

# Software for Culinario Master Touch



Operating Manual

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Version	Date	Revision
1.00	23.07.2015	-

## 1 Introduction

The supplied USB stick contains software to create programs for your Culinario Master Touch and to adjust the light, top heat and bottom heat settings.

In addition, customized images and texts can be generated, changed and adapted with the software.

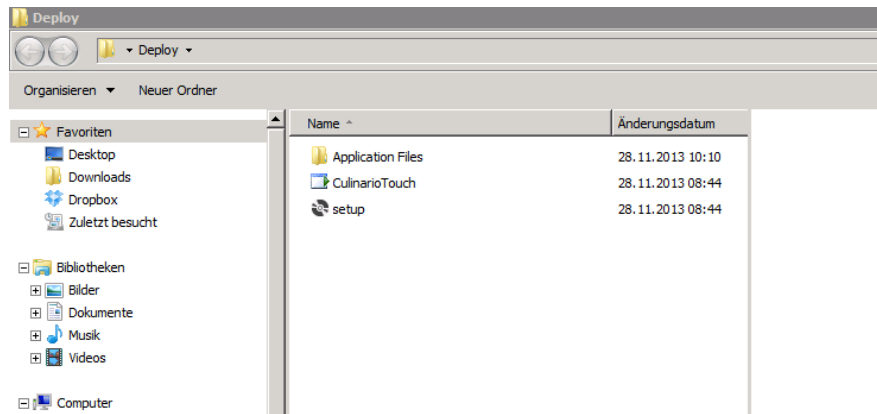
They can be reset using the software if you lose the passwords.

## 2 Minimum System Requirements

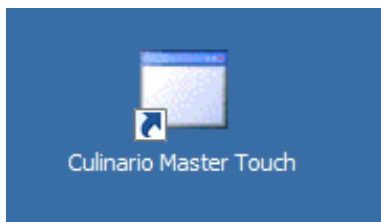
Computer with a Windows 7 or Windows 8 operating system and a USB connection.

### 3 Installation

Insert the USB stick into your computer and open the application to display the content. Double-click on “setup” to install the software.



After installation, the following ICON is displayed on the desktop:



## 4 Working with the Software

### 4.1 Creating a Project Folder



**Attention: create the project folder before you launch the installed software.**



First, create a folder for your project (for example: GN3\_1\_Touch) and save it at the desired location, e.g. on the desktop.

Copy the "CUL\_CPM" folder including its contents from USB stick to your folder. Ensure that the folder is named correctly and that you copy all named files. This is necessary so that all required files are available to the software and it can work seamlessly.

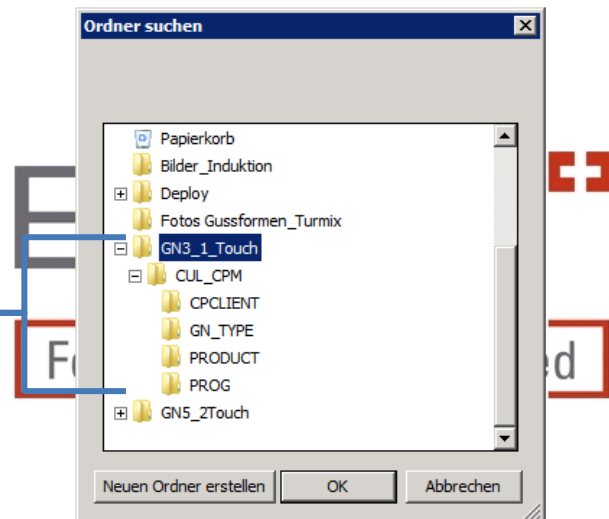


**Attention: it is advisable to create a copy of the original files at a safe location.**

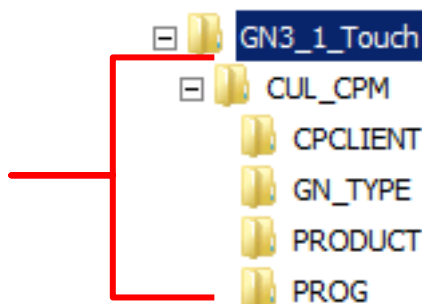
Example:

The subfolder "CUL\_CPM" is located in the folder "GN3\_1\_Touch" (own name), in which the other subfolders "CPCLIENT", "GN\_TYPE", "PRODUCT" and "PROG" are located

*This structure is assigned by default and cannot be changed.*

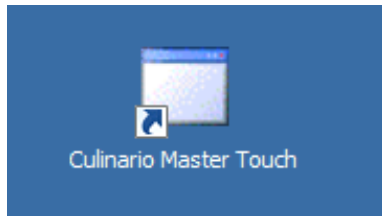


**Attention:** To load your data to the showcase, copy the "CUL\_CPM" folder including its contents from your project folder (e.g. GN\_3\_1\_Touch) to an empty USB stick. The system mandatorily requires this structure for recognition. When you open the USB stick folder now, the first thing you should see is the "CUL\_CPM" folder.

