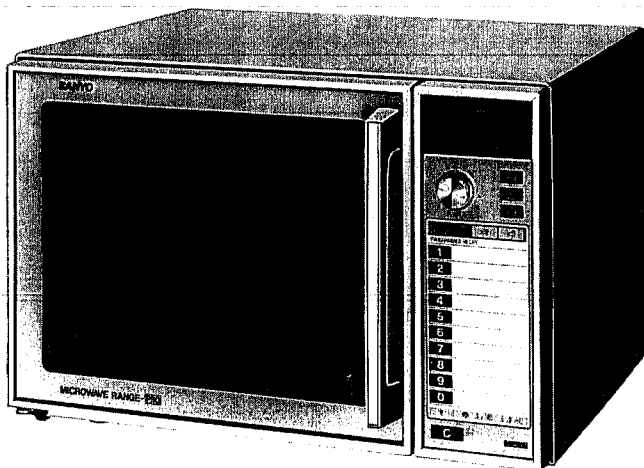


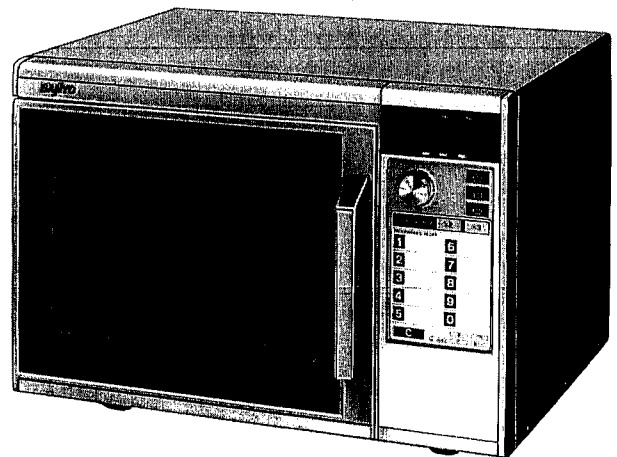
SANYO

Commercial Use Microwave Oven

OPERATING INSTRUCTIONS



EM-1805

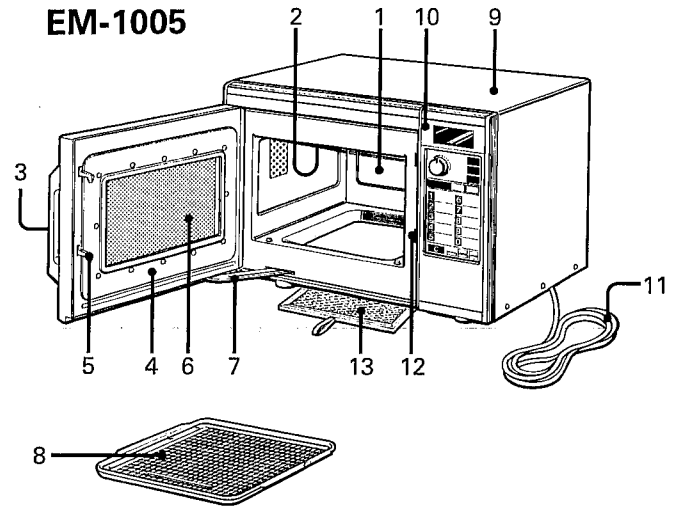
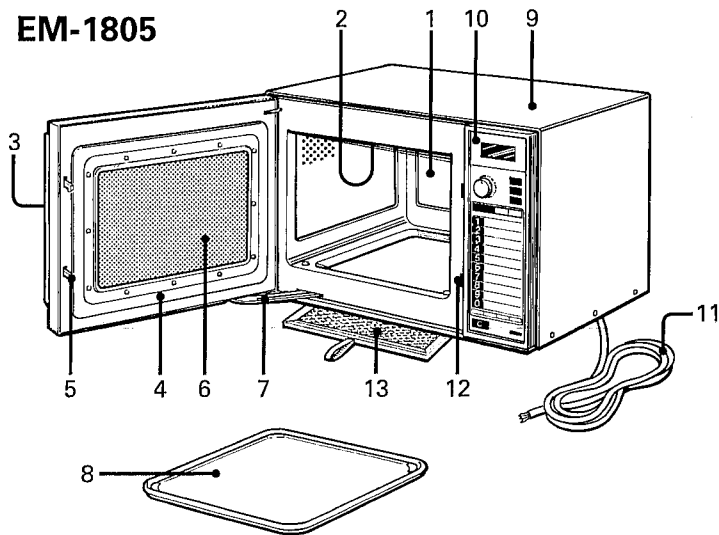


