



SERVICE MANUAL

PROGRAMMING MANUAL

“ BRIO 250 ”

THE CONTENTS OF THIS DOCUMENT ARE INTENDED FOR NECTA'S AFTER SALES PERSONNEL.

INTRODUCTION

The programming instructions described below are used to change the product dose settings, set the sales prices, set any discounts, move through the operating modes, test the failures indicated and read the audit data.

1 – OPERATING MODES

The machine can be in three different operating modes, and according to the mode the vending machine push-buttons take on different functions:

1.1 NORMAL OPERATING MODE (VENDING)

1.2 MAINTENANCE

1.3 PROGRAMMING

1.1 Normal Operating Mode (Vending): the machine is stand-by and is ready for selections to be made; the push-buttons the function identified by the selection labels; the display shows the message "READY"

1.2 Maintenance: when in normal operating mode, press once the programming button located on the internal side of the push-button card; the goes to maintenance mode and the display shows the message "MAINTENANCE" for approximately 2 seconds, then the first MAINTENANCE menu item is displayed, i.e.

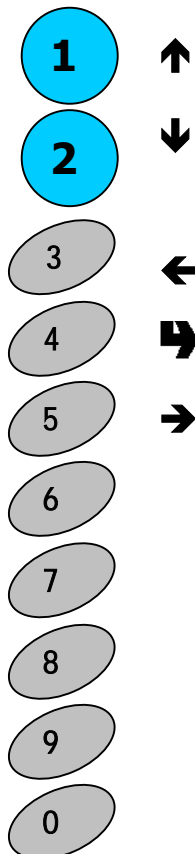
"Complete selection"

1.3 Programming: in normal operating mode, press twice the programming button located on the internal side of the push-button card; the goes to programming mode and the display shows the message "PROGRAMMING" for approximately 2 seconds, then the first PROGRAMMING menu item is displayed, i.e.

"Present failures"

2 - PROGRAMMING PUSH-BUTTON FUNCTIONS

The selection push-button panel is used also for programming operations, and in this mode it takes on the following functions:



Description of selection buttons funcions

1 ↑ Previous function (increase data +1)

2 ↓ Next function (decrease data -1)

3 ← Delete data (exit function)

4 → Confirm data (confirm function)

