



Stand Alone Wins Scoring System Installation Manual



Steltronic S.p.A.

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[1.0] General

The following manual contain the information's for installation of wins Stand Alone System. For pre-installation, Electrical requirements, overhead monitor, bowler's Console installation and pinsetter Interfacing please consult the Wins Scoring System installation manual or the specific manual as needed.

The STAND ALONE WINS SCORING SYSTEM is based on a special lane computer that don't require the Main Desk, the programs and all files necessary for the score are installed onto the Internal Hard disk.

This particular Lane Computer model is named STAND ALONE SUPERELEX.

STAND ALONE SUPERELEX is designed to be installed in small entertainment center, pub, hotels, little bowling centres (2, 4 or 6 lanes) or Mini Bowling, where a Main Desk is not necessary: for begin to play, the bowler's just insert a token into a coin box, pinsetter will start and the score grids will appear on the lane's monitor.

At the end of the credit, the pinsetter it's powered off automatically and the monitors displays "Stop Game\time over".

Each Stand Alone Superelex could be used for equipped one pair of lanes. Pinsetter Interface (A.P.I.), monitors and bowlers' console options are the same of Standard Wins system. Stand Alone Superelex could be interfaced to various kind of pinsetters, even with pinsetters that require a Camera (Sciba) for pins detection.

Monitors, A.P.I., long cables and bowler's Console for Stand Alone Superelex are the same used for Wins installation; for choosing the items necessary for installation, we suggest to:

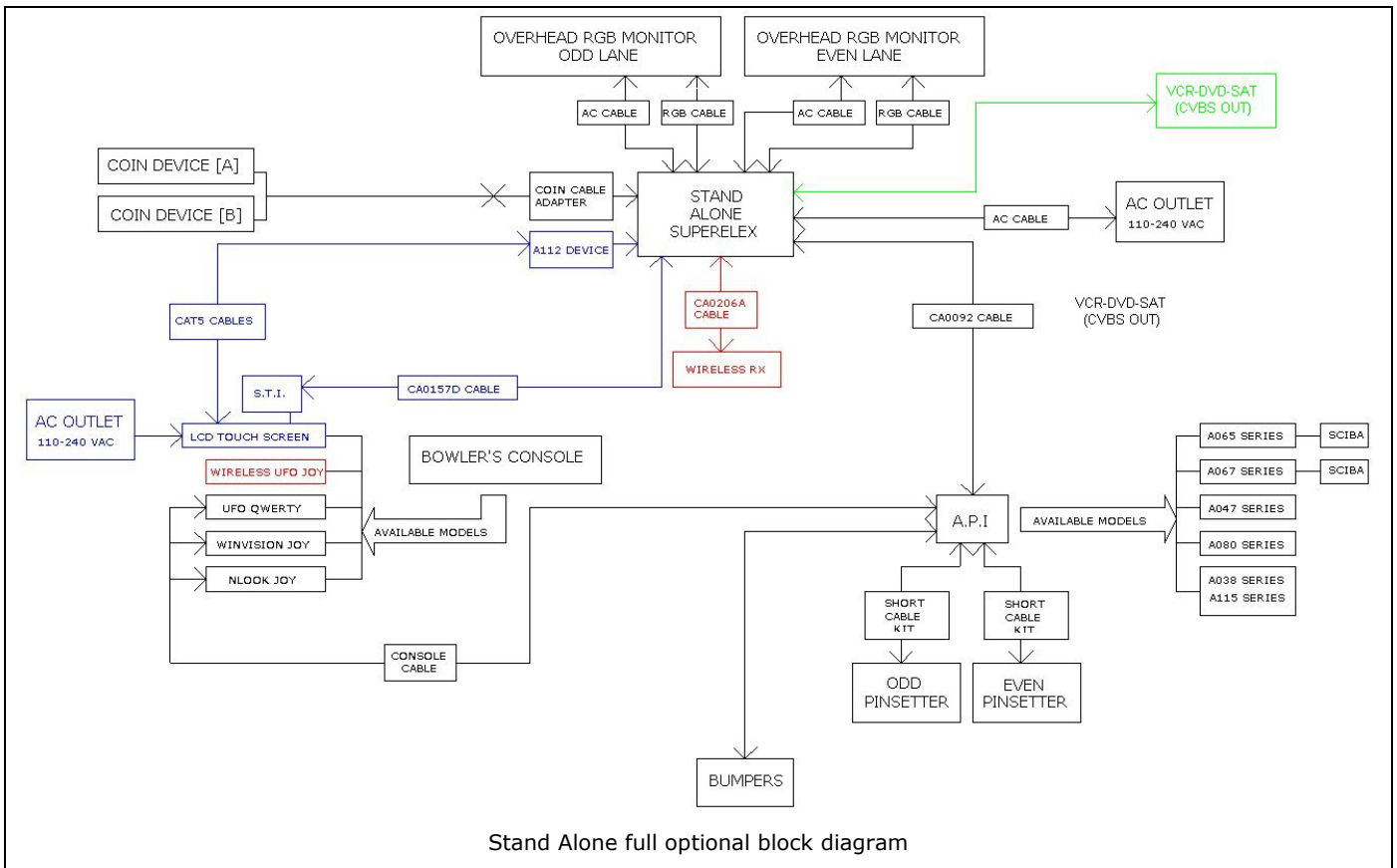
- 1) identify the pinsetter model for the appropriate interface (A.P.I.) + cables kit and accessories.
- 2) choose Score monitors and bowler's console* model

**bowler's console is not mandatory for the system*

The Stand Alone Superelex software is pre-loaded on Superelex local HD by the factory. To vary Pinsetter, tokens and general parameters as need for the installation it will be necessary connect temporary a VGA monitor and Keyboard to Superelex.

It's maybe possible order the Stand Alone Superelex with personalized Setting: please require the order form to Steltronic S.p.A.(FAX: +39 030 2190798 e-mail: marketing@steltronic.com)

[1.1] Block diagram and installation options



Bowler's console is optional, installation depends by customer choice. The following items are strictly necessary for one pair of lane's installation:

- N^ 01 A11701A Superelex II Stand Alone Lane Computer
- N^ 01 CAB-Y-CA0315A - Adapter cable for TOKEN device interfacing
- N^ 01 CA0092* - RS232+12VDC cable from Lane computer → A.P.I. (3 available length)
- N^ 01 API - Advanced Pinsetter Interface (5 available model, 2 model require Sciba for pin detection)
- N^ 02 Short cable kit for pinsetter Interfacing (choice depends by A.P.I. model)

Available Overhead Monitor models:

28" CRT Polo New look (depends by availability)
 32" 16:9 LCD Monitor

28" CRT Polo Winvision (depends by availability)
 42" 16:9 Plasma Monitor

Available Bowler's Console models:

New Look double joystick*
 15" Double touch Screen console
 Glow UFO Qwerty (single or double)
 Glow UFO Joystick (single or double)*
 *available Wireless.

Winvision double joystick*
 Classic UFO Qwerty (single or double)
 Classic UFO Joystick (single or double)*

FOR EUROPE ONLY: Overhead monitor could be connected via Scart plug or via SUBD15 Input (if is compatible 50Hz). Using a TV or a non-Steltronic certified monitor, it's mandatory verify that Score fits correctly into the video and screen resolution & quality satisfy the customer.

[2.0] Installation tools

MANDATORY:

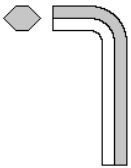
Installer must be equipped with one VGA monitor + one PS2 keyboard for the necessary software changes.

For installation with Camera for pins detection (Sciba), installer must be also equipped with one set of Sciba template, one RJ45 Crossover cable + PC (Laptop or other computer) with Wins 6.2.1 software installed.

Standard tools (note: all screws & nuts are metric)

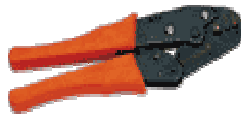


Electric Drill or Battery drill + screw bit + drill bit for holing Ø 30mm (Sciba)
Screwdriver SET (Philips + standard)
2 Spanner 10
1 Spanner 17
1 Spanner 13
1 Cutter + electric scissor
Pliers Set
Tubular key Set: 5 - 5,5 - 7 - 8
5 meter ruler



Special keys for Sciba

1 key 4
1 key 2,5
1 key 1,5



Special crimping tools

BNC (RG59) crimping tool
AMP crimping for AMP contact (recommended AMP F 9922)
AMP PINS EXTRACTOR

Items required

Installer must provide a crimp Fast-on Set (see sample by side) in order to connect the scoring in parallel to pinsetter, Steltronic do not supply this material into shipment.

To make a good installation is also required a set of ties, Steltronic supply only the installation set for ties Sciba.



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[2.1] Installer of Steltronic Scoring Requirements

Before you begin, please check the following with the manager or head mechanic. Document these inspections, and have the manager sign this pre-inspection.

- Check the operation of all foul lights.
- Check to see if all pinsetters cycle at the ball rack.
- Check to see if both 1st and 2nd ball lights on the masking unit are operational.

Items below are the requirements of Steltronic S.p.A.

- All zip ties must be cut.
- All wires must be placed and mounted in a way that they cannot be damaged by a bowling ball.
- All cables must be secured in a way that they cannot be pulled off or damaged by mechanic.
- The API cables must be secured. The camera cables must be secured so a bowling ball cannot damage it.
- All camera's need to be mounted on solid capping. The capping should to be cut (to accommodate the camera), and new #14X4" wood screws need to be installed on this new section of capping. Doing this will avoid the mechanic from lifting a section of capping for an underground ball.
- After installation, check the operation of the 10th frame (spare) extra cycle.
- Monitors need to be adjusted and sized with the test grid, games and status bar

**AFTER THE INSTALLATION, PROCEED WITH THE SCORING TEST,
USE THE SCORING INSTALLATION CHECKLIST**

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[2.2] Scoring installation checking list and sign off sheet

Job name: _____ **Date:** _____
Contact telephone: _____ **# Of lanes:** _____

Contact telephone: _____
Owner/Responsible Party: _____
Installation team led By: _____
Installation Start/Finish Dates: _____
Warranty Start/end Dates: _____
Pinsetter type: _____

Other Equipment installed At Same time: _____

Comment On Center Or Other Equipment: _____

2nd Ball lights Working?: Identify which lane# did not work upon arrival: _____

Foul Light Not working? Identify the lanes that do not work properly: _____

Pinsetter turned on?: Identify the lanes which not turn on: _____

ELECTRICAL SYSTEM

Met / Failed to Meet Steltronic Requirements: _____

Ground installed: _____

Comment On Electrical System: _____

TRAINING

Training Done by : _____ **Date:** _____

Person Trained by Topic:	Name/Position
On-Lane Equipment _____	_____
Troubleshooting _____	_____
Maintenance _____	_____

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**Stand Alone
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- | | | |
|--|------------------------------|-----------------------------|
| 1) All tokens switch works correctly : | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 2) All lanes receive 2 nd ball signal*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 3) Foul line tested*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 4) All sensors are aligned : | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 5) All pinsetters receive trigger from Score* : | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 6) All pinsetters make short gutter cycle* : | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 7) All pinsetters make Fast Strike cycle*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 8) Score recognize pins correctly : | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 9) Monitors screen are adjusted correctly: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 10) Monitors power ON/OFF correctly*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 11) Monitors CVBS TV signal is displayed correctly*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 12) Touch Screen bowler's Console works correctly*: | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 13) Bowler's console works properly* | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 14) Ball return connection OK* | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 15) Foul light power on OK* | YES <input type="checkbox"/> | NO <input type="checkbox"/> |
| 16) Score is customized as customer's need | YES <input type="checkbox"/> | NO <input type="checkbox"/> |