EM-1005

CONTENTS

1. NAME AND FUNCTION OF PARTS	2
2. CONTROL PANEL	3
3. INSTALLATION	4
4. WARNING-This appliance must be earthed	4
5. HOW TO USE YOUR SANYO MICROWAVE OVEN SAFELY	5
6. HINTS FOR COOKING	5
7. MICROWAVE OVEN COOKING KNOW-HOW	6
8. OPERATING INSTRUCTIONS (1) TIMER (MANUAL AND REPEAT) WITH 3 TIMER SETTINGS	6
9. OPERATING INSTRUCTIONS (2) USING THE PROGRAMME KEY FOR MEMORY STORAGE	7
10. OPERATING INSTRUCTIONS (3)	8 ~ 11
11. OPERATING INSTRUCTIONS (4) HEATING METHOD	12
12. PRECAUTION WHILE HEATING	13
13. USABLE COOKING UTENSILS AND MATERIALS	13
14. CARE AND CLEANING	14
15. WHAT TO DO IF REPAIRS ARE NEEDED	14
16. SPECIFICATIONS AND ACCESSORIES	14

NAME AND FUNCTION OF PARTS



1. Oven Cavity

Place food in this space to cook. Wipe the cavity clean each time the oven is used.

2. Stirrer Shield

Clean with care.

3. Door Handle

When the door handle is gripped, a built-in switch turns off the power before the door is opened.

4. Door

5. Door Latch

6. Glass Shielded Viewing Window

The progress of cooking can be observed while oven is operating.

7. Door Arm

Prevents door swinging back.

8. Glass Tray

Food in suitable container is placed on this tray for cooking.

9. Cabinet

10. Control Panel

11. Mains Lead

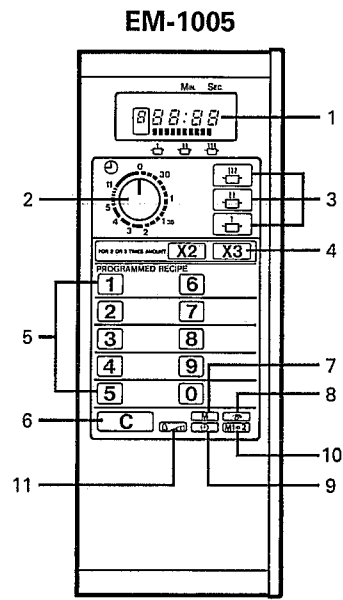
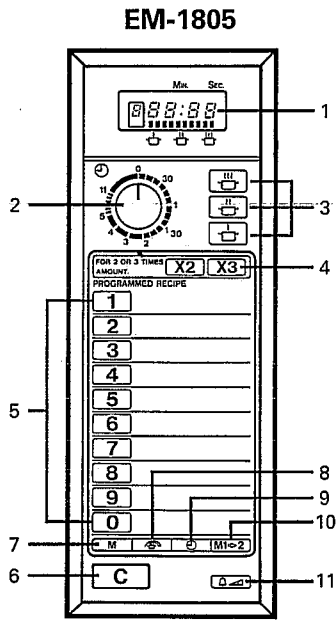
12. Safety Interlock System

With built-in safety interlocks.

13. Air Filter

Clean with care.

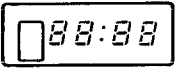
CONTROL PANEL



1. Digital Timer



- Indicates when unit is operating and memory has been set. Programme is displayed by NO.



- Displays remaining cooking time.



- Displays remaining cooking power levels.

2. Timer (Manual and Repeat)

3. Power Select Buttons (Manual cooking)

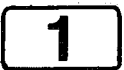
		EM-1805	EM-1005
	High	1300W	1000W
	Medium	650W	500W
	Low	280W	200W

4. Multiple Quantity Selection Key

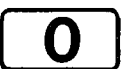


- For tailoring cooking to double or triple-quantity. These keys to be used in conjunction with the Programme key.

5. Programme Selection Keys



- The unit is ready to begin operation as soon as the heating time has been programmed, using these ten keys (numbered 1 to 0). The time selected will be displayed, and "count down" after the process is begun.



