



## Steltronic Stand-Alone Vision Lane Computer Settings and Options

Please note: This software version refers to 19.0.3.4, and if your lane computer has something older than 19.0.3.4, please visit our [service website here](#) to update and download your Vision Lane Computers to the latest version of software.

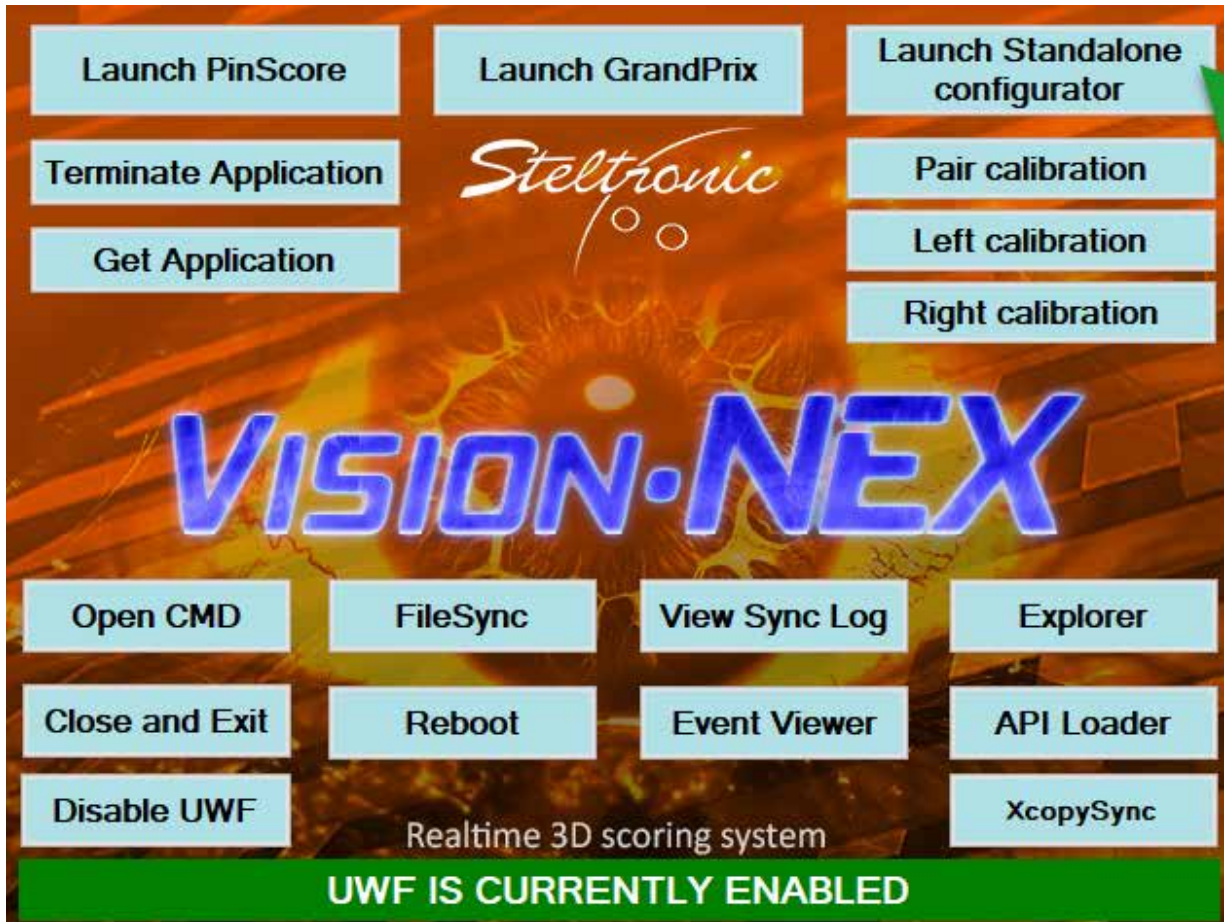
The image is a screenshot of a software menu titled "Focus Software Manuals". In the top left corner, there is a logo for "Steltronic FOCUS-NEX Integrated Bowling Center Management System". The menu is organized into several sections:

- User Manuals**
- Miscellaneous Manuals**
- Stand-Alone VLC Manuals**
  - 1. Stand-Alone Vision Lane Computer (VLC) Installation
  - 2. Slide Show Background Images (Stand-Alone VLC)
  - 3. Stand-Alone VLC software update
  - 4. Stand-Alone VLC options (highlighted with a red box and a red arrow pointing to it)
  - 5. Stand-Alone VLC Maintenance Options
  - 6. Stand-Alone VLC End of Game Notifications

