

DILLING-HARRIS, INC.

10215 Miller Rd., Dallas, Texas 75238 (214)348-2662



TOUCH SELECT PROGRAMMING GUIDE

FOR

TOUCH SELECT 2000
&
TOUCH SELECT II

Instructional Overview

Touch-Select 2000:

There are 10 touch pads

They are numbered Stop through 9

The first pad is "Stop", the second pad is #1, the third pad is #2 and so on.

If changing a PIN code for wash down or car counts note that a "0" is not available for part of a code.

Touch-Select II:

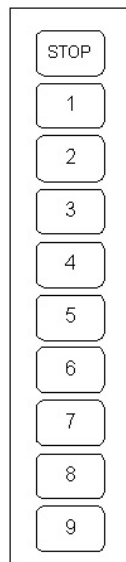
There are 12 touch pads

They are numbered Stop through 11

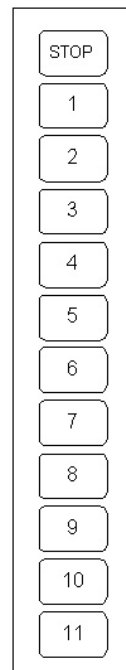
The first pad is "Stop", the second pad is #1, the third pad is #2 and so on.

Use pad #10 pad as "0" when changing your PIN numbers for the wash down code or car count code.

Touch-Select 2000



Touch-Select II





Dilling-Harris, Inc.

10215 Miller Rd. • Dallas, TX 75238 • 214/348-2662 • 214/348-2914 Fax

TOUCHSELECT-II WIRING

D/H, Inc only recommends installing the TS-II doors with shielded cable. We only use an 18 gauge, 8 conductor shielded cable. We purchase this cable in bulk to offer it at a discounted price, p/n 18853.

NOTE: only 5 wires of the 8 available will be used for most installations of the TS-II doors. As outlined in the instructions, they are:

Wire #1 = Hot, power, or 24 volt AC power supply.

Wire #2 = AC Common.

Wire #3 = D1 = data communication #1.

Wire #4 = D2 = data communication #2.

Wire #5 = ground. Note ground this wire at both ends, at the door and to the control box.

Do not use the remaining 3 wires with any other type of system. Only use the remaining 3 wires with the optional D/H Bonus Select, or if necessary with your equipment, the HourMaster or hour meters.

Do not use the remaining 3 wires for any other system or device. For example, this could include: credit cards, Vac-It-Up, radio/music, cameras, or any other device or system.



TOUCH SELECT II

12 POSITION DOOR

INSTALLATION AND WIRE CONNECTIONS SHOULD BE PERFORMED **ONLY** WHEN THE POWER IS SWITCHED **OFF**.

WHEN WIRING IS COMPLETED, AND THE POWER IS RESTORED THE LED DISPLAY WILL SHOW A STEADY "0" ON THE RIGHT SIDE OF THE DISPLAY. YOU MAY NOW BEGIN PROGRAMMING, IF NECESSARY.

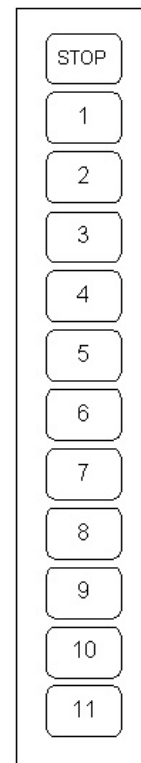
THE TOUCH SELECT II PADS ARE NUMBERED FROM TOP TO BOTTOM AND STOP THROUGH 11 BEGINNING.

PROGRAMMING MODE SUMMARY

PRESS AND HOLD THE YELLOW RESET BUTTON ON THE LIGHT STRIP ON THE BACK OF THE DOOR 2 SEC.

THE FOLLOWING 10 PROGRAMMING STEPS CAN BE DONE IN SEQUENCE **OR** ANY PROGRAM CAN BE SKIPPED BY ADVANCING TO THE NEXT PROGRAM USING THE #2 PAD.

- 1. PROGRAMING DOLLAR TO START AMOUNT:**
[default \$1.50 US or 6 Aust.] <<To change see pg.3]
PRESS STOP TO INC., #1 TO DEC.
OR #2 PAD FOR NEXT PROGRAM.
- 2. PROGRAMMING TIME TO START AMOUNT:**
[default 4:00 mins.]
PRESS STOP TO INC., #1 TO DEC. [5 sec. Increments]
OR #2 PAD FOR NEXT PROGRAM.
- 3. PROGRAMMING GRACE:**
[default 0:15 sec.]
PRESS STOP TO INC., #1 TO DEC. [5 sec. Increments]
OR #2 PAD FOR NEXT PROGRAM.
- 4. ZERO COIN COUNT:**
This function is used to reset the coin count to zero.
Press #2 pad to display coin count.
Press 'Stop' pad to clear coin count.
#2 PAD FOR NEXT PROGRAM.



5. ZERO CAR COUNT:

This function is used to reset the car count to zero.
Press #2 pad to display car count.
Press 'Stop' pad to clear car count.
#2 PAD FOR NEXT PROGRAM.

6. PROGRAMMING BONUS 1:

BONUS TIME FOR EACH \$.25 OVER START AMOUNT
(SHOWS 1 " - " ON LEFT SIDE OF DISPLAY)
PRESS STOP TO INC., #1 TO DEC.
OR #2 PAD FOR NEXT PROGRAM.

7. PROGRAMMING BONUS 2:

BONUS TIME FOR EACH \$1.00 OVER START AMOUNT
(SHOWS 2 " - " ON LEFT SIDE OF DISPLAY)
PRESS STOP TO INC., #1 TO DEC.
OR #2 PAD FOR NEXT PROGRAM.

8. PROGRAMMING BONUS 3:

BONUS TIME FOR EACH \$5.00 OVER START AMOUNT
(SHOWS 3 " - " ON LEFT SIDE OF DISPLAY)
PRESS STOP TO INC., #1 TO DEC.
OR #2 PAD FOR NEXT PROGRAM.

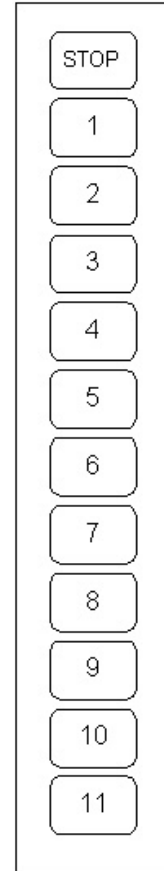
9. COIN/CAR COUNT P.I.N. CHANGE:

(FACTORY SET "2002") USE THE #10 KEY FOR THE "0",
PRESS STOP PAD TO ADVANCE TO EACH NUMBER OR TO GET THROUGH THIS
MODE.
TO CHANGE THE CODE - USE THE PADS FOR EACH NUMBER WANTED FOR THE
CODE.
EXAMPLE: USE THE #4 PAD TO INPUT A NUMBER 4 INTO THE CODE, #8 PAD TO
INPUT A NUMBER 8 INTO THE CODE, ETC...

