



Wins Scoring System

User Manual (Wins version 5.26.99)



STELTRONIC Sr I
Steltronic North America, Inc.
3205 Pomona Blvd.
Pomona California, USA 91768
<https://www.steltronicusa.com>



Thank you for choosing Steltronic.

This user manual has been written for Wins version 5.26.99, it is also available in pdf format so that it can be installed onto a computer.

In order to make it easy to consult, the manual has been divided into chapters each covering different subjects:

GENERAL

Brief Hardware and Scoring System Architecture description.

INITIAL USE OF WINDOWS, TURNING THE SYSTEM ON AND OFF

Fast guide for 'first time users' of the PC and computer system.

SETUP OF THE WINS PROGRAM

Contains all the information relative to the program settings from selecting time zones to changing animations.

USING THE SYSTEMS FUNCTIONS

Description of how to use the lane rental, time game, bar and other programs.

SERVICING

Guide to servicing the system.

TROUBLESHOOTING AND PROBLEM SOLVING

Troubleshooting and problem solution guide.

For extra explanations or technical problems contact the Steltronic Customer Service Department.

Immediate assistance: This service is available between 2 pm and 6 pm during week days, with the exception of customers holding a service contract, at the following number. (+39) 030 2190830. Please use the same number to find out more about our 'extended service contract'.

Fax assistance: (+39) 030 2190798

E-mail assistance: service@steltronic.com , assistel@tin.it

Giovanni Gatta
Service Manager.

General

The WINS COMPUTER SCORE consists of a number of electronic components connected between one another.

In this chapter we have briefly described some of these components.

For further, more detailed information consult the TROUBLESHOOTING AND PROBLEM SOLVING charter.

Scoring elements.

The "heart" of the system is the **MAIN DESK COMPUTER** (also known as Front Desk or Server), a Pentium computer in which all the scoring related programs are saved.

The Main Desk is equipped with a mouse, keyboard, external modem, monitor (Touch Screen available on request) and Uninterrupted Power Supply; other peripherals such as receipt printer, alphanumeric cash display, magnetic card reader, score printer, automatic cash drawer, coin interface, time game light On/Off interface, can all also be requested and installed.

Extra computers known as '**additional work stations**' can also be installed on the network, with the Main Desk Computer. These additional work stations can be equipped with all or some of the above mentioned peripherals regardless of what is connected to the Main Desk Computer.

The communication between the Main Desk Computer, lane computers (Elex or SuperElex) and any Additional Work Stations is made through a **Network HUB**. The cable used for this network is called Twisted pair cable and the connectors used are Rj45 connectors.

WARNING!! WHEN THE HUB IS SWITCHED OFF NETWORK COMMUNICATION IS NOT POSSIBLE..

The **Elex** or **SuperElex** lane computers are electronic units designated to the automation of the scoring for a pair of lanes.

The bowlers scores are visualized on colour the lane monitors.

There are two models of lane computers, as mentioned above: **ELEX** for scoring with static graphics and **SUPERELEX** for scoring with animated movies.

The lane computers are connected to the **pinsetter interface** through a serial port, this interface is installed on the curtain wall near the pinsetter and interacts with two pinsetters, (a pair of lanes)

There are various models of interface, one for each type of pinsetter; in certain cases, with pinsetters that have the capability of determining the pin count the pinsetter will send the information directly to the pinsetter interface, if the pinsetter does not have this capability then the pin count is made by using the Sciba CCD camera.

The **Sciba CCD Camera** is a **Linear camera** equipped with photocells and installed on the ball return capping about 4 metres from the last line of pins (7 to 10).

One Sciba is normally used to read the pin fall on a pair of lanes.

The bowler can edit names, correct scores and interact with the scoring, by using a bowler **Console** with Joystick, button or keyboard control.

Index to terms used in this manual

Main Desk Computer: Main desk computer.

Uninterrupted power unit, UPS: Electric back up power unit used to protect the computer from power failure or surges.

Touch Screen: computer monitor with touch screen installed, used by touching the screen with a finger, replacing the mouse.

Mouse: standard computer accessory used for selecting pages and by depressing the left button opening screens and sending commands to the computer. The right mouse button is usually used for specific commands and functions.

Click: press and release the left mouse button to activate functions. If the monitor has a touch screen simply press the icon with a finger on the screen itself.

Double click: 2 fast clicks of the left mouse button are used to activate a program clicking on an icon.

Drag: place the mouse arrow on an icon and , while keeping the left button pressed, move the icon to the desired position, release the left mouse button to confirm your choice.

Icon: graphic symbol which represents a program or button.

Checkbox: small box usually accompanied by a short description of what it is for. When you click on a checkbox a small black point appears in its centre, the function is active.

Task bar: any programs that are running are shown on a grey bar, usually on the bottom of the screen.

Start Menu: Main index activated by clicking on the 'Start' icon on the bottom left hand corner of the screen which opens upwards showing the main list of available functions.

Single click pointer: this is a selectable setting which allows the mouse arrow to change automatically into a hand simple when you pass over the top of an icon or folder which can be opened with just one click of the left mouse button instead of a double click.

Desktop: This is the main screen of the Windows computer program showing icons and programs.

Winserv: Communication program used between the Main Desk computer and the lane computers.

Closserv: Special program used to close Winserv.

Wins: Bowling Centre Management Program.

Booking (SABS): Advance booking program, for reserving lanes in advance.

'FR' Tournaments: Tournament management program.

Hints on how to use Windows

* Windows 98®, Windows Me®, Windows 2000® are registered trade marks which belong to the Microsoft Corporation, the use of these terms in this manual is only indicative.

Foreword;

Your Main Console has been dedicated to bowling centre management.

We advise the user NOT to install external programs (in particular automatic connections to internet) which can cause changes to the network properties or graphic settings.

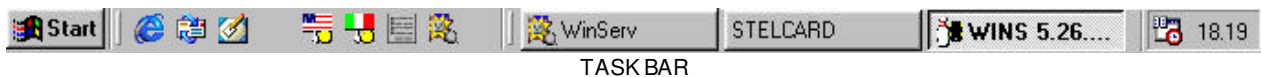
Steltronic S.r.l. reserves the right to waiver warranty in cases where system malfunctions prove to be caused by misuse of software or settings if these changes have not been made by an authorised technician. For further information on warranty terms refer to the licence and guarantee section.

If there are any special requirements, or there are external programs you wish to install, authorisation should be applied for when the purchase contract is made, or the order confirmation signed by the proprietor or purchaser of the system.

Moving about in Windows.

The WINS Scoring system operates on Windows 98®, Windows Me® or Windows 2000®. Operating systems. These platforms allow you to run multiple programs simultaneously (these programs are also defined applications).


The active programs are shown on the task bar, like the example shows.





The Windows 'Start' button can be clicked allowing you to enter the menu even while other programs are running (open).

The main application is usually visualised full screen, while other applications are minimised to the task bar.

To move from one open application to another: click on the corresponding button on the task bar or use the ALT and TAB keyboard buttons together. The buttons found on the upper part of the screen frame allow you to perform fast commands like:

 **Minimize** window or application to task bar

 **Close** window or application

 **Reduce** window to a smaller size on the screen

In some Windows menus (where the information contained is larger than the window) you use the directional arrows or the **scroll bars** (vertical or horizontal on the left or the bottom of the open window) to move the contents so that you can see it all.

The **drop down curtains** are opened by clicking on the arrow placed on the right of the curtain name to open the 'drop down' curtain and visualise the contents.

To **highlight** a line of text or the contents of a drop down menu click where the text starts or on the text itself, the text background will turn blue.

Loading and closing Wins & Winserv programs.

When the Main Desk is switched on, the **Winserv** and **Wins** will start automatically.

Winserv is the communication program used between the Main Desk and the Lane computers.

**WINSERV must always be active when the lane computers are in use.
WINS can be minimised or closed if not in used, it must ALWAYS be open during Leagues or tournaments.**

The WINSERV program must be closed when making updates or running the scandisk or other such programs on the computer; to close the program click on the START button and run the **CLOSERV** program by clicking on it.

To **re-open** the WINSERV program simply click on the icon in the START menu.
When you need to turn the computer off, Winserv is automatically closed by the Wins program, (see chapter on turningb the system On and Off).

Closing t he Wins program.

To close the program, only authorised persons can do this, click on the **ESC** or on the cross at the top right hand corner of the screen. Once out of the program you will be in the area of the computer called **DESKTOP**.

ONLY FOR THE MAIN DESK COMPUTER: When WINS is about tuo close you will be asked to confirm the "lane shutdown" .



The shutdown command, if confirmed, **closes all the files and BLOCKS all the lane computers on the lanes.**

If you want to exit WINS **WITHOUT BLOCKING THE LANE COMPUTERS**, click on **NO** when asked "Shutdown lanes? "

Reloading t he Wins program

To reactivate the WINS program, click on the icon once from the START menu or on the desktop icon,double click in the other cases.

Warning!! Wins is available in various languages, click on the icon which corresponds to your language:



UsWins



Grwins



Itwins



Spwins



Svwins



Nlwins



Suwins



Czwins



Frwins



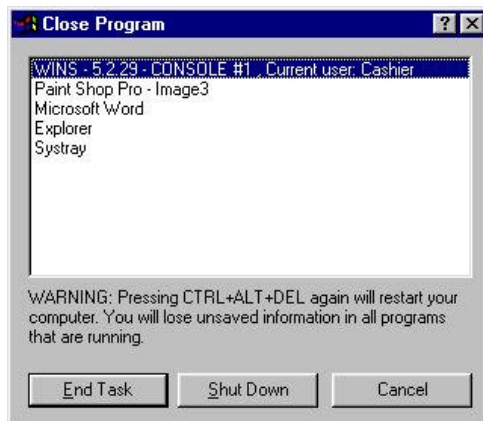
Ukwins

ITWINS = ITALIAN
USWINS = AMERICAN (USA)
UKWINS = ENGLISH (UK)
FRWINS = FRENCH
GRWINS = GERMAN
SPWINS = SPANISH
SVWINS = SWEDISH
NLWINS = DUTCH
SUWINS = FINISH
CZWINS = CZECHOSLOVAK

The Wins icon, or the chosen language is generally copied from the Start menu onto the Desktop area of the computer. If the language is not available look fo it in the START menu, then PROGRAMS followed by STELTRONIC this folder contains all the Steltronic programs installed.

How to deal with critical arrest s or Windows blocks

To close a blocked program with turning the computer off:



Press the **CONTROL, ALT** and **DEL** together and once only.

The TERMINATE APPLICATION window will open.

Highlight the program you want to close.

WARNING!! DO NOT SELECT EXPLORER!! THIS IS A SUPPORT TO WINDOWS, IF CLOSED RE-SETS THE COMPUTER WHICH RE-STARTS ON ITS OWN!!

Click on the **END TASK** .

Sometimes you will asked to confirm multiple times, is the blocked program does not respond. Sometimes it necessary to re-start the computer.

If the main desk computer blocks..

The lane computers can function even when the Main desk computer is off. For the whole duration of the game being played. It is possible to re-start the computer WITHOUT turning the lane computers off.

If you need to re-start the Main desk computer select NO when asked "SHUTDOWN LANES when you exit WINS.

When the Main desk starts in Provisional mode

Do NOT turn the lane computers on.

Wait until the Main desk loads Windows and confirm the execution of the provisional mode.

Close the Windows session, as soon as the desktop is available and re-start the computer.

The main desk starts in provisional mode after having been switched off incorrectly or illegal actions have been performed.

When the main desk starts in Scan disk mode

Complete the scan disk operation confirming the options.

Take note of any corrupted files (if signalled) and communicate these to the service department.

The main desk starts in scan disk mode after having been switched off incorrectly or it blocked during the Windows shutdown.

Switching the system On and Off .



Elements of a Main desk computer

- 1 **Computer base:** contains all the modules for the operation. (hard disk, network board etc.)
- 2 **Monitor:** visualises the program. Touch screen can be installed for easy use.
- 3 **Keyboard:** is used to insert data; the most used buttons are Enter, Tab and Esc.
- 4 **Mouse:** is used to move the cursor on the screen, the left button is used to make selections the right button is used to go to properties or other more specific operations.
- 5 ***Score printer:** predefined printer of the system. This printer is used for score prints, daily reports and tournament prints.
- 6 ***Cash drawer:** automatic cash drawer for storing bank notes. The cash drawer opens automatically when a cash transaction is made but can also be opened by pressing the icon on the bottom right of the screen.
- 7 ***Magnetic card reader:** reads cards.
- 8 ***Receipt printer:** non fiscal printer for printing receipts; the paper used is thermal and can support 24 or 32 columns.
- 9 ***Cash Display:** Indicates amount due to customers.
- 10 **Uninterrupted power supply UPS:** anti-blackout device which supplies power to the computer in case of loss of power.


* *Optional elements*

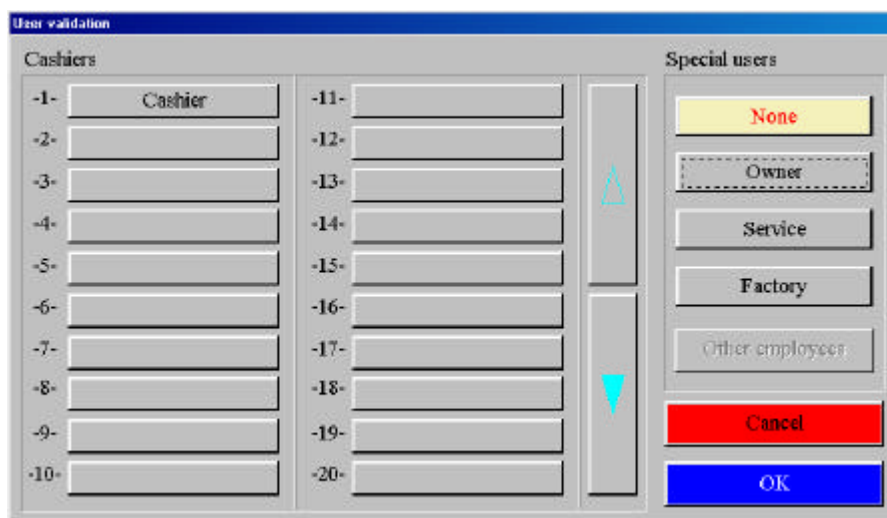
Turning the scoring system on

Turn the uninterrupted power supply on first by pressing the ON button for about 3 seconds.

Turn the main desk computer on using the ON button on the computer base.

In most installations the monitor is connected in parallel with the uninterrupted power supply, if it is not, make sure the monitor is turned on before Windows is loaded. *If the touch screen monitor is while Windows is loading the touch screen drivers will not be installed and the touch screen will not work. In this case re-start the computer.*

 **WAIT!** The computer needs a number of minutes to load the program.
WINS is loaded automatically and asks you to identify your self.



Click on the button which corresponds to your authorized entry level or swipe your card.

Enter your password, if previously registered, then press **OK**.

If you have not identified your self or if you have pressed OK on the first screen by mistake the program will start up but entry to the various commands is blocked.

Turn the network HUB on to activate the network communication.

Turn the lane monitors on as well as any additional work stations (computers)

The WINS program, when first switched on will detect (if enabled) of the magnetic card. If the card swipe or the com port are faulty WINS will not be able to function and an ERROR message appears which reads "ERROR INSTALLING CARD SWIPE".

To activate the Wins program WITHOUT the card swipe, refer to the Desk Configuration paragraph in the SET UP chapter.

NOTE: *it is possible to turn the lane monitors on before the Computer, this does not create any problems, the WINSERV communication program will continue to 'look' for the desk until it is switched on.*

IT IS NOT POSSIBLE TO GAIN ACCESS TO THE WINS PROGRAM FROM ADDITIONAL WORK STATIONS UNTIL THE MAIN DESK COMPUTER AND THE HUB ARE SWITCHED ON.

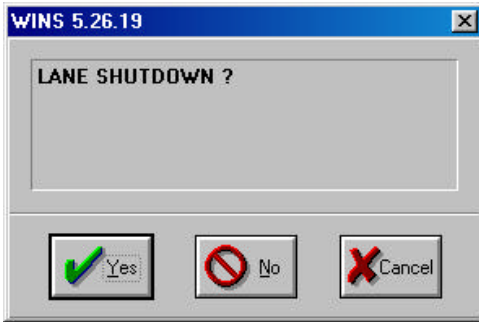
Turning the scoring system Off

Close WINDOWS and close the system from any additional work stations on the network.

From the Main desk computer



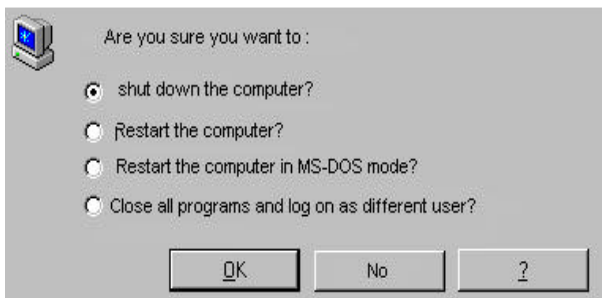
Click on the **ESC** button to exit WINS.



The system will ask you to confirm the LANE SHUTDOWN command.

Confirm with **OK**.

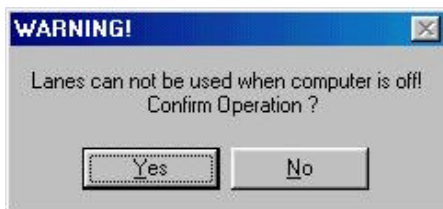
If you have pressed the ESC button by mistake during normal use of the system and you only want to exit WINS leaving the lanes on, click on the NO button.



Click on the **START** button.

Select the **SHUT DOWN SYSTEM** option.

Click on YES to confirm.



A message will appear on the screen which says:

Confirm the command by clicking on **YES**.

The computer will proceed with the automatic close down.

Turn the **UNINTERRUPTED POWER SUPPLY** by keeping the off button pressed for about three seconds.

Set up of the WINS program

The Wins software is configured by installers using a number of predefined parameters. Number of lanes use or not use of time games etc.

In the Set up section of this manual you can find information relative to setting the system up with your own personal configurations.

We recommend that particular care be taken when setting up the various users of the system and their security level, WINS records all the movements on the system in order to report them on the Daily report at the end of the day.

The magnetic cards which were mentioned are supplied by Steltronic, they are coded in order to recognise each type of card, Owner, Cashier, Employee and Customer. If you require cards ask your distributor of directly to Steltronic. S.r.l.

The following steps are required to set up the user menu:

- Set up the general cash desk configuration defining the time zones, currency and type of rounding to be used etc...
- Create the time game groups.
- Create the tariffs / rates, to be used for bowling and time games.
- Configure the calendar for special holidays or festivities.
- Create and configure the bar, proshop, restaurant articles and prize game awards.
- Create the coupons.
- Configure the print options for the receipts.
- Select and build the play lists for the on screen movies



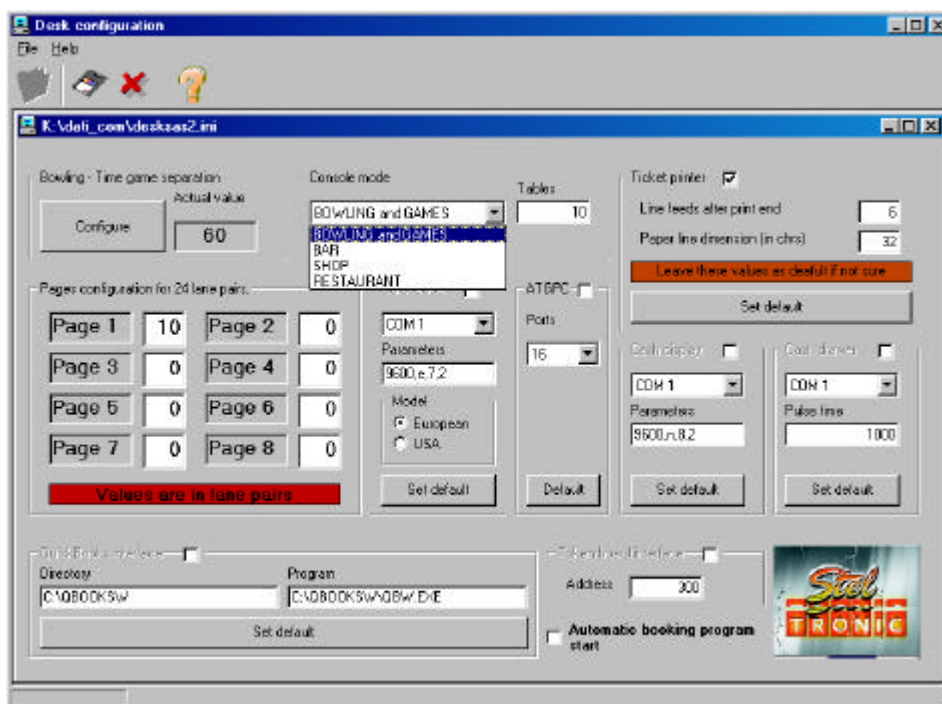
Access to the set up section for creating and/or modifying tariffs/rates, cash desk set up, special festivities etc is limited to the proprietor or someone with equal security level authorisation.

Desk configuration

The following paragraph describes how to use the main menu of the main desk computer in the best way.

To gain access to the configuration file, close the Wins program on the computer on which you are operating.

Click on the Start button of Windows, then on Program followed by Steltronic and finally on Desk Configuration to activate the menu.



Most of the options are enabled by the installers, we advise you to modify them only when necessary.

To disable the magnetic card swipe (in case of malfunction) and run the Wins program un mark the Card Reader check box.

BOWLING TIME SEPARATION

Click on the CONFIGURE button to change the size of the screen area used by the lane icons and time game icons.

CONSOLE MODE

Describes the usual use of the particular console: Bowling and time games (bowling and games) or dedicated use (Bar terminal Proshop terminal or Restaurant terminal).

CARD READER, CASH DISPLAY, CASH DRAWER, TICKET PRINTER, ATGPC, TOKEN INTERFACE

Brief description of these items; Card reader = for swiping magnetic cards, Cash Display = for informing customers of amount due, Cash Drawer = for storing cash etc, Ticket printer = for giving receipts, ATGPC = Automatic Time Game Power Controller, for turning time game lights and power on/off, Token interface = Coin interface board. For counting coins when used.

When one of these peripherals is enabled (check box market) the program will control the item when necessary. For the parameters we advise you to click on the **DEFAULT** and **SET DEFAULT** buttons in order to maintain the factory settings.

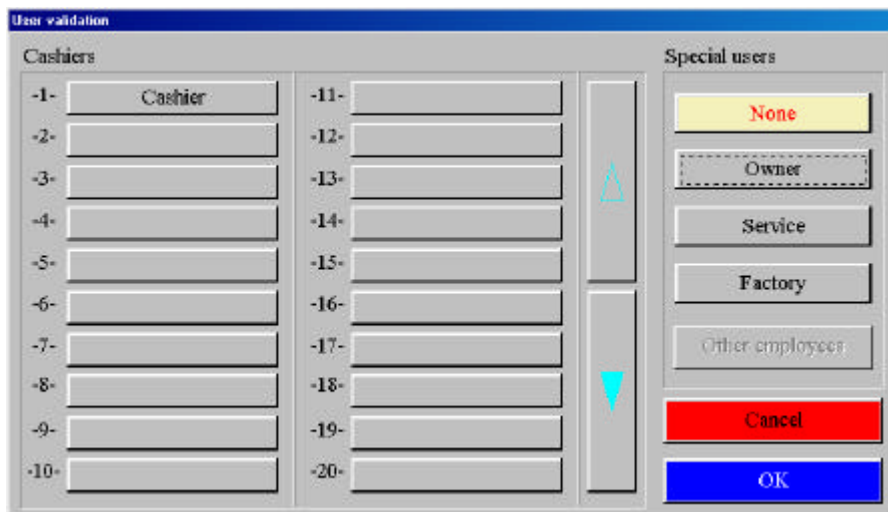
PAGE1, PAGE 2, etc.

The number in this space allows you to decide the number of 'pairs of lanes' to be visualised on each page

of the main menu. **TO SAVE THE SETTINGS CLICK ON THE SAVE BUTTON** , **EXIT USING THE "X" BUTTON WHEN DONE THE RE-LOAD THE WINS PROGRAM.**

Identification

The Wins program asks the user to identify himself every time it starts. This is a security feature used to allow each operator to perform the functions that they have been attributed and also to record each action in the Daily Report with the users name.



Identification screen.

The cashiers are grouped on the left hand side of the screen, each button corresponds to one user.

It is possible to personalise your name and password in each case.

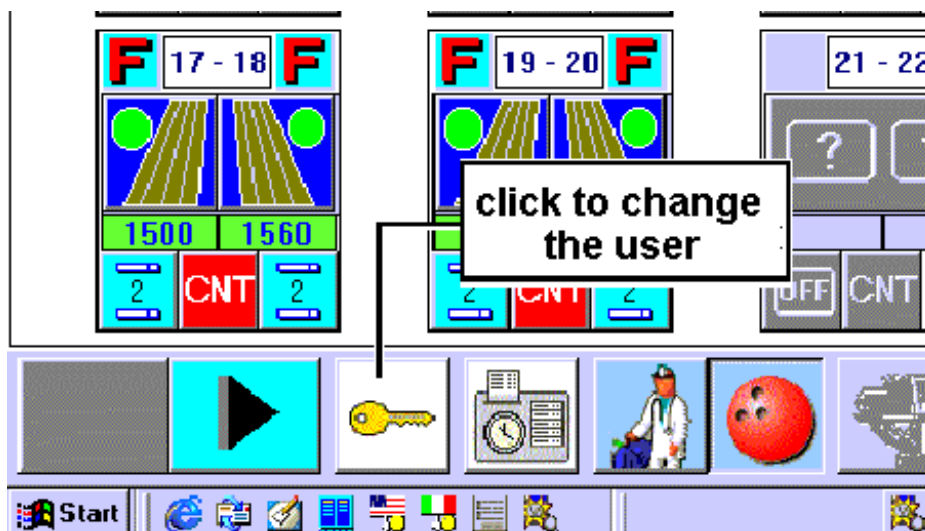
To scroll through the cashier list use the ▲ ▼ arrows.

Identifying yourself when WINS starts.

Click on your button, write the password, if previously registered, and confirm with **OK**.

*If you have a magnetic card, swipe the card in the card reader, it is not necessary to select your button as the system will recognize your card automatically, once swiped confirm by pressing **OK**.*

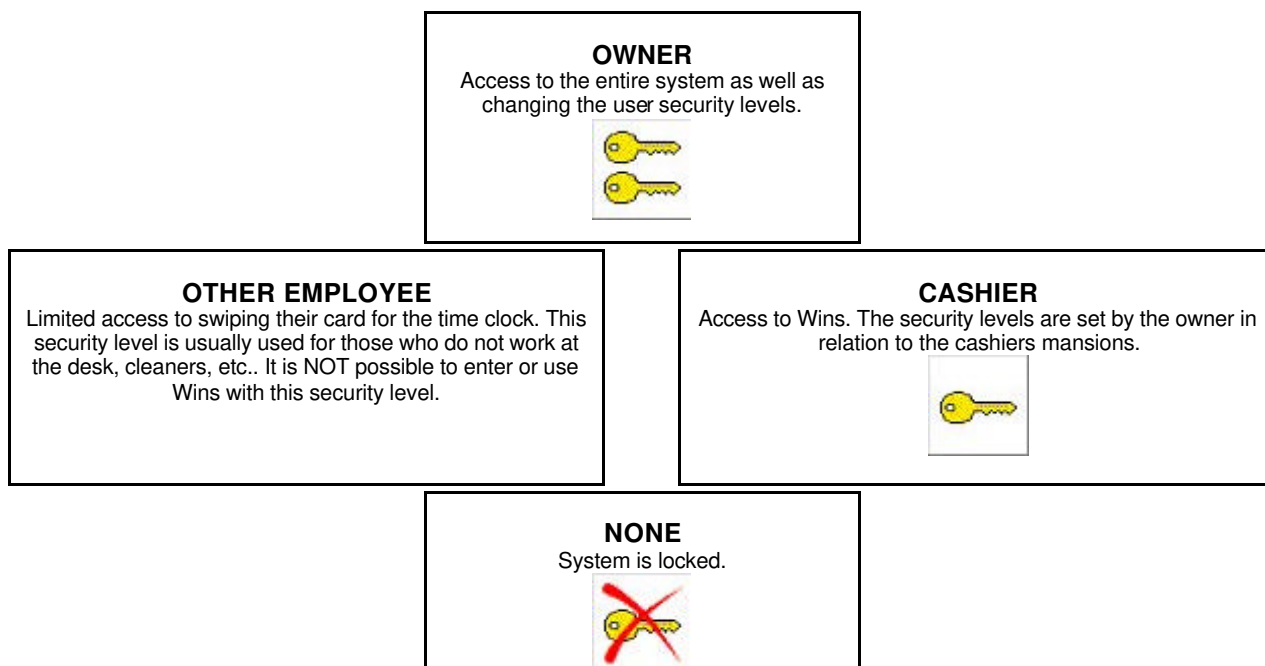
Changing users during while using WINS.



Click on the key icon at the bottom of the screen.

SECURITY LEVELS

The security levels are organized in order of priority. The owner has the highest security level which allows him to enter every menu in the system and also to change the security levels of the cashiers and other employees. The owner magnetic card must be attributed to him by a higher level, usually by an installer using service clearance.



Access to the SERVICE security level is permitted to installers only. The Factory security level to Steltronic personnel only.

It is advisable to protect your security rights with a personal password. When using a magnetic card a password will not be required. Passwords and cards can be removed at any time by the owner, the cashier can change his own password by entering into his own security screen, and confirming the new password twice.

IMPORTANT! In order to pass from a higher security level to a lower you have to go through NONE first (example; from Owner click on NONE then Cashier.)

We advise you to go through NONE at every change of user or when you move away from the desk, this will ensure that you don't forget to lock the system or that someone else uses your identification to use the system, when locked, a new user will need to identify themselves to the system before being allowed to enter.

ADDING - DELETING USERS AND SECURITY LEVELS

WARNING! The following functions are available for the OWNER only.

Identify yourself as OWNER.



Click on the "key" icon to enter the identification screen.

Click on the button of the user you wish to modify or an empty button to insert a new user.

WINS user data

Permitted functions list

<input checked="" type="checkbox"/> Lane closure	<input checked="" type="checkbox"/> League Management
<input type="checkbox"/> CNT button	<input checked="" type="checkbox"/> Yellow Print Button Reports
<input checked="" type="checkbox"/> Timed game closure	<input checked="" type="checkbox"/> Open cash drawer
<input checked="" type="checkbox"/> Other timed game functions	<input checked="" type="checkbox"/> Flat Rate payment
<input checked="" type="checkbox"/> Bar and generic income	<input checked="" type="checkbox"/> Coupons setup
<input checked="" type="checkbox"/> General cash setup	<input checked="" type="checkbox"/> Sell Coupons
<input checked="" type="checkbox"/> Rate setup	<input checked="" type="checkbox"/> Accept Free Game Coupons
<input checked="" type="checkbox"/> Timed games setup	<input checked="" type="checkbox"/> Allow Frame Deletion
<input checked="" type="checkbox"/> Bar and generic income setup	<input checked="" type="checkbox"/> Edit Time Clock Data
<input checked="" type="checkbox"/> Print option setup	<input checked="" type="checkbox"/> Time Clock reports
<input checked="" type="checkbox"/> CCD Camera and I-Retro setup	<input checked="" type="checkbox"/> Clips installation
<input checked="" type="checkbox"/> Daily report	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Daily report configuration and deletion	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Magnetic card archive access	<input checked="" type="checkbox"/> WINS Program exit
<input checked="" type="checkbox"/> Account management	<input checked="" type="checkbox"/> Themes Manager and Scrolling Text

User name: Card number: Password: Verify Password:



CHECKBOX ON = Function is enabled



CHECKBOX OFF = Function disabled, not allowed.

DELETE USER Delete user

DELETE CARD Delete magnetic card if present.

Write the name of the user in the space called '**User name**'.

Write the password in the space provided (letters or numbers can be used) and confirm it by writing it again in the Verify Password space.

To validate a magnetic card and attribute it to the user pass the card in the card reader.

Click on **OK** to confirm the options and return to previous screen.

Click on **OK** again to exit. When asked "DATA HAS BEEN MODIFIED, SAVE CHANGES BEFORE CLOSING?" click on **YES**.

ADDING - DELETING "OTHER EMPLOYEES"

It is possible to insert people into the Wins system who do not work on the desk as cashiers for the sole purpose of using the magnetic card "Time Clock" program to record their movements, hours worked, entry and exit times etc..

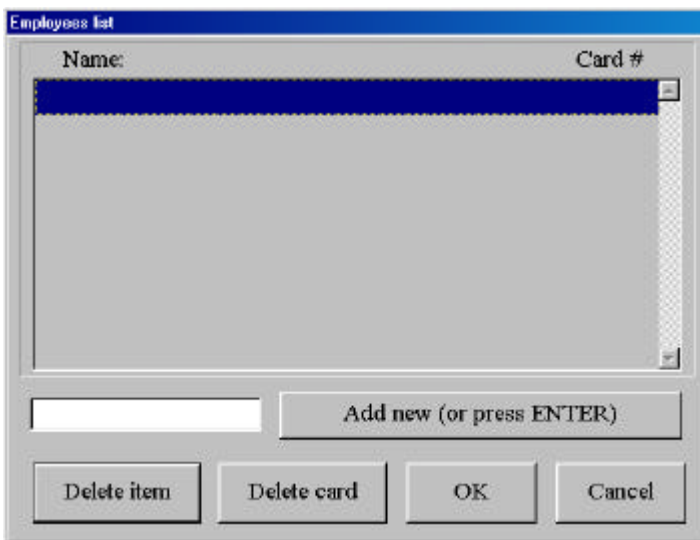
WARNING! The "Other employees" can NOT access the Wins program they can only swipe their card in the card reader when already switched on by a cashier or higher..

ADDING A "OTHER EMPLOYEE"

Identify yourself as OWNER.

Click on the "key" icon to enter the identification screen.

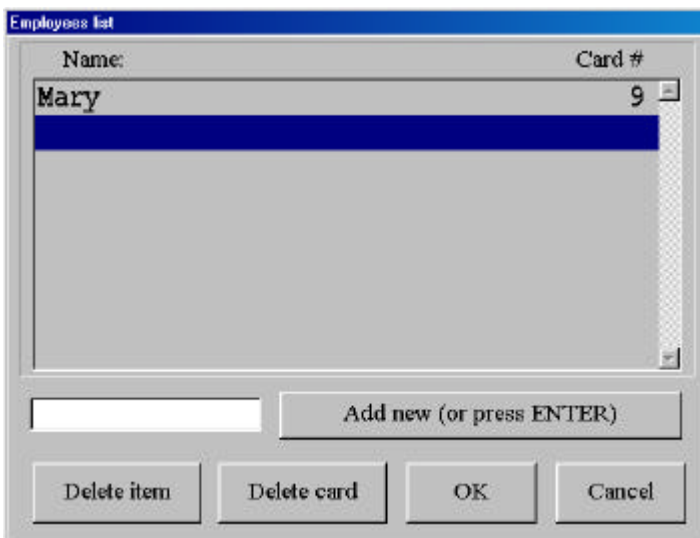
Click on the OTHER EMPLOYEE button.



Click on the Blue bar to activate the **Add new** button.

Insert the name of the person and press the New Employee button to confirm.

Swipe the magnetic card in the card reader.. the number given to this employee will appear on the right.



TO ADD ANOTHER EMPLOYEE.

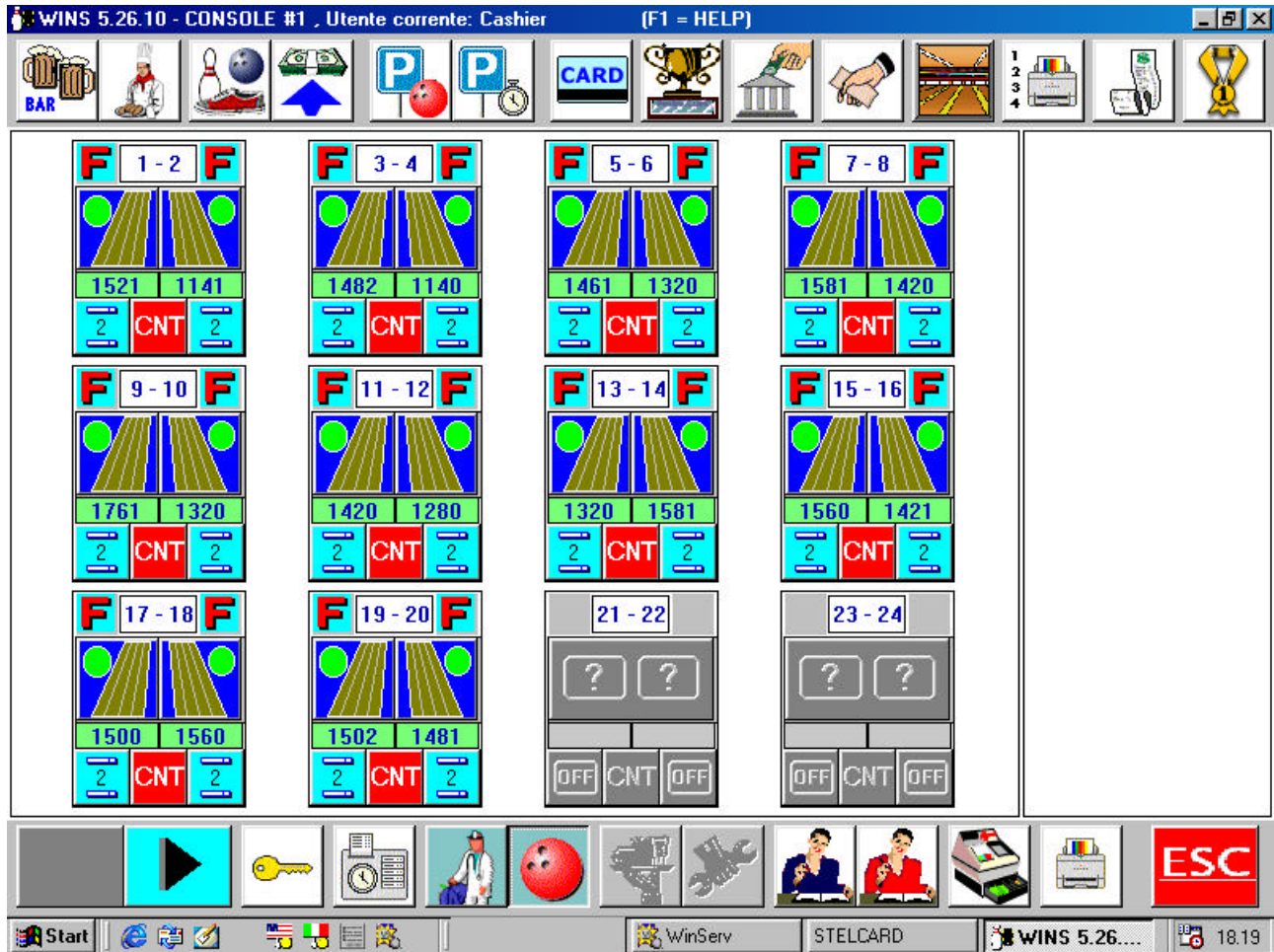
Click on the next empty line of the "employee list" screen, it will be highlighted in blue.

Insert the mane of the person.

Swipe the magnetic card in the card reader and the number will appear in the card column.

Click on **OK** to confirm and end this operation.

LOADING THE SET UP MENU



Click on the Doctor icon to access the **SET UP MENU SCREEN**.



Click on the BALL icon to return to the **MAIN MENU**.

All the Cash register, Wins, Pinsetter interface and scrolling text edit settings are in the Set Up menu.

In almost all the settings windows the **OK** button is used to exit the function; if any data has been modified you will be asked to save the changes, when asked "DATA HAS BEEN MODIFIED, SAVE CHANGES BEFORE CLOSING?" click on **YES** to confirm.

MENU SETUP ICONS



General cash desk set up



Bar article set up



Restaur ant article set up



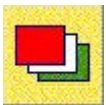
Proshop article set up



Bowling and Time game rate set up



Time game set up



Animat ion and movie play list select ion



Creat e and modif y scrolling t ext messages.



Receipt printer set up



Coupon set up



Edit Employee time clock



Enable and add Movies



Multiple command set up

The functions of the following buttons are described in the **SERVICE** manual



Pinset ter interf ace par amet er set tings



SuperElex lane comput er set tings



Elex lane comput er set tings



Sciba CCD camer a par amet er set tings



General cash desk set up

CURRENCY

Shows the current symbol for the currency used. For Lira it is L. Warning! Do NOT use the £ symbol as the cash display does not support this symbol, as well as some types of receipt printers.

MINIMUM

Minimum amount that can be used in any transaction. Amounts which are less than this figure are rounded automatically.

ROUNDING

The rounding feature is common to most cash desks. There are three rounding settings available, EQUAL (amount actually shown) PLUS (rounding to the closest higher figure) MINUS (rounding to the closest lower figure).

DECIMALS

Corresponds to the number of decimals the currency uses for the Euro it is 2.

10TH FRAME FIXED

CLICK IN THE CHECK BOX = bowling is paid by the GAME (up to 12 frames included).

EMPTY CHECK BOX = bowling is paid by FRAMES (the 11th and 12th frame in case of spare or strike will be charged extra, not included in the Game total).

AMOUNT REQUIRED

When active, makes it mandatory for the cashier to use the bank note reference in order to calculate the change to be given.

USE BONUS IN PREPAID MODE

When closing a prepaid lane in advance, it is possible to print a credit for the remaining frames, which can be used to pay later.

CURRENCY

Allows you to insert the most frequently used bank notes which will be shown on the payment screen allowing the cashier to insert the amount being collected quickly, the system can calculate the change if checked in the appropriate check box.

RESET RECEIPT

This button starts the progressive receipt numbers to zero.

SHOE VISION SHOE FOUND

This is a percentage figure which indicates how many times the ShoeVision system needs to detect shoes in a 10 frame game for Wins to consider the shoes effectively rented shoes and not private shoes.

WALK DOWN TIME (min)

This is a figure in minutes which will not be charged in time bowling as the owner is allowing the bowlers these minutes to get to the lanes and prepare themselves to bowl. Only used in time bowling.

FLAT RATE TAX

Tax selection for flat rate payment. *The choosing depends by Quickbooks or Tax file (see the paragraph SETTING UP TAXES)*

TAX FOR SHOES/SOCK

Tax selection for shoes/sock payment. *The choosing depends by Quickbooks or Tax file (see the paragraph SETTING UP TAXES)*

TAX AFTER SALE

Enable= net price for rate - Disable= gross price for rate

	From	To
Zone #1	09:00	12:00
Zone #2	12:00	16:00
Zone #3	16:00	21:15
Zone #4	21:15	09:00

TIME ZONES

It is possible to divide each day into 4 working areas in which you can set different rates of payment. Used for bowling and time games.

The time zones are progressive from 1 to 4.

The first time zone determines the 24 hour day used by the Daily Report software program. Refer to the "USING THE DAILY REPORT FUNCTIONS" chapter.

ADVANCED PARAMETERS

The Book Codes are used by customer with QuickBooks accounting software.

Insert the same book code into each window.

This operation is required for safety in order to stop duplicate codes when export in Quickbooks.

LANE OPENING OPTIONS

START ON PLAYERS NAME

When a lane is opened the cursor will be positioned on the first bowler name space, available in Open and League play mode.

ADD SHOES TO PLAYERS AUTOMATICALLY

The system will automatically insert the same number of shoes as there are players, available in Open and League play mode.

DELETE TRANSACTIONS AFTER:

Centers that do not use the Daily Report program can set the number of days after which the system will automatically delete the cash transactions from the memory.

USE SECOND CURRENCY (Europe C.E.E. only)

Allows you to select a second currency to show on the receipts (function requested for the European standardization to the Euro currency)

CURRENCY

Use the field to show the symbol of the required currency. WARNING when using the € as some printers do not support this symbol, in these cases we advise you to use the letters Eur.

EXCHANGE RATE

Field used to insert the exchange rate of the two currencies you are using (for example the Euro is exchanged at the fixed rate of 1927.37 Italian lire).

TICKET PRINTER SUPPORTS SECONDARY....

Click on this check box if you wish the printer to print the symbol of the chosen currency (example € or Eur) on each receipt.

PRINT BONUS TO PUT IN CASH

The system prints a copy of any credit printed and given to a player.

GIVE BONUS REFUNDS

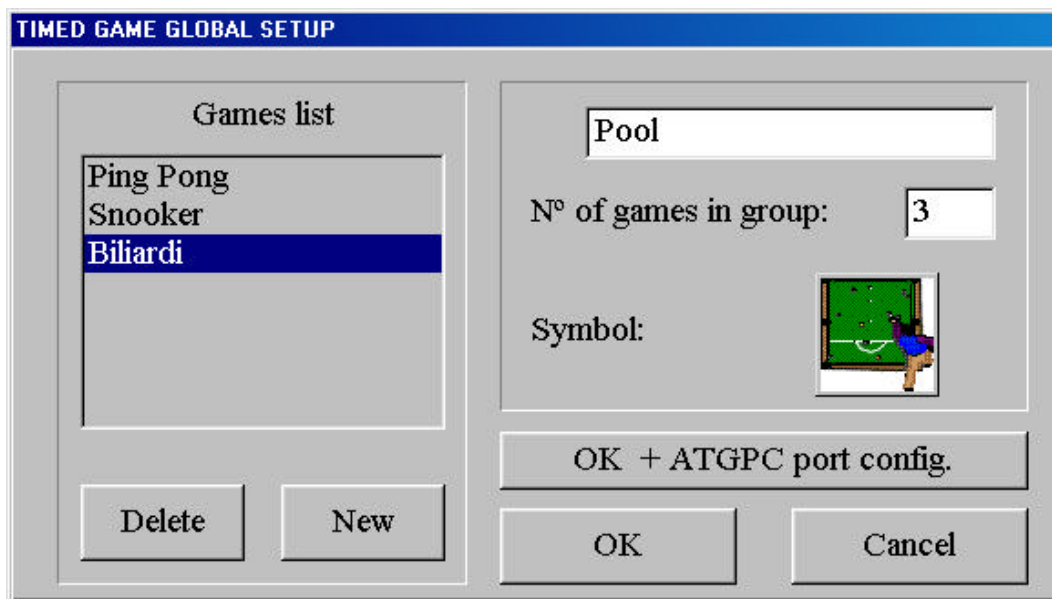
If a player uses a credit to pay for a game which is more than the amount due for the game another credit can be printed for the difference due to the player to be used another time.

PRINT TAX IN TICKET

The system prints a line in ticket to display the tax amount.



Time games set up



The time games are divided into groups. The total number of games is inserted for each type of game.

ADDI NG A NEW GROUP OF GAMES

Click on **NEW**. The program adds a "fictitious" name to the new group.

Write the name of the group in the space provided and click on the highlighted fictitious name to confirm.

Add the total number of games in the space provided.

Select the icon you wish to represent the new group by clicking on the **?** button. Browse the pages showing the available icon using the **<<>>** buttons.

Select the icon by clicking on it (the frame turn to red) and confirm with **OK**.

To add another new group, click on the MODIFY button again and repeat the same operation when all the new groups have been added confirm with **OK**.

REMOVI NG OR MODI FYI NG A GROUP OF GAMES.

Highlight the name of the group from the time game list.

The **DELETE** button deletes the group, the **NEW** button allows you to change the group settings.

CONFIGURING THE ATGPC BOARD



Warning! The following chapter is specifically for centres in which the ATGPC interface board has been installed for controlling the lights and power supply to the various time games.

Operating from the computer on which the ATGPC interface board has been installed after the time game groups have been set up.

From the Time Game set up screen, click on the **OK+ ATGPC port conf.**

16 installed ports				
N.	Assignment	N.	Assignment	Games not assigned
0	Snooker - 1	8	Snooker - 9	NONE
1	Snooker - 2	9	Snooker - 10	Ping Pong
2	Snooker - 3	10	Pool - 1	Snooker
3	Snooker - 4	11	Pool - 2	Pool
4	Snooker - 5	12	Pool - 3	
5	Snooker - 6	13		
6	Snooker - 7	14		
7	Snooker - 8	15		

Highlight the group of games to be controlled by the board from the "Games not assigned" window.

Highlight the number of the required game, then click on the assign button.

The button corresponding to the assigned port becomes red and shows the game number to which it has been assigned.

Example: the zero port on the board corresponds Pool table number 1, the relay exit controlled by port zero will switch the light above Pool table number one on and off.

The number of ports is determined by the installers, if more than 16 use the arrows to move.

The **RESET** button zeros all the selections (settings).

The **OK** button saves and exits.

The **CANCEL** button exits without saving.



Bowling and time game rate set up

RATES SETUP

RATES

FRAME Bowling
Open Edit Add Delete

Mag. Cards
40 % discount Edit Add Delete

TIME Bowling
open by Time Edit Add Delete

Mag. Cards
time club Edit Add Delete

TIMED Games
Ping Pong Edit

Calendar

OK Cancel

The rate set up window is divided into three parts:

GAME (frame) BOWLING

Create, modify rates for bowling by the game (or frame depending on the general cash desk set up).

TIME BOWLING

Create, modify time bowling rates.

TIME GAMES

Add, modify time game rates.

The **CALENDAR** button activates the **FESTIVITY** program described in the following paragraph.

The dates created are shown in the view windows, to scroll through them click on the arrow to the right of the view window, when the drop down curtain appears use the mouse arrow to select the required rate. Each rate must have its own name, a maximum of 30 rates are available for each type of payment form.

The buttons in the different areas with the same names share the same functions:

ADD Create a new rate.

EDIT Modifies an existing rate.

DELETE Deletes the rate.

In the 'Card rate' sections you can create rates to be used in the card archive, in the same way as the standard rates created for the different types of payment for Bowling and Time games.

The way in which the rates are set for bowling, time games and cards are the same. The TAX section is only used with the USA version of WINS or when the QuickBooks accounting software is used.

BOWLING RATES

Bowling rate PER GAME		09:00-12:00	12:00-16:00	16:00-21:15	21:15-09:00
Mon-Thu		2 15	2 50	4 25	5 00
Friday		2 15	2 75	5 00	5 00
Saturday		3 50	4 25	5 75	6 00
Sunday		4 25	5 00	5 75	6 00

	Shoes	Socks	Tax %
Mon-Thu	0 75	0 50	VAT 22%
Friday	0 80	0 50	22.00
Saturday	0 90	0 50	
Sunday	0 90	0 50	

Rate NAME: Open
 Set As Default Rate

OK Cancel

The amount for each rate can be different in each **TIME ZONE** (previously set up in the general cash desk set up screen) and for the **DAYS** shown.

The amount for shoes and socks can be set for the **DAYS** shown.

SET AS DEFAULT RATE means that the system will use this rate as the first choice when calculating amounts due.

In **GAME BOWLING** the amount shown is for EACH game. The program will divide the game into 10 frames if it has been set up to do so in the general cash desk set up screen.

In **TIME BOWLING** the rate set is PER HOUR of bowling

TIME GAME RATES

Time games have only one applicable rate, per group. In order to apply discounts you need to use the magnetic cards.

Timed game rate PER HOUR: Ping Pong		09:00-12:00	12:00-16:00	16:00-21:15	21:15-09:00	Minimum
Mon-Thu		10 75	10 75	14 00	14 00	3 50
Friday		10 75	10 75	14 00	14 00	3 50
Saturday		11 00	11 00	14 00	14 00	3 50
Sunday		12 35	12 35	14 00	14 00	5 00

Tax %: None 0.00

OK Cancel

In Time Games the amount is PER HOUR of play. The minimum column allows you to set the minimum amount that is going to be charged.

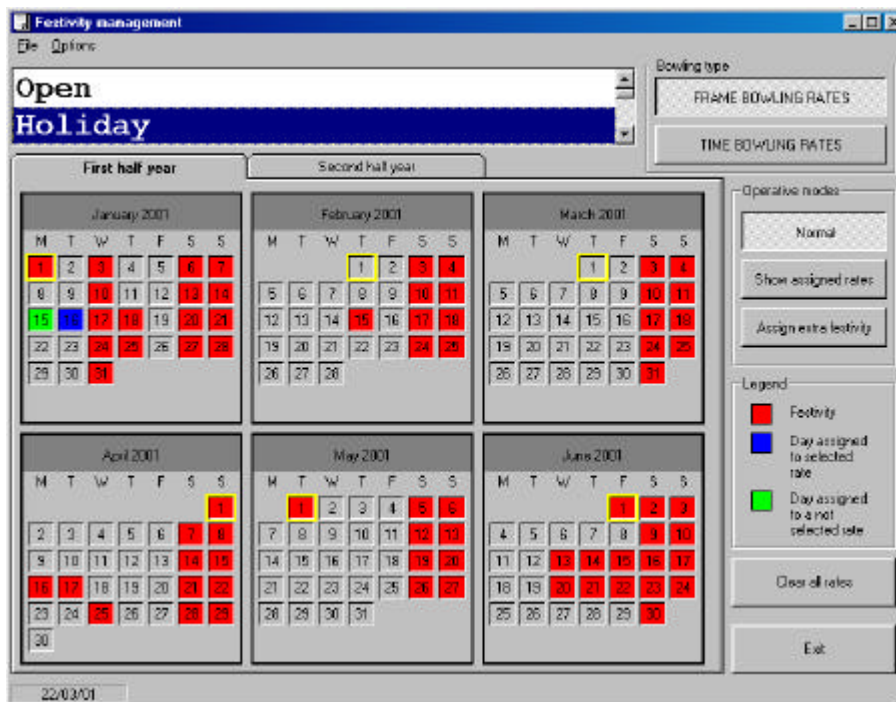
FESTIVITY PROGRAM

Click on the **CALENDAR** button to activate the festivity program which allows you to determine and set 'special festivities'.

This program has been made so that you can 'force' a certain rate on the chosen day.

The special festivity program does NOT stop you from using the other available rates, it simply means that you can set a certain rate for that day.

Suggestion: it is a good idea to create special rates for the days you intend to set as 'special festivities'.



The program divides and show the year in two parts. Saturdays and Sundays are already highlighted in red.

Click on the **Assign extra festivity**. Select the festive day by clicking with the mouse arrow on the day, which becomes red, for example December 25th (Christmas Day).

Note: this operation is optional and is only used to show the selected festivities clearly.

Click on the **NORMAL** to assign a special rate, to one or more festivities.

Select the rate group you want to use by clicking on the **BOWLING TYPE: GAME BOWLING OR TIME BOWLING**.

Highlight the rate you want to use as the default rate.

Click on the day that you want to assign the highlighted rate to. It is possible to select more than one day for the highlighted rate. The selected day or days become blue to show that the selection has been made.

The festive days to which a different rate has been assigned are shown in green to make them visible. Change the **BOWLING TYPE**, when finished, the days that have already been assigned in the first play mode become available, so that, if necessary, they can be selected for the different play.

With the **CLEAR ALL RATES** button you can delete all the settings made previously.

Win the **EXIT** button you exit the program, the selections and settings made are saved automatically.

The calendar settings remain valid for all the years that follow, until changed manually. Windows will change the weekends automatically.

TAX Setting up taxes



*Wins program could be enable the V.A.T. display on transaction and ticket also for customer without Quickbooks interface.
Ask to local service or vendor the file **taxes.iff** with right settings.*

Setting with Quickbooks program

NOTE: for this chapter is necessary install the Quickbooks program.

Transactions data collected with STELTRONIC WINS can be exported in a format called IIF (Intuit Interchange Format); this file can be imported in QuickBooks 5.0 for Windows. These transactions includes payment of bowling games (with shoe and sock rental), time games (snooker, darts...), pro shop product sales, snack bar product sales and free sales. Other cash movements such as refunds are not included in these transactions.

WINS allow to associate a tax with each group of transactions Taxes that can be associated are selected from the list of taxes that have been created in QuickBooks. These taxes must be exported by QuickBooks to allow WINS to get these data.

1) In QuickBooks you need to create a separate sales tax item for each tax whose amount you must report. To create a single tax item refer to QuickBooks 5.0 User's Guide, chapter 32 "Tracking and paying sales tax", pages 735 and 736. **WINS do not support tax groups, so do not create tax groups to be associated with WINS transactions, but use only tax items**

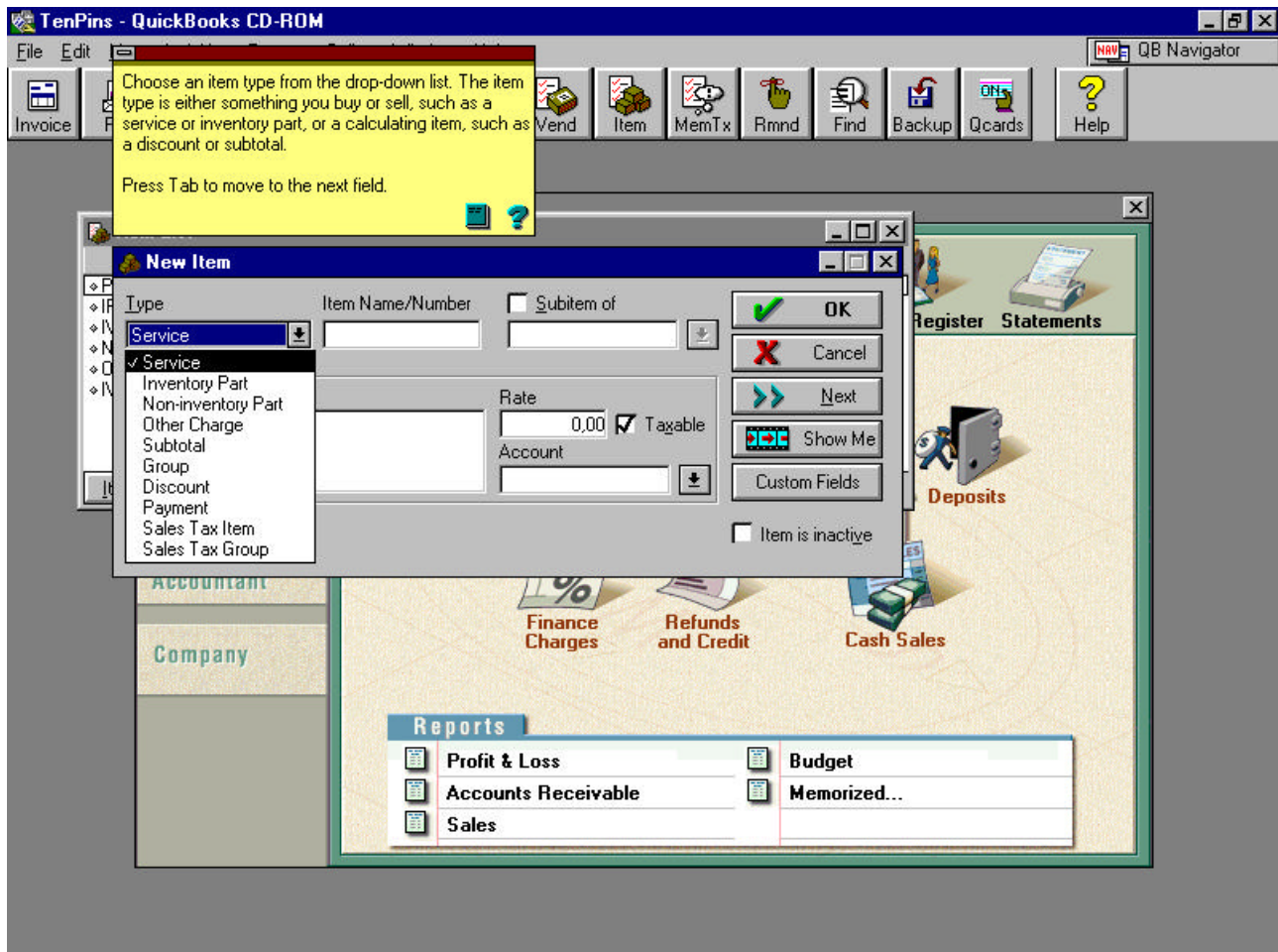


Fig 1 : Tax item creation

2) When you have created all the taxes you want to associate with WINS transactions (taxes for bowling games, for shoe and sock rental, for each group of product you sell), you must create an export file for STELTRONIC WINS.

In the File menu select the Export function. Then you have to select the data to include in the export file.

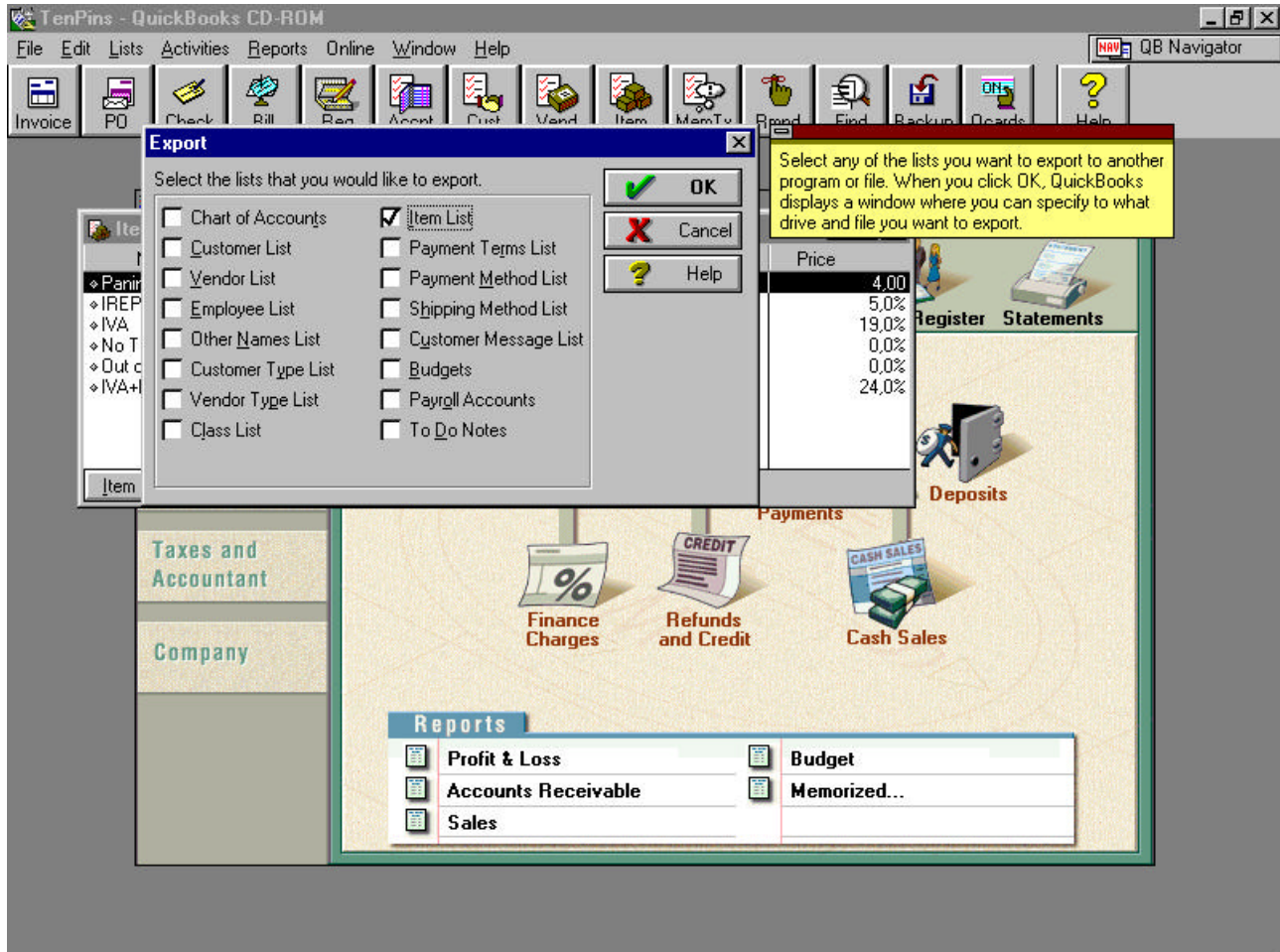


Fig 2 : Export file selection

Select the "Item list" check box N.D. then click OK.

In the next window you have to select the file name and the file directory.

You must choose "taxes.iif" as file name.

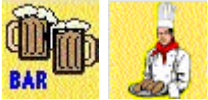
The directory is

C:\tcpsew\consoles.fld if QuickBooks is installed on the main desk

K:\consoles.fld if Quickbooks is installed in other workstation.

Click OK to create the export file. If everything's fine in WINS you will be able to select the tax to apply from the list of taxes created in QuickBooks.

If you later modify or add some taxes you must repeat these steps to export the new tax file.



BAR AND RESTAURANT ITEM SET UP

Note: both these menus are set up in the same way.

The **NEW** button is used to create a new group of items.

The **DELETE** button deletes the highlighted group.

The **OK** button is used to exit.

The **TAX** window apply the tax for item group.

Insert the group name of the item, click on the fictitious name to confirm.

Chose the icon you want to assign by clicking on the **?** button and scroll the pages using the **<<>>**.

Select the chosen icon by clicking on it, a red frame will appear surrounding the icon confirm with **OK**.

The **LIST** button activates the groups sub-menu.

The group name is added automatically as the first item.

Press **NEW** to add a new group.

Write the item name and price in the view windows.

DELETE removes the highlighted item if necessary.

The accounts **QUICKBOOKS** (code) is assigned by **WINS** when using **QuickBooks** interface.

The **USE IN AWARD GAMES** selection makes it possible to use the item from the **StelGames** program as a prize (refer to the **USING THE STELGAMES PROGRAM**).

NOTE: If the item price is left as zero, every time the article is sold the price will have to be inserted manually.

Click on **OK** to exit.



PROSHOP ITEM SET UP

The **NEW** button is used to create a new group of items.

The **DELETE** button deletes the highlighted group.

The **OK** button is used to exit.

The **TAX** window apply the tax for item group.

Insert the group name of the item, click on the fictitious name to confirm.

Chose the icon you want to assign by clicking on the **?** button and scroll the pages using the **<<>>**.

Select the chosen icon by clicking on it, a red frame will appear surrounding the icon confirm with **OK**.

The **LIST** button activates the groups sub-menu.

The group name is added automatically as the first item.

Press **NEW** to add a new group.

Write the item name and price in the view windows.

DELETE removes the highlighted item if necessary.

The accounts **QUICKBOOKS** (code) is assigned by **WINS** when using **QuickBooks** interface.

The **USE IN AWARD GAMES** selection makes it possible to use the item from the **StelGames** program as a prize (refer to the **USING THE STELGAMES PROGRAM**).

NOTE: If the item price is left as zero, every time the article is sold the price will have to be inserted manually.

Click on **OK** to exit.



COUPON SETUP

Coupons are used to award free games as well as 'credits' to be used in the center to pay for bowling, time games etc.

The **FREE GAME COUPONS** have a right to a free game, each.

The **FIXED VALUE COUPONS** are used as prepaid credits towards bowling, time games etc...

In the WINS program the coupons are managed for and accounted for in the Daily Report, they are not included in any print reports.

FIXED VALUE COUPONS		
Disco bowling	-	\$3.75
Kids party	-	\$2.58
Laser quest night	-	\$4.87

FREE GAME COUPONS	
Disco pass	
Free games	

The window is divided into two sections: **Fixed value coupons** and **Free game coupons**.

The **ADD** creates a new coupon.

The **EDIT** varies the settings for the selected coupons.

The **DELETE** button deletes the selected coupon.

The **OK** button is used to exit from the function.

The value of the **FIXED VALUE COUPON** must be inserted.



RECEIPT PRINTER SETUP

Set the way you want the receipt printer to behave in each of the following cases: Bowling, Time Games, Bar and Generic income, at each transaction, the receipt printer is not fiscal.

Print option setup			
Receipt print	Never	Request	Always
Bowling:	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Timed Games:	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Bar:	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Restaurant:	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Gen. Income and	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

OK Cancel

SELECTIONS AVAILABLE

NEVER The system will never print a receipt in this case.

REQUEST The system will 'ask' if you want to print a receipt after each transaction and when a time game is opened, press OK to print the receipt.

ALWAYS The system will print a receipt each time a transaction is made or a time game is opened, automatically.

Save the settings with the **OK** button.



ENABLING MOVIES



*Attention ! The following paragraph refers for centres that use SuperElex lane computers.
Operate the function ONLY from the Main Desk Console.*

The STELTRONIC animation package is available in various forms constantly updated as new movies are released.

BASIC MOVIES these movies are always included in the standard SuperElex configuration.

STARBOWL1 contains the first 30 movies featuring the three characters 'Star' 'Bow' 'Ling'.

STARBOWL2 contains the second 30 movies featuring the three characters 'Star' 'Bow' 'Ling'.

STARBOWL3 contains the third 30 movies featuring the three characters 'Star' 'Bow' 'Ling'.

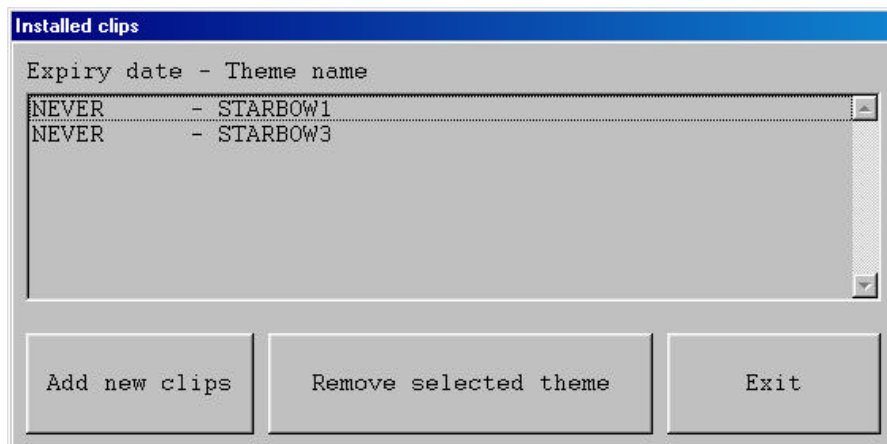
The movies which have been purchased (Basics are always included in the SuperElex package) will be enabled by the installers.

IMPORTANT! The file used to enable movies (Clips.ini) which will be sent via e-mail or on a floppy disk to your centre must be copied into the TCPSERV\DATI_COM of the Main Desk Console.

TO ENABLE MOVIES

Click on the Setup menu, and then on the **NEW MOVIES**

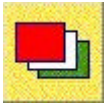
By using the drop down curtain "LOOK IN" position the mouse on the CLIPS.INI file that you copied in the TCPSERV/DATI_COM directory.



The movies to be enabled will be shown in the central screen.

EXITING the program automatically saves the settings made.

IN ORDER TO ENABLE OPTIONAL MOVIES IN DEMO MODE FOR 30 DAYS.. it is possible to use some movies 'free of charge' for a period of 30 days. Install the *Demo Movie Licence.txt* file which is found in the TCPSERV directory. At the end of the month the program will block the 'optional movies' only.

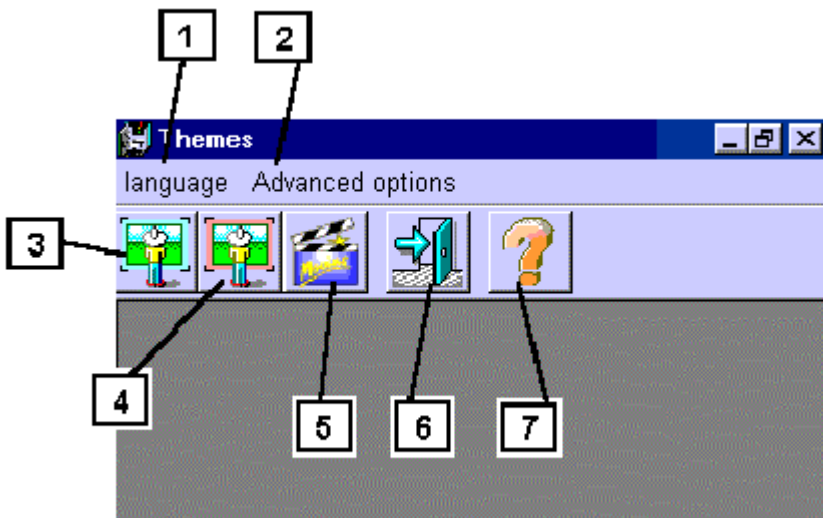


SELECTING BACKGROUNDS , MOVIES & PLAYLIST

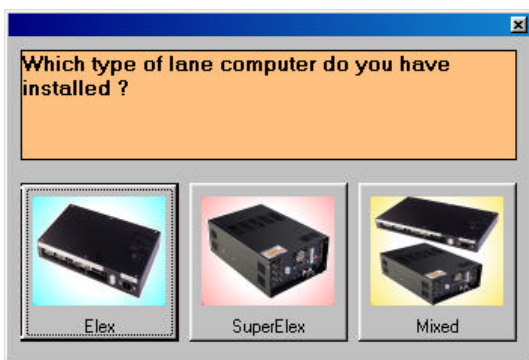
The WINS program allows you to assign background images, movies or static images for Strikes, Spares, Fouls and Gutters for each lane.

The selection is made by Themes: a movie play list containing pre-selected movies is chosen for a lane. The THEMES program is loaded by clicking on the themes icon.

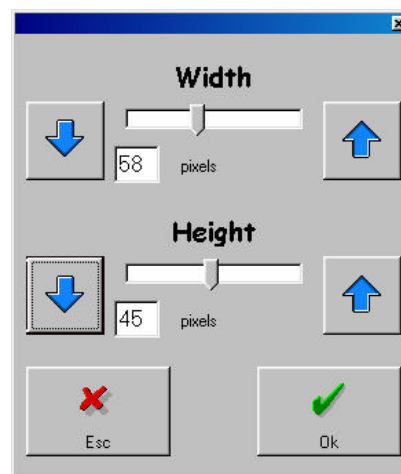
ATTENTION! Some icons may not be visible in the version you are currently using, this depends on the type of Hardware is installed in the center.



- 1 Select the **LANGUAGE**. Open the menu drop down curtain, select the language you want to use, if your language is already shown you do not need to do this.
- 2 The **ADVANCED OPTIONS** button allows you to access the **HARDWARE INSTALLED** and the **IMAGE SIZE** menus.
- 3 Menu for installations using the **ELEX LANE COMPUTER**, personalizes the Theme lists for static and free lane images.
- 4 Menu for installations using the **SUPERELEX LANE COMPUTER**, personalizes the Theme list for Free lane images.
- 5 **PLAYLIST** menu settings for movies.
- 6 **EXIT** the program.
- 7 **INFORMATION** about this version.



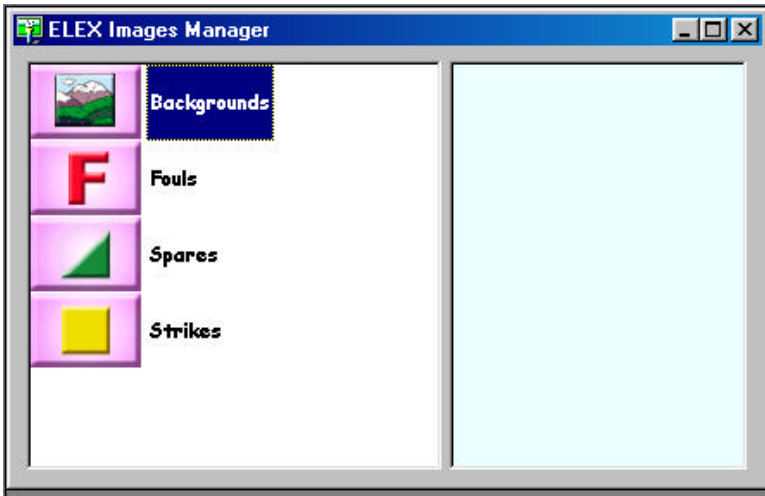
↑ **HARDWARE TYPE** Menu



← **IMAGE SIZE** Menu

STATIC (FIXED) IMAGE MENU ELEX – SUPERELEX

NOTE: either one of these menus for static images (Elex or Superexlex) are set up in the same way.

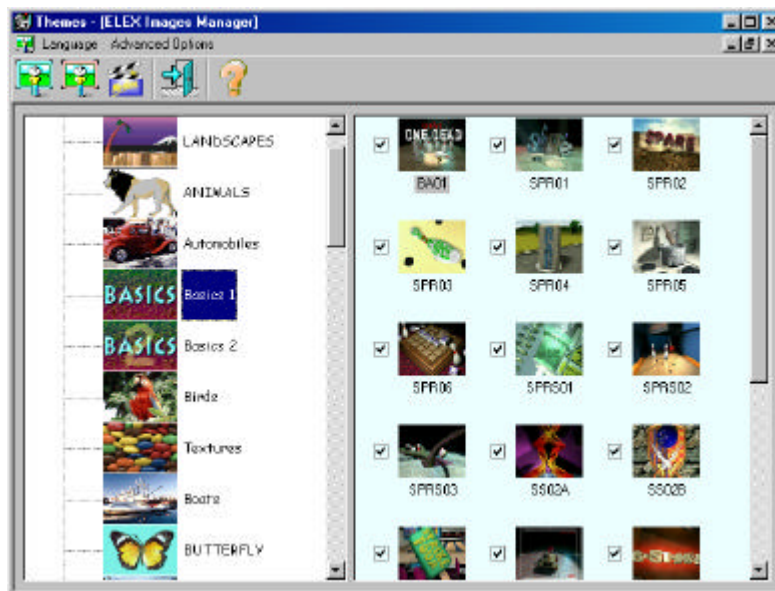


The left hand side of the screen is dedicated to the 'events' and 'themes' while the right side of the screen shows their contents.

The EVENTS are BACKGROUNDS, SPARES, STRIKES and FOULS.

Clicking on the events will open the drop down menu that shows the contents of the theme list.

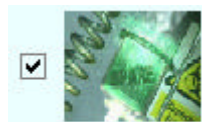
To create a list for the selected theme click on the images shown within each open theme.



Example: the open "event" is BACKGROUNDS the "theme" is BASICS. In this case the two images BA01 and SPR01 are disabled.



DISABLED IMAGE



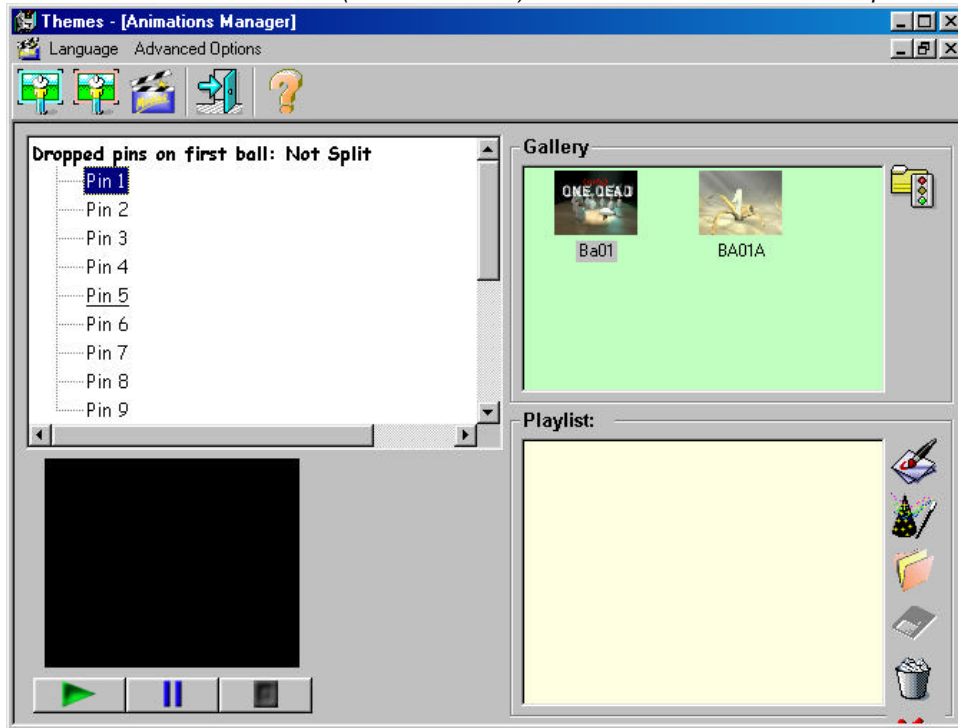
ENABLED IMAGE

The 'order' in which the images will rotate and be shown on the lane monitors can not be modified.

The sequence for repeated events, Strike, Spare and Foul can not be modified.

ANIMATION MOVIE

The program is used to create PLAYLIST (animation lists) to sent to the lanes when required.



The left hand side of the screen is dedicated to the EVENTS. To open the gallery (shown on the top right of the screen) simply click on the name of the event you need to see. If the EVENT contains more than one theme, a drop down list will open allowing you to select any theme to open into the gallery.

If you need to vary the size of the window, click on the frame of the window it self.

By PLAYLIST we mean a list of names, each name has a corresponding movie.

The GALLERY shows the images contained in the selected theme, the PLAYLIST is made to show the list of movies in the list.

COMMAND KEY



OPEN AN EXISTING PLAYLIST



DELETE A PLAYLIST



SAVE THE PLAYLIST



CREATE A NEW PLAYLIST



EXIT THE MENU



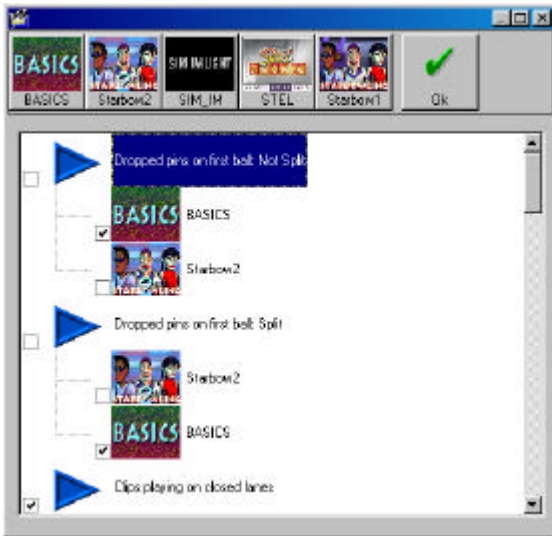
CREATE A PLAYLIST WITH ALL THE AVAILABLE MOVIES



SELECT THE THEME



SELECTING IMAGES BY THEME




The animations are divided into “THEMES” which group the various events:

- BASICS** is the theme which contains the ‘basic’ animations which are always included in the package.
- STARBOW1** first of the optional themes which contains 30 movies of the three characters Star, Bow and Ling.
- STARBOW2** second optional theme of Star, Bow and Ling (30 movies)
- STARBOW3** third optional theme of Star, Bow and Ling (30 movies)
- SIM_IM and STEL** advertising movies for free lanes (no bowlers playing)

Using the buttons on the first line you can select or un-select all the animations of the chosen theme. It is also possible to select one movie at a time by clicking on the checkbox of the movie.

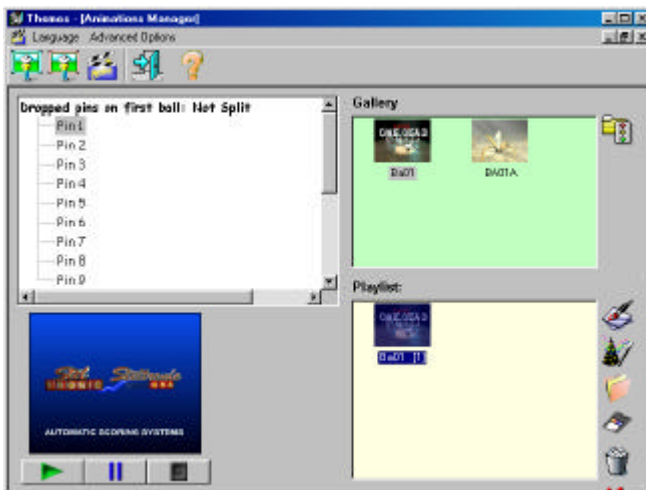
Click on the blue arrow to open the drop down list of each event.



To create a quick playlist, select the desired theme and click on the  button.
 If you want to select the animations one by one, use the standard method described in the next paragraph.


NOTE! The program does not have any limits in using images. If you select a movie from a theme which has not been enabled the lane computer will simply not show it and move on to the next one.

TO CREATE A NEW PLAYLIST

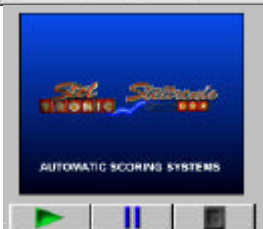


Click on the **EVENT** to open the sequence.
EXAMPLE: let's open the “Pins knocked down on first ball: not split”, then the event “1 pin” (= only one pin knocked down on first ball which did not leave a split situation)

To see a preview of the movie click on the image you want to see (the icon becomes a little dark) then on the screen on the bottom left of the screen click

Play: [].

To move a movie from the gallery to the Playlist click on the icon twice quickly or click and hold the button down then ‘drag’ the movie icon down into the playlist. This action is known termed “dragging” in all windows applications.





The icon which has been moved into the playlist is given a number between brackets, this number indicates the movies 'turn' in the rotation.

Example: in the image shown here, BA01 is the first to be shown followed by BBA01 which is second.

So the sequence in the playlist for one pin knocked down on first ball will be = BA01 movie, and the next time a single pin is knocked down on first ball = BBA01.

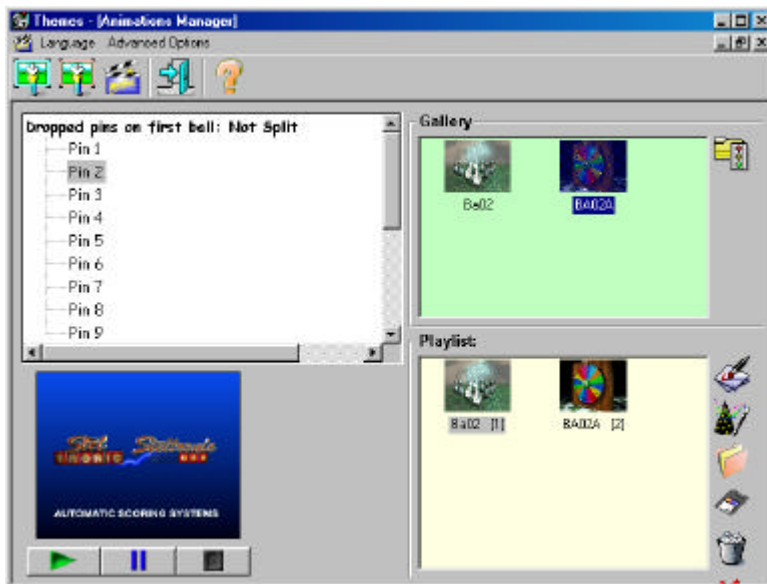
It is possible to select a movie more than once so that the movie is repeated in the sequence.

The playlist is used in sequence of events, disregarding the frame being played or the order of play, once the last number has been shown the lane will start from the number 1 again and keep going until changed.

TO REMOVE A MOVIE FROM THE PLAYLIST click on the movie icon twice quickly or click on the icon in the gallery and press the **DEL** button on the keyboard.

The icons which remain on the playlist will automatically be re-numbered from the left, to fill the gap.

TO VARY THE ORDER OF THE MOVIES IN THE PLAYLIST, click on the icon, keep the button pressed and 'drag' the icon to the desired position on the list and then release the button.

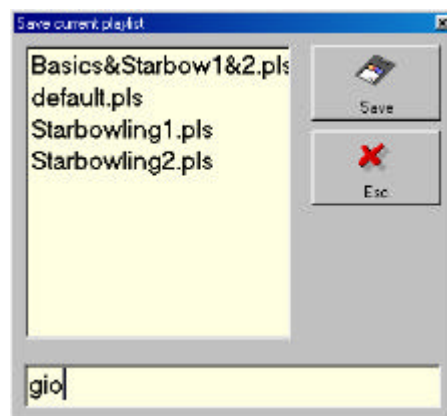


COMPLETING THE PLAYLIST selecting another event. If the playlist is not completed the lane will not load the list when selected.



SAVE A PLAYLIST by clicking on the floppy disk icon.

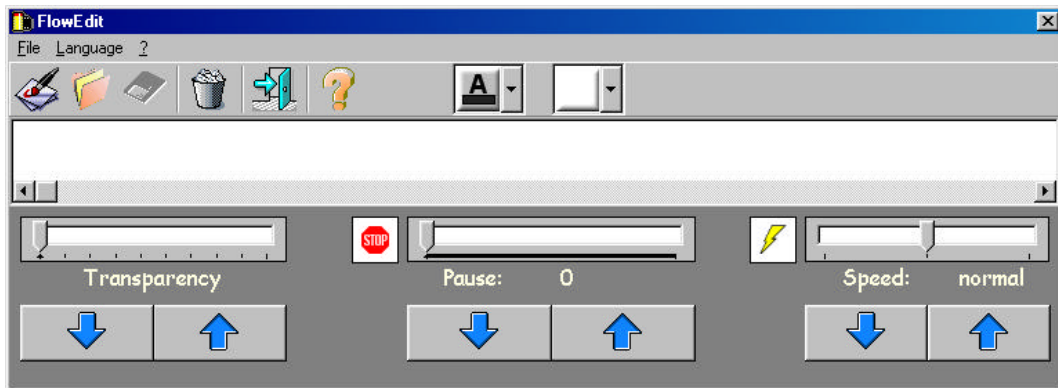
Write the name of the file in the window at the bottom of the save screen, and press **SAVE**.



If you want to create a new playlist without leaving the program, click on the CREATE A NEW PLAYLIST icon.



CREATING AND MODIFYING A SCROLLING TEXT MESSAGE



The FLOWEDIT program allows you create scrolling text messages which can be shown on the lane monitors. The files are created in text mode (file.txt = text mode), using a predefined font and font size.

COMMAND KEY



OPEN AN EXISTING TEXT FILE



DELETE A TEXT FILE



SAVE THE TEXT FILE



CREATE A NEW TEXT FILE



PROGRAM INFORMATION (VERSION NUMBER)



CHANGE BACKGROUND COLOUR



CHANGE FONT COLOUR

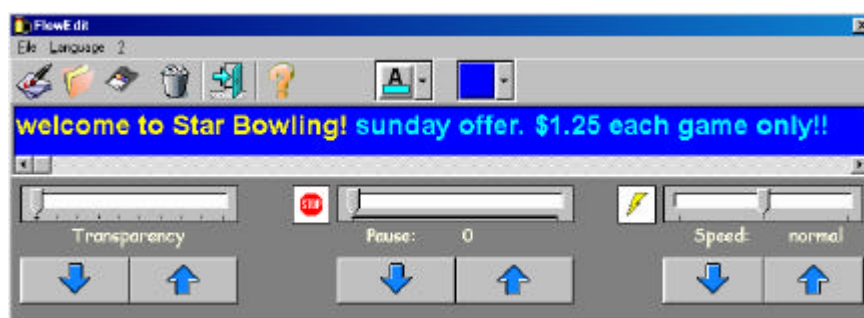


EXIT THE MENU

TO CREATE A SCROLLING TEXT

Select a background colour by clicking on the button and opening the drop down curtain.

Select a font colour by clicking on the button and opening the drop down curtain, *the font colour can be changed with a message.*



TO VARY THE COLOUR OF THE TEXT

At any time while writing the message, click on the font button again and select another colour, this can be done as often as each letter in any text line.

TO CHANGE THE COLOUR OF THE TEXT

At any time, highlight the part of the text that you wish to change and then click on the font button, select the colour the change will be made automatically.



The **TRANSPARENCY** effect allows you to see the background under the colour of the scrolling text message. *This can only be done with the SuperElex lane computer.*

The transparency level effects the entire line of text, to vary the percentage of transparency, use the arrows or drag the indicator right or left.

TO INSERT A PAUSE

The text scrolls from right to left on the bottom of the screens. It is possible to stop the text at any point and for up to 300 seconds, after which the text starts to scroll again until it comes to another pause or back to this one



To insert a pause, click on the **STOP** icon, keep the button pressed and drag the icon onto the text line at the point where you want the text to pause, release the button.

Click on the icon so that it is selected, then use the arrows or move the indicator to the seconds you want the pause to last.

Insert other pauses if required in the same way.

To delete a pause click on the **STOP** icon in the text and press the **DEL** button on the keyboard.

TO VARY THE SCROLL SPEED OF THE TEXT

The scrolling text scrolls from the right to left on the bottom of the screens, it is possible to vary the speed that the scrolling text travels across the screen as many times as required.



To vary the speed, click on the **"LIGHTNING"** icon, keep the button pressed and drag the icon onto the text at the point in which you want it to speed up or slow down, release the button.

Click on the icon so that it is selected then use the arrows or move the indicator to the speed you want to set.

There are three speed options: Slow, Normal, Fast.

Repeat the operation as many times as needed.

