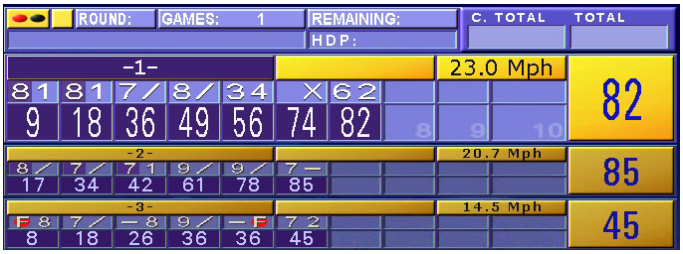

-Stand Alone -
Wins Scoring System
User Manual

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INDEX

[1.0] General

The STAND ALONE WINS SCORING SYSTEM is based on a special lane computer that doesn't require the Main Desk PC, the programs and all necessary files for the scorer 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 a small entertainment center, pub, hotels, little bowling centres (2, 4 or 6 lanes) or Mini Bowling, where a Main Desk is not necessary: to begin play, the bowler's simply insert a token into a coin box; the pinsetter will start and the score grids will appear on the lane monitors.

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

[2.0] Available Token options

WARNING:
The following options for Token could be set and changed only by Installer or Service personnel.
Customer is invited to read this chapter before the end of installation
and consult the installer for obtaining his choices.
After modification of the token settings during the first Installation, it's necessary
To contact the Scoring Installer or the local Customer Service.

CREDIT UNIT - First of all, it's necessary 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.

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.

PLAY MODE – There are 4 different play modes available. 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.

[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.

[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.

[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.

[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.

[3.0] Begin to play – Play Mode [1] ONE CREDIT = 1 BOWLER+ 1 GAME

Bowler inserts the tokens into the coin device to obtain one credit. To play with more than one player, bowler needs to add tokens for obtaining more credits.

Example [A] 1 game = 1 token. One bowler wants to play: insert 1 token.
Example [B] 1 game = 2 tokens. One bowler wants to play: insert 2 tokens.
Example [C] 1 game = 1 token. A group of 4 bowlers wants to play: insert 4 tokens.
Example [D] 1 game = 2 tokens. A group of 4 bowlers wants to play: insert 8 tokens.

The monitor displays the Score Grids with a default bowlers name, and the pinsetter will be powered ON automatically. Bowlers could start to play immediately or edit the names and/or select the BUMPERS as they need, using the Bowler's Console.

[3.1] Begin to play – Play Mode [2] ONE CREDIT= ONE TIME UNIT

Bowler inserts the tokens into the coin device to obtain one credit, more tokens for increasing the time.

Example [A]: 15 min. of game = 1 token. Bowlers insert 1 token to play 15 minutes, 2 tokens to play 30 minutes, 3 tokens to play 45 min, 4 tokens to play one hour.

Example [B]: 15 min. of game = 2 tokens. Bowlers insert 2 tokens to play 15 minutes, 4 tokens to play 30 minutes, 6 tokens to play 45 min, 8 tokens to play one hour.

The monitor displays the Score Grids with one default bowler's name, and the pinsetter will be powered ON automatically. Bowlers could start to play immediately, or using the bowler's Console it's possible to add more people to play (max 14) and edit his name and/or select the BUMPERS if they need them.

[3.2] Begin to play – Play Mode [3] one CREDIT= 1TIME UNIT+1 BOWLER

Bowler inserts the tokens into the coin device to obtain one credit. To ADD more players, bowlers need to add more tokens, time credits will not change and it will be shared between the bowler's.

Example [A]: 15 min. of game with one bowler = 1 token. Bowler inserts 1 token to play 15 minutes, 2 tokens for 2 bowlers playing 15 minutes, 3 tokens for 3 bowlers playing 15 minutes.

Example [B]: 15 min. of game with one bowler = 2 tokens. Bowler inserts 2 tokens to play 15 minutes, 4 tokens for 2 bowlers playing 15 minutes, 6 tokens for 3 bowlers playing 15 minutes.

The monitor displays the Score Grids with a default bowler's name, and the pinsetter will be powered ON automatically. Bowler could start to play immediately or edit the names and/or select the BUMPERS as they need them, using the Bowler's Console.

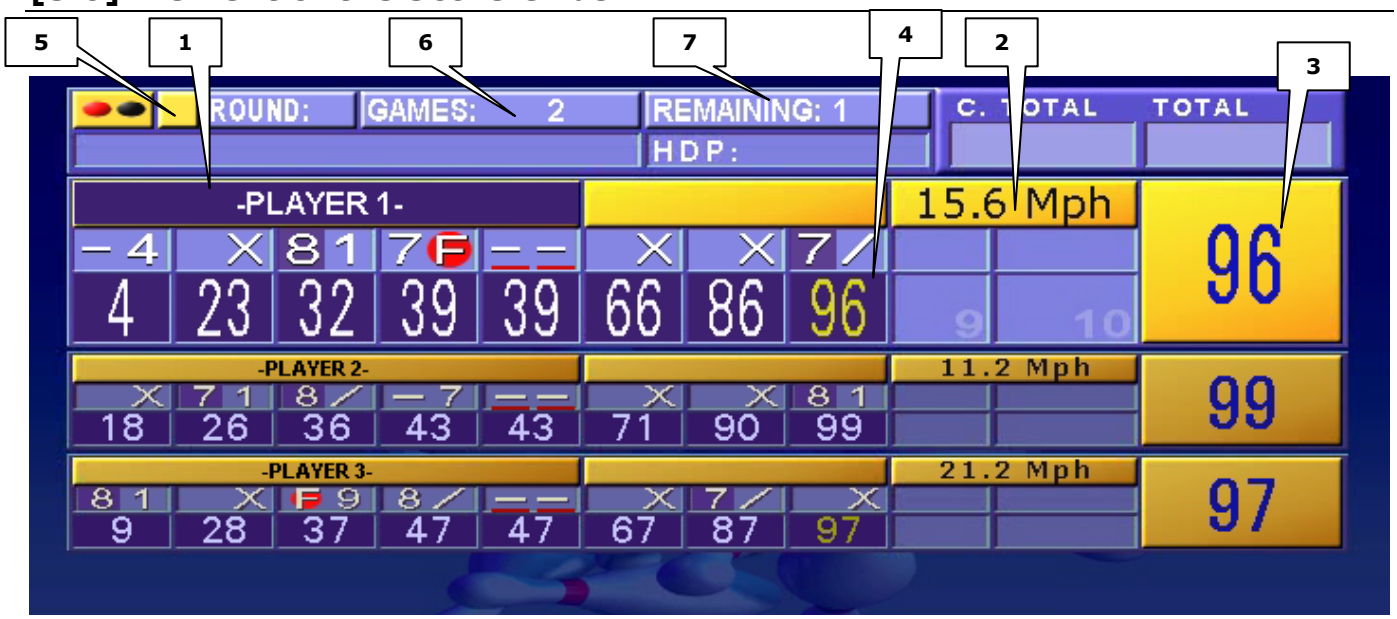
[3.3] Begin to play – Play Mode [4] ON/OFF MANUAL SWITCH

The bowler or the cash operator turns the switch into the ON position. The monitor by default will display the Score Grid with one bowler and the pinsetter will be powered ON automatically. Using the bowler's Console the player could add more people to play on the lane (max 14) and edit his name and/or select the BUMPERS if they need them.

[4.0] End of Games

At the end of the credit, the monitor will display a warning message "Stop Game\Time Over". The pinsetter will turn off in a pre determined amount of time, and after 30 seconds the Score grids will disappear.
NOTE: to stop the game with [play mode 4] bowlers or cash operator need to turn the switch into the OFF position.

[5.0] Element of the Score Grids



[1] BOWLER'S NAME – By default, the first bowler's name is PLAYER1, the second bowler's name is PLAYER 2, etc. Bowlers could edit their names from the bowler's console.

[2] BALL SPEED – Indicates the ball speed of the last ball thrown. Ball speed is displayed in mph or kmh, and the ball speed could be enabled or disabled (see chapter 7. "customizing the score").

[3] GAME TOTAL – indicates the total of the current game for each player. For bowling centres that use play mode by time: it's possible to activate the cumulative total, so the score displays the sum of the total of all played games.

[4] PARTIAL TOTAL – indicate the partial total of the current game for each player. A different color is used to indicate the frame is not finalized and is a pending score.

[5] GAME STATUS BAR – indicates the pinsetter phase (one red dot = first ball, 2 red dots = 2nd ball), the games in use, etc.

[6] GAMES/TIME: indicates the current game number played for each player or the minutes purchased.

[7] REMAINING: indicate the games and or time remaining before the end of play.

[6.0] Bowler's Console Menu and functions

To access the Bowler console menu press the **ENTER** button on the keyboard or Enter button on the bowler's Console panel. For Touch screen bowler's consoles, simply touch the screen. It's not necessary to interrupt the game to use the Bowler Console; the bowlers can keep on bowling.

Note: when the bowler's Console menu is in use, a help text bar is displayed below the menu buttons to explain your current selected function.

The screen to the left explains to the bowler that his menu choice is currently disabled.
WARNING:
Access to the bowler console functions depends on the enabled features.
Customer must consult the installers for enabling/disabling the bowler's console function menu buttons.

[EDIT NAMES] Is used to modify the bowler names, adding and removing bowlers, enable-disable the bumpers, changing the order of play or skipping a bowler.

[CLEAR GAME] Is used to erase the current game scores with all frames being totally erased. Normally this function is not enabled with play mode by game.

[CYCLE – RESPOT] Sends a command to the pinsetter which will cycle once (cycle) or reset a full set of pins (reset).

[BAR CALL][SNACK BAR] Displays/Resets a flashing "Bar Call Graphic" on the lane monitors.

[MAINTENANCE] Displays/Reset a flashing "Maintenance Call Graphic" on the lane monitors.

[RESCAN PINS] ONLY FOR SYSTEM EQUIPPED WITH CAMERA FOR PINS DETECTION. This function **i**s used for correcting automatically the Score when the first ball was scored incorrectly.

[CORRECTION] Is used to correct scores, any frame at any time.

[LANGUAGE] Changes the language used to visualize all the lane functions.

[EXIT] Returns to the previous menu.

NOTE: in the following instructions the term "USING THE ARROWS TO MOVE.." means use the joystick, directional button or arrow keys on the keyboard to move the flashing frame onto the required command button.
The term "CLICK ON .." means "move onto the button with the joystick or keypad, then pressing ENTER button to activate.

[HOW TO EDIT THE BOWLER'S NAME]

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, and press **ENTER** again.

Use the arrows to position onto the bowler name that you want to modify, and press **ENTER** to confirm.

Change the bowler's name as you need, then click on **SEND** when finished.

Note: into the EDIT BOWLER MENU is possible to enable BUMPERS, DELETE the bowler, change Handicap (using the HDP/NAME button), Skip bowler or change the order of play directly. All of these changes must be done BEFORE clicking on SEND button; otherwise it will be necessary to come back into the edit bowler screen.

Select another bowler if necessary, or use the arrows to position onto the **OK** frame, then press the **ENTER** button on bowler's console panel to Exit and Confirm.

[HOW TO ENABLE-DISABLE AUTOMATIC BUMPER FOR A SPECIFIC BOWLER]

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, and press **ENTER** again.

Use the arrows to position on the bowler name that need the bumpers, and then press **ENTER** to confirm.

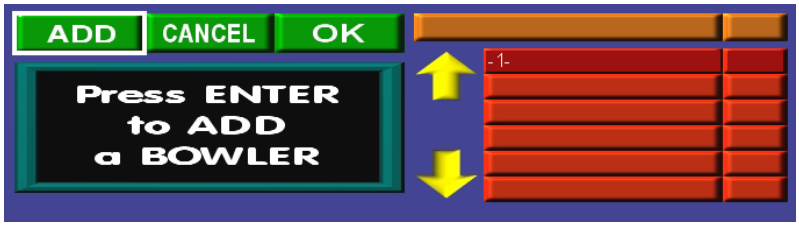
Click on BUMPER button. The prefix BUMP will be added onto the bowler name (but "BUMP" will not be displayed in the grids).

To DISABLE the bumper, once again click on the bumpers Button. Click on **SEND** when finished.

