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## **KVM-G636/G424 Setup and Operator's Guide**

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# 1. Specification

**Model:** KVM-G636

**Dimensions** 810 x 720 x 1930 mm

**Weight:** 265Kg

**Tray:** 6

**Power supply:** AC220V, 50-60Hz, 3Amps or AC110V, 50-60Hz 6Amps

**Power consumption:** (With Cooling Unit)

Maximum power consumption: 800W/Standby power consumption: 100W

**Operating Environment:** For use indoor only

**Model:** KVM-G424

**Dimensions** 810 x 720 x 1680 mm

**Weight:** 215Kg

**Tray:** 4

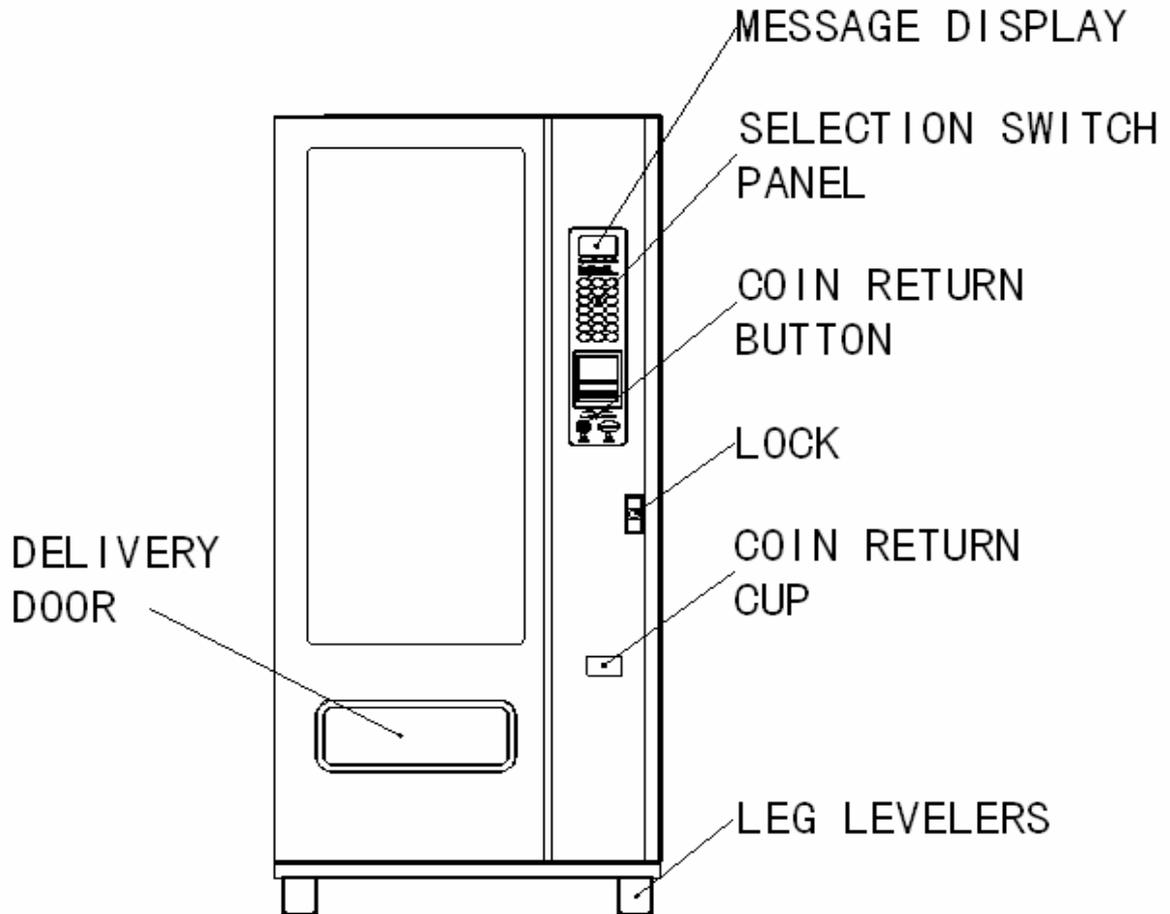
**Power supply:** AC220V, 50-60Hz, 3Amps or AC110V, 50-60Hz 6Amps

**Power consumption:** (With Cooling Unit)

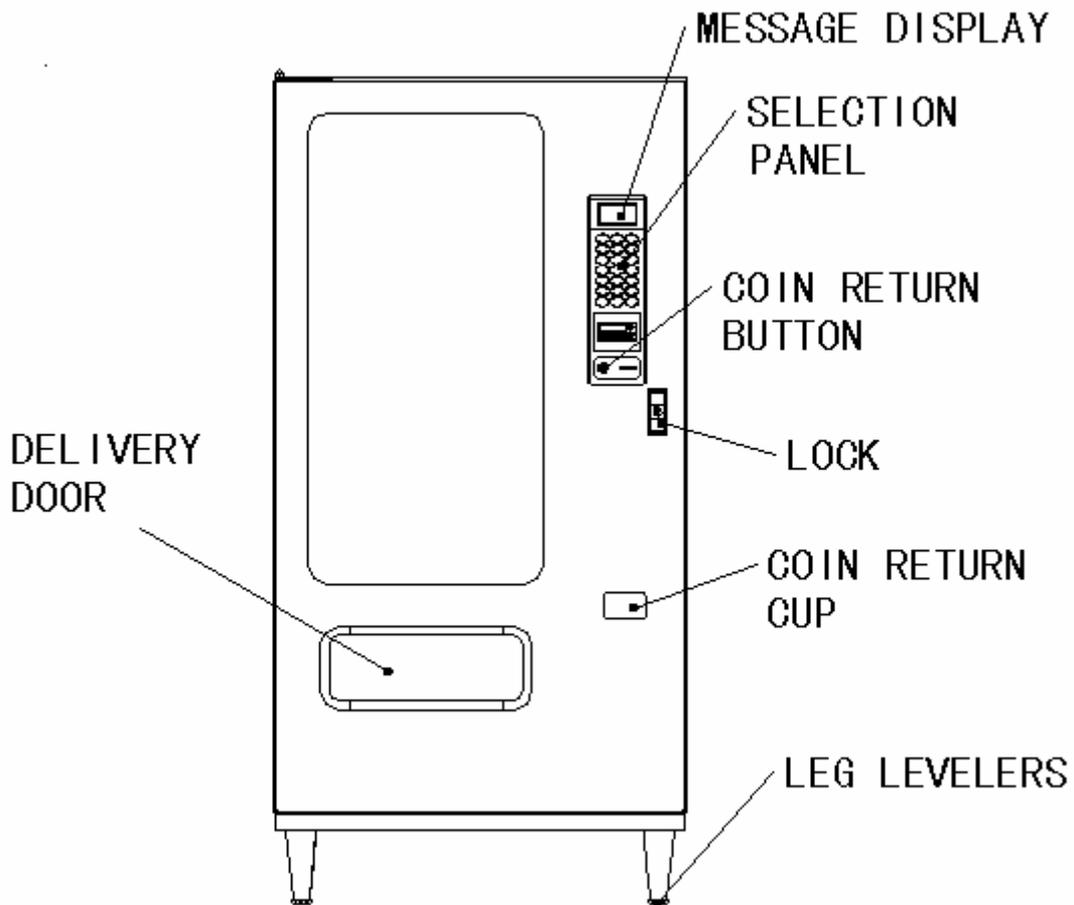
Maximum power consumption: 700W/Standby power consumption: 100W

**Operating Environment:** For use indoor only

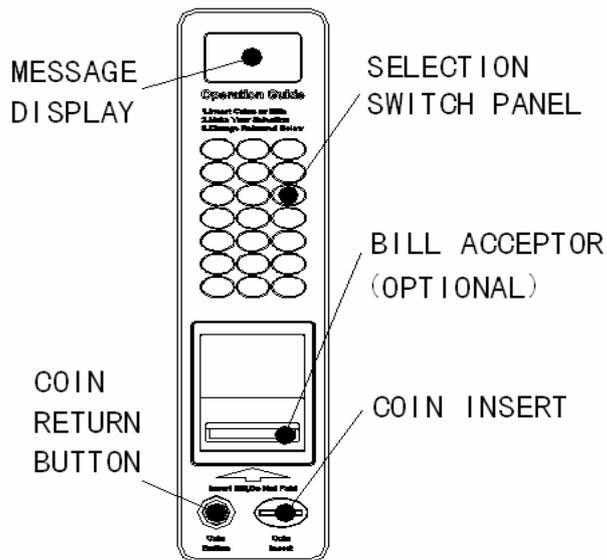
## 2. Model Identification



**KVM-G636 FRONT VIEW**

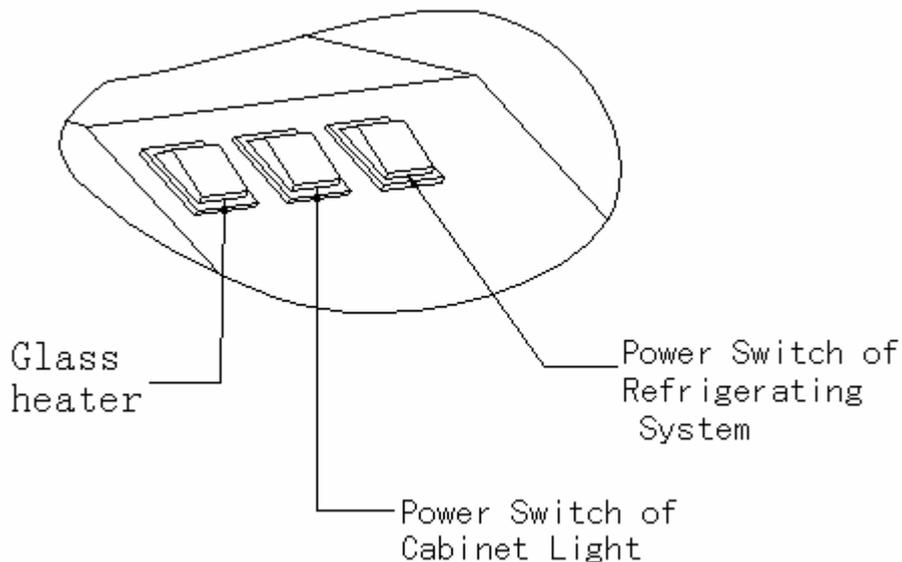
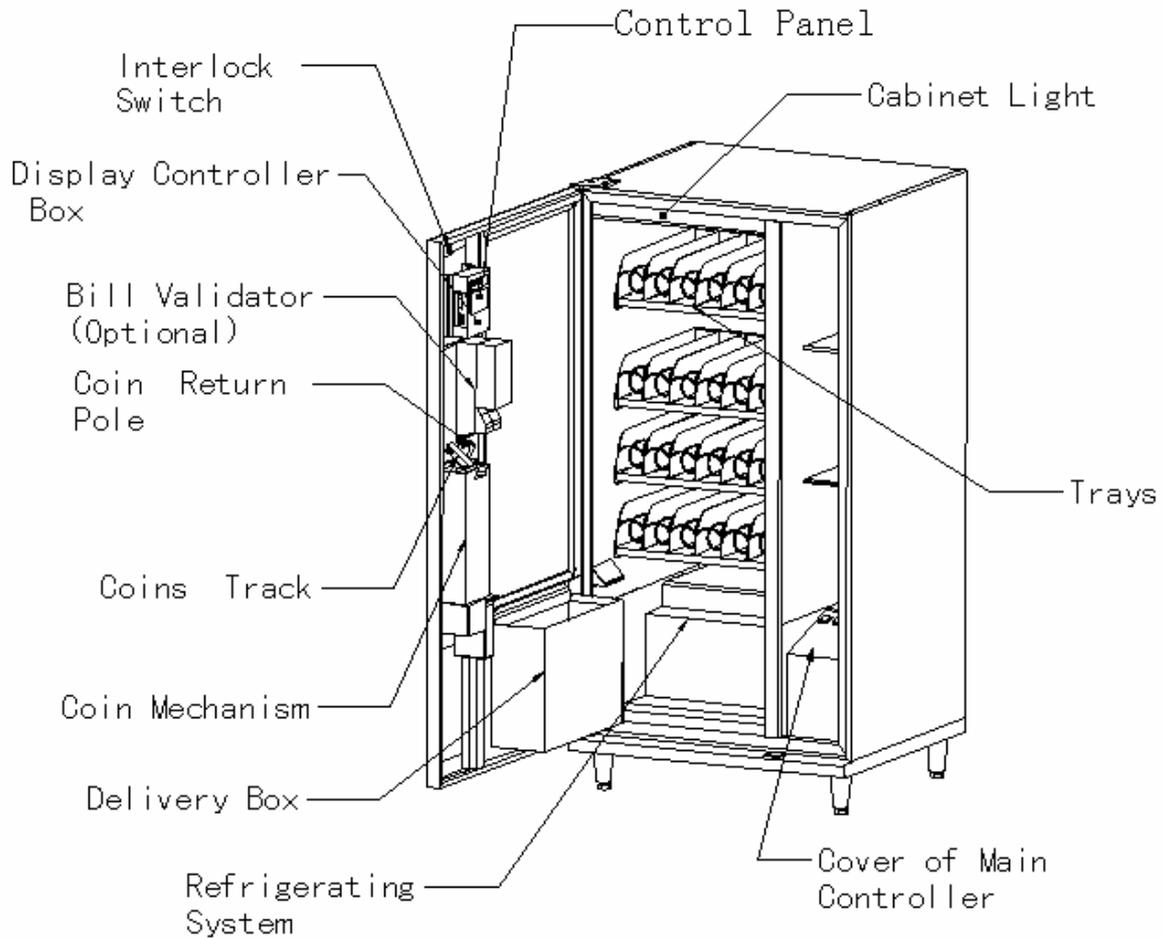


