

MEGATOUCH IITM

TOUCHSCREEN GAMES

FOR TECHICHNICAL ASSISTANCE

Inside US & Canada:

800-445-9353

Outside US & Canada:

215-639-4700

Call us! Please have the Model #,
Serial #, and Program # of your
game handy, so that we can
serve you better and faster!



CALL

Customer service

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Game Description

The Pit Boss Megatouch can be housed in a 13" countertop cabinet, a 13" cabaret cabinet or a 19" upright cabinet.

The countertop and upright models have 3 key-locked compartments: the CPU section, the coin mech section and the coin box. The cabaret model has 4 key-locked sections: the CPU, coin mech & coin box sections, as well as a locked rear monitor door. The countertop is equipped with one coin mech, and the upright and cabaret models have two; optional bill acceptors are available for the uprights.

CPU Section

The CPU section is accessible from the rear of the unit in the countertop and 19" upright versions. It houses the CRT, the monitor controls, the CPU (CRT-260), the 120 volt power supply and the main harness. In the cabaret model, the CPU section is located at the bottom of the front side of the unit and contains only the CPU and power supply (monitor controls for the cabaret version are located in the coin mech section).

- The CRT-260 is the "brains" of the machine. Located on the board are the program option EPROMs, the DIP switch, the volume control dial and the Dallas security key.
- The main harness is used to connect the CPU board to the power supply, the CRT controls and the CRT monitor.

Coin Mech/Coin Box Section

The coin mech/coin box section is accessible from the front of the unit. This section is key-locked for security purposes. A sturdy metal box, located within the coin mech section, holds all coins deposited into the machine. The coin box is separately key-locked for security.

Also located within the cavity of the coin mech are 2 internal switches, "SETUP" and "CALIBRATE," and the coin meter. Location of these switches can be seen in Figures 5 and 7. Pressing the "SETUP" button will bring you to the Megatouch Setup screen (see Figure 1). See the next section for calibration instructions.

The monitor controls for the cabaret cabinet can be found "velcroed" to the inside wall of the cabinet in the coin mech section.

Screen Calibration

The machine must be in the idle mode or game select mode to calibrate the touchscreen.

- Find the "CALIBRATE" button located behind the coin mech and press it to enter the screen calibration mode.
- Touch the center of the first circle that appears on the screen. Once touched, a second circle will appear on the screen.

NOTE: You must hold your finger on the circle for approximately 2 seconds for the calibration to be recognized.

- Touch the center of the second circle that appears on the screen.
- Once the second circle is touched, a crosshair will appear on the screen. To test the calibration of the screen, touch the crosshair with your finger and slowly drag your finger around the screen. The crosshair should follow your movement.
- Touch the "EXIT TEST" icon.

NOTE: On upright models, if you open the monitor door while the machine is on, you will have to recalibrate the touchscreen.

Maintenance

Cleaning the Cabinet

- The cabinet should be cleaned with a damp cloth and mild detergent.

Cleaning the Touchscreen Monitor

- The touchscreen monitor should be cleaned with a damp cloth and mild detergent.
DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS ON THE MONITOR. SUCH CLEANSERS COULD HARM THE TOUCHSCREEN OVER TIME.

To gain access to the entire surface of the monitor screen on the upright model, you will have to release the monitor door latches. To do so, open the coin mech door. Located inside, above and to the right and left of the coin mech, are two monitor

door latches. Unsnap the monitor door latches and lift the door upwards. See Figure 7.

If you want to gain access to the entire surface of the monitor screen on the countertop model, you will have to remove the top of the machine. To remove the top of the machine, unlock and open the rear door. Locate the thumb screws on each side of the monitor shelf. Remove the screws from each side; then, push forward on the top. Pull upwards on the top to remove it from the machine. See Figure 4.

Troubleshooting

Power Up Error Codes

The following error messages may be displayed on power up:

- **ERROR CODE 1:** *This indicates a defective or improper game program.*
If "ERROR CODE 1" appears, first check to ensure that EPROMs U9, U11, U14 and U15 are installed properly, with no bent pins. Please make note of the error code displayed and the numbers on the EPROM labels.
- **ERROR CODE 2:** *This indicates the question set chips are plugged in incorrectly.*
- **ERROR CODE 3:** *This indicates that the Dallas key is incorrectly installed or programmed.*
If "ERROR CODE 3" appears, check to see the key is plugged in securely.
- **ERROR CODE 4:** *This indicates that there is a possible problem with the question set.*
- **ERROR CODE 5:** *This indicates that there is an internal software problem.*

If you are unable to discover and/or correct the source of the error message, call **Merit Customer Service at 1-800-445-9353**.