Select another bowler if necessary, or use the arrows to position onto the **OK** frame, and press the **ENTER** button on bowler's console panel to Exit and Confirm.

[HOW TO ADD A NEW BOWLER – if allowed by Play Mode]

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, and press **ENTER** again.



Use the arrows to position on the **ADD** frame, then press **ENTER** to confirm.

System Add a player name as default, change the bowler's name as you need, than click on **SEND** when finish.

To add another bowler click on **ADD** frame, or move on **OK** frame than press **ENTER** button on bowler's console panel to Exit and Confirm.

[HOW TO DELETE A BOWLER]

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, press **ENTER** again.

Use the arrows to position on the bowler name that you want to delete, and then press **ENTER** to confirm.

Click on **DELETE** button, then click on **SEND** when finished.

Use the arrows to position on other bowlers that need to be deleted, or click on the **OK** button to Exit and Confirm.

[HOW TO SKIP- UNSKIP A BOWLER]

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, and press **ENTER** again.

Use the arrows to position on the bowler name that you want to SKIP, and press **ENTER** to confirm.

Click on **SKIP** button, then click on **SEND** when finished. An ↓ at begin of player name means that the bowler will be skipped any time he must play.

Use the arrows to position on the OK button, then press the **ENTER** button on the bowler's console panel to confirm.

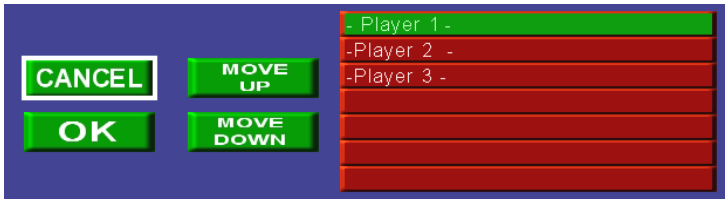
NOTE: the bowler marked as "SKIPPED" will not play until the next game is available. To UNSKIP the player, repeat the operations and click again on the SKIP button. SKIP bowler will now be unskipped automatically at the beginning of the new game.

[HOW TO CHANGE THE PLAY ORDER]

Note: Each player to be moved in the line up can only be done one player at a time. The bowler's must be moved one by one. Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **EDIT NAMES** button by using the arrows, and press **ENTER** again.

Use the arrows to position on the bowler that needs to be moved, and press **ENTER** to confirm.

Click on **MOVE** button.

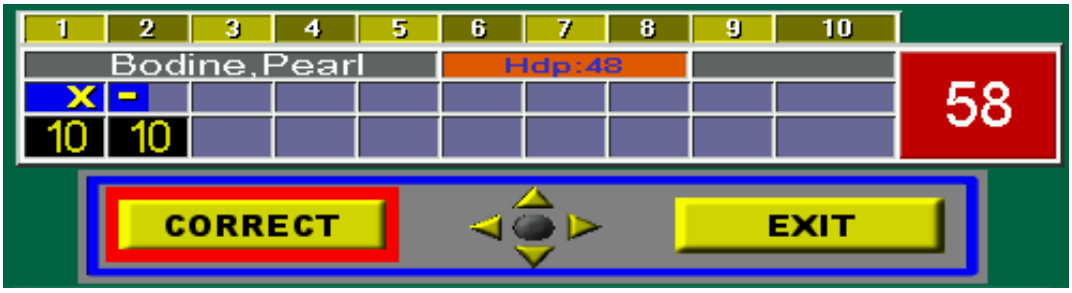


Use the button **MOVE DOWN** or **MOVE UP** for moving the player in the desired play position.
Click on the **OK** button.

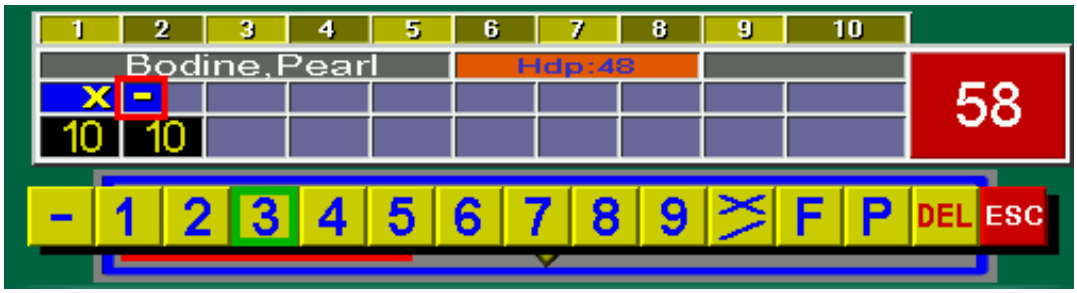
Use the arrows to position on other bowlers that need to be moved, or go to the **OK** button, and press the **ENTER** button on the bowler's console panel to confirm.

SCORE CORRECTIONS

Note for Score errors on first ball: before proceeding with a Score correction, if the Camera is installed to detect the pins, we suggest to use the **RESCAN** option from Bowler's Console Menu. With the Rescan, the score will be corrected automatically.



Press the **ENTER** key on the bowler console, then move to the **SCORE CORRECTION** button using the arrows and then press the **ENTER** to confirm. Press the **ENTER** button followed by the **CORRECT** button to start the correction. Use the arrows to move the cursor to the frame to be corrected. To **ADD A FRAME** move on the first empty frame and select the score. Highlight the frame to correct and press **ENTER**.



Select the score using the arrow buttons and press **ENTER** to confirm. Conclude the operation by pressing the **END**.

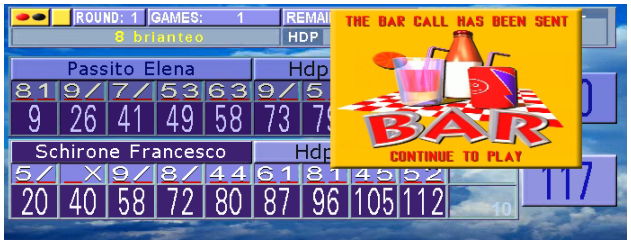
CHANGING LANGUAGE ON THE LANE

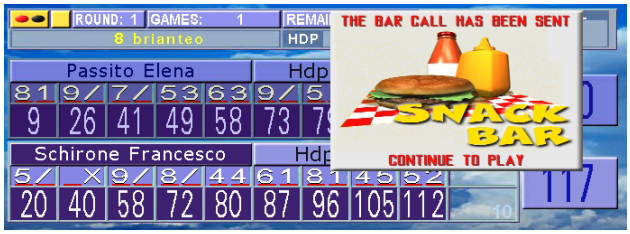
Press the **ENTER** button on the bowler console then move to the **LANGUAGE** button using the arrows and press **ENTER** again. In a couple of seconds the selected language will be loaded.

BAR CALL, SNACK BAR AND MAINTENANCE CALL

NOTE: these features, like the others of Bowler's Console Menu, could be enabled or disabled; ask to the installer or to the local Customer Service.

Press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **BAR CALL** or **SNACK BAR CALL** button by using the arrows, and press **ENTER** again.





When a "BAR-SNACK BAR CALL" is activated from the bowler consoles, a flashing frame of the Bar and Snack Bar calls will continue to flash on the lane monitors 'without stopping play' until someone de-activates the call. This feature is normally used for capturing the attention of waitress.

The MAINTENANCE call only flashes for a few times on the lane screen, then stops on its own.

To stop the Bar or Snack Bar call, press **ENTER** on the bowler console to load the Bowler's Console Menu, move to the **BAR CALL or SNACK BAR CALL** button by using the arrows, and press **ENTER** again.

NOTE: the BAR\SNACK BAR\MAINTENANCE call enables the Intercom call or it will Power on the BAR or Maintenance light, if these devices are installed in the center.

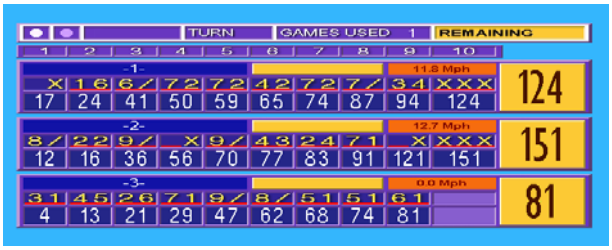
[7.0] Customize the Score

WARNING:
The following options could be set and changed only by Installer or Service people.
Customer is invited to read this chapter before the end of installation and consult the installer for obtaining his choice.
To modify these options after the first Installation, it's necessary
To contact your local Scoring Installer or Service supplier.

[SCORE GRIDS SELECTION]

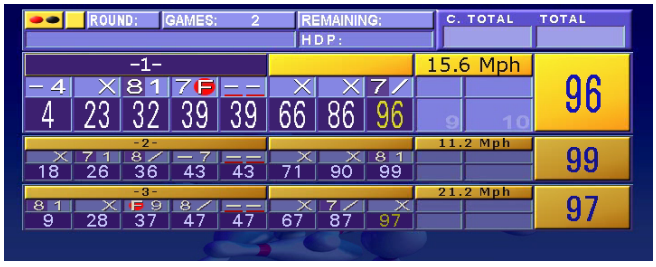
There are 2 different choices for grid mode: STATIC and ANIMATED. The STATIC GRIDS have one style only and the size is fixed, the ANIMATED GRIDS have 6 different styles, graphic effects, and "zoom" for the selected bowler. The animated grids could display simultaneously 3 or 5 players, while the other players will scroll up during the play. FOR ALL KINDS OF GRIDS: it's possible to choose the Strike and Spare Style, like X or ■.

