

PROGRAMMINGS

The access to programmings is possible only with a **CUSTOMER** magnetic card. Introduce your card in the reader, press the **MENU** key and select the heading you wish to modify pressing (+) or (-) keys:

- Adjustment of the clock (PRO. NUMERIC)
- Programming of the different volumes or timings (PRO. DRAWER CAPACITY)
- Programming of the waste drawer capacity (PRO. DAY/NIGHT)
- Programming of the automatic passage from Day to Night (PRO. COFFEE SAFETY)
- Neutralizing of the safety sensors in the hoppers

CAUTION: You must avoid switching off the machine when a magnetic card is in the reader. In some cases, this can modify some programmings (particularly the grinders assignment to keys).

A) EXPLANATION OF EACH FUNCTION OF THE CUSTOMER MENU

1) Clock

Allows adjustment of the time, date and day of the week

2) "PN" Numeric programming

Allows modification of the parameters relative to the water volumes or to the steam timings:

- D : Water dose for the coffee cycles or hot water outlet
- T : Timing of the steam outlet
- Tm : Timing for the milk foam
- TI : Timing for the hot milk

The PN programming modifies simultaneously the 1-cup and 2-cup keys of a same type of beverage and of the same unit.

3) Programming of waste drawer capacity

Permits programming the number of cups of the waste drawer capacity according to the coffee adjustments of the customer. A previous message indicates when 90% of this quantity is reached. At 100% of this quantity, the "drawer overflow" safety countdown blocks the machine. The average capacity is about 120 cups. The maximum value that can be programmed is 999, in the case for example of a direct chute through the counter (optional equipment). The value "00" cancels the "drawer overflow" safety.

4) DAY/NIGHT programming

Permits programming the hours of automatic passage from Night to Day mode or vice versa, followed or not by an automatic cleaning cycle. It is possible to neutralize the days corresponding to weekly closing days. The days are represented by a figure (1=monday ; 2=Tuesday ; ... and 7=sunday). When a day is neutralized, the corresponding figure is replaced by X. To activate or deactivate a day, you must press the **Night/Day** key when this day is blinking.

Note:

When the automatic cleaning function is activated, the cleaning cycles occur even if the Day/Night or Night/Day passage is operated manually pressing the **Day/Night** key.

5) Coffee safety programming

Permits the deactivation of safety sensors in the coffee hoppers in case of an abnormal functioning of the photoelectric cells (e.g : need for cleaning , etc.....)

B) OTHER PROGRAMMINGS / SELF MODE

Only a qualified technician well acquainted with the coffee machine will be able to do all the other programmings and controls in order to meet your requirements. Particularly, he will be able to configure your machine in **SELF MODE** neutralizing some keys of the central keyboard in order to avoid inappropriate use by non-authorized persons. In this case, the display indicates "**UNIC TANGO/S**".

TECHNICAL CHARACTERISTICS

DIMENSIONS		CAPACITIES		ELECTRIC CHARACTERISTICS	
Width:	60 cm	Boiler "coffee" :	6.5 liters	200V mono	6KW -30A
Height:	76 cm	Boiler "steam" :	6.5 liters	220V mono - 380V tri+N	7.3KW - 33A - 11A
Depth:	60 cm	Waste drawer about :	120 cups	230V mono - 400V tri+N	8KW - 35A - 12A
		Hoppers :	2 x 1.3 kg	240V mono - 415V tri+N	8.7KW - 36A - 12A
WEIGHT Net	105 kg	Coffee spout height :	9 to 18 cm	PRODUCTION RATE:	400 to 600 cups/hour

DAILY CLEANINGS

ON A FULLY AUTOMATIC COFFEE MACHINE, IT IS VERY IMPORTANT TO CARRY OUT, AT LEAST ONCE PER DAY, THE CLEANING SEQUENCES ABOVE-DESCRIBED, IN ORDER TO ENSURE A CORRECT LEVEL OF HYGIENE, SERVICE QUALITY, AND RELIABILITY OF YOUR COFFEE MACHINE.

A) QUICK CYCLE (duration 15 seconds)



These cycles consist in making water pass through all the corresponding circuits They can be repeated several times or stopped by pressing the key (-) or (+) again as desired.

