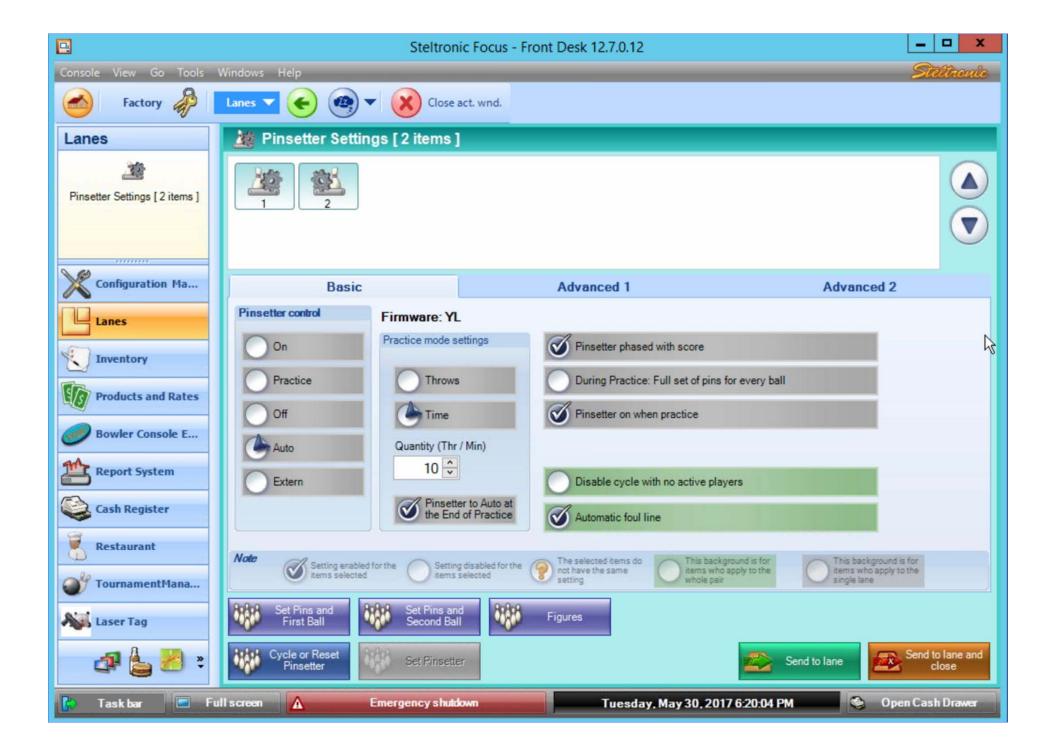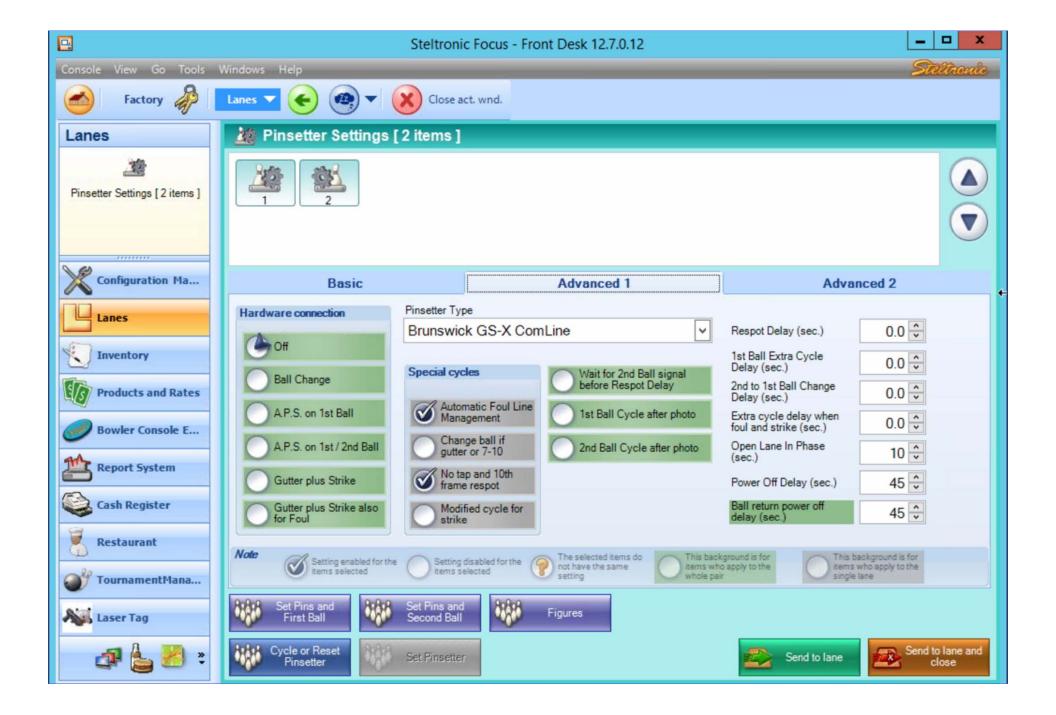The settings you will see below are supplied as a basic sample of where to start with settings for your pinsetters and how they will operate with Steltronic Focus Software.
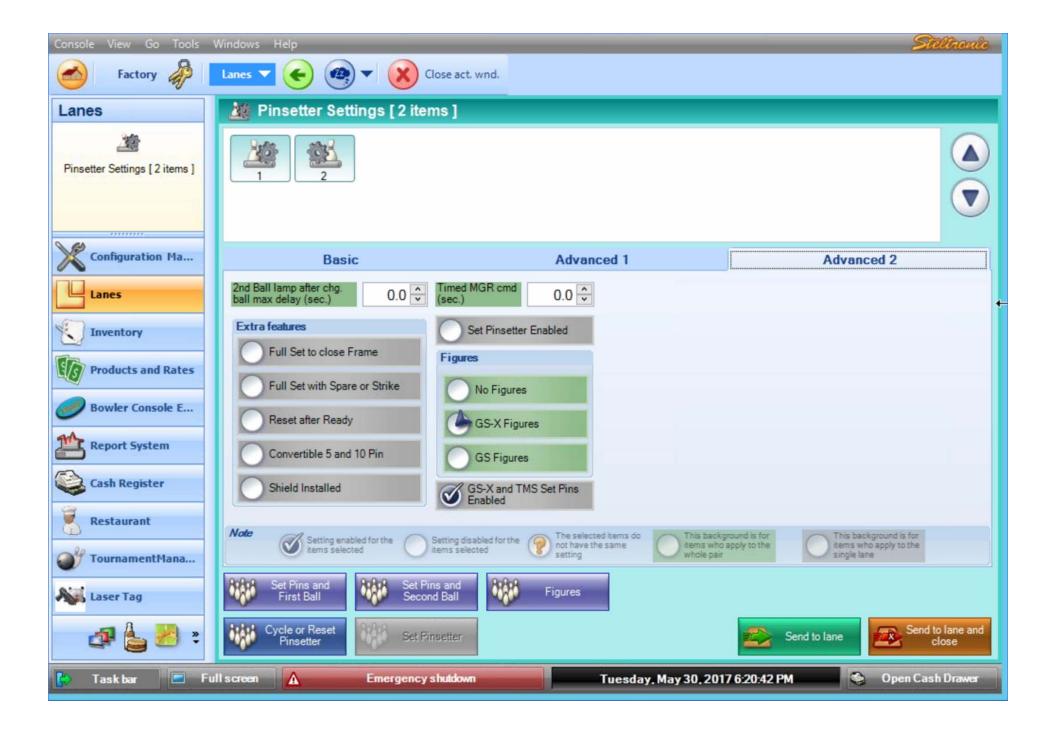
The examples below are a starting point, and some fine tuning may be required.

