

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

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

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

If you have any questions, please contact <u>Steltronic Technical support</u>

AMF 82-30 (With Expander Cards)

OF Pinsetter Sett	tings 1			
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	Basic	Advanced 1	Advanced 2	Live view
Pinsetter control	Firmware: FT			
0 on	Practice mode settings	Prinsetter phased with score		
Practice	Throws	During Practice: Full set of pins for every ball		
Оон	Quantity (Thr / Min)	Finsetter on when practice		
Auto Extern				
	Pinsetter to Auto at the End of Practice	Disable cycle with no active players Automatic foul line		
Nota				
Setting and terms select	bled for the Setting disabled for the ted	The selected dams do not have the same set of the set o		
Set Fins and First Ball	Set Pins and Second Ball	Figures		
Cycle or Reset Pinsetter	Set Pinsetter			Send to lane Send to lane and close
	Emergency shutdown			Open Cash Drawer

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Hardware correction Printetter Type Or AMF 82-70, 82-30, 82-300, no APS Respot Delay (sec) 1.0 ÷ Ball Change Special cycles Itabilizera Cycles 2.5 ÷ O APS on 1st Ball Other Based Change Delay (sec) 1.5 ÷ O APS on 1st Ball Other Based Change Delay (sec) 1.5 ÷ O Gutter plus Strike Defader and table (sec) 1.5 ÷ O Gutter plus Strike Defader and table (sec) 1.5 ÷ Ball reform power off 15 ÷ Ball reform power off					
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Gutter plus Strike Image: Note point Strike also I	Ball Change	Special cycles Wait for 2nd Ball signa before Respot Delay	1st Ball Extra Cycle 2.5 € Delay (sec.) 2.5 € Delay (sec.) 2.5 €		
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Set Fins and Finst Bell Second Bell Figures	Ball Change A.P.S. on 1st Ball A.P.S. on 1st / 2nd Ball Gutter plus Strike	Special cycles Wait for 2nd Ball signal before Respot Delay Automatic Foul Line Int Ball Cycle after phene Change ball if gutter or 7-10 2nd Ball Cycle after phene You have not 10th frame respont 2nd Ball Cycle after phene	1st Ball Extra Cycle 2.5 • Delay (sec.) 2.5 • 2nd to 1st Ball Change 2.5 • Delay (sec.) 2.5 • to Extra cycle delay when foul and strike (sec.) sto Open Lane In Phase (sec.) Power Off Delay (sec.) 15 •		
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Basic	Advanced 1	Advanced 2	Live view
Basic 2nd Ball lamp after chg. ball max delay (sec.) 0.0 €		Advanced 2	Live view
2nd Ball lamp after chg. 0.0 • Timed MGR cmd 0.0 • ball max delay (sec.) 0.0 • Set Pinsetter Enabled		Advanced 2	Live view
2nd Ball lamp after chg. 0.0 • Timed MGR cmd 0.0 • ball max delay (sec) 0.0 • • • Extra features • • • Full Set to close Frame • • •		Advanced 2	Live view
2nd Bail lamp after chg. 0.0 • Timed MGR cmd 0.0 • bail max delay (sec) 0.0 • • • Extra features • • • Full Set to close Frame • • • Full Set with Spare or Strike • • •		Advanced 2	Live view
2nd Ball lamp after chg. 0.0 • Timed MGR cmd 0.0 • ball max delay (sec) 0.0 • • • Extra features • • • Full Set to close Frame • • •		Advanced 2	Live view
2nd Ball lamp after chg. 0.0 Timed MGR cmd 0.0 ball max delay (sec.) 0.0 Timed MGR cmd 0.0 Extra fewhres Set Pinsetter Enabled Full Set with Spare or Strike Set Pinsetter Enabled Reset after Ready GS-X Figures Convertible 5 and 10 Pin GS Figures		Advanced 2	Live view
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Par_0			
ai_0	12	Par_36	0
Par_1	255	Par_37	0
Par_2	16	Par_38	0
Par_3	16	Par_39	0
Par_4	16	Par_40	0
Par_5	4	Par_41	0
Par_6	4	Par_42	0
Par_7	4	Par_43	0
Par_8	20	Par_44	0
Par_9	20	Par_45	0
ar_10	7	Par_46	0
er_11	127	Par_47	0
ar_12	27	Par_48	0
ar_13	15	Par_49	0
ar_14	32	Par_50	0
ar_15	2	Par_51	0
ar_16	0	Par_52	0
ar_17	1	Par_53	0
ar_18	9	Par_54	0
ar_19	0	Par_55	0
ar_20	0	Par_56	0
ar_21	0	Par_57	0
ar_22	50	Par_58	0
ar_23	2	Par_59	0
ar_24	104	Par_60	0
ar_25	104	Par_61	0
ar_26	0	Par_62	0
ar_27	0	Par_63	0
ar_28	5	Par_64	0
ar_29	10	Par_65	0
ar_30	0	Par_66	0
ar_31	0	Par_67	0
ar_32	0	Par_68	0
ar_33 ar_34	0	Par_69 Par_70	0

