

Error list EF375/376 (Qeamer)

Demolition	--> Pressing a key	CANCEL" process or "REMOVE SLIDE" process
Warning	--> Manipulation User or EFSP	Process "ABORT" with text WARNING + KAT+ID
Error	--> Error from the system	Process "ERROR" with text ERROR + KAT+ID
KAT	--> Category as 10s post	
ID	--> ID as 1s digit	

Category	Cat	ID	Comment
no action	0	0	All in order
Regular user action	0	1	Power On Off button
	0	2	Rinse button
	0	3	Key Preparation
	0	4	Foil recognition
Manipulation by user Abort after manipulation fixed	1	0	Steam unit missing
	1	1	Steam unit lock
	1	2	Plate holder missing
	1	3	Cover missing
	1	4	Water tank missing
	1	5	RFID missing
	1	6	RFID Residual water quantity used up
	1	7	Power OnOff from Manipulation
Manipulation by EFSP	2	0	No delay expected
	2	1	Receive remote request
ED Warnings	3	0	Developer Warning
	3	1	Motor 1 edge uSwitch is not recognised
	3	2	Motor 2 edge uSwitch is not recognised
System and technical errors	4	0	unknown error
	4	1	CPU configuration faulty / Read Out Protection not set
	4	2	EEPROM initialisation faulty
	4	3	EEPROM read error
	4	4	EEPROM write error
	4	5	Voltage phase 1 outside valid range
	4	6	Voltage phase 2 outside valid range
	4	7	CPU Power configuration faulty / Read Out Protection not set
4	8	Battery Low Power / Empty	
Fault in the fluid system	5	0	Flowtimeout Flowmeter 1
	5	1	Flowtimeout Flowmeter 2
	5	2	No temperature change (TB 1-4 retrievable via EFSP)

	5	3	Unit too cold <5°C (TB 1-4 retrievable via EFSP)
	5	4	Unit too hot >190°C (TB 1-4 can be called up via EFSP)
	5	5	Mixer not used during reference / home run
	5	6	Error in the fluid system, temperature or flow
Error motors	6	0	Error during initialisation
	6	1	Reference error (motors not in initial position)
	6	2	Motor 1 Timeout (position not reached)
	6	3	Motor 2 Timeout (position not reached)
	6	4	Motor 1 Error from uSwitch1 or uSwitch 2
	6	5	Motor 2 Error from uSwitch1 or uSwitch 2
	6	6	Motor 1 Error 24V not present
	6	7	Motor 2 Error 24V not present
ErrorQR code	7	0	QR code module does not respond
	7	1	QR code double use