



# Owner's Manual

Read And Save These Instructions



# ***CUSTOM BLENDING***

Software

*for all*

Programmable Vita-Mix Machines

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## ***Support Information***

This manual supports Vita-Mix® Custom Blending Software v 2.0.

For the most up-to-date detailed instructions, go to:

**[www.vitamix.com/foodservice/products/instruction\\_manuals](http://www.vitamix.com/foodservice/products/instruction_manuals)**  
and go to the Blending Programmer section.

For additional information, please contact:

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## Overview

Vita-Mix® Custom Blending Software facilitates fast, easy programming of the following via PC or laptop:

- Vita-Mix PBS Portion Blending Systems®
- Vita-Mix PBS H<sub>2</sub>O®
- Vita-Mix Blending Stations®
- Vita-Mix BarBoss® Advance and Drink Machine Advance
- Vita-Mix Mix'n Machine™ Advance
- Programmer Chips used with both of the above units

## System Requirements

### Operating System

Microsoft Windows Server 2003 (32-Bit)

Windows XP Professional (32-bit)

Windows XP Home Edition

Windows 2000

Windows Millennium Edition (Windows Me)

Windows 98\*

Microsoft Windows NT 4.0 Service Pack 6a\*

*\*Requires Internet Explorer V5.01 or higher. USB support may not be available*

### Processor

Required: 450 MHz, Recommended: 600 MHz or higher

### Memory

Required: 64 MB, Recommended: 256 MB or higher

### Hard Disk

Required: 40 MB, Recommended: 200 MB or higher

### Interface

Required: USB

### Monitor

Required: Super VGA (1024x768) or higher resolution display with 256 colors

Recommended: Super VGA (1024x768) or higher resolution display with 32-bit color

### **IMPORTANT!**

Monitor resolution on the host computer should be at the default setting. Alternate settings may cause the program to display incorrectly.

*Windows is registered trademarks of the Microsoft Corporation.*

## ***Before Using the Program***

1. Vita-Mix® Custom Blending Software must be installed on the host computer before use. See **Appendix A: Installing the Software** for complete installation instructions.
2. The Vita-Mix Programmer Module must be connected to a USB port on the host computer before use. See **Appendix B: Working with the Programmer Module** for complete instructions.

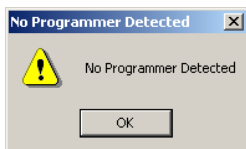
## Getting to Know the Program

Vita-Mix® Custom Blending Software is powerful, yet exceptionally easy to use. Please take a few moments now to read the following overview of the available features and functions. If you have not already installed the program, please see **Appendix A: Installing the Software**.

1. Open Vita-Mix® Custom Blending Software using either of the following two methods:
  - Double-click on the Vita-Mix Programmer shortcut icon, shown at right. The shortcut is located on the Windows desktop.
  - Open the program via the Windows Program Menu.



2. If the Programmer Module is not connected to the host computer, or if the Programmer Module is improperly connected, the following message will be displayed:



3. Click OK, then check all hardware connections (see **Appendix B: Working with the Programmer Module**).
4. If the Programmer Module is properly connected and configured, the Programmer window will be displayed:



5. Select a blender type to program.

Click on the desired blender type to open the Programmer Window. **New Advance machines are listed on the right side of the Blending Programmer selection screen.**

**NOTE:** If you are programming a *Portion Blending System*® with built-in water dispenser (*PBS H<sub>2</sub>O*), select **With Water Support** before clicking on *Portion Blending System*.



### PBS Water Support option

Click on the box to activate the selection. Activation is indicated by a checkmark.

### Blender selections

Click to select desired blender type.

6. After the desired blender type has been selected, the Programmer Window will open.

## Programmer Window

### Portion Blending System® and PBS Advance (Water Support not selected)

The screenshot shows the Vita-Mix Programmer Window interface. At the top, it says "Vita-Mix FOODSERVICE". Below that, there are five numbered steps:

- 1.** program title (line 1) THE BEST 4 U (line 2) SMOOTHIE #1
- 2.** Select the desired button to program. Buttons 1, 2, 3, 4, A, B are shown.
- 3.** Select the desired amount of ice and water to dispense. (0 min. - 70 units max.) The "ice portion" is set to 5.
- 4.** Enter a length of Time plus a Ramp and Speed setting for each segment. The "button title" is "SMOOTHIE 12 oz". The "PRE BLEND" segment has a power setting of 15%. Segments A, B, C, and D have segment times of 0 sec and power settings of 7%.
- 5.** When finished select one of the following: program module, program blender, save, print.

