

CoolerSave 3 - Instructions

General Information



CoolerSave Timer Module in a bar

CoolerSave comes ready for use and requires no assembly. Carefully unpack your CoolerSave and thoroughly check for physical damage to the components or cables. If you find any damage, in particular to the plug, cables or sockets, do not attempt to use it and contact us, or your agent immediately.

How CoolerSave works

CoolerSave works by turning bottle coolers off when they are not required. Extensive research carried out by Liverpool John Moores University in 2007 proved that turning bottle coolers off when they are not required is not detrimental to the quality of bottled beers which can be cooled and warmed indefinitely without any ill effect. And providing the bottle coolers are switched on in sufficient time to allow the beer to be cooled, customers will never know that the bottle coolers have indeed been switched off.

CoolerSave 3 phases the switching on of up to three bottle coolers allowing them to be operated from one single 13amp socket. The bottle coolers are switched on individually over a period of 15 seconds to allow for peaks in current on start up of the cooler's motor.

The Components

CoolerSave consists of the following components:

- Timer Module
- Mains Plug
- Various Connecting cables
- Switching Module
- Three Outlet Sockets

You will note that the Switching Module and the individual sockets are fitted with slotted plates to enable the socket to be hung on a suitable wall to keep it off the floor where it could come in to contact with water or other liquids.



The CoolerSave System

The Timer Module



CoolerSave - Timer Module

The Timer Module controls the times your bottle coolers are switched on and off. It's worth taking time to set the clock and various timings before you connect the kit to your bottle coolers.

The clock has a rechargeable battery and should the digits on the clock be faint or not visible, plug the unit in to the mains for approximately 5 minutes to re-charge the battery.

The indicator lights shows when the bottle coolers are switched on and operating.

The controls for the clock and timers are situated under the LCD display and are used for setting the timers. Instructions for use of the timer are shown on a separate document.

The Timer Module is fitted with an audible alarm which will sound in the event of the switching module failing to operate when the timers have activated it. The alarm also sounds during the initial phased

switching period of approximately 15 seconds. This is normal and part of the correct operation of CoolerSave.

How to set the timer

The timer can switch up to six times per day and the timings can be different on each day of the week. So for example, if your bar is open only on Friday, Saturday and Sunday, ensure that the timer is set to switch the bottle coolers on on those days only.

Confirm the days and times that you require the bar in which you intend to use **CoolerSave** to be open. Set the bottle coolers to come on approximately 1.5 hours before the time you expect the first customer to make a purchase. The optimum time for this will vary depending on the individual bottle cooler, so experiment with the timings and if you find that 1.5 hours isn't long enough, increase the time in 15 minute increments until the beer is at an acceptable temperature at the time the customers start to make their purchases. Remember, the longer the bottle coolers are off, the more money you will save.

Mounting the Timer Module

The Timer module is supplied with Velcro pads and should be secured to a suitable dry surface in a position where it is:

1. Away from the possibility of liquid spills.
2. Away from the possibility of physical damage.
3. Close enough to bottle coolers and sockets to that the cables are not over stretched.
4. In a position that allows for airflow to the unit.
5. In a position where the alarm can be heard by bar staff should it sound.

Overriding the Timer



It is possible to override the timer's settings. This is done by simply pressing the **O'ride** button on the timer module

To maximise savings, it is preferable that you set the timer for the minimum time and use the override button rather than re-setting the timer for occasional use.

An example of this is a 'one off' function where the bar will be opened on a day on which it is normally closed. It is better to use the override which, if forgotten, will automatically return to the normal cycle at the next scheduled activation time.

The Switching Module

The switching module is designed to be hung on a wall in a convenient location. It can be positioned behind the bottle coolers as you will not require access to it for operation of **CoolerSave**. The module should be:

1. Well out of the way of water. i.e. NOT on the floor
2. Protected from liquid spills.
3. Out of the way of physical damage.
4. Close enough to bottle coolers and sockets to that the cables are not over stretched.
5. In a position that allows for airflow to the unit.

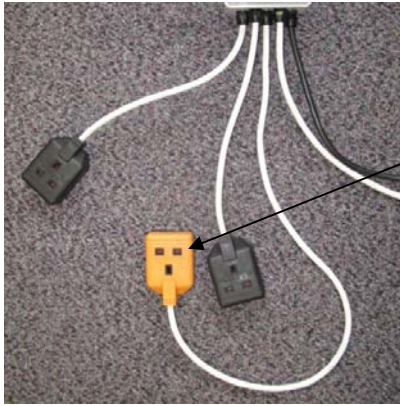
Each **CoolerSave** switching module is fitted with a slotted plate to allow for easy securing to a suitable hook.



CoolerSave - Switching Module

There are no serviceable parts in the switching unit and you should never attempt to open the unit. Should the seals be broken all warranties will be void.

The Orange socket.



The Orange Socket

Each CoolerSave is fitted with one orange socket. This socket is the first to be switched on in the phased switching cycle.

This socket should be used for the bottle cooler with the highest rating. If all bottle coolers are the same, then it makes no difference which socket is used.

Additional action you can take to save money on your bottle coolers

- Ensure the area around the bottle coolers is kept as clear as possible to ensure good airflow around the coolers.
- Vacuum dust and fluff from the elements of the bottle coolers.
- Set the timers so that the bottle coolers are switched on for the minimum time required; this will maximise the saving you make.

For further information, contact:

Original Equipment Limited

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CoolerSave 3 - Quick Start

WARNING

CoolerSave comes ready for use and requires no assembly. Carefully unpack your CoolerSave and thoroughly check for physical damage to the components and cables. If you find any damage, in particular to the plug, cables or sockets, do not attempt to use it and contact us, or your agent immediately.

CoolerSave operates at mains voltage and great care should be taken when using it. There are no user serviceable parts in CoolerSave and no attempt should be made to open any of the housings.

Installation

- If the digits on the clock are un-clear, plug the unit in for approximately 5 minutes to charge the battery.
- Set the correct time on the clock as per the 'Timer Instructions'.
- Set the timers to switch the bottle coolers on **1 ½ hours before** you expect your customers to start making purchases.
- Set the timers to switch the bottle coolers off **15 minutes before** the time you expect to make your last sale.
- Check the information plates on the bottle coolers to see what the power usage of your bottle coolers is and plug the largest in to orange trailing socket.
- The remaining coolers can be plugged into either of the remaining sockets.
- Using the plastic tabs, hang the sockets and the switching module onto hooks (provided with your CoolerSave3) so that they are off the floor and away from potential liquid spills.
- Using the Velcro pads provided, place the Timer Module in a convenient position ensuring that the cables are safely stored and the module cannot be damaged or cause injury to you or anybody else.

For the first few days, you should monitor the temperature of the beers to ensure that they are at a suitable temperature and adjust the timer in 15 minute increments until the beer is at an acceptable temperature. The longer you can keep your bottle coolers switched off, the more money you will save.

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