



COMPANION II TIME VENDOR



QUICK START OPERATOR'S MANUAL

REV. 10 - 2006

PRODUCTS COVERED IN THIS DOCUMENT

This manual covers firmware for timers V. 142E.hex.

This manual covers models containing a paper currency acceptor, and refers to the optional credit card reader and its separate manuals.

This manual includes everything a key operator needs to use a Companion II Time Vendor for vending. For more detailed information, please refer to the full manual that came with your equipment or check our website: www.VENDAPIN.com

1. CHECK YOUR SYSTEM - SAFETY NOTICE

- **Be sure there is a grounded AC outlet to power the equipment.**
- **Be sure the green/yellow ground wire is connected to center screw on the AC outlet.**
- **The Companion II power supply is designed to operate from international standard power sources at 50 – 60 Hz, 100 – 240 V AC ONLY. Do not connect your system to any other types. The standard power plug is supplied for USA wall sockets.**
- **IMPORTANT: The Companion II is a controller, not a power adapter. Be sure your display will operate from the AC mains at your installation. Check your monitor for correct operation BEFORE connecting it to the Companion II. Open the Companion II enclosure with the provided key, route the AC plug from the controlled video display through the opening in the bottom, and plug it into the outlet inside the Companion II box. The grommet can be removed temporarily from the hole to provide more clearance.**
- **The video line can also be interrupted by a secondary relay, which operates the same as the power relay. Your installer will make the connections for you. Power will stay on your monitor at all times using this method.**

2. POWER UP THE SYSTEM

- Plug the Companion II Time Vendor in to the AC power outlet.
- The lights on the bill acceptor should indicate it is ready to accept currency. Insert some currency. The video display should power up, and play can begin. The Companion II Time Vendor will cease operation of the display when it times out.
- Cash (or credit, if available) can be added at any time. For instance, a player with five \$1.00 bills gets the same play time as one inserting a single \$5.00 bill.
- The green LED on the front of the unit comes on steady at the beginning of play.
- The green LED begins flashing when only 30 seconds remain, allowing time to insert more cash to continue play instead of just ending play.
- You can also check the optional e-Port® credit card system by using the furnished PASS CARD. Press the yellow button to select a value, then swipe the card. This should operate the video display in the same way as normal cash vending. To use a real credit card, you must first establish an account with USA Technologies. To

operate the e-Port®, you **MUST** connect the antenna and mount it in a spot where it can contact its cellular radio link to the credit service provider. See the separate e-Port® manuals for complete information on setting up your account.

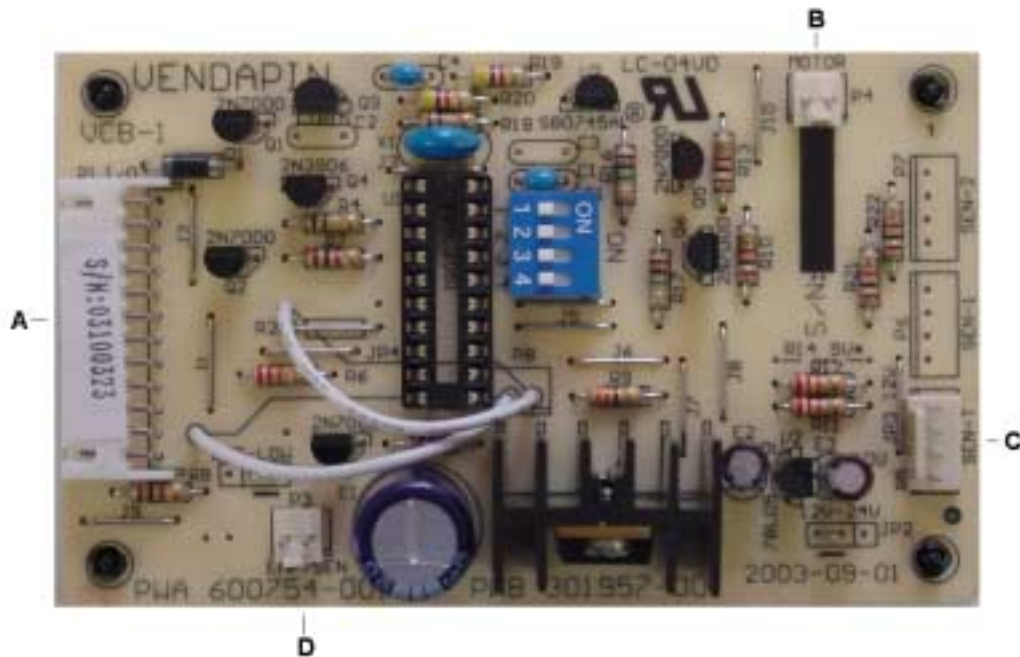
3. COLLECTING MONEY FROM THE VIDEO CONTROL COMPANION II