At the bottom, it shows "VitaMix Corp. © 2004", "STATUS: Module Connected", "Filename: default PBS", and "Total Time: 0 sec".

**PRE BLEND power setting**

**Ice portion setting**

## Programming Steps

The Programmer Windows for *Portion Blending System* and *PBS Advance (Water Support not selected)* include options for programming the desired ice portion and a power setting for a PRE BLEND segment of the blending cycle.

*Programming Steps include:*

- 1.** Enter a program title.
- 2.** Click on a button to program (1-4, A-B).
- 3.** Enter the desired ice portion (portion units are approx. 0.5 oz. /14.7 ml).
- 4.** Enter a button title, then edit the power setting for the PRE BLEND segment. Next, edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments).
- 5.** Select a final programming operation.

## Programmer Window

### Portion Blending System® H<sub>2</sub>O (Water Support selected)

## Ice and Water Support Options

### Programming Steps

The Programmer Window for *Portion Blending System® H<sub>2</sub>O (Water Support selected)* includes options for programming the desired ice portion, water portion and a power setting for a PRE BLEND segment of the blending cycle.

*Programming Steps include:*

1. Enter a program title.
2. Click on a button to program (1-4, A-B).
3. Enter desired ice and water portions (portion units are approx. 0.5 oz. / 15 ml).
4. Enter a button title, then edit the power setting for the PRE BLEND segment. Next, edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments).
5. Select a final programming operation.

## Programmer Window Blending Station® MP and Touch and Go® Blending Station®

1. program title (line 1) THE BEST 4 U  
(line 2) SMOOTHIE #1

2. Select the desired button to program. 1 2 3 4 5 6

3. Enter a length of Time plus a Ramp and Speed setting for each segment.

4. When finished select one of the following. program module program blender save file print file

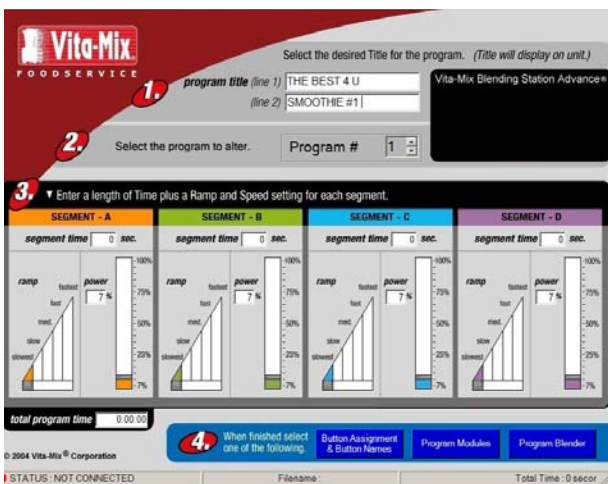
STATUS: CONNECTED - Module Connected    Filename: default.BLS    Total Time: 0 seconds

### Programming Steps

The Programmer Window for Blending Station MP and Touch and Go Blending Station includes four simple programming steps:

1. Enter a program title to be displayed in the blender display window. The title can be up to two lines, with up to 16 alphanumeric characters in each line. See Program Window for example titles.
2. Click on a button to program (1-6). **NOTE:** button selections correspond to Buttons on blender control panel.
3. Enter a button title, then edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments). See Program Window for example button title.
4. Select a final programming operation.

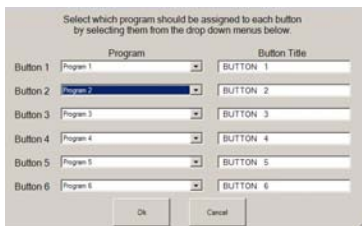
## Programmer Window Blending Station® Advance



### Programming Steps

The Programmer Window for the Blending Station Advance includes four simple programming steps:

1. Enter a program title to be displayed in the blender display window. The title can be up to two lines, with up to 16 alphanumeric characters in each line. See Program Window for example titles.
2. Select a program recipe (1-34) to customize. **NOTE:** there are 34 programs (recipes) to choose from but only 6 buttons on the blender control panel to program at one time.
3. Edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments). Continue programming up to 6 buttons.
4. Select Button Assignments & Button Names to enter button titles. Then select either Program Module or Program Blender as a final programming operation. To Save or Print the program, go to the File Menu.



## Programmer Window BarBoss® / Drink Machine Advance

**Vita-Mix**  
FOODSERVICE

Select the desired Title for the program.