* this parts or special cycle or software are optional, test when installed

Indicate which lanes are not tested or out of order: _____

Comments: _____

Signature _____

Testing date: _____

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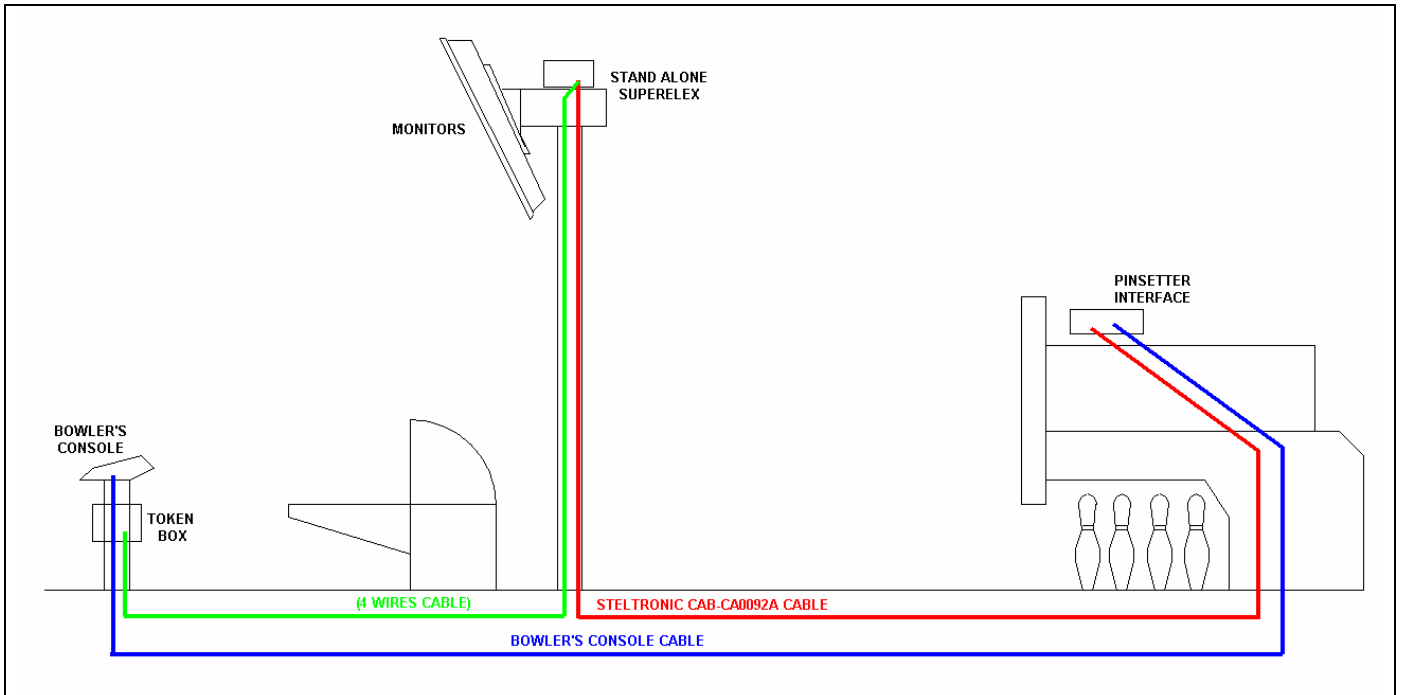
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[2.4] INSTALLATION: Step by step procedure

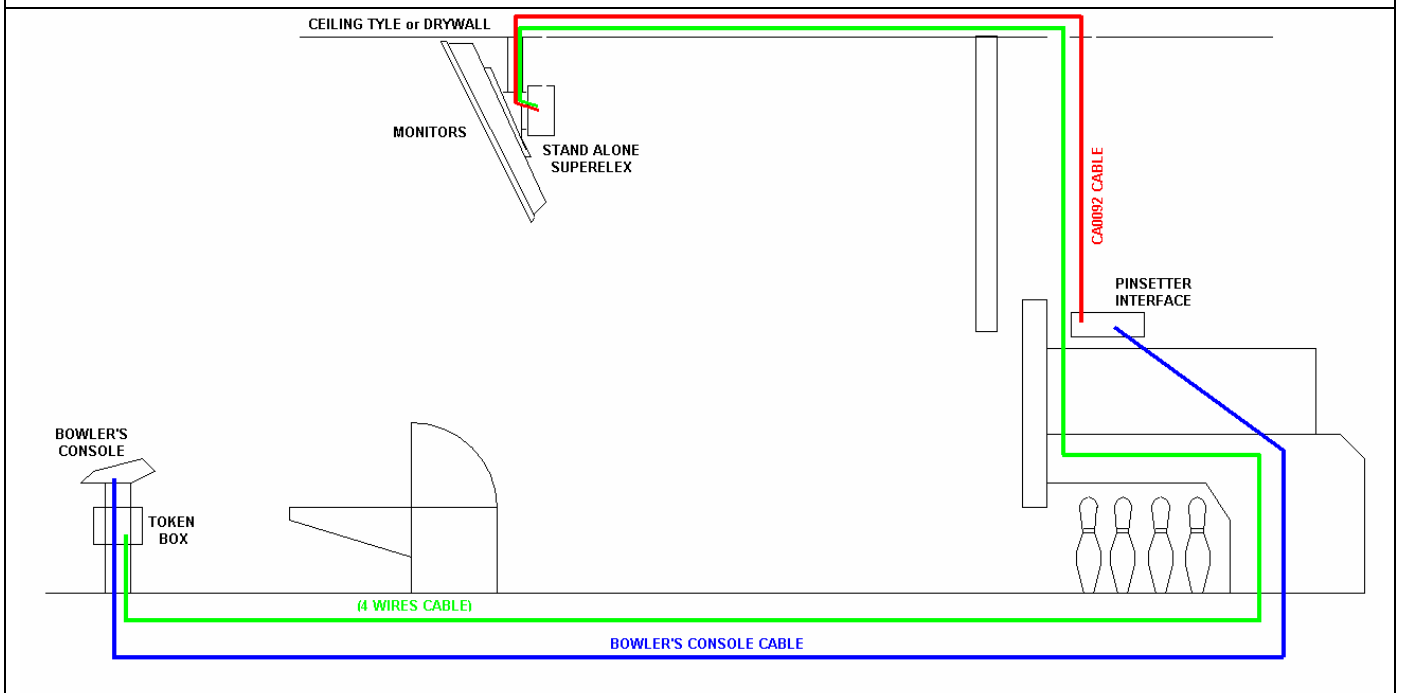
- Install Lane computer in the right position.
- Install A.P.I. near the pinsetter.
- Lay the RS232 cable (CA0092) from lane computer to A.P.I.*
- Lay a 3-4 wires cable (wire gauge 0,35 mm²) from token box to Lane computer.
- Connect Lane computer to the monitors and other devices.
- Connect the tokne device to lane computer.
- Interface A.P.I. to pinsetters.
- Set the lane computer parameters.
- Customise the Score as customer's need.
- Install the Camera (Sciba) (if required).
- Set the camera by Software.

[3.0] Long cables installation

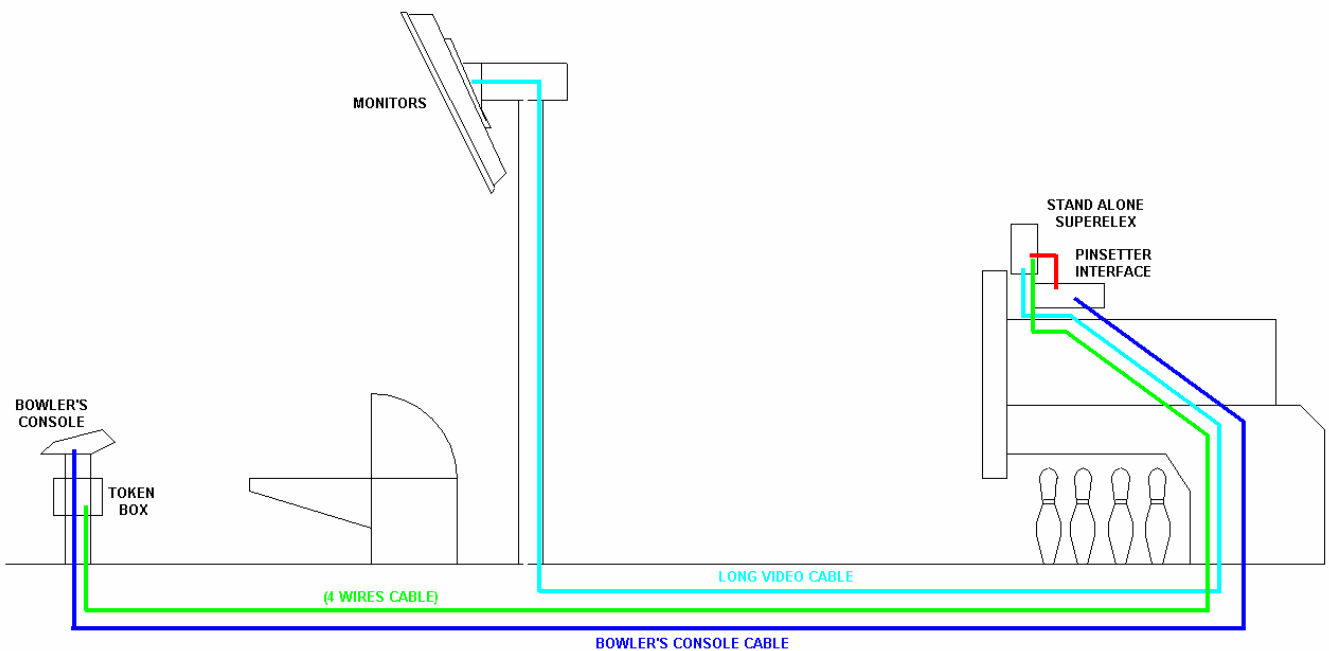
Note: the following diagrams refer to "typical installation" with overhead monitor. For long cable installation with 15" touch screen Console, please consult the "Touch Screen Bowler's Console manual".



Installation method [1]: lane computer installed near the monitors, long cables pass through a conduit across the ball return channel



Installation method [2]: lane computer installed near the monitors, long cables pass through conduit across the ceiling



Installation method [3]: lane computer installed near the Pinsetter Interface (A.P.I.), long cables pass through a conduit across the ball return channel, a long RGB video cable is necessary

CA0092 CABLE: RS232 + DC cable for communication between lane computer and pinsetter interface. The model of the cable and the length depends by choose of Lane computer installation method. This cable is reversible, same connector in both sides. The CA0092 cable require min. 4cm-2" Conduit for Low Voltage cable.

For installation method [1] and [2] the available choose are:

- Standard CA0092A length 33 meters
- Extended CA0092B, length 40 meters

For installation method [3] the available cable is = CA0092C, length 1 meter.

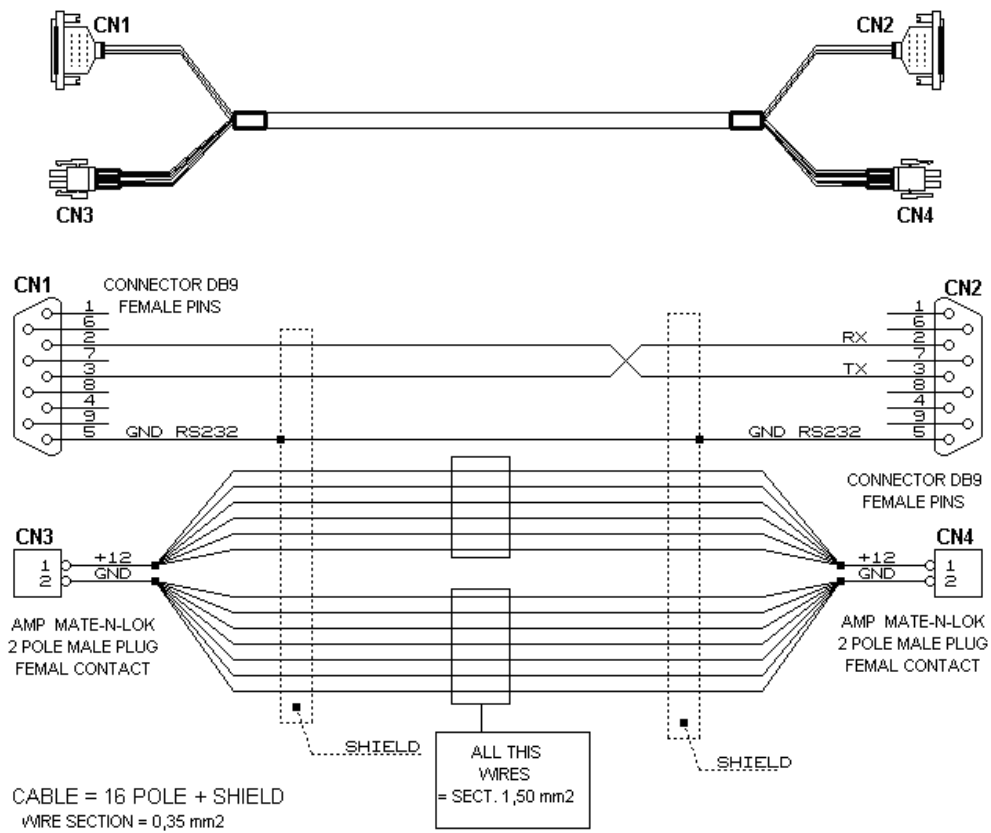
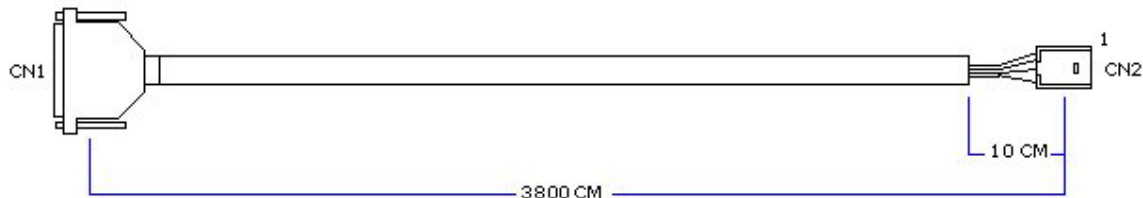
BOWLER'S CONSOLE CABLE: RS 232 + DC cable for communication between Bowler's Console → A.P.I. This cable is not necessary for installation with wireless or Touch Screen Bowler's Console. Cable's length and model depends by kind of Bowler's Console. each cable models require min. 4cm-2" Conduit for Low Voltage cable.