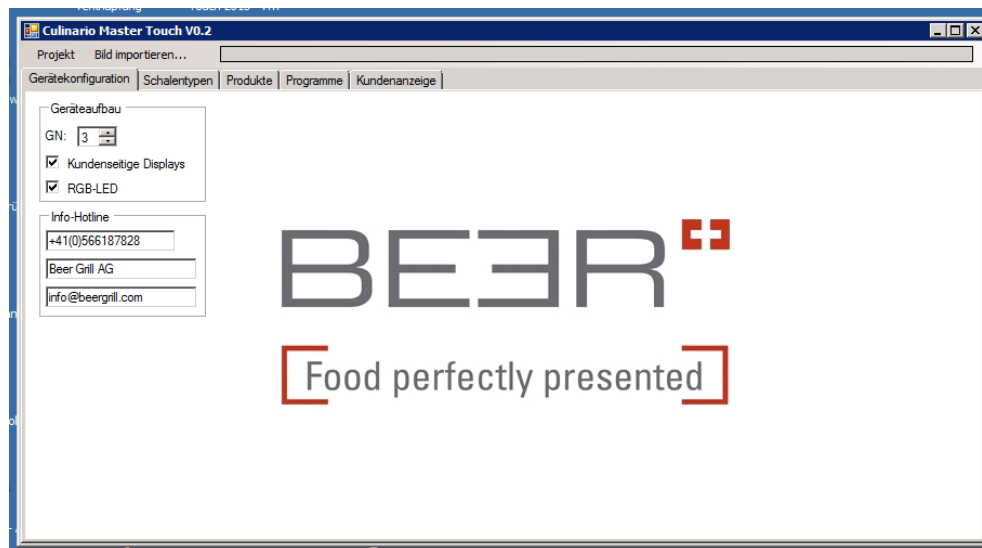


## 4.2 Launching the Software

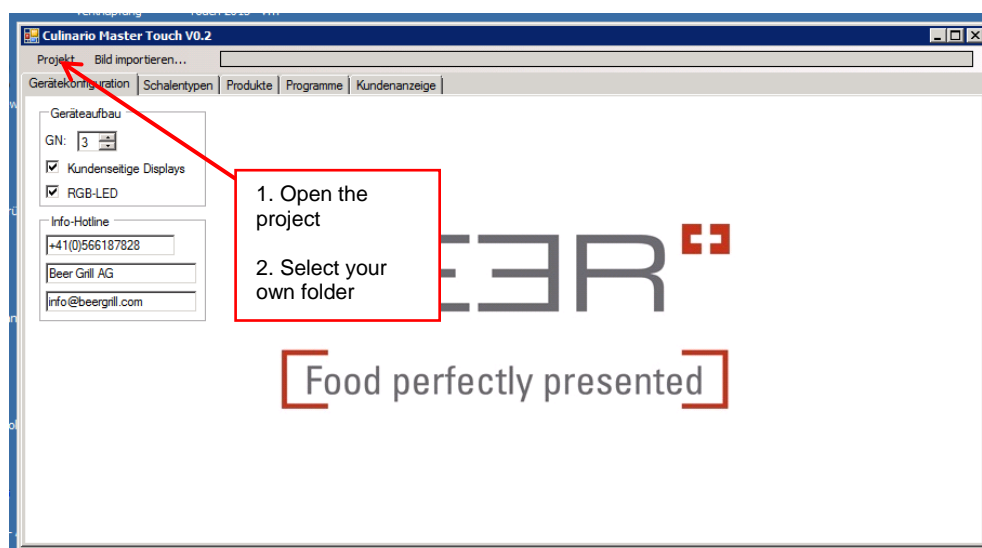
To launch the software, double-click on the icon:



The following window appears:



Now click on the project and select Open Project. Select your newly-created folder or an existing project and click "OK".



### 4.3 Machine Configuration

If you have created a new project, your first step is to configure your device. To do this, go to the tab "Machine Configuration" and input your Master Touch configuration.



- 1 • Switch to the tab "Machine Configuration".