1. program title (line 1) THE BEST 4 U  
(line 2) SMOOTHIE #1

BarBoss Advance®  
Drink Machine Advance®

2. Select the desired setting to program. 1 2 3 4 5 6

3. Enter a length of Time plus a Ramp and Speed setting for each segment. button title 1 DRINK 14 oz.

| SEGMENT - A                              | SEGMENT - B                              | SEGMENT - C                              | SEGMENT - D                              |
|--|--|--|--|
| segment time 0 sec.                      | segment time 0 sec.                      | segment time 0 sec.                      | segment time 0 sec.                      |
| ramp: slowest, slow, med., fast, fastest | ramp: slowest, slow, med., fast, fastest | ramp: slowest, slow, med., fast, fastest | ramp: slowest, slow, med., fast, fastest |
| power: 7%                                | power: 7%                                | power: 7%                                | power: 7%                                |

total program time 0:00:00

4. When finished select one of the following: program module program blender save print

© 2004 Vita-Mix® Corporation

STATUS: NOT CONNECTED      Filename:      Total Time: 0 sec

### Programming Steps

The Programmer Window for the BarBoss Advance and Drink Machine Advance includes four simple programming steps:

1. Enter a program title. The title can be up to two lines, with up to 16 alphanumeric characters in each line. See Program Window for example titles.
2. Click on a button to program (1-6). **NOTE:** button selections correspond to the dial settings on the blender control panels.
3. Enter a button title, then edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments). See Program Window for example button title.
4. Select a final programming operation.

## Programmer Window Mix'n Machine™ Advance

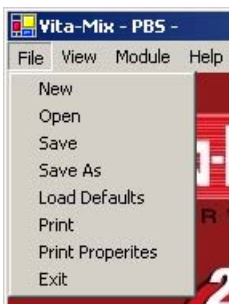
### Programming Steps

The Programmer Window for the Mix'n Machine Advance includes four simple programming steps:

1. Enter a program title. The title can be up to two lines, with up to 16 alphanumeric characters in each line. See Program Window for example titles.
2. Click on a button to program (1-6). NOTE: button selections correspond to the dial settings on the machine's control panel.
3. Enter a button title, then edit time, ramp and power settings for blending segments A-D (it is not necessary to use all available segments). See Program Window for example button title.
4. Select a final programming operation.

## Programmer Window

### File Menu



The File Menu is similar in all versions of the Programmer Window and provides access to the following:

**New:** select to create a new program file

**Open:** select to open an existing program file

**Save As:** select to name and save a new program file

**Save:** select to save changes to an existing program file

**Load Defaults:** select to load default program settings

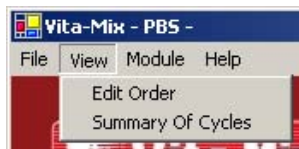
**Print:** select to print a graphic summary of a program cycle

**Print Properties:** select to open the Page Setup dialog box

**Exit:** select to exit the program

### View Menu

*(for complete details about using the options in the **View Menu**, see pages 21)*



The View Menu is similar in all versions of the Programmer Window and provides access to the following:

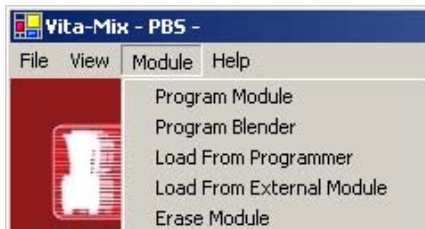
**Edit Order:** select to access the Program Order Window

**Summary of Cycles:** select to view graphic representations of programs

## Programmer Window

### Module Menu

(for complete details about using the options in the **Module Menu**, see pages 22-24)



The Module Menu is similar in all versions of the Programmer Window and provides access to the following:

**Program Module:** select to program the module (default)

**Program Blender:** select to program a blender

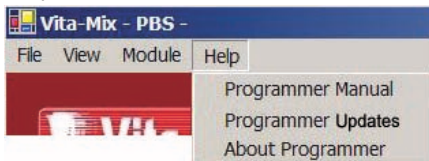
**Load from Programmer:** select to download programs from a blender to the host computer

**Load from External Module:** select to download programs from a Programmer Chip to the host computer

**Program External Module:** select to program a Programmer Chip

**Erase Module:** select to erase a Programmer Chip

### Help Menu



The Help Menu is similar in all versions of the Programmer Window and provides access to the following:

