



The settings you will see below are supplied as a basic sample of where to start with settings for your pinsetters and how they will operate with Steltronic Focus Software.

The examples below are a starting point, and some fine tuning may be required.

On the last page of this document, you will find some descriptions of the settings. The descriptions are more detailed than what can be displayed on the screens.

If you have any questions, please contact [Steltronic Technical support](#)

Lanes Manager

Pinsetter Settings 1

Lanes Manager

Reservations

Waiting List

Time Games

POS

Cash Register

Membership

GiftCardManager

Leagues

Configuration Ma...

Products and Rates

Pinsetter Settings 1



Basic

Advanced 1

Advanced 2

Pinsetter control

 On Practice Off Auto Extern

Firmware: Y7

Practice mode settings

 Throws Time

Quantity (Thr / Min)

0

 Pinsetter phased with score During Practice: Full set of pins for every ball Pinsetter on when practice Disable cycle with no active players Automatic foul line

Note



Setting enabled for the items selected



Setting disabled for the items selected



The selected items do not have the same setting



This background is for items who apply to the whole pair



This background is for items who apply to the single lane

Set Pins and First Ball

Set Pins and Second Ball

Figures

Cycle or Reset Pinsetter

Set Pinsetter

Send to lane

Send to lane and close

Task bar

Full screen

Emergency shutdown

Tuesday, January 22, 2013 10:22:03 AM

Open Cash Drawer

10:22 AM

- Lanes Manager
- Pinsetter Settings 1
- Lanes Manager
- Reservations
- Waiting List
- Time Games
- POS
- Cash Register
- Membership
- GiftCardManager
- Leagues
- Configuration Ma...
- Products and Rates

Pinsetter Settings 1

Basic	Advanced 1	Advanced 2
<p>Hardware connection</p> <p><input type="radio"/> Off</p> <p><input type="radio"/> Ball Change</p> <p><input type="radio"/> A.P.S. on 1st Ball</p> <p><input checked="" type="radio"/> A.P.S. on 1st / 2nd Ball</p> <p><input type="radio"/> Gutter plus Strike</p> <p><input type="radio"/> Gutter plus Strike also for Foul</p>	<p>Pinsetter Type Vollmer (string)</p> <p>Special cycles</p> <p><input type="radio"/> Automatic Foul Line Management</p> <p><input checked="" type="radio"/> Change ball if gutter or 7-10</p> <p><input checked="" type="radio"/> No tap and 10th frame respot</p> <p><input checked="" type="radio"/> Modified cycle for strike</p> <p><input type="radio"/> Wait for 2nd Ball signal before Respot Delay</p> <p><input type="radio"/> 1st Ball Cycle after photo</p> <p><input type="radio"/> 2nd Ball Cycle after photo</p>	<p>Respot Delay (sec.) <input type="text" value="0.0"/></p> <p>1st Ball Extra Cycle Delay (sec.) <input type="text" value="2.0"/></p> <p>2nd to 1st Ball Change Delay (sec.) <input type="text" value="2.0"/></p> <p>Extra cycle delay when foul and strike (sec.) <input type="text" value="2.0"/></p> <p>Open Lane In Phase (sec.) <input type="text" value="2"/></p> <p>Power Off Delay (sec.) <input type="text" value="10"/></p> <p>Ball return power off delay (sec.) <input type="text" value="0"/></p>
<p>Note</p> <p><input checked="" type="checkbox"/> Setting enabled for the items selected</p> <p><input type="checkbox"/> Setting disabled for the items selected</p> <p> The selected items do not have the same setting</p> <p><input type="checkbox"/> This background is for items who apply to the whole pair</p> <p><input type="checkbox"/> This background is for items who apply to the single lane</p>		

Set Pins and First Ball
 Set Pins and Second Ball
 Figures

Cycle or Reset Pinsetter
 Set Pinsetter

Send to lane
 Send to lane and close

Basic tab options

- Pinsetter Control: I think that it is already clear...
- Pinsetter Phased with score: if selected, when pinsetter and score are not on the same ball, the pins are not scored and no special cycles are executed (only normal cycle is executed)
- Ten pins in practice mode: if selected, when the Pinsetter control is set to Practice, a new set of pins is given with every throw.
- Pinsetter on when practice: if selected, when the Pinsetter control is set to Practice and the pinsetter is an AMF, instead of Practice, the pinsetter will be set in normal 10pin bowling
- Disable cycle with no active players: if selected, the API will not cycle the pinsetter if no player is active on lane
- Gutter / 7-10: if selected and the pinsetter has the capability to switch on second ball without cycling, this will happen if gutter or only pin 7 or only pin 10 or only pin 7 and 10 are knocked down
- Automatic foul line: if selected, the API will power ON and OFF the Foul lights as needed
- Respot enabled: actually not used

Advanced tab options

- **Hardware connection:**
 - "Off" -> no special interfacing available, only cycle
 - "Ball Change" -> pinsetter change ball capability - not yet implemented
 - "APS on 1st Ball" -> AMF APS on first ball only capability
 - "APS on 1st / 2nd Ball" -> AMF APS capability (1st and 2nd ball)
 - "Gutter plus Strike" -> for dumb pinsetter that needs to be informed if strike or gutter
 - "Gutter plus Strike also for Foul" -> VIA Bowling MC2 pinsetter
- **Tenth frame respot:**
 - "None" -> no special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.) performed
 - "Modified cycle" -> special capability (change ball, APS, strike, etc.) are used to perform special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.) - not yet implemented

- "Extra cycle" -> only the cycle is used to perform special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.)
- Wait for 2nd Ball signal before Respot Delay: if selected and if "Extra cycle" respot is selected, the Respot Delay starts after pinsetter second ball lamp is activated and 1st ball Extra Cycle Delay starts after the end of Respot Delay, if not selected, the Respot Delay starts after the pins reading and 1st ball Extra Cycle Delay starts after the end of Respot Delay
- 1st Ball Cycle after photo: if selected, on first ball, the pinsetter is cycled after pins are read, if unselected, the pinsetter is cycled before pins are read
- 2nd Ball Cycle after photo: if selected, on second ball, the pinsetter is cycled after pins are read, if unselected, the pinsetter is cycled before pins are read
- Automatic Foul Line Management: if selected, on pinsetters without foul cycle, the foul cycle is emulated with modified cycle or extra cycle respot - not yet implemented
- Figures Enabled: Brunswick GS series capability - not yet implemented
- Respot Delay: delay before respot on second ball (see also Wait for 2nd Ball signal before Respot Delay)
- 1st Ball Extra Cycle Delay: delay before respot on first ball - not yet implemented
- 2nd to 1st ball Change Delay: if Hardware connection is Ball Change and Automatic Foul Line Management is selected, this is the delay before issuing a Change Ball for completing after pinsetter second ball lamp is activated during the emulated Foul cycle - not yet implemented
- Open Lane in Phase: if > 0, when a lane is opened with names, after this delay, if the second ball lamp is active, a cycle is given.
- Power Off Delay: if Pinsetter control is Auto, this is the delay before powering OFF the pinsetter when the game is finished
- Ball Return Power Off Delay: if Pinsetter control is Auto, this is the delay before powering OFF the Ball Return motor after the pinsetter is powered OFF