10. WASH DOWN P.I.N. CHANGE:

[FACTORY SET "1357"]
SAME AS #9.

AFTER THE LAST NUMBER IS CHANGED OR SKIPPED THE DOOR WILL RETURN
TO OPERATING MODE.



NOTICE: DO NOT USE FOR EVOLUTION WASH

HIGH PRESSURE FUNCTIONS:

PRESS YELLOW BUTTON ON THE BACK OF THE DOOR, THEN PRESS #9 PAD TWICE.

[HP 1] WILL SHOW ON DISPLAY.

EACH FUNCTION ON "HIGH" PRESSURE WILL HAVE A LIGHT LIT NEXT TO IT.

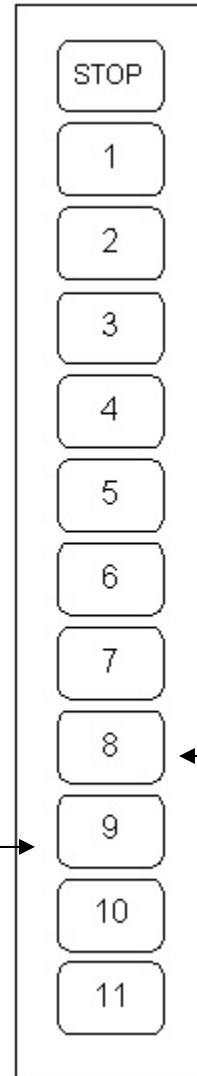
NOTE: #10 [RINSE] MUST ALWAYS BE LIT FOR THE WASH DOWN FEATURE TO WORK.

TO SELECT OR DE-SELECT A FUNCTION- PRESS THE DESIRED PAD AND TURN ON OR OFF THE HIGH PRESSURE FUNCTION.

PRESS STOP PAD TO EXIT.

Evolution Wash uses this function to select what product will Operate the "By-pass" system for low and medium pressures, High Pressure is achieved by motor speed and the pressure regulator on the Evolution Wash.

PRESS NUMBER 9 PAD 2 TIMES



CHANGE # OF COINS OR PRICE TO START: (NOT USED IN UNITED STATES)

PRESS THE YELLOW BUTTON ON BACK OF THE DOOR, THEN PRESS #8 PAD TWICE. [.25 OR 1 WILL SHOW]

TO CHANGE FROM NUMBER OF COINS TO .25 PER COIN OR BACK AGAIN, PRESS THE #1 PAD TO ALTERNATE BETWEEN THE TWO. WHEN THE DESIRED DISPLAY IS SHOWN PRESS THE STOP PAD TO RETURN TO SERVICE.

Special Programming

Time/Value

This programming will allow the operator to select a value percentage of time per minute to be deducted while using a certain products. This will cause the time display to have 4 bars instead of time while in use, time will return when another selection is chosen by the customer.

Special Value #1

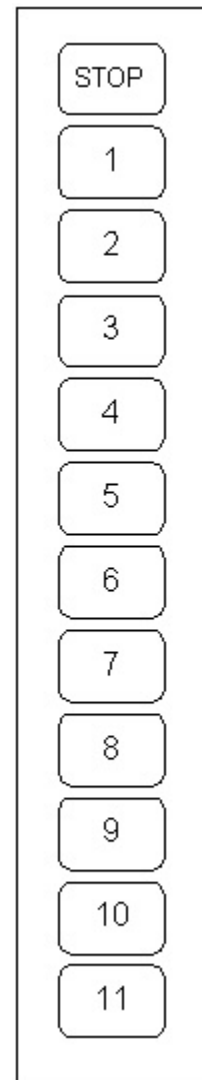
- A. Press the yellow button on the back of the panel
- B. Press the #10 pad two [2] times, Display will show SP 1
- C. Press the desired product button to activate the light or to turn off a light to de-activate the product.
- D. Press the Stop to set the Value percentage.
- E. Press the Stop or #1 pad to set the amount in 10% increments.
- F. Press the #2 pad to return to service mode.

Special Value #2

- A. Press the yellow button on the back of the panel
- B. Press the #11 pad two [2] times, Display will show SP 2
- C. SAME AS ABOVE INSTRUCTIONS CONTINUED FROM HERE.

PAD # 10 →

PAD # 11 →



NOTICE

If the same Time/Value function is selected for BOTH T/V #1 and T/V #2 - it will default to the higher value.

RECORD YOUR SET-UP SELECTIONS IN THE BLANKS FOR FUTURE REFERENCE

PRICE TO START _____

EXAMPLE; ___\$1.50___

TIME TO START _____ MINS.

EXAMPLE; ___4:00___ MINS.

GRACE TIME _____ SEC.

EXAMPLE: ___:15___ SEC.

BONUS #1 _____ SEC. IF ANY GIVEN

EXAMPLE: ___10___ SEC.

BONUS #2 _____ SEC/MINS. IF ANY GIVEN

EXAMPLE: ___30___ SEC/MINS.

BONUS #3 _____ MINS. IF ANY GIVEN

EXAMPLE: ___2:30___ MINS.

CAR/COIN P.I.N. # _____

FACTORY SET "2002"

WASH DOWN P.I.N. # _____

FACTORY SET "1357"

HIGH/LOW PRESSURE FUNCTIONS

0=STOP

1=L [L-only]

2=_____ [H/L]

3=_____ [H/L]

4=_____ [H/L]

5=_____ [H/L]

6=_____ [H/L]

7=_____ [H/L]

8=_____ [H/L]

