

# Installation and Maintenance Guide

Cigarette machine series:

## argos



## Contents:

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Read the safety instructions at page 19 of this manual before starting working on the machine.



## Jofemar

Ctra, Marcilla, Km.2. 31350 PERALTA, Navarra SPAIN [www.Jofemar.com](http://www.Jofemar.com)



**Tel. +34 948 75 12 12**

**Fax +34 948 75 04 20**



MNP123M01GBV01R00

# Layout of the machine:

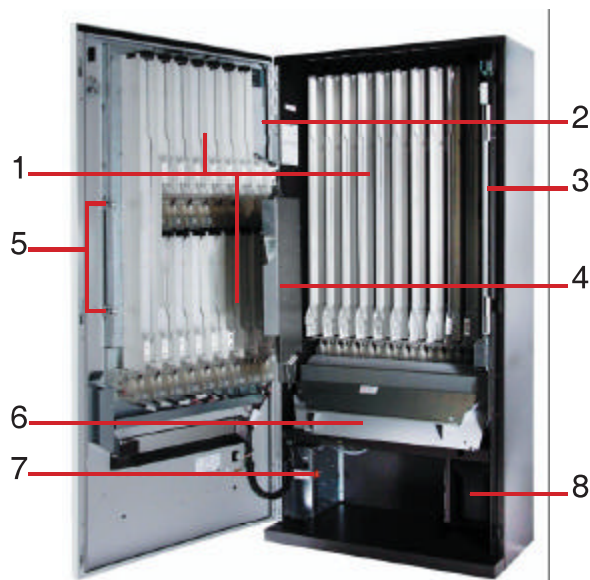


## Exterior of the machine

- 1.- Optional Bill validator entry
- 2.- Coins entry
- 3.- Door lock
- 4.- Graphic Display
- 5.- Selection and refund buttons
- 6.- Back Ligth Pannel
- 7.- Product collection tray

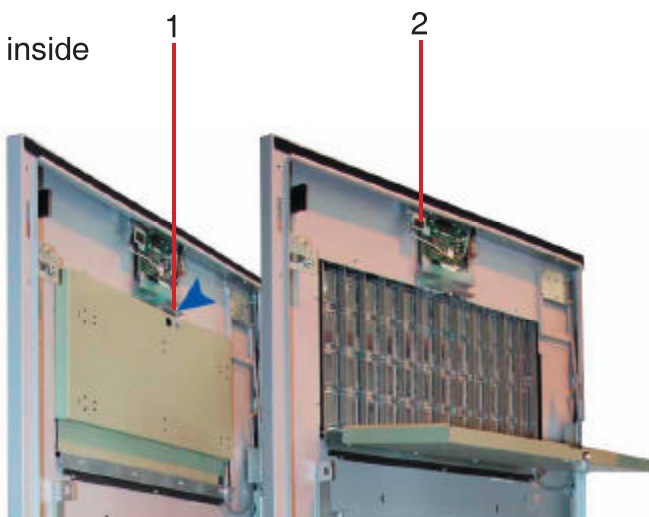
## Interior of the machine- cabinet

- 1.- Product channels
- 2.- Bill validator position
- 3.- Coin mechanism (Model X10)
- 4.- Top row products chute
- 5.- Button group access locks
- 6.- Product collection tray
- 7.- Main power switch
- 8.- Coin box



## Buttons group

- 1.- Lock to access to the buttons labels inside
- 2.- Programming button



# Characteristics:

## Sizes:

High:

Argos 10: 1045 mm / 41"

Argos 11, 15, 21: 1600 mm / 63"

	wide (W)	deep (F)
Argos 10	478 mm. 18 5/6"	300 mm. 11 3/4"
Argos 11	478 mm. 18 5/6"	415 mm. 16 1/3"
Argos 15	600 mm. 23 5/8"	415 mm. 16 1/3"
Argos 21	785 mm. 31"	415 mm. 16 1/3"
Argos 25	700 mm 27,5"	415 mm. 16 1/3"

1045 mm  
41"



## Weight:

	Weight
Argos 10	69 kg / 151 lb.
Argos 11	86,4 kg. / 190 lb.
Argos 15	104,2 kg. / 229 lb.
Argos 21	118 kg. / 260 lb.
Argos 25	111Kg / 222 lb.

Argos 11,  
15 y 21:  
1600 mm  
63"

Argos 25:  
1500 mm  
59"

## Electrics:

Power supply: 220-240 VAC. Or 110 VAC  
Verify the ground connection is proper  
before turning on the machine

## Capacity:

Argos 10	222
Argos 11	432
Argos 11 + 3	420
Argos 15	588
Argos 15 + 5	568
Argos 21	822
Argos 21+9	790
Argos 25	558



The machine must be levelled to ensure ease of opening and closing of the door

Use the machine adjustments on its base if necessary

# Installation:

## Installation steps of the machine:

- 1.- Near the final location of the machine unscrew the metal side paws, tilt carefully the machine to one side and remove the free paw, tilt the machine to the other side and remove the second paw, **it's recommended to perform this operation with at least two people.**
- 2.- Push the machine to its final position and check its levelled.
- 3.- Open the machine door and place at least a packet of the correct brand on each channel.
- 4.- Place the product labels on the buttons.
- 5.- Link the product channels and the product buttons on the programming system.
- 6.- Program the prices
- 7.- Insert change in the coin mechanism.



