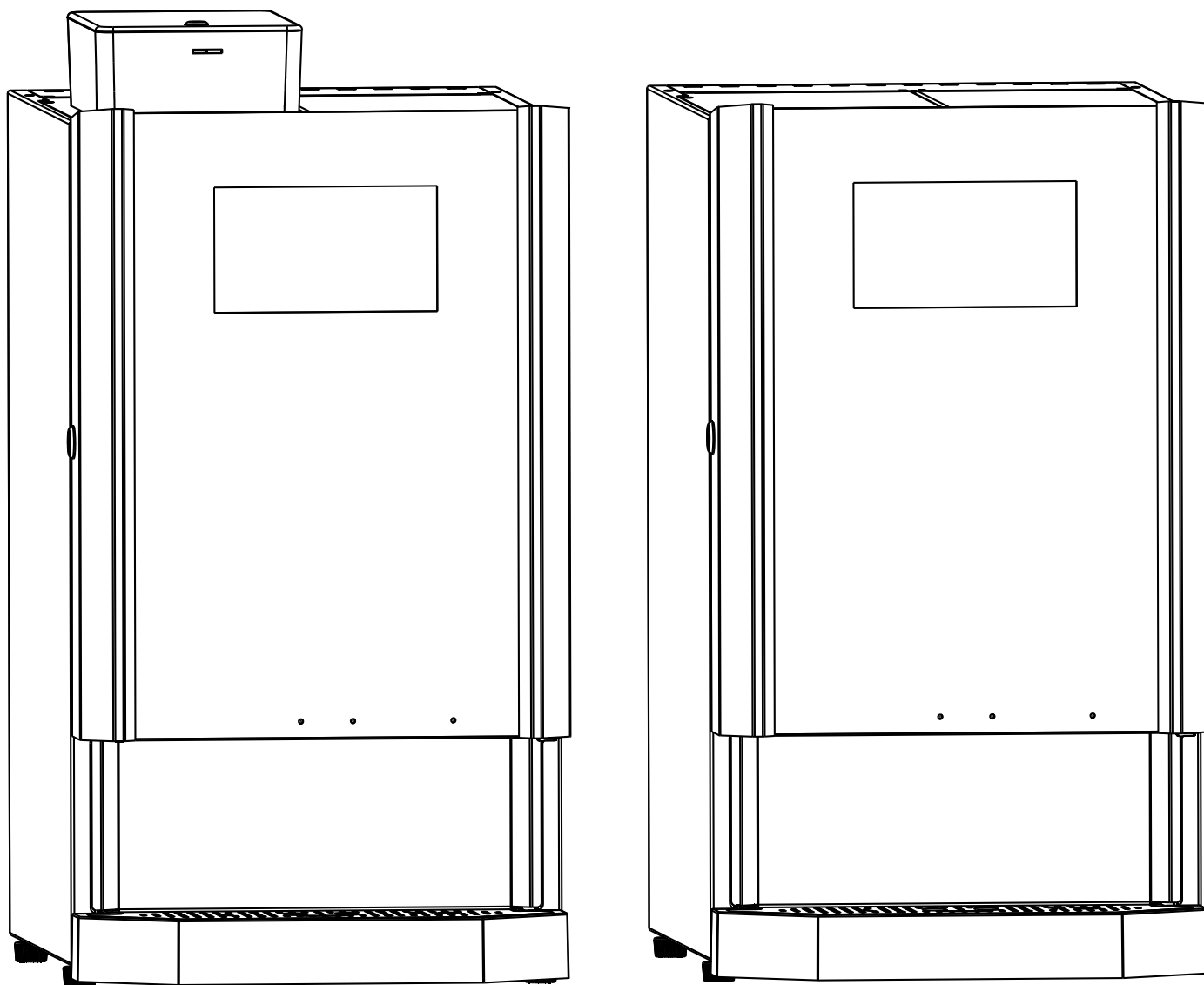


Instruction book

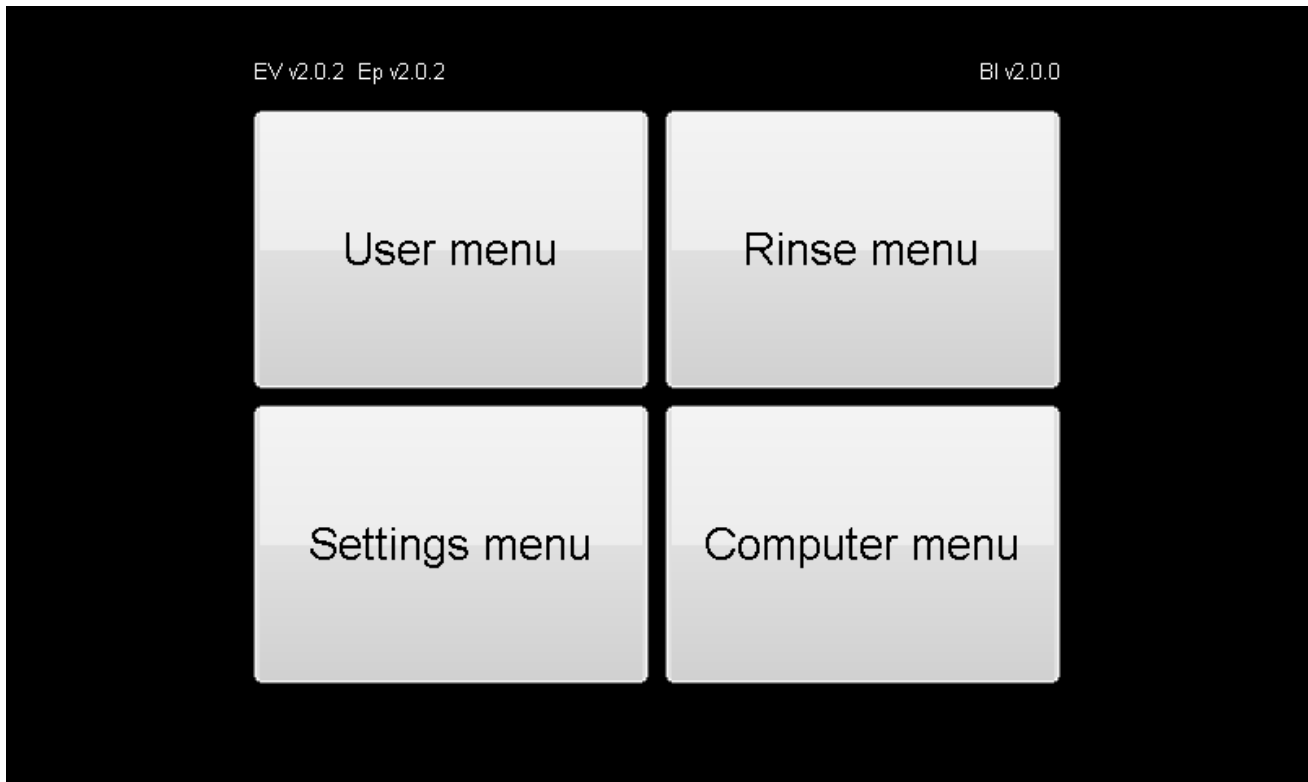
Celestino series B and G



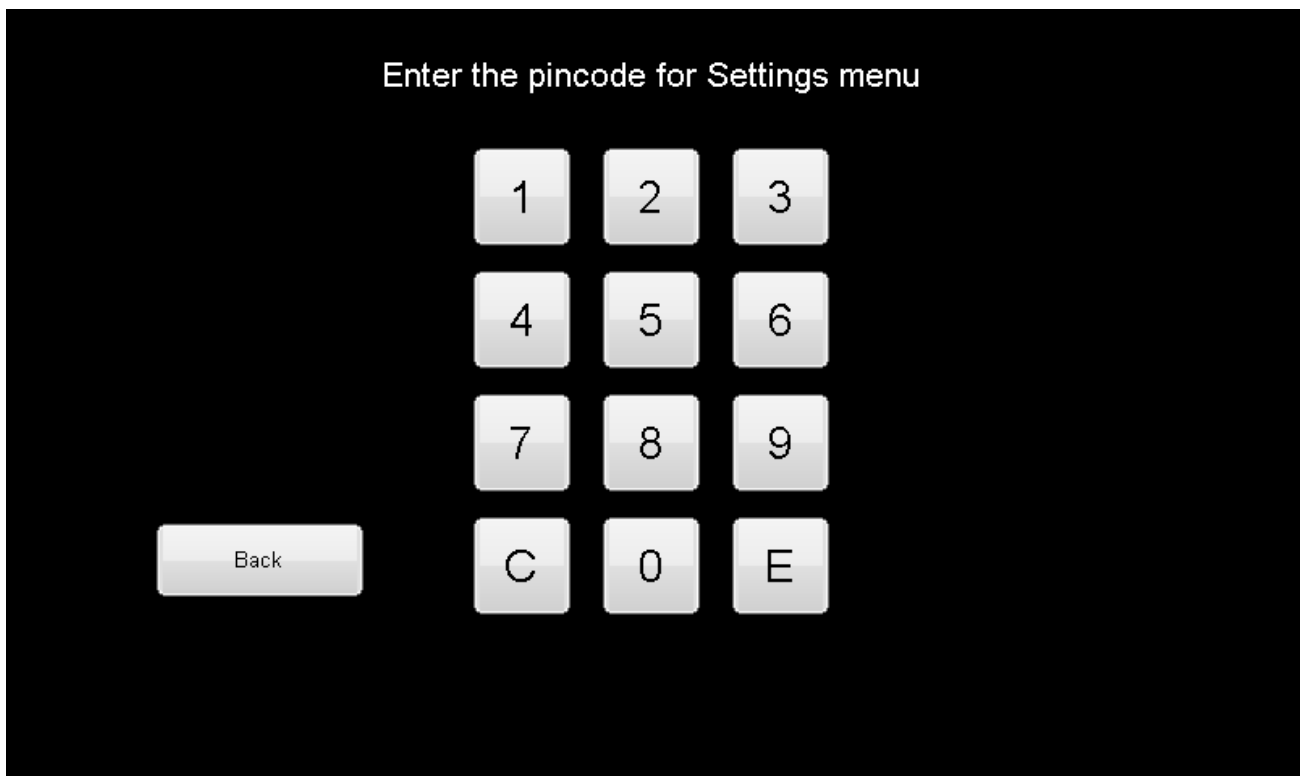
Index

User menu	3
Rinse menu	9
Settings menu	10
Computer menu	24

All menus of the Celestino series are explained in this document. Some menu items are not present in all machines, if necessary, they will be mentioned.

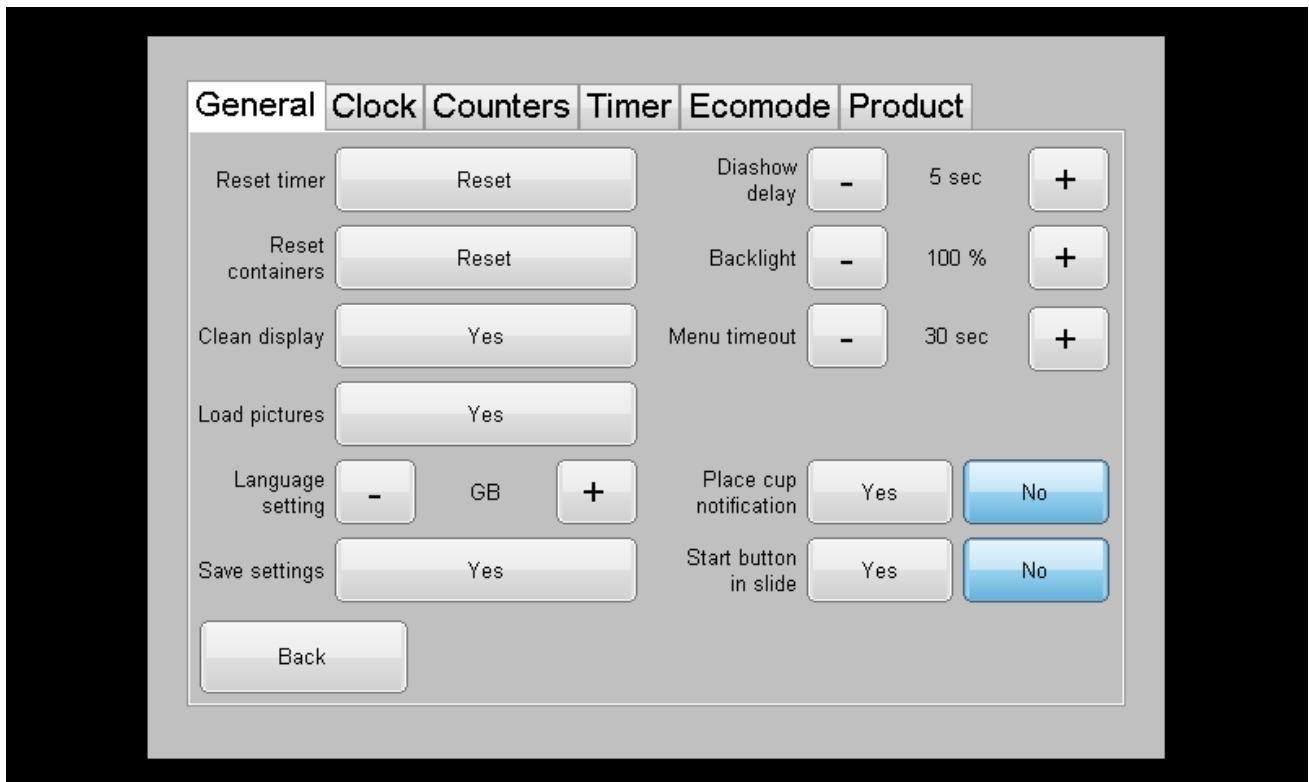


There are 4 menus to see when you open the door, User and Rinse menus are freely accessible. The Settings menu is accessed using the PIN code 4784, and the Computer menu with the PIN 6986.



User menu

This menu is divided into six tabs to hold the data together.



General tab

In this screen, the customer can set some general issues such as the time between the images in the slideshow, backlight and the time that the menu choice remains on screen until the slide show begins.

Reset timers: If a message appears on the display, you can use this setting the timer inoperative, it is only the program that is currently active and has no effect on the set times.

