Entry Wizard 3.0
PREFACE

Congratulations! You have just purchased one of the most revolutionary entrance controller/coin boxes on the market today. The Entry Wizard 3.0 is a reflection of the way Jim Coleman Company approaches the customer’s needs. Reliability, functionality, and economics played heavily on the design of the Entry Wizard 3.0. Many things were learned from the design of our other product, the Entry Wizard. Much of the functionality of the Entry Wizard 3.0 comes from its predecessor as Jim Coleman Company learned the needs and wants of the operator and end user alike. We feel that you will see the Entry Wizard 3.0 to be superior to other designs on the market because of its simple design, economical operation, and adaptability to many rollover and brush washes available. Buying from Jim Coleman Company gives you not only a great product, but a company that has established itself in the market place by treating all of its customers fair and equally. The full line of equipment that Jim Coleman Company offers, integrates, in a seamless fashion, the Entry Wizard 3.0, the Swipe N Clean, and third party product POS 4000, by Unitec. Below are a few of the features you have purchased:

- Stainless Steel Euro Design
- Mars Bill Acceptor ($1, $5, $10, $20)
- Micro Coin UL Coin Acceptor ($.25, $1.00, Token(s))
- Neuron Credit Card Swipe
- Sunlight Readable Display
- Heavy Duty Wash Selection Buttons
- Nema 4 Keypad
- Visual Instruction as well as Written
- Swipe N Clean Ready
- POS 4000 Ready
- High Security Door
- Medico Locks
- Colorful Decal

Jim Coleman Company wishes to thank you for your purchase and hopes it meets or exceeds your expectations.
COPYRIGHTS AND DISCLAIMERS

The Entry Wizard™, Entry Wizard 3.0™, and Swipe N Clean™ are designed equipment and software for interfacing with a new or existing carwash providing credit card, code, and/or cash acceptance for the operation of carwash equipment. It is completely developed and designed by the Jim Coleman Company. Any unauthorized use of it is strictly forbidden without written permission from the Jim Coleman Company. No alteration of its systems or their operating procedures is allowed. For more information concerning this system contact:

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LIMITED WARRANTY

The Manufacturer warrants any component or part of the Jim Coleman Company Entry Wizard 3.0 equipment to be free from defects in material and workmanship for a period of one (1) year from date of shipment, with the exception of such parts as are commonly recognized to be subject to wear in normal usage. Such as:

Locks, Acceptor Belts, Bearings, and Rollers

However, should any defects in material and/or workmanship appear within the first ninety (90) days of this one (1) year period, Jim Coleman Company shall, upon notification, correct such defects in materials and/or workmanship. Defects will be corrected at company’s option, either by repairing defective equipment or parts or by replacing defective equipment or parts. During this first ninety (90) day period, Jim Coleman Company or its distributor shall be responsible only for parts and labor. Purchaser shall be responsible for any additional costs including freight, travel, and reasonable living expenses, if such costs are incurred by Jim Coleman Company. During the remainder of the one (1) year warranty period Jim Coleman Company is responsible for the repair or replacement of warranted equipment or part. Purchaser is responsible for freight costs and labor, if incurred. Any and all equipment and/or parts returned to Jim Coleman Company shall be accompanied by a Returned Goods Authorization (RGA) and must include serial number of unit in which equipment and/or parts was removed.

Components or equipment sold by Jim Coleman Company but manufactured by others shall carry that manufacturer’s warranty, which shall not be less than Jim Coleman Company limited warranty.

The Jim Coleman Company shall not be responsible for repairs, replacements, or adjustments to equipment or any costs of labor performed by purchaser or others without Jim Coleman Company’s prior written approval. This warranty does not apply to components or parts which have been misused, altered, neglected, not installed, adjusted, maintained, or used in accordance with applicable codes and ordinances and in accordance with Jim Coleman Company’s recommendations as to such factors. Jim Coleman Company does not warrant loss of income, should there be any, during such time repairs, replacements or adjustments are being made.

This warranty does not apply to damage resulting from improper operation or abuse, exceeding the rated capacities of the unit, improper installation or maintenance, operational neglect, neglect of manufacturers recommended maintenance, customer strike damage, nuisance calls, or acts of God.

This warranty is in lieu of all warranties, express or implied, of either Jim Coleman Company or seller. Jim Coleman Company makes no warranty against infringement of the like, makes no warranty of merchantability, makes no warranty of fitness for a particular purpose, and makes no other warranty, express or implied, including implied warranty arising from course of detailing or usage of trade.

Compliance with any local governmental laws or regulations relating to the location, use or operation of the equipment, its use in conjunction with other equipment, shall be the responsibility of the purchaser. The rights and obligations of the parties shall be governed by the state of Texas.
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1. EQUIPMENT PLANNING AND ARRANGEMENT

1.1 Unpacking The Equipment

Before any operation can be carried out there must be a time of planning. This is no different for the installation of the ENTRY WIZARD 3.0. Carefully plan the ENTRY WIZARD 3.0 layout and setup before starting the installation process.

Thoroughly inspect each component for visible damage. Uncrate the equipment only if there is no damage.

NOTE: Carefully inspect and evaluate the freight upon arrival. If there is damage to any boxes or crates immediately report it to the freight carrier.

1.2 Using Suggested Installation Procedures

This manual contains a suggested installation procedure. Located in the back are electrical schematic and layout drawings. They should be used in assistance of equipment hook-up.

Completely read through this manual prior to beginning installation. This will ensure a proper understanding of the system and its installation procedures.

The installation of this equipment involves high and low voltage electrical connections. Only qualified and trained personnel should be used in it’s hook-up.