**Programmer Manual:** select for a PDF of the manual

**Programmer Updates:** select to go to Vita-Mix website for programmer updates and most current manual

**About Programmer:** select to view information about the software



## Programmer Window Status Bar

The screenshot displays the Vita-Mix Programmer Window interface. At the top, there's a header with the Vita-Mix logo and 'FOODSERVICE'. Below it, there are numbered instructions (1-5) and a 'button title' field set to 'SMOOTHIE 12 oz'. The main area is divided into five segments: 'PRE BLEND', 'SEGMENT - A', 'SEGMENT - B', 'SEGMENT - C', and 'SEGMENT - D'. Each segment has a 'segment time' field (all set to 0 sec) and a power graph showing 'ramp', 'test', and 'fastest' phases. The 'PRE BLEND' segment shows a power level of 15%. Below the segments is a 'total program time' field set to 0:00:00. At the bottom, there are buttons for 'program module', 'program blender', 'save', and 'print'. The Status Bar at the very bottom contains three fields: 'STATUS: Module Connected', 'Filename: default.PBS', and 'Total Time: 0:00:00'. A red arrow points from the 'STATUS' field to the 'Status Bar' label below the screenshot.

### Status Bar

The Status Bar is the same in all versions of the Programmer Window and provides the following information:

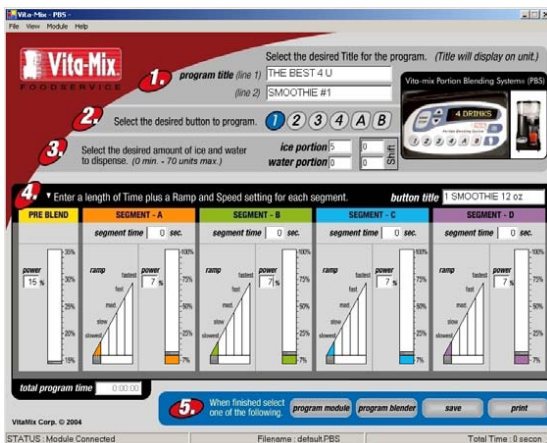
**STATUS:** indicates whether or not a Programmer Module is connected

**Filename:** the name of the Program File that is currently displayed

**Total Time:** the combined total of all segment times (SEGMENTS A-D)

# How to Program a Blender

1. Connect the Vita-Mix® Programmer Module to the host computer (see **Appendix B: Working with the Programmer Module** for complete instructions).
2. Connect the Vita-Mix® Programmer Module to the programming port of the blender to be programmed, or insert a Programmer Chip into the Programmer Module (see **Appendix B: Working with the Programmer Module** for complete instructions).
3. Open Vita-Mix® Custom Blending Software and select the appropriate blender.
4. If the Programmer Module is properly connected and configured, the Vita-Mix Programmer window will be displayed:



5. Text-enter titles in the **program title** fields (**line 1**) and (**line 2**).
6. Click on the button to be programmed. The button will be highlighted in blue when selected. For the Blending Station® Advance, scroll to the program button to be programmed.

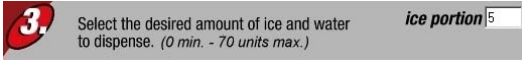
**If programming Vita-Mix® Portion Blending Systems® and the With Water Support option IS NOT selected, proceed to Step 7.**

**If programming Vita-Mix® Portion Blending Systems® and the With Water Support option IS selected, skip to Step 8.**

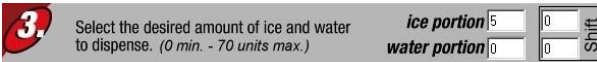
**If programming Vita-Mix® Blending Stations®, skip to Step 9.**

# How to Program a Blender (continued)

7. If programming a Vita-Mix® PBS Portion Blending System® or a PBS Advance and the **With Water Support** option IS NOT selected, enter the desired ice portion (in ounces).



8. If programming a Vita-Mix® PBS Portion Blending System® and the **With Water Support** option IS selected, the following options will be available:



As you will see, there are four available fields – two for **ice portion** and two for **water portion**. This is because PBS Units with built-in water dispenser are equipped with a secondary program bank\*.

Enter ice and water portions as follows:

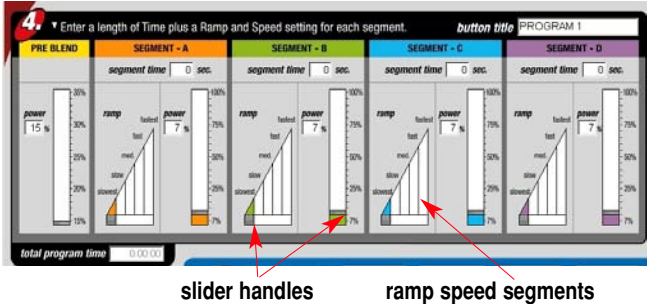
- Enter the desired ice portion for the primary program bank in the left ice portion column.
- Enter the desired ice portion for the secondary program bank in the right ice portion column (SHIFT column).
- Enter the desired water portion for the primary program bank in the left water portion column.
- Enter the desired water portion for the primary program bank in the right water portion column (SHIFT column).

