ValidFill Check 'N' Charge Manager Reference Guide

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300-R-10039r0

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Do not move the Check 'N' Charge unless power has been disconnected.

Do not open the Check 'N' Charge. There are no servicable parts inside.

The Check 'N' Charge should always be stored in a cool dry place away from sources of liquid.

Installation Instructions

1. Unpackage all components.
2. Place Check 'N' Charge on a level surface that is dry and clear of any obstruction.

Prior to installation of the Check 'N' Charge ensure that the location has a properly installed GFI outlet that has a power rating of 110V AC.

3. Plug the 3 prong end of the power cord into the power outlet.
4. Plug the opposite end of the power cord into the Check 'N' Charge
5. Plug in Network Cable (Optional)
6. Plug in the puck to the matching color coded Fakra port
7. Wait approximately 30 seconds for the device to boot and load the software.

All of the specifications and requirements noted here and in the Check 'N' Charge Specification and Requirements in Appendix A must be followed to avoid damage to the Check 'N' Charge and potential safety concerns.

Start-Up & Operating Instructions

3.1) Activate the Check 'N' Charge

Once everything is plugged into the Check 'N' Charge you will need to turn the unit on. You can do this by plugging it in. The unit will take approximately 30 seconds to boot.

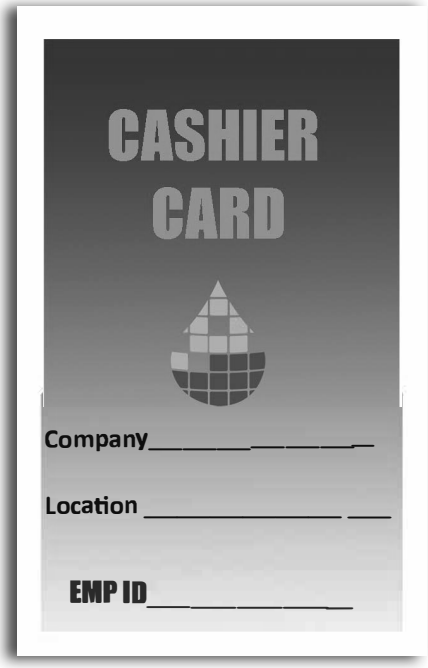
Once operational, the screen will be on and the program will be running. If unit does not start or needs to be reset you can do so by unplugging it and plugging it back in.

3.2) The Cashier Card

After the initial boot, the unit enters a locked screen mode. In order to unlock the screen the operator will need a cashier card or pin number for that specific location.
See section 3.3 and 3.4

The unit can be set to operate without a cashier card or pin number, however it is not recommended.

The unit will automatically lock itself after a predetermined time period that is decided by the customer.



3.3) Unlocking the Program with Cashier Card

To unlock the programmer place the Cashier Card on the top of the puck and the unit will automatically unlock

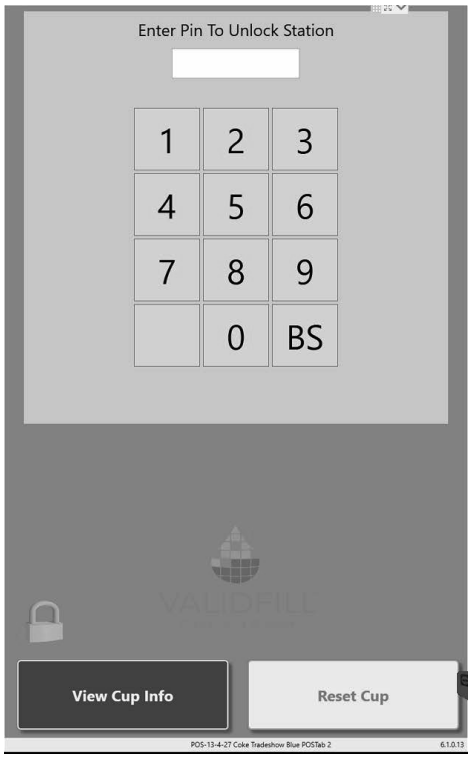
Once the screen is unlocked remove the cashier card and you may begin programming cups.

Warning: If you fail to remove the cashier card you run the risk of reprogramming your cashier card. If this happens you will no longer be able to use the cashier card to unlock the station.