Coin Jam

The game also has coin jam and stringing detection software. Should a coin become jammed in the mech or someone tries to string the mech, a continuous tone will be emitted by the game. To clear the coin jam indicator sound, the game must be powered down and back up.

If the game emits the coin jam indicator sound when powered up, this may indicate that the NORMALLY CLOSED contacts of the coin mechanism are being used. The NORMALLY OPEN contacts must be used.

DIP Switch Settings

Standard Program Settings

The game contains one DIP switch. The DIP switch comes factory set. It determines which size monitor is being used and also controls video sync adjustment. These settings should not need to be changed.

DIP SWITCH		
	OFF	ON
Position 1	13 " Touchscreen	19" Touchscreen
Positions 5 & 6	Horizontal Adjustment	Horizontal Adjustment
Positions 7 & 8	Vertical Adjustment	Vertical Adjustment

To adjust vertical and horizontal control:

- Press "TEST SCREEN" on the "Megatouch Setup" screen.
- A crosshair will appear on the screen. Change DIP switch settings until the horizontal and vertical lines of the crosshair meet in the middle.

Custom Program Versions

Some of the options or features in the standard game may not be offered in certain jurisdictions. Depending upon the program version being used, the settings may differ slightly.

PROGRAM #	PROGRAM VERSION	PROGRAM DIFFERENCES
9255-10-01	STANDARD VERSION	INCLUDES ALL OPTIONS - NO RESTRICTIONS
9255-10-02	MINNESOTA VERSION	EXCLUDES CASINO GAMES
9255-10-03	LOUISIANA VERSION	EXCLUDES ALL POKER GAMES
9255-10-04	WISCONSIN VERSION	GAME CANNOT END IF PLAYER BUSTS; 1,000 POINTS ARE ADDED TO END OF EACH HAND
9255-10-06	CALIFORNIA VERSION	EXCLUDES POKER DOUBLE UP FEATURE & NO FREE GAME IN SOLITAIRE
9255-10-07	NEW JERSEY VERSION	EXCLUDES SEX TRIVIA AND INCLUDES 2-COIN LIMIT WITH LOCKOUT COIL

To Enter This Screen, Press The "Setup" Button Behind The Cashbox

MEGATOUCH SETUP			
COIN-IN MENU		GAME MENU	
DISPLAY BOOKS		TEST SCREEN	
DEFAULT		CLEAR HI-SCORES	
YES	NO	SOLITAIRE BUY-IN	
YES	NO	SEXY TRIVIA/SEXY TWISTER ENABLED	
YES	NO	BONUS GAME IN SOLITAIRE	
2	3	ROUNDS IN TRIVIA TWISTER	
3	4	BALLS IN BREAKIN BRICKS	
NO	YES	THREE STARS ENABLED	
		3	
		CLEAR CREDIT	
		EXIT SETUP	
9255-10-01 11-29-1994 17:00:00			

Figure 1 - Megatouch Setup Screen

Setup Screen Functions

Coin-In Menu:	Enters the coin/credit setup screen.
Game Menu:	Enters the game menu selection screen.
Display Books:	Enters the bookkeeping statistics screen.
Test Screen:	Enters the touchscreen calibration test.
Clear Hi- Scores:	Clears all game high scores.
Free Credit:	Adds credit without using coin switch. Free credits are listed separately in the books screen.
Clear Credit:	All credits on the machine are erased.
Exit Setup:	Return to the attract mode.

Three Stars Enabled

This feature allows the high scores to be cleared without opening the game. When the game is in attract mode and the screen is touched, the message "YOU'VE GOT THE TOUCH - DEPOSIT COINS NOW" will appear on the screen. If the "three stars enabled" switch is set to "yes," a red, white and blue star will appear at the top of the screen in random order. Touch the stars in "red-white-blue" sequence to clear the high scores.

