6.2.4 Change beverage price

In this menu the price per beverage can be set or modified.
Prices can be a token or a currency.
Price can be set per cup type (cup, mug, decanter).

► *Coins to be used are specified in §6.3.11 on p.110.*

► *The currency symbol and the currency separator are determined by the external payment system*

6.2.4



Change beverage price:
- press "*change beverage price*" to confirm
- press ‹ or › to scroll through the *"Beverage menu"*

6.2.4a



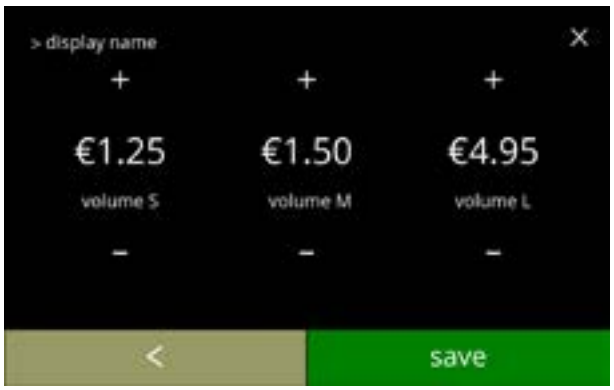
Select the subdivision:
- press 'decanter beverage' or 'cup beverage' and go to the next screen

6.2.4b



Select a beverage:
- press on a beverage to change
- press ‹ or › to go to the next screen with beverages (if available)
- press exit to accept the current beverage prices and go to the previous screen

6.2.4c



Select a beverage volume price:
- press ➕ or ➖ to change beverage volume price
- press save to go to the previous screen

6.2.4d

Information screens:
- screen 6.2.4a is displayed after a few seconds





6.2.4e



Example screen prices



6.2.4f



Example screen tokens



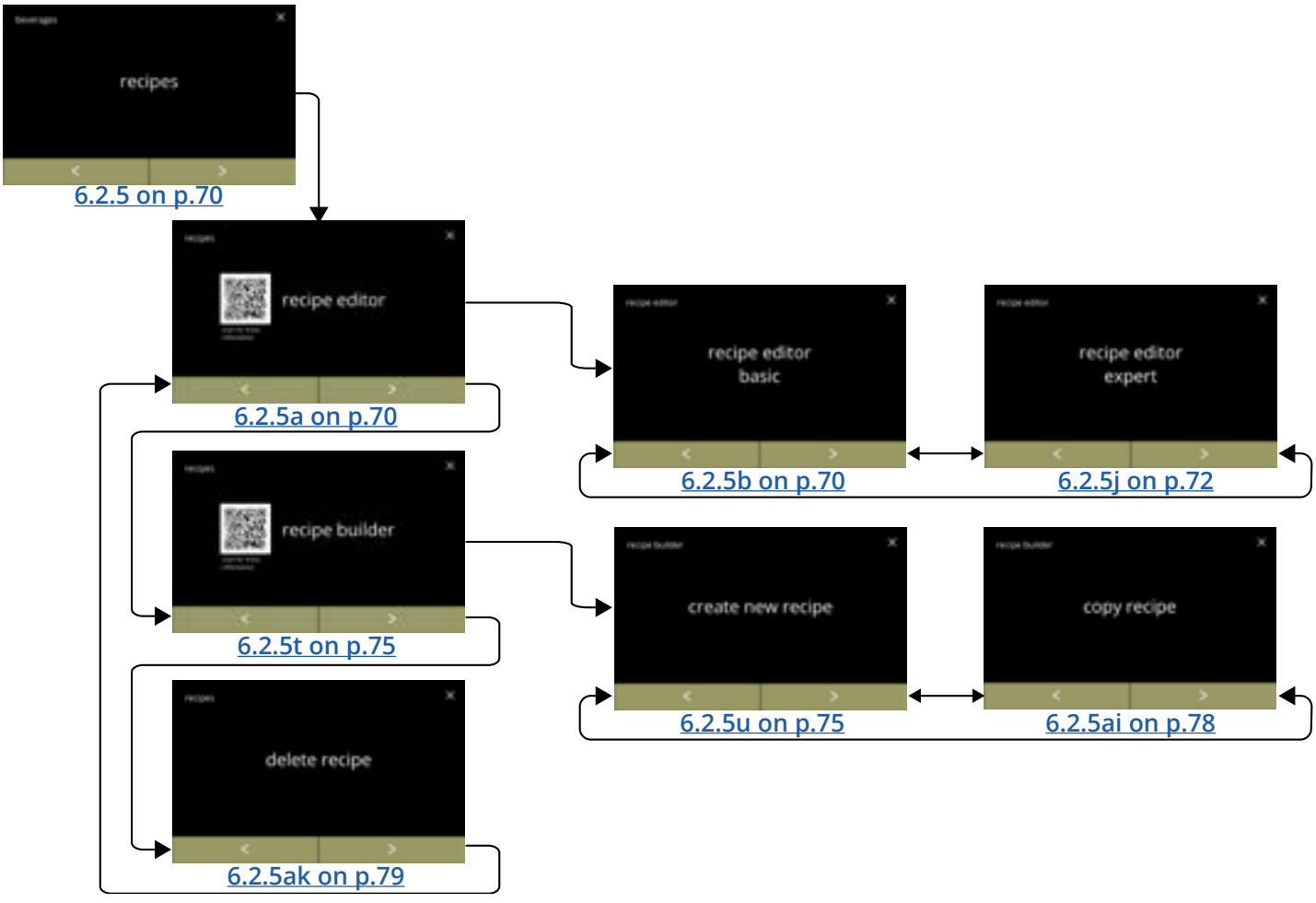
► *A token is only available if the payment device is programmed correctly.*

