



VMI 3550i Tips & Tricks

The following are some tips and tricks to help you get the absolute most out of your VMI 3550i unit.

1. Old style solenoid sticking up

If you have an older style **solenoid** installed into your machine, you may eventually experience problems with it. The most common of these problems is the **solenoid** failing to return to its lowered position resulting in the **Tray** being unable to lock into place. To fix this:

1. Locate the **solenoid** and **latch key**
2. Poke the **solenoid/latch key** with your finger
 - a. This should lower the **solenoid** and **latch key** back into the correct position



2. Start Button is sticking in

If your **start button** is getting stuck in when you press it, then the unit will start and stop almost immediately after sliding the **tray** closed. This can be dangerous for any media discs loaded onto the **tray**. The simplest way to prevent this is by adding some lubricant to the button.

1. When spraying the lubricant, try and get it behind the button
2. Give the button a few presses to work the lubricant in

3. Pogo Pin Problems

This is one of the most common problems with the VMI 3550i machine. If the pogo pins (two golden pins located at the rear of the tray) do not make contact with the pogo block, then the tray cannot get power and will be unable to oscillate during the cycle. This will cause the machine to stop and beep 10 times. The most common cause of this issue is fluff between the **pogo pins** and the **pogo block**. Please ensure this area is kept clean of any fluff or debris.



4. Safety Cut Off Switch

The safety cut off switch is designed to cut power to the machine should the back panel be removed. The connecting peg is located on the back panel. Most power problems are related to this and are generally due to the back panel being incorrectly installed. Try:

1. Apply pressure to the back panel (particularly at the top end for new model machines or middle for older machines)
2. Add screw to cut out peg on back panel