5 → Change data

6 **Reset failures**

7 **Installation phase**

8 **Reset statistics**

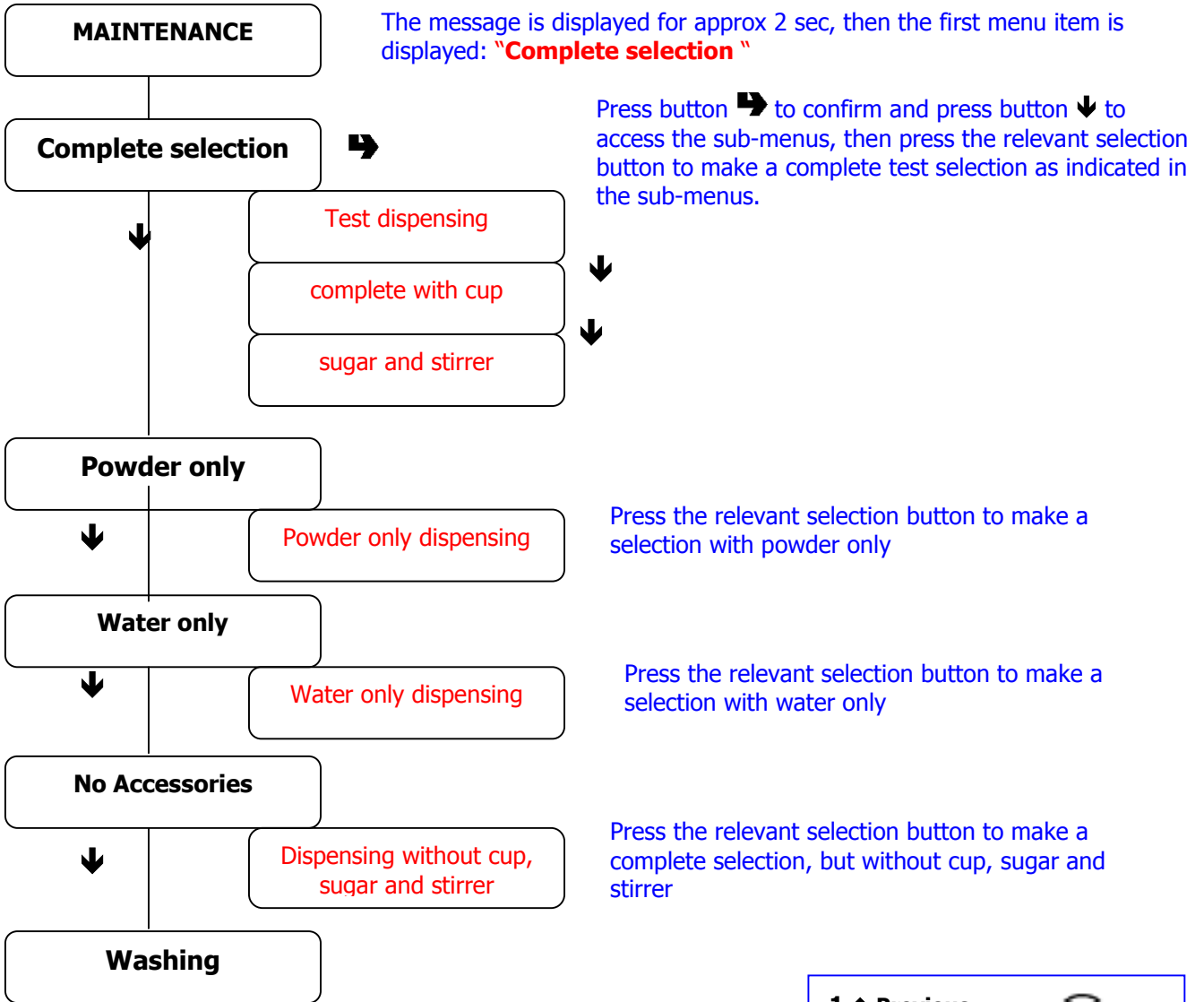
9 **Print statistics**

0 **Display statistics**

3 - MAINTENANCE

With the vending machine in normal operating mode, press **once** the programming button located on the inside of the door, on the push-button board, and the vending machine will be set to **"Maintenance"** mode.

The display indicates :



Press button **↑** to return to the previous function, press button **↓** to return to the initial maintenace program menu. Press the selection buttons to perform the following actions as indicated below:

- BUTTON 3** – Mixer cleaning
- BUTTON 4** - Unit rotation / coffee release
- BUTTON 5** – Dispense sugar
- BUTTON 6** – Dispense extra sugar
- BUTTON 7** – NOT USED
- BUTTON 8** – NOT USED
- BUTTON 9** – NOT USED
- BUTTON 0** – NOT USED

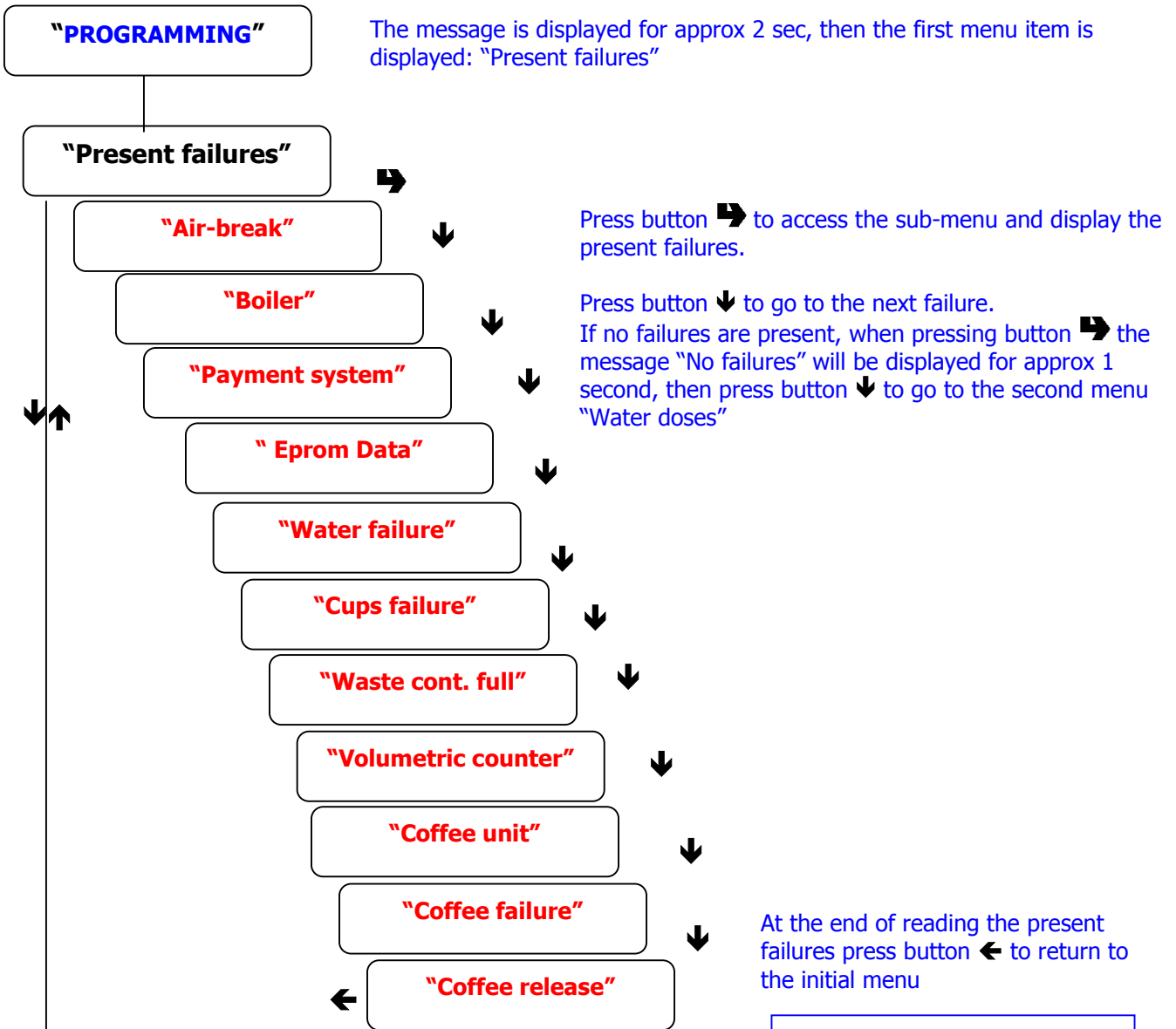
1 ↑ Previous function (increase data +1)	
2 ↓ Next function (decrease data -1)	
3 ← Delete data (exit function)	
4 ➡ Confirm data (confirm function)	
5 ➡ Change data	

Switch the machine off and on again to return to normal operating mode.