To Enter This Screen, Press "Game Menu" In The Setup Screen

1 SOLITAIRE .25	2 RUN 21 .25
3 TRIVIA TWISTER .25	4 ROYAL FLASH .25
5 DRAW POKER .25	6 TRIVIA WHIZ .25
7 MEM-O-REE .25	8 BREAKIN BRICKS .25

SOLITAIRE	HORSES	ROLL THEM BONES
RUN 21	ROYAL FLASH	
TRIVIA WHIZ	TRIVIA TWISTER	
DRAW POKER	MEM-O-REE	
SUPER 7 STUD	BREAKIN BRICKS	

CLEAR ALL	CLEAR ONE	FORMAT	EXIT
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Figure 2 - Game Menu Screen

The game list and prices may be programmed using this screen. Up to eight games may be made available for the players to choose. The top of the screen shows the eight game positions available, with the price for each game. The lower section shows all games included in the program. The lower buttons will clear the entire menu, clear the selected menu item, format the game menu to eliminate blanks and exit the game menu screen.

To program the game menu, select the menu position at the top of the game by touching that position. Then touch the game name from the game list on the lower portion of the screen. That game will now appear in the menu. To adjust the price, touch the price in the game menu. Each touch will rotate the price from 25c, to 50c, to 75c, to \$1 and back to 25c. Touch "EXIT" when done.

To Enter This Screen, Press "Coin-In Menu" In The Setup Screen

COIN/CREDIT SETUP

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	1		1		1
3E	1		1		1
4E	1		1		1
1M	1		1		1
2M	1		1		1
			DEFAULT		EXIT

Figure 3 - Coin-In Menu Screen

The coin/credit ratios of the game may be adjusted to meet any application. The CPU board supports up to six coin inputs: two mechanical mech inputs (1M and 2M) and four electronic mech inputs (1E, 2E, 3E and 4E). Electronic coin mechs are typically used when more than one type of coin needs to be accepted. If you would like to convert your game from a mechanical mech to an electronic mech, please contact your distributor or Merit Technical Support for wiring details.

The coin/credit ratios can be adjusted by touching the screen at the location you want to change. The meter pulse can also be adjusted so that the coin meter can show the actual cash value of the coins in the cashbox, not just the total number of coins.

Example: Let's say that in the country of Atlantis the currency is called units. Atlantis, however, has a 1 unit coin, a 2 unit coin and a 5 unit coin. You decide that 1 credit on the game should cost 1 unit. However, to encourage more play you want to give 6 credits for a 5 unit coin. The coin setup screen would be programmed as follows:

COIN INPUT	COINS	=	CREDITS	&	METER PULSES
1E	1		1		1
2E	1		2		2
3E	1		6		5

For every 1 unit coin, the game would give 1 credit and count 1 pulse on the mechanical coin counter. For every 2 unit coin, the game would give 2 credits and count 2 pulses on the mechanical meter. For every 5 unit coin, the game would give 6 credits and pulse the mechanical meter 5 times. The mechanical meter will now display the total number of "units" in the cashbox, not total coins or credits. Press "DEFAULT" to return to the factory settings. Press "EXIT" to return to the GAME SETUP menu.