- 2 Provide the following information:
  - Number of GNs
  - With or without customer display
  - With or without 4-color LED

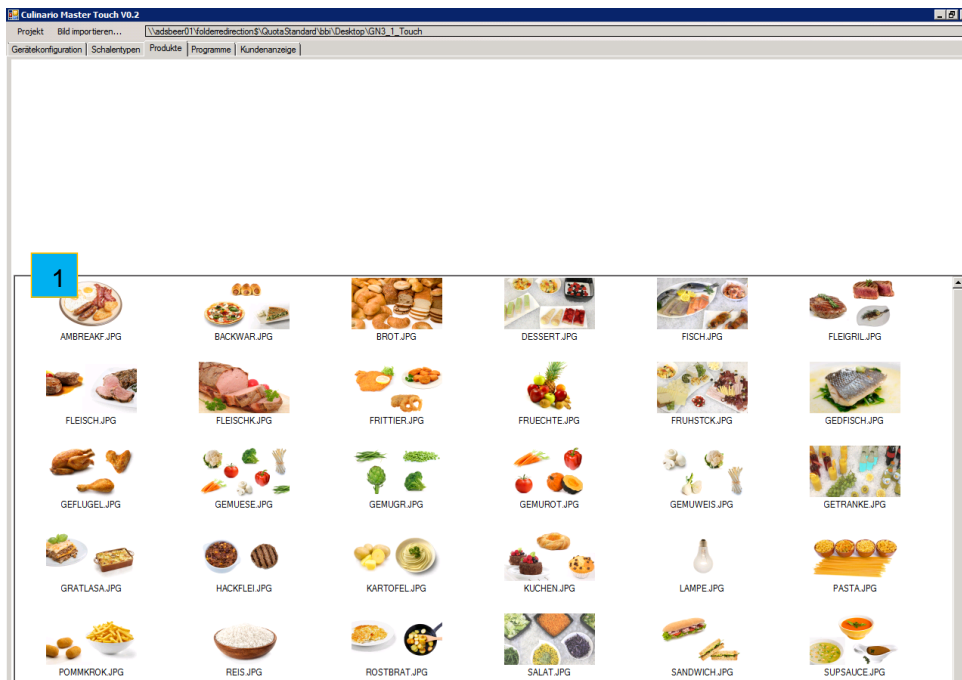
Now save this information by clicking on "Save Machine Configuration" under "Project". Your settings are now saved and you do not have to enter them again the next time you start the program.

## 5 Adjusting the Product Settings

Switch to the Products tab.

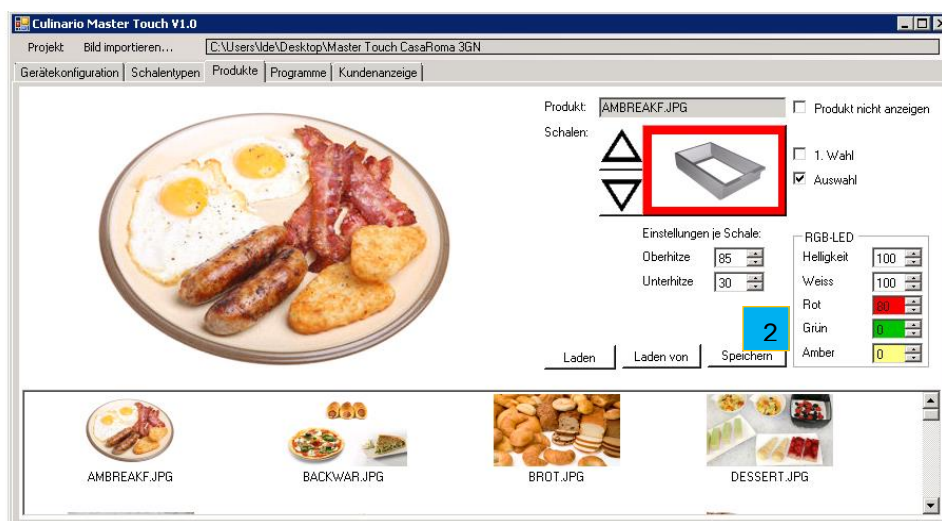


If no data is saved in "Own Folder"\CUL\_CPM\PRODUCT, this interface is empty. In this case, the data has not been copied as detailed in section 4.1 **Creating a Project Folder**. This view is an overview of which products are saved with which images.



To edit a product, double-click on the desired product, e.g. The following window opens.

1





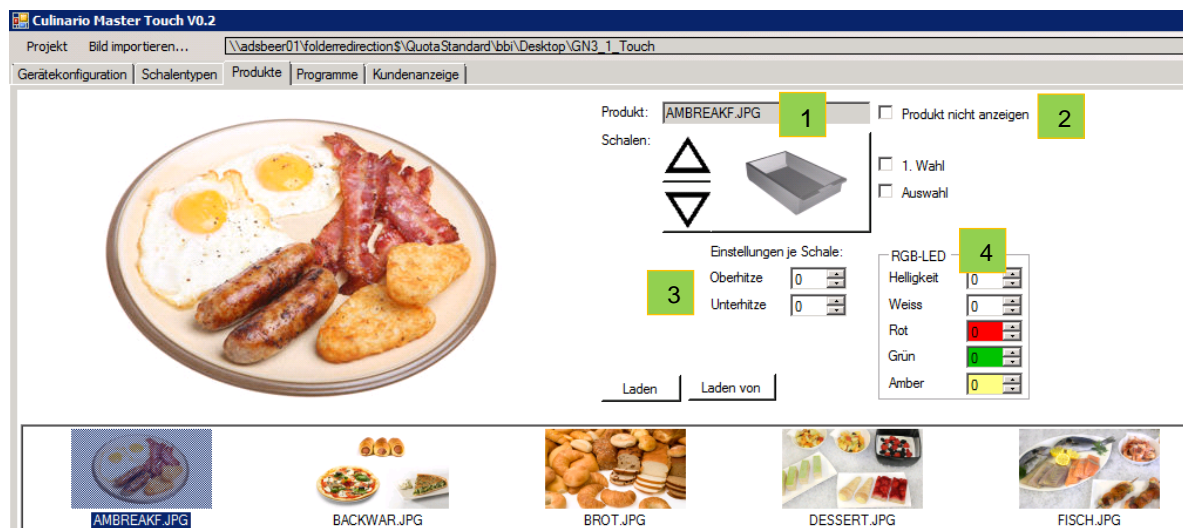
The set values of the following points can be edited in this screen:

- Bottom heat
- Top heat (IR blaster)
- LED Settings
- Recommended dish

After you have carried out the desired settings, press on Save **2** so that the settings can be assigned to the desired product.



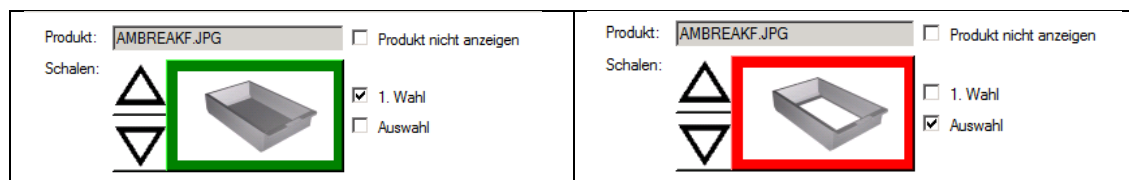
**Attention: the "Save" button is only visible if you have made changes.**



## 1 Dish Settings.

Select the desired dish with the arrow keys and carry out your settings.

Placing a check in the boxes "1st choice" + "Selection" results in the dish being saved with a green tray when loading the product on the machine.



If you would like to save the dish as a second choice, only place a check in the "Selection" box.

If the dish is not available when loading the product on the machine, do not put a check mark in either box.

## 2 Hiding/Showing Products

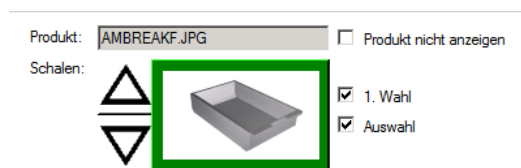
You can hide products which you do not use. This saves time when loading the product on the machine as only the desired/used products are shown.

To no longer display a product, place a check in "Don't display product".  
Attention: the product can no longer be used on the machine.

In order to make the product visible/usable on the machine, remove the check in the box "Don't display product".



**Don't forget to save.**



## 3 Setting top and bottom heat

Attention: the top/bottom heat settings always refer to the selected product dish in section 2. The settings 2 have to be carried out both for the 1st choice dish and the second dish.

In section 2 you can switch to the desired dish, for which you would like to set the top and/or bottom heat, with the arrow keys and change the value. **Don't forget to save.**

Attention: for the dry dish, the value of the lower burner is set to 30 because otherwise the machine could be damaged.

## 4 LED light settings

Attention: the settings of the LED light refer to the dish indicated in section 2. That 2 means that the settings have to be carried out both for the 1st choice dish and the second dish.

In section 2 use the arrow keys to switch to the desired dish, for which you would like to carry out settings on the LED light (intensity and color), and change the value. **Don't forget to save.**

