

LED 6S INSTALLATION AND PROGRAMMING

Timer contains two different programming menus, primary and secondary.
Primary programming menu will differ based on timer use selected.
Secondary programming menu is the same for all timer uses.

Push **MODE** to change from item to item. Push **SET** to set desired value or choose option for that item.
Pushing **SET** repeatedly causes numbers to increase. Holding **SET** causes numbers to decrease.
The symbol \square represents a programmable digit. Default values are shown in [].

Push **MODE** button. Use **SET** button to select timer use: **BAY, VAC (Vacuum), FRAG (Fragrance), SHAM (Shampoo), F.VAC (Fragrance/Vacuum) or S.VAC (Shampoo/Vacuum).**

Remaining menu items for primary programming will differ as shown below based on timer use selected.

Primary Programming for timer set to “**BAY, VAC (Vacuum), or FRAG (Fragrance)**”

Menu Item	Represents
Coin Value [\$. 25]	The monetary value assigned to a single coin pulse. Adjustable from \$0.05 to \$5.00.
C: $\square\square$ [:15]	Time per coin pulse. Adjustable from 0:01 to 9:59.
S. $\square\square$ [4]	Number of coins to start. Adjustable from 1 to 200.
Ax. $\square\square$ [4]	Auxiliary coin/pulse input pulse multiplier. Adj. from 1 to 80.
EXIT	Timer returns to standby.

Primary programming for timer set to “**SHAM (Shampoo)**”

Menu Item	Represents
Coin Value [\$. 25]	The monetary value assigned to a single coin pulse. Adjustable from \$0.05 to \$5.00.
C: $\square\square$ [:15]	Time per coin pulse. Adjustable from 0:01 to 9:59.
S. $\square\square$ [4]	Number of coins to start. Adjustable from 1 to 200.
Ax. $\square\square$ [4]	Auxiliary coin/pulse input pulse multiplier. Adj. from 1 to 80.
Blowout Cycle # [5]	Number of times compressor will blow out shampoo line if temperature is below freezing. Adjustable from 1 to 99.
L $\square\square$ [10]	Length of blowout cycle in minutes and seconds. Adjustable from :01 to 9:59.
W $\square\square$ [1:30]	Amount of time timer waits between blowout cycles. Adjustable from :01 to 9:59.
EXIT	Timer returns to standby.

Primary programming for timer set to “**F.VAC (Fragrance/Vac)**”

Menu Item	Represents
Coin Value [\$. 25]	The monetary value assigned to a single coin pulse. Adjustable from \$0.05 to \$5.00.
C: ☒☒ [:15]	Time per coin pulse for fragrance. Adjustable from 0:01 to 9:59.
S. ☒☒ [4]	Number of coins to start for fragrance. Adjustable from 1 to 200.
c: ☒☒ [:30]	Time per coin pulse for vacuum. Adjustable from 0:01 to 9:59.
s. ☒☒ [8]	Number of coins to start for vacuum. Adjustable from 1 to 200.
Ax.☒☒ [4]	Auxiliary coin/pulse input pulse multiplier. Adj. from 1 to 80.
EXIT	Timer returns to standby.

Primary programming for timer set to “**S.VAC (Shampoo/Vac)**”

Menu Item	Represents
Coin Value [\$. 25]	The monetary value assigned to a single coin pulse. Adjustable from \$0.05 to \$5.00.
C: ☒☒ [:15]	Time per coin pulse for shampoo. Adjustable from 0:01 to 9:59.
S. ☒☒ [4]	Number of coins to start for shampoo. Adjustable from 1 to 200.
c: ☒☒ [:30]	Time per coin pulse for vacuum. Adjustable from 0:01 to 9:59.
s. ☒☒ [8]	Number of coins to start for vacuum. Adjustable from 1 to 200.
Ax.☒☒ [4]	Auxiliary coin/pulse input pulse multiplier. Adj. from 1 to 80.
Blowout Cycle # [5]	Number of times compressor will blow out shampoo line if temperature is below freezing. Adjustable from 1 to 99.
L ☒☒[10]	Length of blowout cycle in minutes and seconds. Adjustable from :01 to 9:59.
W ☒☒[1:30]	Amount of time timer waits between blowout cycles. Adjustable from :01 to 9:59.
EXIT	Timer returns to standby.

Secondary Programming

Menu items in the secondary programming are the same for all timer uses.

To access secondary programming menu: With timer in standby press and hold **MODE** button until timer scrolls "Bonus".