- For determining power output and cooking time during programming.

6. Clear Key



- For cancelling setting, interrupting the setting process when a mistake has been made, or stopping cooking before the completion of the cooking process.

7. Memory Key



- For entering the desired power output into the unit's memory.

8. Power Key



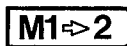
- For entering the desired power output into the unit's memory.

9. Timer Key



- For entering the desired cooking time into the unit's memory.

10. Stage Key



- For setting 2-stage cooking.

11. Buzzer Key



INSTALLATION

1. The oven surround and also the surround of the control panel is covered by a protective plastic film, and this should be removed prior to putting the oven into use.
2. **Install the oven on a flat, level surface**
Strong enough to safely bear the weight of the oven, which is 44kg. To avoid the possibility of causing vibration or noise the oven must be in a stable position.
3. **Keep the oven away from heat and water**
Exposure to heat and water can lower oven efficiency and lead to malfunctioning, so be sure to install the oven away from external heat and water sources.

4. **Exhaust vents are located at the rear of the oven so maintain a minimum spacing of 5cm (2") between the oven and any adjacent surfaces at these points.**

Covering the exhaust vent may lead to malfunctioning. Hot air flows from these vents, so be sure not to obstruct cover or let curtains come between the oven and the rear wall.

WARNING-This appliance must be earthed

IMPORTANT

The wires in this mains lead are coloured in accordance with the following code:

Green-and-yellow: Earth.
Blue: Neutral.
Brown: Live.

As the colours of the wires in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured green-and-yellow must be connected to the terminal in the plug which is marked with the letter E or by the earth symbol \perp or coloured green or green-and-yellow.

The wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black. The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

FUSE

The appliance must be protected by a fuse.

EM-1805 ····· 13A fuse.

EM-1005 ····· 10A fuse.




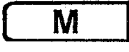




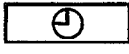



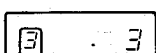




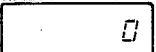
HO YOU

OPERATING INSTRUCTIONS (2)

USING THE PROGRAMME KEY FOR MEMORY STORAGE


1. Programmed (1-Stage) Cooking

(Example) To programme the following on programme No.3: Power Level..... max power for 30 seconds.

	Operational flow	Display window
1	 <ul style="list-style-type: none"> • Touch  key (1st time) 	 <ul style="list-style-type: none"> • The "0" will appear on the display
2	 <ul style="list-style-type: none"> • Touch  key (2nd time) 	 <ul style="list-style-type: none"> • No change
3	 <ul style="list-style-type: none"> • Touch PROGRAMME key number "3" 	 <ul style="list-style-type: none"> • Light No.3 Power level bar "10"
4	 <ul style="list-style-type: none"> • Touch  key 	 <ul style="list-style-type: none"> • No change
5	 <ul style="list-style-type: none"> • Input the operating time with PROGRAMME keys • First, touch number "3" 	 <ul style="list-style-type: none"> • The "3" will appear on the display
6	 <ul style="list-style-type: none"> • Then, touch number "0" 	 <ul style="list-style-type: none"> • The "0" will appear behind the "3"
7	 <ul style="list-style-type: none"> • Then, touch  key 	 <ul style="list-style-type: none"> • The "0" will appear on the display

NOTE

It is quite for misti to appe This is n does not The doo but its s safety of

Note: When operate with Max. power, do not touch "" key. Max power operation automatically be made.

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
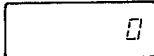








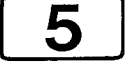

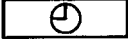

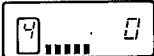

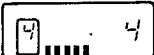
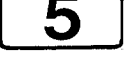
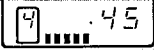


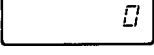
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OPERATING INSTRUCTIONS (3)

USING THE PROGRAMME KEY FOR MEMORY STORAGE

2. Programmed (1-Stage) Cooking

(Example) To programme the following on programme No.4: (Power Level 5 for 45 seconds.



