

Swipe N Clean 2.0 Owner's/Installation Manual



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The SWIPE-N-CLEAN 2.0™, SWIPE-N-CLEAN™, ENTRY WIZARD 2.0, and ENTRY WIZARD are designed equipment and software for interfacing with a new or existing carwash providing credit card, code, and or cash acceptance for the operation of carwash equipment. It is completely developed and designed by the Jim Coleman Company. Any un-authorized use of it is strictly forbidden without written permission from the Jim Coleman Company. No alteration of its systems or their operating procedures is allowed. For more information concerning this system contact:

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LIMITED WARRANTY

The Manufacturer warrants any component or part of the Jim Coleman Company Swipe-N-Clean 2.0 equipment to be free from defects in material and workmanship for a period of one (1) year from date of shipment, with the exception of such parts as are commonly recognized to be subject to wear in normal usage. Such as:

Locks, Acceptor Belts, Bearings, and Rollers

However, should any defects in material and/or workmanship appear within the first ninety (90) days of this one (1) year period, Jim Coleman Company shall, upon notification, correct such defects in materials and/or workmanship. Defects will be corrected at company's option, either by repairing defective equipment or parts or by replacing defective equipment or parts. During this first ninety (90) day period, Jim Coleman Company or its distributor shall be responsible only for parts and labor. Purchaser shall be responsible for any additional costs including freight, travel, and reasonable living expenses, if such costs are incurred by Jim Coleman Company. During the remainder of the one (1) year warranty period Jim Coleman Company is responsible for the repair or replacement of warranted equipment or part. Purchaser is responsible for freight costs and labor, if incurred. Any and all equipment and/or parts returned to Jim Coleman Company shall be accompanied by a *Returned Goods Authorization* (RGA) and must include serial number of unit in which equipment and/or parts was removed.

Components or equipment sold by Jim Coleman Company but manufactured by others shall carry that manufacturers warranty, which shall not be less than Jim Coleman Company limited warranty.

The Jim Coleman Company shall not be responsible for repairs, replacements, or adjustments to equipment or any costs of labor performed by purchaser or others without Jim Coleman Company's prior written approval. This warranty does not apply to components or parts which have been misused, altered, neglected, not installed, adjusted, maintained, or used in accordance with applicable codes and ordinances and in accordance with Jim Coleman Company's recommendations as to such factors. Jim Coleman Company does not warrant loss of income, should there be any, during such time repairs, replacements or adjustments are being made.

This warranty does not apply to damage resulting from improper operation or abuse, exceeding the rated capacities of the unit, improper installation or maintenance, operational neglect, neglect of manufacturers recommended maintenance, customer strike damage, nuisance calls, or acts of God.





This warranty is in lieu of all warranties, express or implied, of either Jim Coleman Company or seller. Jim Coleman Company makes no warranty against infringement of the like, makes no warranty of merchantability, makes no warranty of fitness for a particular purpose, and makes no other warranty, express or implied, including implied warranty arising from course of detailing or usage of trade.

Compliance with any local governmental laws or regulations relating to the location, use or operation of the equipment, its use in conjunction with other equipment, shall be the responsibility of the purchaser. The rights and obligations of the parties shall be governed by the state of Texas.

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1. EQUIPMENT PLANNING AND ARRANGEMENT

1.1 Unpacking The Equipment

Before any operation can be carried out there must be a time of planning. This is no different for the installation of the **SWIPE-N-CLEAN 2.0**TM. Carefully plan the **SWIPE-N-CLEAN 2.0**TM layout and setup before starting the installation process.

Thoroughly inspect each component for visible damage. Uncrate the equipment **only if there is no damage**.

<u>⊘ NOTE</u>: Carefully inspect and evaluate the freight upon arrival. If there is damage to any boxes or crates immediately report it to the freight carrier.

1.2 Using Suggested Installation Procedures

This manual contains a suggested installation procedure. Located in the back are electrical schematic and layout drawings. They should be used in assistance of equipment hook-up.

Completely read through this manual **prior** to beginning installation. This will ensure a proper understanding of the system and its installation procedures.



The installation of this equipment involves high and low voltage electrical connections. Only qualified and trained personnel should be used in its hook-up.



This equipment's circuit protection is located in the main electrical panel of the building supplying power to this device. Insure that this protection is in place and rated according to the guidelines set forth on the equipment not to exceed 15 amps.



2. SAFETY INSTRUCTIONS

2.1 Important Safety Instructions



Extreme caution should be exercised when working with high voltage and the operation of this equipment.

Do not throw away these important safety instructions. The instructions pertain to risk of fire, electrical shock, and or injury to persons.

- Read all instructions before using this product.
- STAY ALERT- Always give complete attention to your actions.
- Do not operate this product when fatigued or under the influence of alcohol or drugs.
- Keep operation area clear of all persons.
- Do not attempt to reach over equipment or stand on any unstable support. Keep good footing and balance at all times.
- Disconnect all power before installing or servicing this equipment. If the power disconnects are out of sight, lock it in the open position and tag it to prevent unexpected application of power. Failure to do so could result in fatal electrical shock.
- A qualified electrician should install all wiring according to local, state, and federal electrical codes.



3. INSTALLATION GUIDELINES

3.1 Pre-Installation Planning

☼ NOTE: Please read this whole section prior to starting installation. The steps are critical to a successful installation of the SWIPE-N-CLEAN 2.0.

The following steps must occur to ensure a successful installation and turn-on of the SWIPE-N-CLEAN 2.0. Please check off each item ☑ when it has been completed:

Ц	Site plans sent to Jim Coleman Company for discussion and
	review and returned.
	SWIPE-N-CLEAN 2.0 cabinet location identified and prepared to
	accept SWIPE-N-CLEAN 2.0 cabinet.
	Merchant Number application completed and received.
	OTE: Please refer to Section 3.2.1 for the following tems.
	Underground and overhead wiring (2 Conductor/Shielded)
	pulled.
	Bay wiring terminated at the Select-N-Touch meter and SWIPE-
	N-CLEAN 2.0.
	Vacuum wiring terminated at the Vacuums and SWIPE-N-
	CLEAN 2.0.
	Phone line pulled to the SWIPE-N-CLEAN 2.0 and terminated.
	Power (120 VAC) available to SWIPE-N-CLEAN 2.0.



3.1.1 Pulling The Communication

The Swipe-N-Clean 2.0 will need the following wires pulled prior to installation. You may use this page as a check-list. Check each one off as you confirm its completion.

□ 1 - ¾" conduit from each Vacuum to Swipe-N-Clean 2.0
 ▶Pull in one 1-pair communication cable in each

☼ NOTE: You may run this conduit from one vacuum to another using ¾" conduit as long as the wires are continous, not spliced together. From the last vacuum to the Swipe-N-Clean cabinet you should use a conduit size sufficient enough to house all vacuum wires properly.

- □ 1 ¾" conduit from each Bay to Swipe-N-Clean 2.0
 ➤ Pull in one 20-conductor for signals and 24VAC for each bay
 □ 1 2-pair phone cable from Swipe-N-Clean 2.0 to main telephone terminal block.
- □ 1 ¾" conduit from each Entry Wizard to the Swipe-N-Clean 2.0
 ➤ Pull in one Cat 5 network cable for high speed connection
- □ 1 ³/₄" conduit from each Vendor to the Swipe-N-Clean 2.0 cabinet
 ➤ Pull in one communication cable



3.2 General Installation

→ NOTE: Please use the following outlined order for proper installation.

3.2.1 Mounting

The complete Swipe-N-Clean 2.0 unit is one cabinet. (Figure 3.2.A)





Front View

Rear 45° View

Figure 3.2.A



The following diagram is a typical cabinet pattern for mounting. (Figure 3.2.B)

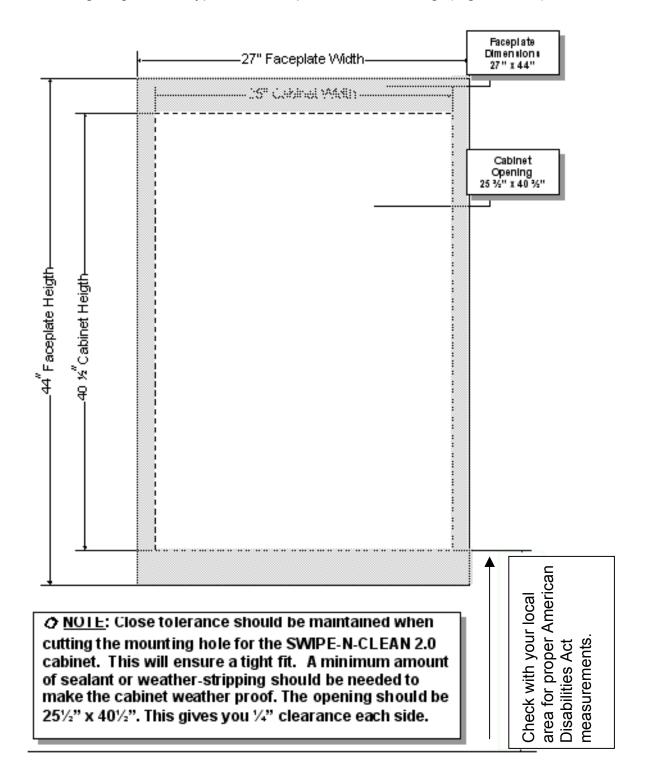


Figure 3.2.B



- Using the measurements in Figure 3.2.B, cut a hole in the wall for the Swipe-N-Clean 2.0 cabinet and insert cabinet into the wall from the front.
- Once cabinet is inserted in the hole, secure using the angled mounting brackets and bolts provided. (Figure 3.2.C)

The following illustration shows the back of the Swipe-N-Clean 2.0 through the tile wall.

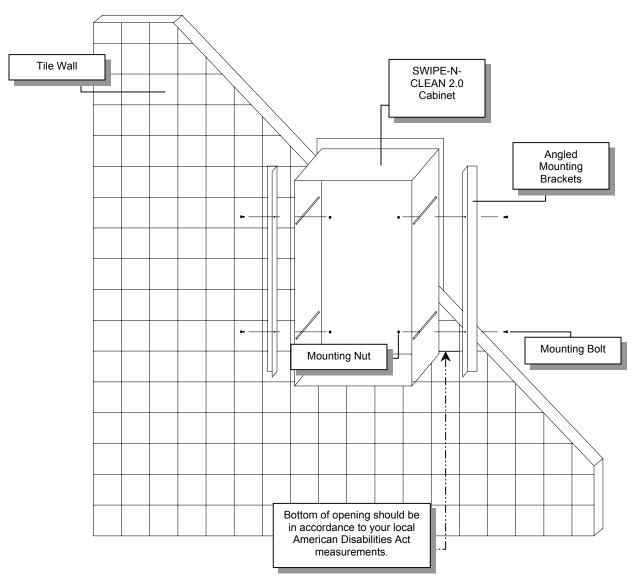


Figure 3.2.C





The installation of this equipment involves high and low voltage. Only qualified electrical personnel should be used in its hook-up.

- Have a qualified electrician to terminate the conduits to the base by extending the electrical stub-ups with Liquid Tight or other waterproof electrical conduit.
- Pull the electrical cables as previously indicated in section 3.1.2 observing the separation as indicated. (Note: Do not include any communication cables in the high voltage conduit to vacuums and vendor island.) Be sure and pull at least 36" of cable past the termination point of the cabinet. (Figure 3.2.D)

NOTE: Termination point is referenced to inside bottom of cabinet.