- Open the Companion II box using the furnished key.
- **KEEP THE SPARE KEY IN A SAFE PLACE.** Your key is unique to your system. If you lose the operator's key and you do not save the spare, you will have to replace the entire key mechanism. If you have an optional e-Port®, keep your PASS CARD in the same safe location.
- Your machine contains a pulse Bill Acceptor. Locate the button on the top of the bill acceptor. Press it back toward you. Lift the bill cassette straight up and then pull back. Lift the top and remove the bills. Reverse the operation to reinstall the bill cassette. Make sure it clicks when you press it down.
- You may wish to record the number on the counter at this time to track sales.
- Close the box when you are done to prevent theft or electric shock hazard.
- Credit cards are billed separately under contract from the e-Port® manufacturer.

4. SETTING VEND TIME USING COMPANION II SWITCHES AND JUMPERS

The Companion II system uses a timer system, which allows a certain amount of time per pulse. One pulse input from the dollar bill acceptor signifies \$1.00. Five pulses indicate a \$5.00 vend. You can set the vending "ON" time per dollar using these switches. Refer to the photo below, and note the four switches near the upper center numbered 1 – 4. You may set one or more switches ON, to get 30 seconds to 8 minutes, as shown in the following table. **BE SURE POWER IS OFF DURING ANY WORK.**

VCB – 1 Control Board Switches and Connectors



CONNECTORS: A. Controller I/O (P1), B. Outlet Power (P4), C. Aux Time Jumper Setting (P5), D. Not Used (P3).

STANDARD SETTINGS (NO JUMPERS on P5)

SWITCH SETTING	Minutes:Seconds
S1 – S4 OFF	00:30 Minimum
S1	1:00
S2	1:30
S2 + S1	2:00
S3	2:30
S3 + S1	3:00
S3 + S2	3:30
S3 + S2 + S1	4:00
S4	4:30
S4 + S1	5:00
S4 + S2	5:30
S4 + S2 + S1	6:00
S4 + S3	6:30
S4 + S3 + S1	7:00
S4 + S3 + S2	7:30
S4 + S3 + S2 + S1	8:00 Maximum

EXTENDED TIME SETTINGS USING JUMPER PLUGS ON P5

If 8 minutes maximum is not enough, you can extend the time for up to 32 minutes per dollar, by using the jumper plug. You can select a range of 8:30 to 16 minutes using pin 2 jumper. You can get a range of 16:30 to 24 minutes by using pin 3 jumper. You can get a range of 24:30 to 32 minutes using BOTH pin 2 & 3. In effect, there are two extra switches, which can be considered switches 5 & 6 on a binary counter. This jumper plug is shipped captive in the unit by virtue of another harness, inside the Companion II unit, to prevent loss.

To lengthen the time of the vend cycle beyond the previous table, a supplied jumper plug must be installed onto P-5 on the VCB-1T board. This connector is identified as “C, Aux Time Setting” in the previous board photo. The jumper has three wires on it and represents switch 5 and 6. The wires are all in a row and the pin numbers are sequenced. The empty position is pin 1, next is pin 2, next is pin 3, then pin 4.