Unscrew the side paw, tilt carefully the machine to one side and remove the paw.



Unscrew the second paw, tilt carefully the machine and remove the second paw.



The adjustable paws meant to level the machine once its on its final position



Place the labels inside the buttons



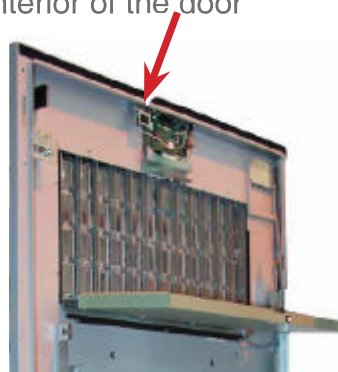
Place some packets on each channel so these can be identified at the programming time.

# Programming mode:

## Elements of the programming system:

- 1.- Programming button  
Press this button to get into the programming mode.
- 2.- Display  
This element allows you to visualise the programming option that the machine is in and its status
- 3.- Front buttons, once on programming mode using these buttons we will move among the options and we will use them to edit the settings.

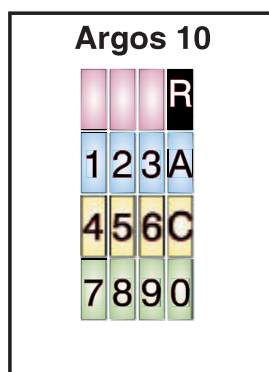
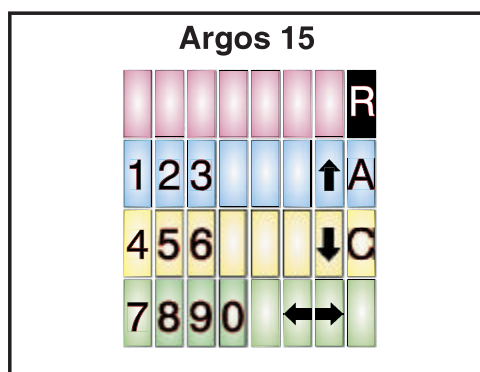
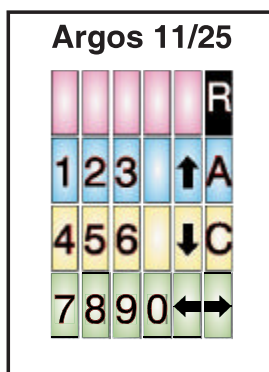
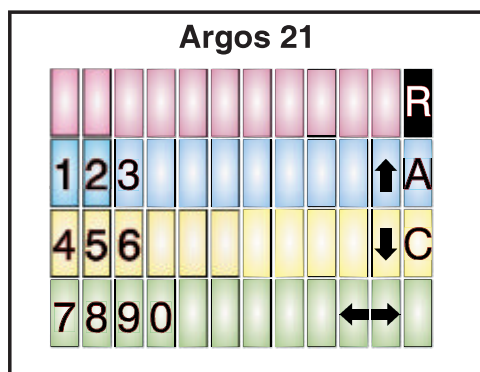
Detail of the programming button on the interior of the door











