

3.4 DISPENSING HOT WATER FOR INFUSIONS (Possible only with the boiler on, control light 13 on)

1. Place a pitcher under the hot water spout (28).
2. Press the hot water dispensing button (23).
3. Hot water dispensing will start.
4. Once the required amount has been dispensed, stop the flow by pressing the button (23) again.

3.5 DISPENSING STEAM (Possible only with the boiler on, control light 13 on)

1. Insert the steam wand (2) into the pitcher containing the drink to be heated.
2. Move the steam knob (6) upwards.
3. When the drink is heated, stop dispensing steam by moving the steam knob downwards.
4. Remove the pitcher from the steam wand (2) and clean any heated drink residues from the wand immediately using a damp sponge.

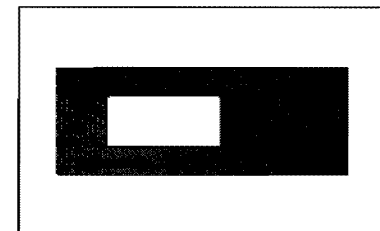


WARNING!

Do not move the steam knob (6) before inserting the steam wand (2) into the pitcher so as to prevent possible burns.

4 COUNTER (Optional)

This additional module is used to manage the appliance according to a preset amount of coffee doses, with the relevant display of partial and total numbers for the cups of coffee dispensed and resulting machine block.



When the appliance is plugged into the mains power and therefore, even when in Stand-by mode, the counter is powered and the initial screen shown here below is seen on the display:



It is still possible to dispense 01927 cups.
02000 cups were stored to memory.

4.1 VIEWING THE PARTIAL AND TOTAL NUMBER OF CUPS OF COFFEE DISPENSED

In normal operating conditions, when the button 1 is pressed, the display will show the following:



P.00286 is the partial number of cups dispensed since the last reset operation (the partial amount is the sum of 1-cup and 2-cup dispensing operations).





T.05963 is the total number of dispensing operations since the machine was first installed (the total amount is the sum of 1-cup and 2-cup dispensing operations).

Pressing the button 1, again or waiting for 30 seconds without performing any operations using this module will cause the display to return to the main menu.

4.2 RESET THE PARTIAL COFFEE COUNT

When displaying the partial and total amounts of cups of coffee dispensed, pressing and holding down the button for 3 seconds, the display will:



The letter N will be flashing; pressing the button  to confirm the setting will return to the previous display page; moving with the buttons  , will cause the letter Y to flash; pressing the button  will reset the partial count for the dispensing operations and return to the previous page, which will therefore be:



NOTE.
Total counts cannot be reset to zero.




4.3 PROGRAMMING

NOTE.
During the programming phase, if no button is pressed for 30 seconds, the appliance will automatically quit this mode without storing any settings to memory.

From the main menu page, pressing and holding down the button  for 3 seconds, will cause the display to show:







with the zero on the left flashing.

Pressing the buttons   will select the first digit (from 0-9) and pressing the  button will confirm the setting and pass on to the next digit - the one to the right of the last digit set - which will start to flash. Proceed in the same way to set the next digits and once the last digit in the PIN has been confirmed (if correct), then the programming mode will be accessed. If the PIN is not correct, the display will again show the first zero on the left, flashing. To quit this function without setting the PIN, wait 10 seconds and the program will return to the main menu page.

NOTE.
The default PIN is 1234.

If the correct PIN is entered, the display will show:



The letter N will be flashing; pressing the button  to confirm the setting will pass directly to the screen for setting the number of doses to enter into the machine; using the buttons  , to move in the screen will cause the letter Y to start flashing and when the button  is pressed, the display will show the following message, flashing:






Now it is possible to dispense coffee without leftover credit or counters being updated. To quit this menu, it is possible to wait for it to close automatically after 10 minutes or alternatively, to return to the programming function, via the PIN.





From the **SERVICE** menu, confirm the letter N, and the display will show:



with the first zero on the left flashing.





The number to be set refers to the amount of dispensing operations to be entered into the machine and which will be added to the ones left over from the previous setting operation (leftover credit). Pressing the button  will set the first digit (from 0-9), and pressing the button  will pass on to the next digit - the one to the right of the last digit set - which will start to flash. Proceed in the same way to set the next digits and once the last digit on the right has been confirmed by pressing the button , the program will pass to the next screen, where the display will show:



The letter N will be flashing. Pressing the button  to confirm the setting will pass directly to the screen for changing the PIN code for entering the programming mode; using the buttons  , to move in the screen will cause the letter Y to start flashing and when the button  is pressed to confirm, the available and stored doses will be cancelled and the display will return to the main screen.




From the screen for setting the N^ CAFFE when the letter N is used to confirm, the display will show:



The letter N will be flashing; pressing the button  to confirm the setting will quit the programming mode and return to the main menu. Using the  and  buttons will cause the letter Y to flash and when this is confirmed by pressing the button , the display will read:



with the zero on the left flashing.

Pressing the buttons  and  will select the first digit (values from 0-9) and pressing the button  will pass on to the next digit - the one to the right of the last digit set - which will start to flash. Proceed in the same way to set the next digits and once the last digit in the PIN has been confirmed, this will quit the programming mode, returning to the main menu screen.