This equipment’s circuit protection is located in the main electrical panel of the building supplying power to this device. Insure that this protection is in place and rated according to the guidelines set forth on the equipment not to exceed 15 amps.
2. SAFETY INSTRUCTIONS

2.1 Important Safety Instructions

Do not throw away these important safety instructions. The instructions pertain to risk of fire, electrical shock, and or injury to persons.

- Read all instructions before using this product.
- STAY ALERT- Always give complete attention to your actions.
- Do not operate this product when fatigued or under the influence of alcohol or drugs.
- Keep operation area clear of all persons.
- Do not attempt to reach over equipment or stand on any unstable support. Keep good footing and balance at all times.
- Disconnect all power before installing or servicing this equipment. If the power disconnects are out of sight, lock it in the open position and tag it to prevent unexpected application of power. Failure to do so could result in fatal electrical shock.
- A qualified electrician should install all wiring according to local, state, and federal electrical codes.
3. INSTALLATION GUIDELINES

3.1 Pre-Installation Planning

- Locate the 2 drawings in the back of this manual (Entry Wizard 3.0 Conduits Drawing and Entry Wizard 3.0 Position Drawing)

Insure that the contractor has this information for proper layout and positioning of the Entry Wizard 3.0 and the underground electrical conduits.

3.1.1 Diagrams

- Entry Wizard 3.0 Conduits
Position the center of the Entry Wizard 3.0 15' from the exterior wall of the carwash building.

Position the front edge of the Entry Wizard 3.0 4' 4 - 7/8" from the center line of the bay.
3.1.2 Pulling the Electrical Cables

- 1 – ¾” conduit for 120VAC power and control cable
  - Pull in three 12 Ga. wires for the 120VAC.
- 1 – ¾” conduit for communication, telephone, Swipe N Clean, and/or POS 4000
  - Pull in one 1 Pair 22 Ga. shielded communication cable for connection to Swipe N Clean.
  - Pull in one 7 conductor 22 Ga. control cable for Water Wizard control.
  - Pull in one 2-pair phone cable and if a POS 4000 will be used pull in one 3 wire shielded cable for it.

3.2 General Installation

⚠️ NOTE: Please use the following outlined order for proper installation.

3.2.1 Mounting

- The Entry Wizard 3.0 is comprised of 2 main components: the Base (Figure 3.2.A) and the Cabinet (Figure 3.2.B).
• Mount the base to the concrete over the electrical stub ups using ½" concrete bolts. (Figure 3.2.C)

• After locating the exact position of the base, put base in place and mark the mounting holes. Remove the base and drill each hole to accommodate the mounting bolt that will be used, insuring that all drilling dust is cleaned away from the drilled hole.

• Re-position the base over the drilled holes with “F” marking the front (Figure 3.2.D) and hammer in the mounting bolts ensuring that they fit into the holes. Allow room for the threads to be used for final tightening. Tighten down the nuts on the mounting bolts securing the base.
The installation of this equipment involves high and low voltage. Only qualified electrical personnel should be used in it’s hook-up.

- Have a qualified electrician to terminate the 2 – ¾” conduits to the base by extending the electrical stub ups with Liquitite or other waterproof electrical conduit.
- Pull the electrical cables as previously indicated in section 3.1.2 observing the separation as indicated. (Note: Do not include any communication cables in the high voltage conduit.) Be sure and pull at least 36” of cable past the termination point on the base. (Figure 3.2.E)

**NOTE**: Termination point is referenced to top of base.

![Figure 3.2.E](image)

- Green 120VAC
- Black 120VAC
- White 120VAC
- Control Cable 7 CDR 22 ga.
- Swipe N Clean 2 pair 22 ga.
- POS 4000 3 Wire
- Telephone Cable 2 pair

This completes mounting the base.
- Open the door on the Entry Wizard 3.0 cabinet. Remove all packing material, manuals, mouse, and keyboard.
- Remove the coin hopper by slightly sliding forward (Figure 3.2.F) and lifting up (Figure 3.2.G).

Remove the covers on the electrical troughs located in the cabinet. (Figures 3.2.H & 3.2.I)

The installation of this equipment involves heavy lifting. Take extreme care when lifting and placing the equipment. Insure adequate help is available and use proper lifting techniques.
With the assistance of at least one person, carefully lift the Entry Wizard 3.0 cabinet up to base height. Guide the previously pulled electrical cables up through the electrical holes in the cabinet. Carefully lower cabinet to base. (Figure 3.2.J) Keep wires together according to section 3.1.2.

The base and the cabinet will self align when positioned in place. Locate the four bolts used for mounting the cabinet to the base. Put some type of lubricant on the bolts, such as AntiSieze, to prevent the bolts from galling up on the stainless. Locate the four holes in the cabinet for the insertion of the bolts. Snug the bolts down tightly. (Figure 3.2.K)

⚠️ NOTE: Be careful to not pinch the cables between the cabinet and base.
3.2.2 Electrical Hookup

- Remove the outside electrical cover on the cabinet by removing the 4 screws holding it in place (Figure 3.2.L) This will now expose the inner electrical cover. Remove the inner electrical cover by removing the 2 - 7/16” nuts on the inside of the cabinet. (Figure 3.2.M)
After opening the electrical covers in the cabinet, extend the wires that have been previously pulled into the electrical trough through the holes in the electrical panel and out the side of the cabinet (Figure 3.2.N).