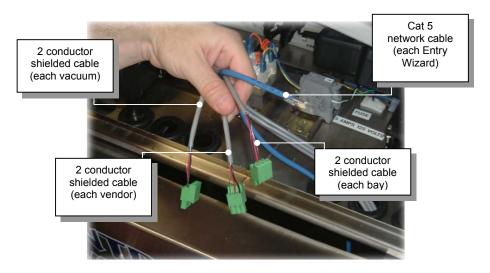


Figure 3.2.D

✓ This completes mounting the cabinet.



3.2.2 Installation

When you open the door you will see something similar to the following photo: **(Figure 3.2.D)**



Figure 3.2.D

 Remove the Swipe-N-Clean 2.0 manual, paper for the printer, and cable.



• Remove the cable track cover (Figure 3.2.E)



Figure 3.2.E



 Remove the cover secured by four wing nuts. This will expose the 1035 Interface board that recieves the bay, vendor, and vacuum connections. (Figures 3.2.F and 3.2.G)

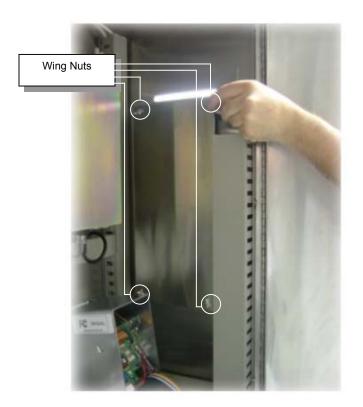




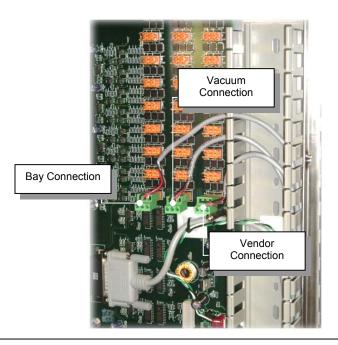
Figure 3.2.F

Figure 3.2.G

☼ NOTE: Each cable coming into the Swipe-N-Clean cabinet should be labeled. Be careful to attach each cable correctly.

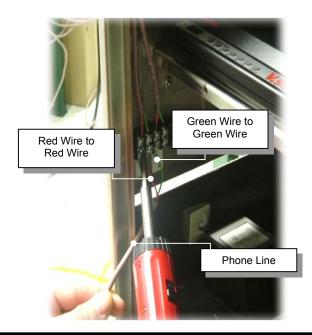


Connect Bays, Vacuums, and Vendors to 1035 board



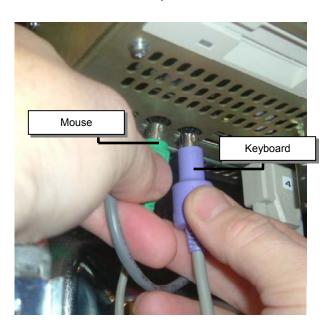
→ NOTE: You may place the connectors on the 1035 board at any location. However, it is easier to keep up with if you keep them together. Make sure you mark each of them as you connect them.

 Connect the phone line to cabinet terminal making sure to match the colored wires





Connect the mouse and keyboard



Locate the power cord and insert it into a regular 3-prong wall plug





3.2.3 Swipe-N-Clean Touchscreen



- A new era of Swipe-N-Clean software
- The old functionality is still there, plus big new features including:

Active background display

The background, which is 800x500 pixels, can display Flash, Powerpoint, or HTML content. No configuration is necessary. The program is set to look in the Marketing directory in the following order for:

Intro.SWF Intro.PPS Intro.PPT Intro.HTM

If none of these are available it will display either *Choice.bmp* or a generic picture.

Prepay

The demo can be set up to show a prepay button and prepay selection screen. Like an Entry Wizard, it will be able to sell discounted codes for repeat customers. Prepay transactions will be *sales* rather than *pre-approvals* (requiring settlement later).

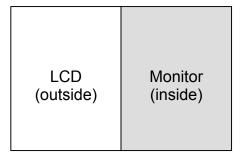


Dual View

With the old Swipe-N-Clean setup, the indoor monitor shows exactly what the outdoor display shows. Such can give a sense of comfort for watching normal operation, but causes issues when wanting to use the Swipe-N-Clean's computer abilities without revealing it to a customer.

What is Dual View?

The LCD and monitor receive different signals. The two displays are treated as a single desktop. This enables the mouse cursor to go from the view of the outside screen to the monitor inside.



Monitor in Dual View

Using Dual View

The taskbar (Windows Start bar) can be moved to the monitor side of the desktop so the customer has no access except through the main application. Applications, such as Windows Explorer, Internet Explorer, and Notepad, that are not maximized in full screen, can be moved to the monitor side of the desktop. The computer remembers the position of where applications were closed. Therefore, the application can always open up on the monitor side instead of the LCD side.

Parascope

With the LCD facing outside, there will be times when the computer user will want to see what is going on outside without leaving the computer. The *parascope* utility will display the area surrounding the cursor. This allows the user to view status or error messages, or even click on buttons on the other display.

Hot Kevs

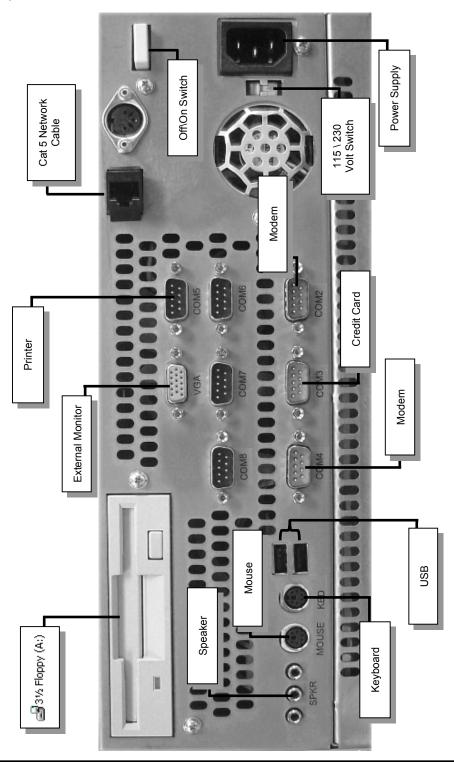
Ctrl + U brings up the *utility* window in the monitor instead of the LCD.

Ctrl + P brings up the *report* printer window (summary report, print last receipt, etc.)



3.2.4 Powering-Up The Machine

Before you power the machine up you need to be familiar with the connections and components.





 Locate the Computer and Serial Numbers located on back of touch screen (Figure 3.2.L)



Figure 3.2.L

This completes the installation.

You are now ready to turn the machine on.



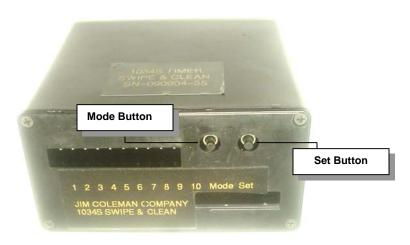


Locate the off/on button as shown in left photo above. Press the ---button to get power. Locate the white button on the bottom of the
touchscreen as shown in the right photo above. Press the button
once. This should power up the machine.



4. Programming The 1034S V7.34 Timer

<u>⊘ NOTE</u>: When in program mode, the SET button will allow you to toggle through the options for the specific step. Pressing MODE will enter your selection and take you to the next step.



1034S Timer

1.1 Entering Program Mode:

- 1.1.1 Hold **MODE** (est. 5 sec) or until display no longer scrolls.
 - If this option has no response turn timer off and try again.

1.2 Function

- 1.2.1 Enter the function you are using.
 - Example: BAY / VAC / VEND / FVAC / SVAC / AUTO

1.3. Unit number: *

- 1.3.1 This step is to determine which bay/vac/vend this unit is in
 - Example: *4 will indicate that this unit is installed in bay number 4

1.4. Nationality

1.4.1 **DOM** for domestic use, **AUS** for Australia, **INTR** for International

1.5 Swipe-N-Clean 2.0

- 1.5.1 This step sets the timer for use with a vendor, if NOT using for a vendor, proceed to step 1.6.
- 1.5.2 **SNCY** for Swipe-N-Clean 2.0 sites and **SNCN** for non Swipe-N-Clean 2.0 sites



1.6 Tokens: T

- 1.6.1 This option is ONLY used when the location has DUAL coin acceptors. If NOT using tokens, go to step 1.7.
- 1.6.2 Set the value of one token equal to the number of quarters. If NOT using tokens go to step 1.7.
- 1.6.3 **T 01 T 20** maximum value of 1 token= 20 quarters =\$5.00

1.7 Money: A

- 1.7.1 This step should be set to how much it costs to start the primary service.
- 1.7.2 Minimum value is A 0.25, Maximum value is A 9.75.

1.8 Time: B

- 1.8.1 This step sets the amount of wash time for each quarter deposited.
 - Example: \$1.50 for **B4: 30**
- 1.8.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**

1.9 Bonus: C

- 1.9.1 This step sets the amount of wash time for each quarter deposited.
 - Example: deposit \$1.50 for 4:30 min bonus time = C 0:45
- 1.9.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**
- 1.9.3 If programming a BAY/VAC only it will take you to step 15.

1.10 Switching

- 1.10.1 The next four steps only apply to combination vacuum units **FVAC/SVAC.** If not using these units, proceed to step 1.15.
- 1.10.2 **NOSW** for no switching.
- 1.10.3 **SW** for switching from shampoo/fragrance to vacuum and viceversa by recalculating the paid time at the different rates

1.11 Switch Time: S

- 1.11.1 This option gives the customer an amount of time required before switching from vacuum to fragrance/shampoo.
 - Example: **S0: 10** ten seconds before customer can switch from vacuum to fragrance/shampoo or vice versa.

1.12 Money: D

- 1.12.1 This step sets the amount of MONEY needed to start the second service, such as fragrance/shampoo.
 - Example: **D 0.75**

1.13 Time: E

- 1.13.1 This step sets the amount of TIME for the second service.
- 1.13.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**
 - Example: **E0: 45**

1.14 Bonus Time: F

- 1.14.1 This step sets the time for EACH additional coin.
- 1.14.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**
 - Example: \$0.75 for 0:45 seconds bonus time = **F 0:15**



1.15 Horn: H

- 1.15.1 This step adjusts the length of time the horn will sound when the customer has less than 1 minute remaining on the service.
 - Example: H 10 will set the horn to sound for 10 seconds when 1 minute remains.

1.16 Blow Out Cycle: I

1.16.1 I 03 determines the number of blowout cycles to prevent freezing.

1.17 Blow Out Time: J

1.17.1 **J1:00** determines the blowout weeping time in minutes and seconds.

1.17.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**

1.18 Blow Out Rest: K

1.18.1 **K1:00** determines the rest time between blowout weeps.

1.18.2 **SET** in this step will go from B **4**:00 to B 4:**3**0 to B 4:0**0**

1.19 FINISH

When you are finished programming the timer and leave the programming mode, the timer will display the firmware version such as *V7.34*, then the type of service the timer was programmed for such as *SVAC*, then the word *WAIT* and lastly return to displaying a prompt defining initial money required to start one or two services offered.

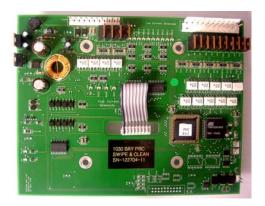
Now the TIMER, PBC, and Swipe-N-Clean 2.0 computer need to be programmed to all communicate with one another. Proceed to the next page and follow the instructions.