**KVM-G424 FRONT VIEW**



**The module of Man-Machine interface**

### 3. Model KVM-G636/G424---Interior View



## 4. Unpack the Machine

Remove all packing materials from the interior of the machine. Keep all documents; warranty cards, etc. Set aside the base plate kit (if present).

### 4.1 Controls and Indicators

**Inter lock switch** Informs the controller software of the main door open or closed status.

**Message Display** This is how the merchandiser communicates with the outside world. Customers can see messages about how much money they have put into the merchandiser. The message display also tells customers when a selection is sold out or inhibited.

**Selection Switch Panel** The customer uses these switches to make selections. Also, maintenance people may use this switch panel during programming and other support modes.

**Coin Return Button** Pressing this button returns any coins that have been paid into the merchandiser prior to vend.

**Bill Acceptor (Optional)** Accepts bills in various denominations, depending upon the type of bill validator, and how the machine is configured.

**Service Keypad** The service keypad is located at the top of the display PCB box panel. It gives service personnel the means to program, retrieve data from, and view diagnostic information about, the merchandiser.

In case the machine is not equipped with a Service Keypad, **Selection Switch Panel** will be used as a Service Keypad

**Main Controller PCB Display** This display consists of two light emitting diodes (LED) mounted on the controller PCB

**POWER ON (L.E.D.1)** When lit, this red LED indicates electrical power is applied to the controller PCB.

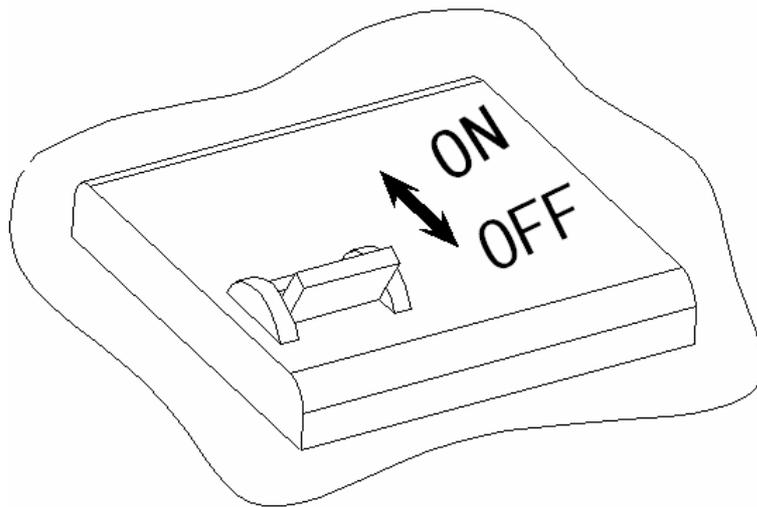
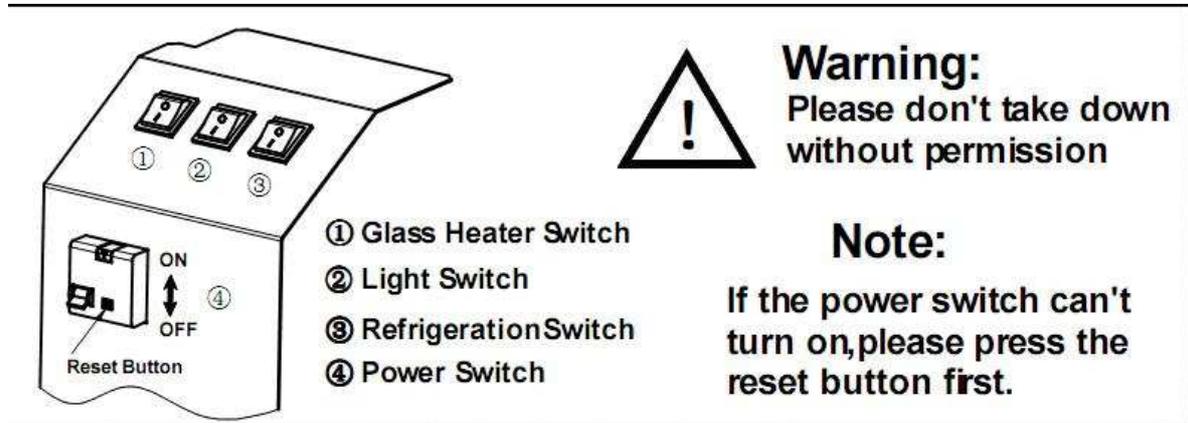
**HEARTBEAT (L.E.D.2)** When flashing, this red LED indicates that the controller PCB is active, and the software is operating.

**INTERIOR MESSAGE DISPLAY** This is how the merchandiser communicates with the programmer. The message display shows you what you are doing when you program the merchandiser and can show you what is wrong if there is a failure.

In case the machine is not equipped with a **INTERIOR MESSAGE DISPLAY**, The **Message Display** will be used as the **INTERIOR MESSAGE DISPLAY**

## 4.2 How to turn the Merchandiser ON and OFF

Please Refer to the following **POWER PANEL** figure to power on or off



- Power to the merchandiser is controlled by the main power switch, located on the power panel.
- The power panel is on the right side of the merchandiser .

### **WARNING**

**Lethal voltages are present. Unplug the merchandiser whenever you do one of the following tasks:**

- **Change the fluorescent lamp**
- **Connect or disconnect a harness(except a motor harness when the tray has been removed)**

**Failure to do so may result in personal injury**

### **4.3 Position the Merchandiser**

Move the merchandiser to its approximate position. (There are some procedures you need to do before it is its permanent location). Plug in your merchandiser and turn the power switch to ON

- You can position this merchandiser anywhere in a bank of machines. It can even be placed on a flush against a sidewall.
- The KVM-G636 /KVM-G424 merchandisers should be located at least one inch away from the back wall
- There should be enough room in front of the merchandiser for the door to move freely

### **WARNING**

**This machine is only rated for installation in an indoor location.**

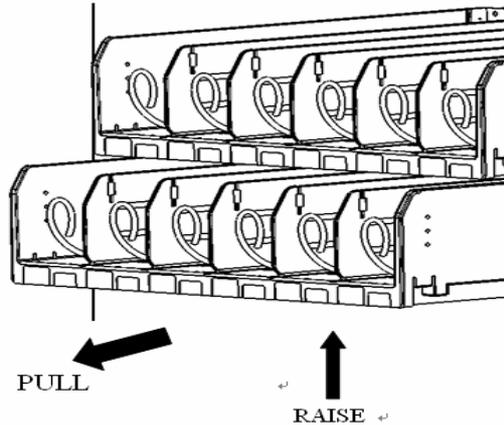
### **TIME OUT!!!**

Now that you have placed your machine near its permanent location, you need to set up some of the special option you may have

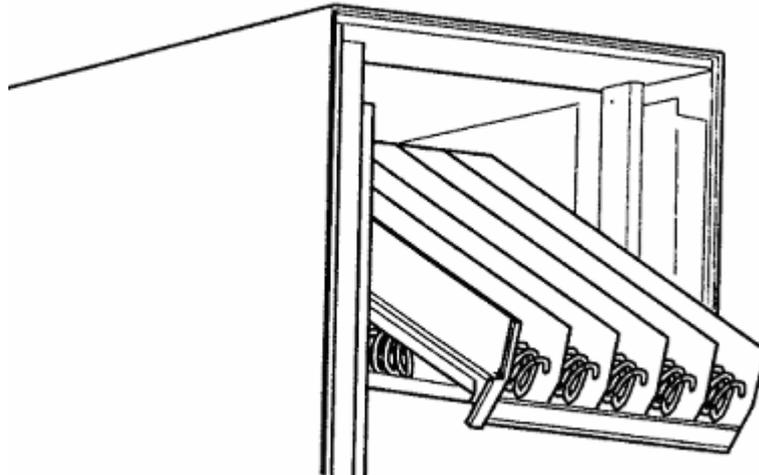
## 5. KVM-G636/G424 Set-Up

### 5.1 Place a Tray in the Loading Position

1. Place both hands on the tray shown.
2. Lift the tray up, push the tray up slightly with your hands. This will release the tray latches on the sides of the tray.
3. Pull the tray out until the rear tray rollers drop into a cut-out in the top of the guide rails



4. Continue pulling the tray out for another inch. You will then be able to tilt the tray downward into the loading position as shown.



#### **NOTE**

When the cabinet door is not fully open, the bottom tray will rest on the delivery pan assembly. Handle the tray with care to avoid scratching the delivery pan assembly.

### 5.2 Set up Trays to Vend Products

These instructions will guide you through setting up your trays for vending. You will be

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asked to determine if your tray can physically hold the products you intend to vend. If not, you will be directed to other procedures that help you get them setup. Follow these nine steps for each tray in your machine

1. Make sure the tray is in the loading position.
2. Is the column wide enough for the intended product? If so, proceed to the next step. Otherwise, set up your tray to vend wider products (see below). When you're done, return step 3 in this procedure.
3. Will the products fit between the spiral turns? If so, proceed to the next step. Otherwise, change the spiral.
4. Will the product pass under the tray immediately above? If so, proceed to the next step. Otherwise, reposition the tray and guides.
5. Load products in the tray.
6. Return the tray to the vending position.
7. Install the price rolls (optional)
8. Install the selection ID numbers.