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

If you have any questions, please contact Steltronic Technical support

Console   View   Go   Tools   Windows   Help

Factory   Lanes ▾   ←   12 ▾   ✕ Close act. wnd.

Lanes

Pinsetter Settings [2 items]

- Configuration Ma...
- **Lanes**
- Inventory
- Products and Rates
- Bowler Console E...
- Report System
- Cash Register
- Restaurant
- TournamentMana...
- Laser Tag

Pinsetter Settings [2 items]

| 1 | 2 |

Basic | **Advanced 1** | **Advanced 2**

Pinsetter control   **Firmware: YL**

- ○ On
- ○ Practice
- ○ Off
- ◑ Auto
- ○ Extern

Practice mode settings

- ○ Throws
- ◑ Time

Quantity (Thr / Min)

10 ▲▼

☑ Pinsetter to Auto at the End of Practice

☑ Pinsetter phased with score

○ During Practice: Full set of pins for every ball

☑ Pinsetter on when practice

○ Disable cycle with no active players

☑ Automatic foul line

Note
- ☑ Setting enabled for the items selected
- ○ Setting disabled for the items selected
- ❓ The selected items do not have the same setting
- ○ This background is for items who apply to the whole pair
- ○ This background is for items who apply to the single lane

| Set Pins and First Ball | Set Pins and Second Ball | Figures |
| Cycle or Reset Pinsetter | Set Pinsetter | |

Send to lane   Send to lane and close

Task bar   Full screen   ⚠ Emergency shutdown   Tuesday, May 30, 2017 6:20:04 PM   Open Cash Drawer

Console   View   Go   Tools   Windows   Help

Factory   Lanes ▾   ⬅   🕐 ▾   ❌ Close act. wnd.

Lanes

Pinsetter Settings [2 items]

Configuration Ma...

Lanes

Inventory

Products and Rates

Bowler Console E...

Report System

Cash Register

Restaurant

TournamentMana...