Example of animated grids with first bowler turning

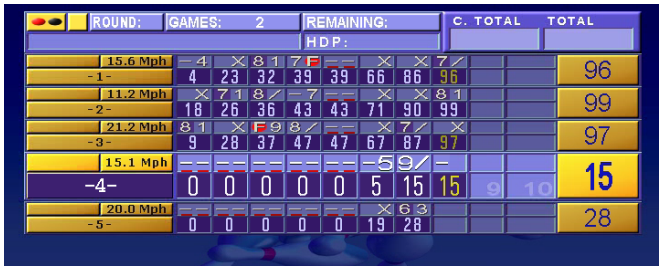


Example of static grid

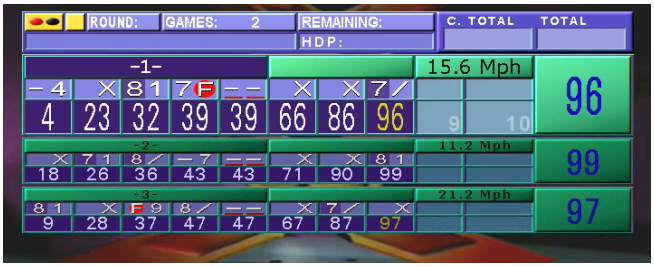
Choice of animated grids



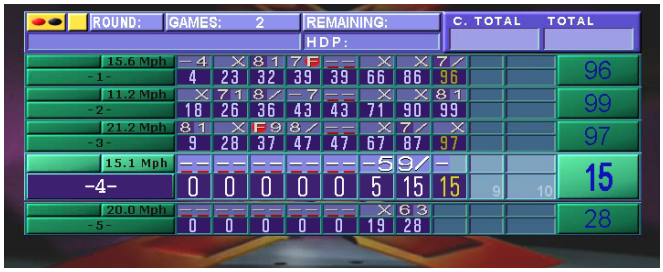
GRID 1 – 3 PLAYER



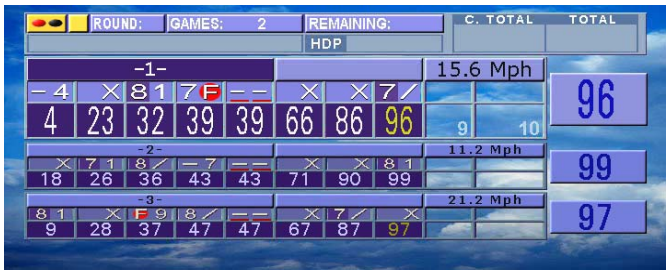
GRID 1 – 5 PLAYER



GRID 2 – 3 PLAYER

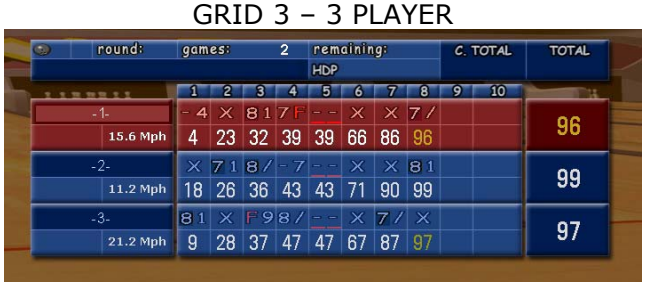


GRID 2 – 5 PLAYER



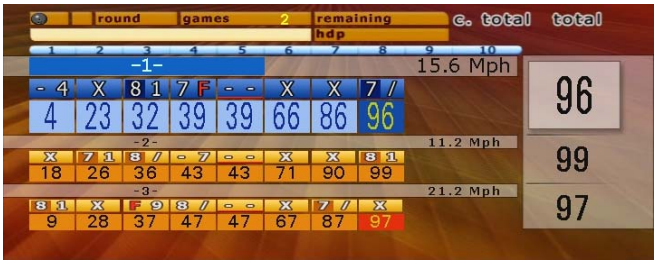
GRID 3 – 3 PLAYER

GRID 3 – 5 PLAYER



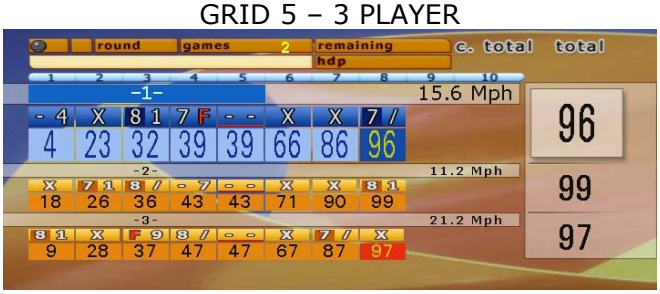
GRID 4 – 3 PLAYER

GRID 4 – 5 PLAYER

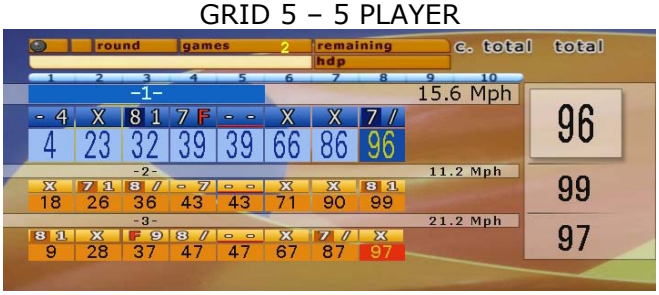


GRID 5 – 3 PLAYER

GRID 5 – 5 PLAYER



GRID 6 – 3 PLAYER



GRID 6 – 5 PLAYER

[OVERHEAD MONITOR SWITCH OPTION]

There are 3 possible choices for Overhead Score Monitor:

MONITOR SWITCH ON-OFF AUTOMATICALLY: the monitor 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 controlled by the Lane Computer.

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.

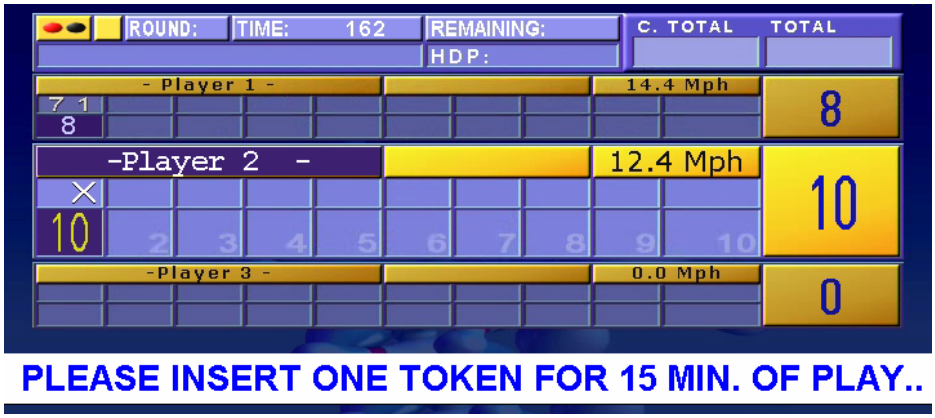
MONITOR ON: the monitor is default ON with Default Screen Saver (Animations or Static graphics). When a bowler inserts tokens for play, monitor displays the SCORE GRIDS. At the end of the credit, the monitor remains "On" with the Default screen saver.

[BOWLER'S CONSOLE FUNCTIONS]

IF the bowler's Console is installed, when a bowler presses the ENTER button, the Score will load the "bowler's Console menu".

Each of the available buttons could be enabled - disabled, see the chapter "bowler's Console menu for further details about Bowler's Console Functions.

[SCROLLING TEXT MESSAGE]



It's possible to select a TEXT string that will scroll under the Grids or the Screen saver screens. Please contact your installer or Customer service in advance for installation of a personalized scrolling text message.

[OTHER LANE OPTIONS]

The following option could be enabled or disabled:

ERASE GAME ON START: [default: enabled]. When lane computer is powered ON, any previous game will be erased.

BALL SPEED: [default: enabled] if the ball speed sensor is installed, the scoring monitor will display the ball speed for each bowler after the shot.

BALL SPEED SELECTION: [default: MPH] setting for display the ball speed in MPH or KMH.

DISPLAY THE PARTIAL TOTAL : [default: enabled]. When this feature is disabled, the Score will not show the partial total if the throw was Strike or Spare. When the next one or 2 shot are done, Score it will complete the partial tot.

DISPLAY THE CUMULATIVE TOTAL : [default: enabled]. ONLY FOR PLAY MODE BY TIME.
When enabled the Score start the new game with the sum of the previous played game., when disabled start from Zero point.

WAIT TIME (pinsetter energy saving): [default disabled] when enabled, if bowler's do not play for the selected time, the pinsetter will be shut off by the Lane computer. To continue to play and resume the pinsetter, bowler must throw a ball. The throw will be ignored and the score does not count, and the pinsetter will be powered back on in about 2 seconds.

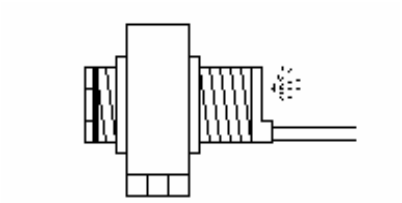
[8.0] Maintenance: checking the Speed Sensor

[CENTERS WITHOUT CAMERA FOR PINS DETECTION- STRING and GS PINSETTERS-]
Near the Pinsetter trigger Sensor, there are 2 photocells (one per lane) used to detect the passage of the ball. This sensor is used for detecting the ball passage and speed calculation.
The speed Photocells MUST be aligned correctly, otherwise the Score can't detect the ball passage and knocked pins will not be displayed on the screen. NOTE: Vollmer string pinsetters do not require the Speed sensor for score detection, speed sensors could be mounted as an option.
The pinsetter trigger sensors are independent by the Scoring; the pinsetter trigger signal is detected by the score for determining the ball speed and the countdown for pins reading.

The Photocells are usually mounted on the Capping; the reflectors are mounted on the small capping on the opposite side of the lane.

CHECKING THE SPEED SENSORS:

ATTENTION! TURN THE PINSETTER POWER OFF BEFORE CHECKING THE SENSORS.



There is a RED LED behind each speed Photocell: if the Red light is on the photocell is properly lined up, if the Red Led is off the photocell is not lined up.
In order to correctly align the photocell, loosen the 4 screws on top of the photocell support and move the photocell, aiming at the reflector on the other side of the lane until the red led comes on.

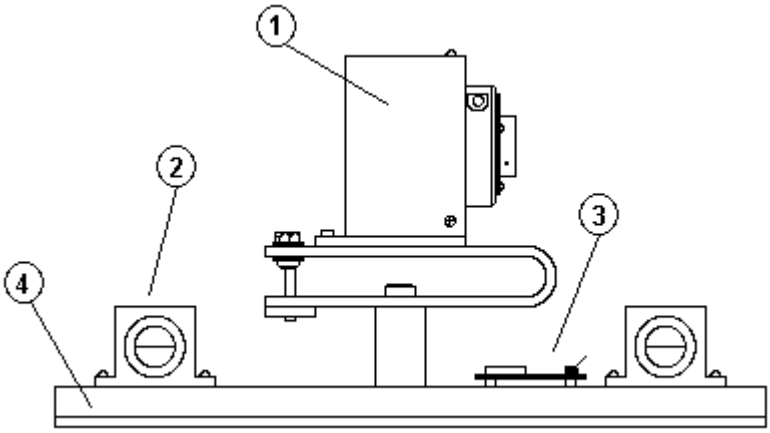
When the Red Led comes on the photocell has been aligned.
For a perfect alignment we advise you to cover the reflector with a piece of cardboard leaving only a small hole of about 2 cm in diameter in the centre of the reflector visible, in this way you are sure that the photocell is 'looking' at the center of the reflector. Repeat the operation for all photocells.

If the Red Led goes off after the ball passes even after the photocell has been re-aligned then the photocell may be pointing towards the border of the reflector.

[CENTERS WITH CAMERAS FOR PINS DETECTION]
The camera (Sciba) is equipped with 4 photocells (2 per lane) which are used to detect the passage of the ball for the ball speed calculation and for the pinsetter commands. The Photocells are usually mounted on the Sciba and in certain conditions directly relocated onto the Capping; the reflectors are mounted on the small capping on the opposite side of the lane.
If the pinsetter does not cycle and the score does not advance, it is possible that the photocell has lost its alignment.
BEFORE CHECKING THE PHOTOCELL ALIGNMENT, VERIFY THAT THE PINSETTER MOTOR IS DISCONNECTED FOR REASONS THAT ARE NOT CONNECTED TO THE SCORING SYSTEM (cams badly regulated, blocked motors, etc.)

ATTENTION! TURN THE PINSETTER POWER OFF BEFORE CHECKING THE SENSORS.

Remove the Sciba CCD protection cover off.

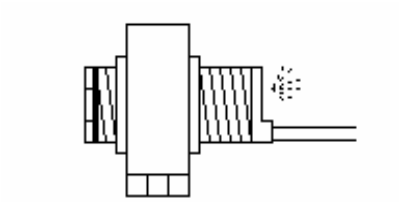


1 = Electronic and optical Sciba CCD block.

2 = Photocells

3 = Signal board

4 = Support base



There is a RED LED behind each photocell: if the Red light is on the photocell is lined up, if the Red Led is off the photocell is not lined up. In order to correctly align the photocell, loosen the 4 screws on top of the photocell support and move the photocell, aiming at the reflector on the other side of the lane until the red led comes on.

When the Red Led comes on the photocell has been aligned.
For a perfect alignment we advise you to cover the reflector with a piece of cardboard leaving only a small hole of about 2 cm in diameter in the center of the reflector visible, in this way you are sure that the photocell is 'looking' at the centre of the reflector. Repeat the operation for all 4 photocells.

If the Red Led goes off after the ball passes even after the photocell has been re-aligned then the photocell may be pointing towards the border of the reflector.

Once the photocells have been checked (from a safe distance) test their functionality.

[8.1] Maintenance: Pins detection

[STRING and GS NEXT GEN PINSETTER]
The information for pins detection is sent from the Pinsetter to Steltronic A.P.I. (Advanced Pinsetter Interface). If the Score does not count properly, its possible cause could be the pins switch on pinsetter table.
Check the pinsetter pins switch, then the cable between the Pinsetter and the A.P.I.
NOTE: the I/O board for A.P.I. -STRING pinsetter- is equipped with one LED for each pin: led is ON when the pins are knocked down. To check if the pins signal is sent to the A.P.I., open the A.P.I. cover and check the pins LED's. Inside the A.P.I. cover there is a label with LED explanation for each pin.

[GS 92-96-98 PINSETTER]
The information for pins detection it's sent from Pinsetter to A.P.I. via COM, the COM cable is in parallel of the output of Brunswick bowler control panel.
If the Score does not count properly, first check the pins switch (the most common problem), check the COM cable, then swap the Gamesetter to see if the problem follows the damaged Gamesetter.