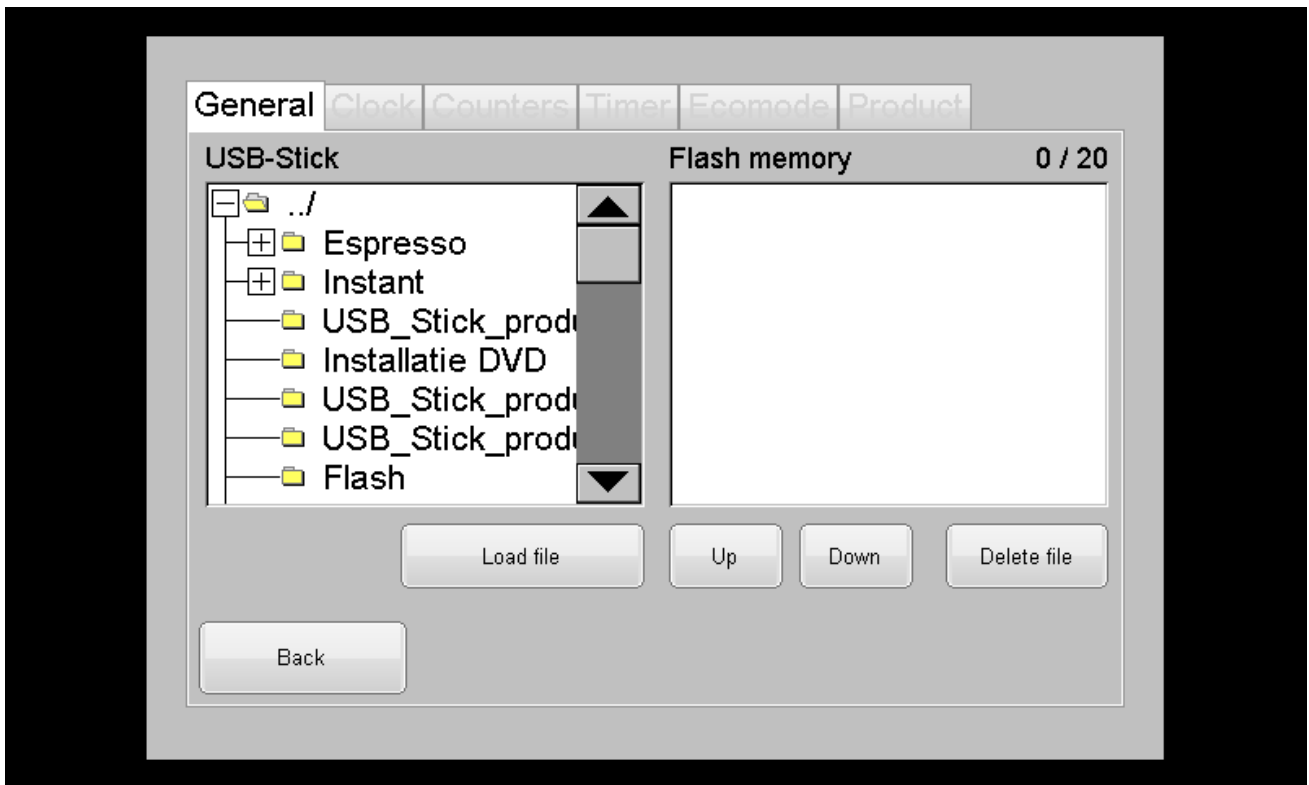
Reset containers: when the number of consumptions from a container is set, this button will be visible.

When the number of consumptions is reached, the coffee machine will show a message in the display. You then fill the container and press this button.

Clean display: when you press this button you will see a counter running, you have time to clean the display until the counter reaches 0. The display is not active at this time. When finished, the display is operational again.

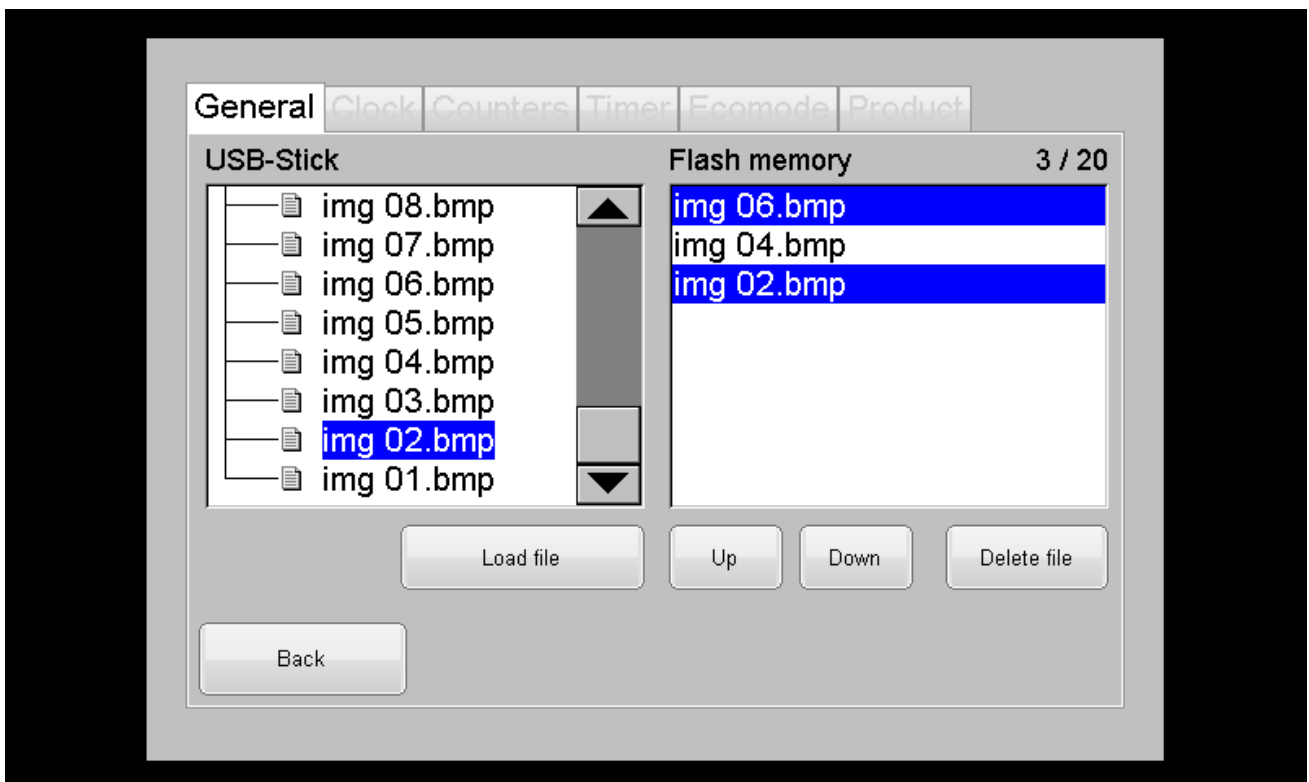
Language setting: you can choose from four languages, NL, GB, DE and FR.

Save Settings: This button writes two files to the USB drive, this is the model and the log.



Load pictures

Here the customer can load up to 20 images and change the order of showing them. The images need to be 800 x 480 pixels, 24 bit dept. Do not use a color table in the image, the colors do not match. Every image, looking fine in Paint, is appropriate.



Select the picture that will be shown.

Slide Show Delay: Here you can set the speed of the slide show, default is 5 seconds. The setting is between 3 and 60 seconds with a increments of 1.

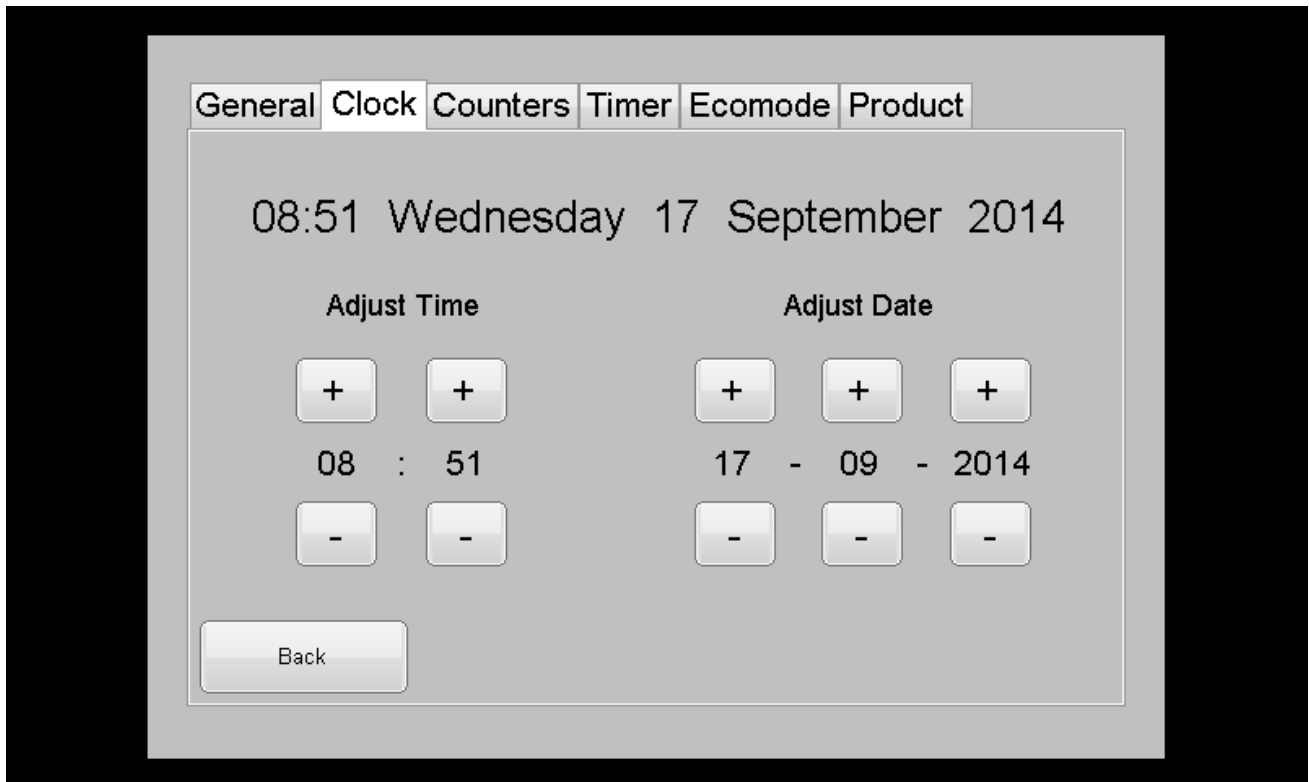
Backlight: You can adjust the brightness of the display itself. The setting is between 30 and 100 percent with a increments of 10.

Menu Timeout: This sets the time that the selector remains visible on screen before the slide show is about to begin. By pressing 'off', you will not a slide show. The setting is between 15 and 60 seconds with a increments of 1.

Place cup message: This will show you a message where the cup should be placed.

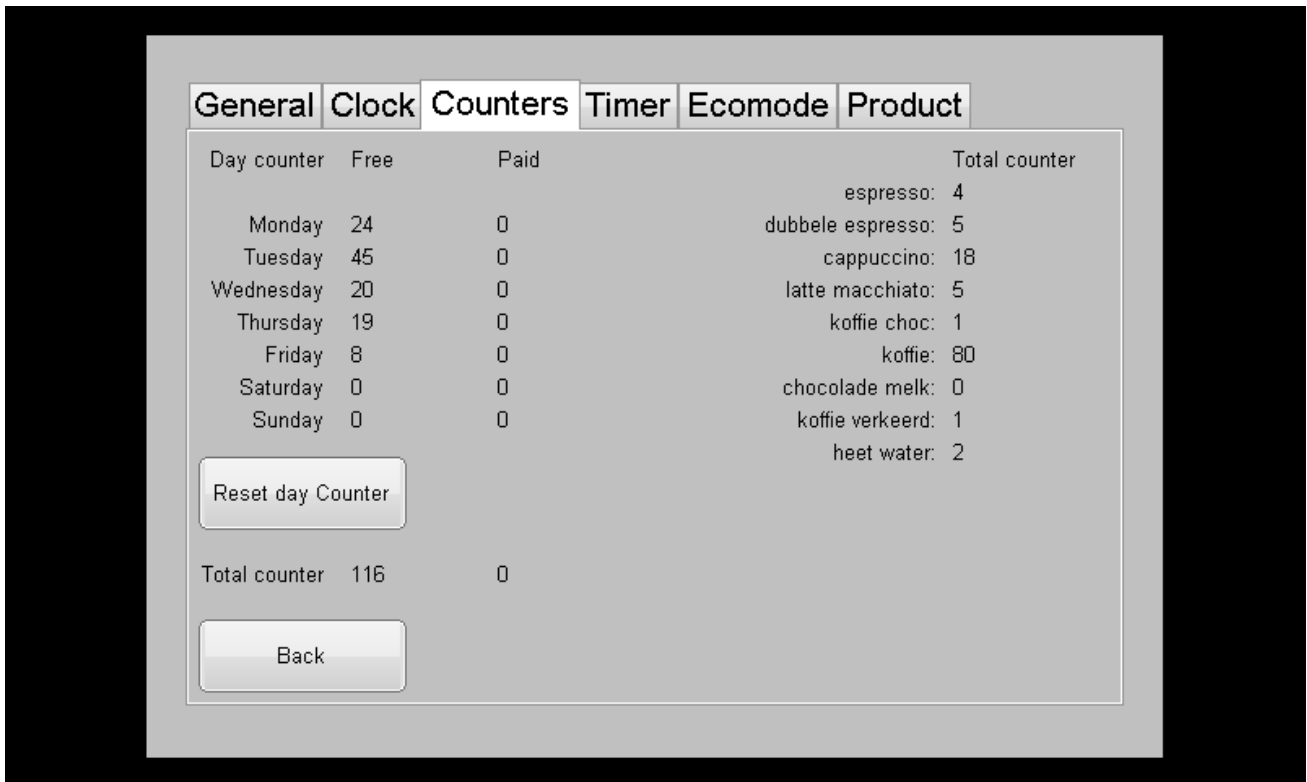
Start button in slide: When the slide show is running you will see a button with the word "Start" in it, then people know that they should press on the screen.