- Connect the electrical wires to the cabinet using the Electrical Wire Schematic as a guideline (Figure 3.2.O).
Electrical Wire Schematic

Figure 3.2.0
This unit requires a dedicated 120-volt circuit. Pull Three 12 gauge wires into Entry Wizard 3.0 electrical box. The wires should be color coded as follows: Black 120 volt hot, White 120 volt neutral and Green (ground). (Figure 3.2.P)

![Figure 3.2.P]

- Connect the electrical wires to the four position terminal strip located on the left hand side of the electrical box. Connect the Black wire to terminal one (top position), Connect the White wire to terminal two and connect the Green wire to terminal three. Also, see the Electrical Schematic attached to this Installation instructions. (Figure 3.2.Q)

![Figure 3.2.Q]
• Grounding The Equipment (follow the instructions below)

  o A 12-gauge equipment-grounding conductor green in color must be run with the circuit conductors and connected to the equipment-grounding terminal. (Figure 3.2.W)

  ![Figure 3.2.W](image)

  o Use copper conductors only.

  o The equipment-grounding terminal is located inside the electrical terminal box on the backside of the Entry Wizard 3.0. (See Figure 3.2.W)

  o A qualified electrician must complete this connection. This equipment is intended for general public use only. It is not to be used in potentially dangerous locations such as flammable, explosive/chemically-laden areas.

  This portion intentionally left blank.
The following section will guide you through the LOW VOLTAGE control and communication hookup. The terminal is found on the outside (top right) of the Entry Wizard 3.0 behind the cover. (Figure 3.2.R)

- Pull in communications cables
  - One Phone cable to phone connections. (Figure 3.2.S)

  Color Code
  - #1 Red
  - #2 Green

  NOTE: You will not use the yellow or black wires in the phone cable.

Figure 3.2.R

Figure 3.2.S
- One 2-wire shielded cable to *Swipe N Clean*. (Optional) *(Figure 3.2.T)*

![Figure 3.2.T](image)

- One Control cable from auto control cabinet in equipment room (7 Conductor-minimum). *(Figure 3.2.U)*

![Figure 3.2.U](image)

- Connect control cable to terminal strip located in the top of the electrical box. *(See electrical schematic Figure 3.2.0)* Control cable wires connect to #'s 9-15 on the terminal. *(Figure 3.2.U)*

  - One Cycle Common from Water Wizard (24VDC-) (#15)
  - Four Cycle control wires. (#'s 11-14)
  - Two Inhibit *Clear to Send* (reset) wash wires. (Water Wizard 24VAC) (#’s 9,10)
• Optional POS 4000 cable with three wires (white, red, and black) will be used to connect to the POS 4000. They are connected to #’s 5, 6, 7 on the terminal strip. (Figure 3.2.V)

![Figure 3.2.V](image)

<table>
<thead>
<tr>
<th>Color Code</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>#5</td>
<td>White</td>
</tr>
<tr>
<td>#6</td>
<td>Red</td>
</tr>
<tr>
<td>#7</td>
<td>Black</td>
</tr>
</tbody>
</table>

• Replace the inner electrical cover by securing the 2 - 7/16” nuts on the inside of the cabinet. (Figure 3.2.W) Replace the outside electrical cover on the cabinet by securing the 4 screws holding it in place (Figure 3.2.X) This will now expose the inner electrical cover.

![Figure 3.2.W](image)

![Figure 3.2.X](image)
- Replace the covers on the electrical troughs located in the cabinet. *(Figures 3.2.Y & 3.2.Z)*

![Figure 3.2.Y](image1)

![Figure 3.2.Z](image2)

- Replace the coin hopper by placing it on the bottom *(Figure 3.2.Y)* and sliding backward until it stops and locks in place. *(Figure 3.2.Z)*

![Figure 3.2.Y](image3)

![Figure 3.2.Z](image4)

**NOTE:** At this point put coins to be dispensed into the Coin Hopper (shown in Figures 3.2.Y and 3.2.Z above). Approximately $250.00 in quarters should be placed into the Coin Hopper for maximum storage.
3.3 Testing the Cycle Control Board

- Locate the Cycle Control board mounted against the back wall of the Entry Wizard 3.0. (Figure 3.3.1)

![Figure 3.3.1](image)

- Upon pressing the cycle 1 Push Button Switch the following should happen:
  - The relay should close its contacts.
  - The light inside the relay should come on.
  - The Automatic should also turn on its number one cycle.
  - If the Automatic does not come on then you need to check the wiring between the Entry Wizard 3.0 and the Automatic.

- Upon pressing the cycle 2 Push Button Switch the following should happen:
  - The relay should close its contacts.
  - The light inside the relay should come on.
  - The Automatic should also turn on its number two cycle.
  - If the Automatic does not come on then you need to check the wiring between the Entry Wizard 3.0 and the Automatic.
Upon pressing the cycle 3 Push Button Switch the following should happen:
- The relay should close its contacts.
- The light inside the relay should come on.
- The Automatic should also turn on its number three cycle.
- If the Automatic does not come on then you need to check the wiring between the Entry Wizard 3.0 and the Automatic.

Upon pressing the cycle 4 Push Button Switch the following should happen:
- The relay should close its contacts.
- The light inside the relay should come on.
- The Automatic should also turn on its number four cycle.
- If the Automatic does not come on then you need to check the wiring between the Entry Wizard 3.0 and the Automatic.

3.4 Normal Operation
The Entry Wizard normal operation is as follows:
- Customer drives up to Entrance Controller and is greeted by menu screen and written instructions.
- Customer can choose the wash by pressing one of the buttons and review the menu of car wash services available.
- Customer can deposit money in the form of Dollar bills or coins until the correct amount is received. Or swipe a Credit card for payment.
- Now Customer can press the button to select the desired wash.
- Now the Entry Wizard 3.0 will send out a signal to the Automatic Car wash to turn on the desired wash.
- When the Automatic Car wash is finished washing a car then the Automatic needs to send out a Clear to Send signal to tell the Entry Wizard 3.0 that the wash is complete and it is ready to accept a new wash signal.
- If a Customer drives up to the Entry Wizard 3.0 before the Automatic Car wash sends the Clear to Send signal then the Entry Wizard 3.0 will allow the customer to purchase a wash package but will not send the signal to the Automatic Car wash until it receives a Clear to Send signal from the Automatic Car Wash that the first wash is complete.

