

Payment Systems Unit for satellite vending machines

Jofemar offers a Payment Systems Unit capable to control satellite vending machines Vision, a side column with built in payment systems allowing to control up to two machines E-S and Vision E-S Plus.

The system permits a myriad of different types of product to be vended from a very much reduced footprint. Additionally, payment options have been increased. The payment unit may be configured to include a bill reader with a 500 note stacker and a change giver with up to 4 external refund tubes, which will only be called upon to give change when the main coin mechanism is empty.



Technical characteristics

- Dimensions: 1900 x 248 x 936 mm
- Programmable temperature for the vending machine
- Auto - self diagnostic control system.
- Health timer that inhibits vends of out - of -date products.
- Programmable torque and speed of the motors.
- Power Supply: 220-240 VAC (Optional 110 V.)

Compatibility

Satellite vending machines Vision E-S and Vision E-S Plus

Structure

- Robust construction with an anti-corrosive and antioxidation coating material
- Security lock with 3 locking points
- Cash box of high capacity with lock.

Cash-credit management

- Vending protocols MDB or Executive.
- Change giver with 5 tubes for more flexible change combination.
- Advanced coin validator with the most reliable systems to detect frauds and fake coins.

Programming and management

- On site programming facilities with in built modules.
- Cloning machine options with handheld device.

- Remote programming, data extraction, out of product alarm on real time, and more options using Jofemar telemetry software "Vending Track"
- Data retrieval for audits and statistics.
- RS232 data output.

Options

- Bill Validator BT10
- Cashless payment system J130
- Up to 4 refund external tubes.
- Vandal- proof coins entry.
- Modem interface for telemetry management.
- Online working mode with full control of sales and users.
- Up to two satellite vending units for extra selections and capacity