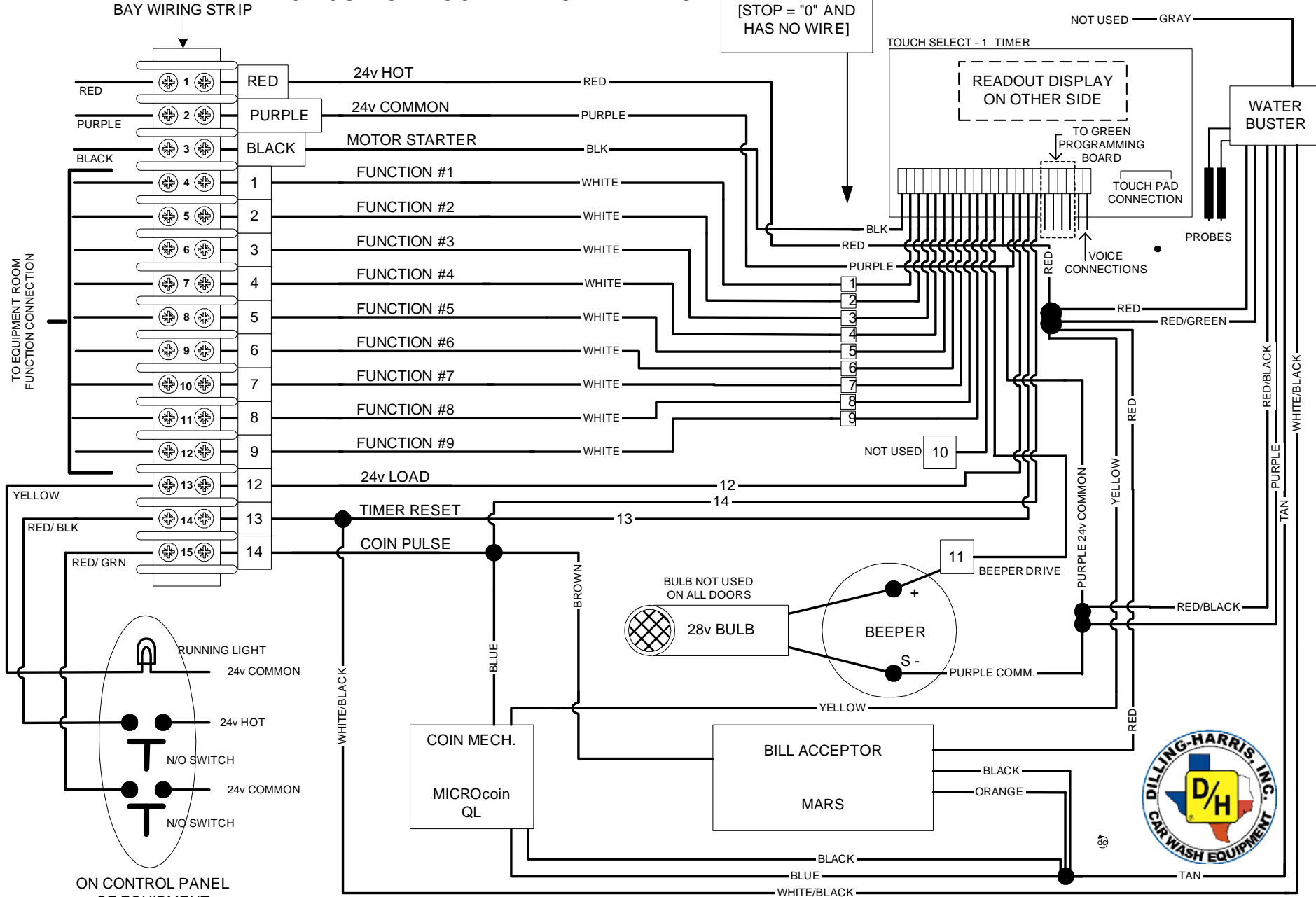
9=_____ [H/L]

10=H [H-only]

11=_____ [H/L]

TOUCH SELECT - 1

10-POSITION DOOR - TYPICAL WIRING



DOOR FUNCTION ORDER.
[STOP = "0" AND HAS NO WIRE]