* This cycle is imposed by the machine 15 minutes after the last use of the capuccino device.

B) LONG CYCLE COFFEE UNITS (duration 3 to 4 minutes)

These cycles are possible only by the programming of the Day/Night automatic passage. During this programming the user can activate the Automatic cleaning option. If the option is activated, on each Day/Night or Night/Day passage, a long cleaning cycle will start automatically. This cycle consists of making hot water pass, and also with some piston movements and some sequences of openings and closings of the infusion and cleaning electrovalves.

C) LONG CYCLE WITH CLEANING TABLET COFFEE UNITS (duration 3 to 4 minutes)

TO BE CARRIED OUT OBLIGATORILY EVERYDAY AFTER SERVICE

- Remove the waste drawer
- Unscrew the plug of the cleaning block located under the drawer.
- Introduce a cleaning tablet and screw the plug back in (without blocking it)
- Put the drawer back and press (+) or (-) key according the case.

The display indicates how to proceed step by step. For safety reasons, this cycle can not be stopped in order to ensure a perfect rinsing of the cleaning product.

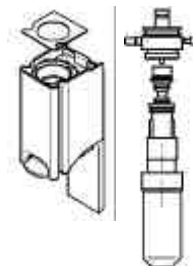
D) CAPPUCCINO DEVICE

A cleaning cycle of the "milk" circuit is done from a "foam" or "milk" key, replacing milk by water, with possibly a cleaning product adapted to the cleaning of the dairy residues. In this case, of course, several rinses with water must be carried out, after using the product.

E) DISASSEMBLING OF THE MILK AND COFFEE OUTLETS

It is advised to disassemble daily after service the milk and coffee outlets for careful cleaning.

- Place the coffee spouts down and draw them forward.
- Clean the spouts under a tap or in a dish-washer.
- Disassemble the complete cappuccino device turning the whole thing to the right and drawing it down.
- Disassemble each part for separate cleaning including the milk sucking tube.
- Re-assemble the whole mechanism.



F) STEAM TUBE

After each use, clean the steam tube with a wet rag and push the steam push-button for a short moment to eliminate the small amount of milk inside the tube. Disassemble the end of the steam outlet to clean it more easily.

G) BODY

Use a soft cloth and alcohol for the stainless-steel parts and a non-abrasive detergent for the painted parts. The blue doors can be removed for easier the access when cleaning. To do this open the doors, move aside the tongue of the axle and remove the door downwards. The waste drawer is fully stainless-steel and it can be cleaned with water without problem. But be careful not to scratch the painted parts.

UNIC TANGO^â



Dear Customer,

You have just purchased a TANGO coffee machine incorporating "UNIC" know-how acquired from the experience of over 70 years in the coffee-machine field.

With the TANGO model, you have at your disposal a highly professional automatic machine which presents 2 infusion units in a reduced space.

To operate your machine in the best conditions, please read the following instructions carefully.

INSTRUCTIONS FOR USE

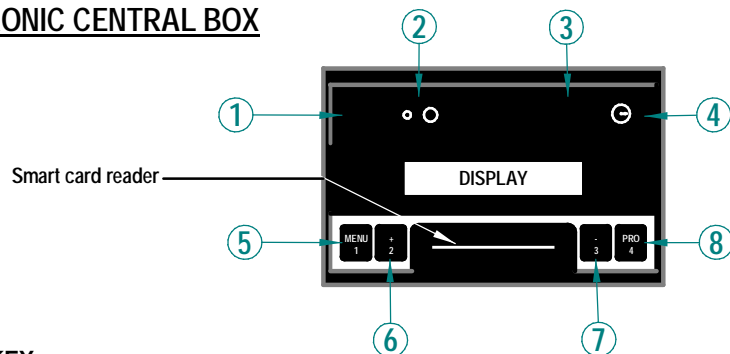
The Manufacturer reserves the right to modify the appliances presented in this publication without notice



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ELECTRONIC BOXES

ELECTRONIC CENTRAL BOX



① 0/1 KEY:

Permits switching the machine on or off.

On position : All the lights of the keyboards are lighted and on the display of the central box is displayed "**UNIC TANGO**" or "**UNIC TANGO/S**" according to the configuration.

