

# SINGLE POCKET DRYER

## Computer Dryer

### Description of Electronic Control

The single electronic control unit controls the coin count, dry time, temperature and information display. The digital display shows vend price when waiting for coins to be inserted and time purchased after coins have been deposited. When the tumbler is in use, the display shows the number of minutes remaining to be used. The three temperature selection buttons have indicator lights to indicate which temperature selection has been made. At the end of the cycle, the digital display flashes until the operator opens the door to remove the load. Temperature readout is available by pressing the temperature selection button that is in use along with the start button.

### Electronic Control Features Available ( shown in picture below)

#### 1. Anti-Wrinkle

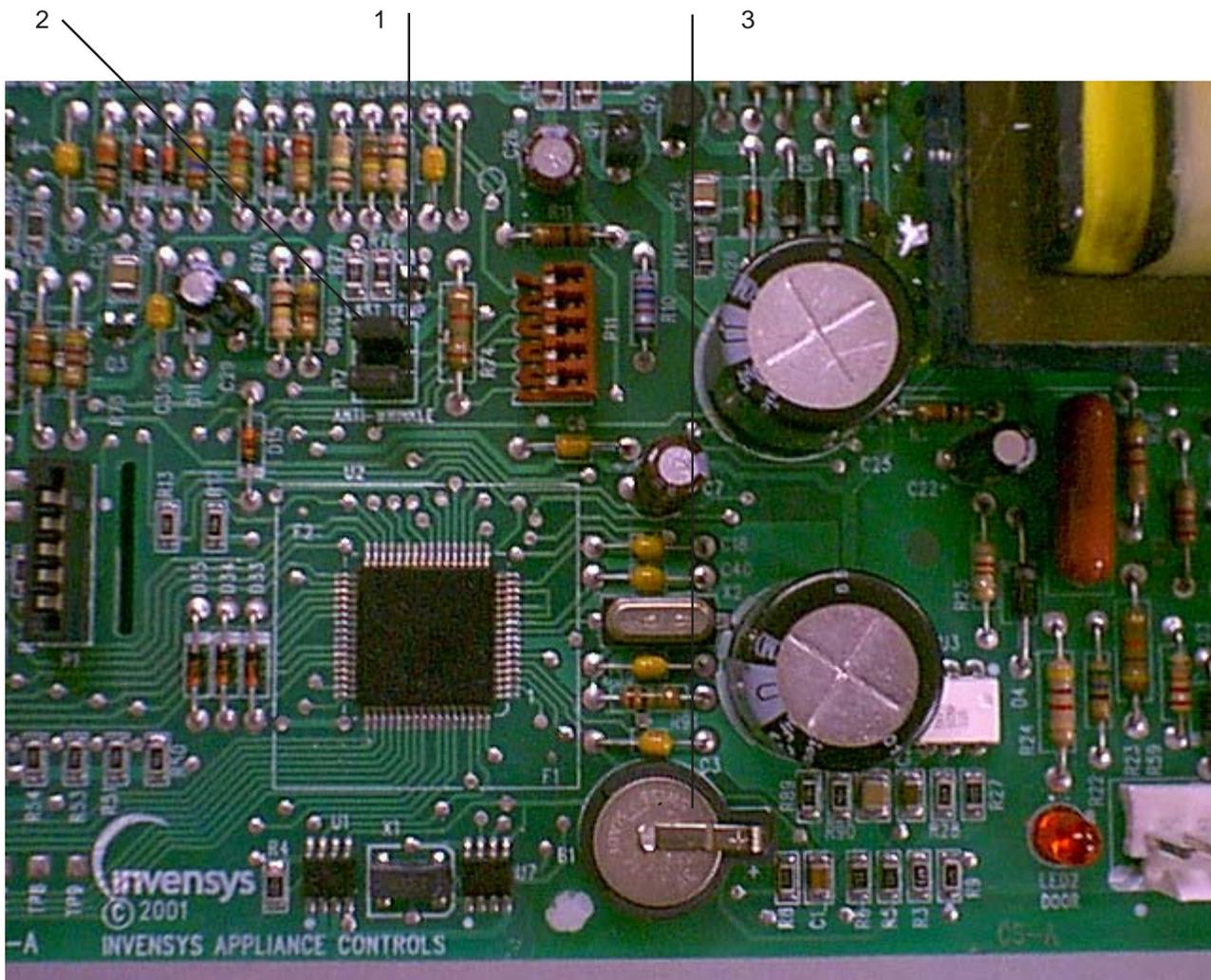
After a dryer has completed its dry time, the dryer will tumble intermittently without heat, until the door is opened. This is to reduce wrinkling of the clothes. This feature may be selected by **removing** a jumper from the electronic control.