BOWLER'S CONSOLE NEW LOOK\WINVISION\WIRED UFO JOYSTICK-KEYPAD:
use **FSAS9A** CABLE. Length is 33 meters, cable is reversible, same connector in both sides.

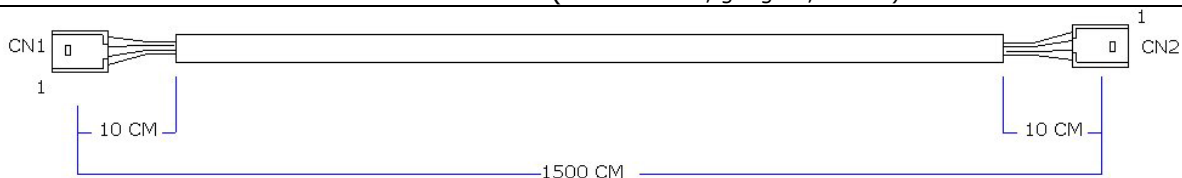
BOWLER'S CONSOLE DOUBLE UFO QWERTY: use **CA0286** cable. The length is 38 meters, cable is NOT reversible, the DB25 connector must be connected to the A.P.I. side.

2 SINGLE UFO QWERTY BOWLER'S CONSOLE: use **CA0286** cable for the left QWERTY, lay the CA0287A cable from left QWERTY to right QWERTY. NOTE: CAB-Y-CA0287A is reversible, same connector both sides.

TOKENS BOX CABLE = for token interfacing is necessary lay a 3-4 wires cable from Tokens box to Lane computer. Minimum suggest wire gauge:0,35 mm² (AWG 22). length must not exceed 70meters. Note: Steltronic supply only the token cable adapter (length 15 Cm).

CA0092

CA0286A (Cable: 8 wire, gauge 0,25 mm²)


CN1 (DB 25 male)	SIGNAL	CN2 (AMP MODU I 4 pin Female)
10 - 11	+12VDC	1
14 - 15	TX1	2
18 - 19	RX1	3
13 - 25	GND	4

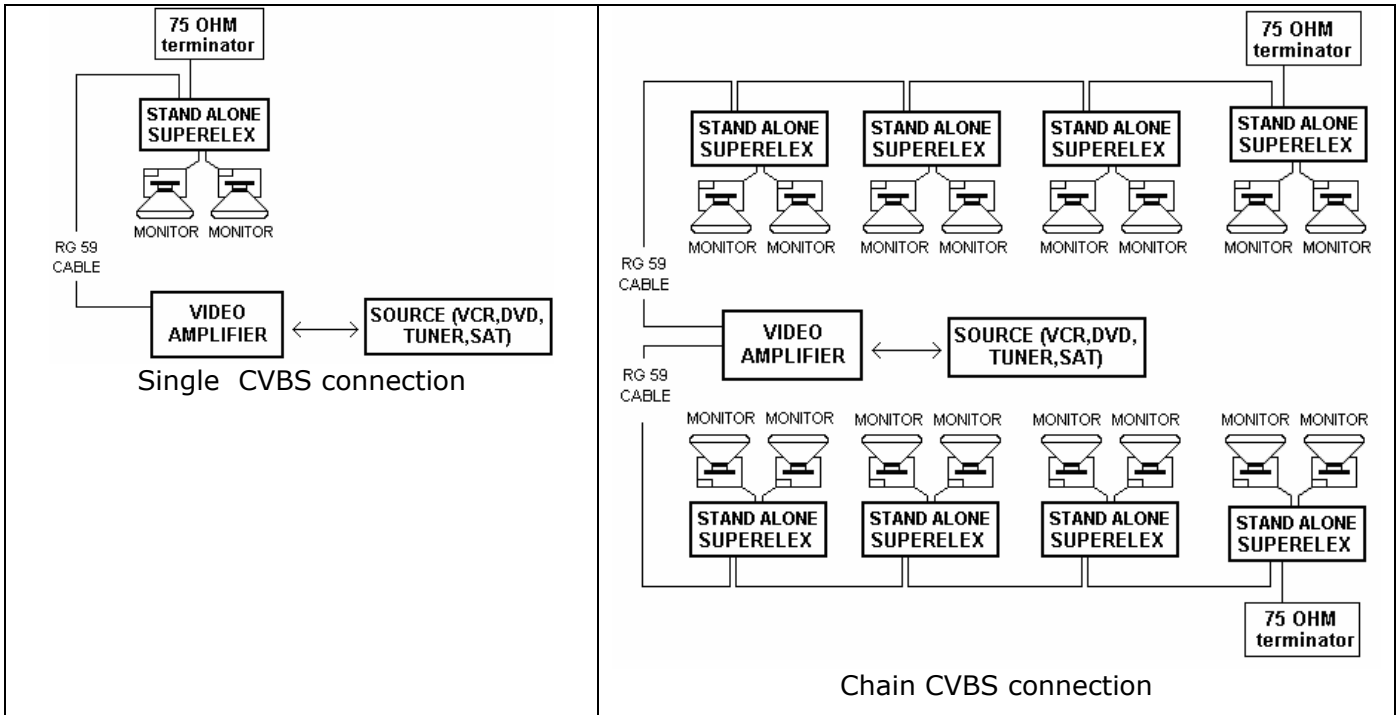
CAB-Y-CA0287A (Cable: 4 wire, gauge 0,5 mm²)


CN1 (AMP MODU I 4 pin Female)	SIGNAL	CN2 (AMP MODU I 4 pin Female)
1	+12VDC	1
2	[CN1 - TX1] - [CN2 - RX2]	3
3	[CN1 - RX1] - [CN2 - TX2]	2
4	GND	4

[3.1] CVBS optional line installation

It's maybe possible connect a DVD/VCR/SAT/TV TUNER to the Lane computer to display movie or TV when nobody play.

The Lane computer SWITCH TV/SCORE SIGNAL AUTOMATICALLY: As default, the monitor is ON and displays TV/VIDEO on the screen. When bowler insert tokens for play, the monitor switch to SCORE GRIDS (RGB). At the end of the credit, the monitor switch back to TV signal.

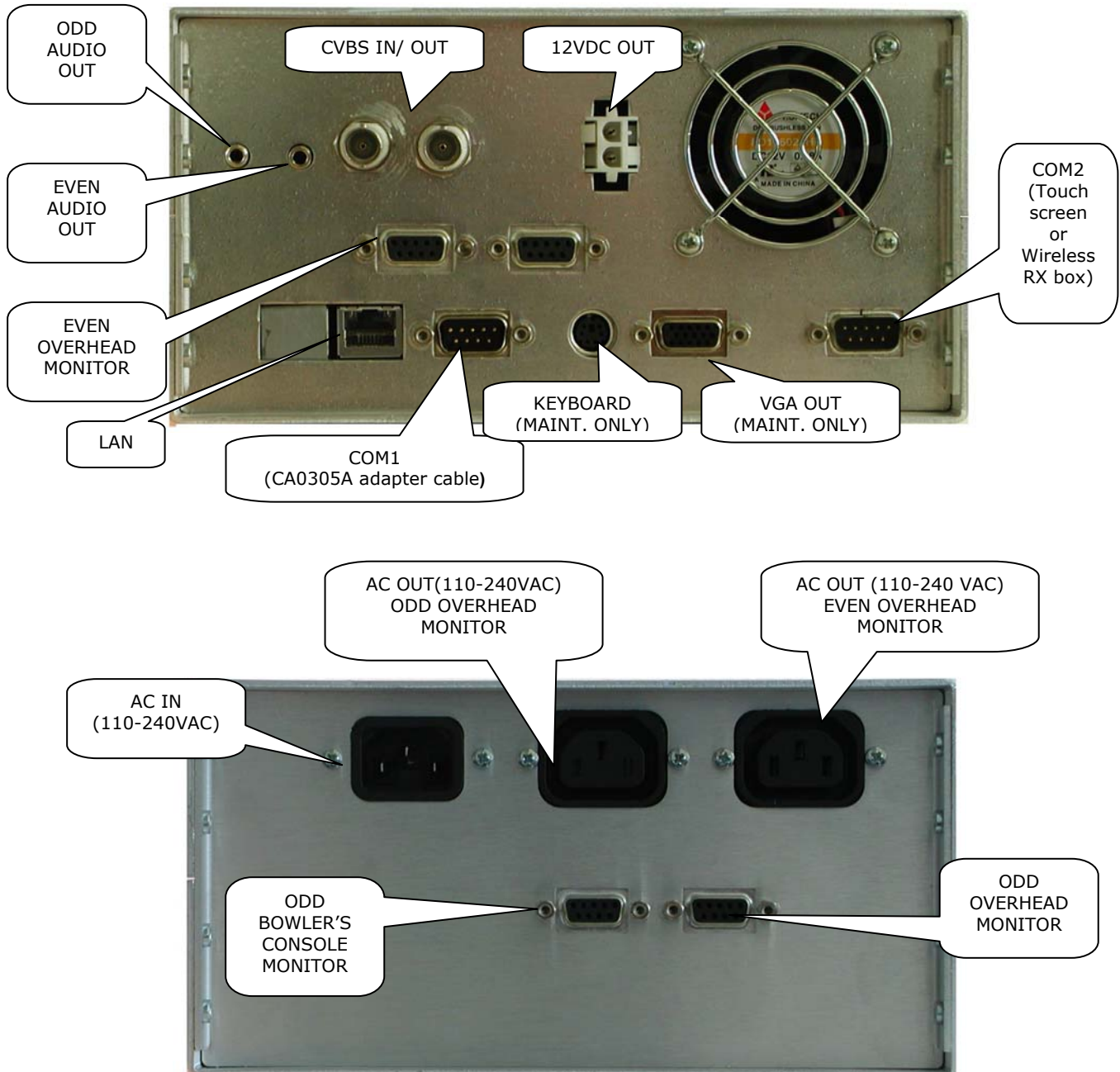


In order to support the Automatic Switch SCORE/TV ,any VCR, DVD, SAT or Digital/Analog Tuner must be connected to the Superelex via CVBS (compositive) Output. The Standard of CVBS signal (PAL - SECAM- NTSC) must be selected by Installer into the CONFIG.INI selection.

[4.0] Stand Alone lane computer installation

Place the lane computer close to the overhead monitors, bowlers' console or near the A.P.I. when required; provide for good ventilation.

Note: the Superelex contains an Hard disk. It recommended to keep attention for placing and transport; Superelex must be place in horizontal or by side , UP SIDE DOWN is forbidden, may cause HD faulty.