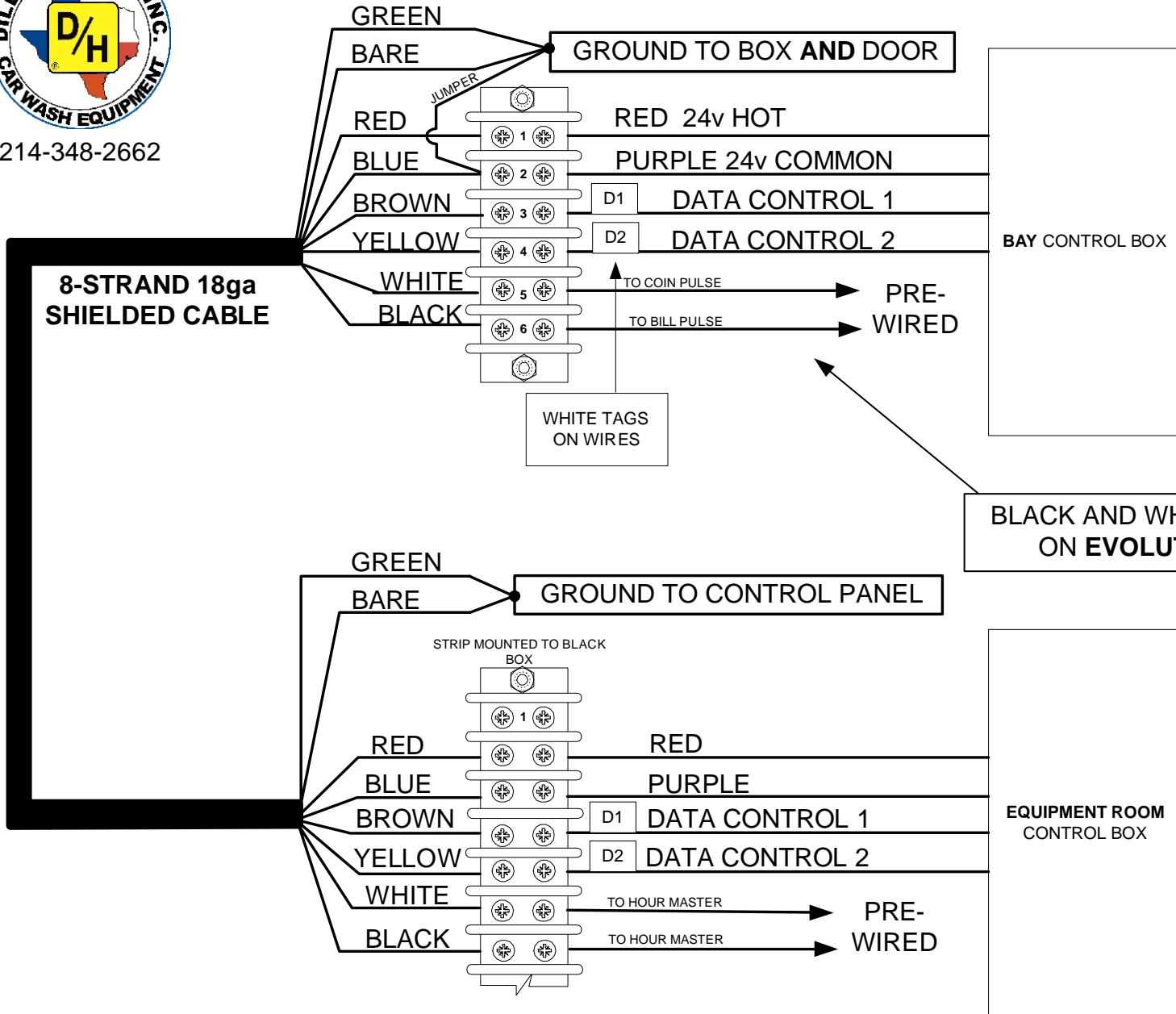
TO EQUIPMENT ROOM
FUNCTION CONNECTION

ON CONTROL PANEL
OF EQUIPMENT



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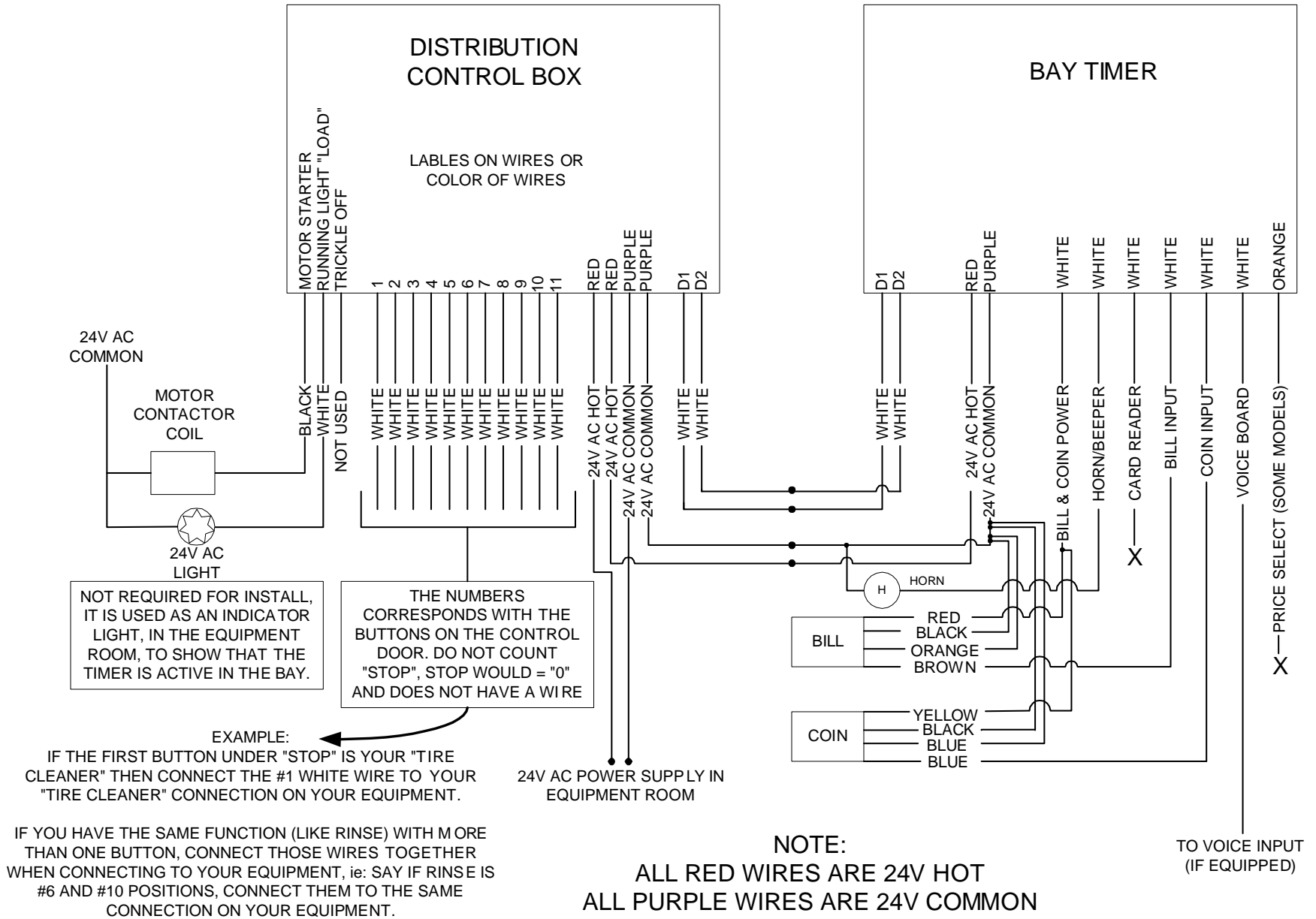
TOUCH-SELECT II TYPICAL WIRING DIAGRAM



NOTICE:
 NOT ALL WIRES ARE SHOWN FROM EITHER CONTROL BOXES, JUST THE IMPORTANT WIRES TO INSTALL THE EQUIPMENT.

BLACK AND WHITE NOT USED ON EVOLUTION WASH

TOUCH SELECT - 2 IN-BAY WIRING SCHEMATIC



TOUCHSELECT-II BONUS PROGRAMMING

Your TouchSelect-II Meter Box Doors are equipped with 3 bonus levels. To activate these, you will need to program the bonus levels you want.

Summary:

Bonus levels occur in dollar value sequence. If you are \$2.00 to start and want to offer some bonus time to customers that deposit \$3.00, you will program the first dash (“-“) as \$3.00 and then program the bonus time amount. If your next bonus is at \$4.00, you will program the two dashes (“=“) as \$4.00, and then the bonus time amount. If your 3rd and last bonus level is for customers depositing \$5.00, you will program the 3 dashes (“≡“) as \$5.00 and then the bonus time amount. Simple.

Programming Bonus Level #1.

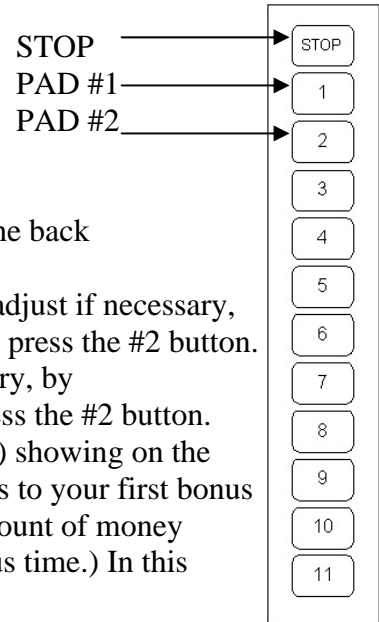
- 1.
2. Press the small yellow programming button (1/2 sec.) on the back of the meter door on the green running light strip.
3. Your current start price to start will show on the display. (adjust if necessary, by using the “stop” and #1 buttons) If start price is correct, press the #2 button.
4. Your start time will show on the display. (adjust if necessary, by using the “stop” and #1 buttons) If start time is correct, press the #2 button.
5. Press the #2 button 3 times, you will have one “dash“ (“-“) showing on the display at the lower left corner. Press #2, 1-time, adjust this to your first bonus price using the “stop” and #1 buttons. (This will be the amount of money you want your customer to deposit to receive the first bonus time.) In this example, set it to \$3.00.
5. Press #2 button 1 time, Adjust this for the extra time given on the first bonus level using the “stop” and #1 buttons. This is the amount you want to give as bonus time over the start time – NOT THE TOTAL TIME AMOUNT!.

Example:

If you are \$1.50 for 4:00 mins. and you want to give a 2 MINUTE Bonus to customers that deposit \$3.00, then set this bonus time to 2 minutes. In other words: \$3.00 = 8 minutes of straight time plus 2 minutes of BONUS time for a total of 10 minutes.

Programming Bonus Level #2.

1. Press the #2 button 1- time, you will have 2 “dashes“ (“=“) showing on the display at the lower left corner. This is your second Bonus level. Program this Bonus price the same as above. Press #2, 1-time, adjust this to your second price level, say \$4.00, using the “stop” and #1 buttons. Again, this is the amount of money you want your customers to deposit to receive the second Bonus time.
2. Press #2 button 1-time, adjust this for the extra time given using the “stop” or #1 buttons. Remember: this is the amount of time you want to bonus over straight time – NOT THE



TOTAL AMOUNT. Let us assume you are \$1.00 to start for 3 minutes. A customer deposits a \$5.00 bill, which equals 15 minutes of straight time. You want to bonus them 3 minutes for depositing \$5.00, so you would set this Bonus time to 3 minutes.