Off position : All the lights of the keyboards are extinguished and on the display of the central box is displayed : "**.....STOP.....**"

Caution: The machine is always on. To switch it off, put the main switch on 0.

DAY/NIGHT KEY :

Day position : in this position, the keys are activated and the lights lighted.

Night position : stand-by position, the machine is on a reduced temperature of 70°C. The keys are not activated and all the lights of the keyboards are extinguished .

KEY GIVING ACCESS TO THE CLEANING OPERATIONS

KEY TO READ THE COUNTERS

COFFEES L. = 0008286	COFFEES R. = 0006199	COFFEES SUM = 0014485

MENU KEY :

Permits access to the list of the main functions.

and + / - KEYS

Permits access to each function and modification of the displayed values.

PRO KEY:

Permits entry into programming mode on the desired key or function after selecting the menu by the MENU key and then pressing +/-.

MEANING OF THE DISPLAY SYMBOLS

The display is composed of 2 lines. Generally, the upper line indicates the value of the parameters, and the lower line gives some information on the mode of operation and the actions to be carried out. Consequently, to carry out the reading or programming sequences, you just have to follow the messages displayed on the lower line on the display.

Display	Meaning
> + / -	Press (+) or (-) to change function on MENU, the pages of the functions, or modify the blinking parameter .
> PRO 3	Press (PRO) for 3 seconds to select the displayed function.
> PRO	Press (PRO) to select the parameter to be modified which starts blinking, or to validate the blinking parameter and pass on to the following one.
> MENU	Press (MENU) to leave the function, after validating it by (PRO).
> T	Press a key of the right or left keyboard to make its parameters appear or to configure it.

UNIT ELECTRONIC BOX		COFFEE CYCLE (1 AND 2 CUPS)		COFFEE CYCLE (JUG)	
	STEAM		CAPPUCCINO CYCLE (1 AND 2 CUPS)		MILK FOAM
	HOT WATER		COFFEE + MILK CYCLE (1 AND 2 CUPS)		HOT MILK
	CONTINU / STOP		SELECTION FOR MANUAL CYCLES		GRINDER SELECTION

According to the equipment of your machine and the chosen keyboard version, some keys may not be present on your machine.

A) "CONTINU/STOP" FUNCTION KEY

"CONTINU" FUNCTION : 2 methods are possible.

1) "CONTINU" FOR AN UNDETERMINED NUMBER OF CYCLES

- Press the **CONTINU/STOP** key. The display indicates **CONTINU**.
- Press the key of the desired cycle. The cycles are carried out.
- Press the cycle key again to stop at the end of the running cycle or the **CONTINU/STOP** key to stop the cycle instantaneously.

2) "CONTINU" FOR A DEFINED NUMBER OF CYCLES

- Press the **CONTINU/STOP** key. The display indicates **CONTINU**.
- Press repeatedly the **CONTINU/STOP** key as many times as you wish to do continuous cycles . The number is indicated on the display. To decrease the displayed number, maintain the key pressed until you reach the desired value.
- Select the desired key. The cycles will be carried out until the displayed number.

Note :

If an odd number is displayed and a 2-cup cycle has been selected, the machine will stop at the penultimate cycle. The light of the corresponding 1-cup cycle will blink to show you that you must press the key of the 1-cup cycle to do the number of cycle previously defined.

"STOP" FUNCTION :

The **CONTINU/STOP** key allows the immediate stopping of any running cycle. The start key of the cycle also allows also the immediate stopping of a simple cycle, or the stopping at the end of the running cycle in the case of multiple cycles ("**CONTINU**" function or parameter **N>1**)

B) MANUAL CYCLE SELECTION KEYS

This key allows you to make coffees from "ground coffee" which has been put manually into the ground coffee trap :

- Press the selection key "Manual cycles". The lights of the available keys blink in orange.
- When you open the trap, the lights stop blinking and remain orange.
- Put in the ground coffee dose within 10 seconds and close the trap.
- Choose and press a key with an orange light : the corresponding cycle will start.

Nota: to cancel a manual cycle, press the **CONTINU/STOP** key.

C) GRINDERS SELECTION KEY(according to the version and to the grinders preset)

Permits selection of the green or red grinder, the coffee keys will light up according to the selection (red or green) and the cycle will use the selected grinder.

The modification of the grinders preset is possible only with the technician card.

