



VITALE S



1. PROGRAMMING

1.1. How do we communicate with the machine?

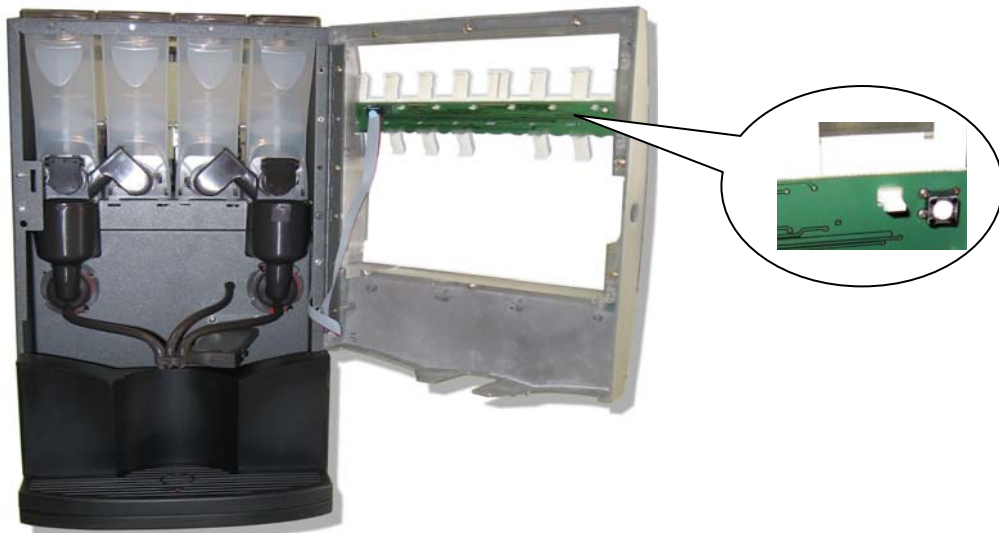
The VITALE S machine uses the keyboard of selections to communicate with the user of the machine.

The different illuminated buttons indicate the anomalies that it has registered during the service.

Touching the different buttons, with the machine in programming condition, one accedes to the programmable functions.

1.2. Programming machine of 7 buttons

To accede to Programming, touch the key of the electronic plate of the door.



The functions are the following ones:

- Button 1 -> Predetermined programming of the machine
- Button 2 -> Programming of the temperature of the water in the boiler
- Button 3 -> programming of the volumes of the services

In machines with soluble product (7 buttons)

- Button 4 -> programming of the intensity of the service.
- Button 5 -> Activation of the wash of the beaters
- Button 6 -> To move group. If it is in rest, it goes on to expenditure position or vice versa.
- Button 7 -> It activates the filling of the boiler.



Order of the buttons

Predetermined programming of the machine. It is possible to recover one of the pre-programmings that the machine has stored. These programmings concern the distribution and the configuration of the services.

Button	espresso	Long espresso	MACHIATO	COFFEE MILK	CAPUCHINO	CHOCOLATE	CHOCOLECHE
1	Coffee=50	Coffee=70	Coffee=50 Leche=1.5 H ₂ O leche=30	Coffee=50 Leche=2.7 H ₂ O leche=60	Coffee =45 Leche=1.9 Choco=1.4 H ₂ O leche=65	Choco=6.1 H ₂ O leche=100	Leche=2.9 Choco=2.5 H ₂ O leche=110
2	Coffee=30	Coffee=90	Coffee=30 Leche=0.7 H ₂ O leche=45	Coffee=90 Leche=0.7 H ₂ O leche=45	Coffee=40 Leche=1.0 Choco=1.2 H ₂ O leche=120	Choco=6.8 H ₂ O leche=180	Leche=5.1 Choco=1.8 H ₂ O leche=170
3	Coffee=80	Coffee=144	Coffee=67 Leche=0.6 H ₂ O leche=77	Coffee=96 Leche=0.6 H ₂ O leche=96	Coffee=58 Leche=1.0 Choco=1.8 H ₂ O leche=134	Choco=3.3 H ₂ O leche=192	Leche=2.9 Choco=2.2 H ₂ O leche=192
	espresso	Long espresso	MACHIATO	COFFEE MILK	CAPUCHINO	CHOCOLATE	HOT WATER
4	Coffee=50	Coffee=70	Coffee=50 Leche=1.5 H ₂ O leche=30	Coffee=50 Leche=2.7 H ₂ O leche=60	Coffee =45 Leche=1.9 Choco=1.4 H ₂ O leche=65	Choco=6.1 H ₂ O leche=100	Hot water=110
5	Coffee=30	Coffee=90	Coffee=30 Leche=0.7 H ₂ O leche=45	Coffee=90 Leche=0.7 H ₂ O leche=45	Coffee=40 Leche=1.0 Choco=1.2 H ₂ O leche=120	Choco=6.8 H ₂ O leche=180	Hot water=180
6	Coffee=80	Coffee=144	Coffee=67 Leche=0.6 H ₂ O leche=77	Coffee=96 Leche=0.6 H ₂ O leche=96	Coffee=58 Leche=1.0 Choco=1.8 H ₂ O leche=134	Choco=3.3 H ₂ O leche=192	Hot water=192