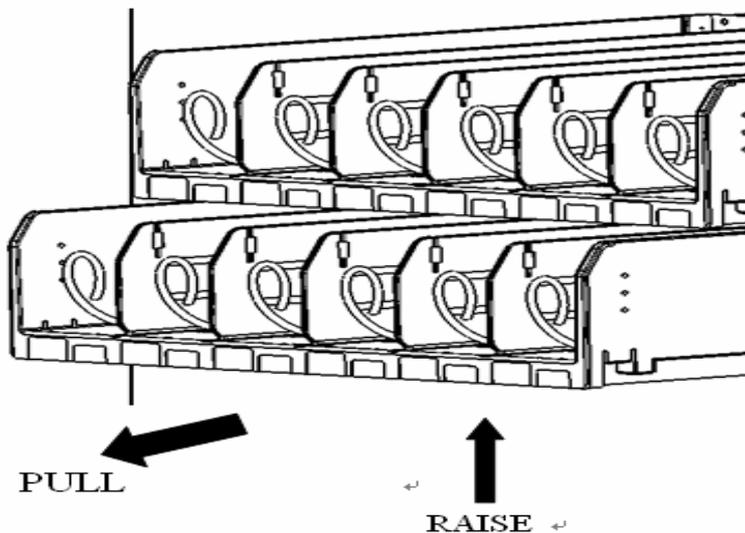
### 5.3 Set up a Tray to Vend Wide Products

Please contact with the aftersales service department of KIMMA or the nearest distributor for special help.

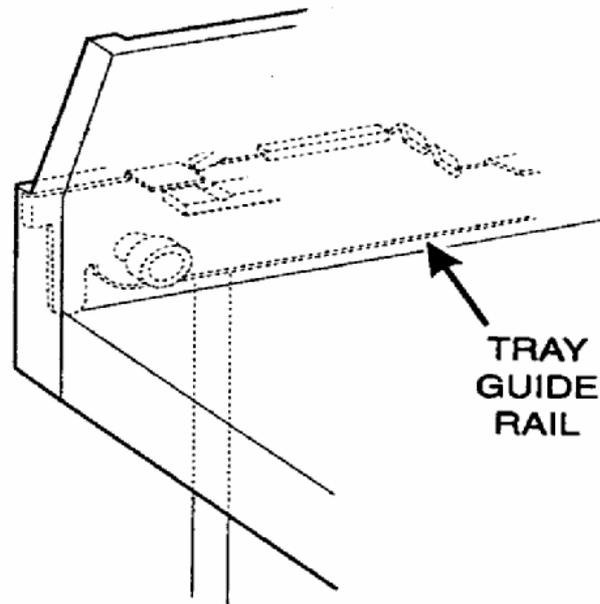
### 5.4 Removing A Tray

Study this procedure before you install a tray for the first time; while you are holding the tray you will not be able to see this area. Proceed as follows:

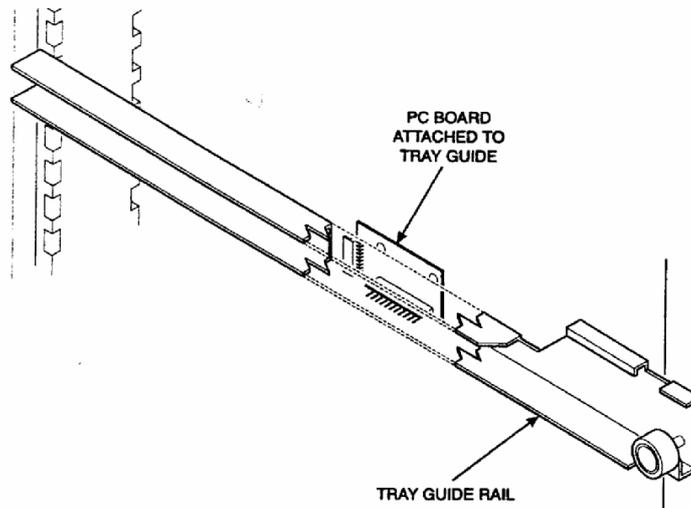
1. Push or lift up the tray slightly with your hands. This releases the tray latches.



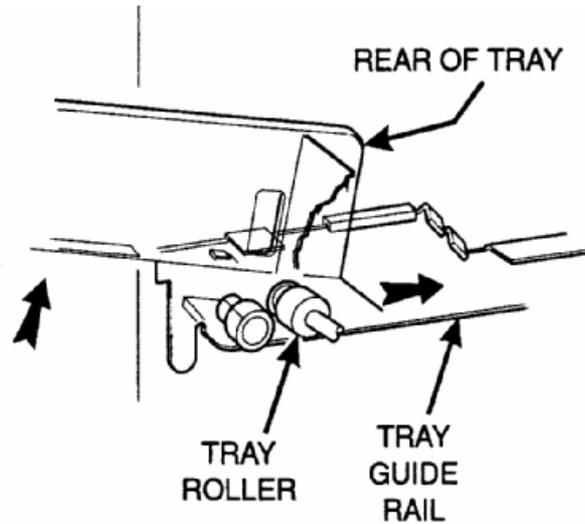
2. Pull the trays until you hear and feel the rear tray rollers drop into a cut-out the top of the guide rail.



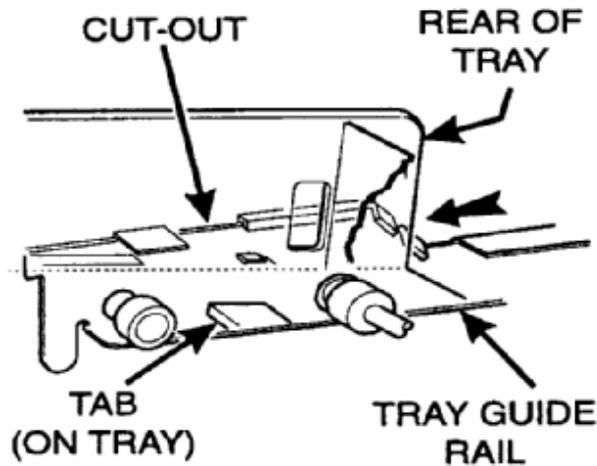
3. Unplug the tray wiring harness from the PC board mounted on the tray guide rail JUST ABOVE the tray you are removing(In case the PC board is installed at the inner right side of the vending machine cabinet, please uncover the long metal cover with a screwdriver, then unplug the relative harness)



4. Lift up on the tray and slide it toward the back. No more than an inch should be dedeed.



5. The tab near the back of the tray should align with the cut-out in the top of the guide rail as shown.

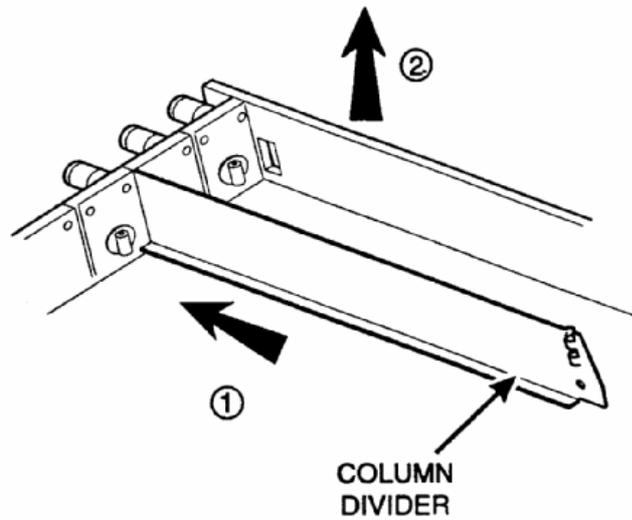


6. Lift the tray clear of the guide rail and out of the merchandiser

## **5.5 Removing and Installing Column Dividers**

(Contact with the aftersales service department for more help in case you need to do this.)

1. Push the column divider toward the back of the tray---①
2. Lift the column divider clear of the tray---②
3. Install the column divider in the reverse order of removal.



## 5.6 Replacing a Motor with a Spiral Bearing

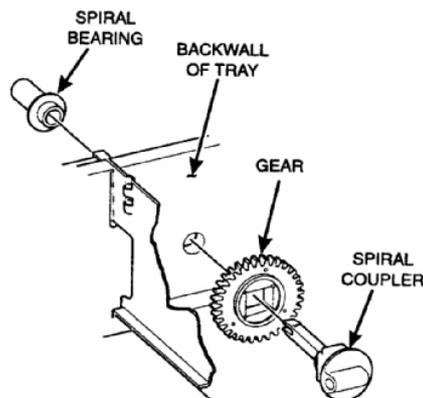
(Contact with the aftersales service department for more help in case you need to do this.)

### Removing a motor:

1. Disconnect the harness from the motor. See **CONNECTING AND DISCONNECTING A MOTOR**, below.
2. Remove the spiral, See **REMOVING AND INSTALLING SPIRALS**.
3. Remove the spiral coupler. See **REMOVING A SPIRAL COUPLER**.
4. Remove the motor. See **REMOVING AND INSTALLING A SPIRAL MOTOR**.

### Installing a spiral bearing:

1. Put the gear into position if required in this set-up as shown. See **INSTALLING A GEAR**.
2. Install the spiral coupler. See **INSTALLING A SPIRAL COUPLER**.



## **5.7 Connecting and Disconnecting a Motor Harness**

### **CAUTION**

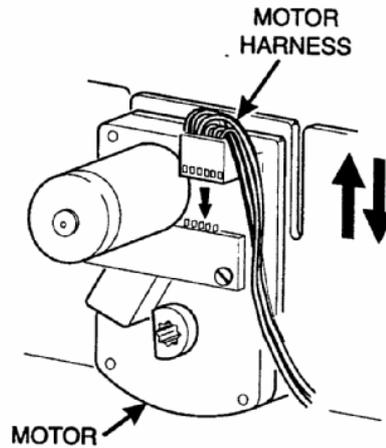
To avoid breaking the motor circuit board, hold the header on the circuit board whenever connecting or disconnecting a motor harness

#### **Disconnecting a motor harness:**

- Pull the harness connector away from the circuit board as shown.
- Tuck the unused part of the harness out of the way in the trough at the back of the tray.

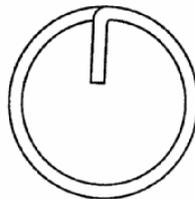
#### **Connecting a motor harness:**

- Locate the harness connector for the appropriate tray position.
- Push the harness connector over the header pins on the motor circuit board as shown.



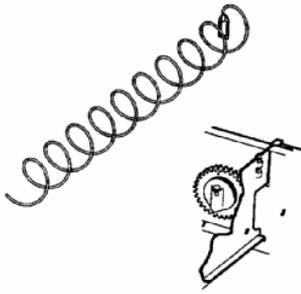
## **5.8 Removing and Installing Spirals**

**All spirals are the same diameter:**



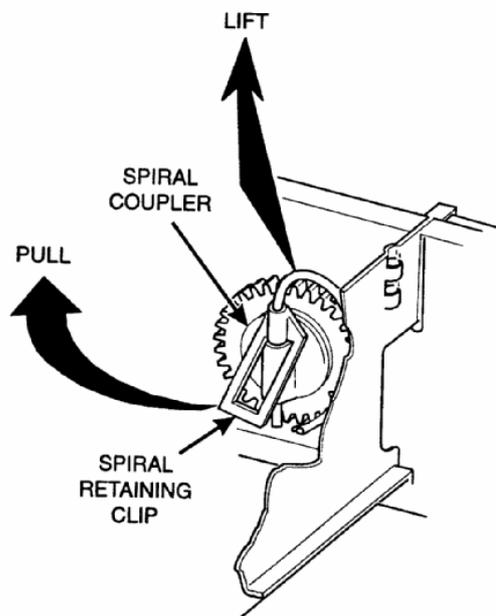
**All the spirals only have one type: left hand.**

COUNTER-CLOCKWISE (left hand)



**To remove a spiral:**

- Pull forward on the retaining clip and remove the end of the spiral coupler as shown.
- Remove the spiral from the tray.