**\*NOTE:** the secondary program bank is accessed by pressing the **Shift Button** and then the desired **Program Button** (1, 2, 3, 4, A, B) on the PBS Control Panel.



# How to Program a Blender *(continued)*

9. Enter a button title in the **button title** field.



**If programming Vita-Mix® Blending Stations®, skip to Step 11.**

10. Edit the power setting for the **PRE BLEND** segment, using either of the following methods:

- a) enter a numeric value in the **power** field.
- b) click on the gray handle in the slider field and hold the left mouse button down while moving the slider up or down with the mouse.

11. Edit time, ramp and power settings for blending segments A-D.

**NOTE:** It is not necessary to use all available segments.

Perform the following steps for each segment to be programmed:

- Enter the segment time (seconds) in the **segment time** field.  
**NOTE:** the combined total of all segment times (SEGMENTS A-D) will be displayed in the **total program time** field.
- Set the ramp speed by clicking on the desired ramp speed segment or by moving the slider handle with the mouse.
- Edit the power setting for the segment, via any of the following:
  - a) enter a numeric value in the **power** field.
  - b) click on the gray handle in the slider field and hold the left mouse button down while moving the slider up or down with the mouse.
  - c) click on the desired value in the slider field.

12. Repeat Steps 6-11 for each button to be programmed.

## How to Program a Blender (continued)

13. Select one of the following options:

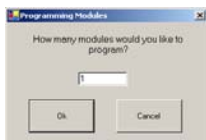


(For *Blending Station Advance* options, see pg. 11)

- **program module**
- **program blender**
- **save**
- **print**

### To Program a Module:

- a) Insert a Programmer Chip into the Programmer Module (see **Appendix B: Working with the Programmer Module** for details).
- b) Click on the **program module** button\*.
- c) Enter the number of modules to program, then click OK.



- d) The following dialog boxes will be displayed.



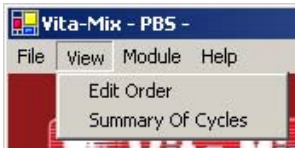
- e) If programming more than one Programmer Chip, remove the newly programmed chip from the Programmer Module and insert the next chip. Step d) will repeat for each chip to be programmed.
- f) To use a programmed chip to program a blender, see **Appendix C: Programming a Blender with a Programmer Chip**.

\* **NOTE:** Modules can also be programmed by selecting **Program External Module** from the Module Menu.

## How to Program a Blender (continued)

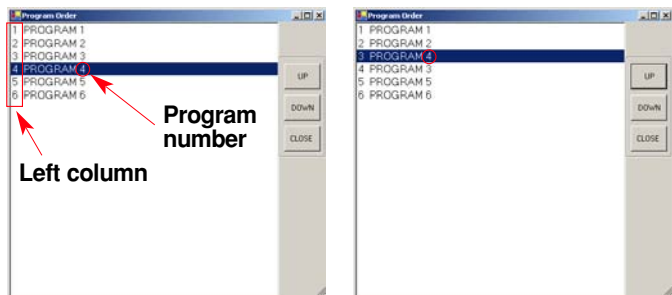
14. There are several other functions not shown in the main section of the Programmer Window, which are available in the View and Module Menus:

### In the View Menu



### To Edit Program Order:

Select **Edit Order** to open the **Program Order** window, which allows you to assign saved programs to new button positions.



To edit program assignments, select the desired program, and click on the UP or DOWN buttons to move the selected program as desired. Each click on the UP or DOWN buttons moves the program one by position. Click on the CLOSE button when finished.

#### NOTES:

##### **Blending Stations®**

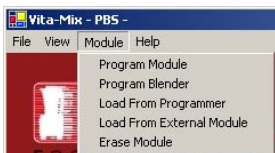
Numbers 1-6 in the left column correspond to Buttons 1-6 on the blender control panel.

##### **Portion Blending Systems®**

Numbers 1-4 in the left column correspond to Buttons 1-4 on the blender control panel. Numbers 5 and 6 correspond to Buttons A and B on the blender control panel, respectively.

# How to Program a Blender *(continued)*

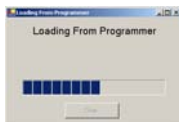
## In the Module Menu



**To Program a Blender:** see page 23.

### To Load from a Programmer:

- Insert the Programmer Module firmly into the blender Programmer Port. The words, **THIS SIDE FACING TO THE FRONT OF THE MACHINE** must be facing you. **NOTE:** Reference the product Owner's Manual for the exact location of the Programmer Port.
- Select **Load from Programmer**.
- The following dialog box will displayed.



