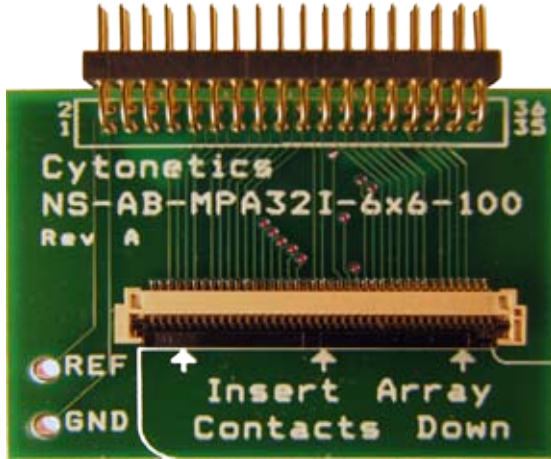


NS-AB-MPA32I-6x6-100

Revision A

Top View:



For use with the following electrode arrays:

- SGA6X6-CA20-100X100-1500X775
- SGA6X6-CA75-100X100-1500X775
- SGA6X6-CA175-100X100-1500X775
- SGA6X6-CA300-100X100-1500X775
- SGA6X6-CA450-100X100-1500X775
- SGA6X6-CA800-100X100-1500X775
- SGA6X6-CA1500-100X100-1500X775

Description:

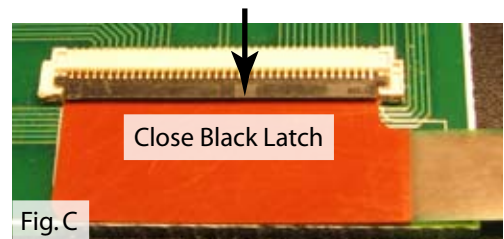
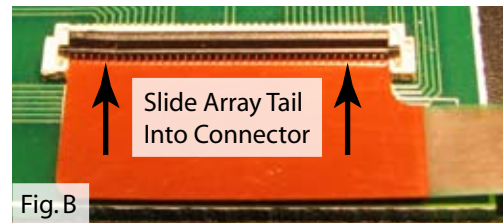
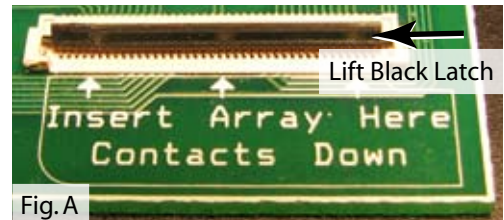
The NS-AB-MPA32I-6x6-100 adapter board connects a 36 channel N-Slice Series electrode array to a Multi-channel Systems 32-Channel Miniature Preamplifier (MPA32I).

Directions:

1. Open (flip up) the black colored latch on array connector (Fig A).
2. Fully insert the tail of electrode array into connector while it is flat against the circuit board. The gold contacts on the array face down so that they are not visible when inserting the array (Fig B).
3. Close (flip down) the black colored latch on the array connector. It should make a snapping sound (Fig C).

Note:

The array connector has a maximum life of 50 open and close cycles. Discontinue use of adapter board at end of life for maximum connection reliability.

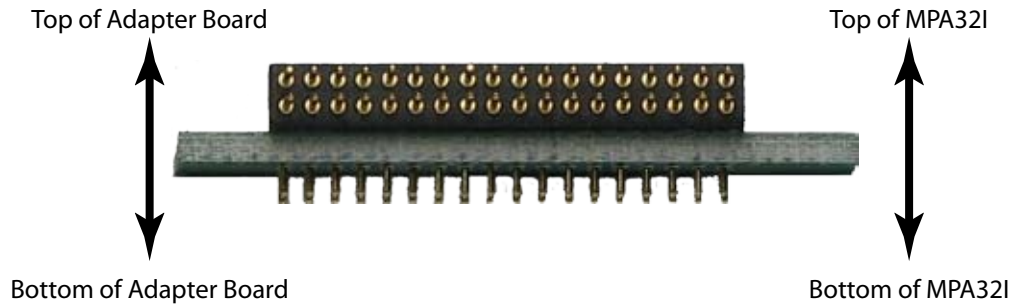


Pinout:

MPA32I Pin	MPA32I Channel	N-Slice Electrode	N-Slice Pin
N/C	N/C	1	19
4	2	2	18
5	3	3	17
6	4	4	16
7	5	5	15
8	6	6	14
9	7	7	3
10	8	8	4
11	9	9	5
12	10	10	6
N/C	N/C	11	7
14	12	12	8
15	13	13	9
16	14	14	10
17	15	15	11
18	16	16	12
35	17	17	13
35	18	18	20
35	19	19	21
35	20	20	28
23	21	21	29
24	22	22	30
25	23	23	31
26	24	24	32
27	25	25	33
N/C	N/C	26	34
29	27	27	35
30	28	28	36
31	29	29	37
32	30	30	38
33	31	31	27
34	32	32	26
3	1	33	25
13	11	34	24
28	26	35	23
N/C	N/C	36	22
35	REF	N/C	N/C
36	GND	N/C	N/C
1	GND	N/C	GND (On Board)
2	REF	N/C	REF (On Board)

Note:

Connect MPA32I miniature preamplifier to the adapter board so that the mounting screws are not visible when viewing the top of the adapter board. The top of the adapter board is the side that has the connector for the electrode array. The side with no screws is considered the top side of the MPA32I amplifier.



N/C = No Connection

Electrode-Array Pinout