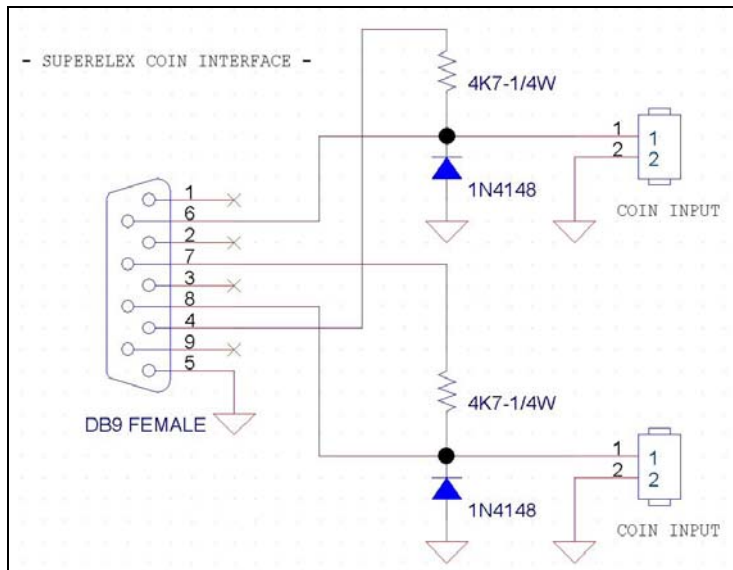
Stand alone Superelex II connectors view

[4.1] Lane computer → Tokens interfacing

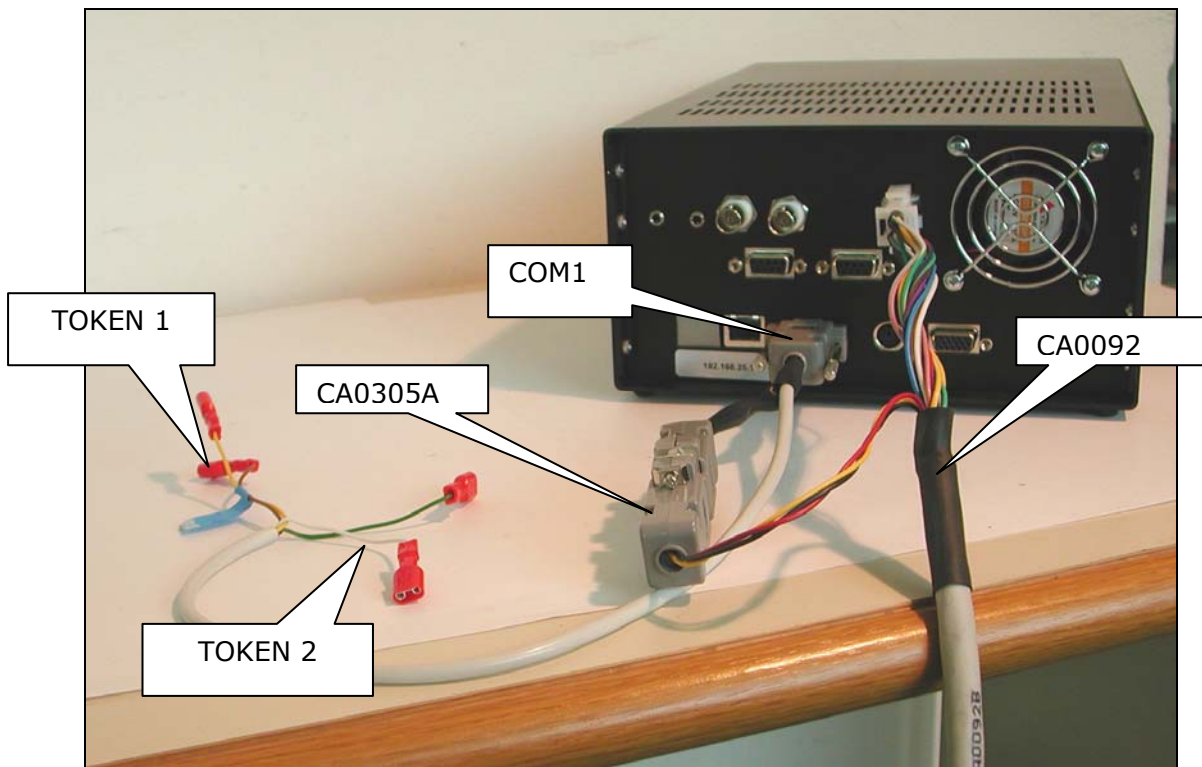
Stand alone Superelex allow the bowler's to begin the game when receiving a "Coin Input" from Token switch. the Stand Alone Superelex share the COM1 between CA0092 cable and a small cable adapter CA0305A, supplied by Steltronic.

Installer must lay one cable from Lane computer to tokens box device. The cable could contain 3 or 4 wires, it's necessary one wire for each coin input, one or 2 wire for common. Minimum suggest wire gauge:0,35 mm2 (AWG 22). length must not exceed 70 meters.

If the installation do not require COIN DEVICE (for example in a private apartment) , it's possible connect to each COIN INPUT a N.O. button or to a ON/OFF switch for open/close the games.

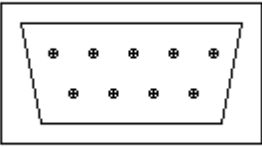


Stand Alone Superelex TOKEN INPUT diagram. Diode and Resistor are included into CA0305A cable adapter supplied by Steltronic.



Sample of connection of cable adapter for token cable

[5.0] Lane computer → Overhead monitor connection's

SUPERELEX VIDEO OUTPUT SIGNAL (OVERHEAD or BOWLERS' CONSOLE)		
	PIN	SIGNAL
	1	RED
	2	GREEN
	3	BLUE
	4	H SYNC (negative)
	5	V SYNC (negative)
	6	Monitor ON
	7	GND
	8	GND
	9	CVBS -SYNC

VIDEO OUT [Score mode]:

- Analog CGA RGB video signal of 1Vpp (75 Ohm load) on each channel
 - 15625Hz Negative polarity Horizontal SYNC. output (TTL level with 47 Ohm in series)
 - 50Hz Negative polarity Vertical SYNC. output (TTL level with 47 Ohm in series)
 - Standard is PAL and resolution is 720x576 pixels NOT INTERLACED
- Note: both syncs are crystal controlled

VIDEO OUT [CVBS-TV mode]:

- Analog CGA RGB video signal of 1Vpp (75 Ohm load) on each channel
 - 15625Hz Negative polarity Horizontal SYNC. output (TTL level with 47 Ohm in series)
 - 50Hz Negative polarity Vertical SYNC. output (TTL level with 47 Ohm in series)
 - Standard is PAL and resolution is 720x576 pixels INTERLACED
- Note: both syncs are derived from VCR input

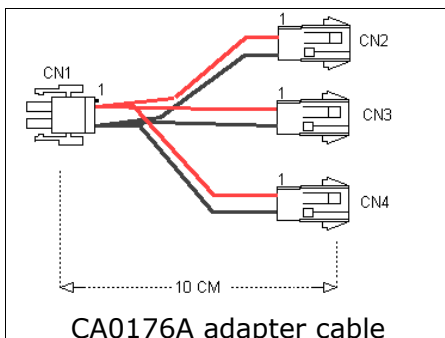
3 possible choose for connect Lane computer to the overhead monitors:

- RGB connection via EUROSCART (with CA0175D or CA0297A cable)
- RGB connection via SUBD15 (with CA0260C cable)
- RGB connection for POLO monitors (New look-Winvision with CA0171A cable)

The RGB connection via Euroscart or SuBd15 is the best in quality but is possible only with 50Hz compatible monitors.

Using a TV or non-Steltronic certified monitor it's mandatory verify that Score fits correctly into the video and Screen resolution & quality satisfy the customer.

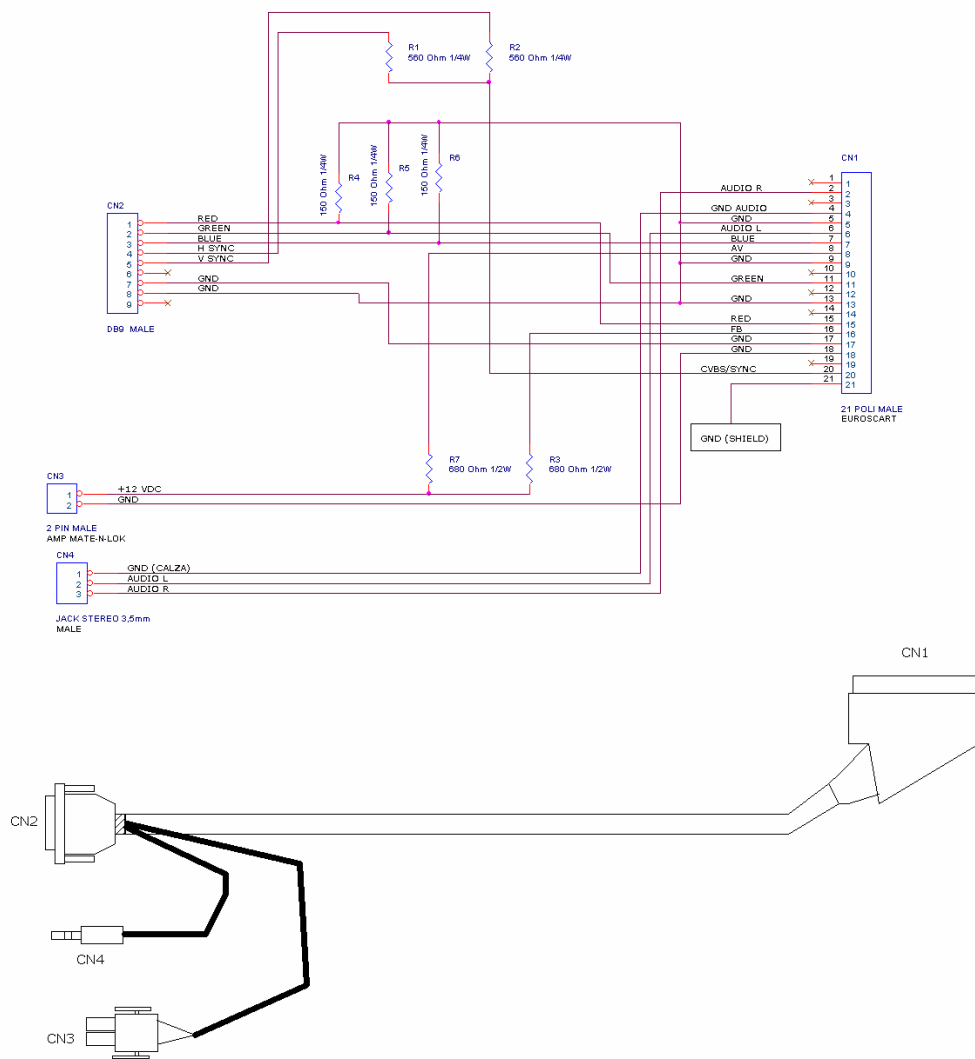
Switching monitors On and Off is drive directly from the Lane computer through the VDE exit on each monitor.



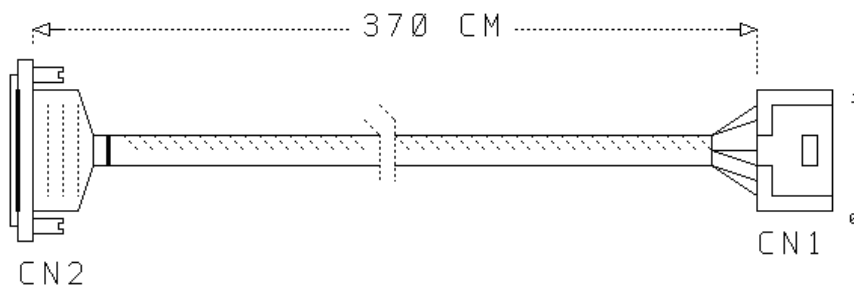
Most of the monitors with EUROSCART connector required an FB input for enable the RGB input on SCART1.

For support the FB signal CA0175D and CA0297 cable need 12VDC from Superelex lane computer.

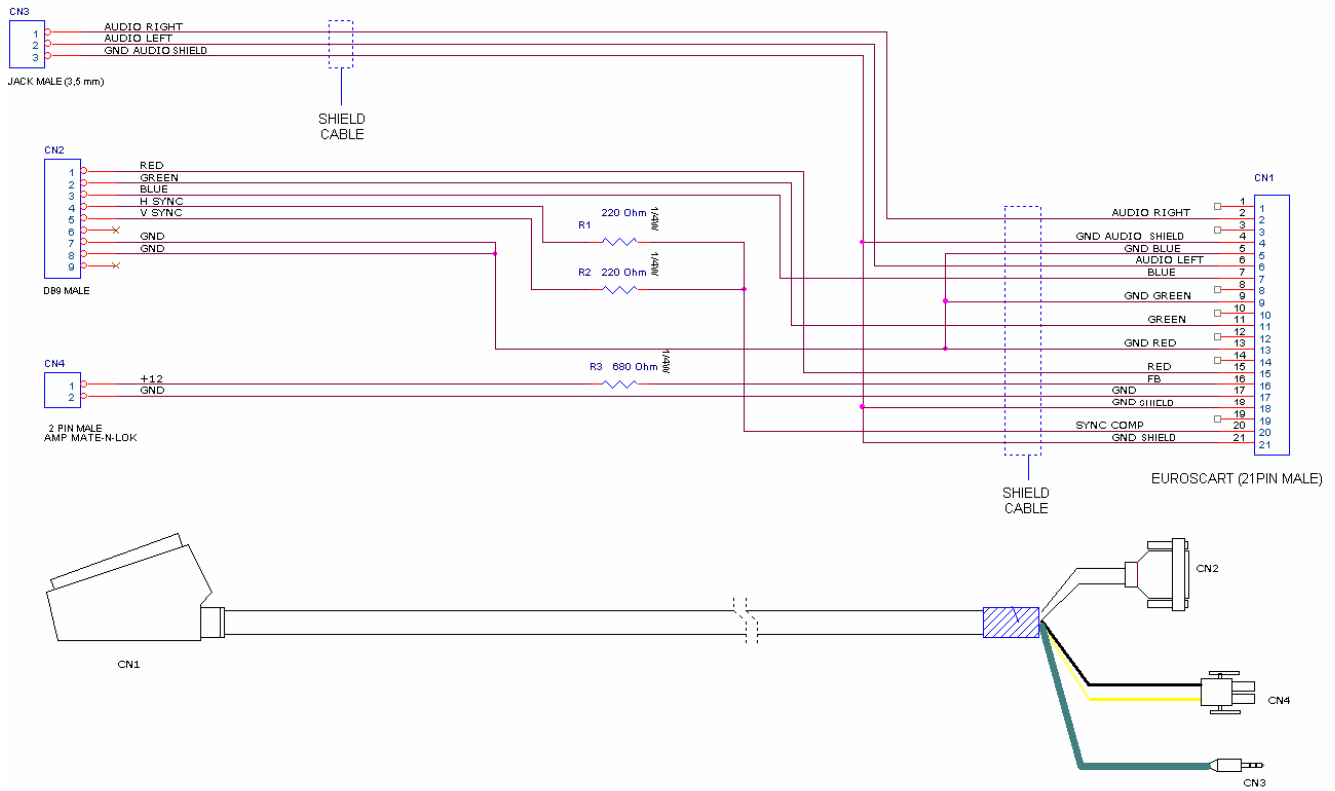
The CA0176A cable adapter split the 12VDC out from Superelex output for 2 RGB cable and for A.P.I.



