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Introduction

The MACOS platform is one of the most advanced control systems, custom made for the pool table industry.

It incorporates the use of the well established Microcoin S5 and QL validators with provision for the new Microcoin SP validator. This enables players and operators to use and take all the coins that are programmed and enabled.

The MACOS platform can be connected to two types of displays the first being the “MACOS Single Display” which is a scrolling seven segment LED type showing the player all pricing information along with any credits retained.

The second being the “MACOS Dual Display”, this is the ultimate in pool table displays and provides all the features that the “Single Display” shows, along with full playing/programming instructions.

The Macos Platform is also compatible with a multitude of data retrieval systems.

Features

- Multicoin operation
- 3 levels of Price and Credit settings
- 3 levels of Price and Minute settings
- Standard game play
- Timed play
- Speed pool at any time
- 3 Happy Hour zones per day
- Data Retrieval
- Single 12volt dc supply
- Motor jam timeout
- Coin reject, strim and jam detection*
- Maximum Cash limit setting
- Game Audits
- Prize Cash level (on screen or ticket linked)
- Ticket Redemption

* Validator dependant

The MACOS Programming pad

Description and usage

This device is a three button programming tool that allows operators to view and change settings.

The ENTER button

This button is used to go into the selected menu and is also used to store data.

The UP button

This button is used to go up through a menu, and when data is flashing, pressing this will increment that data.

The DOWN button

This button is used to go down through a menu, and when data is flashing, pressing this will decrement that data.

The MACOS Navi Map

The Navi map shows the complete picture for all programming procedures, it is only used as a guide to the positions at which data may be edited.

Changing data (see Navi Map)

Pressing any button once will go into programming mode at the start of the first option. For example, at “Change Settings”, pressing ENTER will go into the “Change Settings menu”.

Alternatively pressing the up button will move up to the “Audits - Limits” option, again pressing the ENTER button will go into the “Audits menu”.

To Escape from a menu continue to press the UP or DOWN buttons until the word ESCAPE is displayed, pressing the ENTER button now will take you back to the previous menu, or alternatively take you back to game mode only if you are at the first menu.

Once the selected location is reached e.g. “GAME PRICE” press the ENTER button once and the current price of play will be displayed, if this price is suitable press the UP or DOWN buttons to move on, if not press the ENTER button again and the left hand digit will flash, indicating that you can edit this value.

Now, by pressing UP or DOWN will increment or decrement the flashing value. Press the ENTER button once when the desired value is displayed and the flashing digit will move one step to the right, repeat the sequence until the display no longer flashes. At this point press UP or DOWN to Escape or change other values.

This procedure applies to all editable values.

Please Note: -

When programming with the MACOS PROGRAMMING PAD it is not necessary to use the dip switch settings.

Setting the clock

The clock has been preset at the factory and should not need adjusting *.

In the event of clock failure i.e. fitting a new battery. The clock can be set up as follows: -

Select “set time 24 hour” (see Navi Map) pressing the enter button at this point will display the current time, use the up, down and enter buttons to set the correct time in 24 hour mode.

When setting a new day enter 1 for Monday and 2 for Tuesday etc.

Please note: -

Prior to initialising the clock the digits will not flash, this is normal!

Initialising the clock is achieved by the last digit entry.

* It may be necessary to adjust the time during British Summer time. This is achieved by following the above instructions.

Implementing Happy Hour

Happy hour pricing, bonus and credit settings are completely independent to the standard price and unique to each zone.

The default settings for each happy hour zone are as follows: -

Single game 20p play and no bonus. Timed game 50p for 4 mins.

Happy hour times are set to 00:00 start and 00:00 finish so as not to take effect, these times can be moved to suit your requirements.

To programme a zone enter your required pricing then the start and finish times, finally enter the start and finish day

Please note, when zones overlap zone 2 overrides zone 3 and zone 1 overrides zones 2 and 3.

All time settings are programmed in 24-hour mode.

Prize Winner Level

This feature once programmed allows users to insert cash in order to reach a pre programmed value once that value has been reached and “HOW MANY TICKETS” set to zero the MACOS system will display “WINNER”, The display will continue to display this until the game or timed button is pressed.

If “HOW MANY TICKETS” has a value programmed then the system will dispense tickets and will not display “WINNER”.

The prize cash value is programmable between £1 and £9999 (£1 increments only) See Navi map for programming location.

All cash inserted will be totalised including pence even if the power is interrupted.

The Navi Map

Programming Chart

Please complete the above chart for your reference
and retain with the pool table.