4 - PROGRAMMING

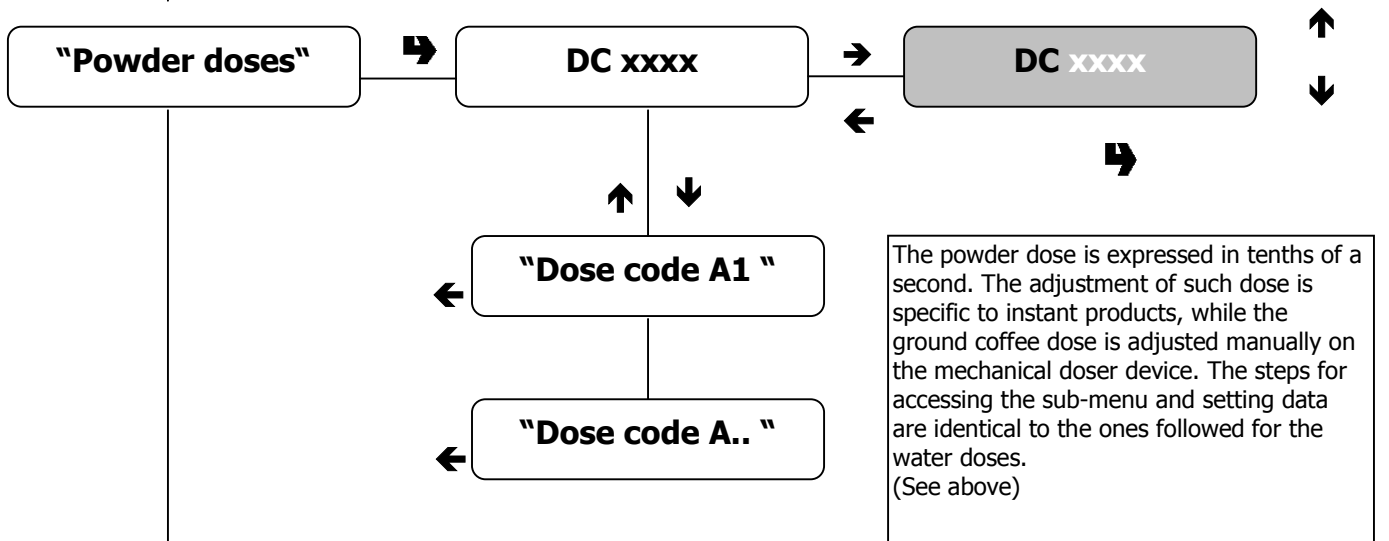
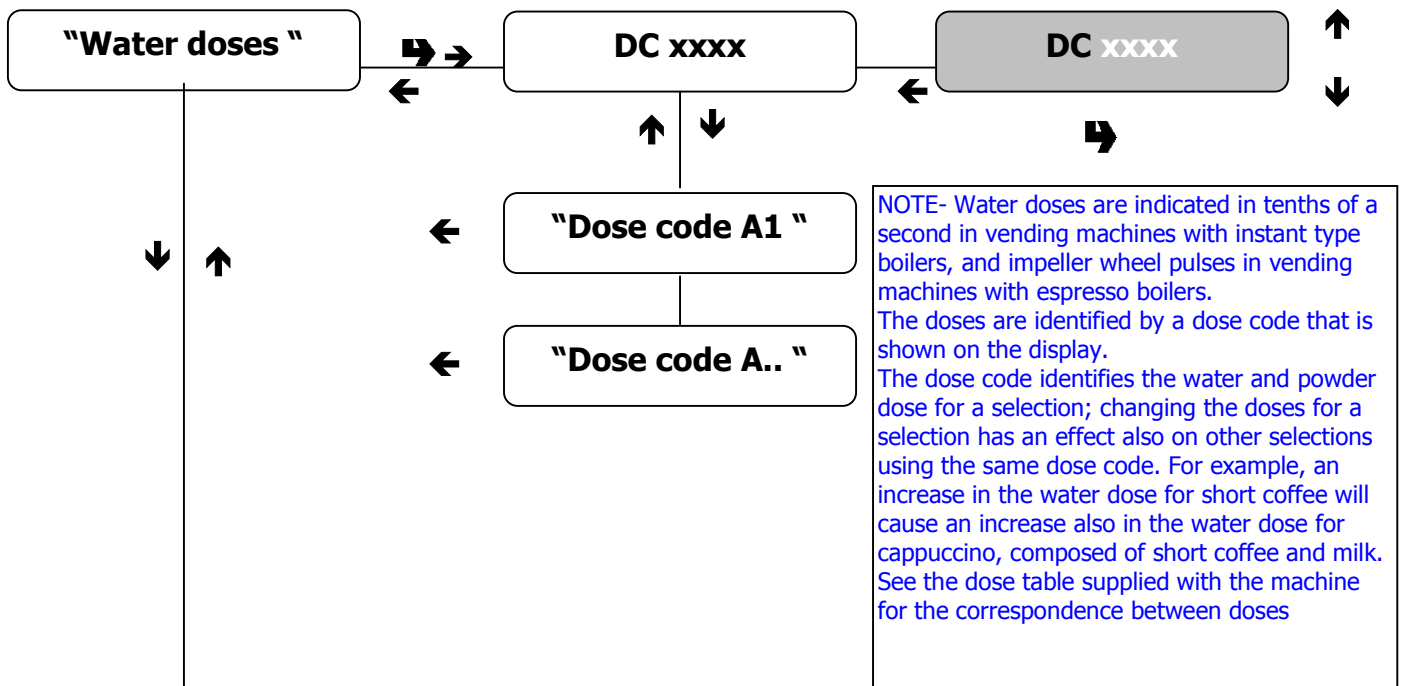
With the vending machine in normal operating mode, press **twice** the programming button located on the push-button board, the machine will go to **"Programming"**.