[CENTER WITH CAMERA FOR PINS DETECTION]
The only maintenance allowed for this equipment is the checking of the photocells. For camera settings and calibration, please call the local Customer Service.

[8.2] Maintenance: Monitor adjustment and substitution

The lane monitors are set during installation. In time, it becomes necessary to regulate the brightness and contrast, sometimes even the screen dimensions. We recommend that the monitors be cleaned regularly and dust removed from ventilation holes. Refer to the monitor user manual for further details. We suggest a simple vacuum cleaner to remove the dust from the ventilation holes.

[LCD- PLASMA 32”-42” 16:9 SCREEN]

All adjustments for screen settings must be done using the Remote control. Use the “on screen” manual for further details. NOTE: the Stand Alone Superelex is connected to RGB input. If the picture does not appear, check the cable connected on SCART1 or on RGB SUB 15.

IMPORTANT: LCD OR PLASMA MONITORS can’t be opened by customer, parts inside could be changed only by Service or authorized people.

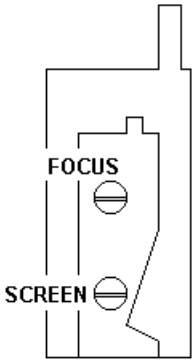
[CRT POLO MONITOR: NEW LOOK- WINVISION]

Monitor is composed of only two physical parts: “Glass Picture tube” and RGB monitor board. On the PICTURE TUBE, the de-gaussing cable is placed as well as the earth ground 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.

It is very rare that the Picture tube is faulty; the component that is changed most frequently is the Monitor board, and there are different models of monitor boards. In this manual we talk about the Hantarex Polo monitors. For information on the Sharp Image monitors sold in the USA, use the original factory manual included.

Every time you change the monitor board it is necessary to regulate the screen settings. The same operation is necessary if, in time, you see some white transparent lines overlapping the score grids.

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:

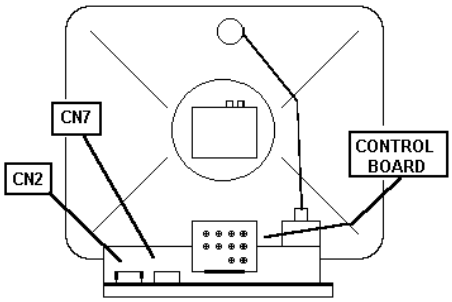
Lower the brightness, contrast and colour to the minimum.

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.

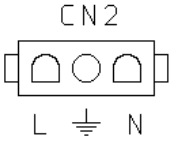
MONITOR HANTAREX POLO 28”



HANTAREX RGB POLO/2

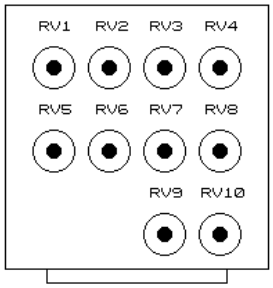
1 RED
2 GREEN
3 BLUE
4 GND
5 VERT. SYNC
6 HORIZ. SYNC OR COMPOSITE

RGB IN PLUG



AC IN PLUG
The fuse is on the monitor board near the CN2 connectors.

The CONTROL BOARD is used to regulate the image.

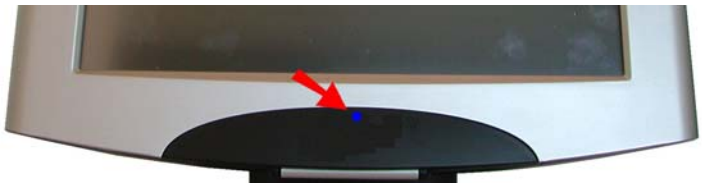


RGB POLO/2 CONTROL BOARD

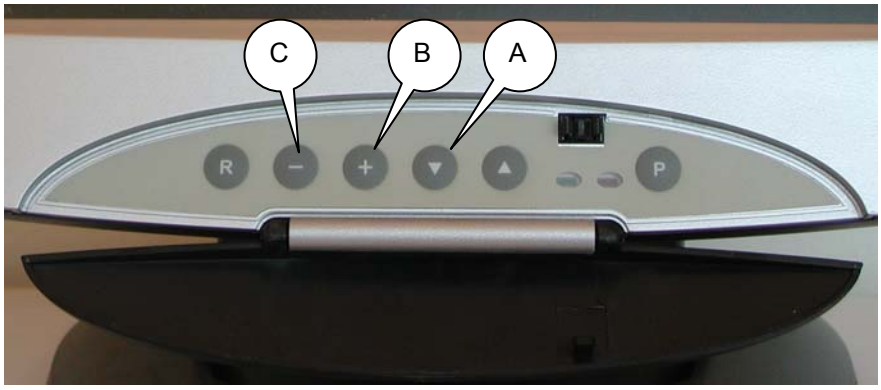
RV1 = Brightness
RV2 = Trapezium
RV3 = Horizontal pitch
RV4 = Vertical pitch
RV5 = Contrast
RV6 = Cushion
RV7 = Horizontal phase
RV8 = Vertical movement
RV9 = Horizontal frequency.

ATTENTION! There are various models of POLO monitor boards; each model is assigned 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.

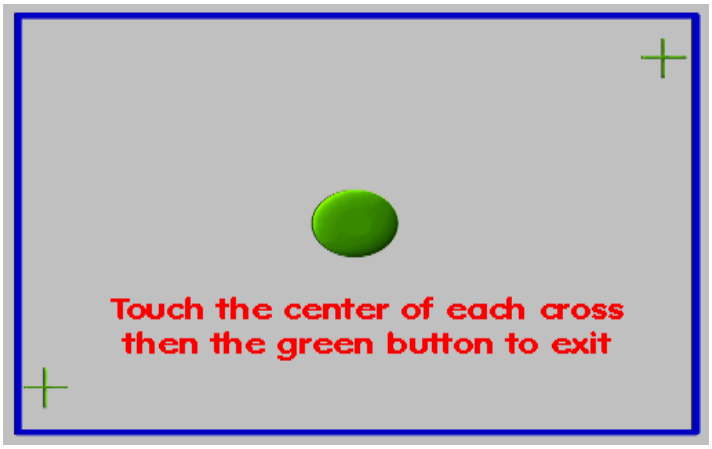
At the end of adjustments close the panel and fix it with the screw.

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

[8.3] Maintenance: Bowler's Console Touch Screen calibration

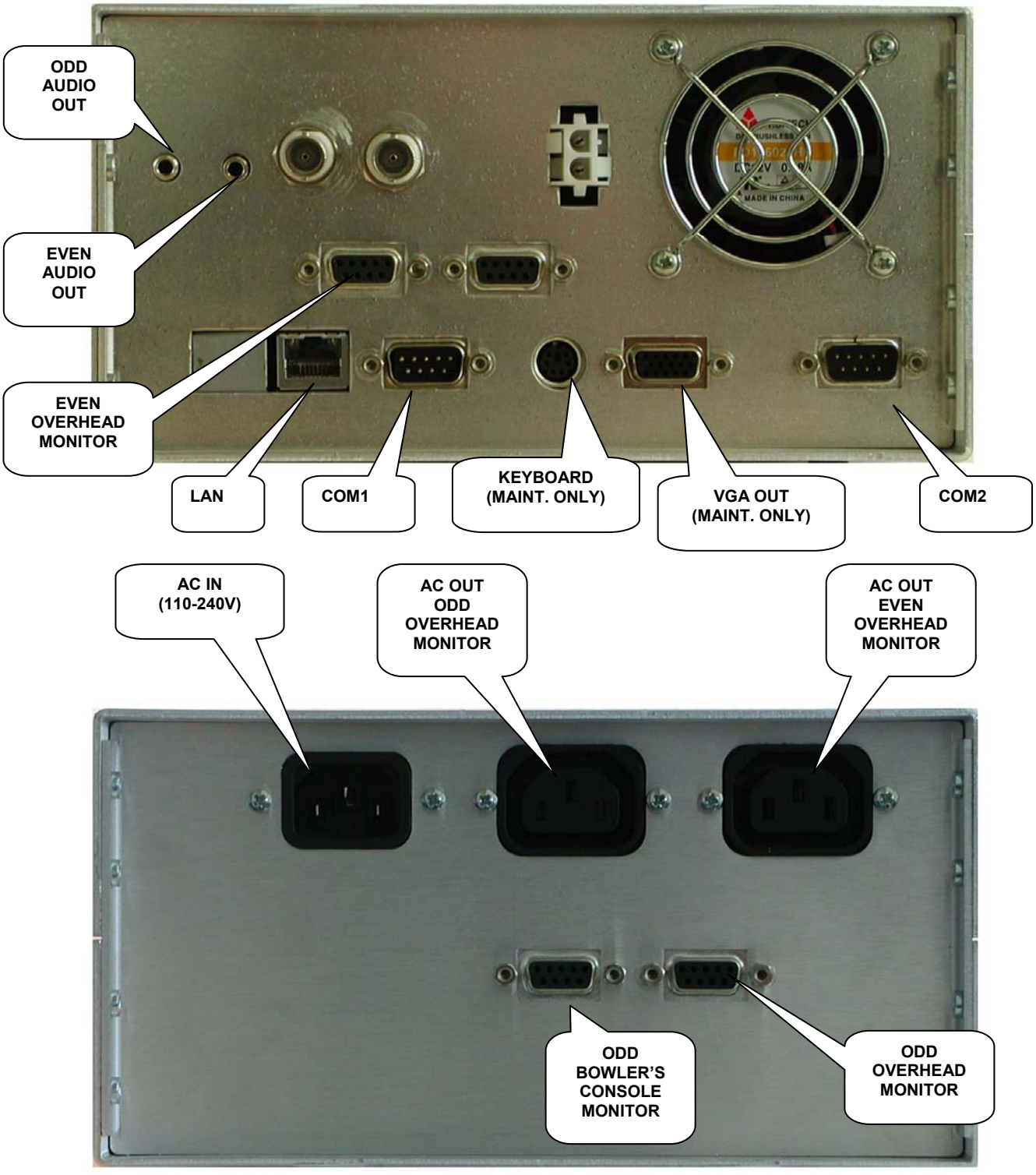
Insert a keyboard into the Stand Alone Superelex plug, then power on the system.
Press T on keyboard to load the Touch Screen calibration menu.

Go to the Touch screen monitors and follow the instructions.



[8.4] Checking- substitute Stand Alone lane computer

If the lane computer is damaged, the monitor screen remains blank and pinsetter will not start. Please contact Service people for help, and if necessary, require a spare. Spare Lane computer could be set in the Service workshop, when customer will receive a new lane computer it needs only to plug the connectors (see the following diagram).



Stand alone Superelex connectors view

[8.5] Maintenance: Troubleshooting Quick guide

[THE WIRED BOWLER'S CONSOLE DON'T WORK- JOYSTICK-QWERTY CONSOLES]

- Bowler's Console Panel is damaged or Enter button is defective, or QWERTY flat cable is disconnected : open the Console using the front screws if available or unscrew the plastic bottom panel, then check the buttons wire or the flat cable.
- The Long Cable that connects the bowler's Console board and A.P.I. is disconnected or damaged: first check the cable from A.P.I. side, then open the bowler's Console and control if the cable is not connected or damaged.
- The Control Board inside the Bowler's Console is damaged: open the Bowler's Console, change the board with a spare or swap the board with another one that works. Call customer service for spare part.

[THE WIRELESS BOWLER'S CONSOLE DON'T WORK]

- Battery dead: measure the battery level on the board connector, if less than 5 Volts, substitute the battery with 4 each 1.5 Alkaline battery, size "AA".
- Bowler's Console Panel is damaged or Enter button is defective: open the Console using the front screws if available or unscrew the plastic bottom panel, then check the buttons wires.

[THE TOUCH SCREEN BOWLER'S CONSOLE DON'T DISPLAY THE SCORE]

- Open the monitor front control panel and see if the power light is ON, if not try pressing the ON button (see the A0920..manual for details).
- Check the AC power on the A112 TX Device (see the A0920..manual for details).
- Check the cables between Stand Alone Superelex and A112 TX Device.
- Check the monitor power supply placed near the monitor, under the table.
- Check the CAT 5 cable integrity (see the A0920..manual for details).