CA0157D - cable length: 3,5 meter

CA0171A (Superelex → Polo 2/3 monitor)


CN1 (AMP MOD-I Male 6 PIN)	SIGNAL	CN2 (DB9 Male)
1	RED	1
2	GREEN	2
3	BLUE	3
4	GND + SHIELD	7 & 8
5	VERT. SYNC	5
6	HORIZ. SYNC	4



CA0297A – cable length: 30 meters

[5.1] Monitor adjustments

Most of the Monitor settings is done by factory, during the installation it will necessary adjust brightness, contrast etc in according with local environment.

[LCD- PLASMA 32"-42" 16:9 SCREEN]

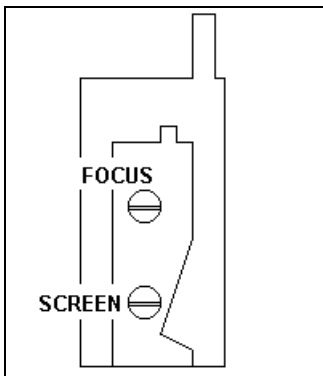
All adjustment for screen settings must be done using the Remote control. Use the monitor manual for further details. IMPORTANT: please set the 16:9 screen into the CONFIG.INI file (see the Chapter "Stand Alone Software settings").

[CRT POLO MONITOR: NEW LOOK- WINVISION]

Monitor is composed by 2 parts: "Picture tube" and monitor board. On the PICTURE TUBE the de-gauss cable is placed as well as the earth cable. The picture tube is fixed to the frame with 4 bolts in the corners. The MONITOR BOARD is made up of one or more electronic boards.



**Attention! Use plastic screwdrivers for adjustments.
Take off all rings, bracelets watches or other metal objects
which could cause a short circuit.**



The **SCREEN** and **FOCUS** settings are located on a component called **LINE TRANSFORMER** mounted on the monitor board.

To find this component follow the cable which is connected to the rubber seal attached to the back of the picture tube.

TO REGULATE THE SCREEN proceed in the following way:

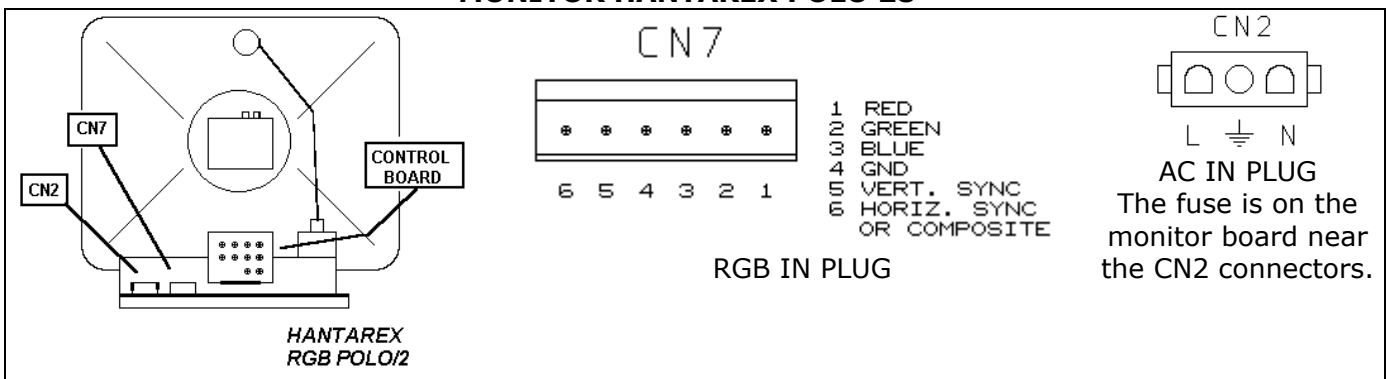
Lower the brightness, contrast and colour to the minimum.

Regulate the screen **SLOWLY** until you see the horizontal lines.

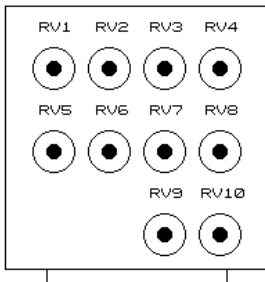
Turn in the opposite direction until you make them disappear again.

Attention!! If you regulate incorrectly turning more clockwise even when the lines appear, the monitor may turn itself off (auto save function): in this case take the regulation back to the point you started from, then turn the monitor off and back on with the power switch on the monitor board. Regulate the brightness, contrast and colour, also the focus if needed.

MONITOR HANTAREX POLO 28"



The CONTROL BOARD is used to regulate the image.



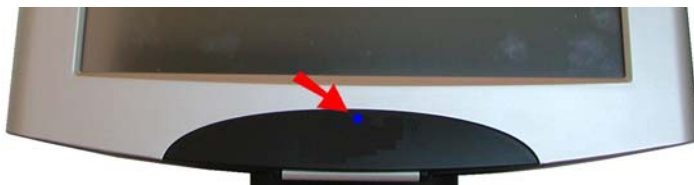
RGB POLO/2 CONTROL BOARD

- RV1** = Brightness
- RV2** = Trapezium
- RV3** = Horizontal pitch
- RV4** = Vertical pitch
- RV5** = Contrast
- RV6** = Cushion
- RV7** = Horizontal phase
- RV8** = Vertical movement
- RV9** = Horizontal frequency.

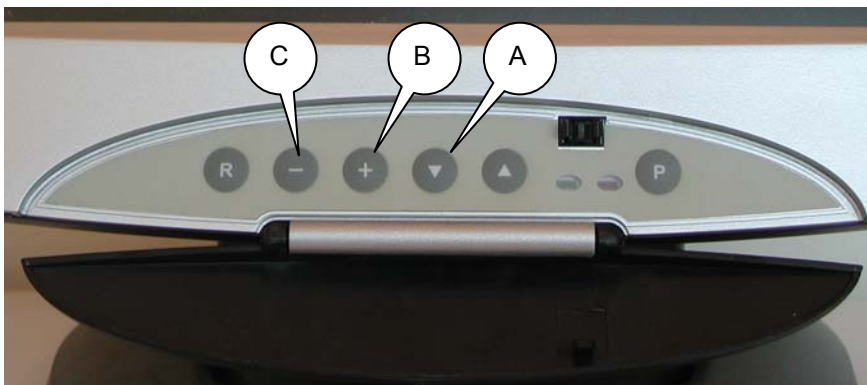
ATTENTION! There are vary model of POLO monitor boards, each model is assign to a specific picture tube.

Read the code label on monitor board and picture tube when requesting spares.

[15" TOUCH SCREEN BOWLER'S CONSOLE]



To open the control panel remove completely the screw on front.



Use the [A] button to load the OSD menu.

Use [B] and [C] buttons to move on the menu and vary the parameter, use [A] button as Enter.

At the end of adjustments close the panel and fix it with the screw.

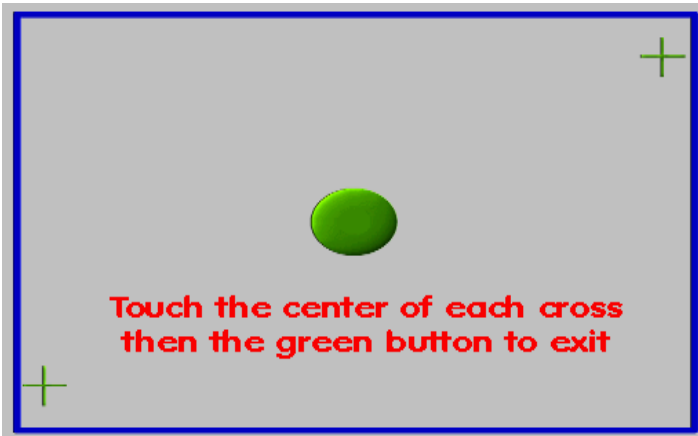
For further information about OSD menu, please refer to LCD Monitor manual included into the monitor box.

[5.2] Bowler's Console Touch Screen calibration

Insert a keyboard into the Stand Alone Superelex plug, than power on the system.

Press **T** on keyboard to load the Touch Screen calibration menu.

Go to the Touch screen monitors and follow the instructions.



**... all done !
Lane now available**



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[6.0] Stand Alone Software settings

Parameter's and A.P.I. settings editing could be performed connecting temporary keyboard and VGA monitor to the Lane computer.

EDITABLE PARAMETERS (CONFIG.INI):

TOKENS setting (n[^] of tokens, credit limit, play mode)
GAMES OPTIONS (erase game on start, default play mode)
BALL SPEED (enable-disable)
BUMPERS ONLY (enable-disable)
PINSETTER ENERGY SAVING (enable-disable)
CHOICE OF SCORE GRIDS (size, colour, available players, etc)
SCREEN SIZE AND OFFSET (4:3-16:9)
SCORE/CVBS/ON-OFF MONITORS
BOWLER'S CONSOLE AVAILABLE FUNCTIONS (enable-disable)
WELCOME SCROLLING TEXT MESSAGE (message on the scrolling text)

EDITABLE PARAMETERS (API.INI):

PINSETTER CHOOSE
PINS READ DELAY
SPECIALS CYCLES
10TH FRAME RESPOT
PINSETTER OFF DELAY
BUMPERS MODE

Parameters' editing using VGA monitor and keyboard connected to S.A. Superelex

- connect the VGA monitor and keyboard to Stand Alone Superelex
- power ON the Superelex and check the VGA screen.

Lane computer it will load the following options after the boot:

- [1] DEBUG MODE
- [2] IBCMS STANDARD MODE (automatic default choice after countdown expire)
- [3] IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE

The option for editing the parameter is [3], choose this option selecting the line with arrows, than press Enter or press 3 on keyboard, than Enter.

The program will load the different options:

[1] Pinsetter choice - pinsetter model selection's
[2] Edit CONFIG.INI - options for edit the COIN selection and general parameter.
[3] Edit API.INI - editing of Pinsetter Interface parameters
[4] Edit Flowing strip - editing the welcome scrolling text message
[5] Connect to Wins Server for Sciba calibration - allow the Software calibration for Sciba
[9] Erase (Reset) data files - rest the configuration to default factory parameters
[0] Exit and Run LM program - Exit and load the standard program.

For [1] selection just choose the pinsetter model from the available list, this will charge the default settings for the vary parameters.

For [2][3] [4] menu, after the selection press a key to continue ("premi un tasto per continuare"), edit the necessary line, than click on ESC → FILE → SAVE. To Quit from the menu, press ESC→FILE→ QUITFILE → ESC .

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[6.1] Pinsetter choice

From IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE menu choose [1]
 Choose the pinsetter from available options:

A) AMF 8230/823000/45	B) AMF 8270
C) AMF 8270Up	D) AMF 8290 big CHASSIS (first generation)
E) AMF 8290XL- 8290XLI Small Chassis	F) BRUNSWICK A1/A2
G) BRUNSWICK GS10/GS92/GS96/GS98	H) BRUNSWICK GSX Nexgen
I) BRUNSWICK ECLIPSE	J) SPELLMAN STRING
K) VOLLMER STRING	L) VILATI STRING
M) VANTAGE VPS2000	N) FUNK KF3000 with RS232
O) FUNK with SCIBA	P) YANGJI VISION
Q) VIA BOWLING MC2	R) SCHMID 4482-51100
S) SES 2003 STRING	T) XIMA
U) MENDES M500 PNEU	V) ZONDA ZD8800

Selecting one of this pinsetter it will load the most common parameters for A.P.I.
 To vary A.P.I. parameters, choose the option [3] for edit the
 A.P.I. INI from "IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE" menu.