- Remove the Programmer Module from the Programmer Port.

### To Load from an External Module:

- Insert a Programmer Chip firmly into the Programmer Module (see **Appendix C: Programming a Blender with a Programmer Chip** for details).
- Select **Load from External Module**.
- The following dialog box will displayed.



- Remove the Programmer Chip from the Programmer Module. **NOTE:** Store the chip in its original packaging when not in use.

# How to Program a Blender (continued)

## To Program a Blender:

Plug a chip into the blender (see **Appendix C: Programming a Blender with a Programmer Chip** for details).

OR

Insert the Programmer Module into the blender Programmer Port (see **Appendix B: Working with the Programmer Module** for location).

- a) The DISPLAY WINDOW on blenders with digital displays will read NEW MODULE.
- b) Click on the **program blender** button\* in the **Programmer Window**.
- c) The following dialog boxes will displayed on blenders with digital displays.



- d) Within 10 seconds, the DISPLAY will read SAVED, then READY.
- e) Remove the Programmer Module from the Programmer Port.

If the preceding does not work, then **reset the blender buttons to original factory settings**.

**WARNING:** resetting will erase any custom programs saved in the blender memory. To save programs before resetting, see **To Load from a Programmer**, page 22.

For Vita-Mix blenders **with** digital displays:

- a) Press the Shift Button on the blender control panel to access OWNER CONTROLS.
- b) When the the display reads MODE:
  - On Vita-Mix® PBS Portion Blending Systems®, press PRE-SET Button 1, then PRE-SET Button B.
  - On Vita-Mix Blending Stations®, press PRE-SET button 1, then PRE-SET button 6.
- c) Next, access the instructions for resetting the PRE-SET buttons:
  - On Vita-Mix PBS Portion Blending Systems, press the Shift Button three times.
  - On Vita-Mix Blending Stations, press the Shift Button twice.

*(continued on next page)*

## **How to Program a Blender** *(continued)*

d) Finally, press and hold the #4 Button until the DISPLAY WINDOW reads RESTORING PLEASE WAIT.

e) The PRE-SET buttons are now reset to the original factory settings.

*For Vita-Mix blenders with no digital displays:*

a) Turn the power to the machine OFF using the ON/OFF switch.

b) Hold down the PULSE button while turning the power back on using the ON/OFF switch.

c) The pre-set programs are now reset to the original factory settings.

**\*NOTE:** Blenders can also be programmed by selecting **Program Blender** from the **Module Menu**.

### **To Erase a Module:**

a) Insert a Programmer Chip into the Programmer Module (see **Appendix B: Working with the Programmer Module** for details).

b) Select **Erase Module**.

c) The following dialog box will displayed.

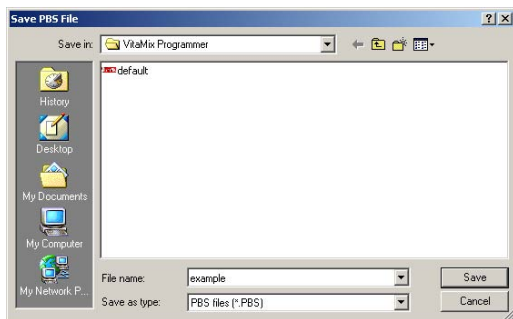


d) Remove the Programmer Module from the blender Programmer Port.

# Saving Blending Programs

## To Save a Program File:

- Click on the **save file** button\*.
- The standard Windows Save File dialog box will open:



- Enter a file name and select a destination for the file as you would when saving a file in any normal Windows program.

Program files are saved as follows:

*Vita-Mix® PBS Portion Blending Systems®* save programs as **\*.PBS** files.

*Vita-Mix Blending Station® MP and Touch and Go®* save programs as **\*.BLS** files.

*Vita-Mix Blending Station Advance* saves programs as **\*.BLA** files.

*Vita-Mix BarBoss® Advance and Drink Machine Advance* save programs as **\*.BBA** files.

*Vita-Mix Mix'n Machine™ Advance* saves programs as **\*.MMA** files.

### \*NOTES:

Files can also be saved using **Save** and **Save As** options in the **File Menu**.