5. Programming PBC Board with TIMERS



1035 Interface Board



1030 Bay PBC Board



1036 Vac PBC Board

☼ NOTE: The following instructions will work for both the 1030 Bay PBC and the 1036 Vac PBC. The diagnostic steps that follow will not apply if timer is used for VENDOR. Programming the VENDOR follows this section.



- **1.1** Allow the timer to power up normally without holding any buttons.
- **1.2** In DIAGNOSTIC MODE

MODE will allow you to toggle through options.

SET will confirm option and will send you to the next step.



1034S Timer

- 1.2.1 Press and release the **SET** button to enter diagnostics mode.
 - The Function will be displayed.
 - ✓ Example: WASH, VAC,FVAC,SVAC
- 1.2.2 Press **MODE** until you reach the **PBC** option on the display, press **SET**.
 - PSET will display.
- 1.2.3 Press **SET** again to set the TIMER with the PBC.
 - WAIT, PGRM will display.
 - ✓ If **OK** is displayed then you have programmed the TIMER with the PBC. To EXIT diagnostic mode skip to (2.2.4).
 - ✓ If NPBC is displayed then you have a bad communication. Following are a few troubleshooting hints:
 - ° Check to see if communication cable (black and white or black and red wire) is connected to the PBC board and all the plugs on the timers are plugged in securely.
 - Check to see if you have the UNIT NUMBER set up correctly with the bay/vac NUMBER.
 - Example: F/VAC location 3: unit number *3
 - ✓ If all else fails, EXIT diagnostic mode then SHUT timer off and try the diagnostic process again.
 - PBC will be displayed,
- 1.2.4 Press MODE.
 - QUIT will be displayed.
- 1.2.5 Press **SET** to EXIT diagnostic mode.



- **1.3** When you have completely **EXITED** the diagnostic mode, check for communication.
 - 1.3.1 **PRESS 123456#** on your keypad.
 - If **COMM OK** is displayed you have successfully programmed the TIMER, PBC, and the Swipe-N-Clean 2.0 unit together and the UNIT is ready for Swipe-N-Clean 2.0 use.
 - If **NPBC** is displayed, there is no communication between the TIMER, PBC, and the Swipe-N-Clean 2.0 unit. Set up the PBC and TIMER again.
 - If nothing works after you set it up again call Jim Coleman Co. Technical Support.
 - 1.3.2 **PRESS 6789*0#** on your keypad
 - If **COMM OK** is displayed your keypad is working correctly. This only works with the **1034S V7.3x** timer.

FUNCTION	E	V	V	F	S	OPTIONS
	1	Α	E	R	Н	
	Y	\boldsymbol{C}	N	Α	Α	
			D_	G	М	
1. Function	×	X	X	Χ	X	Bay, vac, vend, fvac, svac, auto
2. Unit Number	×	X	X	Х	Х	*1 - *36
3. Nationality	Х	Χ	X	Х	Х	DOM, AUS, INT
4. Swipe-N-Clean 2.0			X			SNCY/SNCN
5. *Tokens	×	Х	X	Х	X	T01-T20
6. Money	X	Χ	Х	Χ	Х	A 1.00
7. Time	×	Х	Х	Х	Х	B 4:00
8. Bonus Time	X	Х	Х	Х	Х	C 1:00
9. Switching				Χ	Х	NOSW/SW
10. Switch Time				Χ	X	S 0:10
11. Money				Х	Х	D 0.75
12. Time				Χ	X	E 0:45
13. Bonus Time				Х	Х	F 0:15
14. Horn	×	X		_ X _	_ X _	H 0:10
15. Blow Out					Х	I 03
16. Blow Out Time		LL			X	J 1:00
17. Blow Out Rest					Х	K 1:00



PROGRAMMING THE VENDOR



1037 Vendor PBC

Each PBC needs to be addressed with its designated unit and associated timer for that unit. This is accomplished by using a pattern of LED's to set the location for the computer to identify.

The LED's are numbered from S0 TO S9 (see chart on next page).

- Disconnect the only 2-pin connector usually with a black and white pair of wires from the PBC board. (See diagram of 1037 Vendor PBC board above for location of pins)
- 2. Disconnect power cable connector, the 10-pin connector on con1
- 3. On the key pad depress and hold the **0** key.
- 4. While depressing the **0** key on keypad reconnect the 10-pin connector to con1. After the horn sounds release the **0** key on keypad and check the setting of the LED's

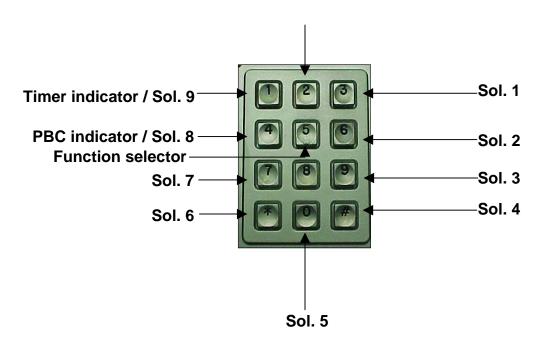


5. When the desired setting is reflected on the four light sequence – **Depress** the **5** key on the keypad once and the light setting should now switch to a pattern that includes S8 LED being on. This setting is the address for the PBC board associated with the unit in question. Identify the number of this unit and match the on/off setting from the VENDOR PBC address chart for PBC.

VENDOR – PBC ADDRESSES													
Change S/light	Toggle Keypad	5	5	7	*	0	#	9	6	3	2		
	PBC Timer	S9	S8	S7	S6	S5	S4	S3	S2	S1	S0		
1	51	0	1	0	0	1	1	0	0	1	1		
	52	1	0	0	0	1	1	0	1	0	0		
	53	0	1	0	0	1	1	0	1	0	1		
2	54	1	0	0	0	1	1	0	1	1	0		
	55	0	1	0	0	1	1	0	1	1	1		
3	56	1	0	0	0	1	1	1	0	0	0		
	57	0	1	0	0	1	1	1	0	0	1		
4	58	1	0	0	0	1	1	1	0	1	0		

KEYPAD PROGRAM KEY

Sol. 0





- 6. When the desired lights have been matched, Depress the 5 key on the keypad once again and the light settings should now switch to include the S9 LED illuminated. This setting is the address for the timer associated with this PBC for the unit in question. Identify the number of this unit and match the on/off settings from the VENDOR Timer address chart of PBC's.
- 7. When the desired lights have been matched, Depress the 5 key on the keypad to return to the four light sequence and now it should match the function desired. If all settings are correct, Depress the 1 key on the keypad to return to normal operating mode. After approximately 10 seconds running lights should return to PBC and the horn should sound.

Getting the PBC and Timer to Recognize each other

- 8. Remove the power connector from con1 and communication connector con5 or 6 depending on the type of PBC.
- 9. Timer: Remove power connect and communication connector.
- 10. Replace power cable then communication cable (observe timer display starts scrolling immediately).
- 11. With timer display scrolling reconnect 10-pin power cable for PBC (horn should sound) then immediately reconnect 2-pin communication cable; make sure the black wire connects to pin-1. Pressing keys on the keypad should activate. The horn and LED should run 3-5 seconds after horn sounds.



ELECTRONIC VENDING ISLAND INSTALLATION AND TURN-ON

Materials:

- > Stainless steel electronic vending base with vendor meter assembly.
- 3-conductor cable (18 22 AWG) stranded unshielded 30°C
- ≥ 2-conductor cable (22 AWG) stranded w/shielded ground 300 V 30°C [If you are using a Swipe N Clean system].
- 24 VAC power source, usually provided by the Super Saver Control Transformer.
- > 3 six-fork terminal crimp leads

Functional Overview:

During construction ensure that provisions are made to bring 24 VAC to the Input connection on the leftmost terminal strip housed on the back wall within the vendor meter hull. [Labeled 24 Volts AC ONLY]

☼ NOTE: If you have a Swipe N Clean system ensure provisions to connect the 2 − conductor cable w/shielded ground between the vendor meter hull and the Swipe N Clean cabinet are completed.

Be sure to fuse the hot leg of the 24 VAC input power between the source and the terminal strip with a 5 ampere 125V fuse.

The JCC company typically crimps the leads of stranded cables with fork connectors to increase the integrity of the connection over time. This procedure is recommended but not required.

Connect the leads from the 24 VAC source to the three leads on the terminal strip located on the leftmost back wall of the vendor meter hull as labeled.

→ NOTE: If you have a Swipe N Clean system run the 2

– conductor cable w/shielded ground between the
vendor meter hull and the Swipe N Clean cabinet.

Connect the vendor meter hull to the leftmost terminal
strip on the connections labeled [COMMUNICATION
CABLE ONLY] and the Swipe N Clean end to the 1035
interface board using a three position phoenix
connector provided.

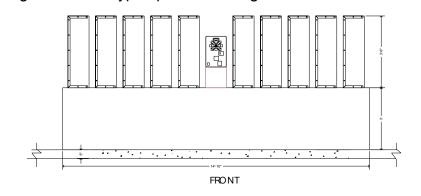


Vendor Installation:

Each vendor is mounted on the stainless steel vending island frame with self tapping stainless steel screws in designated locations as marked from the factory. The order of vendor installation for individual products is determined by their rotation on the face of the meter door.

The rotation starts from the 12:00 o'clock position of the keypad (the number 2 key) and proceeds clockwise around the outside of the keypad through ten positions. Count clockwise to the number one key which will be the tenth position.

 Vending islands that are winged the first vendor is to the far left of the vendor meter assembly and continues in order from left to right on the island. See the diagrams for the keypad numbers in which correspond to each assigned vendor. See Figure 1 and Keypad position on Figure.2



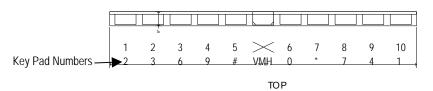


Figure 1

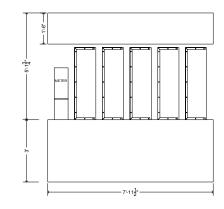
Note: Starting at the number 2 key, count counter-clockwise around the outer numbers and characters on the keypad to access vendors 1 through 10. (***Islands with less than ten products will have jumpers connected between keys.)



Figure 2



2. Vending islands that are perpendicular and have their vendors back to back start their numbering at the leftmost vendor nearest vendor meter and continues in order to the last vendor on the left side then the next vendor starts again in the front on the right side and continues to the right rear. See Figure 3.



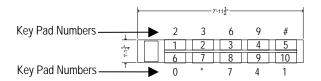
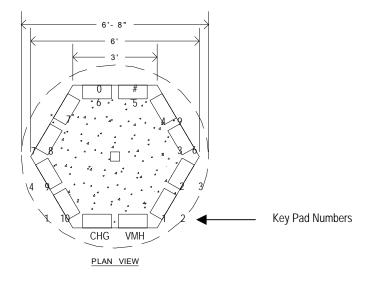


Figure 3

3. Vending islands that are essentially round in construction; i.e., octagons and hexagons start their numbering at the first vendor to the right of the vendor meter and continue counter-clockwise around the vendor. See Figure 4. [The maximum number of vendors any vendor meter can accommodate is ten; islands with more than ten positions require two or more vendor meters.]





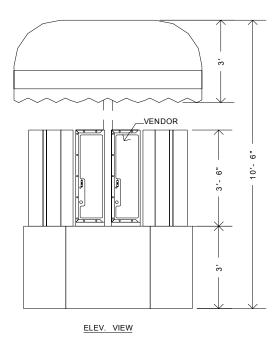


Figure 4



4. Islands with less than ten positions will have multiple keys jumpered together to fill out the design of the meter decal. These jumpers are established at the wiring level of the meter hull and will vary according to each island layout.