[6.2] Edit A.P.I. INI

Do the edit of A.P.I. ini only after Pinsetter choice. From IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE menu choose [3]. At the end of edit, press ESC →File → SAVE than ESC →FILE →QUITFILE→ESC

**WARNING: most of the parameters are pre-set Ok in the factory.
 is recommend to change parameters only if is strictly necessary .**

The line with ; at begin is the explanation comment for parameter, do not edit. Please respect the syntax: after the = there is one space before the number.

PINSET_CODE= this parameter identify the pinsetter model. The set is automatically using the pinsetter choice as describe to chapter 6.1, it's not necessary vary manually this parameter.

HW_CONNECTION= Set how to manage the special cycle for Strike and gutter

HW_CONNECTION= 0	(none = no special cycles) AMF8230/3000/45, AMF 8270 Solid State chassis, Brunswick A1/A2, GS10/92/96/98/Nex Gen, String pinsetter, generic pinsetters
HW_CONNECTION= 1	(change ball)note: when enabled required cycle after pin read for 1 st ball. AMF 8230/3000/45 with Steltronic or compatible chassis, AMF8270 Solid state with change ball selection
HW_CONNECTION= 2	(APS) AMF8230 with Steltronic or compatible uP chassis, AMF 8270 uP, AMF 8290 First Gen. chassis, VPS2000
HW_CONNECTION= 3	(Gutter and Strike Output) Via Bowling MC2, Yangji Vision, ZD8800
HW_CONNECTION= 4	(APS also on 2 nd ball) AMF 8290XL, AMF8290XLI

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RESPOT_TYPE= enable\disable\Set the 10TH FRAME respot

RESPOT_TYPE= 0	none = no respot
RESPOT_TYPE= 1	(modified cycle = simulate a Fast Strike cycle) AMF8230 with Steltronic or compatible uP chassis, AMF 8270 uP, AMF 8290 First Gen/XL/XLI,VPS2000, Via Bowling MC2, Yangji Vision, ZD8800
RESPOT_TYPE= 2	(Extra cycle = send a new trigger for reset pinsetter) AMF8230/3000/45, AMF 8270 Solid State chassis, Brunswick A1/A2, GS10/92/96/98/Next Gen, String pinsetter, generic pinsetters

10TH_RESPOT_DELAY= Set how many seconds of delay are necessary before send an extra trigger to cycle the pinsetter. Note: the delay starts after 2nd ball lights ON.

DO_NOT_WAIT_2ND = Enable-disable the checking of 2nd light ON before start the 10th respot delay.

DO_NOT_WAIT_2ND = 0	Disabled= the10th Respot Delay starts after 2 nd ball lights ON
DO_NOT_WAIT_2ND = 1	Enabled= the10th Respot Delay starts from last trigger

MACHINE_OFF_DELAY = Delay in seconds before the pinsetter it will powered off when credit expired.

SPEED_DIST_O = SPEED_DIST_E = Distance between speed and start (trigger) sensors in centimetres. SPEED_DIST_O = odd lane, SPEED_DIST_E = even lane.

Important: the minimum clearance allowed between speed and trigger sensors is 23 centimetres (default for installation with Sciba)

DIAMETERS = Distance between trigger sensors and cushion, versus ball diameter (396/22=18)

DIAMETERS = 0	(Disabled- not used) String pinsetter, GS92/96/98/GSX Next Gen
DIAMETERS = 18	Installation with Sciba for pins detection Note: this parameter need to be reduce (14-16) if Sciba is installed with extra support for rise the bumper high

PHOTO_DELAY_O = PHOTO_DELAY_E = Only for installation with Sciba for pins detection. Time Delay between ball detection and Photo for pins scan. Photo_delay_O= odd lane, Photo_delay_E= even lane. Each time unit= 19,2 ms.

Example PHOTO_DELAY_O = 104 (2 seconds)

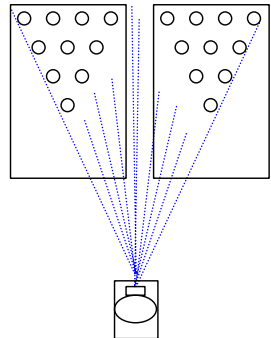
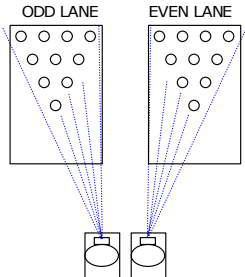
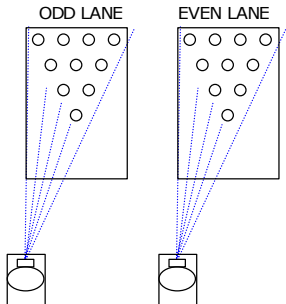
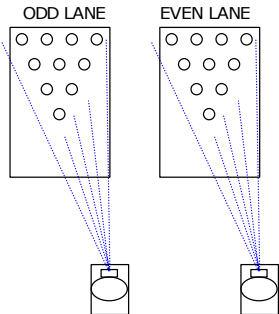
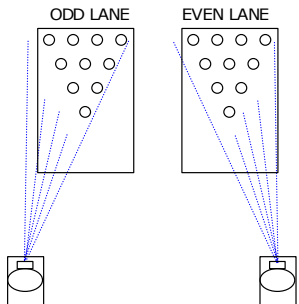
CYCLE_AFTER_PHOTO = Enable- disable pinsetter starts after Sciba scan the pins. It's possible set a different option for 1st and 2nd cycle. This parameter is not used with String or GS pinsetter, it's usually enabled with Brunswick A1/A2 or in installations with abnormal Sciba position where pinsetter sweep could interfere with pins scan.

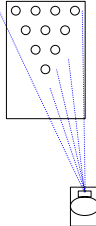
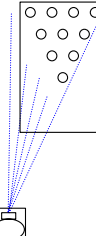
CYCLE_AFTER_PHOTO = 0	Disabled- not used
CYCLE_AFTER_PHOTO = 1	Enable pinsetter starts after photo for 1 st ball cycle only
CYCLE_AFTER_PHOTO = 2	Enable pinsetter starts after photo for 2 nd ball cycle only
CYCLE_AFTER_PHOTO = 3	Enable pinsetter starts after photo for 1 st and 2 nd ball cycle

GUTTER_7-10 = Enable- disable the emulation of Fast gutter and Fast strike cycle for pinsetter without APS or Strike\Gutter input. It's mandatory enable "cycle after photo", the A.P.I. change ball output must be connected to pinsetter.

GUTTER_7-10 = 0	Disabled
GUTTER_7-10 = 1	Enabled

PARAMETER_17H = this parameters indicated how the SCIBA (Camera) is installed. The parameter will be ignore for installation of String or GS pinsetters

PARAMETER_17H = 0	1 Sciba per one pair of lanes (Standard Installation)	
PARAMETER_17H = 88	2 Sciba for one pair of lane ODD →LEFT, EVEN →RIGHT	
PARAMETER_17H = 120	2 Sciba for one pair of lane ODD →RIGHT, EVEN →RIGHT	
PARAMETER_17H = 216	2 Sciba for one pair of lane ODD →LEFT, EVEN →LEFT	
PARAMETER_17H = 248	2 Sciba for one pair of lane ODD →RIGHT, EVEN →LEFT	

PARAMETER_17H = 24	1 Sciba for one single lane ODD → LEFT	
PARAMETER_17H = 56	1 Sciba for one single lane ODD → RIGHT	

SCIBA_BANK = SCIBA2_BANK = The value indicates if the Sciba is/are set pins detection with white or Glow light. [Sciba_bank: Standard or Odd Sciba, Sciba2_bank: Auxiliary Sciba].

SCIBA_BANK = 0	White light	SCIBA2_BANK = 0	White light
SCIBA_BANK = 1	Glow light	SCIBA2_BANK = 1	Glow light

The following lines are the A.P.I. Advanced Parameters, edit only if is strictly necessary. The default parameters will be load automatically after pinsetter choose

PARAMETER_02H =

PARAMETER_02H = 16	2 nd ball detected by A.P.I. from Mask light
PARAMETER_02H = 0	8290XL - 8290XLI 2 nd ball received from AMF Chassis trough Score cable

PARAMETER_15H =

PARAMETER_16H =

Enable/disable/set the A.P.I. bumpers Output:

PARAMETER_15H = 0	[Bumper ON/OFF] - default - Bumper out ALWAYS CLOSE until the next player begin
PARAMETER_15H = 129 to 255	[Bumper Toggle] One pulse= Bump UP, next pulse = Bump Down Value (-128) indicate length of close pulse (1unit= 100 ms) 129 = 1 sec of pulse length, 255 = 12,7 Sec of pulse length
PARAMETER_15H = 1 to 127	[Bumper Toggle + UP/DOWN SWITCH] Value indicate length of close pulse (1unit= 100 ms) 1 = 1 sec of pulse length, 127 = 12,7 Sec of pulse length This parameter require the 16H enabled
PARAMETER_16H = 0	Indicate the timeout for UP-DOWN switch detect. Time starts after parameter 15H, if a UP/DOWN switch is not detected before 16H time expire, score give another pulse for bumper. Unit in 100 ms

PARAMETER_1FH = Define 8290XL - 8290 XLI special feature

PARAMETER_1FH = 16	[8290 XL] Enable the OFF Spot
PARAMETER_1FH = 128	Set pinsetter as 8290 XLI
PARAMETER_1FH = 144	Set pinsetter as 8290 XLI + enable the OFF Spot

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[6.3] Edit CONFIG.INI

From IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE menu choose [1]. At the end of edit, press ESC →File → SAVE than ESC →FILE →QUITFILE→ESC

WARNING: EDIT ONLY THE SUGGEST PARAMETERS

STANDALONEMODE = Parameter for set the PLAY MODE. There are 4 different play modes available:

STANDALONEMODE = 0	Stand Alone disabled
STANDALONEMODE = 1	PLAY MODE 1
STANDALONEMODE = 2	PLAY MODE 2
STANDALONEMODE = 3	PLAY MODE 3
STANDALONEMODE = 4	PLAY MODE 4

[Play Mode 1] ONE CREDIT = 1 BOWLER+ 1 GAME (10 frames)

Lane is rented by GAME (10 Frames). The system adds by default one bowler with a default name, for play with more bowlers its necessary to add more credits (one credit for each bowler).

Example: 3 credits = 3 players with one game each.

[Play Mode 2] ONE CREDIT= ONE TIME UNIT

Lane is rented by time. The system adds as default one bowler with a default name, more players could be added using the bowler's Console (max 14 per lane), more credit = more time units.

Example with one credit= 15 minutes: if bowlers insert 3 credit = 45 minutes of play.

[Play Mode 3] ONE CREDIT= ONE TIME UNIT WITH ONE BOWLER ONLY

With this selection, lane is rented by time, BUT the system allows one bowler only. Any extra credits it will add one more bowler, but the time remains the same.

For example: time unit = 15 minutes. Player inserts 2 coins: the system adds 2 bowlers for 15 minutes of play.

[Play Mode 4] ON/OFF SWITCH (unlimited Time)

Coin device must be substituted with an On/off switch. Switch ON = The score adds one bowler, no game limit. More bowlers could be added using the bowler's console. Switch OFF = End of Game.

ERASEGAMESONSTART = this parameter enable/disable the erase of the game games on both lanes after lane computer reboot.

ERASEGAMESONSTART = 0	Disabled
ERASEGAMESONSTART = 1	Enabled

TOKENCOUNT =

It's mandatory to decide how many tokens are necessary to obtain one credit unit. The default selection is 1 token = 1 credit unit. It's possible to change this option for several different configurations, for example, 2 or 3 tokens = 1 credit unit.

Important: any extra credit inserted after the first for obtaining more players/time unit must be added before the end of game/time expire. NO game extension allowed after the end of credit.

TIME UNIT=

Only for "Play by Time Mode". Customer must choose in advance how many minutes per game for each credit. The default selection is 1 Credit = 15 minutes.

LSMODE = Only for lucky Strike bowling Center. Enable\disabled special graphic set

LSMODE= 0	Disabled
LSMODE= 1	Enabled

AutoCloseDly =

Timeout in seconds before game closure when Credit expired. Default: 30 second.

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PARTIALTOT = Visualization of partial totals and strike series in score grid

PARTIALTOT = 0	disabled
PARTIALTOT = 1	enabled

INTERCOM = Enable\disable\set the 3 special keys for Intercom call on Bowler's Console Menu

INTERCOM = 1	allow the 3 button for Intercom call only
INTERCOM = 0	allow the 3 button for Intercom call + display the BAR/Mech call on the Screen

OPENINPHASE = 5

Enable\disable\set the pinsetter Status control at begin of the game: if A.P.I. detect the pinsetter ready for 2nd ball at begin of game, it will send a trigger to pinsetter.

