MAT Credit Concentrator

(V1.00)

Overview :

The MAT board allows the connection of three (3) input credit devices, such as a coin switch, DBA, and key switch, to game boards that have only 1 credit input. The MAT board also allows either the multiplication or division of the incoming credit pulses to ensure all out going credits have the same value. The MAT board also makes sure that any incoming credits are properly stored and sequenced to guarantee that all credits are properly given to the player, and in the event of a power failure the MAT board will store any credits that have yet to be sent to the main game. The unit also supports 3 separate meters, one for each input. Also, for those games that utilize a coin lockout system the MAT has an input for that signal to make sure no credits are sent when they should not be. For those games that may have problems recognizing credits that may come in during the transition from attract mode to game play mode (some Merit and Amuchine boards) the MAT board pauses after the first credit of any stream to allow the game board to catch up.

Pin Out : (See attached sheet also)

J1 (Inputs)

Pin	Description
1	Coin Switch Input
2	DBA Input
3	Auxiliary Input
4	Lockout input (Inhibit)
5	Ground In
6	+5VDC In

All Inputs use ground as the common.

*2 Jumper must be cut to use lockout/inhibit input.

J2 (Meter Power)

1 & 2	Meter +V

Unit comes prewired for +5VDC Meters for 12V Meters see next sheet.

*1 Jumper must be cut for 12V meter operation. (See next sheet)

J3 (Meter/Credit Out)

1 & 2	Coin Meter Out
3 & 4	DBA Meter Out
5 & 6	Aux Meter Out
7	Credit Pulse Out
8	Not used

DIP switch settings :

Each input is independently programmed using the DIP switches for either multiplication/division of the incoming credits, and also the multiplicand/divisor is set for each input. When set to divide any "odd" pulses are held until enough arrive to send one out, even in the event of a power failure.

MAT V1.00

Description	Value	Bank 1				Bank 2				Bank 3			
		1	2	3	4	1	2	3	4	1	2	3	4
Coin In Value	1	0	0	0									
	4	1	0	0									
	5	0	1	0									
	10	1	1	0									
	20	0	0	1									
	25	1	0	1									
	100	0	1	1									
	125	1	1	1									
Coin Multiply/Divide	Multiply				0								
	Divide				1								
DBA In Value	1					0	0	0					
	4					1	0	0					
	5					0	1	0					
	10					1	1	0					
	20					0	0	1					
	25					1	0	1					
	100					0	1	1					
	125					1	1	1					
DBA Multiply/Divide	Multiply								0				
	Divide								1				
Auxiliary In Value	1									0	0	0	
	4									1	0	0	
	5									0	1	0	
	10									1	1	0	
	20									0	0	1	
	25									1	0	1	
	100									0	1	1	
	125									1	1	1	
Auxiliary Multiply/Divide	Multiply												0
	Divide												1