To delete a speed feature click on the **LIGHTNING** icon in the text and press the **DEL** button on the keyboard.



Once finished click on the floppy disk icon to save the file.

ATTENTION! The file name can be a maximum of 8 letters.

When you open an existing file, the save icon is not available, until changes are made.



MODIFYING THE SCORE GRID COLOURS. (ELEX lane computers only for this version)



Warning! The following chapter is only for centres which have standard Elex lane computers installed, Operate from the Main Desk console only.

There are 6 grids to choose from.

Click on the **START** button of Windows, select PROGRAMS then STELTRONIC to enter into the drop down curtain.

Click on the desired icon, an automatic procedure is started at the end of which it is necessary to re-start the lane computers. Players scores, if any, are not lost.

GRI D EXAMPLES

GAMES USED		REMAINING																		
Aquile																				
HDP	BON	CUM.TOT.	TOT																	
		321	321																	
1	2	3	4	5	6	7	8	9	10											
Ivo	18.6 Kmh	20	39	48	68	78														
Gio	19.2 Kmh	20	40	58	78	88														
Mary	31.0 Kmh	20	36	42	62	72														
Andy	25.3 Kmh	15	20	39	48															

GRI DS 001

Strikers		HDP	BON	CUM.TOT.	TOT.															
		30		592	692															
1	2	3	4	5	6	7	8	9	10											
Nick	15.9 Mph	28	48	65	85	115	142	162	180	197	217									
Frank	13.5 Mph	18	27	46	55	63	83	101	109	127	145									
Eliott	18.5 Mph	20	37	57	77	95	115	135	155	185	205									
Jack	16.8 Mph	17	26	35	42	61	70	79	85	95										

GRI DS 002

Mahatma		HDP	BON	CUM.TOT.	TOT															
		50		3459	741															
1	2	3	4	5	6	7	8	9	10											
TELECAM	19.4 Kmh	17	37	56	65	84	93	112	121	140	159									
-2-	28.7 Kmh	20	37	46	66	85	94	103	122	131	141									
-3-	32.2 Kmh	9	17	37	55	74	93	113	133	143										
-4-	33.6 Kmh	30	55	74	83	110	128	136	152	160										
-5-	36.4 Kmh	9	17	26	45	54	60	69	78	88										

GRI DS 003

Mahatma		HDP	BON	CUM.TOT.	TOT															
		50		3459	741															
1	2	3	4	5	6	7	8	9	10											
TELECAM	19.4 Kmh	17	37	56	65	84	93	112	121	140	159									
-2-	28.7 Kmh	20	37	46	66	85	94	103	122	131	141									
-3-	32.2 Kmh	9	17	37	55	74	93	113	133	143										
-4-	33.6 Kmh	30	55	74	83	110	128	136	152	160										
-5-	36.4 Kmh	9	17	26	45	54	60	69	78	88										

XGRI DS 001

Mahatma		HDP	BON	CUM.TOT.	TOT															
		50		3459	741															
1	2	3	4	5	6	7	8	9	10											
TELECAM	19.4 Kmh	17	37	56	65	84	93	112	121	140	159									
-2-	28.7 Kmh	20	37	46	66	85	94	103	122	131	141									
-3-	32.2 Kmh	9	17	37	55	74	93	113	133	143										
-4-	33.6 Kmh	30	55	74	83	110	128	136	152	160										
-5-	36.4 Kmh	9	17	26	45	54	60	69	78	88										

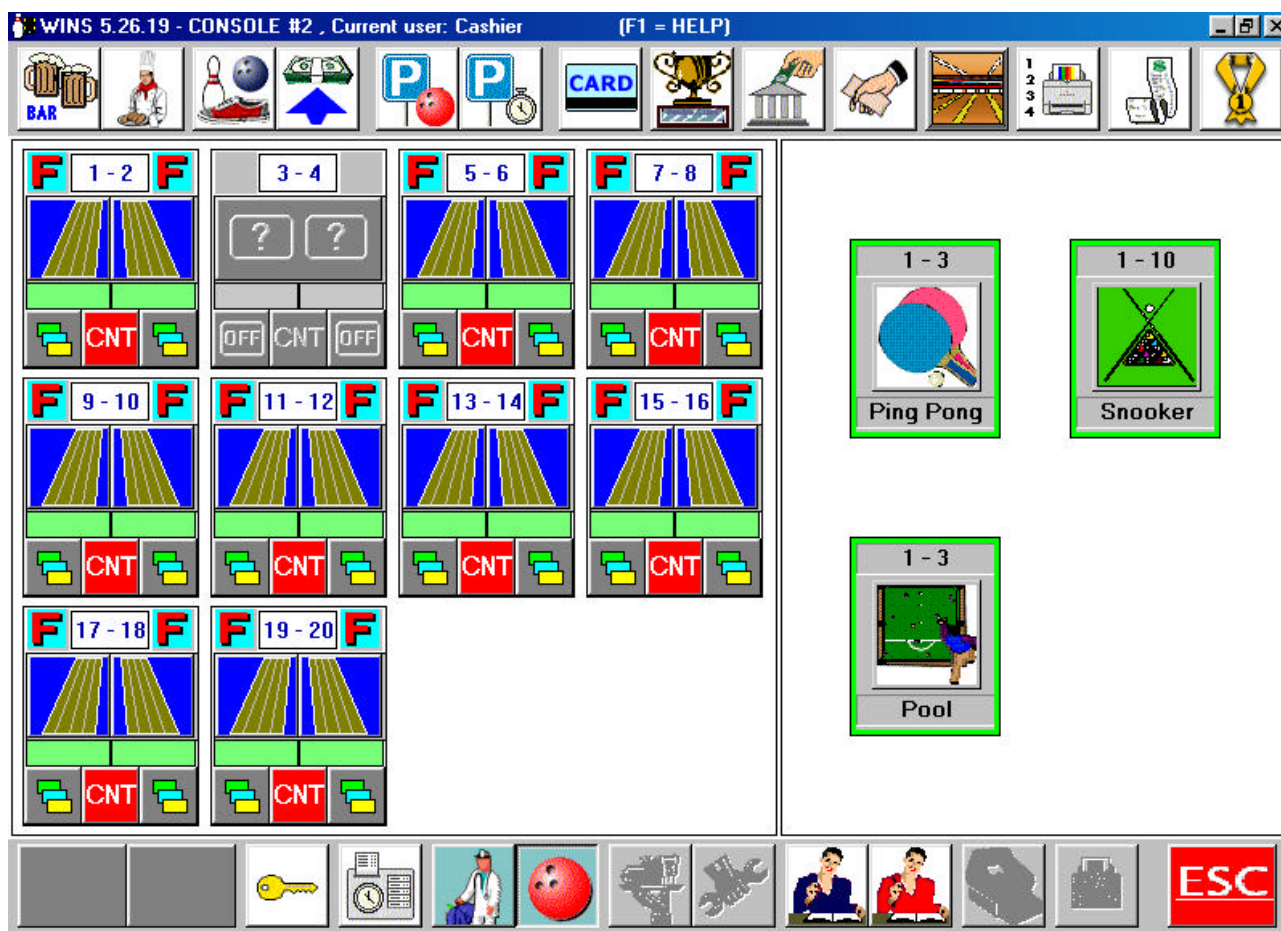
XGRI DS 002

Mahatma		HDP	BON	CUM.TOT.	TOT															
		50		3496	778															
1	2	3	4	5	6	7	8	9	10											
TELECAM	19.4 Kmh	17	37	56	66	84	93	112	121	140	159									
-2-	22.5 Kmh	20	37	46	66	85	94	103	122	131	156									
-3-	24.1 Kmh	9	17	37	55	74	93	113	139	157	165									
-4-	33.6 Kmh	30	55	74	83	110	128	136	152	160										
-5-	- SKIPPED -	9	17	26	45	54	60	69	78	88										

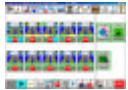
恢复法规表或

XGRI DS 003

Using the functions



Main Menu



Main Menu Icons



SERVI CE AND SET UP MENU



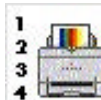
USER I NDI CATI ON



PREVI OUS AND NEXT PAGE



MAGNETI C CARD ARCHI VE



PRI NT QUEUES



PARK LANES



OPEN BOWL RESERVATI ONS



CALL MECHANI C FOR SERVI CE



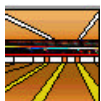
BAR MENU



PRO-SHOP MENU



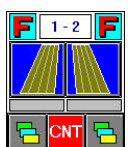
REFUND



MULTI PLE COMMANDS



PRI ZE GAME REPORT



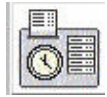
LANE PAI R I CON



MAI N MENU



EXI T THE WI NS PROGRAM



EMPLOYEE TI ME CLOCK



LEAGUE AND TOURNAMENT I NTERFACE



PRI NT LAST RECEI PT



PARK TI ME GAMES



LEAGUE BOWLI NG RESERVATI ONS



CALL FOR BAR SERVI CE



RESTAURANT MENU



CUSTOMER ACCOUNTS



DAI LY REPORT



FI XED VALUE COUPONS



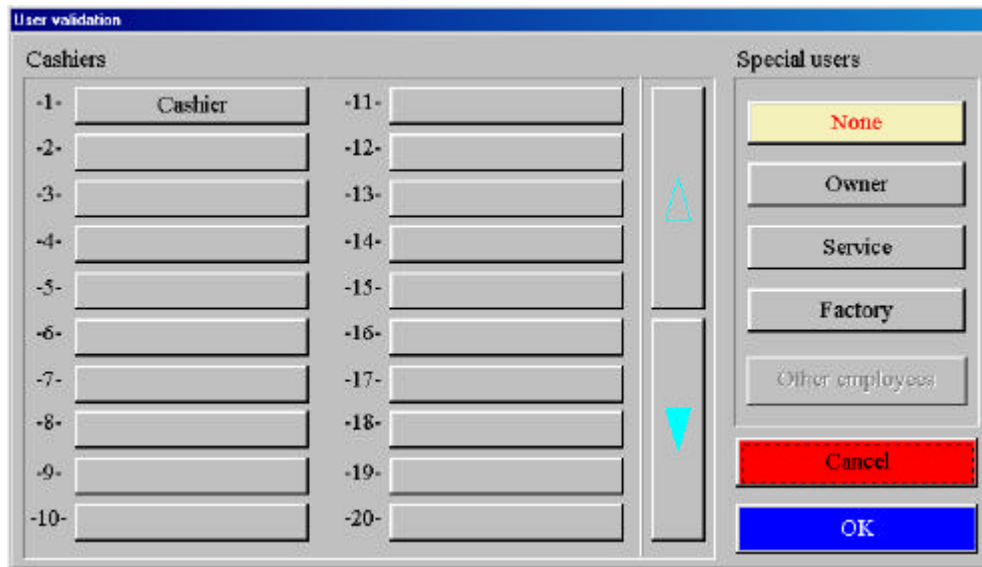
OPEN CASH DRAWER



TI ME GAME I CON



System access for users and 'other employees'



As was explained in the previous chapter "IDENTIFICATION" the first operation to perform before using the system is that of 'identifying' yourself to the system.

The various functions described in this charter depend on the security levels enabled for each user, in fact some buttons may NOT be enabled and therefore the user will not have access.

The identification procedure is similar to that of the owner and cashier: click on the name of the user and confirm the data, or pass the magnetic card; if the system is already in use click on the key icon to enter the identification screen.

ACCESS INTO THE SYSTEM BY "OTHER EMPLOYEES" is different: users called 'other employees' have access limited to the use of the magnetic card reader so that they can 'sign in' on the time clock program.

ACCESS FOR 'OTHER EMPLOYEES' WHILE WINS IS CLOSED

Click on the **NONE** to open Wins Menu.



Click on the **EMPLOYEE TIME CLOCK** icon, this message appears.

Swipe the card through the card swipe.

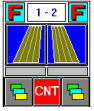


ACCESS FOR 'OTHER EMPLOYEES' WITH WINS OPEN



Click on the **EMPLOYEE TIME CLOCK** icon and swipe the card through the magnetic card reader.

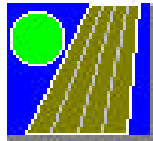
The time clock program records each swipe of the magnetic cards, the first time it records the entry time and the next time the exit time.



Lane Icons and control options



EMPTY lane in Open play mode



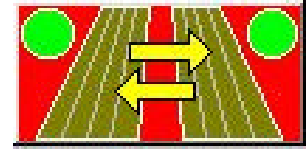
BUSY lane in Open play mode



BUSY lane with 'extra frame' detected



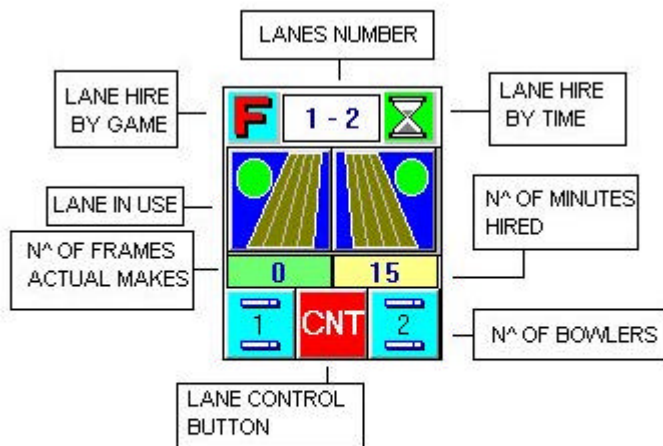
EMPTY lanes in League play mode



BUSY lanes in League play mode



WARNING! FOR CENTRES IN WHICH THE SUPERELEX LANE COMPUTERS ARE INSTALLED: if the lane icons indicate a fire, like the example, switch the lane computer OFF immediately. The cooling fan on the SuperElex has stopped and the SuperElex may overheat and be damaged.



F AZURE BACKGROUND = POST PAID MODE
 GREEN BACKGROUND = PRE PAID MODE

It is possible to visualize up to 18 lanes per page on the Wins main screen.

To see other lanes simply use the page change arrows to move back and forward.



When bowlers take a while (length of time which can be selected by the owner, usually 2 minutes) the frame or minute numbers are replaced by the word SLOW which flashes on and off to indicate that bowlers are not bowling.

If the lanes are not in use the line is used to give other information about the state of the monitors:



The lane is not in use, the screen is showing selected backgrounds in rotation or presentation movies.

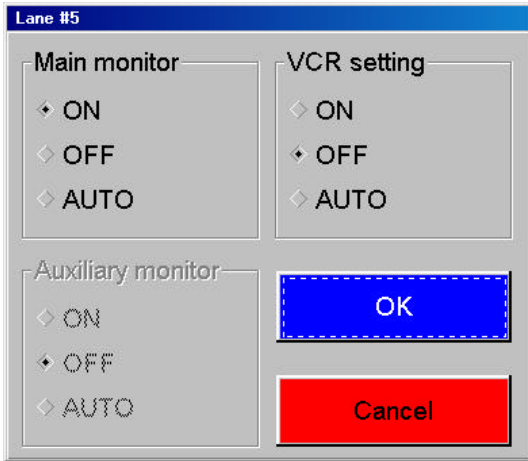


The lane is not in use, the screen is showing TV signal from the video recorder.



The lane is not in use, the monitor is OFF.

Click on this icon to enter the monitor state screen.

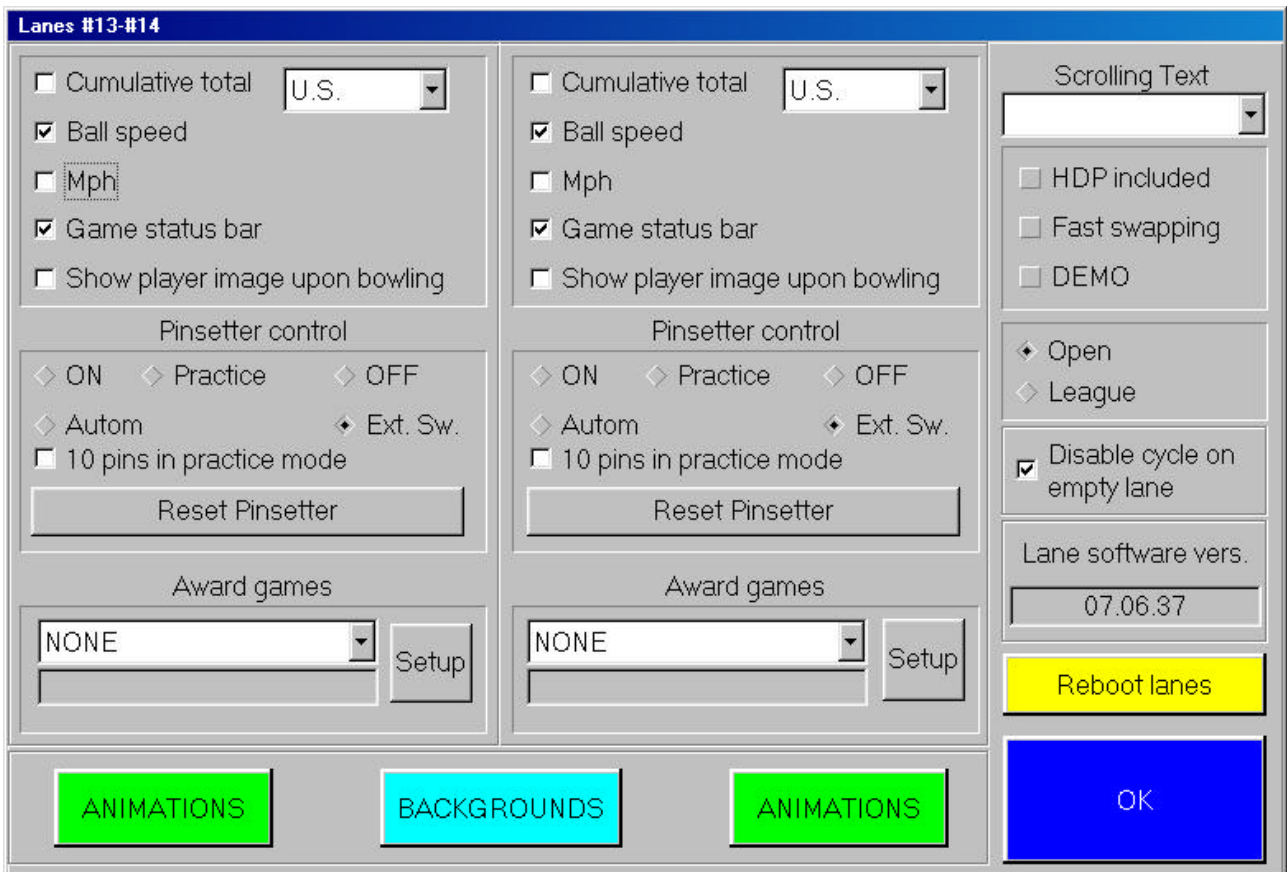


Main Monitor

ON = monitor is always on with score grids or background images.
 OFF = monitor always off
 AUTO = monitor on with score grids, off when not in use
 VCR ON = TV signal always on.
 VCR OFF = TV signal always off.
 VCR AUTO = monitor on when lane not in use, TV signal active until the lane is opened (bowlers names sent to lane).
SECONDARY MONITOR (14" in the boiler console)
 ON = monitor is always on with score or background images
 OFF = monitor always off
 AUTO = monitor on with score and off when lane not in use.



SETTINGS CONTROL BUTTON FOR A PAIR OF LANES



Each pair of lanes has a control button in the centre used to enter into the settings screen of the lane pair. Some of these functions are also available in the multiple commands screen described in the next chapter.

To activate a function, click on the checkbox beside the function description.

THE USE OF THE 'STELGAMES' PRIZE GAME PROGRAM IS DESCRIBED IN THE 'STELGAMES' CHAPTER.

RESET PINSETTER. Sends a signal to the pinsetter making it cycle once. *WARNING! This command requests you to confirm in case the pinsetter is being worked on by the mechanic, or a bowler is about to throw a ball, CHECK before confirming.*

RE-BOOT LANES is used to re-start the lane computer in case there is a mistake in data transfer or you need to change the colour of the score grids, this command asks you to confirm.

*Warning! The following options are sent to the lanes after you exit the screen by pressing **OK** and confirmed the modifications with **YES**.*

DEMO if active makes the score 'simulate' play without the necessity to throw balls on the lanes. This function is very useful for practising how to use WNS or Leagues and Tournaments as well as for training new staff. The DEMO does not work if pinsetters are on OFF.

BALL SPEED shows the ball speed (average) for each throw.

MPH shows the ball speed in miles per hour, if NOT checked in Km per hour.

CUMULATIVE TOTALS sums the totals of each game already played to the total of the game being played.

HDP INCLUDED inserts the bowler handicap from the first frame, if NOT selected the bowler handicap is added at the end of the game.

FAST SWAPING during a League the bowlers bowl on the opposite lane as soon as it is available without waiting for the entire team to move over

OPEN Bowling for fun, not organised League or Tournament bowling, no lane movements.

LEAGUE Organized bowling League or Tournaments, double lanes with lane swapping after every frame bowled.

STATUS BAR shows the game standings, it is on the top of the screen above the score grids and shows pinsetter first or second ball position, minutes or frames played and remaining, and the number of the game being played.

SHOW PLAYER IMAGE UPON BOWLING *option available ONLY for centres that have a Photostrike installed. If this is checked the bowler photo will be shown before EVERY throw.*

PINSETTER CONTROL

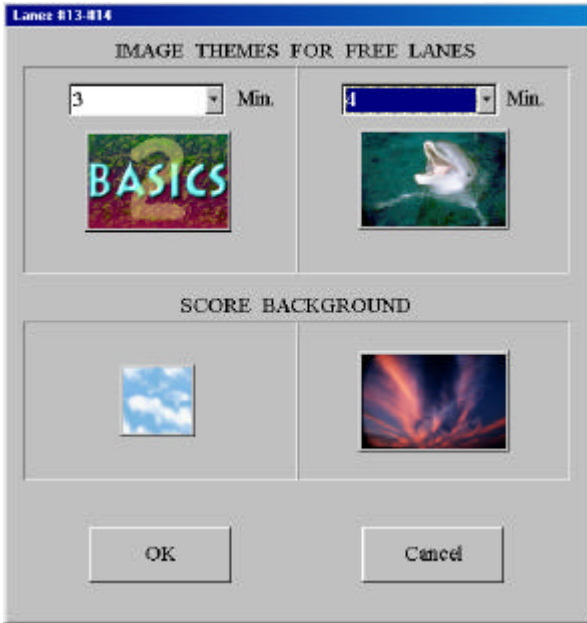
ON = pinsetter always ON **OFF** = pinsetter always OFF **AUTOMATIC** = pinsetter is controlled by the scoring system, Lane open = pinsetter ON lane closed = pinsetter OFF

10 pins during practice = the pinsetter will cycle and place a new set of pins during practise.

DISABLE CYCLE ON EMPTY LANE when a lane is ON but there are no score grids present, for example when in League mode with only one team bowling, the lane which has no score grids will NOT cycle.

SCROLLING TEXT allows you to select a scrolling text message to visualise on the lane pair. Click on the arrow and scroll down the drop down list to chose the desired text message.

LANE LANGUAGE it is possible to select a different language lane by lane, to show bowler screen menu. Open the drop down curtain and select the language.



BACKGROUNDS

This screen is used to show and select the on screen backgrounds to be shown behind the score grids and the THEME which will be shown on the lanes when not in use by bowlers.

The selection for THEME and BACKGROUND is made in the same way, simply click on the image (the first time it will be a question mark) select the image or theme you want by clicking on the icon, use the << >> arrows to change page, there are many available.

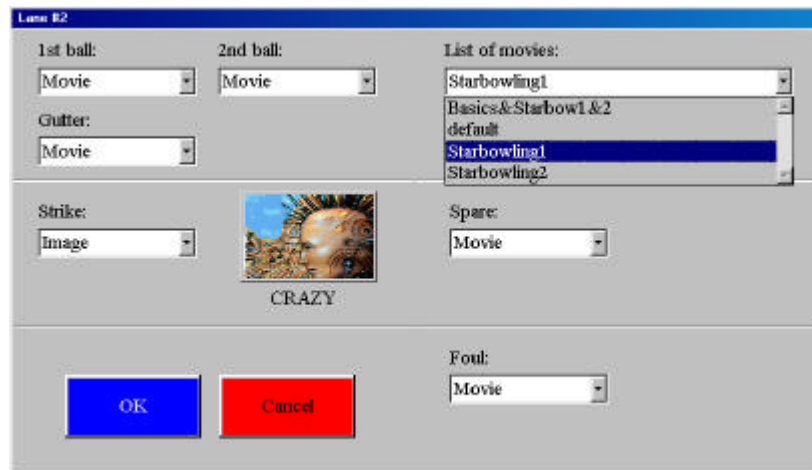
Click on the **minute** drop down curtain to set the number of minutes that each image should stay on the monitor, or select the movie feature when the SuperElex is installed and you want animations to be shown.

ANIMATIONS

It is possible to select a different image or animation theme for each single lane and each type of throw. First ball, Second ball, Strike, Spare Gutter or Foul.



NOTE!! The animation movies are **ONLY** available with the **SUPERELEX** lane computer installed. The **ELEX** lane computers allow only static images to be shown.



To access the list of each event click on the arrow beside the event description. The drop down curtain will show the choice; Nothing, Movie, Big Frame, Image.

For **IMAGES**, click directly on the icon to open the menu.

Select the icon of the Theme you want to use by clicking on it and confirming with **OK**. The << >> arrows are used to move from one page to another.

To chose a "Theme" of a film you need to select a "Playlist" from the list shown. The "Playlist" is created in the THEMES program in the SETUP part of the system (refer to the "Setup of the WINS program chapter", "Background, Animation and Playlist Setup").

The ELEX lane computers can NOT access the animation movie list when a Gutter ball is thrown which is available only for the SUPERELEX lane computer.

Animations and Backgrounds can also be set in the Multiple Commands section.



Multiple Commands

The "MULTIPLE COMMANDS" allow you to change a setting or send a command to multiple lanes simultaneously.



Select the starting lane and then the last lane to which you want to send a multiple command.

All the lanes between the first and last chosen will be included in the choice, to chose single lanes keep the CTRL button pressed down on the keyboard and click on the single lanes required.

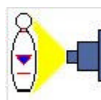
The selected lanes will be shown with a yellow frame.

The lane icons are blue when the lane is in Open mode and red when in League mode. The icons show a pair of lanes.

Once the selection has been made, use one of the following buttons:



MULTIPLE LANE CONTROL: enables and disables the lane functions (Handicap, Open, League, Pinsetter control etc.)



MULTIPLE SCIBA SETTING: used to change the BANK of the Sciba to move from normal bowling to Glow in the Dark bowling instantaneously.



MULTIPLE I-RETRO: allows you to vary the I-Retro parameters. *This is used only for extraordinary service requirements. Consult the "System maintenance" chapter.*



MULTIPLE LANE OPEN or CLOSE: the selected lanes can be Opened or Closed simultaneously only if ALL using the same play method, Prepaid, Post-paid, Time, Frame etc..



RETURN: used to Exit the multiple lane command screen.

In the **MULTIPLE LANE COMMAND** there are other functions which are not available in the per pair lane commands screen on the main page.

We advise you to pay close attention to the multiple command checkbox settings.



Function NOT enabled on any of the selected lanes.



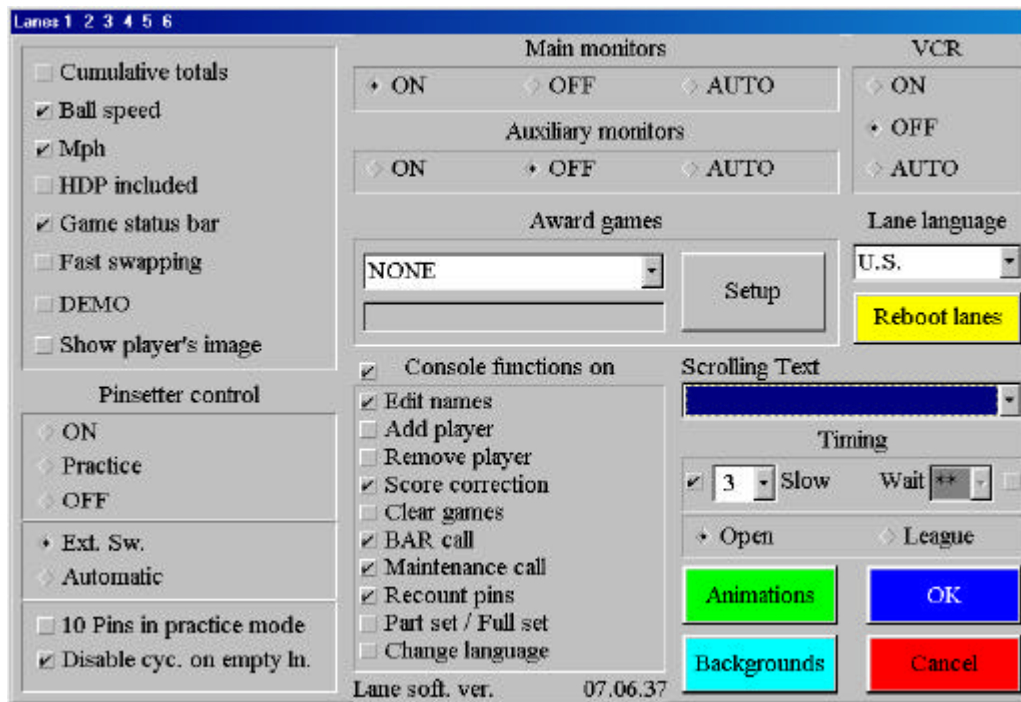
Function enabled on ALL the selected lanes.



Function enabled on SOME of the selected lanes.

To change the settings simply click on the checkbox.

MULTIPLE LANE COMMAND



The "Cumulative Total" "Ball Speed" "MPH" "HDP Included" "Status Bar" "Fast Swapping" "Demo" "Show Bowler" "Main Monitor" "Secondary Monitor" "VCR" "Time Games" "Reboot Lanes" "Pinsetter Control" "Lane Language" "Animations" "Backgrounds and Scrolling Text" are all the same as described in the previous chapter.

Bowler Console Functions when not active, totally disables the bowler console functions.

The following functions, when active, allow the bowler to perform the function from the bowler console on the lanes.

Change Names: edit names, mark as blind, insert handicaps, skip absent bowler etc

Add Bowler: add one or more bowlers. *Not active in pre-paid mode.*

Remove Bowler: deletes one or more bowlers.

Score Correction: correct scores.

Repeat: allows the bowlers to erase all the scores at any time during a game.
Attention! ALL the frames bowled are counted and charged for in any case.

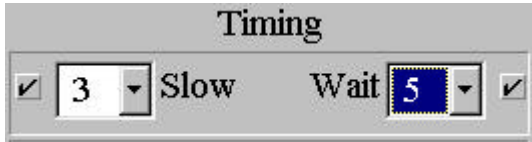
Bar Call: a flashing 'bar call' sign appears on the lane monitors to attract attention for service.

Maintenance Call: a 'mechanic call' sign appears just once on the lane monitor to show the bowler that the call has been made.

Recount Pins: allows the bowlers who notice a wrong score count on the first ball to ask for an automatic recount and score correction.

Part / Full Set: allows the bowlers to set a full set or partial set of pins: available only with certain pinsetters.

Change Language: allows the bowlers to select the language of their choice.



The time delays for the SLOW and WAIT signs are set on the **TIMING** screen.

Slow: when the "SLOW" sign appears on the Front Desk Computer it means that no bowlers on the lane indicated have bowled for at least the time set in the Slow box. The time is set by opening the drop down curtain in this section and selecting the minutes required.

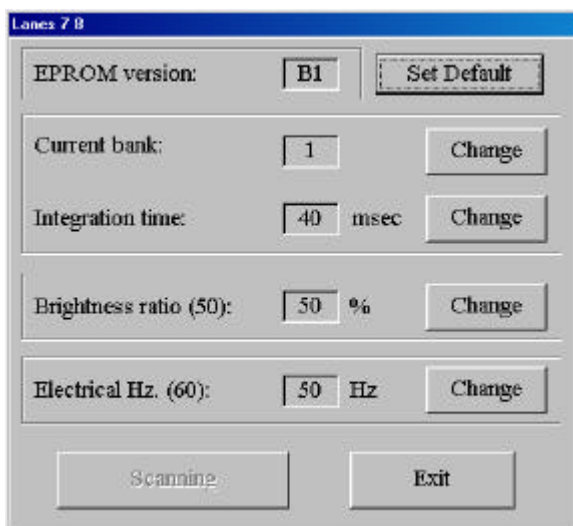
Wait: the "WAIT" time is in addition to the 'slow' time. In this example if nobody throws a ball for 4 minutes the lane will give the 'Slow' signal, if 2 minutes later (total of 6 minutes) no balls have been thrown, the lane will give the 'Wait' signal and the pinsetter will be turned off. To re-start the pinsetter the bowler need only to throw a ball down the lane.

MULTIPLE SCIBA SETTINGS

The Multiple Sciba Settings has been created so that the Sciba settings on multiple lanes could be changed quickly. During 'glow in the dark' bowling the pinsetter neon is turned off, the only light is a 'black' florescent light. With the normal Sciba parameters the light is not enough for the camera to see the pins correctly. It is necessary to increase the light that enters the camera by lifting the integration time. In order to make the operation quicker to perform as well as simultaneous on all the lanes to be used, a second 'Bank' (usually 2 & 4) is assigned to the Glow settings (with higher integration time). The first Bank is usually assigned to normal day light bowling. When the Glow Bowling is finished the same operation will allow you to return to day light bowling by changing back to Bank 1.



ATTENTION! Before proceeding, set the values of 'day light' and 'glow' bowling for the two banks. For more information refer to the "PIN READING CONTROL" paragraph located in the "SERVICE" chapter.



Click on the **CHANGE** button by the side of the **CURRENT BANK**.

Select the chosen bank from the list. Highlight to confirm then press on the **ESC** button to confirm.

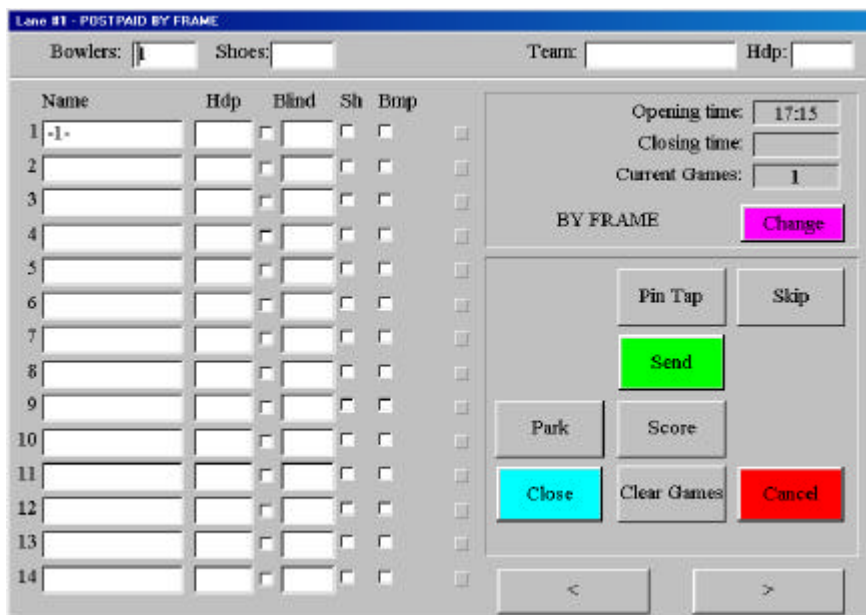
NOTE: it is possible that different integration times have been set for the same Bank on different lanes. The multiple command, even though an integration time is shown, does not vary the time set on each lane, but simply sends the 'change Bank' message to the lanes.

MULTIPLE INSTANT GLOW OPTION

This feature is available only with Steltronic A.P.I. pinsetter interface(cod App-y-A06501A).

The bank 2 and 4 are dedicated for GLOW bowling, 1 and 2 for standard bowling. Using bank 2 and 4 will active the glow pinsetter light (wood) switching off the white light.

MULTIPLE LANE OPENING AND CLOSURE



Select the lanes, note that the **ALL** box is already active.

In this mode, the program divides the number of bowlers entered between the lanes chosen; vice versa, the number of bowlers entered will be sent to each lane.

The same method is used for the number of rental shoes.

From this moment it is possible to send the names to the lanes, and complete the economic transaction if in pre-paid mode.

To assign the **PIN TAP** on all the lanes click on the BLIND button so that it turns into the PIN TAP button, then select the pin tap number for each boiler that you want.

Click on **SEND** when you have completed.



When the lanes are open, there are 2 arrows on the bottom of the screen that allow you to move back and forwards between the lanes.

Close stops the scores and closet the selected lanes.

Park suspends play on the selected lames and 'parks' the games.

Clear Games deletes the scores on all the selected lanes while keeping count of the frames bowled for payment.

Click on the grey box beside the name of the bowler, the Close, Park, Repeat etc... commands will only be applied to the selected bowlers.

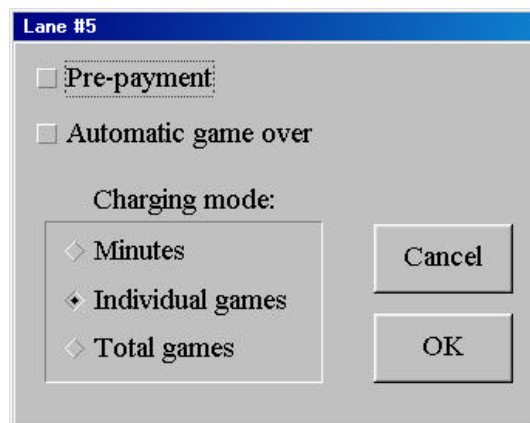
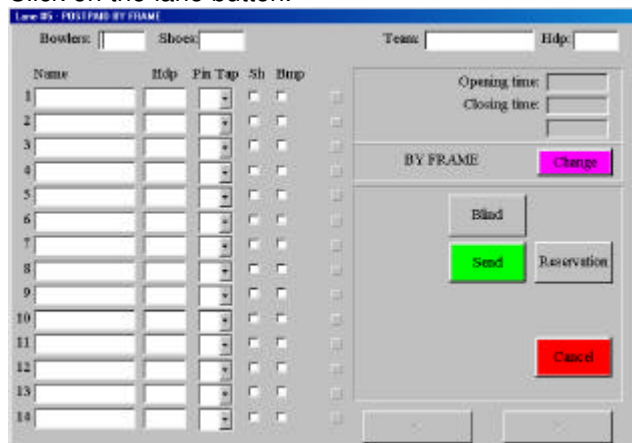


Pre or post payment, game or time bowling selection

Each single lane can be sold in one of the four ways mentioned above.

It is NOT necessary to open a lane in order to change the way it is sold. It is in fact possible to pre-set the lane payment and play mode, this will be maintained until the lane mode is changed again.

Click on the lane button.



Click on the **Change** button to open the selection screen.

*The default setting is "Individual Games with No limit".
To change the mode click on the box beside the name.*

Pre-payment concludes the economic transaction before the bowler names are sent to the lane, in pre-paid mode the number of games to be played by each boiler or the total number of minutes must be inserted.

Automatic Game over stops the games or minutes once the preset limit is reached.

Minutes selects Time Bowling.

Individual Games bowling by Game, per bowler. In Pre-paid mode insert the number of games for each player.

Total Games bowling by Game, per lane. The number of games to insert in this case is not per boiler but per lane, so the Total number of games to be played must be inserted regardless of the number of players.

The number inserted is the Total number of games and will be divided between the bowlers present. If the number of games is odd compared to the number of bowlers (e.g. 10 games for 3 bowlers) the scoring system will allow the 3 bowlers to play 3 games each and then show the STOP sign on the lanes. The bowlers must go to the Front Desk and make one of the following choices:

- One or more of the bowlers is removed from the lane so that the remaining number of bowlers can finish the game or games, (in the example above 2 bowlers removed and 1 plays the 10th game).
- The lane is closed and a 'credit slip' is handed to the bowlers for the last games which have not been bowled (in the example above the 3 bowlers would receive a credit slip for 1 game), which can be bowled at any time.

Confirm with **OK**, then with **SEND**.



Open a lane in 'Open' mode

Click on an empty lane icon.

Verify that the payment mode is what you need, if not click on the **CHANGE** button to make the necessary changes.

Name	Hdp	Pin Tap	Sh	Bmp	
1 Gio		8			<input type="checkbox"/>
2 Mary	20				<input type="checkbox"/>
3 Terry					<input checked="" type="checkbox"/>
4					<input type="checkbox"/>
5					<input type="checkbox"/>
6					<input type="checkbox"/>
7					<input type="checkbox"/>
8					<input type="checkbox"/>
9					<input type="checkbox"/>
10					<input type="checkbox"/>
11					<input type="checkbox"/>
12					<input type="checkbox"/>
13					<input type="checkbox"/>
14					<input type="checkbox"/>

There are three ways of inserting bowlers:

Write the total number of bowlers in the box, then the number of rental shoes being handed out. The bowlers will edit their names from the bowler console, changing the default numbers already present.

Write the bowlers names in the numbered boxes, then click the shoe box to indicate the number of shoes, (the number of shoes can also be written in the box as in the previous case).

Transfer the names, from the **'waiting list'** where they have previously been entered, click on the **Reservations** button.

Reservation Name

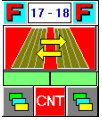
Pippo

2

Select the waiting list number from the list available then click on **OK** to confirm.

The waiting list is progressive, however it is possible to select a number further down the list if a group or groups are not ready.
The Waiting list bowlers who have a camera icon by their name have been inserted through the Photostrike and have had their photo taken.

Once selected the number click on **SEND** to confirm and send to lane screen.



Open a pair of lanes in 'League' mode

Inserting bowlers is per pair of lanes and follows the same procedure as for Open mode (same 3 ways)

Write the total number of bowlers in each of the boxes, left and right, then the number of rental shoes being handed out. The bowlers will edit their names from the bowler console, changing the default numbers already present.

Write the bowlers names in the numbered boxes, then click the shoe box to indicate the number of shoes, (the number of shoes can also be written in the box as in the previous case).

Transfer the names, from the 'waiting list' where they have previously been entered, click on the **Reservations** button.

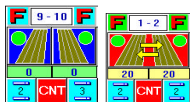
Select the waiting list number from the list available then click on **OK** to confirm.

The waiting list is progressive, however it is possible to select a number further down the list if a group or groups are not ready.

The Waiting list bowlers who have a camera icon by their name have been inserted through the Photostrike and have had their photo taken.

Complete the operation by adding bowler handicaps and team name is necessary.

Once selected the number click on **SEND** to confirm and send to lane screen.



Adding – Removing bowlers (from the Main desk) and advance lane closure.

This operation is the same for lanes sold in Open and League mode. If the function is enabled it is possible to do this from the bowler console.

Adding Bowlers

Click on the lane icon on which you want to add a bowler, or bowlers.

Write the name of the new bowler in the 'next' available name box, once finished press **SEND** to confirm. If the lane has been sold in pre-paid mode the economic transaction must be completed before the bowler can go to the lane.



ATTENTION! Before sending one or more players down to the lane make sure that the existing bowlers have thrown at least the first ball of the new game they intend to bowl with the new arrivals.

If the bowler has been added while the sign **“To start a new game bowl.....”**, the new arrival must play a whole game while the others wait, the system thinks the bowler joined in before they finished their previous game and so makes the bowler catch up....

Removing bowlers

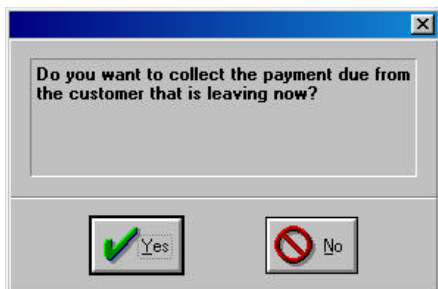
	Name	Hdp	Pin Tap	Sh	Bmp	
1	Frank		-	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2	Ilona			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Sara			<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Click on the grey check box to the right of the bowler that needs to be removed.

Click on the **CLOSE** button to confirm the closure then on **YES** when asked to confirm again.

The 'remove bowler' function is the same as an 'advance closure'

Pre-paid bowling: if the bowler who is leaving has games, frames or minutes of credit the 'credit slip' will be printed on request (the function must be active in the cash desk set up).



Following the confirmation, the program asks if you want to take payment for those leaving (post-paid only).

If you click on **YES** the bowler will be asked to pay right away, if you click on **NO** the bowlers who finish later will pay everything together.



Closing a lane, pre-or post paid, Open or League.

NOTE: by pre-paid we mean taking payment **BEFORE** the bowlers are sent to the lanes to bowl, in order to do this you must specify exactly how many games or minutes the bowlers are going to play. In post-paid the bowlers go to bowl and then pay after they have finished. The operations for post-paid, pre-paid, Open or League are similar except in some instances:

- In Pre-paid the number of rental shoes must be inserted **BEFORE** the economic transaction is made.
- When closing an 'Open mode' lane you only close 1 lane, while in 'League mode' you always close 2 lanes.
- In Pre-paid it is **NOT** possible to add Bar consumptions, Restaurant items or Pro-shop items to lane accounts.
- To activate the **ECONOMIC TRANSACTION** in pre-paid you click on the **SEND**, button, in post-paid you need to click on the open lane and then on the **CLOSE** button.
- One or more lanes sold in pre-paid mode will automatically close when the time or games run out, if you need to close these lanes in advance it is possible to give the bowlers a 'credit slip' for the value of the games or time remaining, which can be used later.

Lane #13 - Postpaid bowling closure

Bowlers:	Frames:	Rate:	Shoes:	Socks:	Totals with tax:
Ilona.....	20	Open.....	0.75	0.50	11.62
Sara.....	9	Partita Gratis..		0.00	0.00
Frank.....	0	Open.....	0.75		0.75
COUPON.....	10	Free games.....			0.00

Rate: **Partita Gratis** | None | All | Shoes | Socks | Bowling total: **\$12.37**

BAR list:	Quantity:	Price:	Totals with tax:
Pies.....	1	2300.00	2806.00

Bar total: **\$2806.00**

TAX: **\$507.87** | GRAND TOTAL: **\$2818.37**

To cancel the operation and return to the previous menu click on **CANCEL**.

In the example shown there are 4 bowlers of which 2 have rental shoes and they will play 1 game each.

The program applies the **DEFAULT RATE** (which has either been selected in the cash desk set up screen or attributed to a festive day in the 'special festivities' program) to all the bowlers. In most cases, where there is no difference between the bowlers it is sufficient to click on **OK** to end the operation.

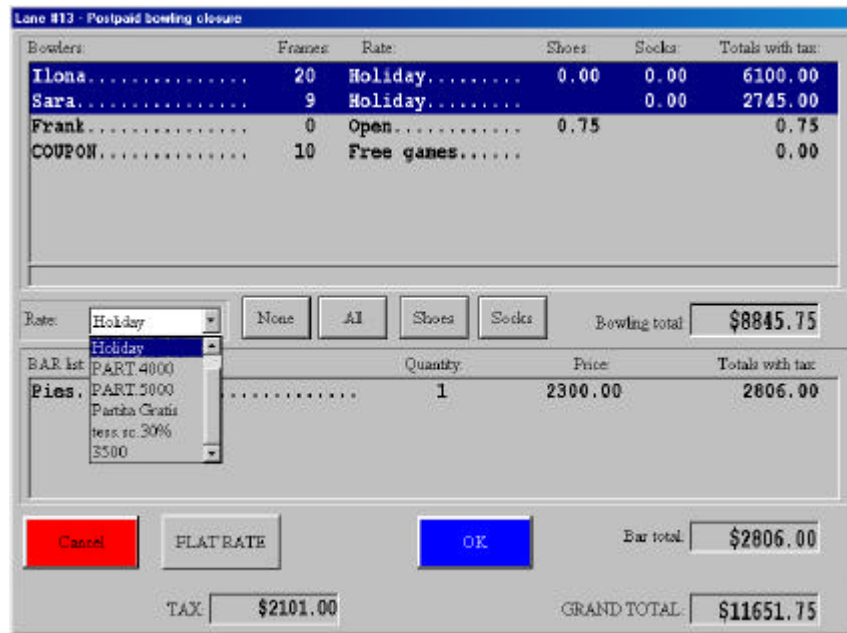
To **MODIFY RATES, ADD SOCK RATES, TAKE COUPONS OR USE A DISCOUNT MAGNETIC CARD**, the first thing you need to do is highlight the bowler or bowlers you want to act upon.

To highlight all the bowlers click on the **ALL** button.

To highlight one or more bowlers click on the name or names directly.

ATTENTION! To use a Discount Card or a Free Game Coupon, highlight only 1 bowler at a time, then move to the next.

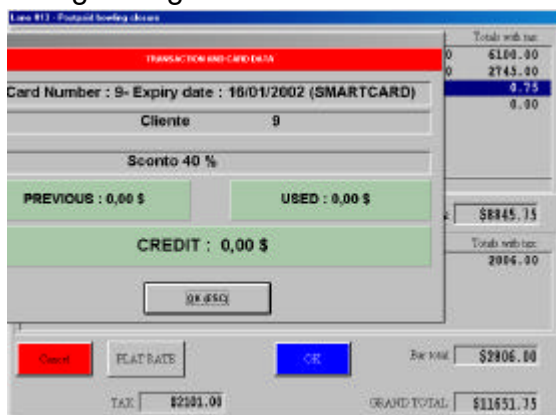
Applying a different rate to one or more bowlers



Select the bowler or bowlers.

Click on the arrow to the left of the RATES window, then click on the name of the rate you wish to apply.

Using a magnetic card



Select the player that has the card, and swipe the card in the card reader.

The card is identified by the system. If the card is a 'prepaid' card for frames or money, then the frames or money will be zeroed (if the card has sufficient credit) for the bowler in question, if the card is a 'discount card' the correct rate will be applied changing the total for that bowler.

If other bowlers have cards simply repeat the operation.

Adding the sock amount

Highlight one or more bowlers and click on the **SOCK** button
 Click on the same button again to cancel the addition.



Using Free Game Coupons

Highlight the bowler and click on the **COUPON** button which has become visible..

Select the type of coupon which has been presented by the bowler. If the bowler has played more than 1 game and has more than one coupon, it is possible to accept more than one coupon as payment.

Complete the operation by clicking on **OK**.

Using the Free Game Coupons does not mean that shoes and socks are not paid for, these must be paid separately and will be left in the bowlers total

If other bowlers have coupons simply repeat the operation, one bowler at the time.

TO CANCEL THE RATE CHANGES APPLIED OR CARD RATES AND COUPONS USED SIMPLY SELECT ALL THE BOWLERS AND APPLY THE DEFAULT RATE TO THEM ALL.

Using the Flat Rate



ATTENTION! This is ONLY possible if you have the required security level.

One or more lanes can be closed while ignoring the default rates applied by the system, the total taken will be recorded on a special report within the Daily Report program.

Any previous rate changes for the lane in question will be ignored.

FLAT RATE payment	
Total amount:	\$28.75
OK	Cancel

Click on the **FLAT RATE** button and write the **TOTAL AMOUNT** in the space provided and confirm with **OK**.

Terminating a transaction.

NOTE FOR POST-PAID BOWLING: any Bar or Restaurant consumptions or items purchased from the Pro-Shop and added to the lane account, will all be added to the total and is not divisible between the bowlers.



Once the changes to rates, cards or coupons are finished click on the blue **OK** button to end the transaction.

Total coupons:	\$			\$ 100
Total due:	\$	8906.00	EUR 4.62	\$ 50
Total paid:	\$	10000.00	EUR 5.19	\$ 20
Change:		1094.00	EUR 0.57	\$ 10
Charge	Coupons	Credit Card		\$ 5
	Bonus	OK	Exact	

There are various options for terminating a transaction:

CASH

The bowlers give the cashier 'cash' for the total amount due. If you want to use the 'change calculation' (which may be forced by the owner) click on the fast note buttons to indicate the exact amount paid or click on the **EXACT** button, the program shows the change. To terminate the transaction click on **OK**.

CREDIT CARD

Click on the **CREDIT CARD** button and, if available, insert the credit card number. The amount taken by credit card will be summed in the Daily Report and taken off the 'cash' amount shown.

ATTENTION! The WINS system is NOT enabled in the credit card payment system, one of the special machines available from the back must be used to take payment, Wins limits itself to 'recording' the event for its own reference in the Daily Report.

COUPONS (fixed price)

If a bowler presents a 'Fixed Price Coupon' click on the **COUPONS** button, select the type of coupon from the list and insert the quantity if more than one. The program will take the amount the coupon or coupons are worth off the total due.

CHARGE

This function is used to 'charge' the amount due to the customer who has an account set up, (see chapter on 'USING THE ACCOUNT PROGRAM').

Click on the ACCOUNT button, select the customer account from the list available, then click on **CHARGE**.

BONUS (credit)

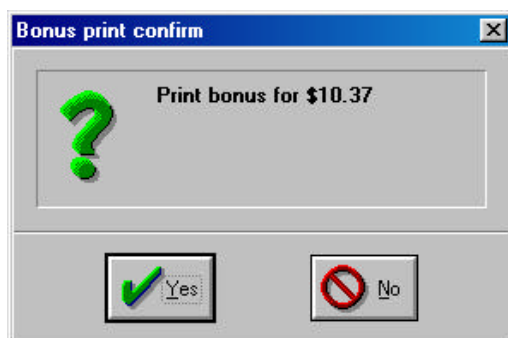
The "bonus" amount is a credit which was left at the end of a previous transaction, for example, closing a pre-paid lane in advance leaving the bowlers a credit which they can use later.

The bowlers who have a credit will receive a credit receipt from the cashier which they must present when they return to bowl, see 'Pre or Post Payment Bowling in Game or Time selection' the receipt indicates the credit amount and the identification number.

Write the identification number on the receipt into the space provided and click on the BONUS button. The credit receipt amount, visible in the Coupon Total line, will be deducted from the total amount due.

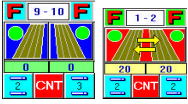
It is advisable to keep the credit receipts in the cash drawer so that they can be checked against the Daily Report later.

ATTENTION! If the credit available is higher than the amount due there are two further operations to perform:



The program (if enabled in the cash desk set up) requests a new credit receipt to be printed for the amount taken, this receipt is taken as 'cash' to make the cash drawer tally.

If the "GIVE CHANGE IN CREDITS" function has been selected, it is possible to print a second credit receipt for the customer with the amount of credit remaining after this second operation.



Adding games or time in pre-paid mode or with automatic game over function selected

It is possible to add games or minutes to lanes sold in pre-paid mode or with automatic game over enabled for up to 2 minutes after the game has finished; after these 2 minutes the lane will close automatically.

Adding Games

Vary the number of **GAMES** in the box , then click on the **SEND** button to confirm.
 If the lane has been sold in pre-paid mode proceed with the economic transaction.

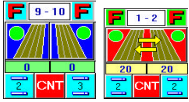
Example:

3 bowlers have paid for 1 game each. When opened 3 bowlers and 1 game were entered. If the bowlers want to have another game each then change the 1 into a 2.

Adding Minutes

The minute box resets itself and turn blank once the names have been sent to the lanes. Insert the number of minutes you want to add in the minute box as if it were a new entry; the program sums the minutes to the minutes remaining, otherwise they carry on from where they stopped.

NOTE: On lanes sold in POST-PAID mode with AUTOMATIC GAME OVER, when the time is over the lane monitor will show a "GAME OVER" sign and the Main Desk Console will show a negative figure in the minute box, indicating that the lane has finished but is still occupied.



Transferring a lane (totally or partially)

The lane transfer is made in two cases usually, when you need to **divide a group** (partial transfer) or when the lane is **'broken'** (total transfer).

In the case of League play the total transfer is made on a pair of lanes.

In partial transfer it is possible to transfer bowlers to lanes which are already occupied; it is not possible to transfer all bowlers to a lane which is already occupied, at least one boiler must remain on the original lane or be transferred to a lane which is available..

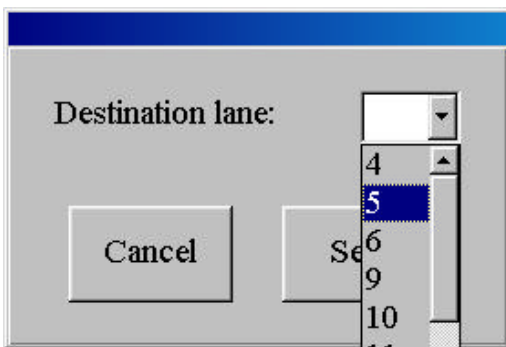


NECESSARY CONDITION: The destination lanes **MUST** be in the same mode of play as the lane the bowlers originate from.

Partial transfer of one or more bowlers.

	Nome	Hdp	Pin Tap	Sc	
1	Ava		-	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	Maria		-	<input type="checkbox"/>	<input type="checkbox"/>
3	Anacleto		-	<input type="checkbox"/>	<input checked="" type="checkbox"/>
4	Emy		-	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Click on the grey check box to the right of the boiler or bowlers to be transferred.



Click on the **TRANSFER** button.

Select the destination lane then click on **SEND** to confirm.

The transferred bowlers maintain all the economic information as well as the frames they played previously.



Attention! If the bowlers are partially transferred after the first game the economic calculation will be kept on the original lane and the economic transaction for that game or games will be made when the original lane is closed.

Total transfer.

Click on the **TRANSFER** button and select the destination lane, then confirm with **SEND**.



Using the Waiting Lists (Open and League)

The 'Waiting Lists' are used to keep track of the order in which groups arrive and to speed up the name insertion as lanes become available.

There are two Waiting Lists, Open and League: the names entered using the PhotoStrike are automatically placed in the Open waiting list. When the groups or individuals are sent to the lanes from the waiting list the numbers corresponding to the group or individual is deleted.

For reservations made in advance it is best to use the SABS (Steltronic Advanced Reservation Program)*

Reservation Name	Bowlers	Shoes
Gibson	1 Ross	
	2 Anna	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	
	14	

OPEN waiting list

Reservation Name	Team	Team	Pin Pal	
Ross	Eagle		Pin Pal	
	Bowlers:	HDP	Bowlers:	HDP
	1		Homer	
	2	10	Lisa	5
	3		Frank	
	4			
	5			
	6			
	7			

League waiting list

To **ADD** a person or group, click on the **NEW** button.

Write the name of the **PERSON OR GROUP** in the booking name space then write the bowlers names (adding the shoe sizes if required, not mandatory). In the League waiting list it is also possible to insert the team name and bowlers handicaps.

To insert the next group click on **NEW** again and repeat the procedure.

The **DELETE** button is used to delete the person or group highlighted.

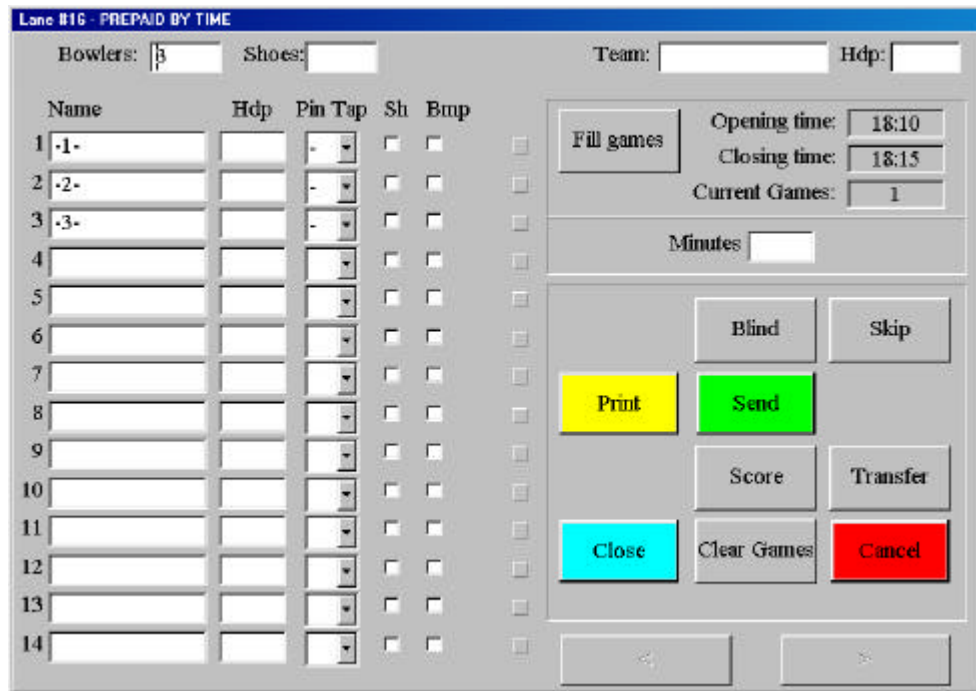
The waiting list numbers are progressive and will continue to increase even after the groups have been sent to the lanes or have been deleted, to reset the progressive number click on the **RESET PROGRESSIVE** button.

The **BOOKING PROGRAM** button allows you to enter the Advanced Reservations program (this program is an optional extra which need to be enabled).

Click on the **OK** button to exit this screen.



Using the PARK lanes function



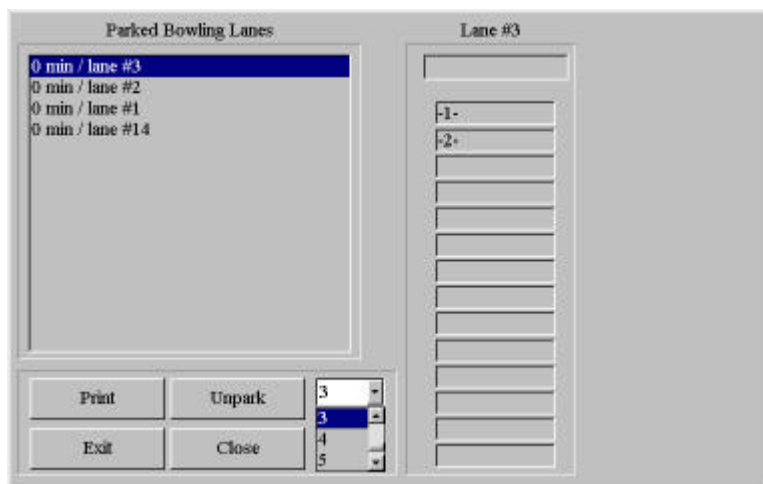
The **PARK LANES** function allows to “freeze” the game being played and free the lane for other bowlers. **It is not possible to ‘freeze’ pre-paid bowling lanes.**

The park lanes function is very useful when the center is very full, it allows you to send a new group to a lane without waiting that the group come to the front desk to pay. While the new group is already playing you can close the previous group.

To park a lane being used; click on the lane icon and then on the **PARK** button, confirm the operation by clicking on **YES** when asked “confirm closure?”.



To access the parked lanes click on the icon from the main menu screen.



The parked lanes are shown with the lane number they came from and the minutes they have been parked.

Highlight the lane by clicking on the minute and line number to; close, print or send back to lanes.

PRINT sends the scores to the printer.

RE-SEND allows you to send the parked lane back to any available lane, simply open the drop down curtain to the right of the re-send button and select the lane.

CLOSE starts the economic transaction for closing a lane as normal.

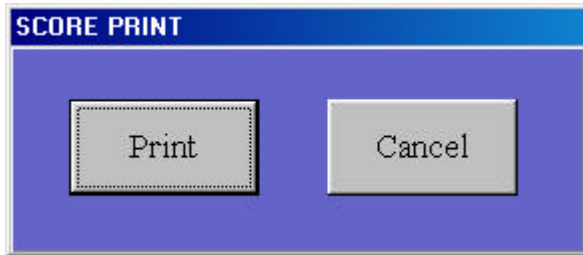
ESC returns to the main menu.



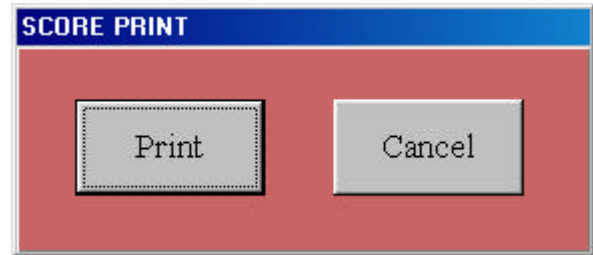
Print games being bowled, in the print queue and last transaction

Printing games being bowled

Click on the care **PRINT** button found in the lane screen..



Prints the scores of a lane in Open mode



Prints the scores of a lane in League mode

Confirm the print command with the **PRINT** button, a second time.

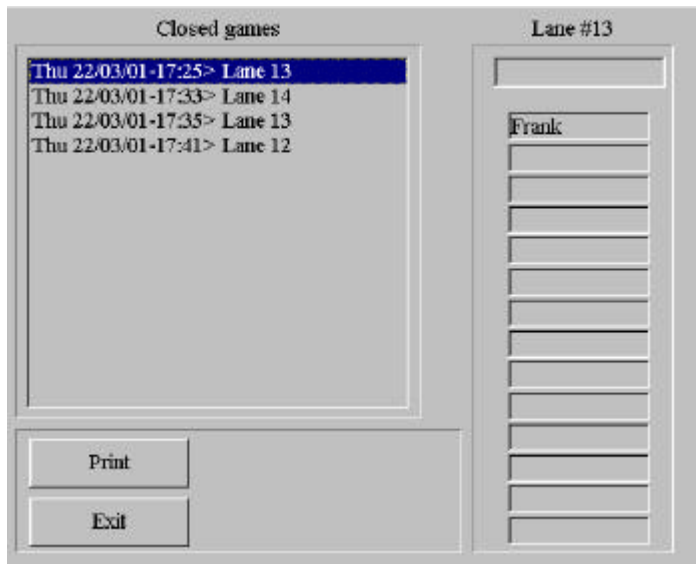


Some printer drivers block the use of the computer while printing, sometimes not allowing you to close the lane; in such cases it is better to print from the print queue once the lane has been closed.

Printing from the print queue



Click on the Print Queue Icon on the main menu.



The program positions the selection on the last lane closed.

Select the lane to print, click on the **PRINT** button and confirm the command in the next screen by pressing PRINT again.

The program keeps all games on the print queue, Open, League or Tournament, for 8 from when the lane was closed.

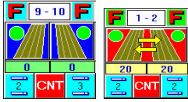
Exit the function by pressing the **ESC** button.

Print last receipt



Click on the **PRINT LAST RECEIPT** icon on the main menu.

ATTENTION! No confirmation is requested, the receipt printer will print the last receipt immediately.



Using the BLIND, PIN TAP and BUMPER functions

Name	Hdp	Pin Tap	Sh	Bmp
1 Mary			<input type="checkbox"/>	<input type="checkbox"/>
2 Ann			<input type="checkbox"/>	<input checked="" type="checkbox"/>
3 Simon			<input type="checkbox"/>	<input type="checkbox"/>
4			<input type="checkbox"/>	<input type="checkbox"/>
5			<input type="checkbox"/>	<input type="checkbox"/>
6			<input type="checkbox"/>	<input type="checkbox"/>
7			<input type="checkbox"/>	<input type="checkbox"/>
8			<input type="checkbox"/>	<input type="checkbox"/>
9			<input type="checkbox"/>	<input type="checkbox"/>
10			<input type="checkbox"/>	<input type="checkbox"/>
11			<input type="checkbox"/>	<input type="checkbox"/>
12			<input type="checkbox"/>	<input type="checkbox"/>
13			<input type="checkbox"/>	<input type="checkbox"/>
14			<input type="checkbox"/>	<input type="checkbox"/>

The **BLIND** score is usually used during a League or Tournament and corresponds to the average of the missing bowlers score minus a pre-established percentage.

The **PIN-TAP** function is used to “transform” normal pin counts into strikes. Pin-Tap is used in certain competitions between bowlers of different categories or as an incentive for children, allowing them to realize strikes with as few as 1 or 2 pins actually knocked down (in competition 9 is usually the minimum).

The “**BUMPERS**” are the automatic barriers which do not allow the ball to go into the gutter; usually used as an incentive for children, first time bowlers or bowlers with a physical handicap.

Using the Bumpers

Name	Hdp	Pin Tap	Sh	Bmp
1 Mary			<input type="checkbox"/>	<input type="checkbox"/>
2 Ann			<input type="checkbox"/>	<input checked="" type="checkbox"/>
3 Simon			<input type="checkbox"/>	<input type="checkbox"/>

Select the bowler who is going to bowl with raised bumpers by clicking on the **BMP** check box to the right of the bowlers name.



The **BUMPER** function requires a specific pinsetter interface, if the centre does not have these special pinsetter interfaces installed the command will be ignored.

Using the Blind function

Click on the **BLIND** button to activate the function.

Name	Hdp	Blind	Sh	Bmp
1 Mary		<input checked="" type="checkbox"/>	150	<input type="checkbox"/>
2 Ann		<input type="checkbox"/>		<input checked="" type="checkbox"/>

Insert the **BLIND** score in the space provided.

In cases where the bowler is actually absent, click on the **checkbox** to the left of the blind score, then click on **SEND** to confirm.

If you want to wait for the absent bowler to arrive, do **NOT** click in the checkbox but only confirm by clicking on **SEND**. The bowler can also be marked as blind from the bowler console, or from the Main Desk Console..

To **REMOVE** the blind score from a bowler click on **BLIND** and unselect the checkbox.



ATTENTION! Bowlers marked as **BLIND** are considered as normal bowlers by the cash desk program, if you do not want to load them economically click on the “**BLIND BOWLERS DON’T PAY**” checkbox **BEFORE** closing the lane.

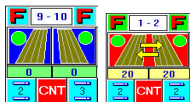
Using the PIN TAP function.

Click on the **BLIND** button to switch to **PIN TAP**.

Name	Hdp	Pin Tap	Sh	Bmp
1 Mary		8	<input type="checkbox"/>	<input type="checkbox"/>
2 Ann		-	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3 Simon		8	<input type="checkbox"/>	<input type="checkbox"/>

Select the level of **PIN TAP** required by each bowler then confirm by pressing **SEND**.

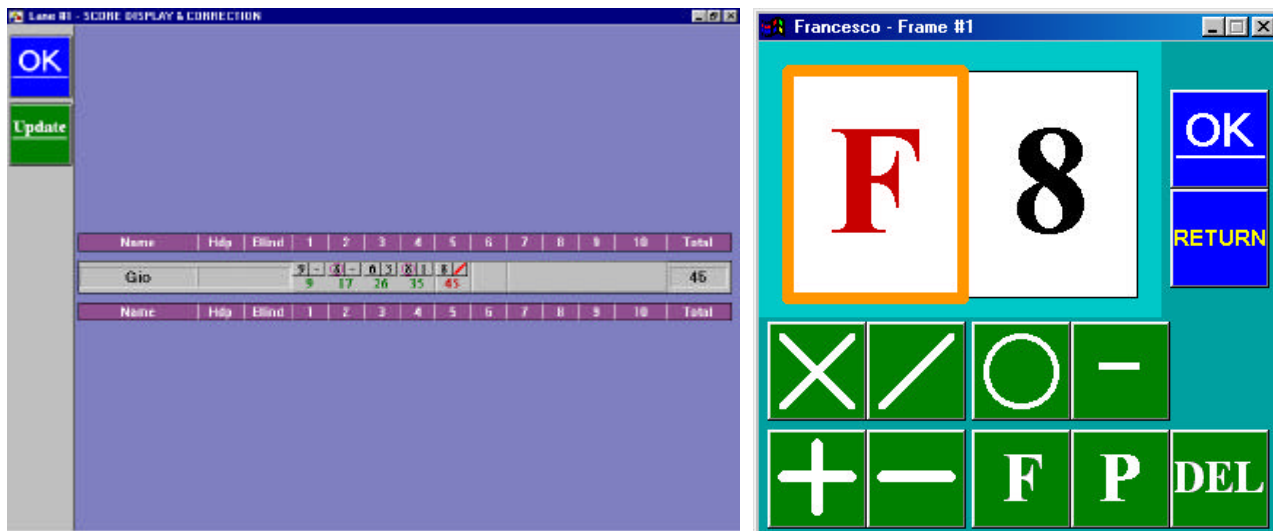
The system will transform every first ball which is higher or equal to the **PIN TAP** set into a Strike.



Score correction from the Main Console

Score correction from the Main desk does **NOT** stop play on the lanes, the bowlers can keep playing the scores will be updated in real time.

Click on the lane button which you need to correct scores on.



To **CORRECT OR DELETE** a throw already bowled click in the throw itself.

To **ADD** a new throw click on the empty frame.

The frame of the selected frame become yellow to confirm the selection.



ADD increases the points by increments of one pin at a time.

DEDUCT decreases the points by increments of one pin at a time.

FOUL marks the throw as a foul.

DELETE deletes the selected throw.

STRIKE.

Marks the throw as a **SPLIT**.

SPARE.

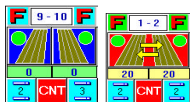
Marks the throw as a **PROVISIONAL**. *The throw marked as a provisional will be highlighted in the score print out and in the tournament program according to the regulations, the judges can later decide which score to consider as valid.*

OK confirms the correction.

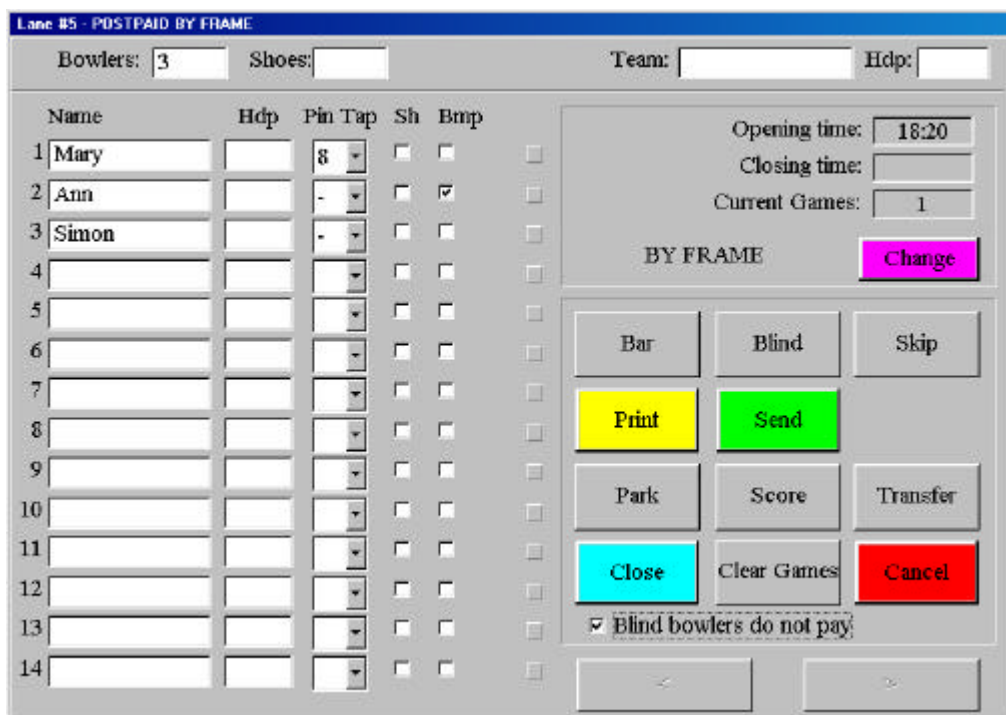
RETURN goes back **without** saving any changes.

If the bowlers have been bowling during score correction, press the **UPDATE** to refresh the scores on the score correction screen.

Exit the function by pressing the **OK** button.



Other functions on open lanes.



CLEAR GAMES zeros the current games, the frames are accounted for in any case. You will be asked to confirm the operation.

Name	Hdp	Pin Tap	Sh	Bmp
1 Mary		8	<input type="checkbox"/>	<input type="checkbox"/>
2 Ann		-	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3 Simon		-	<input type="checkbox"/>	<input type="checkbox"/>

SKIP “freezes” the scores of the selected bowler during his absence allowing the other bowlers to continue.

To mark one or more bowlers as SKIPPED click on the gray checkbox to the right of the bowler name then click on **SKIP** button.

The “frozen” bowler is highlighted with a yellow arrow. Complete the operation by clicking on **SEND**. To un-freeze the bowler and allow him to continue with bowling repeat the same operation.

BAR opens the Bar menu and allows you to add bar consumptions to lane accounts (only post-paid bowling). *Consult the next chapter for using the Bar.*

SWAP available for League lanes only: when clicked swaps the teams on a pair of lanes.



Using the StelGames

"StelGames" is an optional program that can be added to the Wins program and is available only if enabled.

STRIKE

A sign appears during play that says "Throw a strike now and you win a...." (the prize is set by the owner or manager, if the bowler throws a strike when the sign appears he wins).

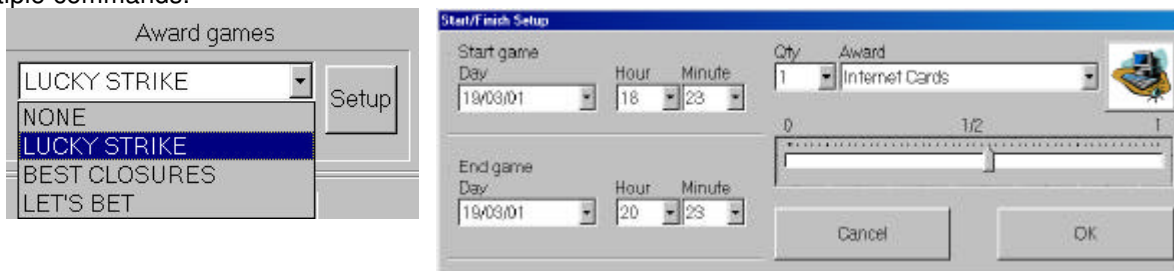
BEST CLOSURES

This game needs to be activated on multiple lanes in order to be effective (though it can be okayed on only two lanes) The prize is won by the lane and bowler who throws most strikes and spares within the allocated time.

LET'S BET

The program shows a picture on the lane monitor indicating a certain number of pins to be knocked down, if the bowler knocks down the pins shown (e.g. 7 and 8 only), he wins.

The games are PER LANE and are activated in the CNT screen of the lane pair icon or in the CNT of the multiple commands.



Select the start time and the day to be played.

Select the prize you want to give to the winners from the list, (the list is prepared when setting up Bar, Restaurant and Pro-shop items...) and the quantity to give to each winner.

The cursor is used to determine the percentage of 'opportunities' the bowlers will have to compete, the 1 equals 1000 frames, so if the cursor is positioned half way the bowlers will have 500 opportunities to compete in 1000 frames...(not available in the Best Closures game)

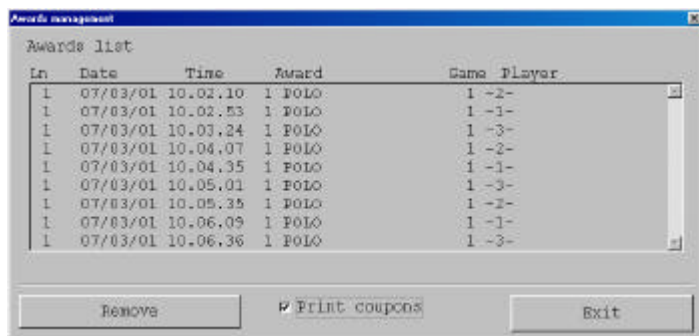
Once the selection in complete, confirm by clicking on the **OK** and **YES** buttons when asked.



Awarding prizes

When a bowler has won a prize, a congratulations sign appears on the lane monitor, and the win is recorded on the main desk.

Click on the prize game 'icon' on the main menu to open the prize list.



To print a WIN receipt click on the **PRINT RECEIPT** checkbox before each selection.

Select the bowler and prize to be handed out.

Click on the **CONSIGN** button to 'hand out' the prize. The win will be deleted from the award screen and recorded in the Daily report.

Exit by pressing **ESC**.

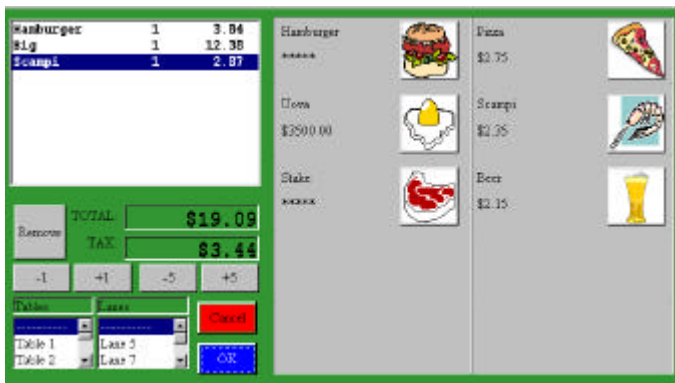


Using Bar , Restaurant and Proshop functions

The Wins system records, in separate areas, the Bar, Restaurant and Pro-shop transactions in the Daily Report.

The same method is used for all three areas, the only exception being that Bar items are the only ones that can be added to time game transactions. Further more, to add Bar items to lanes there is a Bar button from which to select the items directly in the lane screen simply click on **BAR**.

To open one of the three menus simply click on the Icon which represents the area you need, found on the Main menu.



The articles found in these areas can be sold in four different ways:

Sale directly to the customer at the counter.

Added to lane accounts and paid for when the lane account is paid for at the end of the game (not available with pre-paid bowling).

Added to a table with the possibility of immediate or delayed payment.

Added to a Time game account (only Bar articles) and paid for at the end.

There are two windows on the left of the screen.

The top window shows items that were added previously, already on account for the table or lane selected and highlighted in the drop down list below.

The lower window shows the items being added to the account now.

The buttons **-1** **+1** **-5** **+5** vary the quantity of the chosen article



To **Add and Article** click on the product icon shown on the menu on the right hand side of the screen.

If the icon represents a group and not just a single item, the list will open showing you all the available items within the group: highlight the item you need within the group, select the quantity

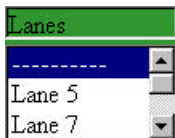
using the +1 -1 buttons and finally click on **OK** to confirm.

Add all the items you wish using this method, then close the operation in one of the following ways:

DI RECT SALE

Click on OK, the program closes the transaction immediately.

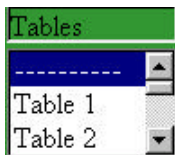
ADDING TO AN OPEN LANE ACCOUNT



Select the lane from the drop down list, and confirm with **OK**.

The program asks (if enabled) for confirmation to print. This receipt can be used to communicate the order to the kitchen or bar, or simply handed to the customer to check the purchase. The transaction will be closed when the lane is closed.

ADDING TO TABLES IN A SEATING AREA



Select the table from the drop down list, and confirm with **OK**.

The program asks for immediate payment. If you click on **NO** when asked 'PAYMENT?' table account remains open.

To **CLOSE AN OPEN TABLE ACCOUNT** return to the Bar, Restaurant or Pro-shop menu screen, highlight the table to be closed and click on **OK** and confirm with **YES** when asked 'PAYMENT?'.



ATTENTION! If the customer has a discount magnetic card and wants to use it make sure it is swiped through the card reader **BEFORE** concluding the transaction with **OK**.

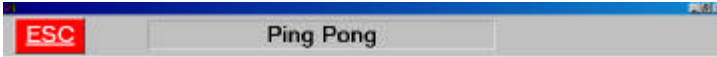


Opening, Closing, Parking and adding Bar items to a Time Game

Opening one or more Time Games



Click on the icon of the game group to open the game screen.



Click on the icon of the game number to be opened.



When enabled, you will be asked to confirm the print out of the 'start receipt' with the time and game number.

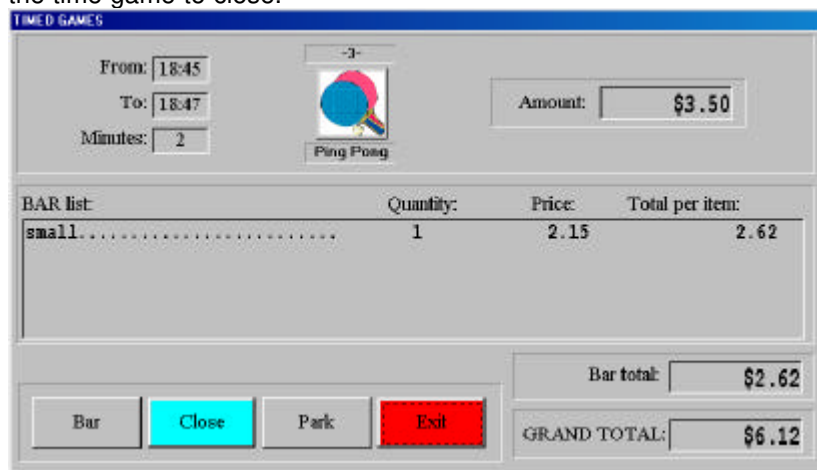
On the game icon just opened you will see the start time appear.

Repeat the operation if necessary then exit with the **ESC** button.

Closing, Parking and adding Bar items to a Time Game.

NOTE: Time Games have a minimum rate which starts after 2 minutes, if closed before the 2 minutes the game is closed at zero cost.

Click on the icon of the time game to close.



BAR opens the Bar screen from which to select items to add to the time game account.

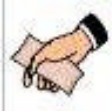
PARK parks the time game which can be closed later (time games can NOT be re-started once parked).

ESC exits the function, saving bar items if loaded.

CLOSE closes the Time Game and carries out the economic transaction.



WARNING! If the customer has a discount magnetic card and wants to use it make sure it is swiped through the card reader **BEFORE** concluding the transaction with **CLOSE**



Selling Coupons

Click on the Coupon icon on the main menu.

The coupons sold through this program are accounted for in the Daily Report.

COUPONS TRANSACTION

FIXED VALUE COUPONS

Disco bowling	-	\$3.75
Kids party	-	\$2.58
Laser quest night	-	\$4.87

Quantity:

Click on the name of the coupon to highlight and select it from the list available.

Write the quantity of coupons you are selling in the **QUANTITY** screen.

Click on the **SALE** button to confirm.

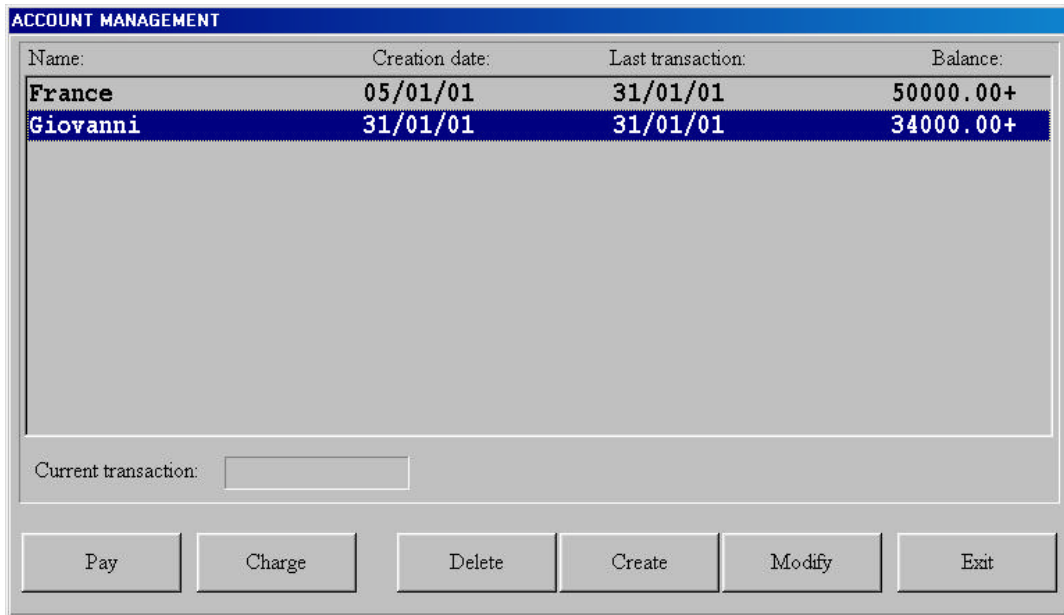


Using the Account function

The **ACCOUNT** function allows you to create customer accounts which allow your 'privileged' customers to have a credit or a debit in the center, it is also used to make League and Tournament payments easier to handle.

At the end of any transaction you will find the **ACCOUNT** button, press this button when you wish to 'charge' the total due to an account rather than take payment.

Click on the **ACCOUNT MANAGEMENT** button on the Main Menu to open the program.



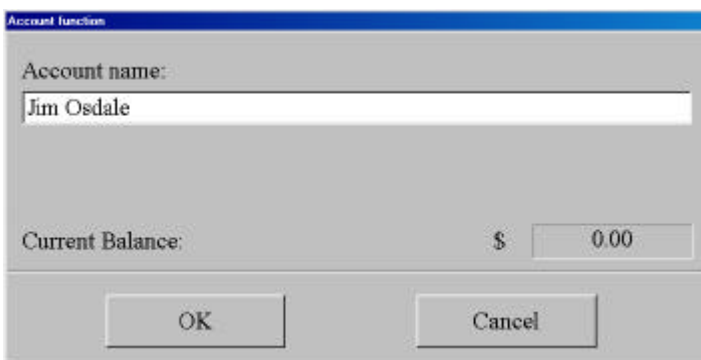
Name:	Creation date:	Last transaction:	Balance:
France	05/01/01	31/01/01	50000.00+
Giovanni	31/01/01	31/01/01	34000.00+

Current transaction:

Pay Charge Delete Create Modify Exit

PRINT ALL this command prints the complete list of accounts.

CREATE Adds a new account to the list:



Account name:

Current Balance: \$

OK Cancel

Write the name of the customer.

Click on **OK** to confirm.

PAY is used when the customer is paying into the account either to settle a bill or to increase the credit.

CHARGE adds a payment to the customers account.

DELETE eliminates the account of the selected customer.

MODIFY allows you to change the account name.

ESC Saves the changes and returns to the Main Menu.



Bar and Mechanic call

When the call is made for Bar service or for Mechanic assistance from the lanes, two icons light up on the Wins Main Screen, (one for Bar and a second for Mechanic) to attract the cashiers attention.



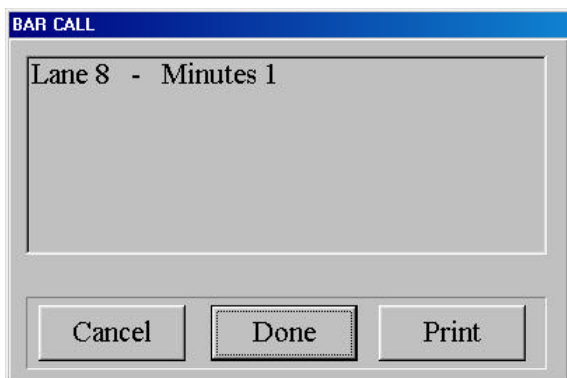
Bar call



Mechanic call

To check on where the call was made, click on the icon that lights up.

Bar call



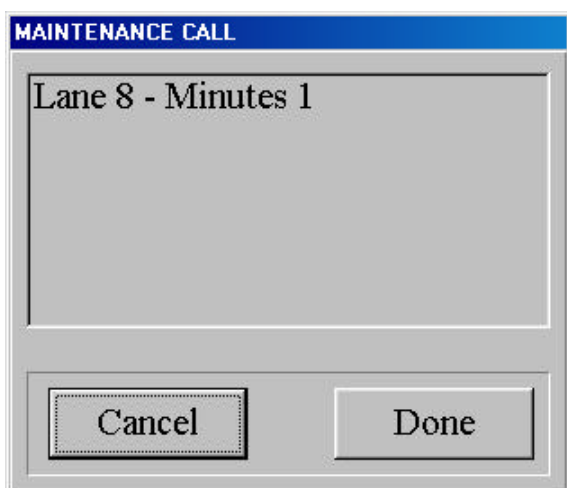
The calls are visualized in this window in call order (the first at the top).

Highlight the call you want to respond to and click on **DONE!**

PRINT sends a print request to the receipt printer.

CANCEL exits the screen.

Mechanic call



The calls are visualized in this window in call order (the first at the top).

Highlight the call you want to respond to and click on **DONE!**

CANCEL exits the screen.



When all the calls have been 'DONE' the icons turn to grey. Nobody is waiting for Bar service or a Mechanic.



Making Refunds

This function is used to take cash out of the cash drawer while keeping a record of the movement in the Daily Report, either for correcting mistakes or for taking cash for various reasons.



Click on the **REFUND** button on the Main Menu.

Refunds

Description:

Amount to refund: \$

Bowling

Bowling	Bar
Timed games	Restaurant
Gen. Income	Paid Out

Write the 'reason' for making the refund (optional).

Write the total to be refunded, or drawn from the cash drawer.

Click on the button which applies to the area in which you are making the refund so that it is recorded in the relevant place in the Daily Report.