Cash limit

The cash limit is preset to £10.00. This is the maximum cash that can be inserted at any one time. Once this limit is reached the coin validator is disabled therefore preventing more cash being inserted.

The cash limit can be set between £0.00 - £99.99

This can be useful to prevent players staying on the table too long in one session.

Ticket Redemption

There are two modes of operation in order to dispense tickets

- 1 Dispense tickets on a pre-programmed cash level between £0.01p and £99.99 inserted in one session.
- 2 Dispense tickets on a pre-programmed cash level between £0001 and £9999 accumulated over time.

Once the cash level has been reached the preset number of tickets will be dispensed.

There is also a feature to enable operators to preload the ticket dispenser, this can be done by pressing the enter button at “load Tickets” this will then start the ticket motor and enable tickets to be loaded into the back of the dispenser assembly, tickets will then pass thro the assembly and stop automatically at the front.

MACOS Dip Switch Settings

Dip 1 switch settings (Not Implemented)

Price per game	Dip switch bank 1			
	1	2	3	4
10p	OFF	OFF	OFF	OFF
20p	ON	OFF	OFF	OFF
30p	OFF	ON	OFF	OFF
40p	ON	ON	OFF	OFF
50p	OFF	OFF	ON	OFF
60p	ON	OFF	ON	OFF
70p	OFF	ON	ON	OFF
80p	ON	ON	ON	OFF
90p	OFF	OFF	OFF	ON
£1.00	ON	OFF	OFF	ON
£1.10p	OFF	ON	OFF	ON
£1.20p	ON	ON	OFF	ON
£1.30p	OFF	OFF	ON	ON
£1.40p	ON	OFF	ON	ON
£1.50p	OFF	ON	ON	ON
£2.00	ON	ON	ON	ON

Bonus Games

Games	Dip switch bank 1			
	1 st Level		2 nd Level	
	5	6	7	8
None	OFF	OFF	OFF	OFF
1	ON	OFF	ON	OFF
2	OFF	ON	OFF	ON
3	ON	ON	ON	ON

Dip switch bank 2

Function	1	2	3	4	5	6	7	8
Inhibit High						OFF		
Inhibit Low						ON		
Default*							ON	
Clear*	ON							

*Single operation from off to on then back to off will activate the function.

Bank 1 above Macos logo.

Connection details

PL1 Microcoin S5 Validator connector

PL2 Microcoin QL and SP Validator connector

PL3 JST 10way part no H10P-SHF-AA
Button connector

Pin	Function
1	+12volt supply for lamps
2	Lamp 1 12v1.2w
3	Lamp 2 12v1.2w
4	Lamp 3 12v1.2w
5	0volt Switch common
6	Switch 1 normally open contact
7	Switch 2 normally open contact
8	Switch 3 normally open contact
9	Door Switch
10	Validator Inhibit input

PL4 Microcoin Faceplate (wakeup board)
connector

PL5 RS232 Communication port (half duplex)
1200 baud

PL6 Macos Single Display Connector

PL7 JST 6way part no H 6P-SHF-AA
Motor connector

Pin	Function
1	+12vdc motor supply
2	+12vdc meter supply
3	0v motor supply
4	0v meter supply
5	Motor cam switch common
6	Motor cam switch normally open contact

PL8 Macos Dual Display connector

PL9 JST 2way part no H 2P-SHF-AA
Free play connector

Pin	Function
1	Switch normally open contact
2	Switch common contact

PL10 Macos Onboard programming keypad connector

PL11 Power connector 2.5mm, centre positive.

PL12 Microcoin QL Validator programming connector.

Specifications

Power supply

Regulated +12volt DC @1200mA
Incorporating thermal cut out and overload protection.

Coin Validator Connectors

One connector dedicated to the Microcoin S5.

One industry standard connector for the Microcoin QL and SP.

One Dedicated QL programming connector.

Data Retrieval - Communications

Provided via 25 way D socket
Half Duplex
1200 baud,8 data, no parity

Printer

Provided via 25 way D socket
Half Duplex
9600 baud, 8 data & no parity

Printer supported: RS 244-632

Fuse Rating

1.25Amp

2.00Amp with ticket redemption

Battery

Varta Lithium type CR2430 @ 3v or equivalent.

User Response

To: Technical – Radical Shock Ltd

RE:

From: Name
Company
Address
City/Town
County
Post Code
Country
Tel
Fax

Would you like a reply: Y N

Questions

Do the features cover your requirements? If not please list below.

Does the MACOS Dual Display provide adequate player/operator information?

Other Comments, please list below

Please post to the address at the back of this manual or email to tech@radicalshock.co.uk Thank you for your reply.