In the programming mode, the display will display the different options



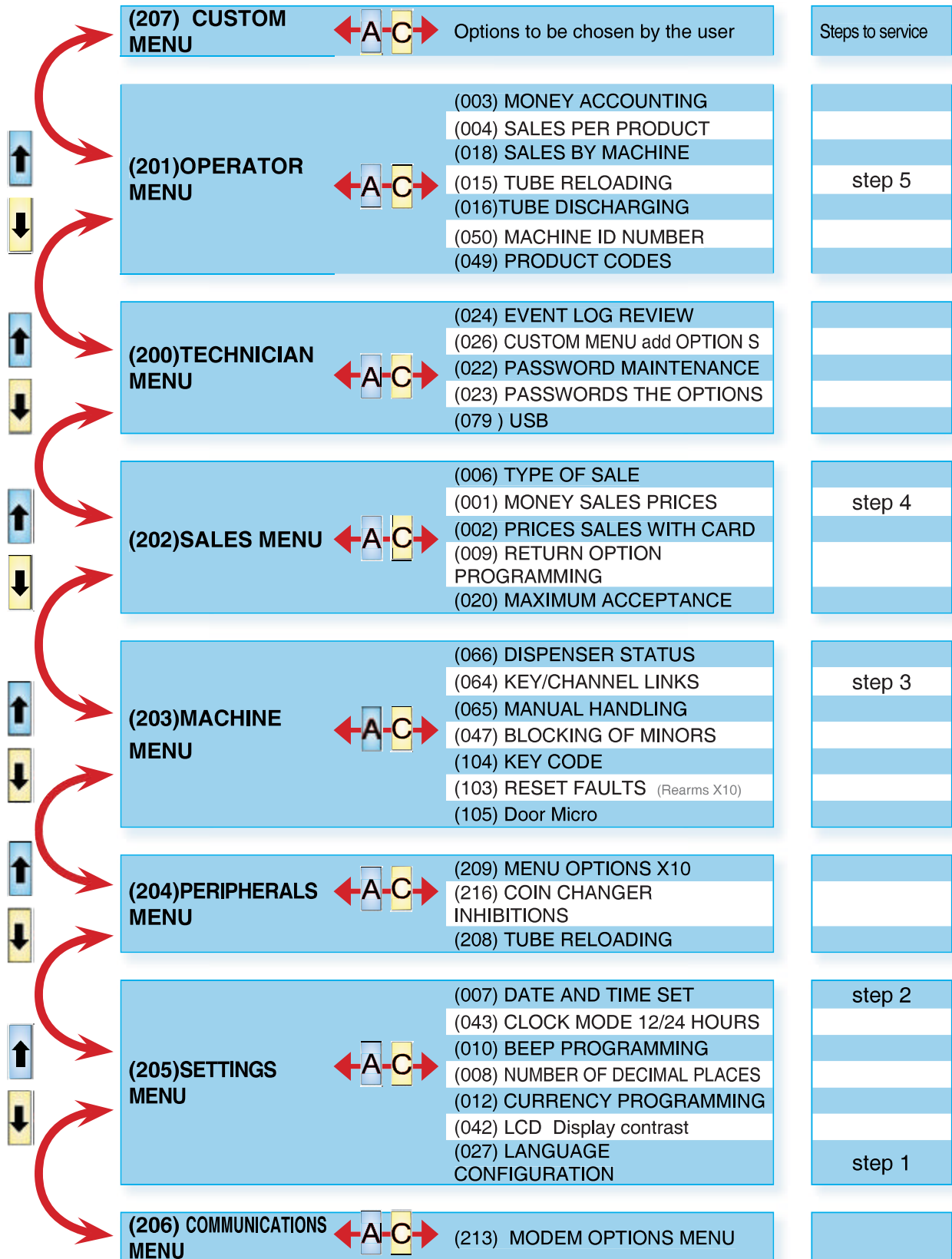
# Button functions on programming mode:




-   Scroll among the programming options.
-  Enter the option, edit its value or enter its sub-menu.
-  Exit the menu or sub-menu, cancel the editing of an option.
-   Select the product or move among digits
-  /  Numeric inserting of data.


# Programming map:


## MAIN MENU:

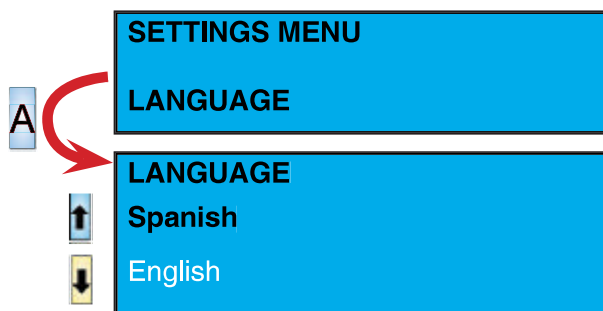


## Language selection: (Spanish by default)


Scroll through the programming options until you reach option “SETTINGS MENU” and press 


Scroll through the options until “LANGUAGE CONFIGURATION” and press 


Scroll the languages until reaching the correct one and press  to confirm.





## Set the clock:


Scroll through the programming options until you reach “SETTINGS MENU” and press 


Scroll through the options until “DATE AND TIME SET” and press 

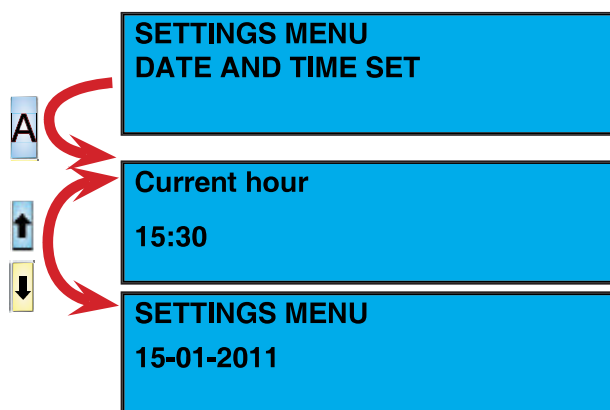
Using buttons  we will change among changing the date or changing the hour.

Pressing  we will change to edit mode for date or hour.

With buttons  we will move among the digits .

With buttons  we will edit the selected digit.

Once the date or the hour is correct pressing  the data will be recorded.



# Assigning the channels to the selection Buttons:

Previously to the channels-buttons grouping is important to identify all of them to avoid making errors on the linking:

Inside the buttons we will place a correct product label.

On the product ejectors we will place a packet of the correct brand or a label beneath the ejector surface.

Scroll through the programming options until you reach option "MACHINE MENU" and press **A**

Scroll the options until "KEY/CHANNEL LINKS" and press **A**

The first time we start the machine we will need to select using the **↑↓** buttons "NEW CONFIGURATION" and press **A**

The display will show an advert indicating the current channels-buttons linking will be erased, press **A** to accept.

