MICRO32 (Art.700)

SMALL - SIMPLE - COMPLETE

Micro32 is a computer purposely studied and developed for the managing of billiard parlours and for all cases in which one wishes to charge for the time used on a given unit. The specialized designed without the use of a personal computer offers many advantages.

MICRO32'S features:

- **Simple to learn and to use**. A specially designed keyboard with a button for each table and only a few operational buttons makes the unit easy and quick to use. The tables in action are indicated by the red lights on the respective numbered buttons so you can have an immediate picture of the situation at the moment.
- **Small and sturdy** metal container (37 x 16 x 11 cm). Easy to set up, it may be placed on a table or fastened to a wall while taking advantage of relative inclined positions for better visualization and operation.
- **A picture of the charges** on a red display terminal which can be seen easily from a distance even by the customers. A picture of messages for the operator on a liquid crystal display terminal with two (2) lines of forty (40) characters each.
- **No use of discs** for keeping data. The data remain in the memory bank for at least twenty (20) years without any need for maintenance. The clock inside the unit is used to manage the hourly bands and it too has a 20-years life span. The clock has been calibrated for a maximum error of only two minutes over the course of a year.
- **Ready for resale**: small, easy to use, reliable, well built for shipment, no monitor or discs, a choice of five languages (English, Italian, German, French and Spanish) for the displayed messages as well as a choice of the monetary unit of any country whatsoever, it is supplied ready to be connected to the accessories (printer, lamp control, ball control).
- **Management of 32 tables**, in regard both the charge due for the length of the game and that due for the food and drink consumed by the players, charges which can easily be assigned to the table involved. When the game is over, you will have available an account of the bar bill as well charge for the game.
- **Programmable rates**: the tables can be divided into 6 groups. Each group has a minimum game price, three normal hourly tariffs and three club tariffs (activated using the START CLUB button instead of the START button). The tariffs can alternate throughout the whole of the week by programming the hourly bands.
- **Management of the count totalizer** with two keys, ideal for premises with employees. The SERVICE key permits your employees to manage separate and partial counts (for games and food and drink consumption). The INSTALLATION key is used to close the container so as to avoid mishandling, and it also permits access to the programming and to the display of different totalizers which govern separately the game and the food-and-drink charges. There are individual and general totalizers that can be reset to zero, with a recording of the hour and date of the last reset to zero, and there are general totalizers which cannot be reset to zero.
- An **internal battery** allows the MICRO32 to be turned on in the event of electrical blackout so that you will be able to get a display of the charges due. That battery does NOT serve to keep data in a memory bank; such data will be retained however even if the battery is removed.
- **Set up with five (5) connection devices to connect the following accessories:**
  One (1) PRINTER, two (2) LAMP CONTROLS and two (2) BALL - CONTROLS.
  -- Each BALL-CONTROL can control the balls for eight (8) or sixteen (16) tables (2 models).
  -- Each LAMP-CONTROL can control the lights for four (4), eight (8) or sixteen (16) tables (3 models).
  -- Each control mechanism may be positioned as far as one hundred (100) metres from the MICRO32, and the connection is made by means of a thin cable 4 mm in diameter. The control mechanisms may thus be set up in the best place for simplifying the connections to the lights or the ball-containers, and the MICRO32 can be positioned where it is most convenient for the operator. The unit lends itself ideally, therefore not only to new game rooms but also to existing rooms since it features a simple electrical system.
- **Power supply**: 230Vac, 50mA Max (Available also for 115V).
- **Measurements**: 37cm long, 11cm high, 16cm deep - 4.7kg.

MICRO32 2nd version (Art.700/2)

There is also a second version of the MICRO32 which has several additional functions:

- 4th TARIFF IN THE HOURLY BANDS. Four hourly tariffs are supported for each table, which alternate throughout the day or the week (4 normal tariffs + 4 club tariffs).
- SPECIAL BAR BUTTONS. In order to help the BAR management, up to 16 different preset refreshments can be programmed, complete with description and price, in combination with a series of special buttons (from 17 to 32).
- LIGHTING UP OF THE LAMPSHADES FOR CLEANING. It allows, under particular conditions, to turn on the lampshades for cleaning the tables without any charge.
- SUPPLEMENTARY PRINTING FUNCTIONS.
- EXCHANGE BETWEEN TWO TABLES. It allows players to change tables whilst the time is running.

ACCESSORIES for MICRO32

PRINTER (Art.710) ...>>Link
Prints on forty (40) columns. It automatically prints the receipt at the end of each game or only when the PRINT button is pushed. Printed on the receipt is an account of the game charges and possible food-and-drink charges, and the first line of that receipt may bear an advertising message. Choice of whether or not to print on the receipt the beginning and ending time of each game. Useful for printing the complete status of the totalizers as well as of the programming.

LAMP-CONTROL ...>>Link
Is designed for controlling the activation of lamps or other electrical appliances. Three models available: for 4, 8 and for 16 lamps. Each of its outputs is relay-controlled and protected by a fuse. The load that can be applied to each output is 5A/250 V.

BALL-CONTROL ...>>Link
The BALL-CONTROL is designed for controlling the BOXes (cases) which hold the billiard balls. The connection between each BOX and the controller is carried out using two wires at low voltage (24V).
BOX is a sturdy metal container with a simple mechanical system (patented) for controlling the billiard balls.
There are BOXes for all types of billiard balls: see ARTICLE CODES section.
When a game start (START) is given to the MICRO32, the ball door opens automatically thus allowing the player to take the tray holding the balls. When the tray with ALL the balls is replaced into the BOX and the door is closed (the door will not close if even one ball is missing), the MICRO32 will stop the time count and display game-over to the operator.
The BALL-CONTROL can also be connected to simple ball holders where a micro-switch trips when the ball tray is removed. In this case the game starts automatically when the tray is removed.
Three models available: for 4, 8 and 16 BOXes.

Art.700
...MICRO32
Size: 37x11x16cm. - Weight: 4.6kg.

Art.700/2
MICRO32 2nd version
Size: 37x11x16cm. - Weight: 4.6kg.

Art.710
...PRINTER for MICRO32
Size: 17x12x10,5cm. - Weight: 1.4kg.

Art.739
CONTROL-LAMP-4 (4 lamps controller)
Size: 20x15x8cm. - Weight: 0.7kg.

Art.740
CONTROL-LAMP-8 (8 lamps controller)
Size: 24,5x19,7x9,5cm. - Weight: 1.25kg.

Art.741
...CONTROL-LAMP-16 (16 lamps controller)
Size: 31x23,5x12,7cm. - Weight: 1.8kg.