6.2.5 Recipes

In this menu the recipes of the beverage can be changed.

recipe editor basic	recipe editor expert	
• volume	• volume	• water ratio ingredients
• strength	• strength	• mixer speed
• mixer speed	• ratio affected by strength	

- ▶ *Only use ingredients that are suitable for vending machines and use the recommended dosage as indicated on the packaging.*
- ▶ *With the **recipe editor** a standard recipe can be changed (new recipes cannot be added here)*
- ▶ *A changed standard recipe can be reset to the default values via the recipe test, see* *6.2.5av on p.82.*
- ▶ *With the **recipe builder**, a recipe can be created from scratch using the "create new recipe" option. Also a standard recipe can be copied and then changed under a different name using the "recipe editor expert" option, leaving the standard recipe untouched. Make notes of the changes, as the newly created recipes cannot be restored separately.*
- ▶ *With the function **delete recipe**, only recipes created with the recipe builder can be removed from the machine.*
- ▶ *The machine is unable to provide feedback (error) when the mixer motor is not running or when the canister motor is set to a very low speed.*



6.2.5



Change the recipe of a beverage:
- press "*recipe*" to confirm
- press ‹ or › to scroll through the beverage menu

6.2.5a



Recipe carousel:
- press "*recipe editor*" to confirm
- press ‹ or › to scroll through the recipe sub-menu:
  - » recipe builder 6.2.5t on p.7573
  - » delete recipe 6.2.5ak on p.7977

► *The QR-code in the screen refers to this manual*

6.2.5b



Recipe editor carousel:
- press "*recipe editor basic*" to confirm
- press ‹ or › to go to *"recipe editor expert"* (6.2.5j on p.7270)

6.2.5c



Select the subdivision:
- press *"decanter recipe"* or *"cup recipe"* and go to the next screen

6.2.5d



Recipe selection:
- press ⌃ or ⌄ to select a beverage
- press › to confirm

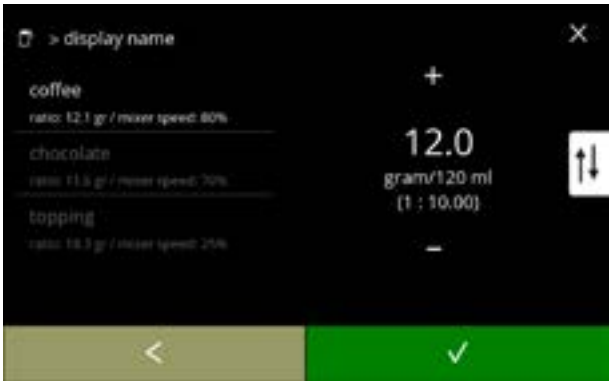
6.2.5e



Volume:
- press + or − to change the volume for the different cup sizes
- press › to confirm and go to the next screen

► *Most volumes can be set from 0-30ml to 2000 ml (recipe dependent)*

6.2.5f

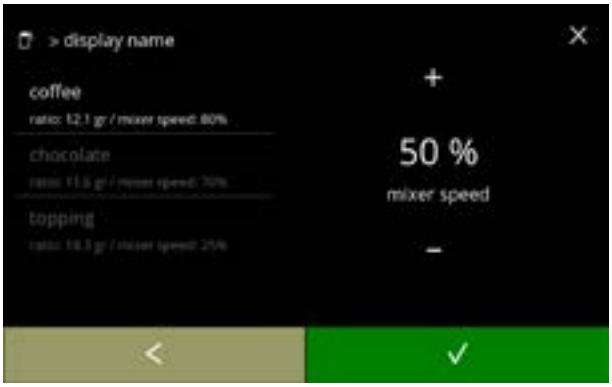


Strength:

► *Use the ⇅ to switch between ratio and gram/120ml*
- press + or − to change the ratio ingredient/ water
- press ✓ to confirm

► *The number of ingredients may vary per beverage.*

6.2.5g



Mixer speed:
- press + or − to change mixer speed
- press ✓ to confirm
  - » go to the previous screen for the next ingredient
  - » go to the following screen when all ingredients have been defined