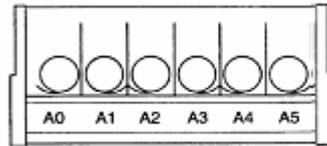
**To install a spiral:**

- Pull the bottom of the retaining clip toward the front of the spiral.
- Lower the spiral into the tray column and insert the end of the spiral into coupler as shown.
- Release the retaining clip.

**Should I use a clockwise or a counterclockwise spiral?**

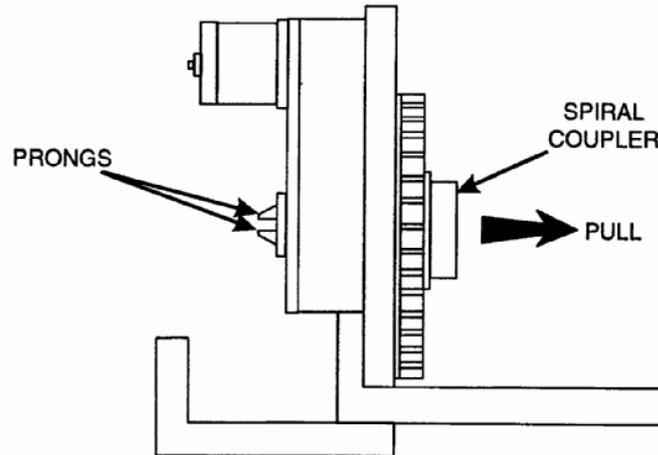
(The option may be not available for your machine)

- The type of spiral used is determined by the column position it will occupy in the tray.
- Refer to the figure below to find the correct spiral type.



### **Removing a spiral coupler**

- Pinch together the prongs on the end of the spiral coupler as shown.
- Pull the coupler forward (in the direction of the arrow as shown).

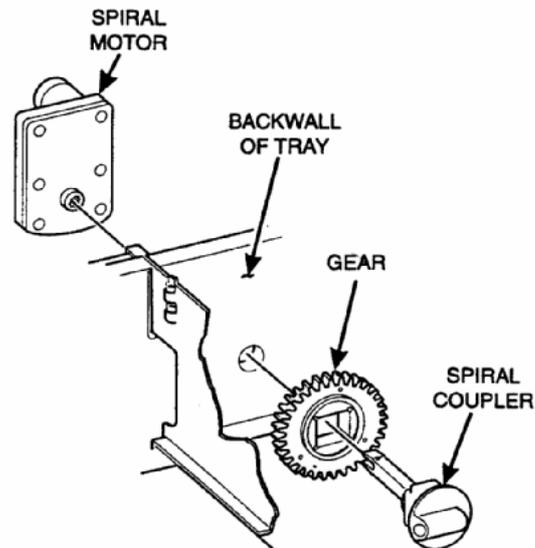


## **5.9 Removing and Installing a Spiral Motor**

### **Removing a spiral motor:**

**NOTE:** some steps may already be completed.

- Remove the tray. See **REMOVING A TRAY**.
- Disconnect the motor harness. See **CONNECTING AND DISCONNECTING A MOTOR HARNESS**.
- Remove the spiral .See **REMOVING AND INSTALLING SPIRAL**.
- Remove the spiral coupler. See **REMOVING A SPIRAL COUPLER**.
- Lift the motor clear of the tray.
- Return the tray to the merchandiser. See **INSTALLING A TRAY IN THE MERCHANDISER**.



### **Installing a spiral motor:**

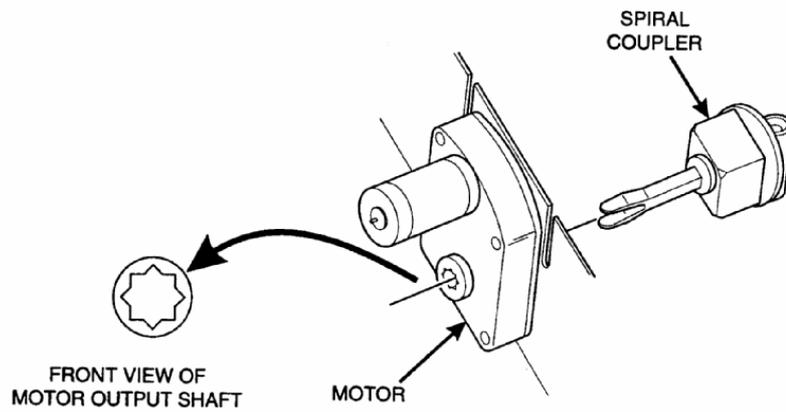
- Remove the tray. See REMOVING A TRAY.
- Place the motor in the correct position at the rear of the tray as shown.
- Place a gear in position if required by this set-up. See INSTALLING A GEAR.
- Install a spiral coupler in the proper orientation. See INSTALLING A SPIRAL COUPLER.
- Connect the motor harness. See CONNECTING AND DISCONNECTING A MOTOR HARNESS.
- Return the tray to the merchandiser. See INSTALLING A TRAY IN THE MERCHANDISER.

## **5.10 Installing a Spiral Coupler**

1. Place the gear in position if one is required for this setup. See INSTALLING A GEAR.
2. Hold the motor in place and push the spiral coupler through the motor gearbox until it clicks into position. Be sure the spiral couplers are oriented as shown below.

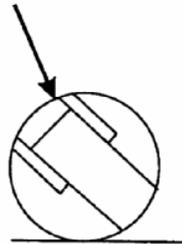
### **NOTE:**

The motor output shaft opening contains eight facets to allow the spiral coupler to be installed in any one of eight positions.



### **SPIRAL COUPLER ORIENTATION**

ONE POSITION  
COUNTERCLOCKWISE  
FROM VERTICAL

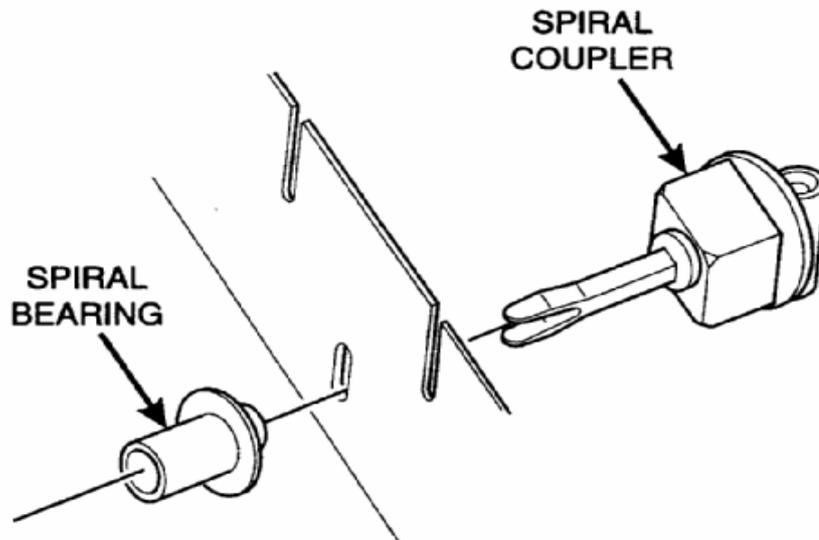


LEFT SPIRAL  
COUPLER

**AS VIEWED FROM FRONT OF TRAY**

WHEN USED WITH A COUPLER BEARING:

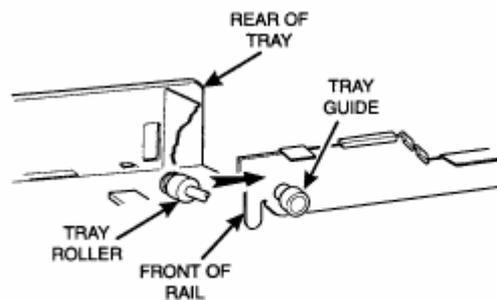
3. Hold the coupler bearing in place and push the spiral coupler through the bearing until the coupler clicks into position. Be sure the coupler is in the proper orientation as shown.



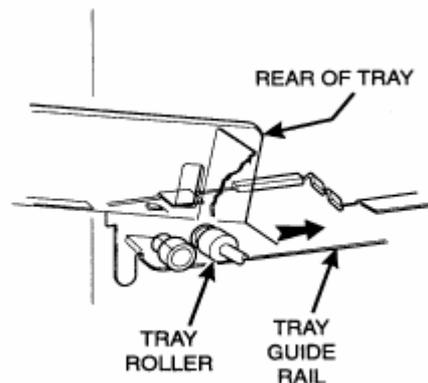
## 5.11 Installing a Tray in the Merchandiser

Study this procedure before you install a tray for the first time; while you are holding the tray you will not be able to see this area. Proceed as follows:

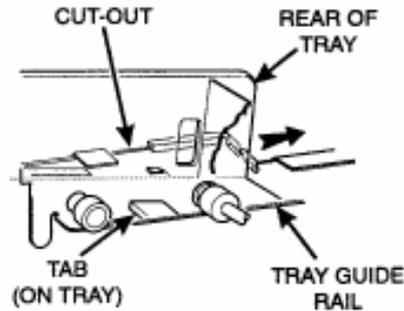
1. Insert the tray so that the tray rollers pass over the tray guide rollers.



2. Bring the tray roller to rest on the tray guide.



3. Tilt the tray upward.
4. Connect the tray wiring bareness to the PC board mounted to the guide rail JUST ABOVE the tray you are installing.
5. Hold the tray up while pushing it toward the rear. Stop when the tab on the tray aligns with the opening in the tray guide.



6. Lower the tray until it rests on the tray guide roller. Push the tray in all the way.

## 5.12 Load Trays with Product

- Begin loading products at the front of the tray and work toward the back. Position the product so the package rests on the tray. DO NOT force a product into a spiral.
- If the fit is too tight or too loose, change the spiral size. See REMOVING AND INSTALLING A SPIRAL.
- Be sure there are no empty positions between products in each spiral.

### Special considerations:

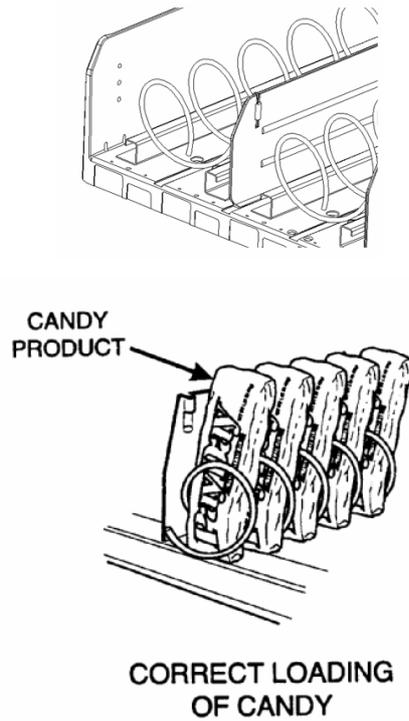
Bagged Products – Position package upright, then push the tops slightly toward the rear of the tray..