Each vend position should come wired, numbered, and labeled with the appropriate product to be placed there.

Product pricing is preset at the factory according to the customers original order, but prices are always reprogrammable whenever the decision to do so is made. Programming instructions are available by request.

Vendor Pricing Program

Located on the lower middle of the control board is a small white push button switch. You will need to remove the cover to access it. Press and hold the switch until the light above keypad button [2] is on. The price will now display on the timer. Press the keypad button [8] to increment the price and the keypad button[0] to decrement the price for vendor 1. Press the keypad button 5 to advance to vendor 2. Continue around the keypad until all prices are set. Return to the button [2] keypad position and press [#] to return to normal mode.

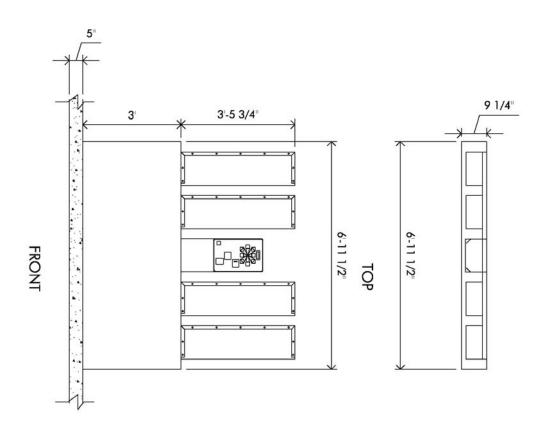
Vendor Troubleshooting

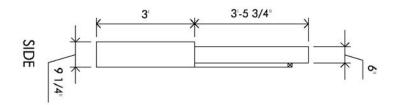
One of the most common problems with electronic vendors is a product not vending after the pushbutton has been pressed and the motor engages to release the shelf tooth.

- Check to see if the cam motor assembly is connected too tightly to the drop down shelf assembly. [Usually this problem is evident by the third or forth items not vending or taking two attempts to release the shelf tooth.]
- Do you have 24VDC between the red and blue wires on pins 12 of cons 1 and 2 on the 1037 vendor board?
- On the center (TS) terminal strip, when you jumper the brown and green pairs, do you get the cam motor to engage?
- Does your out-of-service indicator blink on any product before depositing money or entering a code?

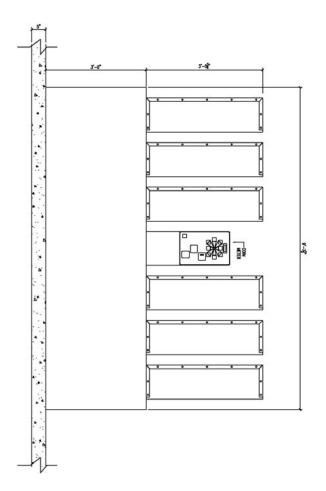
These are the most common checks to make to address the vendors not releasing products. Questions beyond these can be directed to JCC Swipe-N-Clean 2.0 Customer Support.

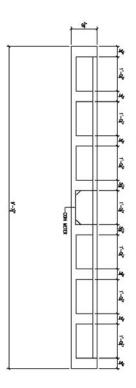


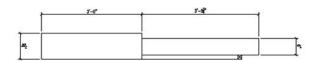




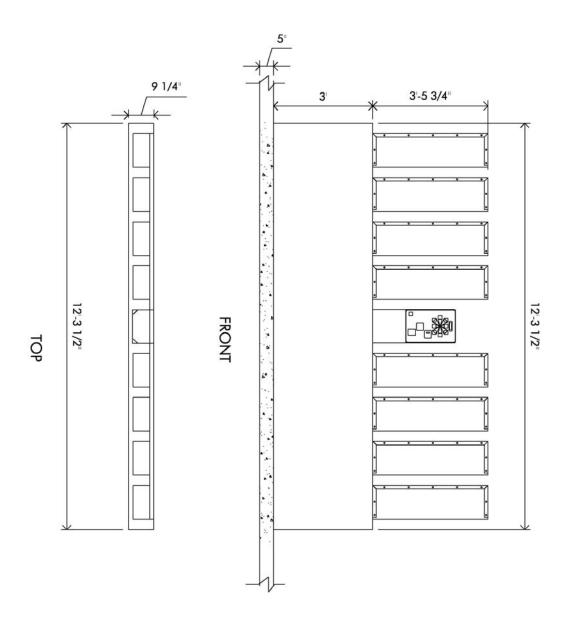




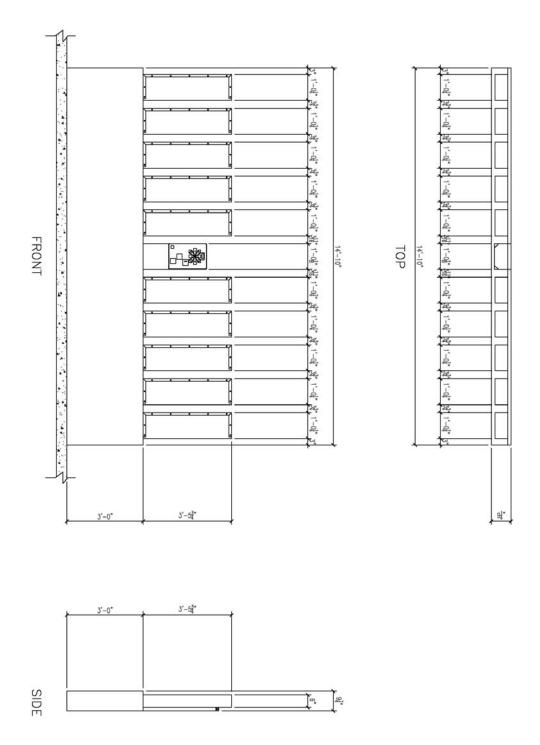














6. PRINTER INSTALLATION



Axhiom Printer

6.1 Installing The Paper

Installing the paper for the Axiohm Printer is an easy four-step process.

• Open The Printer Door.

To open the door, simply pull the top of the door out. The door is held closed by a spring-loaded latch that latches onto the black roller at the top of the door. (**Figure 6.A**)

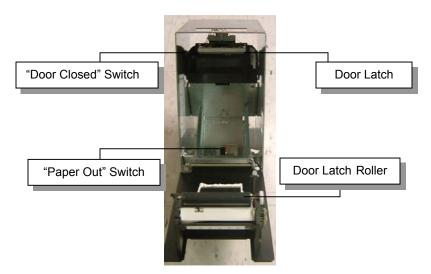


Figure 6.A



Install the paper

After you open the door, you will see the paper tray in the bottom of the printer. In the middle of the paper tray, you will see a black pressure switch, which is the *paper out* switch. Place paper in slot as indicated on diagram inside printer door. (**Figure 6.B**)



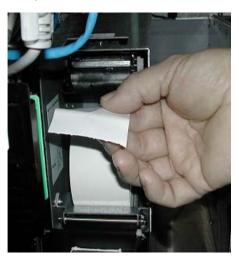


Figure 6.B

Feed the paper into the head of the printer

Feed the end of the paper into the slot identified by the label "FEED PAPER HERE". After feeding the paper into the slot, you should see the paper through the window just underneath the "FEED PAPER HERE" label. Insert the roll of paper into the tray with the paper feeding from the top of the roll. (Figure 6.C)

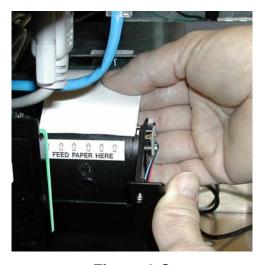


Figure 6.C



If the paper is fed properly, you will see the paper through the window on the "feed paper here" plate. (**Figure 6.D**)

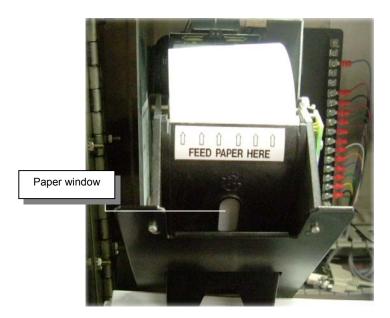


Figure 6.D

• Close the printer door

Once you have the paper properly routed through the slot you are ready to close the door. As you close the door, you will feel a slight resistance as the latch slides onto the black roller. When the door is closed, the door-closed switch is engaged. This triggers a print-out confirming the paper is loaded successfully. **(Figure 6.E)**

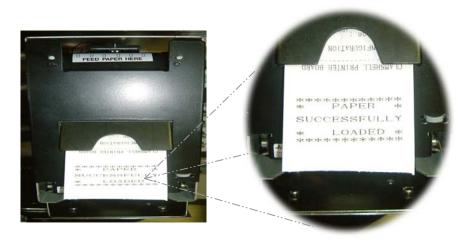


Figure 6.E



It also prints a configuration report as well as a sample ASCII Code print - out and some black lines at the bottom. (**Figure 6.F**)

```
** CONFIGURATION **

Revision : (DB3B) D939h
S/N : yy/ww-ssss
Pre Heating : on
Paper Temp. high
Watchdog on
Opto Jam s/h: EA/28
Opto Pass s/h: 28/0A

** SERIAL INTERFACE **

Parameters : n,8,1
Flow Control : Dtr/Dsr
Baud Rate : 115200
Level I/O : RS232

!"#$%&'()*+ --/01234567
89::<=>?@ABCDEFGHIJKLMNO
PQRSTUVWXYZI\J^_'abcdefg
hijklmnopqrstuvwxyz{+}
```

Figure 6.F

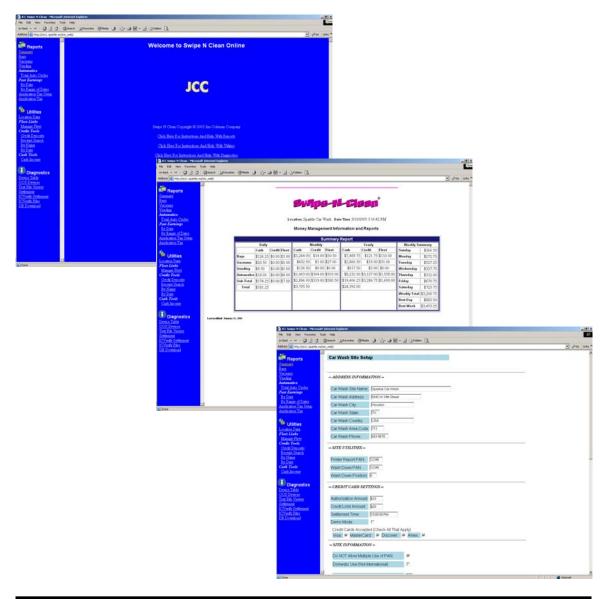
This portion intentionally left blank.



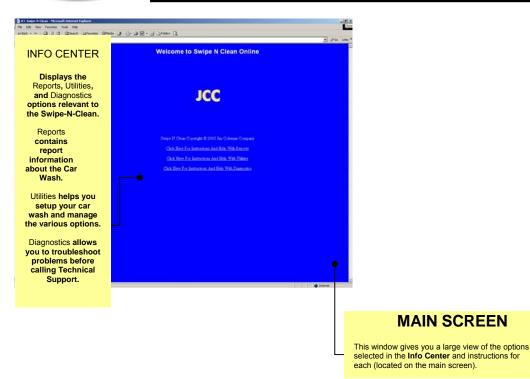
7. GETTING STARTED WITH SWIPE-N-CLEAN 2.0 INCOME MONITORING

Welcome to Jim Coleman Company Swipe-N-Clean 2.0 Income Monitoring, an income monitoring and management tool. This system will provide an insight to the self-service car wash, utilizing the Swipe-N-Clean 2.0, cash, and credit income. It also has the tools needed to manage some of the day-to-day operations of the self-service car wash.