Cash processing

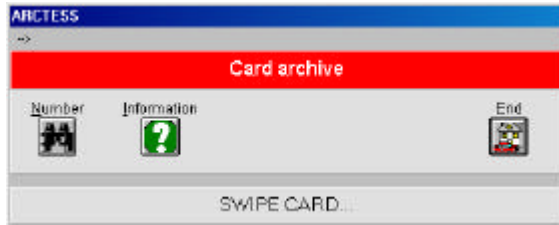
Total coupons:	\$ <input type="text"/>	<input type="text"/>	\$ 100
Total due:	\$ <input type="text" value="2.75"/>	<input type="text" value="EUR 0.00"/>	\$ 50
Total paid:	\$ <input type="text" value="2.75"/>	<input type="text" value="EUR 0.00"/>	\$ 20
Change:	<input type="text" value="0.00"/>	<input type="text" value="EUR 0.00"/>	\$ 10
			\$ 5

Confirm by clicking on **OK**.



Magnetic card archive

Click on the CARD icon on the Main Menu.



To enter the archive simply **swipe the card in the card reader** or alternatively click on the **number** button and write the card number in the space.

The screenshot shows a detailed form for entering card information. The 'Card Number' field contains '12'. The 'Card type' section has radio buttons for 'Prepaid', 'By frame', and 'By time', with 'Prepaid' selected. The 'CREDIT (\$)' field contains '100'. The 'Validity utility' section has a table for selecting days and times. The 'Owner details' section has fields for Name, Surname, Address, and Town. The 'Discounts' section has a list of categories with percentage values.

	9-12	12-16	16-21,15	21,15-...
Mon-Thu	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Friday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Saturday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Sunday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Category	Discount (%)
Time Game	10
Snack Bar	10
Restaurant	5
Generic Income	10

The first thing to do is to enter the **CARD HOLDER** details so that you know who temporarily 'owns' this card followed by the **VALIDITY PERIOD** (expiry date).

Complete the data in the **Card Holder** section, then click on the checkbox spaces showing 'when' the card may be used and not used, days and time zones, an X means that the card CAN be used. Click on any **'Expiry Date'** box and set the expiry date using the **calendar** shown.

The card can be 'hired out' in three ways:

- **Pre-paid with credit and/or with discount rate. (figure shown is cash)**
- **Count down frames. (figure shown is frames)**
- **Count down minutes. (figure shown is minutes)**

*A **pre-paid credit card** is used by deducting the total due from the amount available on the card. If the amount of credit on the card is not sufficient to cover the amount due then the amount outstanding is calculated using the default rate or the special card rate which has been set with this particular card. It is possible to give a card a credit without necessarily setting a special card rate, at the same time a card can be prepared with a special card rate without having a credit added to it.*

The **count down cards (frames or minutes)** are used to deduct from the amount due; if the number of frames or minutes does not cover the amount due, the default rate will be used to calculate the amount due after the credit is used.

For ALL types of cards...

Discounts	
Time Game	10 %
Snack Bar	10 %
Restaurant	5 %
Generic Income	10 %

If you wish, it is possible to give a percentage discount to the card in these 4 areas:

Time Games, Bar, Restaurant and Pro-Shop.

Use	
<input type="radio"/> Personal	<input checked="" type="radio"/> Multiple

The card can be used as a **PERSONAL** or a **MULTIPLE** use card.

When the **Multiple** use is selected the card can be used to close **ALL** the games or minutes used for **ALL** the bowlers on the lane.

When the **Personal** use is selected **ONLY** the holder can use the card to settle his own account NOT for others.

Pre-paid credit card

Card type			CREDIT (\$)
<input checked="" type="radio"/> Prepayed	<input type="radio"/> By frame	<input type="radio"/> By time	100

Select the **Pre-paid** type of card and write the credit (cash) in the box.

Frame count down card

Card type			CREDIT (FRAME)
<input type="radio"/> Prepayed	<input checked="" type="radio"/> By frame	<input type="radio"/> By time	100

Select the **FRAME** type of card and write the credit (number of Frames) in the box.

Time count down card

Card type			CREDIT (MINUTES)
<input type="radio"/> Prepayed	<input type="radio"/> By frame	<input checked="" type="radio"/> By time	120

Select the **TEMPO** type of card and write the credit (number of minutes) in the box.

Assigning a discount rate.

Frame rates	Time Rates
40 % discount	time club
40 % discount	time club
sconto 30 %	
F5	F6
Reset	Reset

Highlight the **RATE** to assign to the card, then click on the (or if you prefer click on the **F5** button on your keyboard) to confirm.

To **remove** the rate click on the rate to be removed then on **RESET** button.



ATTENTION! The magnetic card program will use the assigned rate even **AFTER** the rate has been deleted from the **Rate Set Up** screen. To avoid this, press **RESET** on the card archive.



Financial summary for the day in progress

Financial summary



Click on the Daily Report Icon on the Main Menu

Cash transactions summary

First registered transaction: Wed 21/03/01 - 16:15

Open lanes: Parked lanes:

Tables to pay: Open timed:

Bowling total:	\$92279.27	Open cash drawer
Timed game total:	\$4248.38	
Bar total:	\$15008.62	Clear print queues
Restaurant total:	\$49.17	
Generic income total:	\$232.04	Detailed
Total charged on accounts:	\$114.03	
Total paid to accounts:	\$100.00	Exit
Credit card total:	\$6100.00	
Total coupon amount used:	\$2.58	
Total coupon income:	\$7.50	
Total Paid out:	\$20.00	
Grand total:	\$105688.37	

Any Lanes or Time games still open or parked are shown on the top of the summary screen.

The **Open Cash Drawer** button, does just that.

The **Delete Print Queues** button allows you to manually delete the entire print queue.

With Lanes or Time games still open it is **NOT** possible to delete print queues.



IMPORTANT NOTE! The Wins program automatically deletes the lanes stored in the Print Queue which are older than 8 days, ONLY when you enter this screen with every lane and time game closed (including any that may have been parked). If this is NOT done the Print Queue list will continue to grow and eventually cause the system to slow down, requiring you to delete the Print Queue manually in order to get it back to normal again.

A Financial Summary is shown in the Totals screen, this summary is for **all** the transactions since the **last Delete Transactions** was made.

The Totals shown in **GREEN** are the cash amounts taken, the **RED** totals are the amounts taken in various forms, in other words NOT cash.

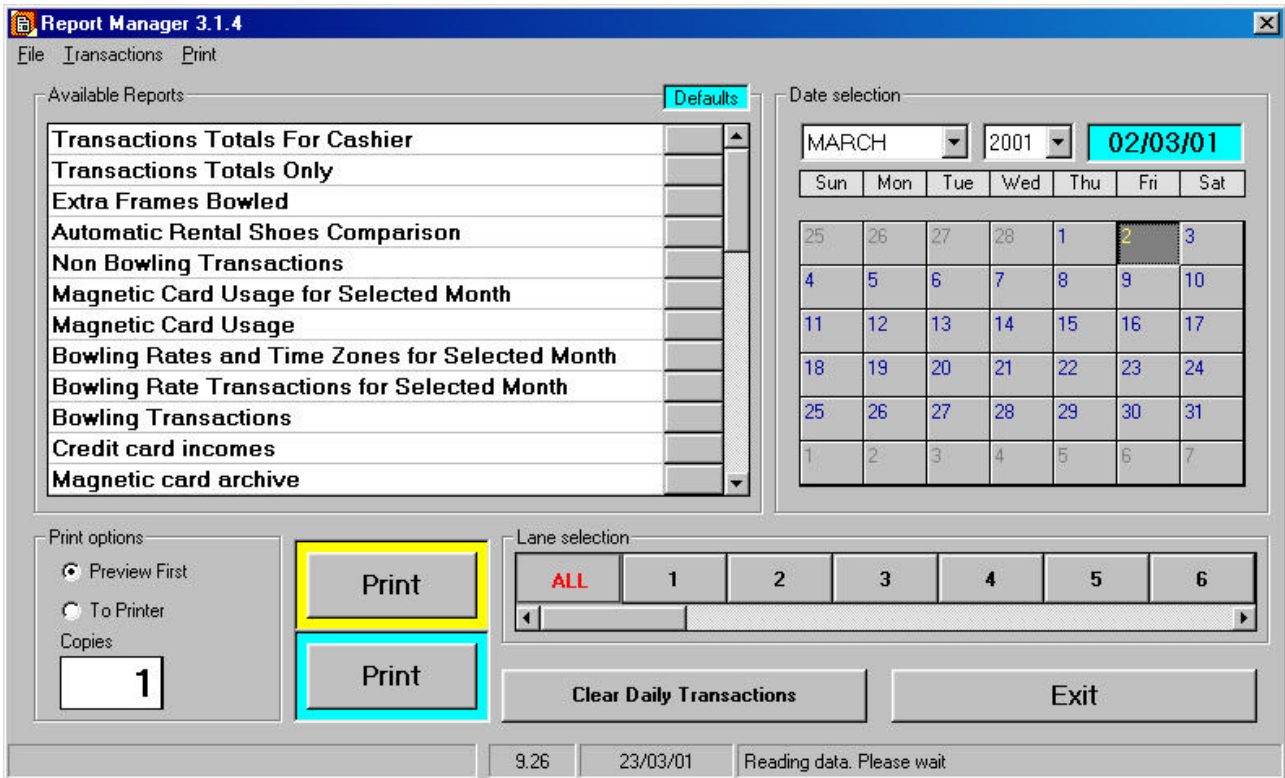
The **RED** totals are:

- Refunds.
- Payments made with pre-paid coupons.
- Transactions charged to a customer's account.
- Transactions made with a VISA type credit card (not to be mistaken with our internal magnetic card system).

For more information or to reset the Financial Summary press **DETAILS**.



ATTENTION! Access to the Daily report and a number of the functions it contains are subject to security level clearance, if you are not enabled the system will not let you in.



Resetting the Financial Summary

Wait until the program loads all the data.

Select the current day on the CALENDAR, then click on the **DELETE TRANSACTIONS**.

NOTE: deleting transactions does NOT cause the data to be lost, the data is stored within the Daily Report program, you simply reset the Summary. If Quickbooks interface is enabled, a warning message will advise to import data before proceed.

The **DAILY REPORT** works on a 24 hour rotation. The 'start' of its day is determined by the first time zone you set.

All the transactions are recorded from the beginning of the time zone up to the same time of the next day in the Daily Report.

Every time the Daily Report is opened, the program selects the date of the 'previous' day; this is to make it easier to operate since, most bowling centers close **after** midnight and the transactions made at 00:01 onwards to the start of the next time zone would be placed in the next days report. If you leave the date set to the **current** day you would only get the report for the transaction made from 00:01 on...

The financial data is summarized in various ways within the report program so that the information is available in different ways for centers that like to 'see' the totals separately, together etc...

Usually, the selection for seeing lane data is **ALL** lanes ; if you would like to see a certain number of lanes (for statistics for example) click on the lanes you want to be included in the report you are about to print or view on screen.

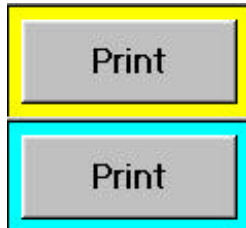




In order to **SEE** the various reports on screen and later print if required, click on the **PREVIEW FIRST** check box.

By clicking on the **TO PRINTER** checkbox you send the chosen report directly to the printer.

The selection remains until you change it again.

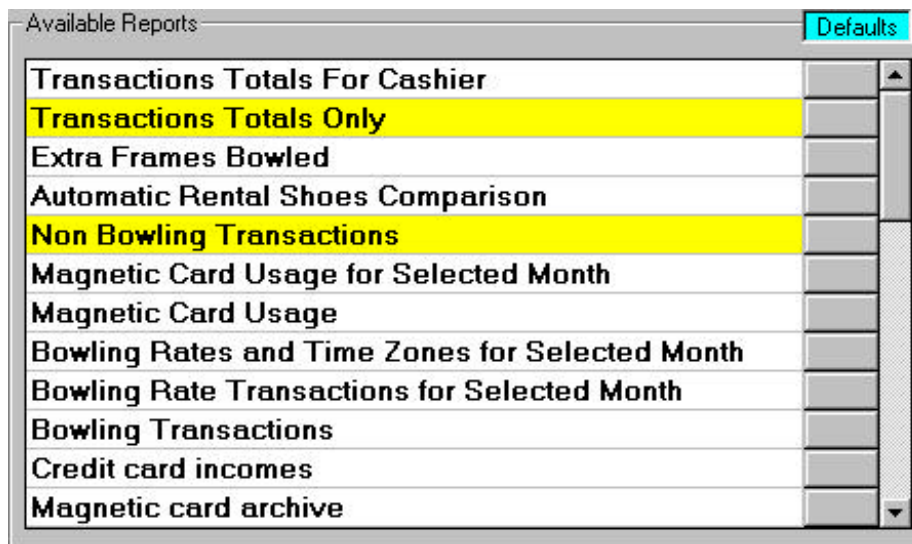


Whichever checkbox you select the reports are visualized by using one of the two print commands shown.

The **yellow** framed **print** button will show the reports highlighted in yellow on the list.

The **blue** framed **print** button will show the reports which have been pre-selected on the right hand side, 'default reports'.

SELECTING A PRINTOUT OR SETTING THE PRE-SELECTED REPORTS



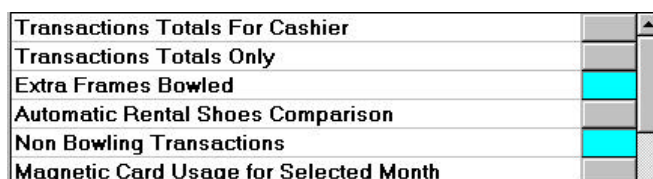
Temporary print out

Click on the report you need directly from the list to highlight it in yellow, then click on the **Yellow** framed **Print** button.

Once you have finished viewing the report or it has printed the selection will disappear.

Pre-selected print out

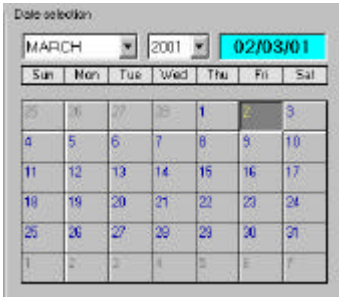
The **pre-selected** printouts are permanent. They remain until the owner (or person who has security clearance) removes the selection.



Click on the grey button to the right of the report description line.
 The grey button turns blue confirming the selection.

To visualize the **PRE-selected** printouts use the **Blue** framed **Print** button.

DAI LY REPORT DATE SELECTI ON



Changing the date on the calendar (if the data has not been deleted in the database) allows you to check the data for days or months gone by.

For example to check the total transactions for the previous month, change the selection on the month board and then click on the desired report to be printed or visualized.

Export data to Quickbooks



From the MAIN WINDOW, click on **TRANSACTIONS**, click on **EXPORT**, click on **QUICKBOOKS**.



The export result will be displayed on the screen.

Click on OK to confirm the export operation.



A warning message will be displayed to advise the customer to import the data into Quickbooks program. The warning shows the file name and the full path for the file need to be imported.

Open Quickbooks program then click on **FILE/UTILITIES/IMPORT**.

Choose the FOLDER and the file name as the description of the REPMAN WARNING.
At the end of the job close the Quickbooks program.

IF YOU NEED TO FORCE OR RE-EXPORT THE TRANSACTION DATA TO QUICKBOOKS:

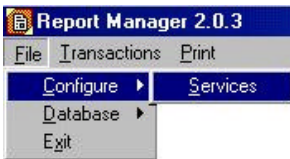


Click on **TRANSACTION**, then click on **FORCE EXPORTING**.

Choose the day and the month you need to export.

Click on EXPORT button.

Customise the Print out lines



From the MAIN WINDOW, click on **FILE**, click on **CONFIGURE**, click on **SERVICES**.

Service Code	Official Name	Print Name
0	POSTPAID FRAME BOWLING	bowling a partita post-pagato
1	POSTPAID TIME BOWLING	bowling a tempo post-pagato
2	PREPAID FRAME BOWLING	bowling a partita pre-pagato
3	PREPAID TIME BOWLING	bowling a tempo pre-pagato
4	TIME GAMES	giochi a tempo
5	COUPONS	coupons
8	BAR REFUND	rimborso incasso bar
9	GENERIC REFUND	rimborso incassi generici
10	BOWLING REFUND	rimborso incassi bowling
11	TIME GAMES REFUND	rimborso incassi giochi a tempo
12	COMPETITION	tornei
13	ACCOUNTS	accounts
14	BAR	Bar
15	BAR ON LANE	bar incassato su pista
16	BAR ON TIME GAMES	bar incassato su giochi a tempo
17	GENERIC INCOME	incassi generici
18	GENERIC INCOME ON LANE	incassi generici su pista

The SERVICE CODE and the OFFICIAL NAME can't be modified by the user.

The PRINT NAME can be edited by the user simply clicking on the field you want to customise.

Deleting the database

The deletion of the transactions does **NOT** delete the financial data help in the database of the computer.

In order to **TOTALY** delete data from the computers database:



ATTENTION! When the data has been deleted in this way from the database it is **NO LONGER** available or retrievable.

Select the date on the Calendar board.



Click on **FILE**.

Click on **DATABASE**.

Click on **DELETE DATA**.

Confirm the operation on the first warning message.

A **second** message asks you if you want to delete the **Magnetic Card** data also. If you want to keep the card data, click on **NO**; all other data will be deleted from the database.

The next operation "**packs the database**" confirm with **YES**.

The Daily Report program prints a progressive number every time you request to see data.

To **ZERO** the print counter, click on **FILE** then on **CONFIGURE** followed by **ZERO PROGRESSIVE PRINTS**.

Commands and buttons used for viewing 'on screen'



Previous page – Next page



First – Last page



Print data



Close this screen



Zoom percent age



Export the Database

When making an **EXPORT** you will be asked to state the file and support format (floppy, disk etc...)

LIST OF AVAILABLE PRINTOUTS

NOTE: the printouts selection depends by country or language selection. Some printouts are available only for USA version.

TRANSACTION TOTALS ONLY

Short Summary Report of Bowling, Time Game Totals etc..[suggested 'fast' print]

BOWLING RATE TRANSACTION FOR SELECTED MONTH

Same data as that in the Transaction Totals but ordered for current month.

TRANSACTION TOTALS FOR CASHIER

Daily Report for each cashier.

BOWLING TRANSACTIONS

Detailed Report for the days bowling activity.

BOWLING TRANSACTIONS FOR SELECTED MONTH

Detailed Report for the months bowling activity.

BOWLING RATE TRANSACTIONS FOR SELECTED MONTH

Detailed Report for the months bowling activity, divided per Rate.

BOWLING RATES AND TIME ZONES FOR SELECTED MONTH

Detailed Report for the months bowling activity, divided per Time Zone.

NON BOWLING TRANSACTIONS

Daily Report for Bar, Restaurant, Proshop and Time Games.

NON BOWLING TRANSACTIONS FOR SELECTED MONTH

Daily Report for Bar, Restaurant, Proshop and Time Games for selected month.

TERMINAL TRANSACTION TOTAL

Total transactions divided per cash desk.

EXTRA FRAME BOWLED

Sums the "EXTRA" frames bowled, these extra frames can be caused by; cashier score deletion, balls bowled with pinsetter out of cycle etc and are signalled with a yellow ball on the lane icon on the Main screen.

MAGNETIC CARD USAGE

Summary of the cards used each day. If the cards used are 'count down cards' the summary will also show the number of frames bowled using cards.

MAGNETIC CARD USAGE FOR SELECTED MONTH

Summary of the cards used for the month.

MAGNETIC CARD ARCHIVE

Prints the cards handed out with card number, bowler name, validity, discounts, rates, and credit level.

ALL TRANSACTIONS

Shows ALL the daily financial transactions one at the time.

AUTOMATIC RENTAL SHOES COMPARISON

Verifies the number of shoes reported by the cashiers compared with the number individualized by SHOEVISION (when installed).

AWARD TRANSACTIONS

Groups the 'wins' for the StelGames program for selected day.

AWARD TRANSACTIONS FOR SELECT MONTH

Groups the 'wins' for the StelGames program for the selected month.

TOURNAMENTS TRANSACTION

Frames, Games and Operator for the Steltronic 'FR' Tournaments played.

CREDIT CARD INCOMES (Visa type cards, not our internal magnetic cards)

Separate report for payments accepted with Credit Cards.

[USA version] MAGNETIC CARD DETAILS

Card Archive print report

[USA version] MAGNETIC CARD DETAILS NAME

Card Archive print report sorted by name

[USA version] MAGNETIC CARD DETAILS TYPE

Card Archive print report sorted by type

[USA version] MAGNETIC CARD MONEY SPENT

Card Archive print report with amounts

[USA version] BAR/SNACK TOTAL ONLY

Daily amounts for Bar items

[USA version] EXTRA FRAME BOWLED (TOTAL ONLY)

Sums the "EXTRA" frames bowled.

[USA version] REFUNDS TOTALS ONLY FOR SELECTED MONTH

total refunds for selected month

[USA version] GROUP TRANSACTIONS TOTAL ONLY

Total transactions split by group

[USA version] NON TAXABLE TRANSACTIONS TOTALS ONLY

[USA version] TAXABLE TRANSACTIONS TOTALS ONLY

[USA version] CASHIER TRANSACTIONS TOTALS ONLY

total daily transaction sort by cashier name

[USA version] TIME GAMES TOTALS ONLY

[USA version] TERMINAL TRANSACTIONS SINCE LAST 'Z' READING

total transaction for each terminal until last " clear daily transactions" .

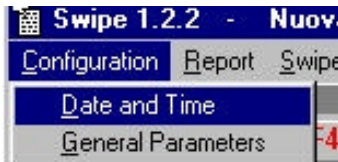


Using the Employee Time Clock



The Time Clock Program icon is on the service menu.
To enter the program click on the Doctor Icon and then the Time Clock icon.

SET GENERAL PARAMETERS



Click on **CONFIGURATION**.

Click on **GENERAL PARAMETERS**.



Insert the name of the Bowling centre on the **COMPANY** line.

DAY START TIME: the program works on a 24 hour cycle.

Set the start time of the work shift, which in many cases is not the time the centre opens.

*EXAMPLE: the employees start their shift at 08,30 in the morning. Set the time at **08:30:00***

MINIMUM NUMBER OF MINUTES minimum time difference between entry and exit to validate the swipe.

Exit the menu with **OK**. The program has been configured and can now be used correctly.

ADDING AN ENTRY MANUALLY

If an employee has lost or forgotten his card, the owner, or user with required security level clearance can manually insert an entry time as well as an exit time, as if the employee had in fact swiped his card.



Press the F4 button on the keyboard or click on the Menu button.



Insert the card number, then the **date and time** of the entry or exit, in the same way they are entered.

Example:
Day: 15/10/2000
Time: 11:32:12

Click on **OK** to confirm.

MODIFYING EMPLOYEE MOVEMENTS



Click on the Time Clock Icon or directly on the F5 button on the keyboard.



Select the employee that you want to check on by clicking on him.

Click on the **OK** button to confirm.

Highlight the movements that you want to delete.

Click on the **DELETE** to delete the movement.

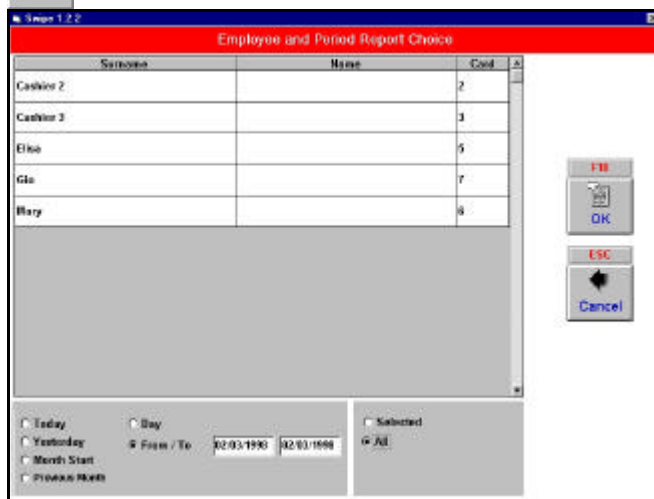
Use the **NEW** button to insert a new movement.

Exit with the **END** button.

TIME CLOCK REPORT MANAGEMENT



Click on the report button directly or on the F3 button on the keyboard.



SELECTED: allows you to visualize the report by single employee (the selected one).

ALL: visualizes the report for ALL the employees.

TODAY: shows the movements the days movements.

YESTERDAY: shows yesterdays movements.

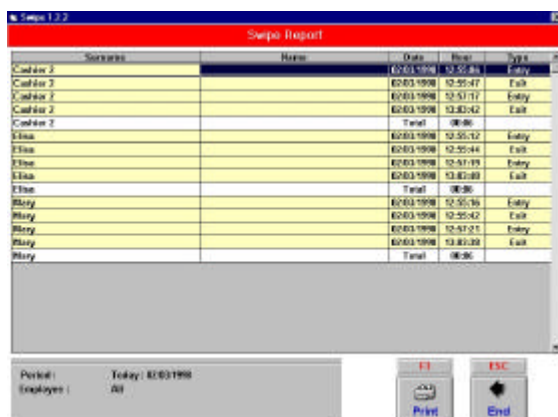
FROM MONTH START: shows the movements from the beginning of the month.

LAST MONTH: shows the previous months movements.

DAY: selects the specific day (day/month/year format in numbers).

FROM / TO shows a specific period of time.

Once the selection has been made continue with the **OK** button.



The program shows the entries and exits for each employee, with all the movements and the total time present in MINUTES.

PRINT sends the data to the Score printer.

END exits the function.

Bowler Console Functions



Access to the bowler console functions depends on the enabled features from the Main Desk Computer.

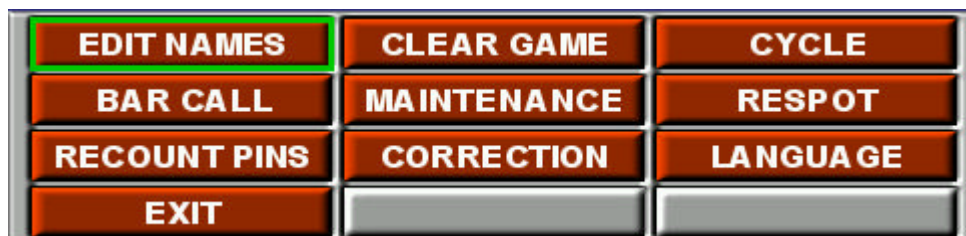
The bowler console is **NOT** active unless there are bowlers on the lane.

To access the Bowler console menu press the **ENTER** button on the keyboard, button or joystick control panel.

IT IS NOT NECESSARY TO INTERRUPT THE GAME TO USE THE BOWLER CONSOLE THE BOWLERS CAB KEEP ON BOWLING.

NOTE: in the following instructions the term “USING THE ARROWS TO MOVE ABOUT” means use the joystick, directional button or arrow keys on the membrane keyboard to move the flashing frame onto the required command button.

Main Menu



EDIT NAMES is used to modify the bowler names sent by default from the Main Desk when opening the lane for use, it is also used for modifying the bowler handicaps, adding and removing bowlers, changing the team name, changing the order of play, mark a bowler as blind, substitute, pacer, skipped etc...

DELETE is used to rub out the current game scores.

CYCLE – RESET sends a message to the pinsetter which will cycle once (cycle) or reset a full set of pins (reset).

BAR CALL sends a Bar Call to the Main Desk Computer and makes a sign flash on the lane monitors.

MECHANIC sends a Mechanic call to the Main Desk Computer, a sign flashes once to confirm that the call has been sent.

RESCAN PINS is used to take a second picture and therefore automatically correct scores when the first ball score is incorrect, (the score can only be corrected if the camera can see the pin).

CORRECTION is used to correct scores, any frame at any time.

LANGUAGE changes the language used to visualize all the lane functions.

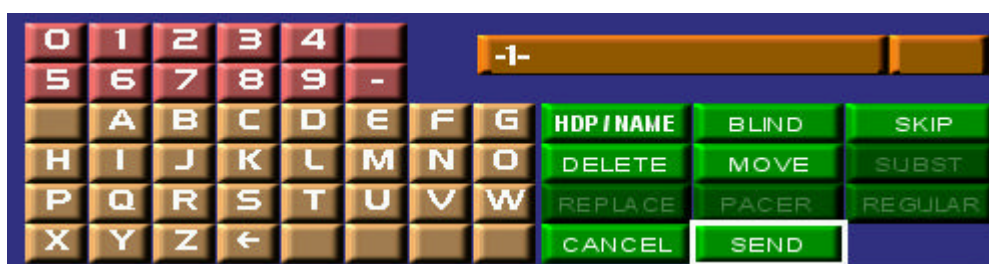
EXIT returns to previous menu.

Edit Name Menu



Press **ENTER** on the bowler console then move to the **EDIT NAMES** button by using the arrows, press **ENTER** again.

Use the arrows to position the selection frame on the first bowler name you want to modify, or on the team name, then press **ENTER** to confirm.

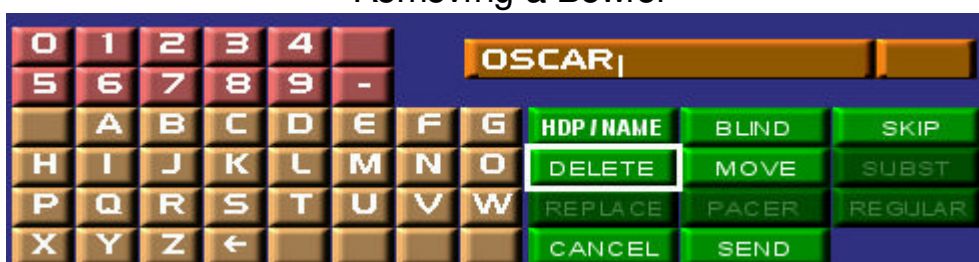


Check the position of the cursor: if the default numbers were sent from the Main Desk Computer you only need to select the letters one at a time, (to confirm press **ENTER**) vice versa, if you need to change the names first delete the old name by using the ← button.

To add or change a handicap score use the **HDP/NAME** button.

At the end of the changes move to **SEND** and press **ENTER** to return to the previous menu. Repeat the operation for all the bowlers you need to change then at the end use the **SEND** button to confirm changes made.

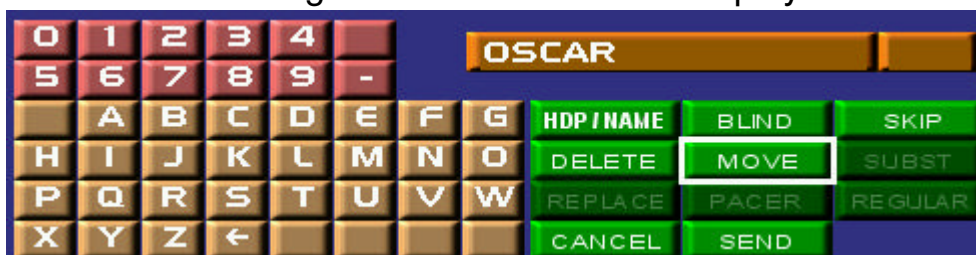
Removing a Bowler



Go into the Edit Names menu then into the select the bowler and then move into the sub-menu and position the cursor on the **DELETE** button then press **ENTER** to confirm.

The **SEND** button will take you back to the game while saving the changes.

Change the bowlers order of play



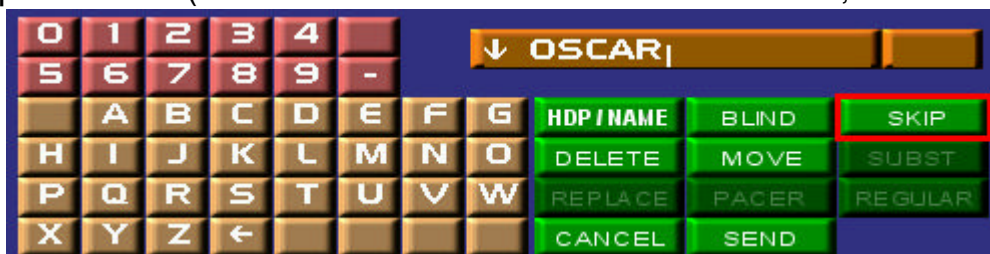
Go into the Edit Names menu, select the bowler and go into the sub-menu position the cursor on the **MOVE** button and press **ENTER** to confirm.



Use the **MOVE UP – MOVE DOWN** buttons to move the bowler into the position you need then use the **SEND** button to exit.

The **SEND** button will take you back to the game while saving the changes.

Skip function (used to miss a bowlers turn to throw, one or more)



Go into the Edit Names menu, select the bowlers name then move into the sub-menu and position the cursor on the **SKIP** button and press **ENTER**, then return to the main menu with the **SEND** button.

The "Skipped" bowler is indicated by an arrow which points downwards beside the bowler name. To un-skip the bowler and return to normal play repeat the same operation.

The **SEND** button will take you back to the game while saving the changes.

Mark a bowler as a BLIND

ATTENTION! In order to be able to mark a bowler as Blind the bowler must have a pre-assigned blind score from the Main Desk computer. It is **NOT** possible to insert blind scores from the bowler console.



Go into the Edit Names menu, select the bowler and move into the sub-menu, position the cursor onto the **BLIND** button and press **ENTER**, then return to the main menu with **SEND**.

The bowler marked as **BLIND** is indicated with a **B** at the beginning of his name. To un-mark the bowler as blind repeat the operation.

The **SEND** button will take you back to the game while saving the changes.

Substituting a bowler or marking him as a SUBST, PACER or REGULAR



These functions can be **only** active during a tournament or League using the following programs: Steltronic 'FR' Tournaments, CDE BLSX 2001 or Treasure Software Perfect Secretary.

Go into the Edit Names menu, select the bowler and move into the sub-menu



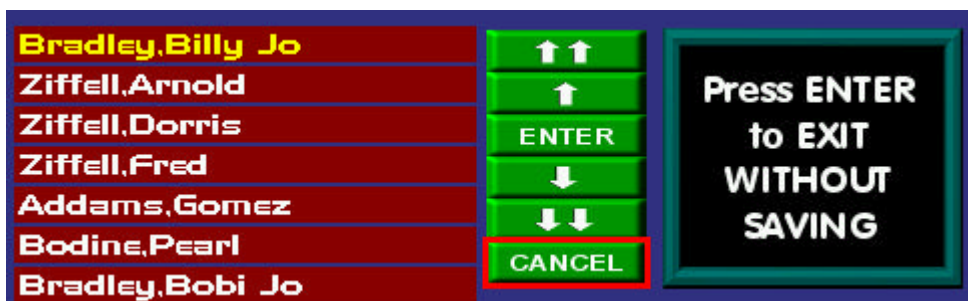
The **SUBST**, **REGULAR** and **PACER** buttons are needed to mark the bowler DURING A LEAGUE made from the BLSX 2001 or Perfect Secretary league programs, they are **NOT** used during an 'FR' Tournament.

SUBST designates a bowler as a substitute.

PACER designates a bowler as a "professional" who's scores will not count in the competition being played.

REGULAR re-designates the bowler as a normal bowler.

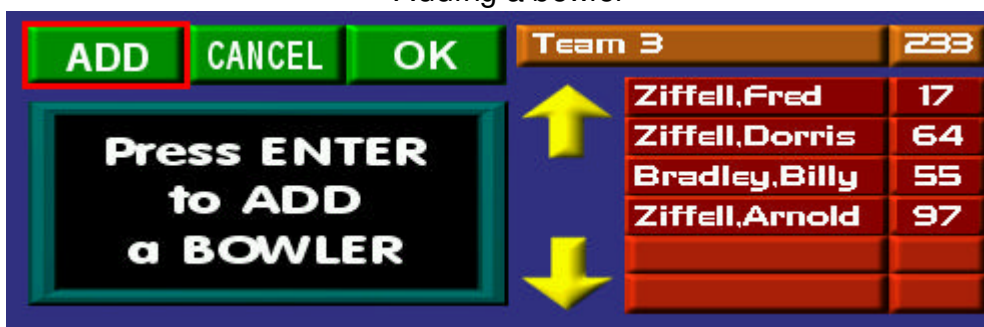
The **CHANGE** button is used to **SUBSTITUTE** a bowler from the initial line up with a reserve during a team Tournament or League.



Move by using the arrows to position the cursor onto the **SEND** button when you have selected the bowler, then press **SEND** and **START** to confirm.

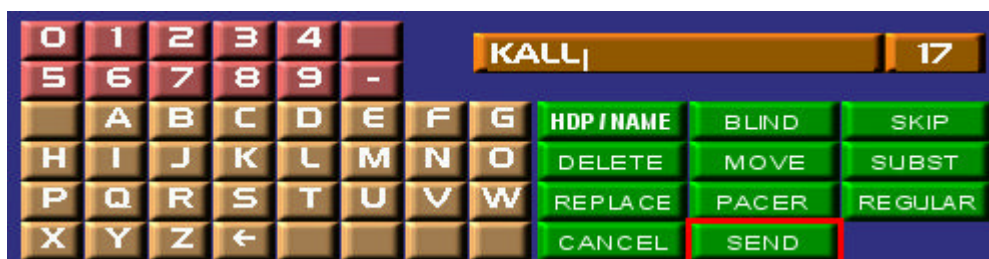
The bowlers available on the list are those that have been inserted into the Tournament or League database when prepared.

Adding a bowler



Press **ENTER** on the bowler console, then move onto the **EDIT NAMES** button and press **ENTER** again.

Use the arrows to position the cursor onto the **ADD** button the press **ENTER** to confirm.



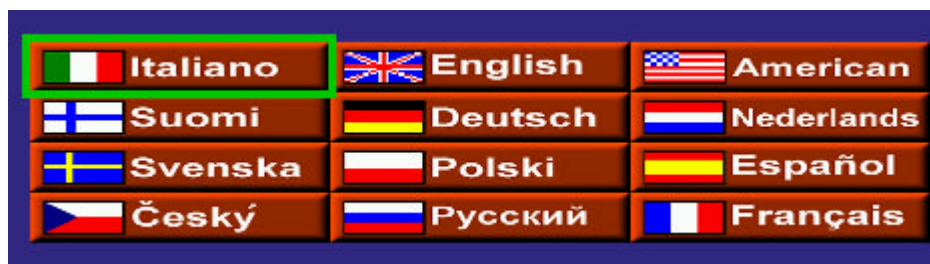
Insert the name of the new bowler.

To add or change the handicap use the **HDP/NOME** button.

At the end of the changes move to **SEND** and press **ENTER** then confirm the changes with the **START** button.

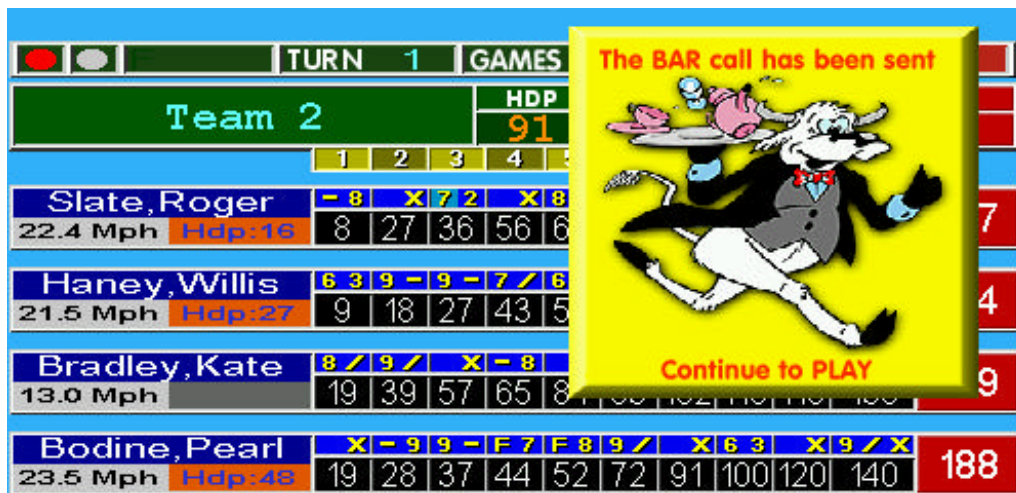
Changing Language on the lane

Press the **ENTER** button on the bowler console then move to the **LANGUAGE** button using the arrows and press **ENTER** again.



Wait at least a couple of seconds before using the boiler console again so that the system can load the graphic resources again.

Bar Call



Press the **ENTER** on the bowler console, then move to the **BAR CALL** button using the arrows and then press the **ENTER** to confirm.

A flashing sign will appear on screen showing that the bar call is active and to attract the attention of passing bar personnel.

To **DELETE THE BAR CALL**, repeat the operation.

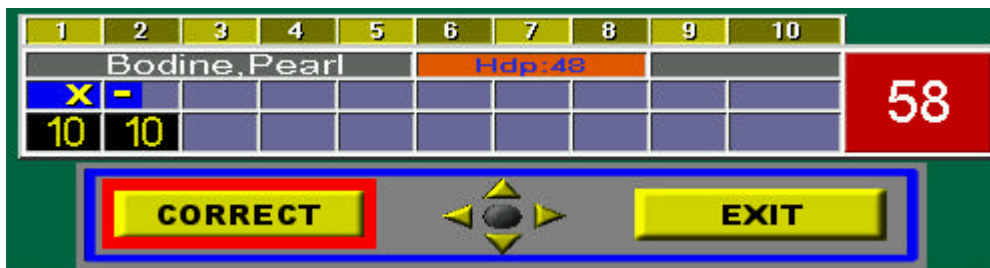
MECHANIC CALL



Press the **ENTER** on the bowler console, then move to the **MECHANIC CALL** button using the arrows and then press the **ENTER** to confirm.

The Mechanic call has been sent to the Main Desk, a cashier will see the icon and ask a mechanic to deal with the lane problem.....

Score corrections



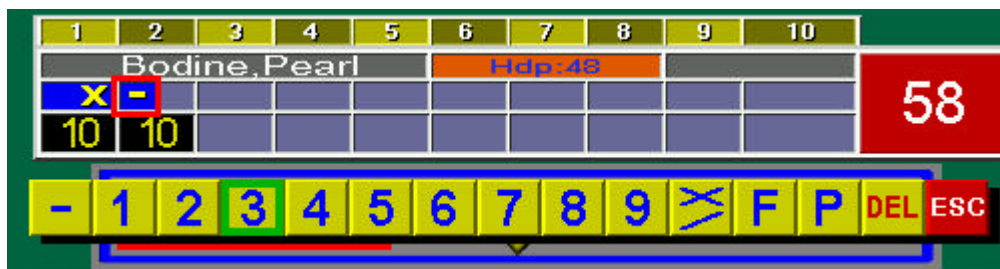
Press the **ENTER** on the bowler console, then move to the **SCORE CORRECTION** button using the arrows and then press the **ENTER** to confirm.

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 THROW** move on the first empty frame and select the score.

Highlight the throw to correct and press **ENTER**.



Select the score using the arrow buttons and press **ENTER** to confirm.

Conclude the operation by pressing the **END**.

Trouble shooting quick guide

ERRORS WHILE LOADING THE WINS PROGRAM OR LANE LOGIN PROCESS

ERROR IN CASH DESK CONFIGURATION	Wrong accessory parameters	Click START followed by PROGRAMS then STELTRONIC and DESK CONFIGURATION to disable the peripherals. Save the file and reload Wins, then enable the peripherals one by one to see which of the parameters is wrong.
ILLEGAL CONSOLE ID	Entry denied	A non authorised attempt has been made to enter Wins with a non valid Console or Utility number. Contact the service centre.
ACCESS DENIED	Illegal or forced configuration file.	Contact the service centre.
NOT ALL MONITORS LOAD THE PROGRAM THE CONSOLE IS OKAY BUT THE PROGRAM DOES LOAD ONTO THE LANES	The Console is Off or Faulty The Winserv application is closed	Check the Console and network cables. Make sure the HUB is on, if all is okay try to restart the console. Check to see if the button with Winserv written on it is present on the bottom task bar. If not, restart the console.
THE CONSOLE IS OKAY AND THE CABLES ARE TOO, BUT THE PROGRAM DOES NOT LOAD ONTO THE LANES	The cable is damaged or, if there is a network repeater, it may be off or broken.	Check the cables and see if the network repeater (when present) is on and working.
THE CONSOLE DOES NOT START	The uninterrupted power supply may be off or the console may be off or broken.	Check the power supply: if it is okay the green light stays on all the time. Check the power cables and the console. Check the console power switch.
THE CONSOLE DOES NOT LOAD WINDOWS	Use the F4 button to load the menu in safety mode.	Run a Scan Disk (if using Windows OSR2). Start the system in safety mode and then restart the console once started.
THE BOWLER CONSOLES DON'T WORK	The bowler console has been disabled or the interface is faulty.	Check in the multiple settings function if the bowler console is enabled. Switch 2 bowler console interfaces to verify if they are faulty or not, if it is the problem will move with the interface
LANE ERRORS		
TIME OUT!	Sciba CCD camera or I-Retro may be off or faulty	Check that the Sciba is not in 'calibration' mode. If the fault persists exchange the Sciba. Reset the I-Retro using the reset button, if the fault persists exchange the I-Retro. Remove the Sciba cover.
THE PINSETTER DOES NOT CYCLE AND THE SCORE DOES NOT MOVE ON	The start photocell is not lined up correctly	Verify that the red LED on the photocell is on; if the photocell is not lined up correctly (aiming at the centre of the reflector) it is off. Realign the photocell.
THE PINSETTER DOESN'T CYCLE, THE SCORE MOVES ON	The chassis or the I-Retro is faulty	Press the manual cycle button: if the pinsetter cycles the chassis is okay. Check the cables from JP4 (I-Retro) to the pinsetter.

THE PINSETTER AND SCORE MOVE FORWARD ONLY FOR ONE THROW THE BALL SPEED IS NOT SHOWN THE BALL SPEED IS WRONG	<p>The start photocell has not been aligned correctly.</p> <p>The speed photocell is not lined up</p> <p>The start photocell is pointing at the wrong reflector or it is not aligned correctly</p>	<p>Remove the Sciba cover. Verify that the red LED; if not aligned it is off. Realign the photocell making sure you aim at the centre of the reflector.</p> <p>Remove the Sciba cover. Verify that the red LED is on; is not aligned it is off. Align the photocell.</p> <p>Remove the Sciba cover. Cover the start photocell reflector. Verify that the red LED is on; if not aligned it is off. Align the photocell.</p>
THE BALL SPEED IS STILL WRONG	<p>The distance set in the parameters of the I-Retro is wrong.</p>	<p>Measure the distance between the photocells. Click on the SET-UP ("doctor" icon) on the main Menu. Click on the I-Retro to be corrected and insert the correct distance.</p>
THE BALL SPEED IS CORRECT FOR ONE THROW ONLY THE SYSTEM DOES NOT SCORE ON FIRST BALL	<p>The speed photocell has not been aligned correctly</p> <p>The pinsetter chassis keeps the second ball light on constantly.</p>	<p>Remove the Sciba cover. Verify that the red LED is on: if not aligned it is off. Align the making sure you aim at the centre of the reflector.</p> <p>Verify, by resetting the pinsetter, that the second ball light goes on and off when the pinsetter cycles. Exchange the pinsetter chassis if necessary.</p>
THE SCORE DOES NOT COUNT THE SECOND THROW	<p>The pinsetter chassis never turns the second ball light on.</p>	<p>Verify, by resetting the pinsetter, that the second ball light comes on. If it does, check the cables from the J10 (on the I-Retro). Exchange the pinsetter chassis if necessary. For BRUNSWICK pinsetters: check that the 1st and 2nd micro switch lever, it may not be regulated correctly.</p>
THE SYSTEM DOES NOT SCORE BUT THE PHOTOCELLS AND PINSETTERS ARE OKAY	<p>The Sciba CCD does not work correctly.</p>	<p>Check the Sciba; you may have forgotten the calibration lever in the ON position.</p>
THE SYSTEM SCORES EVEN WHEN NOBODY BOWLS	<p>The demo is ON.</p>	<p>Verify that the console in set-up does not give a TIME OUT signal. Turn the lane off and on and reset the Sciba. If this does not work, exchange the Sciba.</p> <p>Click on the CNT button in the multiple commands area, click on Demo and take away the tick in the check box to de-activate the Demo.</p>
THE SYSTEM SCORES EVEN WHEN NOBODY BOWLS AND THE DEMO IS OFF. THE SYSTEM ALWAYS SCORES A FOUL	<p>The Sciba is faulty</p>	<p>Exchange the Sciba.</p>
THE SYSTEM ALWAYS SCORES A FOUL	<p>The foul line or the pinsetter chassis is faulty.</p>	<p>Check the foul line and the chassis.</p>
THE SCORES ARE WRONG	<p>The Sciba is not calibrated</p>	<p>Press the SET-UP button. Press the Sciba button followed by the Calibration. Place the pin lines into the correct positions.</p>
THE SYSTEM SHOWS PIN 1 AS ALWAYS PRESENT	<p>The integration time is too high.</p>	<p>Press the SET-UP button. Press the Sciba button. Change the integration time to a lower value.</p>
THE SYSTEM DOES NOT SHOW THE LAST LINE OF PINS	<p>The integration time it too low or the photo is taken at the wrong time.</p>	<p>Press the SET-UP button. Press the Sciba button. Change the integration time to a higher value. If there is no change, press the I-Retro and lift the pin read delay time.</p>

THE SCORES SEES A STRIKE OR THE WRONG SCORE IN FIRST THROW. THE SYSTEM MAKES A MISTAKE AND TAKES THE PICTURE AS SOON AS THE BALL PASSES ONE OF THE MONITORS REMAINS OFF ONE OF THE MONITORS STILL REMAINS OFF. BOTH MONITORS ON A PAIR OF LANES ARE OFF	<p>The sweep covers the pins in the guard position.</p> <p>The pin read delay is zero.</p> <p>The switch is off.</p> <p>The monitor board is faulty</p> <p>The switch is off or the lane computer is faulty</p>	<p>Reset the sweep position</p> <p>Click on SET-UP. Click on the I-Retro and correct the pin read delay time.</p> <p>Switch the monitor on.</p> <p>Exchange the monitor board.</p> <p>Check the power switches, power cables and if necessary exchange the lane computer.</p>
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MAINTENANCE



Service Menu and Cash Set- up



Main Menu



Settings for Pinsetter interface



Settings for SuperElex lane computer



Settings for Elex lane computer



Sciba CCD calibration settings

The Wins system does not have special service requirements; we recommend that the Sciba CCD calibration settings are checked from time to time and monitor settings.

Checking the photocells (sensors)

The 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 on the Capping, the reflectors are mounted on the small capping on the opposite side of the lane.

The pinsetter ball cushion microswitch is disconnected so that the pinsetter cycles when the scoring system gives the command.

If the pinsetter does not cycle and the score does not advance, it is probable that the photocell has lost its alignment.

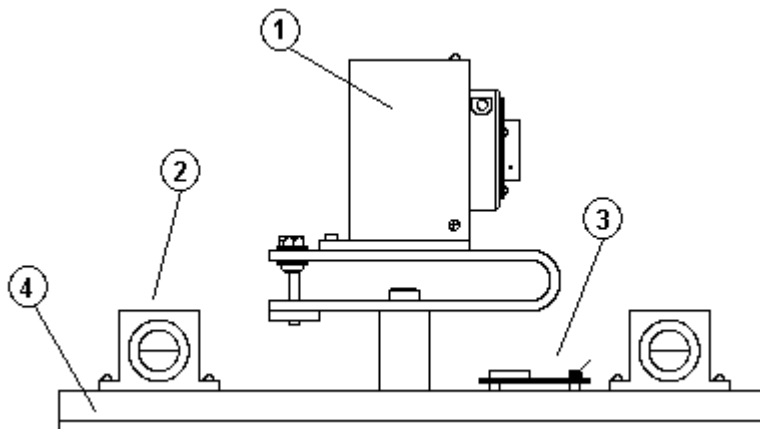
BEFORE GOING TO CHECK THE PHOTOCELL ALIGNMENT CHECK THAT THE PINSETTER IS NOT BLOCKED FOR REASONS THAT ARE NOT CONNECTED TO THE SCORING SYSTEM (cams badly regulated, blocked motors, etc.)

If your system does NOT use the Sciba CCD camera for reading pin fall, (GS10, Vollmer String, Vilati String, KF3000, Spellman string pinsetters) the only photocell is the one used for detecting the ball to calculate the ball speed (except the KF3000, Vilati and Spellman string). If the pinsetter does not cycle check the pinsetter sensors.



ATTENTION! TURN THE PINSETTER POWER OFF BEFORE MAKING THIS CHECK.

Take the Sciba CCD protection cover off.

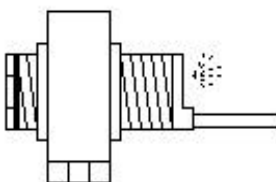


1 = Electronic and optical Sciba CCD block.

2 = Photocells

3 = Signal board

4 = Support base

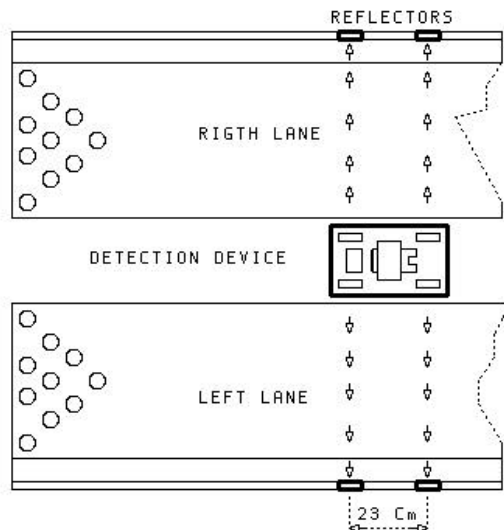


There is a RED LED behind each photocell: if the Red light is on the photocell is lined up, if the Red Led is off the photocell is not lined up.

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 paper 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 centre of the reflector.



Repeat the operation for all 4 photocells.

Remember that the photocells closest to the pins are used to activate the Sciba picture and pinsetter cycle while the photocells closest to the bowlers are used to detect the ball for ball speed calculation.

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

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.

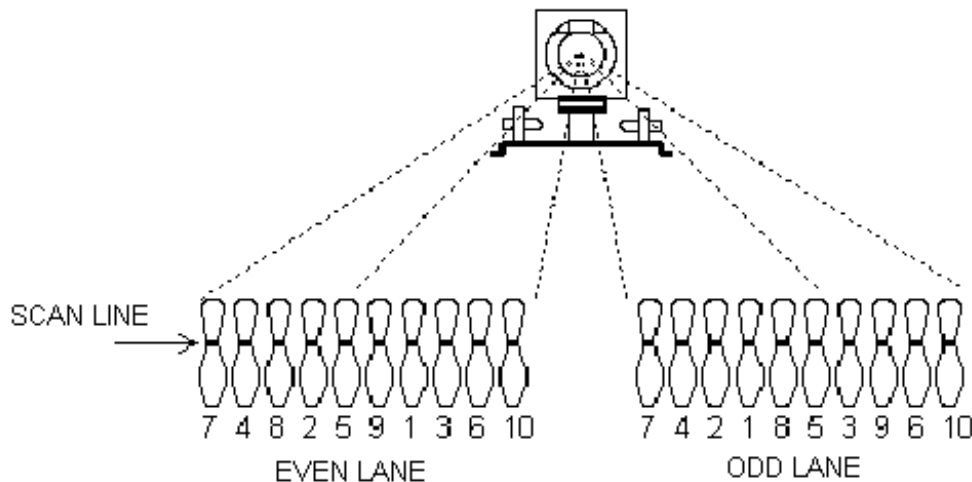
If you are not able to align the photocell in any way, (the LED remains off) place a reflector close to the photocell to make sure that it actually works, if it does not, change the photocell and start again.

Regularly check the reflectors; sometimes they get hit by balls and are damaged, sometimes they just need cleaning, do NOT use solvents to wash them just use plain water.

Checking Sciba CCD Camera calibration

By "checking the Sciba CCD" we mean, verify the direction the Sciba is pointing in respect to the position of the pins.

This operation is carried out at the Main Desk computer, without any mechanical adjustments to the Sciba CCD itself.



The Sciba CCD is a "Linear camera" which 'reads' the pins on a "ideal line" as can be seen on the above diagram. All 20 pins (2 lanes) can be seen on the 'ideal line'. The 'ideal line' is at the neck of the pins which, seen from 4 meters, is the point that the pins are furthest from one another.

IN ORDER TO OPTIMISE THE PIN COUNT BY THE SCI BA CCD WE ADVISE:

- Change pins that are damaged or broken at the neck.
- The neon lights on the lane pair must have the same brightness and intensity, any changes to lighting should be made per pair of lanes.
- The Sciba is able to read (up to a certain point) even the 'off spot' pins, we suggest that the pinsetter positioning arms be checked on a regular basis.
- Do not use pins which have black or coloured necks.

Turn the pinsetters on that need to be checked.

WAIT: the pinsetter pin deck light needs to warm up before giving the correct light.

CHECK THE CALIBRATION

The pinsetters should be on first ball with ALL 10 pins standing on each lane.

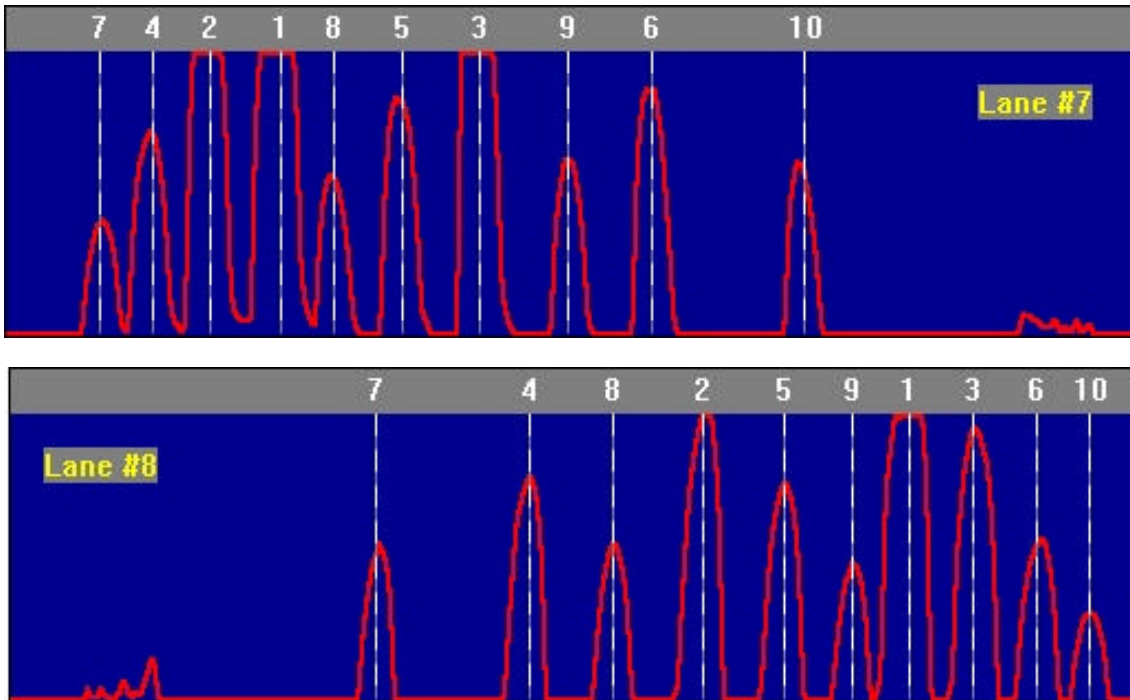
The Sciba CCD is able to see the red pins, we advise however to make the calibration settings with standard white pins.

Switch the hall lights on just like when there are bowlers; sometimes neons placed too close to the pins change the light conditions and therefore the pin detection.



Click on the SETUP icon, then on the icon of the Sciba to be checked.

Click on the **CALIBRATION** icon and wait for the image to appear.



This example shows what the ideal pin detection should look like.

As you can see in the example the pins are represented by the 'peaks' of different heights. The height depends on the distance from the neon light the pin is. Pins 1,3,2 and 5 are the highest 'peaks' as these pins are closest to the light, while pins 7,8,9 and 10 are further away and therefore receive less light resulting in lower 'peaks'.

As the example shows the 10 pin 'peak' is half the height of the pin 1 'peak', this is okay but a 'peak' lower than the 10 pin would not be detected.

*The white vertical line shows the ideal position of the pin. If the line is on one side of the peak it is necessary to center it: click on the line with the left mouse button, keep the button pressed and drag the line to the centre of the peak. **THE CENTRE IS IN THE MIDDLE OF THE BASE OF THE PEAK.***



At the end of the calibration click on the camera button to save the settings.

It is important that the 'peaks' are a good distance from one another so that the pin detection is good. In cases where it is difficult to get good peaks, move the lines slightly to allow more distance between them.

The higher the peak is the more the peak tends to flatten. This phenomenon is known as IMAGE SATURATION when a pin peak is too saturated the Sciba CCD tends to 'see' the pin even when it has been knocked down.

Set the light that enters into the Camera by changing the INTEGRATION TIME.

If the pin 'peaks' are too high, being saturated with light, the Sciba CCD tends to 'see' them all the time, if the pin 'peaks' are too low the Sciba CCD has a hard time 'seeing' them.

Another parameter to consider is the BRIGHTNESS RATIO.

WHAT IS BRIGHTNESS RATIO:

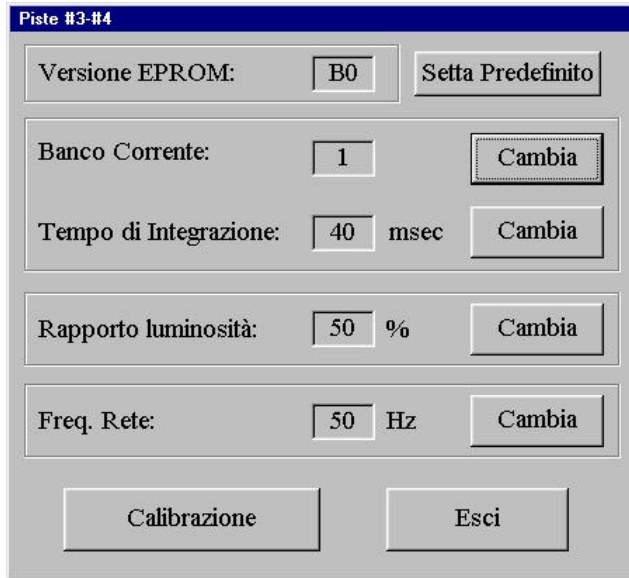
Brightness ratio is the light variation when the pin has been knocked down. In practical terms if the brightness ratio is set to 50, the Sciba CCD will detect a pin as fallen when the light, in the area where the pin was when the first photo was taken, varies by at least 50%.

WHAT IS INTEGRATION TIME:

Integration time is the value given to the amount of light in the Sciba area. By lifting or lowering this value you let more or less light into the sciba, just as if it were a standard camera diaphragm.

CHANGING THE INTEGRATION TIME.

Just like the first operation, select the current 'bank' which is needed for this calibration. We advise you to calibrate the Sciba CCD for normal day light bowling, so change the 'bank' and look for a integration time value which is correct for 'glow in the dark' bowling.



With SET PREDEFINED you can set the predefined parameters. ONLY USE THE FIRST CALIBRATION (WHEN YOU CHANGE THE SCIBA CCD).

Select the **CURRENT BANK**.

Create more 'banks' to save different settings for use with different light situations, with glow lights you need a higher integration time (between 150 and 200).

BANK 2 AND 4 ARE DEDICATED FOR INSTANT GLOW (Pinsetter interface A.P.I. only)

When the light situation changes (for example from daylight to glow bowling) simply select the preset 'bank' there is no need to change the integration time.

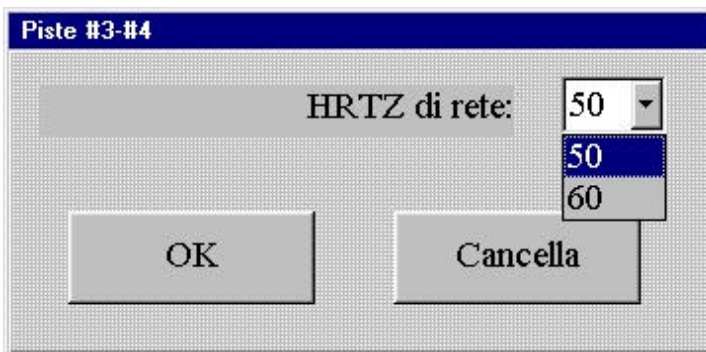


Select the **INTEGRATION TIME** for the 'bank' by clicking on the **CHANGE** button beside the current value.

Chose the value and confirm with **OK**.

AVERAGE INTEGRATION TIME VALUE FOR STANDARD DAYLIGHT BOWLING = 40

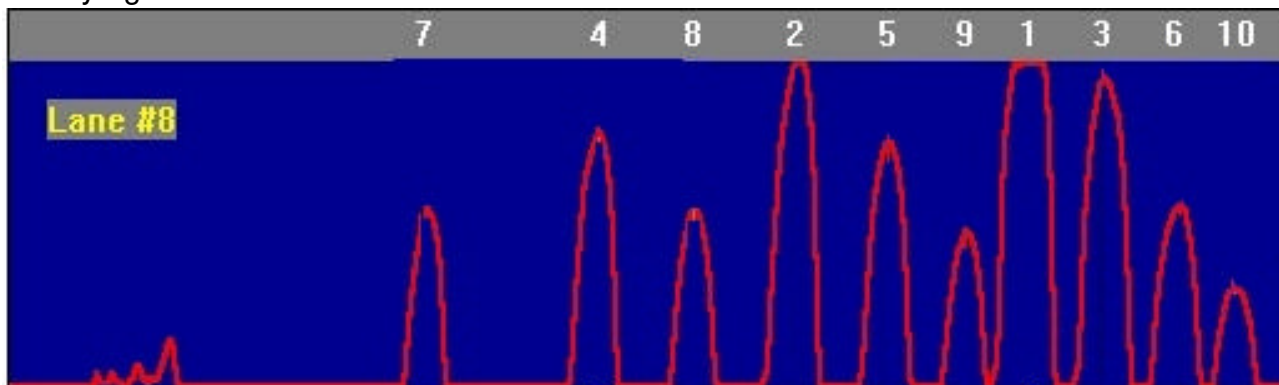
AVERAGE INTEGRATION TIME VALUE FOR 'GLOW IN THE DARK' BOWLING = 90



The **network frequency** refers to the amount of 'Hertz' electricity. It is required to avoid surges caused by using neon lights.

- EUROPE = 50 HERTZ
- USA = 60 HERTZ
- CHINA = 50 HERTZ

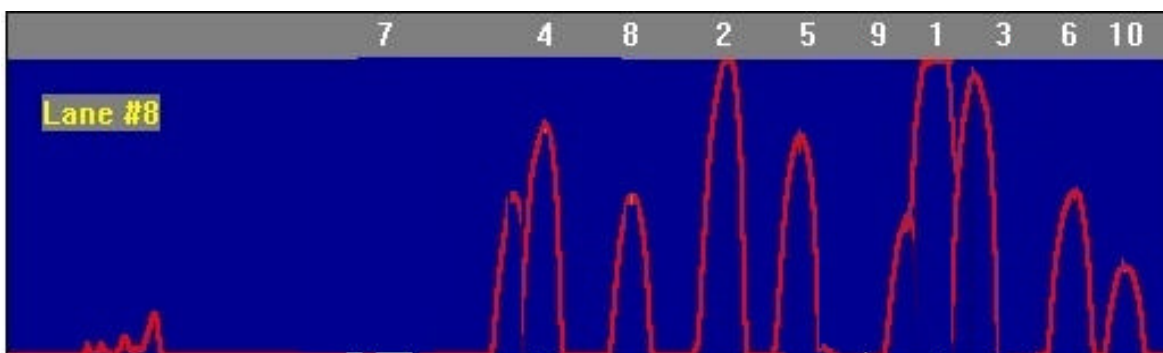
Verifying the PIN SEPARATION.



THIS IMAGE SHOWS THE CORRECT DISTANCE BETWEEN THE PIN PEAKS.

If the Sciba CCD position is not correct or the 'focus' is out it can be regulated, the worst thing is the overlap of pin peaks, causing the Sciba CCD to detect one pin in place of another on the 'ideal line' and scoring it incorrectly.

It is also possible, when the integration time is too high, that the light saturates the lens and the peaks overlap (they tend to become one line at the top).

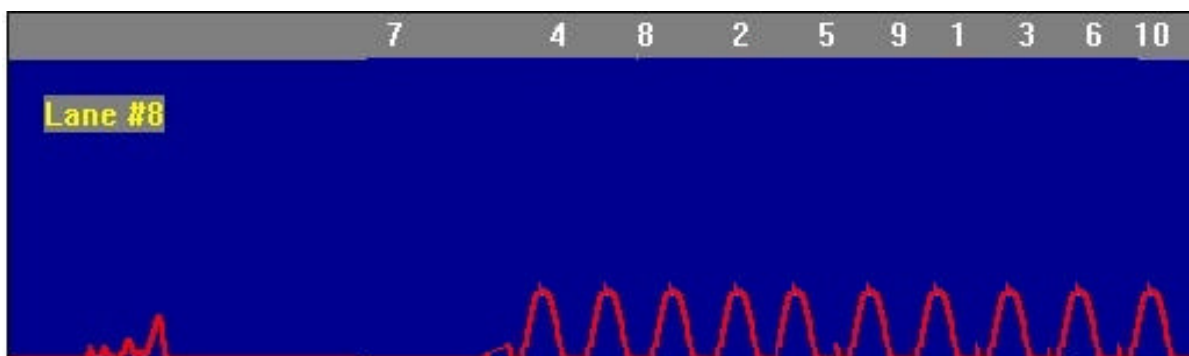


EXAMPLE OF AN IMAGE WITH OVERLAPPED PINS

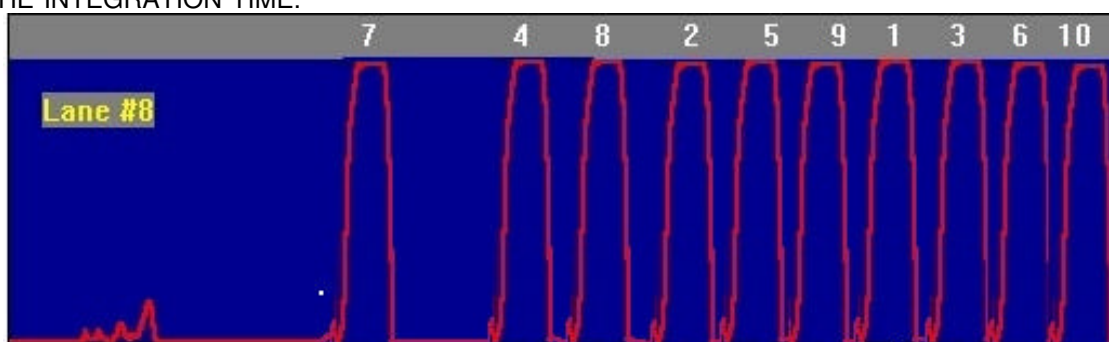
If it is not possible to fix the problem by altering the integration time you need to MECHANICALLY CALIBRATE THE SCIBA.

If this does not work, replace the Sciba CCD.

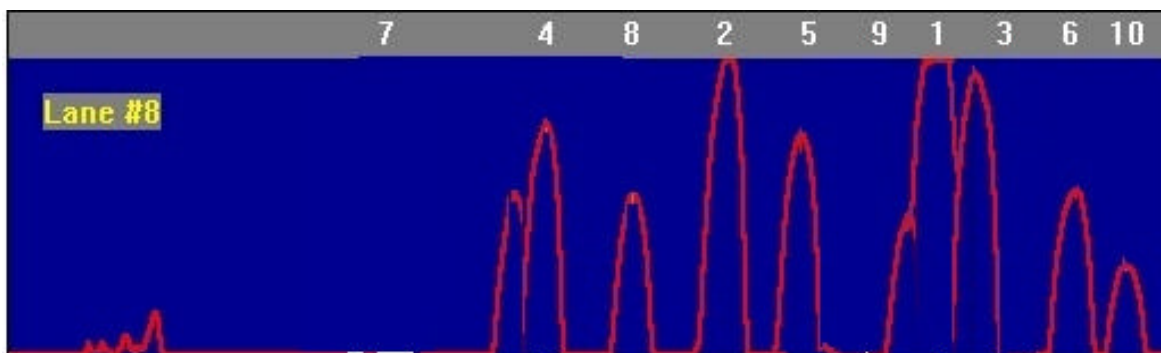
EXAMPLES OF INCORRECT CALIBRATION.



The peaks are too LOW; not enough light is entering the lens and the Sciba does not recognize the pins.
LIFT THE INTEGRATION TIME.

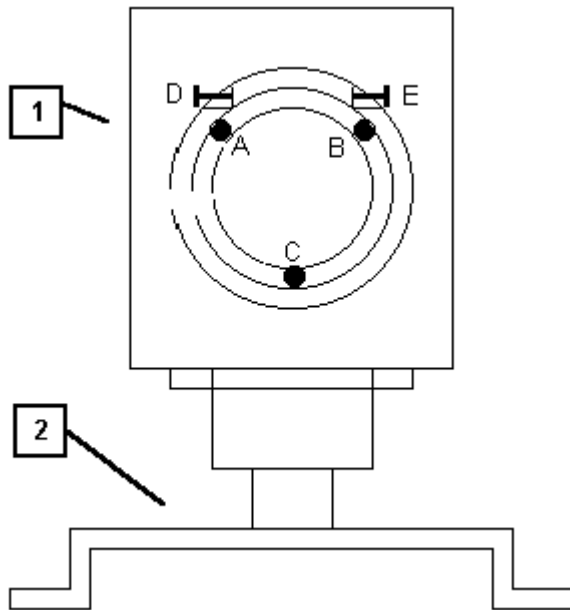


The peaks are too high; too much light is entering the lens; the Sciba recognizes the pins ALL the time, even when they have been knocked down. DECREASE THE INTEGRATION TIME.



The peaks are overlapped; the Sciba recognizes one pin in place of another, or worse it recognizes the pin in place of the one next to it. The Sciba may be out of focus. LOWER THE INTEGRATION TIME. IF THE OPERATION IS NOT SUCCESSFUL MAKE A MECHANICAL CALIBRATION.

SUBSTITUTING A SCIBA



The Sciba CCD is made up of two parts:

The **HEAD [1]** that contains the electronics and lens, the **BASE [2]** which supports the photocells and the interface board.

More often than not it is not necessary to change the entire Sciba CCD assembly, nor the entire Sciba head.

If done carefully it is possible to change the electronic part only without doing a mechanical calibration.

To change the Sciba electronics with lens...



ATTENTION! Turn the power off to the lane computer or turn the I-Retro off (only if I-Retro with direct power model)

Take the plastic cover off.

Use a screwdriver to disconnect the 9 pole plug.

Remove the aluminium lid by unscrewing the 4 lateral screws.

Remove the 3 screws (A, B and C) that hold the lens ring. SLIGHTLY loosen ONE of the 2 fixing bolts (D or E). DO NOT LOOSEN THEM BOTH SO THAT YOU MAINTAIN THE CALIBRATION POSITION.

Carefully remove the electronic boards from the back of the block, if necessary loosen one the bolts a little more.

INSERT THE NEW BLOCK (lens + electronic boards), turn it until it positions itself against the bolt (D or E) which you did NOT loosen, then tighten the loose bolt firmly.

Replace the lens ring and tighten the 3 screws tightly, without exaggerating replace the lid.



Before calibrating the Sciba from the Main Desk computer click on the SET PREDEFINED button on the Sciba settings screen to load the original settings.

Proceed with the calibration from the Main Desk computer. If, during the replacement, the Sciba has moved, return to the mechanical calibration.

It is advisable, once checked that the position of the Sciba is correct, to use ordinary nail varnish to block the bolts and screws. Don't use substances which 'permanently' fix the screws and bolts as this will make it impossible to service when required.

MECHANICAL CALIBRATION

This type of calibration is necessary if the Main Desk Computer calibration has failed because you are not able to find an ideal position for the vertical pin lines (sign that the Sciba has moved or needs to be replaced)

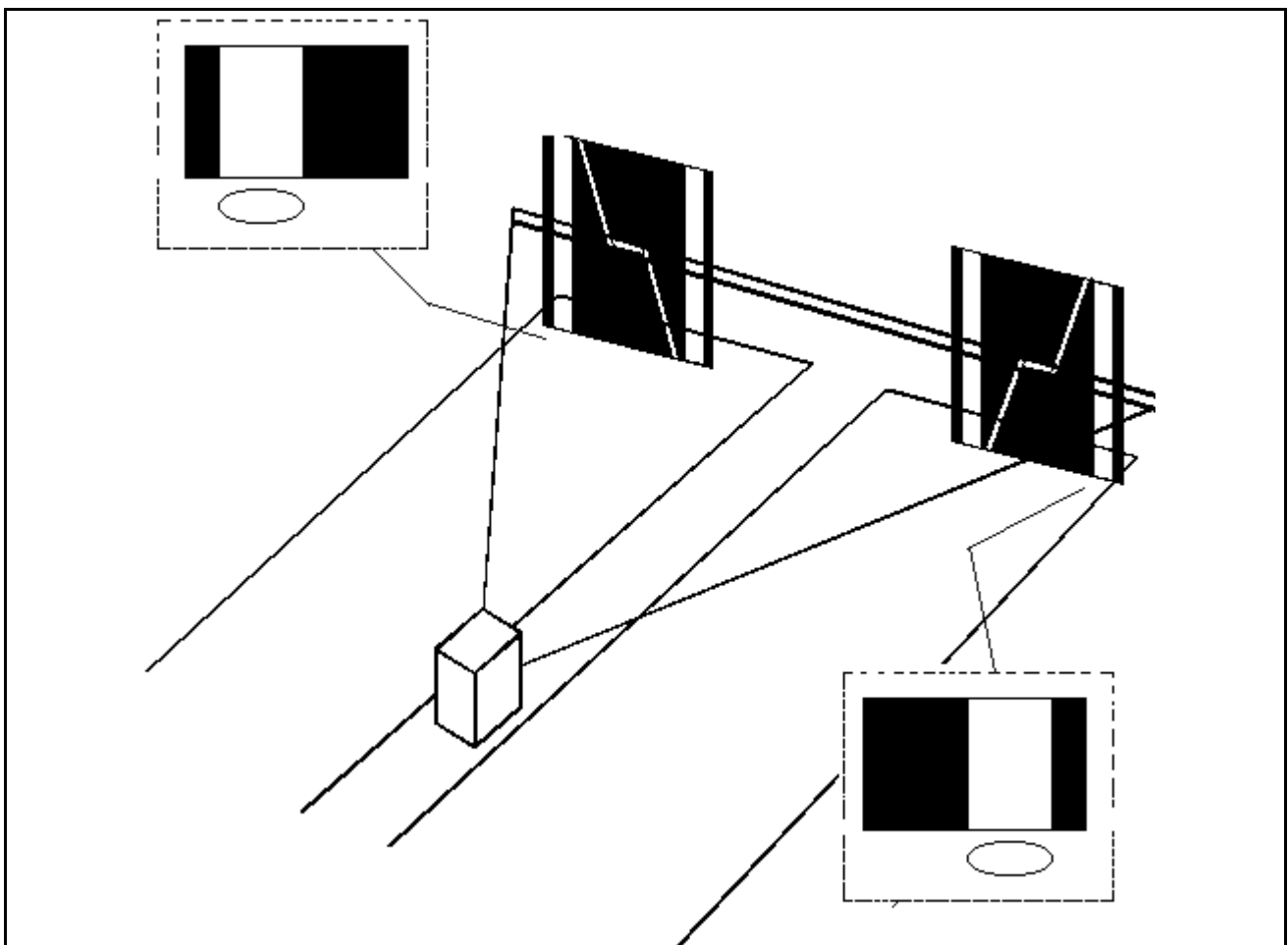
BEFORE DOING THIS TYPE OF OPERATION ASK FOR ADVISE FROM YOUR SUPPLIER OR FROM YOUR AUTHORIZED SERVICE CENTER.

BLOCK THE PINSETTER MOTORS!

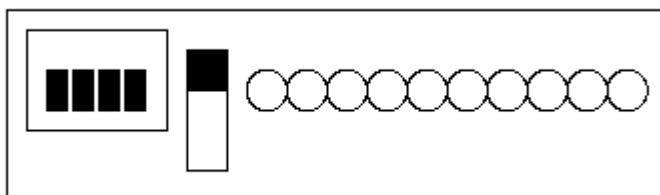
Take the pins off the pin deck and position the calibration boards supplied during installation.

Check that the pinsetter neon is switched ON and that the light conditions are the same as when there are bowlers. Obscure any lights that may effect the pins which are not usually present.

These calibration boards need to be positioned on the symmetrically in the center of the lanes so that they are in the position shown on the diagram below:



STANDARD POSITION FOR THE CALIBRATION BOARDS



Switch the Sciba to **CALIBRATION**, to do this position the black lever in the UP position.

When the Sciba is in **CALIBRATION**, it does NOT answer to commands from the Main Desk computer.

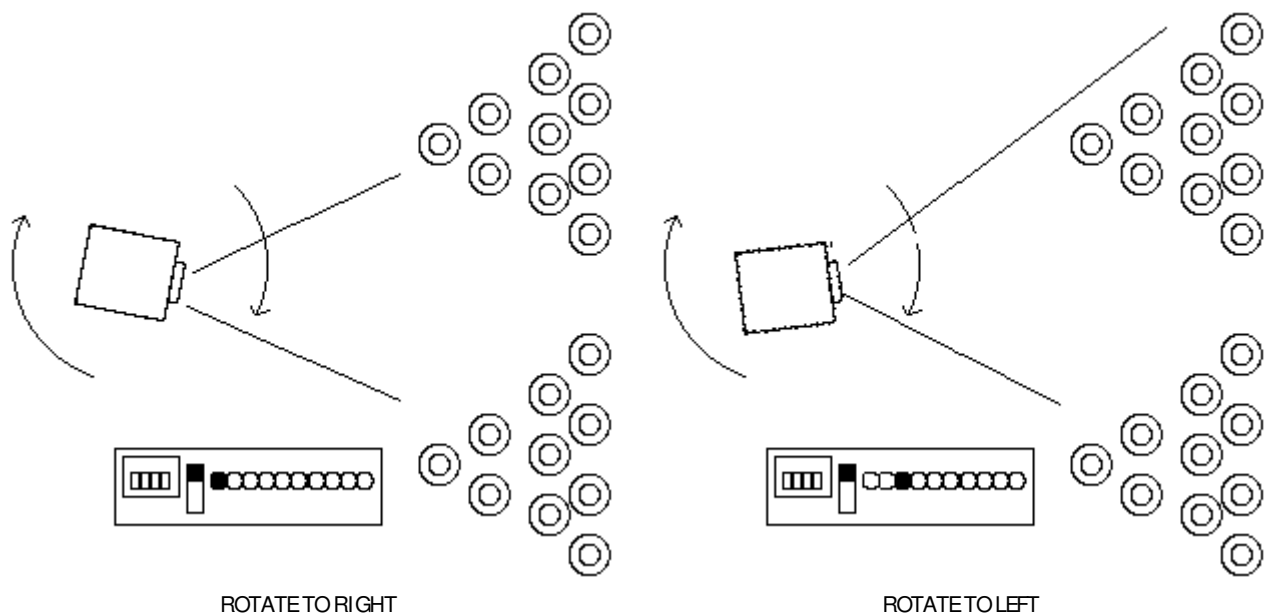
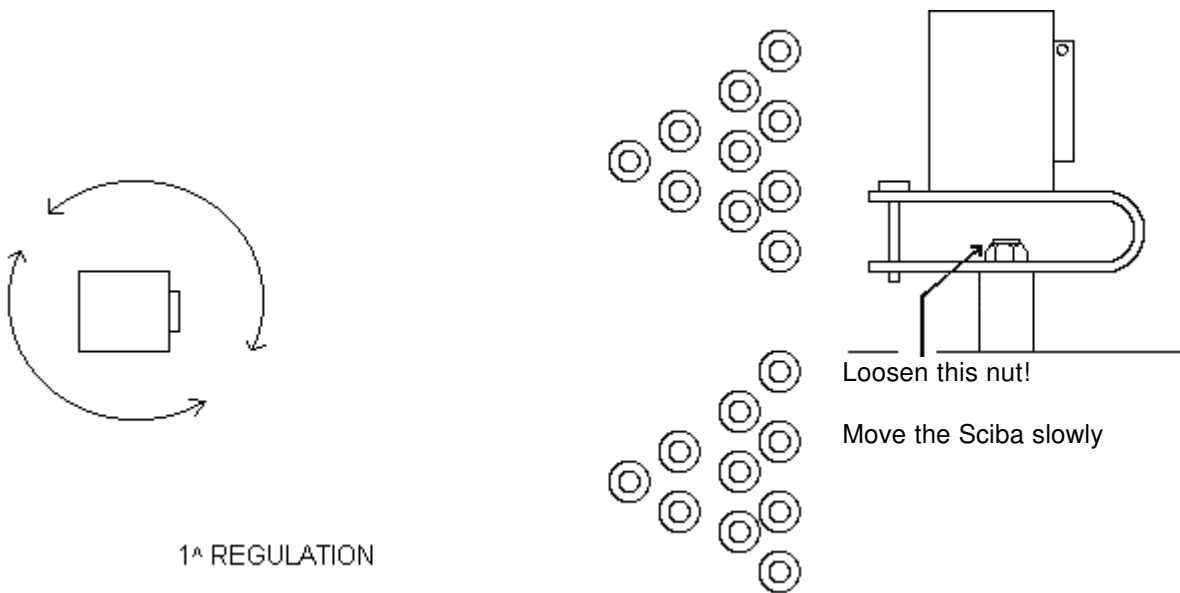
When the Sciba is in calibration the number 10 LED flashes, while the other LED's signal the adjustments to be made. The correct aim is achieved when all 10 LED's are ON and stay ON.

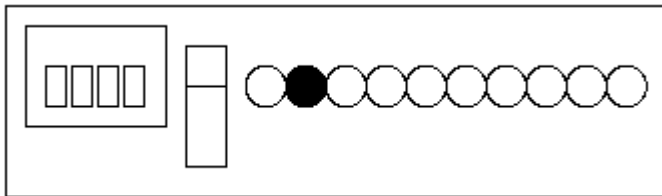
The aim is regulated using all three movements:

- 1. VERTICAL ROTATION.**
- 2. CLOCKWISE OR ANTICLOCKWISE LENS ROTATION.**
- 3. LIFT OR LOWER THE DETECTION LINE.**

When you proceed with the Sciba regulation loosen the bolts and screws one at a time for each type of regulation (loosening all the screws would make it impossible)
After having set each position it is advisable to tighten the bolts or screws which are loose.

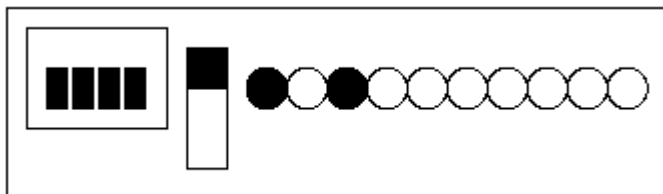
(1) VERTICAL ROTATION





OK! The position is correct, tighten the nut.

Proceed with the clockwise, anticlockwise lens rotation.

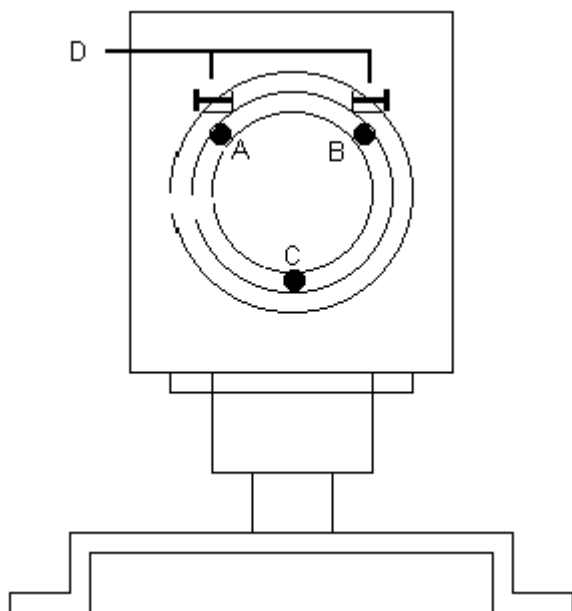


IF BOTH LED'S REMAIN RED WITHOUT ANY SIGN OF THE GREEN LED:

1. The Sciba distance is incorrect.
2. The integration time is wrong (too high or low).

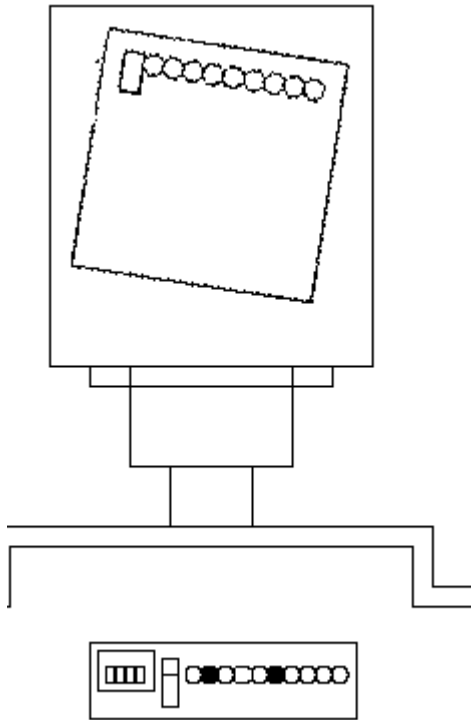
To change the integration time position the black calibration lever back to it's normal position, down and change the integration time from the Main Desk computer.

(2) CLOCKWISE OR ANTI CLOCKWISE LENS ROTATION.

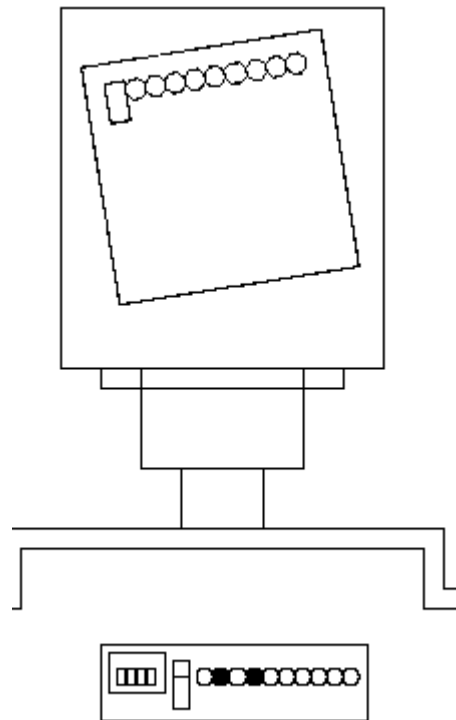


Loosen the 3 screws on the lens ring.

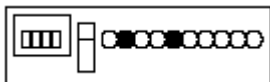
Use the D bolts to move the lens block clockwise or anticlockwise.



Rotate clockwise

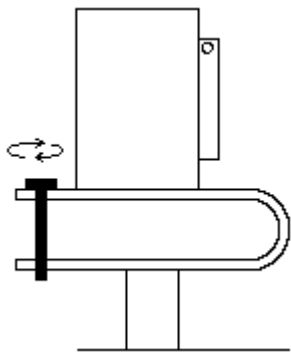


Rotate anti-clockwise

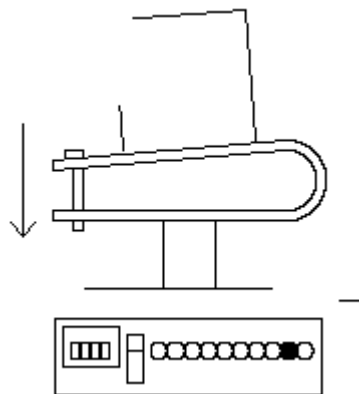


OK! The rotational position has been found, tighten the bolts.

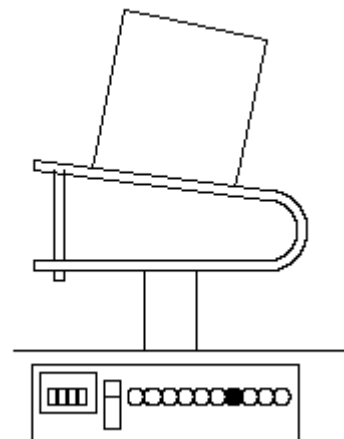
(3) LIFT OR LOWER THE DETECTION LINE.



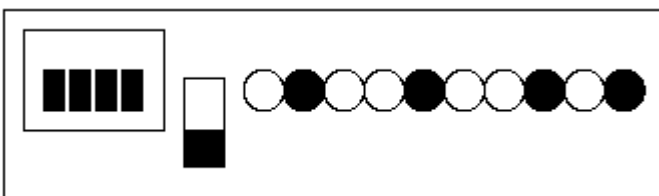
Rotate the bolt to lift or lower.



tighten to lift



loosen to lower
ALL OK!