OPENINPHASE = 0	Disabled
OPENINPHASE = 5	Enabled, 5 second delay from pinsetter ON before to send the trigger pulse. (default)

TCWBC = Set the frequency of Wireless bowler's Console

TCWBC = 1	USA
TCWBC = 0	Others Country

CLRPREVTOT = Cumulative clear game total using clear games from Bowler's Console

CLRPREVTOT = 0	disabled
CLRPREVTOT = 1	enabled

VIDOFFSX = Monitor Screen horizontal off Set

VIDOFFSX = 98	16:9 (Hantarex and most of 16:9 LCD - PLASMA SCREEN)
VIDOFFSX = 112	4:3 (Winvision, New Look, standard CRT 4:3)
VIDOFFSX = 120	EL 16:9 LCD

FLOWFILE = Enable\disable the scrolling text message

FLOWFILE = ""	Disabled
FLOWFILE = " ADVERT.TXT "	Enabled

TOUCHSCREEN = Enable\disable bowler's Console Touch Screen

TOUCHSCREEN = 0	Disabled
TOUCHSCREEN = 1	Enabled

AUXSCREEN = Enable\disable bowler's Console monitor ON/OFF/energy saving feature

AUXSCREEN = 0	Disabled
AUXSCREEN = 1	Enabled

VCRUSAGE_L = VCRUSAGE_R = [_L= odd lane, _R= even lane]

Set the MONITOR SWITCH TV/SCORE AUTOMATICALLY: the monitor is ON and displays TV as default, when a bowler inserts tokens for play, the monitor switches to SCORE GRIDS. At the end of the credit, the monitor will switch back to the TV signal. WARNING: this option is available only if a VCR or DVD or AV TUNER is connected to CVBS input of Lane Computer.

VCRUSAGE_L = 1	[left lane] Disabled
VCRUSAGE_r = 1	[right lane] Disabled
VCRUSAGE_L = 2	[left lane] enable
VCRUSAGE_r = 2	[right lane] enable

VCR_CONTRAST = VCR_BRIGHTNESS = VCR_COLORS =

Only for TV Signal: Picture adjustments

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SLOWTIME = Enable-disable\set the countdown for slow bowlers.

SLOWTIME = 0	Disabled
SLOWTIME = 1 to 2/3/etc.	Enabled -unit in minutes

WAITTIME = Enable-disable\set the Pinsetter energy saving. After the end of the Slow-time, system start to count the Wait time. At the end of Wait time, pinsetter it will be powered OFF. Bowler's must shot a ball for wakeup the pinsetter, the first throw is for resume and will be ignore.

WAITTIME = 0	Disabled
WAITTIME = 1 to 2/3/etc.	Enabled -unit in minutes

TVMODE = Set the Standard for CVBS TV signal= 0 = PAL, 1 = NTSC, 2 = SECAM

TVMODE = 0	PAL
TVMODE = 1	NTSC
TVMODE = 2	SECAM

CUMTOT_L = CUMTOT_R = Enable\Disable the display of the cumulative total of the game

CUMTOT_L = 0	Disabled
CUMTOT_L = 1	Enabled
CUMTOT_R = 0	Disabled
CUMTOT_R = 1	Enabled

SPEED_L = SPEED_R = Enable\Disable the ball speed display [_L= odd lane, _R= even lane]

SPEED_L = 0	Disabled
SPEED_L = 1	Enabled
SPEED_R = 0	Disabled
SPEED_R = 1	Enabled

MPH_L = MPH_R = Ball speed visualization for odd lane [_L= odd lane, _R= even lane]

MPH_L = 0	Ball Speed Km\h
MPH_L = 1	Ball Speed Mp\h
MPH_R = 0	Ball Speed Km\h
MPH_R = 1	Ball Speed Mp\h

MAINSCLR_L = MAINSCR_R = Energy Saving settings for overhead monitor

Default settings = monitor always ON. When AUTO is enabled, monitor stays off, when a bowler inserts tokens for play, the monitor it will be automatically turned ON. Monitor will turn OFF when the game's credit is over. For using this feature, the AC input of the overhead monitor must be connected to the Superelex AC overhead monitor out.

MAINSCLR_L = 0	Monitor always ON (default)	MAINSCLR_R = 0
MAINSCLR_L = 2	Monitor ON when credit available , OFF when credit expired	MAINSCLR_R = 2

AUXSCR_L = AUXSCR_R = Energy Saving Settings for bowler's Console with monitor. When AUTO is enabled, the monitors stays off as default. When a bowler inserts tokens for play, the monitor it will be automatically turned ON. Monitor will turn OFF when the game's credit is over. For using this feature, the AC input of the overhead monitor must be connected to the Superelex AC overhead monitor out.

AUXSCR_L = 0	Monitor always ON (default)	AUXSCR_R = 0
AUXSCR_L = 2	Monitor ON when credit available , OFF when credit expired	AUXSCR_R = 2

OPENCONSFLAGS =

Enable\disable bowler's Console available functions

OPENCONSFLAGS = 33255	all enabled except Clear Games, Bar, Mechanic and Language
OPENCONSFLAGS = 33767	all enabled except Clear Games, Bar and Mechanic Call
OPENCONSFLAGS = 34791	all enabled except Bar and Mechanic Call



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PHASECHECK_L = PHASECHECK_R = enable\disable the 2nd ball check for keep Score in phase with pinsetter . [_L= odd lane, _R= even lane].

PHASECHECK_L = 1	Enabled (Default)	PHASECHECK_R = 1
PHASECHECK_L = 0	Disabled	PHASECHECK_R = 0

The following parameters define the Grids style and others element for Score display

STRIKESTILE_L = STRIKESTILE_R = selection for the STRIKE and SPARE display
 [_L= odd lane, _R= even lane]

STRIKESTILE_L = 0	Strike style X , Spare /	STRIKESTILE_R = 0
STRIKESTILE_L = 0	Strike style ■ , Spare ▲	STRIKESTILE_R = 0

GRIDCHOICE_L = GRIDCHOICE_R = selection of size for Static Grid
 [_L= odd lane, _R= even lane]

GRIDCHOICE_L = 0	BIG ONLY - max 3 grids	GRIDCHOICE_R = 0
GRIDCHOICE_L = 1	Big+ Medium - max 5 grids	GRIDCHOICE_R = 1
GRIDCHOICE_L = 2	Big+Medium+Small - max 10 grids	GRIDCHOICE_R = 2

STATGRIDSTYLE_L = STATGRIDSTYLE_R = Selection of style for STATIC Grids
 [_L= odd lane, _R= even lane]

STATGRIDSTYLE_L = 1		STATGRIDSTYLE_R = 1
STATGRIDSTYLE_L = 2		STATGRIDSTYLE_R = 2
STATGRIDSTYLE_L = 3		STATGRIDSTYLE_R = 3

MOBGRIDSENA_L = MOBGRIDSENA_R = choose MOVIE or STATIC grids
 [_L= odd lane, _R= even lane]

MOBGRIDSENA_L = 0	MOVIE Grids OFF, STATIC Grids ON	MOBGRIDSENA_R = 0
MOBGRIDSENA_L = 1	MOVIE Grids ON, STATIC Grids OFF	MOBGRIDSENA_R = 1



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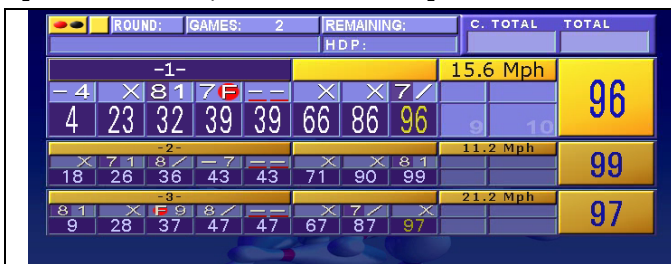
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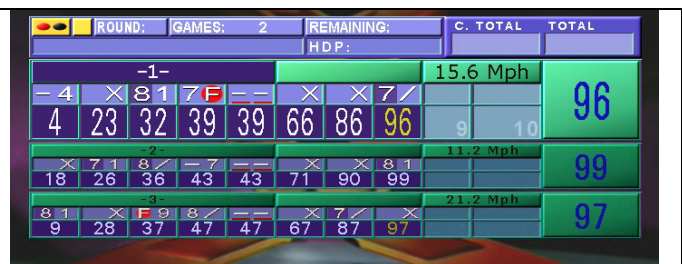
MAXMOBGRIDS_L = MAXMOBGRIDS_R = number of maximum visible player into movie grids
 [_L= odd lane, _R= even lane]

STRIPNUML = 1	1 visible bowler's grid	STRIPNUMR = 1
STRIPNUML = 2	2 visible bowler's grids	STRIPNUMR = 2
STRIPNUML = 3	3 visible bowler's grids	STRIPNUMR = 3
STRIPNUML = 4	4 visible bowler's grids	STRIPNUMR = 4
STRIPNUML = 5	5 visible bowler's grids	STRIPNUMR = 5

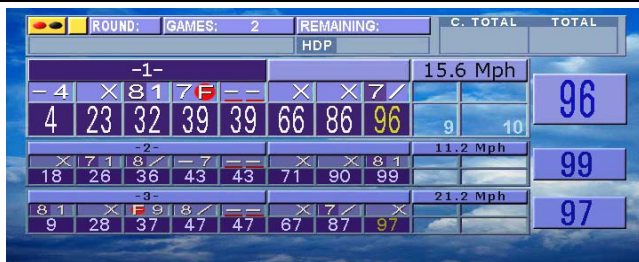
MOBGRIDSTYLE_L = MOBGRIDSTYLE_R = Selection of style for ANIMATED Grids
 [_L= odd lane, _R= even lane]



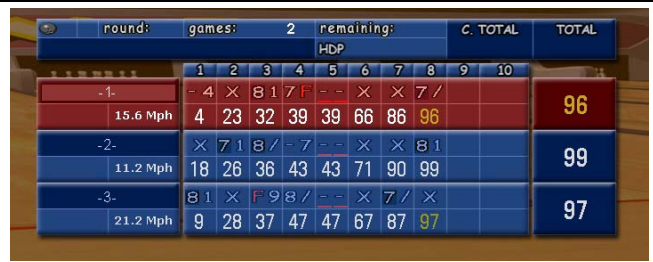
MOBGRIDSTYLE_L = 1
 MOBGRIDSTYLE_R = 1



MOBGRIDSTYLE_L = 2
 MOBGRIDSTYLE_R = 2



MOBGRIDSTYLE_L = 3
 MOBGRIDSTYLE_R = 3



MOBGRIDSTYLE_L = 4
 MOBGRIDSTYLE_R = 4



MOBGRIDSTYLE_L = 5
 MOBGRIDSTYLE_R = 5



MOBGRIDSTYLE_L = 2
 MOBGRIDSTYLE_R = 2

ONLYBUMPERS = enable\disable the ONLY bumpers edit for bowler's console menu: when enabled, the bowler can only enable or disable the bumper, the edit name\skip\move players buttons will be forbidden.

ONLYBUMPERS = 0	Disabled - bowler's can edit\skip\move\select bumpers
ONLYBUMPERS = 1	Enabled - bowler's can ONLY select-unselect the bumpers



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[6.4] Edit the flowing strip text

From IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE menu choose [4]
On the VGA screen the following message will be displayed:

The ADVERT.TXT will be edited, use ESC for editor's MENU
Premere un tasto per continuare

Press a key to continue. The editor menu will be load

Type the welcome flowing strip message in ONE LINE ONLY, when ready press ESC →File → SAVE
than ESC →FILE →QUITFILE→ESC.

[7.0] connect to Wins Server for Sciba Calibration

**This operation is necessary only for installation with Sciba.
For setup WINS on the Service laptop, consult the Appendix [A] installing Wins on Laptop**

- Connect the Service Laptop with the Stand Alone Superelex using a RJ45 Cross-Over cable.
- Power on the Laptop.



- From Laptop, click on START → Programs → Steltronic → IP Address Edit.
- Set the Stand Alone Superelex IP address as lane 1.
- Save the file and exit.

- Launch the WINSERV application* from programs\Steltronic\Winserv
- Connect VGA monitor and PS2 keyboard on Stand Alone Superelex.
- Power ON the Stand Alone Superelex.

Lane computer it will load the following options after the boot:

- [1] DEBUG MODE (only for Steltronic Factory)
- [2] IBCMS STANDARD MODE (automatic default choice after countdown expire)
- [3] IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE

Choose **[3]** moving with keyboard arrows, than press Enter or press 3 on keyboard, than Enter.

The program will load the different options, chose **[5]** Connect to Wins Server for Sciba calibration.

The stand alone it will load the software from the network and it will be available as standard Wins lane computer.

- From Laptop, launch the WINS application (programs\Steltronic**WINS32 icon).
- Makes ONLY the Software calibration as usual. At the end of calibration, Sciba parameter's will be saved directly on Sciba Flash memory.
- When finish, shut down the Superelex, than disconnect the network cable and Laptop.