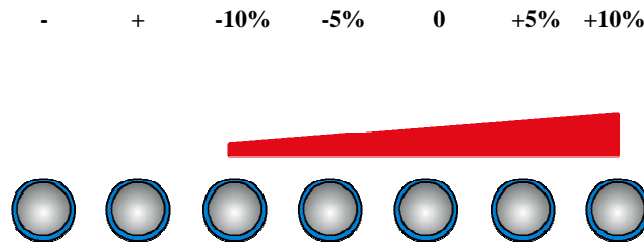
The units for the coffee and the water are cm³ (cc)

The units for the Milk and the Chocolate are seconds (secs.)

Temperature. You can change the programmed temperature of the water in the boiler the 5% or 10 %, so much in increase (buttons 6/7) as in decrease (buttons 3/4).

you can use also the buttons "+" or "-". The first pulsation will increase or decrease 5 % and the second one 10 %.

The temperature of the boiler is programmed in 90° C from factory.



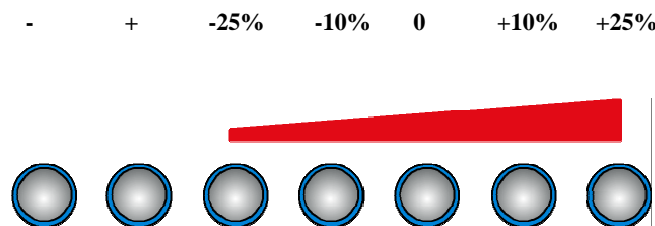
Volume of the service. As with the temperature, also the volume of the service can be programmed.

Touch the selection to changing.

Using the buttons 3 ó 4, it will reduce the volume in 25 % or 10 % respectively.

Using the buttons 6 ó 7, it will Increase the volume in 10 % or 25 % respectively.

You can use also the buttons "+" or "-". The first pulsation will increase or diminish 10 % and the second one 25 %



Changing the volume also changes the quantity of water and of product.

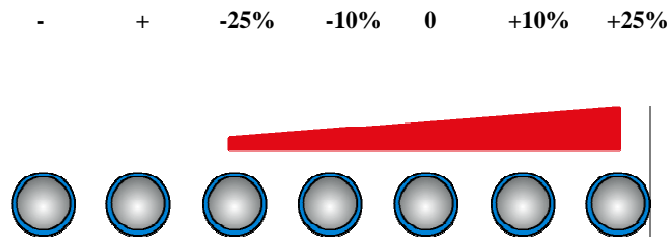
Intensity of the service. By means of this function one manages to increase or to diminish the concentration of the product.

Touch the selection to changing.

Using the buttons 3 ó 4, it will reduce the intensity in 25 % or 10 % respectively.