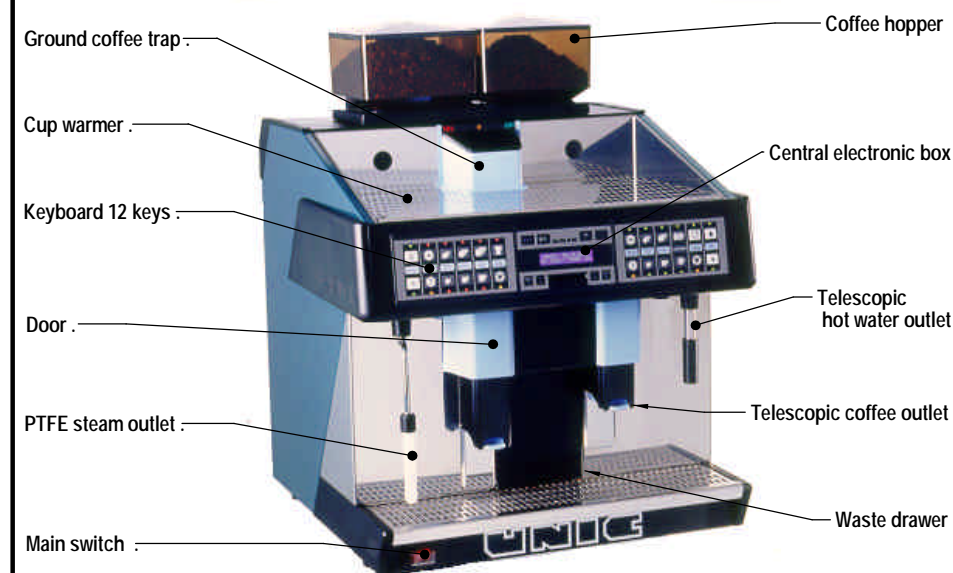
■ START UP

Only do this when the machine has been installed and, the connections and adjustments have been carried out by a qualified installer. (*Do not forget to open the water tap feeding the machine !*)

I) TURNING THE MACHINE ON

Put the main On/Off switch on position 1. The display of the central box must be lit.

- If the display indicates "**STOP**", press the 0/1 key to switch on the machine.
- If the display indicates "**NIGHT POSITION**", press the Day/Night key to put the machine in **Day** position. The filling of the boilers is carried out automatically, then the heating starts.



- When the working temperatures are reached, the machine launches automatically some initializing phases during which the display indicates **Autocontrol 1** then **Autocontrol 2**. These initializing phases are very important for the correct functioning of the machine. These are possible only if the drawer is in its place, and they must not be stopped especially not by removing the drawer.

When the buzzer stops sounding and the lights stops blinking, the machine is ready to make coffee.

All the lights of the keys are lit and the display indicates : "**UNIC TANGO**"

II) USE OF THE COFFEE UNITS

On each unit, you can obtain up to 10 different programmable beverages (according to the version)

- Place the cup or cups under the telescopic coffee outlet after adjusting the height if necessary according to the type of cups.
- Press the choosen key after checking that the color of the light corresponds to the grinder you wish to use.
- During the cycle, the light of the key is blinking to indicate that the cycle is running. The other "coffee" keys of the keyboard are extinguished and will be relit at the end of the cycle.
- You can start simultaneously another cycle on the other keyboard.

Notes:

For the hot water, steam, hot milk, milk foam... keys, the lights are green.

For the keys operating some "coffee" cycles, the color of the lights corresponds to the selected grinder which is to be used for the next cycle:

RED: left grinder // ORANGE: ground coffee trap // GREEN: right grinder

III) WASTE DRAWER

According to the number of cups made and to the programmed capacity, a message on the display indicates when it is necessary to empty your waste drawer. You can empty it at any time or control its filling level. For that, you just have to:

- Remove the drawer, the blue doors will move apart.
- Empty the drawer or check its content
- Put again the drawer back in its place and close the doors.
- Validate by the key (+) during 3 seconds if you have emptied the drawer, and the key (-) if you have not emptied the drawer.

Caution : if you have made a mistake during the validation, it is advised to take out the drawer, to empty it if it is not empty and then validate it by pressing (+) for 3 seconds, after having put back the drawer.