3.5 Clear to Send Signal
- The Automatic Car wash is required to send out a Clear to Send Signal to tell the Entry Wizard 3.0 that the Car Wash is ready to wash a car. The Entry Wizard 3.0 comes standard with the capability to accept an 24V AC signal. If the Clear to Send signal is a different voltage then the relay on the Cycle Control Board needs to be changed out to match the voltage of the signal.
The Clear to Send signal should only be sent to the Entry Wizard 3.0 if the automatic is ready to accept another wash signal. This signal should be longer than 2 seconds and shorter than 9 seconds. We recommend a 3 second Clear to Send signal. If the Clear to Send signal last longer than 10 seconds then the Entry Wizard 3.0 will go Out of Service.

The Water Wizard sends out a Clear to Send signal for 3 seconds after the unit is completely through washing the car and the car has exited the bay. When the Water Wizard sends out the Clear to Send signal it is ready to receive another wash package. The Water Wizard also will send a Clear to send signal if the car fails to enter the bay within a predetermined time or leaves the bay before the wash is complete. You can press the Reset switch on the Electrical panel on the Water Wizard and it will send out a Clear to send Signal for 3 seconds. The Water Wizard will tell the Entry Wizard 3.0 to go Out of Service any time the Water Wizard detects a fault condition that prevents it from washing a car safely. This is accomplished by sending out a continuous signal longer than 10 seconds. Once the problem is corrected on the Water Wizard and the Clear to Send signal is removed then the Entry Wizard 3.0 will go back into Service.

3.6 Clear to Send Switch

Located on the cycle control board is a switch that controls the way the Entry Wizard 3.0 handles the clear to send signal. The switch can be put in two different positions depending on how the Automatic Car wash equipment sends a signal. If you are connecting to a Water Wizard set the switch to the Passive Mode. The Automatic car wash needs to send out a signal to tell the entrance controller that it is ready to wash a car. This signal should be longer than 2 seconds and shorter than 9 seconds. We recommend a 3 second Clear to Send signal.

- **PASSIVE MODE:** Signal is usually off and only comes on when your automatic car wash equipment sends out a signal to tell the Entrance controller that the wash is complete.

- **ACTIVE MODE:** Signal is on at all times and only goes away when the Automatic is ready to receive a new wash package.
3.7 Printer Installation (Axiohm) (Figure 3.7.A)

(Figure 3.7.A)

3.7.1 Installing The Paper

Installing the paper for the Axiohm Printer is an easy four-step process.

- **Open The Printer Door.**

  To open the door, simply pull the top of the door out. The door is held closed by a spring-loaded latch that latches onto the black roller at the top of the door. (Figure 3.7.B)
• **Install the paper**

After you open the door, you will see the paper tray in the bottom of the printer. In the middle of the paper tray, you will see a black pressure switch, which is the *paper out* switch. Place paper in slot as indicated on diagram inside printer door. *(Figure 3.7.C)*

![Figure 3.7.C](image)

• **Feed the paper into the head of the printer**

Feed the end of the paper into the slot identified by the label “FEED PAPER HERE”. After feeding the paper into the slot, you should see the paper through the window just underneath the “FEED PAPER HERE” label. Insert the roll of paper into the tray with the paper feeding from the top of the roll. *(Figure 3.7.D)*

![Figure 3.7.D](image)
If the paper is fed properly, you will see the paper through the window on the “feed paper here” plate. (Figure 3.7.E)

![Paper window]

Figure 3.7.E

- **Close the printer door**

Once you have the paper properly routed through the slot you are ready to close the door. As you close the door, you will feel a slight resistance as the latch slides onto the black roller. When the door is closed, the door-closed switch is engaged. This triggers a print out confirming the paper is loaded successfully. (Figure 3.7.F)

![Figure 3.7.F]
It also prints a configuration report as well as a sample ASCII Code print out and some black lines at the bottom. (Figure 3.7.G)

![CLAMSHELL PRINTER BOARD](image)

** Figure 3.7.G **

✓ THIS COMPLETES THE ENTRY WIZARD 3.0 INSTALLATION AND CONNECTION.
4. SETUP/CONFIGURATION INSTRUCTIONS

Upon initial power-up the configuration screen will come up. If it does not you must input 957321 then press the shift key and # or 3 from the keypad and follow the instructions below.

Prior to beginning, insure that you have the following information available:

- Car wash name, address, city, state, zip, and phone data.
- Wash prices for cycles 1, 2, 3, 4.

**NOTE**: EW 2.0 only supports the “Paymentech” Processor. (Contact the Jim Coleman Company if you do not have your Processor data available!)

**NOTE**: In addition, please have the following information available:
Credit Card Processing Data
  - Processor phone number
  - Client number
  - Merchant number
  - Terminal Id

**NOTE**: It is important for you, the merchant, to acknowledge that Jim Coleman Company is not responsible for any charges occurring from credit card processors. It is your responsibility, as the merchant, to negotiate, manage, and handle any customer complaints, credit card fees, or general problems surrounding your credit card processing and merchant account. No calls will be accepted by the technical staff at Jim Coleman Company regarding these issues.
As stated before, upon initial power-up the configuration screen will come up. If it does not you must input 557321 then hold the shift key and press # or 3 from the keypad and follow the instructions below.