3. If you do not wish to have another bonus level, adjust this bonus “**time**” to zero, the dollar amount will not matter.

Programming Bonus Level #3.

1. Press the #2 button 1- time, you will have 3 “**dashes**“ (“≡”) showing on the display on the left side. This is a 3rd bonus level in the program. Program this level the same way as above.

If you do not wish to have another bonus level, adjust this bonus “**time**” to zero, the dollar amount will not matter.

When you are finished with bonus programming:

Press the #2 button 1- time, this will show your pin number for “coin and car count”, adjust as necessary, or press “stop” 4-times with 1-sec. pause between entry.

This next number showing on the display is your “wash-down” pin number, adjust as necessary, or press “stop” 4-times with 1-sec. pause between entry.

Your bay meter will go back into service. Test.

Conclusion:

The meter door will operate normally, but when a bonus “level” is reached it will give the normal time plus the bonus time. Customers can not “add” the lower bonus to the higher bonus to get a “super” bonus, if the lower level bonus is reached and the timer is running, and the customer adds more money to achieve the higher bonus, it will give the customer the higher bonus amount only, minus the time already used.

There is a 40 second “grace” period after the timer has started for the customer to add more money to achieve any of the bonus levels you have programmed. After the 40 seconds, the bonus feature will reset looking for one of the levels to be achieved. If the **highest** bonus level has been achieved, there is a 40 second delay before another bonus will be given, straight time will be given during that time period.

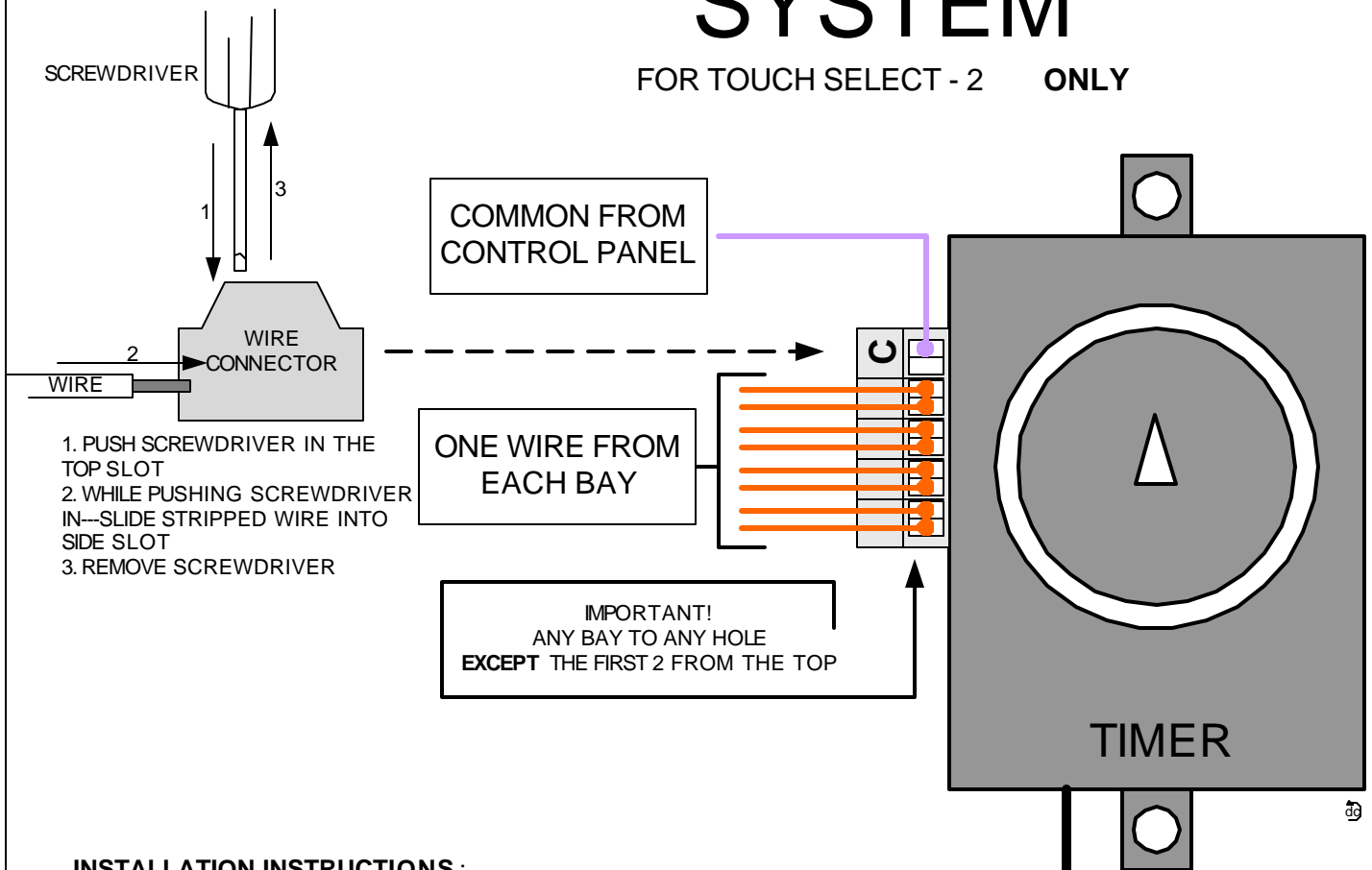
Since the timer doesn’t know what the customer’s intentions are when depositing money, the timer will start and run after the start amount is achieved **if** there is a pause in depositing money.

NOTE: This feature must be marketed to be successful. You will need to have signs made explaining your start price and time, and your bonus times for additional monies deposited. Many car washes are using this feature to increase sales and market share.



PRICE-SELECT™ TIMER SYSTEM

FOR TOUCH SELECT - 2 ONLY



INSTALLATION INSTRUCTIONS :

1. SELECT A UNUSED WIRE [PREFERRED ORANGE] WITHIN YOUR CABLE FROM THE EQUIPMENT ROOM TO THE BAY.
2. CONNECT THAT WIRE TO THE ORANGE WIRE SUPPLIED WITH YOUR TOUCH SELECT-2 BAY TIMER.
3. CONNECT THAT SAME WIRE IN THE EQUIPMENT ROOM TO THE PRICE-SELECT TIMER AS SHOWN.
4. CONNECT A COMMON WIRE [PREFERRED PURPLE] FROM THE CONTROL PANEL TO THE "C" CONNECTION ON THE TIMER [AS SHOWN]. [ONLY NEED ONE]
5. SET TIME ON TIMER BY TURNING THE OUTER RING [CLOCK-WISE] UNTILL THE CORRECT DAY AND HOUR IS ABOVE THE WHITE ARROW.
6. SET "SPECIAL ON" TIME BY MOVING A BLACK TOOTH IN TOWARDS THE CENTER, EACH TOOTH IS WORTH 2 HOURS, WHITE LINE TO WHITE LINE IS 24 HRS FOR THAT DAY. IF YOU DESIRE AN ALL DAY SPECIAL- MOVE ALL BLACK TEETH IN ON THAT DAY BETWEEN THE WHITE LINES.