Menu Item	Represents
1. B☐☐☐ [9]	Coins/Pulses to bonus. Bonus time is given when this coin/pulse is received.
2. BONUS TIME ☐☐:## ☐☐☐☐ [00:00]	Amount of time added for bonus coin/pulse. Adj. from 00:00 to 99:59.
3. [SINGLE BONUS] MULTIPLE BONUS REPEAT BONUS	Bonus time is only added one time when bonus coin pulse is received. Bonus time is added for every coin after bonus coin pulse is received. Bonus time is added when bonus coin pulse is received and added again for every multiple of bonus coin (i.e. 20 th coin, 40 th coin, 60 th coin, etc.).
4. [SHOW BONUS TIME] HIDE BONUS TIME	Bonus time is added to time remaining and timer counts down normally. Bonus time is added to time remaining. Timer display then changes to show "-- ON --" until time expires.
5. [DEBIT MODE] CREDIT MODE BOTH	Money counts down as coins are inserted. Money counts up as coins are inserted. Money counts up as coins are inserted, plus a prompt of "ADD \$X MORE" if start price is not reached.
6. [DELAYED START] INSTANT START	Two second delay before timing starts after start price is reached. Timing starts as soon as start price is reached.
7. HL☐☐ [10]	Length of warning horn is seconds at one minute of time remaining.
8. [PULSED HORN] CONTINUOUS HORN	Horn output will pulse for amount of time set in HL:☐☐ Horn output will stay on continuously for entire last minute.
9. [RESTART OFF] RESTART ON	Restart feature turned off. Full price required after time expires. Timer may be restarted with one coin for 20 seconds after time expires.
10. [STD] USER MIX RTRO	Standard greeting message is displayed. User programmed custom greeting message is displayed. Standard message then custom message is displayed. Price to start is displayed. No scrolling message.
11. M☐:☐☐ [5:00]	Length of washdown cycle using remote control. Adj. from 0:00 to 9:59.
12. ☐☐☐☐ [1 2 3 4]	Adjustable remote access code.
13. CC PULSE VALUE \$☐:☐☐ [\$.25]	Monetary value assigned to credit card pulse received on pin #8 during count up.
14. [DOLLARS ON COUNT UP] SECONDS ON COUNT UP	During credit card use, timer displays dollar amount charged to card as it accumulates. During credit card use, timer displays time counting up.
15. [ENG] SPH E & S	Standard message and prompt is displayed in English. Standard message and prompt is displayed in Spanish. Standard message and prompt is displayed in English then displayed in Spanish.

16. EXIT Timer returns to standby.

Note: When timer is set to **F.VAC** or **S.VAC** greeting message choices will operate as follows:

- | | |
|------|--|
| STD | Timer will display "Make Selection \$X.XX for fragrance (or shampoo) \$X.XX for the vacuum."
When selection is made timer will change to standard "Please Deposit \$X.XX to Start". |
| USER | Timer will display "Make Selection" then user programmed custom message.
When selection is made timer will change to standard "Please Deposit \$X.XX to Start". |
| MIX | Timer will display "Make Selection \$X.XX for fragrance (or shampoo) \$X.XX for the vacuum."
then user programmed custom message.
When selection is made timer will change to standard "Please Deposit \$X.XX to Start". |
| RTRO | Timer will display "Make Selection".
When selection is made timer will change to "\$X.XX" |

Inventory

Timer keeps a running count of coins deposited, auxiliary pulses and manual cycles.

To show inventory press **SET**. Timer will display COINS XXXX (Number of coin pulses since last cleared), AUX XXXX (Number of pulses on auxiliary input) then MANUAL XXXX (Number of washdown cycles used since last cleared).

To clear inventory: Press **SET** to display inventory. Press and hold **MODE** until display reads "CLR?". Release **MODE**. Press and hold **MODE** again until timer reads "DONE".

Bonus Time Settings

Amount of time set in bonus time is added to time remaining on timer when bonus coin/pulse is received.

Bonus is disabled by setting bonus time to 00:00.

If "SINGLE BONUS" is selected, bonus time is only added once, when bonus coin/pulse is received. Any coins deposited after that bonus coin will receive the regular time per coin.

If "MULTIPLE BONUS" is selected, every coin deposited after bonus coin/pulse is reached will receive amount of time set in "BONUS TIME".

If "REPEAT BONUS" is selected, bonus time is added when bonus coin/pulse is received and added again for every multiple of the bonus coin (i.e. 20th coin, 40th coin, 60th coin etc.).

Debit/Credit Mode:

Debit Mode: As coins are deposited display shows "\$1.75 MORE, \$1.50 MORE, \$1.25 MORE" etc. until start price is reached. Once start price is reached display switches to time accumulating until no more coins have been deposited.

Credit Mode: As coins are deposited display shows money accumulating (\$.25, \$.50, \$.75 etc.). If timer is also set to Delayed Start Mode timer will continue to show money accumulating until no more coins have been deposited. If timer is set to Instant Start mode, as soon as start price is reached, timer will change to time counting down.