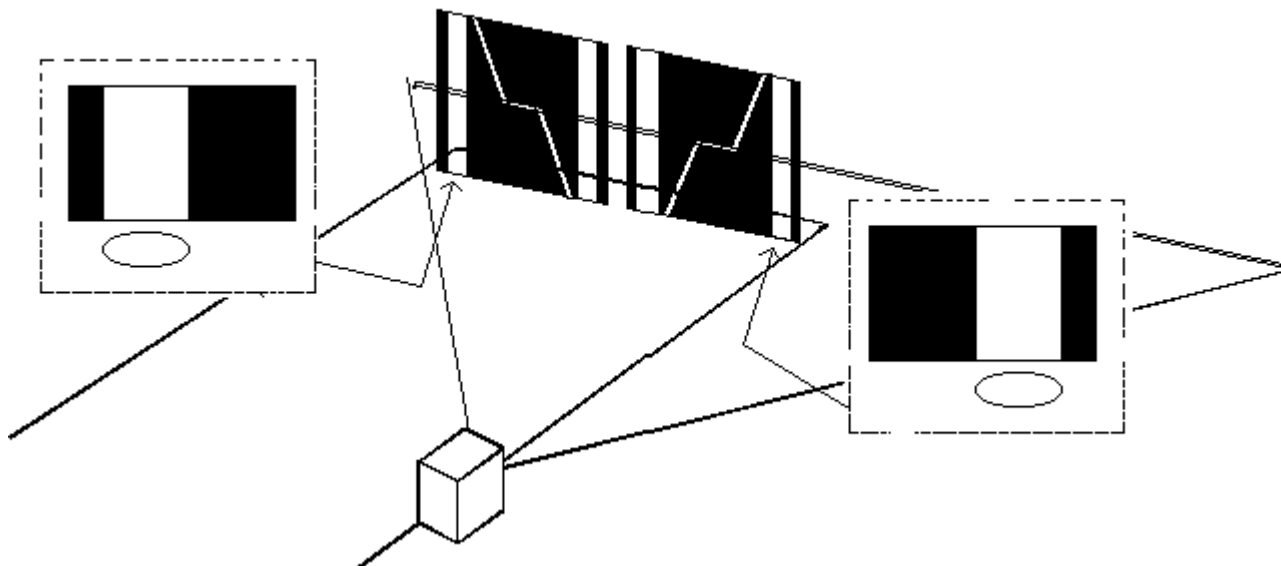


The Sciba mechanical calibration is complete. All 4 LED's are on.

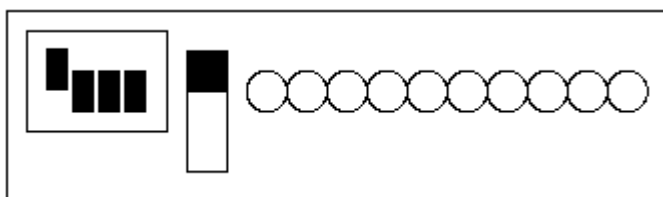
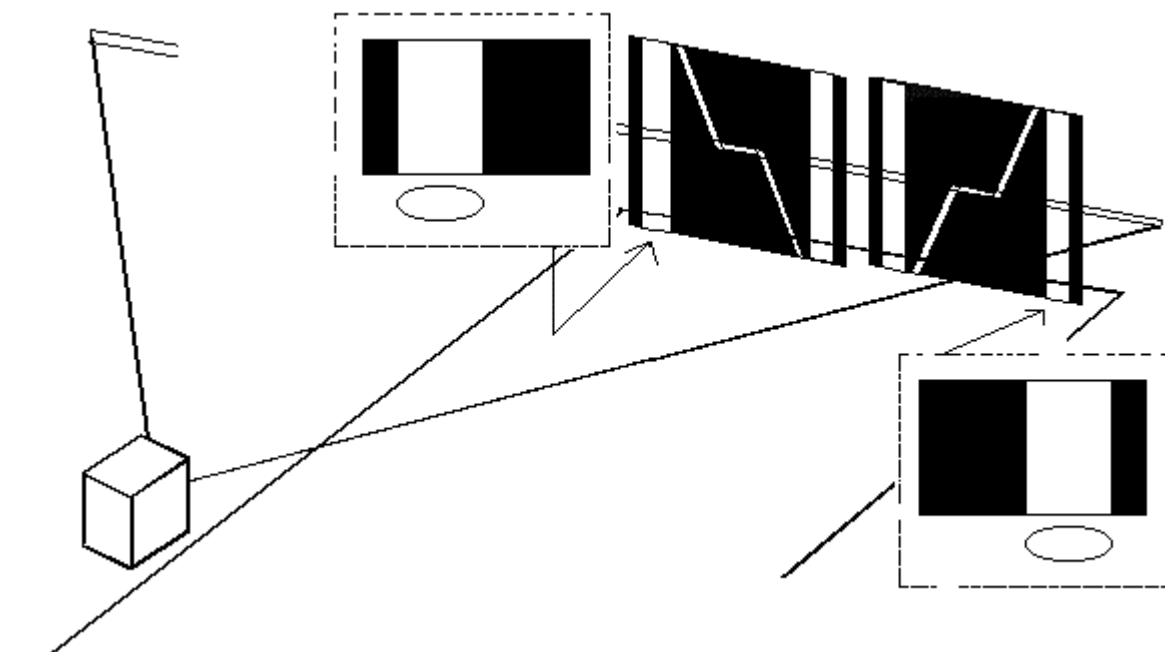
- Remove the Sciba calibration boards.
- Use nail varnish to block the screws and bolts.

REMEMBER TO MOVE THE BLACK CALIBRATION LEVER TO THE NORMAL POSITION, DOWN. IF YOU FORGET TO DO THIS, WHEN YOU TRY TO USE THE SCIBA ICON ON THE MAIN DESK COMPUTER YOU WILL ONLY SEE THE TIME OUT MESSAGE.

**POSITION OF THE CALIBRATION BOARDS WHEN USING A SINGLE SCI BA
(LEFT HAND LANE)**



**POSITION OF THE CALIBRATION BOARDS WHEN USING A SINGLE SCI BA
(RIGHT HAND LANE)**



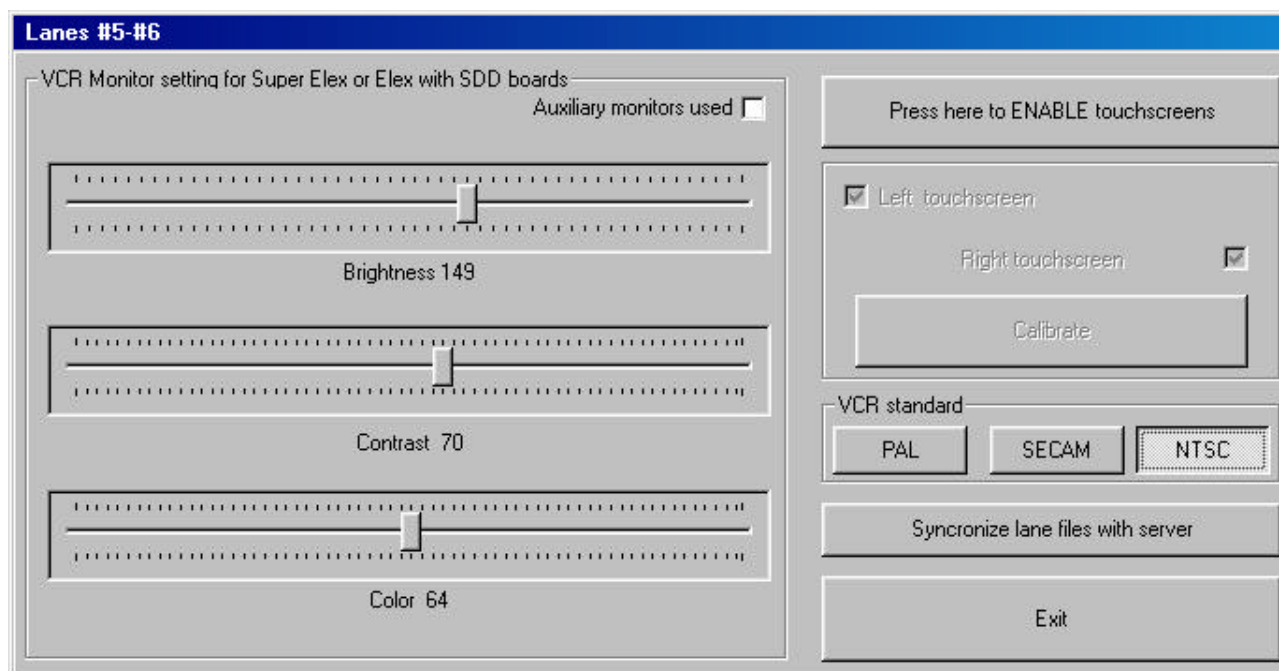
Put the first switch of the 4 dip switches next to the black calibration lever to ON.



ATTENTION! When the Sciba is single change the pinsetter interface parameters...



ELEX AND SUPERELEX LANE COMPUTER SETTINGS



It is possible to control some lane pair options from the SETUP menu. *The Elex and SuperElex menus are similar; the Elex menu does not have access to some features only available with the SuperElex.*

BRIGHTNESS – CONTRAST – COLOUR

These regulations can be made to lane monitors in TV mode, they have no effect on score grids and colors.

USE AUXILIARY MONITORS

This feature is used to enable the 14" monitors in the bowler console.

PRESS HERE TO ENABLE TOUCH SCREENS

This button enables the TOUCH SCREEN function on the bowler consoles with 14" monitors; indicate which touch screen by clicking on **RIGHT TOUCHSCREEN** and **LEFT TOUCHSCREEN**.

The **CALIBRATION** button allows you to send the calibrate boiler console touch screen signal to the lane.

STANDARD VCR (only available with the Superelex)

It is possible to select the type of (video composite) TV signal available in your country using the **PAL**, **SECAM** or **NTSC** buttons.

SYNCHRONIZE FILES WITH MAIN DESK COMPUTER (only available with the Superelex)

This command is used to compare and copy new animations into the Superelex lane computers.
This function should be used when you receive CD ROMS with new animations.

One or two recommendations for using the 'Synchronize files' command..

Activate this command only when all lanes are free, no active score.

A "Standby" screen appears on the lane monitors while the files are being loaded. At the end of the operation the lanes load the backgrounds or the free lane animations.

Re-start the lane computers BEFORE starting new games.

Do NOT carry this operation out on all the lanes at the same time, do it per pair of lanes (it will take between 20 and 50 minutes per pair of lanes).

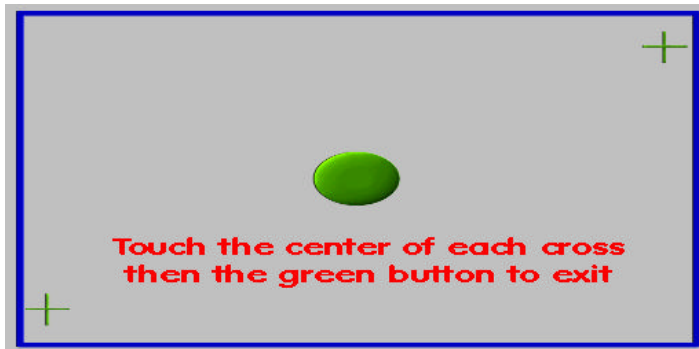
CALIBRATING THE BOWLER CONSOLE TOUCH SCREENS

Close the scoring on the lanes to be calibrated, verify that the "SCROLLING BACKGROUNDS" have been selected for the lane.

Click on the Elex or Superelex buttons on the SET-UP menu (same lane computer as is actually installed).

Verify that the touch screen is enabled (see previous chapter) then carry out the calibration by clicking on the **CALIBRATE** button and following the instructions.

Execute the calibration from the bowler console.



... all done !
Lane now available

The image shows a grey rectangular box with red text. The text reads "... all done !" on the first line and "Lane now available" on the second line.



SETTING THE PINSETTER INTERFACE PARAMETERS



The parameters for the pinsetter Interface are configured by the installers. Modify them only if absolutely necessary. Before modifying, inform the service center of the reason for modifying the settings.

Click on the **I-RETRO** button on the **SETUP** menu for the pair of lanes you need to check and WAIT until the communication starts.

The screenshot shows a software interface for configuring pinsetter parameters for lanes #3 and #4. The interface is organized into several sections:

- LEFT LANE:** Contains input fields for 'Dist. for speed' (23 cm) and 'Pin read delay' (2.0 sec).
- RIGHT LANE:** Contains input fields for 'Dist. for speed' (23 cm) and 'Pin read delay' (2.0 sec).
- COMMON:** Includes a 'Pinsetter' dropdown menu set to 'AMF 8270', a 'Hardware connection' section with radio buttons for 'None', '1st->2nd ball signal', 'APS', and 'Strike/Gutter out', a 'No Tap + 10th frame respot' section with radio buttons for 'None', 'Modified cycle', and 'Extra cycle', and a '2nd ball extra cycle delay' field set to 12.0.
- ADV. PARAMETERS:** Includes a '1 Camera per lane' checkbox, a 'Start distance' field (396 cm), an 'Off delay' field (1 sec), an 'Automatic Foul Line' checkbox, and two checkboxes for 'Cycle after pin read' (1st ball and 2nd ball).

An 'OK' button is located at the bottom left of the window.

If necessary, vary the parameters directly on the screen.

First operation..

Select the **PINSETTER** from the 1st, then click on the **SET DEFAULT** button to load the most common parameters, finally, modify them as you wish.

DISTANCE FOR SPEED

Measure the distance between the **START** photocell and the **SPEED TRIGGER** photocell, in centimetres. On standard installations using standard Sciba CCD's with both photocells mounted on the base plate the distance is **23cm**.

PIN READ DELAY

Time, in seconds, that the Sciba CCD 'waits' to take the picture from when the ball passes the **START** photocell. *This parameter is not used when the Sciba CCD is not installed (because the pinsetter does not require a camera).*

HARDWARE CONNECTION

Selection based on the Pinsetter and Hardware type:

NONE installations with 82/30 – 3000 - 45 without APS or 82/70 with solid state chassis without modified APS or Brunswick A1/A2 and 82/70 uP without APS circuit.

1ST 2ND BALL SIGNAL, installations with pinsetters which have had a ball change button installed. Available only on some AMF pinsetters or modified Brunswick pinsetters.

APS on 82/70 Up or 82/90 First Generation and 82/30 pinsetters with Steltronic APS modified chassis.

STRIKE/GUTTER OUT

Enable the signal out (N.O. relays) only for Yangji pinsetters

START DISTANCE

Measure the distance between the pinsetter **START** photocell and the **LAST ROW (7,8,9,10)** in centimeters. In standard installations the distance is **396cm**.

OFF DELAY

Time, in seconds, which the system '**waits**' before switching the pinsetter OFF from when the STOP GAME END sign appears on the lane monitor.

NO-TAP + 10TH FRAME RESPOT

NEVER no cycle to reset pinsetter in case of spare + non strike thrown in 10th frame.

MODIFIED CYCLE is used with APS. Simulates a strike and avoids an unnecessary cycle.

SECOND BALL EXTRA CYCLE DELAY time, in seconds, which passes between the 2nd ball light coming on and the pinsetter cycle signal being sent.

DO NOT WAIT FOR 2ND BALL special cycle for KF3000 pinsetter. When enable, the time in 2nd ball extra cycle" starts the countdown from last trigger.

AUTOMATIC FOUL

This line only appears when the "second ball extra cycle delay" is selected and is used to manage the pinsetter reset in case of foul, when the pinsetter does not have this function (Brunswick A1 and A2). When the parameter is selected you have to specify 2 times to the system.

1st B EXTRA CYCLE DELAY the value is calculated using the time that passes between the second ball turning off (about half way through the 2nd ball cycle, depending on pinsetters) and the pinsetters going to standby, ready to accept another reset command.

2ND 1ST CHANGE DELAY the value is calculated using the time that passes between 2nd ball light turning off (about half way through the 2nd ball cycle, depending on pinsetters) and the pinsetters going into 1st ball standby ready to accept another reset which will take it to 2nd ball with all 10 pins standing.

GUTTER 7 and 10

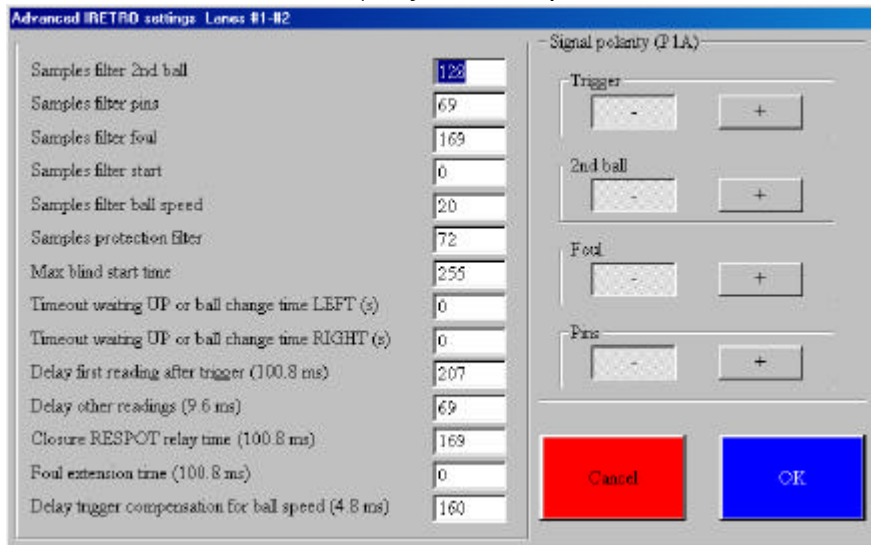
When a gutter ball is thrown or when only the 7 or the 10 pin have been hit, the pinsetter does NOT need to cycle, it passes directly to second ball switching the masking light on. The pinsetter is ready for the second ball. Click in the check box to enable this function.

ONE SCIBA CCD PER LANE

This is the selection that needs to be made when there are two Sciba CCD cameras on one pair of lanes, or in cases where only one lane is controlled by a Sciba (odd lane)

Select the check box referring to the following choices:

ADVANCED PARAMETERS (only for strip-retro from 5.26 version)

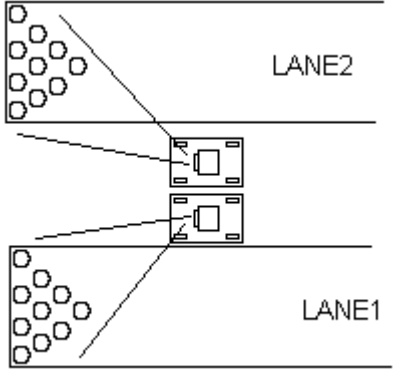
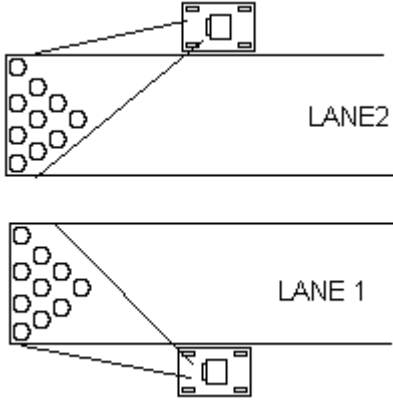
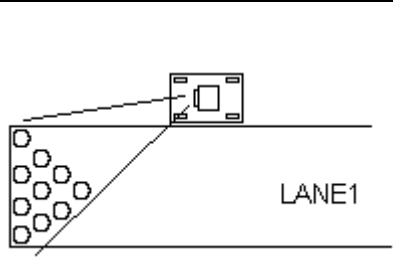
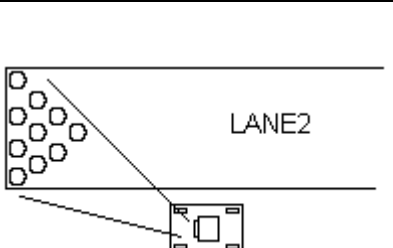
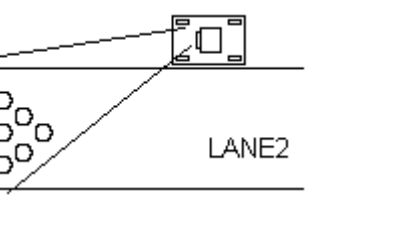
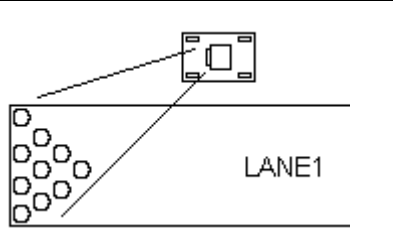


WARNING! Those settings are accessible only by SERVICE and do not need to be changed. When necessary, please contact the Steltronic Service department.

setting one Sciba per lane

When 2 Sciba are mounted for two lanes, is necessary setup the I-Retro parameters in right way, as follows:

	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input checked="" type="checkbox"/> CROSSED</p>
	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input checked="" type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>

 <p>LANE2</p> <p>LANE1</p>	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>
 <p>LANE2</p> <p>LANE 1</p>	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input checked="" type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>
 <p>LANE1</p>	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input checked="" type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>
 <p>LANE2</p>	<p>LEFT SCIBA</p> <p><input checked="" type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input checked="" type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>
 <p>LANE2</p>	<p>LEFT SCIBA</p> <p><input checked="" type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input checked="" type="checkbox"/> CROSSED</p>
 <p>LANE1</p>	<p>LEFT SCIBA</p> <p><input type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input checked="" type="checkbox"/> CROSSED</p>	<p>RIGHT SCIBA</p> <p><input checked="" type="checkbox"/> NONE</p> <p><input type="checkbox"/> STANDARD</p> <p><input type="checkbox"/> CROSSED</p>

Modem connection

The modem connections allow us to check and if necessary carry out service work on bowling centers throughout the world as well as provide software upgrades.

The connection is made between Steltronic Service or an authorised service centre and the bowling centre.

The telephone line to the modem must be a DIRECT line, not through switchboard or other switching devices.

ATTENTION! IF YOU HAVE AN ISDN TELEPHONE LINE YOU NEED A SPECIAL ISDN MODEM.

If you do not have a direct line used only for the modem, use the fax line and switching the fax off.



Attention! Some modems have 2 sockets for telephone plugs. Insert the telephone cable into the LINE socket. The PHONE socket is used for telephones only.

MODEM CONNECTIONS WITH CENTER WHICH ONLY HAVE ONE COMPUTER INSTALLED

Make sure the modem is on and the line is connected.

Close the WINS program with shutting the lanes down.



Click on the **MODEM** icon on the desktop or in the Windows START menu.

MODEM CONNECTIONS WITH CENTER WHICH HAVE MORE THAN ONE COMPUTER INSTALLED

Make sure the modem is on and the line is connected.

Close the Wins program without shutting down the lanes.

MODEM CONNECTION DIRECT TO CONSOLE



Click on the **MODEM** icon on the desktop or in the Windows START menu.

REMOTE MODEM CONNECTION TO SECONDARY CONSOLES



Click on the **MODEM GATEWAY** icon found on the desk top or START menu of the Console where the Modem is connected.

FROM OTHER CONSOLES...



Click on the **MODEM** icon on the desktop or in the Windows START menu.

In this way the modem acts as a 'bridge' and allows the caller to connect to other computers on the network.

WORKSTATION TOUCH SCREEN CALIBRATION

Calibrating the computer monitor touch screen is necessary when the cursor does not follow the command given with the finger correctly. Calibrate the monitor after it has been moved as well.



Attention! If the Touchscreen monitor was switched on AFTER the computer had already loaded Windows the TOUCH function is DISABLED. Restart Windows to re-activate the Touchscreen.

The touchscreen models in use are ELO TOUCH or MICROTOUCH. Both of these models could be serial (connected to the computers COM 1) or USB.

Before proceeding with the calibration, clean the screen with a slightly damp clean cloth, then set the screen to the adequate size.



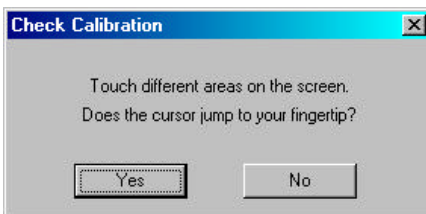
CALIBRATING A MONITOR WITH ELO TOUCH INSTALLED

Click on the **ELO TOUCHSCREEN** icon found in the control panel of Windows (route: START→SETTINGS → CONTROL PANEL).

Click on the **CALIBRATE** button to activate the menu.



Touch the target, while standing directly in front of the monitor.
Repeat the operation with all the targets the system presents.



The next message asks you to touch the screen in various places to see if the cursor responds accurately.

Click on **YES** to confirm or on **NO** to calibrate again.



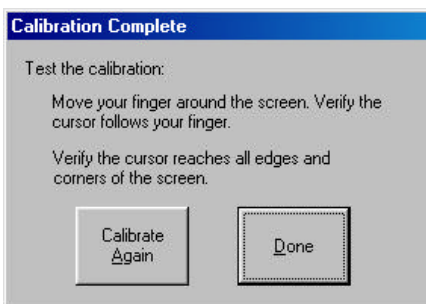
CALIBRATING MONITORS WITH MICROTOUCH INSTALLED

Click on the **MICROTOUCH TOUCHSCREEN** icon found in the control panel of Windows (route: START→SETTINGS → CONTROL PANEL).

Click on the **CALIBRATE** button to activate the menu.



Touch the target, while standing directly in front of the monitor.
Repeat the operation with all the targets the system presents.



The next message asks you to touch the screen in various places to see if the cursor responds accurately.

Click on **DONE** to confirm or on **CALIBRATE AGAIN** to repeat the operation.

REGULATING – SUBSTITUTING LANE MONITORS

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, both screen and electrical parts.

For all types of monitor board..

All monitors are made from two parts:

PICTURE TUBE where the de-magnetizing cable is placed as well as the earth cable.

The picture tube is fixed to the frame with 4 bolts in the corners.

MONITOR BOARD made up of one or more electronic boards.

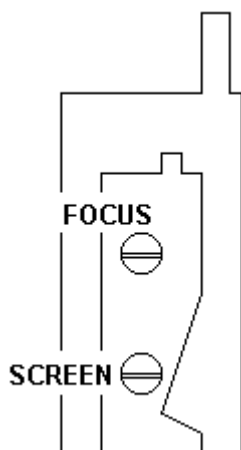
It is very rare that the Picture tube goes faulty, the component that is changed most frequently is the Monitor board.

There are different types of monitor. In this manual we talk about the Hantarex Multistandard and 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! For all types of monitors use plastic screwdrivers. 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.

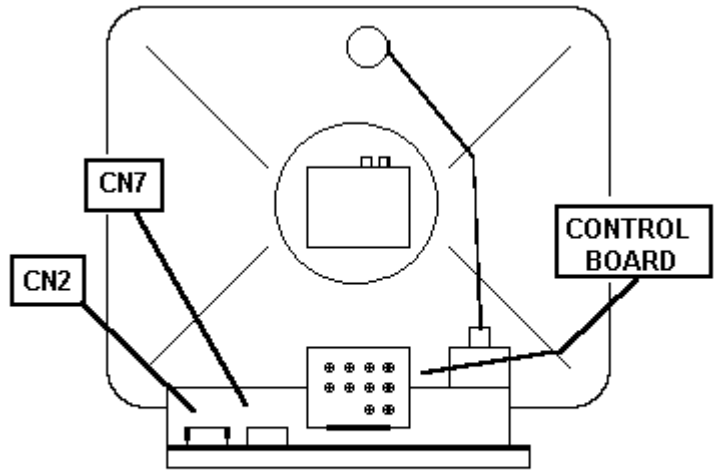
Regulate the screen **SLOWLY** until you see the horizontal lines.

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.

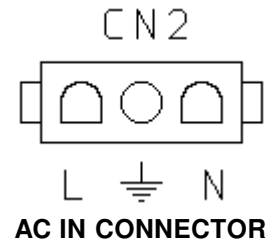
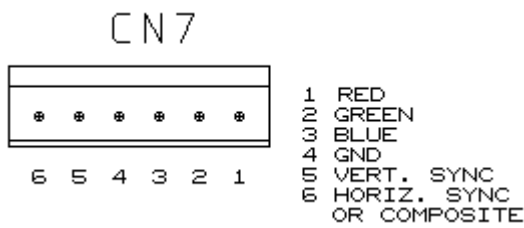
Regulate the brightness, contrast and colour, also the focus if needed.

MONITOR HANTAREX POLO/2 28"

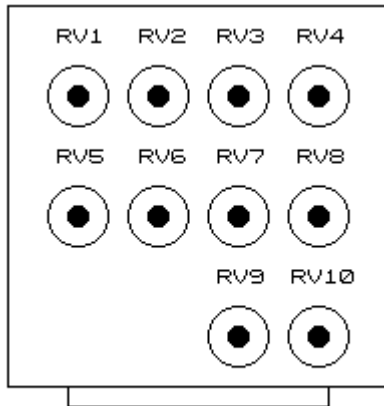


**HANTAREX
 RGB POLO/2**

The CONTROL BOARD is used to regulate the image.



RGB signal connector



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

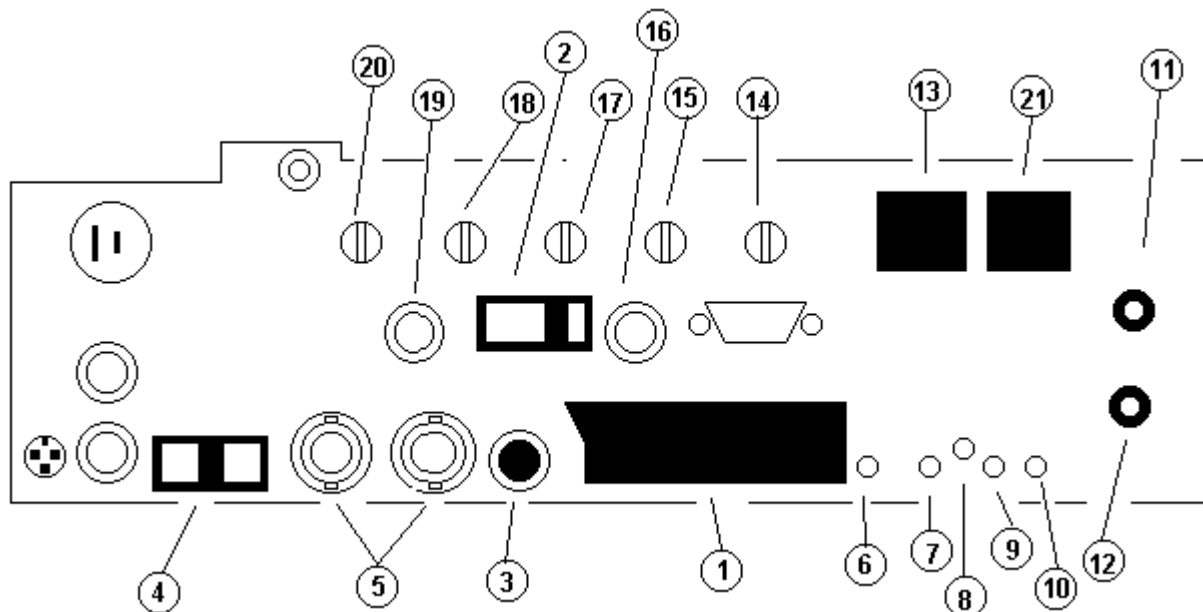
The screen settings are on the monitor board.

RGB POLO/2 CONTROL BOARD

The fuses are on the monitor board near the CN2 connectors.

ATTENTION! The POLO/2 monitor boards are installed on 28" and 14" monitors but they are NOT compatible! The boards for the 28" have different components. Specify which model you have when requesting spares.

HANTAREX QUADRI STANDARD 28" EQ/ 2



- 1 EUROSCART connector
- 2 PRIORITY selector
- 3 75 Ohm switch (pressed = load inserted)
- 4 S-VHS, RGB, VIDEO selector
- 5 CVBS in -out
- 6 Horizontal phase
- 7 Vertical frequency
- 8 Vertical pitch
- 9 Vertical phase
- 10 Horizontal pitch
- 11 Focus
- 12 Screen
- 13 ON/OFF switch
- 14 COLOUR NTSC(ONLY)
- 15 COLOUR regulation
- 16 ANALOGUE - TTL selector (not used)
- 17 CONTRAST regulation
- 18 BRIGHTNESS regulation
- 19 Positive - negative Synchronism selector
- 20 Audio regulation (not used)
- 21 AC entry. In the base there is a drawer for storing fuses (T2A 250V)

The S-VHS audio Entry and Exit on external speakers are not used.

ATTENTION! The position of the 2, 4 and 19 connectors varies from one interface to another:

INSTALLATIONS WITH SUPERELEX LANE COMPUTERS OR ELEX WITH SDD

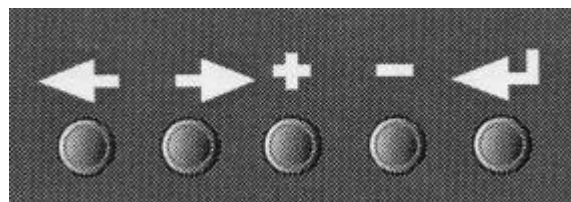
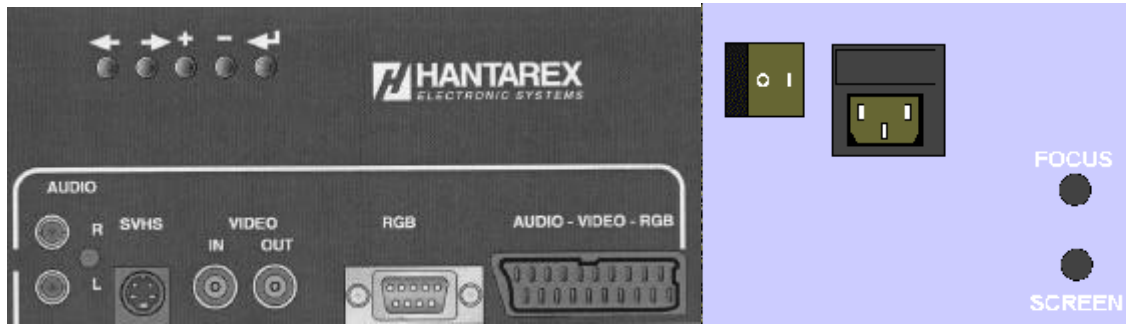
2 & 4 = RGB, 19 negative SYNC

INSTALLATIONS WITH ELEX LANE COMPUTERS AND VIDEO COMMUTATION BOARDS


(SG023A or SG025A) 2= OFF, 4 = VIDEO, 19 Negative SYNC


The 75 Ohm switch should be turned to OFF for all monitors, ON (pressed down) only for the last monitor in the chain. (the monitor with only one RG59 cable connected).


HANTAREX MULTI STANDARD 28" EQ/3 MONITOR BOARD



CONTROL PANEL

Press the  button for 3 seconds to access the "on screen display" menu.

Use the  button to move from one function to the next.

Use the  buttons to change the values.

Attention! If no changes are made for 30 seconds, the monitor goes back to normal operation.

Lower the contrast, color and brightness to the minimum.

The RGB settings are already made by the factory.

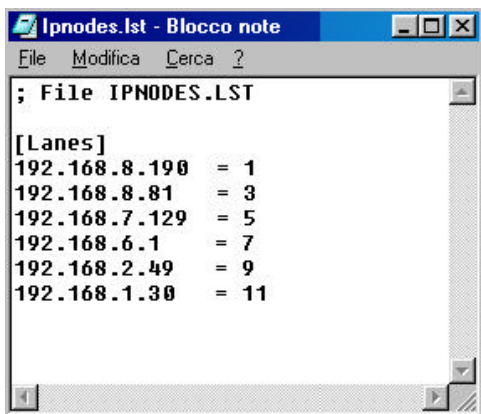
EXCHANGING A LANE COMPUTER

There are two models of lane computer: Elex or Superelex. For both types the operation from the main desk computer are the same.

Before installing the new lane computer, take note of the number written on the IP ADDRESS label.

FROM THE MAIN DESK COMPUTER...

Click on START -> PROGRAMS -> STELTRONIC -> IPADDRESS EDIT to open the file containing the "nodes".



The network nodes are inserted as lines whose reference is an odd lane number. For example as you can see in the image the node of lane 1 and 2 - 192.168.8.190.

Replace the old network node with the taken from the new lane computer.

We recommend that you maintain all the spacing, after the node number there are two spaces then the = and then the lane number.

Once finished click on **FILE**, then **SAVE** and **EXIT**.

The IP ADDRESS label on the Elex is near the power supply connector.

The IP ADDRESS label on the Superelex is on one of its sides.

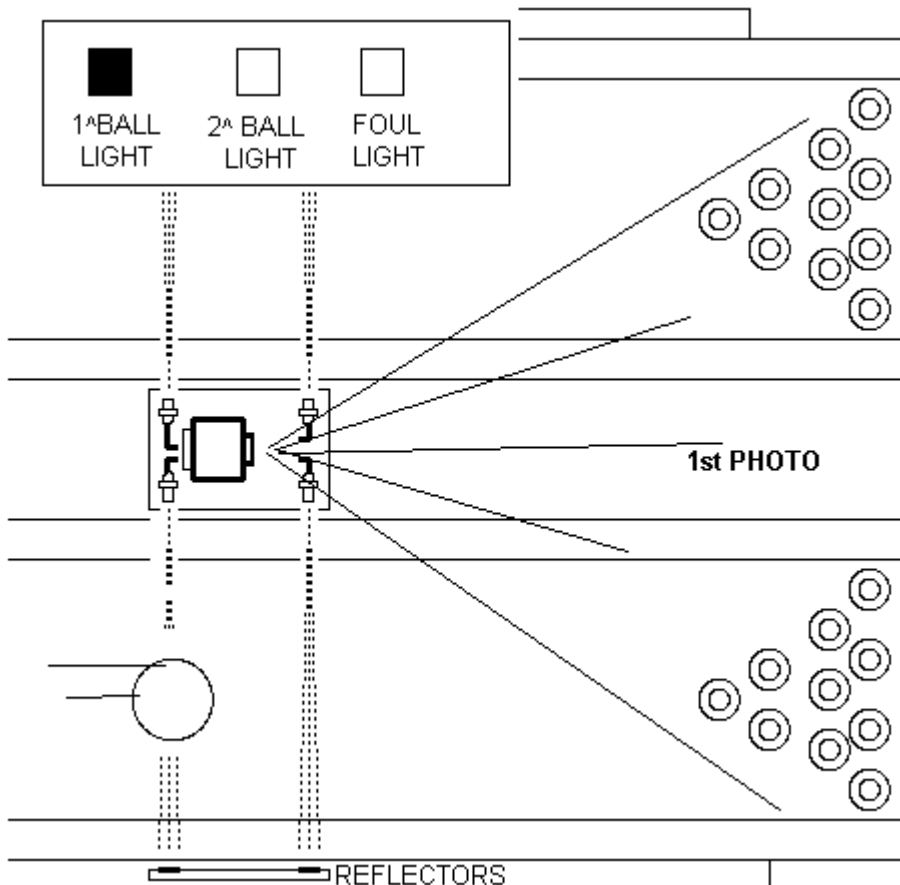
SCORE CYCLES

The following are some hints to how the scoring works:

FIRST BALL CYCLE

The pinsetter is on and ready for the first ball to be thrown.

ONLY the first ball light is on. IF THE SECOND BALL LIGHT IS ON THE SCORING WILL NOT COUNT THE THROW.



The bowler throws a ball.

The ball goes past the photocells.

The Sciba CCD takes a picture (sample).

The I-Retro 'score delay' time setting starts.

The I-Retro gives the START signal to the pinsetter.

The ball hits the pins

Before time runs out (in any case before the pinsetter picks up the pins left standing) the Sciba takes the first photo.

The score is sent to the lane computer.

The pinsetter completes the cycle and switches the 2nd ball light on.

FAST CYCLE FOR GUTTER BALL (SWEEP REVERSE)

For pinsetters with APS or similar function enabled, the scoring system is able to skip the sweep operation, for 82/70 uP the sweep which was dropped as guard will be lifted. This is used to save the pinsetter an unnecessary cycle, which saves wear, energy and time.

The fast cycle is available when:

ONLY pin 7 is knocked down.

ONLY pin 10 is knocked down.

ONLY pins 7 and 10 are knocked down

A gutter ball is thrown (no pins hit)

STRIKE CYCLE

The strike cycle is only made on first ball.

The second ball light MUST be switched off before the pins are detected.

The Sciba detects a STRIKE (= all pins knocked down) and sends the score to the lane computer.

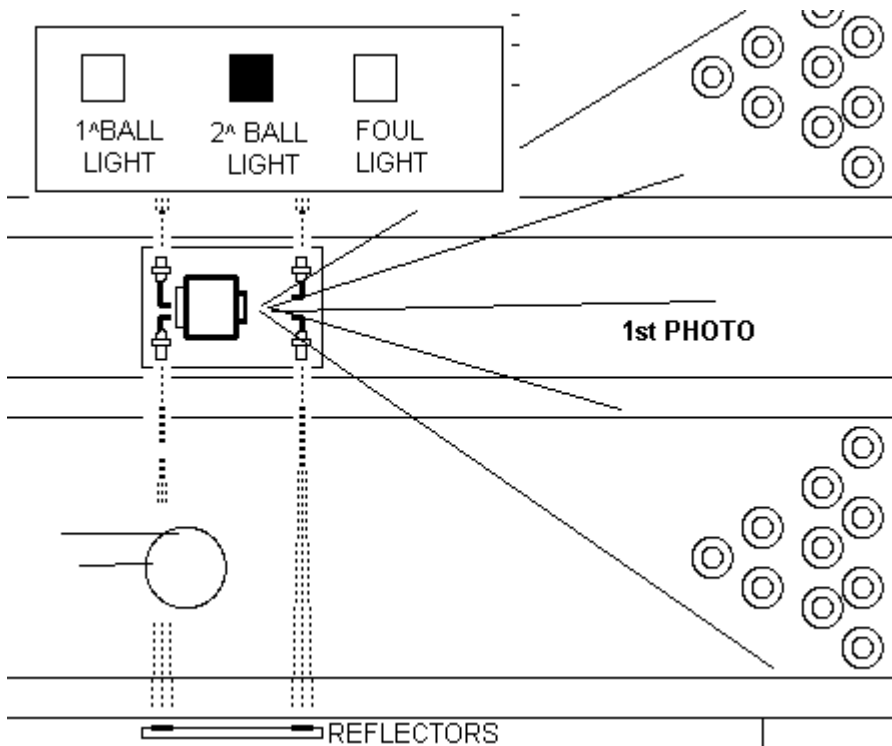
FAST STRIKE CYCLE

For pinsetters with APS or a similar function enabled, the scoring is able to skip the table operation; the sweep goes down and sweeps all the pins knocked down, the table loads and lowers all 10 new pins without coming down.

SECOND BALL CYCLE

The pinsetter is on and waits for the second ball to be thrown.

The second ball light is ON, if the light is off or goes off before the photo is taken the scoring system will NOT count the throw.



- The bowler throws the ball
- the ball passed the photocells
- The Sciba CCD takes a picture (sample).
- The I-Retro 'score delay' time setting starts.
- The I-Retro gives the pinsetter the START signal.
- The ball hits the pins
- Before time runs out (in any case before the pinsetter picks up the pins left standing) the Sciba takes the first photo.
- The score is sent to the lane computer.
- The pinsetter completes the cycle and re-loads the pins, then it turns the second ball light off.

FOUL CYCLE

The bowler who is bowling passes the foul line making the system activate the foul signal.

The pinsetter sends the foul signal to the scoring system.

The signal MUST remain active until the ball passes the photocells.

The I-Retro sends the foul command (throw not valid) to the lane computer.

WINS INSTALLATION CONNECTION DIAGRAMS

The attached diagrams refer to the most common installation configurations. Some installations may be different due to varying interfaces used.

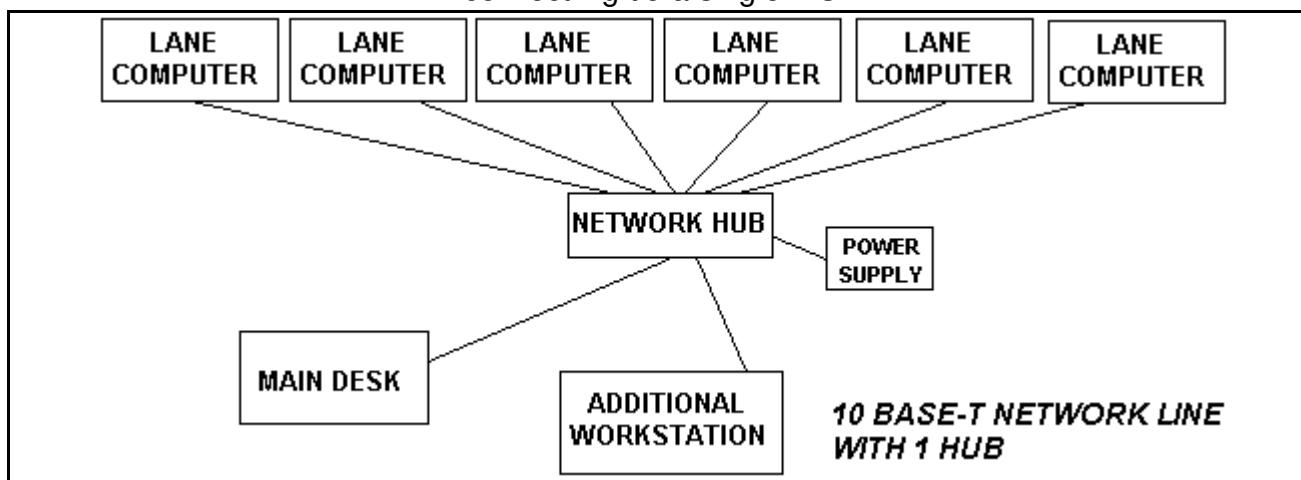
Technical terms may in English for practical reasons. Always refer to the codes indicated for when acquiring spares.

If there are any doubts, contact your local authorised service centre.

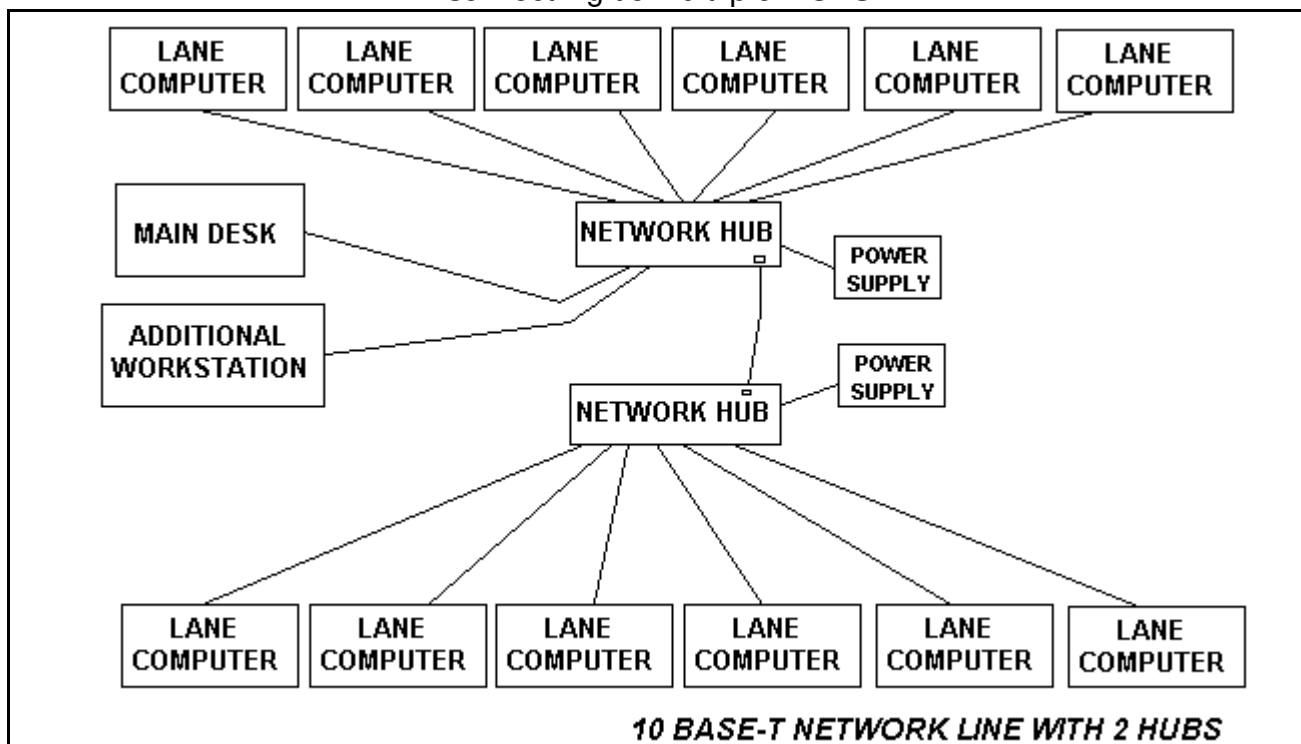
NOTE FOR ORDERING SPARES: the hardware and cable codes change if the item has been modified or upgraded, it remains compatible in most cases, check before you purchase by having your existing codes ready to inform the service center when asked.

10 BASE-T NETWORK CONNECTION


connecting to a single HUB



Connecting to multiple HUBS.



Connecting an RJ45 connector



Standard T568B

- 1) white/orange
- 2) orange
- 3) white/green
- 4) blue
- 5) white/blue
- 6) green
- 7) white/brown
- 8) brown

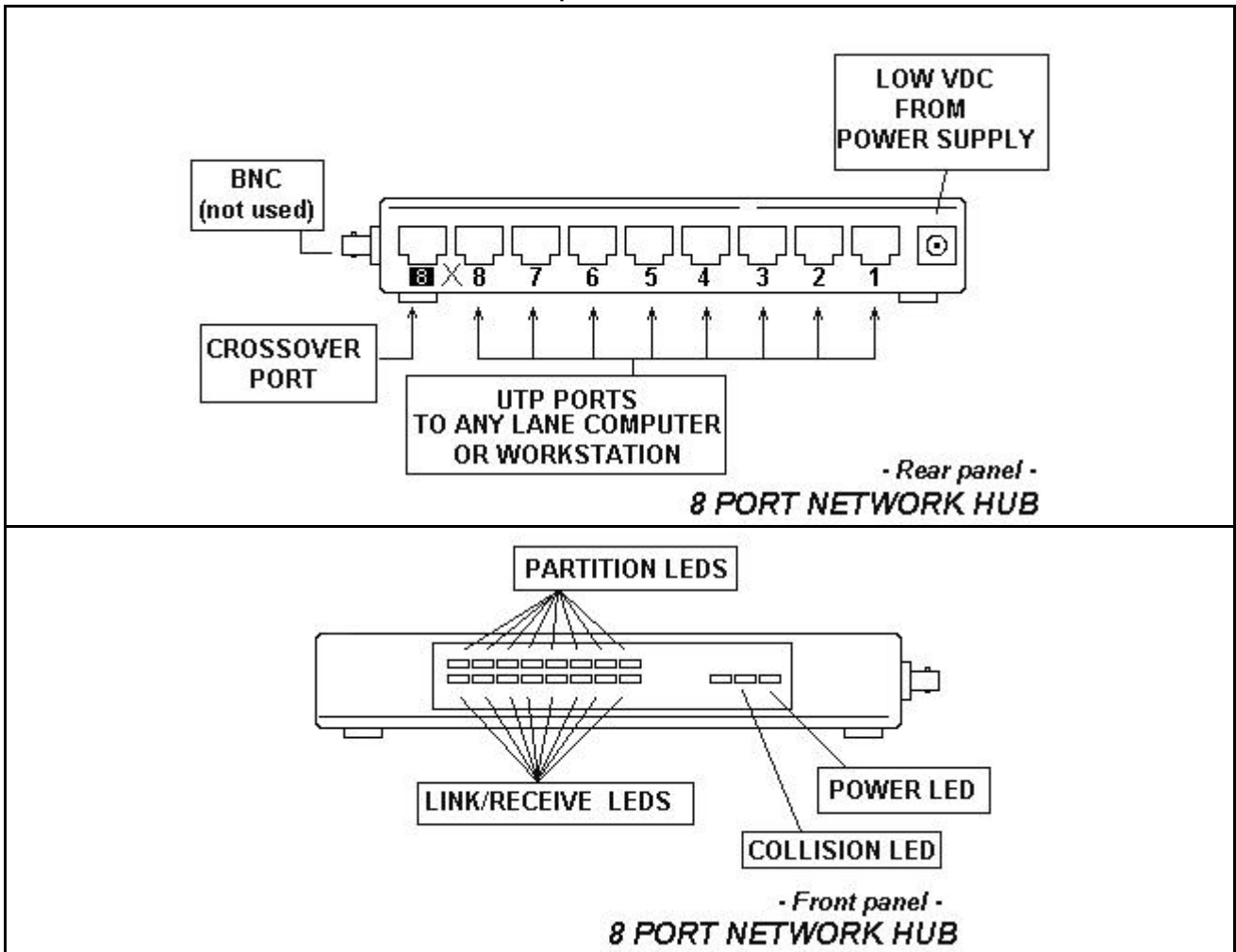
T568B (with clip down)

UTP cable consist of 4 twisted pairs. The standard colors are:

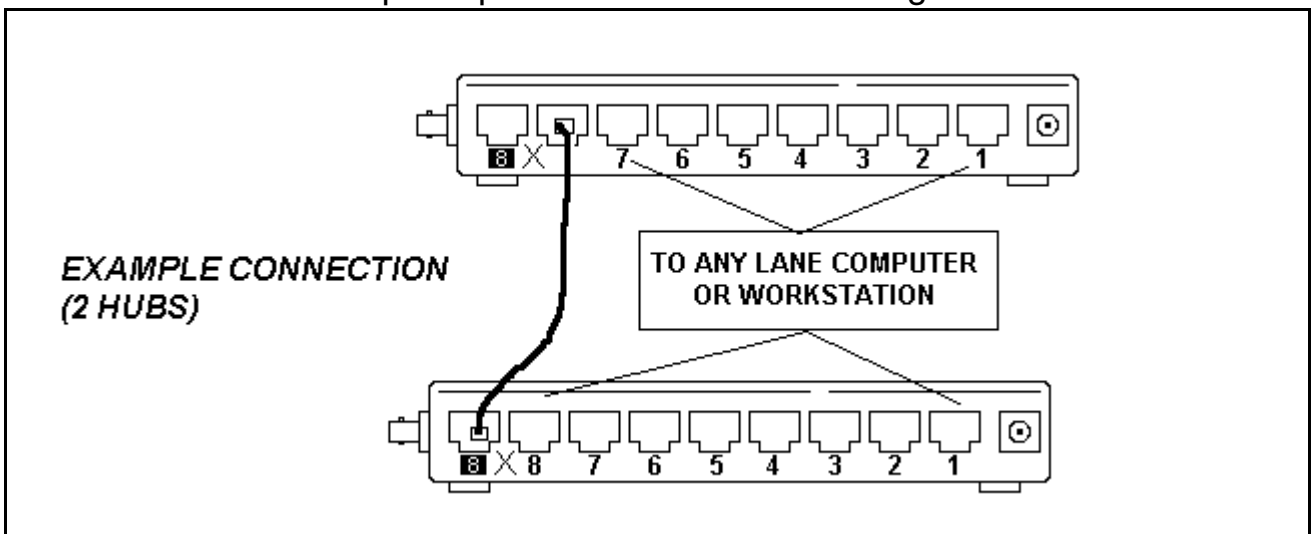
- white/blue - blue
- white/orange - orange
- white/green - green
- white/brown - brown

The network cable used is an 8 pole, Belden CAT 5 cable. The maximum length allowed for EACH piece is 100 meters, over which you need to install a secondary HUB.

8 port HUB



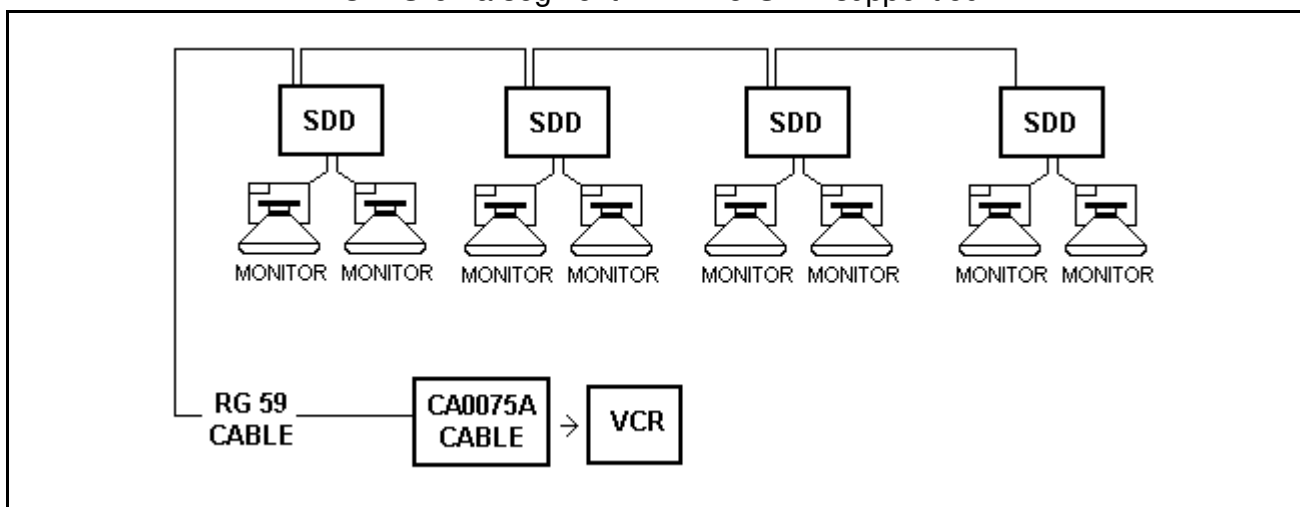
Multiple 8 port HUBS connected together



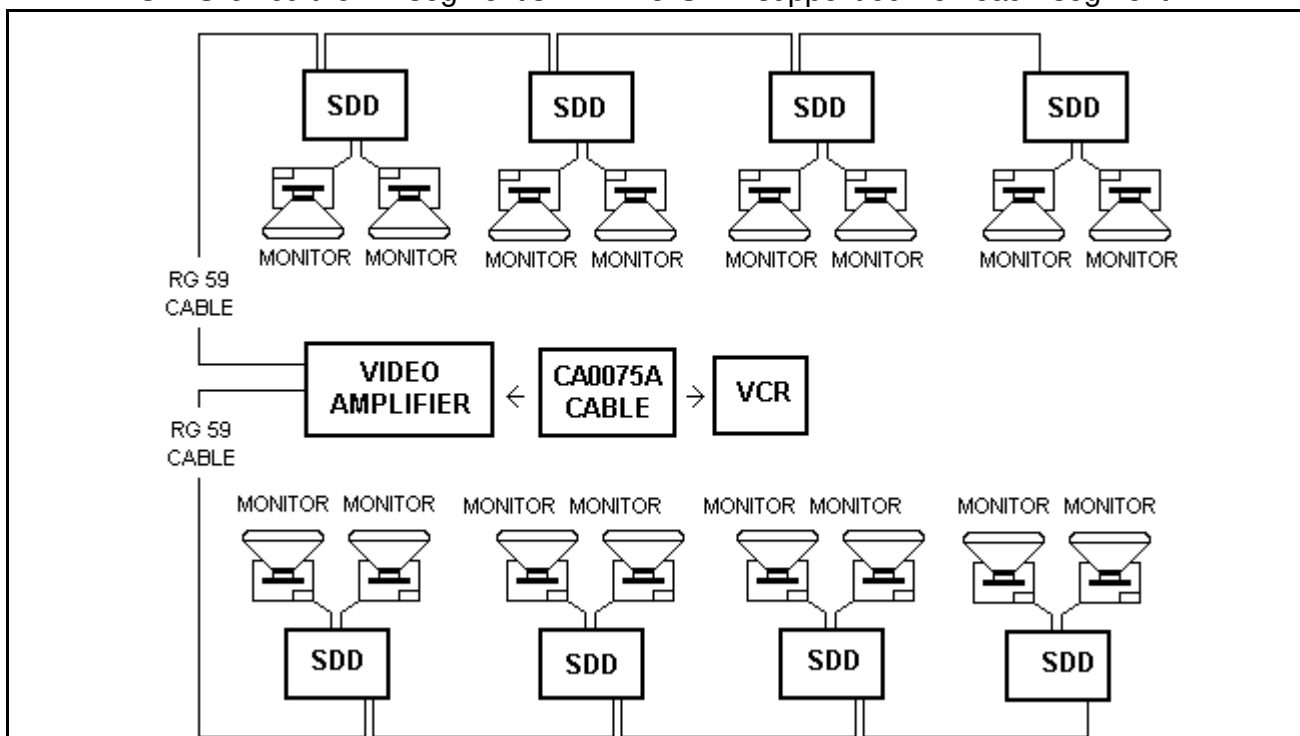
Attention! When installing multiple 8 port HUBS, port number 8 is usually designated as the "cross over port" this is not available on some types of HUB.

CVBS circuit with SDD and Elex lane computer

CVBS on a segment . MAX 8 SDD supported



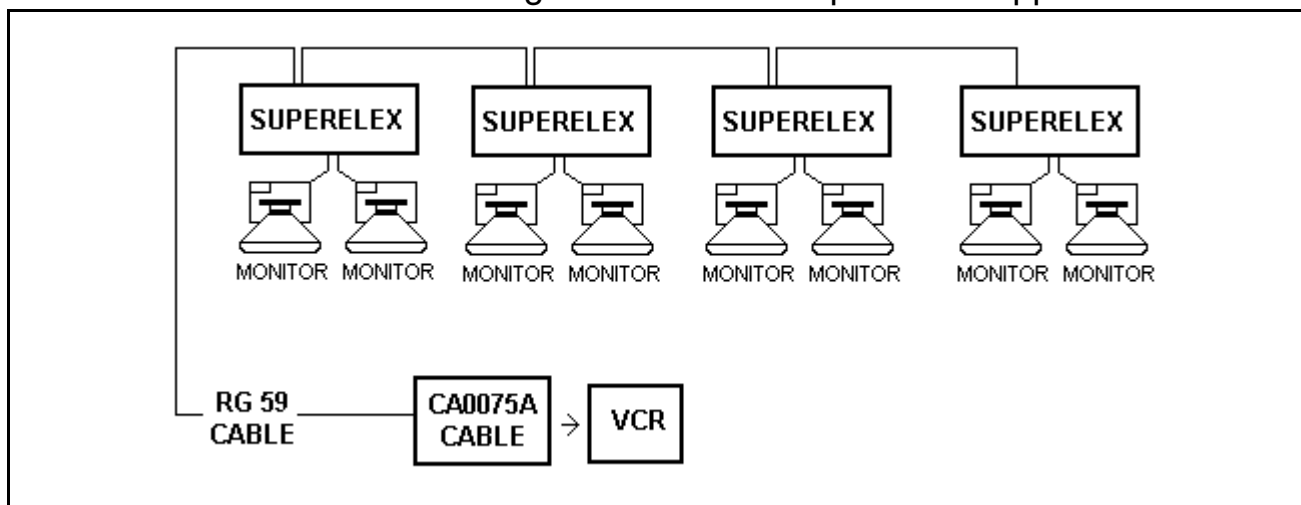
CVBS circuit on 2 segment s. MAX 8 SDD supported for each segment .



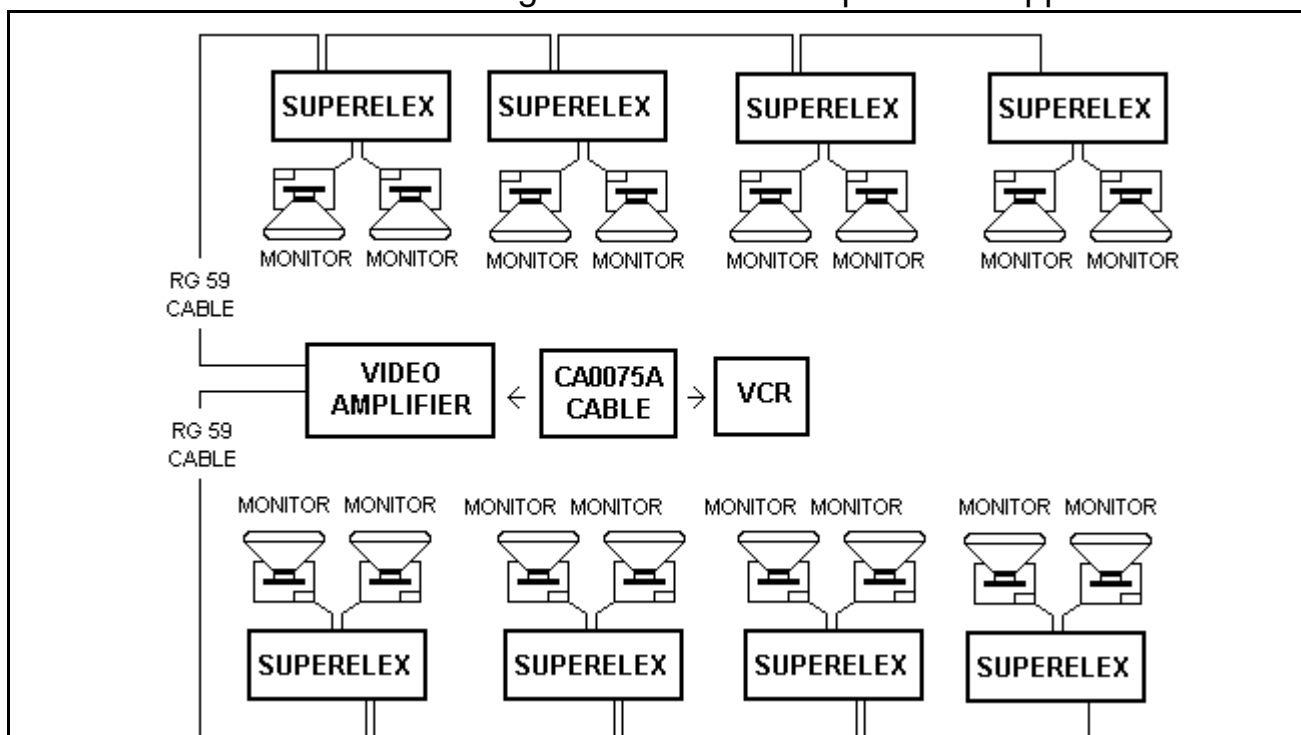
Terminate the circuit with a 75 Ohm tap on the Rg59 connector of the last SDD on the circuit.

CVBS circuit with SuperElex and RGB monitor

CVBS circuit on 1 segment . MAX 8 SuperElex supported



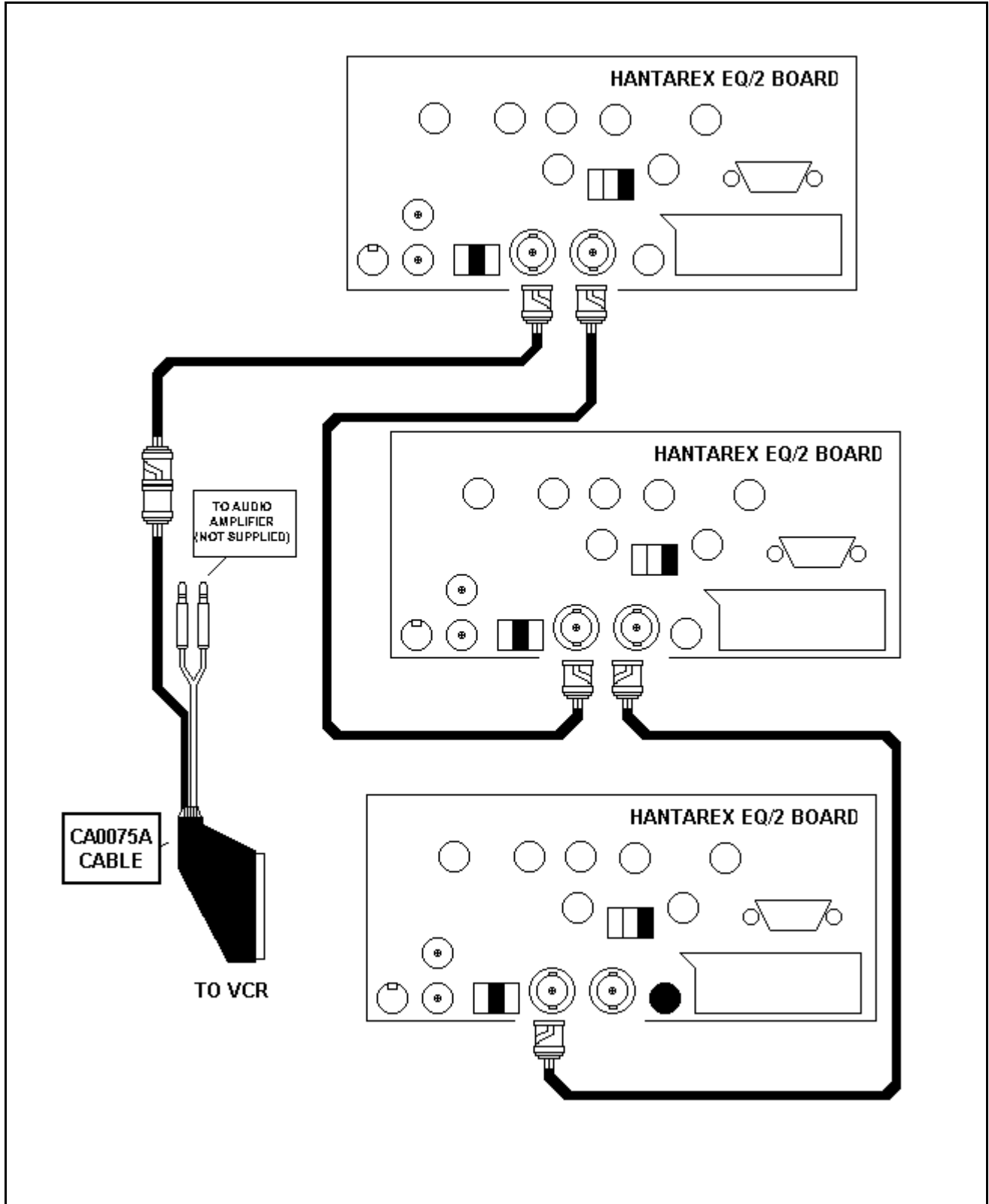
CVBS circuit on 2 segment s. MAX 8 SuperElex supported



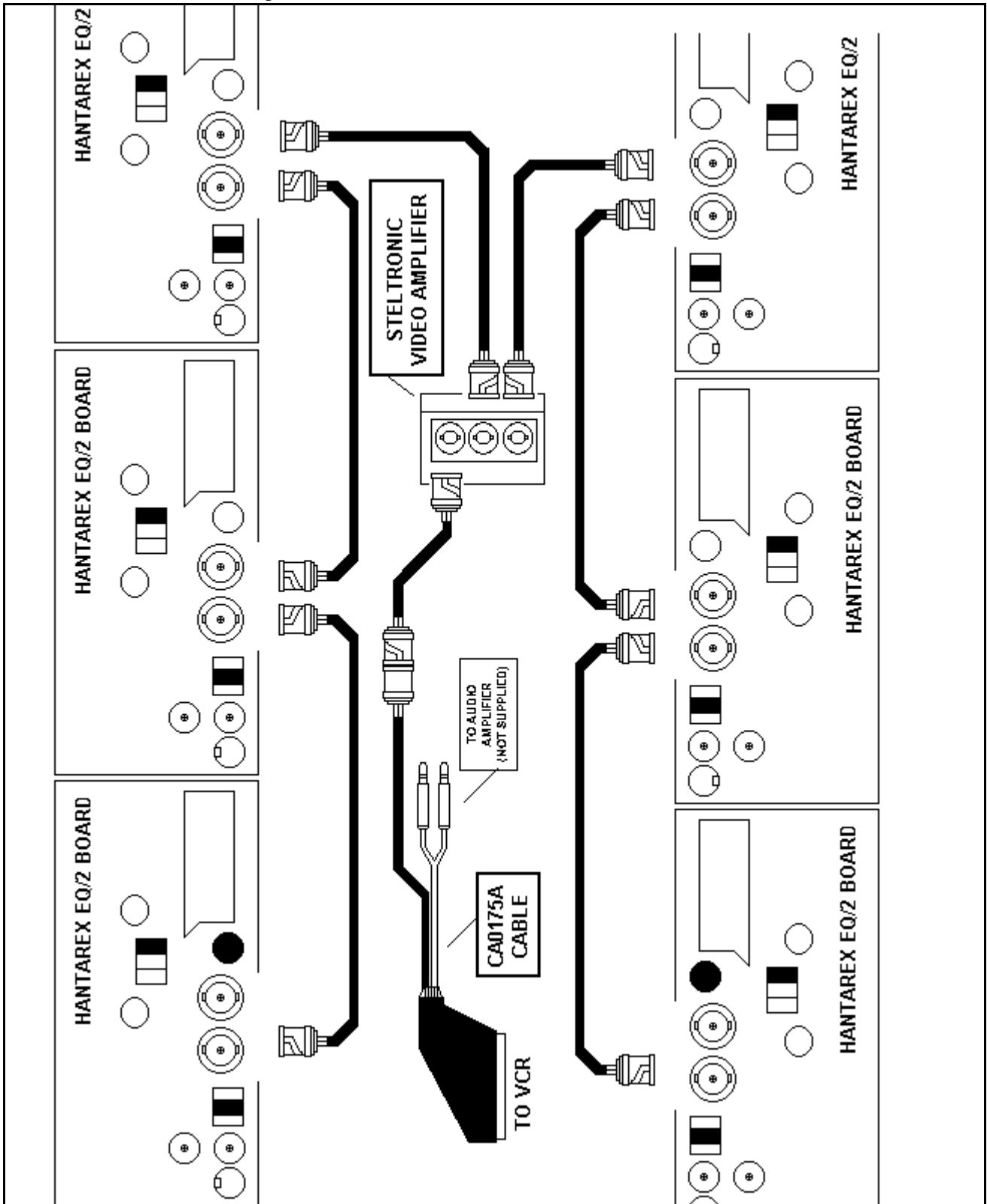
Terminate the circuit with a 75 Ohm tap on the Rg59 connector on the last SuperElex on the circuit.

CVBS circuit with Hantarex multistandard monitor and SG023A or SG025A boards

CVBS circuit on 1 segment (Hantarex EQ monitor + SG023A or SG025A boards)



CVBS circuit on 2 segments (Hantarex EQ2 monitor + SG023A or SG025A boards)



Terminate the 75 Ohm switch on the last monitor board on the circuit.

ELECTRICAL CONNECTIONS

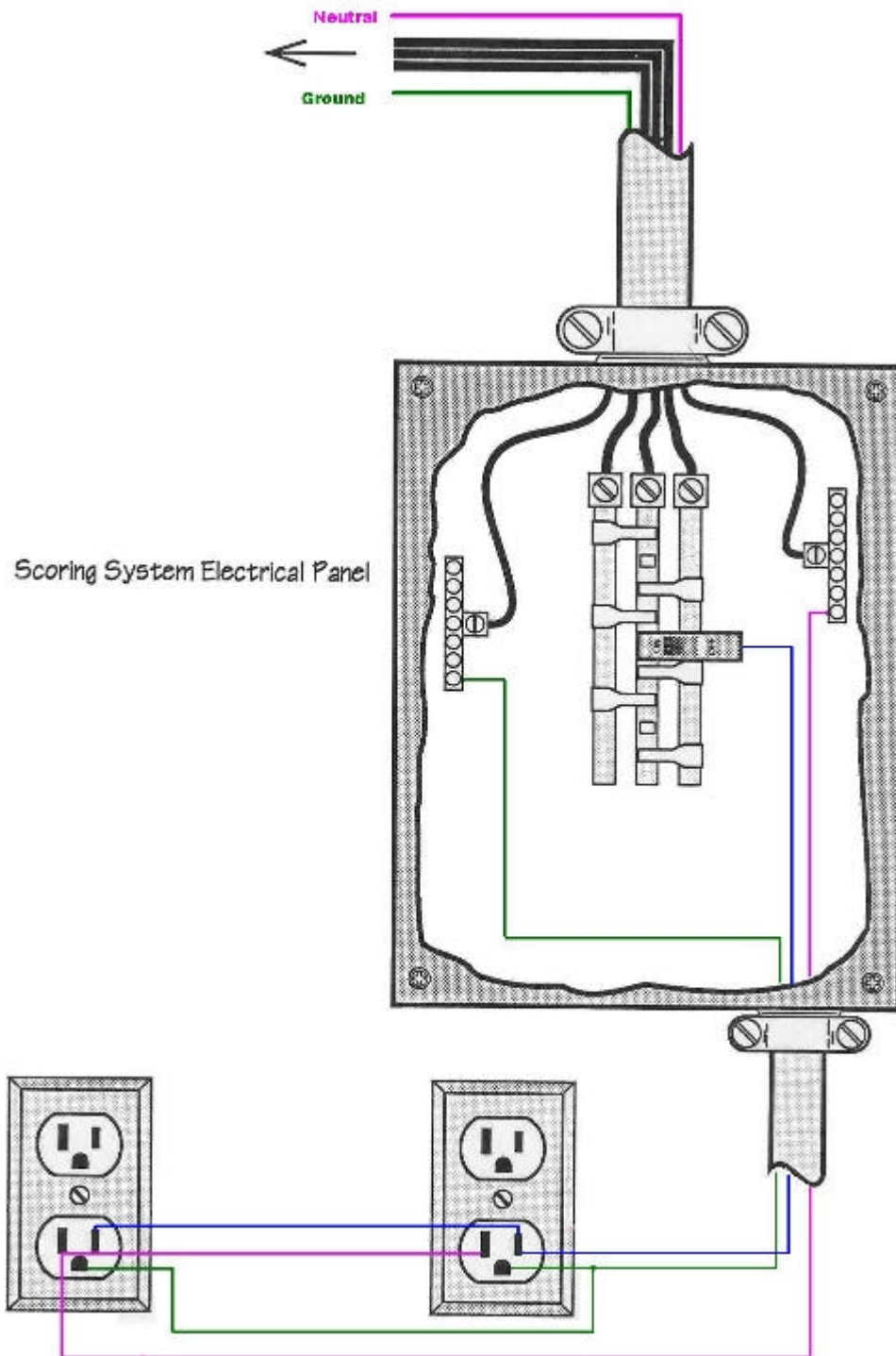
Steltronic USA, Inc. Electrical Requirements

The Steltronic Automatic Scoring System consists of overhead monitors at each pair of lanes and a Cash Control System at the Front Desk computer workstation. Each of these units contain computer components that require clean, dedicated, insulated and isolated electrical circuits. The electrical requirements described in this document are essential to prevent electrical noise from entering the grounding circuit.

Warning: All electrical service must be installed by a licensed electrician and must meet all local and national codes. Failure to comply with the instructions contained in this document will void all failure warranties due to electrical noise. If you need written certification that your electrical wiring meets these guidelines, you should have the installing licensed electrician provide the required documents. Steltronic USA assumes no responsibility in determining the correctness of your electrical responsibilities.

Steltronic USA, Inc. is not responsible for damage or improper operation of The Steltronic Automatic Scoring which is caused by improper installation or faulty electrical service. When installing the electrical service conduit, wiring and receptacles, the following guidelines must be strictly adhered to. Also see Diagram Two (2)

- The Scoring System electrical panel must have its own separate circuit branched from the primary service panel. It cannot share electrical service with any other electrical equipment.
- All plug-in receptacles must be isolated from the conduit. Conduit cannot be used as a ground.
- **ALL** circuits to The Steltronic Automatic Scoring equipment must share a common insulated/isolated ground. Improper grounding, multiple grounds or grounding loops can cause erratic behavior and sometimes actual damage to the scoring equipment.
- In no instance may wires which supply power to The Steltronic Automatic Scoring system share conduit with wires leading to any other equipment.
- Take extreme care to insure that the ground wire and neutral wires from the Scoring System Electrical Panel are not crossed. Voltage measured between the neutral and hot, ground and hot, or between the neutral and ground wires cannot differ more than 0.2 to 0.7 VAC. A higher differential may cause computer failure.
- Connect the Neutral and Ground at the Primary Service only. ALL circuits to The Steltronic Automatic Scoring equipment must share a common ground. Improper grounding can cause erratic behavior and sometimes damage to the equipment. DO NOT connect equipment other than The Steltronic Automatic Scoring to this panel or branch circuits.
- Use only Hubbell IG 5261 or IG 5262 receptacles (or equivalent).



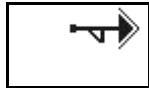
Steltronic Europe S.r.l. Electrical Requirements

Electrical Requirements For all diagrams:

A 2 plugs

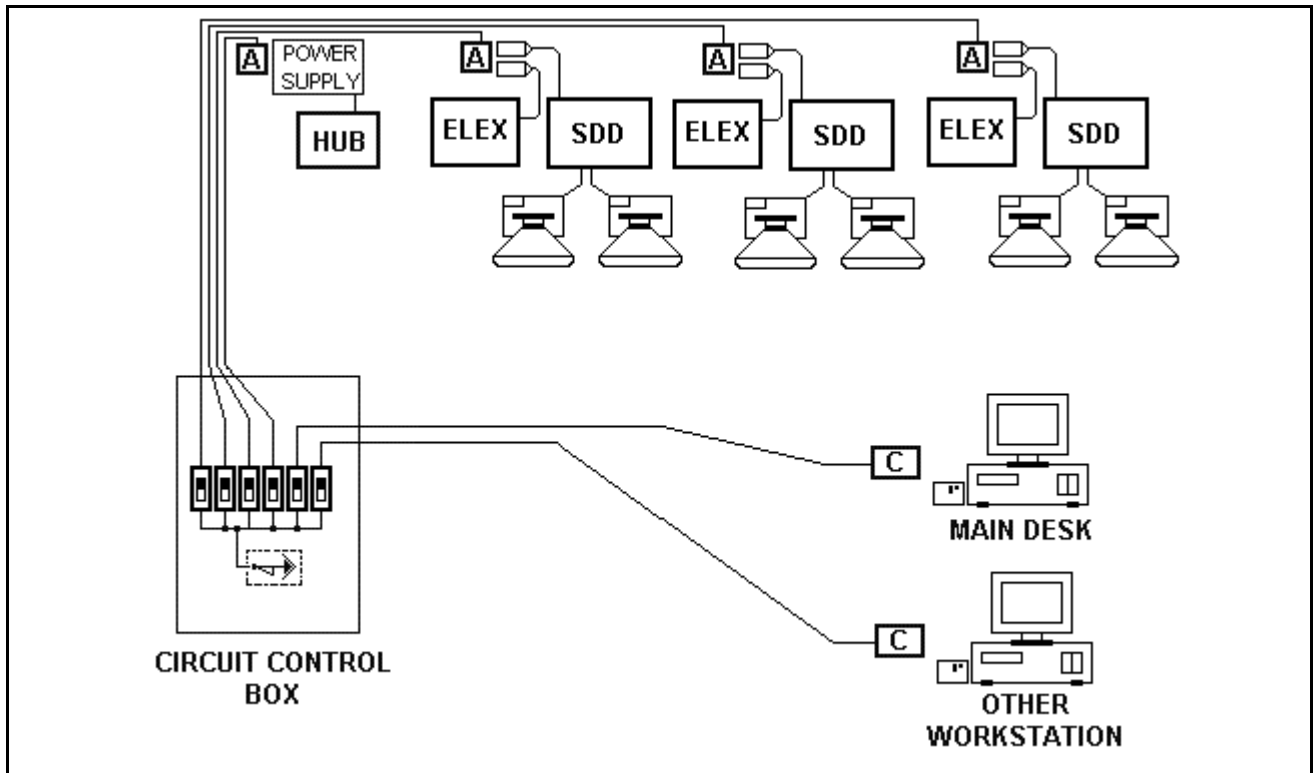
B 3 plugs

C 5 plugs

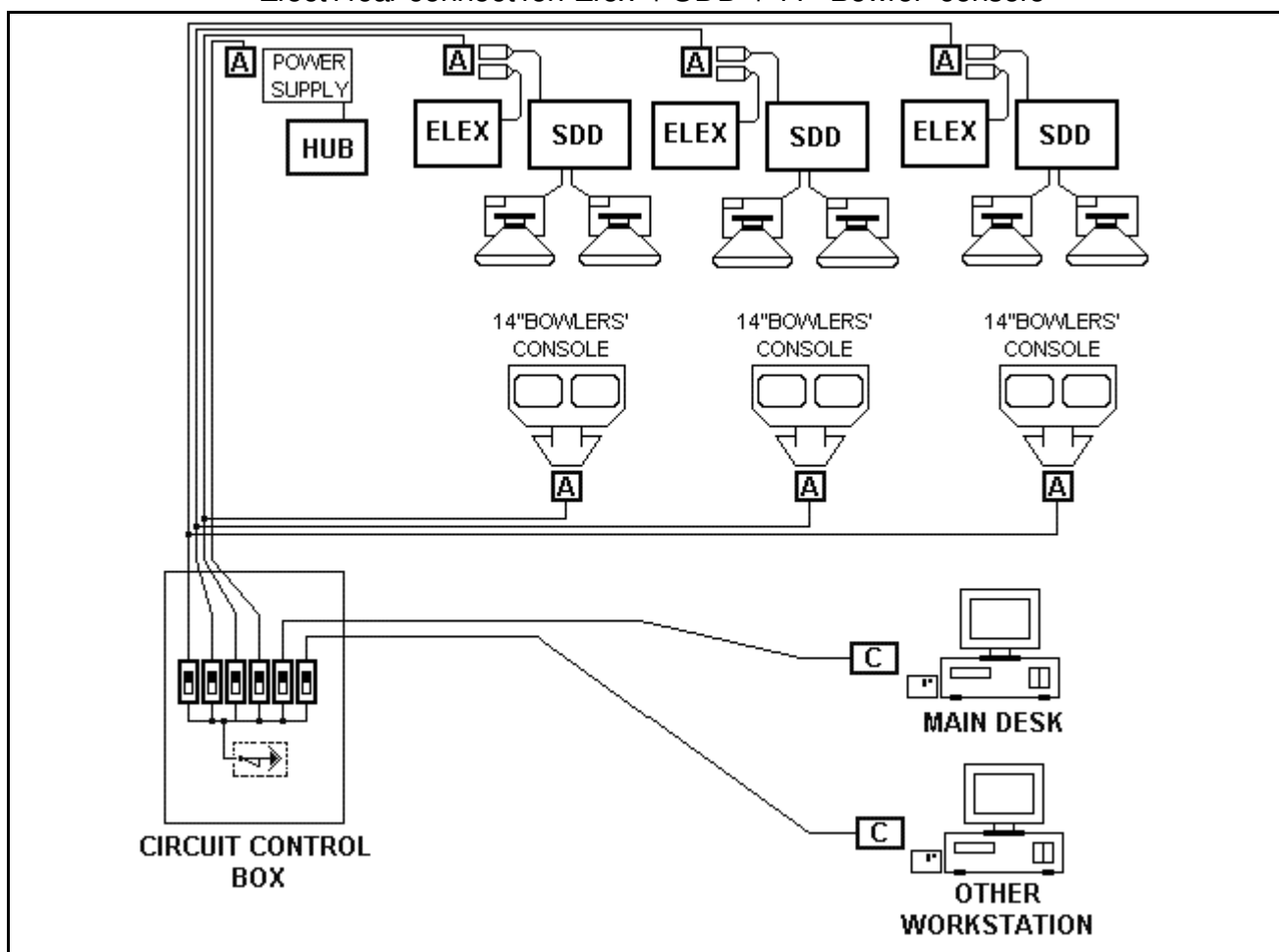
 Differential
1+N Id 0,03A.