- Unplug the keypad (Figure 4.D)
- Plug in the keyboard (Figure 4.E)

You are now ready to configure the Entry Wizard 3.0.
NOTE: The information you are about to enter is of extreme importance. If you make any changes from the default settings please WRITE DOWN ALL CHANGES. The ability to access and edit information will require access codes. You may either accept the default codes or enter your own. Once again, WRITE DOWN ALL CHANGES that you make from the default settings and put them in a safe and easily accessible place.

The following are the configuration instructions to the Entry Wizard 3.0. The screens will guide you through the setup to your system.

4.1 Entry Wizard 3.0 Configuration Instructions

Entry Wizard 3 Version 1.26
EW 2 Configuration Menu

Edit Site Name & Address
Edit Wash Info
Edit Credit Card Options
Edit High Speed CC Options
Edit Bill Acceptor Options
Edit SNC Options
Edit Internet Options
Edit Bill Dispenser Options
Edit General Options
Edit System Date & Time
Manage Codes
Generate HTML Only
Save Edits
Configuration Complete

EW 2 CONFIGURATION MENU
This menu has all of the setup screens for the system. Scroll from line to line using the up/down arrows on your keyboard. Make selection and press enter to go to the edit mode of that selection.

EDIT SITE NAME & ADDRESS
This screen will allow you to enter Name, Address, and Phone Number of your car wash. Press enter to add information.
SITE NAME INFO

Edit each line. Continue by pressing the **Arrow Down** key. When finished, press the **ESC** key to return to the previous menu.

Name of site, ESCape to exit

EDIT WASH INFO

Choose this selection for price editing.

WASH SETUP MENU

Edit Cycle 1 by pressing **enter**.

Continue editing each cycle using the **arrow key**. When all cycles are completed, **Arrow Down to Done** and press **enter**.
Wash Cycle 1 Info

Cycle Name: **WIZARD SUPER WASH**  
Price: 7.00  
Desc1: THIS IS OUR BEST WASH. YOU  
Desc2: WILL RECEIVE ALL OF THE  
Desc3: FEATURES WITH THIS WASH.

Cycle Name, ESCape to exit

WASH CYCLE 1 INFO

Type the Cycle Name. *Arrow Down* to Price. Use a single digit ‘7’ or multi digits with decimal ‘7.00.’ Next, *Arrow Down* to Desc 1 and begin your message. You are allowed to type until the line is full. You must *Arrow Down* to each line until you are finished or there is no more space available. When finished press ESC and return to previous screen.

WASH SETUP MENU

When finished with each cycle, highlight Show Currency Symbol and press the enter key. This will take you to the next screen.

SHOW CURRENCY SYMBOL

This option allows you to show the $ if you select “1”. If you don’t want the symbol to show select “0”. When finished, press ESC to exit the screen.

Show Currency Symbol

Show Currency: 1

‘1’ to Show ‘$’, ‘0’ to Disable, ESCape to exit
**Set Coin Hopper Value**

When this is highlighted, press **enter**. It will take you to the next screen.

**Coin Hopper Coin Value**

Coin Hopper Value: **0.25**

'0.25' for quarters, '1.00' for $1 coins, ESCape to exit

**Wash Setup Menu**

When you have finished editing each of the sections, highlight **Done** and advance to the main menu.
ENTRY WIZARD 3.0

EDIT CREDIT CARD OPTIONS

Choose this option for credit processing info.

CREDIT PROCESSING INFO.

Note: This data has to be previously gotten from Paymentech. Edit each line. Continue to the next line by pressing the enter key. When finished, press the ESC key to return to the previous menu.

EDIT HIGH SPEED CC OPTIONS

Press enter to go to High Speed CC Options

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HS Credit Processing Info

Enable HS: 0
URL: https://netconnect1.paymentech.net/
NetConnect/controller
User Name: engin5eer
User Password: test1525
Timeout: 10
Client #: 8000
Merchant #: 700000000395
Terminal #: 001

‘1’ to Enable, “0” to Disable, ESCape to exit

HS Credit Processing Info

Enter 0 to disable High Speed or 1 to enable it. If you enter 1, you must enter the correct information for URL, User Name, User Password, Client #, Merchant #, and Terminal #. You may contact JCC for correct Merchant information. When finished, write this information down and keep in a safe place. Press ESC to exit.

BILL ACCEPTOR INFO

(Accepter Port)

This option allows you to enable or disable the Acceptor Port. When finished, press the Arrow Down key. The next screen will appear.

EDIT BILL ACCEPTOR OPTIONS

When this function is highlighted, press enter and the following screen will appear:

Bill Acceptor Info

Accepter Port: 5
Accepter Type: 1
Accepter Locale: 1

‘5’ is enable, ‘0’ is disabled
EDIT SNC OPTIONS

This option allows you to edit the Swipe N Clean settings. Press enter to go to the next screen.

BILL ACCEPTOR INFO (Acceptor Locale)

This setting allows you to select the location of your machine. The United States uses 1; Australia uses 2. When finished, press ESC to return to main screen.

BILL ACCEPTOR INFO (Acceptor Type)

This option allows you to select the type of your machine. The United States uses 1; Australia uses 2. When finished, press the arrow down key to edit Locale setting.

Bill Acceptor Info

Acceptor Port: 5
Acceptor Type: 1
Acceptor Locale: 1

Locale: 1=US, 2=Australia, ESCape to exit
ENTRY WIZARD 3.0

**ENTRY WIZARD 3 Version 1.26**

**SNC Config Menu**

- Enable SNC
- Disable SNC
- Configure SNC
- Return to Previous Menu

**CONFIGURE SNC**

The SNC must be configured **before** you can enable or disable it. **Arrow Down** to **Configure SNC** and press enter.

