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Resistente, Duradero, Profesional

ELECTRONIC COFFEE GRINDER
SINGLE HOSPITALITY GRINDER

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Manual

Simple mode programming

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- 7.- 1euro: to schedule the credits, which will give us € 1
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2- Programming Modo sh

- 1.-Idom: we choose between spanish or English
- 2.-tep1: simple dose scheduling
- 3.-tep2: dual dose scheduling
- 4.-Tot1: simple coffee counter
- 5.-Tot 2: double coffee counter
- 6.-Tota: Total coffee counter

3- Programming Free fall mode

1. Whole grinder programming
2. Important; Change mode operation, choose between "sh", "c.l" and "sv"
3. "reset": how to reset the grinder to return as default

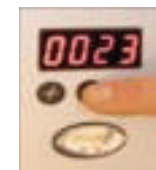
To access programming independent of the mode we have selected, you must press the button (enter) for 5 secs

1) Modo sv

In normal (standby) mode, press (enter) for 5 seconds, without releasing and access the menu. We will see the word "pass" and four zeros (0000)



The password for the Modo sv is **23**, we will enter it by pressing the (+) button until you reach that number and then press (enter) to enter programming and we will see the next field

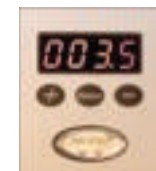


Appears (tep1) that will be where we regulate by seconds the time that is grinding coffee mill when we ask for a simple dose

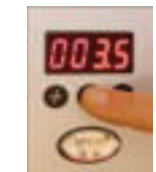


We want to put `_00_0_3_5_`

We are pressing the (+) button and it will raise the decimal in this case is 2 ... then it will go to 3, to 4, to 5 until it gets to 4 seconds `_0_0_4_0`



Once you select the (tep1) press (enter) and we will move to the next field



(Tep2) in this section we will follow the same steps as in the previous (tep1), with the difference that here we will schedule the milling time for the double dose

Press (enter) and go to the next field

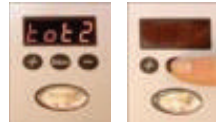


1.3- (Tot1) This part will indicate the simple coffees that have served the mill, this field is information only, can not be manipulated



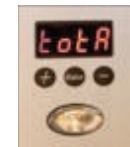
We will press (enter) and we will appear

1.4- (Tot2), is the same as in the previous field only in this case indicates the cafes served by the double mill.



By pressing (enter) we move to the next field

1.5-(tota) we will see the total cafes served by the machine, that is, (Tot1) + (tot2) = (tota)



1.6- (Cred) here we can manually modify (without introducing coins) the credits that the machine has, we can either give you services or remove it, only using the (+) or (-) buttons



Press again (enter) to advance and we arrive at the next field

1.7-(1eur) here we will select the credits that we want from the mill when we introduce the 1€ coin

1 € = 3 credits 1 € = 4 credits 1 € = 5 credits Etc.Etc.Etc

We only have to press the (+) and (-) keys to move forward and backward



Note: the 2 € coin will not be programmed, the mill will save by default that to that currency is given twice as many services as the one of 1 €

The remaining coins will not be valid, the selector will only accept coins of € and those of 1€ and 2€



Finally, when you press (enter) the mill will exit programming and will remain at rest (the mill is not working) and the display will appear, the credits that the mill has at this moment



1.8 and 1.9 important

*1.8 - If we want to erase the credits that the machine accumulates at the moment (which are reflected in the display), the first one will be to turn off the mill, with the shutdown we leave pressed at the same time, the (enter) and (-) and light the mill

Ensuring that we do not stop pressing the buttons and a message will appear for approximately 1 second, the credit screen will appear. That is that the mill no longer has any credit



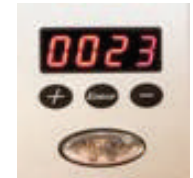
*1.9- To read the steps, we have to be with the mill at rest and press both the (+) and (-) and (step) buttons at the same time and then the number of these



If we press (enter) again, appear (cred) where we will see reflected the credits that the mill has accumulated since it was put into operation, but will always be the credits that we have entered with coins not manually



*1.10- to choose language (idiom) in this type of "Modo sv" will only come to us at the first programming point if the mill is reset (which by doing so, it stays by default in "Modo sh", but we will change it to "Modo sv" by doing what is explained in section 1.2 of "cl mode") and then once resetting the mode and changing back to "Modo sv" when accessing the programming menu. And if it appears (idiom) and choose between Spanish and English with the (+) and (-) buttons



2) Modo sh

- as always press to access programming (enter) for 5 seconds. When entering we will have already entered the code (23). With that we only have to press (enter) again and we will enter the different fields.

2.1 - first appears (idiom) where we will choose between Spanish and English changing one or the other with (+) and (-), we will select the one we want by pressing (enter)

2.2- we go to the next field where it appears (tep1), which is the time that the mill grinding to serve the simple dose of coffee, will appear a time and introduced that is the factory exits by default eg: _0_0_3._0_ Use the (+) and (-) buttons to advance to increase or decrease the milling time of the single dose

- with the button (enter) we accept the time of the simple dose (tep1) and at the same time we advance to the next programming field

2.3 - which is (tep2), where there will also appear a time that comes from factory by default and we can with the (+) and (-) will raise or lower that time

We follow the same process, press (enter) that way we confirm the doubled time of the double dose and advance to the next field

All counters

2.4- (tot1), where the display shows the number of simple cafes served by the mill. Press (enter) we pass the field

2.5- we arrive at (tot2), where as in (tot1) we will see reflected the cafes that the machine has served but in this case the double cafes

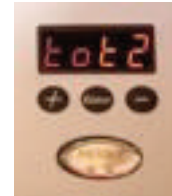
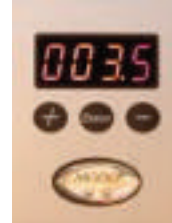
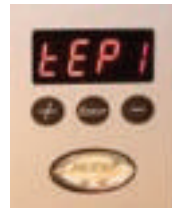
2.6- Press (enter) and we get totlaes of cafes counter (which is the sum of "tot 1" + "tot 2" = "tot a") (tot a): as we already indicate is the total of all cafes That has served the machine both singles and doubles

- Press (enter) we will leave of programming being left the mill in state of rest in the display will appear "coffee"

Note: any of the counters are only information that can not be manipulated and can only be cleared by resetting the mill (explained as resetting the mill at the end of the free fall mode manual)

3) free fall mode

3.1- Programming for the c.l. Is totally identical to the Modo sh



3.2 important

* - when in sh or c.l mode, when pressed for 5 sec. The enter (enter) to access the program we see the message of (pass) and the code (23) already entered, if we rise with the (+) button until we reach (45) and press again (enter) The following acronyms to change modes:



As always with the (+) and the (-) we will change to one or the other according to the type of mode in which we want the machine functions

If on the other hand we have the machine already removed from the factory and running in Modo sv, to change to another type of mode (sh c.l), we will have to turn off the mill and do the "reset", which is explained below

* 3.3- to reset the mill

- if the mode is on we will turn it off, being this we will have to hold the (+) and (-) buttons and then it is when without releasing these we will go the mill, to verify that we have done it well, to turn on, An encrypted message appears and it comes out as oscillating, if it does not oscillate or "shakes" the reset will not be well done