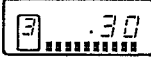

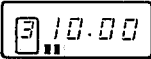



	Operational flow	Display window
1	 <ul style="list-style-type: none"> • Touch  key (1st time) 	 <ul style="list-style-type: none"> • The "0" will appear on the display
2	 <ul style="list-style-type: none"> • Touch  key (2nd time) 	 <ul style="list-style-type: none"> • No change
3	 <ul style="list-style-type: none"> • Touch PROGRAMME key number "4" 	 <ul style="list-style-type: none"> • Light No.4 Power level "10" bar
4	 <ul style="list-style-type: none"> • Touch  key 	 <ul style="list-style-type: none"> • No change
5	 <ul style="list-style-type: none"> • Input "power level 5" with PROGRAMME key Touch number "5" 	 <ul style="list-style-type: none"> • Power Level "5" Bar
6	 <ul style="list-style-type: none"> • Touch  key 	 <ul style="list-style-type: none"> • No change
7	 <ul style="list-style-type: none"> • Input the operating time with the PROGRAMME keys Touch number "4" 	 <ul style="list-style-type: none"> • The "4" will appear on the display
8	 <ul style="list-style-type: none"> • Then, touch number "5" 	 <ul style="list-style-type: none"> • The "5" will appear behind the "4". "45" then shows in the display window
9	 <ul style="list-style-type: none"> • Then, touch  key 	 <ul style="list-style-type: none"> • The "0" will appear on the display

4. Confirmation of Memory


(Example) When programme No.3 is programmed as:

1st input (Max power
for 30 seconds.

2nd input (Power Level 2
for 10 minutes.

	Operational flow	Display window
1	<ul style="list-style-type: none"> • Open the door 	 <ul style="list-style-type: none"> • The "0" will appear on the display
2	 <ul style="list-style-type: none"> • Touch number "3" 	 <ul style="list-style-type: none"> • Programmed No.3 • Input power Level Bar "10" • Input time 30 sec. (1st stage)
3	 <ul style="list-style-type: none"> • Touch "M1->2" key 	 <ul style="list-style-type: none"> • Programmed No.3 • Input power Level Bar "2" • Input time 10 min (2nd stage)
4	 <ul style="list-style-type: none"> • Touch  key 	 <ul style="list-style-type: none"> • The "0" will appear on the display

NOTE:

1. Touch " " key after confirming the contents of the unit's memory.
2. If nothing has been in the memory, the programme No. is flashing in the display window.





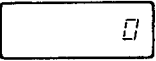
OPERATING INSTRUCTIONS (4)

HEATING METHOD

1. Ordinary Use

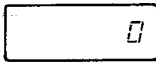


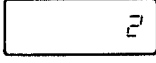
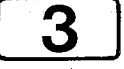
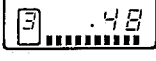
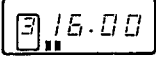
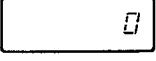
(Example) When programme No. 3 is programmed as:

First (Max power for 30 sec. Second (Power Level 2 for 10 min.

	Operational flow	Display window
1	<ul style="list-style-type: none"> Place food in oven 	 <ul style="list-style-type: none"> The "0" will appear on the display
2	 <ul style="list-style-type: none"> Touch PROGRAMME key number "3"(Heating Starts) 	 <ul style="list-style-type: none"> Light programmed No.3 Power Level Bar "10" The rest of heating time for 1st stage will show and count down to zero.
		 <ul style="list-style-type: none"> After 1st stage is completed, the rest of heating time for 2nd stage will show and count down to zero.
3	<ul style="list-style-type: none"> Cooking time ends Remove the food from oven 	 <ul style="list-style-type: none"> The "beep" tone sounds, "0" will show

2. Multi-Quantity Key Use

(Example) When DOUBLE is used.

	Operational flow	Display window
1	<ul style="list-style-type: none"> Place food in oven 	 <ul style="list-style-type: none"> The "0" will appear on the display
2	 <ul style="list-style-type: none"> Touch  key 	 <ul style="list-style-type: none"> "2" will show
3	 <ul style="list-style-type: none"> Touch PROGRAMME key number "3" (Heating Starts) 	 <ul style="list-style-type: none"> Light programmed No.3 Power Level Bar "10" The rest of heating time for 1st stage will show and count down to zero.
		 <ul style="list-style-type: none"> After 1st stage is completed, the rest of heating time for 2nd stage will show and count down to zero.
4	<ul style="list-style-type: none"> Cooking time ends Remove the food from oven 	 <ul style="list-style-type: none"> The "beep" tone sounds, "0" will show

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