#### 2. Last Temperature Used

After a dryer has completed its dry time, the temperature that was being used will be selected for the next use, unless the new user selects a different one. This feature may be selected by **removing** a jumper from the electronic control.

#### 3. Battery Back-up

All programmed and dry time remaining data are protected from power interruption by battery back-up.



# Programming Computer Control

## ENTERING THE PROGRAM MODE

1. Unlock and open the upper service door.
2. Open the loading door.
3. Remove the metal plug found just to the left of the WARM cycle light.
4. Push the Program Button that is now accessible through a hole in the control mounting plate.
5. The control will switch to the Program mode.

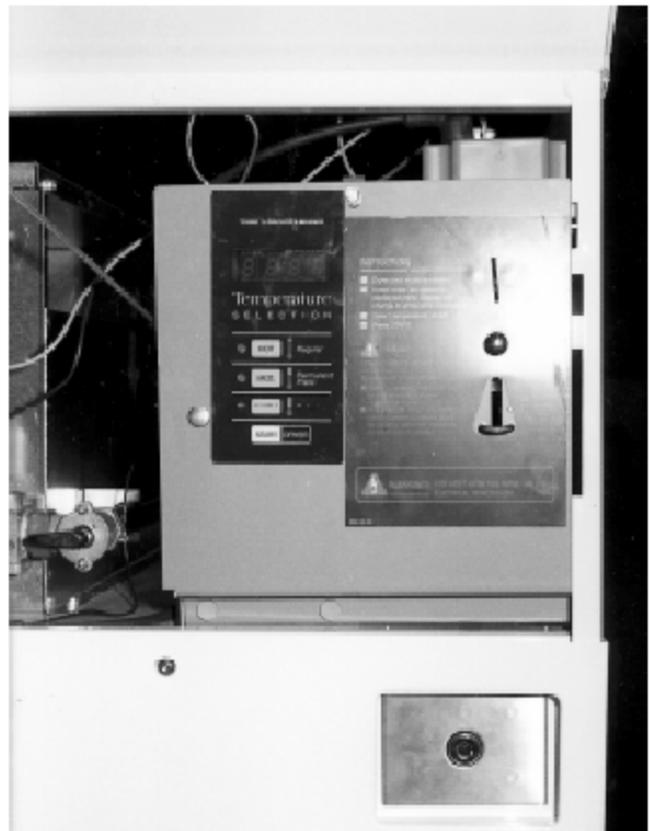
## PROGRAMMING

1. The annunciator lights in the display and temperature lights identify each programming step. (Shown on following page.)
2. The START button advances the controller to the next programming step and stores any changes to the program in memory.

**Important: Always remember to push START to store new data in the permanent memory. If you only change the display, the permanent memory hasn't been changed. Always push START after any program change before exiting the program mode.**

3. The HOT and PERM PRESS buttons increase and decrease the values in the display.
4. The WARM button zeroes the hour meter and coin audit in program steps 1 and 2. This button also restores the original factory settings for the step being displayed in program steps 3 through 15.

Access Hole for Program Button



# Order of Programming Steps

Cycle Lights	Display	Programming Step	Options/Range of Limits	Factory Settings
	<input type="text"/>	Hour meter	May be reset / 0 to 9999hr.	0
●H ●M ●W	<input type="text"/>	Left Coin Audit	May be reset / 0 to 9999 coins	0
●H ●M W	<input type="text"/>	Right Coin Audit	May be reset / 0 to 9999 coins	0
●H	<input type="text"/>	Temperature, Hot	150 to 190 degrees F (5 degrees increments)	175
●M	<input type="text"/>	Temperature, Perm Press	120 to 170 degrees F (5 degree increments)	150
●W	<input type="text"/>	Temperature, Warm	110 to 150 degrees F (5 degree increments)	125
	<input type="text"/>	Left Coin Value	0 to 100 cents (5 cent increments)	\$.10
	<input type="text"/>	Right Coin Value	0 to 100 cents (5 cent increments)	\$.25
	<input type="text"/>	Vend Price	0 to 100 (5 cent increments)	\$.25
	<input type="text"/>	Time for Left Coin	0 to 99:55 min. (5 sec. increments)	10:00
	<input type="text"/>	Time for Right Coin	0 to 99:55 min. (5 sec. increments)	10:00
	<input type="text"/>	Time of Free Vend	0 to 99:55 min. (5 sec. increments)	10:00
●H	<input type="text"/>	Cool-down Time, Hot	0 to 10 minutes (5 sec. increments)	2:00
●M	<input type="text"/>	Cool-down Time, Medium	0 to 10 minutes (5 sec. increments)	2:00
●W	<input type="text"/>	Cool-down Time, Warm	0 to 10 minutes (5 sec. increments)	2:00
	<input type="text"/>	Temperature Scale	Celsius or Fahrenheit	C or F