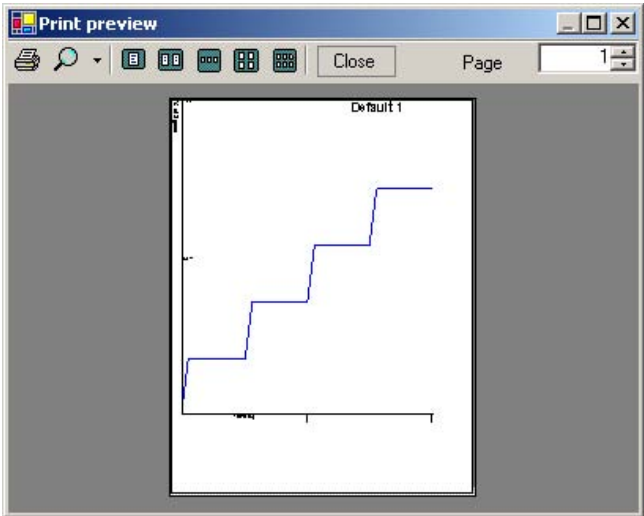
Saved program files can be distributed via e-mail or on digital media such as CD-ROM, floppy disk, etc.

# Printing/Viewing Blending Programs

## To Print a File:

Files printed by the program are graphic representations of program cycles, which are called Cycle Summaries.

- a) Click on the **print file** button\*.
- b) The **Print preview** window will displayed:



- c) Select from among the standard Windows print options available in the menu bar:



click to print the preview

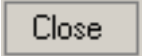


click to enlarge the preview

**\*NOTE: Print preview** can also be accessed via the **Print** command in the **File Menu**.



click on the desired layout icon to configure the page layout



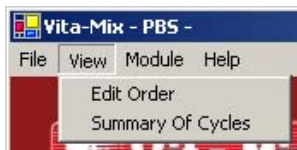
click to close the Print preview window



use the scroll-edit menu to select a page to view/print

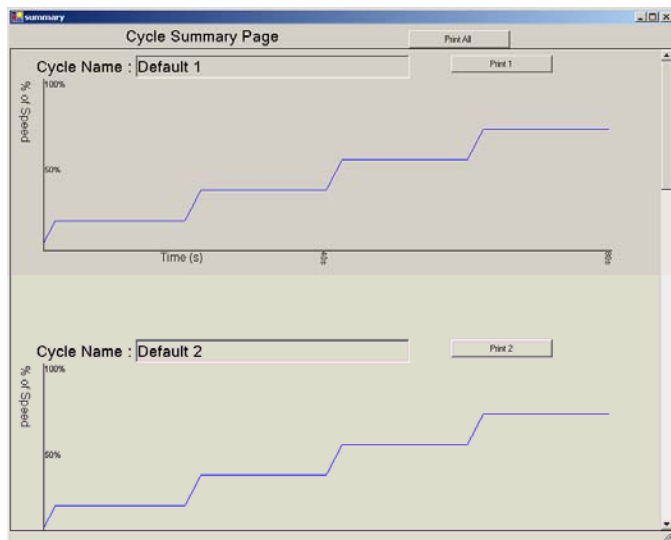
# Printing/Viewing Blending Programs

## In the View Menu



## To View and/or Print Summary of Cycles:

Select **Summary of Cycles** to view graphs of saved programs.



Cycle Summaries can be printed individually or all at once.

- Click on **Print All** to print all cycle summaries at once.
- Click on **Print 1**, **Print 2**, etc., to print summaries individually.
- Click on the close box ( **X** ) to close the window.

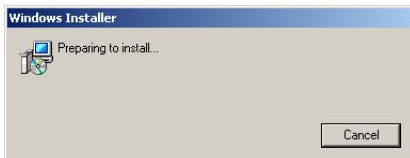
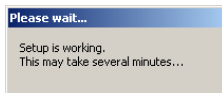
## Appendix A: Installing the Software

Before installing Vita-Mix® Custom Blending Software, please refer to system requirements on page 4.

1. Insert the Vita-Mix® Custom Blending Software disk into the CD-ROM drive of the host computer and open **SETUP.EXE**.
2. When the following dialog box opens, click **OK** to continue, or **Cancel** to discontinue the installation.