**SNC Info**

SNC Machine Id: 101
SNC Credit Auth: 0

**SNC INFO**

SNC Machine Id # is any from 101-109. This number represents the number of Automatics you have. For the first Automatic it should be 101. For the second, 102 etc. When finished, **arrow down** to the next setting.

**SNC Info**

SNC Machine Id: 101
SNC Credit Auth: 0

This option is set to “0” by default. If the Swipe N Clean is authorizing credit purchases it is set to “1”.

**NOTE:** LEAVE CREDIT AUTHORIZATION # AT “0” UNLESS YOU CONTACT JIM COLEMAN COMPANY!
Entry Wizard 3 Version 1.26
SNC Config Menu

Enable SNC
Disable SNC
Configure SNC
Return to Previous Menu

ENABLE SNC
This option enables the configuration you previously created. Press enter and the configuration is enabled. This allows the SNC to be properly interfaced with the Entry Wizard 3.0.

SNC NOW ENABLED
The machine is confirming that the SNC you configured is now enabled. Press enter to return to previous screen.

DISABLE SNC
This option allows you to disable a previous configuration. Press enter and the configuration is disabled.

SNC now enabled. Please type <CR> / # to exit.
ENTRY WIZARD 3.0

SNC now disabled. Please type <CR> / # to exit.

Entry Wizard 3 Version 1.26
SNC Config Menu
Enable SNC
Disable SNC
Configure SNC
Return to Previous Menu

SNC NOW DISABLED
The machine is confirming that the SNC you configured is now disabled. Type enter to return to previous screen.

☞ NOTE: by making this selection, you have disabled the SNC from the Entry Wizard 3.0. It will no longer work until enabled again.

RETURN TO PREVIOUS MENU
Your commands have now been completed. Press enter to return to the main menu.

EDIT INTERNET OPTIONS
This setting allows you to enable or disable the internet connection. Press the enter key to edit this setting.
Enable Internet Connection
Disable Internet Connection
Return to Previous Menu

ENABLE INTERNET CONNECTION
This option allows you to set use an Internet Connection. Press enter and continue to the next screen. If you do not want to use an Internet connection, highlight Disable Internet Connection and continue as the prompts lead you.

INTERNET CONNECTION INFO
IP Address: 10.137.0.11
Netmask: 255.255.0.0
Default Gateway: 10.137.0.1

Format aaa.bbb.ccc.ddd, ESC to exit

EDIT BILL DISPENSER OPTIONS
Press the enter key to advance to the next screen.
ENTRY WIZARD 3.0

General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

‘1’ is on or ‘0’ is off

BILL DISPENSER MENU

Enable Bill Dispenser: Call JCC for information.

Disable Bill Dispenser: If you don’t have a bill dispenser this option should be used.

Return to Previous Menu: Use this option to go back to Main Menu.

EDIT GENERAL OPTIONS

Press the enter key to advance to the next screen.

❖ NOTE: Make a record of changes if defaults are not used.

GENERAL WASH INFO

Beep on Key: When this option is set to 1 you will hear a “beep” when you press the keypad. If you don’t want any sound, type 0. This option is set to one by default. When finished, use the Arrow Down key to advance to the next.
General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

Free Wash Code, 6 digits

General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

Tally Mode Code, 6 digits

General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

Tally timeout in seconds

GENERAL WASH INFO

Free Wash Code: Enter any 6-digit code not starting with 0. Default is 957861. When finished, use the Arrow Down key to advance to the next.

NOTE: Please write this number and all numbers down for your records if they are not the defaults.

GENERAL WASH INFO

Tally Code: This code allows you to view and print tally totals for the machine. When finished, Arrow Down to the next setting.

GENERAL WASH INFO

Tally Timeout: This setting is the amount of time in seconds before the screen exits out of the Tally Code mode. Default is set at 30 seconds. When finished, Arrow Down to the next line.
**General Wash Info**

**Beep on Key:** 1
**Free Wash Code:** 957861
**Tally Code:** 957123
**Tally Timeout:** 30
**Reset Cfg Code:** 957321
**Next Veh Timeout:** 720
**POS 4000 Port:** 0
**Splash Screen:** 0

**Bay Timeout in seconds**, 0 is disabled

**Reset Config Code, 6 digits**

---

**GENERAL WASH INFO**

**Reset Cfg Code:** This code will allow you to reboot the system for editing the configuration. The initial configuration screen will appear. You may edit any of the sections. Press the # key after you enter the code. Default is 957321. When finished, **Arrow Down** to the next line.

⚠ **NOTE:** If you changed this number in the initial configuration you will need to type that 6-digit code followed by the # key.

---

**GENERAL WASH INFO**

**Next Veh Timeout:** This option allows you to set the time the unit will auto reset if there is no reset from the Automatic. When finished, **Arrow down** to the next line.

---

**GENERAL WASH INFO**

**POS 4000 Port:** This option must be set to “0” if there is no POS 4000 connected to the computer. If you have a POS 4000 system you must have this option set to “3”. When finished, **Arrow down** to the next screen.
General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

‘1’ is on or ‘0’ is off

General Wash Info

Beep on Key: 1
Free Wash Code: 957861
Tally Code: 957123
Tally Timeout: 30
Reset Cfg Code: 957321
Next Veh Timeout: 720
POS 4000 Port: 0
Splash Screen: 0

‘1’ is on or ‘0’ is off

GENERAL WASH INFO

Splash Screen: This option should be set to “0” if you don’t want the “Welcome” splash screen on the monitor when a customer drives up. The monitor will have the four wash options on the screen instead. Set this to “1” if you want the splash screen visible when a customer drives up. When finished, press Esc to return to the main menu.