Clock tab

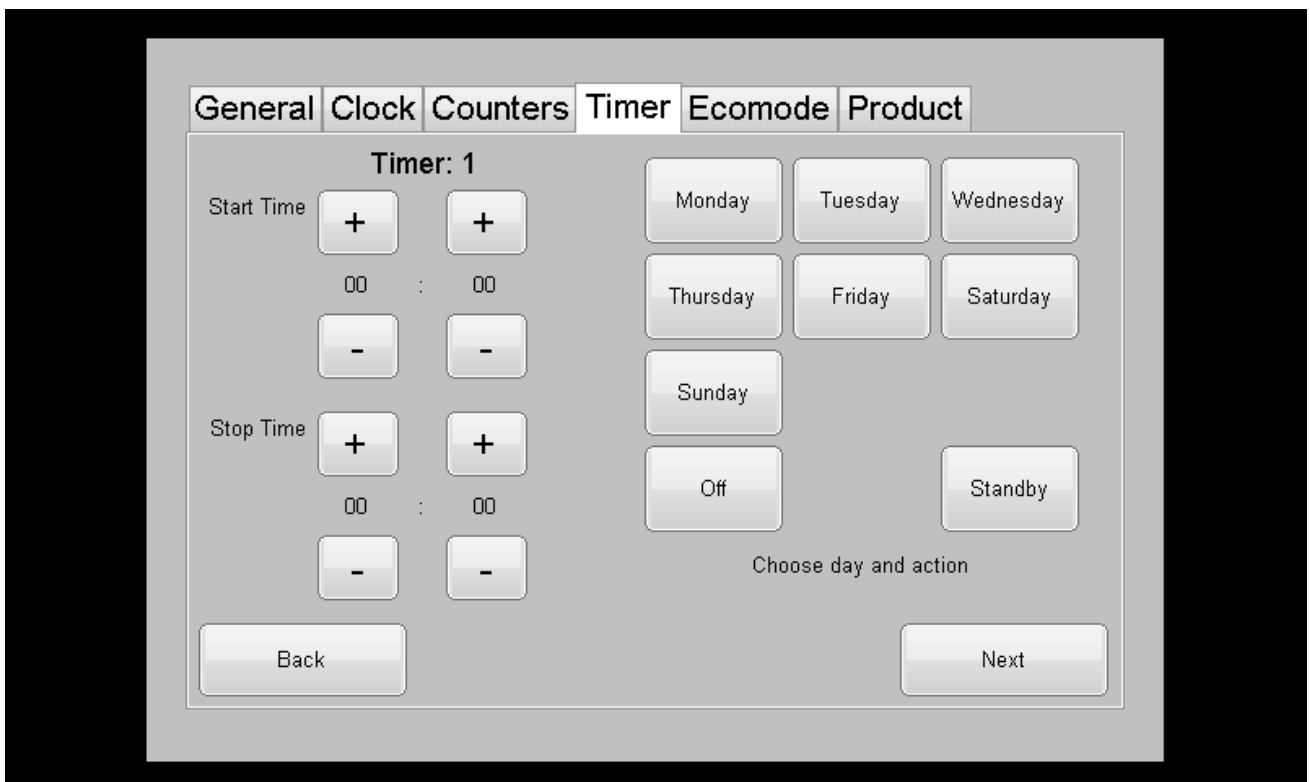


Here you set the time and date. The clock will automatically switch between summer and winter time. The clock is important if you are going to use the counters and timers. The deviation accuracy is about 10 minutes/year.

Counters tab



Here you can find the counter stand of the machine. On the left you see the day-counter, it can be erased whenever you want. On the right you see the consumption counter and bottom left the total counter, it can be erased in the settings menu. This counter displays the total number of consumptions taken, both free as paid.



timer tab (see previous page)

In this menu you set the timers, where you choose from free/paid consumption and/or standby and/or on-off the coffee machine.

There are 10 timer actions available.

Start time, sets the timer start time.

End Time, sets the timer stop time.

Afterwards select the day(s) when to activate this setting. This should be done by pressing the button, it remains selected (blue color).

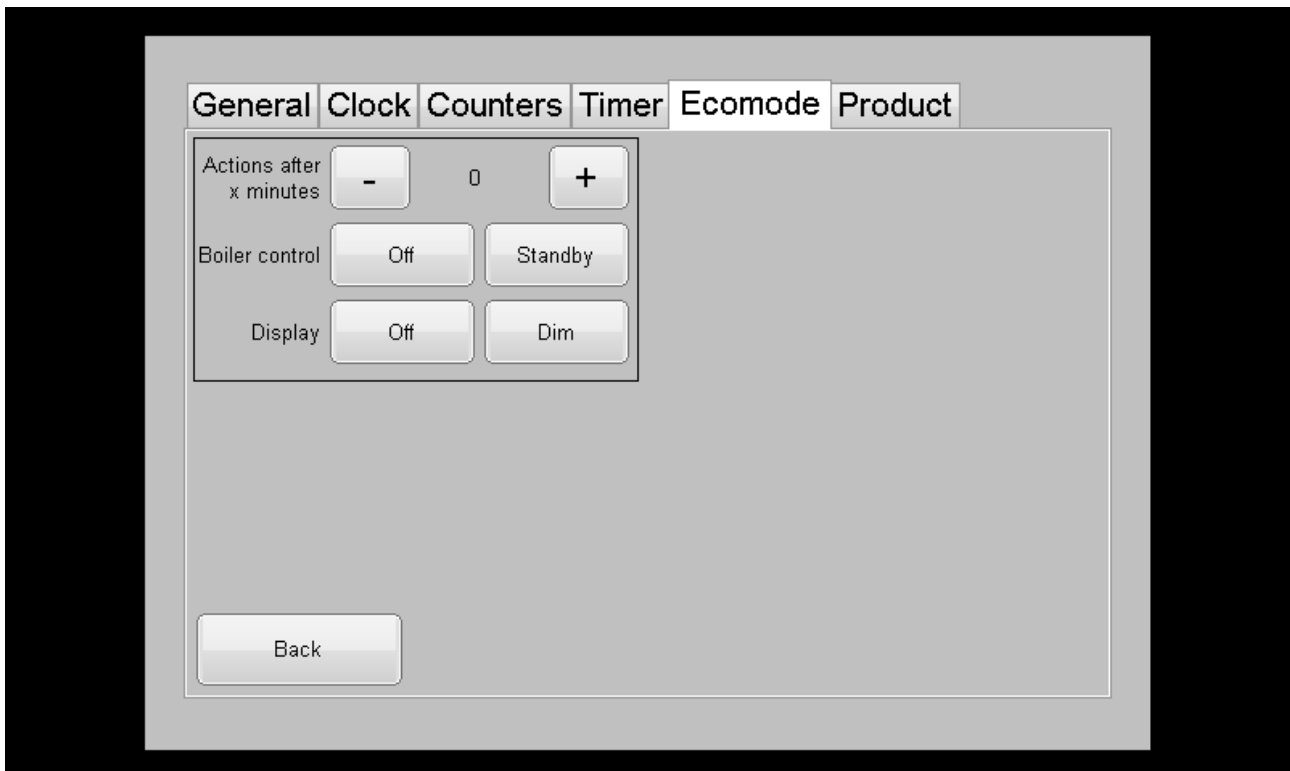
Finally, you choose the action;

Off - The machine completely shuts down, only the processor remains powered on, then you hardly use energy. You can override this timer by the 'reset timer' button on the general tab, the machine then starts again. You do need to wait until everything is powered on.

Coin off - If a coin tester is installed, you can disable it so that the machine is free to use, this timer cannot be interrupted.

Standby - the boiler goes back to the set value (default 60 degrees) and the machine is not functional. You can override this timer by pressing on the 'reset timer' button on the general tab.

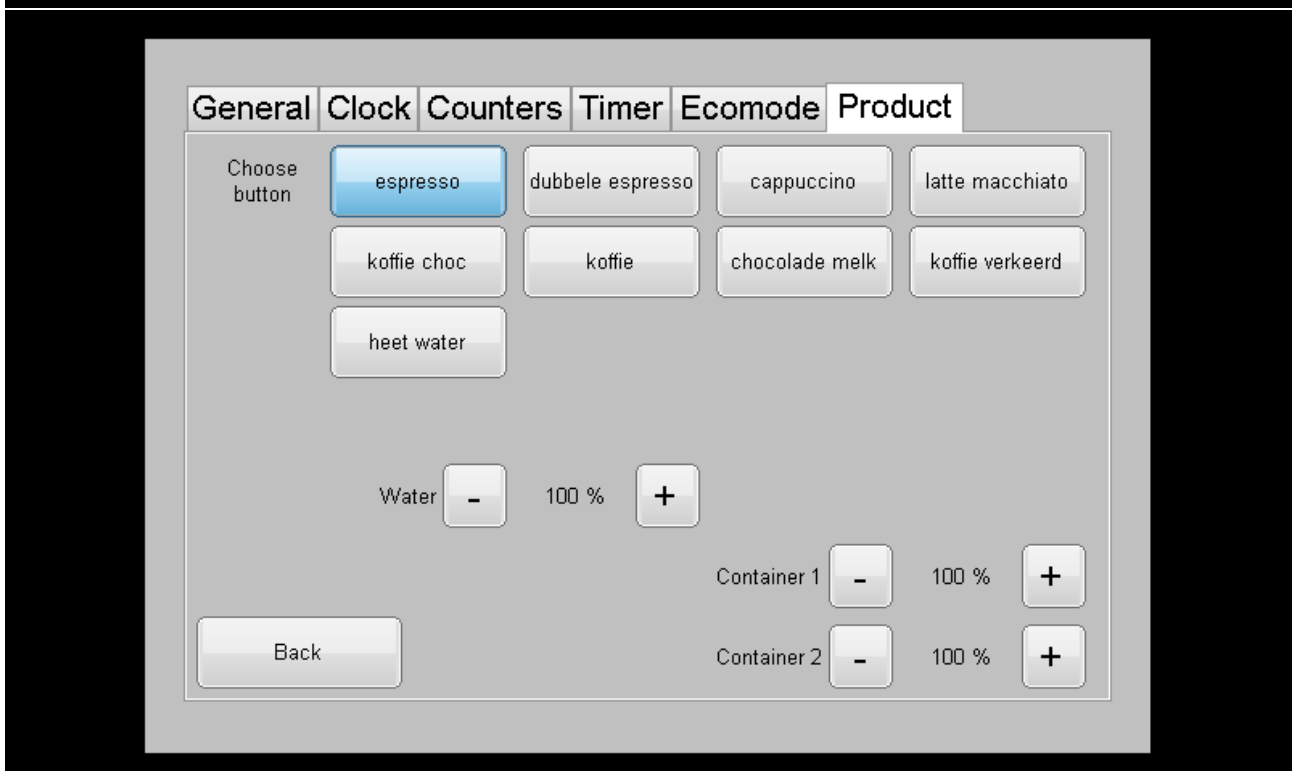
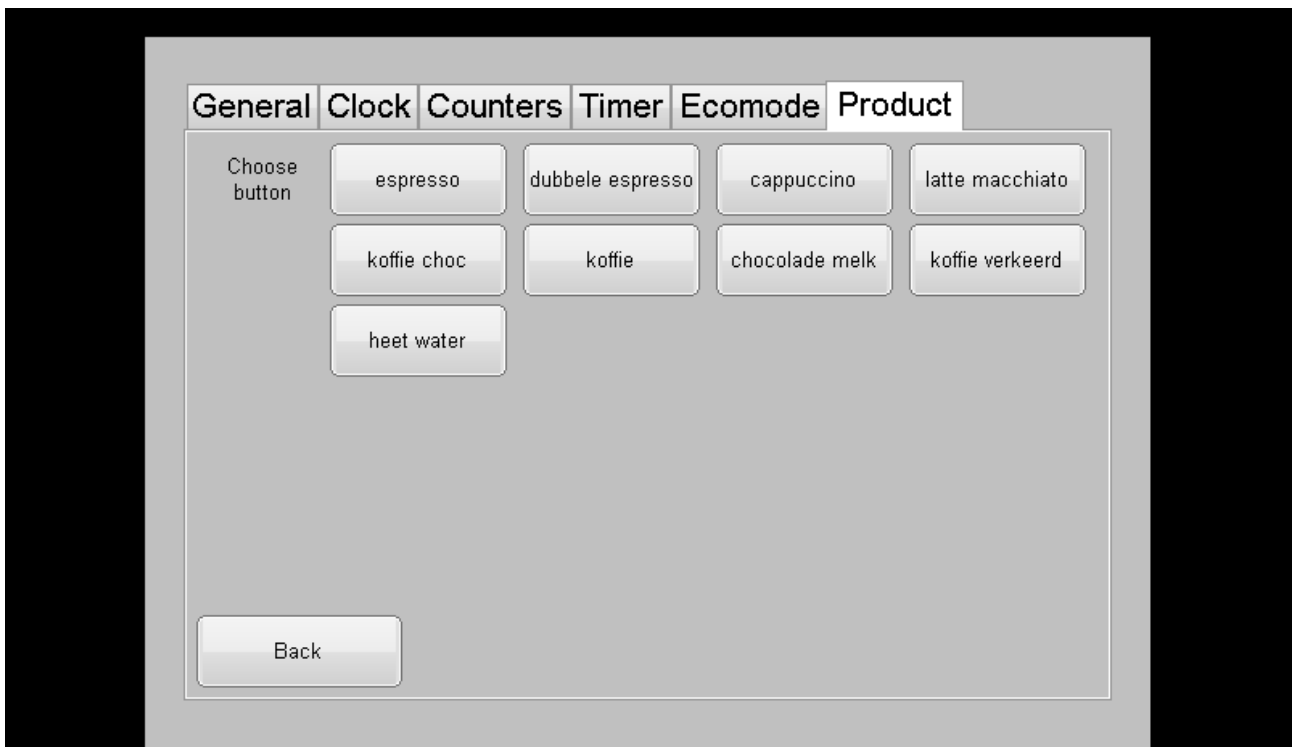
EcoMode tab



Actions after X minutes: This timer is adjustable between 'off' and 720 minutes. If after the last action this time is reached then one of the following come in action. By pressing on the screen, this is lifted.

Boiler control: It can be set to off or stand-by, no selection means not enabled.

Display: It can be set to off or dimmed, no selection means not enabled.



Product tab (see previous page)

This tab can be enabled in the system menu. When a product button is pressed, all the possibilities for that recipe are visible. The client can, within the range of 20% (+ and -) make Water and product adjustments. The recipe itself is not changed.

The number of containers that can be seen is determined by the model. The client employs the containers from left to right.

Rinse menu



During flushing you will hear the valve rattling, this is normal.

- Rinse blender and brewer

Place a container under the spout and press this button, the coffee machine is now flush the mixer and then the brewer. If you want to flush more you again press the button.

- Mixer 1

Place a container under the spout and press 'Mixer 1' button, the coffee now flushes the mixer. If you want to flush more, you press the button again.