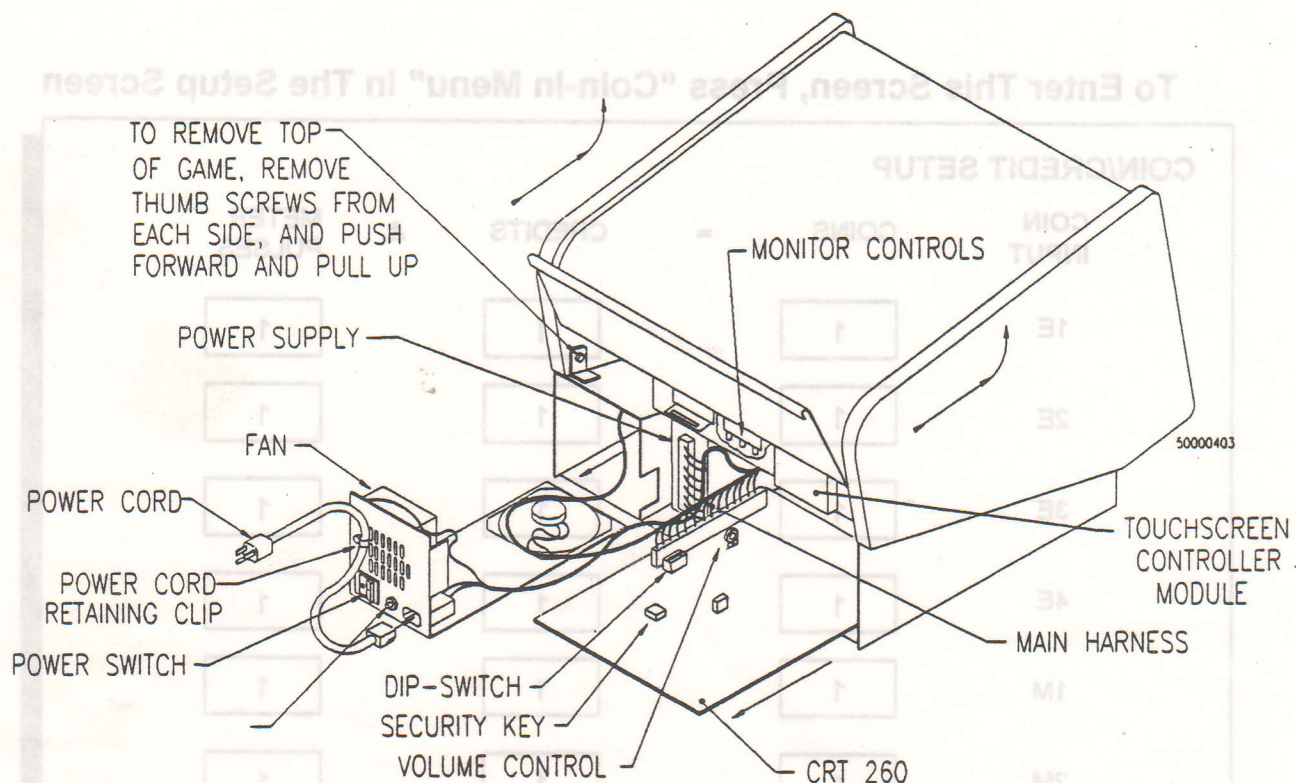


Figure 4 - CPU Section - Pit Boss Megatouch (13" Countertop)

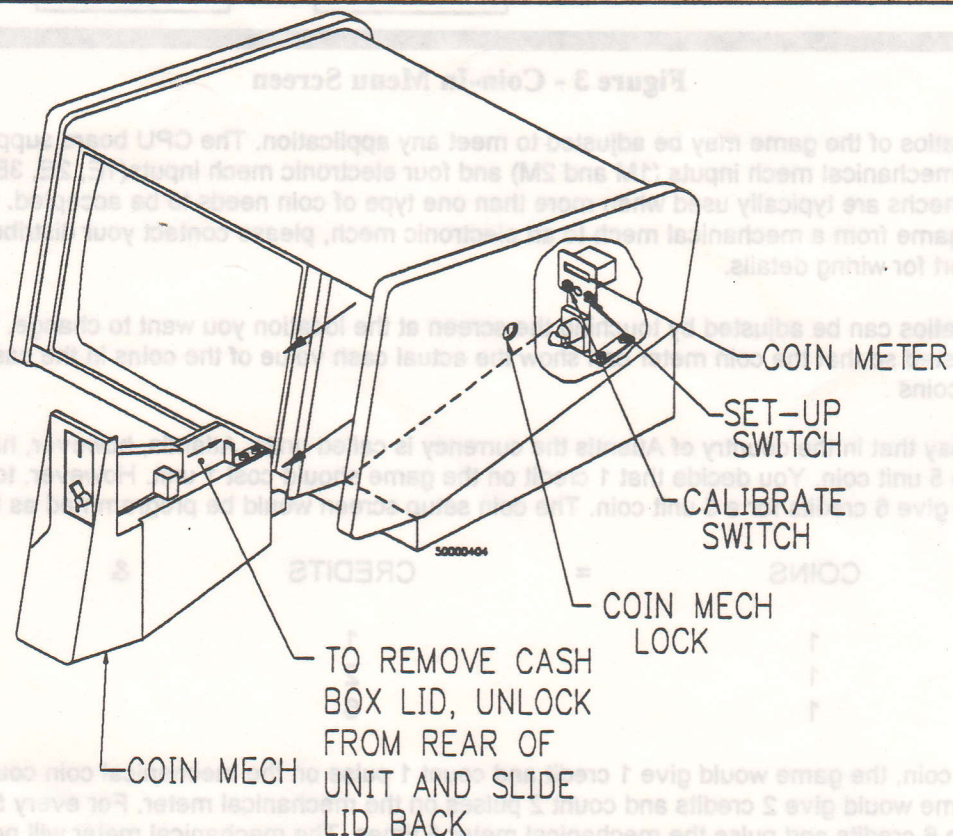


Figure 5 - Coin Mech/Coin Box Section - Pit Boss Megatouch (13" Countertop)