 Magnetoterm switch
Model 16A U

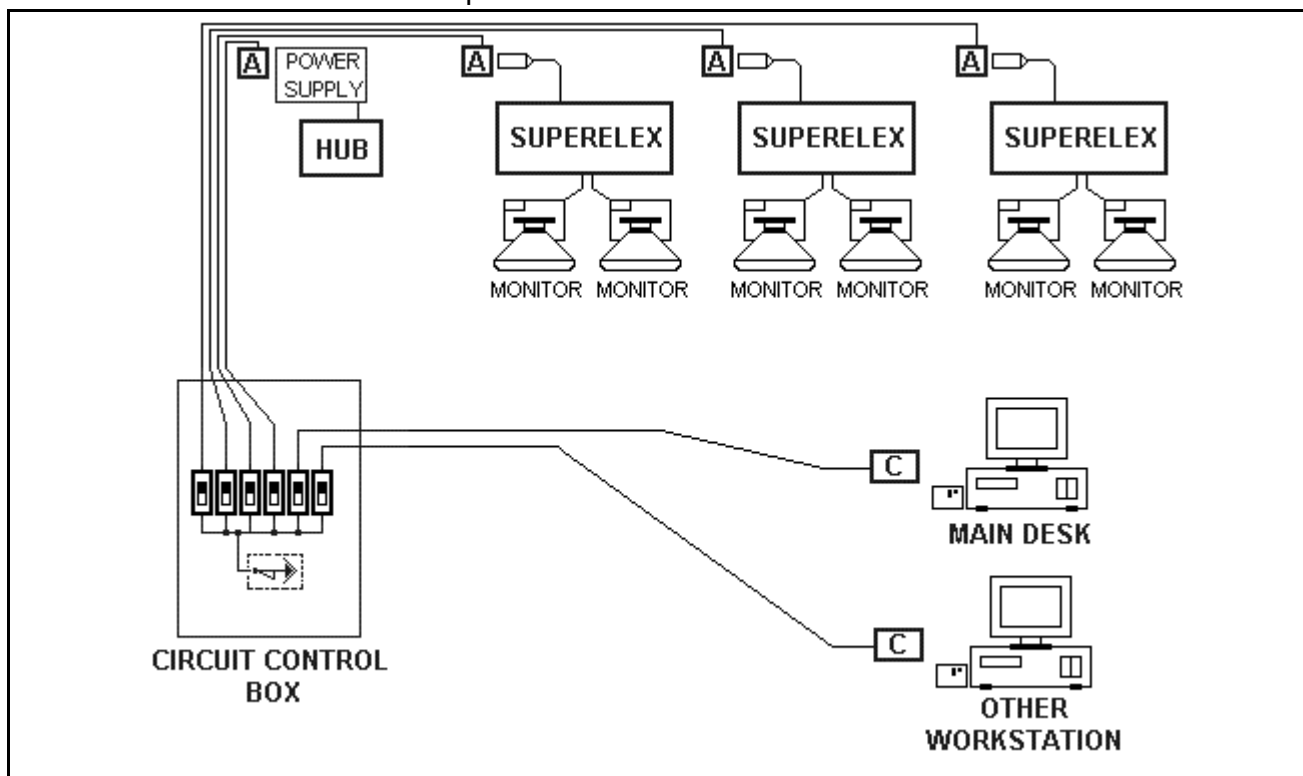
Electrical connection Elex + SDD



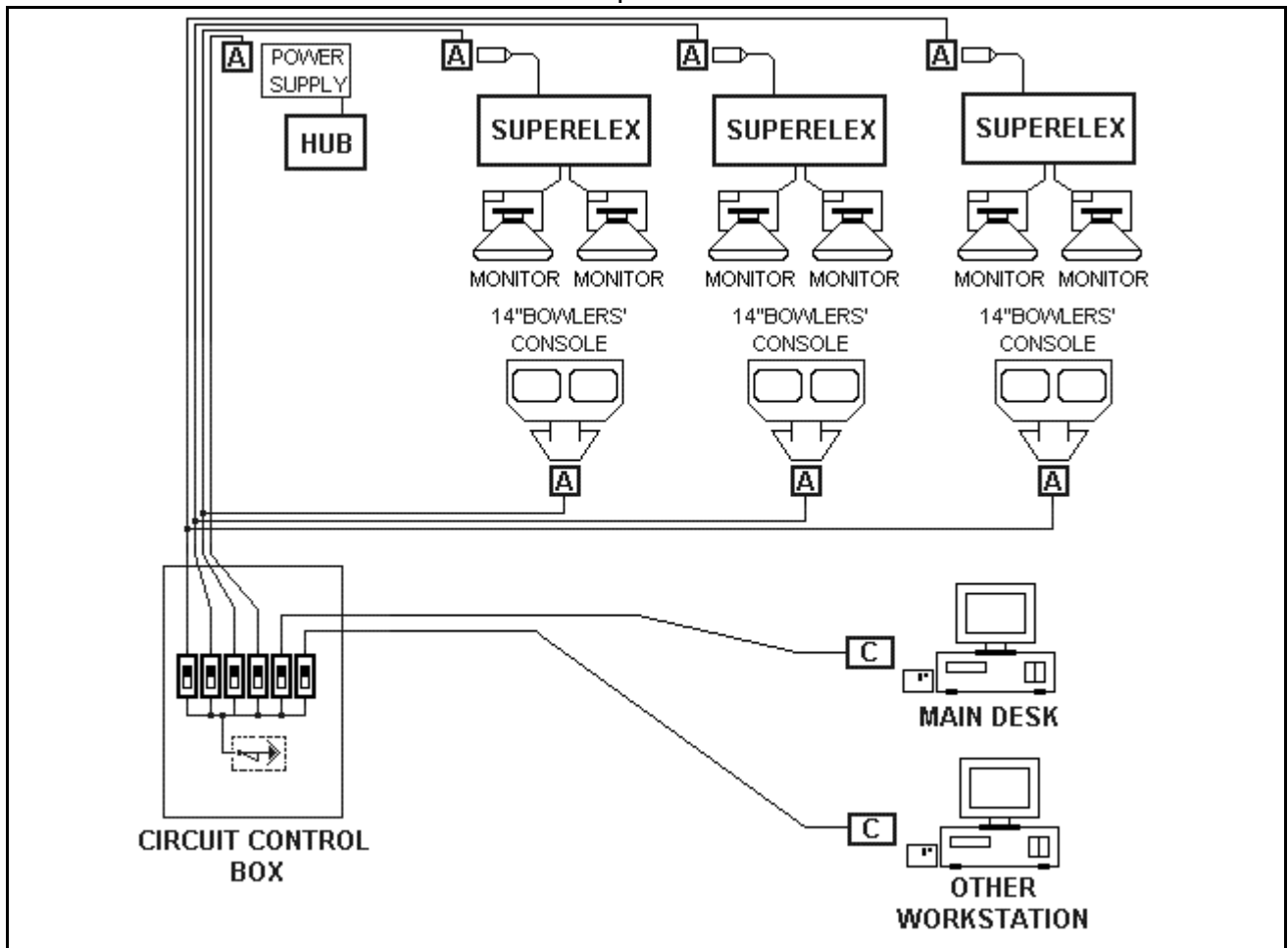
Electrical connection Elex + SDD + 14" Bowler console



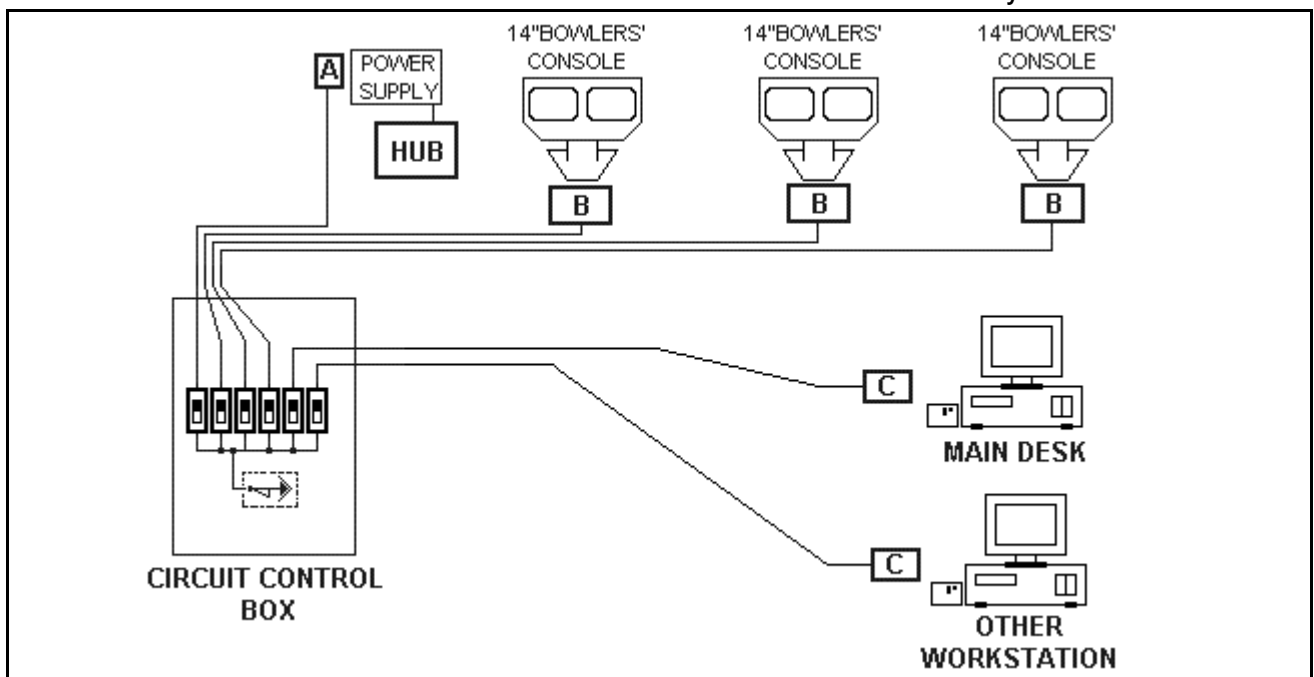
Super elex electrical connection



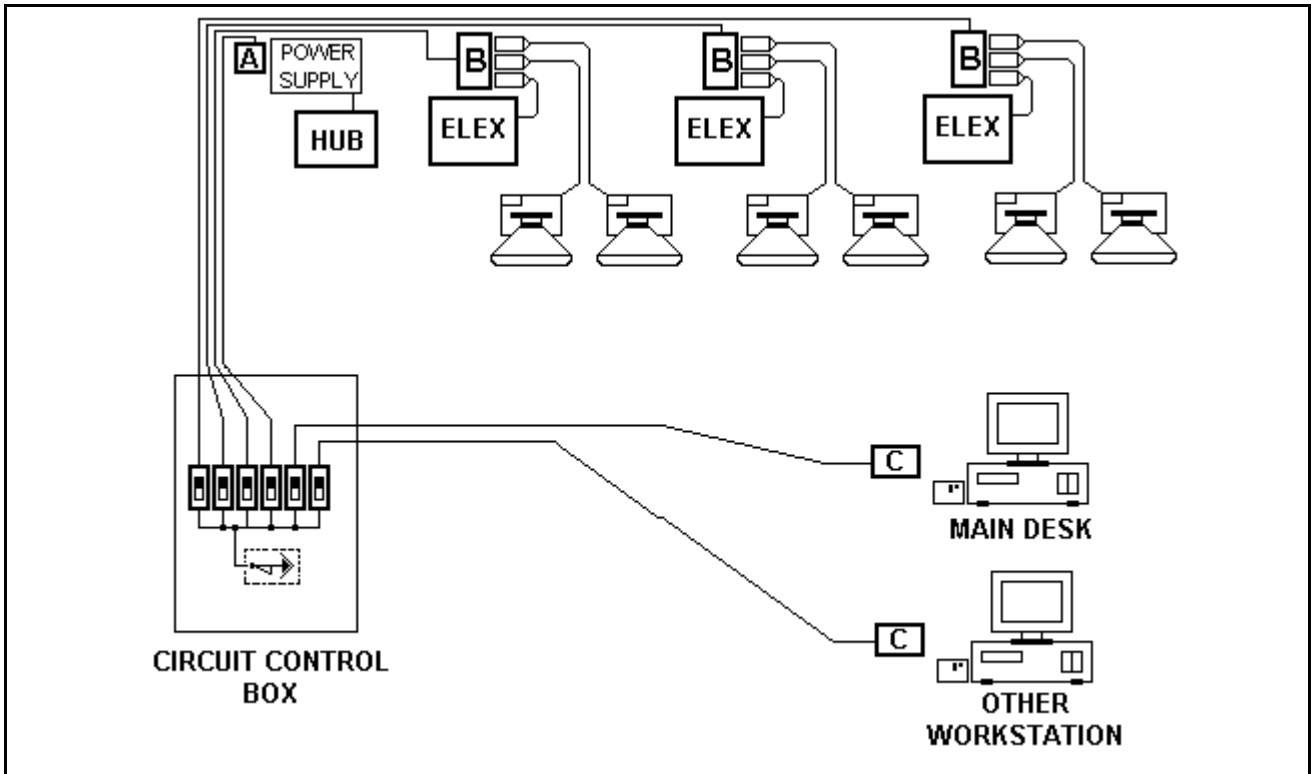
Electrical connection Superalex + 14" Bowler console



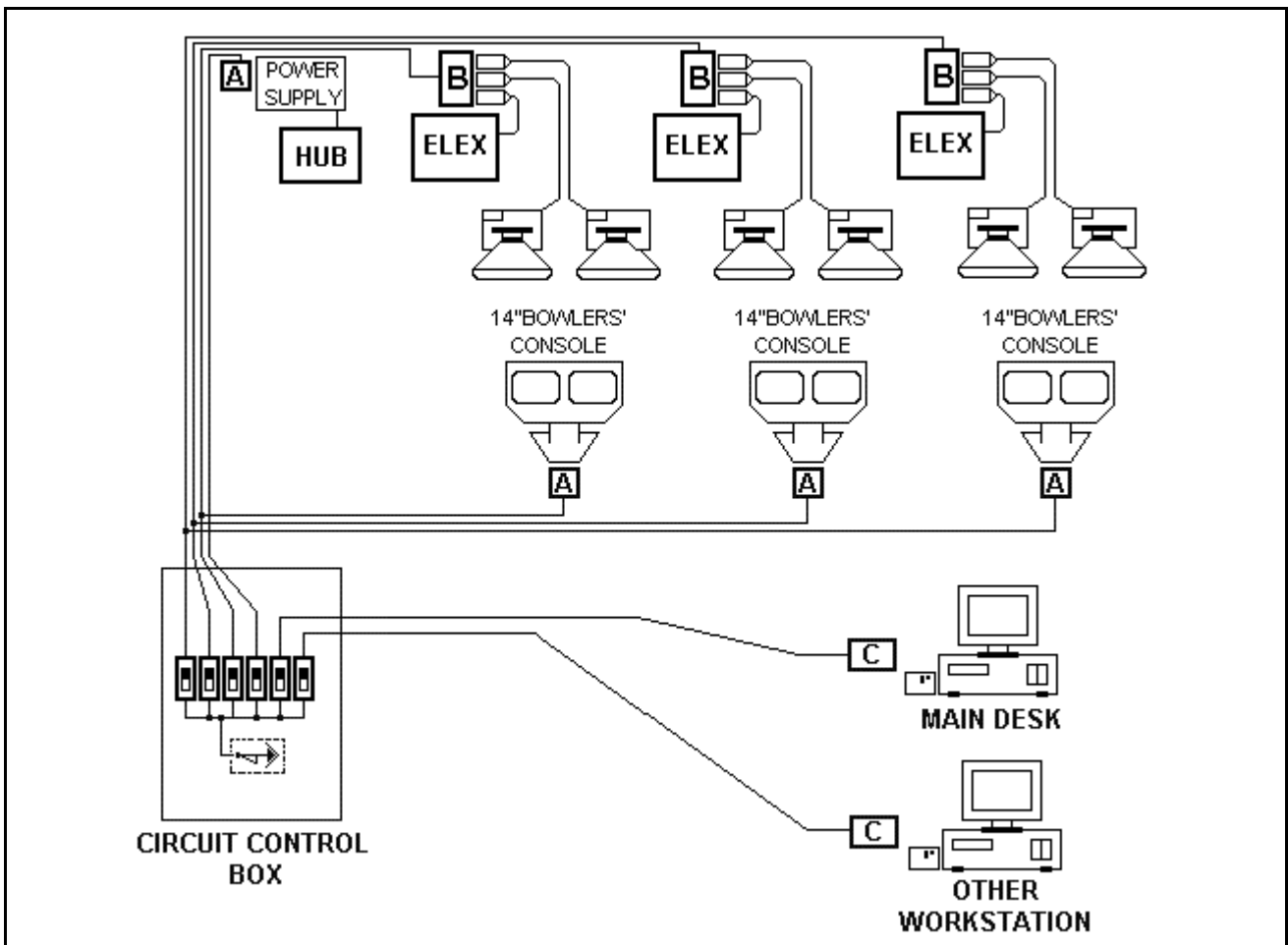
Electrical connection for 14" Bowler console only



Electrical connection for Hantarex EQ2Monit or with SG023A or SG025A boards

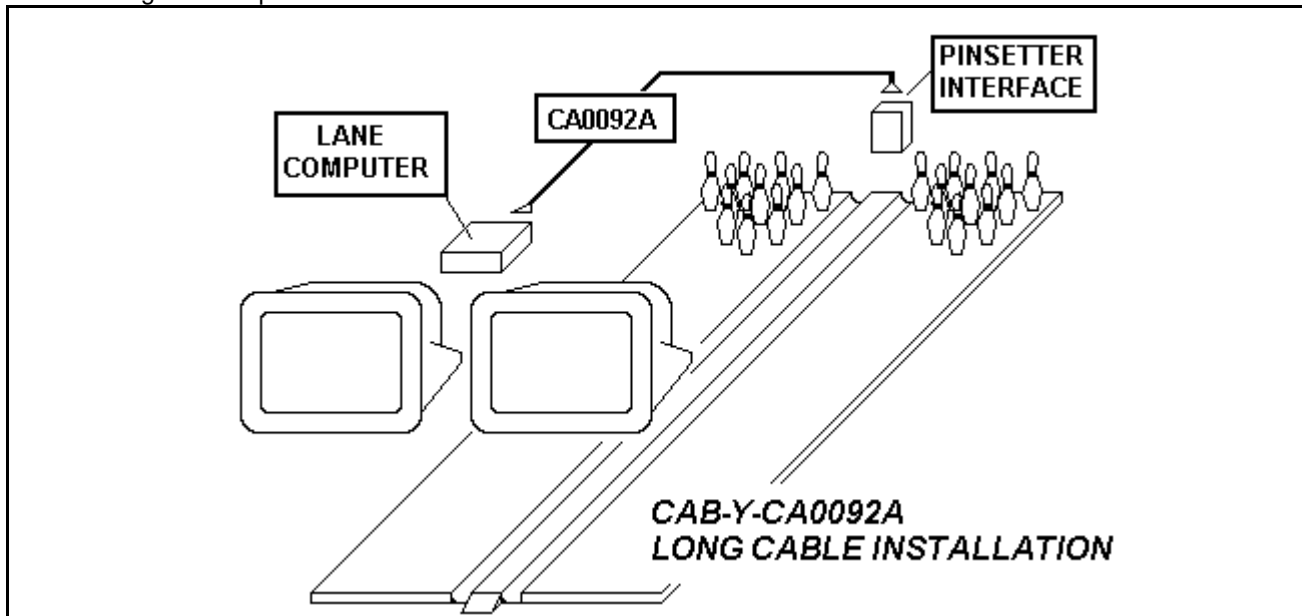


Electrical connection for EQ2 Monit or with SG025A board + 14" Bowler console

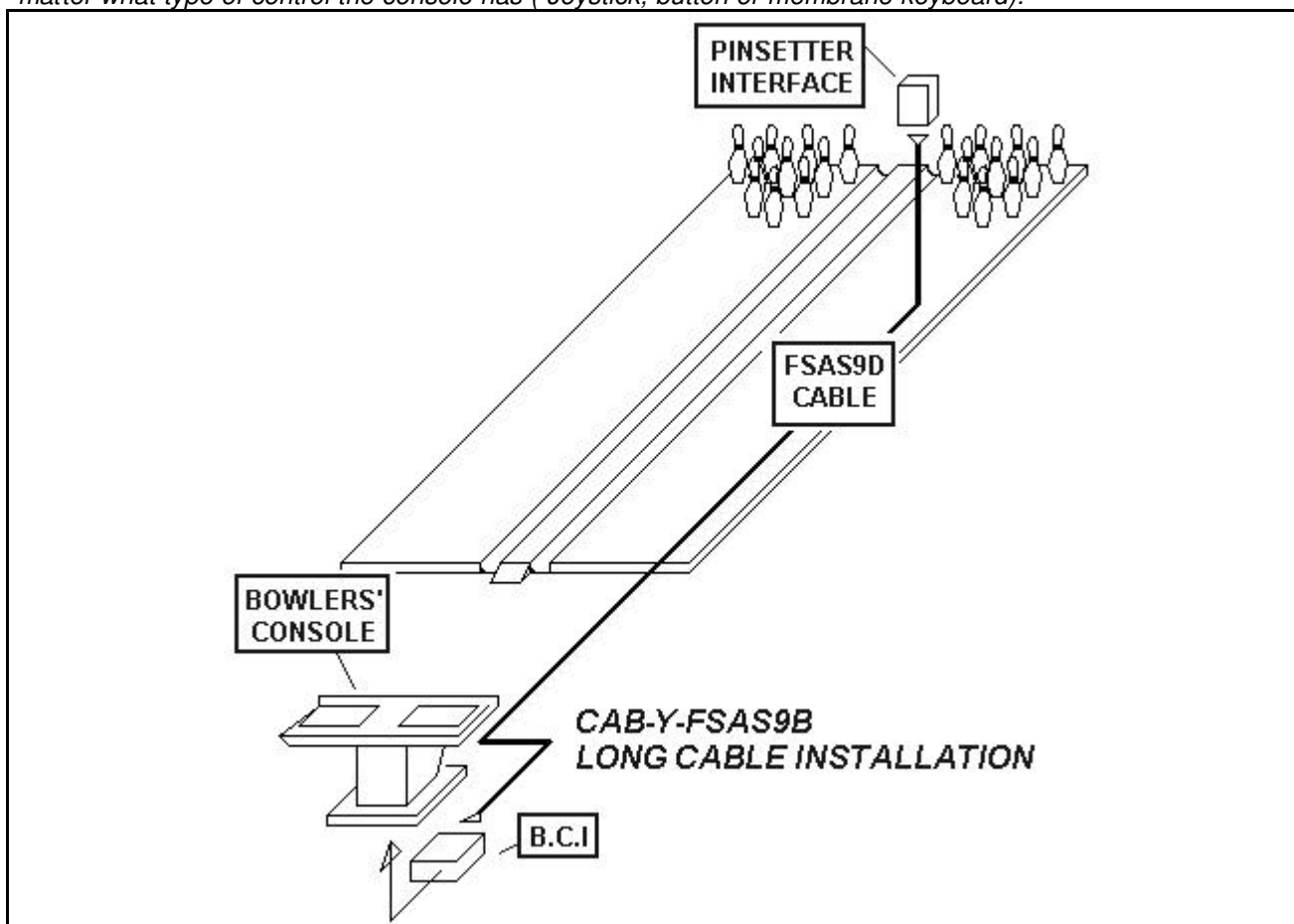


“LONG” cable connection kit

The **CAB-Y-CA0092A** cable connects the lane computer to the pinsetter interface. The is a universal cable for all models of lane computers and pinsetter interfaces. The standard length is 30 meters. If necessary it can be lengthened up to a maximum of 35 / 40 meters.

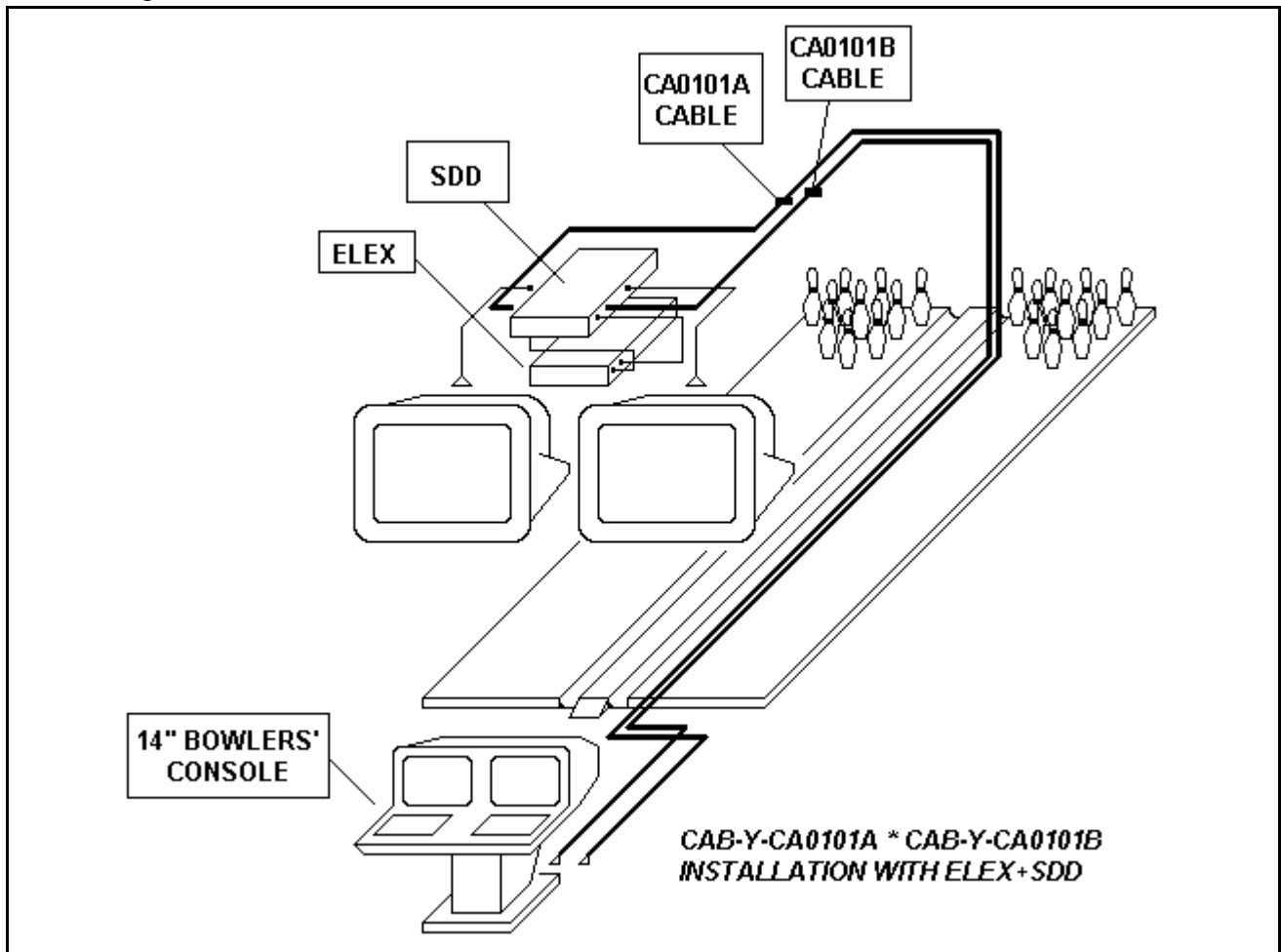


The **CAB-Y-FSAS9A** cable is used to connect the pinsetter interface with the Bowler console interface, no matter what type of control the console has (Joystick, button or membrane keyboard).

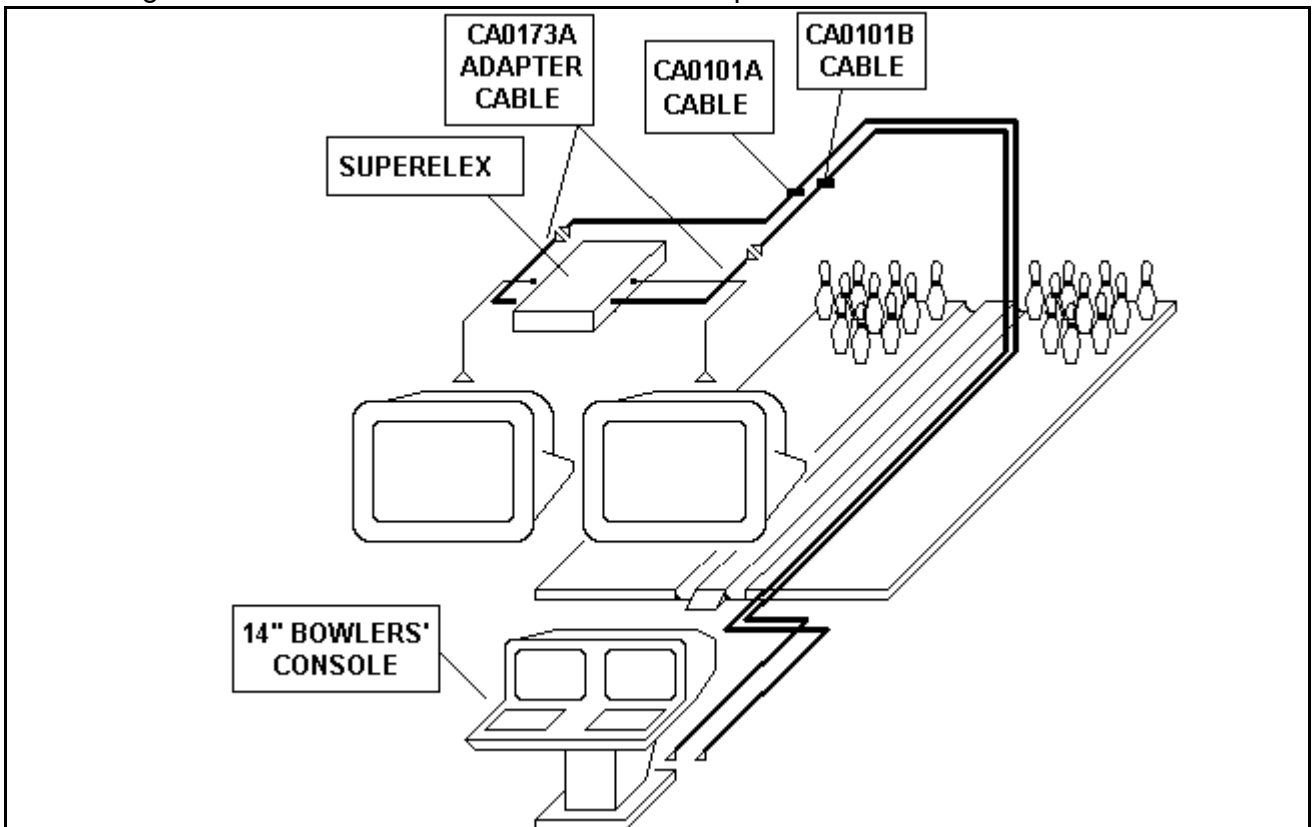


The long **CAB-Y-CA0101A** and **CAB-Y-CA0101B** cables are needed to connect the SDD, the SuperElex or the SG025A board to the 14" monitors on the bowler console.

Installing CAB-Y-CA0101A/B cables with the Elex + SDD



Installing CAB-Y-CA0101A/ B cables with the Super Elex.



Installing CAB-Y-CA0101A/ B cables with the EQ2 monitor + SG025A board

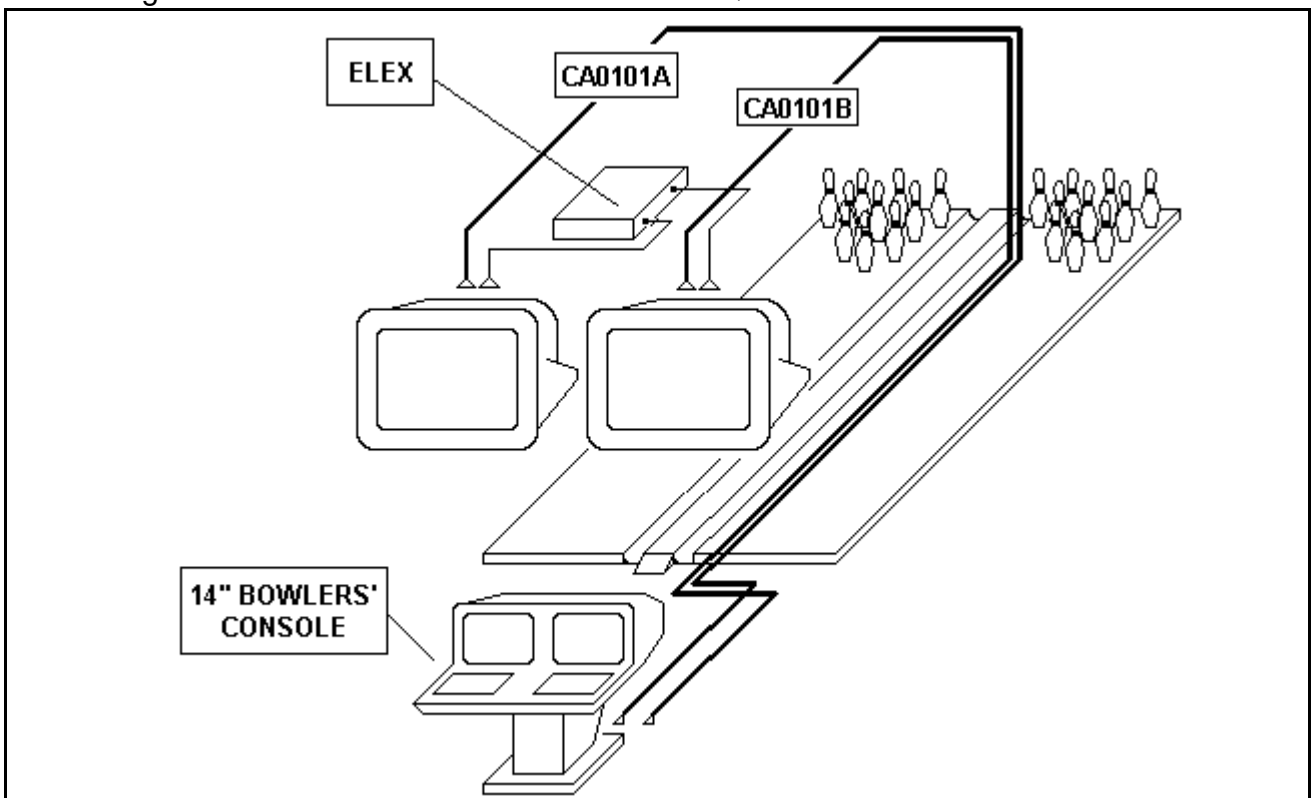
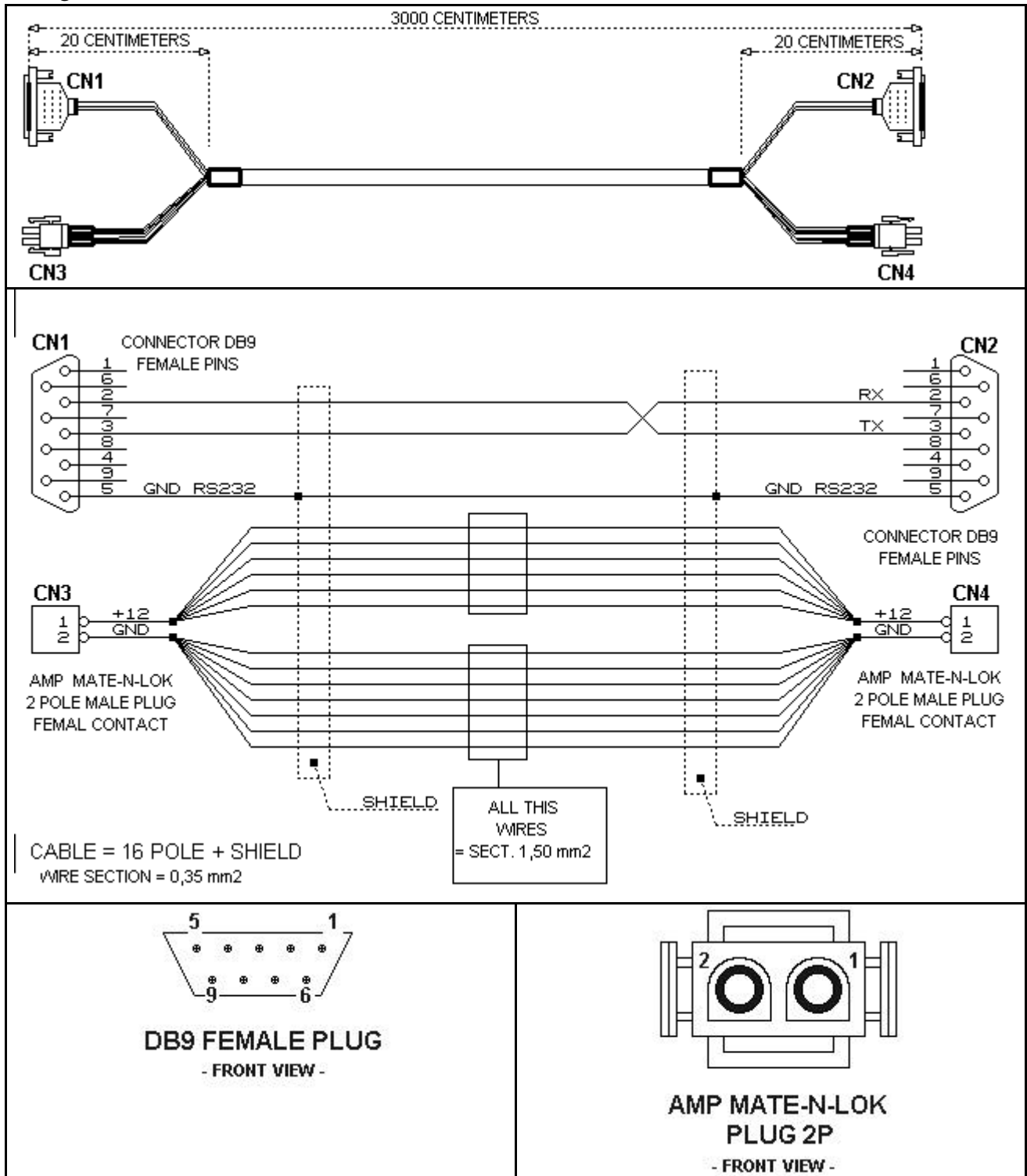
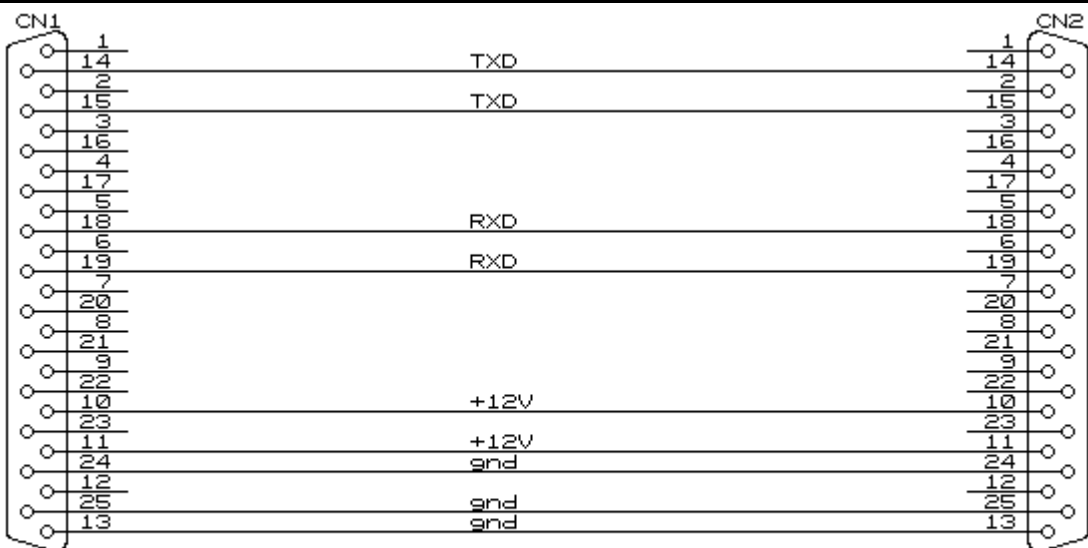
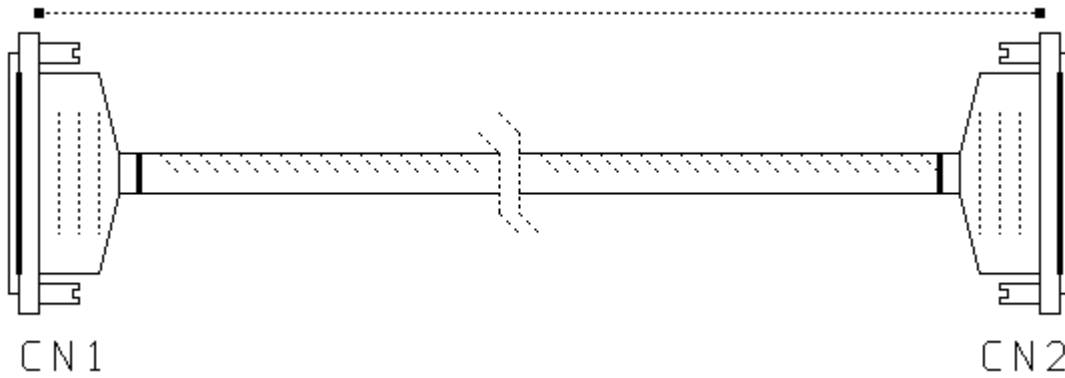


Diagram of the CAB-Y-CA0092A cable



CAB-Y-FSAS9A

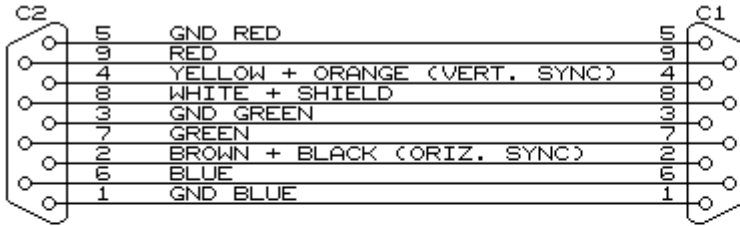
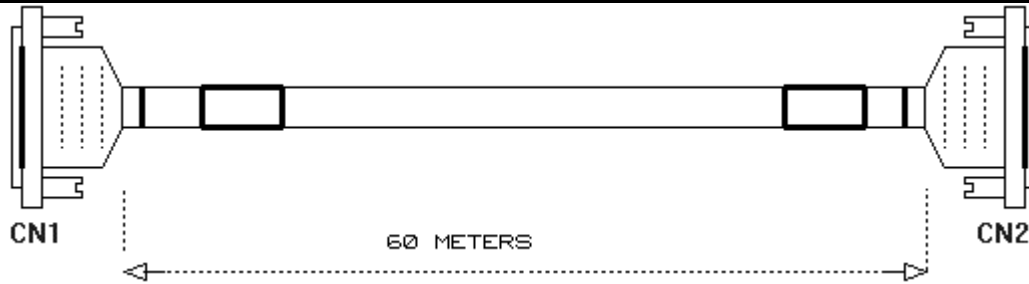
3300 CENTIMETERS



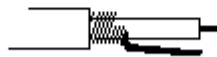
DB 25 POLE
 MALE
 CONNECTOR

DB 25 POLE
 MALE
 CONNECTOR

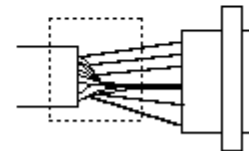
CAB-Y-CA0101A * CAB-Y-CA0101B



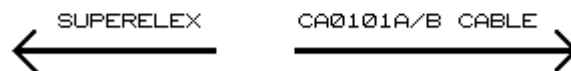
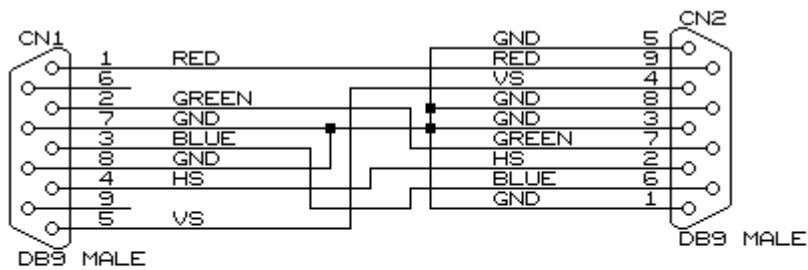
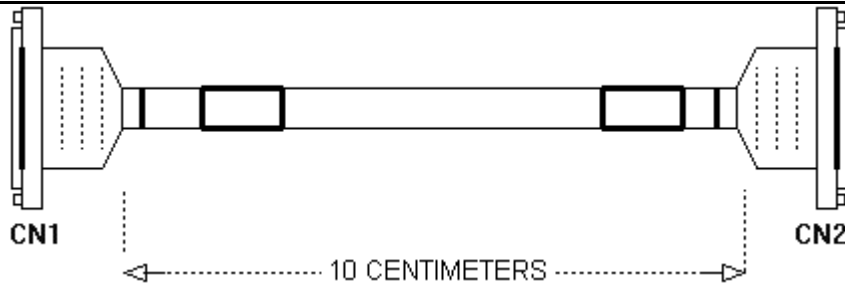
THE CABLE CONTAINS THE RED, GREEN, AND BLUE IN COAXIAL CABLES + GND



CABLE SHIELD ON WHITE WIRE



CAB-Y-CA0173A Adapter cable



CA0173A ADAPTER CABLE

Lane computers and Video commutation boards

The SuperElex lane computers provide the RGB signal for the scoring and receive the CVBS signal from the video recorder transforming it directly into RGB.

The monitors or televisions used with SuperElex lane computers are connected to the RGB input.

Switching monitors On and Off is piloted directly from the SuperElex through the VDE exit on each monitor.

The Elex lane computers only provide the RGB signal for the scoring and a CVBS/SCORE/OFF commutation command.

The signal commutation from CVBS to OFF is made through a secondary board installed between the Elex and the monitors:

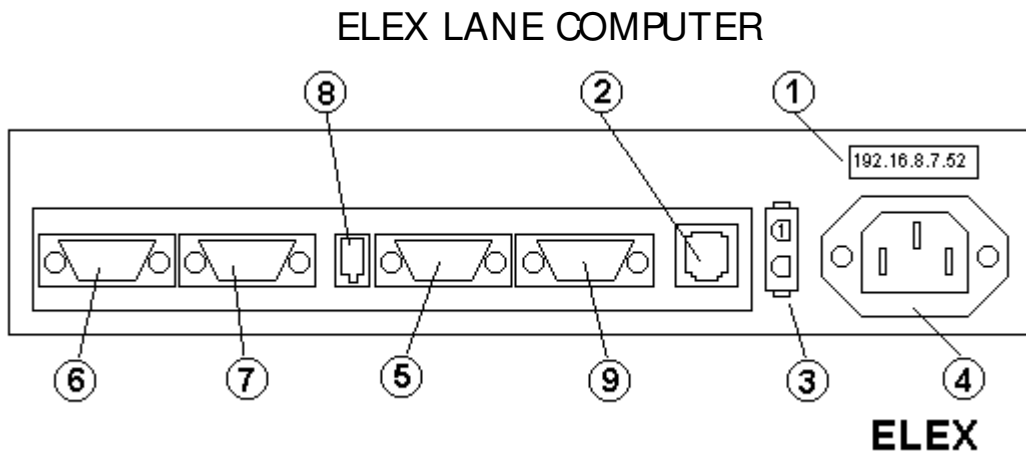
The **SDD** receives the RGB signal from the Elex and the CVBS signal from the video recorder, it then transmits an RGB signal to the monitors, whichever the input is. The SDD also provides the monitor ON and OFF signal through the VDE exit. (one for each monitor).

SG026A board is a AV / RGB commutation board used on Televisions with a Scart plug. The signal which commuted is RGB or RF (from the antenna). The channels are changed with the remote control which comes with the TV. No ON and OFF function is available for Televisions (only available with the remote control).

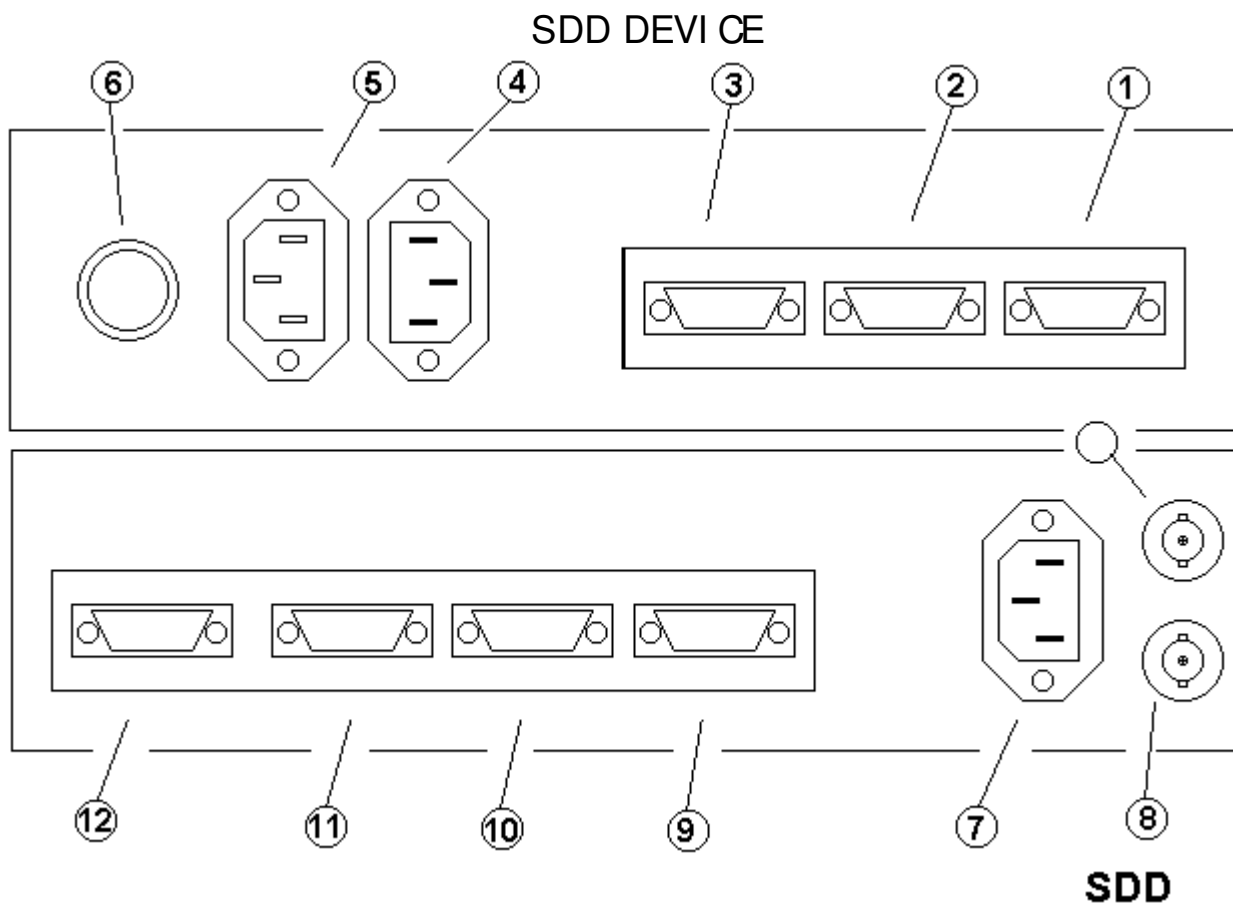
The following boards are used in installations before 1999 or upgraded:

SG023A1 board this board is installed directly onto the Hantarex Multi-standard monitor board.

SCHEDA SG025A this board is installed directly onto the Hantarex Multi-standard monitor board, there is also a video amplifier circuit for 14" bowler consoles.

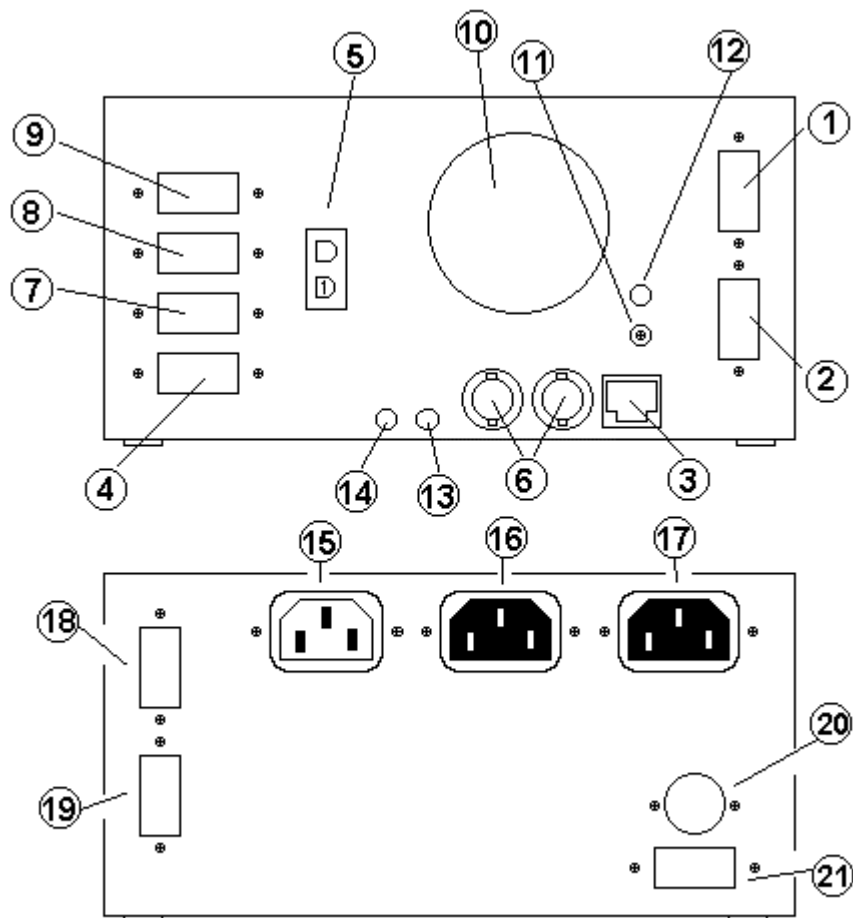


- 1 IP ADDRESS label
- 2 Network in 10 base T
- 3 12 VDC out to connect CA0092A
- 4 AC in (110- 240)
- 5 RS232 line to connect CA0092A
- 6 RGB out odd monitor
- 7 RGB out even monitor
- 8 -
- 9 Maintenance or touch driver or CVBS control cable



- 1 RGB OUT for ODD 14" bowler console
- 2 ODD RGB IN from lane computer
- 3 RGB OUT for ODD overhead monitor
- 4 AC OUT for ODD overhead monitor
- 5 AC IN
- 6 Fuse T500 mA 5x20
- 7 AC OUT for EVEN overhead monitor
- 8 CVBS IN/OUT
- 9 RGB OUT for EVEN overhead monitor
- 10 EVEN RGB from lane computer
- 11 RGB OUT for EVEN 14" boiler console
- 12 CVBS control cable

The AC IN settings depends by internal settings.



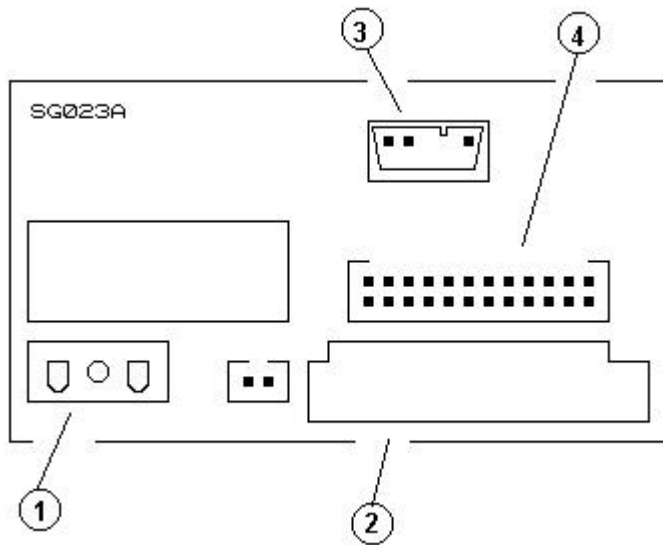
SUPERELEX

CENTRALI NA PI STE SUPERELEX

- 1 RGB out for Odd 14" bowler console monitor
- 2 RGB out for overhead odd monitor
- 3 Network in 10 base T
- 4 COM1 (to CA0092A cable)
- 5 12 VDC out (to CA0092A cable)
- 6 CVBS in/out
- 7 COM2 (optional touch screen driver)
- 8 COM3
- 9 COM4
- 10 Fan Speed
- 11 Led network
- 12 Optional reset button
- 13 Even Audio OUT
- 14 Odd Audio OUT
- 15 AC IN (110 -240)
- 16 AC OUT for ODD overhead monitor
- 17 AC OUT for EVEN overhead monitor
- 18 RGB out for even 14" bowler console monitor
- 19 RGB out for overhead even monitor
- 20 Keyboard in (maintenance only)
- 21 VGA out (maintenance only)

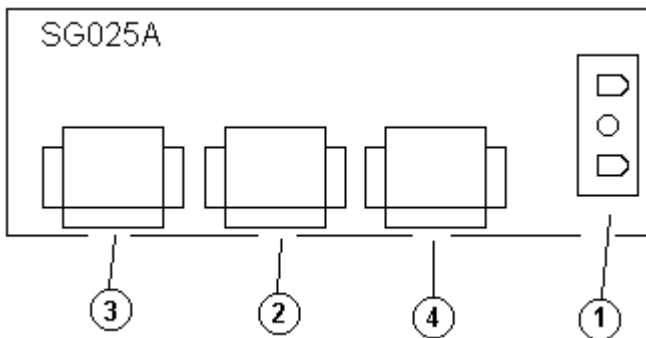
IP LABEL IS ON SIDE

SG023A1 BOARD



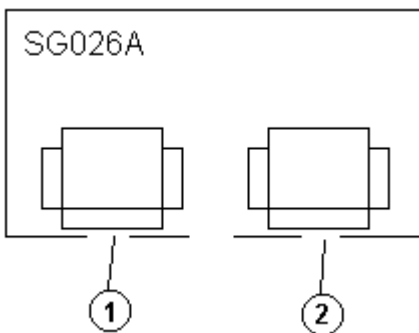
- 1 = ON/OFF OVERHEAD MONITOR (1 PHASE ONLY)
- 2 = EUROSCART IN
- 3 = FB SIWTCH IN
- 4 = RGB OUT via CAB-Y-CA0013B (to Euroscart monitor board)

SG025A BOARD



- 1 = ON/OFF OVERHEAD MONITOR (1 PHASE ONLY)
- 2 = uscita per monitor 14" via CA0101A/B
- 3 = RGB IN
- 4 = RGB OUT to EuroScart monitor board via CAB-Y-CA0100A

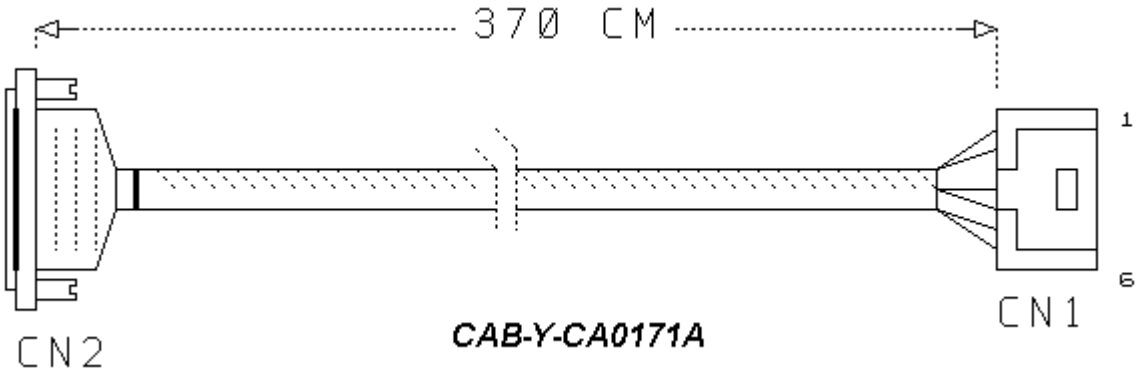
SG026A BOARD



- 1 = RGB IN
- 2 = RGB OUT to EuroScart monitor board via CAB-Y-CA0100B

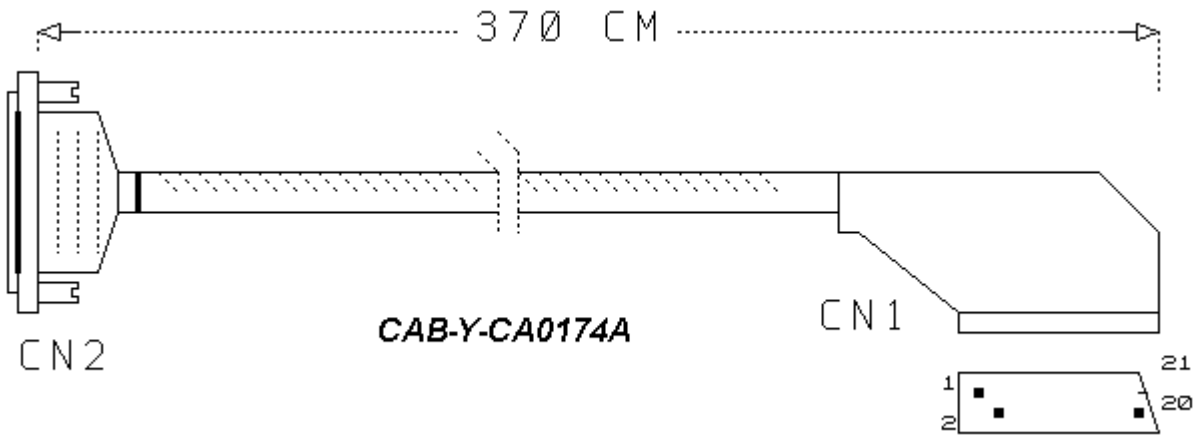
MONITOR CABLES

CAB-Y-CA0171A

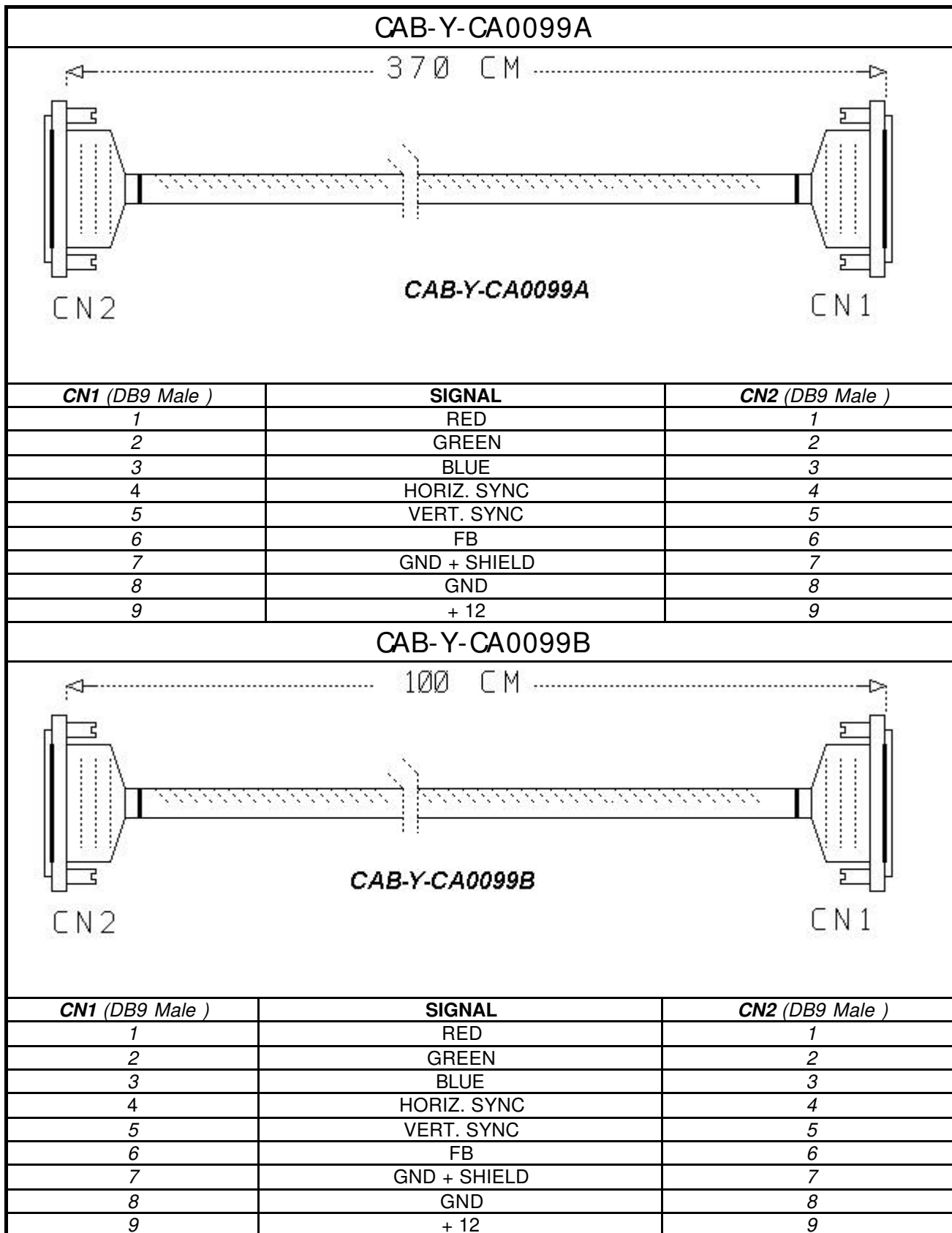


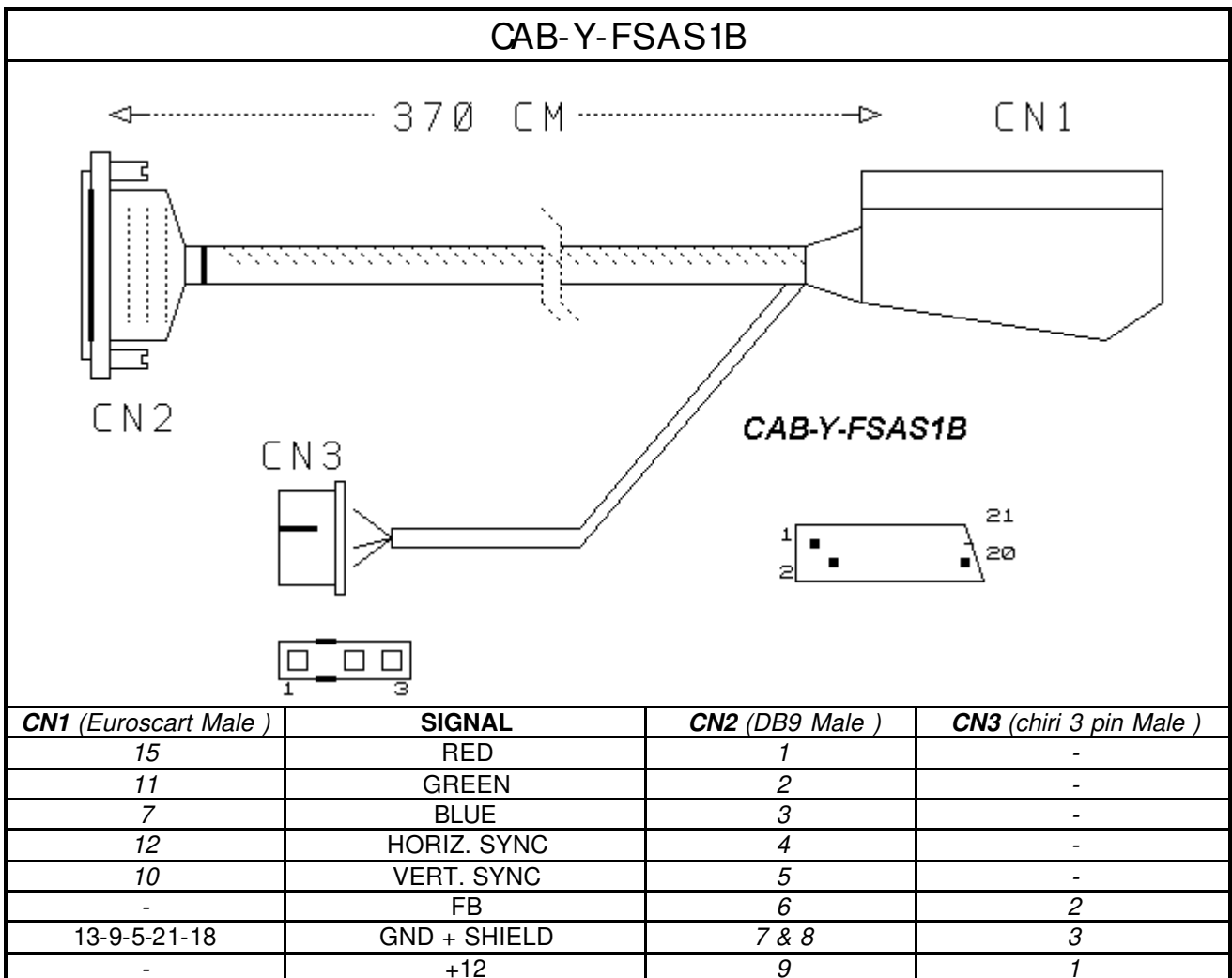
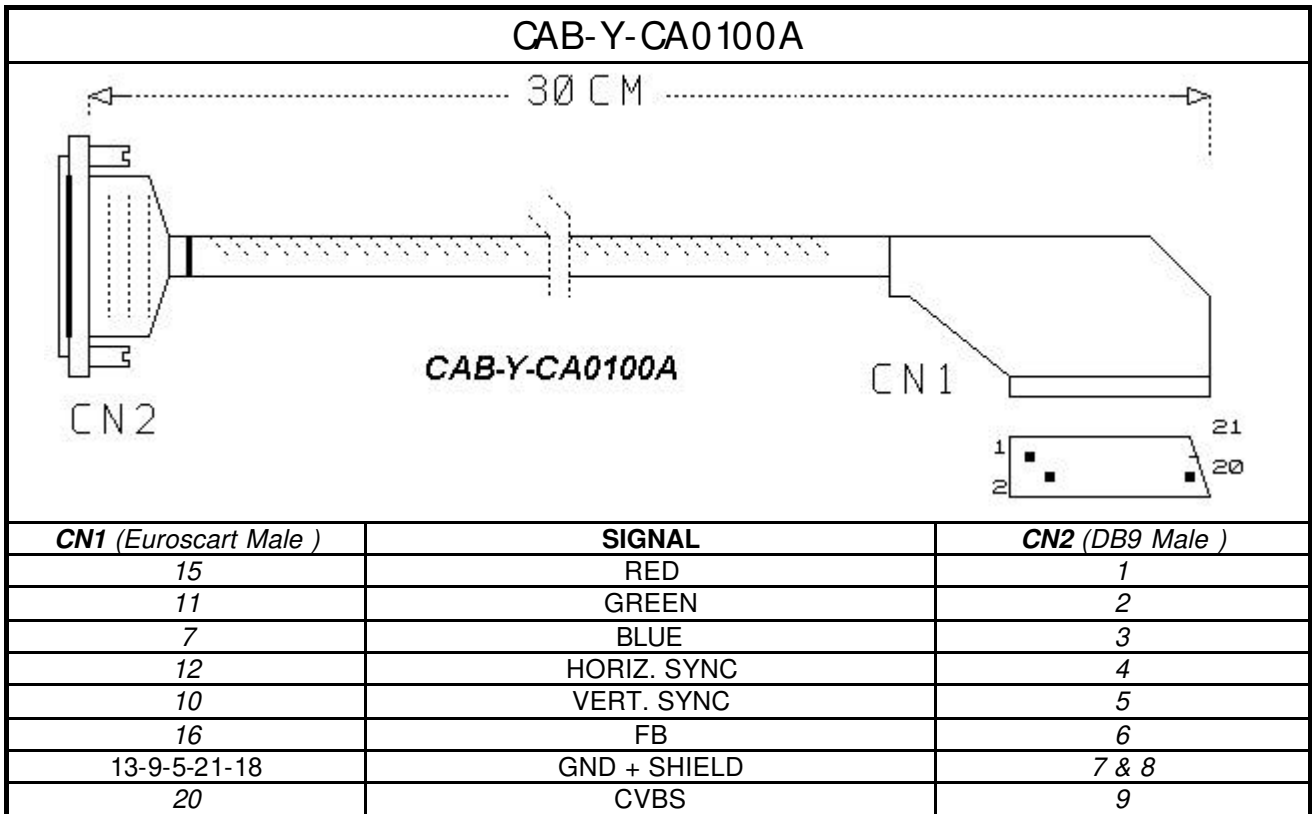
CN1 (AMP MOD-I Male 6 PIN)	SIGNAL	CN2 (DB9 Male)
1	RED	1
2	GREEN	2
3	BLUE	3
4	GND + SHIELD	7 & 8
5	VERT. SYNC	5
6	HORIZ. SYNC	4

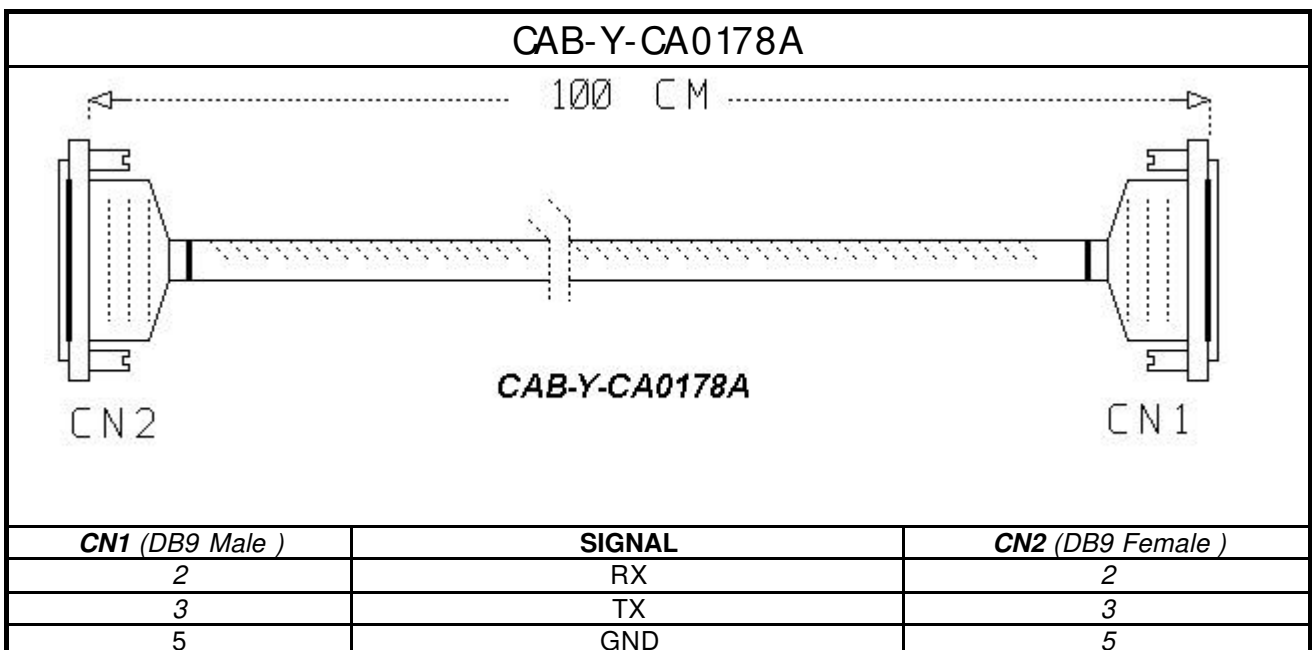
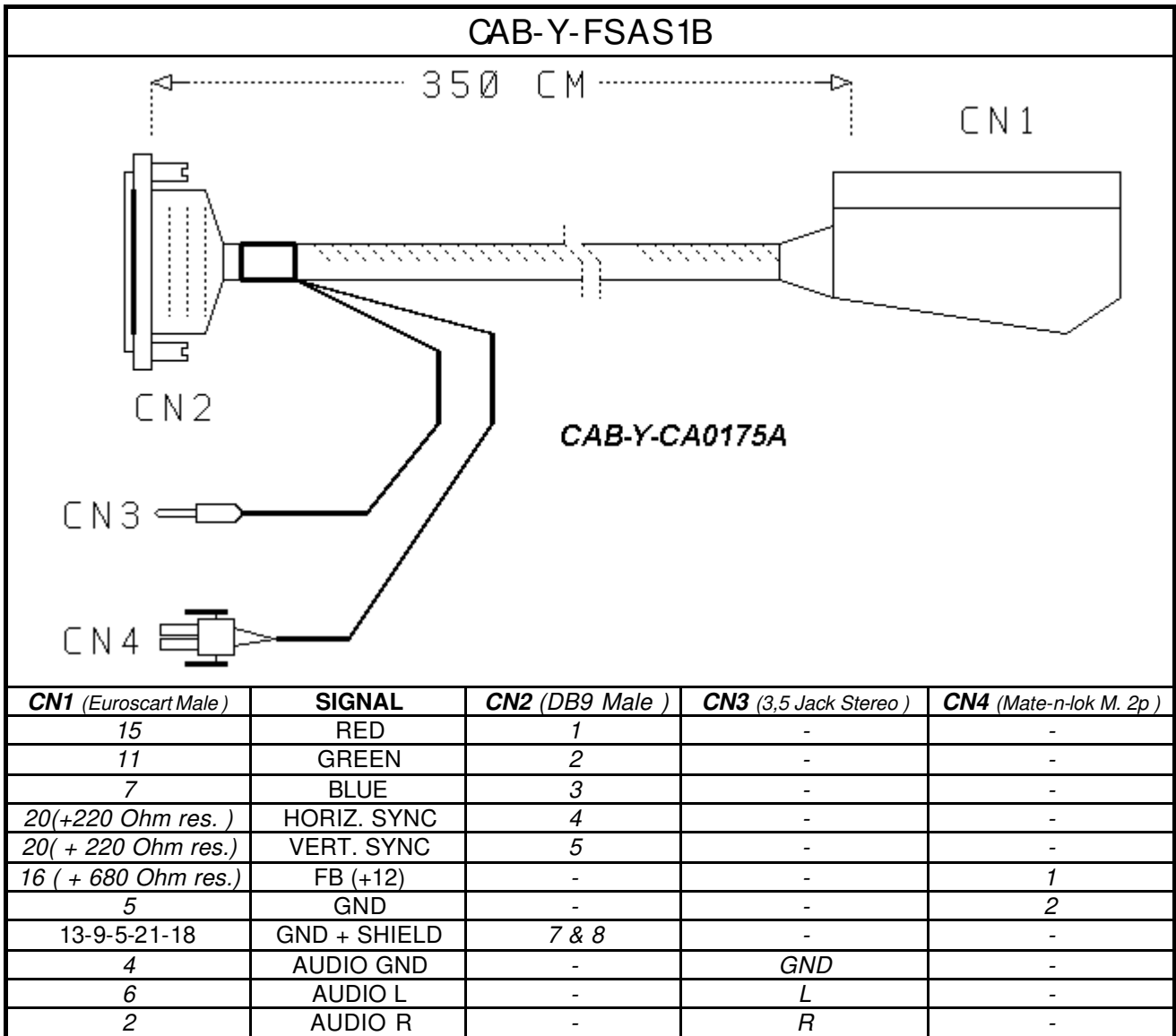
CAB-Y-CA0174A



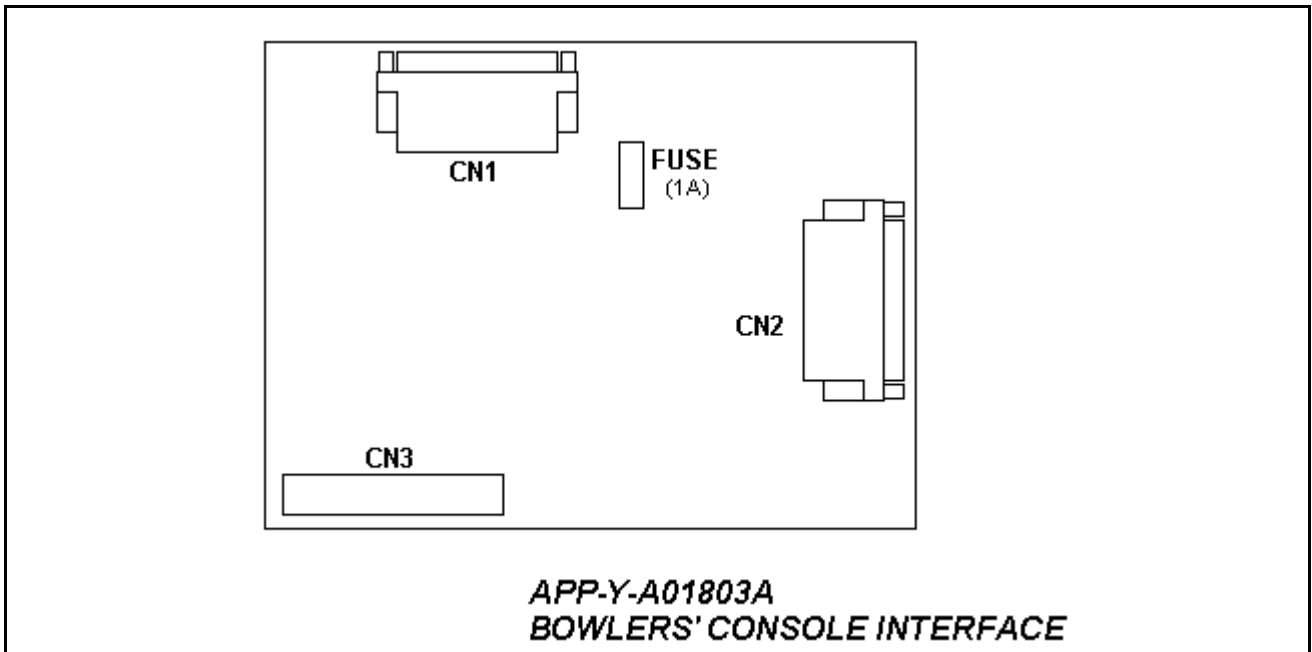
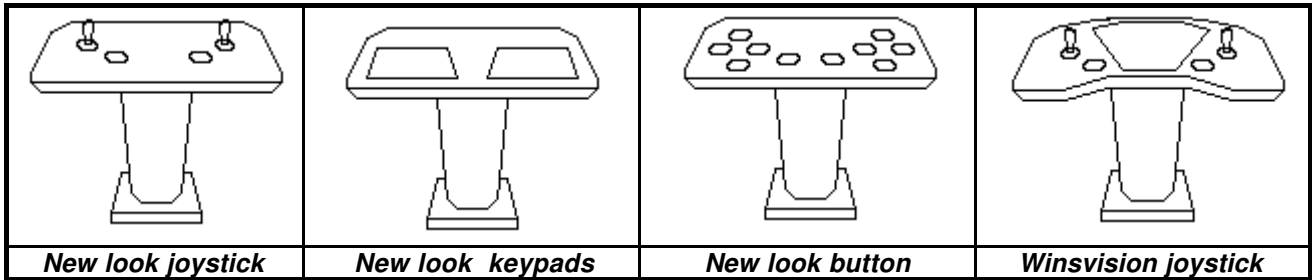
CN1 (Euroscart Male)	SIGNAL	CN2 (DB9 Male)
15	RED	1
11	GREEN	2
7	BLUE	3
13-9-5-21-18	GND + SHIELD	7 & 8
10	VERT. SYNC	5
12	HORIZ. SYNC	4

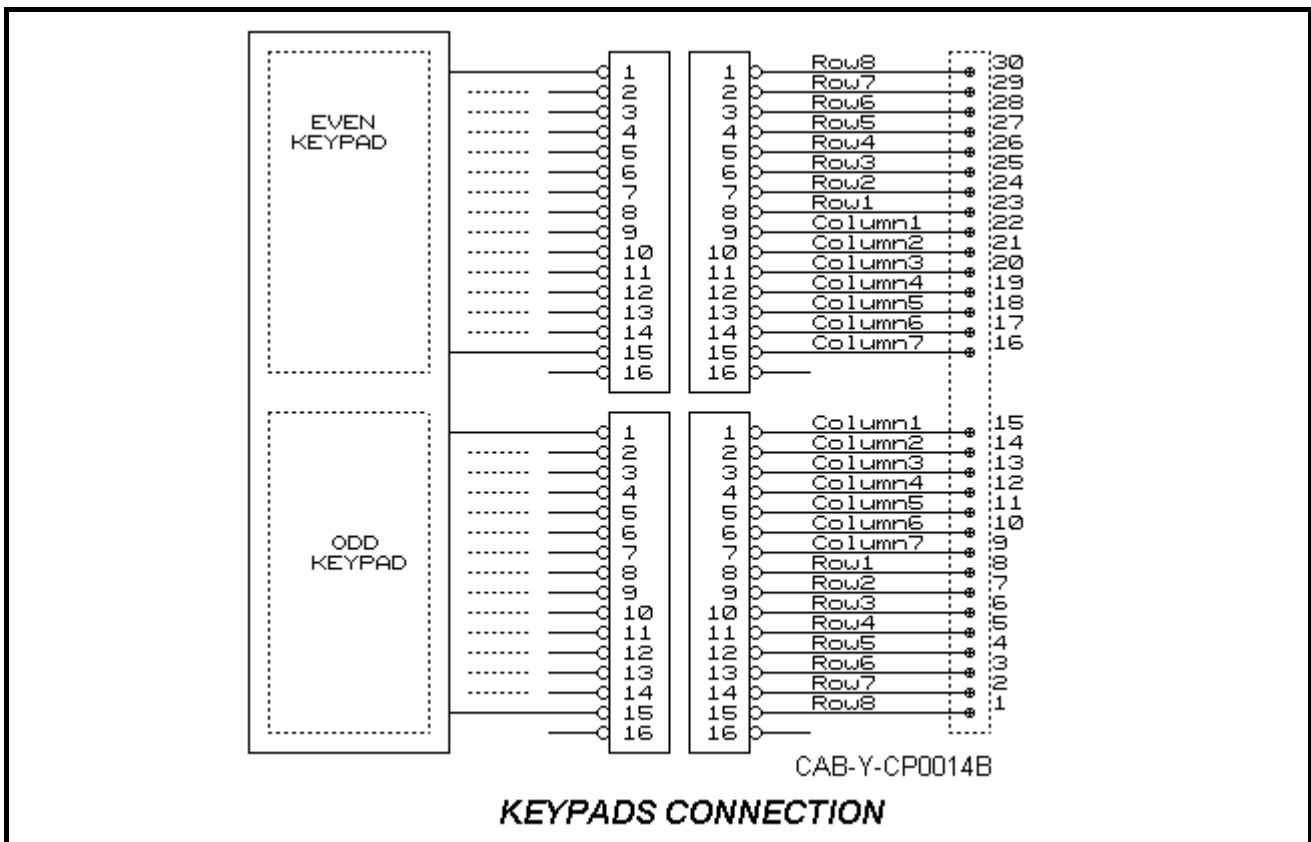
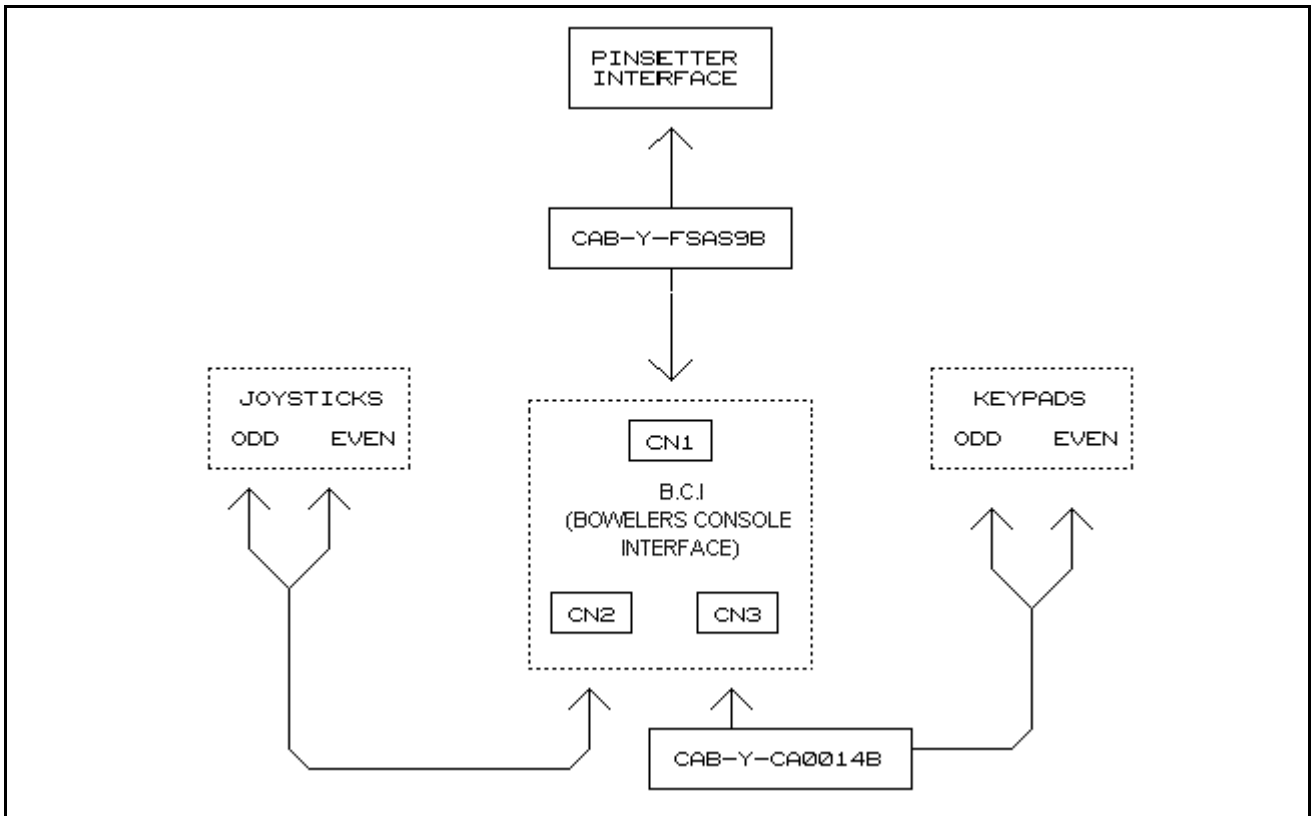


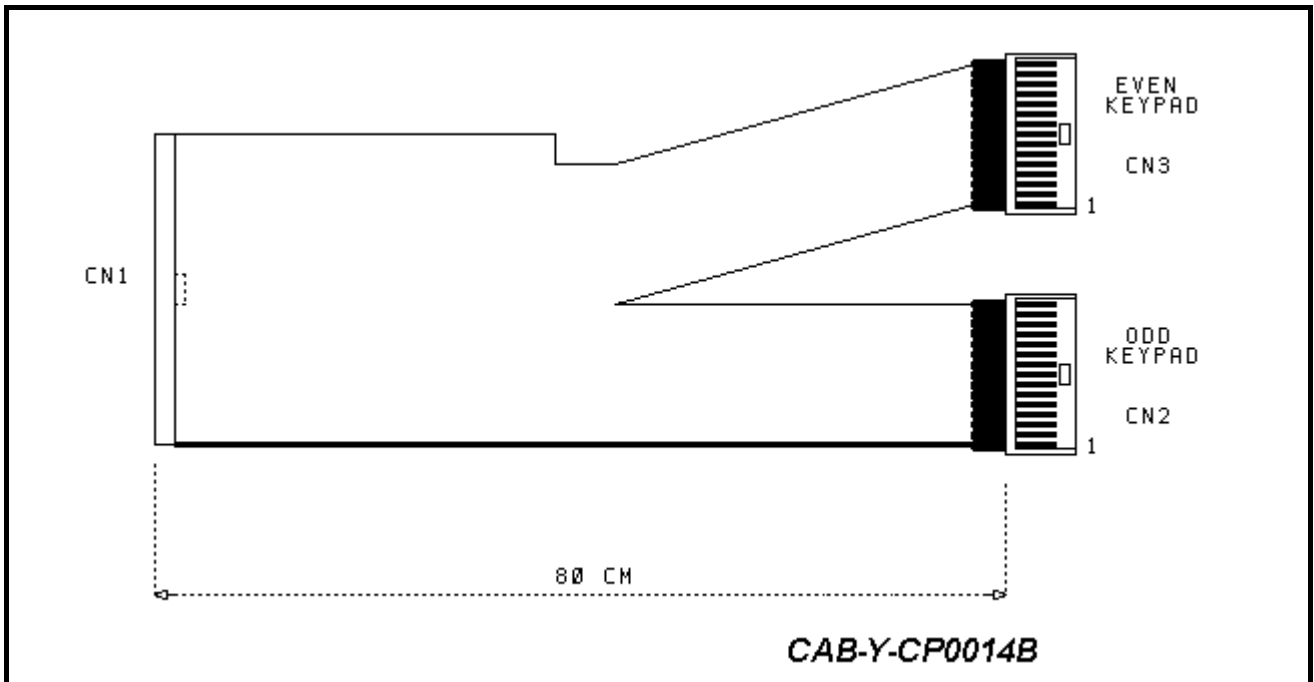


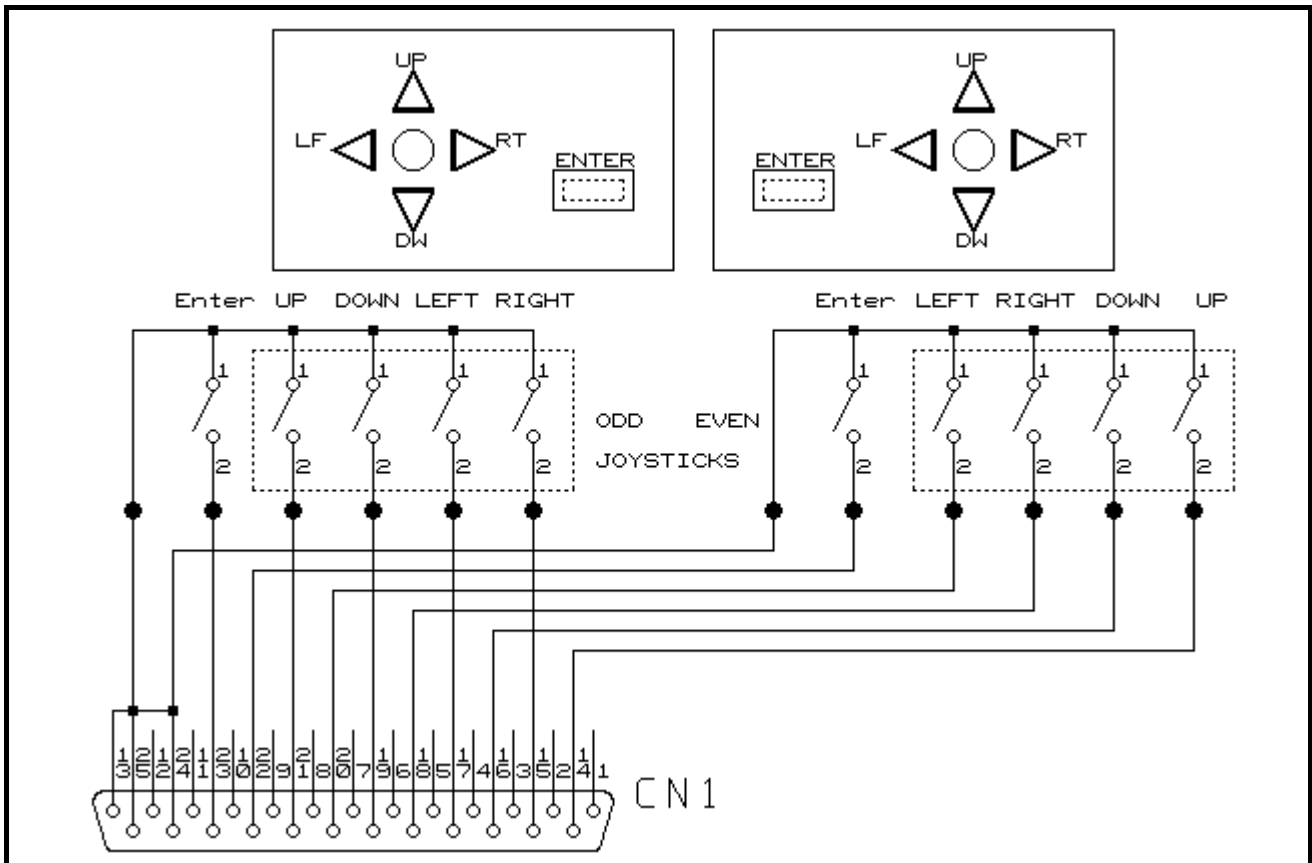


BOWLER'S CONSOLE





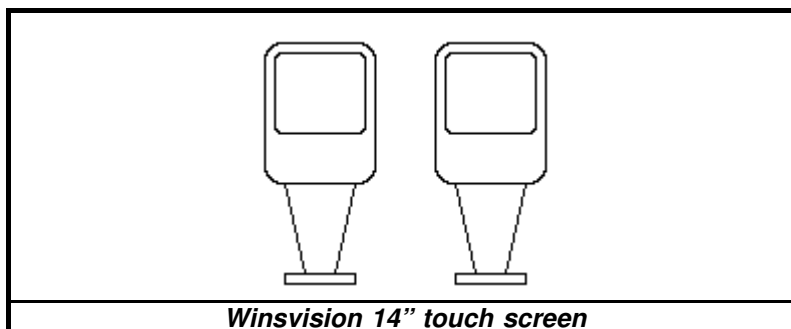
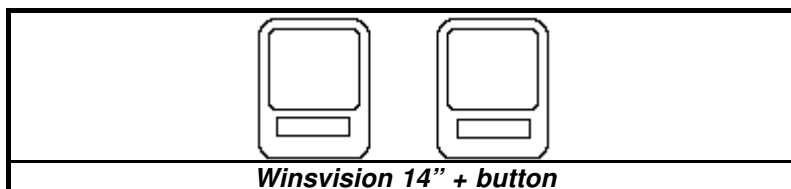
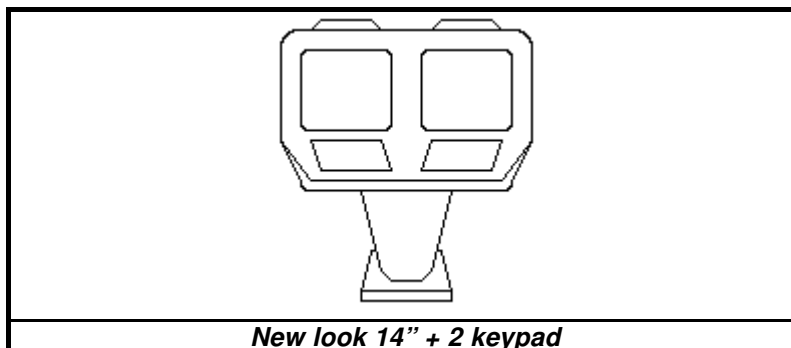
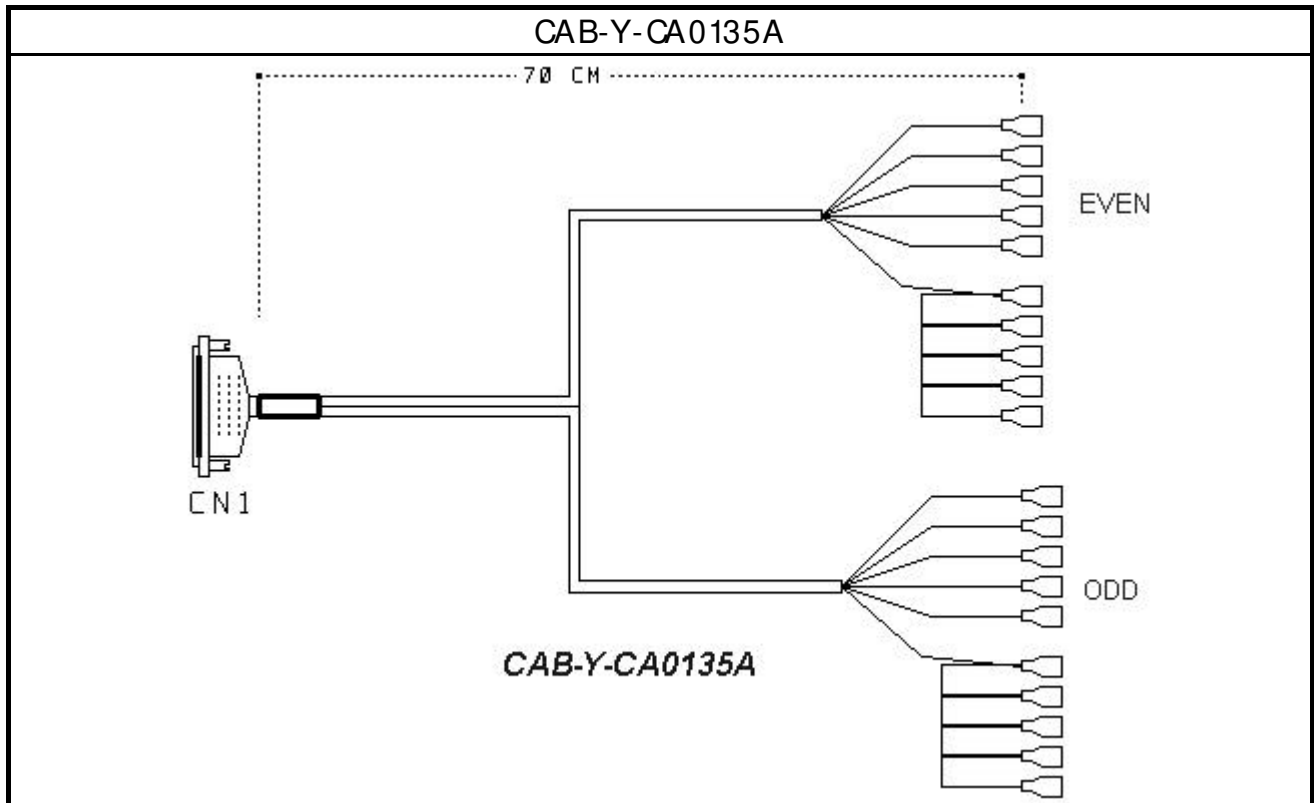