Thin Packages -- Position the package upright.

Chilled Candy -- Use the lowest trays for candy that is to be chilled.

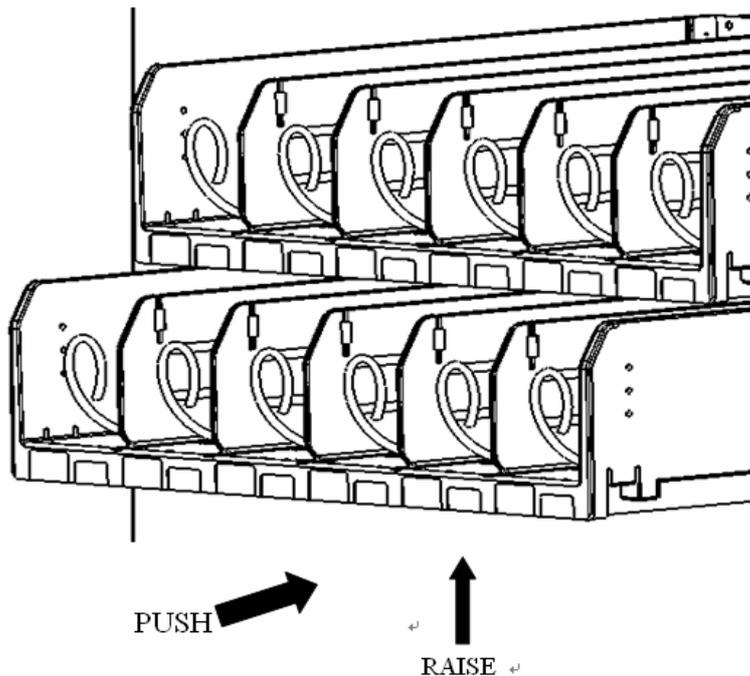
## WARNING

**This merchandiser does not have a health control circuit.  
It is not approved for the vending of perishable food items.**

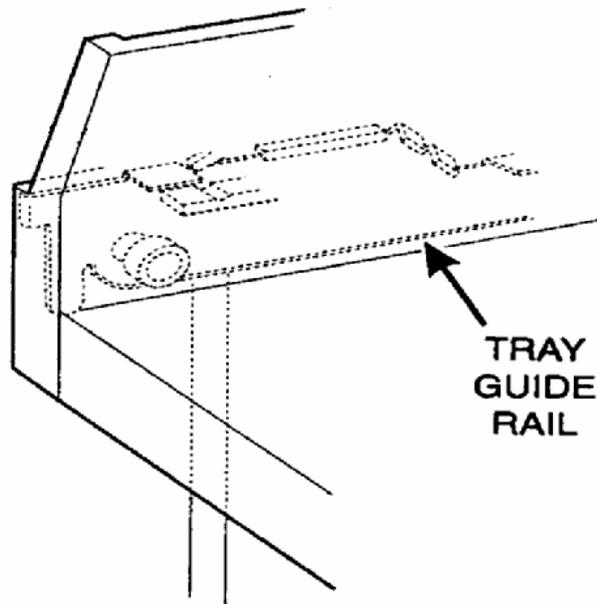


### 5.13 Return the Trays to the Vending Position

1. Lift the tray until it is parallel to the floor as shown.



2. Push the tray toward the back of the cabinet.



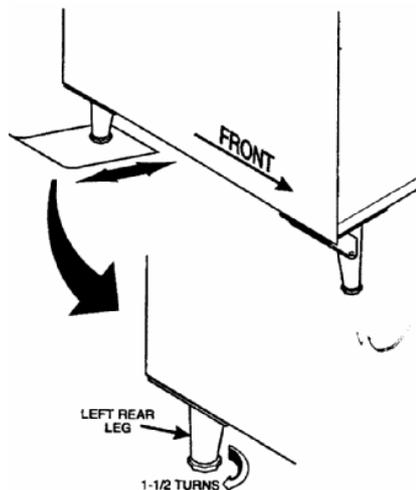
### 5.14 Level the Merchandiser

1. Place a spirit level on the top front edge of the cabinet with the door fully closed. Adjust the front legs only until the cabinet is reasonably level (figure 1).
2. Hold the door open 4 inches.(This relieves any stress the door may be placing on the cabinet.)

#### **WARNING**

**Have an assistant hold the merchandiser while you adjust the leg levelers.**

3. Adjust the back legs so that the back leg leveler on the hung side is off the floor just enough so a piece of paper can slide under it with only a bit of resistance (figure 2).
4. For proper weight distribution on all four legs, raise the back leg on the hinge side by unscrewing the leveler 1.5 turns



## **KVM-G636/G424 Setup and Operator's Guide**

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**NOTE:** You may need to use pliers or channel locks to loosen the leg levelers. (See tool in bag)

A Slight slope from front to back will improve the draining of condensation from merchandisers with refrigerating units. When the merchandiser is part of a bank of machines, level it in reference to the other machines. After leveling is complete, check that the door operates easily.

## 5.15 Load the Coin Mechanism (see figure 5.15.1)

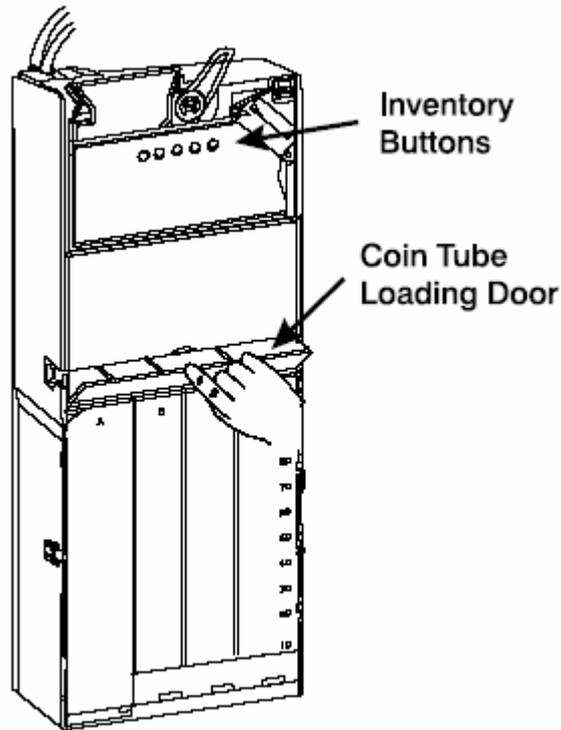


Figure 5.15.1

### Filling the Coin Tubes

#### HAND LOADING

To hand load the coin tubes, tilt the coin tube loading door open, and load the four tubes with appropriate coins. Make sure all coins lay flat and that each tube is filled at least to the 20% mark

Payout at least two coins from each tube to verify tubes are loaded correctly.

## 6. Programming Guide

How to program your merchandiser, some setup, test, and maintenance operations is microprocessor controlled. The control panel switches (see figure 1) and the selection panel switches (see figure 2) regulate these operations. Please turn to Chapter 3 Model KVM-G636/G424 Interior View to find the location of the control panel, and turn to Chapter 2 Model Identification to find where the selection panel is.

**Attention: If your vending machine is not equipped with a control panel, please firstly skip to Section 6.42, and then turn back here.**

### 6.1 The Control Panel

The control panel (shown on the left) is your major tool to program your merchandiser. If you just need to get your merchandiser up and running, you only have to set prices. That procedure is given below. For a Full explanation of how to do all the custom programming features available to you, consult your Programming Guide. It will tell you how to:

- Set up custom time-of-day vending periods;
- Look at sales and vending data;
- Test various machine functions;
- Customize trays for vending unique product;
- Enter custom display messages;
- And much more!

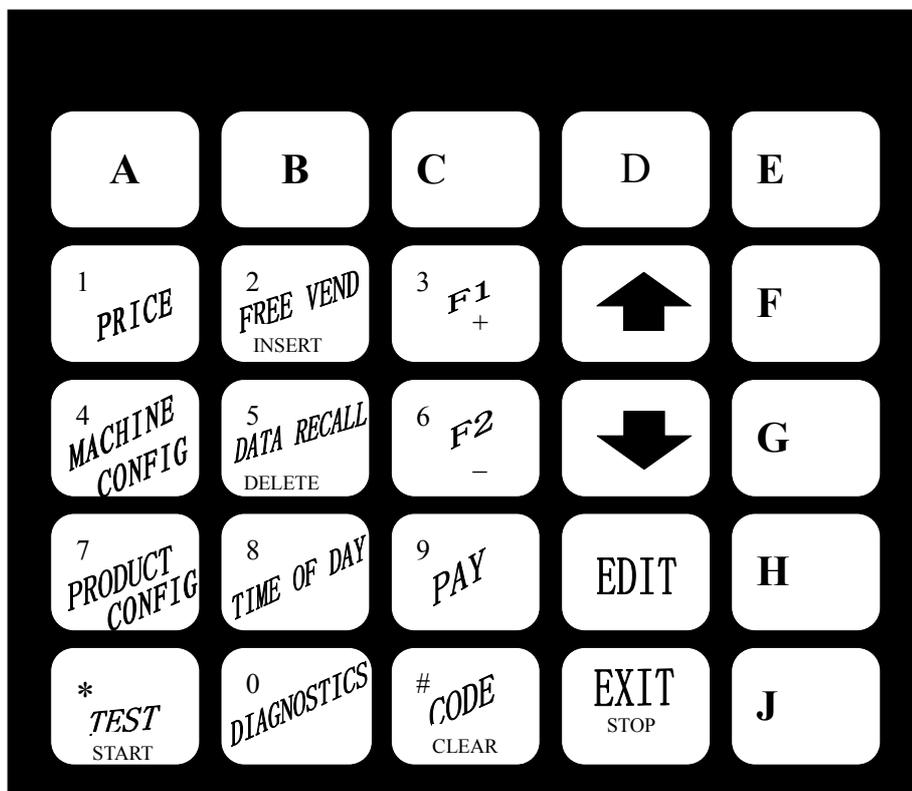


Figure 1. The Control Panel

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## 6.2 The Selection Panel

The customer uses these switches to make selections. Also, maintenance people may use this switch panel during programming and other support modes.