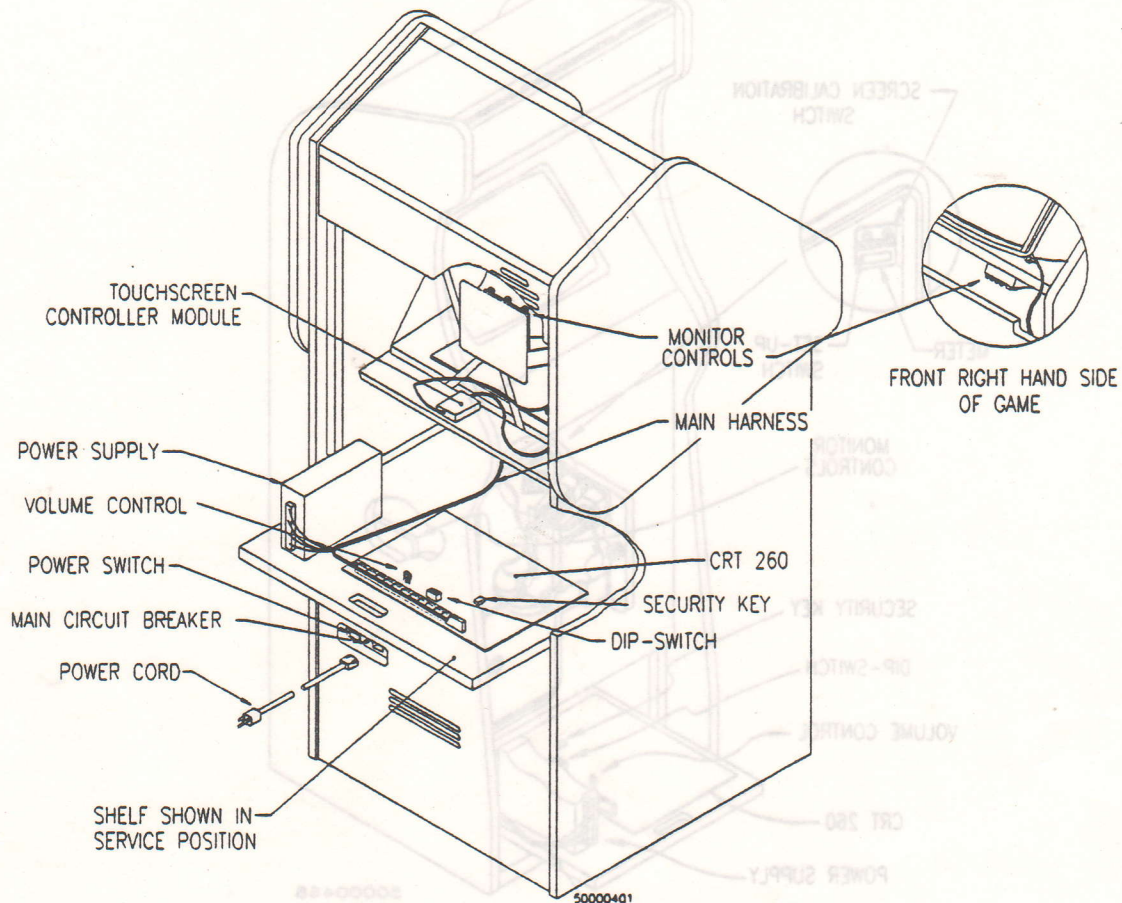
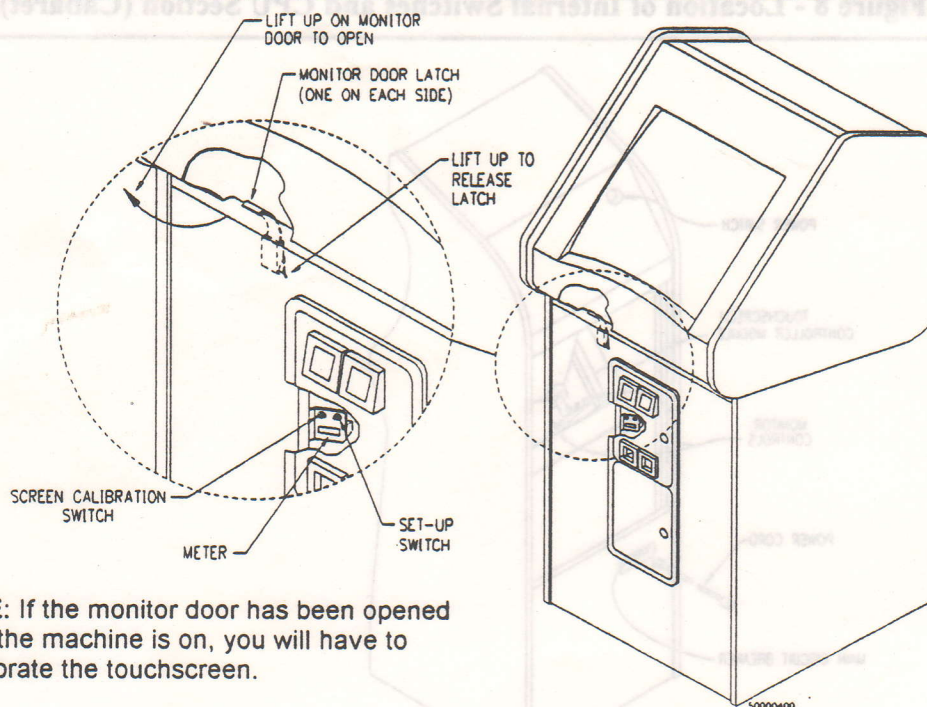