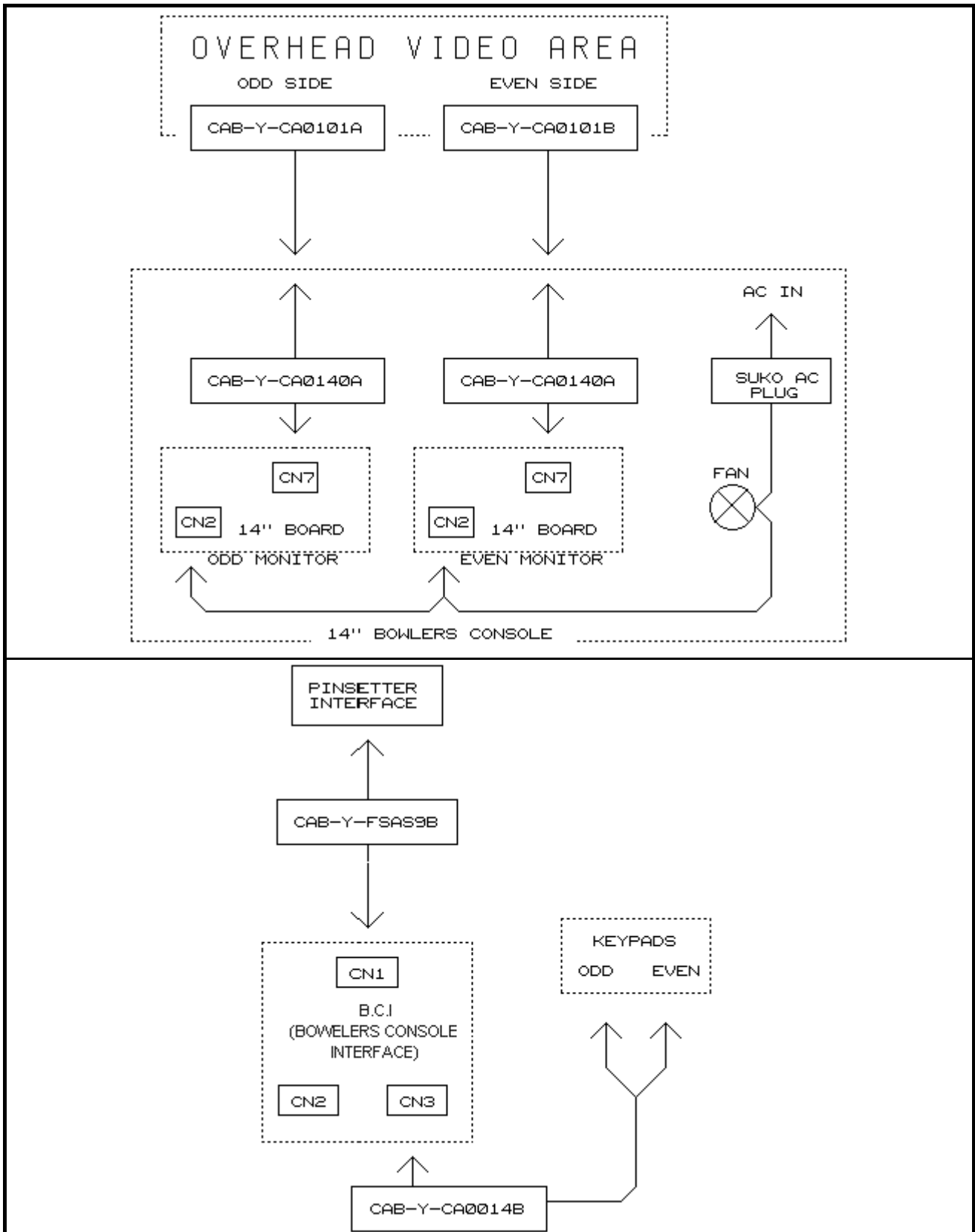


CN1	13	GND ODD	BLACK
	25	GND EVEN	BLACK
	12		
	24		
	11		
	23	ENTER ODD	BROWN
	10		
	22	ENTER EVEN	BROWN
	9		
	21	UP ODD	YELLOW
	8		
	20	LEFT EVEN	BLUE
	7		
	19	DOWN ODD	GREEN
	6		
	18	RIGHT EVEN	WHITE
	5		
	17	LEFT ODD	BLUE
	4		
	16	DOWN EVEN	GREEN
	3		
	15	RIGHT ODD	WHITE
	2		
	14	UP EVEN	YELLOW
	1		

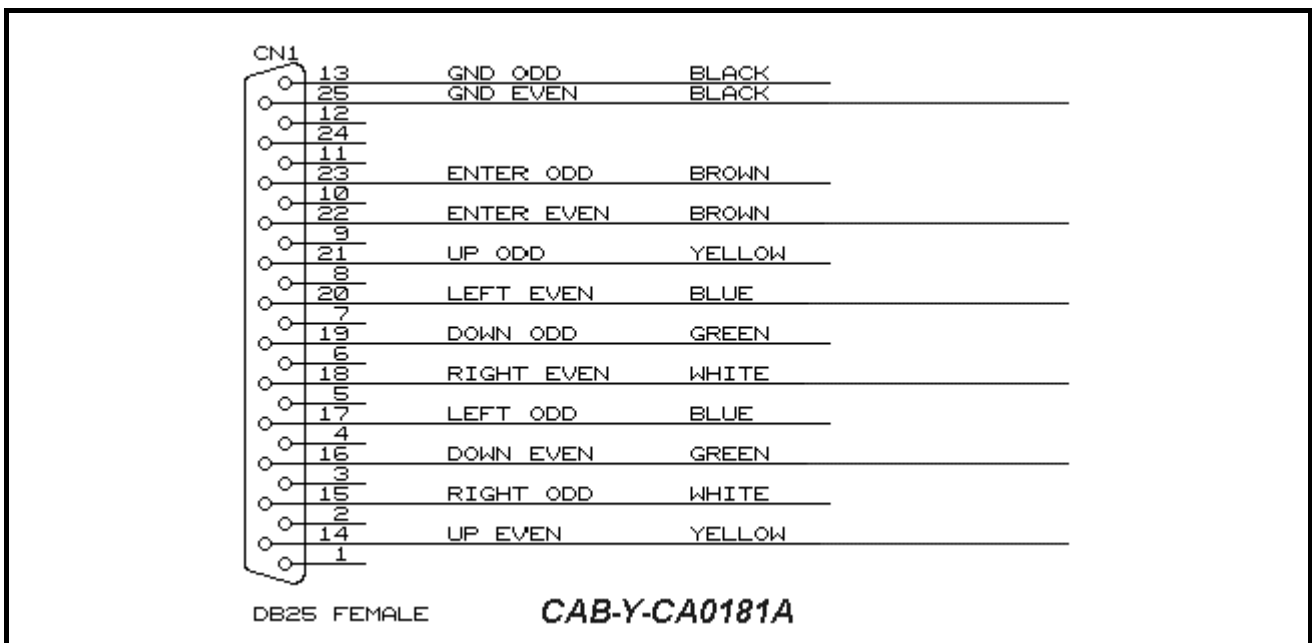
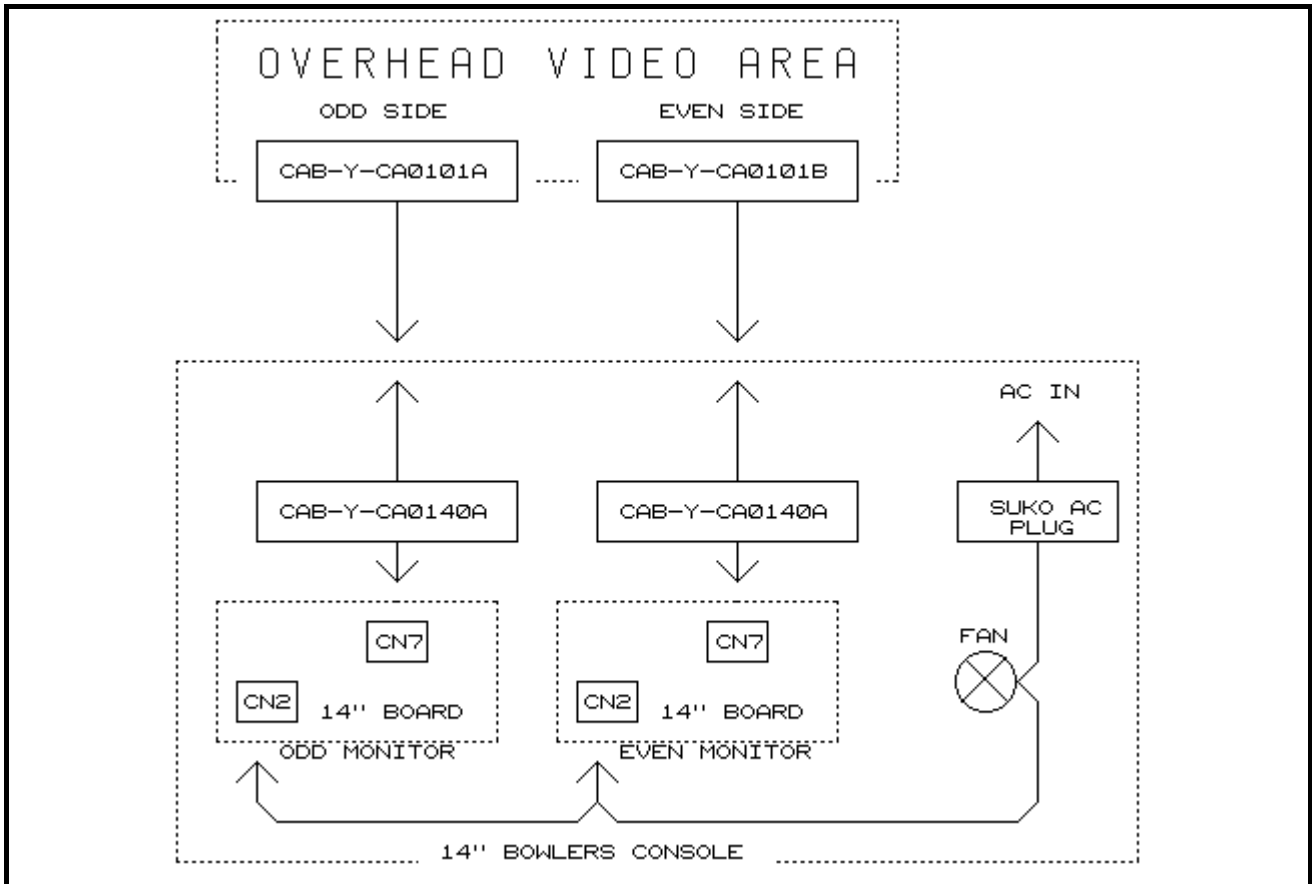
DB25 FEMALE

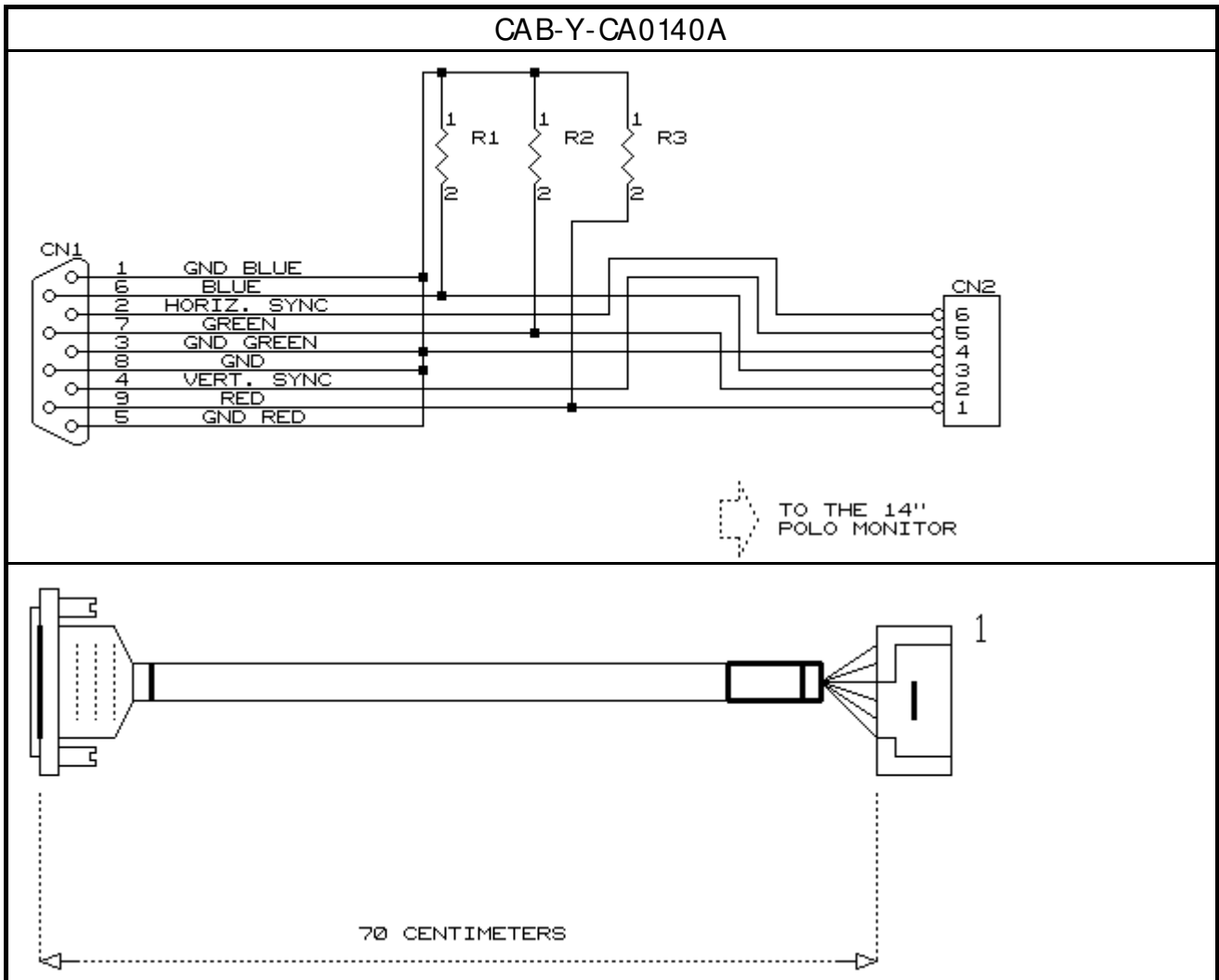
CAB-Y-CA0135A



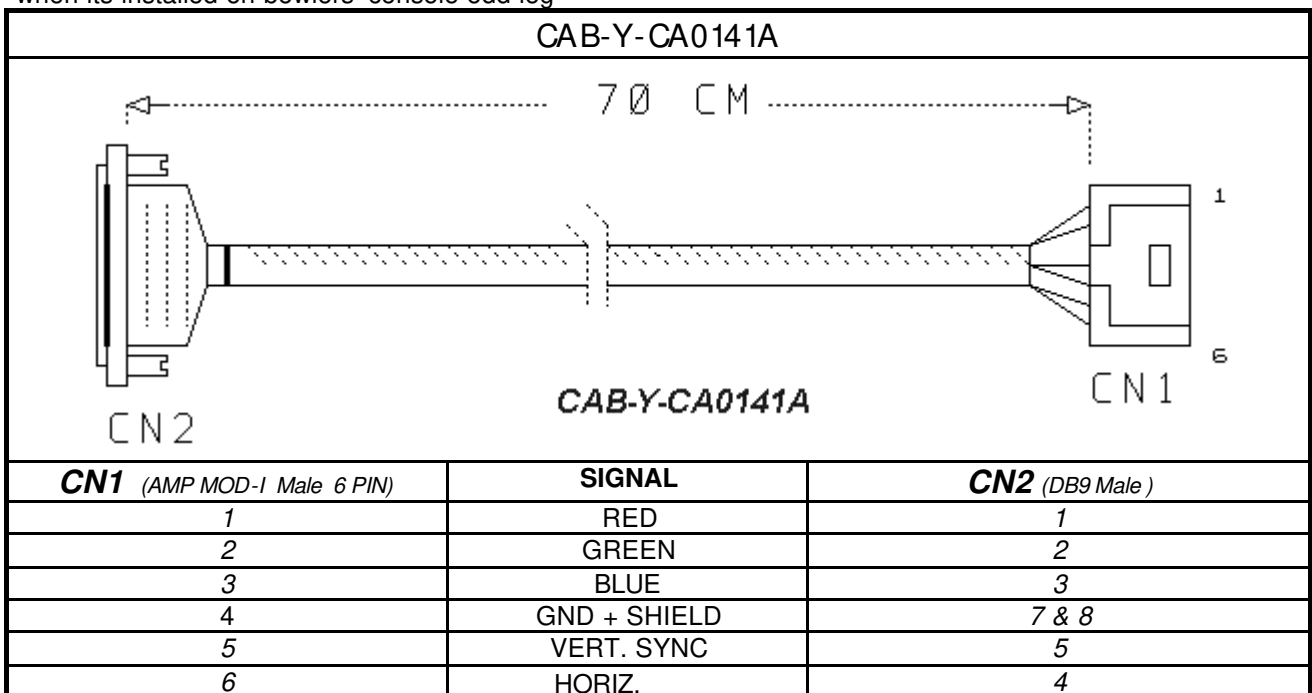


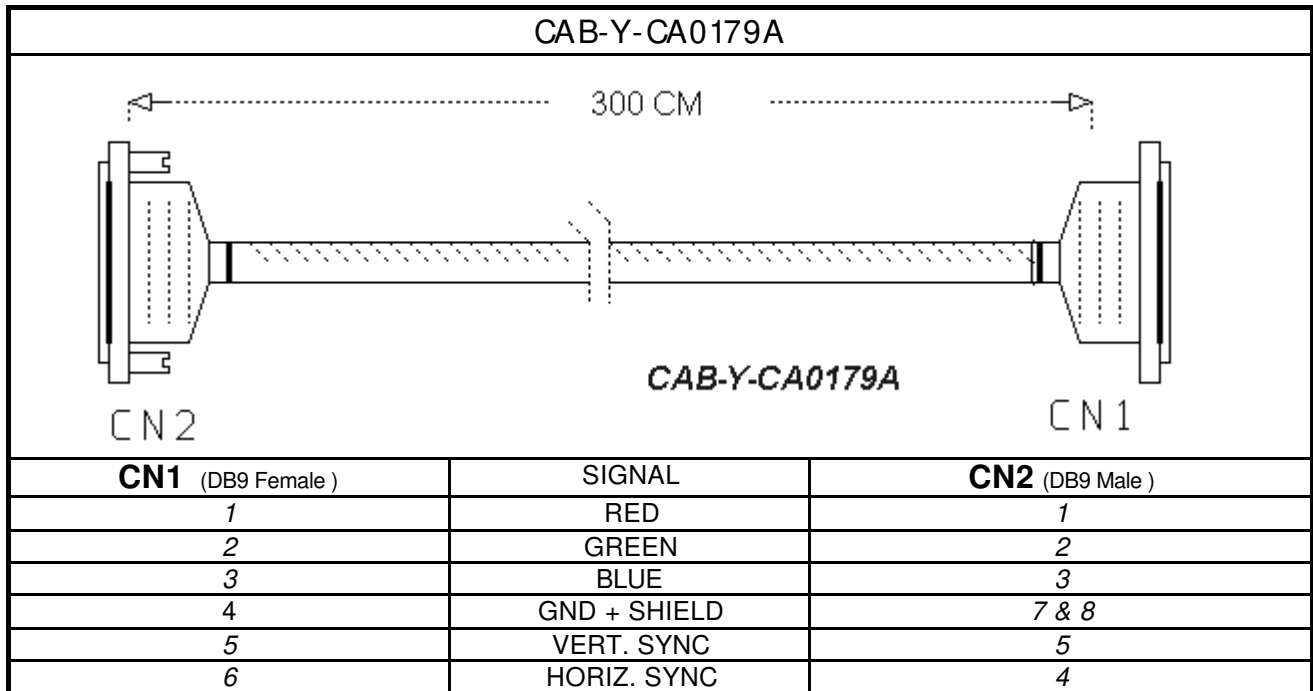
NEW LOOK 14" BOWLERS' CONSOLE WITH 2 KEYPADS



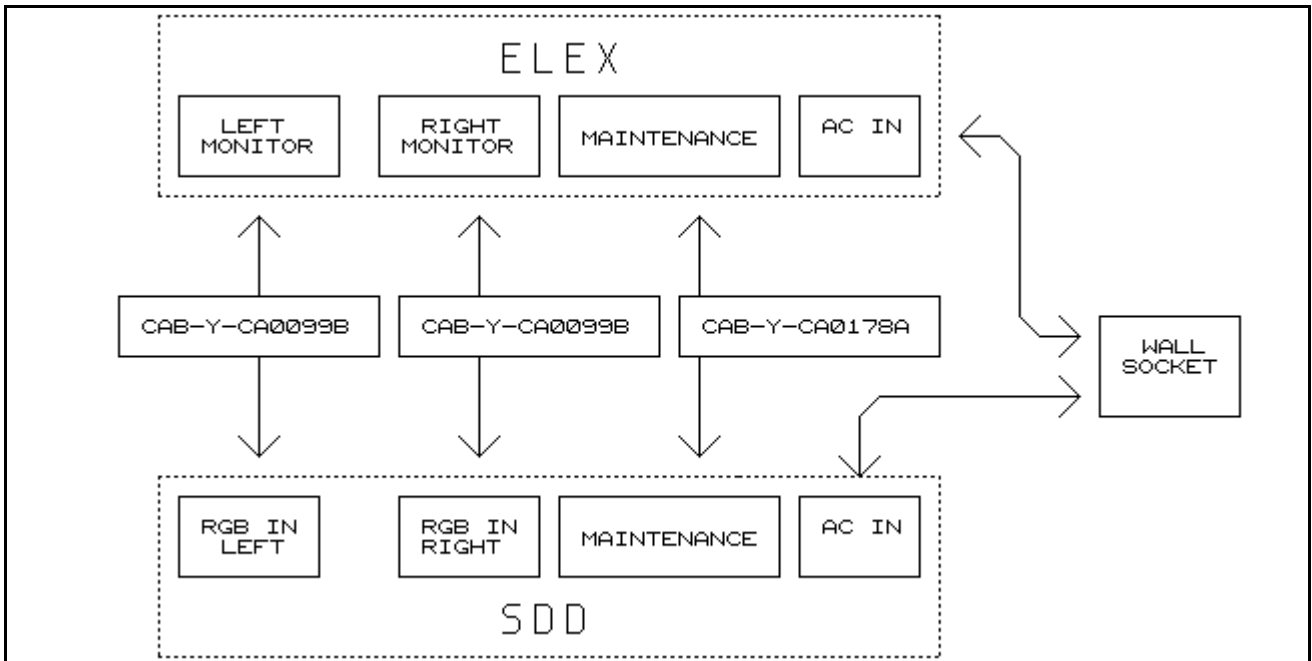


NOTE: the CAB-Y-CA0141A cable is supplied with NEWLOOK 14" or WINSVISION 14" in bowling center without overhead monitor.
 Cable CAB-Y-CA0179A is used to connect the CAB-Y-CA0141A cable from EVEN Monitor to lane computer when its installed on bowlers' console odd leg

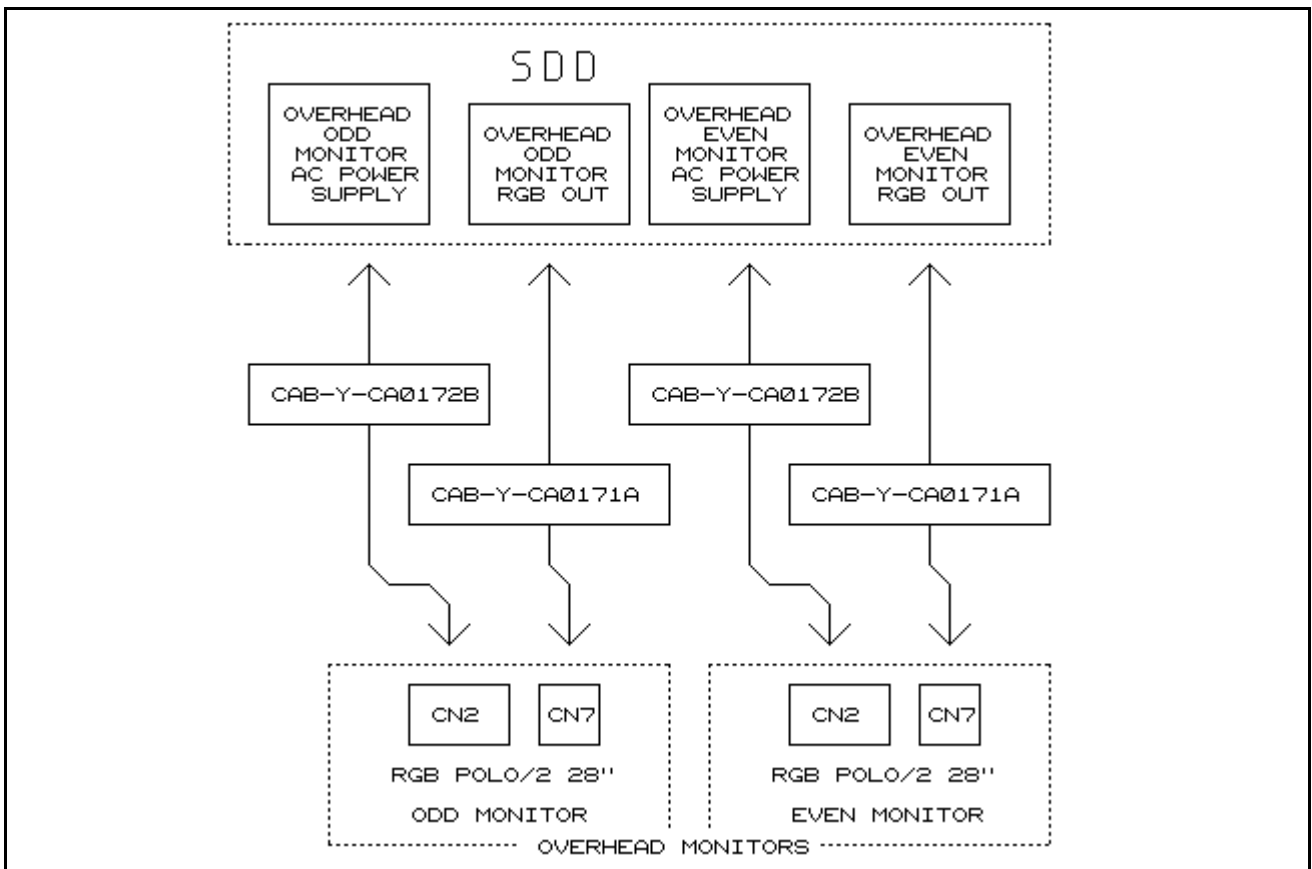




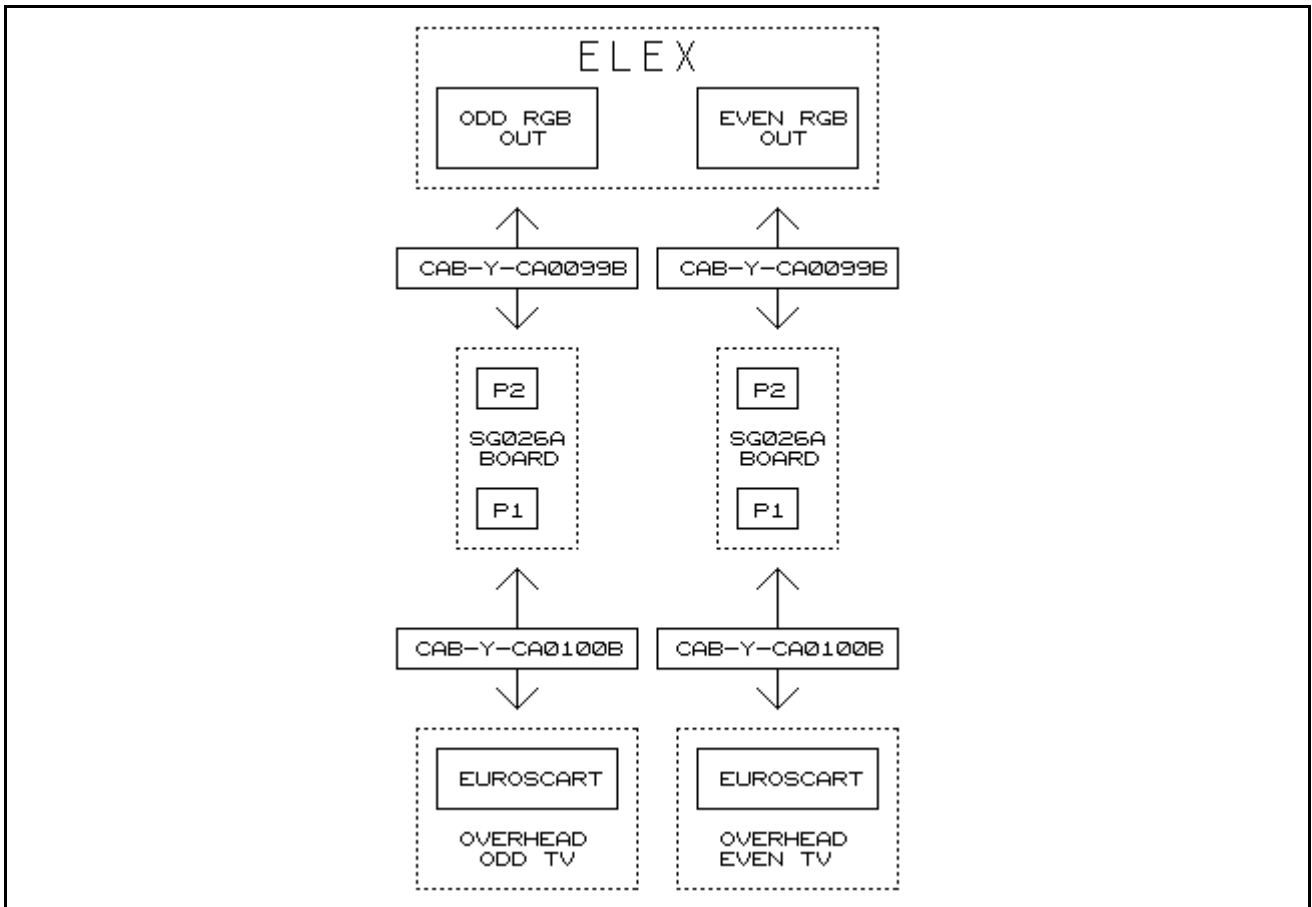
ELEX ↔ SDD CONNECTION



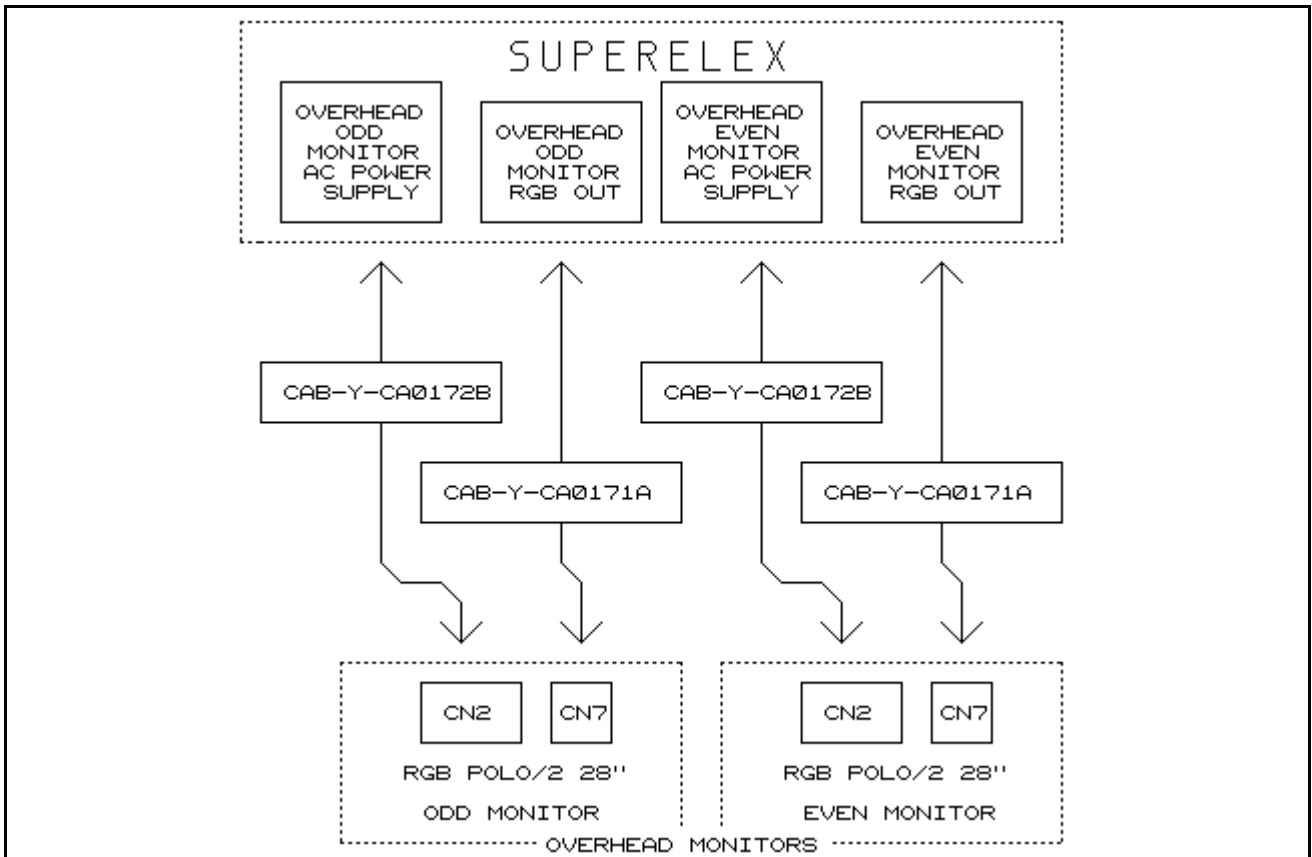
SDD ↔ RGB POLO/2 28" CONNECTION



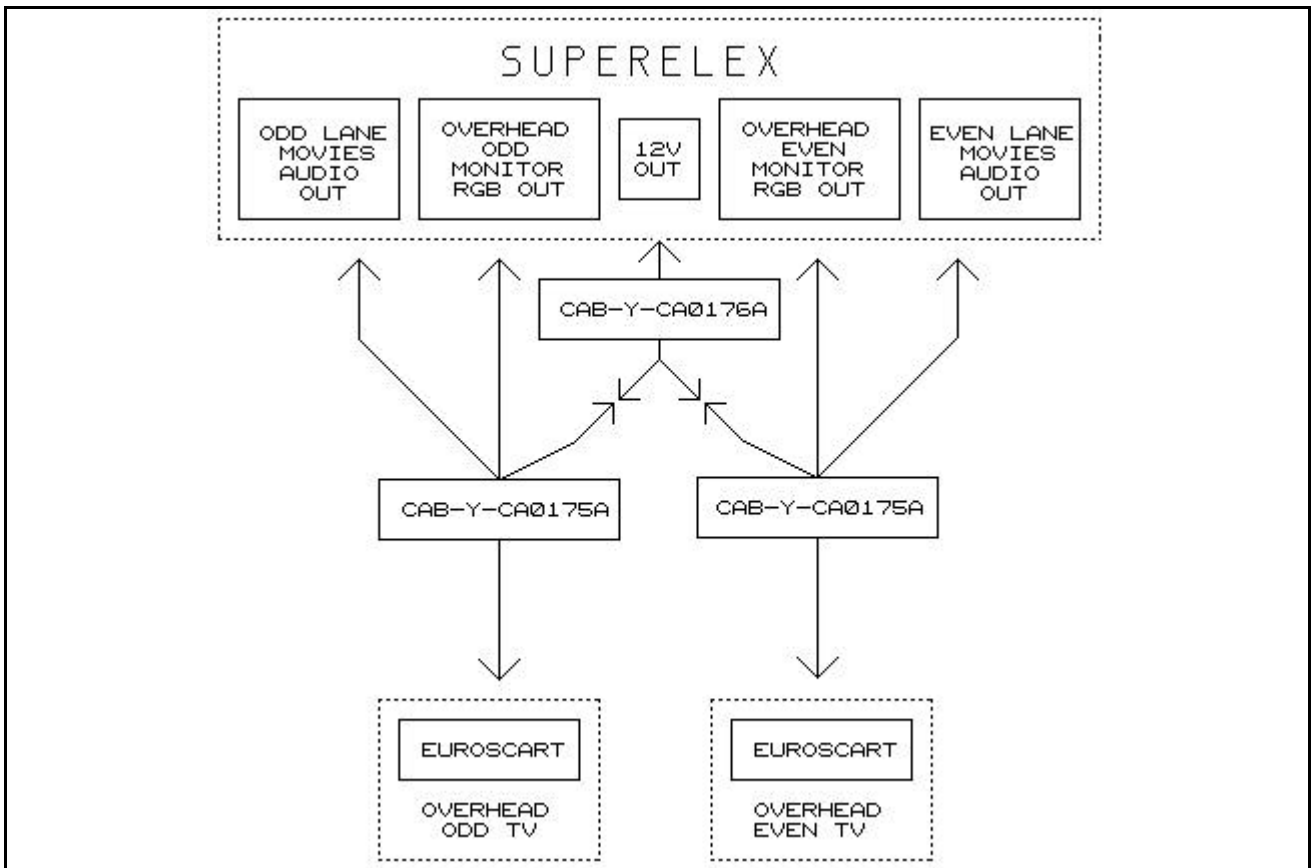
ELEX ◊ TV CONNECTION



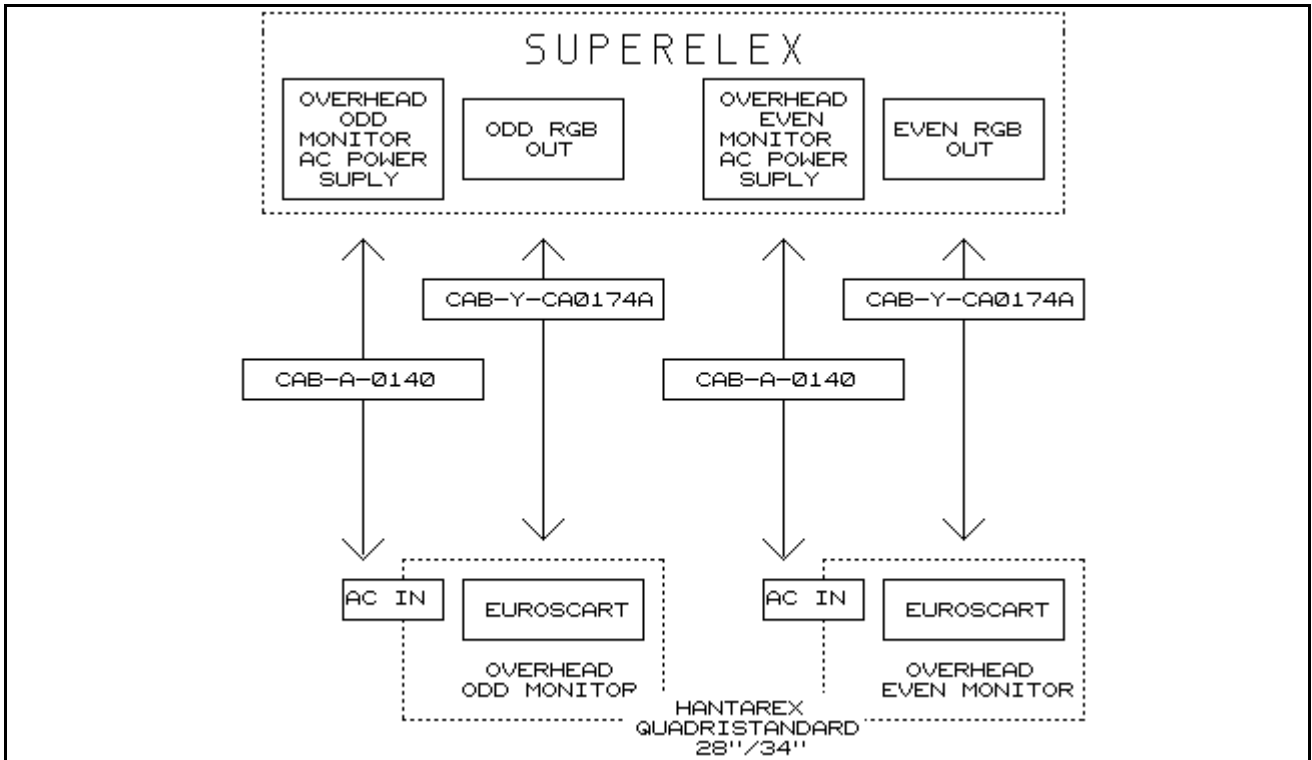
SUPERELEX ◊ RGB POLO/2 28" CONNECTION



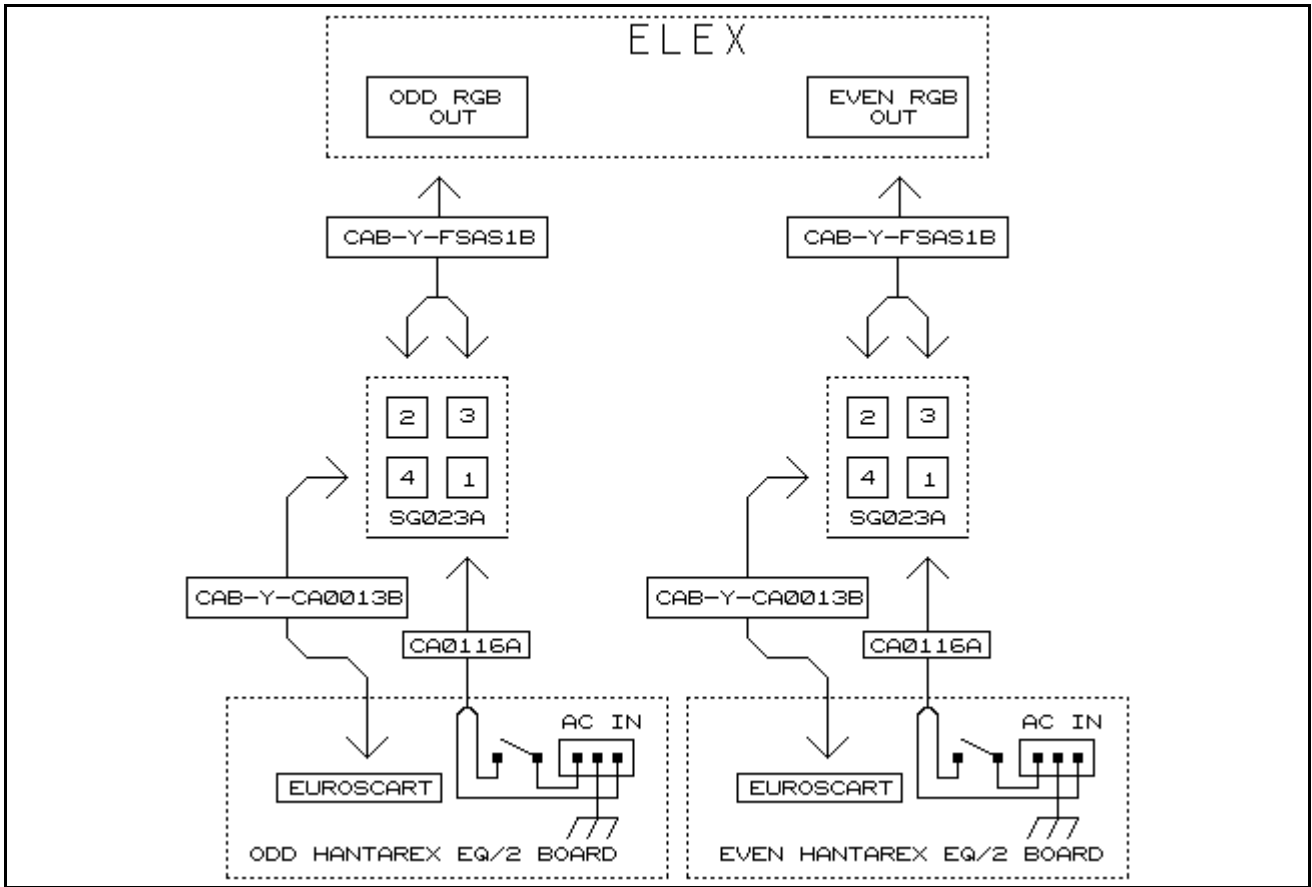
SUPERELEX ◊ TV CONNECTION



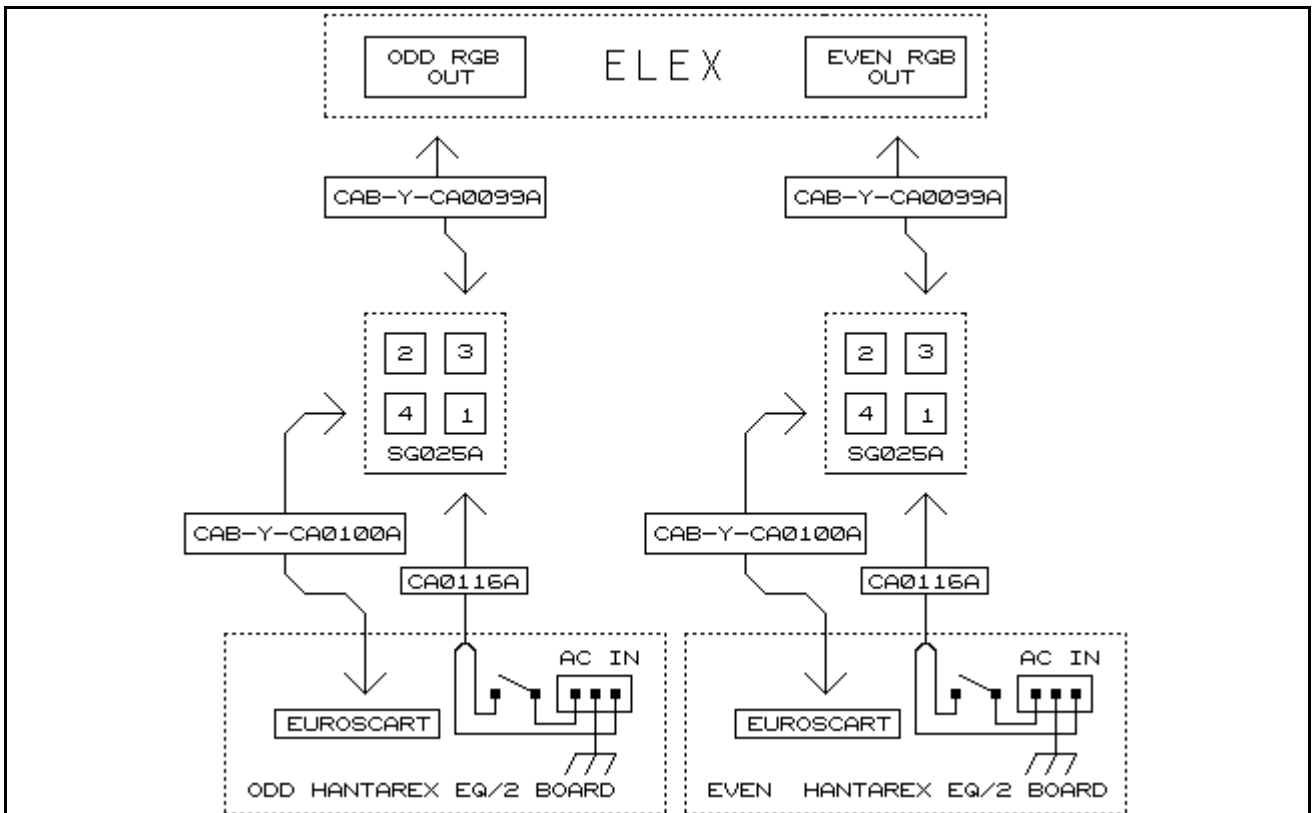
SUPERELEX ◊ HANTAREX QUADRI STANDARD 28" MONITOR CONNECTION



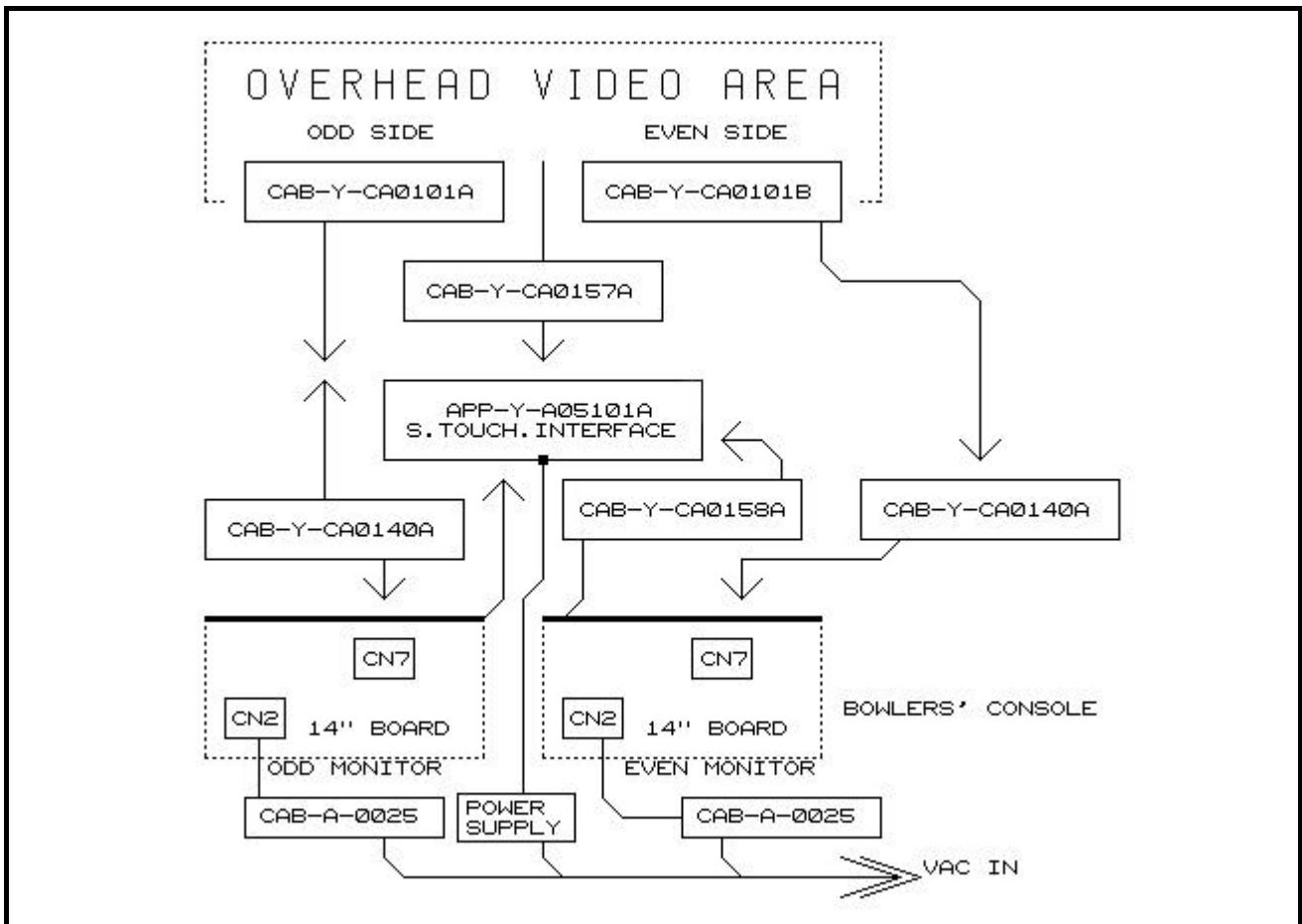
ELEX ◊ HANTAREX EQ2 28" WITH SG023A BOARD



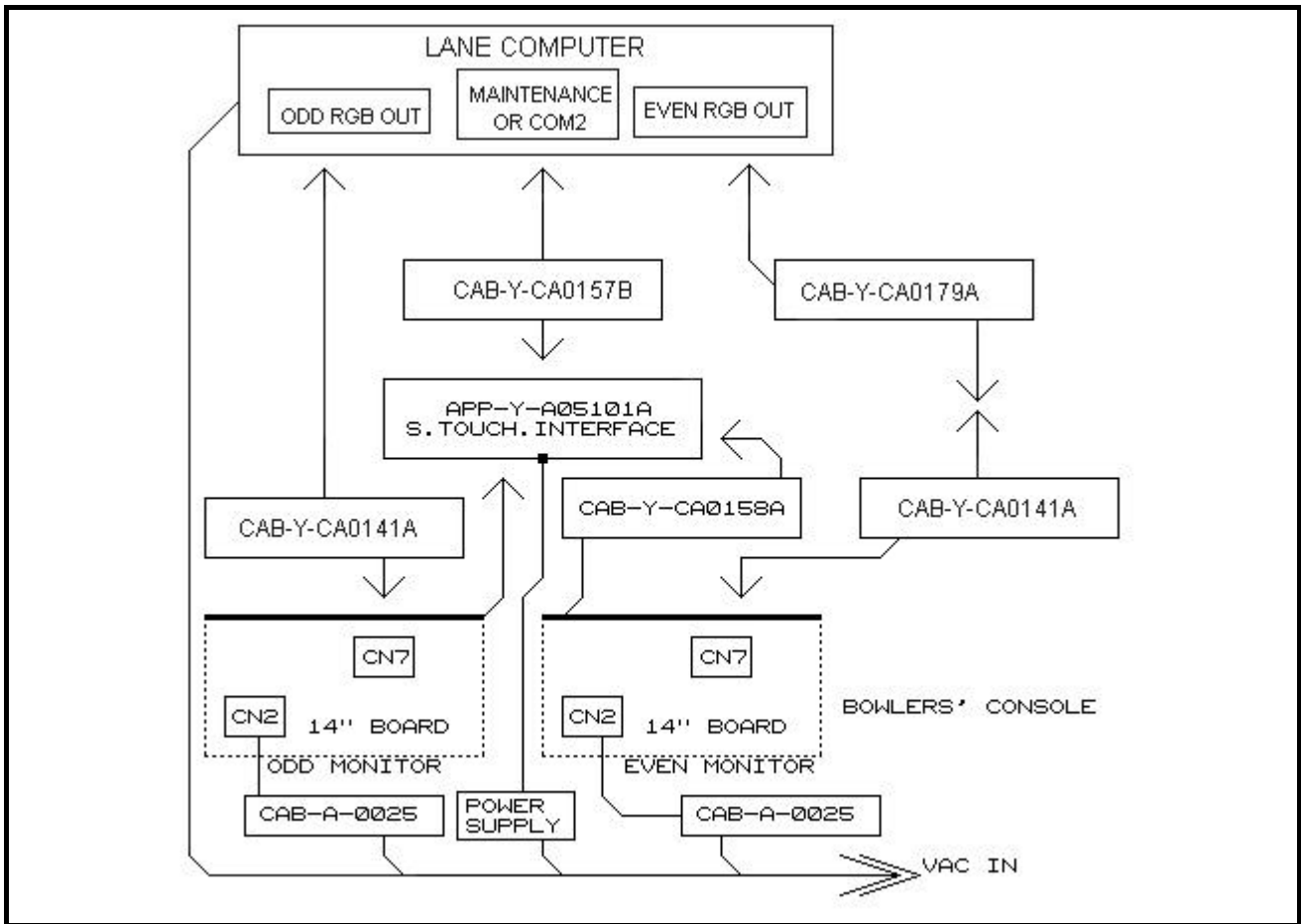
ELEX ◊ HANTAREX EQ2 28" CONNECTION WITH SG025A BOARD



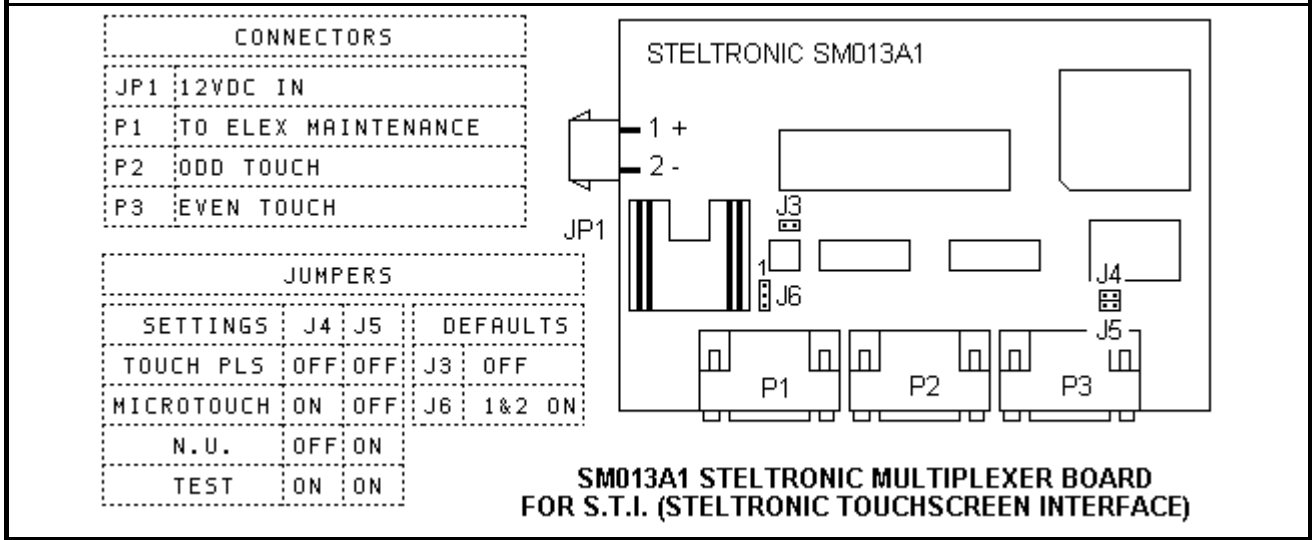
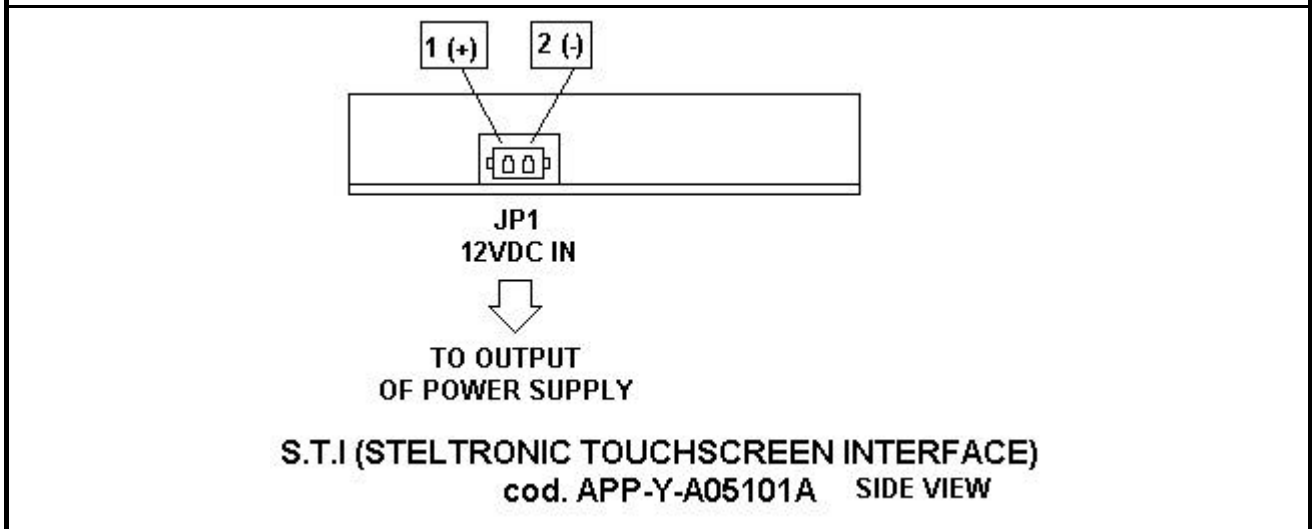
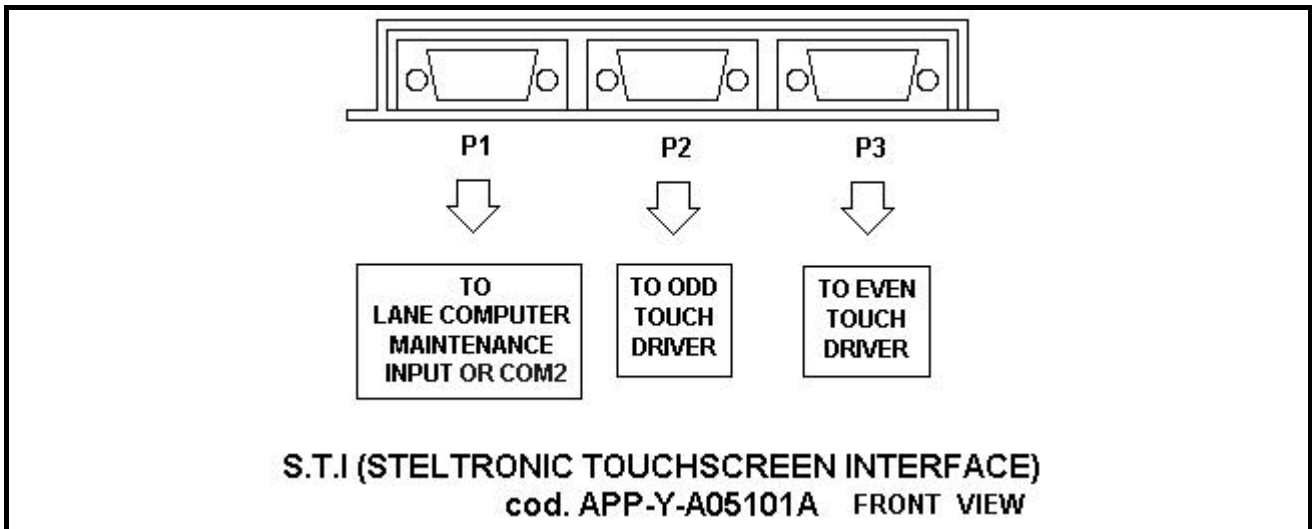
WINSVISION 14" TOUCHSCREEN BOWLERS' CONSOLE



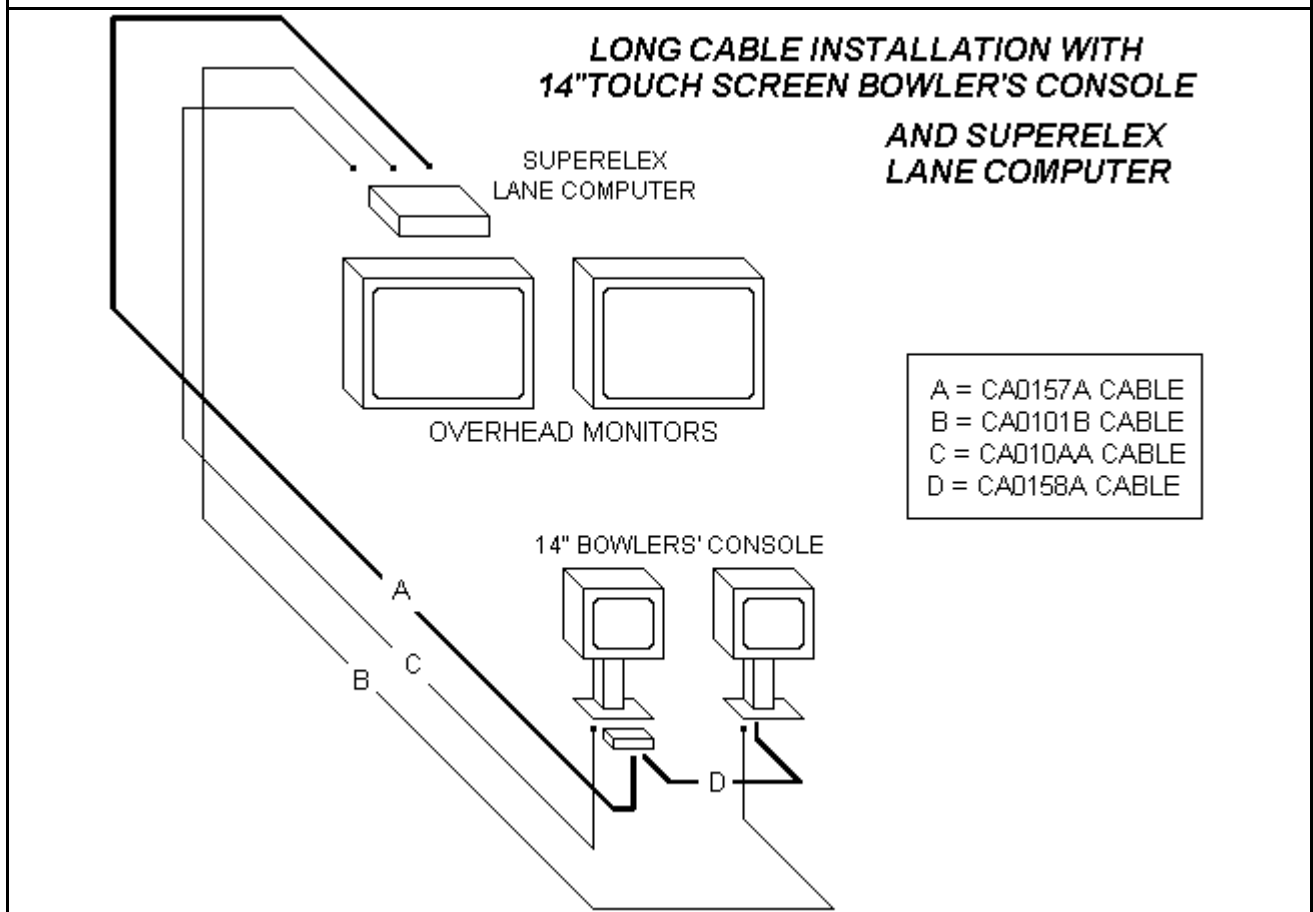
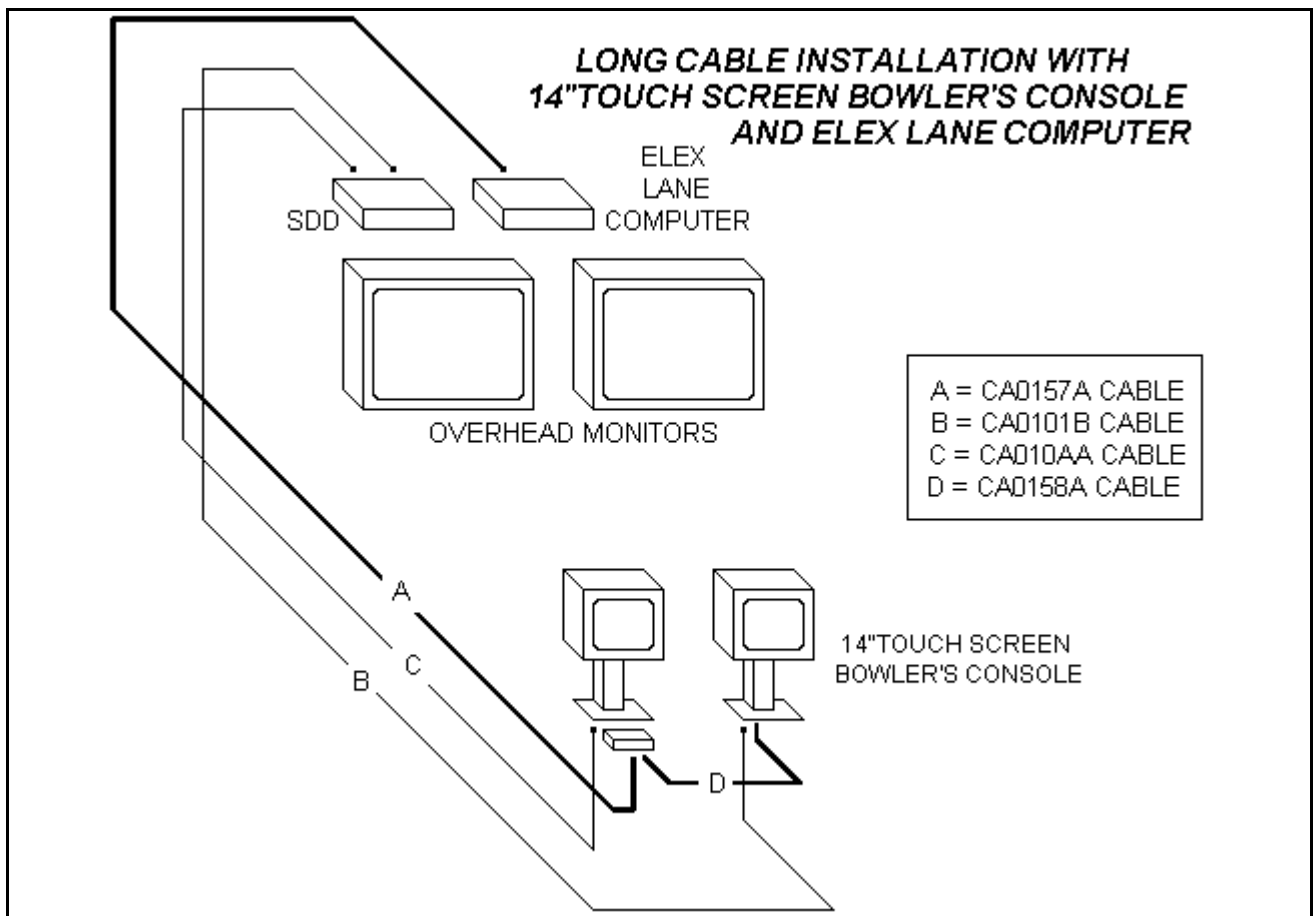
WINSVISION 14" TOUCHSCREEN BOWLER CONSOLE + OVERHEAD



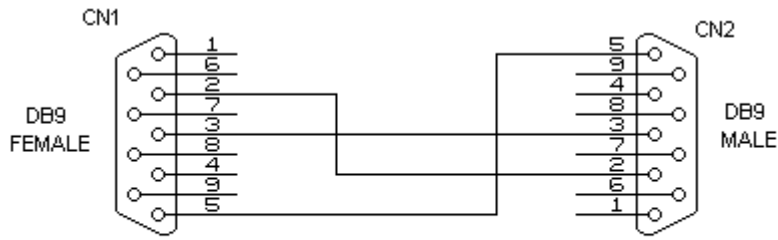
WINSVI SI ON 14" TOUCHSCREEN BOWLER CONSOLE ONLY



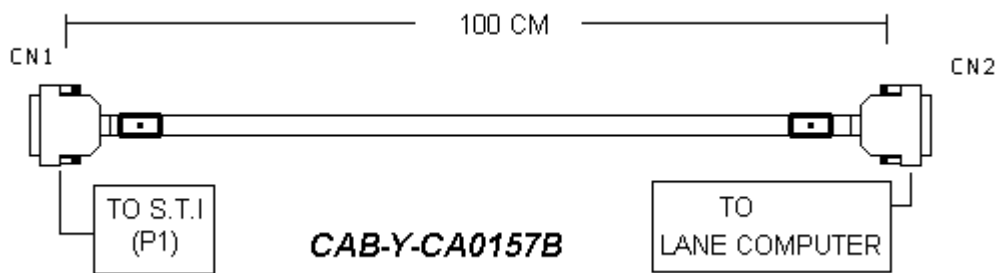
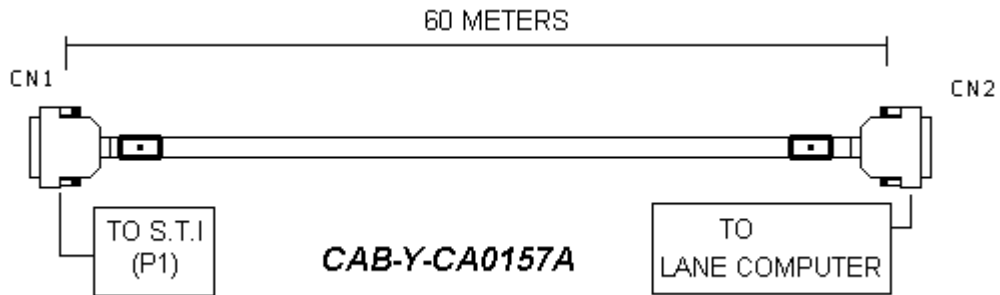
- The S.T.I require 12VDC 500mA input on JP1. Steltronic does not include the power supply.



CAB-Y-CA0157A/B

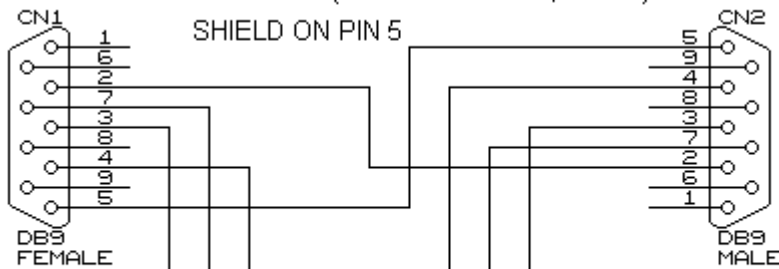


CABLE: 3 WIRE + SHIELD (WIRE SECTION 0,25m2)
 SHIELD ON PIN 5
 LENGTH: 60 METERS

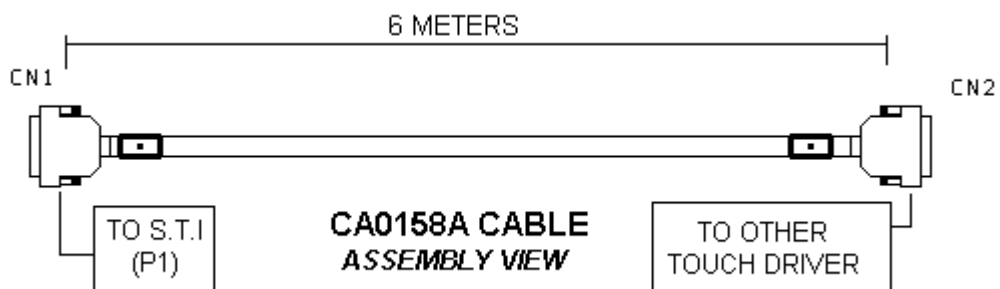


CAB-Y-CA0158A

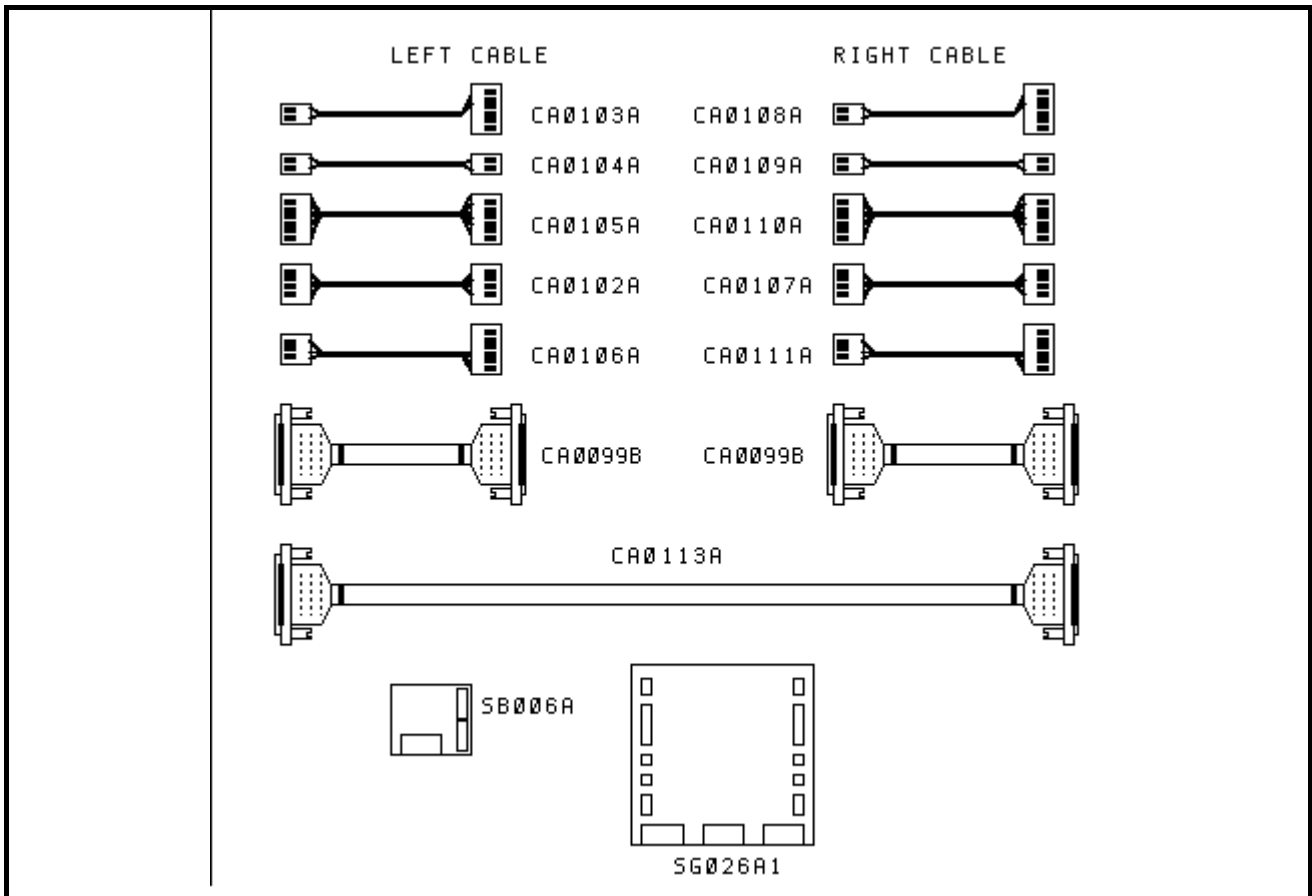
CABLE: 5 WIRES + SHIELD (WIRE SECTION 0,25mm2)
 SHIELD ON PIN 5

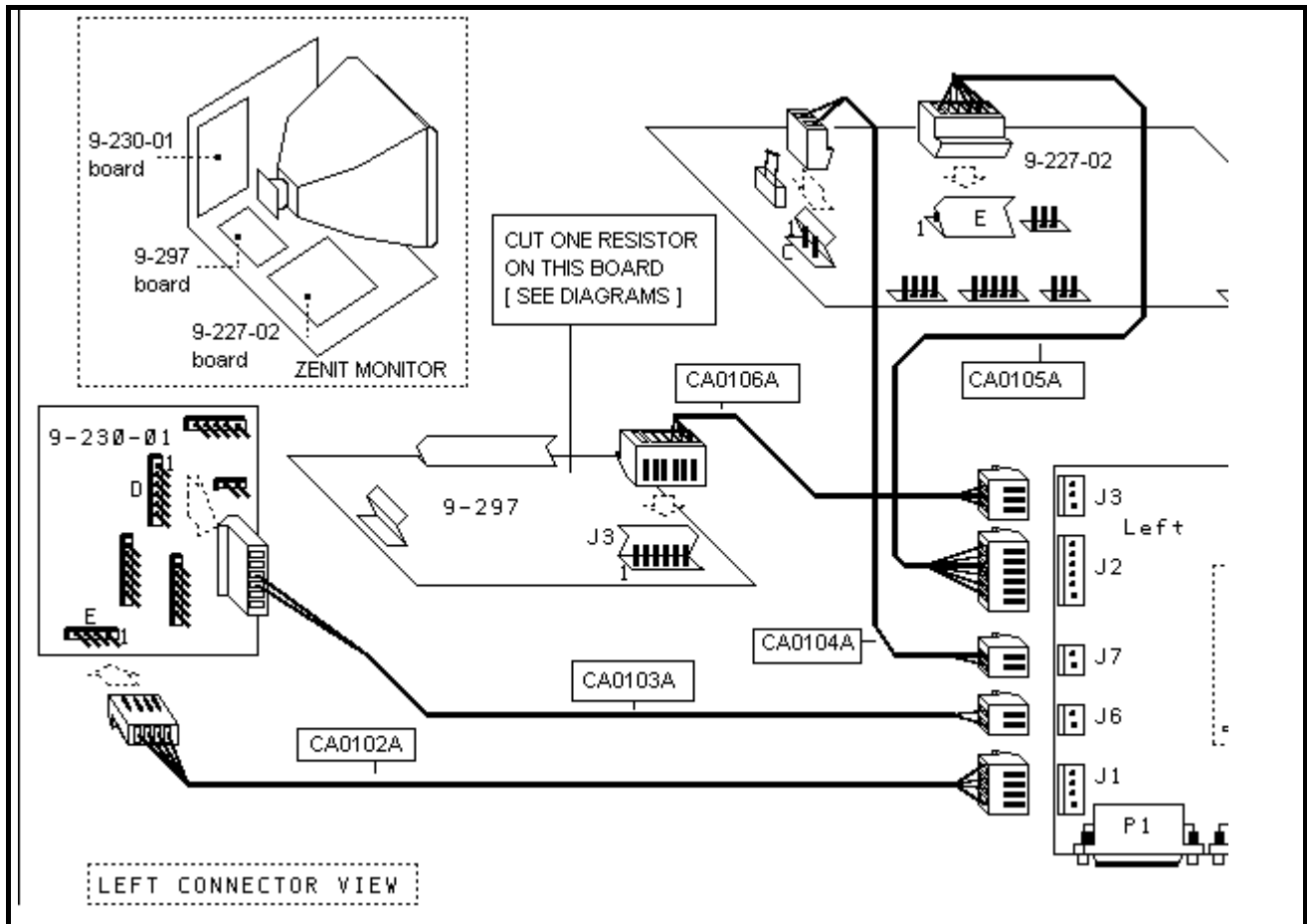


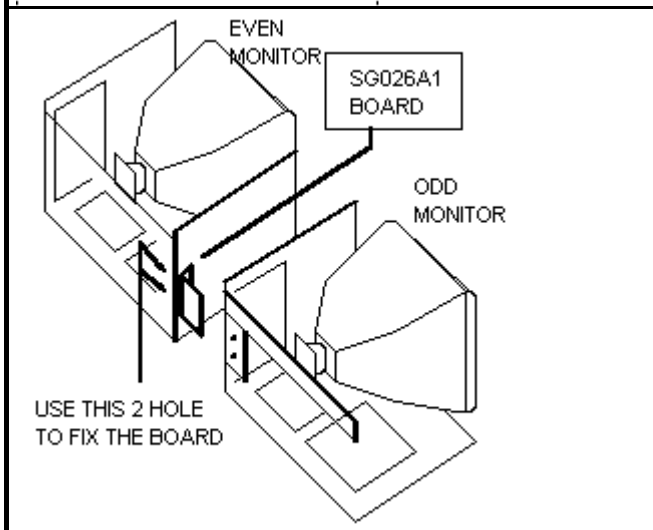
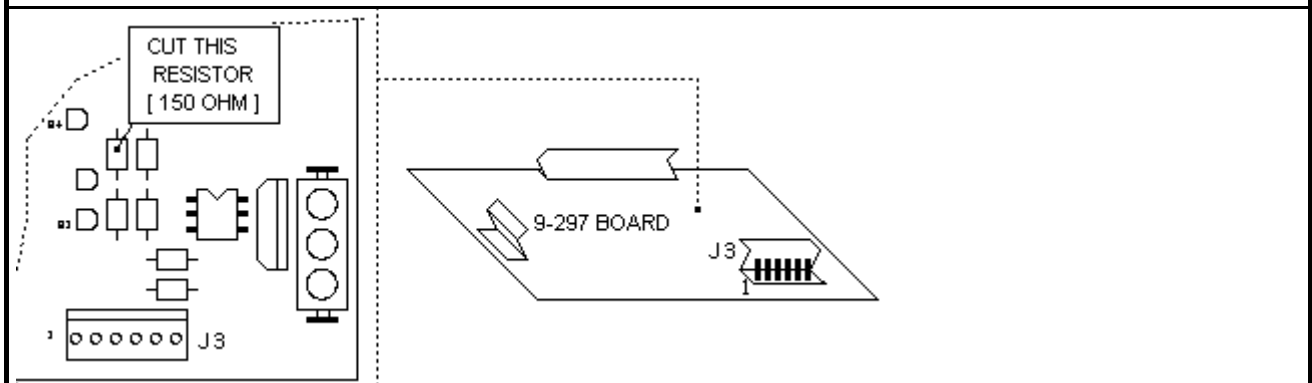
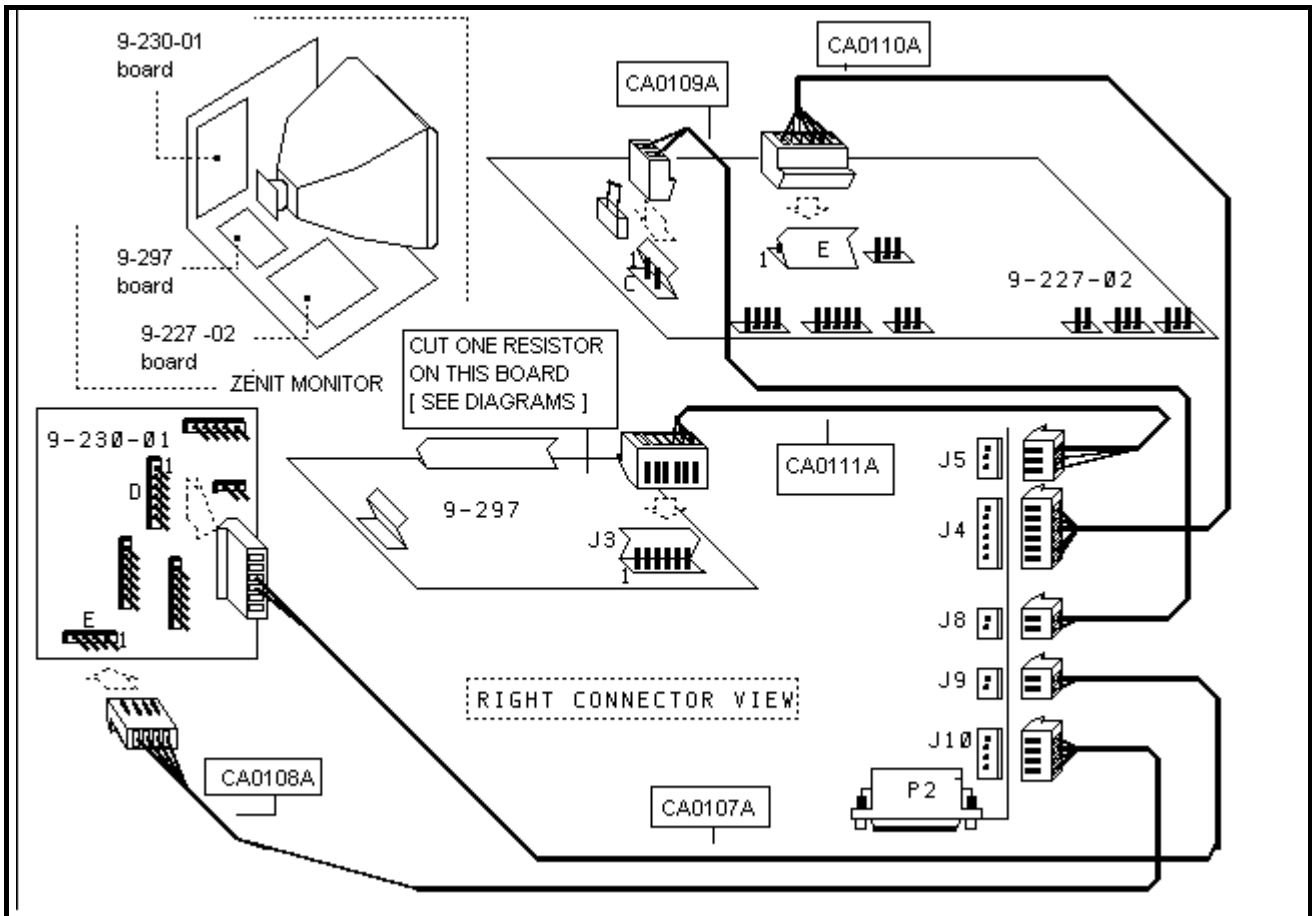
**CA0158A CABLE
 CONNECTION'S VIEW**



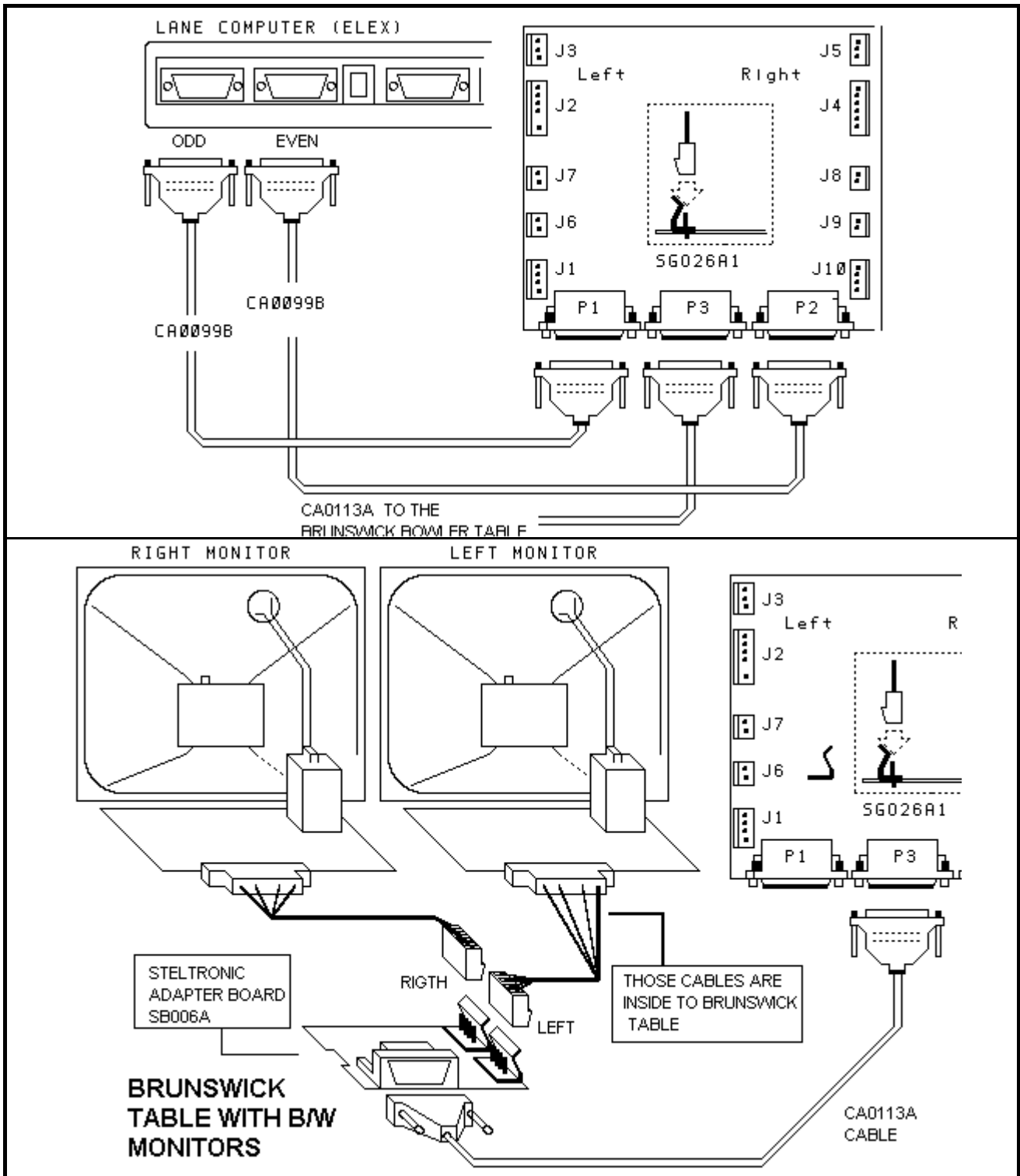
AS80 SCORE CONVERSION (WITH ELEX LANE COMPUTER)







Warning! Switch off all parts (ELEX, monitor, and table) before to proceed with the installation. Improper procedure can damage the SG026A1 board.