3.4) Unlocking the Program with PIN number

To unlock the programmer, enter your predetermined 4 digit PIN code.

Once the Station is unlocked you can begin normal use. Once your finished you can lock the programmer either by touching the Lock Icon or the programmer will lock itself after the predetermined amount of time.



Programming Cups, Getting info, & Optional Features

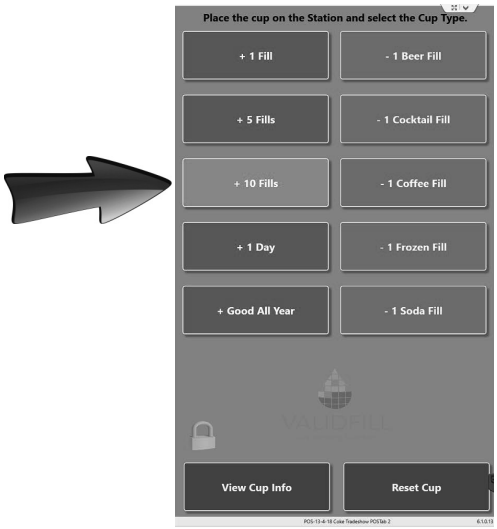
4.0) Program Buttons

Each Check 'N' Charge has the capacity of 10 different buttons per screen all capable of having a different offer assigned to the button. In addition to these 10 buttons you also have a Cup Info button that can give you detailed information on any cup presented to the unit.

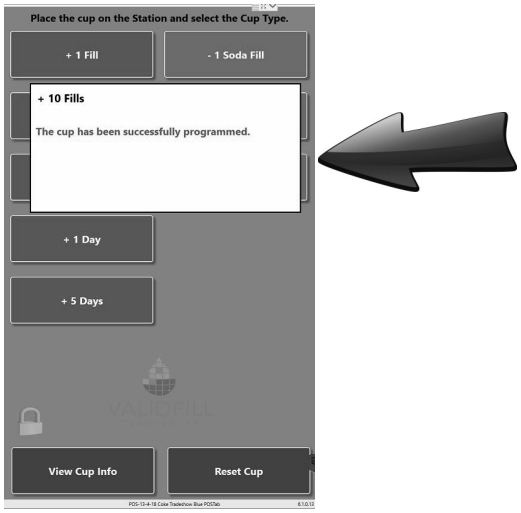
4.1) To Program a cup, place the cup on the puck, ensure the cup is flush on the unit and that nothing, including liquid, is between the cup and the programmer.

4.2) Choose the Offer

Each offer will be clearly detailed on one of the available buttons. Touch the button one time to program the cup. If you touch the button more than once depending on the offer you will most likely be programming additional fills onto the cup.

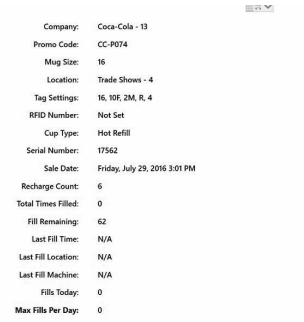


Once the cup has been successfully programmed you will see a Pop-up message that says, “The Cup has been Successfully Programmed.” If you receive an error message ensure the cup has a tag that is properly installed and valid for the location.



4.3) Cup info

In the bottom left of the screen there is a permanently fixed button that you can use to see the information that is programmed to the cup. Place the cup on top of the puck and touch the “View Cup Info” button.



4.4) Cup info Defined

- Company - The number of the company the cup is valid for.
- Location - The number of the location within the company the cup is valid for.
- Cup Size (in Ounces) - The cups size pertains to how many ounces of beverage can be poured into the cup not factoring ice.
- Cup Type - This can either be a hot beverage cup or a cold beverage cup
- Serial Number - A unique number programmed on every tag. The number allows us to track the cup through all stages of it's use.
- Promo Code - A unique code assigned to the cup program that was written to the cup. This code will allow you to easily identify the program in use and also allows ValidFill to track how many of a certain program has been used.
- Sale Date - This date can be either the day the cup was programmed or the date the cup was first presented to the machine. The refill period will begin based on this date.
- Recharge Count - A total number of how many times the cup has had additional fills added to it.
- Total Times Filled - A total number of how many times the cup has been filled.
- Fills Remaining - The number of fills the cup has remaining before it expires.
- Last Fill Time - The timestamp of when the cup was last used.
- Last Fill Location - The last location in which the cup was used.
- Last Fill Machine - The last machine on which the cup was used.
- Fills Today - A total number of how many times the cup has been filled on the current date.
- Max Fills Per Day - The number of times the cup can be filled that day.