[THE TOUCH SCREEN BOWLER'S CONSOLE DON'T LOAD THE BOWLER'S MENU]

- Touch anywhere on the screen; if the bowler's console menu appears, its necessary to use the Touch Screen Calibration, see chapter 9.3 of this manual.
- Check the Touch Screen cable between monitor and S.T.I. interface (see the A0920..manual for details).
- Check the power on S.T.I. interface (see the A0920..manual for details).
- Substitute the S.T.I. interface with Spare or swap it with another one that works.

[THE PINSETTER DOES NOT POWER ON]

- Check if a bowler name is active on the monitor, if not insert tokens. If tokens do not add credit, control the tokens switch, then the cable between token switch and Stand Alone computer, then check the CA0305A cable adapter between token cable and Stand Alone Superelex.
- Check the led's Test on A.P.I. CPU board: when OK, Red and Green led are on, yellow LED's will blink. If yellow led do not blink, press RESET button on CPU board. If all TEST led's stays off, the CA0092 cable between Lane Computer and A.P.I is not connected or damaged.
- Remove the POWER ON connector from API and make a bridge between the ON pins. If pinsetter will be not power ON, call the pinsetter Maintenance. See the A.P.I connection diagram for further details (chap. 9.1)

[THE PINSETTER DOES NOT CYCLE AND THE SCORE DOES NOT MOVE ON]

- PINS DETECTION BY CAMERA: The start photocell is not lined up correctly: Remove the Sciba (camera) cover, verify that the red LED on the photocell is on; if the photocell is not lined up correctly (aiming at the center of the reflector) it is off. Realign the photocell.
- PINS DETECTION BY PINSETTER: verify the pinsetter trigger sensor.

[THE PINSETTER CYCLE BUT THE SCORE DOES NOT COUNT]

- PINS DETECTION BY PINSETTER: verify first the BALL SPEED photocell, then the pinsetter trigger sensor (Closest to the pinsetter).
- Watch the Status bar on the lane's monitor and verify if the Score and Pinsetter are in the same ball phase, if not, reset the pinsetter.
- Check if the cables between the A.P.I. and pinsetter is connected properly.

[THE SCORES COUNT WRONG]

- PINS DETECTION BY SCIBA (CAMERA): check the pinsetter deck light first. Maybe the sweep covers the pins when it is in the guard position. Reset the sweep position. If problem persists, call the local Customer Service.
- PINS DETECTION BY PINSETTER: verify the pinsetter pins switch or /Gamesetter.

[THE PINSETTER AND SCORE MOVE FORWARD ONLY FOR ONE THROW]

- The start or speed photocell have not been aligned correctly, please re-align.
- Watch the Status bar on the lane's monitor and verify if the Score and Pinsetter are in the same ball phase, if not, reset the pinsetter.
- The second ball signal is not received by the Score, check it on the monitor's status Bar. Control the cable between A.P.I. and pinsetter, swap pinsetter chassis if need.

[THE BALL SPEED IS NOT SHOWN ON]

- The speed photocell is not lined up. provide to re-align.

[THE BALL SPEED IS WRONG - Zero]

- The photocell is pointing at the wrong reflector or it is not aligned correctly, the speed reflector is damaged, the Speed sensor is damaged or disconnected.

[THE SYSTEM DOES NOT SCORE ON FIRST BALL]

- The pinsetter chassis keeps the second ball light on constantly. Verify, by resetting the pinsetter, and the second ball light goes on and off respectively when the pinsetter cycles. Exchange the pinsetter chassis if necessary.

[THE SCORE DOES NOT COUNT THE SECOND THROW]

- The pinsetter chassis never turns the second ball light on.
- Verify, by resetting the pinsetter that the second ball light comes on. If it does, check the cables from the A.P.I. to pinsetter. Exchange the pinsetter chassis if necessary. For BRUNSWICK pinsetters: check that the 1st and 2nd micro switch lever, it may not be adjusted correctly.

[THE SYSTEM ALWAYS SCORES A FOUL]

- The foul line or the pinsetter chassis is faulty. Check the foul line and the chassis.

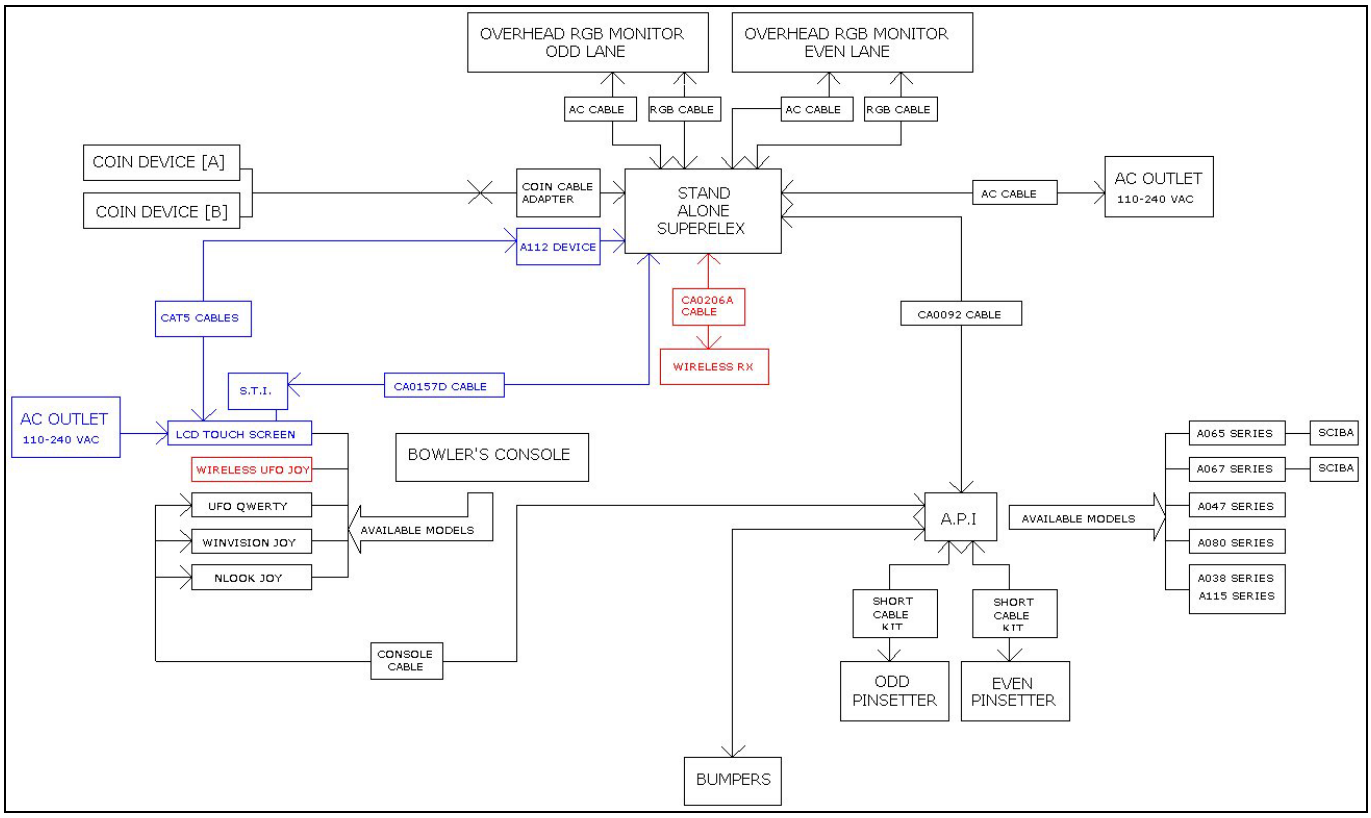
[ONE OF THE MONITORS REMAINS OFF]

- The monitor switch is off. Switch the monitor on.
- Check the power cord: if the power cord is connected to the Stand Alone Superelex, unplug it and connect the monitor directly to an AC socket.
- If the problem persists, the monitor – or monitor board is faulty, call Customer Service for Spare parts.

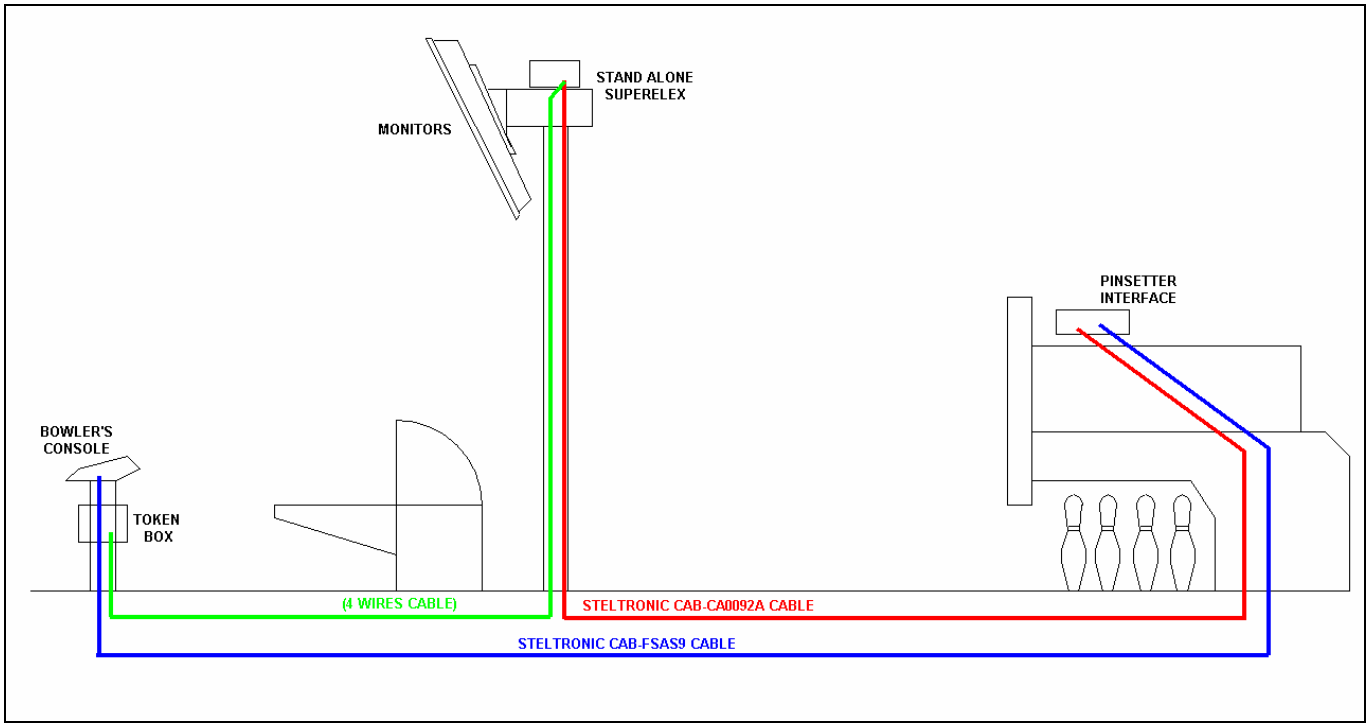
[BOTH MONITORS ON A PAIR OF LANES ARE OFF]

- Check if the Lane computer is ON, Check the power cord, and check the AC outlet of monitors.
- If problem persists, call Customer Service for a spare lane computer.