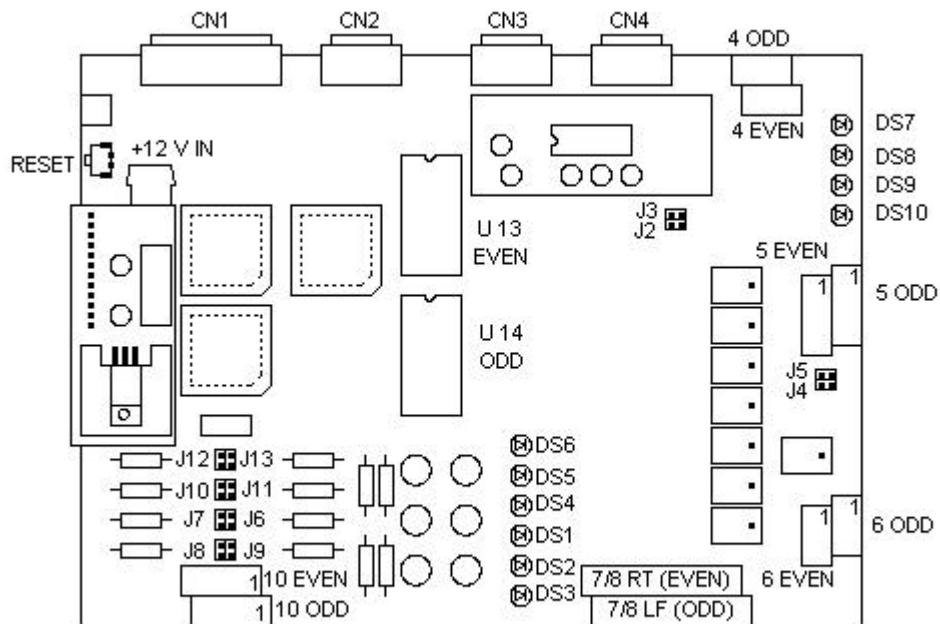
PINSETTER INTERFACE DEVICE FOR 8270, 8270 Up, 8290 First Gen., 8230/3000/45, Brunswick A1/A2 (I - Retro)

I- RETRO pinsetters Interface

The cables are per pair of lanes. In order to simplify the labels placed on all the cables they are labelled as follows, ODD = Lane 1 etc. (left Pinsetter) and EVEN = Lane 2 etc. (right Pinsetter).

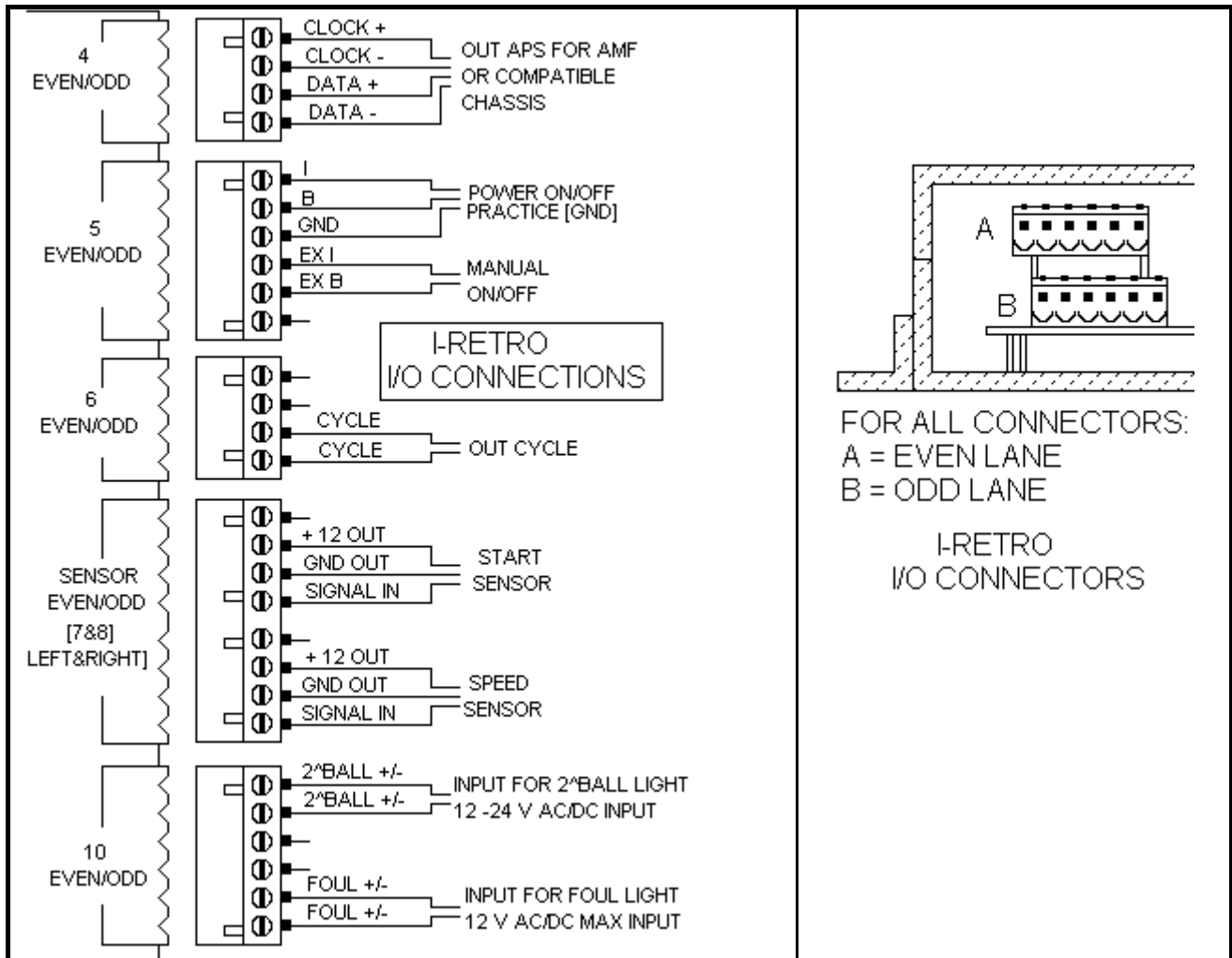
NB : FOR ALL TYPES OF PINSETTERS DISCONNECT THE BACK END MICRO (THE AUTOMATIC SCORE WILL SYNCHRONISE THE START CYCLE)

- Fix the I-Retro to the Curtain Wall in proximity of the Pinsetters (half way between a pair of lanes, just about above the ball shoot).
- Where possible, place the cables inside a plastic pipe (near the end of the cables) in order to keep the work tidy.
- Lay the **CA0085A** cable to the Detection Device.
- Connect the I-Retro with the pinsetters using the cables



CONNECTORS	CONNECTI ON
CN 1	To bowler's console [Keyboard Interface board] via CAB-FSAS9A
CN 2	To Lane computer [RS232 line] via CA0092A Cable
CN 3	To Detection Device [RS232 line] via CA0085A Cable
CN 4	Optional RS232 for additional Detection Device
4 ODD	APS interface for AMF or compatible Up Pinsetters [odd lane] via CA0057F cable
4 EVEN	APS interface for AMF or compatible Up Pinsetters [even lane] via CA0057G cable
5 ODD	POWER ON/OFF/ PRACTICE connector for ODD pinsetter
5 EVEN	POWER ON/OFF/ PRACTICE connector for EVEN pinsetter
6 ODD	Output CYCLE for ODD pinsetter
6 EVEN	Output CYCLE for EVEN pinsetter
7/8 RT [EVEN]	Start and Speed Even Sensors from Detection Device via CA0085A Cable
7/8 LF [ODD]	Start and Speed Odd Sensors from Detection Device via CA0085A Cable
7/8 RT [EVEN]	Start and Speed Even Sensors from Detection Device via CA0085A Cable
10 EVEN	INPUT for 2^ball and foul light signal for EVEN lane.
10 ODD	INPUT for 2^ball and foul light signal for ODD lane.
DI ODE LEDS	SI GNAL
DS 1	ODD SECOND BALL Input
DS 2	ODD STRIKE Input
DS 3	ODD FOUL Input
DS 4	EVEN SECOND BALL Input
DS 5	EVEN STRIKE Input
DS 6	EVEN FOUL Input
DS 7 + DS 8	Power On Auto Test
DS 9	+ 12 V Power Led
DS 10	+ 5 V Power Led
JUMPERS	SETTINGS
	DEFAULT = CLOSE
J3	[Eprom and Eeprom Selection] OPEN = with Camera and Eeprom (SAS system)
J2	DEFAULT = OPEN [emergency jumper for our SAS score DO NOT CLOSE]
J4	DEFAULT = OPEN [diode jumper for MGR * DO NOT CLOSE]
J5	DEFAULT = OPEN [diode jumper for MGR * DO NOT CLOSE]
J6 + J7	JUMPER for ODD Second ball Input
J8 + J9	JUMPER for EVEN Second ball Input
J10 + J11	JUMPER for ODD Strike Input [NOT USED * only for our SAS score]
J12 + J13	JUMPER for EVEN Strike Input [NOT USED * only for our SAS score]

INPUT OUTPUT SIGNAL AND CONNECTOR



THE SECTIONS EVEN AND ODD HAVE THE SAME CONNECTIONS. EVEN IS THE SECTION FOR RIGHT PINSETTER (EXAMPLE LANE 2), ODD FOR LEFT PINSETTER (EXAMPLE LANE 1)

*** WHEN THE SCORE GIVES THE CYCLE TO THE PINSETTERS, PLEASE DISCONNECT THE BACK END SWITCH (CUSHION) BECAUSE THE PINSETTER MUST ACCEPT THE CYCLE ONLY FROM THE SYSTEM TO BE SYNCHRONISED WITH THE SCORE.**

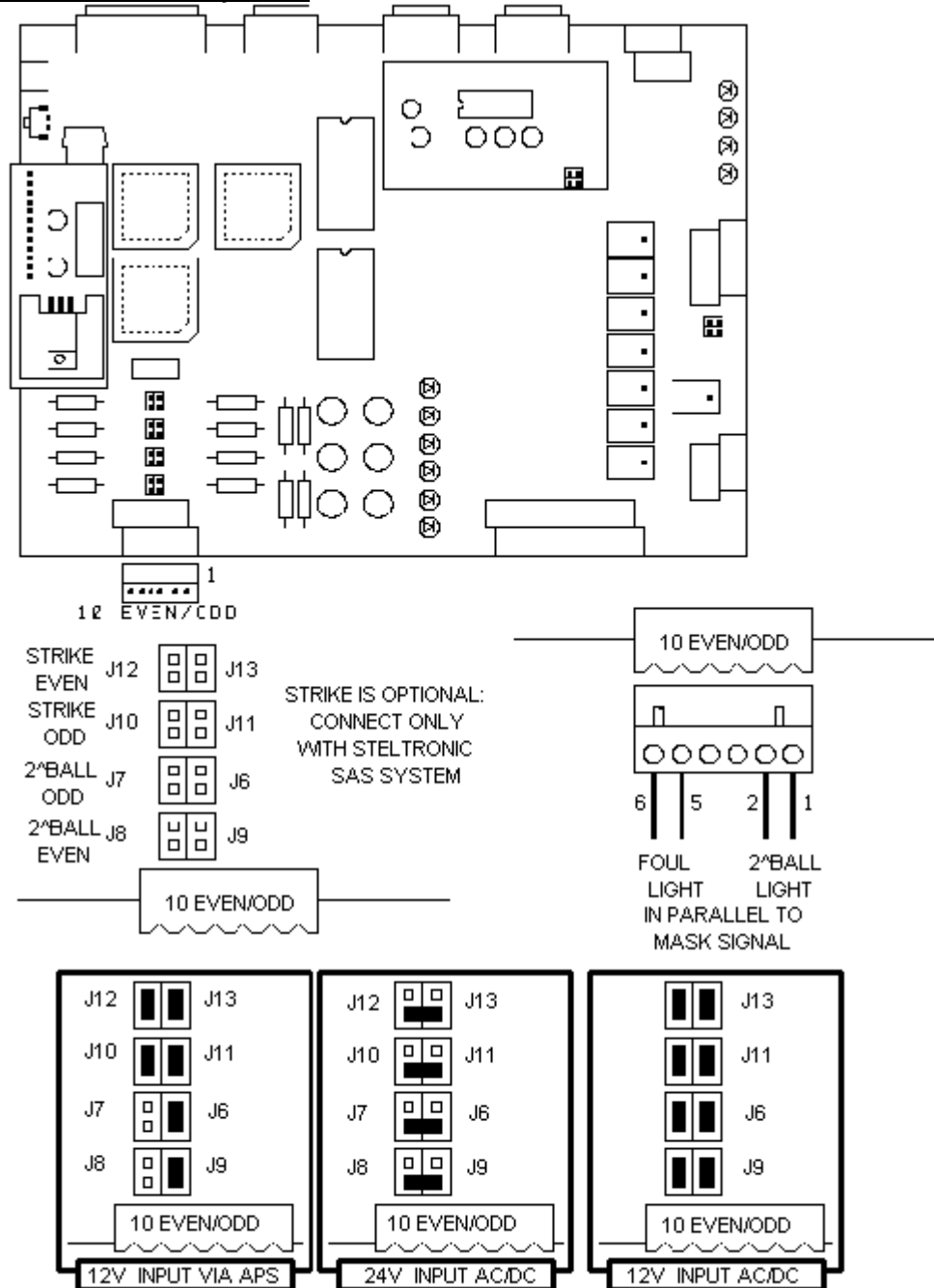
- The connector used is 5 EVEN and 5 ODD into I-Retro.

JUMPER SETTINGS SCHEMATICS DIAGRAM

NB: The I-Retro is universal. The jumpers should be set in accordance with the varying type of Pinsetters and their voltage output, Brunswick and AMF are different (and within AMF there are varying types).

THE I-RETRO IS SUPPLIED WITH THE JUMPERS SET TO 12 V AS FACTORY STANDARD.

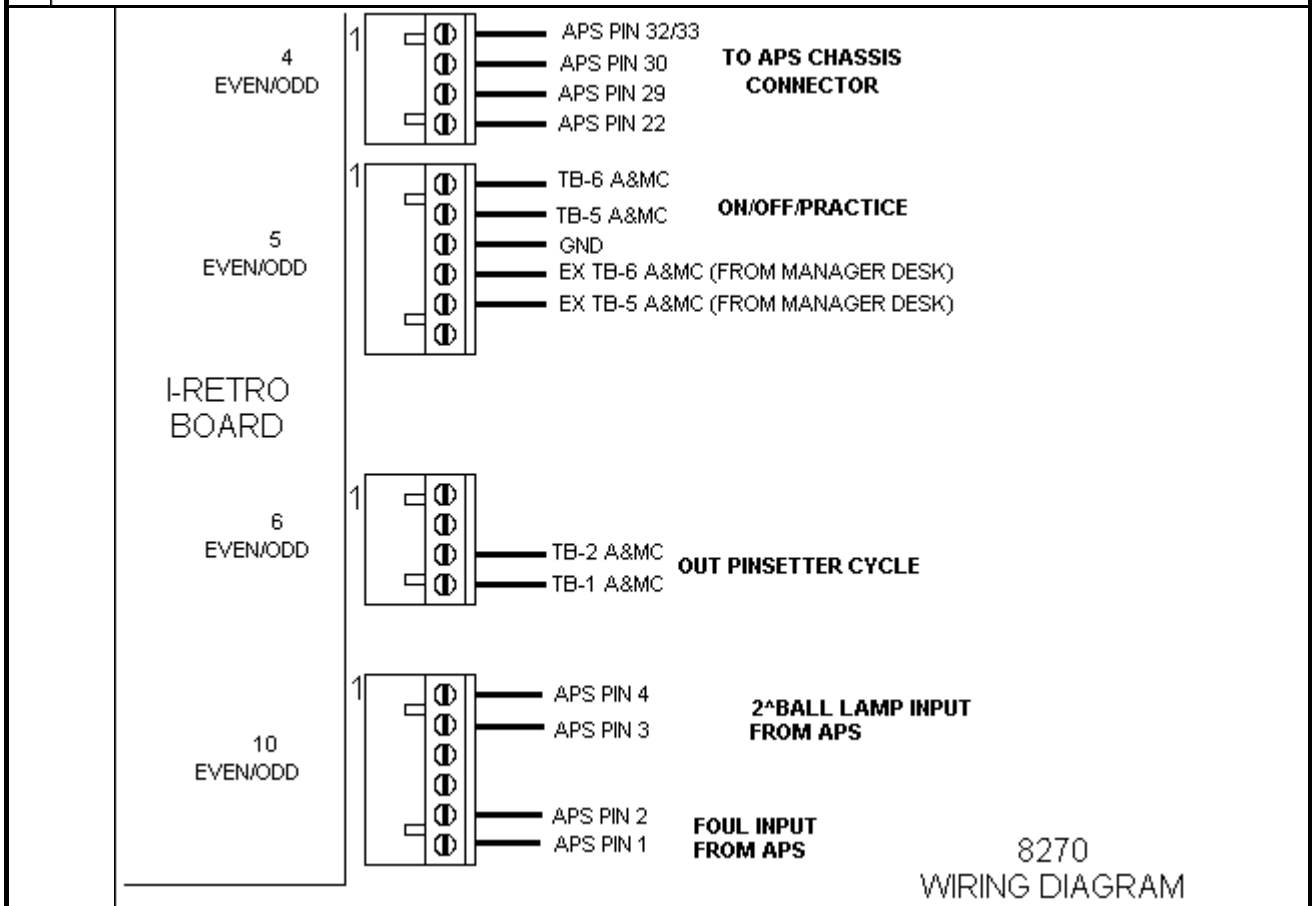
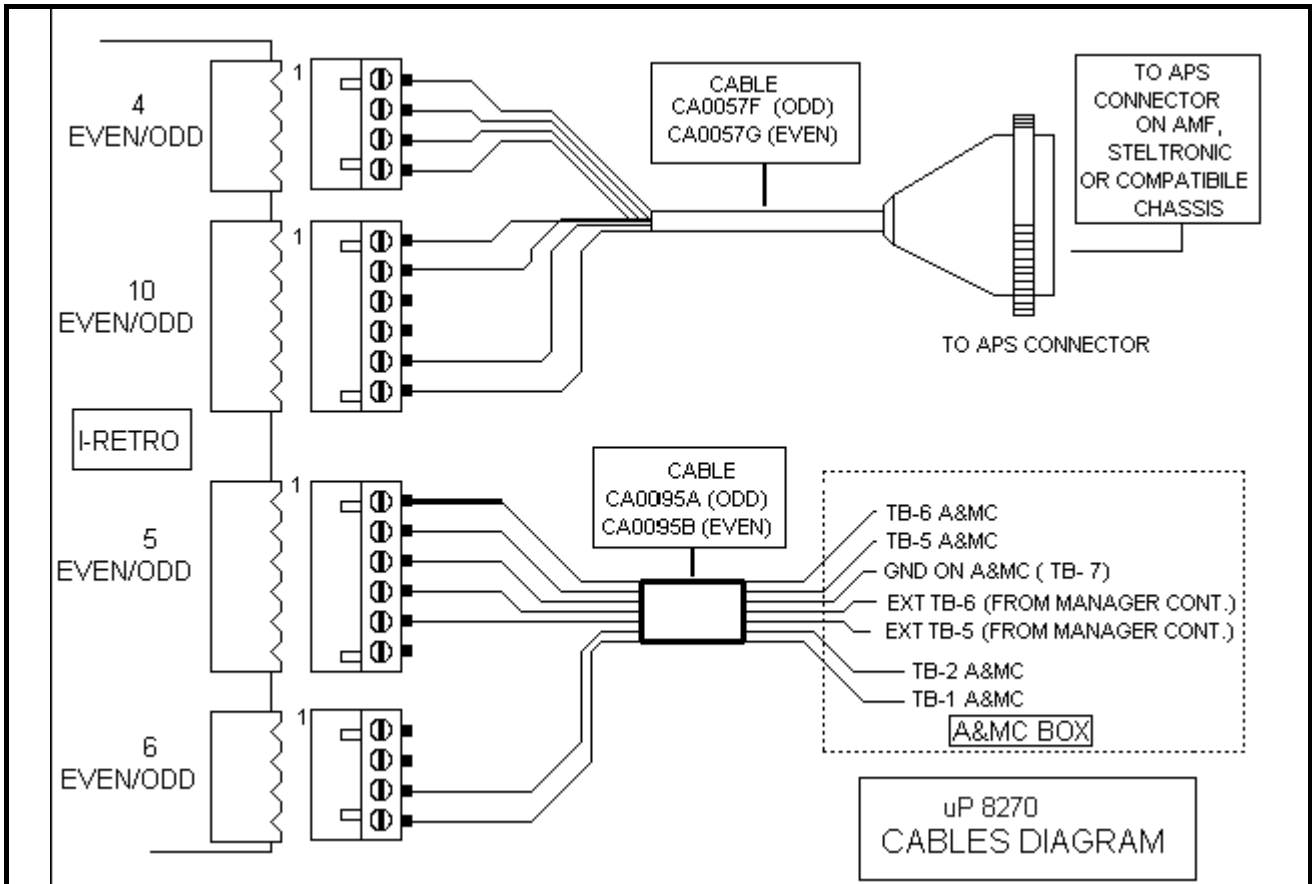
The foul signal MUST BE always 12V.



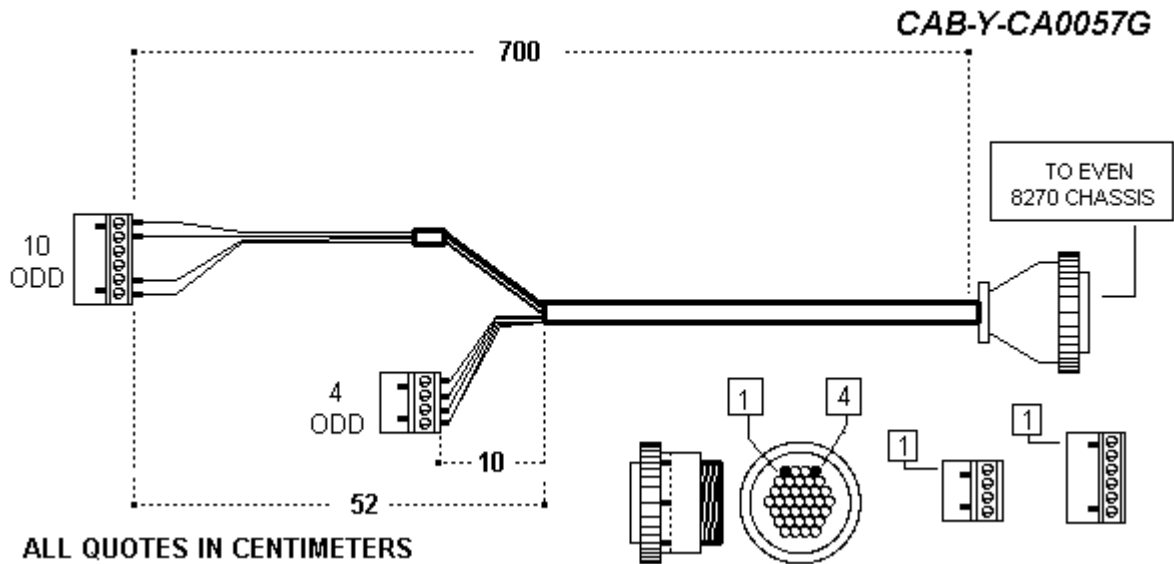
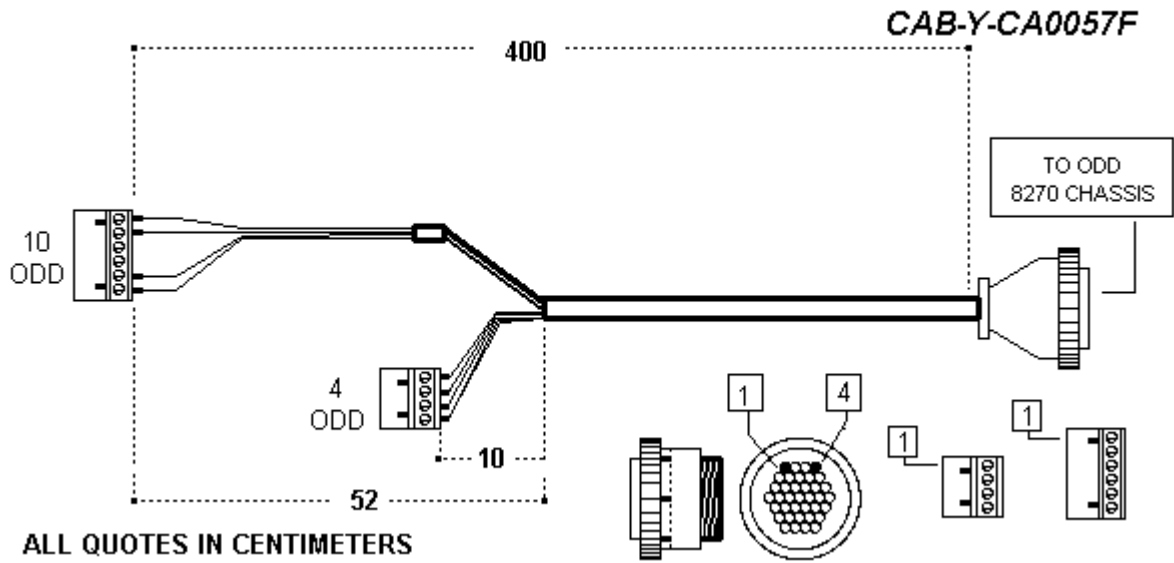
- **BRUNSWICK A1/A2 PINSETTERS** = JUMPERS FOR 24 INPUT AC/DC
- **BRUNSWICK GS 10 PINSETTERS** = JUMPERS FOR 24 INPUT AC/DC
- **VULTEX OR STRING MACHINE** = 12-24 INPUT AC/DC JUMPER (CHECK WITH TESTER THE VOLT)
- **8270 5 BOARD OR OMNIBOARD, 8230/3000/45** = JUMPER FOR 12V INPUT AC/DC
- **8270 AMF, STELTRONIC OR COMPATIBLE CHASSIS (WITH APS 37 POLE CONNECTOR)** = 12V INPUT VIA APS:

When the scoring system is connected with AMF, STELTRONIC or COMPATIBLE 8270 uP chassis, is possible take the mask signal (2[^]ball and foul light) directly from APS connector placed on the chassis. In this mode, is necessary take out the jumper J8 and J7, or the signal will be floating.

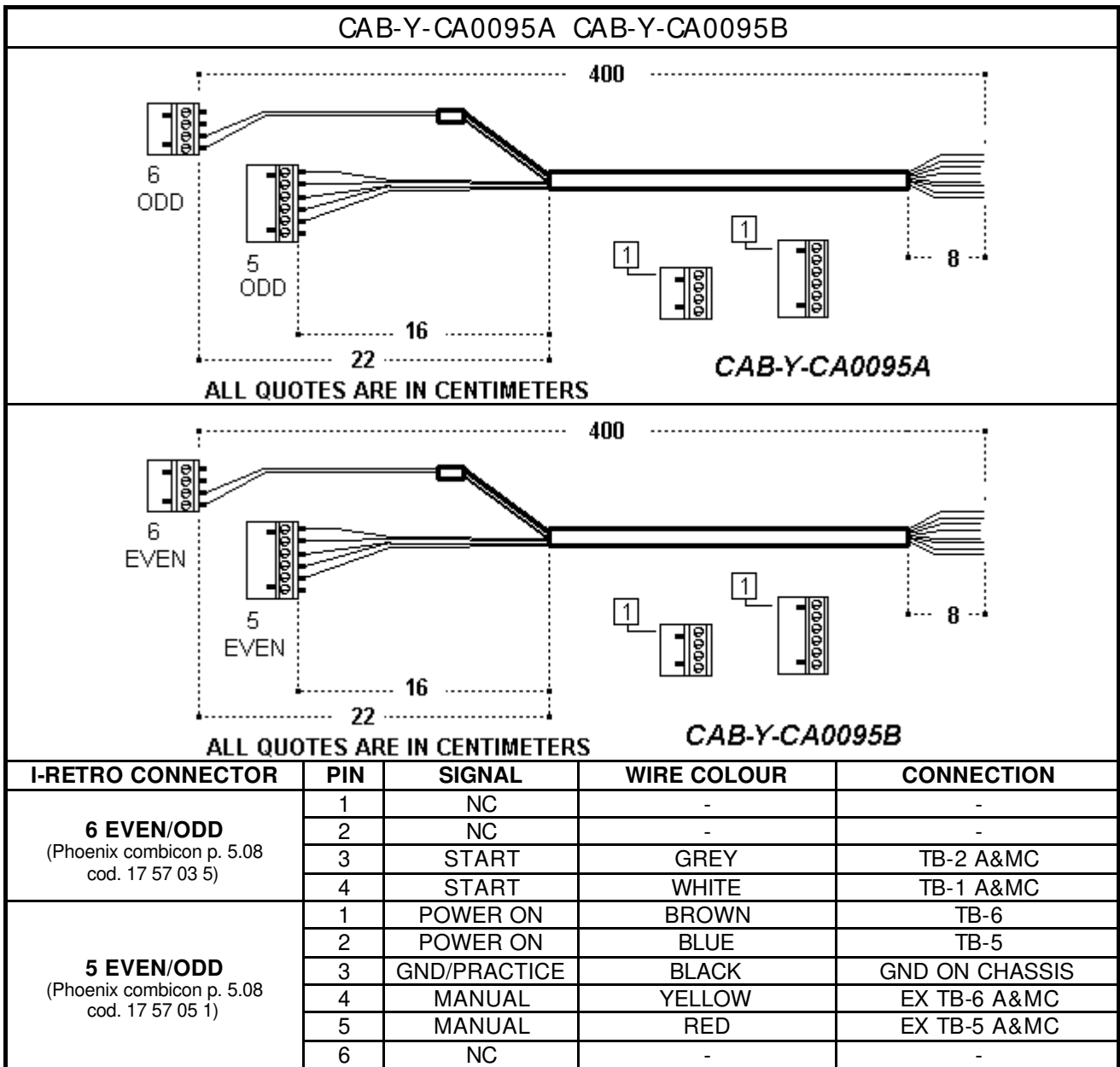
INTERFACING 8270 Up PINSETTERS

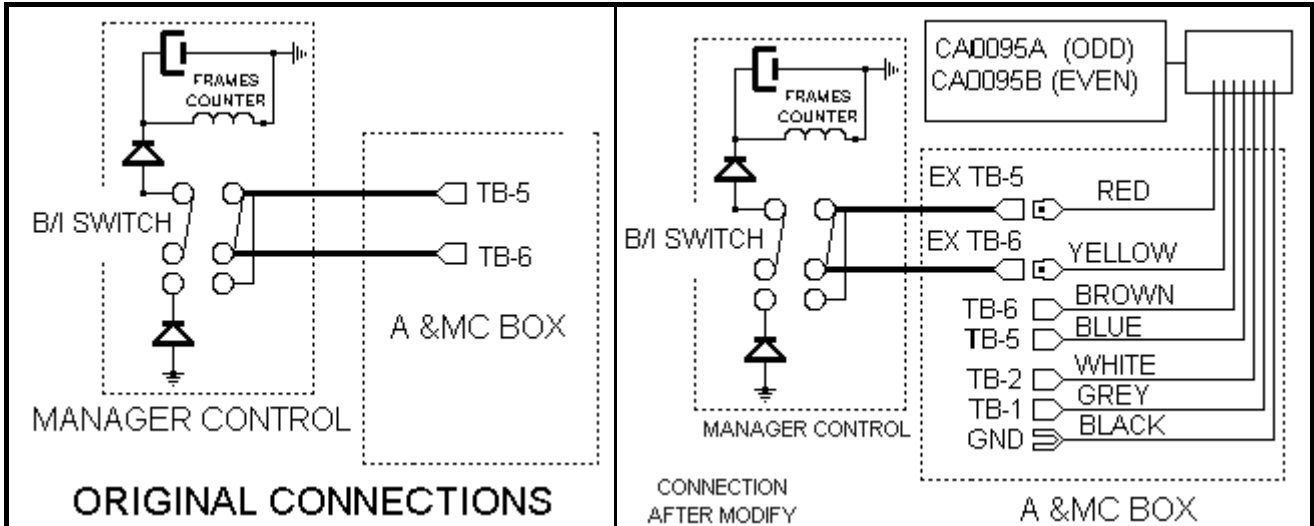


CAB-Y-CA0057F – CAB-YCA0057G



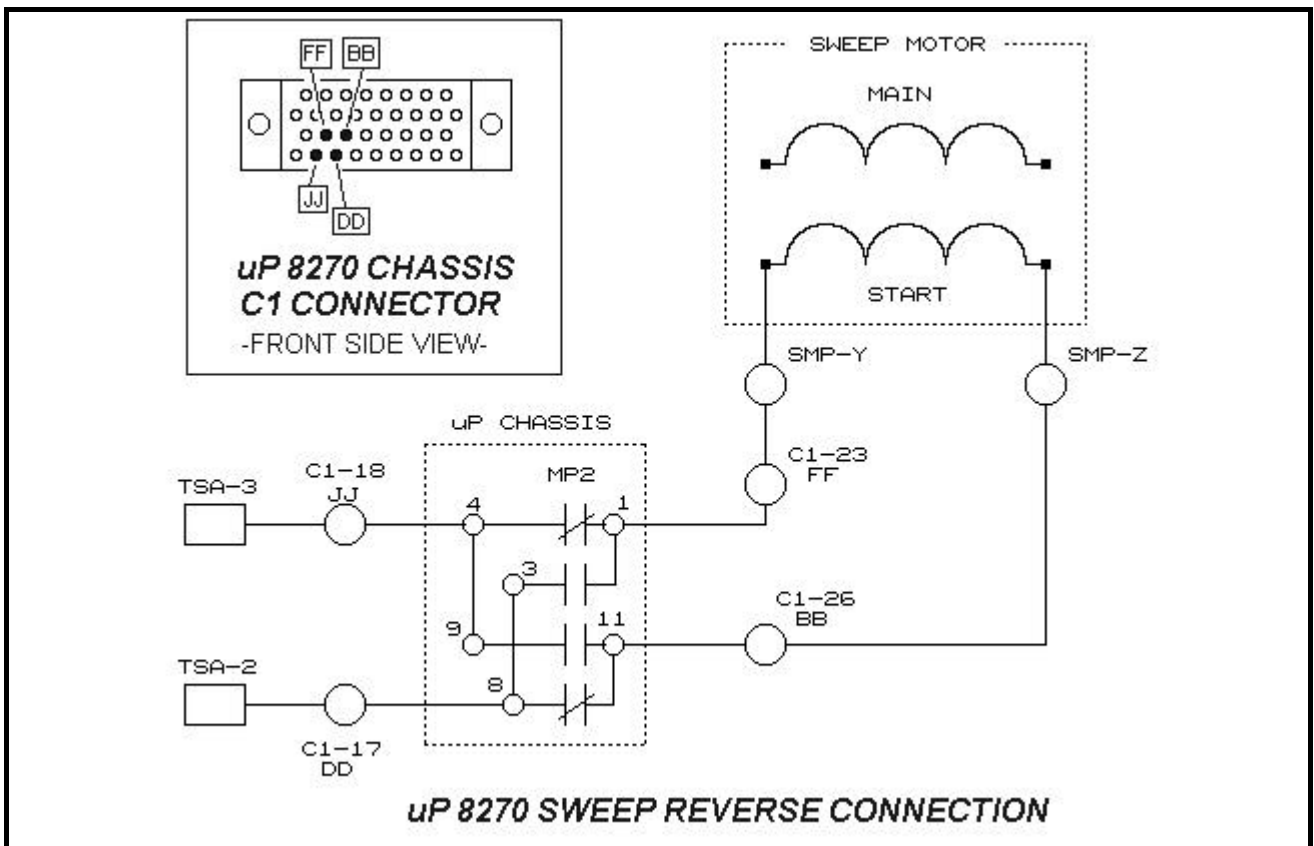
I-RETRO CONNECTOR	PIN	SIGNAL	APS (Amp CPC 37 pin)	APS CODE
4 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	CLOCK +	32 /33	APSPSP
	2	CLOCK -	30	GND
	3	DATA +	29	APSD
	4	DATA -	22	GND
10 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	2 nd BALL	4	2 nd BALL
	2	2 nd BALL	3	2 nd BALL
	3	NC	-	-
	4	NC	-	-
	5	FOUL	2	FOUL
	6	FOUL	1	FOUL





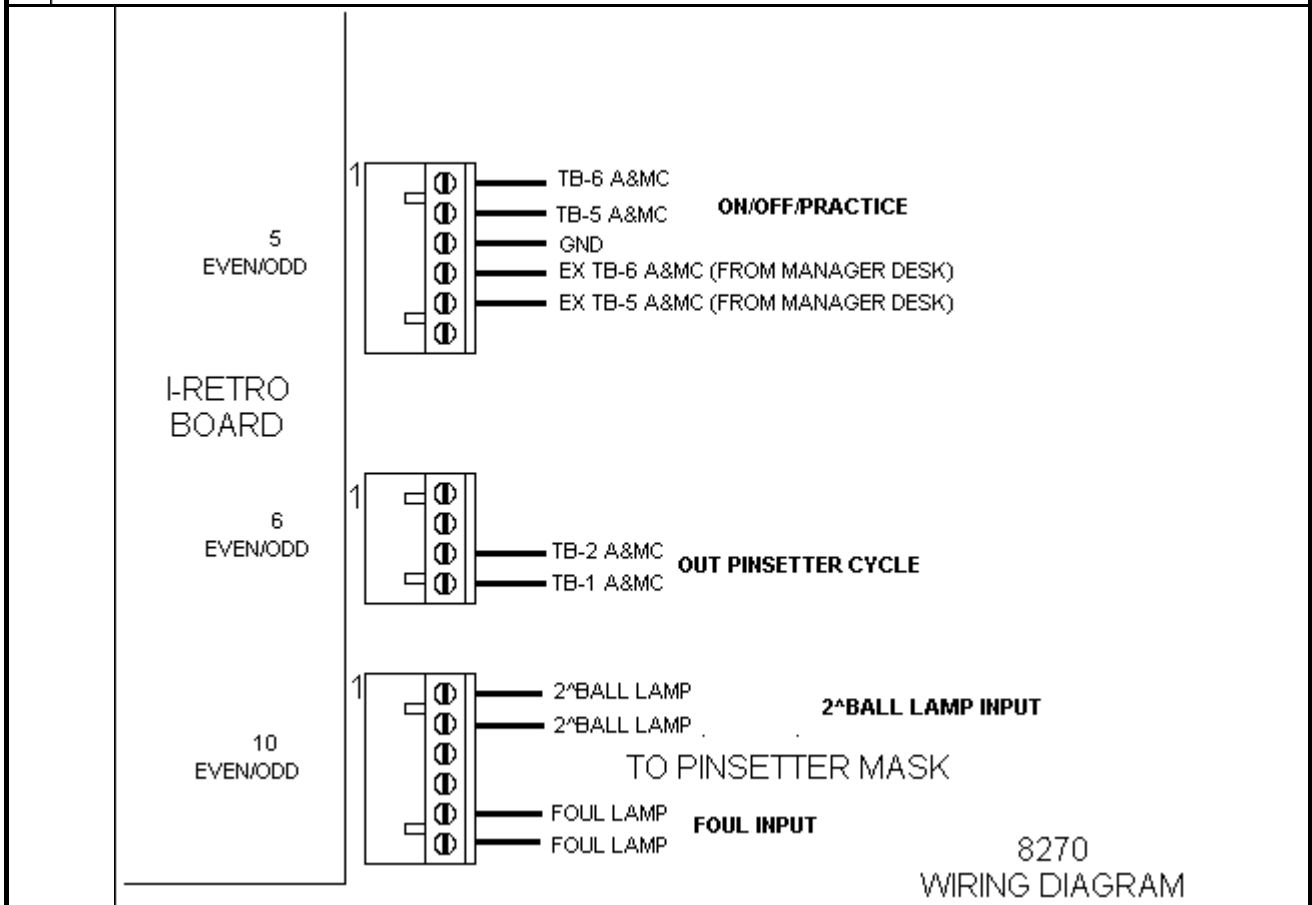
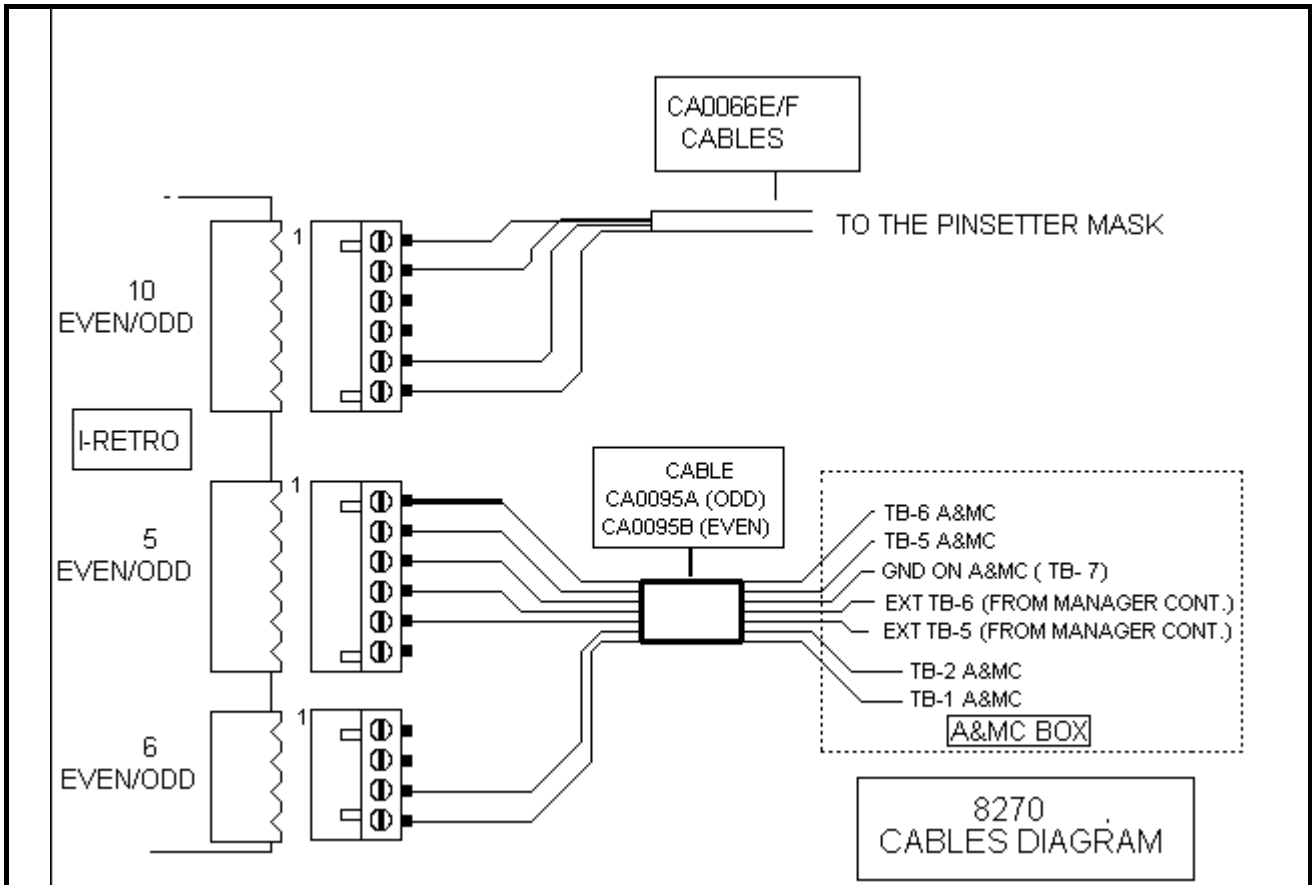
- Normally the wires found in the A&MC BOX, come from the MGR control panel on the Console and allow power On and Off of the two Pinsetters as well as the practise throws.
- Wires coming from the control panel are connected to the TB-5 and TB-6 sockets in the A&MC BOX; these are removed from the above sockets and taken to the I-Retro, from which another two wires are taken and connected back into the TB-5, TB-6 sockets therefore completing the circuit, allowing the machine to be controlled automatically and manually as before, (when the I-Retro is off), for On and Off and practise throws.

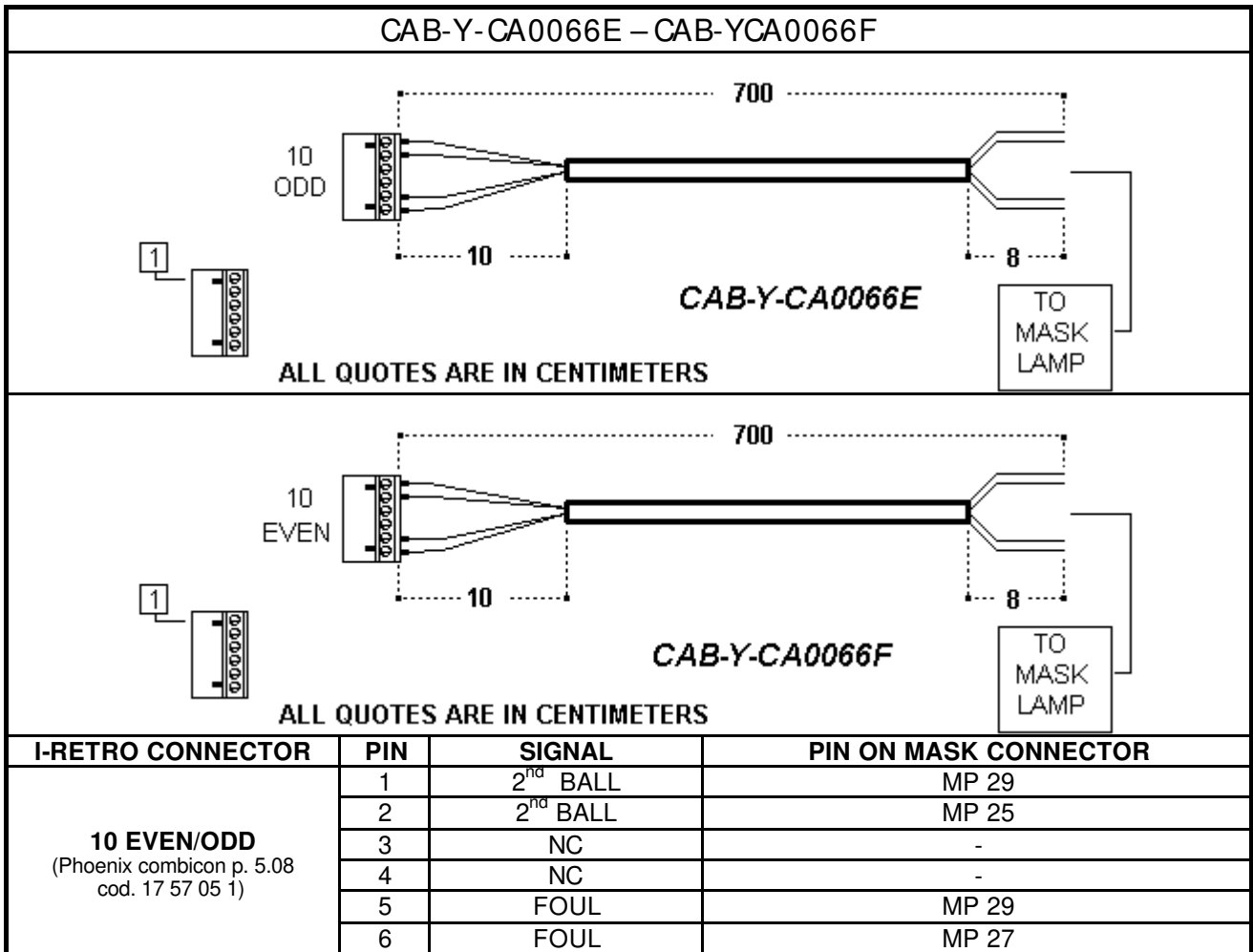
Note: some pinsetters do not have the switch on manager. In this occasion, do not use red and yellow wire.



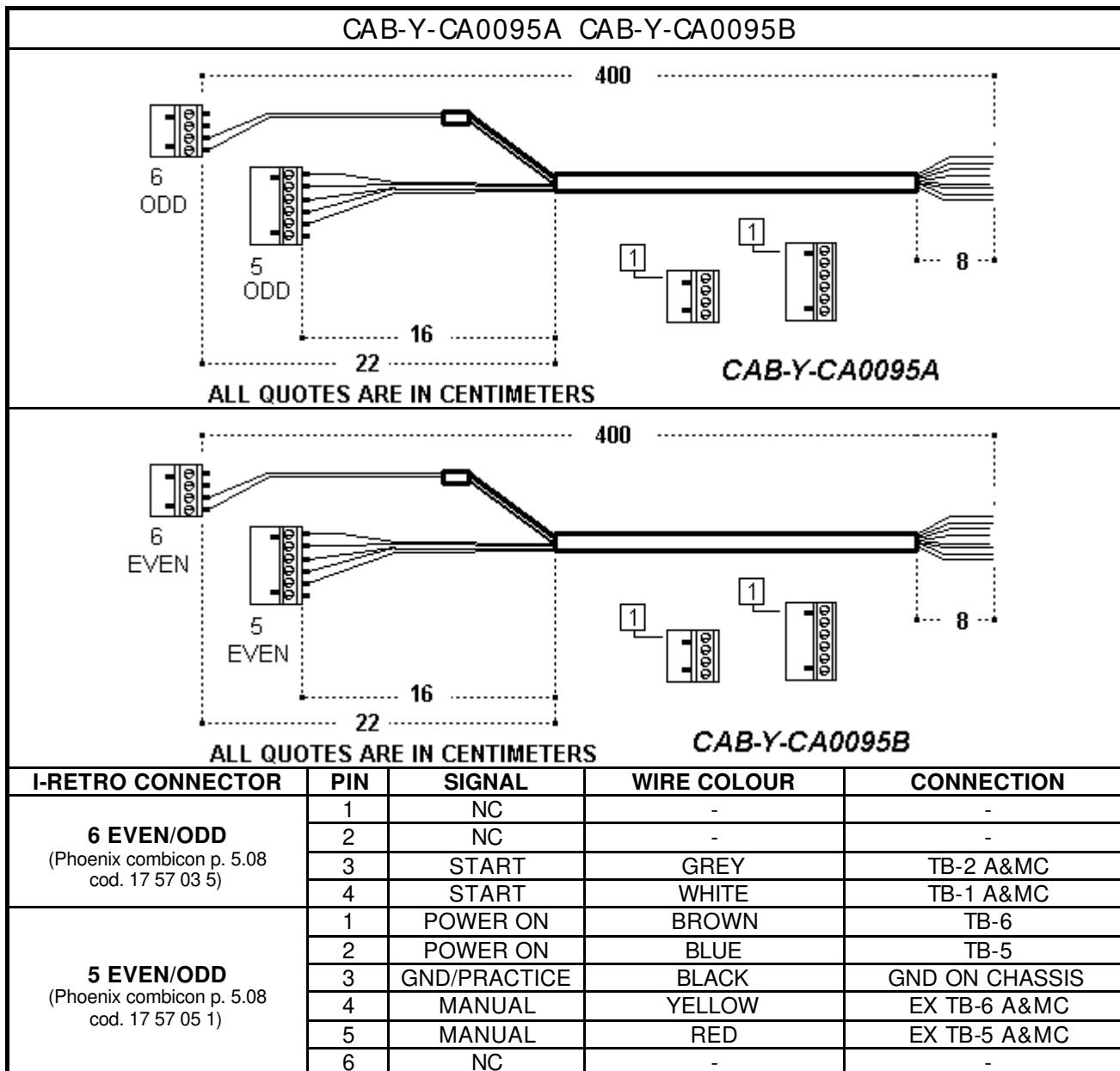
Before to enable the APS into I-Retro settings, check the sweep cable like shows in the diagram above

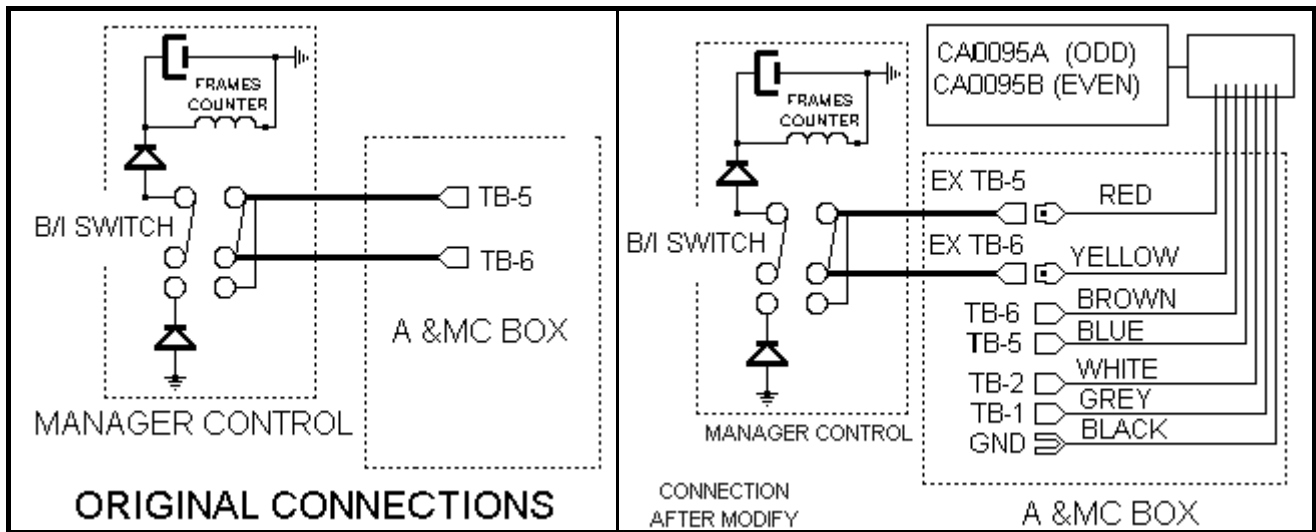
INTERFACING 8270 5- SOLID STATE CHASSIS





REMEMBER!! set THE JUMPER x 12V ON I-RETRO BOARD.

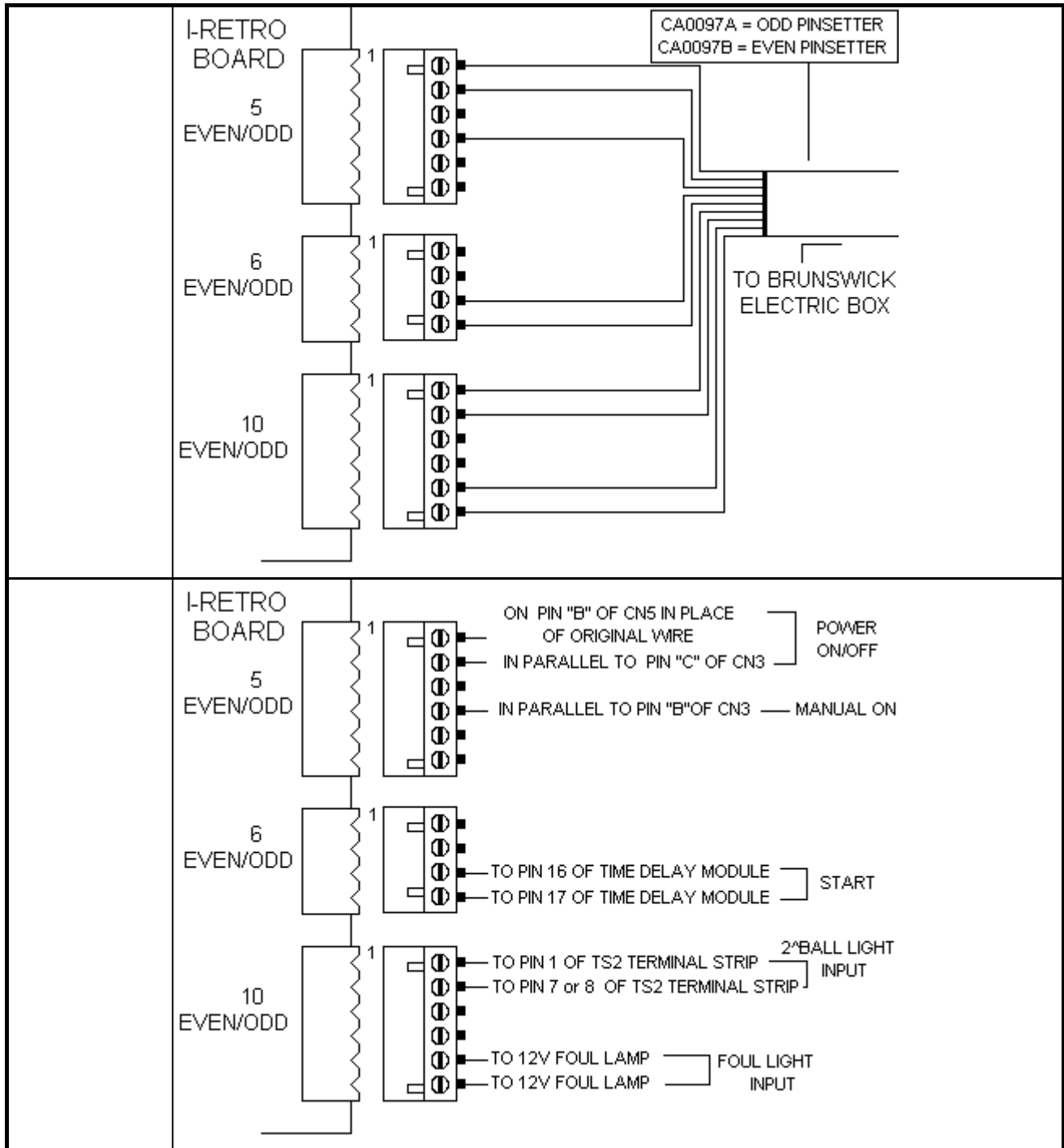




- Normally the wires found in the A&MC BOX, come from the MGR control panel on the Console and allow power On and Off of the two Pinsetters as well as the practise throws.
- Wires coming from the control panel are connected to the TB-5 and TB-6 sockets in the A&MC BOX; these are removed from the above sockets and taken to the I-Retro, from which another two wires are taken and connected back into the TB-5, TB-6 sockets therefore completing the circuit, allowing the machine to be controlled automatically and manually as before, (when the I-Retro is off), for On and Off and practise throws.

Note: some pinsetters do not have the switch on manager. In this occasion, do not use red and yellow wire.

I N T E R F A C I N G B R U N S W I C K A 1 / A 2 P I N S E T T E R S

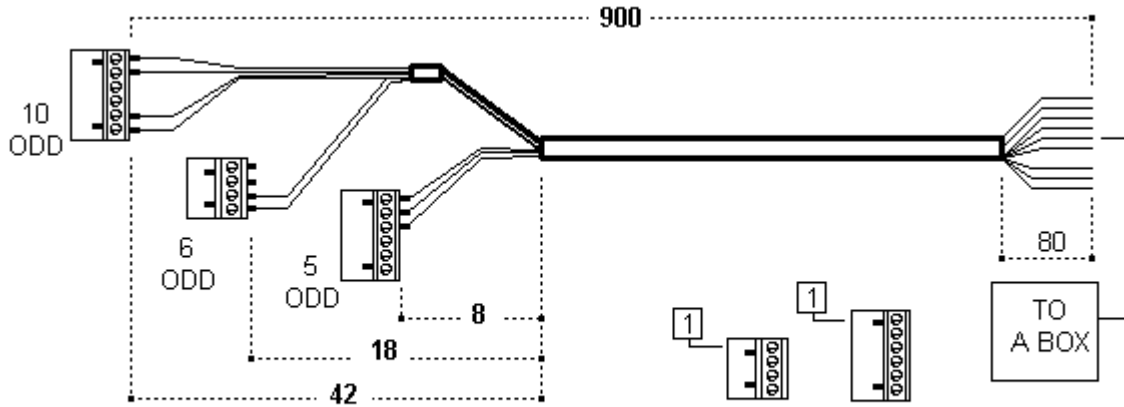


- The cables **CA0097A** and **CA0097B** contains all WIRE TO CONNECT 2" BALL, FOUL, CYCLE AND POWER ON/OFF.

NOTE: to connect the foul signal, place a 4 wires cable from foul unit to Brunswick electric box and make a junction to the CAB-Y-CA0097A/B cables.

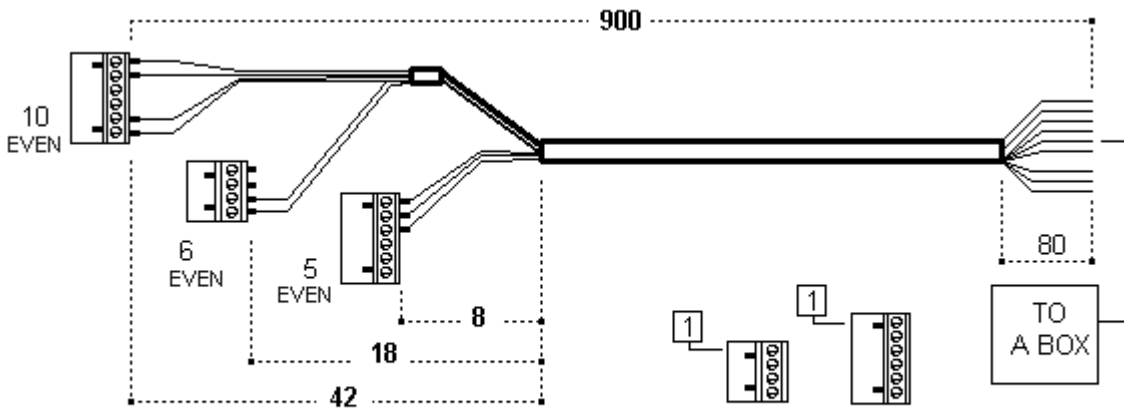
WARNING! REMEMBER TO SET THE I-RETRO JUMPERS FOR 24V

CAB-Y-CA0097A CAB-Y-CA0097B



ALL QUOTES ARE IN CENTIMETERS

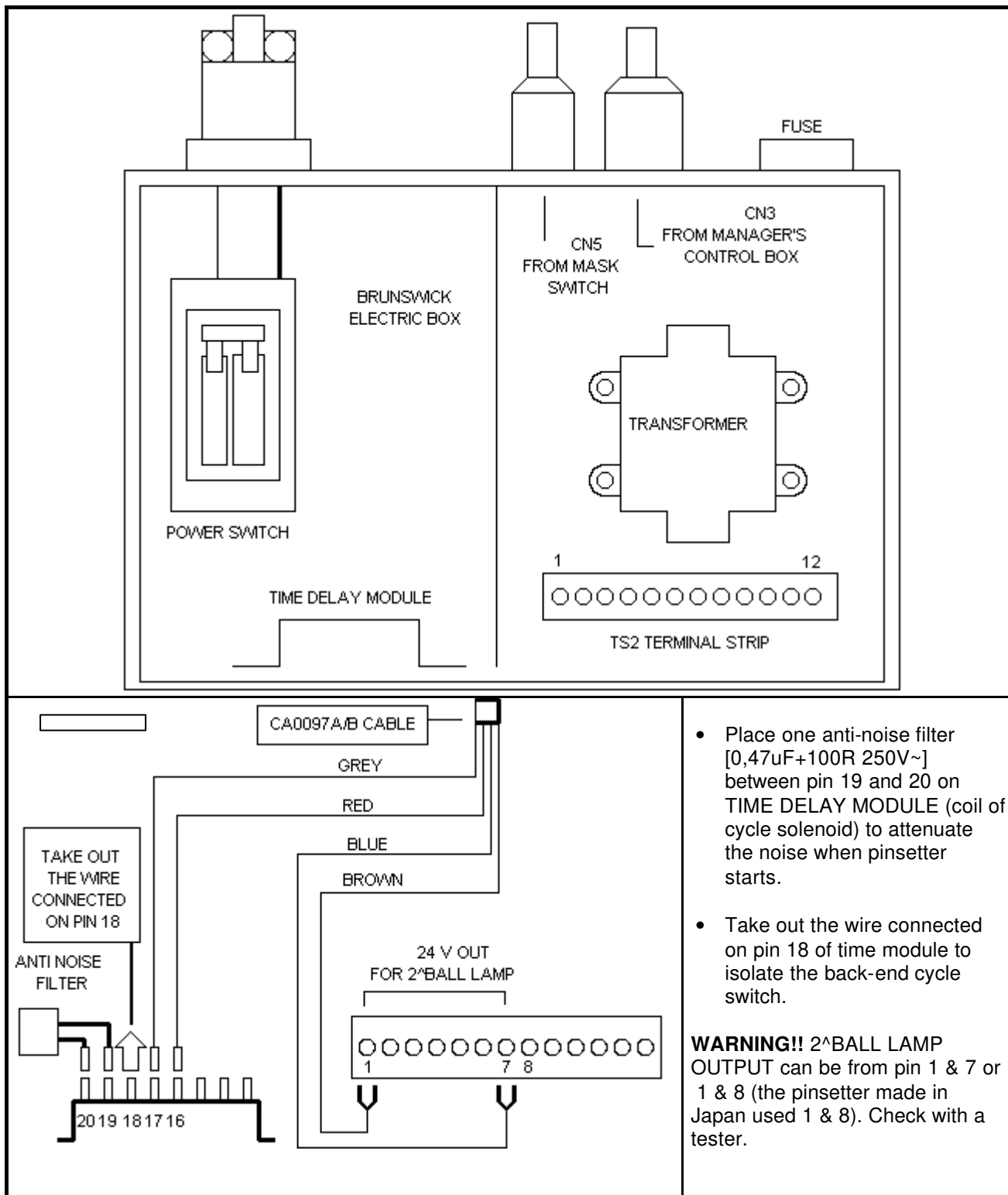
CAB-Y-CA0097A



ALL QUOTES ARE IN CENTIMETERS

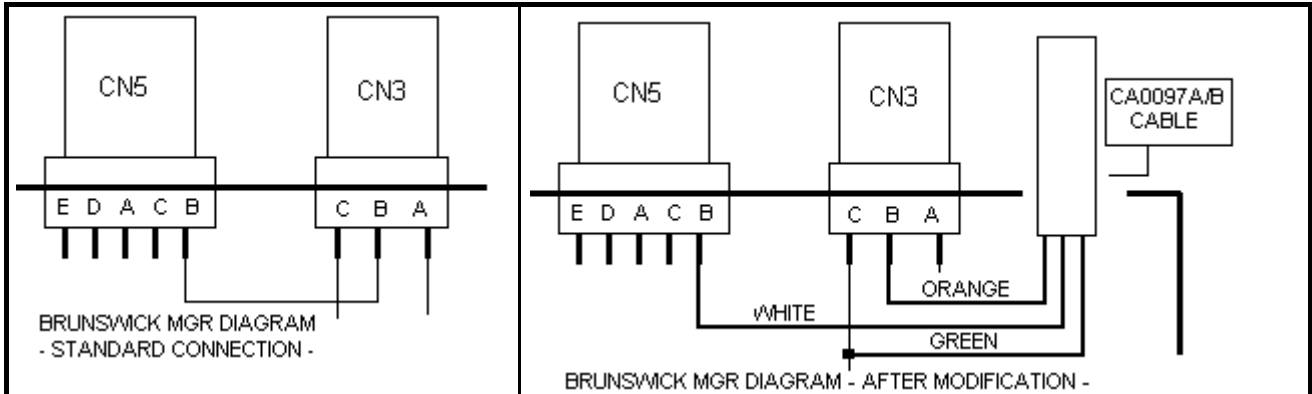
CAB-Y-CA0097B

I-RETRO CONN.	PIN	WIRE COLOR	CONNECTION
6 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	NC	
	2	NC	
	3	RED	IN PARAL. TO PIN 16 OF TIME DELAY MODULE
	4	AZURE	IN PARAL. TO PIN 17 OF TIME DELAY MODULE
10 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	BROWN	IN PARAL. TO PIN 1 OF TS2 MAIN STRIP
	2	BLUE	IN PARAL. TO PIN 7 OR 8 OF TS2 MAIN STRIP
	3	NC	
	4	NC	
	5	BLACK	IN PARAL. TO FOUL LAMP (12V)
	6	YELLOW	IN PARAL. TO FOUL LAMP (12V)
5 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	WHITE	ON PIN "B" OF CN5 IN PLACE OF ORIGINAL WIRE
	2	GREEN	IN PARAL. TO PIN "C" OF CN3
	3	NC	
	4	ORANGE	IN PARAL. TO PIN "B" OF CN3 (WIRE TOWARDS TS2 MAIN STRIP)
	5	NC	
	6	NC	



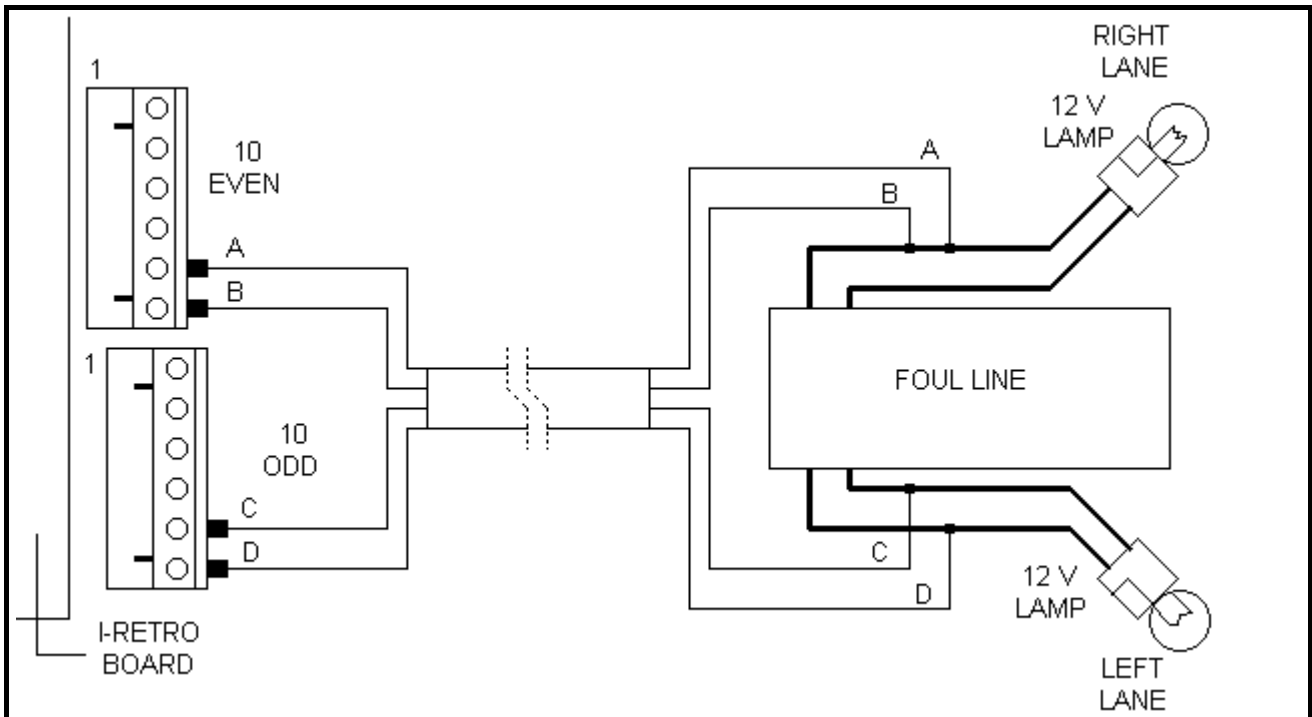
- Place one anti-noise filter [0,47uF+100R 250V~] between pin 19 and 20 on TIME DELAY MODULE (coil of cycle solenoid) to attenuate the noise when pinsetter starts.
- Take out the wire connected on pin 18 of time module to isolate the back-end cycle switch.

WARNING!! 2^BALL LAMP OUTPUT can be from pin 1 & 7 or 1 & 8 (the pinsetter made in Japan used 1 & 8). Check with a tester.



- CUT the bridge between "B" pins from CN5 to CN3.
- Put WHITE wire to "B" on CN5.
- Place ORANGE wire to "B" on CN3.
- Place GREEN wire in PARALLEL to "C" on CN3

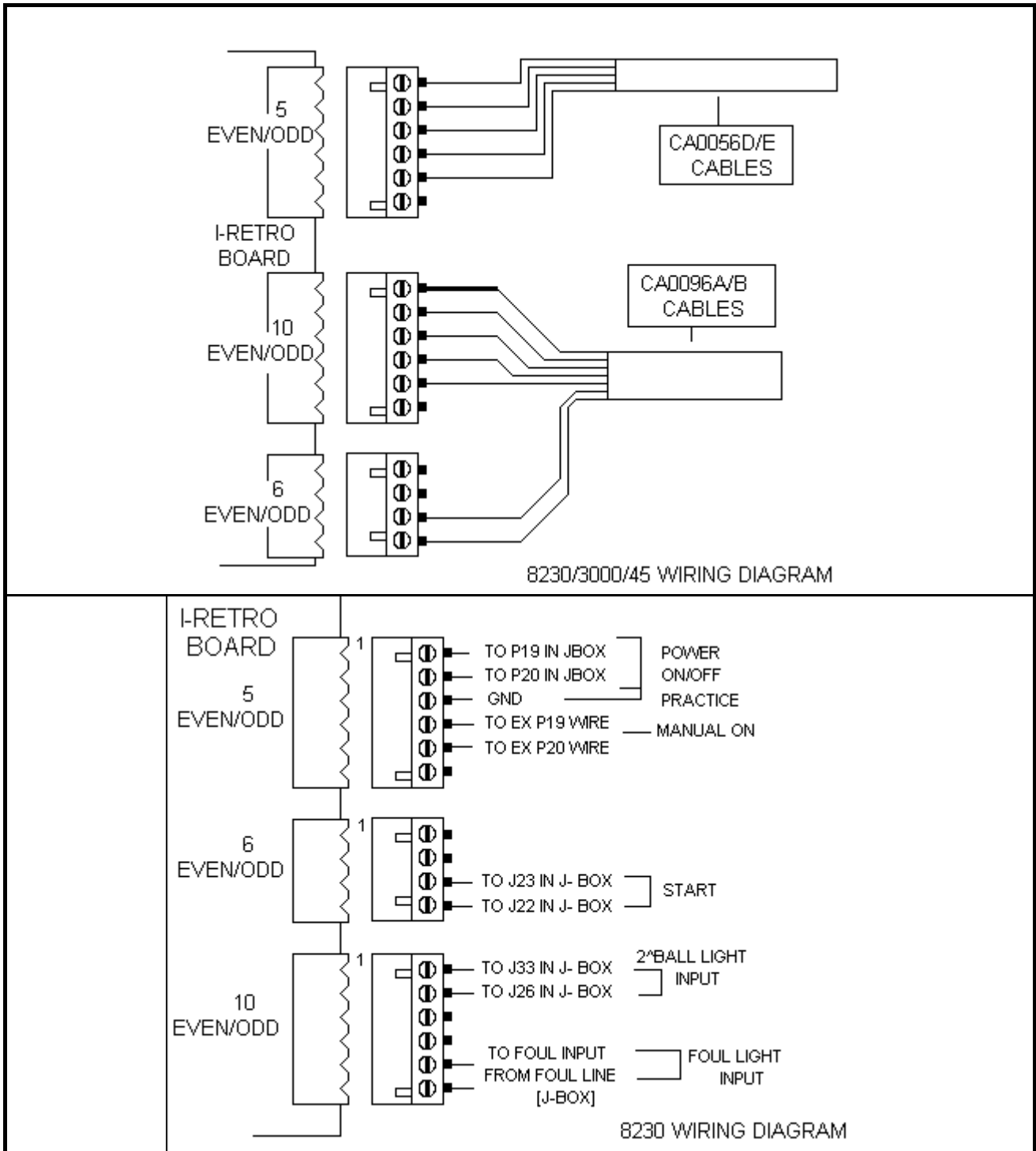
FOUL LINE CONNECTION FOR BRUNSWICK



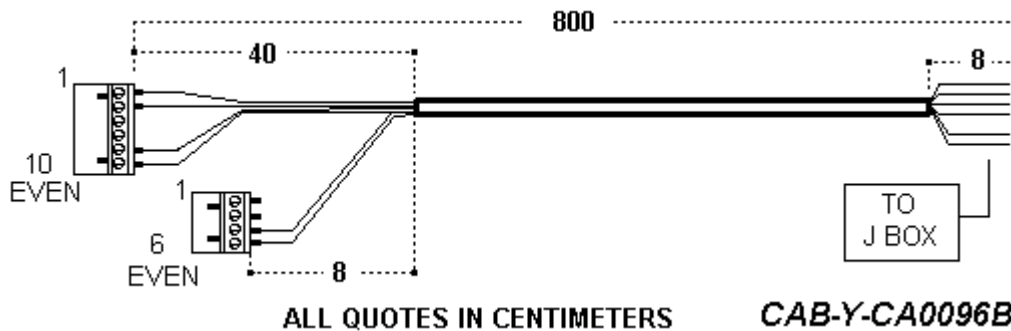
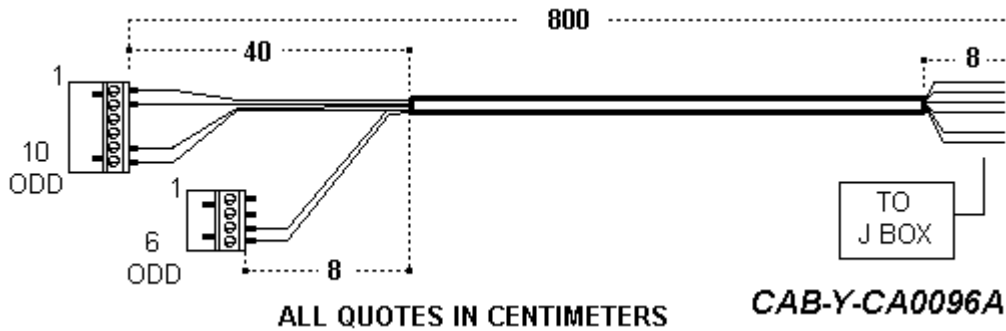
PLACE 4 WIRE CABLE FROM FOUL LINE TO BRUNSWICK ELECTRIC BOX OR I-RETRO.

IF YOU TROUGHS THE 4 WIRES TO ELECTRIC BOX, YOU CAN USE BLACK AND YELLOW WIRES FROM CA0097A/B CABLES.

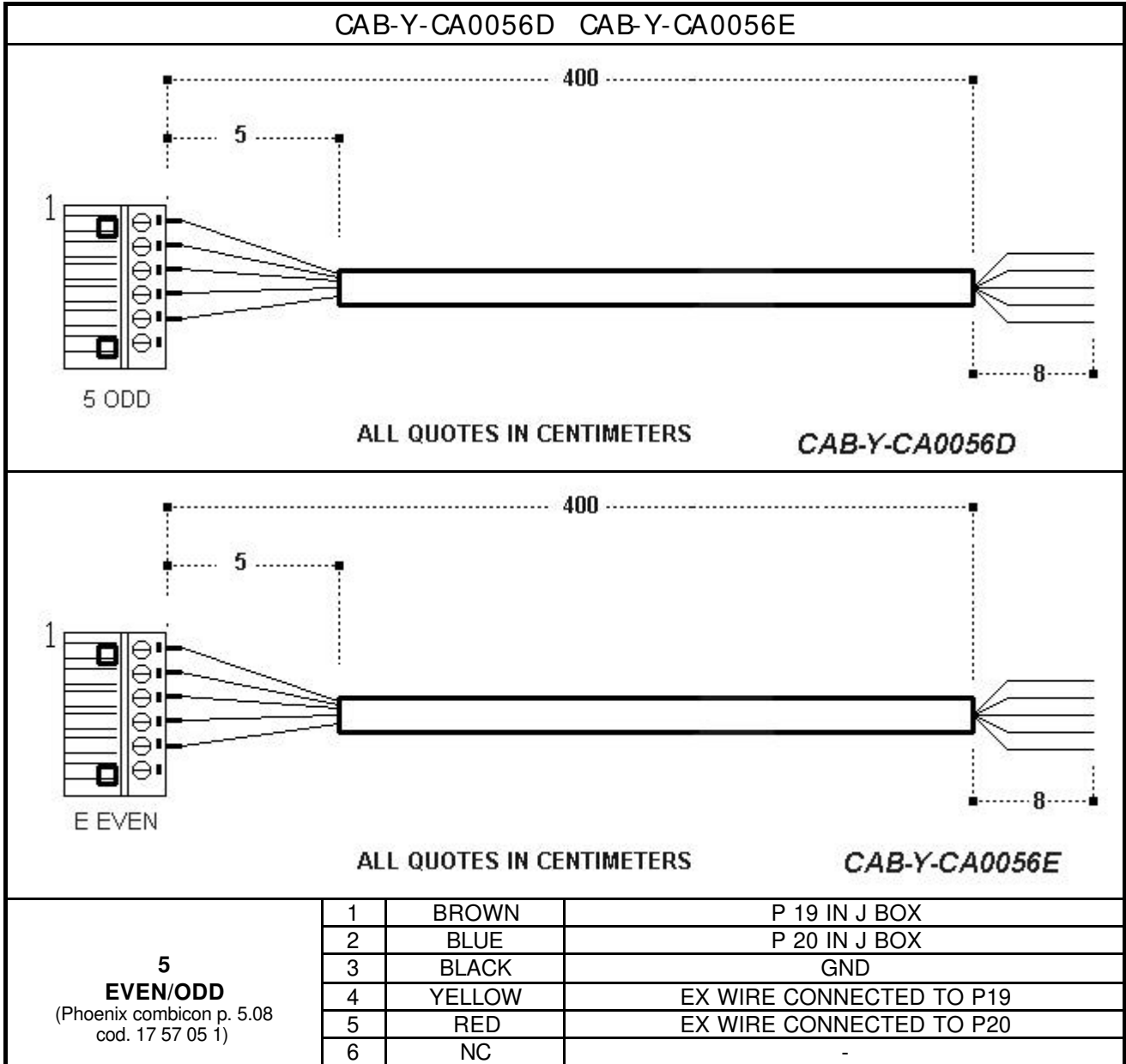
INTERFACING AMF 8230/3000/45 PINSETTERS



CAB-Y-CA0096A – CAB-Y-CA0096B



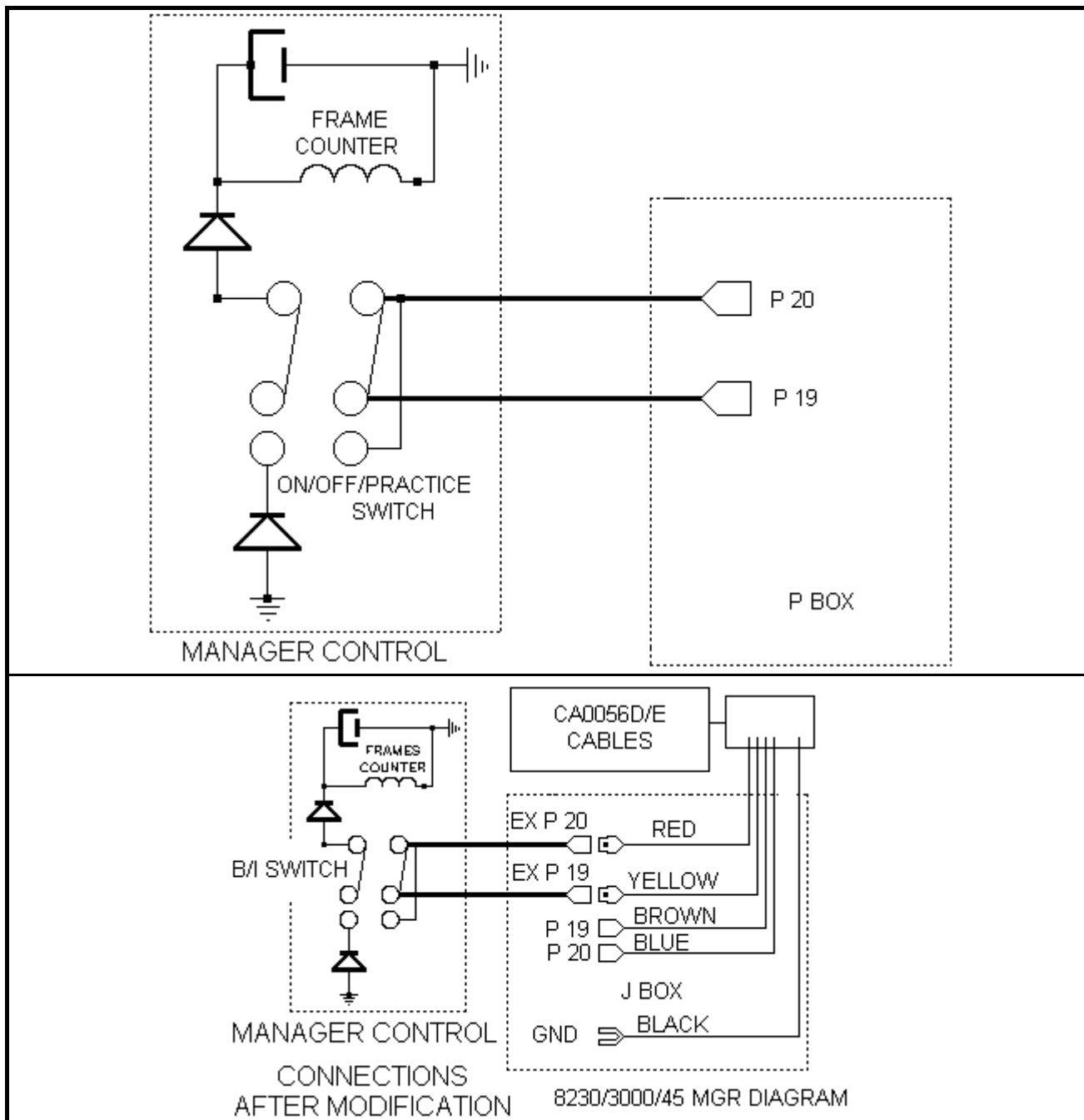
I-RETRO CONNECTOR	PIN	WIRE COLOR	CONNECTION
6 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	NC	-
	2	NC	-
	3	WHITE	IN PARALLEL TO J23 IN THE J-BOX .
	4	GRAY	IN PARALLEL TO J22 IN THE J-BOX (GND) . DISCONNECT THE BACK END MICRO
10 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	BROWN	IN PARAL. TO J33 IN THE J-BOX
	2	BLUE	IN PARAL. AL J26 IN THE J-BOX. NOTE: J26 ARE GND x 8230, COM+12v FOR 823000
	3	NC	-
	4	NC	-
	5	BLACK	IN PARAL. WITH THE FOUL LINE RELAY COIL IN THE J-BOX. FOR 82300 PINSETTER ON J39IF THE INPUT IS 12V
	6	YELLOW+GREEN	IN PARAL. WITH THE FOUL LINE RELAY COIL IN THE J-BOX. FOR 82300 PINSETTER ON J40 IF THE INPUT IS 12V



WARNING! DISCONNECT THE BACK END MICRO

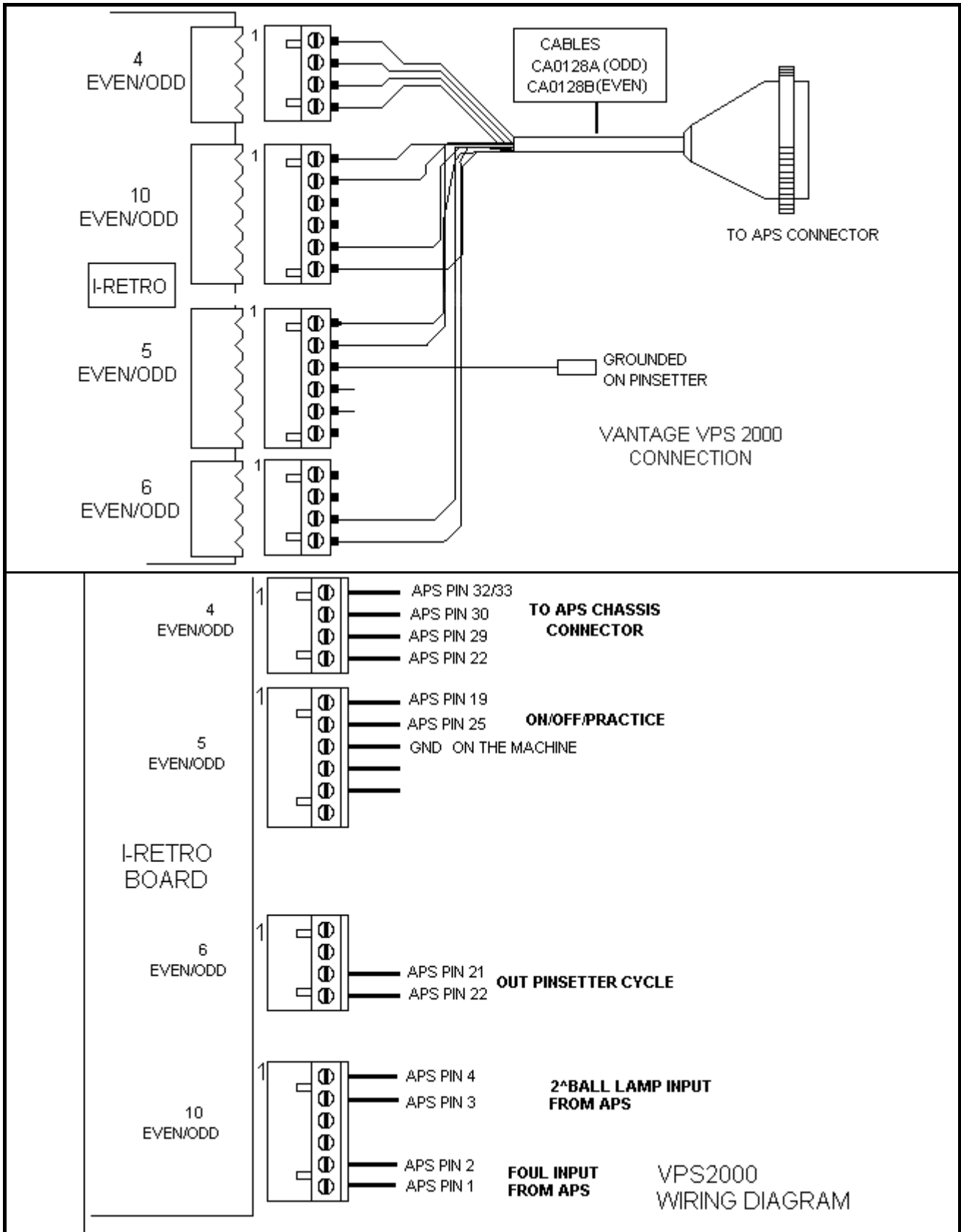
SET THE I-RETRO JUMPERS FOR 12V

- On 8230 pinsetters, the 2nd ball common signal and the GND always found in the J26, the 82300 common is + 12 but is always on pin 26. In any case, first verify the connection with a tester.
- **WARNING!!** The foul signal accepted for I-Retro it's 12-Volt. Check the output from the chassis. If is 110 or 220 VAC use the connection from relay coil (12V)



- The wire, which comes from Main Desk, must be take out from pin P19 and P20 of J-BOX and connected with a junction with the wire brow and blue that coming from IRetro into CA0056D and CA0056E cable (see the following draw).