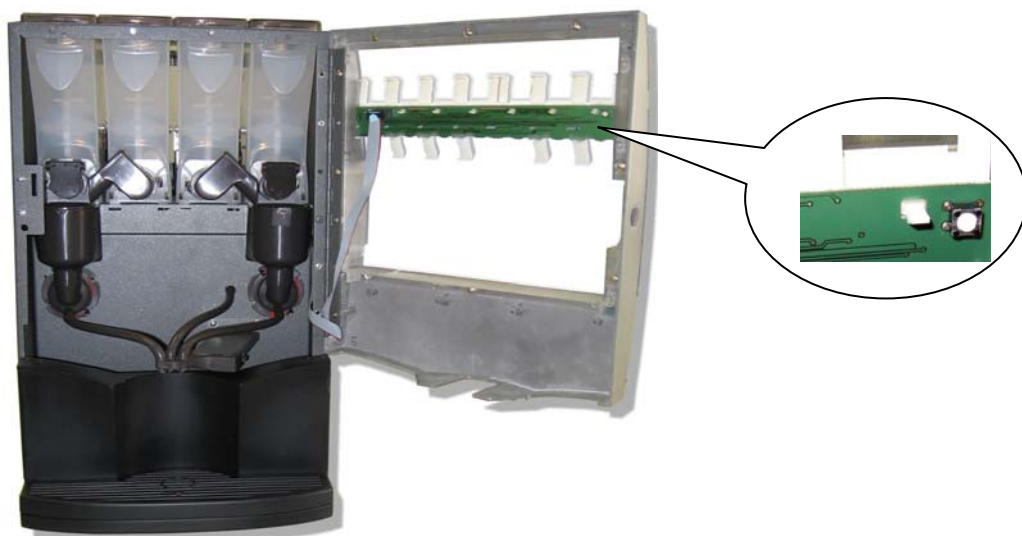
Using the buttons 6 ó 7, it will Increase the intensity in 10 % or 25 % respectively.

you can use also the buttons "+" or "-". The first pulsation will increase or diminish 10 % and the second one 25 %.



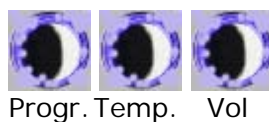
1.3 Programming machine of 3 buttons

To accede to Programming, touch the key of the electronic plate of the door.



The functions are the following ones:

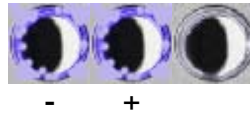
- Button 1 -> Predetermined programming of the machine
- Button 2 -> Programming of the temperature of the water in the boiler
- Button 3 -> programming of the volumes of the services



Predetermined programming of the machine

Button	espresso	Long espresso	CHOCOMILK
1	Coffee= 50	Coffee= 70	Hot water=110
2	Coffee= 30	Coffee= 90	Hot water=180
3	Coffee= 80	Coffee= 144	Hot water=192

Temperature

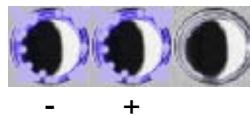


(the number of winkings, from 1 to 5, indicates the selected variation of the temperature)

Number of winkings	Temperature
1	Programmed value -10%
2	Programmed value -5%
3	Programmed value
4	Programmed value +5%
5	Programmed value +10%

Volume of the service

Choose a service:



(the number of winkings, from 1 to 5, indicates the selected variation of the volume)

Number of winkings	Volume
1	programed value -25%
2	Programmed value -10%
3	Programmed value
4	Programmed value +10%
5	Programmed value +25%

Second level programming

touching the key of the electronic plate for a couple of times, we access to the second level of programmations:



Move group Fill up boiler

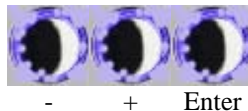
1.4 Programming with payment module.

To access to the programming relative to the payment module, to keep touched the button P during 3 seconds.

On the screen of the payment module the first available function appears:

F 1 1 0

With the button 1, decreases the number of function; with the button 2 is increased, with the button 3, are dropped into the role. To exit the programming mode, press the button P.



The available functions are:

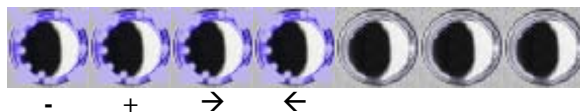
<i>F 1 1 0</i>	Accounting for money sold per selection
<i>F 1 1 1</i>	Accounting for units sold per selection
<i>F 1 2 0</i>	Accounting for money sold in total
<i>F 1 2 1</i>	Accounting of units sold in total
<i>F 1 7 1</i>	Clearing accounts
<i>F 2 0 1</i>	Programming price for each selection
<i>F 2 0 4</i>	Programming the same price for all selections

In the accounting functions, if the number at present is larger than 4-digit, is presented by moving from right to left.

In the functions F110, F111 and F201, after entering the function, wondered what selection is going to reach, with the following screen:

SEL?

In the functions **F201 and F204**, for programming the prices, the digit to be edited is flashing .
The functionality of each button is as follows:



The 4th button functionality is only when you are editing the 2nd or subsequent digits. In the machinery of 3 keys do not have this button, thus, to change one digit for which has already been passed, we must continue until the end of the number and come back to the editing of that value.

AZKOYEN

Vending for life