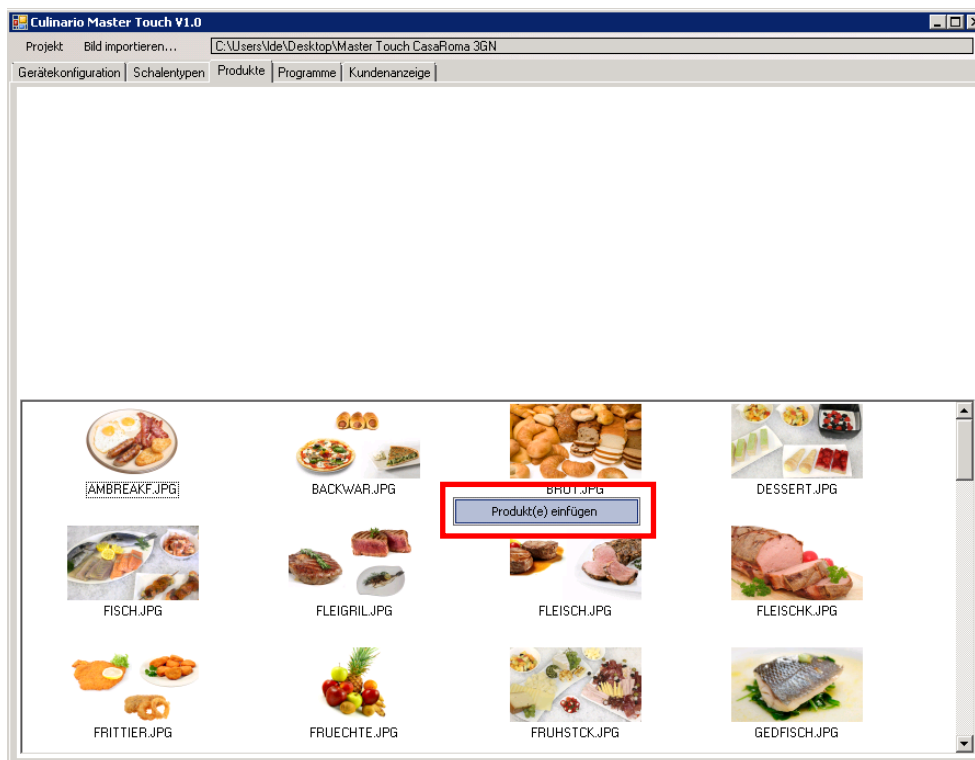
## 6 Adding New Products

The software allows you to integrate your own or new products with the images.

To do this, switch to the “Products” tab. When you click on an empty area of the product collection, the menu “Insert Products” appears. Now double-click on “Insert Product(s)”. In the following Explorer window, you now have to select an image which is then saved as a product image. If the selected image does not have the required dimensions, the image editor opens after confirmation.

More information on how to work with the image editor is available in section 9 “Adjusting the Customer Display”.

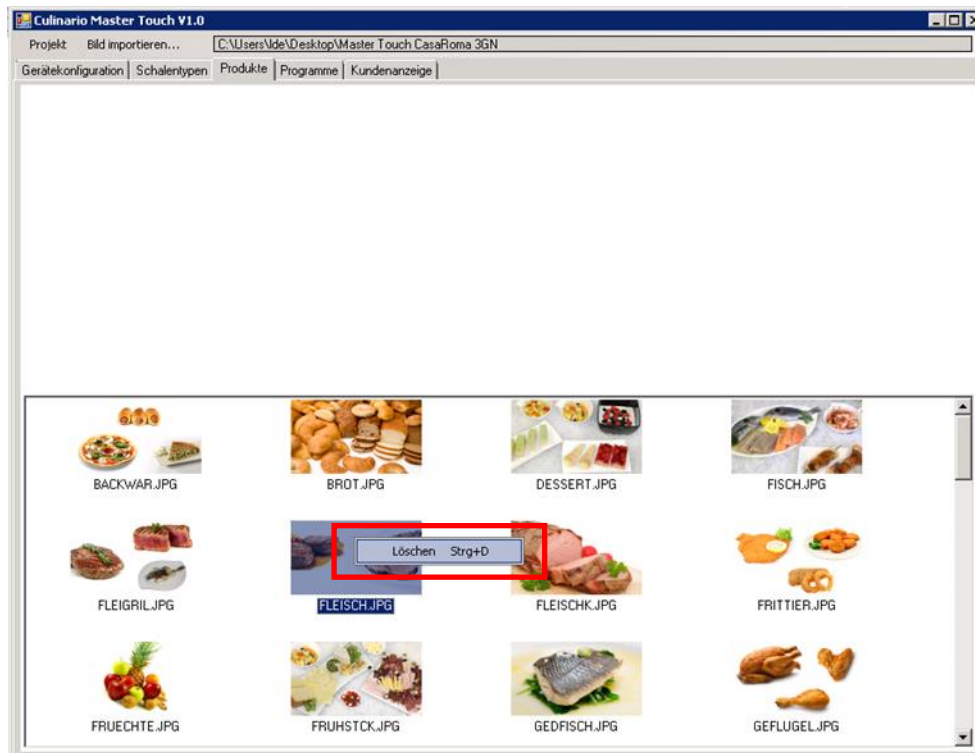
The new product can then be edited as explained in section 5 “Adjusting the Product Settings”.



## 7 Deleting Products

To delete individual products, click on the “Products” tab. Right-click on the product to be deleted. The “Delete Product” menu appears.

