

TROUBLE SHOOTING

MICROPROCESSOR DIAGNOSTICS

The 2nd generation logic board has a non volatile memory which stores a fault history for the icemaker, plus other diagnostics such as total machine running hours, number of cleaning cycles performed and number of icemaking cycles.

ACCESSING DIAGNOSTIC DISPLAY

To access the diagnostic display:

1. Ensure the machine is in normal icemaking mode. **2**
2. Press and hold down both the **FILL** and **CLEAN** buttons.
3. When the display shows **0** release both buttons.
4. Push the **DEFROST** button to change the display to the desired diagnostic number as listed below

<u>NUMBER</u>	<u>DIAGNOSTIC FUNCTION</u>
0	Displays the fault history for the last 5 machine errors. (First to last)
1	Displays a 5 digit machine hour counter.
2	Displays the number of cleaning cycles performed.
3	Displays the number of harvest cycles.

5. When the desired diagnostic number is displayed, push and release the **RESET** button.
6. The selected diagnostic value is displayed on the numeric display.
7. To cancel the diagnostic function, press the **RESET** button again.

CHECKING OPERATION OF REED SWITCHES

The curtain flap switches and the high and low floats have indicator (red LED) lights on the main circuit board.

To check the operation of these switches, set the machine in the WARM UP CYCLE with no water in the water trough.

CURTAIN FLAP SWITCHES

By moving the water curtains ,the lights marked FLAP 1 and FLAP 2 should be **on when the curtain is closed** and **off when the curtain is about 10 to 15mm open**.

LOW FLOAT

With the **low float** all the way **down**, the indicator **light should be off**, but by moving the **float up** the indicator **light should come on**.

NOTE: If the reverse is happening, the float itself is around the wrong way. Remove the clip at the bottom, take the float off and re-install the float the other way round.

HIGH FLOAT

With the **float** in **down** position, the **light should be off**, but by moving the **float up**, the **light should come on**.

NOTE: If the reverse is happening, rotate the whole float switch assembly 180degrees