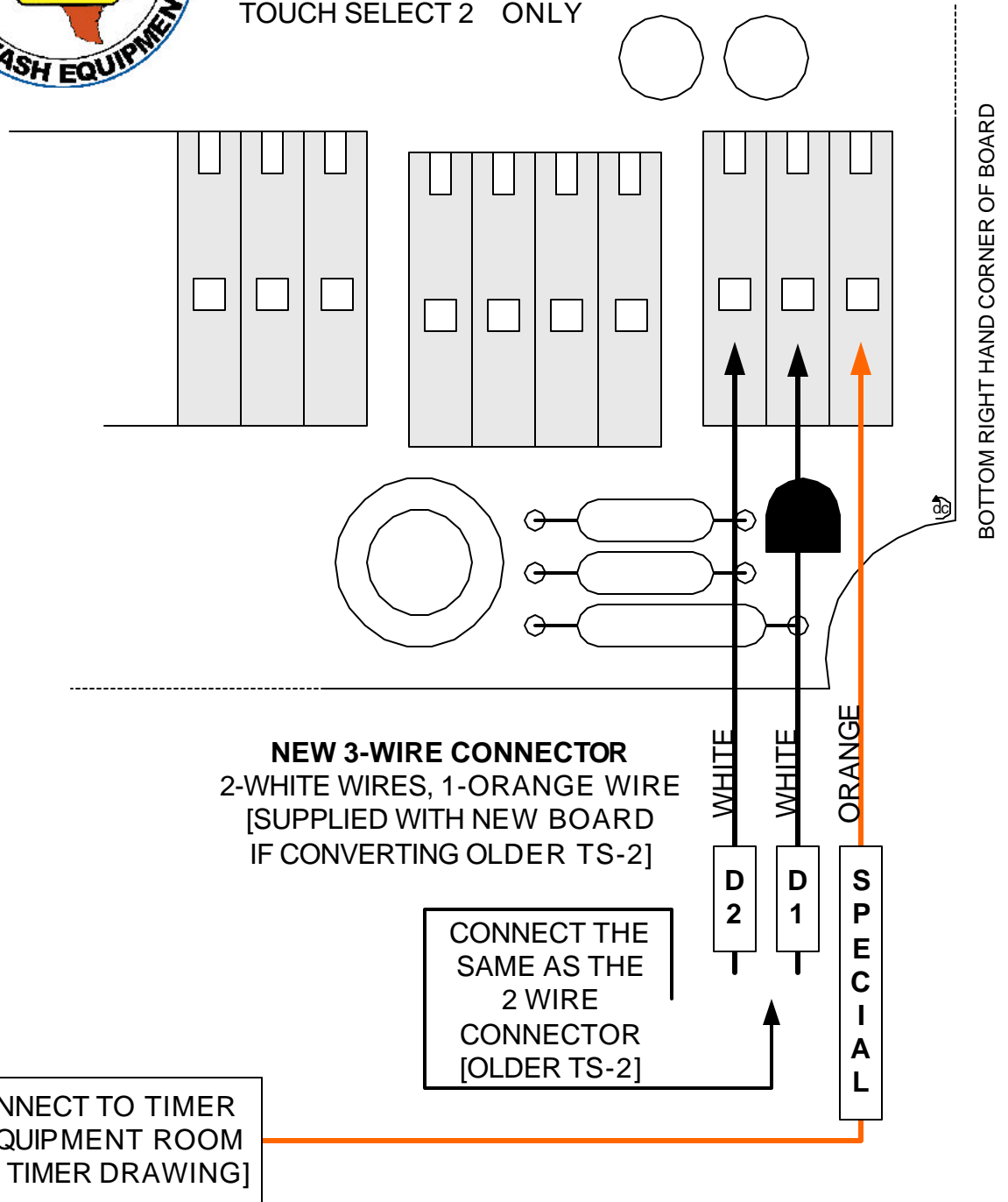
PROGRAMMING SPECIAL PRICE:

- [STOP = 0 KEY]
1. ACTIVATE CLOCK [LIGHTS DANCING]
 2. PRESS YELLOW MODE BUTTON ON DOOR [1 SEC.]
 3. PRESS # 7 KEY 2X
 4. SET SPECIAL PRICE [# 0= UP, # 1= DOWN]
 5. HIT # 2 KEY 1X
 6. SET SPECIAL WASH TIME IF DESIRED DIFFERENT [# 0= UP, # 1= DOWN]
 7. HIT # 2 KEY 1X
 8. BACK IN SERVICE
 9. TEST
 10. RESET OR CHECK TIME OF DAY ON SPECIAL TIMER.

PRICE-SELECT™ TIMER SYSTEM



TIMER BOARD
CONNECTIONS
TOUCH SELECT 2 ONLY





MILLENNIUM METER BOX DIAGNOSIS: TOUCH SELECT II – ONLY

Frequently Asked Questions:

1. NO DISPLAY
 - A. CHECK FOR 24v AC POWER
 - a. NO POWER TO DOOR, CHECK CIRCUIT BREAKERS, CHECK 24 V TRANSFORMER ON EQUIPMENT CONTROL PANEL.
 - b. IF GOOD POWER, CHECK CONNECTIONS TO TIMER BOARD, REPLACE TIMER BOARD. (Move bad door to known good door bay to see if problem follows bad door).

2. NO HIGH PRESSURE
 - A. CHECK **'HIGH PRESSURE'** SETTING FOR THAT FUNCTION IN THE PROGRAMMING.
 - a. RESET (*SEE "HIGH PRESSURE FUNCTIONS" IN THIS MANUAL FOR DETAILS*)
 - B. CHECK AND FOLLOW THE BLACK WIRE, FROM BAY TO EQUIPMENT ROOM.
 - a. REPAIR AS NEEDED.
 - C. CHECK MOTOR STARTER.
 - a. REPLACE IF FAULTY AFTER TESTING.

3. "" IS SHOWING ON DISPLAY
 - A. CHECK COMMUNICATION WIRES ON TIMER, 'D1' AND 'D2', FROM BAY TO EQUIPMENT ROOM. D1 IN BAY IS CONNECTED TO D1 IN EQUIPMENT ROOM, AND D2 IS CONNECTED TO D2.
 - a. REPAIR/CORRECT.
 - B. CHECK FUSES ON 'DISTRIBUTION' BOARD IN EQUIPMENT ROOM
 - a. BLOWN FUSE INDICATES A SHORT OR BAD SOLENOID.
 1. FUSE 'F1' IS FOR HIGH PRESSURE FUNCTIONS
 2. FUSE 'F2' IS FOR LOW PRESSURE FUNCTIONS
 - C. CHECK RED AND GREEN L.E.D.s ON **DISTRIBUTION BOARD** IN EQUIPMENT ROOM.