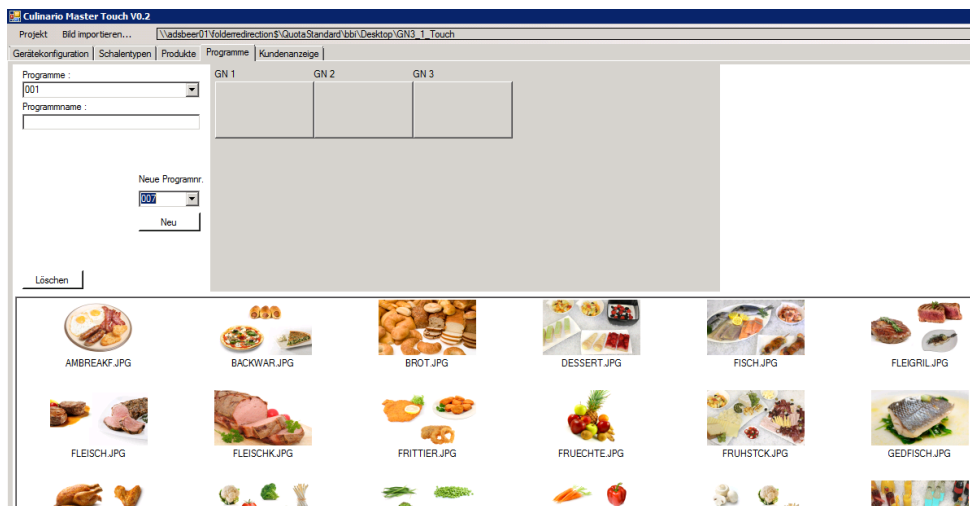
The product is permanently deleted once “Delete Product” is clicked.



## 8 Creating Programs

You can save up to 999 different programs on the Culinario Master Touch. Proceed as follows to create a program:

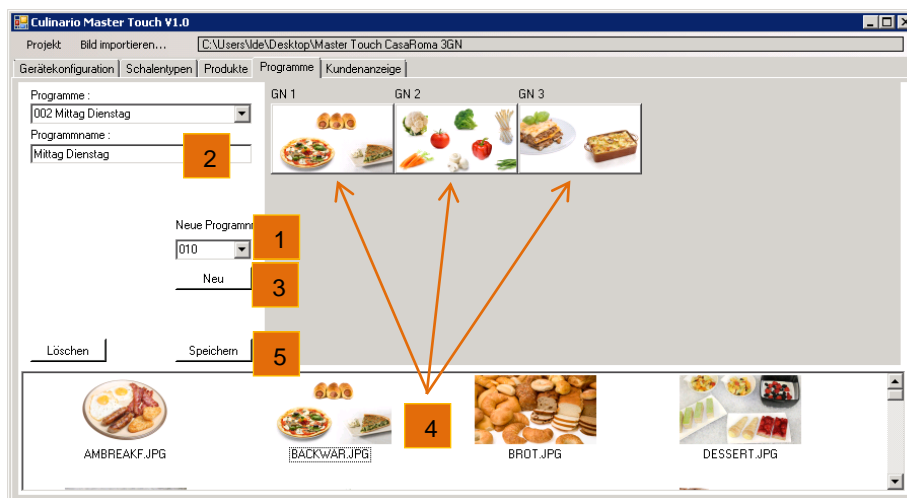
Switch to the “Programs” tab



There are two methods to create a new program. One is to enter the desired program number and the other is to automatically take up the next free memory space.

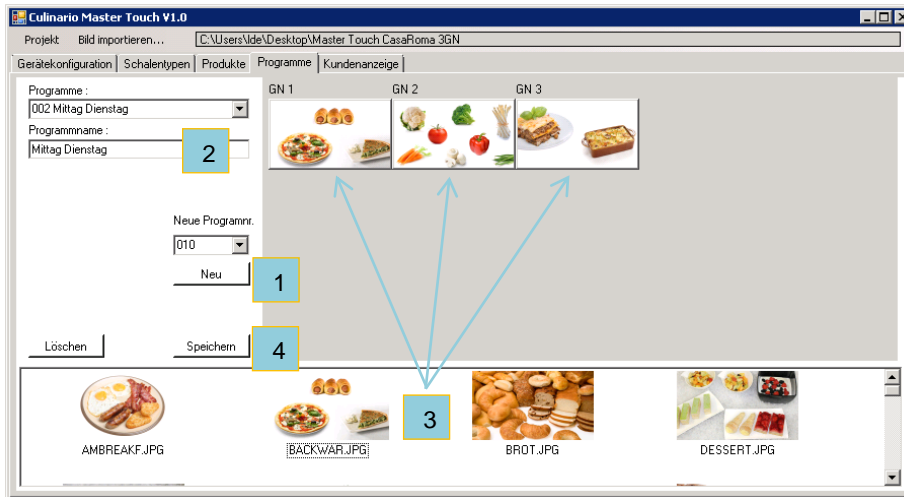
### Creating a Program with the Desired Program Number

1. Select program number 001-999
2. Assign program name, e.g. Monday Lunch
3. Click "New"
4. Drag and drop the desired products to the desired GN fields.
5. Save



