

SNACK - THEORY OF OPERATION

FRAME 3 - CONTROLLER

Frame 3 deals with the Controller. This PCB is the primary decision-making unit in the snack merchandiser. It is directly or indirectly connected to practically every major component in the machine. It receives and processes a variety of inputs and, based upon this data, may initiate outputs to one or more components.

A number of conditions are constantly monitored by the controller. When the merchandiser goes into a "temporarily out of service" mode, this PCB generates appropriate diagnostic messages indicating the presence of one or more fault conditions. In short, the controller oversees basically the entire operation of the snack machine. Some of its primary duties are to:

- * monitor the "home" position of the vend motors.
- * share data with the snack interface PCB.
- * interpret inputs and initiate outputs to the coin mechanism.
- * interpret inputs and execute, as needed, outputs to the bill acceptor.
- * interpret inputs from the service key pad.
- * interpret inputs from the membrane selection switch or control switch.
- * initiate outputs to the display PCB.
- * interpret the input from the door switch.
- * interpret the input from the free vend switch.
- * initiate, when requested, an output to the serial printer.