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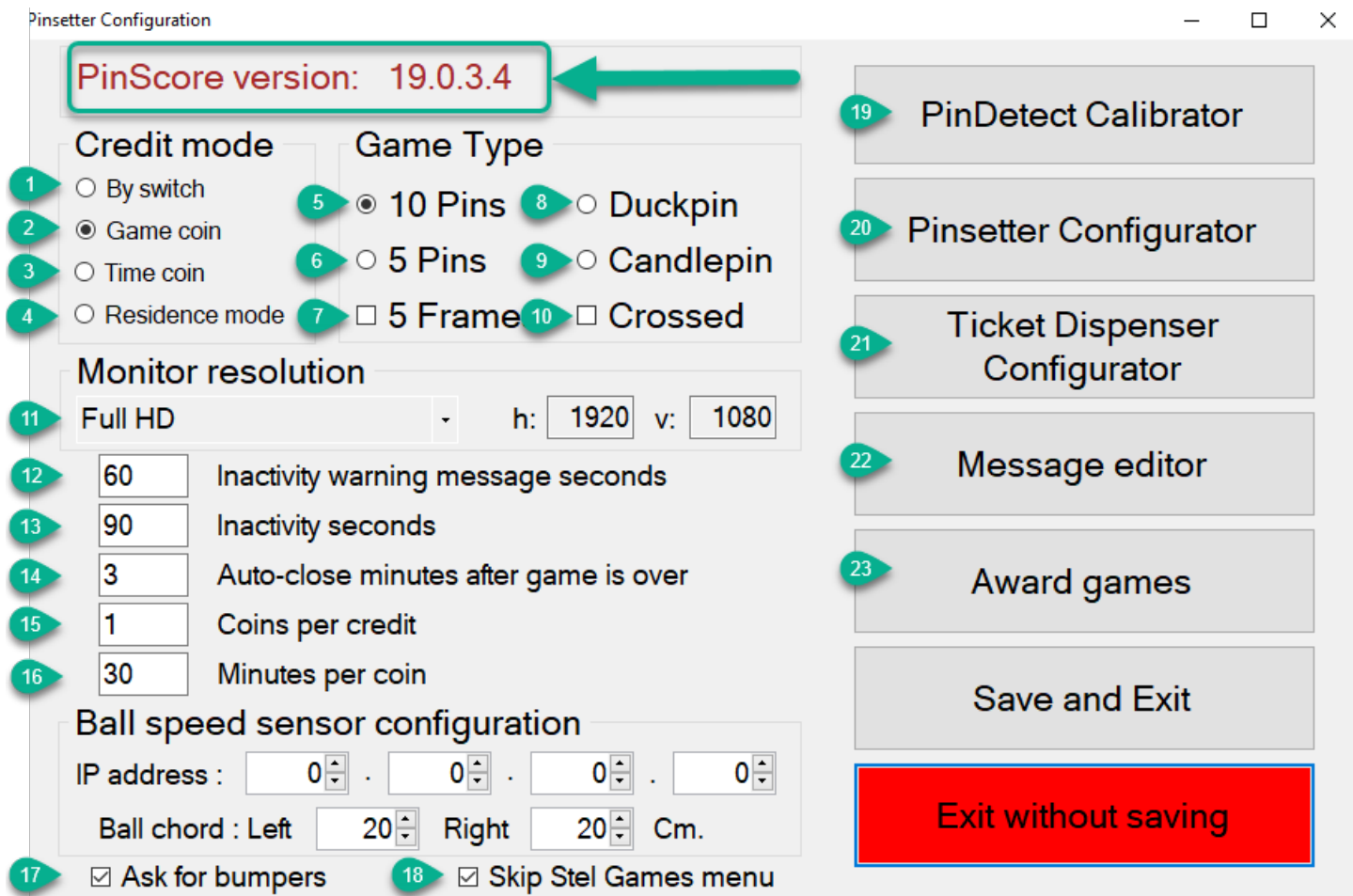
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To setup the system and change options, click the Launch Standalone configurator button.



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## Steltronic Stand Alone Vison Lane Computer Options

1 When selecting "BY Switch", the bowling game will automatically be started when a switch is turned on for each lane. You receive one player on the lane, and additional players can be added to the lane using the QWERTY bowler console, or touch screen monitor. If you have YES-NO buttons only as a bowler console, this feature of "By Switch" will not work, and you must select 2 or 3



2 When selecting game coin mode, the game of bowling will begin when a "momentary" switch is pressed, a coin switch is activated by a coin, or card reader that simulates a "pulse" has occurred. Further configuration below from 15 determines how many "pulses" need to occur before the 1<sup>st</sup> player is added to the lane. In the example above, one "pulse" from the coin, switch, or card reader will place one player onto the lane for bowling.


3 When selecting time coin mode, the game of bowling will begin when a "momentary" switch is pressed, a coin switch is activated by a coin, or card reader that simulates a "pulse" has occurred. Further configuration below from 15 determines how many "minutes" will be


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added to the 1<sup>st</sup> player is added to the lane. In the example above, one “pulse” from the coin, switch, or card reader will place one player onto the lane for 30 minutes of bowling. You receive one player on the lane, and additional players can be added to the lane using the QWERTY bowler console, or touch screen monitor. If you have YES-NO buttons only as a bowler console, this feature of “Time Coin” will not work, and you must select  or .