The display indicates :



1		Previous function (increase data +1)
2		Next function (decrease data -1)
3		Delete data (exit function)
4		Confirm data (confirm function)
5		Change data

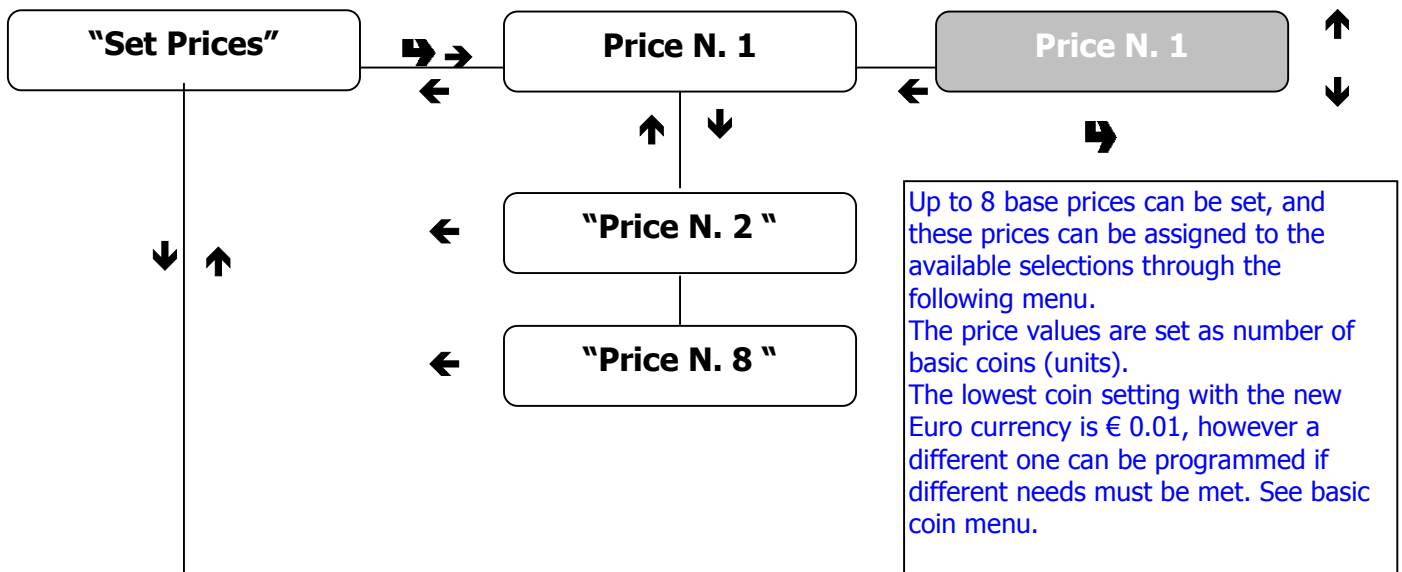
With the display showing the message "Water doses" or "Powder doses" press button to display the sub-menu "DC xxxx", then press button to access the relevant sub-menu and the values start blinking, press button or to increase or decrease the value by one unit; after reaching the desired value, press button to confirm the choice, press the button again to return to the initial menu. Press button to go back to the previous menu.



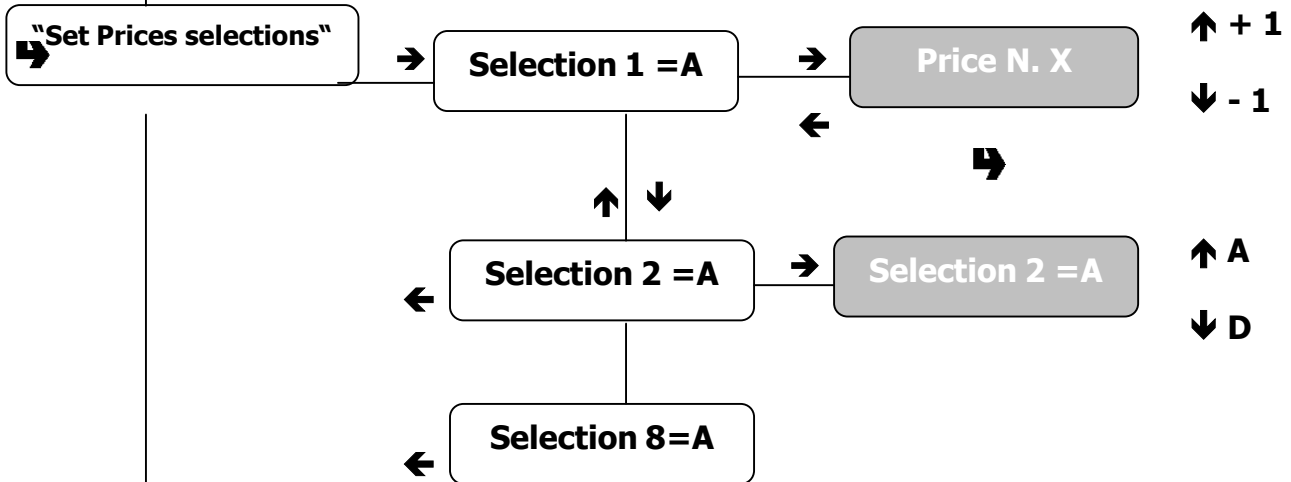
"Set Prices"

- 1 Previous function (increase data +1)
- 2 Next function (decrease data -1)
- 3 Delete data (exit function)
- 4 Confirm data (confirm function)
- 5 Change data

With the display showing the message "Set Prices" press button to display the sub-menu "Price N. 1", then press button to access the relevant sub-menu and the values start blinking, press button or to increase or decrease the value by one unit; after reaching the desired value, press button to confirm the choice, press the button again to return to the initial menu. Press button to go back to the previous menu.