At this point we will be asked for a selection, press all the buttons with the same label and activate all ejectors micro-switches with that product (press or release the white stick on the ejector surface) Once all the buttons and channel with the same brand are linked press **▶** to confirm.

The display will ask again to make a selection, we will repeat the process till complete all the product groups.

Once everything is grouped we will press **▶** to record the channels-buttons linking.



Place some packets of the correct brand at its correspondent channel.



Place the product labels.



# Pricing the selections:

Scroll through the programming options until you reach programming option "SALES MENU" and press **A**

Scroll the options until "MONEY SALES PRICES" and press **A**

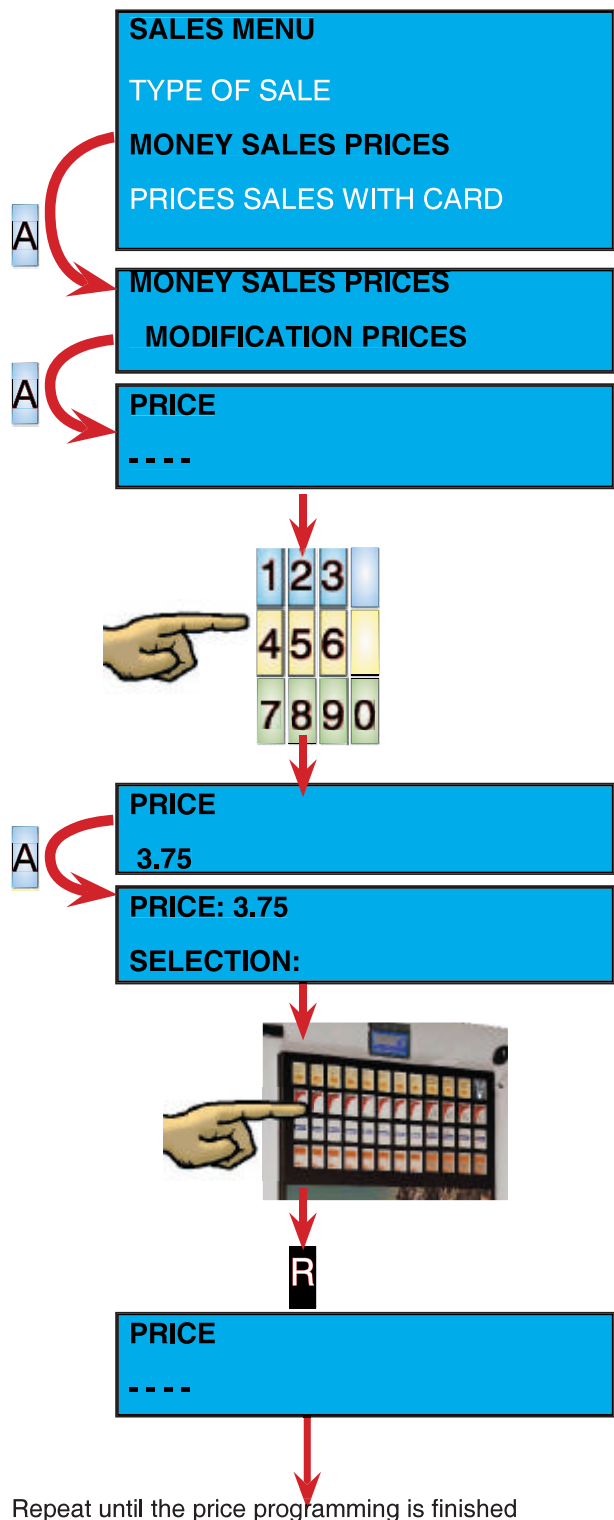
The display will show " MODIFICATION PRICES", press **A**

At this moment the display will show the first price to edit, we will do this using the buttons as a numeric key pad, and when we get the correct price we will press **A**


At this moment we will press one button from one of each group of buttons which needs to be program with that price.


Once we have press one button of all the buttons group which needs to have that price we will press refund **R**, at this moment the price will be recorded and we will be asked to enter another price.

To exit the price programming mode press **A**



## Coin changer Loading:

Scroll through the programming options until you reach programming option “OPERATOR MENU” and press 

Scroll the options until “TUBE RELOADING” and press 

The display will show “Insert coins”

On case the machine is new and the tubes are completely empty, it will be necessary to make the first reload, for that:

- Three coins for tube 2
- Three coins for tube 3
- Three coins for tube 4
- Three coins for tube 1
- Three coins for tube 5

