

HARRINGTON

ESTABLISHED 1969

VENDING MACHINES

*** IMPORTANT – PLEASE READ FIRST ***

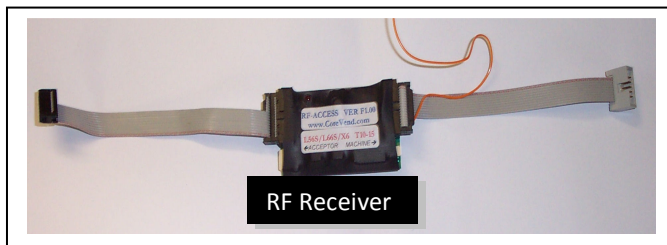
These instructions if followed, will allow the quick and correct installation of all RF kits to whatever machine that you have. Please study the parts that are included in each RF pack so that you understand what exactly is required before you get to the machine. If you read the points below, it will allow you to come up to speed extremely quickly and will prevent any issues developing further down the line.

Within the pack and in the following instructions you will note the following:

RF Receiver – this is the black plastic wrapped circuit board which receives the signals from the staff members fob transmitter.

Transmitter – this is the key fob piece which has three buttons which allow direct control of the cigarette machine. Please remember that the transmitter does not require direct line of sight to operate.

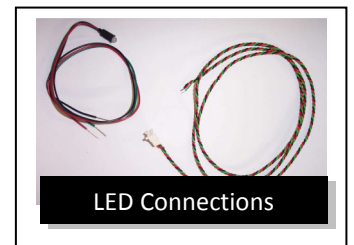
LED – the main LED is the superbright light that will be placed on the outside of the machine to enable customers and staff to easily determine the status of the machine.



RF Receiver

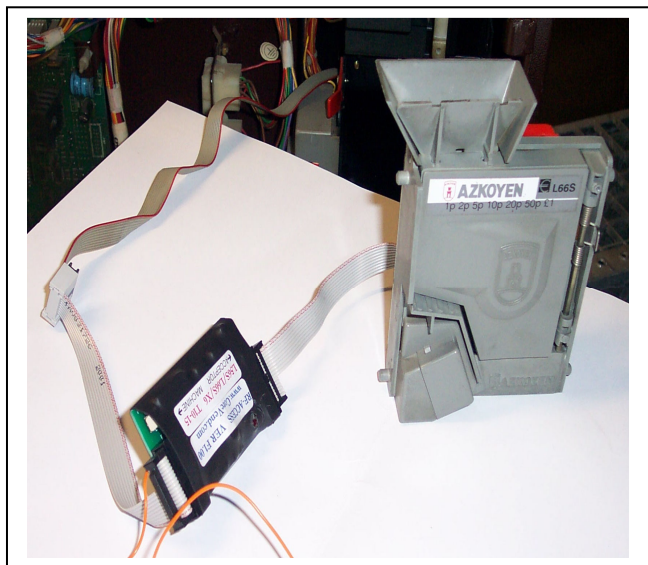


Transmitter (Fob)



LED Connections

INSTALLATION – How To Fit the RF Controller



the Receiver.

1. Remove the power from the machine and detach the coin acceptor from the grey cabled loom. It will be easier to remove the coin acceptor from the machine fully so that you have more room to work with.
2. Using the supplied cable, connect up the RF receiver as shown in the photo here (Image shown using Azkoyen example).
 - a. The RF Receiver must be connected straight via the grey cable to the Coin Acceptor
 - b. Any additional /controllers/Euro-Token boards must be connected between the RF Receiver and the main machine
 - c. Ensure that the RF Receiver is connected the correct way as according to the sticker printed on

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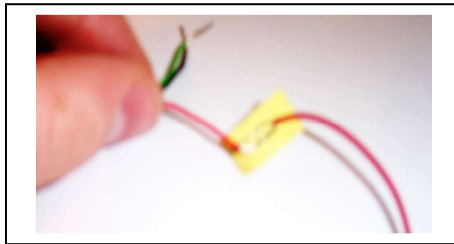
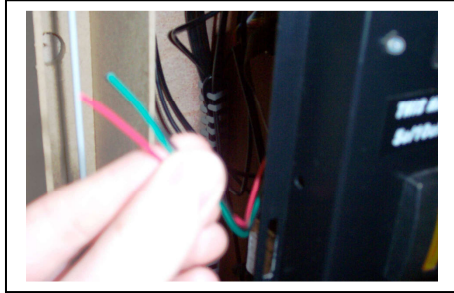
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INSTALLATION – How To Fit the LED



1. Drill a 6.32-6.40mm (1/4") hole at a suitable position onto the front of the machine so that it is clearly visible
 - a. It is recommended that you drill as close to the coin acceptor as possible
 - b. Ensure that you are not drilling into anything at the back
 - c. Allow suitable clearance around the machine LED for the positioning of the accompanying sticker.
2. From the front of the machine, into the freshly drilled hole, push through the wires, followed by the LED. Push the LED home fully, so that it gives a tight fit (as shown in the top image). Affix the sticker beside the LED.
3. Connect up the LED harness to the RF Receiver.
4. Route the wire from the RF Receiver to the LED, and fix to the machine using the self adhesive clips supplied.
5. Carefully join the Red to Red (as shown on the bottom image), Black to Black and Green to Green wires, by twisting each pin together, and taping with the supplied yellow clips. These

cables can be cut to size if required.