4.5) Resetting a Cup

In the event a cup is mis-programmed with either too many fills or perhaps the wrong promo all together your programmer comes with a RESET button. You can reset the fills by placing the cup on the puck and touching the reset button.

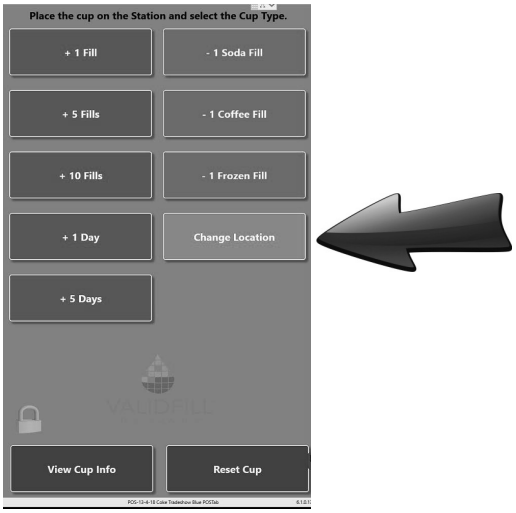
Resetting the Cup removes all fills from the cup. To ensure that you don't reset a cup by mistake a warning prompt will display to verify that you do want to reset the cup. Touch Yes to reset the Cup.

There are a few things that you can not change by resetting the cup:

- The Size of the Cup
- The Company the Cup is Programmed for.
- The Location the Cup is Programmed to work at.
- The Serial Number

4.6) Changing Locations

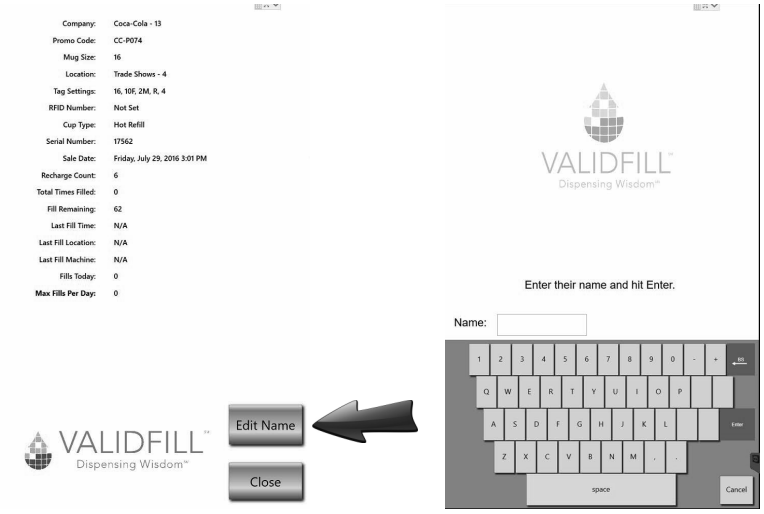
All Cups are programmed with a specific location. This location is the only location that is allowed to use the cup. For instance let's say a cup is programmed for use at Resorts but it is not available for use at a the adjoining Water Park. We can allow the activation of that cup for the Water Park. To do this just touch the "Change Location" or similarly named button and the location will be changed one that will allow the usage of the cup.



This feature only adjusts the location information and does not modify or reset the cup in any other way.

4.7) Adding and Editing Names

Adding names to the cups allow for a personalized touch to the system. This optional feature will code the persons name at the time of programming or can add or edit a name at a later time.



To add or edit the name place the cup on the puck and open the cup info screen. Touch the designated button which will launch the Keyboard. Type in the name touch the Enter Key to save the name to the cup. Use the same steps to edit a cup.

The ValidFill System: How It Works

5.0) The RFID Specific Components Defined

In the ValidFill system there are three main radio frequency Identification (RFID) specific components that make the system work:

5.1) RFID Tag

An RFID tag (also known as a transponder) is programmed with information that uniquely identifies itself. These tags are located on the bottom or between the shell and the liner of the Whirley-DrinkWorks' refillable mugs used with the ValidFill system. Each individual tag holds information that is unique to that tag such as size of the cup, company name, date the cup was purchased, where it was purchased, how many times it has been used, how many refills remaining, and multiple other fields of data.