Its interface is user-friendly using either Microsoft Internet Explorer 4+ or Netscape 4+. This allows the user the familiar look (much like a web site) to navigate through the pages and use the data as required.







7.1 Getting Connected

Your PC **must** meet the following requirements:

- Windows 95 or higher operating system
- Modem (installed with dial-up capability)
- One of the following Browsers installed:
 - Netscape Navigator, version 4x or above.
 - Microsoft Internet Explorer, version 4x or above.
- TCP/IP communications software installed (included with Windows 95 or higher.

☑ NOTE: Before you begin, make sure you have your Windows 95 or 98 installation CD or floppy disk. You may be asked to use it. Also, make note of your computer number located on the backside of your computer case (inside the back door). For example, if this letter/number combination (SNCT006) is on your computer then your computer number is 006. You will need to know this number when you call Jim Coleman Co. Technical Support..



The following photo shows where to locate your computer and serial #'s:



After connection has been established, open your browser (Microsoft Internet Explorer (ver.4.00 or higher) or Netscape Navigator, (ver 3.00 or higher). Located at the top of the browser you will notice the address window that looks similar to **Figure 7.A.**



Figure 7.A

Please read through the following explanation concerning the IP address and how you type it.

The address window is where you type your specific IP address. This will connect you to the Swipe-N-Clean 2.0 through the network. Your web address is:

10.137.137.1/snc_web/main.htm



8. SWIPE-N-CLEAN INCOME MONITORING MENUS

The welcome screen will be the first screen viewed by the user. This screen will offer the user their elected path to receiving data. Once a menu function has been chosen the welcome screen will go away and not be seen again until the user logs in the next time.

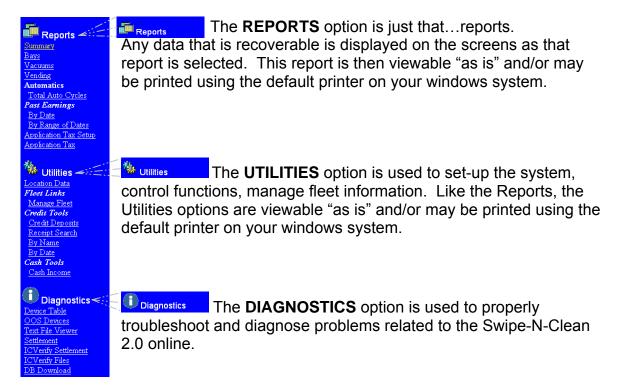


Three sections control or manage all functions of the system. These sections are as follows:

- Reports
- Utilities
- Diagnostics

Each section will be discussed more thoroughly in the pages that follow. Read and re-read through each one. This will give you a better understanding of how to access the information and do specific searches.





Let's take each of the three and explain how each one works and offer suggestions on how to properly use them.

2.1 REPORTS

The are six reports available to view. Starting with the first and working our way down we will discuss each one.

The following explanations apply to each of the reports when these are present:

Location

Location refers to the specific location of the referenced machine for which the report is generated.

Daily

Daily is a 24-hour period of time. The default time would begin at 12:00 AM and end at 11:59 PM. However, in location data the user has the option of setting their ending time for reconciliation purposes as they wish, which will be covered later under location data. All daily data is reset* at the default time or the user set time whichever is applicable. Any time that this report is viewed or printed the amount shown reflects the data gathered from the last reset time.



Monthly

Monthly is a 28,29,30, or 31-day period depending on which month it applies. At the end of the monthly period data is reset*.

Yearly

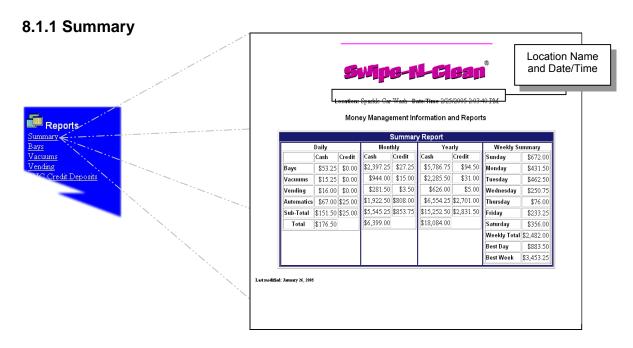
Yearly is from January 1 – December 31. At the end of the yearly period data is reset*.

Weekly Summary

Weekly Summary is the recorded and summed data for the past 7 days. This is referred to as a rolling 7-day sum. At the end of each day, the day total income for that day (cash and credit) is written into the cell of that day. Example: Today is Monday. When the user looks into the cell for Monday it has \$431.50 in it. This amount reflects the amount of income from last Monday. At the end of today the amount of income that was recorded will be put into the cell for Monday. Also at this time the total will change showing the new amount for the previous 7 days.

*Reset Data

Although data is reset, it is never cleared or lost. It will continue to allow the user data access across any time period.

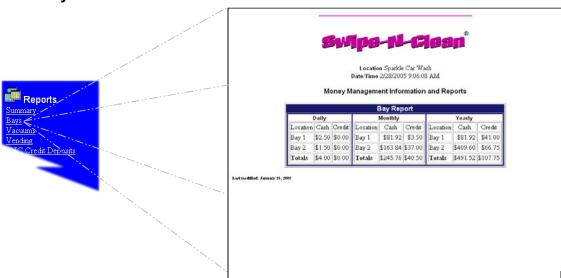




Summary Report

The Summary Report is the basis of all reports and by far will be used the most. It includes relevant data to the site such as the Location Name and Date/Time, income by Bay, Vacuum, Vending, Auto1 & 2. It also shows cash and credit. It will reflect Current, Monthly, and Year to Date data. Weekly summary by day is included on this report as well as Today's Income, Best Day and Best Week. Each of these will be discussed in detail.

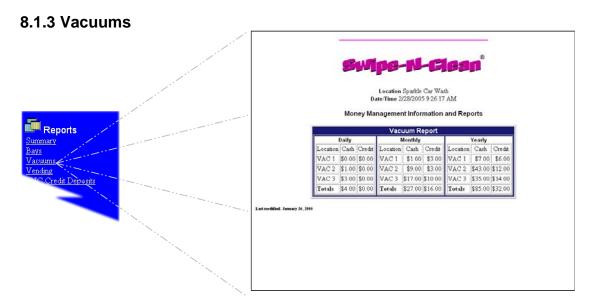
8.1.2 Bays



Bays

This report is the breakdown of each bay by number reflecting the data in a daily, monthly, and yearly format. The total of the bays is the amount reflected on the summary report for the bays cell. This data can be used to evaluate bay usage by bay. It also provides and proves communications from the timers and push button controllers, which are the gathering tools of the system.

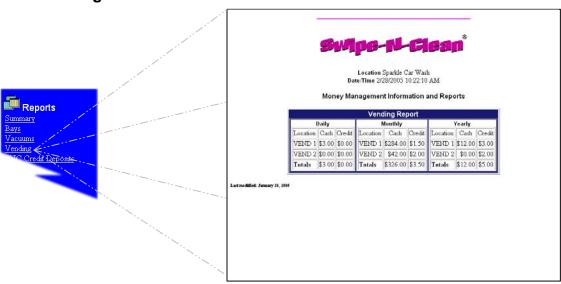




Vacuum Report

This report is the breakdown of each vacuum by number reflecting the data in a daily, monthly, and yearly format. The total of the vacuums is the amount reflected on the summary report for the vacuum cell. This data can be used to evaluate vacuum usage by vacuum. It also provides and proves communications from the timers and push button controllers, which are the gathering tools of the system.

8.1.4 Vending



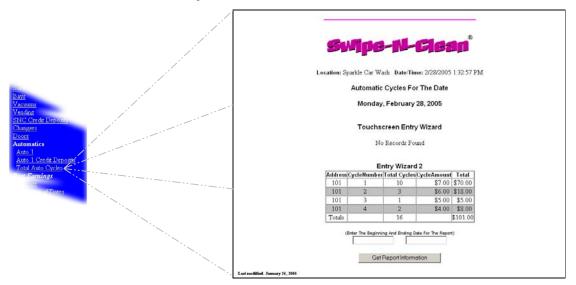


Vending Report

This report is the breakdown of each vending machine by number reflecting the data in a daily, monthly, and yearly format. The total of the vending is the amount reflected on the summary report for the vending cell. This data can be used to evaluate vending usage by each vending machine. It also provides and proves communications from the timers and push button controllers, which are the gathering tools of the system.

8.1.5 Automatics

Total Auto Cycles



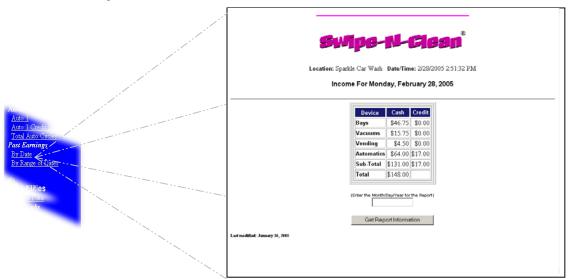
There are five columns of information included in this report: Address: Location of the Entry Wizard

- ✓ Cycle Number: One of four cycles
- ✓ Total Cycles: Number each cycle is used
- ✓ Cycle Amount: Dollar amount of each cycle
- ✓ Total: Total amount of each cycle
- ✓ Totals: Total cycles and dollar amount of all machines



8.1.6 Past Earnings

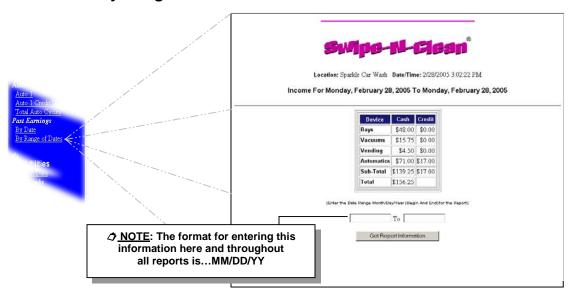
By Date



This screen shows three columns of information:

- ✓ Device: Includes Bays, Vacuums, Vending, Automatics, Sub-Total, and Total.
- Cash: Gives a total cash amount used for that particular machine along with the Sub-Total and Total of all machines.
- Credit: Gives the amount of purchases when a credit was used on each machine along with the Sub-Total.

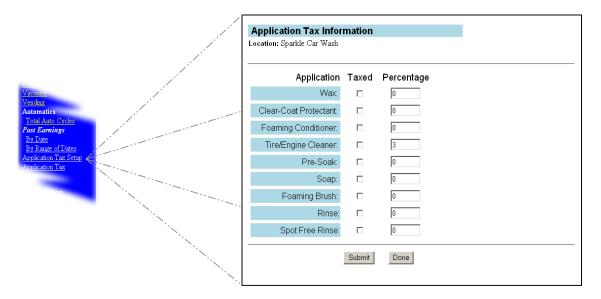
By Range Of Dates





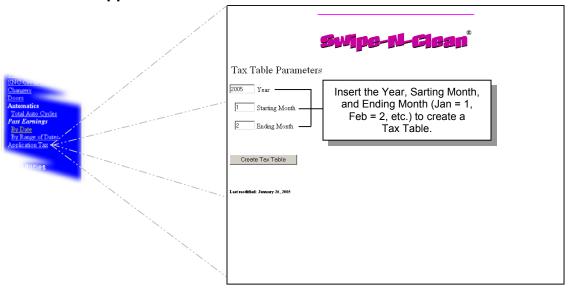
Enter the start and end dates you want to search. The result of your entered information will appear on the screen.