## Creating a Program with the Next Available Program Number

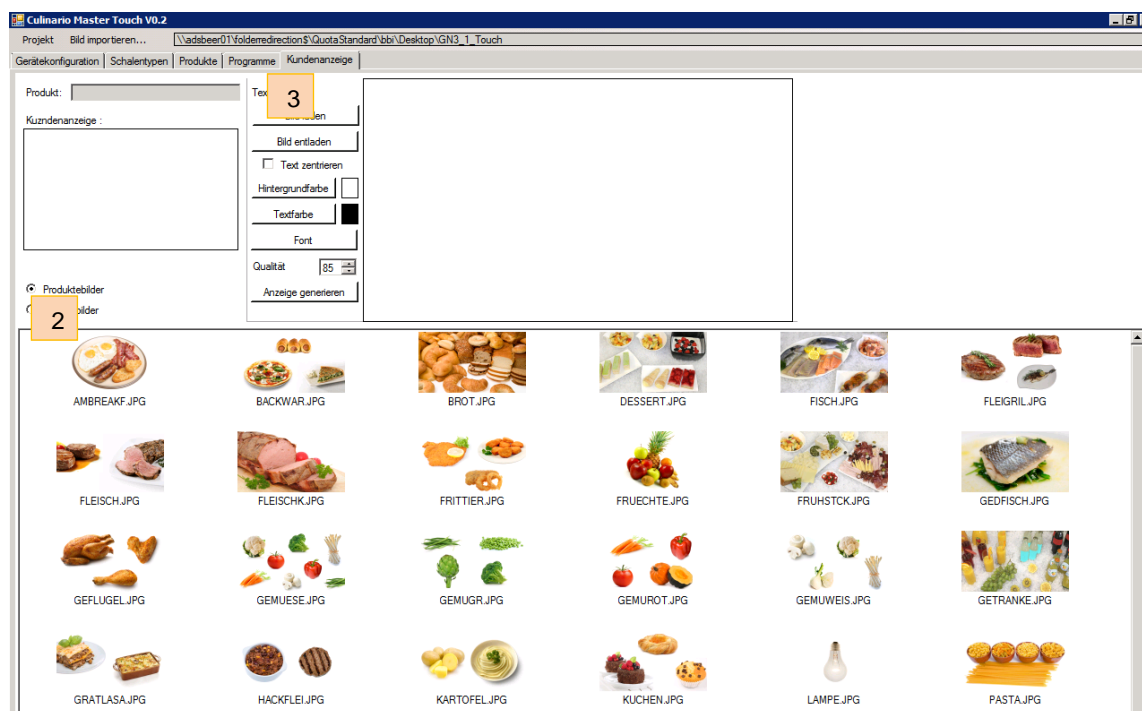
1. Click "New"
2. Assign program name, e.g. Monday Lunch
3. Drag and drop the desired products to the desired GN fields.
4. Save



## 9 Adjusting the Customer Display

If your Culinario Master Touch is equipped with a customer-side screen, you can design the customer display yourself or use the images we have provided. The customer display is particularly suitable for showing the ingredients or origin of the foods offered or to highlight promotions.

You can also import your own images for the customer display.



### Step 1

1 Double-click on the product for which you would like to generate a customer-side image or text.

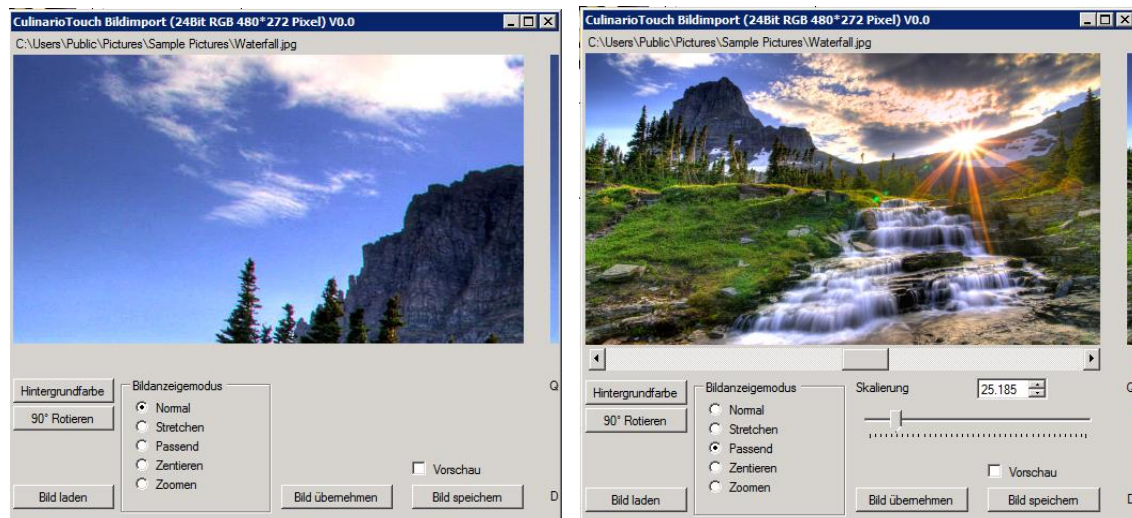
2 With this selection, you can switch between the different image data. It is not necessary for the images on the operator side to be the same as on the customer side. Completely different images can be generated and saved for the customer side.

