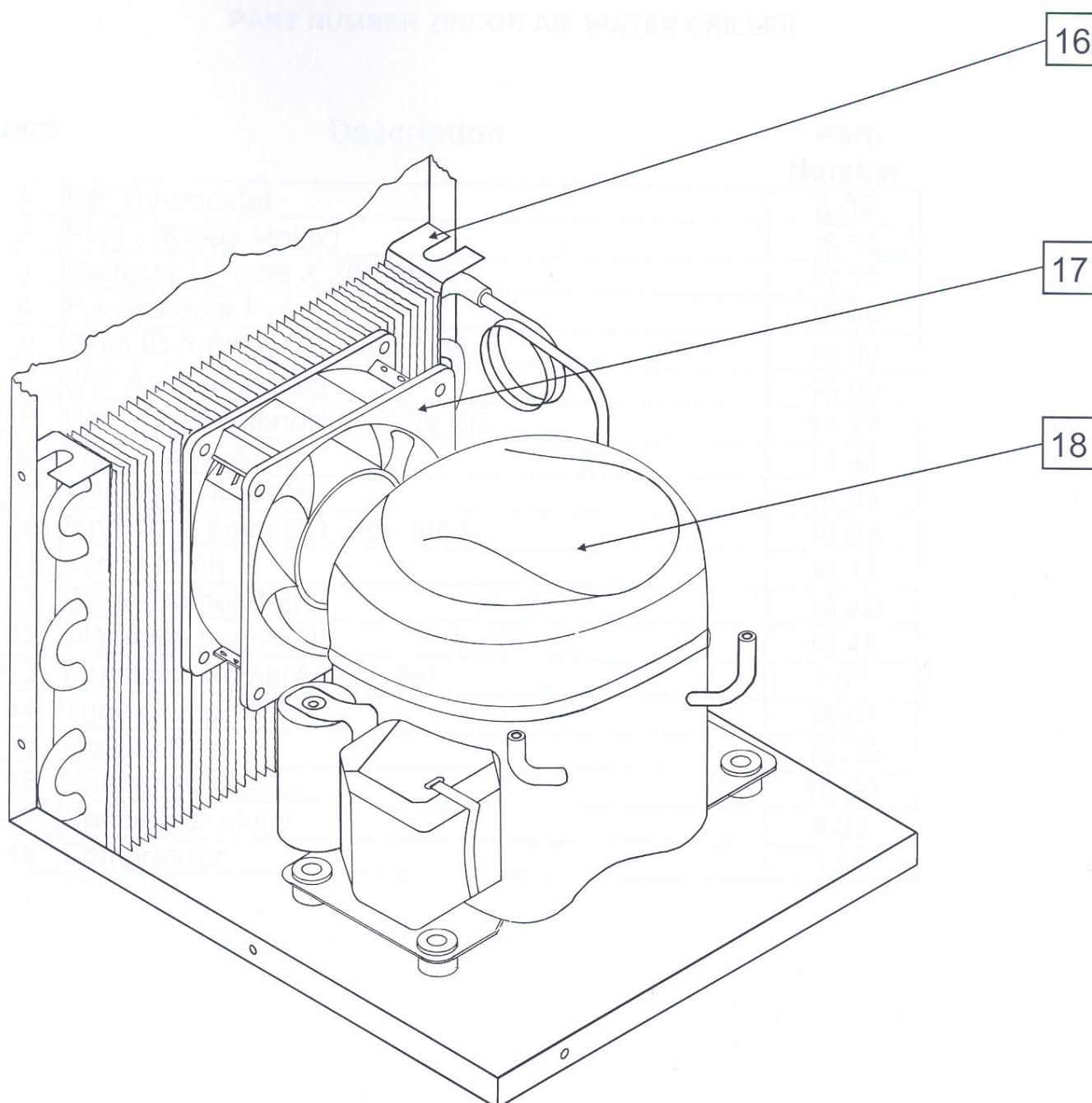


ITEM NO.	QTY.	PART NO.	DESCRIPTION
1	1	197100	AZURE MK4 CABINET
2	2	100061070	BUSH (DOOR)
3	1	190044	DOOR HINGE SOLO ENCORE
4	1	01Z160001	WATER INLET VALVE
5	1	149046	TRANSFORMER UV FILTER
6	1	RD119067	WATER REGULATOR 0-8 BAR
7	1	198308	PRIMO POWER SUPPLY
8	1	01Z190002	MAINS FILTER FAMDB3200ZD
9	1	113166	SWITCH PRESSURE 65/18
10	2	100012061	FUSE T3.15AMP 32 X 6.3 HBC
11	1	197120-E	AZURE ELECTRICAL COVER
12	1	197104	PLINTH AZURE
13	2	188118	CLIP SPRING 1.5"
14	1	197118	AZURE NOZZLE HOLDER
15	1	197123	DIN RAIL
16	3	134106	MUSHROOM BUMPER
17	9	187093	FLANGE NUT M4
18	3	100087006	WASHER - M4 INTERNAL SHAKE STEEL
19	5	100086003	NYLOC NUT M4
20	2	100087002	M3 INTERNAL SHAKEPROOF
21	1	100085028	SELFTAP PHILLIPS PAN HEAD AB NO.6 X 3/8
22	3	100086024	NYLOC NUT M6
23	1	100012070	FUSE T1.6 AMP 32MM X 6.3MM HBC
24	2	100012067	FUSE T1AMP 32x6.3 HBC
25	3	100034039	P-CLIP NXP6
26	1	134097	15mm BLIND GROMMET
27	1	100034081	BUSH-SR-6N-4
28	2	100086001	NUT - M3 HEX FULL STEEL
29	1	149042	UV FILTER
30	2	100086034	NUT-FULL M5 HEX BRASS
31	1	113158	SWITCH C.TIME
32	1	100085132	BOLT M5 x 25mm HEX HD BOLT
33	4	M10-160	FOOT-ADJUSTABLE 70mm
34	1	197156	AZURE U.V BALLAST RETAINER
35	1	114151	MINIATURE POWER RELAY