For further information about camera calibration, consult the Sciba installation manual (information are also contained in Wins installation\user manual).

* Winserv will check the network communication. If the Superelex is off, network communication will not detected, even if the cable is connected. To avoid this problem, edit the WINSERV command line as follows: **C:\Tcpserv\Winserv.exe /D0 /S500000 /NOIP** the parameter /NOIP is used for skip the network detection.

If is necessary CLOSE the Winserv application: \programs\Steltronic\closerv icon



[8.0] about Wireless bowler's Console

The wireless system should be applied to New look keypad, Simple Winvision keypad, UFO and to the single ledger consoles. Stand Alone lane computer support the Wireless bowler's Console, but it's necessary some software settings.

Installation of SINGLE STAND ALONE [only 1 or 2 lanes in the center]

Default Stand Alone setting and Wireless bowler's Console is LANE 1-2. No action required, just plug and play.

Installation with multiple STAND ALONE [center with 3-4 or more Stand Alone lanes]

- Set the Stand Alone lane number
- Set the wireless TX board assign

CHANGE THE STAND ALONE LANE NUMBER

- Connect VGA monitor and PS2 keyboard on Stand Alone Superelex.
- Power ON the Stand Alone Superelex.

Lane computer it will load the following options after the boot:

- [1] DEBUG MODE (only for Steltronic Factory)
- [2] IBCMS STANDARD MODE (automatic default choice after countdown expire)
- [3] IBCMS STAND ALONE CONFIGURATION AND MAINTENANCE

- Choose **[1]** moving with keyboard arrows, than press Enter or press 1 on keyboard, than Enter.

The program escape to DOS and go on Debug mode. The prompt is E:\>

- Type CD\LM\CONF [enter] than the prompt line will change E:\LM\CONF>
- Type edit STDALONE.INI [enter] or type **NC** for loading the Norton Commander if you know how to use it for edit the file STDALONE.INI
- Modify the lane number after = WARNING: choose always the ODD lane number: example, for lane 3-4 **LANENUMBER = 3**
- Save and exit [press ALT F for menu, press S for save, ALT F, press E for esc, otherwise F10 for save with Norton commander]
- Restart the Lane computer

WARNING!

After lane number modification, Stand Alone Superelex will use the new lane assign also for login with Laptop. if a Wins Laptop will be connect with Superelex for Sciba calibration, be aware to change the IP Address edit with the new lane selection.

WIRELESS BOWLER'S CONSOLE TX LANE ASSIGN

The lane assign is made directly from bowler's console, using the keypad key or pressing the Joystick micro-switch (is necessary open the Ufo front panel).

Activating the Set up mode: For USA TX MODEL: press UP than ENTER key for 5 seconds. OTHER TX MODEL: press UP and DOWN key together for approximately 5 second to ENTER in setup mode. After 10 seconds, time out will reset the board.

Lane assign : Use the LEFT key to set the tens , use the RIGHT key for unit. Each key pressure increase the number.

Examples:

Lane 1: press right key one time

Lane 2: press right key two times

Lane 10: press left key one time

Lane 11: press left key one time, right key one time

Lane 21: press left key two times, right key one time.

To set the single lane just press enter button to confirm the lane assign, to set a lane pair console, press LEFT and RIGHT ENTER button together after the lane assign.

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Jan 2007**APPENDIX A: INSTALLING WINS 6.2.1 ON SERVICE LAPTOP
FOR SCIBA SETUP MAINTENANCE**

WARNING:

From version 6.2 the Wins program will ONLY function on a Main Desk equipped with a Hardware Key running in conjunction with the appropriate function.ini file.

There will be ONE (1) Key per Demo center, installed in one of the available USB ports on the Laptop.

Each Hardware Key has an unambiguous serial number which must be entered onto the function.ini file request form.

Remember that the function.ini files can NOT be modified manually, if this is attempted the file is corrupted and will not load the Wins program.

COMPATIBILITY WITH OPERATING SYSTEMS

The Wins 6.2.1 is compatible ONLY with computers running on Windows 2000® and Windows XP® operating systems. It's recommended to update the operating system to the last service pack available. When used with Windows XP SP2 disable firewall and Antivirus during the installation. WARNING: be ADMINISTRATOR user for Wins software installation.

MINIMUM SYSTEM REQUIREMENTS

Processor at least PIII 500 Mhz ,128 Mb. Ram, CD ROM, Hard disk space required by Wins 1,15GB, video board (mod. 800 x 600), network board 10/100 Base T.

NETWORK SETTINGS

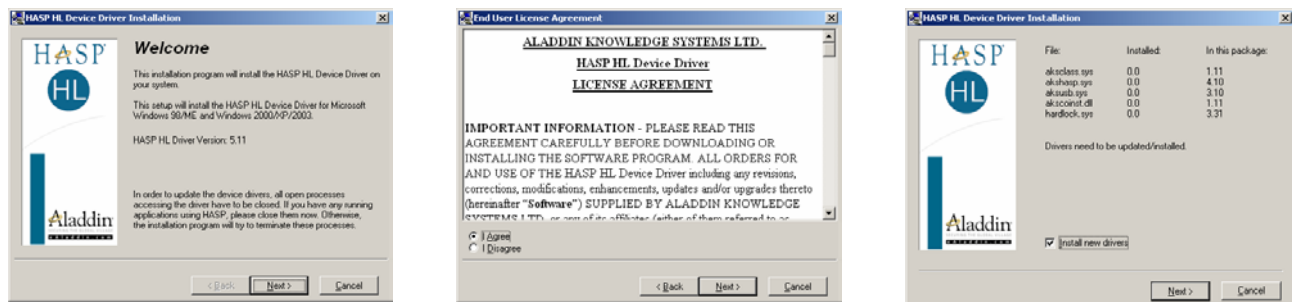
TCP/IP:	192.168.127.1
SUBNET MASK:	255.255.128.0

INSTALLATION'S TOOLS

- **Wins 6.2.1** CD Set (2 disk)
- **HARDWARE KEY + HASP DRIVER**
- **Function.ini** file enabled for the DEMO.

NOTE: WINS installation need Acrobat Reader and WINZIP, if is not installed on the computer it will add automatically. We suggest to install both program in advance.

HASP DRIVER INSTALLATION



First unzip the driver, than Click on HASPUserSetup.exe.

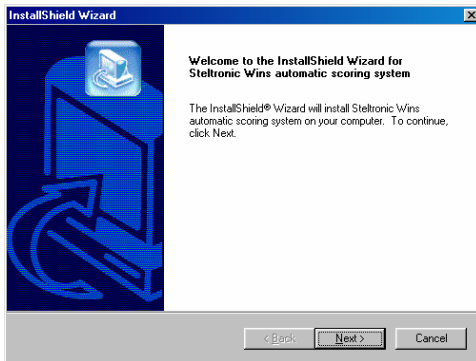
Install the Hardware key driver when required: agree the license and install all new files.

At the end of installation insert the HASP key into the Computer, the system it will detect the new hardware automatically.

WINS INSTALLATION

Any Antivirus and Firewall programs need to be stopped, Windows user must be administrator or same user's rights.

Insert **WINS 6.2 CD number 1** into the Drive. Install shield program run automatically.
(if you have copied the CD files into a folder on C drive, launch manually Setup.exe).

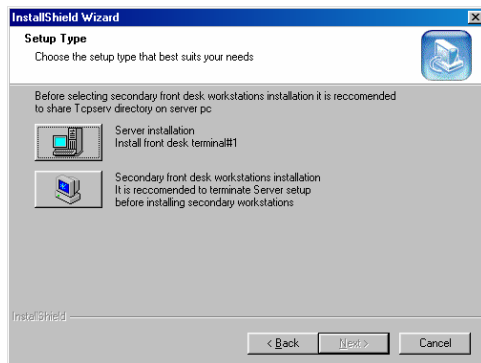


Choose **NEXT** to proceed.

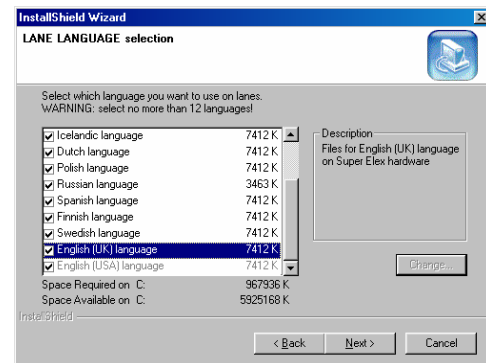
First read the software licence agreement.

SOFTWARE INSTALLATION MUST BE PERFORMED ONLY IF CUSTOMER AGREES ALL POINTS OF THE SOFTWARE LICENCE.

The installation instruction (this document) should be displayed on screen if needed.



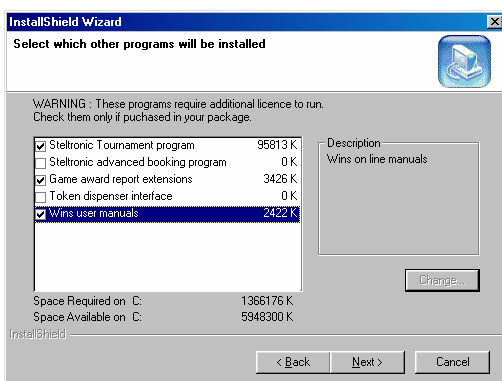
Click on **SERVER INSTALLATION**, than on **NEXT** to continue



Select the language to be used on the lanes.

It is possible to select a maximum of 12 languages including the default. Once this is done click **NEXT** to continue.

Continue with **NEXT** until the WINS Console language selection. The program will automatically add a shortcut to the desktop from where it will be possible to run the Wins program. The shortcut to USA Wins is added automatically, it's possible to remove it later.



Skip the PhotoStrike kiosk installation, and continue with **NEXT** button.

Next choose is for Steltronic External programs.

These programs are not necessary for Stand Alone Control, but could be installed for your Demo.

WARNING: DO NOT ENABLE the "Token Board Interface" option.

Before starting to copy files the program shows a summary of the programs you are about to install. Click on **NEXT** to continue. When and if necessary insert the **WINS 6.2.1** disk number 2 into the drive, wait couple of seconds, then click on **OK**, at end restart the computer.

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FIRST COMPUTER REBOOT

Ignore the ERRORS caused by Winserv*.

Close the Desk Configuration window, no changes are necessary for Demo of 2 lanes.

Remove the WINSERV program from Windows Start up folder : it's better run Winserv manually when needed.

Copy the FUNCTION.INI file received for the demo to the folder TCPSEV\DATI_COM overwriting the default file. Remember that the FUNCTION.INI file must correspond to the hardware key installed.

*WARNING: Winserv will check the network communication.

If there is no switch or Superelex is not connected or power off, net communication will not be detected. To avoid this problem, edit the WINSERV command line as follows:

C:\Tcpserv\Winserv.exe /DO /S500000 /NOIP the parameter /NOIP is used for skip the network detection.

INSTALLATION DIFFICULTIES – Repair- Remove the Wins Software

Wins installation needs 2 CD, at the end of Wins installation it is required to restart the Workstation. Some CD may not recognize correctly the disk change and give an error, if this error occurs, simply reintroduce the Wins 6.2 CD number 1 and click on Ok to confirm. SUGGESTION: copy all the files contained in the 2 CD into a folder on the C drive, then launch the Setup.exe from the folder. In this way, no disk changes will be required and any possible file copy problem will be discovered while copying files, without compromise the installation process.

If the computer should shut down incorrectly or start up in safety mode, shut it down again. Restart the computer and check to see if the installation has been made correctly, if not, uninstall the version from the control panel and proceed with a new installation from the CD.

If you have experienced problems during installation (monitor black out, faulty CD ROM etc) you will need to act in order to correct the installation.

First of all, check to see if the **STELTRONIC WINS AUTOMATIC SCORING SYSTEM** program has been recorded on the control panel. If the program has not been recorded, delete the relative TCPSEV directory from disk C created by the program and repeat the operation.

If the program has been registered, highlight the name **STELTRONIC WINS AUTOMATIC SCORING SYSTEM**, then click on the **ADD/REMOVE** button to continue with the installation.

Use **REPAIR** for restore the installation and/or reinstall corrupted files.

Use **REMOVE** to delete all files.

If none of these options succeeds in restoring the installation the files registered in Windows will need to be removed manually.

Close all applications and run **REGEDIT**, then find and open the folder
HKEY_LOCAL_MACHINE\SOFTWARE\MICROSOFT\WINDOWS\CURRENT VERSION\UNINSTALL

Check that the **7C0344C0-566D-11D4-94C9-00105A3A7F86** folder shows the display name as **Steltronic wins automatic scoring system** and remove the key and all components from the windows registry.



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Note:

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