5.2) RFID Reader

An RFID reader (also known as a transceiver) to translate the information that is programmed onto the tag into a format the computer software can interpret and send out the proper commands.

5.3) RFID Antenna

An RFID Antenna, located in the puck of the Check 'N' Charge, transmits a small radio signal that has been generated by the RFID reader.

6.0) **An Overview of How the Check 'N' Charge System Works**

On the bottom of your RFID tagged refillable mug or disposable cup is an RFID tag that is uniquely identified by the information that is stored on that tag.

When the button on the Check 'N' Charge is touched, the antenna is turned on and produces a small radio signal. With the mug or cup sitting squarely on the top of the puck, the radio signal actives the tag.

If no tag is present when a button is touched, the following text is displayed; “Place the cup on the station, please try again.”

With the tag present, the antenna reads the information stored on that tag and sends it to the Check 'N' Charge.

The Check 'N' Charge processes this information and responds by doing one of the following: programming the cup, displaying an error message, or displaying the information stored on the cup’s RFID tag.

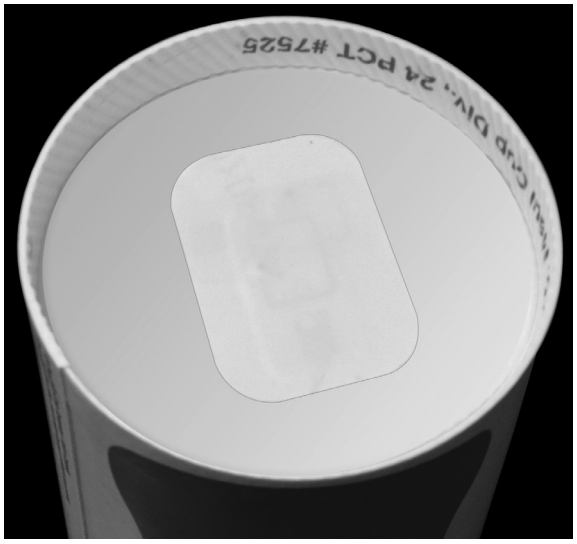
7.0) Placing Tags on Disposable Cups

In order to ensure proper function of disposable cups it is imperative that all tags be placed in the exact center of the cup. Any deviation may cause your disposable cups to be misread or not read at all by the system.

The following are examples of the correct way to center the tag and the incorrect way.

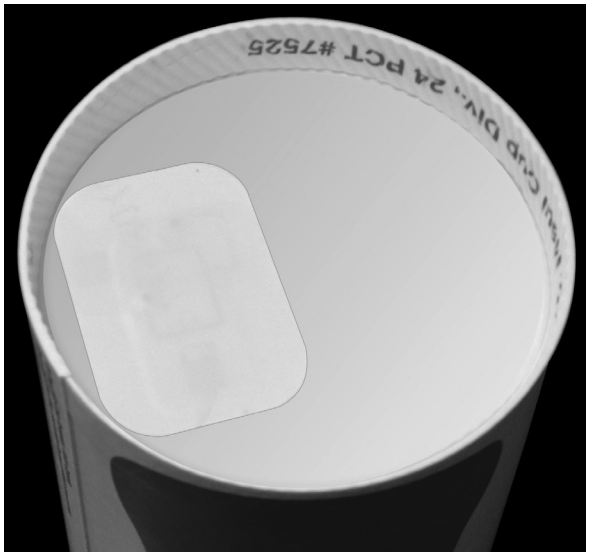
7.1) The correct way

This example demonstrates the correct placement of the tag on the bottom of the cup. The goal should be to center the white tag on the exact center of the cup.



7.2) The incorrect way

This example demonstrates the incorrect placement of the tag on the bottom of the cup. Notice the tag does not need to be far from center to be considered incorrect.



ValidFill-Freestyle Mug Program Options

8.0) Options Detail

The Following Table details the various mug program options available. Within the table each program has a description which explains the way each type of program expires followed by examples, and the messaging you will see.