 When selecting residence mode, this is essentially a free mode of play and the mechanical switches and/or pushbuttons are not necessary. You must have a full keypad QWERTY console or touchscreen to use this mode. When the system is placed into Residence mode, you touch the screen or using the keypad, you touch the touchscreen or press any key to start the game and one player is added onto the monitor(s). Additional players can be added to the bowling lane using the touchscreen or keypad by selecting “add player”.




The bowling will continue until there is no activity on the lane, and you can adjust the amount of time for inactivity using function  as described below.


 This is for displaying the length of time that a message is displayed on the monitor to inform the bowler that a ball must be rolled, or pressing a key on the bowler console must occur before the scoring will be turned off.



 This is the amount of time (in seconds) that has elapsed with no activity on the lane. In the example above, 90 seconds (1-1/2 minutes) will be counted from the very last ball rolled, or the press of a key on the bowler console or touch screen. If the bowlers are not bowling or using the bowler console, and 90 seconds has elapsed, a message will be displayed on the monitor informing the bowlers to roll a ball, or press a key on the bowler console. The message will be displayed for the number of seconds that you setup in  above.




 This setting counts the number of minutes for the lane to automatically be closed when the game is finished with all frames bowled. After the last ball is rolled in the last frame of bowling for all players, the scores are displayed in a recap screen, and then after 3 minutes (our example shown above), the scores will be cleared, and the normal screen saver advertising graphics will be displayed.

 This is the number of coins, push button pulses, magnetic card pulses need to occur to have one player on the lane for bowling.

 This is the number of minutes for one player of bowling. If you have  or  set as your credit mode of bowling, you will be able to add additional players to the lane with the bowler console or touch screen.

 By selecting this checkbox, you are informing the system that you are in an arcade type environment and the touch screen or full qwerty style bowler console **is not** in use. The bowlers have “YES” and “NO” mechanical push buttons on the console. When using this mode, when a

coin is dropped and  or  is selected, you receive a message on the screen to ask each player if they want to use Automatic Bumpers or not. (This is provided your lanes have automatic bumpers installed)

 By selecting this Stel Games checkbox, you will not be able to select the different types of games to play along with the standard bowling game. NOTE: This feature is only available when the Credit Mode is set to  or 


The extra Steltronic games possible are as follows:


A. Grand prix: This is a sort of racing game, where each player has a car that advances on the screen dependent on his score. The higher the score, the further your car has advanced in the race.


B. Poker: This is a fun game to play that gives you a card from a standard deck of playing cards for each strike or spare, and at the end of the game, the player with the best poker hand is the winner.

C. Best Closure: This is a game that counts closures. A closure is considered a spare or strike, with a strike receiving two points, and a spare receiving one point. At the end of the game, the player with the highest points is the winner.

D. Lucky Strike: This is a game that counts your strikes, but only when the system has informed you to roll a strike in specific frames, and at the end of the game, the player with the most points is the winner.

 **Pin Detector Calibrator:** By selecting this button, you are entering the calibration screen to calibrate the pin detection device

 **Pinsetter configurator:** By selecting this button, you are entering the screen to select the pinsetter and configurations specific to the pinsetter.

 **Ticket Dispenser Configurator:** By selecting this button, you are entering the screen to adjust the tickets to be dispensed from the ticket dispensers. (if so equipped)

**22 Message editor:** By selecting this button, you are entering the screen to manually change the messages that are displayed at the end of the game. Because some locations have magnetic card swipes, and others locations have tokens, or bill acceptors, you have the ability to write a short message to notify the bowler of what to do when a game has finished.


Message editor ×

**End Game Message** Residential scrolling text

Left lane	Right lane
Your game(s) have finished,	Your game(s) have finished,
contact the front desk	contact the front desk
to extend your game(s)	to extend your game(s)

Copy message from left to right

**Cancel** Save

If you have set the system to  Residential mode, you can change the scrolling message that is displayed across the bottom of the monitors that informs the players how to start the game of bowling. You can type in some text that explains to “touch the screen to begin bowling” if you have touchscreens, or change the message to say “Press any key on the keypad to start bowling”.

Message editor

×

End Game Message Residential scrolling text



### Left lane

Press any key on the keypad to start bowling

### Right lane

Press any key on the keypad to start bowling

Cancel

Save

**23 Award Games:** By selecting this option, you can setup the system for how often the award game enticement will show up on the screen, and also what kind of awards you are giving for the award games in play.

Award Games Configuration

×

Left lane

Lucky strike chance (0 - 100)

Prize description

Prize quantity (lucky strike only)

Poker game decks number (1 - 3)

Right lane

Lucky strike chance (0 - 100)

Prize description

Prize quantity (lucky strike only)

Poker game decks number (1 - 3)

Cancel

Save

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