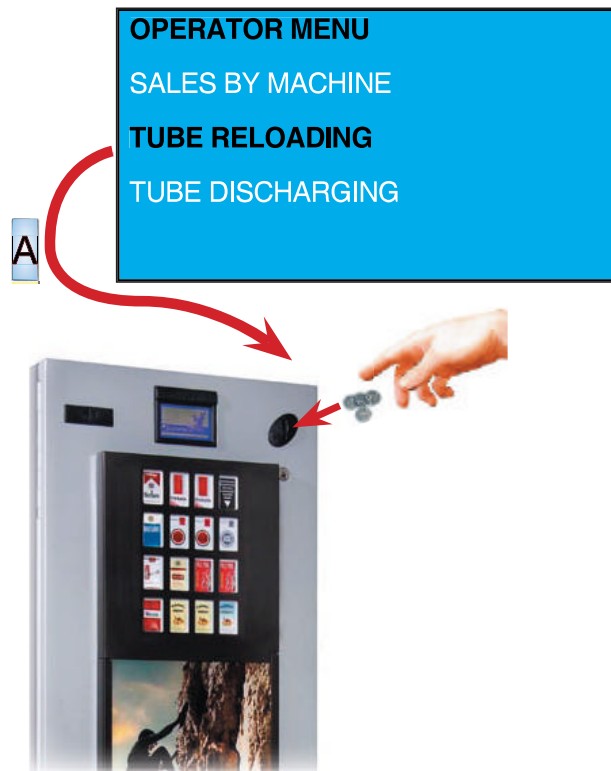
The coins meant to go to each tube can be seen on the annex page for coin acceptance included on each machine.

Each time a tube is filled with three coins the coin mech will move the refund mechanism, wait until the movement is finished and proceed with the next tube.

Once this first load is made you can proceed to fill the tubes inserting coins on any order.

**This initial process is only necessary when the machine is started for the first time, after this first reload it will only be necessary to access this programming option and insert coins on any order.**

The money loaded on this manner will be registered on an independent machine accountancy.



## Product loading:

Product channels will be filled by its front pushing aside if necessary the metal row which holds the packets.



## Cleaning:

Its recommended temporary clean the machine exterior with a damp cloth and without using corrosive products.

If the packets don't slice correctly to the product collection opening it will be necessary to clean the collection tray.

If a liquid is spilled inside the machine interior, turn off the machine and clean it using a damp cloth and do not use corrosive products.



# Modify the channels linking

On case at any time it's is necessary to increase a certain product capacity assigning a new channel or we want to add another button to a product we will do the following process:

Scroll through the programming options until you reach programming option "MACHINE MENU" and press **A**

Scroll the options until "KEY/CHANNEL LINKS" and press **A**

Select "MODIFICATION OF CONFIGURATION" and press **A**

At this point we will be asked to press a selection, we will press a button of the group to which the desired button or channel has to be added.

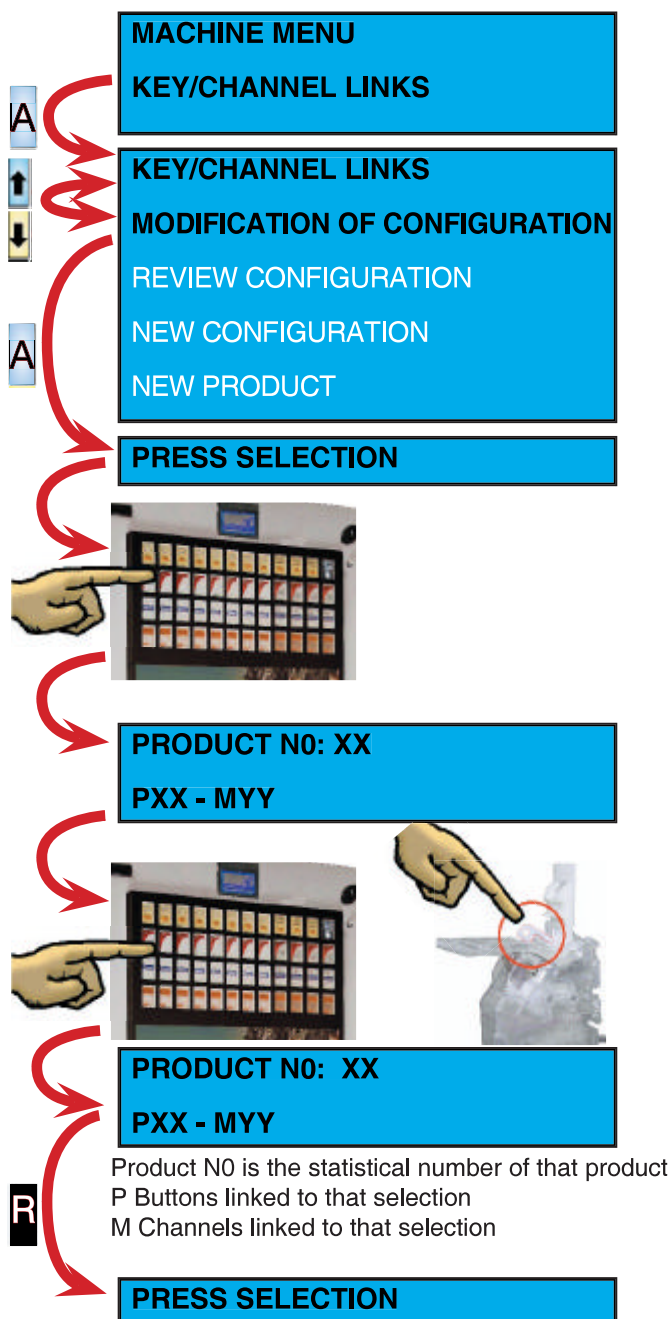
The display will show the selection statistical number, the channels and the buttons currently linked to this group.