Application Tax Setup



There are nine applications that you can setup tax charges on. In the *Percentage* box you enter the amount of tax. For example, if you want to charge a 8.5% tax on *Wax* you would enter 8.5 in the wax percentage box and check the box under *Taxed* beside the wax application. Do this on all that apply. If you don't check the *Taxed* box the customer will not be charged, even though you have a percentage entered.

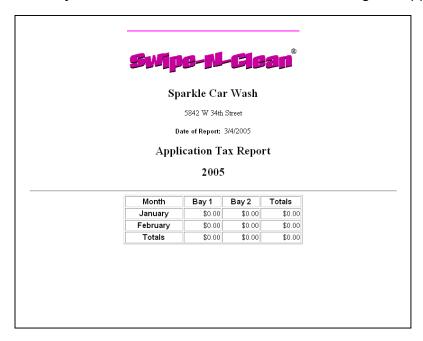
Application Tax





Application Tax is used mainly in the state of Florida. It provides tax information on wax products that are taxed in a special way by the state of Florida. For most sites, this information is of little or no value.

In this window you will notice the ______ button on the bottom left. If you click it, a screen similar to the following will appear:



This screen is the result of the information entered in the previous screen. January is month 1, February is month 2, March is month 3, etc.

8.2 UTILITIES

This option allows you access to the following:

- ✓ Location Data
- ✓ Fleet Links
 - Manage Fleet
- ✓ Credit Tools
 - Credit Deposits
 - Receipt Search
 - By Name
 - By Date
- ✓ Cash Tools
 - Cash Income



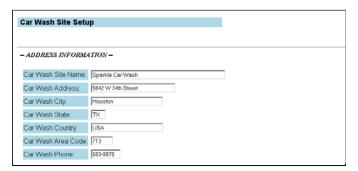
8.2.1 Location Data

Location Data is the section of utilities that store all of the site data necessary to operate the site, reconcile the reports, and properly record the data. Each section will be covered describing the data required. The sections included are as follows:



⊘ <u>NOTE</u>: Each of the six sections listed are located under *Utilities* (*Location Data*). They are broken down for explanation purposes.

Address Information



Enter your personal information in each of the Address Information boxes.

☼ NOTE: Car Wash Site Name is used to header each report and print on receipts.

Site Utilities

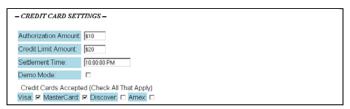




The Site Utilities includes information about three areas:

- Printer Report PAN: This is the Personal Access Number you need to print a report. It can be any fivedigit number.
- ✓ Wash Down PAN: This is the Personal Access Number you need for use of the bay to wash down the walls and bay floor. It can be any five-digit number.
- ✓ Wash Down Position: This position is the location of the key that starts the Wash Down after the code is entered. Default is 0 (High Pressure Rinse key).

Credit Card Settings



Credit Card Settings includes the following:

- ✓ Authorization Amount: The amount you authorize for credit cards to be charged.
- ✓ Credit Limit Amount: The maximum dollar amount allowed for each credit card use.
- ✓ Settlement Time: The time each day all credit card transactions are completed. Allow 30 minutes between each machine. For example, the Entry Wizard may be set at 10:00 pm; the Swipe-N-Clean 2.0 may be set at 10:30 pm; etc.
- ✓ Demo Mode: This option should be checked ONLY when you are testing the machine. If it is checked during normal operational hours you will not get paid for any service accessed with a credit card.
- ✓ Credit Cards Accepted: There are four types of credit cards that may be used (Visa, MasterCard, Discover, and American Express). Using the mouse or space bar, check all that you will allow to be used at your car wash.



Site Information



Site information includes six options:

- ✓ Number Of Automatics: The number of automatic washes you have.
- ✓ Number Of Bays: The number of drive-through bays you have.
- ✓ Number Of Vac/Shampoo: The number of Vac/Shampoo machines you have.
- ✓ *Number Of Vac/Frangrance:* The number of Vac/Frangrance machines you have.
- ✓ Number Of Vacuum Only: The number of regular vacuums you have.
- Number Of Vendors: The number of vendor islands you have. The islands may have up to ten machines on them and still be one vendor island.

Credit Price Setup



Credit Price Setup includes prices for:

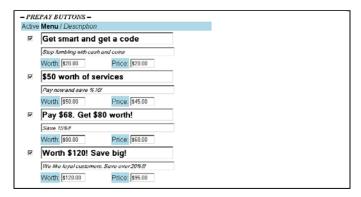
✓ Automatics: You set the prices for each of the four cycles used in the automatic.

→ NOTE: For the next four items you will set a minimum start price that the customer has to insert before the machine starts. The stop price is the maximum amount the customer can insert before having to start over with a new session. The Bay price is the only one that will fluctuate. All others are one set price that has to be inserted for the service.



- ✓ Bays
- ✓ Vacuums
- ✓ Shampoo
- ✓ Fragrance

Prepay Buttons



Prepay Buttons allows you to name and set each price on the prepay options. They include:

- Active: Checking this box beside each option activates that prepay option. When it is not checked it is not active.
- Menu/Description: The larger box is the main menu the customer will see. The smaller box is a descriptive sentence about the option.
- ✓ *Worth*: The amount the service is actually worth.
- ✓ Price: The price the customer has to be pay to get the service. (For example, if a customer chooses the last one in our illustration they will pay \$95 and get \$120 worth of service.)

Submit and Done Buttons



When you have entered all information you want included, press the button. When you have submitted the information you may press the button and return to the main screen.



8.2.2 Fleet Links

Manage Fleet

This section includes the following:

✓ Fleet Utilities

Add Fleet User
Add Fleet Account
View/Edit Fleet Account
View/Edit Fleet PAN User
Fleet Reports
View PAN Totals
View Account Totals By Account
View Account Totals By Range
View Users With Transactions
Fleet Billing Report

✓ Code Generators

Fleet Random Generator Random Promotion Generator PrePay Random Generator

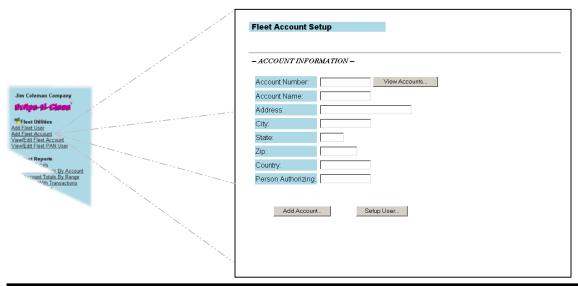
✓ Income Reports

Prepay Income POS4000 Income

Each one of the categories will be explained in the following pages.

√ Fleet Utilities

Add Fleet Account

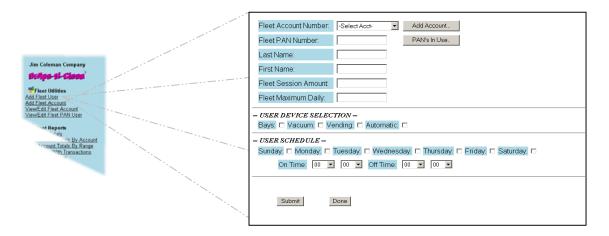




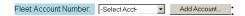
The previous screen allows you to enter information for a fleet account. You must add an account <u>before</u> you can add a user.

Make certain to fill out all of the information about the new account and the new user. The first time you set up an account, you are filling out information about the account and the new user. You may add additional users to this account at a later date using the <u>Add Fleet User</u> utility under **Fleet Utilities**.

Add Fleet User



This screen allows you to enter information for a fleet user. You may add a name and select all options that apply to that user. It includes the following:

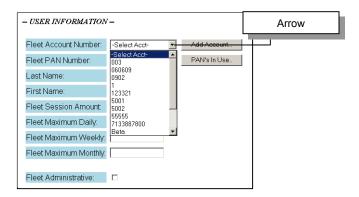


<u>⊘</u> <u>NOTE</u>: When adding a Fleet User, it is important to remember that <u>all</u> fields must be filled out. If you fail to fill out one of the fields the server will send an error back when you attempt to save the page and the data will not be saved.

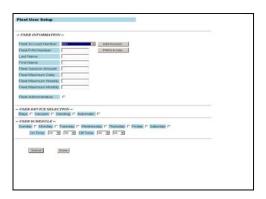
When adding a Fleet User you must first decide whether you will add a Fleet User to an existing account, or create a new one. A Fleet Account can contain many users, each having their own profile. If you choose to add a Fleet User to an existing account, follow the steps below.



 Click the arrow beside the Select Acct. window to bring up a list of all fleet accounts already setup.



 Click the account and the following screen will appear with the number of the account in the window:



A brief explanation of each of the boxes in the User Information follows:

USER INFORMATION

✓ Fleet PAN Number: This number may be any six-digit number to identify this user. You may click the PAN's In Use. button to see any numbers already used.



→ NOTE: The first number in the PAN should not begin with a zero. Although the system will work if it begins with a zero, it will be confusing when viewing information about the user. For instance, a PAN like 012345 would show up as 12345 because of the way the data is stored and extracted from the database. The leading zeros are not saved and will be omitted when the data is retrieved on the user.

Remember, you may edit a user at anytime by selecting the "View/Edit Fleet PAN User" from the "Fleet Utilities" list (located under UTILITIES:

Manage Fleet), updating the information about them, and clicking the "Submit" button.

- ✓ Last Name: The user's last name.
- ✓ First Name: The user's first name.
- ✓ Fleet Session Amount: The maximum amount the user is allowed to use each session.
- ✓ Fleet Maximum Daily: The maximum amount the user is allowed to use each day.
- ✓ Fleet Maximum Weekly: The maximum amount the user is allowed to use each week.
- ✓ Fleet Maximum Monthly: The maximum amount the user is allowed to use each month.
- ✓ Fleet Administrative: Check this box and the user will
 have administrative rights. This means that all
 amounts entered will be overridden and the user will
 have unlimited use.

<u>→ NOTE</u>: When adding a Fleet User, even if you give them administrative rights, it is important to remember that <u>all</u> fields must be filled out. If you fail to fill out one of the fields the server will send an error back when you attempt to save the page and the data will not be saved.



USER DEVICE SELECTION

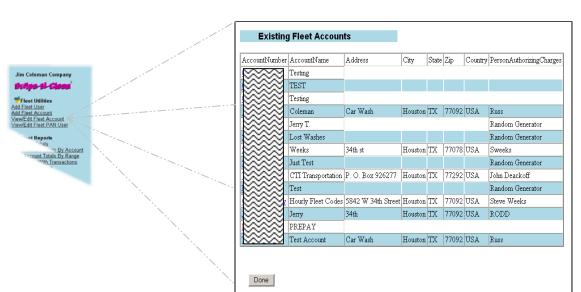
- ✓ Bays: Check this box if the user will have access to the drive-through bays with his code.
- ✓ Vacuum: Check this box if the user will have access to the vacuums on the property with his code.
- ✓ Vending: Check this box if the user will have access to the vending islands/machines with his code.
- Automatic: Check this box if the user will have access to the automatic wash with his code.