In order to remove a wire for a different timing table, remove the wire as follows:

1. Locate the side of the plug that has four little holes in it
2. Locate the wire you wish to remove. (See tables for jumper positions)
3. Insert the tip of jeweler’s screwdriver, pick, or Exacto knife into the small opening.
4. Gently push in and pull on the wire at the same time. The wire will pull out of the housing. Be sure to tape any unused wires to prevent shorting.
5. Install into P-5 on the VCB-1T board. It will only go on in one direction.
6. Refer to the following tables for the timer ranges available in conjunction with the standard dip switches.

**P5 Plug Pin 3 Removed, Pin 2 Jumped to pin 4
(Jumper Switch 5)**

SWITCH SETTING	Minutes:Seconds
5 Jumper ONLY, S1 – 4 OFF	8:30 Minimum
5J + S1	9:00
5J + S2	9:30
5J + S2 + S1	10:00
5J + 3	10:30
5J + S3 + S1	11:00
5J + S3 + S2	11:30
5J + S3 + S2 + S1	12:00
5J + S4	12:30
5J + S4 + S1	13:00
5J + S4 + S2	13:30
5J + S4 + S2 + S1	14:00
5J + S4 + S3	14:30
5J + S4 + S3 + S1	15:00
5J + S4 + S3 + S2	15:30
5J + S4 + S3 + S2 + S1	16:00 Maximum

**P5 Plug Pin 2 Removed, Pin 3 Jumped to pin 4
(Jumper Switch 6 ON)**

SWITCH SETTING	Minutes:Seconds
6J + S1 – S4 OFF	16:30 Minimum
6J + S1	17:00
6J + S2	17:30
6J + S2 + S1	18:00
6J + S3	18:30
6J + S3 + S1	19:00
6J + S3 + S2	19:30
6J + S3 + S2 + S1	20:00
6J + S4	20:30
6J + S4 + S1	21:00
6J + S4 + S2	21:30
6J + S4 + S2 + S1	22:00
6J + S4 + S3	22:30
6J + S4 + S3 + S1	23:00
6J + S4 + S3 + S2	23:30
6J + S4 + S3 + S2 + S1	24:00 Maximum

**P5 Plug Pin 2 AND Pin 3 Jumped to Pin 4
(Jumper Switch 5 + 6)**

SWITCH SETTING	Minutes:Seconds
6J + 5J + S1 – S4 OFF	24:30 Minimum
6J + 5J + S1	25:00
6J + 5J + S2	25:30
6J + 5J + S2 + S1	26:00
6J + 5J + S3	26:30
6J + 5J + S3 + S1	27:00
6J + 5J + S3 + S2	27:30
6J + 5J + S3 + S2 + S1	28:00
6J + 5J + S4	28:30
6J + 5J + S4 + S1	29:00
6J + 5J + S4 + S2	29:30
6J + 5J + S4 + S2 + S1	30:00
6J + 5J + S4 + S3	30:30
6J + 5J + S4 + S3 + S1	31:00
6J + 5J + S4 + S3 + S2	31:30
6J + 5J + S4 + S3 + S2 + S1	32:00 Maximum

Note: the Companion II reads the switches at power up. Do not change the switches or jumpers with power on, for safety reasons. You have to power down and up to read the current setting anyway.

5. IN CASE OF TROUBLE:

- If your Companion II unit does not accept paper money, check the bill acceptor for jammed bills or dirt. Clean only with water and a soft cloth to prevent damage to the infrared sensors in the head. Remove the coin box as you would to collect money. Pinch the two tabs together at the bottom of the bill acceptor and pull straight back. The sensors and head are exposed, and you can clear any jams.
- If the LED and bill acceptor displays are dead, check that you have power at your AC outlet, and the power supply is plugged in.
- Contact your local installer/contract service person for help first.
- If you need further help, contact VENDAPIN.

Contact



Corporate Offices:

16381 Cherokee Road
Brooksville, Florida 34601
Tel: +1.352.796.2693
Fax: +1.775.256.6311
sales@vendapin.com

Engineering/Factory:

37 - 40 Elm Street
Dryden, New York 13053-9623
Tel: +1.727.214.5857
Fax: +1.775.514.7530

General Support:

Technical Service Support
support@vendapin.com

Web Site:

www.vendapin.com