3. The following messages will be displayed as the setup takes place.



4. When the Setup Wizard opens, click **Next** to continue, or **Cancel** to discontinue the installation.

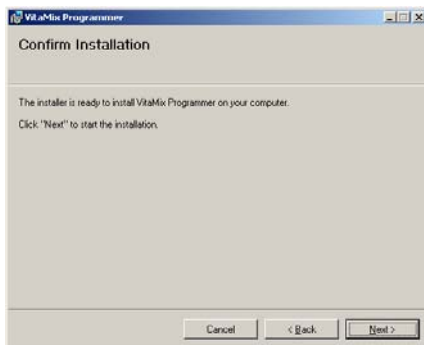


5. The **Select Installation Folder** dialog box will open.

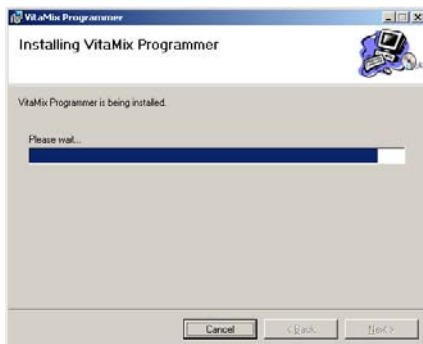


- To install the software in a location other than the Program Files folder (this is the recommended location), click the **Browse** button to browse to an alternate folder.
- Click on **Disk Cost** if you wish to view information about disk space required by the application.
- Determine who will be allowed to use the program by selecting **Everyone** or **Just me**.
- Click **Next** to continue the installation.

6. Click **Next** to confirm the installation.



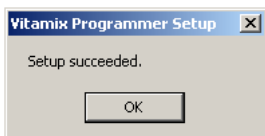
7. Wait while the program is installed.



8. Click **Close** to exit the Setup Wizard.



9. Click **OK** and restart the computer.



## **Appendix B: Working with the Programmer Module**

### **Connecting the Programmer Module to a Computer**

The Programmer Module can be connected to a computer in either of two ways:

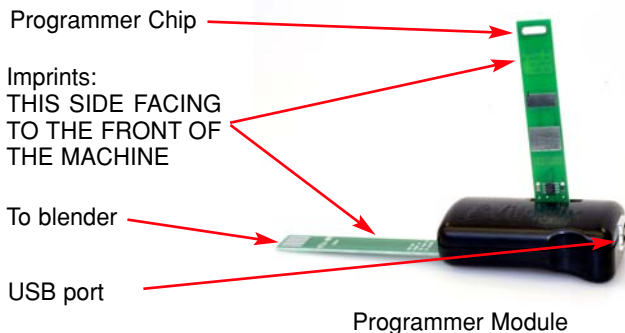
1. Plug the USB connector of a standard USB Cable into the input on the Programmer Module, then plug the USB Cable into the USB port on the host computer.

### **Connecting the Programmer Module to a Blender**

Insert the Programmer Chip firmly into the blender Programmer Port. The words, THIS SIDE FACING TO THE FRONT OF THE MACHINE (located on the top side of the Programmer Insert Section) must be facing you. **NOTE:** Reference the product Owner's Manual for the exact location of the Programmer Port.

### **Inserting a Programmer Chip into the Programmer Module**

Insert the Programmer Chip firmly into the Programmer Module as follows: With the USB port facing to the right (as shown) the words, THIS SIDE FACING TO THE FRONT OF THE MACHINE (printed on the the Programmer Chip) must be facing you.



## Appendix C: Programming a Blender with a Programmer Chip

Insert the Programmer Chip firmly into the blender Programmer Port. The words, THIS SIDE FACING TO THE FRONT OF THE MACHINE must be facing you. **NOTE:** Reference the product Owner's Manual for the exact location of the Programmer Port.

- The DISPLAY WINDOW on blenders with digital displays will read NEW MODULE.
- Within 10 seconds, the DISPLAY WINDOW on blenders with digital displays will read SAVED, then READY. If this does not happen, remove the chip, turn it over over, and try again. If the problem persists, try resetting the blender controls a second time.
- Remove the Programmer Chip from the Programmer Port and return it to the original packaging.



If the preceding does not work, **reset the blender buttons to original factory settings.** **WARNING:** resetting will erase any custom programs saved in the blender memory. To save programs before resetting, see **To Load from a Programmer**, page 22.

*For Vita-Mix blenders with digital displays:*

- Press the Shift Button on the blender control panel to access OWNER CONTROLS.
- When the the display reads MODE:
  - On Vita-Mix® PBS Portion Blending Systems®, press PRE-SET Button 1, then PRE-SET Button B.
  - On Vita-Mix Blending Stations®, press PRE-SET button 1, then PRE-SET button 6.
- Next, access the instructions for resetting the PRE-SET buttons:
  - On Vita-Mix PBS Portion Blending Systems, press the Shift Button three times.
  - On Vita-Mix Blending Stations, press the Shift Button twice.
- Finally, press and hold the #4 Button until the DISPLAY WINDOW reads RESTORING PLEASE WAIT.

e) The PRE-SET buttons are now reset to the original factory settings.

*For Vita-Mix blenders **with no digital displays**:*

a) Turn the power to the machine using the ON/OFF switch.

b) Hold down the PULSE button while turning the power back on using the ON/OFF switch.

c) The pre-set programs are now reset to the original factory settings.



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