THERE IS 2 SETS OF GREEN & RED L.E.D.s, FIRST SET - GREEN 'D3' & RED 'D4', THESE ARE LINK STATUS INDICATORS. SECOND SET - GREEN 'D9' & RED 'D10', THESE ARE COMMUNICATION DATA INDICATORS

 - a. IS THE RED L.E.D. (D4) **ON** AND GREEN L.E.D. (D3) **OFF**, GREEN (D9) **OFF** AND RED (D10) **OFF**?
 1. NO COMMUNICATION, CHECK 'D2' WIRE.
 2. FAULTY DISTRIBUTION BOARD.
 - b. ALL L.E.D.s **OFF**?
 1. CHECK POWER.
 2. FAULTY DISTRIBUTION BOARD.

- c. RED (D4) **ON** AND GREEN (D3) **OFF**, RED (D10) **FLASHING** AND GREEN (D9) **FLASHING**
 - 1. 1. FAULTY DISTRIBUTION BOARD.
 - d. RED (D4) **OFF** AND GREEN (D3) **ON**, RED (D10) **OFF** AND GREEN (D9) **FLASHING**.
 - 1. BAD FUSE
 - 2. CHECK 'D1' WIRE
 - 3. FAULTY DISTRIBUTION BOARD.
 - e. RED (D4) **ON** AND GREEN (D3) **ON**
 - 1. 1. FAULTY DISTRIBUTION BOARD.
 - f. RED (D4) **OFF** AND GREEN (D3) **ON**, RED (D10) AND GREEN (D9) **BOTH FLASHING** AND STILL SAYS "ERR" ON DOOR.
 - 1. FAULTY BAY TIMER BOARD.
4. "FAIL" SHOWING ON DISPLAY.
- A. WATERBUSTER PROBES ARE WET OR TOUCHING.
 - a. DRY OFF PROBES.
 - b. SEPARATE PROBES.
 - B. FAULTY COIN ACCEPTOR.
 - a. DISCONNECT COIN ACCEPTOR, IF 'FAIL' GOES OUT – REPLACE OR REPAIR FAULTY COIN ACCEPTOR.
 - C. FAULTY BILL ACCEPTOR.
 - a. DISCONNECT BILL ACCEPTOR, IF 'FAIL' GOES OUT – REPLACE OR REPAIR FAULTY BILL ACCEPTOR.
 - D. FAULTY WATERBUSTER.
 - a. REPLACE
 - E. FAULTY TIMER BOARD. (UNLIKELY)
 - a. REPLACE
5. CHECKING EACH TOUCHPAD FUNCTION:
PRESS EACH FUNCTION BUTTON AND NOTHING HAPPENS.
- A. WITH A "0" ON THE TIMER, PRESS EACH FUNCTION BUTTON, THE "0" SHOULD FLICKER FOR EACH FUNCTION
 - a. NO FLICKER, REPLACE TOUCH-PAD SWITCH.
 - B. CHECK TOUCH-PAD CONNECTION TO TIMER.
 - C. CHECK TOUCH-PAD RIBBON CABLE FOR DAMAGE
 - a. RIBBON DAMAGE, REPLACE TOUCH-PAD.
6. INSERT MONEY, ACCEPTS THE MONEY BUT NOTHING HAPPENS.
- A. CHECK CONNECTION OF COIN ACCEPTOR TO "COIN INPUT" WIRE ON TIMER. (LABELED "COIN INPUT #1" ON SOME HARNESSSES).
 - B. CHECK CONNECTION OF BILL ACCEPTOR TO "BILL INPUT" WIRE ON TIMER. (LABELED "WATERBUSTER" ON SOME HARNESSSES).
7. REJECTS ALL COINS, VALIDATOR NOT FLASHING, TIMER SHOWS "0".
- A. CHECK CONNECTION TO "POWER FOR COIN AND BILL ACCEPTORS" WIRE ON TIMER (LABELED "HORN DC OUT" ON SOME HARNESSSES AT PIN #1 POSITION).
8. TIME ADDS UP BY ITS SELF, TALKS FOR NO REASON.

- A. REMOVE TIMER COVER, REMOVE TIMER AND LOOK FOR WETNESS INSIDE BOX AND ON TIMER BOARD
 - a. IF WET, DRY COMPONENTS, REASSEMBLE TIMER BOX, ADD A BEAD OF SILICONE TO THE TOP OF THE TIMER, BETWEEN THE TIMER BOX AND DOOR PLATE.
 - b. LOOK FOR LOOSE TIMER BOX MOUNTING NUTS TOUCHING TIMER BOARD.
9. DOESN'T SPEAK.
- A. CHECK WIRING CONNECTIONS TO THE VOICE CONTROL BOARD.
 - B. CHECK AND ADJUST VOLUME CONTROL.
 - C. CHECK SPEAKER AND WIRING
 - D. REPLACEMENT BOARD?
 - a. MAKE SURE THE DIP SWITCHES MATCH THE OLD ONE 100%.
 - b. CHECK THE VOICE CHIPS, THE 'REV' NUMBER ON BOTH SHOULD BE THE SAME AS YOUR OLD ONE OR HIGHER.
10. THE "ALARM" IS TOO SENSITIVE.
- A. LOCATE THE ALARM SWITCH - THE SMALL WHITE RECTANGLE BOX WITH 2 WIRES, REMOVE THE COVER BY REMOVING THE CENTER SCREW, FIND ADJUSTMENT SCREW IN THE CENTER OF THE SWITCH INSIDE, and TIGHTEN SCREW AS NEEDED (CLOCKWISE).
11. RUNNING DOOR LIGHTS NEXT TO EACH FUNCTION ARE NOT SCROLLING WHEN **NO TIME IS ON DOOR!**
- A. FIND GREEN RUNNING LIGHT CIRCUIT BOARD ON BACK OF THE DOOR, CHECK THE CONDITION OF THE 4 WIRES.
 - a. DAMAGED WIRES? REPAIR OR REPLACE LIGHT BOARD.
 - b. CHECK FOR DAMAGE TO THE BOARD, REPLACE BOARD.
12. PROGRAMMING SWITCH IS NOT REACTIVE, DOESN'T PUT TIMER INTO PROGRAM MODE.
- A. PUSH AND HOLD FOR 1 SECOND. NO REACTION – REPLACE RUNNING LIGHT BOARD.
 - B. CHECK THE CONDITION OF THE 4 WIRES, REPAIR OR REPLACE PROGRAMMING BOARD.
- CHECK UNDER THIS MANUAL FOR COMPLETE PROGRAMMING INSTRUCTIONS.*
13. DOOR CHANGES FUNCTION BY ITS SELF.
- A. METER BOX WAS INSTALLED WITHOUT USING THE RECOMMENDED SHIELDED CABLE AND GROUNDING PROCEDURE.
 - B. METER BOX WAS NOT GROUNDED PROPERLY.
 - C. FAULTY TOUCH PAD.
- CHECK THIS MANUAL FOR COMPLETE WIRING INSTRUCTIONS.*
14. VOICE BOX PICKS UP A RADIO STATION/ PLAYS MUSIC.
- A. SEE #13- A & #13- B ABOVE. THIS IS R.F.I. IF INSTALLED WITH THE CORRECT SHIELDED CABLE AND GROUNDED PROPERLY, THIS WILL NOT OCCUR.