Figure 6 - CPU Section - Pit Boss Megatouch (19" Upright)



NOTE: If the monitor door has been opened while the machine is on, you will have to recalibrate the touchscreen.

Figure 7 - Location of Internal Switches and Monitor Door Latches (19" Upright)

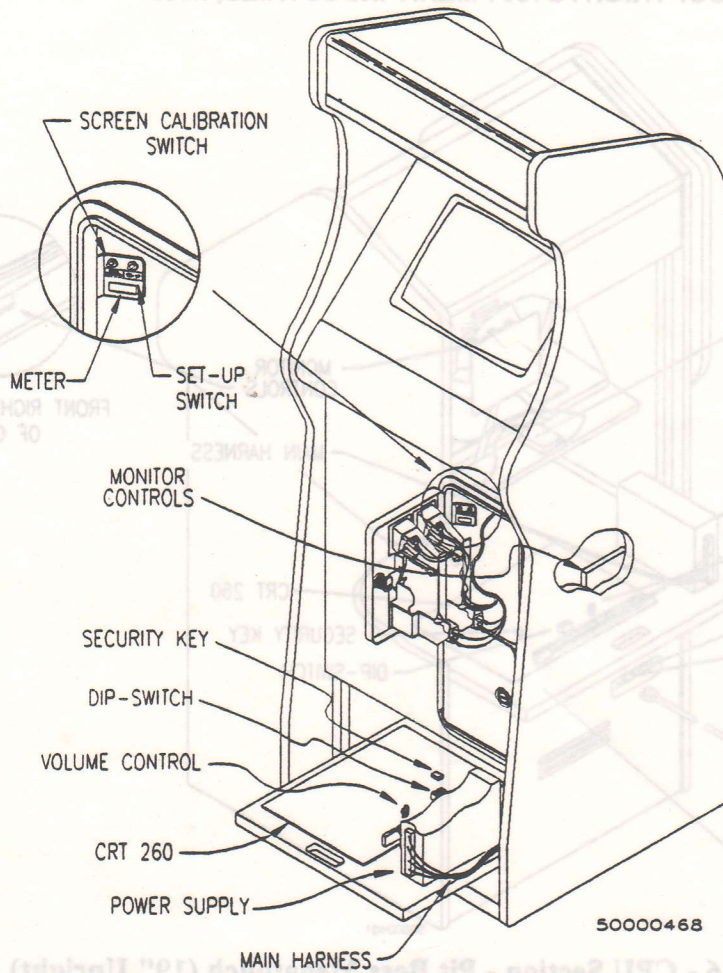


Figure 8 - Location of Internal Switches and CPU Section (Cabaret)