USER SCHEDULE

☑ NOTE: All of the user information required is straight forward, with the exception of the "On Time" and "Off Time". These settings are based on MILITARY time (1-24). If you leave these times set at 00 values, the user can use the system anytime, day or night. To change these times, select the time of day the user is allowed to use the system. This function is typically used when setting up a Fleet User that works for a car dealer. For instance, you may only want their code to be valid during normal business hours, not on weekends or after hours. Once all of the information is filled out about the user, click on the "Update User Information" command button. The data is now saved, and the user will appear in the "Select User" drop down list.

- Days of the week: Check each box beside the day the user will be able to use his code with the boxes selected in the User Device Selection.
- ✓ On Time: Designate a time by hour and minute the user's account will be activated for use.
- ✓ *Off Time*: Designate a time by hour and minute the user's account will be de-activated for use.





■ View/Edit Fleet Account

This screen gives you a look at all accounts setup in the Fleet section of the Utilities. You can view the following:

| User Code | Account Number | LandName | FurtName | Fu

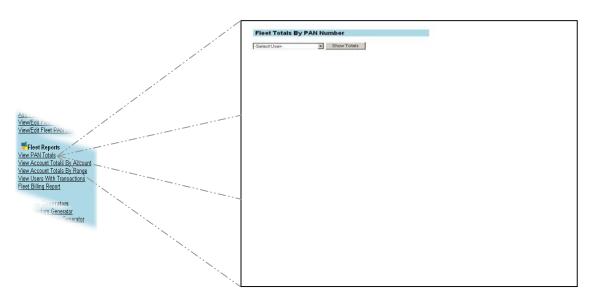
■ View/Edit Fleet PAN User

This screen allows you to see all PAN users with their PAN numbers. You may edit them by double-clicking the number.



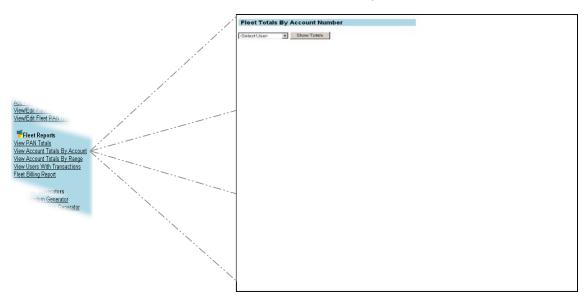
✓ Fleet Reports

■ View PAN Totals



This screen allows you to view the PAN totals. In the drop down menu you select the number to show the totals by that individual PAN user (including name, account number, user code, transaction date, type, and amount.

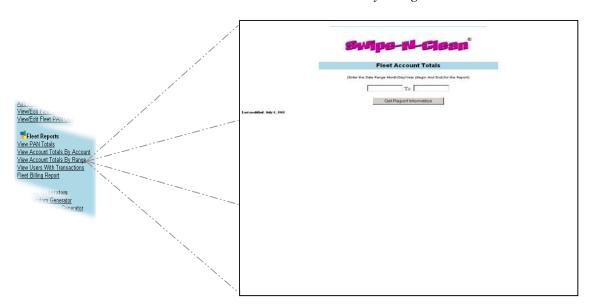
View Account Totals By Account





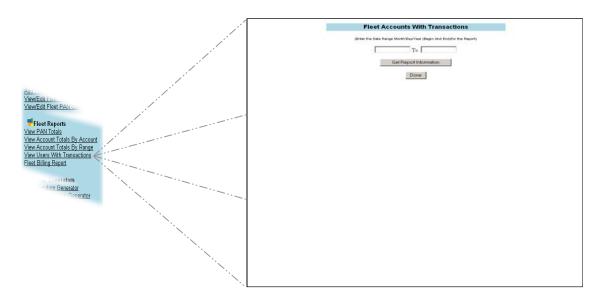
This option allows the same as viewing PAN totals with the exception of showing **account** totals instead of individual totals.

View Account Totals By Range



This screen allows you to view an account by using a date range. When you enter a start date and ending date you will see all transactions by users on that account for the time period entered.

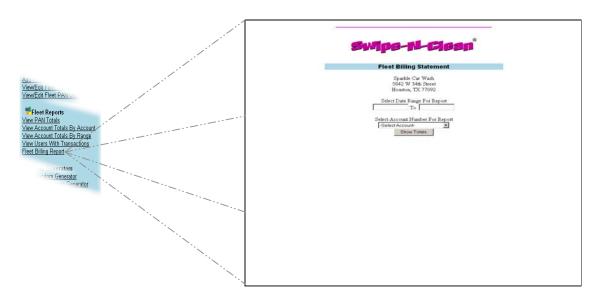
• View Users With Transactions





This option allows you to veiw users by using a date range. When you enter a start date and ending date you will see all transactions by that individual user for the time period entered.

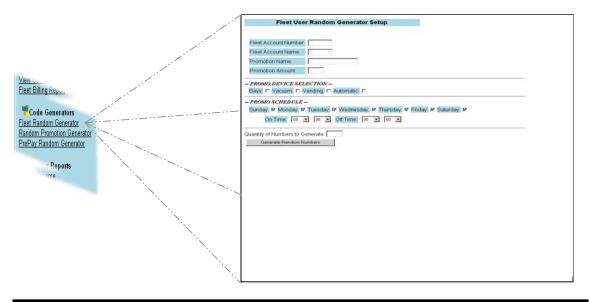
• Fleet Billing Report



By inserting a date range and selecting a specific account you may view the billing report/s for the time period entered and the account selected.

✓ Code Generators

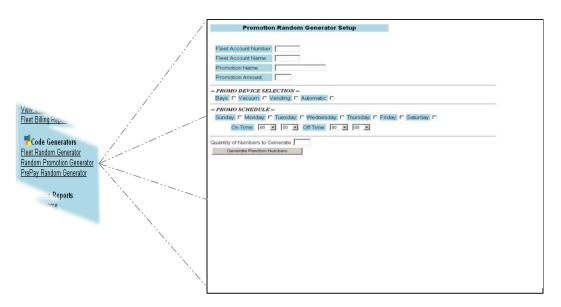
■ Fleet Random Generator





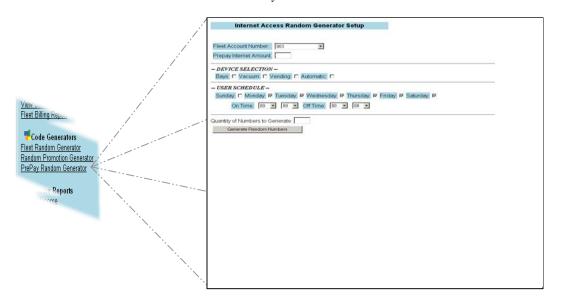
This utility may be used to generate fleet codes that last for one month. At the begninning of the next month the promotion amount resets.

■ Random Promotion Generator



By entering a new fleet account number, name, promotion name, amount, and selecting all options available you may generate a certain amount of codes to issue for promotions. These codes are used for one year. At the end of the year they automatically reset to the promotion amount.

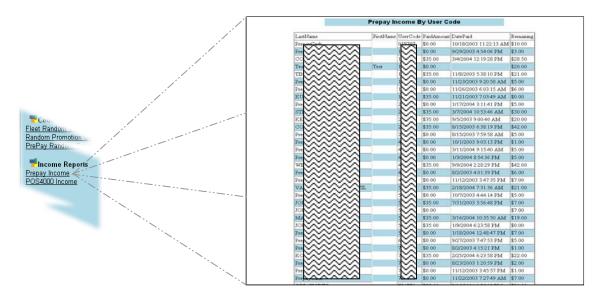
• PrePay Random Generator





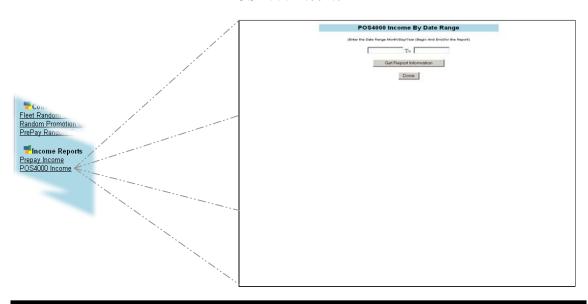
This option allows you to do the same as the previous option with the exception of this one applies to a pre-pay amount. Once the promotion amount is used up it is gone. It does not reset automatically. It is a "one-time" use utility.

- ✓ Income Reports
 - Prepay Income



By utilizing this option you may generate a report of the income from prepay users including last and first names, user code, paid amount, date paid, and amount remaining.

■ POS 4000 Income





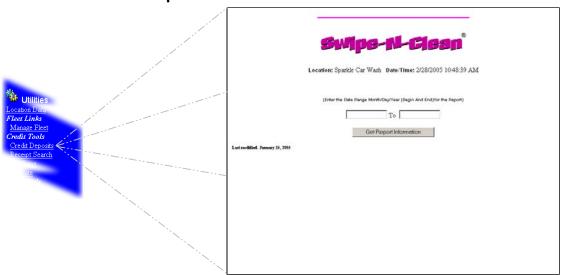
You may generate an income report by date range for all POS4000 usage.

8.2.3 Credit Tools

Credit Tools consists of four sections:

- ✓ Credit Deposits
- ✓ Receipt Search
- ✓ By Name
- ✓ By Date

• Credit Deposits



Credit Deposits Report allows you to search the Credit Deposits within a begin date and end date. When you enter begin and end dates you will generate a report showing the following:

- ✓ Customer Name
- ✓ Account Type
- ✓ Account Number
- ✓ Transaction Date
- ✓ Authorization Code
- ✓ Amount



Receipt Search



Receipt Search is used to look up previous use by a customer. In the event a customer does not receive a receipt, and wants to know how much they spent on any given day at the wash, you can enter the last four digits of their credit card and find all transactions they have made at your car wash.

By Name





By Name is used to find transactions on a customer using their last name. The utility is useful if a customer does not have the last four digits of their credit card, or is reluctant to give it out. By inputting the last few letters of the customers name, the utility will look up all transactions associated with the information provided. If you enter A, it will look up all A's in the database. Entering Al will lookup all last names beginning with Al. Sometimes it is better to provide less information than more when looking up a customer's last name. Entering just three or four letters of the last name often returns better search results.

By Date

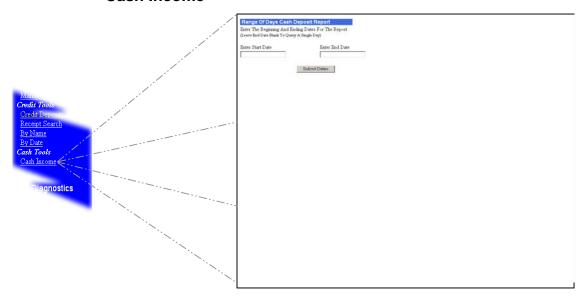


By Date will list all users and their transactions that used the Swipe-N-Clean 2.0 system on any given date. This is a helpful utility when finding information about a particular customer on a given day when the credit card does not contain a name on the card. This happens occasionally with some credit card companies.



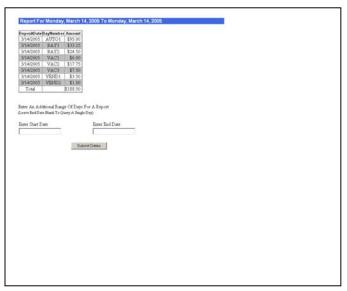
8.2.4 Cash Tools

Cash Income



This utility provides cash deposited information by device, on a given day, or range of days. It gives a breakdown of each device on the car wash site, and totals the income for the time period requested. This utility is useful to determine the performance of one bay or vacuum over another for income.

