

Wins (SuperElex) → Focus upgrade

Main differences between Wins and Focus

- FOCUS manages Roles and Users Privileges: it is possible to create several Roles (Manager, Cashier, Bartender, Employee, etc.) and set individual privileges for each role and/or each user.
- Each user can have password, magnetic card, fingerprint, personal photo and individual login limits.
- Each transaction and operation is tracked in the database with user data.
- Quick login with Magnetic Card or Fingerprint: it's enough to swipe the Card, or place one finger over the Fingerprint device, to log in.
- Real Multi-task operations: it's possible to keep transactions pending and perform other new operations, like open lanes, open time games, transfer lanes, etc.
- Multi-operations: add/remove player, open/close lanes, lane transfer, lane payment (even with different game/credit limit), etc.
- Single and multiple lanes commands like Lock lanes, Lane transfers (even on busy lanes), park lanes, etc.
- Split-payments, Discount, Refund, Paid Out and Tips operations. All these operations are controlled by User rights and tracked on Report system .
- Multi-Drawer System: every FOCUS workstation can control one or more Cash Drawers and each user has a Cash Drawer assignment; it is possible to create Virtual Cash Drawers and close all batches from any workstation or from a central workstation.
- Cash Control: Opening amount, closing amount, management of each shift.
- XReport, ZReports and ZZReport: to check and print each shift income; easy cash Drawer checking with individual line for cash, credit card, checks, refund, etc.
- Multi-Payment collection: cash – checks – Account –Credit Card (with Pcharge also with Credit card processor) – Embed Card - bowling membership card/fingerprint. Each payment has own area for database & reports tracking.
- View-print Last Receipt or review/print any old Receipt available on database.
- Taxes and Multi Taxes management.
- FOCUS provides automatically backup of the database in background and all the unnecessary records are erased to have the best database performance, ever.
- Create your Lockers room and hire the Lockers to the bowling members with monthly or annual rate and with key deposit. With Warnings for Lockers expiration and capability to print expiration's advice sheets.

- POS plug-in for Bar, Pro-shop, Restaurant (multiple orders, charge to time games or bowling lanes, pay now, automatic price management for quantity, Happy Hour management, personalization of the POS orders, Kitchen and Bar printer to automatically send the orders)
- Time Clock management for users in/out.
- Unlimited time zone/rate: each rate can be set with different time slot, tax, price, quantity, validity period. Manager rates and comp-rate for special parties.
- Report system with Start-end day/ time selection (the user can select a single day, a single time period in the day, period as week, multiple days, etc: Summary reports (incomes and cash flow of the whole centre), Detailed reports (incomes, rates, items divided by area, Refund and all cash outlay details, etc.), Cash Drawers and Users details report, Lockers, Membership transactions, score performances, price & items lists. The database contains a built-in stored procedure to access data for Reports and customers can design customized reports (Crystal Report© required). All reports are exportable in several format (Xml, Pdf, Excel, Word, etc.) with only a couple of click.
- Advanced Booking system with possibility to track the credit card information during reservation, Recurrent reservations, Members booking, Complete Status Warning icons and messages. Integration with Easy bowl booking system for on-line reservation.
- Time Games management with Any Rate you like (kids, senior, weekend, morning, etc.), Minimum price required, Membership card for discounts; POS items can be charged to opened time games. ON/OFF management with ATGPCNET device (network device) with automatic OFF in pre-paid mode.
- Individual player settings: each player is an “entity”, with its own game and time limits. This allow the greatest flexibility in several operations: players playing on the same lane can have different game limits and payment mode, players can be transferred to an already opened lane with different play modes but will retain its own settings
- Advanced Lane hiring module: lanes can be hired with post-paid, pre-paid or pre-paid and collect later payment mode. Game mode and limits can be set by time or by games and, during the payment, the mode can be converted as needed, from game to time or from time to game. Payments can be applied with different modes, lane by lane and player by player:
 - Games/Frames x Player (traditional)
 - Hours/Minutes x Lane (time and payments are split among players)
 - By Player (each player pays a fixed amount)
 - By Time x Player (each player pays for a time portion)
 - By Lane (fixed amount for parties)
- Coupons payment: individual free games coupons and pre-paid frames (for membership).
- Package combo: combination of games with special prices, combination of games plus food and/or pro-shop items. Each package can be limited per min-max number of player and/or game limit.
- Grand Prix: Superb total 3D Racing Game combined with bowling game, single lane or multi lane Race.
- Poker Game.

- 3-6-9 Game.
- Pre-bowled games (very important for League players).
- Wizard Name entry from bowler's console.
- Lane Graphic could be displayed as 5/ 10 frames, 10 frames, from 5 to 10, etc.
- Redemption ticket system available
- Fidelity Points management for members*
- Frequent Bowlers Tracking*

**work in progress

Hardware change requirements (Lanes)

- LANE COMPUTER: Superelex\Elex (with RJ45 Net port) lane computer needs to be substituted with VLC Lane Computer
- NETWORK SWITCHES: 10Mb network hub will be substituted with 100 Mb speed devices (1Gb if available),
- PINSETTER INTERFACE and SCIBA CAMERA: keep the existing hardware, if needed, the technician will provide a free-of-charge chip update**.
- LONG CABLES: keep the same long cables
- BOWLERS CONSOLE: keep the same existing hardware
- OVERHEAD MONITORS: LCD 32" or 42" required, with XGA standard (1024x768 60Hz) compatibility

** A.P.I. required for automatic Bumpers control.

Hardware change requirements (Front Desks)

FRONT DESK: each workstation must be equipped as following:

- Quad-core processor
- 4GB RAM memory
- 1Gb Network Adapter
- 1 or more serial COM ports, one for each device used (Magnetic Card reader, Cash display, Pouring system, etc.)
- 4 or more USB ports (Hasp key, Receipt printer, Fingerprint, Score printer, etc.)
- Windows XP Professional SP3 or Windows 7 Ultimate operating system