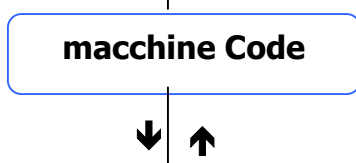
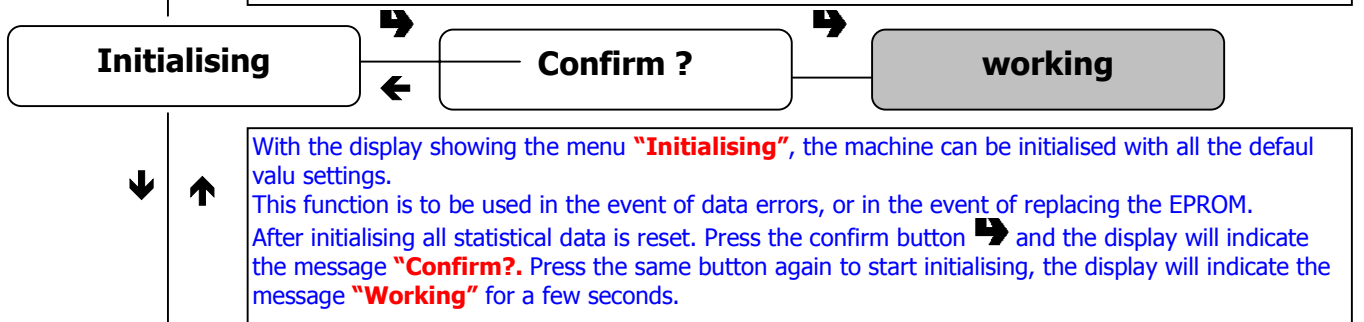
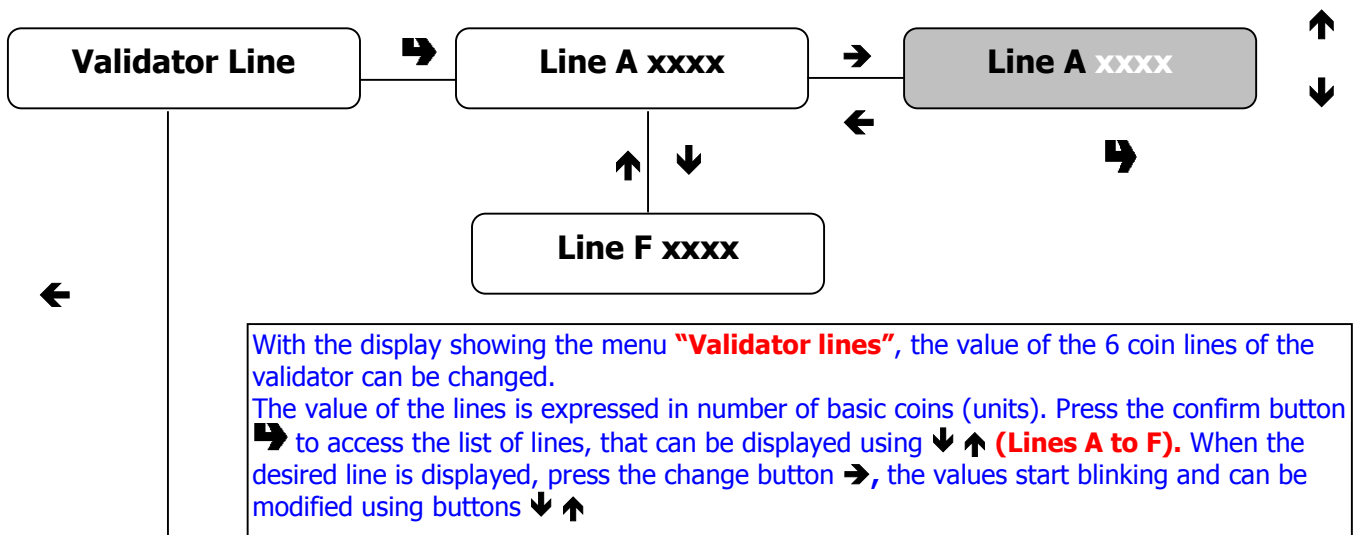
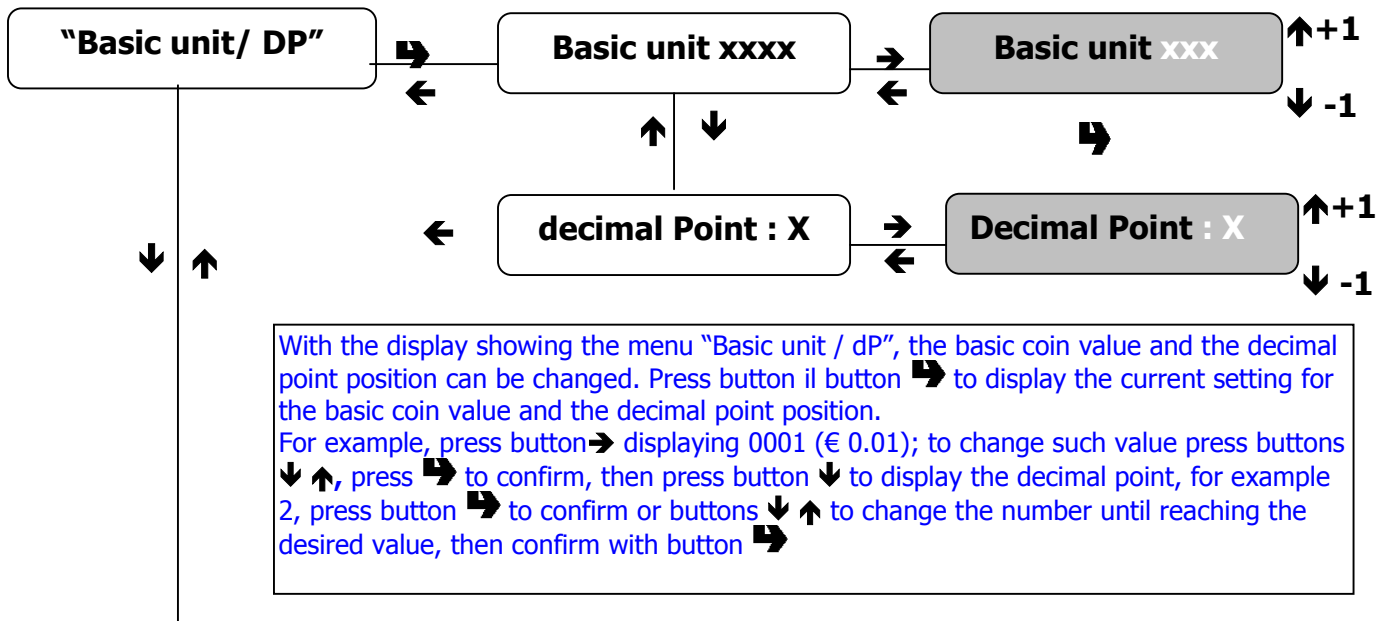