Both Mode: As coins are deposited display shows money accumulating (\$.25, \$.50, \$.75 etc). If start price is not reached, after 5 seconds timer will alternate between "ADD \$X.XX MORE" and amount of money already deposited.

Credit Card Input:

Count up mode: No pre-set amount is charged to card. Timer will count up and run until terminated by credit card system.

For count up: Close credit card input to 24 VAC common for more than 400ms. Timer will continue to count up until closure is released for more than 400ms.

To have timer display amount charged to card at end of cycle: Close input as above. Open input for less than 400ms and re-close at intervals determined by pulse value set in "CC PULSE VALUE" (For example: if time per coin is set at 30 sec and "CC Pulse Value" is set at \$.25, open and close input every 30 seconds. If time per coin is set at 30 sec and "CC Pulse Value" is set at \$.05, open and close input every 6 seconds.)

Pre-pay mode: A pre-determined amount is charged to credit card each time card is swiped and credit card system sends pulses to input.

Pulses between 16ms and 200ms will register on timer like coin pulses.

A pulse between 200ms and 400ms will cause timer to display "VERIFYING CARD". Should a second pulse of 200ms to 400ms be received on input timer will display "TRY DIFFERENT CARD".

Minimum time between pulses is 16ms.

Note: Not all credit card systems can utilize all modes of operation. Contact your credit card system manufacturer for more information on what your system can do.

Messages

Standard greeting message (English): "PLEASE DEPOSIT \$2.00 TO START".

Standard greeting message (Spanish): "POR FAVOR DEPOSITO \$2.00 PARA EMPEZAR"

Standard exit message (English): "THANK YOU"

Standard exit message (Spanish): "GRACIAS"

Count Up Message:

During count up mode an operator programmable message of up to 31 characters can be displayed every ten seconds. To program message push and hold **MODE** when timer is displaying "CC PULSE VALUE" until "/" appears on display, then proceed as above, use **SET** to set letter or character required then press **MODE** to advance to next space. When message is complete, hold **MODE** until timer shows "DONE".

Custom Message Programming:


A custom message can be programmed up to 64 characters (a space counts as a character).



To program a custom message: Push **MODE** until STD appears on display. Push **SET** until USER appears on display. Push and hold **MODE** until "/" appears on right side of display. Push **SET** until first letter of your custom message appears on right side of display. Push **MODE**. The first letter of your message will move over one position to the left and an "A" will appear on the far right. Push **SET** until the second letter of your message appears on the right. Continue in this fashion until your message is complete. (Push **MODE** to advance to the next space in your message, push **SET** to display the letter or character you need. The character you are programming will always be the far right digit.) At the end of your message you **MUST** put a "/" to indicate the end of the message. Once your message is complete, push and hold **MODE** until USER appears on the display. Push **MODE** until EXIT appears. Message programming is now complete.


REMOTE CONTROL


Remote Control Operation


Remote control will hold program setup for 15 minutes without batteries to allow you to change batteries without reprogramming remote. If remote loses its program for any reason follow the instruction label on back side of remote control.


Wash Down: Press red power button . Display will show **0000**. Enter your four digit access Code (Default is 1 2 3 4). Timer will show **OK** if code is correct.


Press red power button  on remote control. Timer will display **M0:00** and start counting up. Timer will continue to run until washdown cycle length is reached or washdown cycle is stopped by operator. Note: To stop washdown cycle press red power button .


Inventory: Press red power button . Display will show 0000. Enter your four digit access code (Default is 1 2 3 4).


Timer will show **OK** if code is correct. Press  on remote control.

Timer will show **COINS 0000 AUX 0000 MANUAL 0000**. Press  again to return to standby message. Coins represents coins deposited. Manual represents the number of washdown cycles.

To clear inventory: With inventory showing, press and hold  until




CLR? appears on timer. Press and hold  again until **DONE** appears on timer. Inventory has now been reset to zero. Clearing inventory resets both coins and manual to zero.

Press  to return to standby.




Timer Programming: Press red power button . Timer will show **0000**. Enter four digit access code (Default is 1 2 3 4).

Timer will show **OK** if code is correct.

Press . Timer will display **S.VAC**. Use  or  to set timer use.

Press  to advance to next item. Use  or  to set value or make choice for that item.

Continue in this manner until all modes have been programmed .