6. Affix the RF Receiver to the side of the machine using the adhesive pads supplied.

INSTALLATION – How To Program the RF Kit

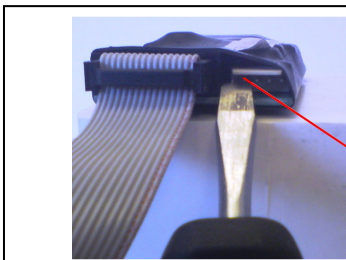
Each Receiver (inside machine) can be programmed to operate with up to 6 different Transmitters (KeyFobs). Each Transmitter has its own unique security code.

To program, or match a Transmitter (Fob) to a Receiver, follow these steps;



1. Ensure that the machine is powered on.
2. Looking at the side of the RF Receiver which is connected to the coin acceptor, you will see a white headed connection with 5 pins. Using a screwdriver or coins, short out the 2 pins on the far left hand side, as shown, and then release.
3. The Red LED on the RF Receiver will illuminate to confirm that it is being done correctly.
4. Press any button on the Transmitter – the Red LED will extinguish.
5. Next Press any button again on the Transmitter – the Red LED will flash for 10 seconds.
6. The Transmitter (KeyFob) is now paired with that machine.
7. To add more Transmitters to the same machine, repeat the above sequence.

Should you wish to clear the Receiver of its stored Transmitter, then simply follow these steps;



The two pins on the left hand side can be shorted out using any metal object – screwdriver, key, coin etc

1. Ensure that machine is powered on
2. Using a screwdriver or coin, short out the two pins as shown for 10 seconds
3. Release, and now the receiver is now free of any stored transmitters

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4. To indicate that it has been cleared correctly, the red light on the Receiver will flash as it wipes its memory

OPERATION – How to work the RF

1. On Power Up the Machine LED on the front of the machine, will pulse red for up to 10 seconds, depending on the machine, in order for the Acceptor to stabilize. During this time the coin acceptor will be inhibited.
2. After the acceptor has stabilized, the Machine LED will illuminate amber for 2 seconds (this is to allow for teaching – see later)
3. Red LED will then remain on and the machine is then in Standby mode – ‘Ready to Go – Authorisation Required’.
4. Pressing the ‘SINGLE USE’ button on the Transmitter Fob will allow the machine to operate for 1 Vend only. The Green LED on the Machine will indicate this.
5. Pressing the ‘MULTI USE’ button on the Transmitter Fob will allow the machine to operate (without direct control) for 6 hours. The Green LED on the Machine will be on. After that time period has elapsed, the machine will automatically revert back to the Standby mode.
6. Pressing the ‘OFF’ button will override any of the above two modes. The Red LED on the machine will remain on.
7. When the machine is in either SINGLE USE or MULTI USE, and the Green LED on the front of the machine is flashing, then this indicates that the battery in the Transmitter Fob requires replacing. Batteries can be replaced with a 12V Power Cell Alkaline Battery (A23).

OPERATION – How to TEACH the RF

The RF Receiver can be taught to operate as a token access controller as well as purely the RF Control. That means that, **either** a token **or** a RF signal will activate the coin acceptor. (Jofemar and Azkoyen machines only). For this, please note that each token will allow for a single vend at a time only.

By default, the RF Receiver will be set to operate with Jofemar Token.

In order, to teach the machine to accept both RF Control AND token, please follow these steps:

1. Remove power from the machine
2. Replug in machine. The Red LED on the front of the machine will pulse for 10 seconds.
3. When the LED switches to amber (for a 2 second period), press the OFF button on a programmed transmitter. The LED will then flash RED/GREEN.

For Azkoyen Machines;

1. Press the SINGLE USE button on the Transmitter Fob until the LED flashes RED
2. Then press OFF

For Jofemar Machines;

1. Press the SINGLE USE button on the Transmitter Fob until the LED flashes GREEN
2. Then press OFF

Your RF Controller is now programmed to also operate on token with applicable acceptor.

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NOTES on Token Access

- Vending Machine must be set for RF Control (i.e traditional Token Access must be disabled)
- This is only applicable to Jofemar and Azkoyen Machines
- By default, the RF Controller is pre-programmed to Jofemar operation

The Teach Function must be completed with 10 seconds or else settings will not be stored.

MULTI ON Button

The MULTI USE Button on the Transmitter Fob is the button which allows the machine to remain on for a set period of time, such as after 9pm. Please remember, at any stage, this can be overpowered by pressing the OFF button on the Transmitter Fob which will again return the machine to Standby mode. Should you wish, the MULTI USE operation can be altered. To do so:

- Remove power from the machine
- Re-instate power. The Red LED on the front of the machine will pulse for 10 seconds.
- When the LED goes amber (for 2 seconds only), press the OFF on the Transmitter Fob.
- The LED will flash Red/Green

To turn MULTI USE ON;

- Press the MULTI USE Button until the flashing LED is flashing GREEN
- Then on the Transmitter Fob press OFF
- The MULTI USE function is now ON

To turn MULTI USE OFF;

- Press the MULTI USE Button until the flashing LED is flashing RED
- Then on the Transmitter Fob press ON
- The MULTI USE function is now OFF

Please Note:

By default, the MULTI USE function is On.

The TEACH function, must be completed within 10 seconds or else settings will not be stored.