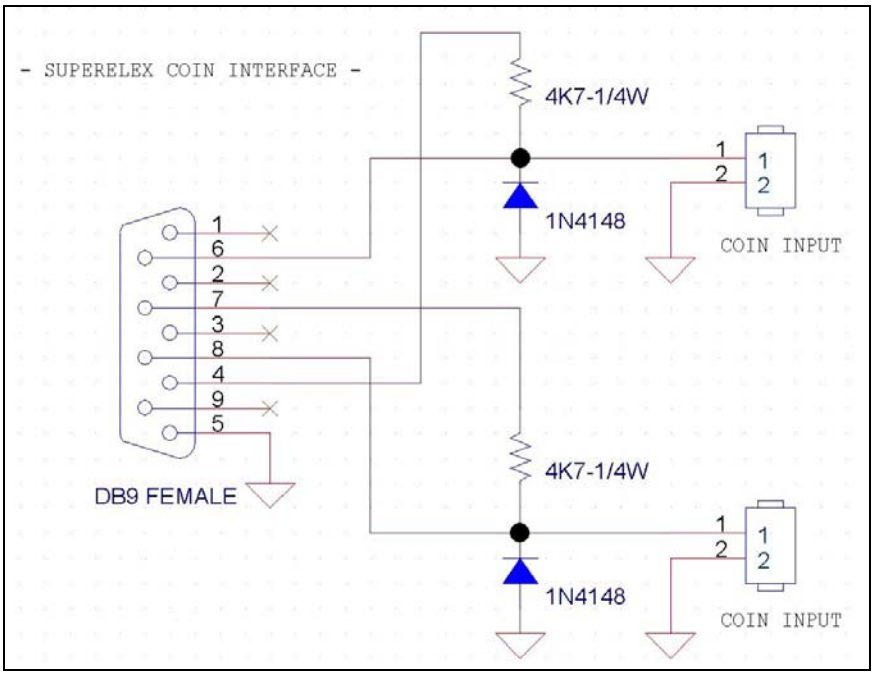
[9.0] General connection's diagram



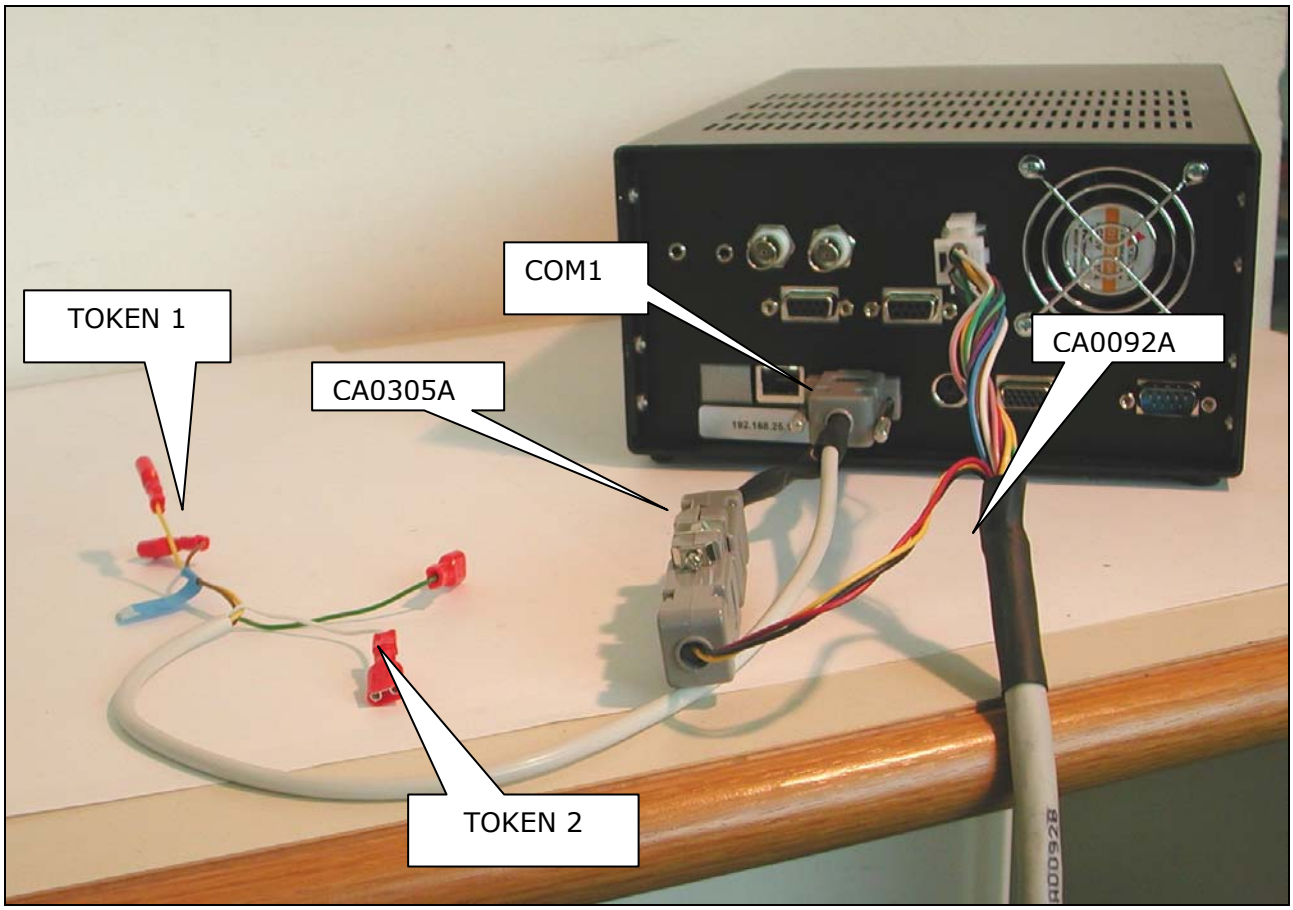
Stand Alone Superelex Block diagram connection and available options



Stand Alone Superelex long cable connections

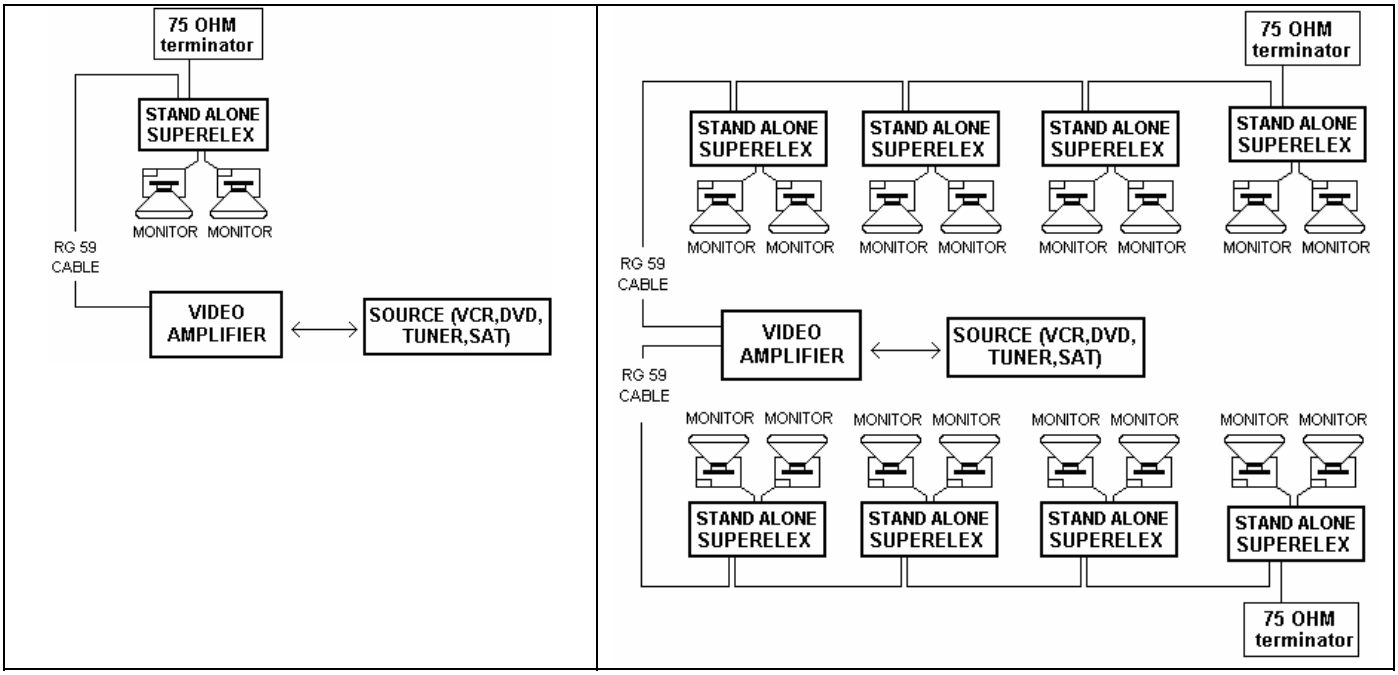


Stand Alone Superelex TOKEN INPUT diagram.
Diode and Resistor are included into cable adapter supplied by Steltronic.



Sample of connection of cable adapter for token cable

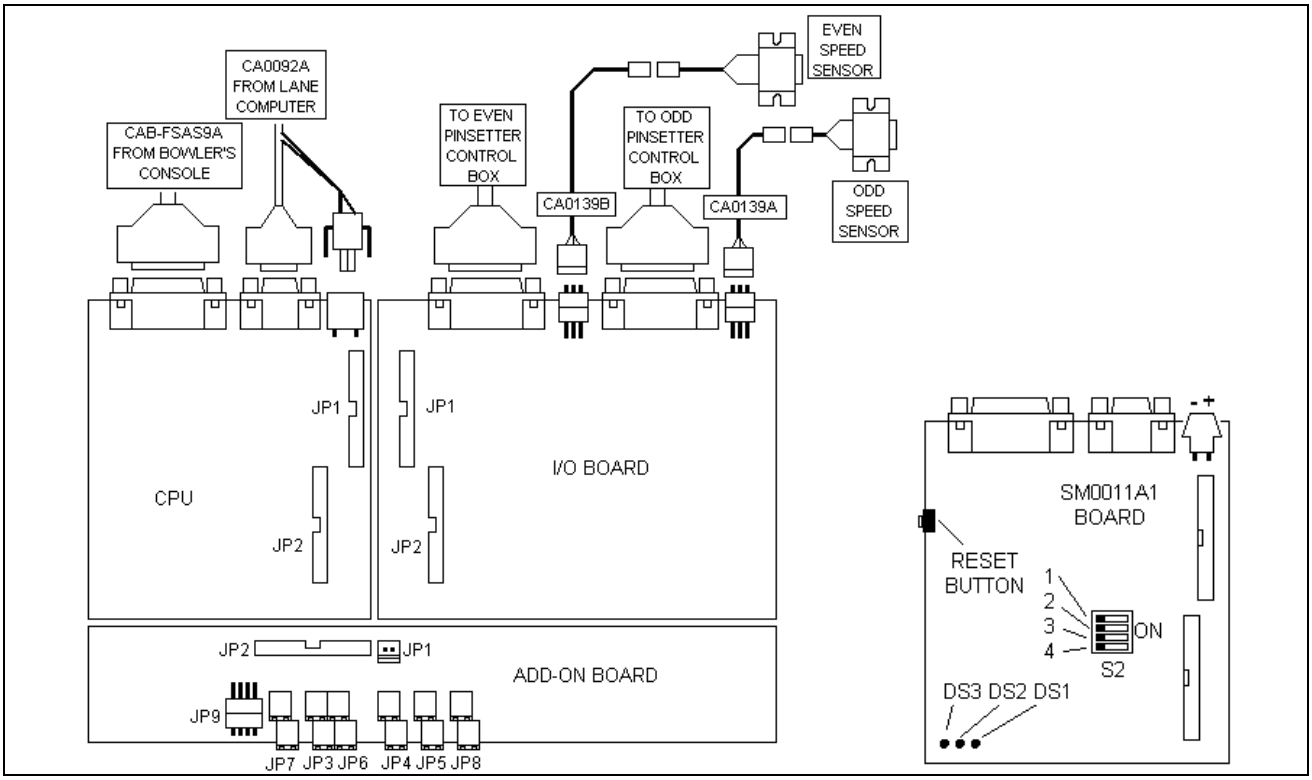
Stand Alone Superelex Optional CVBS line connection – single and multiple connection.



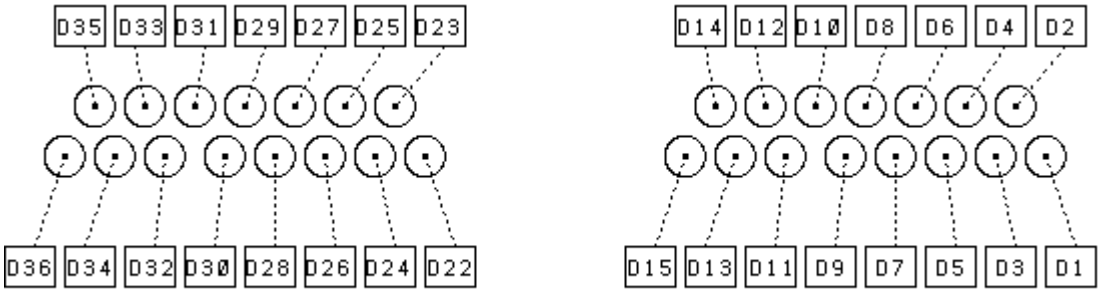
Note: in order to support the Automatic Switch SCORE/TV ,any VCR, DVD, SAT or Digital/Analog Tuner must be connected to the Superelex via CVBS (compositive) Output. The Standard of CVBS signal (PAL – SECAM- NTSC) must be selected by Installer.