Up to 8 base prices can be set, and these prices can be assigned to the available selections through the following menu. The price values are set as number of basic coins (units). The lowest coin setting with the new Euro currency is € 0.01, however a different one can be programmed if different needs must be met. See basic coin menu.

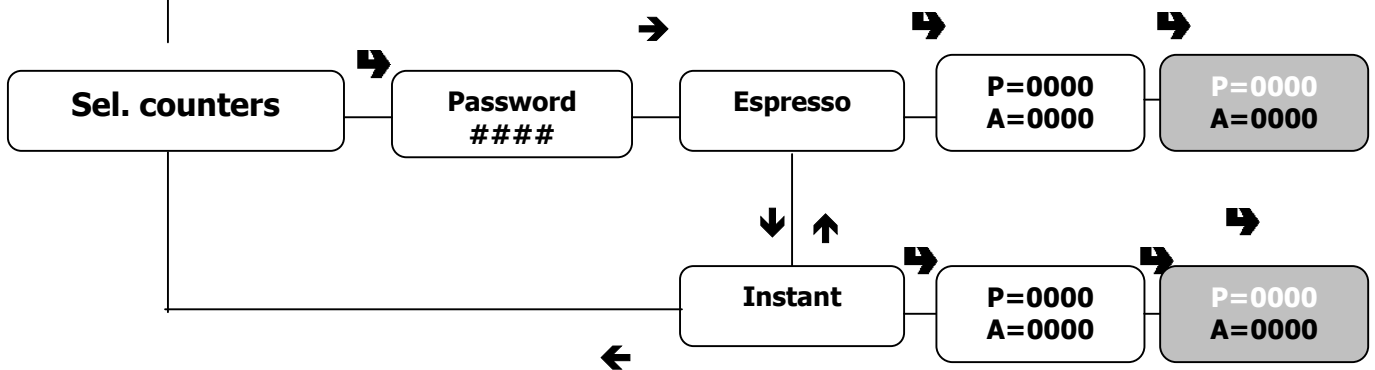
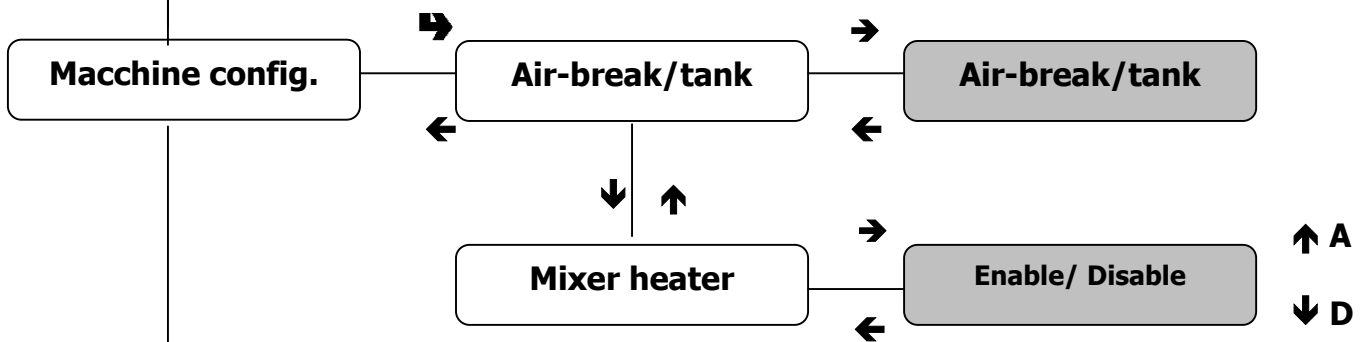
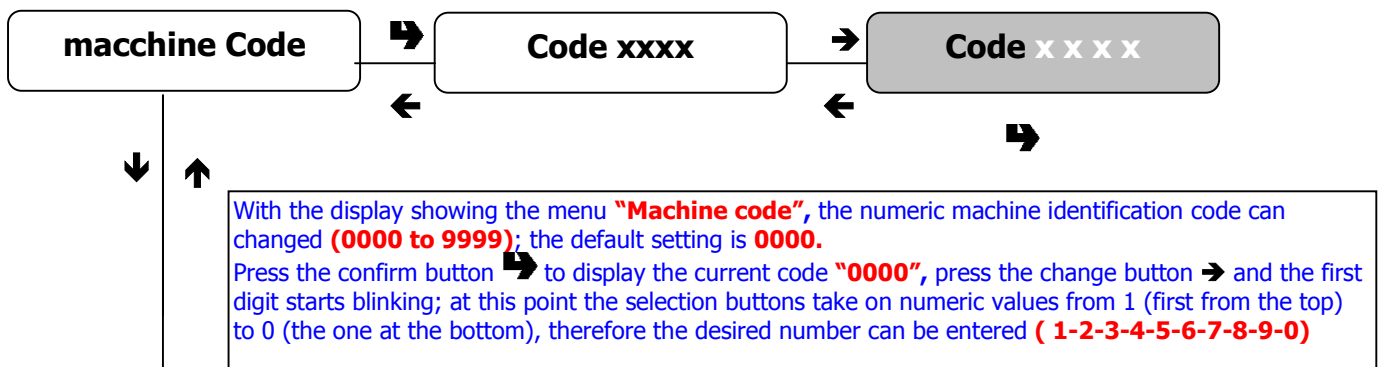


