

Factsheet





#### Name Wall Vape Vending Machine

#### Model

VVM-WM

### Summary

Revolutionize your business with the Wall Vape Vending Machine. Compact yet powerful, it features a 32-inch advertising touch screen, age verification, and cashless payment options. Ideal for clubs, bars, and events, it ensures secure, efficient service with a capacity of 200 units.

# Technical Specifications

Weight Approx. 150 lbs

Dimensions 25.4" W × 10.6" D × 40.5" H Refrigeration
Ambiant

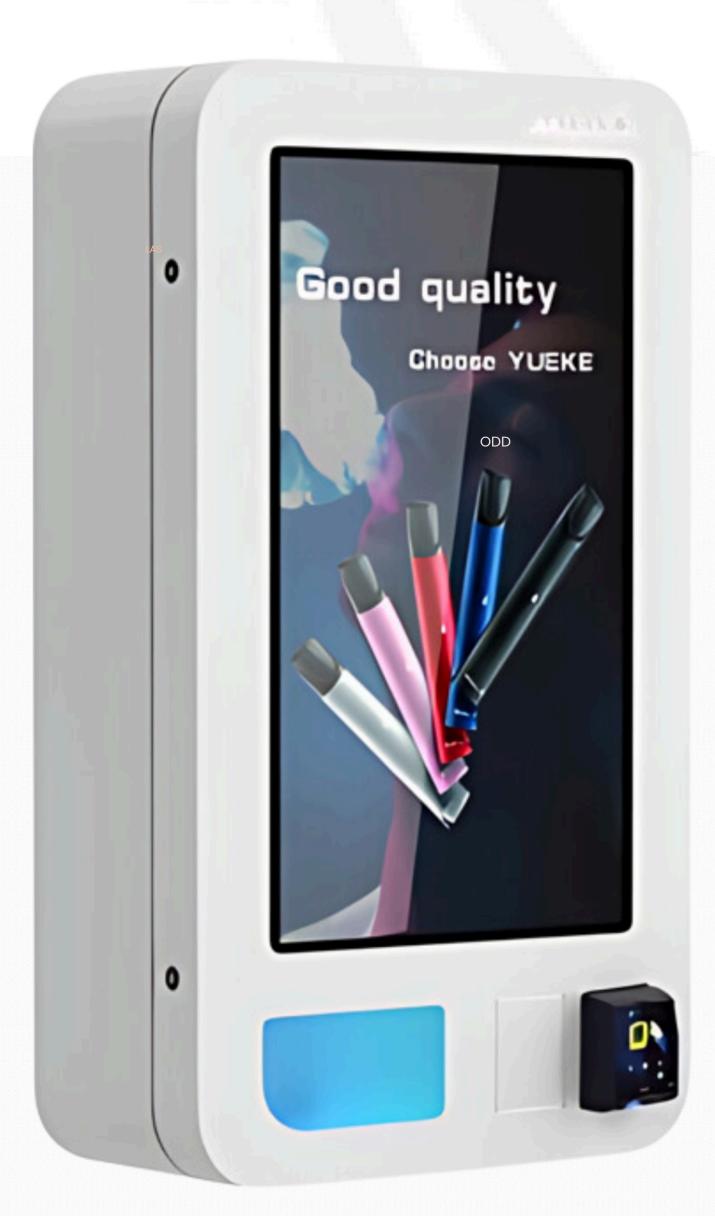
Payment Options
Supports credit card,
and mobile payments

Display
32-inch advertising
touch screen

Capacity
Holds up to 200 items

Construction
Full steel body for strength,
security, and long service life

VMFS Cloud Integration
Real time monitoring of sales,
inventory, and performance



### **Key Features**

#### 200-Unit Capacity

Compact yet holds up to 200 units, perfect for high-demand locations with limited space, ideal for vapes, snacks, and drinks.

## 3 VMFS Cloud Integration

The machine comes equipped with VMFS Cloud, enabling operators to remotely manage inventory, monitor sales, and track performance in real-time, offering unparalleled control over machine operations from anywhere.

## 5 Cashless & Touchless Payments

Customers can enjoy quick, secure transactions with cashless payment options like Apple Pay, Android Pay, and contactless credit cards, providing a seamless vending experience without the hassle of handling cash.

### 32-Inch AdvertisingTouch Screen

The interactive screen simplifies product selection and offers space for ads, creating extra revenue while keeping customers engaged.

# Easy Plug-and-Play Setup

Install in minutes—just mount, plug into a standard 110 V outlet, and the machine is ready to vend with no special wiring or tools required.

#### Age Verification

Ensure compliance with local laws while selling vapes and other age-restricted products. The age verification system offers peace of mind by allowing only eligible customers to make purchases, ensuring a safe and secure vending experience.