[10.0] A.P.I. connection's diagram

A.P.I. FOR STRING PINSETTER



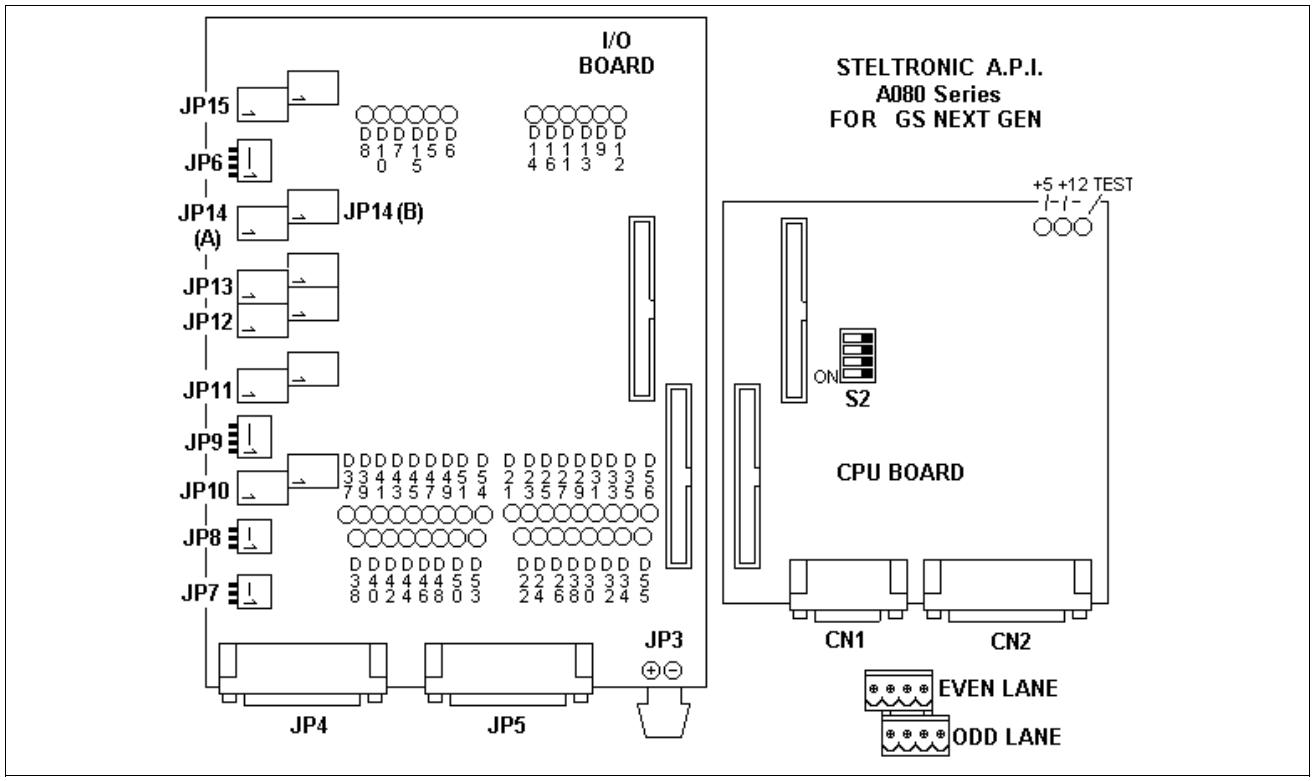
CPU LED: DS1 ON = 5 V OK **DS2** ON = 12 V OK
DS3 BLINKING = PROGRAM RUN. * Always ON: reset the CPU



LED DESCRIPTION'S

ODD PINSETTER		EVEN PINSETTER	
D1	PIN 1	D22	PIN 1
D2	PIN 2	D23	PIN 2
D3	PIN 3	D24	PIN 3
D4	PIN 4	D25	PIN 4
D5	PIN 5	D26	PIN 5
D6	PIN 6	D27	PIN 6
D7	PIN 7	D28	PIN 7
D8	PIN 8	D29	PIN 8
D9	PIN 9	D30	PIN 9
D10	PIN 10	D31	PIN 10
D11	UPPER	D32	UPPER
D12	TRIGGER	D33	TRIGGER
D13	FOUL	D34	FOUL
D14	2^ BALL	D35	2^ BALL
D15	+ 24 VDC	D36	+ 24 VDC

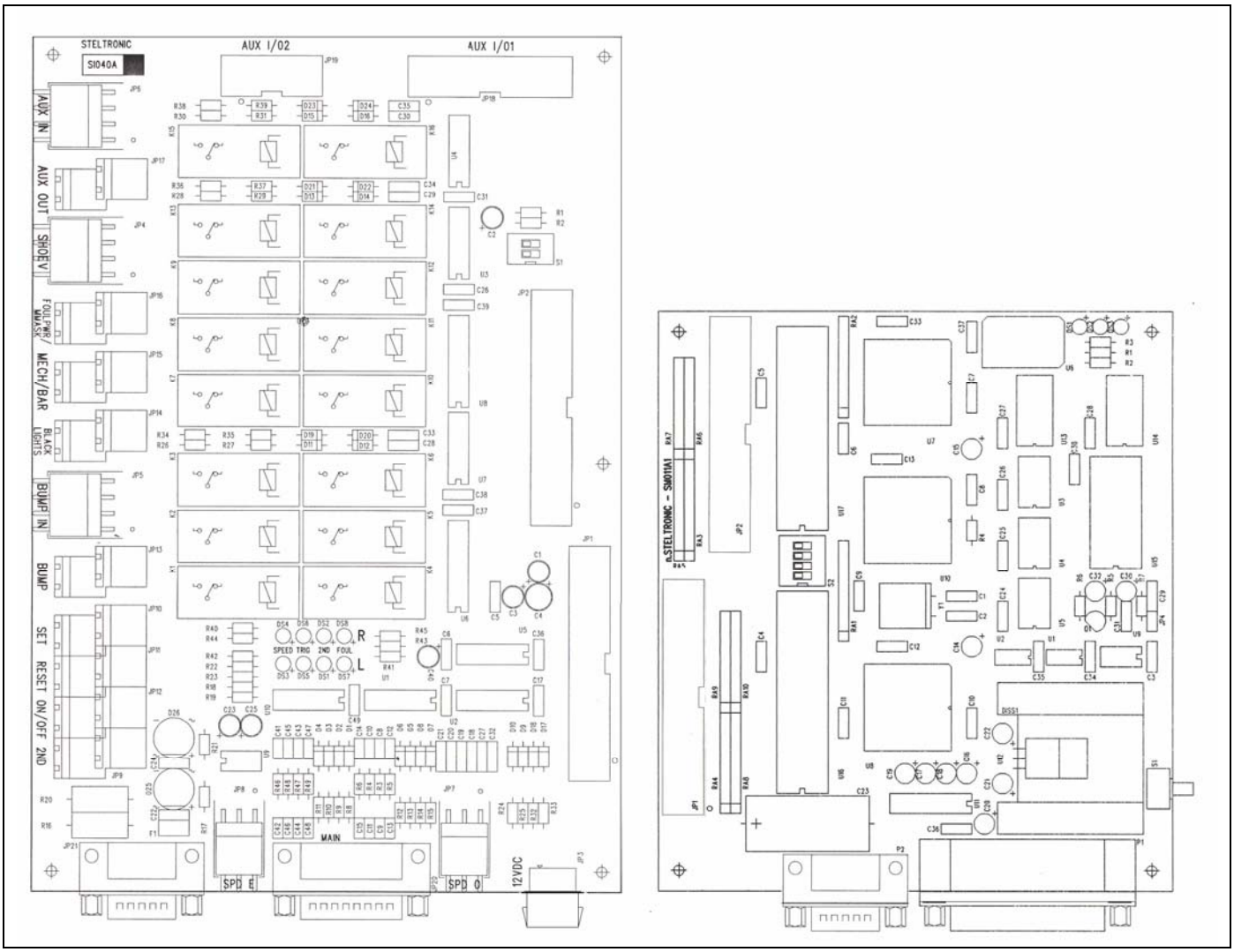
A.P.I FOR GS NEXT GEN PINSETTER



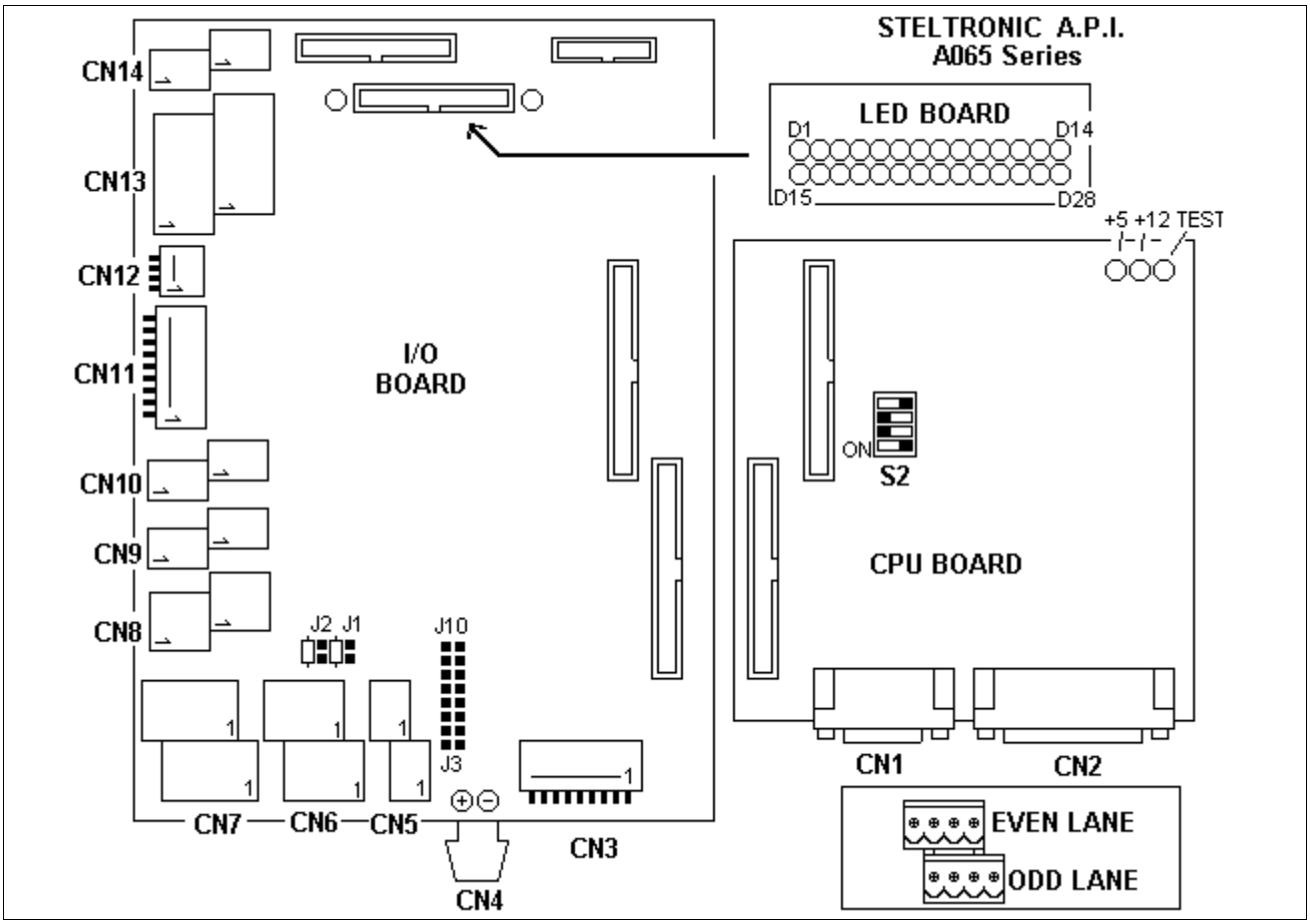
CN1	RS232 to lane Computer	**CN2**	RS232 to Bowlers Console	**JP3**	+12 VDC in
JP4	ODD input signals	**JP5**	EVEN input signals	**JP6**	Shoevision IN
JP7	ODD Speed sensor	**JP8**	EVEN Speed sensor	**JP9**	Bumper switch IN
JP10	Bumper OUT (odd/even)	**JP11**	Instant Glow (odd/even)	**JP12**	Mech Call OUT (odd/even)
JP13	Bar Call OUT (odd/even)	**JP14A**	Foul PWR OUT	**JP14B**	Ball Return PWR OUT
JP15	Aux (1 & 2)				