- Hot water

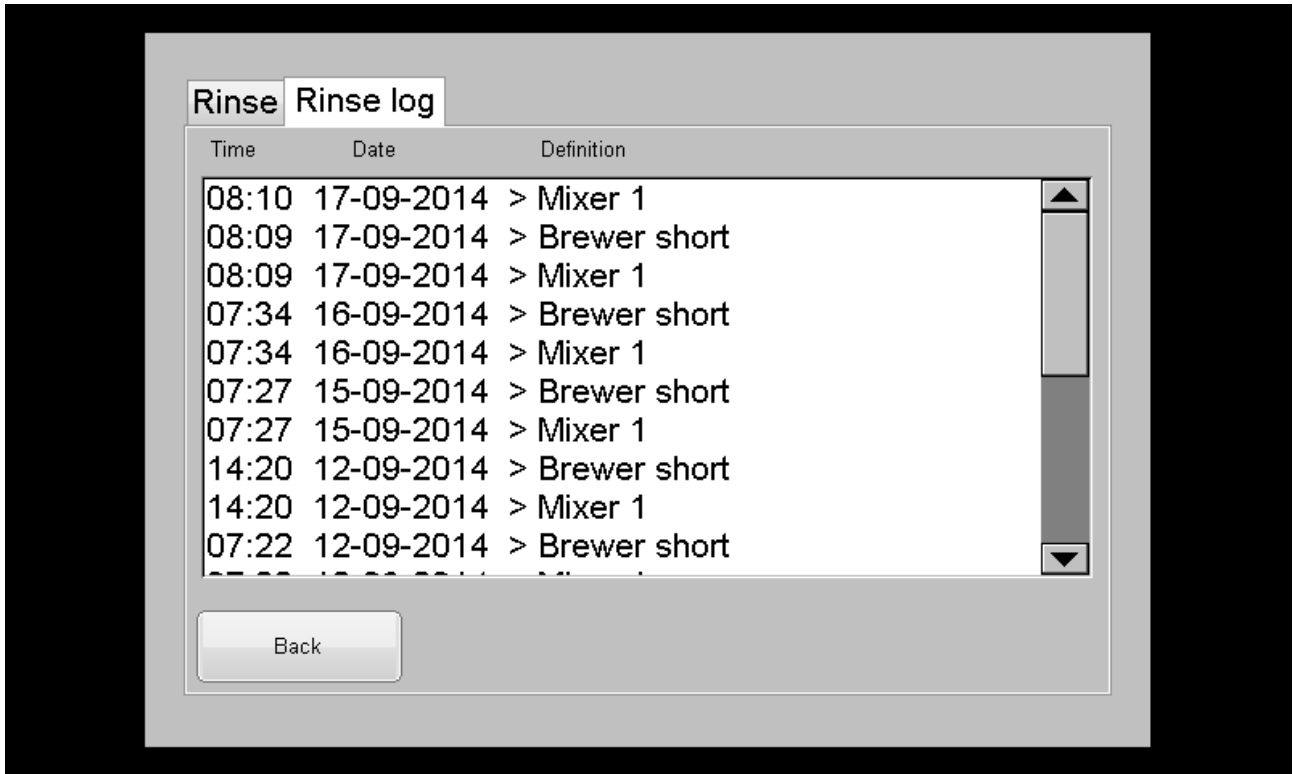
Only the hot water valve is flushed, this to release possible scale.

- Brewer short

Only the brewer is rinsed with water.

- Brewer tablet

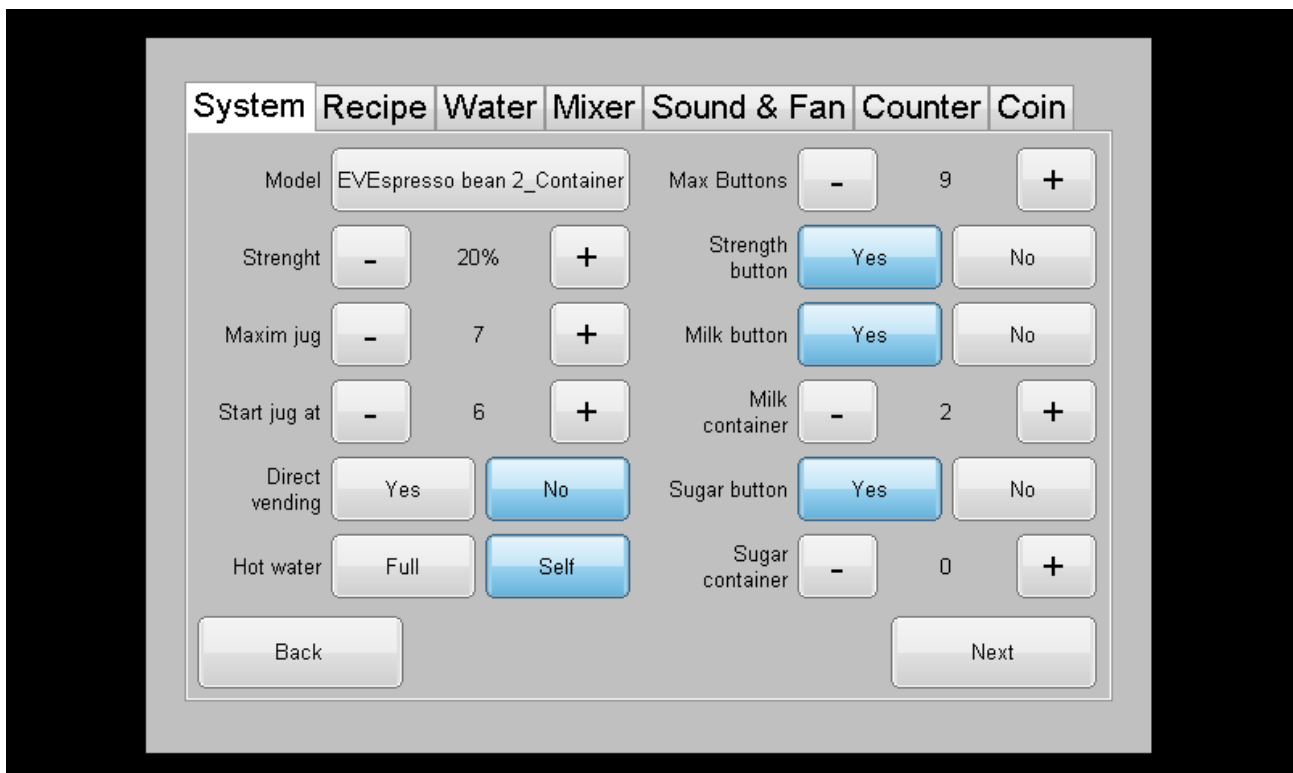
Place a cleaning tablet into the brewer chamber and press the button. The cleaning of the brewer then start. You don't have to do nothing else, it is an automatic process.



Here you can see when the last the rinse process was executed and also how many times in total.

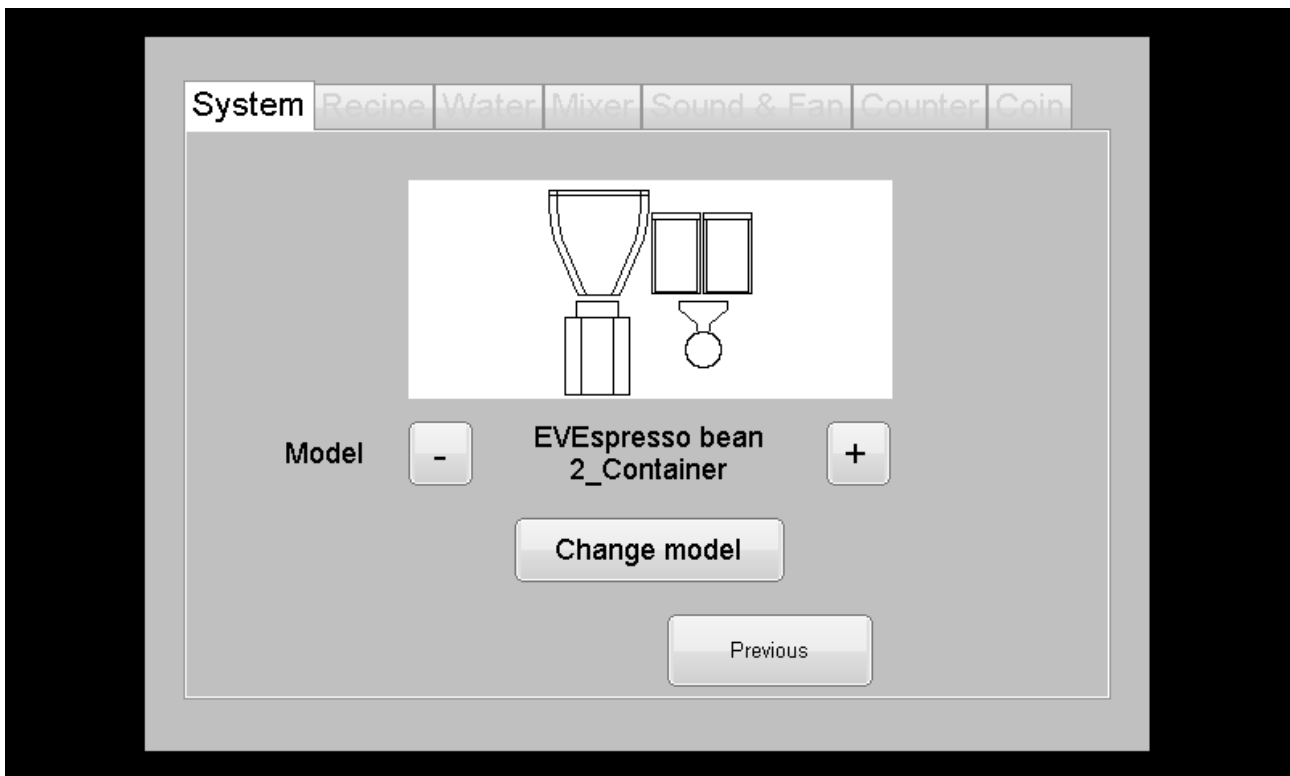
Settings menu

This menu is divided into seven tabs to hold the data together.



System tab

Model: the model is to choose here, press the button and the following screen will appear;



By pressing the + and - buttons you can choose the model. In the middle you see the relevant configuration. If you have an EVB you can choose for an EVG, but that does not make sense, always select the correct configuration. If you click on 'Change model', the machine will reset and all the settings will change to default settings.

Strength: This is the rate that can be set up. This setting applies to all three strength schemes. The setting is between 10 and 30 percent with a increments of 2.

Jug amount: To take consumptions in the use of a can be up. In a 1 liter can go about 7 150cc cups. The setting is between 0 and 12, with a increments of 1.

Start jug at: This function determines where the number is in taking a jug. The setting is between 1 and jug amount with a increments of 1.

Direct vending: The machine issues a beverage immediately. You're in this mode, no strength adjustments can be make, jug function is disabled.

Hot water: Make to choice a full cup size by pressing the "Full" button or choose "Self", the water stops when the button is released.

Number of buttons: make a choice here of how many buttons are shown on the selection screen. The setting is between 1 and 9, with a increments of 1.

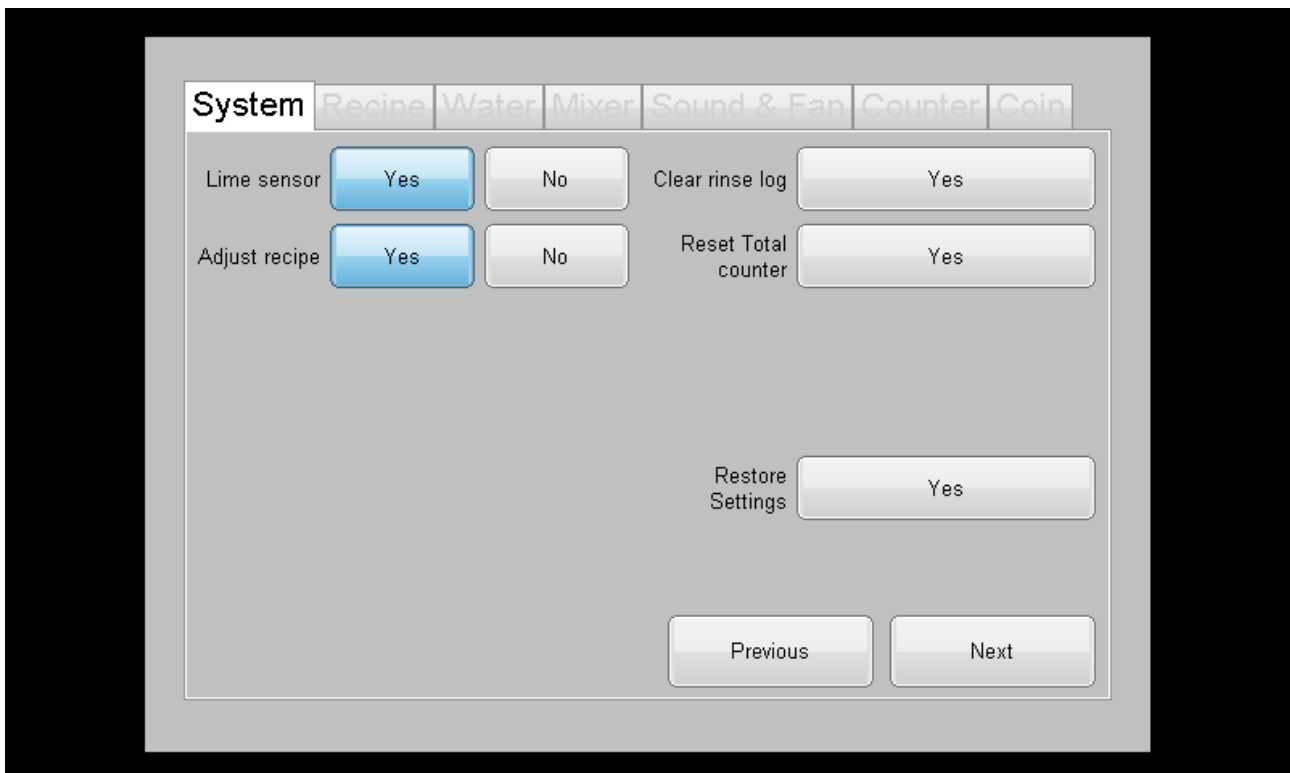
Strength button: Allows you to turn the strength button on or off.

Milk button: When enabled you can change the milk strength, you can choose milk/no milk.

Milk container: you choose the position where the milk container is located. You count from left to right.

Sugar Button: When enabled you can change the sugar strength, you can choose sugar/no sugar.

Sugar container: you choose the position the sugar container is located. You count from left to right.