We will press the buttons or activate the micro-switch ejector we want to link to that group.

Once we have perform this action we will press **R** to confirm this new group is correct.

The buttons added to this group will automatically adjust its price to the group to which has been linked.

To exit this option press again **R**



# New product:

If we want to program a new product which previously was not sold on the machine we will do the following process:

Identify the channels and buttons assigned to the new product

Scroll through the programming options until you reach programming option "MACHINE MENU" and press **A**

Scroll the options until "KEY/CHANNEL LINKS" and press **A**

Select "New product" and press **A**

At this point we will be asked to press a selection, we will press a button from the group of channels to be modified.

The display will show the product number of the new product, we will press the buttons and activate the ejectors micro-switches to which we want to link the new product.

Once everything is linked we will press **R** to confirm the new product is correctly programmed.

The new product doesn't have a price yet, therefore we will need to go to the "Sales Menu" and program a price to it.



# Packet ejectors review and resetting faults

On case at any time we detect a malfunction on the machine packet ejectors we can be review and rearm it through the machine programming:

Scroll through the programming options until you reach programming option "MACHINE MENU" and press **A**

Scroll the options until "DISPENSER STATUS" and press **A**

Select "STATUS DISPLAY" and press **A**

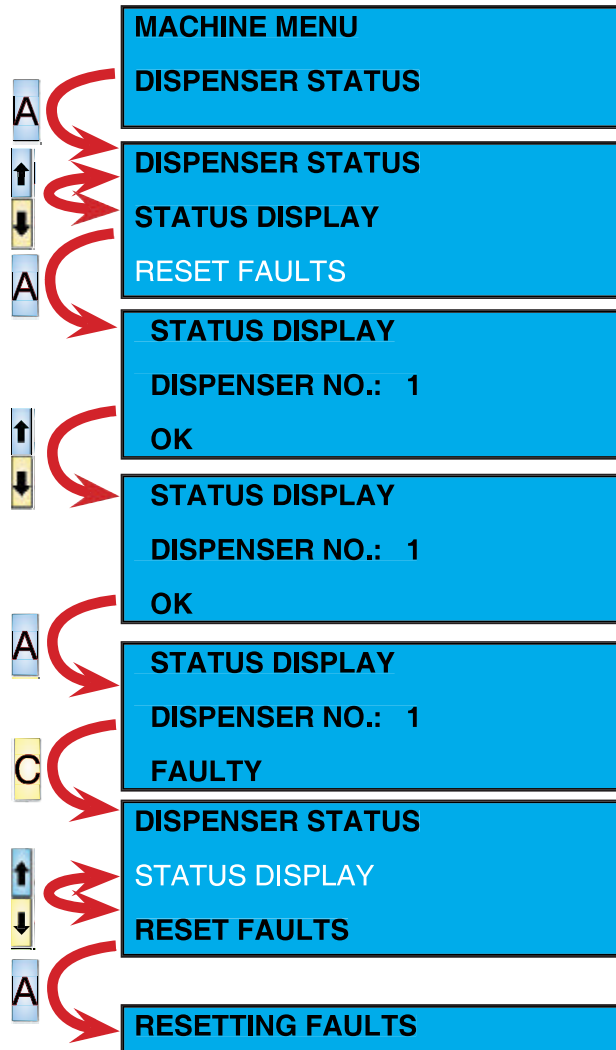
At this moment the machine will show the packet ejector 1 status, with buttons **↑** and **↓** we will scroll through the packet ejectors showing their status

The status of each packet ejector may be:

- OK
- NOT PROGRAMMED
- NOT CONNECTED
- FAULTY


On case we find a packet ejector on faulty state is recommended to tray a rearm, going back to "DISPENSER STATUS" using button **⏪** and instead selecting "STATUS DISPLAY" select "RESET FAULTS"


On case this process doesn't solve the problem it will be recommended to contact the technical service.



## Coin Mechanism Review and resetting faults

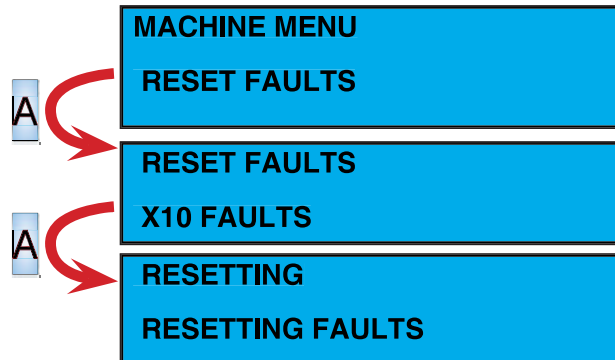
On case at any time we detect a malfunction on the machine coin mechanism we can rearm it using the machine programming system:

Scroll through the programming options until you reach programming option "MACHINE MENU" and press 

Scroll the options until "RESET FAULTS" and press 


At this moment the display will show "RESETTING FAULTS" and the coin mechanism faults will be cleared.


On case this process doesn't solve the problem it will be recommended to contact the technical service.