## 23.12 Chiller Assembly

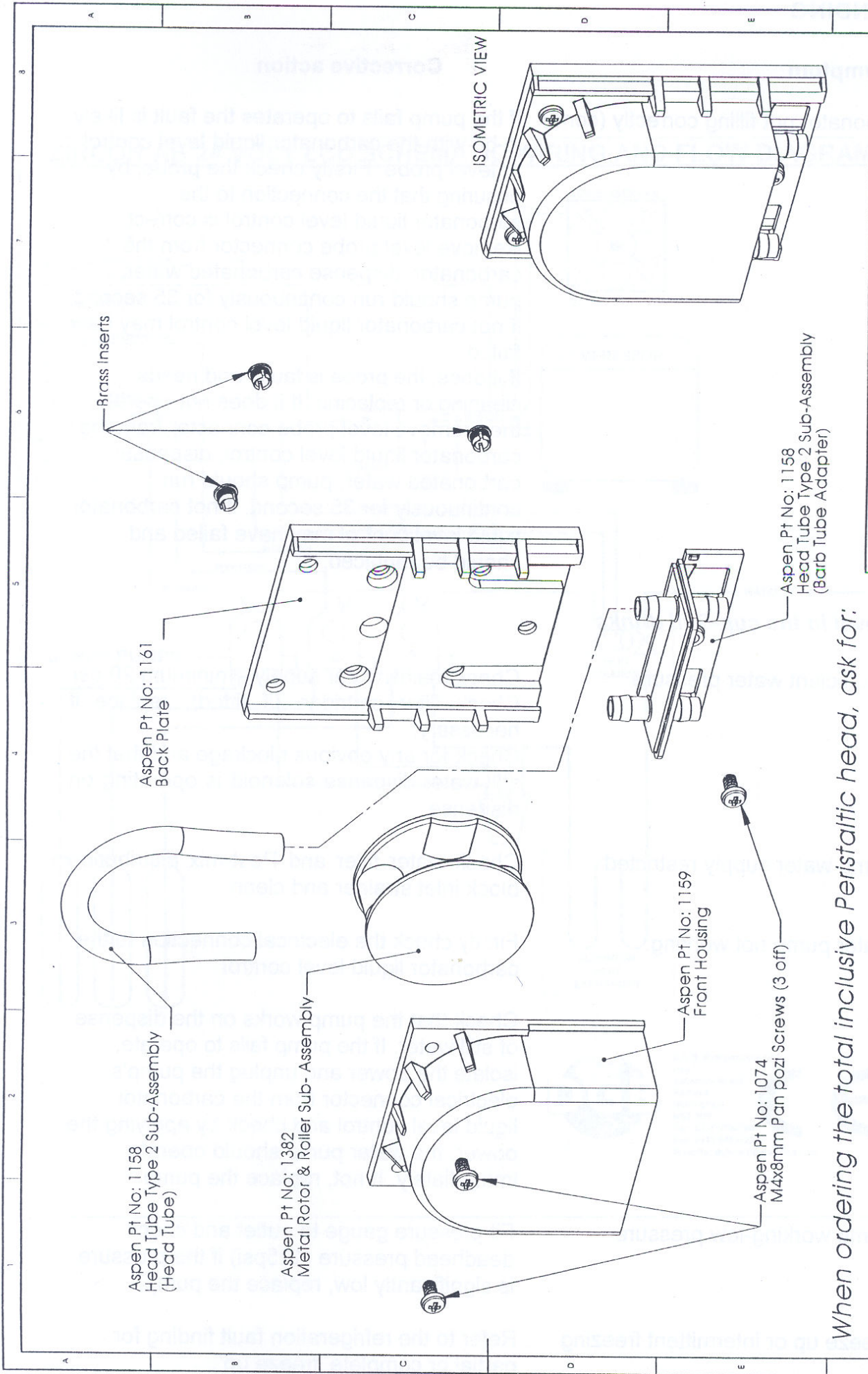


Zircon AB water chiller top assembly exploded view

**Zircon AB water chiller base assembly exploded view**

## PART NUMBER ZIRCON AB WATER CHILLER

Item	Description	Part Number
1	GE Thermostat	5.05
2	Plug (15 way Molex)	16.11
3	Reducer 1/4" tube X 3/8" Stem	??.??
4	Recess door Pull	17.40
5	3mm ID X 6mm OD clear tube	16.00
6	3/8" Aquavend tube	16.09