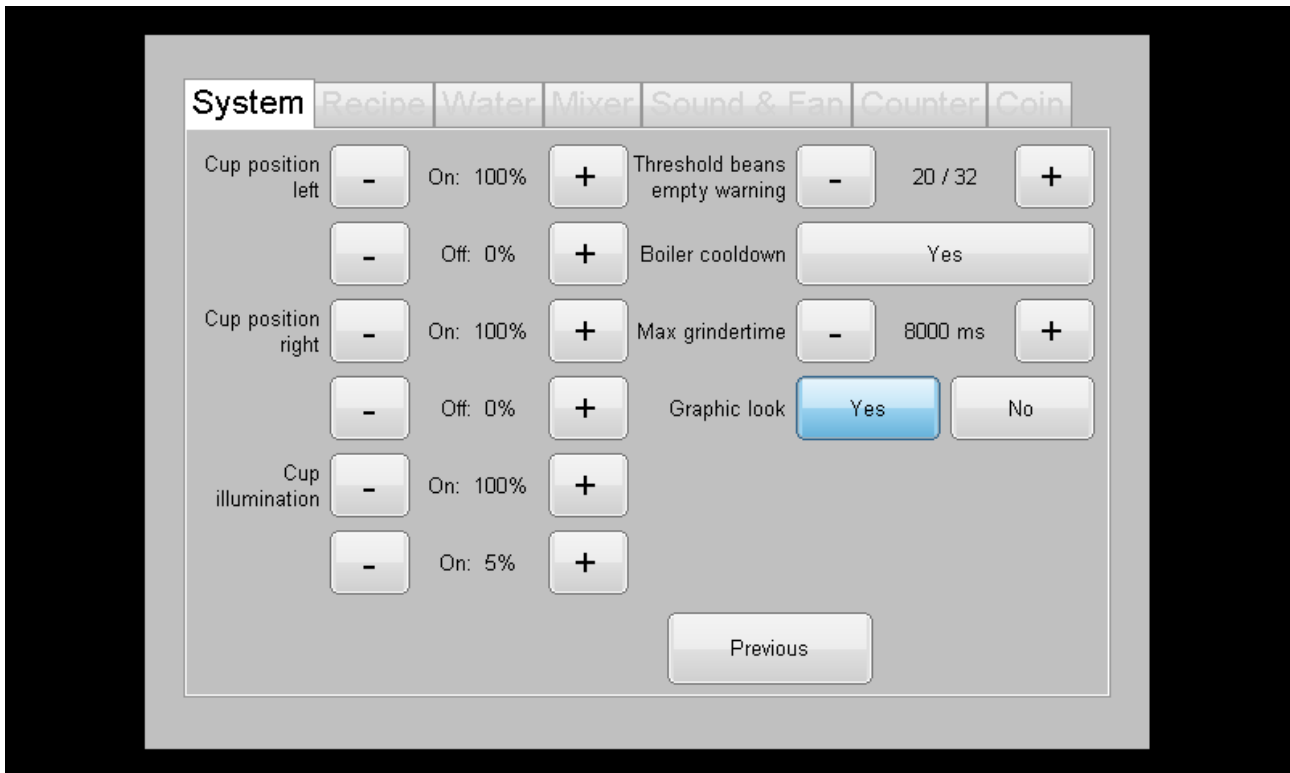
Lime sensor: Normally this is set to Yes. If there are problems with the sensor, it can be switched off until the problem is resolved. It is not wise to this option off.

Adjust recipe: When selected it turn your tab on / off in the user menu (Product).

Clear flushing log: This will clear the rinse log.

Total count: Resets all counters to zero, including the day counter.

Reset Settings: This will only reset the settings back to default.



Cup position left: This is located next to the cup symbol. The numbers are in percentages and indicate the strength of the illumination. The setting is between 00 and 100 percent with increments of 5.

Cup position right: This is located below the water symbol. The numbers are in percentages and indicate the strength of the illumination. The setting is between 0 and 100 percent with increments of 5.

Cup illumination: It illuminates the cup position. The numbers are in percentages and indicate the strength of the illumination. The setting is between 0 and 100 percent with increments of 5.

Threshold beans empty warning: This function predicts that the bean container is almost empty.

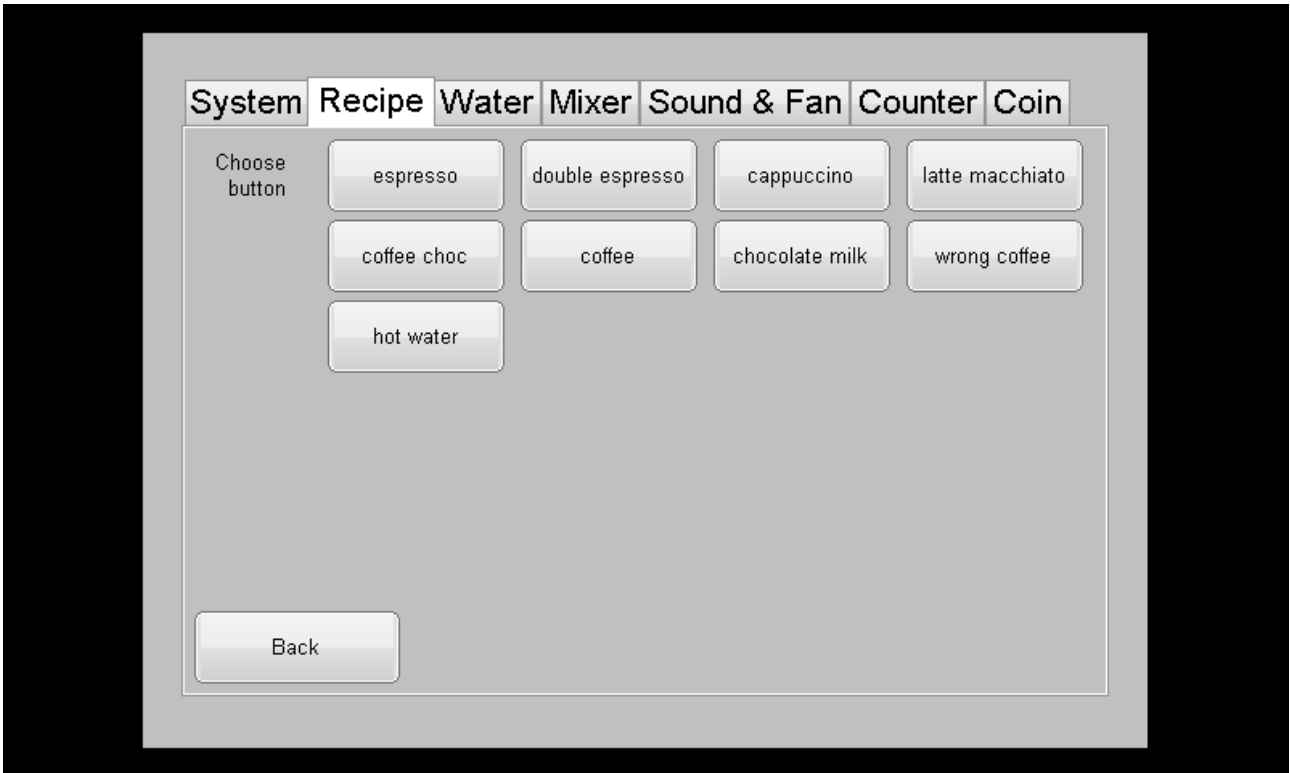
Boiler cool down: When enabled, the pump will start pumping cold water through the boiler until the temperature drops below 45 degrees.

Max grinder time: Here you can specify the maximum grinding time to get the brewer full. This determines whether a double cup can be issued. When 2 consumptions recipe exceeds the set value, the double cup icon will not be displayed.

Graphic look: with this option you can choose between icons and text or only text.

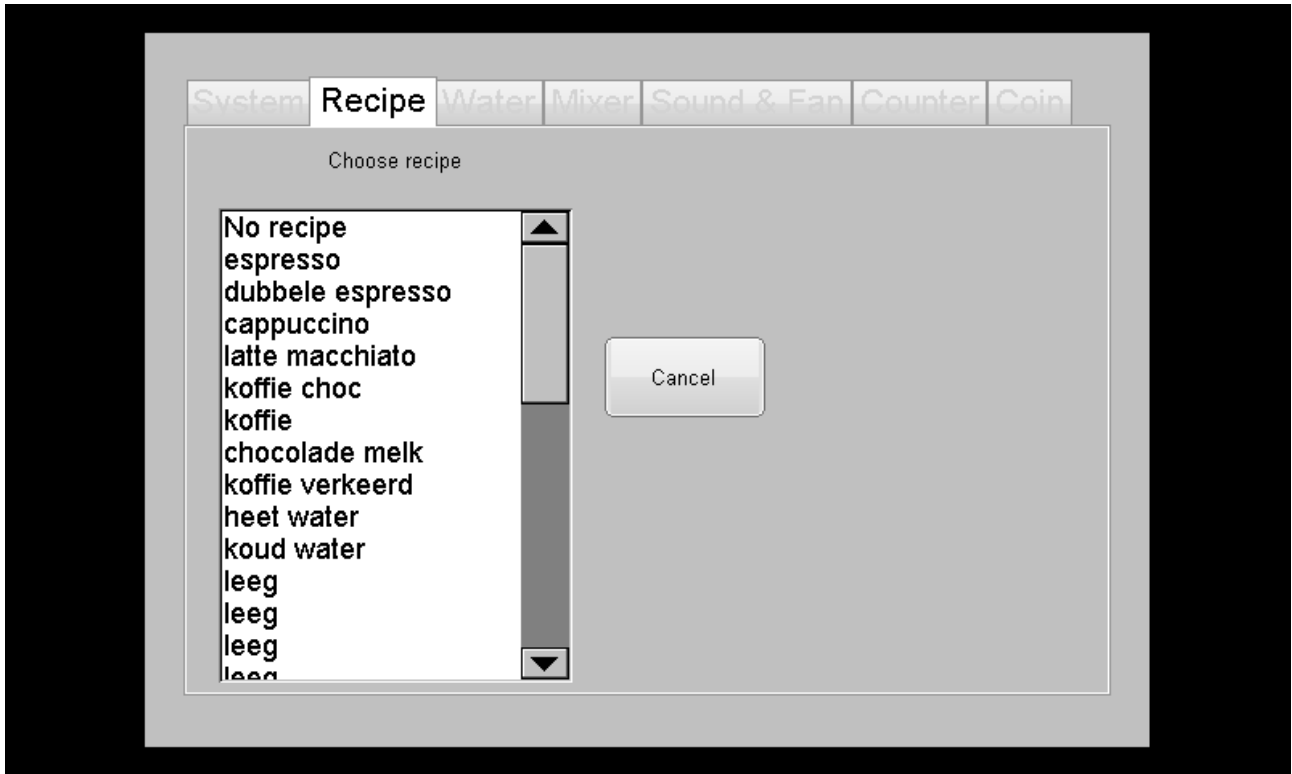
Recipe tab

The recipe menu consists of five screens, you do not all have to go through them. In three screens, a test button is present to test the recipe without leaving this menu.



In the first screen, you choose which button you are going to change.





If you want a different recipe on the chosen position, you can choose this using the 'Copy recipe' button, you return to the screen above. Select the recipe and press the 'OK' button. The recipe will be copied to your chosen button.



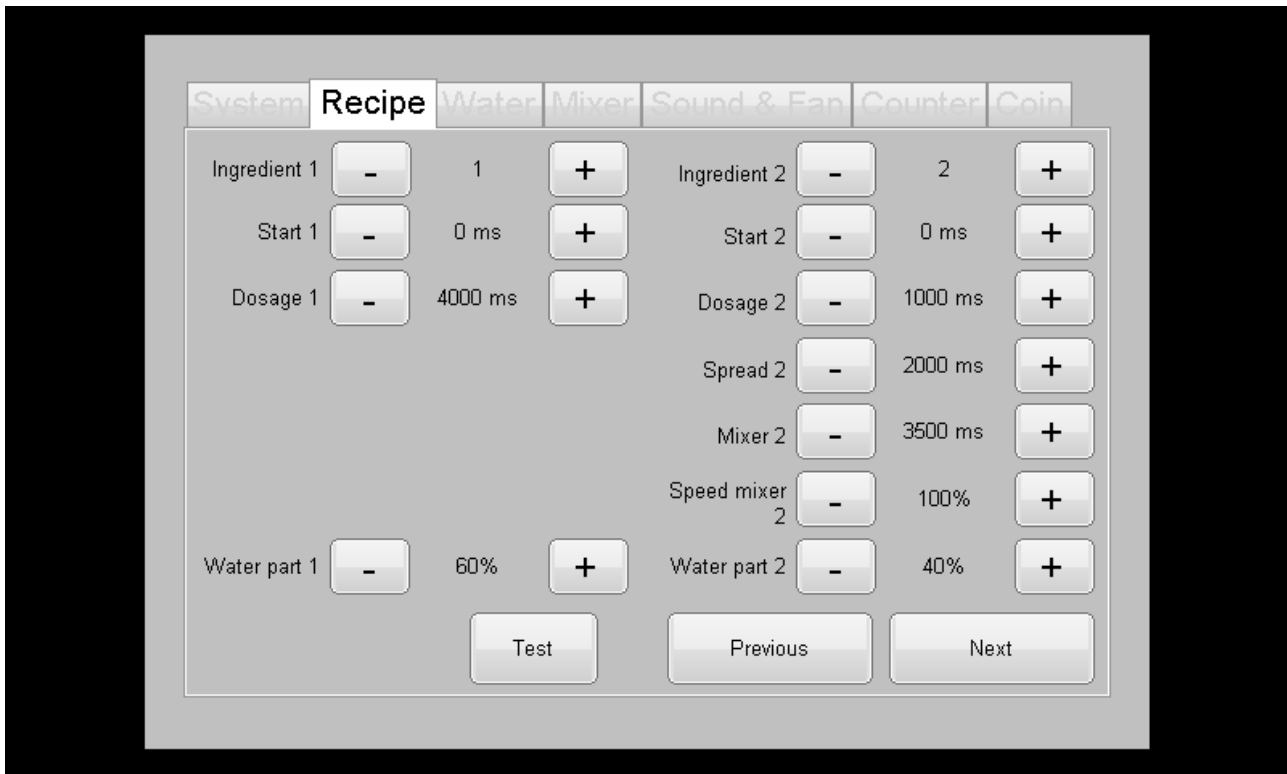
Pressing 'Select image' button, you can choose a picture with the recipe.

With the <Rename recipe> button, you can change the name of the recipe. The <Special> in this screen is for special characters.



The <Next> button on the first screen, go to the following screen.





Product water along: When enabled, the values of the product will automatically go up or down when you adjust the amount of water.

Break in water: The exhaust valve will dose 2 times, first half of the set time, waiting time and then dispensing the second half of the set time. The setting is between 0 and 5000 milliseconds with increments of 10.

Water quantity: This is the time that the valve is open to get the cup filled with water. The setting is between 0 and 300 milliliters with increments of 1 or 10 when you hold the button.

Ready sound: The time needed to get the last drop in the cup. The time is measured after the product is released. The setting is between 0 and 20 seconds with increments of 1.

Add: Allows you determine what happens to the milk and sugar. If set to 'no', the product will be fully given. When set to add one or both, then you can choose the quantity dispense.