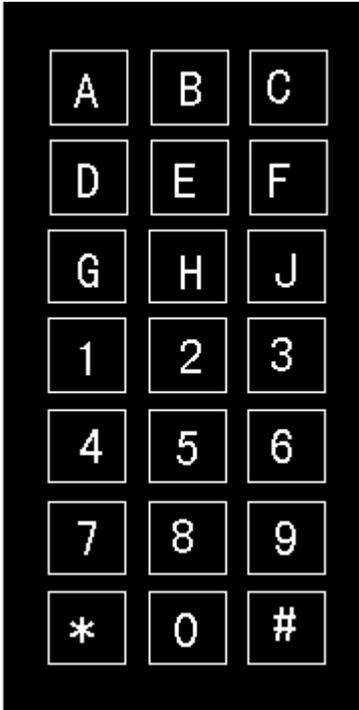


Figure 2. Selection Panel

## 6.3 The Displays

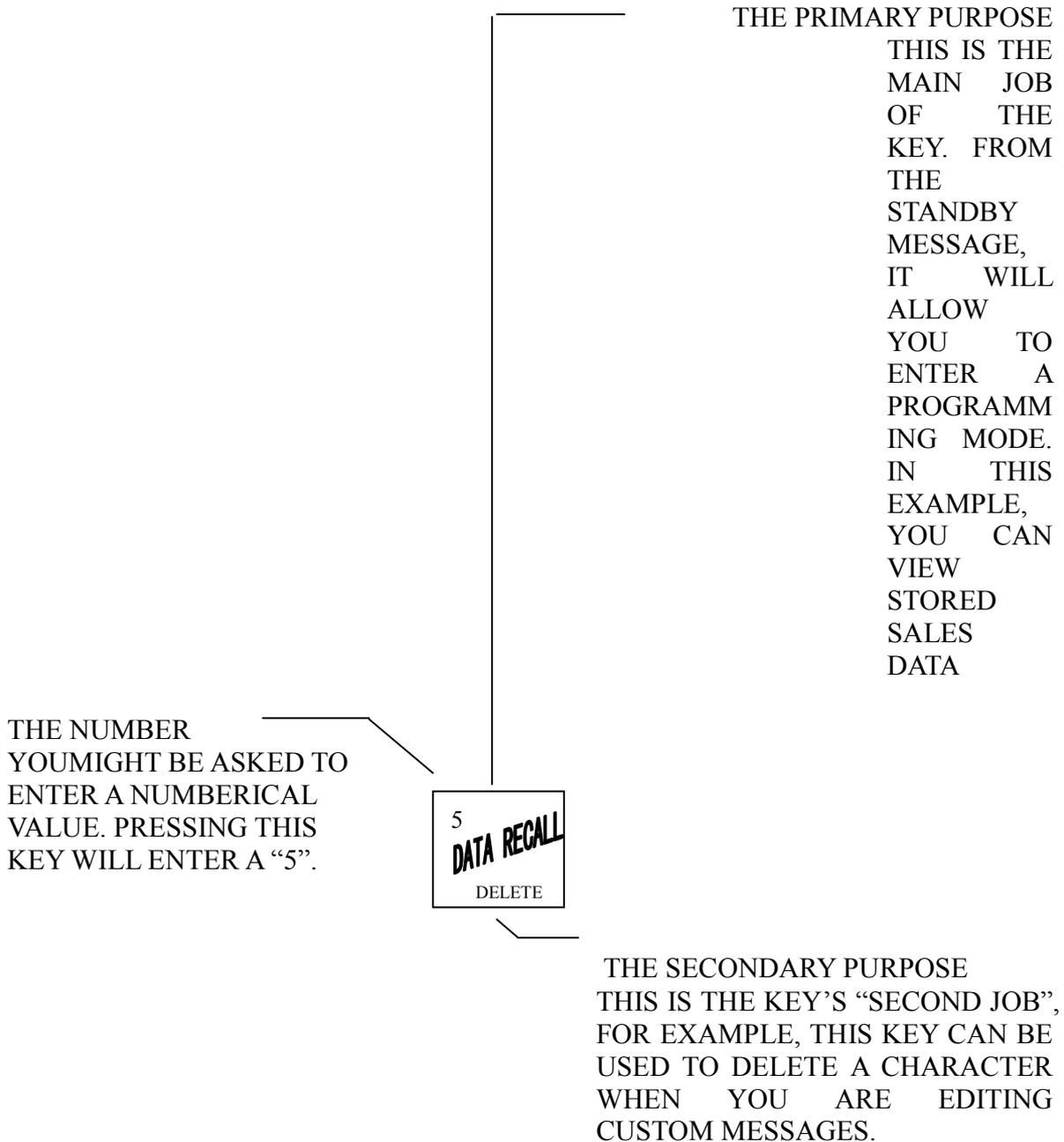
The 10-character display performs two functions, and is referred to in this book as “the display”:

1. It shows the customer's selection and how much credit is in the machine, as well as the ready, service, and time of day messages.
2. It provides information and feedback to the service person during maintenance.

**Attention: If your vending machine is not equipped with a control panel, then the. The 10-character display will not exist. In this case, the Message Display(Refer to Chapter 2 model identification to know where it is) will be used for the same function as The 10-character display does.**

## 6.4 The Function Keys

The keys on the control panel can be used for up to three things:



## 6.5 Other Key

The MOVEMENT keys on the control panel let you inside a mode, and back and forth between modes. To see how these keys let you move around, study the flow diagram on the next page.



The up and down arrow keys are your "legs", which let you move up and down the list of tasks. These keys let you continue from one step to the next in programming procedures.



This is your "activate" or "choose" key. It "opens a door" to additional information and lets you begin a programming task once you are inside

of a mode. Sometime, it is used as a toggle switch to show you your choices during a programming task.



**EXIT**

This is your “end” key. Pressing it one or more times will move you back to the start of the mode, or all the way back to the standby message.

Some of the control switches have one or more jobs to do. This list will give you a short overview of those jobs.

1



**PRICE**

Press this button to put your machine into the Price Setting mode. You can see maximum and minimum machine prices, and change prices for entire machine, entire tray, or individual selection.

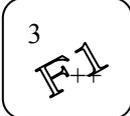
2



**FREE VEND  
INSERT**

Press this button to select the Free Vend mode.

3



**F1**

Press this button to view the software version number or other (optional).

4



**MACHINE  
CONFIG**

Press this button to edit machine configuration (optional).

5



**DATA RECALL  
DELETE**

Press this button to view total sales and vends by whole machine, tray, or Clear the data.

6



**F2**

Press this button to download data into your portable data collection device or Set printer baud rate, depending upon which device you are using (optional).

7



**PRODUCT  
CONFIG**

Press this button to:

- Set machine configuration.
- Set which trays are active
- Couple and uncouple tray motors

8



**TIME OF DAY**

Press this button to:

- Set time of day.
- Set display messages
- Set day, month, year etc

9



**PAY**

Press this button to pay one more coins from the coin mechanism

0



**DIAGNOSTICS**

Allows you to see any fault or condition that may place the machine out of service

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Press this button to:

- Perform TEST VENDS.
- Test machine functions.
- Test display.



Press this button to:

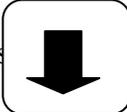
- Enter the SUPERVISOR mode.
- Change the SUPERVISOR access code.
- Lock and unlock access to functions.

## 6.6 Gain Access to the Supervisor Mode

1. Press  key, the display shows: ENTER CODE. You must enter the four-digit supervisor code with 6 seconds to gain access.

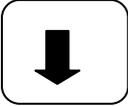
**NOTE:** A new machine has a factory-set supervisor code of 0000.

When you have entered the right code, you will hear two beeps and see UNLOCK in the display. After a few moments, the standby messages return.

2. At the standby message, press  key, then press  key, you are now ready

to perform various supervisor functions.

## 6.7 Enter a New Supervisor Code

1. Follow the steps in GAIN ACCESS TO THE SUPERVISOR MODE.
2. Press  until the display shows SUPER XXXX. The X's represent the current SUPERVISOR CODE. Use the number keys to enter a new code.

### IMPORTANT

If you enter a new code, be sure to keep a written record of it.  
There is no other way to access the SUPERVISOR mode.

3. Press  until you have left the function.

## 6.8 Lock or Unlock Mode or Payout Keys

1. Follow the steps in GAIN ACCESS TO THE SUPERVISOR MODE.

2. Press  until the display shows either X.LOCKED or X.UNLOCK.

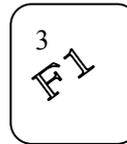
“X” refers to the number or character shown on the mode or payout key in question (1 through 9, # and \*). To see if a key is locked or unlock, press that key.

3. Press  to change between locked and unlock. When anyone other than the supervisor

Try to enter a locked mode, the display shows LOCKED.

**NOTE**

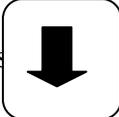
The following mode keys cannot be locked out:



4. Press  until you have left the function.

## 6.9 Lock or Unlock Data Clearing Access

1. Follow the steps in GAIN ACCESS TO THE SUPERVISOR MODE.

2. Press  until the display shows either #LOCKED or #UNLOCKED, LOCKED means

That non-supervisors cannot clear resettable machine sales and vend data from the Key.

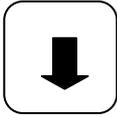


3. Press  to switch between #LOCKED and #UNLOCKED.

NOTE: The supervisor can clear data regardless of this setting, provided the supervisor code was correctly entered first.

4. Press  until you have left the function.

## 6.10 Select Coin Mechanism

1. Press  key, then press  until the current COIN MECHANISM is shown in the

Display. The default setting of the COIN MECHANISM is MDB MECH.

2. Press  key, the display shows CHANGE X.XX. Change will be given for coins

or bills up to this amount without the customer having to make a selection. For example, if 1.00 is displayed, the machine will give a customer change for a dollar without making a selection. Entering 0.00 means that no change will be given.

3. One of the following is displayed:

DECLINE.ON---More than one vend is vend is allowed, with a declining balance. OR  
DECLINE.OFF---A declining balance is not allowed

DECLINING BALANCE: once credit is established, multiple vends may occur until the coin return is pressed.

Press  to display the desired choice.

4. Press  key, the display shows (if validator is enabled): LOW.MSG X.XX. The display

will show USE EXACT CHANGE when the amount of available change in the coin mechanism falls below the value of "X.XX". Enter a value with the number keys. For example, if LOW MSG 1.00 is displayed, the USE EXACT CHANGE message is displayed when less than a dollar's worth of change is in the coin mechanism.

5. Press  until you have left the function.

## 6.11 Select Bill Validator and Options (optional)

1. Press  key, then press  until one of the following is displayed:

OK\$1.5.10.20. \_The bill validator will accept \$1, \$5, \$10 and \$20bills.

NO VALIDATOR \_ No bills will be accepted, or there is no bill validator installed.

(In that case, you can exit the function.) Press  to choose the desired option. If you

Selected OK. \$1,\$5, \$10, \$20, you can press the 4,5,6,7 key(s), respectively to display the bill(s) which be accepted.

NOTE: If the display shows that only dollar bills will be accepted and you press the 1 key, the display changes to NO VALIDATOR.

2. Press  key, the display shows: ACC<\$\$ X.XX. The value of "X.XX" tells the machine is

how big a bill or coin to accept even though there is not enough change in the coin mech. to

cover all possible paybacks.

- For example, enter 1.00. Therefore, the machine will take a dollar bill or coin even though there is less than \$1.00's worth of CHANGE. Entering 5.00 tells the machine to take a five even though there is less than \$5.00's worth of change, and so forth.

NOTE: This could cause a customer to be short-changed.

- Entering 0.00 means that bills or coins will only be accepted if there is enough change to cover them.

3. Press



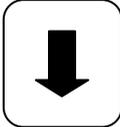
## 6.12 Select Display Language

The default set about display language is ENGLISH.

## 6.13 Set up Winner Mode

WINNER: At presented intervals, a customer may receive a refund for a selection.  
You can select the intervals and qualifying selections.

NOTE: For simplicity, all grouped selections will be referred to as being on "trays". So, even though the cans are in a can module, these instructions will treat them as if they were on trays.

1. Press  key, then press  until one of the following is displayed:

WINNER OFF Winner function is disabled.

WIN XXX Winners are allowed at certain intervals, represented by "XXX".

Press  to display the desired choice.

If you selected WINNER OFF, you can exit the function.

2. The display shows WIN XXX. XXX represents the number of vends which must occur each winner vend. For example, an interval number of 50 means that a winner can happen any one time during the next 50 vends. Using the number keys, enter an interval number between 10 and 9999.