### Step 2

3 A browser window opens when you click on "Load image". Select the image to be inserted and click Open.

If your image does not correspond to the desired size, the image editor opens.





Carry out the desired settings and then select "Apply image" to return to the previous window. If you would like to save the modified image in another folder first, click on "Save image".



If you do not want to insert additional text, click on "Generate display". Your image has now been assigned to the desired product.



## 10 Creating and Editing Texts

Click on the "Font" button to also insert a text over the image. Select the desired font, click "Ok" and start writing your text. When you are finished writing, click on "Generate display". Your image with text has now been assigned to the desired product.



After you have made all desired adjustments and have saved the project on a USB stick, the data can be uploaded to the Culinario Master Touch (cf. **10 Loading Data to the Machine**)

## 11 Resetting Passwords

If you lose passwords, you can create new passwords and then save them under the "Machine configuration" tab.



1. Switch to the "Machine Configuration" tab
2. Enter the new passwords and click on "Generate code file"
3. The data must now be transferred to the Culinario Master Touch.

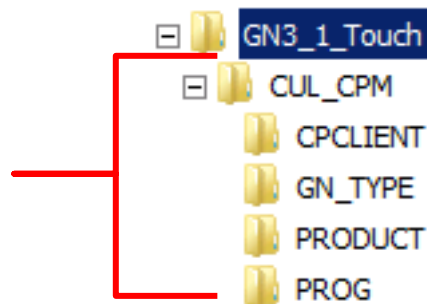
## 12 Loading Data from a USB Stick/Saving Data to a USB Stick

Copy the "CUL\_CPM" folder of your project to a USB stick.



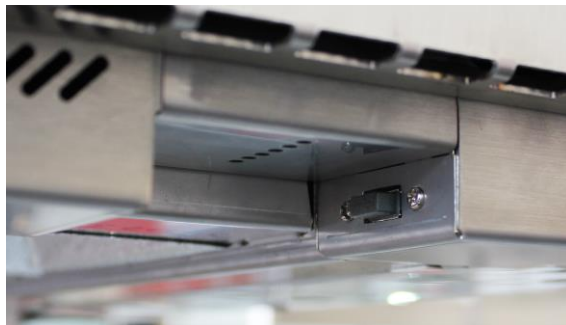
### Attention:

To load your data to the showcase, copy the "CUL\_CPM" folder including its contents from your project folder (e.g. GN\_3\_1\_Touch) to an empty USB stick. The system mandatorily requires this structure for recognition. When you open the USB stick folder now, the first thing you should see is the "CUL\_CPM" folder.

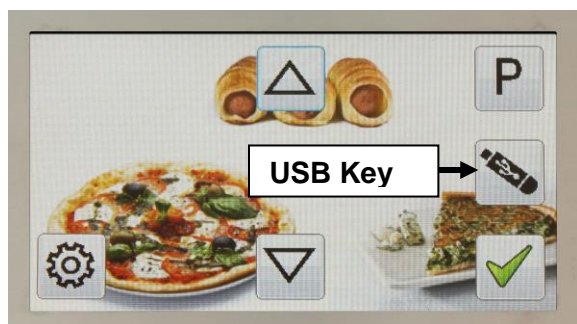


For this process, you need the password for service level 2.

Remove the safety cover of the USB connection and insert the USB stick (the connection is located on the bottom left side [from the operator's perspective] of the strip light).



Log in with the password for service level 2. Click the USB key which is displayed on the Master Display (left display on the operator's side).

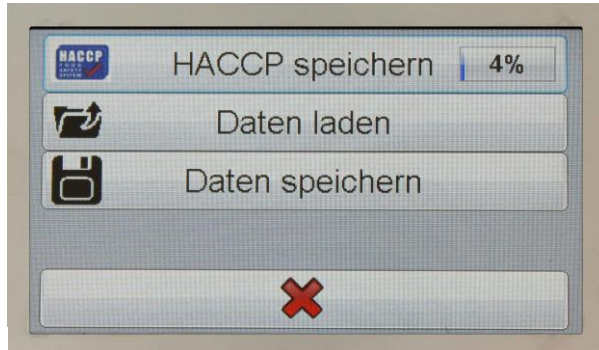


If you are properly logged in, the following image will be displayed. Now click on "Load data" to load data from the USB stick to the machine.



Attention: The countertop memory is overwritten.

Or select "Save data" to save data from the countertop to the USB. No confirmation is shown.



Replace the safety cover of the USB connection.

### 13 Info Hotline

You can find the information on the service partner assigned to you under the Machine Configuration tab in the "Info hotline" area.