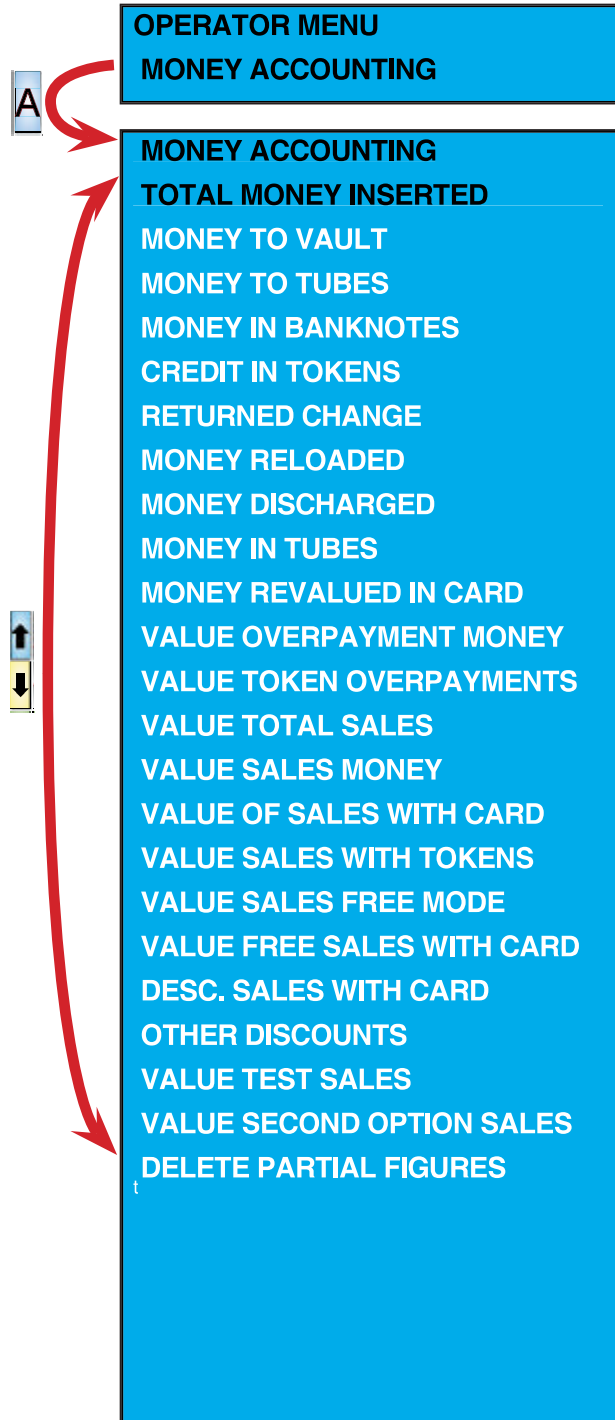
# Accountancy review:

To review machine accountancy and sales we will access to the “OPERATOR MENU” inside this menu we have several options to review the machine sales and products sold.

Selecting any of these options with button  we will access view on display its value.

Once inside the option pressing  we will see the accumulated value for that accountancy.

Once the accountancy has been reviewed we can proceed to a partial erasing, accumulated value since last partial erasing, to do that we will select “DELETE PARTIAL FIGURES” and press .



# Accountancy printing:

## Machines with built in printer:

At machines which already have a built in printer is not necessary to open the machine to gather an accountancy ticket, maintaining press the second button by the left on the top row and on that moment pressing the underage protection remote control a ticket will be printed with all machine accountancies.

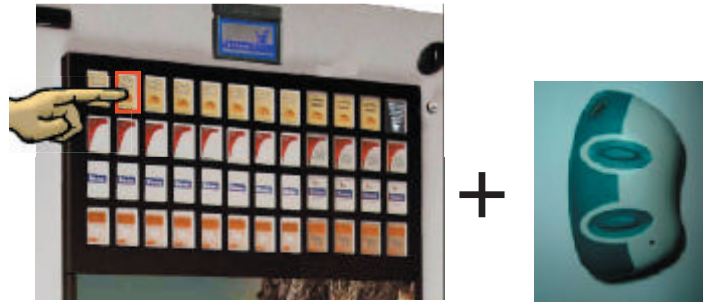
Don't pull the ticket or tray to tear it until the machine show "communication finished"

## Machines without built in printer:

On machines without printer it will be necessary to open the machine and connect a hand held printer to the connection plug of the machine the machine will automatically detect the printer (Most hand held printers have a button to be pressed) the printing will start.

On both cases after an accountancy printing whenever the first coin is inserted on the machine the partial accountancy will be erased, until that moment we will be able to extract as many tickets as needed with the same data.

Tickets are serially numbered, each time the partial accountancies are erased the ticket number increases:



On machines with built in printer we will press the second button by the left on the top row and at the same time we will use the underage protection remote control.



Plug connection place for hand held printers.