Water valve: Choose for cold when a water cooler is connected, the output on the power board for the water cooler is the loose connector on the right hand side.

Product price: Here you set the price per button. This option is available when a coin tester is selected in the Coin tab. The setting is between 0.00 and 10.00 euros with increments of 0:05 (depending on the Coin tab). This option appears only when a coin tester is selected in the Coin tab.

Brewer first: This function determines the sequence of issuing the product. Coffee (brewer) first, than the mixer product or vice versa.

Mug setting: Select the mug contents/volume. The setting is between 'off', 105 and 200 percent with increments of 5. When 'off' is selected, mug icon is not visible on screen.

Ingredient x: Select the container which holds the product. Container 1 is always the coffee container, both in the bean as in the ground coffee machine.

Start x: Is the start time of the product, measured from the moment that the button is pressed. The setting is between 0 and 60000 milliseconds, with increments of 100.

Dosing x: Is the amount of the product. The setting is between 0 and 20000 milliseconds, with increments of 100.

Spread x: Here you set the spread dosing time, when this time is equal to the standard dosing time, the product will be dosed on 100% of the motor speed. Is this time longer, the motor speed will be regulated so that the product dispenses longer. The setting is between -10% and +50% shown in milliseconds with increments of 10. The values are limited automatically.

Mixer x: Is the time that the mixer should run. The setting is between 0 and 20000 milliseconds, with increments of 10.

Speed mixer x: Allows you determine the speed of the mixer. The setting is between 0 and 100 percent with increments of 10.



Water part x: Is for the spreading of the water between the brewer and mixer. The setting is between 0 and 100 percent with increments of 1. For example, if you pick up a product with two ingredients that run through one mixer, then only the left ingredient has a filled water share of 100%.

You can use the <Test> button to test the recipe without having to exit the menu.

Water tab

System	Recipe	Water	Mixer	Sound & Fan	Counter	Coin	
Failure at	-	110 °	+	Standby temperature	-	60 °	+
Min. operating temperature	-	80 °	+	Inlet valve delay	-	1000 ms	+
Operating temperature	-	95 °	+	Liters for limefilter	-	0 L	+
Hot in	-	5 min	+				
Short time	-	10 sec	+	Liters taken		229 L	
Long time	-	2 min	+	Erase liters taken	Yes		
Back							

Failure at: Is the value at which the message “E05: Boiler cooks” pops up. The setting is between 90 and 115 degrees with increments of 1.

Minimum operating temperature: Below this temperature, the machine can not be operated. The setting is between 70 and 90 degrees Celsius with increments of 1.

Operating temperature: This is the normal temperature, measured in the boiler. The setting is between 85 and 105 degrees with increments of 1.

Hot in: Is the time when the boiler has to come after turning the machine on temperature. Otherwise, an error message “E04: Boiler error” pops up. The setting is between 1 and 5 min with increments of 1.

Short time: Is the time when the tank must be refilled. The setting is between 1 and 120 seconds, with increments of 1.

Long time: Is the time when the water heater should be after turning the machine is filled. The setting is between 1 and 4 minutes with increments of 1.

Standby temperature: Here imagine the number of degrees in which the boiler is going when this feature is used. The setting is between 1 and 93 degrees with increments of 1.

Inlet valve delay: If water enters the boiler causes swell of water. This setting ensures that the water cannot come before is going to be filled. Unwind This is to prevent. Rattling of the conduit The setting is between 0 and 5000 milliseconds with increments of 100.

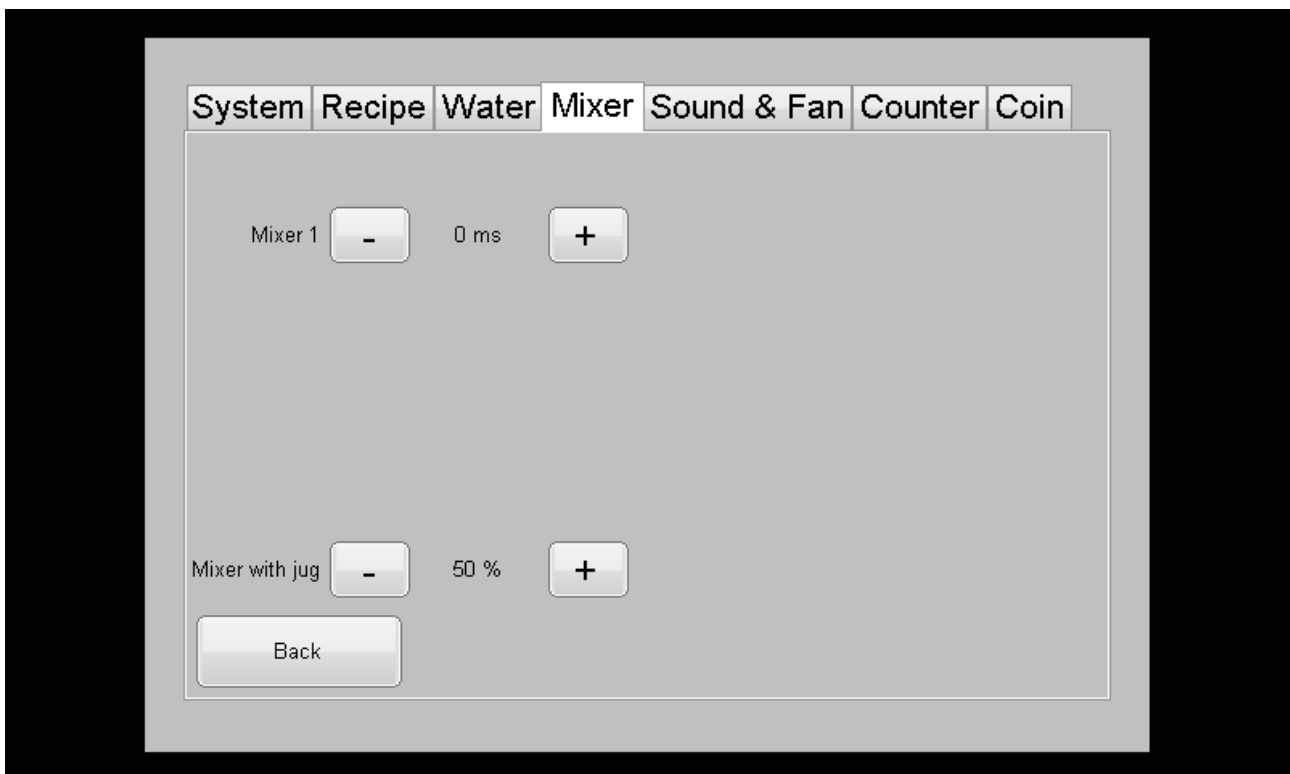
Liters for lime filter: You can enter the number of liters that the connected filter can provide. (capacity water filter) The setting is between 0 and 60000 liters with increments of 10 liters.

Replace date filter: Setting is automatically 1 year after installation filter. It can be adjusted, if desired.

Liters taken: The number shown is the amount of consumed liters after a reset. There are about 7 normal cups (150cc) in one liter.

Clear liters: This resets the water counter, the liters that have been set are not deleted.

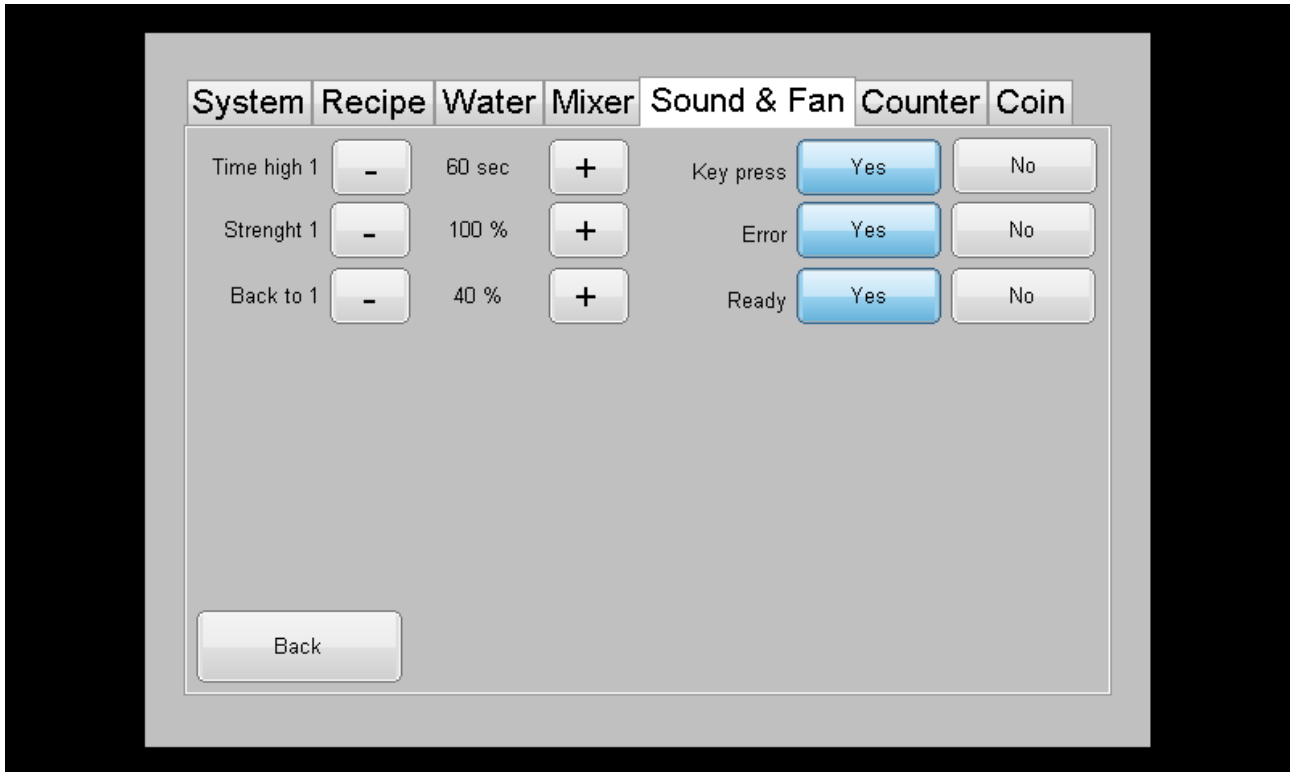
Mixer tab



Mixer 1: To set the time that the water needs to flow from the boiler in the mixer.

Mixer with jug: This percentage imagine how long the mixer is allowed to run in taking a jug. This is to prevent excess foam. The setting is between 0 and 100 percent with increments of 1.

Sound & Fan tab



Time high 1: the time that the fan turns when the consumption is taken. The setting is between 0 and 300 seconds with increments of 1.

Strength 1: the speed at which the fan is running. The setting is between 0 and 100 percent with increments of 10.

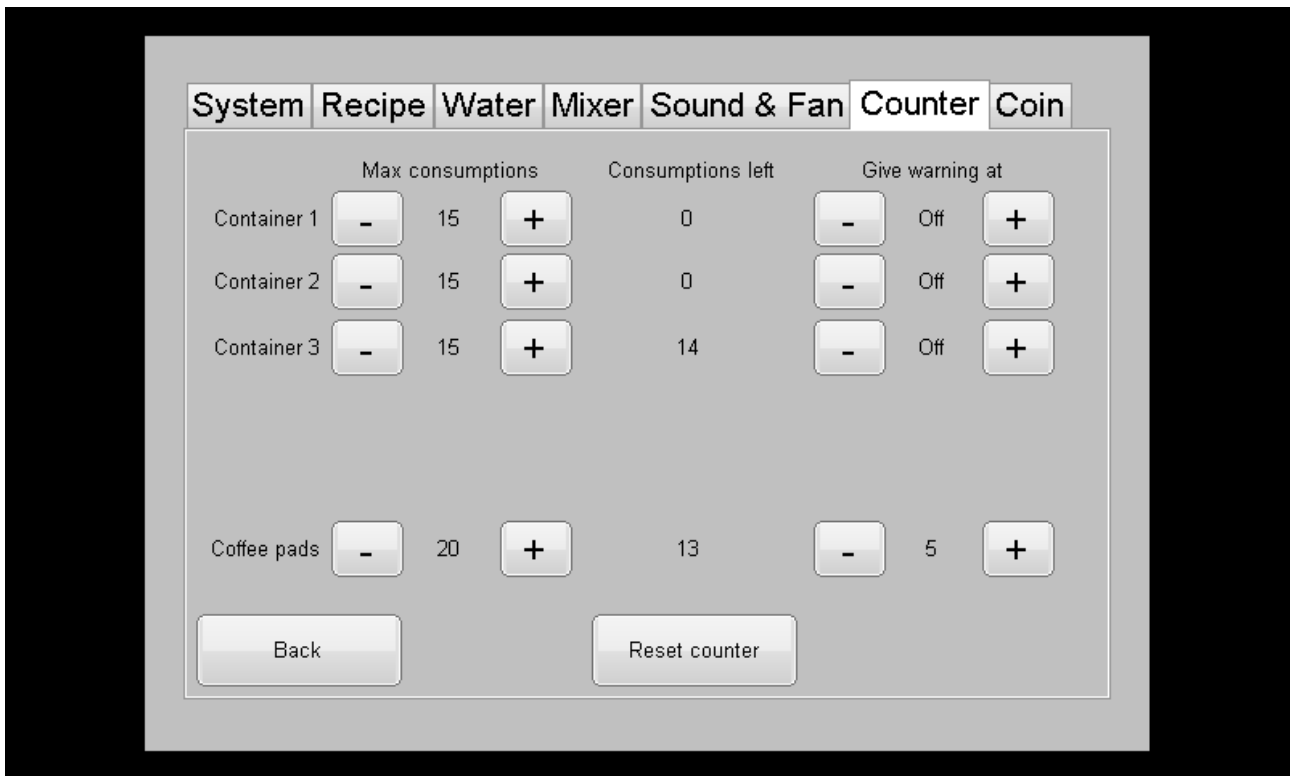
Return to 1: is the rate in the rest position. The setting is between 0 and 100 percent with increments of 10.

Key press: Gives a beep sound when a button is pressed.

Error sound: Gives a recurring beep when an error occurs.

Ready sound: Gives a beep sound when the consumer is ready.

Counter tab



This function is to monitor the container content status. This function is usually used in conjunction with a coin tester in order to prevent “empty sales”. If a container is empty **ALL** containers should be filled before a reset is given. The reset of the containers can be given here with <Reset counter> button or in the user menu.

Container 1 t/m 4: enter the number of consumptions in what can be issued. The number of containers depends on the chosen model.

Give warning at: When the counter reaches this value, it shows an message on screen which is still available. If these consumptions are also depleted, the machine will stop dispensing.

The middle column shows what has already been dispensed.