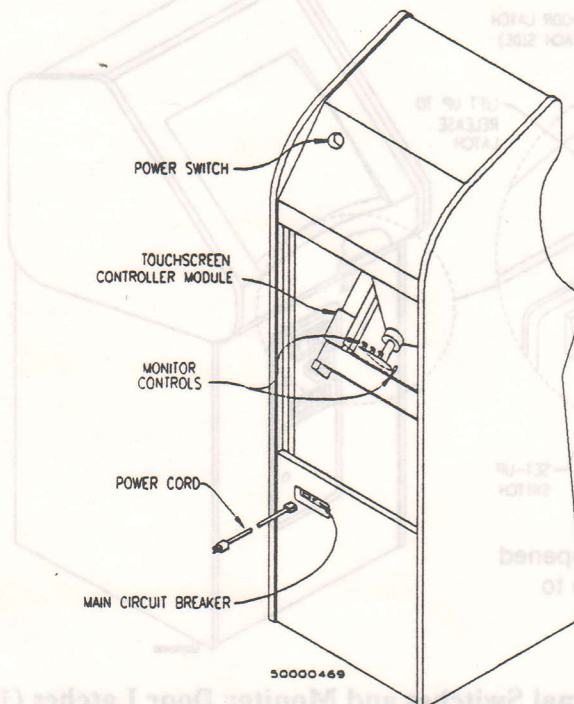


Figure 9 - Rear View (Cabaret)

PARTS LIST

PART NO.	DESCRIPTION	CABINET
PRINTED CIRCUIT ASSEMBLIES		
TA10004-01	PCA,CPU,VID,T/S,260	13"
TA10004-02	PCA,CPU,VID,T/S,260	19"
TRANSFORMERS AND POWER SUPPLIES		
EC2001	CORD, POWER,USA	13",19"
EC3040	CIRCUIT BREAKER	13",19"
EC7526	POWER SUPPLY,SWITCH,11 AMP	13",19"
SA3206-01	POWER ENTRY,U/R 19",T/S	19"
SB1573-01	FILTER ASSY,POWER ENTRY,#6 LUG	13"
SPEAKERS AND MONITORS		
EC9348-0A	COLOR MONITOR 13"	13"
EC9374-0A	COLOR MONITOR 19"	19"
EDC9824	OVERLAY,T/S,13"	13"
EC9823	OVERLAY,T/S,19"	19"
EC9826	CONTROL MODULE, MTOUCH T/S SENSORS	13",19"
MISCELLANEOUS HARDWARE		
HW4498	FINGER HD MACH #10-24 X 1/2"	13"

Merit Video Countertop Limited Warranty

In certain instances, due to geographical or other considerations, Merit may offer PCB warranty service on an extended time basis as follows:

Merit Industries, Inc. warrants its video countertop and upright machines to be free from defects in material and workmanship for a period of six months from the date of delivery or seven months from the date of shipment from its facilities, whichever occurs first. The warranty covers all electrical components (except fuses and light bulbs) and printed circuit boards. Other items are covered by warranty periods offered by the original equipment manufacturers (power supplies - 90 days; video monitors - 90 days).

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

Merit products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. Merit assumes no responsibility for damages once the product has left its facilities and any disputes regarding transportation damage must be resolved with the shipping company(s).

Merit will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to Merit's repair facility and Merit is notified of the failure within the warranty period. Merit reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. Merit will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

Merit's obligation shall be limited to repair or replacement as stated above, and shall specifically exclude any liability for consequential damages or loss of earnings.

Merit may, at its discretion, provide replacement parts under warranty prior to receiving defective items without incurring any ongoing obligation to extend such accommodations.

(a) User notifies Merit in writing (or FAX) of PCB failure, providing dates of failure, serial numbers and a brief description of failure symptoms.

(b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by Merit and sent in one shipment to save shipping expenses.

(c) Merit honors warranty as per dates of failure notification.

The above terms and conditions constitute the sole obligation, written or implied, of Merit Industries under its warranty coverage.

FCC WARNING

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS "A" COMPUTING DEVICE. OPERATION IN A RESIDENTIAL AREA MAY CAUSE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