TOUCH SELECT 2000

10 POSITION DOOR

INSTALLATION AND WIRE CONNECTIONS SHOULD BE PERFORMED **ONLY** WHEN POWER IS SWITCHED **OFF**.

WHEN WIRING IS COMPLETED, AND THE POWER IS RESTORED THE LED DISPLAY WILL SHOW A STEADY "0" ON THE RIGHT SIDE OF THE DISPLAY. YOU MAY NOW BEGIN PROGRAMMING THE FIRST EIGHT FUNCTIONS. FUNCTIONS 1 THRU 7 MUST BE PERFORMED IN SEQUENCE.

THE TOUCH SELECT PADS ARE NUMBERED FROM TOP TO BOTTOM AND STOP THRU 9.

PRESS AND HOLD THE YELLOW RESET BUTTON ON THE LIGHT STRIP ON THE BACK OF THE DOOR 2 SEC.

1. SET PRICE OR #COINS TO START:

(Default=\$1.50 OR 6 COINS)SEE LAST SECTION TO CHANGE FROM PRICE TO NUMBER OF COINS

PRESS YELLOW RESET BUTTON. PRESS STOP PAD TO ADVANCE PRICE OR #OF COINS TO START OR PRESS #1 PAD TO DECREASE. WHEN THE DESIRED SELECTION APPEARS ON THE DISPLAY, PRESS #2 PAD TO GO TO STEP 2.

2. SET TOTAL TIME PER CYCLE:

(Default=4:00)

TIME WILL BE DISPLAYED IN MINUTES AND SECONDS. PRESS STOP PAD TO INCREASE TIME IN 15 SECOND INCREMENTS, OR PRESS #1 PAD TO DECREASE. MAKE THE DESIRED SELECTION AND PRESS #2 PAD TO GO TO STEP 3.

3. SELECT GRACE TIME OPTION:

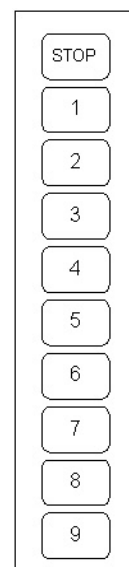
(Default="0")

THE DISPLAY WILL SHOW 0 OR 1. "0" INDICATES NO GRACE PERIOD. THE "1" INDICATES THE GRACE PERIOD WILL OPERATE. PRESS STOP TO ALTERNATE ON/OFF. MAKE THE SELECTION AND PRESS #2 PAD TO GO TO STEP 4.

4. CLEAR COIN COUNT:

PRESS STOP TO CLEAR COIN COUNT TO ZERO. PRESS #2 TO GO TO STEP 5.

5. CLEAR CAR COUNT: PRESS STOP PAD TO CLEAR CAR COUNT. PRESS #2 PAD TO GO TO STEP 6.



6. CHOOSE A P.I.N. FOR COUNT CODES:

(Default=1995)

[FIRST # WILL BE FLASHING]. PRESS A FUNCTION PAD UNDER THE STOP PAD, THE FIRST PAD UNDER STOP IS "1" THE SECOND PAD UNDER STOP IS "2" AND SO ON ["0" IS NOT AVAILABLE]

NEVER COUNT "STOP" AS A NUMBER

PRESS STOP PAD TO ADVANCE TO THE SECOND NUMBER TO CHANGE [SECOND # IS FLASHING].

SELECT A NUMBER THEN PUSH STOP PAD TO ADVANCE TO THE THIRD NUMBER, IF YOU DO NOT WISH TO CHANGE A DIGIT JUST PRESS STOP TO GO TO THE NEXT DIGIT.

REPEAT THIS PROCESS UNTIL THE DESIRED 4 NUMBER CODE IS DISPLAYED. PRESS STOP TO GO TO STEP 7.

7. CHOOSE A P.I.N. FOR OPERATING THE BAY WASH DOWN CYCLE:

(Default=2995)

TO CHANGE THE EXISTING CODE REPEAT THE SAME PROCEDURE AS USED IN SETTING THE COIN/CAR COUNT CODE.

PRESS STOP PAD TO RETURN TO SERVICE.

NOTICE: DO NOT USE FOR *EVOLUTION WASH* (see next page)
SETTING HIGH PRESSURE FUNCTIONS:

(Default=#8 high pressure & #1 low pressure-cannot change)

PRESS YELLOW MODE BUTTON 2 SEC. PRESS #9 PAD TWICE.

THE #8 PAD IS PRE-PROGRAMMED AND THE INDICATOR LIGHT SHOULD BE ON. PRESS ANY PAD THAT IS NECESSARY TO PROVIDE HIGH PRESSURE. IF THERE IS A POSITION LIT WHERE HIGH PRESSURE IS NOT DESIRED, PRESS THAT PAD AND THE LIGHT WILL TURN OFF. THAT PAD WILL THEN OPERATE LOW PRESSURE FUNCTION.

PRESS STOP TO RETURN TO SERVICE AND THE UNIT IS READY TO TEST.

CHANGE PRICE TO NUMBER OF COINS TO START

(USED **OUTSIDE** OF UNITED STATES)

TO SET **COINS** TO START (1,2,3 etc.. COINS TO START) OR **PRICE** TO START (\$.25 INCREMENTS)

PRESS YELLOW MODE BUTTON THEN PRESS THE #8 PAD TWICE.

IT WILL NOW SHOW CURRENT SETTING.

THE DISPLAY WILL ALTERNATE FROM **COINS** TO **PRICE** EACH TIME THE #1 PAD IS PRESSED [IE: 6 or \$1.50]. MAKE THE DESIRED SELECTION THEN PRESS STOP TO RETURN TO THE SERVICE MODE.

To change the price or coins to start refer back to #1.

RECORD YOUR SET-UP SELECTIONS IN THE BLANKS FOR FUTURE REFERENCE.

COINS TO START _____ OR PRICE _____

EXAMPLE: ___6___ OR ___1.50___

TIME PER CYCLE _____

EXAMPLE: ___4:15___

GRACE PERIOD _____ (Y/N)

P.I.N. READ/CLEAR ALL COUNTS: _ _ _ _

EXAMPLE: 1995 (FACTORY SETTING)

P.I.N. START BAY WASH DOWN: _ _ _ _

EXAMPLE: 2995 (FACTORY SETTING)

HIGH/LOW PRESSURE PAD SETTINGS:

0=STOP

1=___L___ (L-only)

4=_____ (H/L)

7=_____ (H/L)

2=_____ (H/L)

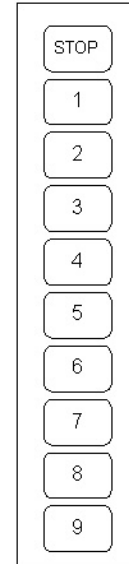
5=_____ (H/L)

8=___H___ (H-only)

3=_____ (H/L)

6=_____ (H/L)

9=_____ (H/L)



(note for previous page)

Evolution Wash uses this function to select what product will operate the "By-pass" system for low and medium pressures, High Pressure is achieved by motor speed and the pressure regulator on the Evolution Wash.