EDIT SYSTEM DATE & TIME

This option allows you to set the date and time. Press enter and advance to the next screen.

Current Date & Time is:
2008-07-23 @ 08:43:19
Is this correct?

CURRENT DATE & TIME

If the time and date are correct press Y or the Esc key and return to the main menu. If you need to change the year, month, day, hours, minutes, or seconds then press the N key. It will take you to the next screen.
### Date/Time

<table>
<thead>
<tr>
<th>Field</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year</td>
<td>2008</td>
</tr>
<tr>
<td>Month</td>
<td>07</td>
</tr>
<tr>
<td>Day</td>
<td>24</td>
</tr>
<tr>
<td>Hours</td>
<td>14</td>
</tr>
<tr>
<td>Minutes</td>
<td>48</td>
</tr>
<tr>
<td>Seconds</td>
<td>23</td>
</tr>
</tbody>
</table>

Year, ‘2004’ to ‘2015’

### Date/Time

Highlight each of the options you want to change and type in the correct numbers. When you have finished press **Esc** and return to the main menu.

### Manage Codes

This option allows you to add, delete, print, and edit codes for the machine. Press **enter** to go to the next screen.

### Add Codes

This option allows you to add single or bulk codes. Press **enter** and go to the next screen.

**NOTE**: This option available only with the Entry Wizard 3.0 stand-alone mode with no SNC.
ADD SINGLE CODE

Press enter to access the single code screen and follow the on-screen directions.

**NOTE:** If your system is attached to a Swipe N Clean your local codes will not be valid!

ADD SINGLE CODE

Input a 6-digit code not starting with 0. Press enter and assign the value to that code. Next, insert the value. The code will only be usable if its value has not been reached by usage. Press enter to return to the Add Codes screen.

Code entered successfully. Please type <cr> / # to continue

ADD BULK CODES

Press enter to go to the next screen for setup.
How many codes (1-1000): 100
Value: 7
Generating Codes.
Code Generation Complete
Please type <cr> / # to continue

ADD BULK CODES

Input the amount of codes that you want to generate from 1-1000. Set value of codes. Press enter to return to previous menu.

NOTE: There is no “date” expiration. “Value” setting determines expiration.

Entry Wizard 3 Version 1.26
Add Codes
Add Single Code
Add Bulk Codes
Done

DONE

If you are finished with the code options, you may highlight done and press enter. This will take you to the next screen.

DELETE CODES

This option allows you to delete previously entered codes. Press enter to go into the screen.

NOTE: Once codes have been deleted they can't be retrieved. You must re-enter the information.
DELETE SINGLE CODE

This option allows you to delete codes one at a time. Press enter to delete a single code.

Type in the code you want to delete and press enter. When finished, press enter and return to the Delete Codes screen.

DELETE ALL CODES

This option allows you to delete all codes at once. Press enter.
CONFIRM DELETE ALL CODES

This option confirms that you want to delete all codes. If so, press enter. If not, Arrow Down to cancel and press enter. This will return to the previous screen.

DELETING ALL CODES

This screen is confirming that all codes are being deleted. When finished, press enter and go to next screen.

PRINT CODES

Codes can be printed at any time by returning to the Configuration setup. Use your 6-digit code and go through the following screens.
ENTRY WIZARD 3.0

PRINT CODE NUMBERS ONLY

This option allows you to print the numbers added as fleet/user codes on the system. These are 6-digit codes not starting with 0.

NOTE:
Printing will be done on the EW 2.0 Axiohm printer.

CODES
PRINTED SUCCESSFULLY

This screen lets you know that the codes have been printed successfully. You must press enter or type <cr> / # to return to the previous screen.

PRINT CODES AND VALUES

This option allows you to print both the codes and values set for each code. Press enter and follow the prompts.
Printing all codes.
Please wait…

Codes Printed Successfully.
Please type <cr> / # to continue

PRINTING ALL CODES
The screen confirms that all codes and values have been printed. Press enter or type <cr> / # to continue.

CANCEL
When finished with printing, Arrow Down to cancel and press enter. This will return to the next screen.

DONE
If you are finished with the code options, you may highlight done and press enter. This will take you to the next screen.
ENTRY WIZARD 3.0

Generate HTML Only

By selecting this option the system screens will be generated.

Save Edits

Upon making any changes to the Configuration, you must save the data. If you don’t then it will have to be done again. Select Save Edits and press enter. Look for the message on the following screen. If no changes have happened, the screen will tell you so.

This screen confirms that the HTML files have been generated. Press enter to return to the main screen.

Generating HTML files...
Generating Splash Screen...done.
Generating Wash Screens...done.

HTML files generated. Please type <CR> / # to continue...
Saving Changes

Configuration written.
Rebooting please stand by…
Please type <cr> / # to continue

SAVING CHANGES

This screen confirms that the configuration has been written and saved. Press enter to reboot the machine.

(Note: This takes approx. five minutes to reboot. The screen will go blank for a couple of minutes and then show PLEASE WAIT…)

WELCOME TO
My Wash Name
My Wash Address
Anywhere, CO 80111

Please insert cash, credit card, or code
Press menu key to select wash

This is the normal operational screen. If you need to edit the configuration you must enter the configuration code (default is 957321) followed by the # key. Next, unplug the keypad and plug in the computer keyboard. You are now ready to edit. If satisfied, you need to do nothing. Machine is ready for use.

This completes the configuration process!
5. OPERATIONAL GUIDELINES

5.1 General Wash Information

- Your free wash code number. (Any 6-digit number not starting with 0. Default is 957861).

- Tally Code (Any 6-digit number not starting with 0. Default is 957321). Tally Code is used to retrieve income data.