7	Water inlet solenoid 24Volts DC	??.??
8	Tube clamp 8.7	14.94
9	1/4" Aquavend tube	16.09
10	5mm ID X 8mm OD clear tube	16.03
11	38mm Bush	16.11
12	Dispense head-2FL	15.49
12	Dispense head-3FL	15.48
13	Peristaltic Pump(Autoclude)	?.??
14	Tube clamp 10.5	14.91
15	Pickup Tube	15.60
16	Condenssor	10.09
17	Condenser motor	6.39
18	Compressor	1.46



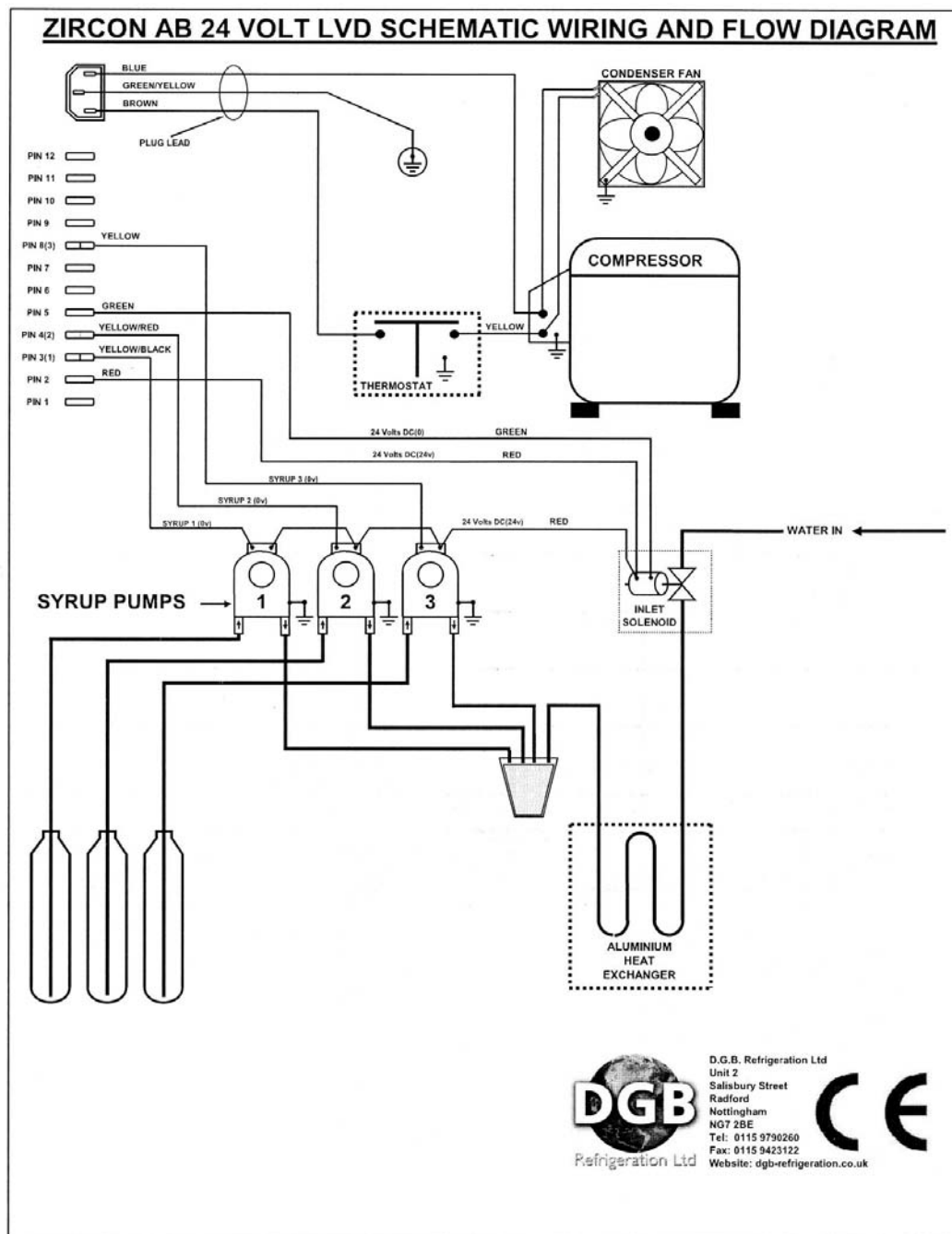
When ordering the total inclusive Peristaltic head, ask for:

## PUMP HEAD KIT

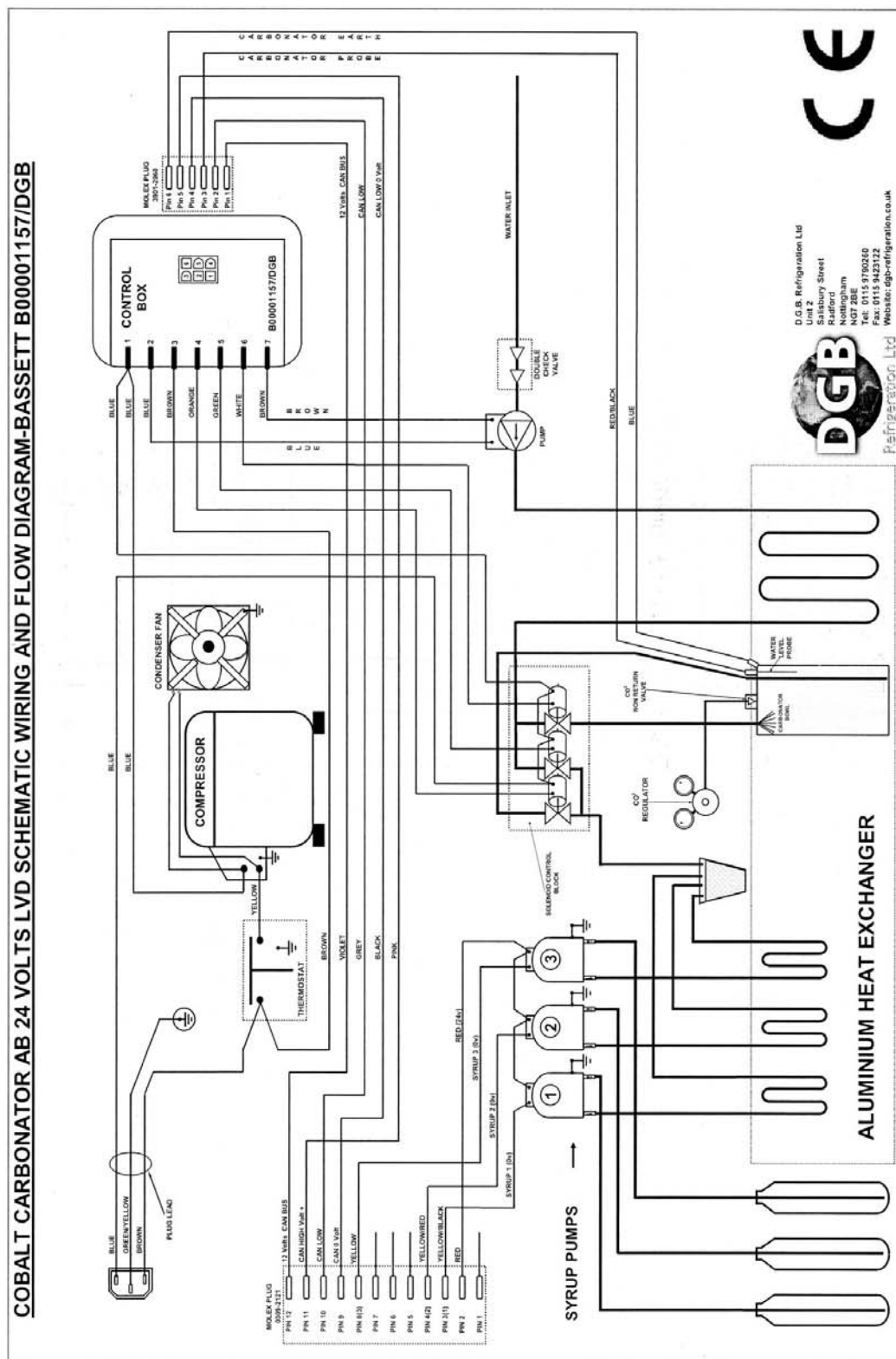
NOTE: Peristaltic Head supplied with M5x12mm Pan pozi fixing screws [Aspen Pt No. 1226] (4 off)