From the menu "Set Prices/selections", following the usual steps, it is possible to assign a selection to the price set in the previous menu. Press button twice to access the sub-menu "Price N. X", then buttons to change the combination. Press button once only and the menu "Selection X A" will start blinking, then press buttons to activate "A" or deactivate "D" the desired selection

- 1 Previous function (increase data +1)
- 2 Next function (decrease data -1)
- 3 Delete data (exit function)
- 4 Confirm data (confirm function)
- 5 Change data

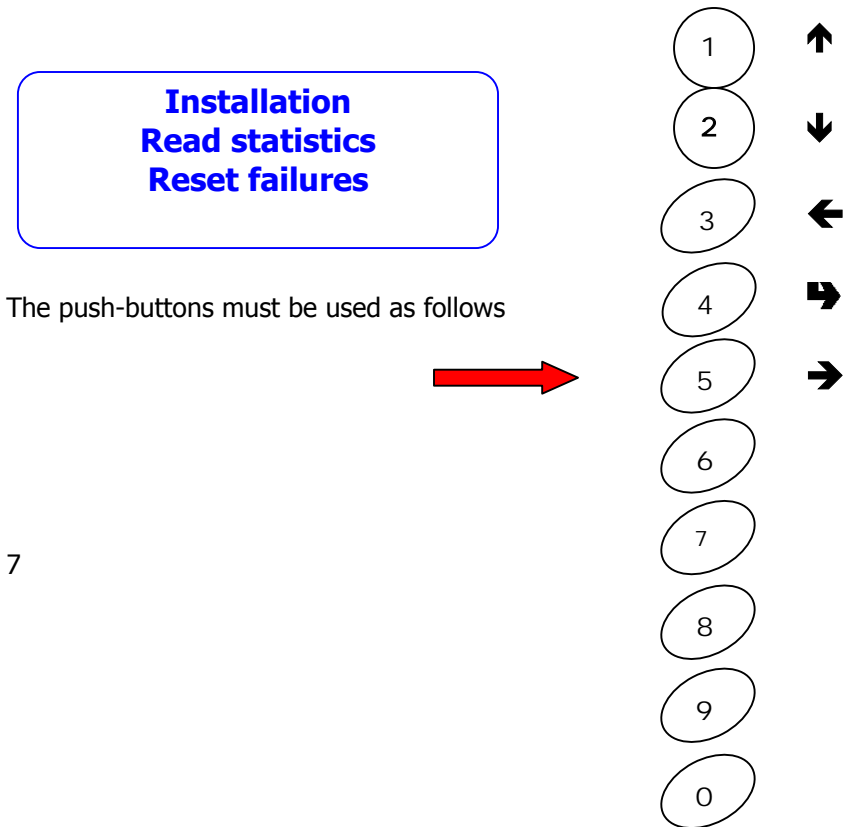


- 1 **↑** Previous function (increase data +1) 
- 2 **↓** Next function (decrease data -1) 
- 3 **←** Delete data (exit function) 
- 4 **↵** Confirm data (confirm function) 
- 5 **→** Change data 



Switch the vending machine off and then on again to return to normal operating mode.