6.2.5h



Confirmation screen:

► *On the left the summary of the new ingredient settings.*

- press ☑ to confirm and to change the next ingredient (if available) and go to screen 6.2.5f
- press save to confirm the last ingredient of the recipe is set and go to the next screen

6.2.5i



Information screen:

- screen 6.2.5aq is displayed after a few seconds to test the recipe

6.2.5j



Recipe editor carousel:

- press "*recipe editor expert*" to confirm
- press ‹ or › to go to "*recipe editor basic*" (6.2.5b on p.70)

6.2.5k



Select the subdivision:

- press "*decanter recipe*" or "*cup recipe*" and go to the next screen

6.2.5l



Recipe selection:
- press ⌃ or ⌄ to select a beverage
- press › to confirm

6.2.5m



Volume:
- press + or − to change the volume for the different cup sizes
- press › to confirm and go to the next screen

► *Most volumes can be set from 0-30ml to 2000 ml (recipe dependent)*

6.2.5n



Strength:

► *Use the ⇅ to switch between ratio and gram/120ml*
- press + or − to change the ratio ingredient/ water
- press ✓ to confirm

► *The number of ingredients may vary per beverage.*

6.2.5o



Ingredient affected by the strength-buttons:
- press on the checkbox

► *This determines whether or not an ingredient is modified when the strength setting on the beverage selection screen is changed, see* *4.1a on p.7*
- press ✓ to confirm

► *For ingredients that already have a high dosage, it is better not to use this option; large quantities of powder can cause a blockage in the mixing chamber.*

6.2.5p



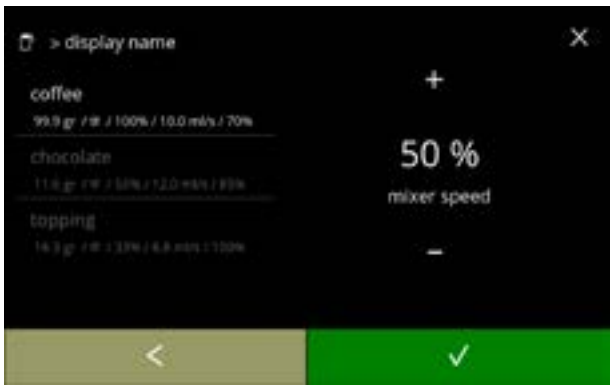
Water ratio ingredients:

- press ➕ or ➖ to change the percentage for the selected ingredient

  ► *All ingredients together must be distributed at 100%.*

- press ☑ to confirm

6.2.5q



Mixer speed:

- press ➕ or ➖ to change mixer speed for the selected ingredient
- press ☑ to confirm
  - » go to the previous screen for the next ingredient
  - » go to the following screen when all ingredients have been defined

6.2.5r



Confirmation screen:

► *On the left the summary of the new ingredient settings.*

- press ☑ to confirm and to change the next ingredient (if available) and go to screen 6.2.5n
- press save to confirm the last ingredient of the recipe is set and go to the next screen

6.2.5s



Information screen:

- screen 6.2.5aq is displayed after a few seconds to test the recipe

6.2.5t



Recipe carousel:
- press "*recipe builder*" to confirm
- press ‹ or › to scroll through the recipe sub-menu:
  - » delete recipe 6.2.5ak on p.79
  - » recipe editor 6.2.5a on p.70

► *The QR-code in the screen refers to this manual (online).*

6.2.5u



Recipe builder carousel:
- press "*create new recipe*" to confirm
- press ‹ or › to go to "*copy recipe*" (6.2.5ai on p.78)

6.2.5v



Recipe name:

► *A recipe name must be unique, the beverage name can be changed later.*

- press › or *"enter recipe name"* to confirm

6.2.5w



Select the subdivision:
- press *"decanter recipe"* or *"cup recipe"* and go to the next screen

6.2.5x



Enter the new unique recipe name:
- press ‹ or › to scroll through the alphabet
- press the character between the ‹ › to form the new beverage name
  - » press ABC for capitals
  - » press à..ç..ê for special characters
  - » press 123#* for numbers
  - » press _ for a space
  - » press ⌫ to remove a previous input
- press ☑ to confirm the new recipe name

6.2.5y



Choose a beverage icon (optional):
- press ⌃ or ⌄ to scroll through the standard beverage icons
- press the icon to select
- press ☑ to confirm

► *Confirm is only active if something has changed.*

► *At a later stage, customer-specific beverage images can be chosen (§6.2.3 on p.65)*

6.2.5z



Choose an ingredient:
- press ⌃ or ⌄ to scroll through the ingredients
- press the ingredient name to select
- press ☑ to confirm

► *No new ingredients can be added*
If an ingredient does not exist, a "premix" can be used and renamed.

6.2.5aa



Choose another ingredient:
- press add ingredient to go to the previous screen
- press › to enter the next screen

► *No other ingredients can be chosen in a copied recipe, so add ingredient is not selectable.*