LED INDICATION					
D5	FOUL PWR [OUT]	**D25**	PIN 3 EVEN [IN]	**D42**	PIN 10 ODD [IN]
D6	AUX 1 [OUT]	**D26**	PIN 10 EVEN [IN]	**D43**	ODD TRIGGER [IN]
D7	ODD MECC CALL [OUT]	**D27**	EVEN TRIGGER [IN]	**D44**	PIN 4 ODD [IN]
D8	ODD BUMPER [OUT]	**D28**	PIN 4 EVEN [IN]	**D45**	ODD FOUL [IN]
D9	BALL RETURN PWR [OUT]	**D29**	EVEN FOUL [IN]	**D46**	PIN 5 ODD [IN]
D10	ODD INSTANT GLOW [OUT]	**D30**	PIN 5 EVEN [IN]	**D47**	PIN 6 ODD [IN]
D11	EVEN MECC CALL [OUT]	**D31**	PIN 6 EVEN[IN]	**D48**	ODD PIN STROBE [IN]
D12	AUX 2 [OUT]	**D32**	EVEN PIN STROBE [IN]	**D49**	PIN 7 ODD [IN]
D13	EVEN BAR CALL [OUT]	**D33**	PIN 7 EVEN [IN]	**D50**	ODD 2ND BALL [IN]
D14	EVEN BUMPER [OUT]	**D34**	EVEN 2ND BALL [IN]	**D51**	5V [IN]
D15	ODD BAR CALL [OUT]	**D35**	5 V [IN]	**D53**	ODD RESPOT [OUT]
D16	EVEN INSTANT GLOW [OUT]	**D37**	PIN 1 ODD [IN]	**D54**	PINSETTER ON [OUT]
D21	PIN 1 EVEN [IN]	**D38**	PIN 8 ODD [IN]	**D55**	EVEN RESPOT [OUT]
D22	PIN 8 EVEN [IN]	**D39**	PIN 2 ODD [IN]	**D56**	PINSETTER ON [OUT]
D23	PIN 2 EVEN [IN]	**D40**	PIN 9 ODD [IN]		
D24	PIN 9 EVEN [IN]	**D41**	PIN 3 ODD [IN]		

A.P.I FOR GS92-96-98 PINSETTERS



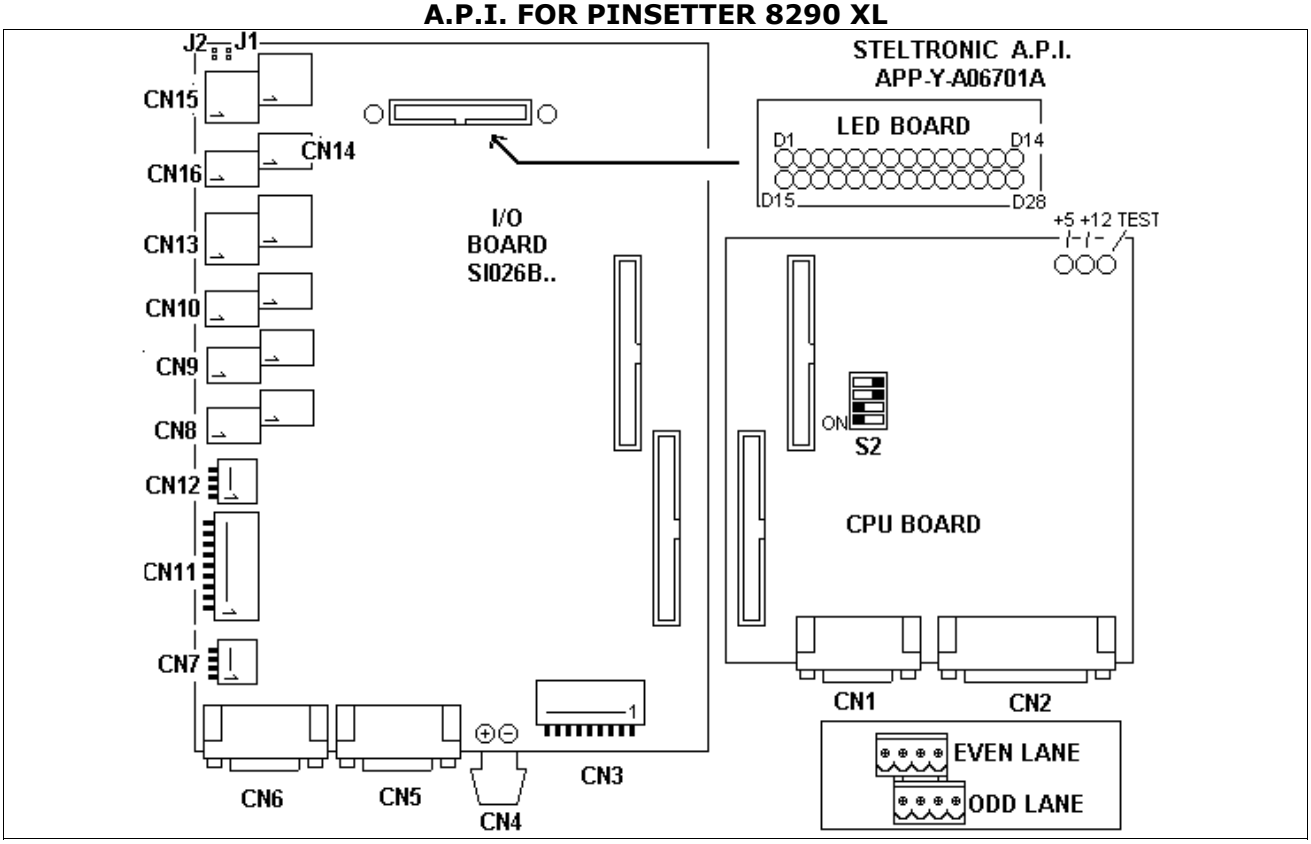
API for Generic Pinsetter: AMF 8270-8270uP – AMF First Gen- AMF 8230/3000/45 – Brunswick A1/A2 – Via Bowling MC2 – Zhonda – Xima – GS10 Red Chassis – VPS2000- Funk KF3000 (no plc)



CN1	RS232 to lane Computer	CN2	RS232 to Bowlers Console	CN3	Sciba with sensors
CN4	VDC in	CN5	Instant glow connector	CN6	2nd – Foul in (even/odd)
CN7	Cycle – Mgr (even/odd)	CN8	APS (even/odd)	CN9	Bumper out (even/odd)
CN10	Maintenance out (even/odd)	CN11	Auxiliary Sciba	CN12	Shoevision
CN13	Output On/Off (low voltage) Foul line / Ball return / Back end motor			CN14	1st 2nd ball change(even/odd)

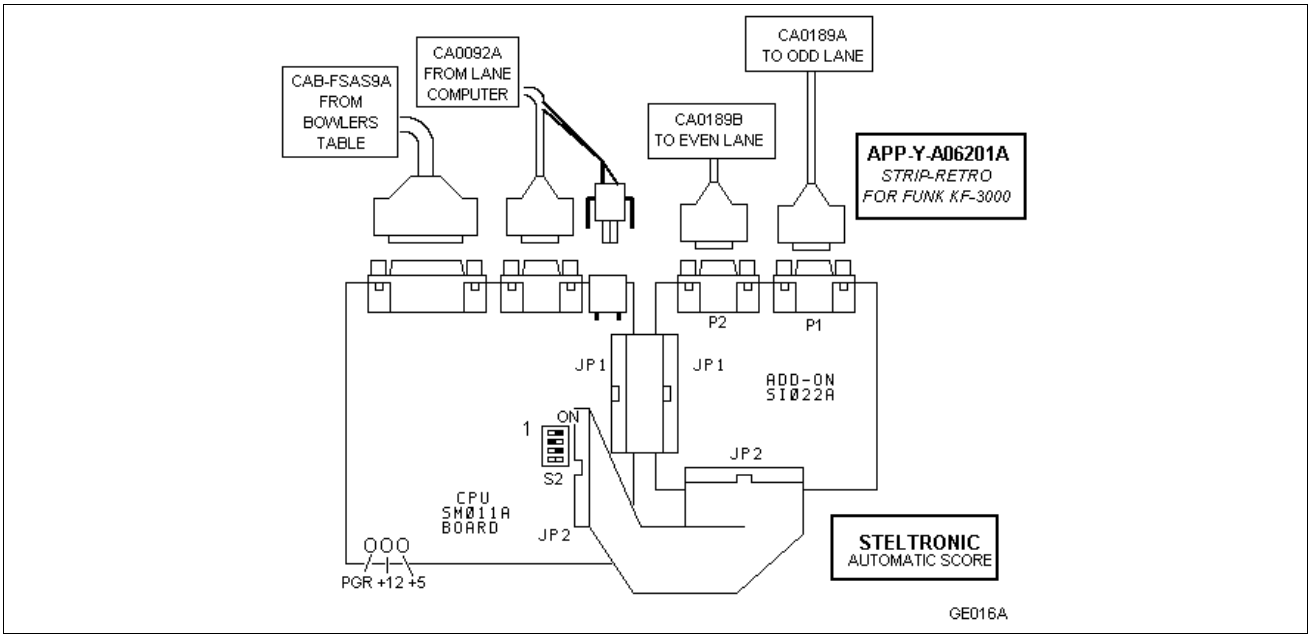
LED INDICATION					
D1	ODD FOUL [IN]	D2	ODD SPEED [IN]	D3	ODD TRIGGER [IN]
D4	ODD 2ND BALL [IN]	D5	ODD CYCLE [OUT]	D6	ODD CHANGE BALL [OUT]
D7	ON/OFF FOUL LINE [OUT]	D8	ODD BACK-END [OUT]	D9	ODD BAR CALL [OUT]
D10	ODD MGR ON [OUT]	D11	ODD MGR PRACTICE [OUT]	D12	ODD BUMPER [OUT]
D13	ODD INSTANT GLOW [OUT]	D14	ODD MAINT. CALL [OUT]	D15	EVEN FOUL [IN]
D16	EVEN SPEED [IN]	D17	EVEN TRIGGER [IN]	D18	EVEN 2ND BALL [IN]
D19	EVEN CYCLE [OUT]	D20	EVEN CHANGE BALL [OUT]	D21	ON/OFF BALL RETURN [OUT]
D22	EVEN BACK-END [OUT]	D23	EVEN BAR CALL [OUT]	D24	EVEN MGR ON [OUT]
D25	EVEN MGR PRACTICE [OUT]	D26	EVEN BUMPER [OUT]	D27	EVEN INSTANT GLOW [OUT]
D28	EVEN MAINT. CALL [OUT]				

A.P.I. FOR PINSETTER 8290 XL



CN1	RS232 to lane Computer	CN2	RS232 to Bowlers Console	CN3	Sciba with sensors
CN4	VDC in	**CN5**	To 8290 chassis (SCORING)	**CN6**	To 8290 chassis (MCU)
CN7	Bumper feedback input	**CN8**	Pinsetter cycle (even/odd)	**CN9**	Bumper out (even/odd)
CN10	Instant glow (even/odd)	**CN11**	Auxiliary Sciba	**CN12**	Shoevision in
CN13	Main-Bar call (even/odd)	**CN14**	Ball return switch out	**CN16**	Foul line switch out
CN15	2nd ball input – Mgr (even/odd)				

A.P.I. FOR KF 3000 PINSETTER VIA PLC



Stand Alone Wins scoring System -User manual-
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