Coffee pod: When the counter reaches this value, a message “Waste bin is full” appears on screen.

Coin tab

System	Recipe	Water	Mixer	Sound & Fan	Counter	Coin	
Type coin-mechanism	-	None	+	Line 1	-	€ 0.05	+
Free consumptions	Yes		No	Line 2	-	€ 0.10	+
Choose behavior	Single		Multi	Line 3	-	€ 0.20	+
Lowest coin value	-	€ 0.05	+	Line 4	-	€ 0.50	+
Reset Deposit	€ 0.00			Line 5	-	€ 1.00	+
				Line 6	-	€ 2.00	+
Back							

Type coin mechanism: There are two settings, none or validator here. A totalizer is not supported so all recipes can get their own price.

Free consumptions: When a coin mechanism is selected, this setting must be set to "No".

Choose behavior: choose "single" but then one consumption can be observed. Do you have too much thrown you lose that. Choose "Multi" then the remainder amount is kept for the next customer.

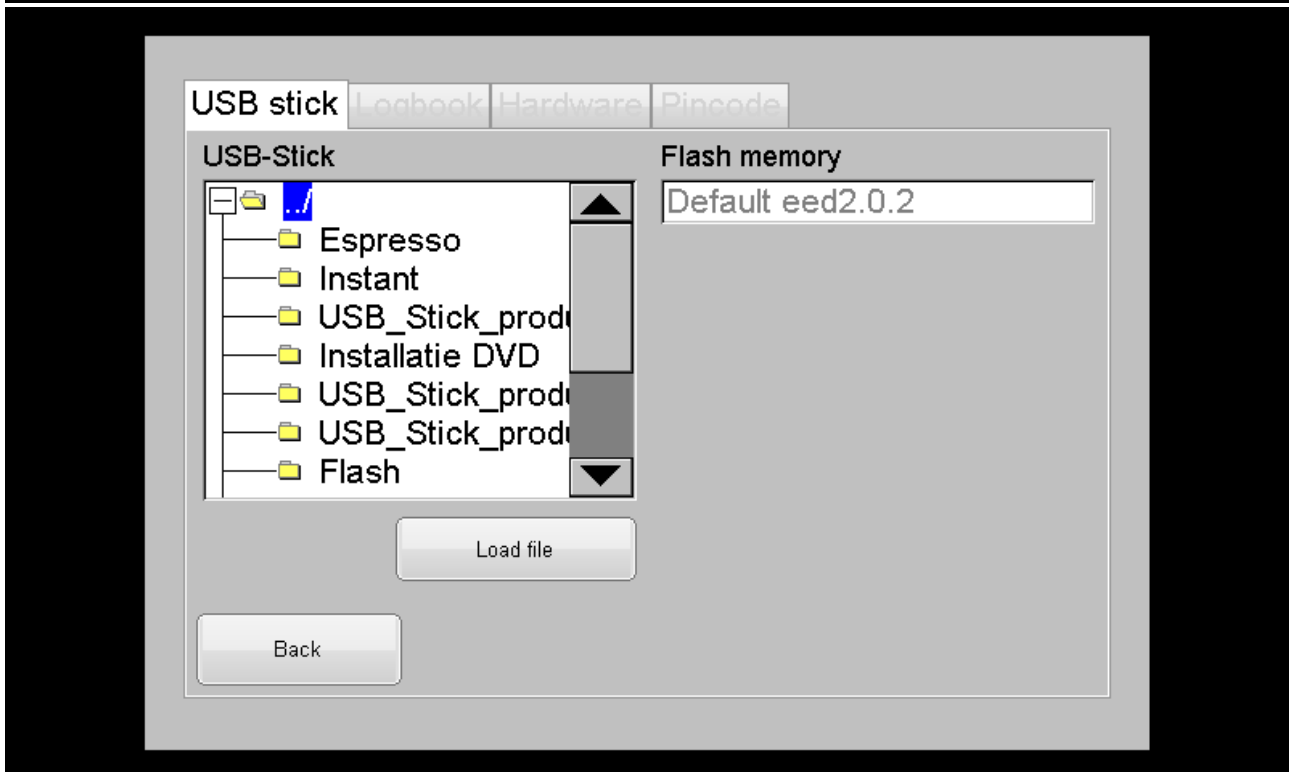
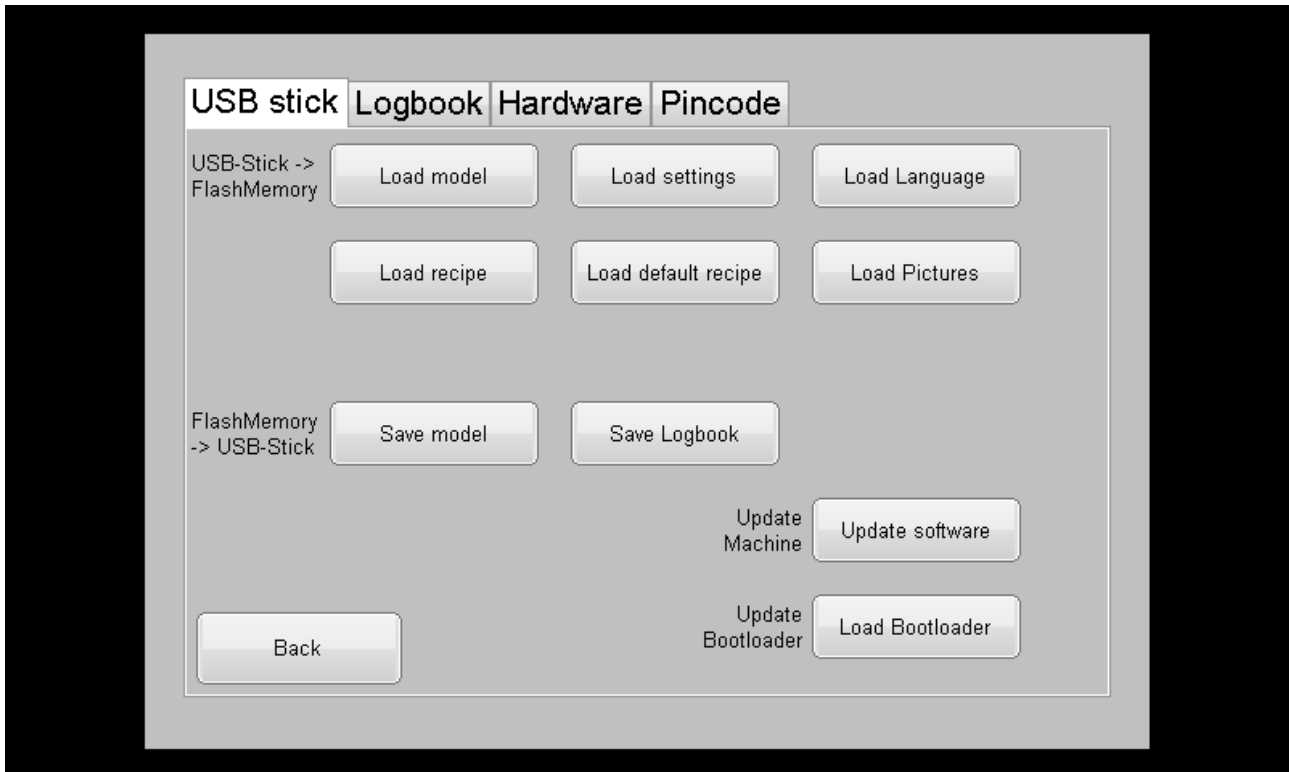
Smallest coin value: Set the lowest coin value in the coin tester. If you set a price, the increments will be equal to this value.

Reset deposit: The inserted money is thus erased.

Line 1 t/m 6: Lists the values as they appear on the coin tester. A token equals line 6.

Computer menu

USB Stick tab



If you press one of the buttons next to "USB-Stick -> FlashMemory" print (except "Load images"), the above screen appears when a USB Stick is inserted:

Load model: Load a file with the extension .EED. This file contains all the recipes and settings of the machine. You can use the external settings program to make these files.

Load settings: Retrieves the settings from a .EED file and does nothing with the recipes. This can be useful if you want to equip all machines with the same settings.

Load language: Standard loads the English language, but if you prefer a different language, you can load them after.

Load recipe: Retrieves the recipes from a .EED file and does nothing with the settings. This can be useful if you want to equip all machines with the same recipes regardless of the model.

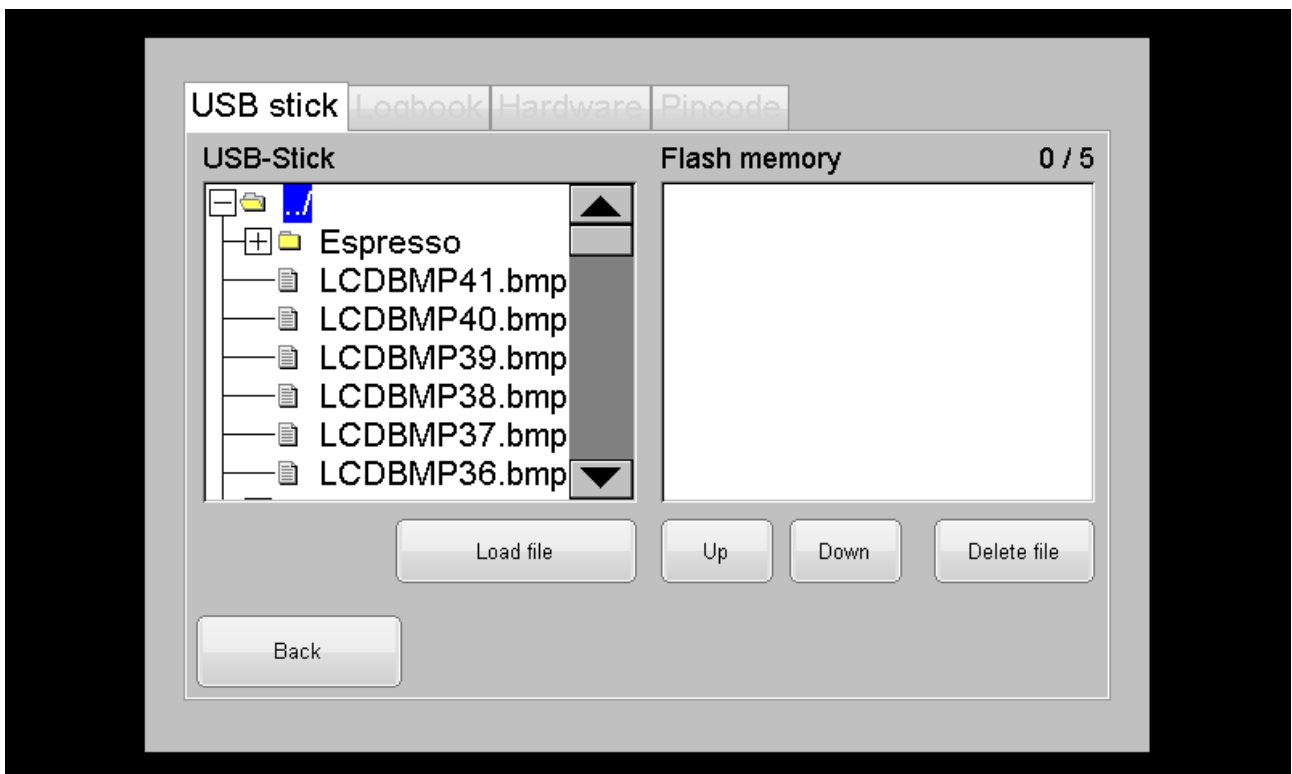
Load default recipe: You can load 35 own recipes. These recipes have the suffix .der. You can find these recipes in the Recipe tab> select recipe and then press the + or - button.

Keep model: All recipes and settings are saved in a file. You can give the file a name. The extension is always .EED

Save Log: Saves the log which can be send to Elproma Vending for checking. The log can be deleted using the "Clear Log" button in the "Log" tab.

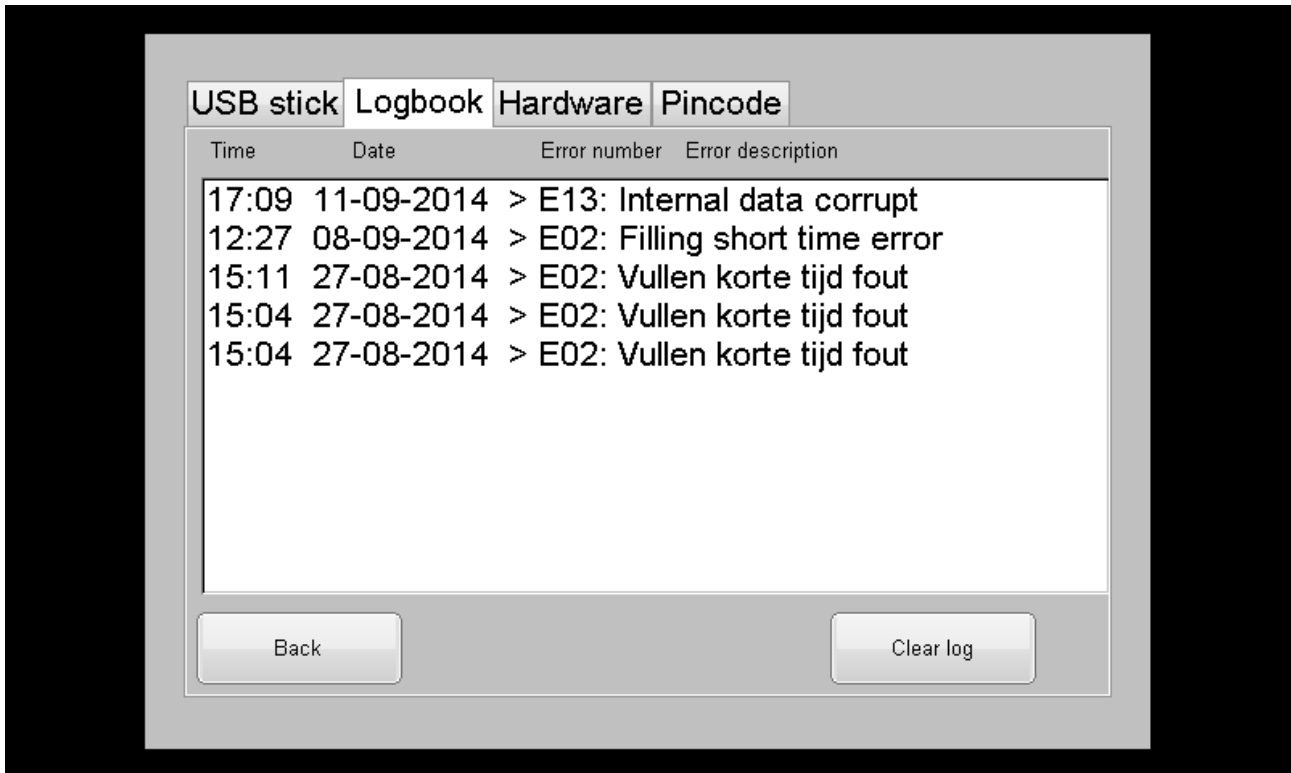
Load software: This function is for updating the software, the file has extension .CPU

Load boot loader: This function is to update the boot loader, the file has extension .HEX



Load images: You will now see the screen above. This is equivalent to the screen in the user menu. If you have your own image (up to 5) that can/must not be erased by the user you place these image on this site.