ASPEN PUMPS A00X WAY Halsham East Sussex BN27 3WA Tel: 01323 848842		TITLE ASPEN PUMPS PERISTALTIC HEAD EXPLODED SUB-ASSEMBLY & PARTS VIEW	
DRAWN CHD	NAME Mark Jenkins	DATE 10/06/05	DWG NO.
SCALE: 1:1		SHEET 1 OF 1	DO NOT SCALE DRAWING
REVISION A		A3	

## 23.13 Zircon 24v chiller wiring diagram



## 23.14 Cobalt Carbonator wiring diagram



**Machinery (Safety) Regulations 1992  
(EC Machinery Directive 89/392/EEC) as amended...**

**EC Declaration of Conformity**

This is to certify that the:  
**Azure Mk4 Vending Machine**

**Comprising the following models.**

Payment System  
Non-Payment System  
Chilled / Carbonated options  
Del Monte / Standard dip tube syrups

**Manufactured by:**

Westomatic Vending Services Ltd , Shaldon Road , Newton Abbot , Devon , TQ12 4TZ  
Tel.01626 323100 - Fax 01626 332828

Conforms to the protection requirements of council Low Voltage Directive 73/23/EEC as amended 93/68/EEC relating to Electromagnetic Compatibility , by application of:

**EMC Test Standards:**

**EN 55014-1:2000 + A1:2001 + A2:2002 :**

Conducted emissions (0.15MHz-30MHz)

Discontinuous conducted emissions Disturbance Power (30MHz-300MHz)

**EN 55014-2:1997 + A1:2001** (Category II)

ESD,EFT/Bursts , Surges ,Conducted immunity (0.15MHz-230MHz) ,Dips and interruptions

**EN 61000-3-2:2000**

Mains harmonics

**EN 61000-3-3:1995 + A1:2001**

Voltage fluctuations

**EMF Test Standards:**

**EN 50366:2003**

Electromagnetic fields.

**Electrical Safety Test Standards:**

**EN 60335-1:2002 + A1:2004 + A11:2004 + A12:2006**

Household and similar electrical appliances - Safety - Part 1 - General requirements

**EN 60335-2-75:2004 + A1:2005**

Household and similar electrical appliances - Safety - Part 2-75 -Particular requirements for commercial dispensing appliances and vending machines

Supplementary Information :

- |       |   |   |
|-------|---|---|
| [ A ] | : | Included mains filtering.   |
| [ B ] | : | Product to be installed in accordance with manufactured instructions. |
| [ C ] | : | Class of protection against electrical shock. : Class I               |

I the undersigned, hereby declare that the equipment specified above conforms to the above Directive and Standards.

For and on behalf of Westomatic Vending Services, March 2008

Richard Brinsley

**Notes:**

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