Program	Descriptions	Examples	Messaging to Consumer
Set Number of Fills	Mug is authorized for a specific amount of fills	5 Fills 10 Fills 25 Fills	FILLING (X) OF (Y) DRINKS
Unlimited Fills for Select Days	Mug is authorized through a specific date	1/30/2012 12/31/2012 9/1/2012	UNLIMITED REFILLS UNTIL XX/XX/XX
Unlimited Fills For Select Time	Mug is authorized for a specific number of minutes or hours	24 hours 1 hour 30 minutes	UNLIMITED REFILLS FOR THE NEXT XX MINUTES
Set Number of Fills over Select Time	Mug is authorized for a specific number of fills that have to be consumed within a specific number of minutes or hours	2 Fills within 40 minutes 5 Fills within 24 hours 4 Fills within 2 hours	X REFILLS REMAINING FOR XX MINUTES

NOTE: A company can run multiple programs to expand the potential offers.

General Statements:

Warning: Changes or modifications to this device not expressly approved by (ValidFill, LLC) could void the user's authority to operate the equipment.

FCC Specific Statements:

Class B Device:

"NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:
Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.
Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
Consult the dealer or an experienced radio/TV technician for help."

RF Exposure:

"In order to comply with FCC/ISED RF Exposure requirements, this device must be installed to provide at least 20 cm separation from the human body at all times."

"Afin de se conformer aux exigences d'exposition RF FCC / ISED, cet appareil doit être installé pour fournir au moins 20 cm de séparation du corps humain en tout temps."

ISED RSS-Gen Notice:

"This device complies with Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions:
(1) This device may not cause interference; and
(2) This device must accept any interference, including interference that may cause undesired operation of the device."

"Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :
1) l'appareil ne doit pas produire de brouillage;
2) l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement."

Standard Warranty

ValidFill, LLC warrants to the original purchaser of ech new ValidFill RFID Check 'N' Charge ("Product") that all parts shall be free from defects in material and workmanship under normal use and service for a period during the Warranty Period. The Warranty Period for all parts will be 1 year from the date of startup or 90 days from shipment date, whichever comes first. During the Warranty Period, the sole and exclusive remedy of the buyer, and ValidFill LLC's sole and exclusive obligation, shall be to repair or replace any parts of the Product found to be defective, subject to the conditions stated below.

Warranty Conditions

1. Warranty labor must be performed by the local ValidFill authorized service agent.
2. The equipment must be installed and operated in compliance with instructions provided by ValidFill, LLC.
3. Malfunctions or damage due to alterations, improper operation, neglect, vandalism, fire, acts of God or any situation beyond ValidFill LLC's control are expressly excluded from this warranty.
4. ValidFill, LLC reserves the right to require that any parts covered under this warranty be returned to ValidFill prepaid and verified as defective upon examination.
5. Any damages resulting from shipment of the unit are expressly excluded. ValidFill LLC advises customers to carefully examine all shipments prior to acceptance and note all potential damage concerns on the appropriate shipping papers.
6. Excess labor charges resulting from security clearance procedures, safety training, etc., will not be covered by ValidFill, LLC and are the responsibility of the equipment owner.
7. This warranty is non-transferable and applies only to the original purchase of the Product.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE OR WARRANTIES ARISING FROM COURSE OF DEALING OR USAGE OF TRADE. In no event will ValidFill, LLC be liable for any consequential, incidental, or punitive damages, whether arising under contract, warranty, tort, negligence, strict liability or any other theory of liability, including but not limited to loss of profits, loss of use of the Products, or loss of goodwill.

Notwithstanding whether any remedy fails of its essential purpose or otherwise, in no event shall ValidFill, LLC's liability for any Products supplied hereunder exceed the purchase price paid by buyer to ValidFill, LLC for the applicable Products, regardless of whether the claim is based on contract, tort, warranty or any other theory of liability.

Questions concerning this warranty should be directed to ValidFill, LLC at 941-379-9858.

Appendix A: Check 'N' Charge Specifications

Total Space Requirements	7” Deep x 6” Wide x 10.5” High
Temperature Ratings	41 - 104 Degrees F
Input Requirements	100-240 VAC, 1.8 Amps, 50 -60 HZ
RFID Range	902MHz to 927 MHz
Connectivity	Wired

Power Cord Specifications

Total Length	9’
AC to Brick	46”
Brick to DC	57”
Brick	4.5”x1.75”x1.25”