## Notes:






# WARNING!

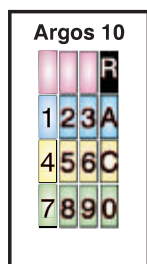
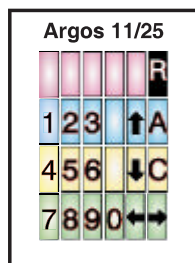
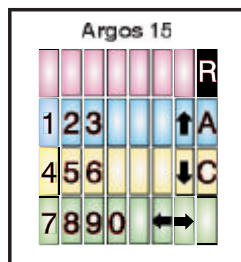
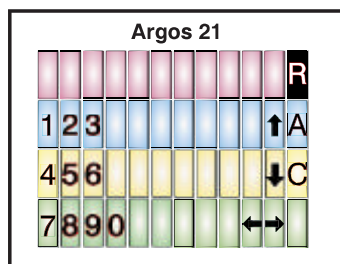
Read the following instructions carefully before installing the unit:

- ◇ Take the machine down from the pallet and remove the metal chucks to place it on the floor before opening and removing the packaging.
- ◇ When discarding packaging material or an old machine, please consult about recycling.
- ◇ Before connecting to mains, make sure that the power supply characteristics coincide with those of the machine.
- ◇ The power cable plug should be installed so the machine can be easily disconnected from mains.
- ◇ If the power cable is damaged, it should be replaced by the manufacturer or after sales service or similar qualified personnel to prevent hazards.
- ◇ Place a rubber protection around the power cable in the slot of the lid of the cable winding recess.
- ◇ Do not burn or throw away the battery. Batteries should be disposed of in accordance with local laws and regulations and can be recycled.
- ◇ Protect the machine against humidity, dust, dirt, etc. You should particularly avoid any obstruction of the ventilation grilles.
- ◇ Do not clean the machine with concentrated products as they may attack the paint and alter the colour.
- ◇ Frequent cleaning, can prevent breakdowns and extend the machine's life.
- ◇ The machine should be installed in a vertical position, both laterally and back to front, with a maximum inclination of 5% ( $\sim 2^\circ$ ).
- ◇ If you need to replace the power supply cable, please replace it with the appropriate one for your country:

Argentina, Jofemar code 5500014.  
Australia, Jofemar code 5500006.  
Spain (STANDARD), Jofemar code 5500000.  
UK, Jofemar code 5500011.  
Switzerland, Jofemar code 5500004.  
USA, Jofemar code 5500010.

# Programming resume

-  Scroll among the programming options.
-  Enter the option, edit its value or enter its sub-menu.
-  Exit the menu or sub-menu, cancel the editing of an option.
-  Select the product or move among digits
-  Numeric inserting of data.



<b>(207) CUSTOM MENU</b>	Options to be chosen by the user	
<b>(201) OPERATOR MENU</b>	(003) MONEY ACCOUNTING	
	(004) SALES PER PRODUCT	
	<b>(018) SALES BY MACHINE</b>	→ Page 16
	<b>(015) TUBE RELOADING</b>	→ Page 10
	(016) TUBE DISCHARGING	
<b>(200) TECHNICIAN MENU</b>	(050) MACHINE ID NUMBER	
	(049) PRODUCT CODES	
	(024) EVENT LOG REVIEW	
	(026) CUSTOM MENU add OPTION S	
	(022) PASSWORD MAINTENANCE	
<b>(202) SALES MENU</b>	(023) PASSWORDS THE OPTIONS	
	(079) USB	
	(006) TYPE OF SALE	
	<b>(001) MONEY SALES PRICES</b>	→ Page 9
<b>(203) MACHINE MENU</b>	(002) PRICES SALES WITH CARD	
	(009) RETURN OPTION PROGRAMMING	
	(020) MAXIMUM ACCEPTANCE	
<b>(204) PERIPHERALS MENU</b>	(066) <b>DISPENSER STATUS</b>	→ Page 14
	(064) <b>KEY/CHANNEL LINKS</b>	→ Pages 8, 12, 13
	(065) MANUAL HANDLING	
	(047) BLOCKING OF MINORS	
	(104) KEY CODE	
<b>(205) SETTINGS MENU</b>	<b>(103) RESET FAULTS</b> (Rearms X10)	→ Page 15
	(105) Door Micro	
	(209) MENU OPTIONS X10	
<b>(206) COMMUNICATIONS MENU</b>	(216) COIN CHANGER INHIBITIONS	
	(208) TUBE RELOADING	
<b>(207) CUSTOM MENU</b>	<b>(007) DATE AND TIME SET</b>	→ Page 7
	(043) CLOCK MODE 12/24 HOURS	
	(010) BEEP PROGRAMMING	
	(008) NUMBER OF DECIMAL PLACES	
	(012) CURRENCY PROGRAMMING	
<b>(208) TUBE RELOADING</b>	(042) LCD Display contrast	
	<b>(027) LANGUAGE CONFIGURATION</b>	→ Page 7
<b>(209) MENU OPTIONS X10</b>	(213) MODEM OPTIONS MENU	



Ctra, Marcilla, Km.2. 31350 PERALTA, Navarra SPAIN [www.Jofemar.com](http://www.Jofemar.com)



**Tel. +34 948 75 12 12**  
**Fax +34 948 75 04 20**