Laser Tag

⚙ Pinsetter Settings [2 items]

| 1 | 2 |

| Basic | **Advanced 1** | Advanced 2 |

Hardware connection

- Off
- Ball Change
- A.P.S. on 1st Ball
- A.P.S. on 1st / 2nd Ball
- Gutter plus Strike
- Gutter plus Strike also for Foul

Pinsetter Type
Brunswick GS-X ComLine ▾

Special cycles

- ✓ Automatic Foul Line Management
- Change ball if gutter or 7-10
- ✓ No tap and 10th frame respot
- Modified cycle for strike

- Wait for 2nd Ball signal before Respot Delay
- 1st Ball Cycle after photo
- 2nd Ball Cycle after photo

Respot Delay (sec.)	0.0
1st Ball Extra Cycle Delay (sec.)	0.0
2nd to 1st Ball Change Delay (sec.)	0.0
Extra cycle delay when foul and strike (sec.)	0.0
Open Lane In Phase (sec.)	10
Power Off Delay (sec.)	45
Ball return power off delay (sec.)	45

Note
- ✓ Setting enabled for the items selected
- Setting disabled for the items selected
- ? The selected items do not have the same setting
- This background is for items who apply to the whole pair
- This background is for items who apply to the single lane

| Set Pins and First Ball | Set Pins and Second Ball | Figures |
| Cycle or Reset Pinsetter | Set Pinsetter | Send to lane | Send to lane and close |

Factory   Lanes ▼   Close act. wnd.

Lanes

Pinsetter Settings [2 items]

Pinsetter Settings [2 items]

| 1 | 2 |

Configuration Ma...

Lanes

Inventory

Products and Rates

Bowler Console E...

Report System

Cash Register

Restaurant

TournamentMana...

Laser Tag

| Basic | Advanced 1 | Advanced 2 |

2nd Ball lamp after chg. ball max delay (sec.)   0.0

Timed MGR cmd (sec.)   0.0

Extra features

- ○ Full Set to close Frame
- ○ Full Set with Spare or Strike
- ○ Reset after Ready
- ○ Convertible 5 and 10 Pin
- ○ Shield Installed

○ Set Pinsetter Enabled

Figures

- ○ No Figures
- ◑ GS-X Figures
- ○ GS Figures
- ☑ GS-X and TMS Set Pins Enabled

Note

☑ Setting enabled for the items selected

○ Setting disabled for the items selected

? The selected items do not have the same setting

○ This background is for items who apply to the whole pair

○ This background is for items who apply to the single lane

| Set Pins and First Ball | Set Pins and Second Ball | Figures |
| Cycle or Reset Pinsetter | Set Pinsetter | |

Send to lane

Send to lane and close

Task bar   Full screen   ⚠ Emergency shutdown   Tuesday, May 30, 2017 6:20:42 PM   Open Cash Drawer

Using Focus, click the configuration manager, then scroll to the pinsetters tab, then find your exact pinsetter in the list of pinsetters.

Please change the values of the parameters to match the parameters that are following this page

25				
Name	**Brunswick GS-X ComLine**			
Par_0	3	Par_20	0
Par_1	255	Par_21	0
Par_2	16	Par_22	50
Par_3	0	Par_23	25
Par_4	16	Par_24	25
Par_5	4	Par_25	0
Par_6	4	Par_26	0
Par_7	16	Par_27	0
Par_8	23	Par_28	25
Par_9	23	Par_29	15
Par_10	8	Par_30	5
Par_11	0	Par_31	27
Par_12	0	Par_32	0
Par_13	43	Par_33	0
Par_14	4	Par_34	0
Par_15	128	Par_35	0
Par_16	0	Par_36	0
Par_17	0	Par_37	0
Par_18	0	Par_38	0
Par_19	0	Par_39	0
		Par_40	0
		Par_41	0

Par_42	0
Par_43	0
Par_44	0
Par_45	0
Par_46	0
Par_47	0
Par_48	0
Par_49	0
Par_50	0
Par_51	0
Par_52	0
Par_53	0
Par_54	0
Par_55	0
Par_56	0
Par_57	0
Par_58	0
Par_59	0
Par_60	0
Par_61	0
Par_62	0
Par_63	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
  - "APS on 1st Ball" -> AMF APS on first ball only capability
  - "APS on 1st / 2nd Ball" -> AMF APS capability (1st and 2nd ball)
  - "Gutter plus Strike" -> for dumb pinsetter that needs to be informed if strike or gutter
  - "Gutter plus Strike also for Foul" -> VIA Bowling MC2 pinsetter

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

- Wait for 2nd Ball signal before Respot Delay: if selected and if "Extra cycle" respot is selected, the Respot Delay starts after pinsetter second ball lamp is activated and 1st ball Extra Cycle Delay starts after the end of Respot Delay, if not selected, the Respot Delay starts after the pins reading and 1st ball Extra Cycle Delay starts after the end of Respot Delay

- 1st Ball Cycle after photo: if selected, on first ball, the pinsetter is cycled after pins are read, if unselected, the pinsetter is cycled before pins are read

- 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 these information's are clear enough...