During the machine programming phase the following operations can be performed:



Press twice in a sequence the programming button located on the inside of the door, with an interval of two seconds and the display will indicate:

<p>Programming (After a few seconds the first programming menu is displayed)</p>	<p>Press the selection button "5" to activate the installation procedure, i.e. filling the air-break and the water system. The display will indicate the message "Confirm?". Press the confirm button "4" and the display will indicate the message "Installation". The machine will start the installation procedure, first filling the air-break, then filling the boiler, activating the solenoid valve for automatic air bleeding. At the end of installation heating starts and the display will indicate the message "Heating". After a few minutes the vending machine is ready for normal use.</p>
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<p>Reset failures</p>	<p>When this is displayed, press the selection button "6" and the display will indicate the message "Working" for a few seconds, thence all present failures will be reset.</p>
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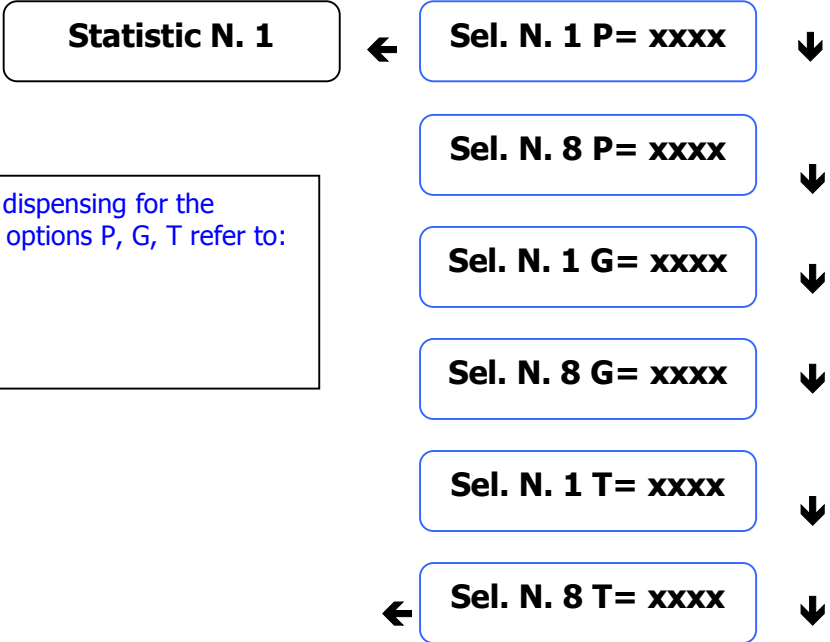


<p>Reset statistics</p>	<p>When this is displayed, press the selection button "8" and the display will indicate "Working" for a few seconds, thence all present statistics will be reset.</p>
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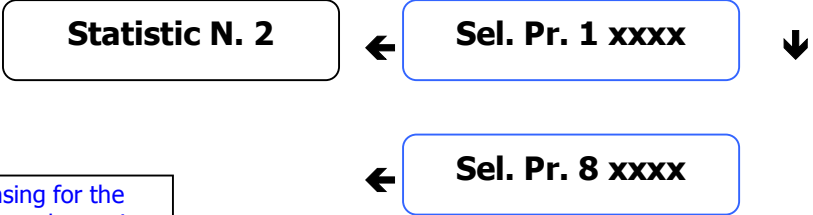


Programming
 (After a few seconds the first programming menu is displayed)

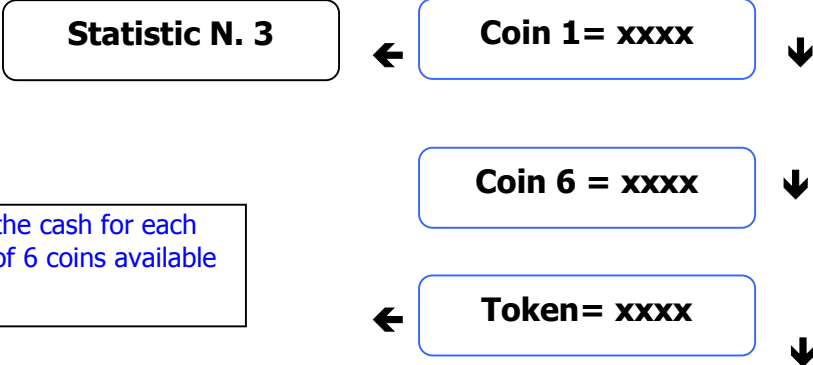
When this is displayed, press button 0 to access the statistics menu where the message **"Statistic N. 1"** is shown; then press button ← (3) to display the statistic for selection number 1, press button ↓ to scroll through the entire statistics menu concerning all selections and all three options: P ; G ; T – after displaying the entire sub-menu of statistic N. 1 the menu **"Statistic N. 2"** is displayed, and so on. 5 statistics can be displayed (see description on the side of each statistic)



Statistic N. 1 refers to dispensing for the different selections, and options P, G, T refer to:
 P = PAID dispensing
 G = FREE dispensing
 T = TEST dispensing



Statistic N. 2 refers to dispensing for the different prices; up to 8 prices can be set in the relevant sub-menu.
 Prices = Pr. 1 – Pr. 2 Pr. 8
 Sel. = selections per price



Statistic N. 3 refers to the cash for each single coin. With a total of 6 coins available plus one token.

Statistic N. 4 ← Tot. 1 = xxxx ↓

Statistic N. 4 refers to the total cash with coins and credit
Tot. 1 = Coins
Tot. 2 = Credit

← Tot. 2 = xxxx ↓

Statistic N. 5 ← Failure 1= xx ↓

Statistic N. 5 refers to the failures occurred since the last reset. The following failures can be displayed:
1 = Air break Failure
2 = Boiler Failure
3 = Payment system Failure
4 = Eprom Data Failure
5 = Water Failure
6 = Cup Failure
7 = Waste cont. full Failure
8 = Volumetric counter Failure
9 = Coffee unit Failure
10= Coffee Failure
11= Coffee release Failure

Failure 2= xx ↓

← Failure 11= xx ↓

After scrolling through all statistics, the display returns to the first item of the programming menu. Switch the machine off and on again to return to normal operating mode.