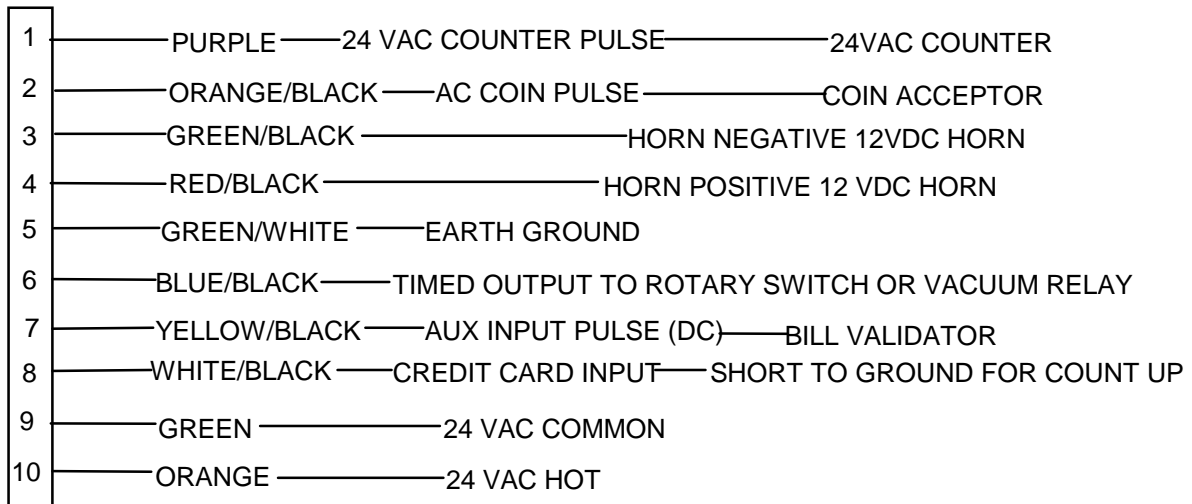
Use  to move to the next mode. Use  or  to set required value .

Remote control access will automatically become disabled when no buttons have been pushed for approximately one minute.

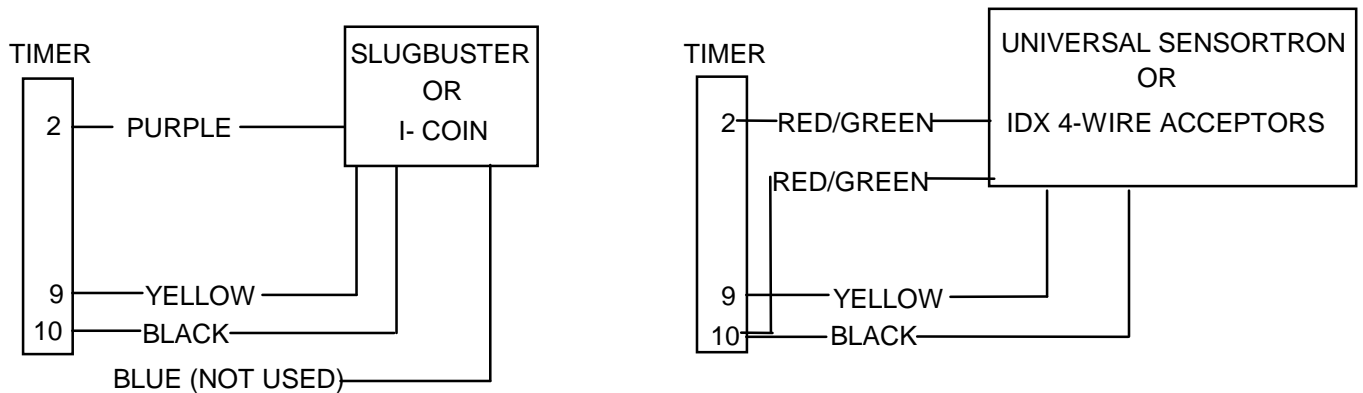
Timer has two wiring harnesses - a 10 pin harness and an 8 pin harness

8 pin harness will not be used if timer is set to bay or vacuum

10 PIN WIRING HARNESS



COIN ACCEPTOR WIRING



8 PIN WIRING HARNESS

With timer set to Fragrance or Fragrance/Vacuum

1	— RED —	AIR COMPRESSOR
2	— ORANGE —	FRAGRANCE 1 SOLENOID
3	— YELLOW —	FRAGRANCE 2 SOLENOID
4	— GREEN —	FRAGRANCE 3 SOLENOID
5	— BLUE —	FRAGRANCE 1 PUSHBUTTON
6	— BROWN —	FRAGRANCE 2 PUSHBUTTON
7	— PURPLE —	FRAGRANCE 3 PUSHBUTTON
8	— GRAY —	VACUUM SWITCH

With timer set to Shampoo or Shampoo/Vacuum

1	— RED —	AIR COMPRESSOR
2	— ORANGE —	AIR SOLENOID
3	— YELLOW —	SHAMPOO PUMP AND HANDLE PUSHBUTTON
4	— GREEN —	OUT OF SERVICE LIGHT
5	— BLUE —	THERMOSTAT
6	— BROWN —	FLOAT SWITCH AND READY LIGHT
7	— PURPLE —	SHAMPOO SWITCH
8	— GRAY —	VACUUM SWITCH