3. Press  key, the display shows \*------. The dashes in the display represent which

are allowed winners. Press the appropriate letter key to enable a tray, press the key again

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to disable it. For example, pressing A, C, and E will cause the display to look like this: A-C-E---, meaning that all A, C, and E selections can have a winner.

ADVANCED OPTION:

- Press  to enable all trays.
- Press  to deactivate all trays.

### An example...

You want to enable winners on all trays except E and F. Do the following:

- Press  key, the letters A through J appear in the display instead of the dashes.
- Press “E” and “F”, the letters “E” and “F” in the display are replaced by dashes.

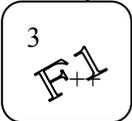
- Press  key until you have left the function.

### -6.14 Set Temperature (super user only)

1. If your machine is equipped (and properly configured) with a refrigerated module, press

, then press  until shows +/- +38 °F. This means that 38 °F is

the current temperature setting.

- Press  to raise the setting; press  to lower the setting.

- Press to  choose between display in °F or °C.

4. Continue

## 6.15 Select When The Can Unit Goes Out Of Service

1. Press , then press  until the display shows either

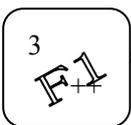
E+FOFF@0 OR E+FOFF@1

2. E+FOFF@0 means that each can selection will go out of service when the last can is vended. E+FOFF@1 means that one can is left when the unit goes out of service.

3. Press  to switch between the two choices.

4. CONTINUE.

## 6.16 View Cold Unit Temperature

1. Press  Depending on how your machine is configured, the display will show, for example,

TEMP 38°F. This example shows that the temperature is 38 degrees Fahrenheit.

### NOTE

If a food module door has been opened recently, the above display will include a numerical value indicating how many minutes remain in the health control grace period.

2. To change the display units, press  The display now shows TEMP 6°C.

An apostrophe preceding the F or C means the heater is on defrost. A decimal point following the F or C means the compressor is running. An I in the display means the displayed temperature is invalid.

### NOTE

When the machine door is closed, you can view the temperature by pressing # on the selection panel.

3. CONTINUE.

## 6.17 Set Machine Configuration

The default set about machine configuration is CNF.1 CHLLD

Select the version of Machine: Press  , one of following is displayed:

CNF.0 SNACK: SNACK machine

CNF.1 CHLLD: Temperature changeable cold snack machine(3°C-14°C)

CNF.2 CAN: Temperature changeable integrated machine (1°C-14°C)

CNF.3 CH CRN: Integrated machine can be cooled down by constant way (minimum to 3°C)

You can press  key to select.

This type of machine is CNF.1 CHLLD

## 6.18 Identify the Selections In The Merchandiser

1. Press  , then press  until the display shows something like this:

*A.B.C.D.E.F.G.H.J.* This display means that all selections (A - J) are available for vending.

An unavailable selection has its letter replaced by a blank space.

2. Press the appropriate letter to toggle the display on or off.

### NOTE

**Unconfigured selections will not appear in the diagnostics.**

## 6.19 Couple/Uncouple Tray Motors

1. Press  , then press  until the display shows *CPLMTRS.*

2. Press the letter of the tray you want to couple, or press  to couple motors on tray A, then press  to get to the desired tray.

### COUPLE ADJACENT MOTORS:

a. The display shows *+A.+A.+A.+A.+A..* . This display means that on the A tray, all adjacent motors (0 and 1, 2 and 3, etc.) are coupled. NOTE: The +s and As represent motor positions 0 through 9.

b. On the **CONTROL PANEL**, press the EVEN motor number of the pair you wish to couple or uncouple. In our example, to uncouple motors 0 and 1, press 0. The display will

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now show *A.A.+A.+A.+A.+A.*

**COUPLE NON-ADJACENT MOTORS:**

a. Disconnect the motor(s) between the two you want to couple. Consult your Setup Guide

for information on how to do this. The display shows *A.A.+A.+A.+A.*this display means that on the A tray, adjacent motors 0 and 1 are NOT coupled, 2 is coupled to 5, 6 is coupled to 7, and 8 is coupled to 9. NOTE: The +s and As represent motor positions 0 through 9. If a motor is disconnected or not present (motors 3 and 4 in this example), its position is replaced by an empty space.

b. On the **CONTROL PANEL**, press the motor number of the even motor of the motor pair you wish to couple or uncouple. For example, to uncouple motors 2 and 5, press 2. The + representing motor number 2 changes to a C. Please note that the left motor of a coupled pair **MUST** be an even-numbered motor.

3. Continue.

**6.20 Set Prices**

1. Press  key, the display shows *\*\*2.50 .5*.This display shows the maximum and minimum prices set in the machine. In this example, the maximum price is\$2.50 and the minimum is \$0.5.

2. Enter prices as using one of the following methods:

**Set Entire Machine to One Price...**

Press  key. The display shows *\*\*X. XX*. Enter a price using the number keys.

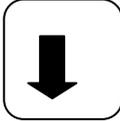
All selections in the machine are now set to this price.

**Set all selections on a tray to one price...**

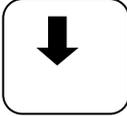
a. Press the letter key (A-J) corresponding to the tray you want to price. The display shows *B\* X. XX Y. YY*. This display shows the maximum (X.XX) and minimum (Y.YY) price set for the tray.

b. Press  .The display shows *B\* X.XX*. Enter a price using the number keys.

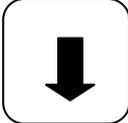
All selections on this tray are now set to this price.

- c. Press another letter key, or  to price another tray.

**Set the price of an individual selection:**

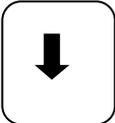
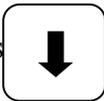
- a. Press the number of the selection to be priced (Example: B1). The display shows B1 X.XX. Enter a price using the number keys. The selection is now priced.
- b. Press another letter key, or  to price another selection.

## 6.21 View Non reset able Sales and Vend Data

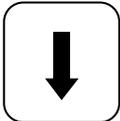
1. Press  key. The display shows NR\$ XX.XX. "XX.XX" is a figure showing the total of all sales in the machine. This is a running total, and is not resettable.
2. Press  key. The display shows NRX. "X" is the total number of vends made by the machine. This is a running total, and is not resettable.
3. Press  key, until you have left the function.

## 6.22 View Data Three Different Ways

Paid sales and vends can be viewed three different ways: By whole machine, by tray, and by individual selection. The first screen of the data item shows its machine total.

- To view the data by tray, press the letter of the tray you want to see. You can then press  and  to see data for all the active trays.
- To view the data by individual selection, press the letter and number of the selection you want to see. You can then press  and  to see data for all the active selections.

## 6.23 View Total Paid Sales

1. Press  key, then press  until the display shows \*\*\$XX.XX. "XX.XX" is a figure

showing the total of all PAID sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

3. If desired, view this data by tray and individual selection.

3. Press  until you have left the function.

## 6.24 View Total Paid Vends

1. Press  key, then press  until the display shows\*\*XX. "XX" is the total number of paid vends for the entire machine.

2. If desired, view this data by tray and individual selection.

4. Press  until you have left the function.

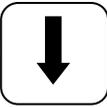
## 6.25 Clear All Resettable Data

1. Press  key. The display shows NR\$XX.XX. This is a running total, and is not resettable

2. Press and hold  key. Two beeps sound and the display show CLEARING momentarily, and then changes to FINISHED. All data is cleared.

3. Press  key, until you have left the function.

## 6.26 Clear Paid Sales Data Only

1. Press  key, then press  until the display shows \*\*\$ XX.XX. "XX.XX" is a figure showing the total of all PAID sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

2. Press and hold  key. Two beeps sound and the display shows CLEARING momentarily, and then changes to FINISHED. All paid sales data is cleared; other data is not cleared.

3. Press  until you have left the function.

## 6.27 View Amount in Coin Box (Not Shown If Zero)

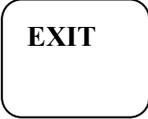
1. Press  key, then press  until the display shows CBX XX.XX.  
“XX.XX” is the amount in the coin box.

2. Press  until you have left the function.

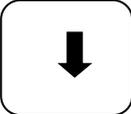
## 6.28 View Amount in Validator (Not Shown If Zero)

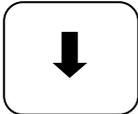
1. Press  key, then press  until the display shows DBV XX.XX.  
“XX.XX” is the amount in the bill stacker.

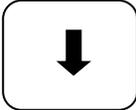
2. Press  to show the quantities of bills in the stacker, For example, the display shows  \$ 0120, meaning that there are 120 bills in the bill stacker. Press  again to shows the quantities of other bills, such as \$ 5s, \$10s, \$20s.

3. Press  until you have left the function.

## 6.29 View Free vend Sales by Time Interval (Not Shown If Zero)

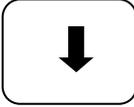
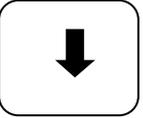
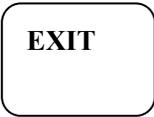
1. Press  key, then press  until the display shows \_0\$XX.XX.

2. Press  key, then press  until the display shows 1.FR.V .00. This is the total sales for free vend interval 1, shown even if zero.

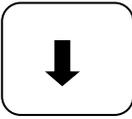
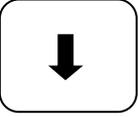
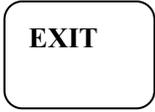
3. Press  to view intervals 2 through 4.

4. Press  until you have left the function.

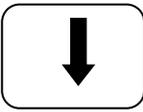
### 6.30 View Discount Sales by Time Interval

1. Press  key, then press  until the display shows \*\*\$ XX.XX.
2. Press  key, the display shows 1.DSC .00. This is the total sale for discount interval 1  
  
(not shown if zero).
3. Press  to view intervals 2 through 4.
4. Press  until you have left the function.

### 6.31 View Free Vends (Not Shown If Zero)

1. Press  key, then press  until the display shows -0\$ XX.XX.
2. Press  key, then press  the display shows FRV XX.XX.  
  
“XX.XX” is the total machine-wide free vends, shown even if zero.
3. Press  until you have left the function.

### 6.32 View Time Data

1. Press  key, then press  until the display shows TIME DATA.
2. Press  key, the following message scrolls across the display:

MAIN.1 127M 02/28 18.48

This example shows the latest time interval the main (machine) door was open (1). It was open for

127 minutes, and was opened on February 28 (02/28) at 18:48 pm (18.48), Press



key.

If applicable, similar displays will appear for intervals 2,3, and 4. Otherwise, go to the next step.

3. The following message scrolls across the display:

AUX.5 33M 01/18 11.58

This example shows the latest time interval the auxiliary (food module) door was open (5).

It was open for 33 minutes, and was opened on January 30(01/30) at 10:58 A.M. (10.58).

Press



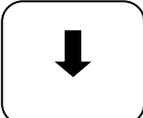
key. If applicable, similar displays will appear for intervals 6, 7, and 8. Otherwise,

go to the next step.

### 6.33 View Total Unpaid Sales

#### NOTE

**This does not appear if the total of unpaid sales is zero.**

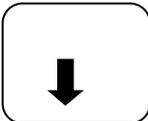
1. Press  key, then press  until the display shows \_0\$ XX.XX.

“XX.XX” is the total unpaid sales (free vends, winner vends, 100%discounts, zero price vends (for the entire machine.

2. If desired, view this data by tray and individual selection.

3. Press  until you have left the function.

### 6.34 View Total Unpaid Vends

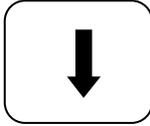
1. Press  key, then press  until the display shows \_0 XX.