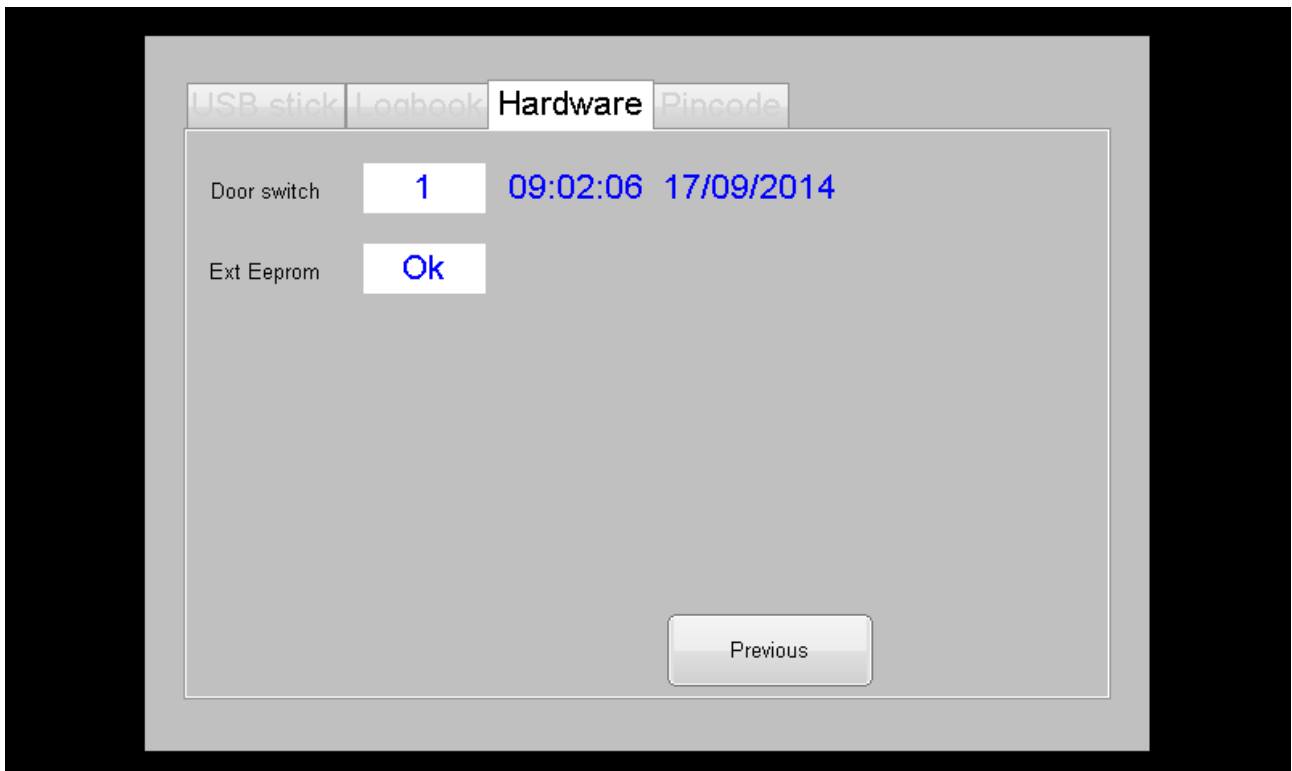
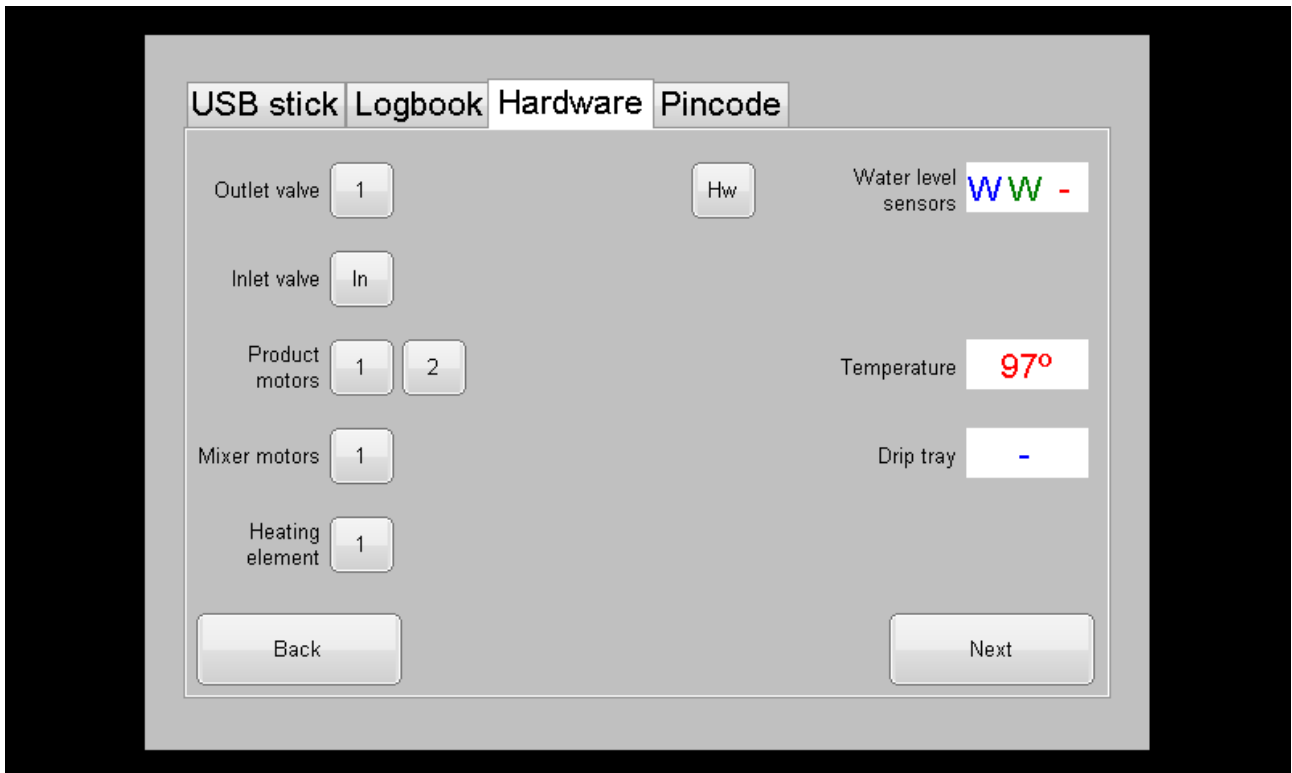
Logbook tab



In this screen you will find the last listed 20 error messages. Below a list of all error messages:

- E01: Level sensor error
- E02: Filling short time error
- E03: Filling a long time error
- E04: Boiler error
- E05: Boiler cooks
- E06: Temperature sensor faulty
- E07: Lime sensor activated
- E08: Drip tray full
- E09: No earth
- E10: Drip tray removed
- E11: Brewer does not close
- E12: Water blockade
- E13: Internal data corrupt

Hardware tab



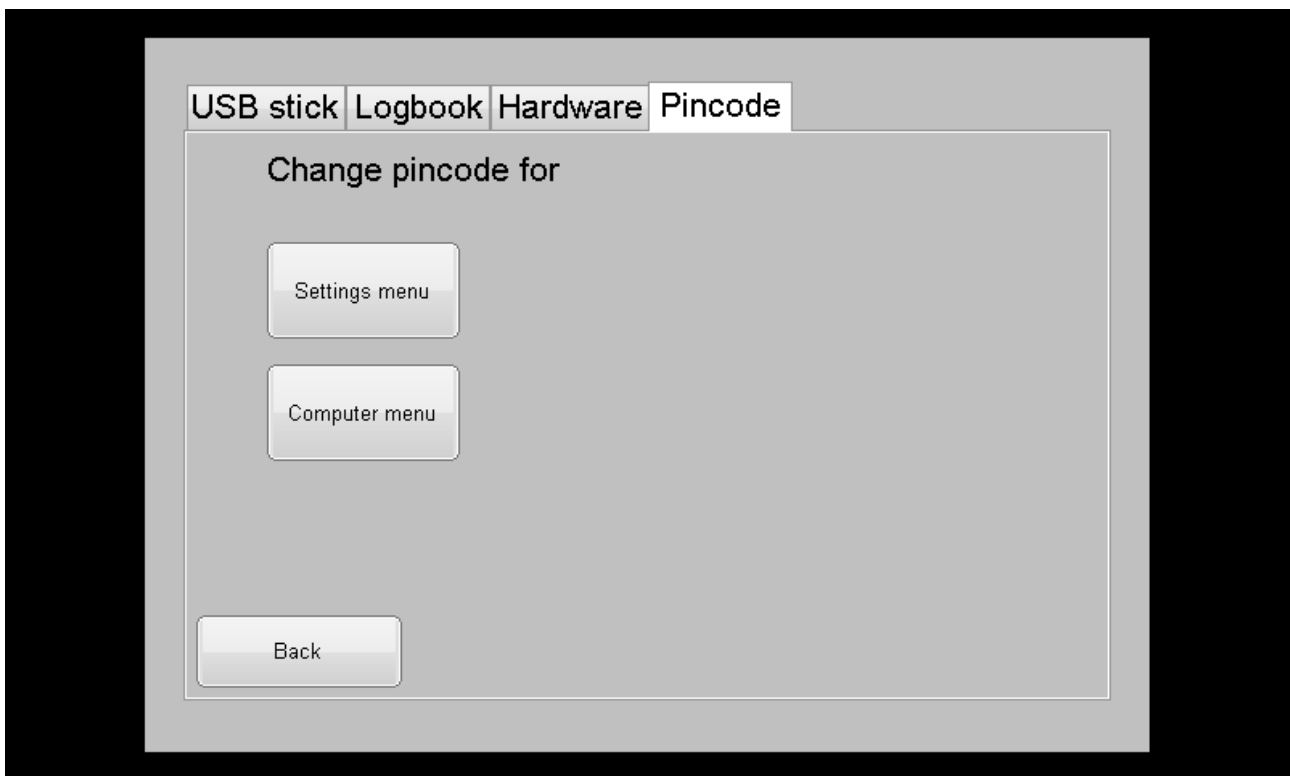
Hardware Test: This test consists of two pages. One of the inputs (right) and one for the outputs (left). The implementation of the screen is determined by the chosen model.

By pressing a button behind the outputs the corresponding output will be controlled. On the power board the LED at the output will turn on. The number of buttons is model dependent.

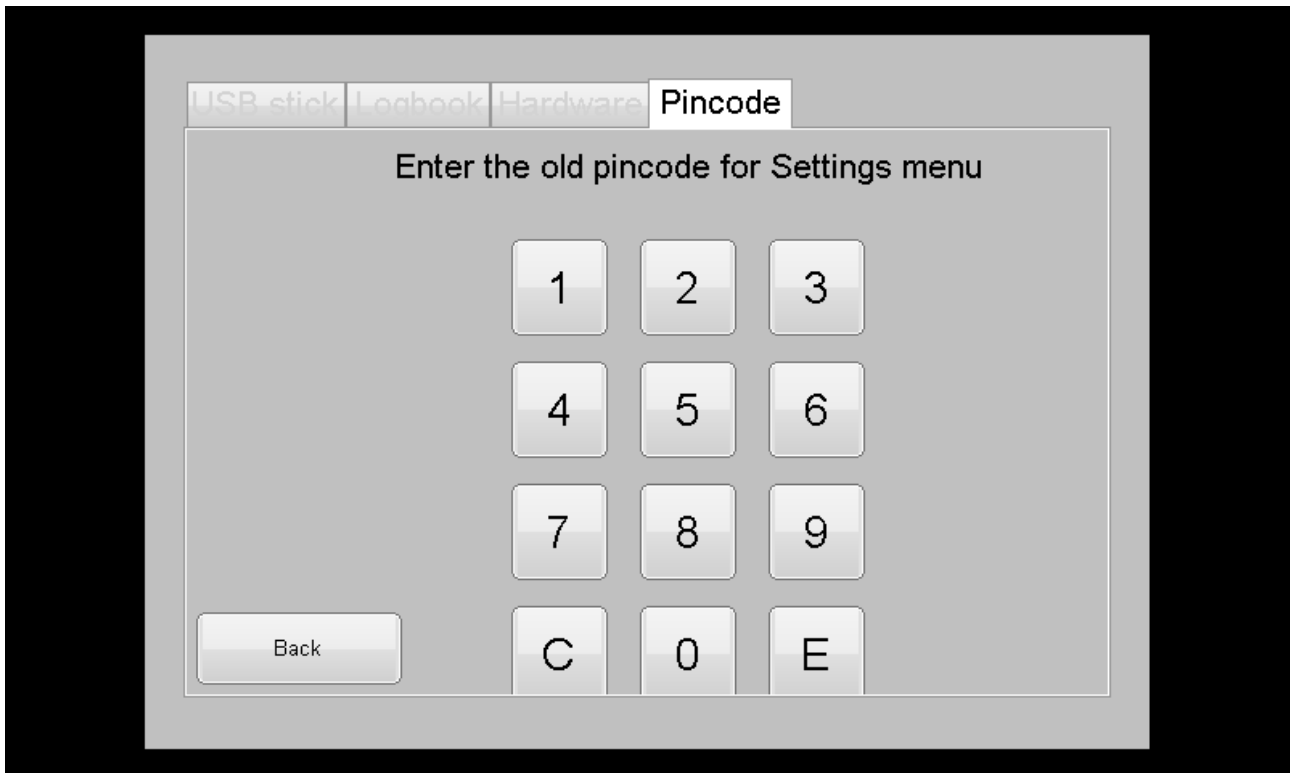
At the inputs you can test the water level sensors and drip tray sensor, also you'll see the current temperature as measured in the boiler.

On the next page screen you can test the door switch, key switch and G13. "Ext. Eeprom" shows that a removable memory chip on the processor is present.

Pin code tab



Select the desired menu. The following screen appears:



You must first enter the old PIN and press 'E'. Enter the new PIN code and press 'E'. Do this again.

You are now going back to the first screen.