Basic tab options

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

Advanced tab options

Hardware connection:

- "Off" -> no special interfacing available, only cycle
- "Ball Change" -> pinsetter change ball capability not yet implemented
- o "APS on 1st Ball" -> AMF APS on first ball only capability
- "APS on 1st / 2nd Ball" -> AMF APS capability (1st and 2nd ball)
- o "Gutter plus Strike" -> for dumb pinsetter that needs to be informed if strike or gutter
- "Gutter plus Strike also for Foul" -> VIA Bowling MC2 pinsetter

• Tenth frame respot

- "None" -> no special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.) performed
- "Modified cycle" -> special capability (change ball, APS, strike, etc.) are used to perform special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.) not yet implemented
- "Extra cycle" -> only the cycle is used to perform special cycles (No Tap, Foul, 10th frame, 10 pins in practice mode, etc.)

- Wait for 2nd Ball signal before Respot Delay: if selected and if "Extra cycle" respot is selected, the Respot Delay starts after pinsetter second ball lamp is activated and 1st ball Extra Cycle Delay starts after the end of Respot Delay, if not selected, the Respot Delay starts after the pins reading and 1st ball Extra Cycle Delay starts after the end of Respot Delay, if not selected, the Respot Delay starts after the pins reading and 1st ball Extra Cycle Delay starts after the end of Respot Delay.
- 1st Ball Cycle after photo: if selected, on first ball, the pinsetter is cycled after pins are read, if unselected, the pinsetter is cycled before pins are read
- 2st Ball Cycle after photo: if selected, on second ball, the pinsetter is cycled after pins are read, if unselected, the pinsetter is cycled before pins are read
- Automatic Foul Line Management: if selected, on pinsetters without foul cycle, the foul cycle is emulated with modified cycle or extra cycle respot not yet implemented
- Figures Enabled: Brunswick GS series capability not yet implemented
- Respot Delay: delay before respot on second ball (see also Wait for 2nd Ball signal before Respot Delay)
- 1st Ball Extra Cycle Delay: delay before respot on first ball not yet implemented
- 2nd to 1st ball Change Delay: if Hardware connection is Ball Change and Automatic Foul Line Management is selected, this is the delay before issuing a Change Ball for completing after pinsetter second ball lamp is activated during the emulated Foul cycle not yet implemented
- Open Lane in Phase: if > 0, when a lane is opened with names, after this delay, if the second ball lamp is active, a cycle is given.
- Power Off Delay: if Pinsetter control is Auto, this is the delay before powering OFF the pinsetter when the game is finished
- Ball Return Power Off Delay: if Pinsetter control is Auto, this is the delay before powering OFF the Ball Return motor after the pinsetter is powered OFF

To Speed Up more the cycles, you can trim the photo delay.

You must enter in Configuration->Pinsetter->Brunswick A1/A2 Standard and then modify the parameter 24 for left lane delay and 25 for right lane delay.

The default value is 150, it means 3s because the step is 20ms; you can try lower values.

After changing the values, you click on save and reboot the VLC to have these parameters reloaded.

I hope that all of this information are clear enough...