“XX” is the total number of unpaid vends for the entire machine.

2. If desired, view this data by tray and individual selection.

3. Press  until you have left the function.

### 6.33 View Number of Test Vends (Not Shown If Zero)

1. Press  key, then press  until the display shows TST X. "X" is the number of test vends.

2. If desired, view this data by tray and individual selection.

3. Press  until you have left the function.

### 6.36 View Machine Id Number

1. Press  key, then press  or  until the display shows I.D.XXX

The X's represent the 6-digit machine ID number.

2. You can edit the machine ID number if the supervisor access code has been previously entered.

3. Press  until you have left the function.

### 6.37 Test Vend Selections and Verify Credit Added

1. Press  .The display shows TEST .00. You may now test vend selection.

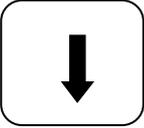
If you insert money into the machine, the zeros in the display will be replaced with the amount of the credit. After the item vends, your money will be returned.

#### NOTE

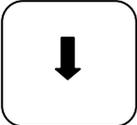
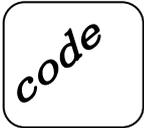
**You may make one more test vend if you close the door while still in TEST VEND mode.**

2. Press  until you have left the function.

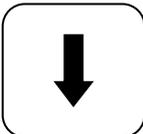
### 6.38 Test the Display

1. Press  key, then press  until the display shows DSPLY TEST.
2. Press  to light all display segments, press  to turn them off.
3. Pressing a **NUMBER KEY** on the control panel causes all segments to display that character.
4. Press  until you have left the function.

### 6.39 Test the Motors

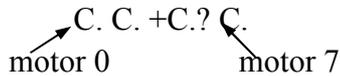
1. Press  key, then press  until the display shows TEST MTRS.
2. Press  key to run all snack and drink motors, circling until one error was found or "exit" key was pressed  
OR  
Press  to run only those motors not home or jammed. After motor is run, an error message will show if any motors are still jammed or not home.
3. Press  until you have left the function.

### 6.40 View Motor Status by Tray

1. Press  key, then press  until the display shows TEST MTRS.
2. Press  or the letter of the tray you want to view.
3. The display will show the status of all motors on the tray:  
(Tray letter) (If motor is preset)

- + (If motor is present and couple to the next odd motor)
- (Blank) (If motor is not present and not coupled)
- ? (If motor is coupled but not present)
- . (If motor is home)
- ` (If there is a motor error such as jammed, tray not detected or missing)

The following example is for tray A with motors present and home with none jammed. Motors 1 and 3 are not present, 4 and 5 are coupled, and 6 are coupled to 7 but is not present:



4. Press  to run all motors on this tray.

OR

Press  to run only those motors in error.

OR

Press a number key to run that motor only.

5. Press  until you have left the function.

## 6.41 View Diagnostic Messages

1. Press  key, the display shows any of the following diagnostic messages, depending

upon any fault(s) present:

NO ERRORS ... .. None of following errors is detected.

KEYPROXY ... .. Key(s) x, y stuck.

ROMERROR... .. Error in the programming EPROM. Machine will not operate.

RAMERROR.....RAM is not initialized or is not compatible with the currently loaded software. If this message appears, initialize your RAM by performing the following procedure:

Press and hold until two beeps are heard, and the display shows FINISHED.

NOTE: Initialize RAM will erase all your data and settings. Be sure you have written this information down before continuing.

NO MECH ... .. Coin mech. not detected-machine will not operate if configured for coin mech.

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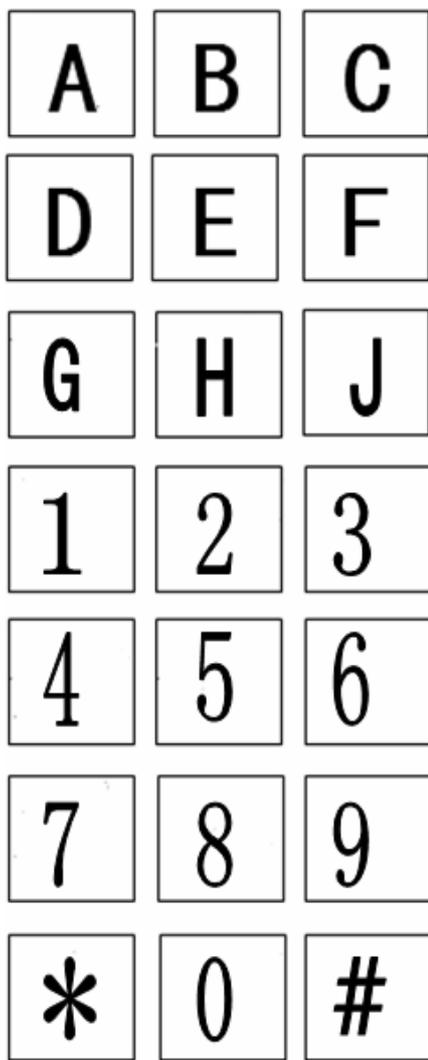
- MECH COMM ... .. Incomplete coin mech. communications---check harness.
- MECHSENSOR ... .. Coin mech. reporting a bad tube sensor---replace mech.
- CHECK DBV.....Bill validator reporting error ---machine will not operate. Empty stacker, clear jams, etc
- DBV COMM.....Incomplete bill validator communications---check harness.
- CHK PRICE.....Price error detected and changed to maximum---check prices.
- CHK CONFIG.....A PRODUCT CONFIG value was out of bounds and set to nominal --- check all PRODUCT CONFIGS
- ERR A. B. C (etc).....Error exists on tray A, B, C, etc, Motor may be jammed, not home, or a couple errors exist.
- MECH PRY. JAM ... One or more coin tubes are jammed. Pay coin from each tube until the jam cleared.
- MECH RCP. JAM...Coin is jammed in the acceptor section. Check the coin mechanism for a jam in this position. Insert coin and cycle machine power OFF and then ON.
- MECH ROM.....Replace the coin mechanism.
- MECH ACCEPT .....Coin mechanism acceptor section is unplugged from the main body of the coin mech. Connect the cable and cycle machine power OFF and then ON.
- DBV SENSOR.....One of the sensors in the bill validator has failed. The unit will disable it until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.
- DBV ROM.....ROM checksum is failure. The unit will disable it until the error is corrected. Replace the validator.
- DBV JAM.....A bill is jammed in the acceptance path. The unit will disable it until error is corrected. Remove bill stuck in the acceptance path. Cycle machine power OFF and then ON.
- DBV MOTOR.....One of the motors has failed. The unit will disable it until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.
- DBV STACKR ..... Stacker is open or removed. The unit will disable it until the error is corrected. Install the stacker correctly.
- NOERRORS.....No trouble.
- KEYPAD xy.....some keys have trouble.
- ROM ERROR.....EPROM has trouble, the machine is out of work.
- Notes:** The machine is likely to distort this kind of fault if it hasn't been provided electricity for a long time and is electrified when its door is open.
- RAM ERROR.....RAM is unformatted or its format don't accord with software edition. Hereinafter operation should be done to format RAM: press 'clear' key all along, until two calls meet the ear and the display change from 'CLEARING' to 'FINISHED'. When cleanup is finished,all settings become default states and should be reinstall.

TEMP REF.....	Information about temperature interface of main board can't be read.
TEMP SN.....	Information about temperature sensor can't be read.
TEMP RANGE.....	Temperature sensor's information goes beyond scope.
NO MECH.....	Coin engine isn't set.
MECH COM.....	Coin machine can't be communicated with.
MECH SENS.....	The sensor of coin machine is out of order.
DEBIT CRAD.....	The read-write organ of card (credit card) is out of order.
CHECK DBV.....	Bill acceptor is out of order.
DBV COMM.....	Bill acceptor without paper currency can't be communicated with.
CHKPRICE.....	The settings of price are made a mistake.
CHK CON.....	The settings of produces go beyond scope.
HEALTHOF.....	The control of Temperature is out of order.
ERRABC (etc).....	Some certain electrical engine is out of order.
MECH.PRY.JAM.....	Some alleyways of coins are jammed.
MECH.RCP.JAM.....	Coins is jammed in the incepting alleyways.
MECH ROM.....	The ROM of coin machine is out of order.
MECH.ACCEPT.....	The acceptor of coin machine has trouble.
DBV SENSOR.....	A sensor of bill acceptor is invalidation.
DBV ROM.....	The ROM of bill acceptor is invalidation.
DRV JAM.....	Some paper currency is jammed in the bill acceptor.
DBV MOTOR.....	A electrical engine of bill acceptor is out of order.
DBV STACKR.....	The money box of bill acceptor is open.

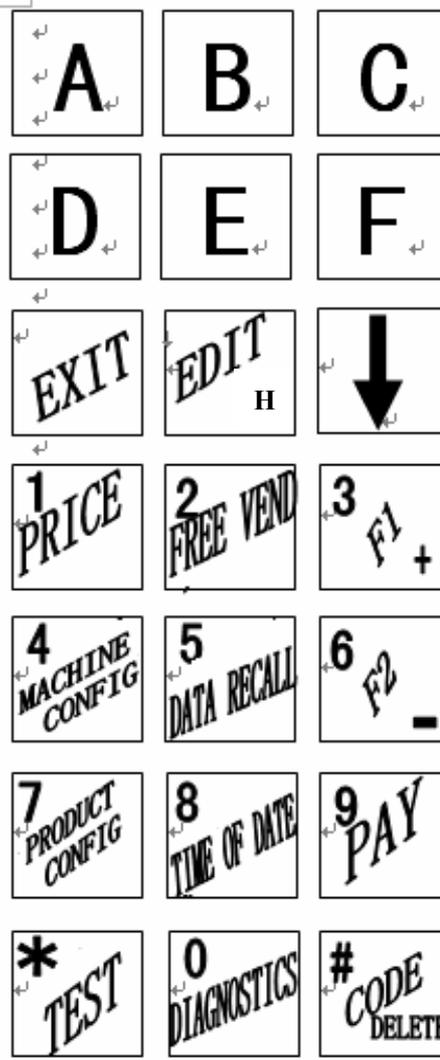
## **6.42 If Machine is not equipped with a control panel**

The newly developed machine is not equipped with the control panel and the corresponding 10-character display. In this case, the SELECTION PANEL is used to function as the CONTROL PANEL, and the DISPLAY MESSAGE issued to function as THE DISPLAY (see 6.3).

When the SELECTION PANEL is used as the CONTROL PANEL, Some of keys have different meanings. Following is the corresponding relationship between the SELECTION PANEL and the CONTROL PANEL.



Selection Panel



Selection Panel used as Control Panel

**How to use the SELECTION PANEL as the CONTROL PANEL:**

**1:** Open the cabinet door of the vending machine therefore make the Interlock switch off.

**2:** press  key (Actually it is the “J” key).

**3:** Input the password. The default password is 00000000 . Attention: If you press nothing in 2 minutes, the vending machine will exit the CONTROL PANEL automatically.

**4:** Back to Section 6.1 for detailed usage

**5:** Press  key to exit the CONTROL PANEL mode and back to the SELECTION PANEL mode.

## **7. After-sales Service Info.**

Any questions please contact us:

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**The manual is just for your reference, Kimm will reserve the right to change it without notice .**

# **KVM-G636/G424**

## **Vending Machine User Manual**

**Version 2.12**

**(2009-3-10)**