Enter a start date and an end date for a *Cash Income* report. If you leave the end date empty you will generate a report on the start date only. For example, *03/14/05* was entered and submitted; the following screen appeared:



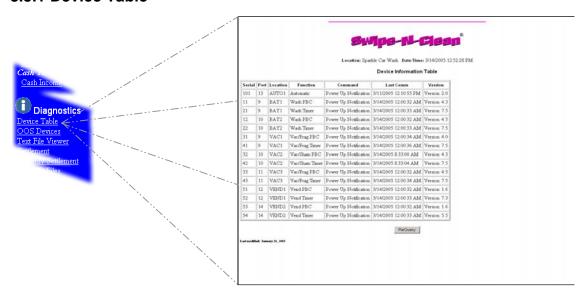


8.3 DIAGNOSTICS

Diagnostics is the last of three sections (*Reports* and *Utilities* have already been discussed). There are five different tools at your disposal:

- ✓ Device Table
- ✓ OOS Devices
- ✓ Text File Viewer
- ✓ Settlement
- ✓ DB Download

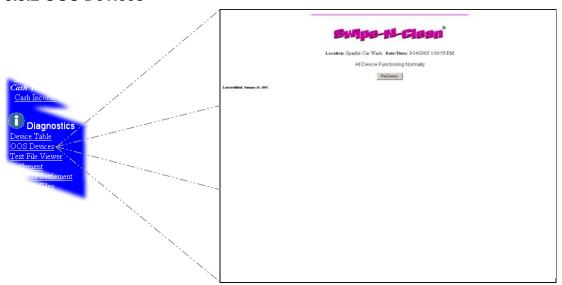
8.3.1 Device Table



The *Device Table* contains diagnostic information about the "Health" of the Swipe-N-Clean 2.0 system. At midnight each night, and at application startup, the POS communicates with each device to verify proper operation of the system. The information that is sent back from each device is stored in this table. Each time a device powers up on the system, that transaction is written to this table.



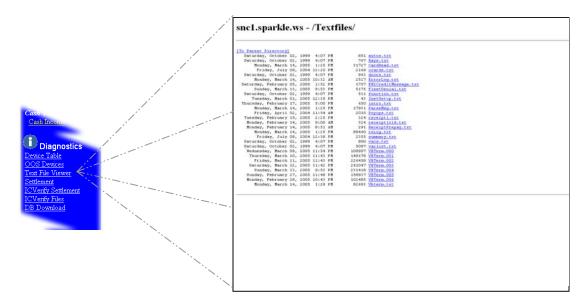
8.3.2 OOS Devices



This table is used to keep track of any device(s) that failed to report to the POS in the last 24 hours. This tool will help troubleshoot devices that are not working properly. If a device is not reporting properly you should consult the troubleshooting section.

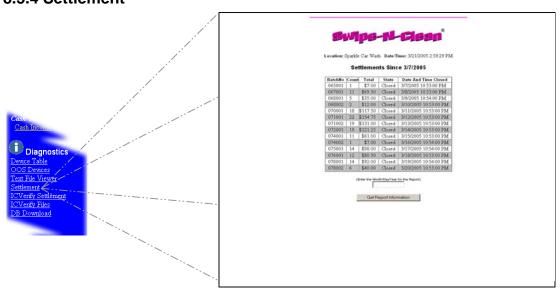


8.3.3 Text File Viewer



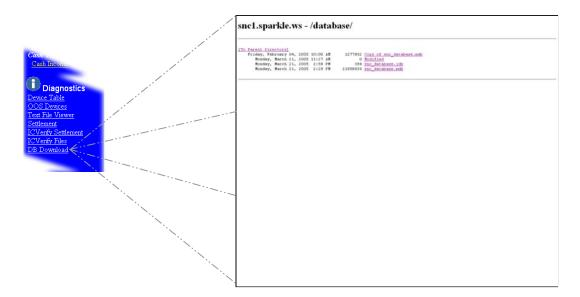
This utility is used exclusively by maintenance personnel. Swipe-N-Clean 2.0 logs all transactions to and from the database in a text file. These files are kept for diagnostic purposes, error tracking, and system performance. You will not hurt anything by viewing the files in this page; however, they will be of little use to you.

8.3.4 Settlement





8.3.5 DB Download



This utility is used for backing up your database to a remote location. It is recommended that you backup your database to your home or office on a regular basis. In the event of a corrupted database that can not be repaired, you will have a backup copy of the database to get your Swipe-N-Clean 2.0 system up and running quickly.



9. TROUBLESHOOTING

Causes and Solutions Symptoms System will not read Magnetic card reader is dirty. Clean card reader using credit card the Magnetic card reader cleaner card. Power to card reader is not connected. Connect power back up to card reader. Magnetic card reader is defective. Contact factory for replacement. Audio portion of SNC Volume control has been turned down too low. Turn is not working. volume back to an acceptable level. • Audio speaker is disconnected. Reconnect audio speaker. Sound card connection has been removed. Reconnect sound card connector. Sound card is defective. Contact factory for replacement. Video portion of SNC Video is disconnected, either at the monitor or the CPU. is not working. Reconnect the video at the appropriate connection. Video monitor is defective. Contact factory for replacement. Printer is printing Paper is wet. Replace paper. lightly. **Customers are not** Printer is jammed. Un-jam paper and reload. getting receipts. Customer is not returning to the SNC and putting in code. Instruct customer on proper usage of the SNC. Customer billing is Customer left bay of vacuum running without pressing too high. stop. Instruct customer on proper usage of the SNC and issue a credit through IC Verify.



Symptoms

Causes and Solutions

System is not working at all.

Contact factory for troubleshooting help.

Unit is not responding to functional test codes or use codes (i.e. no: (bill \$.00) Timer and/or PBC Board are not in communication with SNC Computer. Cycle power to unit – wait for time display to engage within 3 seconds of re-energizing.

System not responding as above

 Temporary power outs/brown out may shut entire system down for a longer period than backup can keep the computer up and running. All units need a reenergizing as above to establish communication with the SNC Computer.



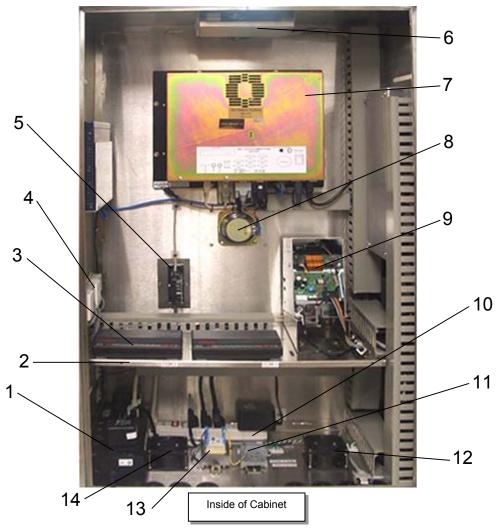
9. PARTS LIST



NO.	PART NUMBER	DESCRIPTION
1	75861	Decal
2	75822	Speaker Louver
3	75856	Touch Screen Assembly
4	8636	Screen Bezel
5	75825-1	Credit Card Swipe

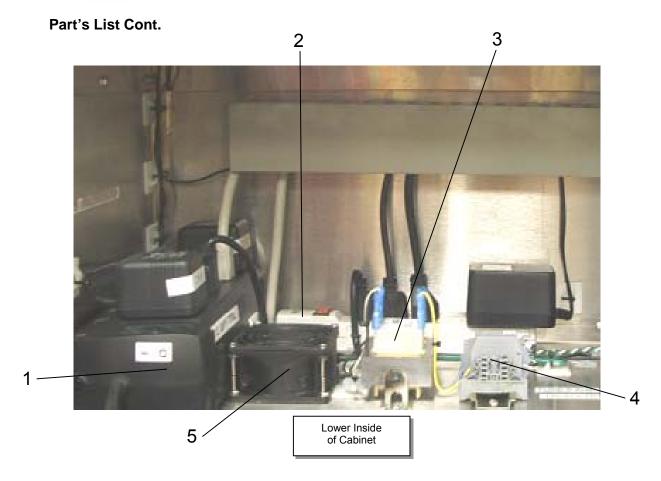


Part's List Cont.



NO.	PART NUMBER	DESCRIPTION
1	33015	Power Supply
2	MC003-5	Stainless Steel Shelf
3	33570	Modem - Sportster 56K, US Robotic
4	75868	Phone Block
	8649	Phone Surge Protector
5	07825-1	Credit Card Swipe
6	A135-3	Stainless Steel Mounting Bracket
7	75856	Touch Screen Assembly
8	75864	Speakers
9	08646-00	Printer
10	40038	Cooling Fan
11	75871	6" Power Strip
12	40112-19	Terminal Block
13	82062	120 VAC – 24 VAC Transformer
14	40030	Cooling Fan Cover





NO.	PART NUMBER	DESCRIPTION
1	33015	Power Supply
2	75871	6" Power Strip
3	82062	120 VAC – 24 VAC Transformer
4	40112-19	Terminal Block
	40112-20	Terminal Block End Plate
	40340-2	Terminal Block Fuseholder 24V
	40340-3	Ternimal Block Fuseholder 24V End Plate
	40112-5	Terminal Block Stop
5	40030	Cooling Fan Cover
	40038	Cooling Fan



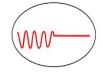
Types of Power Disturbances

The following are types of power disturbances:



Voltage Surges or Swells

A line swell, also called a voltage surge, is a temporary rise in the voltage level lasting at least one half cycle. Voltage swells can be caused by high-power electric motors, switching off, and the normal cycling of HVAC systems.



Blackouts

During a blackout, all power is lost, ranging from milliseconds to hours, or even longer. To keep critical equipment running, a new power source must be provided either from stored energy (Uninterruptible Power Supplies) or from a mechanical generator.



Brownouts

During periods of high power demand, the power utility may intentionally reduce line voltage by up to 15%. Brownouts can last up to several days and create many forms of abnormal equipment behavior.



Voltage Sags

A line sag, sometimes called a voltage dip, is a temporary decrease in the voltage level lasting at least one half cycle. Sags are usually caused by sudden nearby increases in the electrical load and can degrade equipment performance for several seconds at a time.



Voltage Transients or Spikes (Impulses)

Sudden massive increases in voltage, such as those caused by lightning striking a power line or the nearby ground, can cause a damaging voltage pulse to enter electronic equipment and destroy sensitive solid-state circuitry.

Lasting only a few milliseconds, storm-induced voltage transient spikes are responsible for huge losses every year.



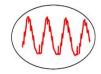
Frequency Variations

Rare in utility power, frequency variations are most common with back-up power systems such as standby generators. Many UPS's cannot handle frequency problems, which can cause system crashes and equipment damage. And, of course, it can negate the value of having back-up capability.



Harmonics

Non-linear loads such as personal computers, office equipment, variable-frequency drives and solid-state electronics use switch-mode power supplies to generate DC voltage, sometimes causing currents that are out of phase with voltage. These harmonics destory voltage waveforms, and can cause overheating, nuisance tripping, and the loosening of electrical connectors.



Electrical Noise

Random electrical disturbances can be caused by distant lightning, switching power supplies, electronic circuits, poor brush contacts on motors, utility switching and many other sources. These random noise signals are superimposed on voltage waveforms, and can cause computer bugs, glitches, and other problems that are difficult to diagnose.