- Reset Configuration Code. (Any 6-digit number not starting with 0.) Default is 957321). Configuration Code is used to re-access this configuration data. This does not reset the code. It gives you access to reset the codes.

- Swipe N Clean machine id. # (any between 101 – 109) SNC id # is used to pass data to the SNC. (Default is 101).

5.2 Connecting the System Keyboard

- Unplug the keypad interface connection located on the top of the EW3.0 CPU cover. (Figure 5.2.A)
• Plug in the 101 Keyboard that was sent with the system. (Figure 5.2.B)

![Plug into keypad/keyboard port]

Figure 5.2.B

• Complete configuration. (see Section 4. SETUP/CONFIGURATION INSTRUCTIONS)

• When finished, wash selection screen will return. Remove 101 keyboard and plug in the keypad interface connection. (see Figures 5.2.A and 5.2.B)

5.3 Re-launching The Configuration Program

• Input your 6-digit code (defined in the configuration setup). Default # is 957321.

• Follow the instructions of number 5.2 above.

5.4 Rebooting The System

• Input the following 6-digit code from the keypad: 314159.

5.5 Accessing Data

• Input the Tally code you selected in the configurations setup. Default is 957321
# 6. TROUBLESHOOTING

<table>
<thead>
<tr>
<th>Symptom</th>
<th>Equipment</th>
<th>Possible Solutions</th>
</tr>
</thead>
</table>
| Cannot print Receipt     | Printer (see photo on page 62) | 1. Is the power plug securely in place?  
2. Does the printer have paper?  
3. Is the printer cable properly connected?  
4. Is the Null Modem cable in place?  
5. Does the print head need cleaning?  
6. Call JCC customer support. |
| Credit Card Will Not Work| Card Reader                | 1. Make sure the magnetic stripe for do not work credit card is good and clean.  
2. Is there 5V AC at Card Swipe?  
3. Check connection to the computer.  
4. Reboot the computer.  
5. Call JCC customer support. |
| Modem Does Not Dial Out  | Modem                      | 1. Check phone line.  
2. Check I/O cable for M1 & M2.  
3. Make sure CS light is lit on M1 & CS/TR light is lit on M2.  
4. Call JCC Customer support. |
| Bill acceptor not Accepting money | Bill Acceptor         | 1. Clean Bill Acceptor with cleaning pad.  
2. Power down the computer and the Entry Wizard 3.0 system and power it back on.  
3. Are all dip switches in the off position?  
| Sound not working        | Horn (see photo on page 62) | 1. Check horn connection  
2. Reconnect horn.  
3. Make sure positive wire from horn is on the right at #11 connection in photo.  
4. Call JCC Customer support. |
| Coin Acceptor Rejecting Coins | Coin Acceptor       | 1. Insure coin acceptor is installed properly  
2. Check wiring connections  
3. Check for 24VAC on CCC box  
4. Check for coin jams  
5. Lost Programming. Reprogram.  
6. Call JCC Customer support. |
## ENTRY WIZARD 3.0

<table>
<thead>
<tr>
<th>Symptom</th>
<th>Equipment</th>
<th>Possible Solutions</th>
</tr>
</thead>
</table>
| Entry Wizard 3.0 Not Accepting Codes Issued by POS 4000                | Entry Wizard 3.0, POS 4000               | 1. Turn Entry Wizard 3.0 on.  
2. Verify Software ver. 1.1.6 or higher is installed by looking at the utility screen data box.  
3. Test Codes by inputting Utility Code.  
| Entry Wizard 3.0 Working Correctly but not accepting codes issued by POS 4000 | Entry Wizard 3.0, POS 4000               | 1. Turn POS on.  
2. Verify Software ver. 7.40 or higher is installed by observing the display screen while powering up.  
3. Is POS 4000 screen at Date and Time Display?  
| Entry Wizard 3.0 and POS 4000 working correctly but codes issued by POS 4000 don't work | Entry Wizard 3.0, RS485 Communications Interface, POS 4000 | 1. Verify cable between Entry Wizard 3.0 and POS 4000 has not been damaged and is connected.  
2. Verify that Entry Wizard 3.0 RS485 Communications Interface is on and connected to Entry Wizard 3.0 CPU controller by observing the left most LED being on.  
3. Replace RS485 Communications Interface.  

---

**For additional information on the Mars Bill Acceptor:**

Contact Information:
Mars Electronic International  
1301 Wilson Drive  
West Chester, PA 19380  
Technical Support: 1(800)345-8172  
Customer Support: 1(800)345-8215  
Field Service: 1(800)634-1365  
http://www.meiglobal.com
Troubleshooting Diagram of Back of Door
Entry Wizard 3.0 Position Diagram

Position the center of the Entry Wizard 3.0 15' from the exterior wall of the carwash building.

Position the front edge of the Entry Wizard 3.0 4' 4 - 7/8" from the center line of the bay.
Entry Wizard 3.0

SPECIFICATIONS

- Size (Base and Cabinet)
  - Height - 65"
  - Diameter - 24"
  - Weight - 270 lbs.
- Electrical Requirements
  - Three 12 Ga. wires for the 120VAC.
  - One 1 Pair 22 Ga. shielded communication cable for connection to Swipe N Clean.
  - One 7 conductor 22 Ga. control cable for Water Wizard control.
  - One 2-pair phone cable.
  - One 3 wire shielded cable (POS 4000).
- Coin Capacity
  - Coin Box - $75.00 (300 quarters)
  - Coin Hopper – $250.00 (1000 quarters)
- Bill Capacity - 350 Bills
- Credit Card Reader - Magnetic Strip
- Printer - Axiohm Thermal Head
- Modem - 56K