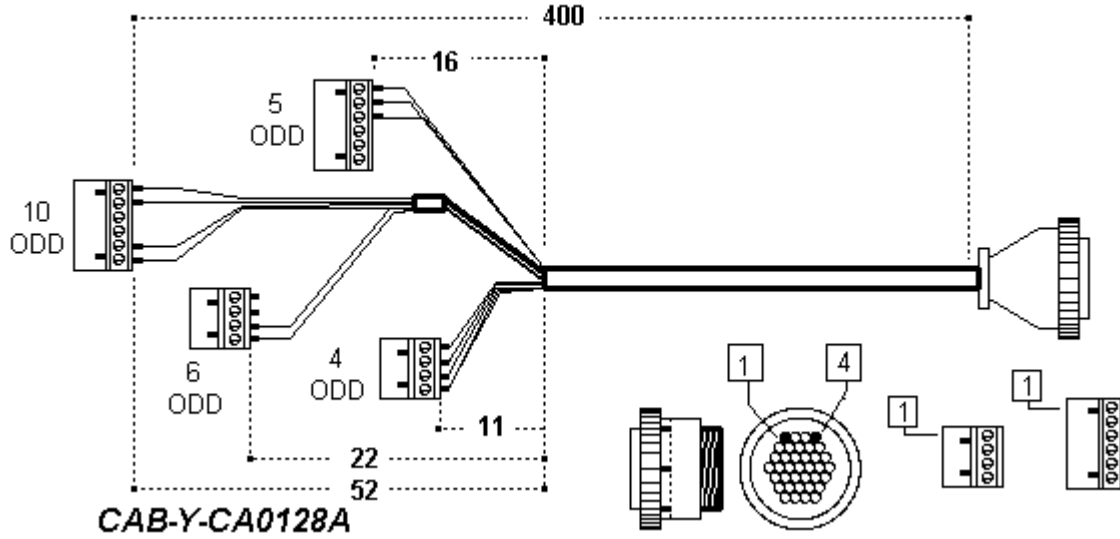
INTERFACING VPS 2000 PINSETTERS



REMEMBER!! OPEN THE JUMPER J8 AND J7 ON I-RETRO BOARD.

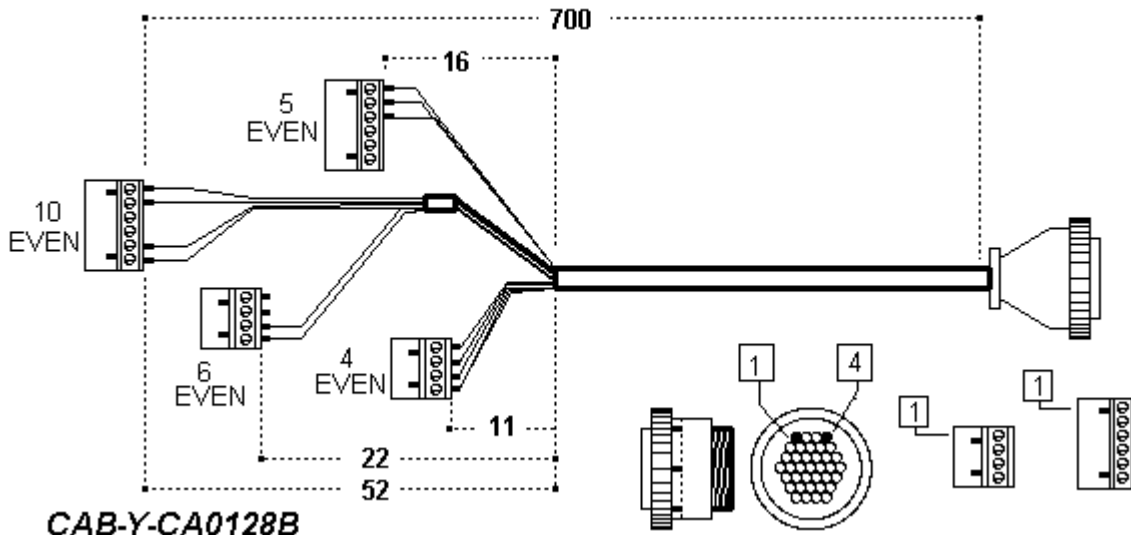
CAB-Y-CA0128A – CAB-YCA0128B

ALL QUOTES IN CENTIMETERS



CAB-Y-CA0128A

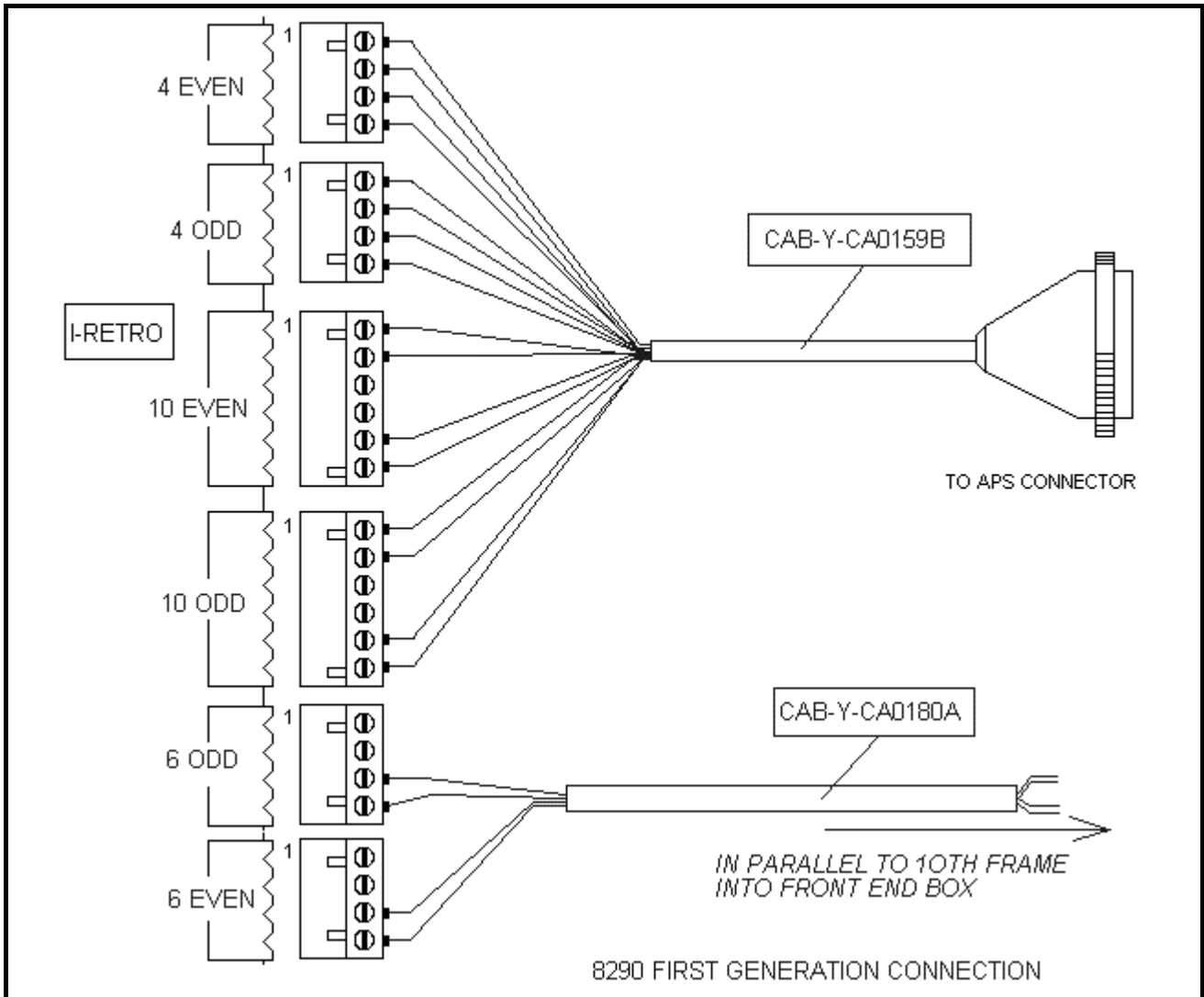
ALL QUOTES IN CENTIMETERS

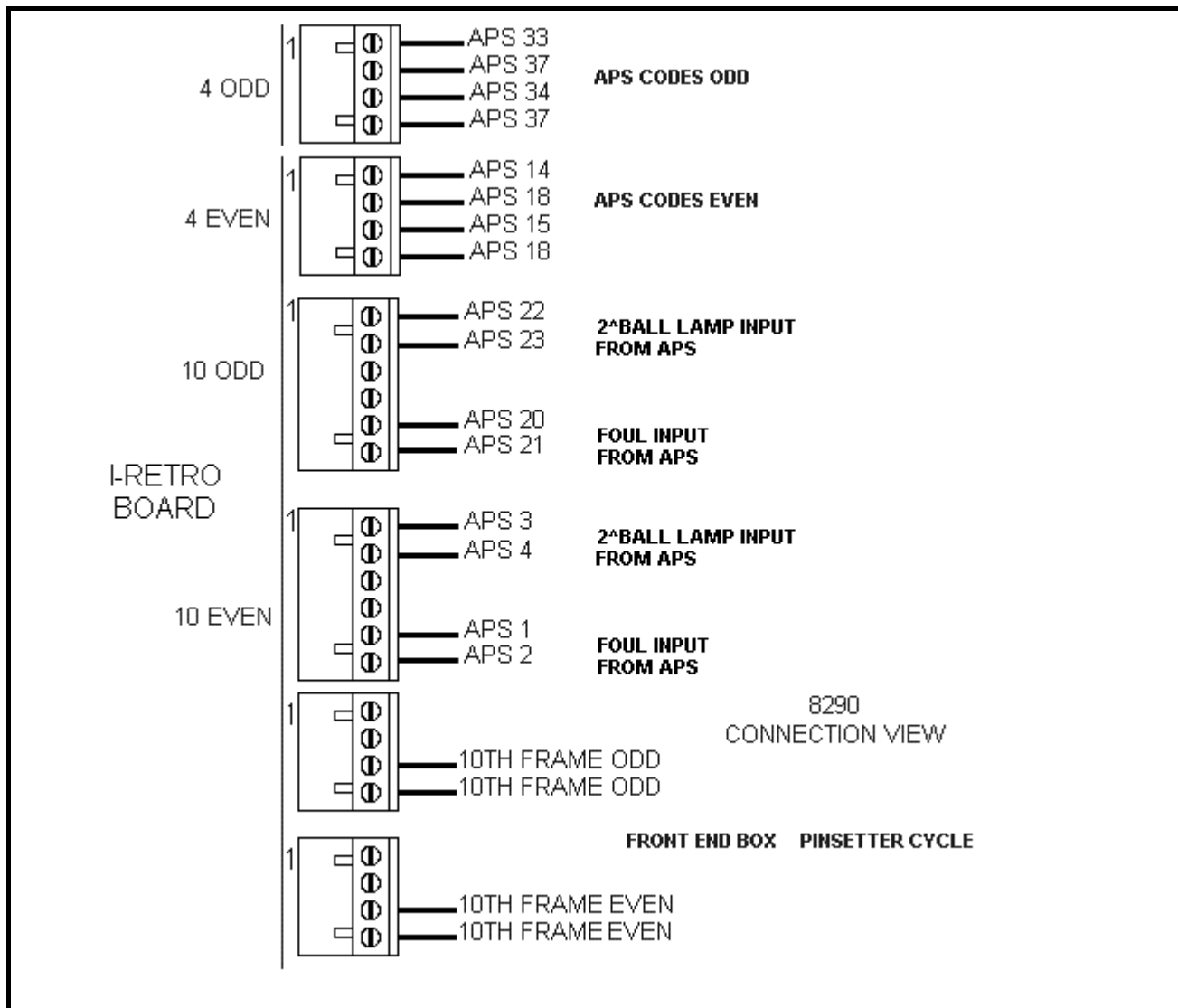


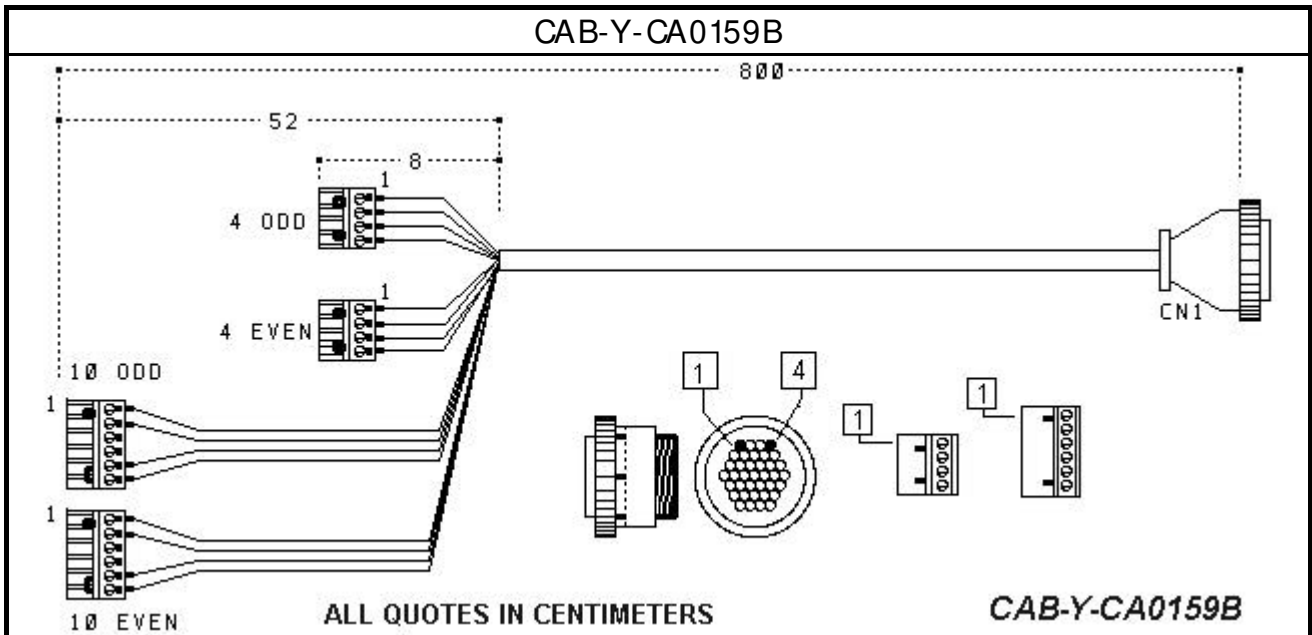
CAB-Y-CA0128B

I-RETRO CONNECTOR	PIN	SIGNAL	APS (Amp CPC 37 pin)	APS CODE
4 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	CLOCK +	32 /33	APSPSP
	2	CLOCK -	30	GND
	3	DATA +	29	APSD
	4	DATA -	22	GND
10 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	2 nd BALL	4	2 nd BALL
	2	2 nd BALL	3	2 nd BALL
	3	NC	-	-
	4	NC	-	-
	5	FOUL	2	FOUL
	6	FOUL	1	FOUL
6 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	NC	-	-
	2	NC	-	-
	3	START	21	CYCLE (10 Th FRAME)
	4	START	22	GND
5 EVEN/ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	POWER ON	19	POWER ON
	2	POWER ON	25	POWER ON
	3	GND/PRACTICE	GND	GND ON PINSETTERS
	4-5	NC.	-	-
	6	NC	-	-

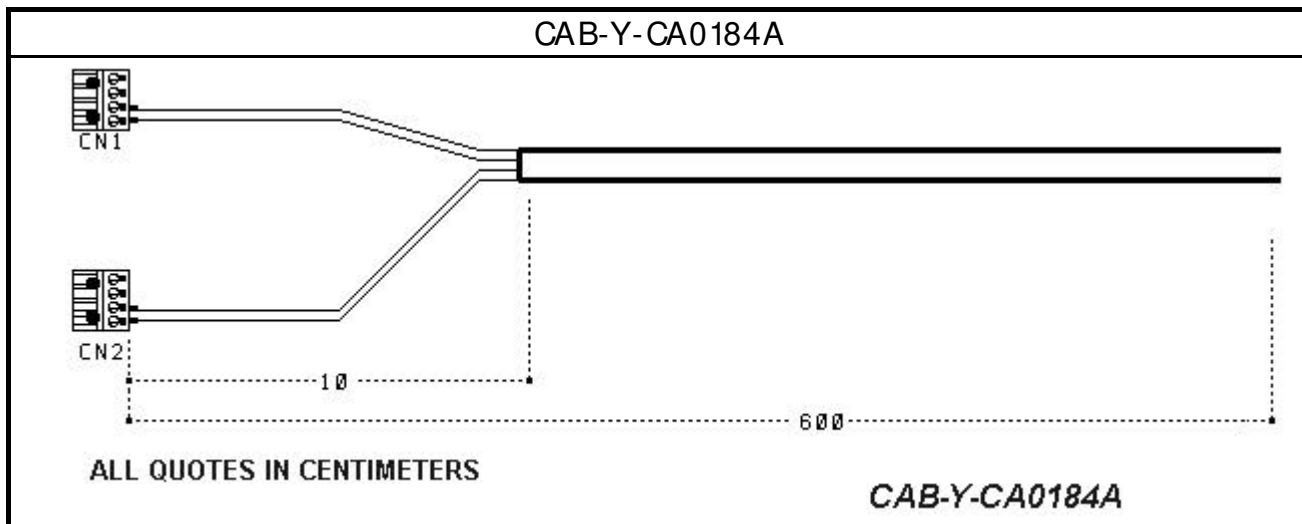
INTERFACING 8290 FIRST GENERATION CHASSIS







I-RETRO CONNECTOR	PIN	SIGNAL	APS (Amp CPC 37 pin)	APS CODE
4 ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	CLOCK +	33	APSPSP
	2	CLOCK -	37	GND
	3	DATA +	34	APSD
	4	DATA -	37	GND
4 EVEN (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	CLOCK +	14	APSPSP
	2	CLOCK -	18	GND
	3	DATA +	15	APSD
	4	DATA -	18	GND
10 ODD (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	2 nd BALL	22	2 nd BALL
	2	2 nd BALL	23	2 nd BALL
	3	NC	-	-
	4	NC	-	-
	5	FOUL	20	FOUL
	6	FOUL	21	FOUL
10 EVEN (Phoenix combicon p. 5.08 cod. 17 57 05 1)	1	2 nd BALL	3	2 nd BALL
	2	2 nd BALL	4	2 nd BALL
	3	NC	-	-
	4	NC	-	-
	5	FOUL	1	FOUL
	6	FOUL	2	FOUL



I-RETRO CONNECTOR	PIN	SIGNAL	COLOR	CONNECTION
4 ODD (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	NC	-	-
	2	NC	-	-
	3	START	BLUE	IN PARALLEL TO 10TH FRAME
	4	START	BROWN	IN PARALLEL TO 10TH FRAME
4 EVEN (Phoenix combicon p. 5.08 cod. 17 57 03 5)	1	NC	-	-
	2	NC	-	-
	3	START	BLACK	IN PARALLEL TO 10TH FRAME
	4	START	GREEN/YELLOW	IN PARALLEL TO 10TH FRAME

WARNING! REMOVE THE PINSETTER SENSORS IN ORDER TO PRESERVE THE SYNCRO WITH SCORE. The I-retro will provide the start cycle to pinsetter via CAB-Y-CA0184A connected in parallel to 10th frame reset into "Front end Box".

PINSETTER INTERFACE DEVICE FOR VILATI (CHASSIS K-800-E), VOLLMER (CPU KS-34C), SPELLMAN STRING –KF3000

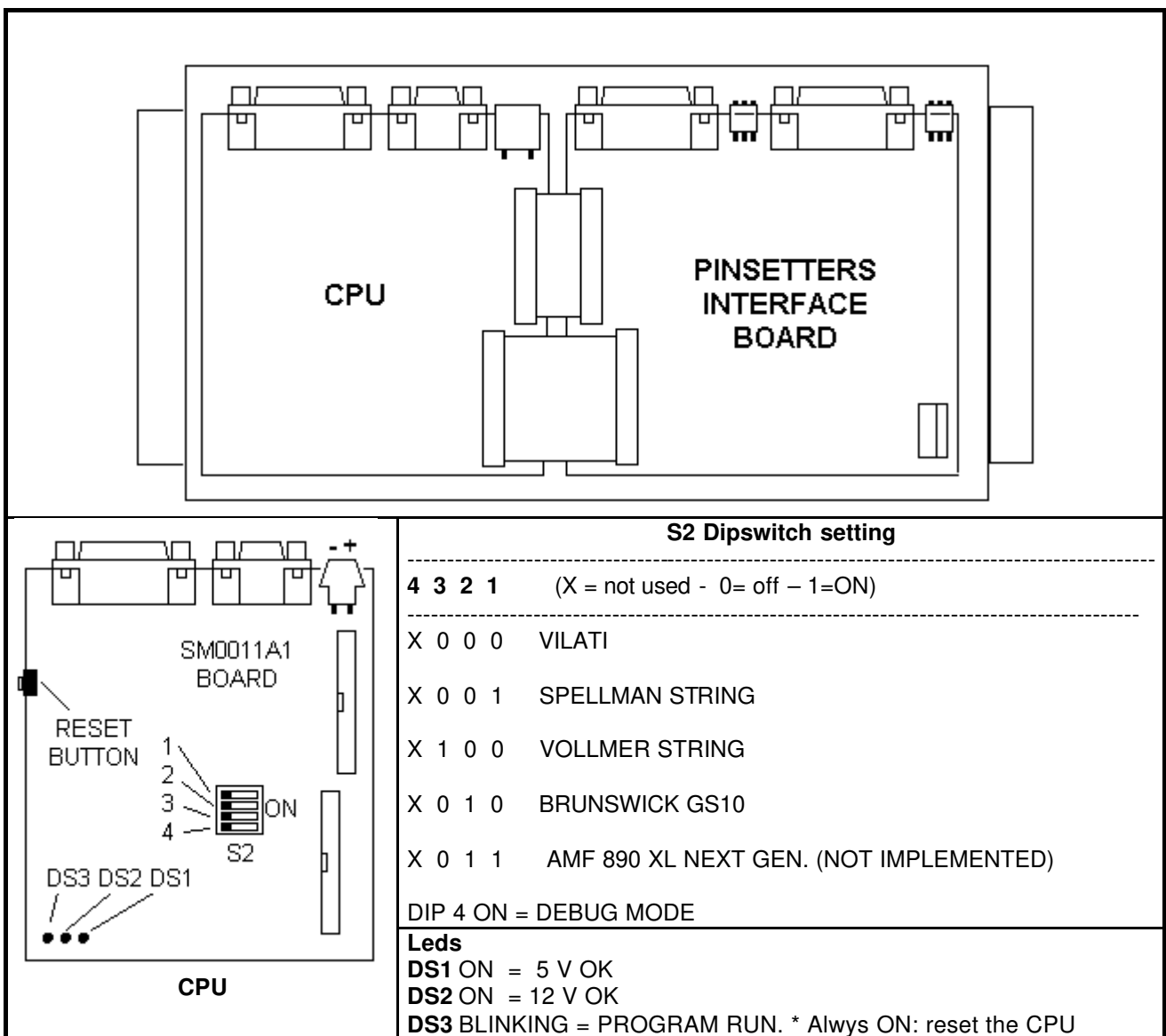
The Strip-Retro pinsetter interface doesn't require the Detection device.
 One interface could control 2 lanes. The Device is dividing in 2 boards: CPU and INTERFACE BOARD.
 The CPU layout is equal for all version, except for dip switch position and software loaded into flash memory.

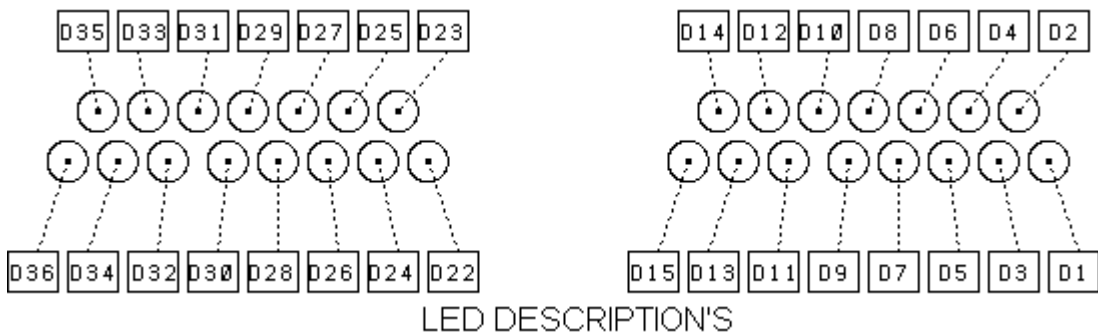
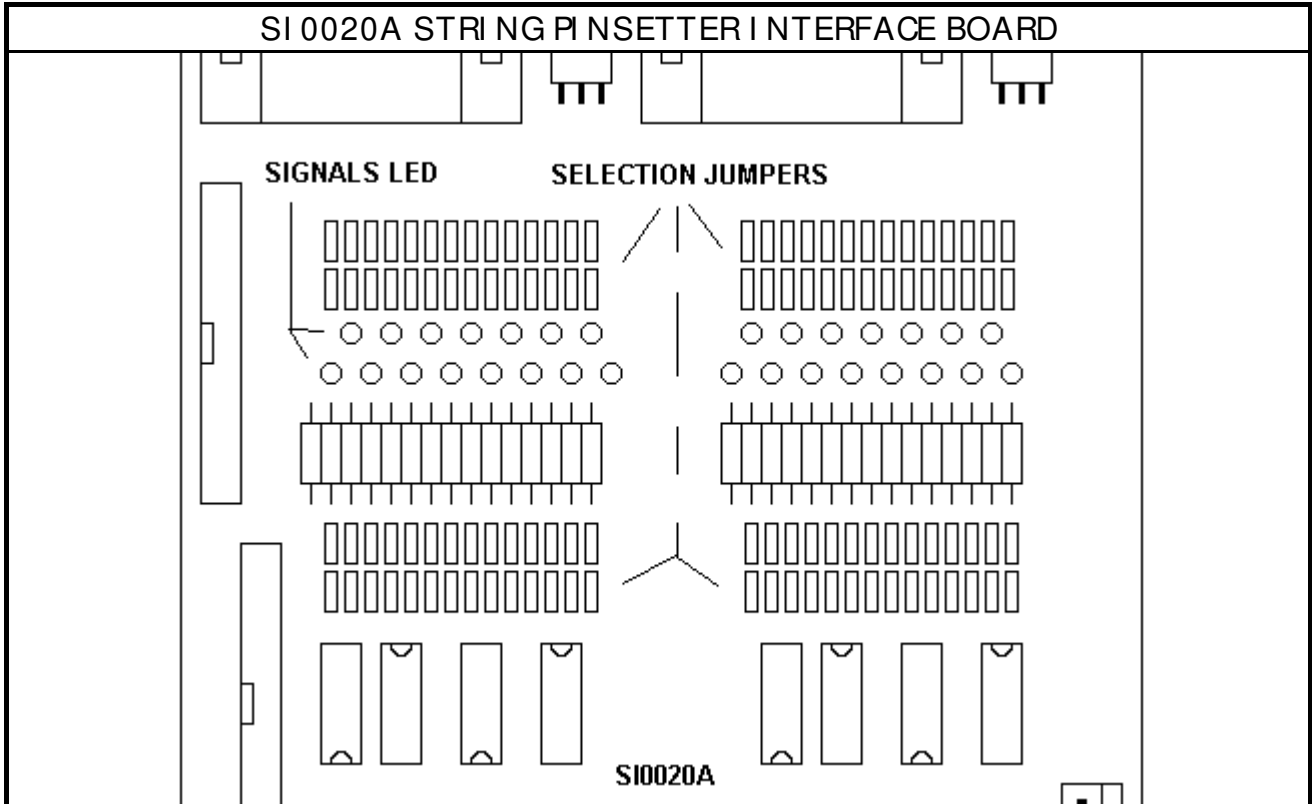
The interface board change with Jumpers position.

APP-Y-A04701A Strip-Retro for VILATI (Chassis K-800-E)

APP-Y-A04701B Strip-Retro for Spellman string pinsetter

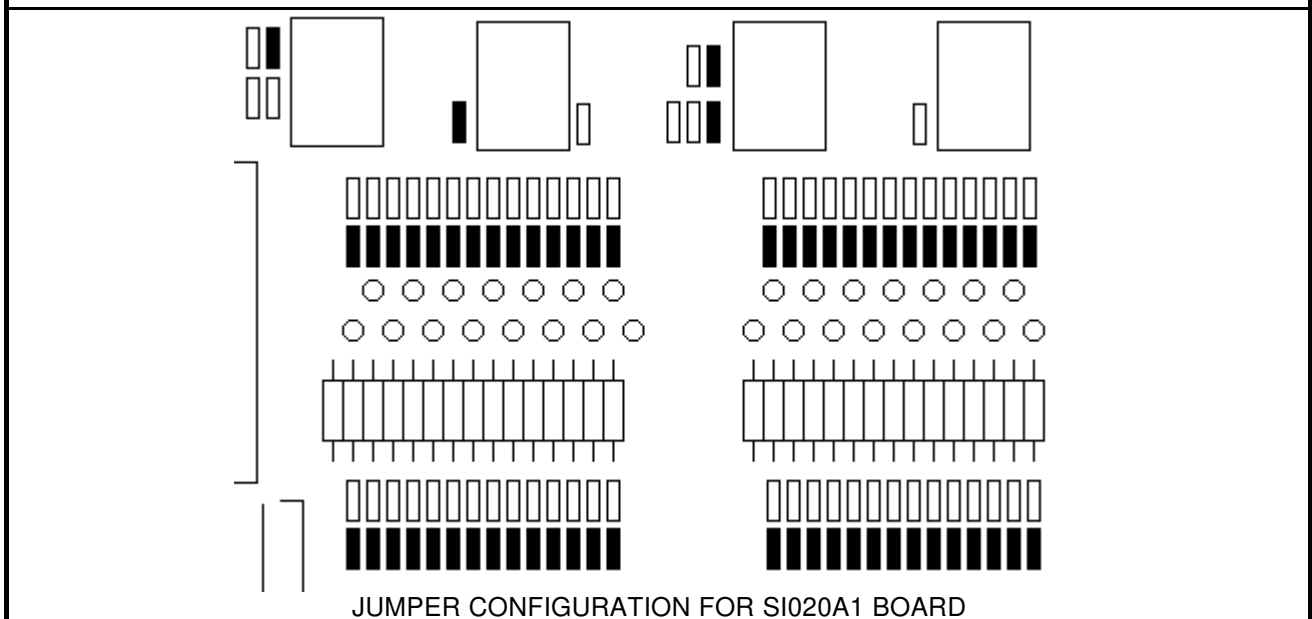
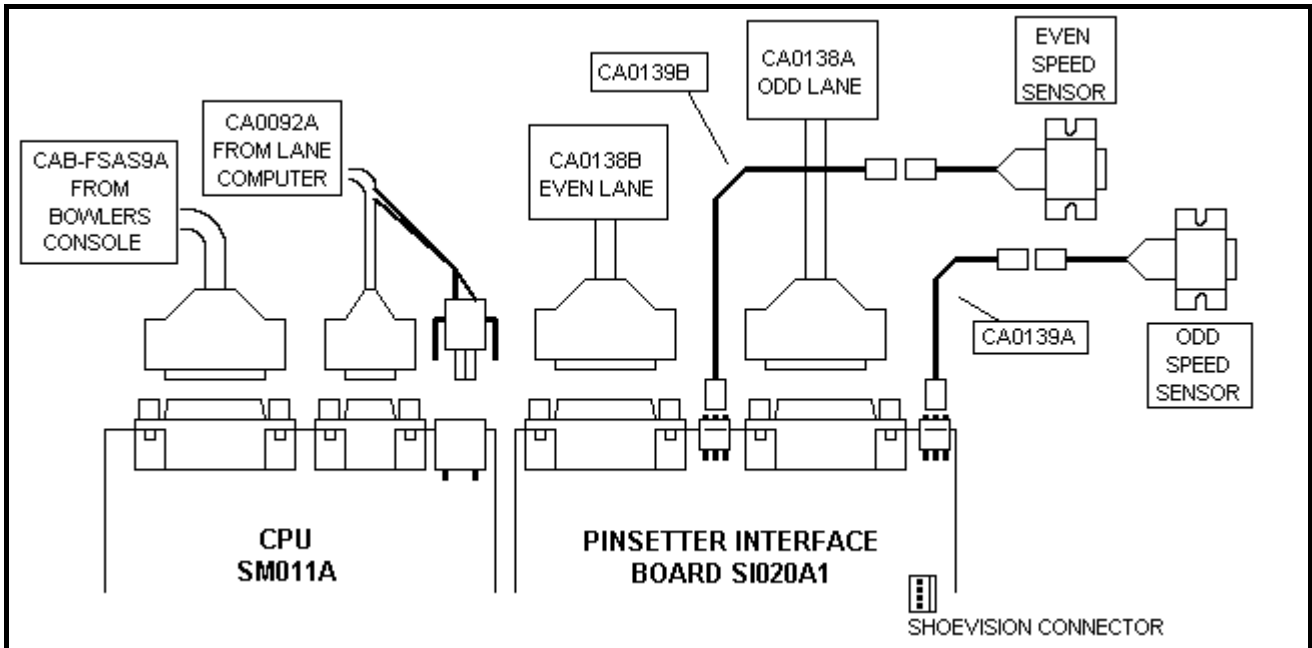
APP-Y-A04701C Strip-Retro for VOLLMER STRING (CPU ks-34C)





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

INTERFACING VI LATI PINSETTER (CHASSIS K-800-E)



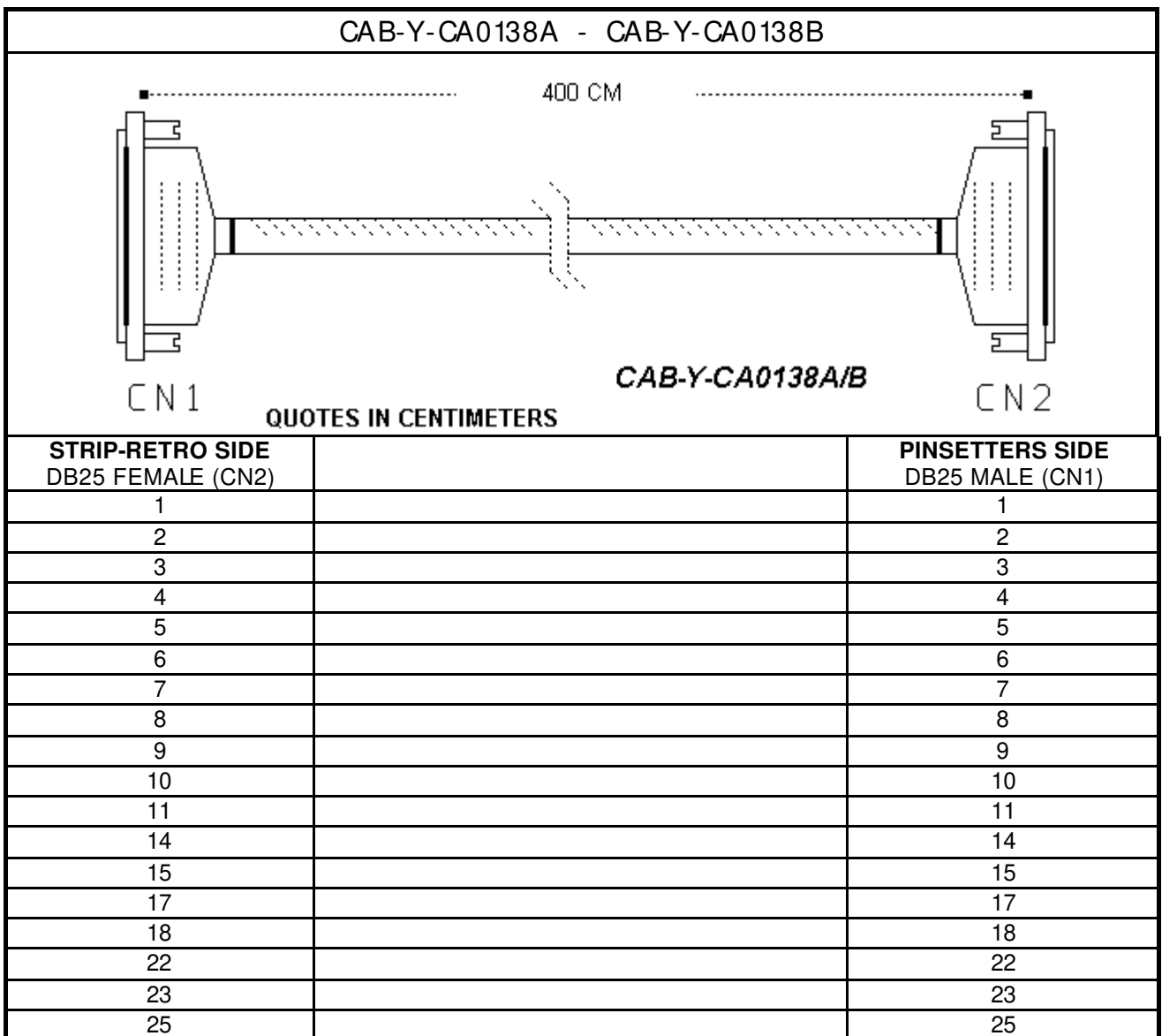
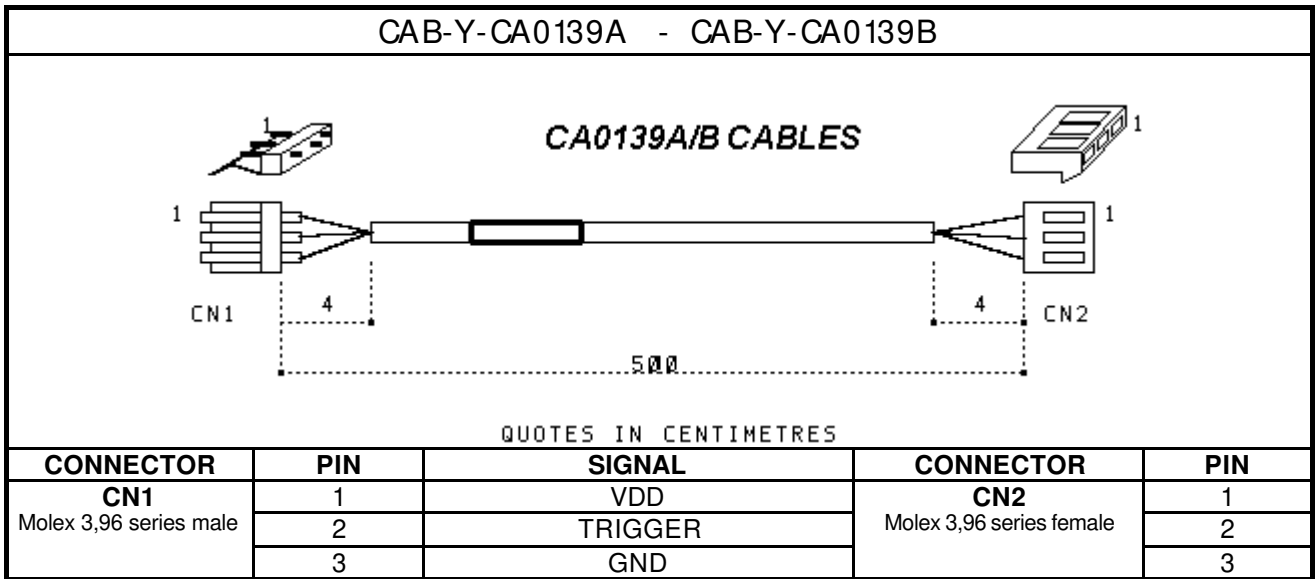
SPEED SENSORS' I NSTALLATI ON

MIN. DISTANCE = 23 CM. SUGGESTION = 1 METER

- PLACE THE SPEED SENSOR USING THE CA0139A (ODD LANE) AND CA0139B (EVEN LANE).
- MINIMUM DISTANCE REQUIRED BETWEEN TWO SENSORS 23 CENTIMETERS. WE SUGGEST 1 METER.
- SET THE DISTANCE IN I-RETRO SETTINGS

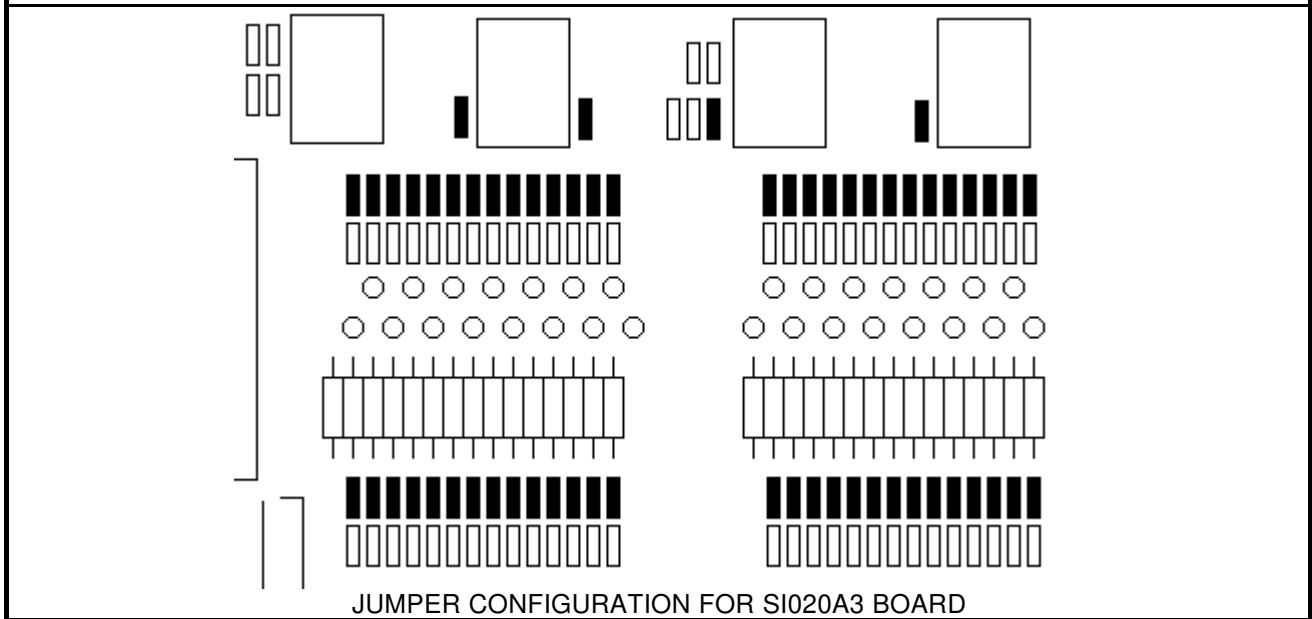
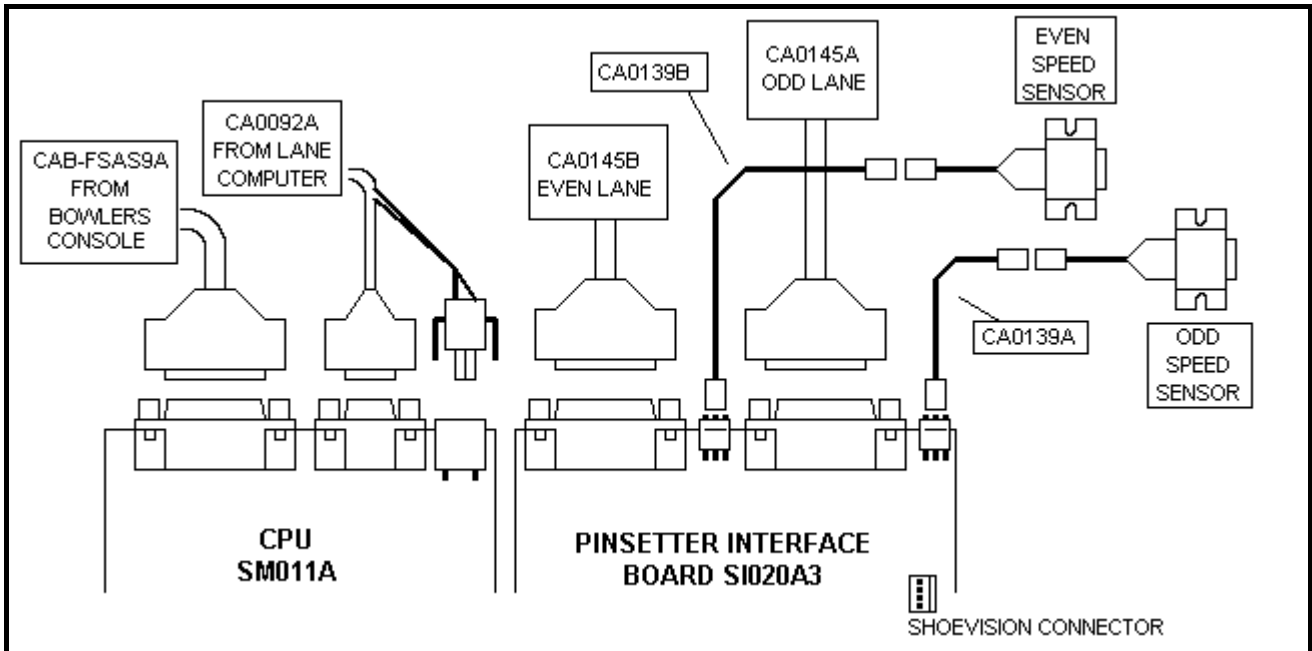
S2 DI P SWI TCH SELECTI ON FOR VI LATI PI NSETTER

1	2	3	4
OFF	OFF	OFF	OFF



The Cables goes from Strip-Retro to the pinsetters. The connector has DB25 Female from Strip-retro side, DB25 male to pinsetters.

INTERFACING VOLLMER PINSETTER (CPU KS-34C)



JUMPER CONFIGURATION FOR SI020A3 BOARD

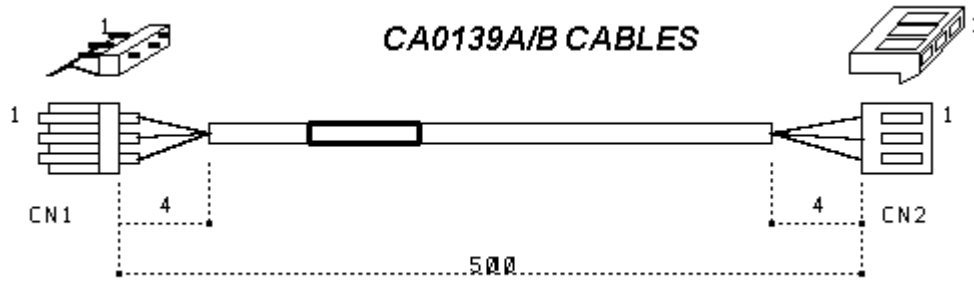
SPEED SENSORS' INSTALLATION

<p>MIN. DISTANCE = 23 CM. SUGGESTION = 1 METER</p>	<ul style="list-style-type: none"> PLACE THE SPEED SENSOR USING THE CA0139A (ODD LANE) AND CA0139B (EVEN LANE). MINIMUM DISTANCE REQUIRED BETWEEN TWO SENSORS 23 CENTIMETRES. WE SUGGEST 1 METER. SET THE DISTANCE IN I-RETRO SETTINGS
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S2 DIP SWITCH SELECTION FOR VOLLMER PINSETTER

1	2	3	4
OFF	OFF	ON	OFF

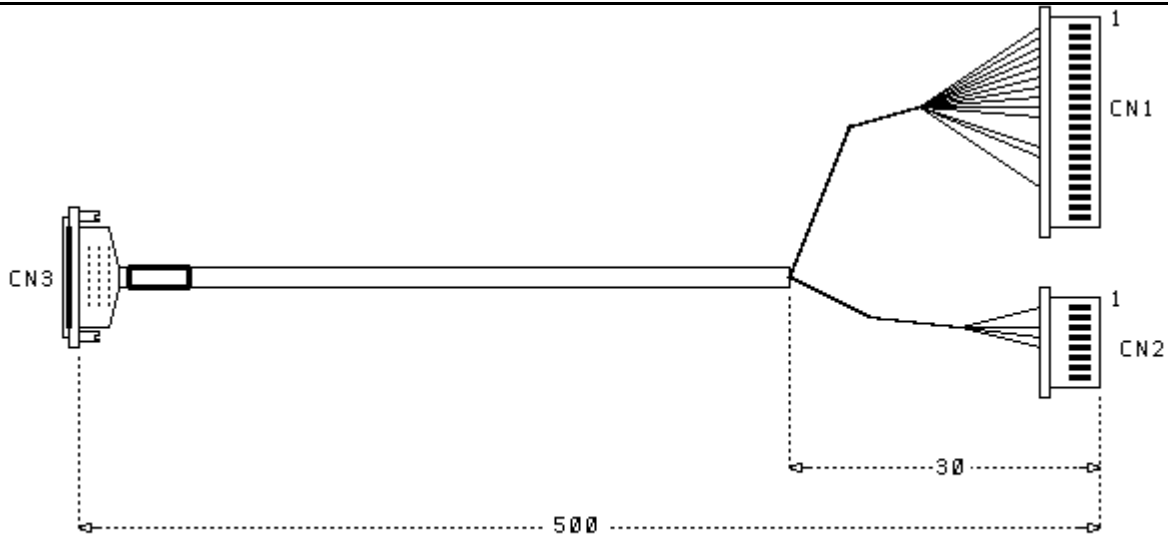
CAB-Y-CA0139A - CAB-Y-CA0139B



QUOTES IN CENTIMETRES

CONNECTOR	PIN	SIGNAL	CONNECTOR	PIN
CN1 Molex 3,96 series male	1	VDD	CN2 Molex 3,96 series female	1
	2	TRIGGER		2
	3	GND		3

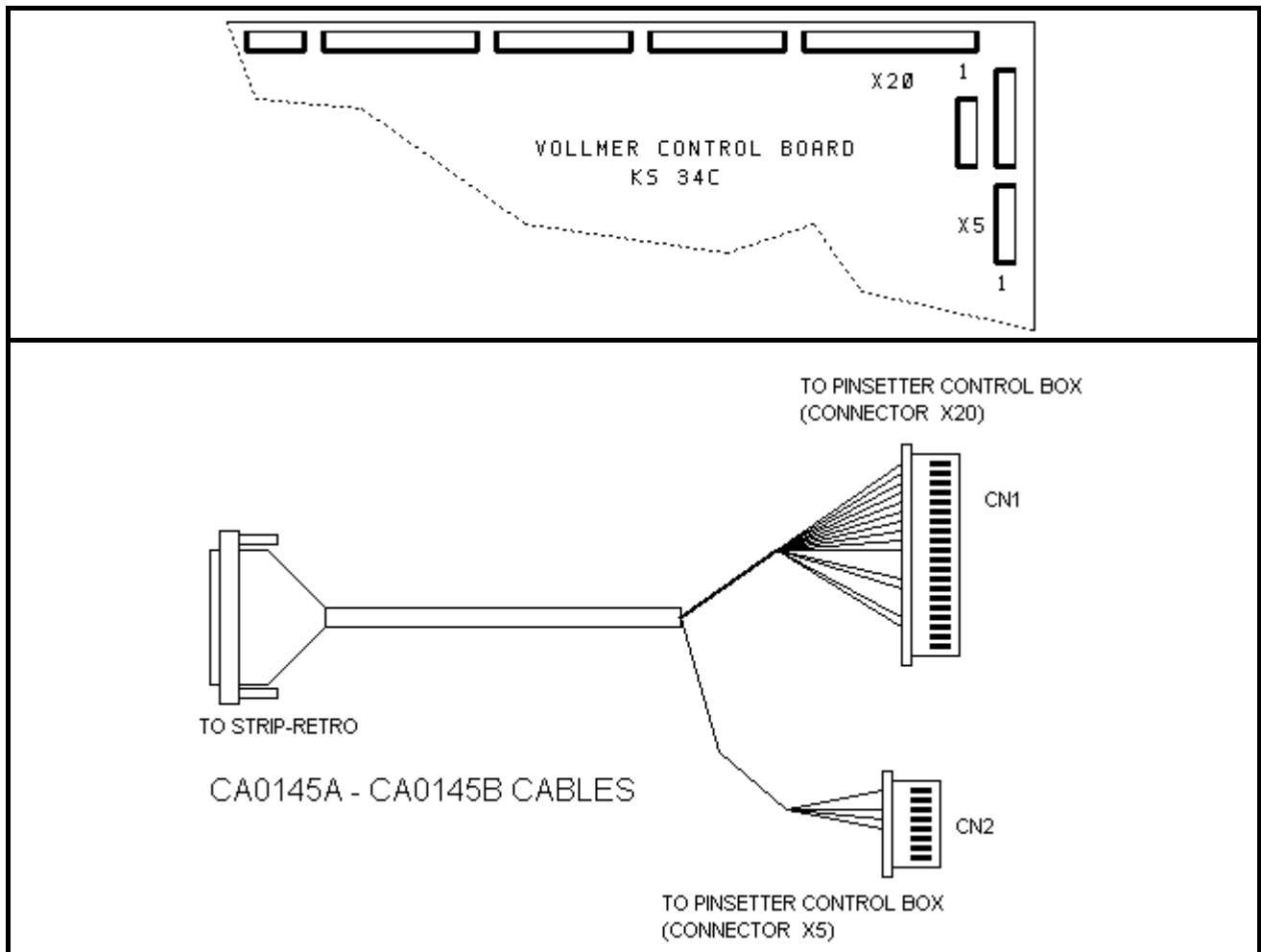
CAB-Y-CA0145A - CAB-Y-CA0145B



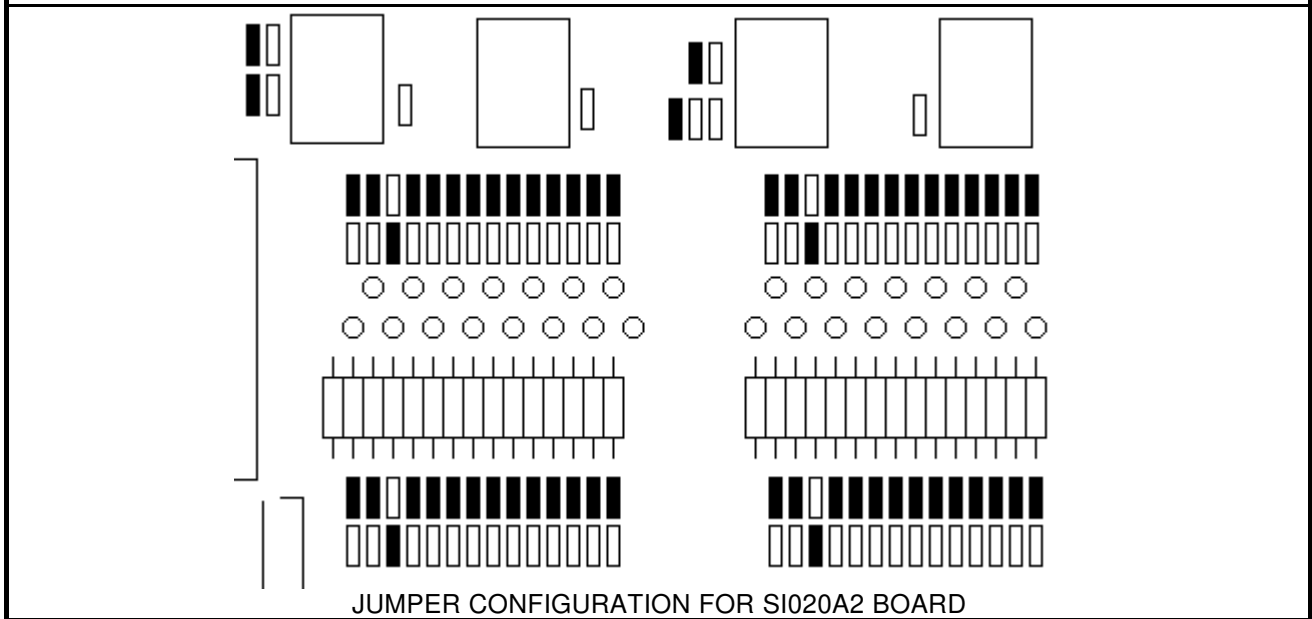
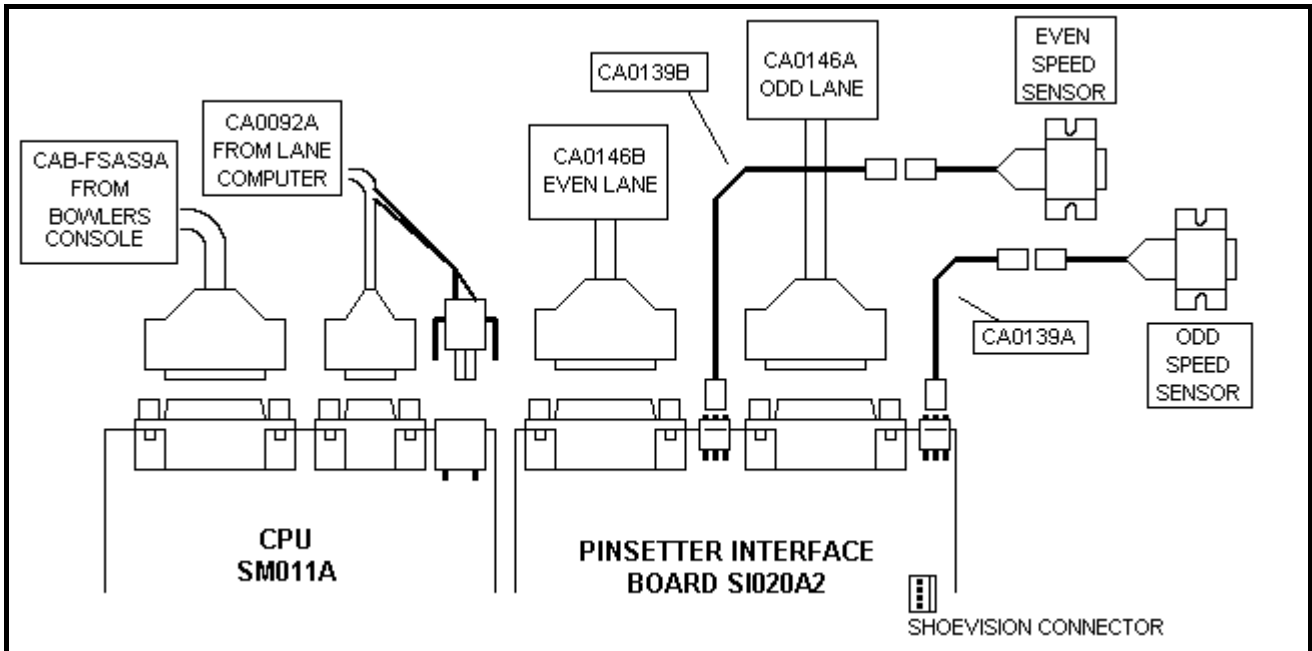
ALL QUOTES IN CENTIMETERS

CAB-Y-CA0145A/B

CN3 (DB25 Female)	SIGNAL	CN1 (AMP Modu II 20 PIN)
1	PIN 1	1
2	PIN 2	2
3	PIN 3	3
4	PIN 4	4
5	PIN 5	5
6	PIN 6	6
7	PIN 7	7
8	PIN 8	8
17	PIN 9	9
18	PIN 10	10
15	FOUL	13
9	TRIGGER	14
14	2^BALL	17
		CN2 (AMP Modu II 8 PIN)
25	GND	1
23	RESPOT	3
22	PINSETTER ON	4
10		5



INTERFACING SPELLMAN STRING PINSETTER



SPEED SENSORS' INSTALLATION

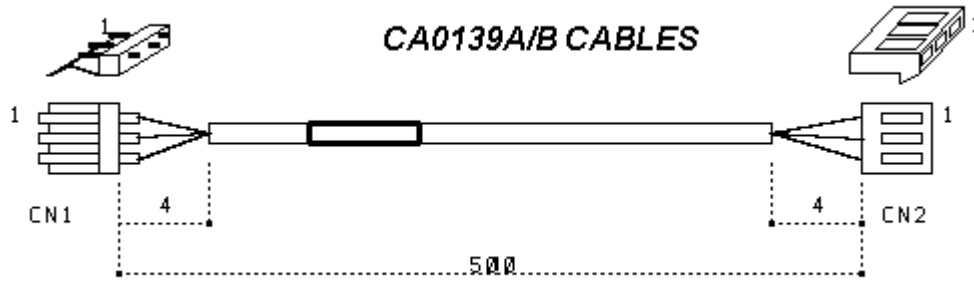
MIN. DISTANCE = 23 CM. SUGGESTION = 1 METER

- PLACE THE SPEED SENSOR USING THE CA0139A (ODD LANE) AND CA0139B (EVEN LANE).
- MINIMUM DISTANCE REQUIRED BETWEEN TWO SENSORS 23 CENTIMETRES. WE SUGGEST 1 METER.
- SET THE DISTANCE IN I-RETRO SETTINGS

S2 DIP SWITCH SELECTION FOR SPELLMAN PINSETTER

1	2	3	4
ON	OFF	OFF	OFF

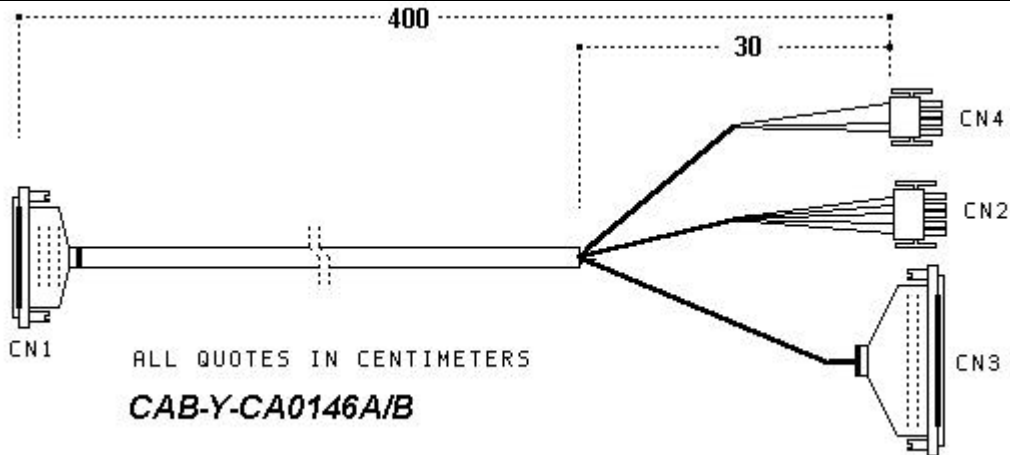
CAB-Y-CA0139A - CAB-Y-CA0139B



QUOTES IN CENTIMETRES

CONNECTOR	PIN	SIGNAL	CONNECTOR	PIN
CN1 Molex 3,96 series male	1	VDD	CN2 Molex 3,96 series female	1
	2	TRIGGER		2
	3	GND		3

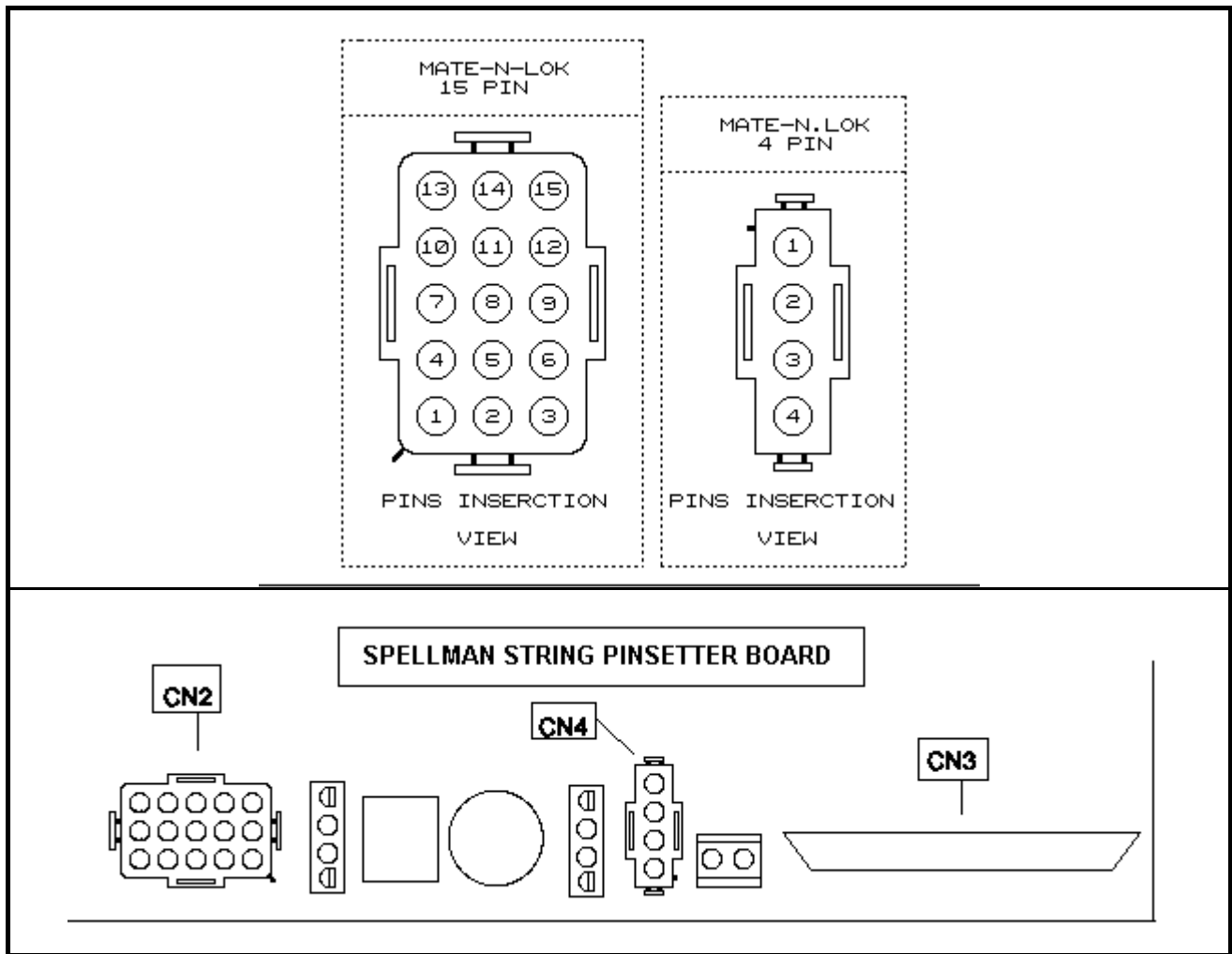
CAB-Y-CA0146A - CAB-Y-CA0146B



ALL QUOTES IN CENTIMETERS

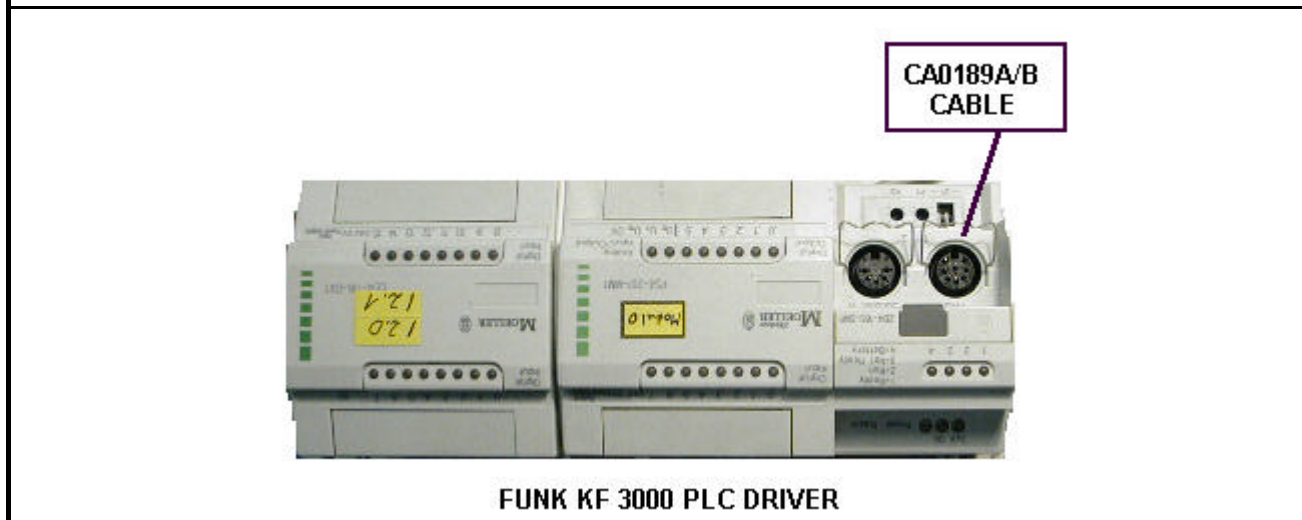
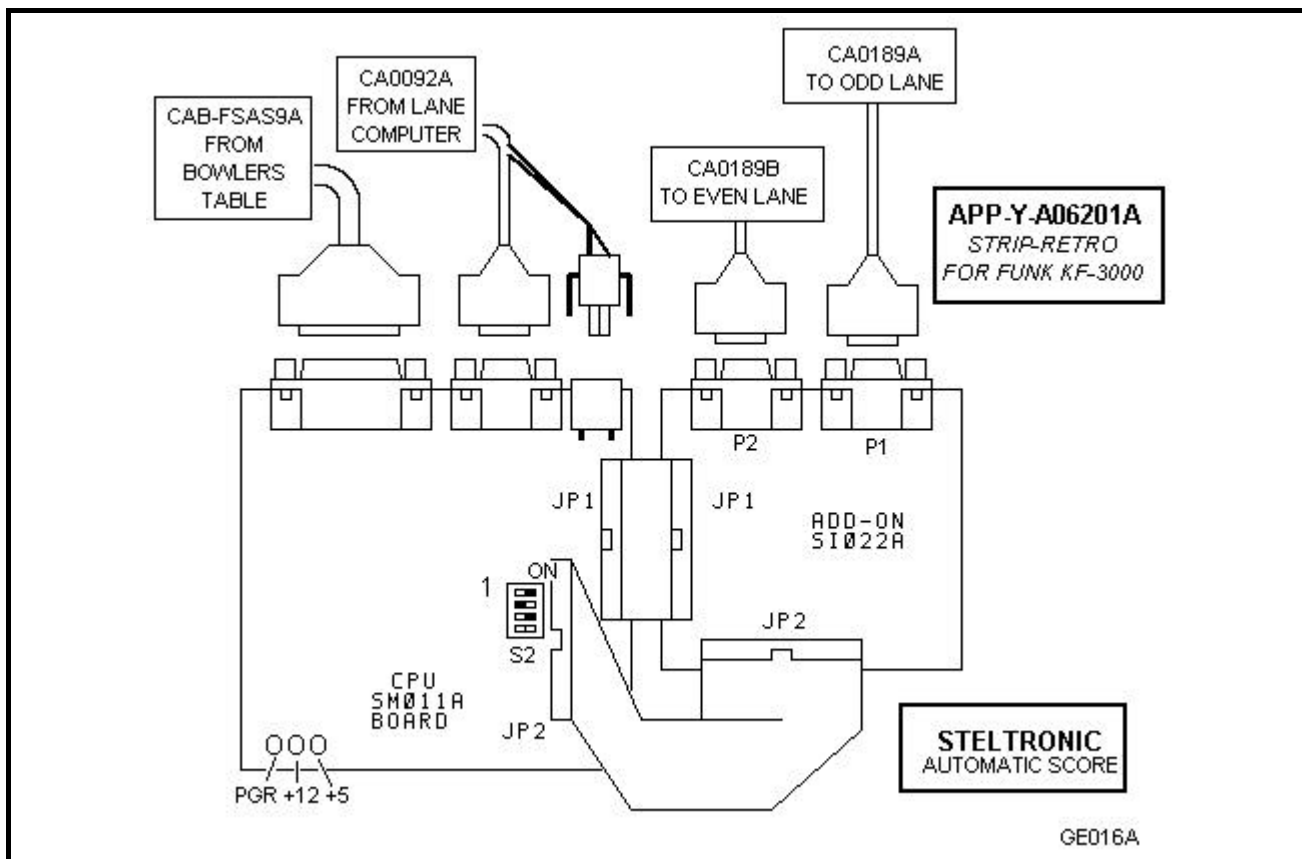
CAB-Y-CA0146A/B

CN1 (DB 25 Female)	SIGNAL	CN2 (Mate-N-Lok 15 pin Male * pin Male)	CN3 (DB 37 Female)	CN4 (Mate-N-Lok 4 pin Male * pin Male)
1	PIN 1	10	-	-
2	PIN 2	9	-	-
3	PIN 3	8	-	-
4	PIN 4	15	-	-
5	PIN 5	14	-	-
6	PIN 6	12	-	-
7	PIN 7	11	-	-
8	PIN 8	13	-	-
9	TRIGGER	-	-	4
10	+ 24 V	3	-	-
12	+ 24 V	-	-	1
14	2^BALL	4	-	-
15	FOUL	5	-	-
17	PIN 9	7	-	-
18	PIN 10	1	-	-
-	-	-	21+ 32 IN SHORT	-
21	RESPOT 2	-	31	-
22	MCON 1	-	23	-
23	RESPOT 1	-	24	-
24	MCON 2	-	34	-
25	GND	-	-	2

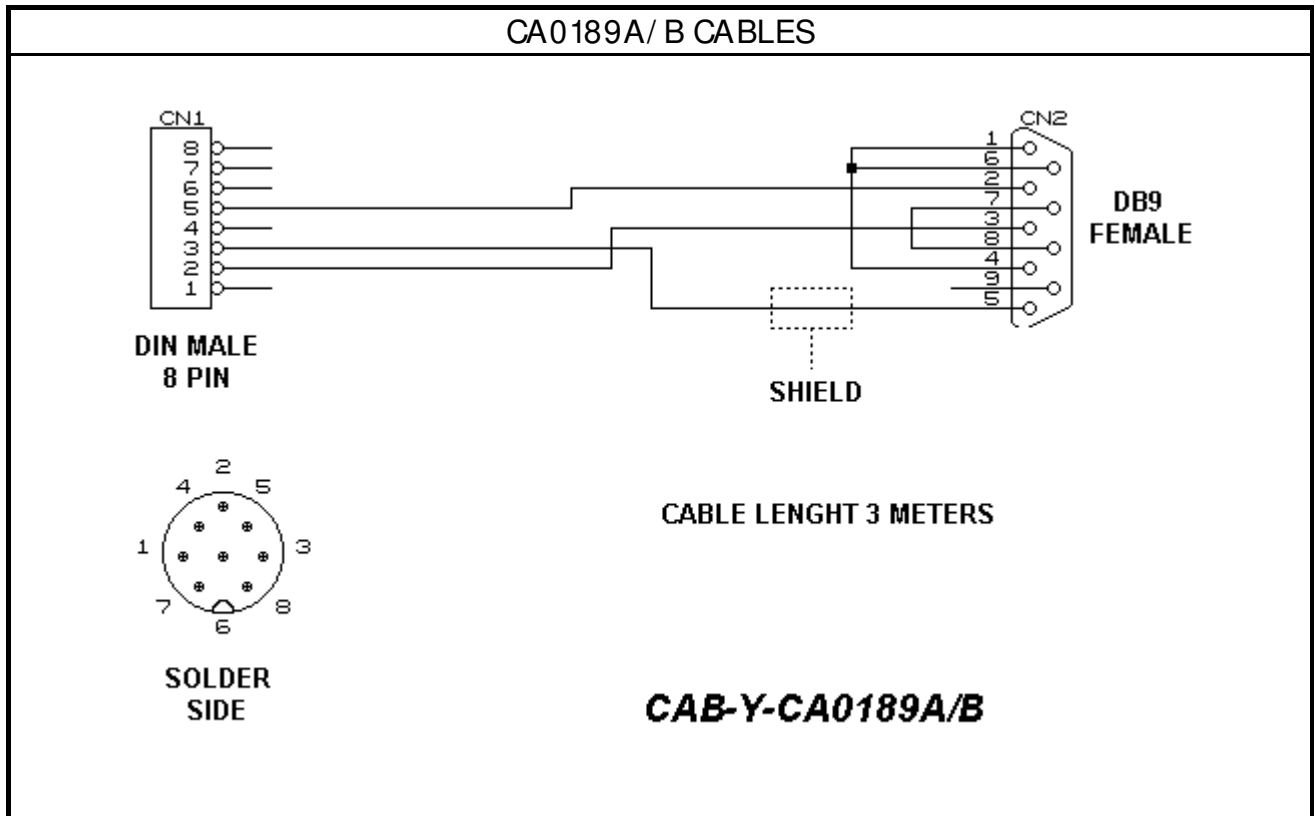


The CN4 connector goes in parallel with Pinsetter Sensor cable, provide a splitter cable to connect both into Spellman String pinsetter board control.

INTERFACING KF3000 PINSETTER

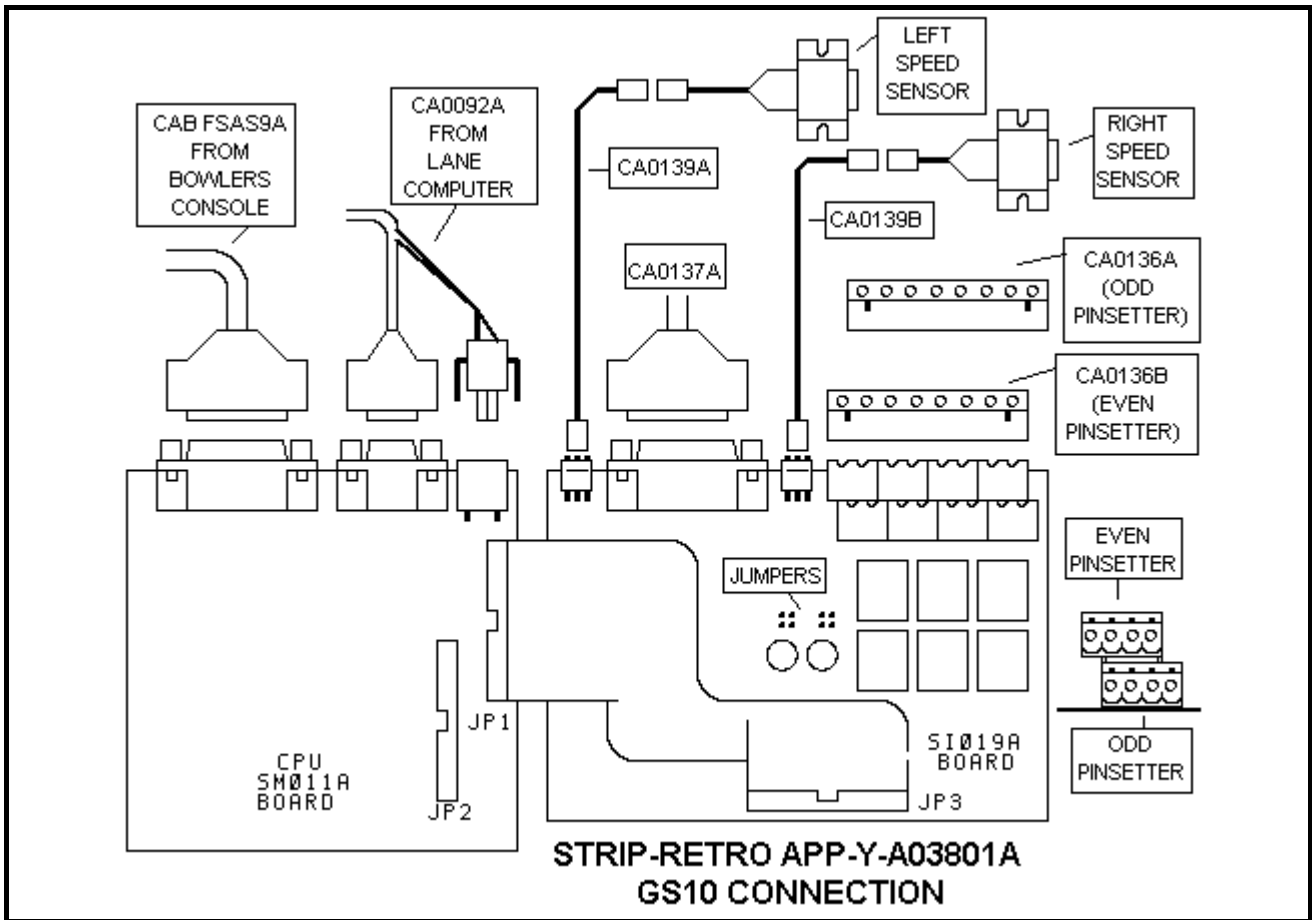


All signals coming from Pinsetter control (ball speed, trigger, 2nd ball, strike, etc.)



INTERFACING GS10 PINSETTER with Siver BOX and Eprom 2.02

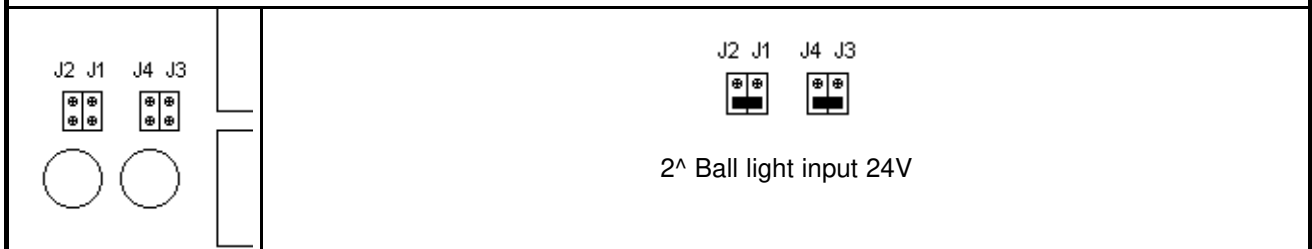
Strip-Retro device: APP-Y-A03801B

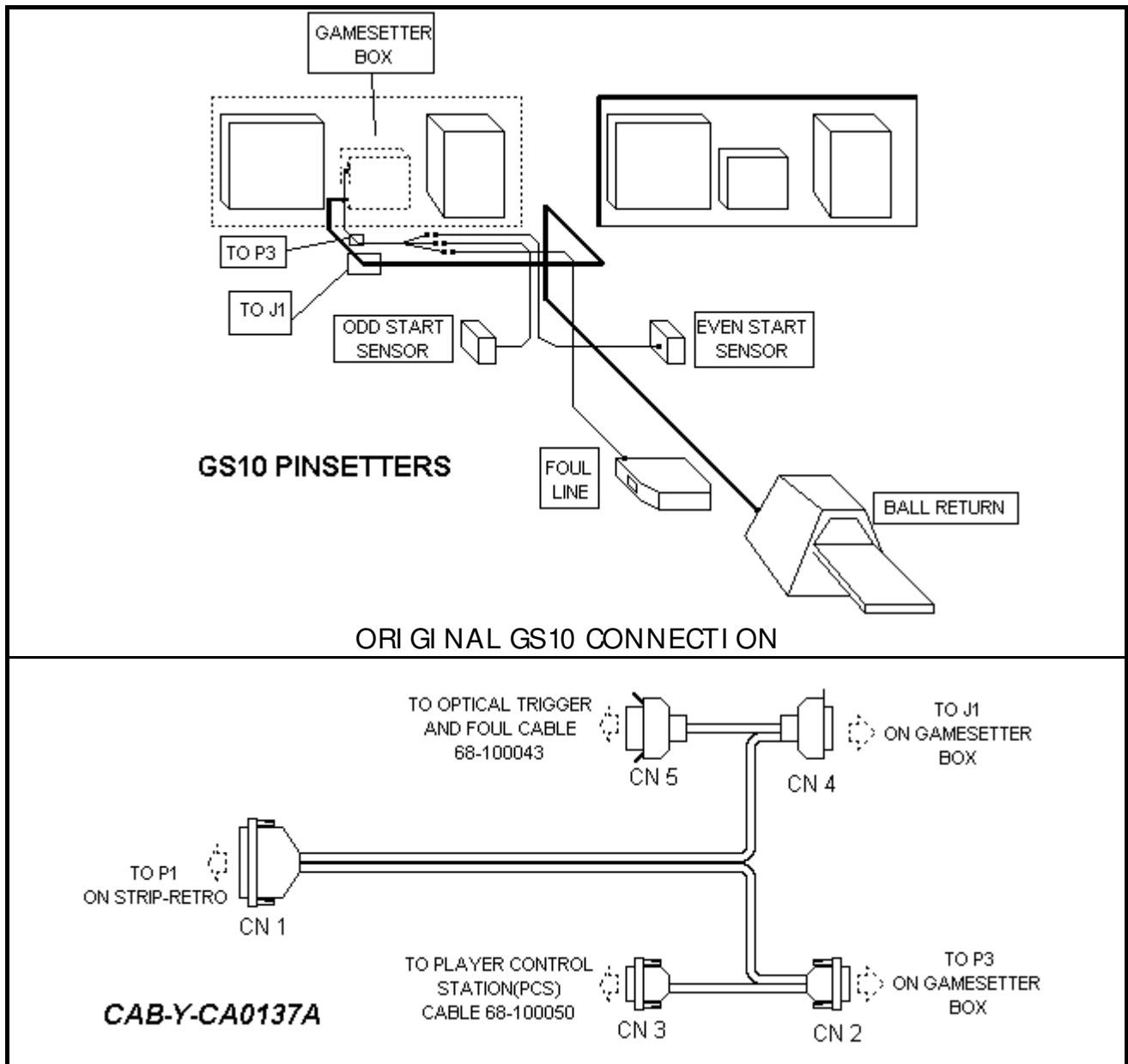


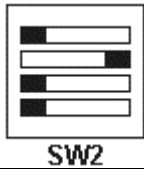
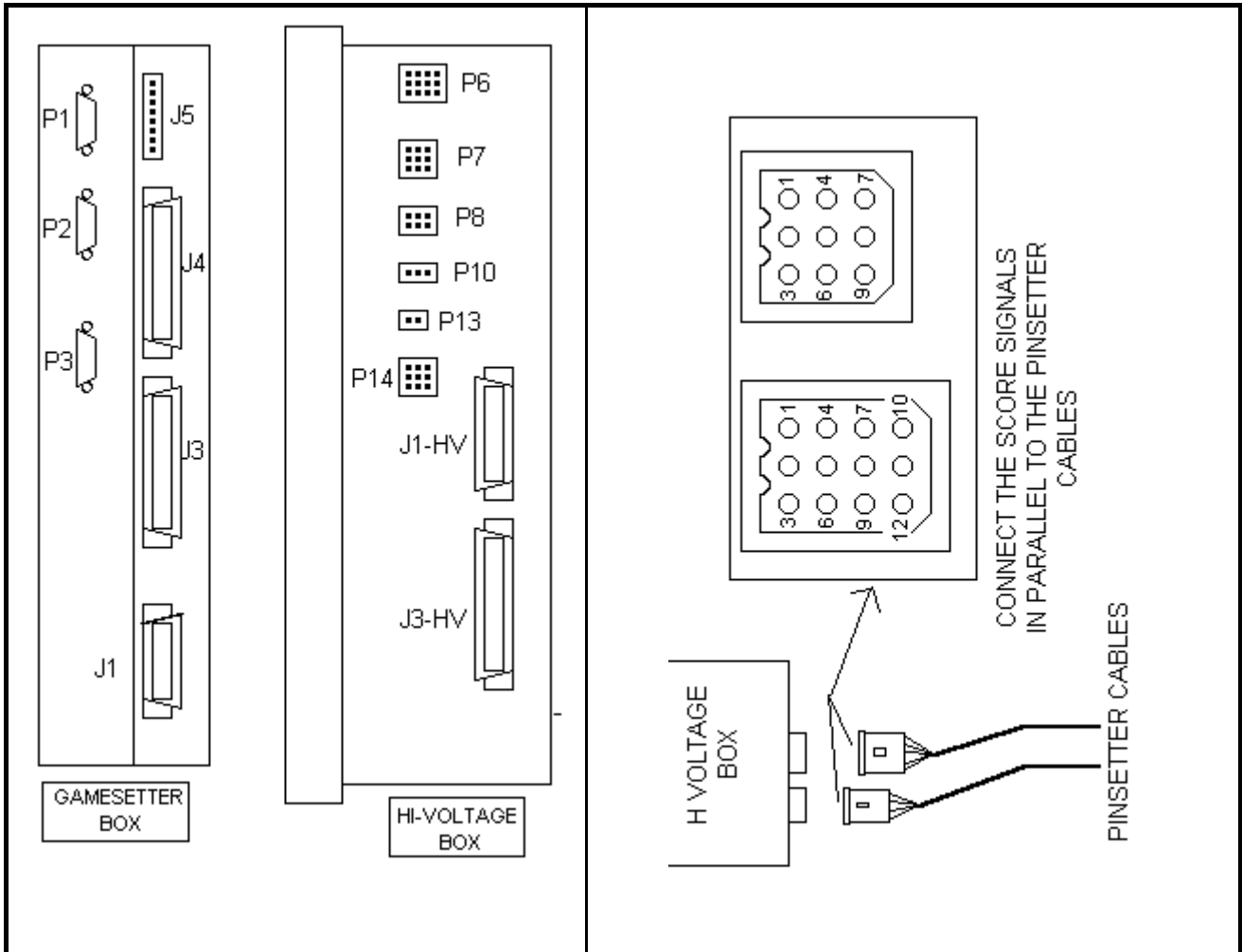
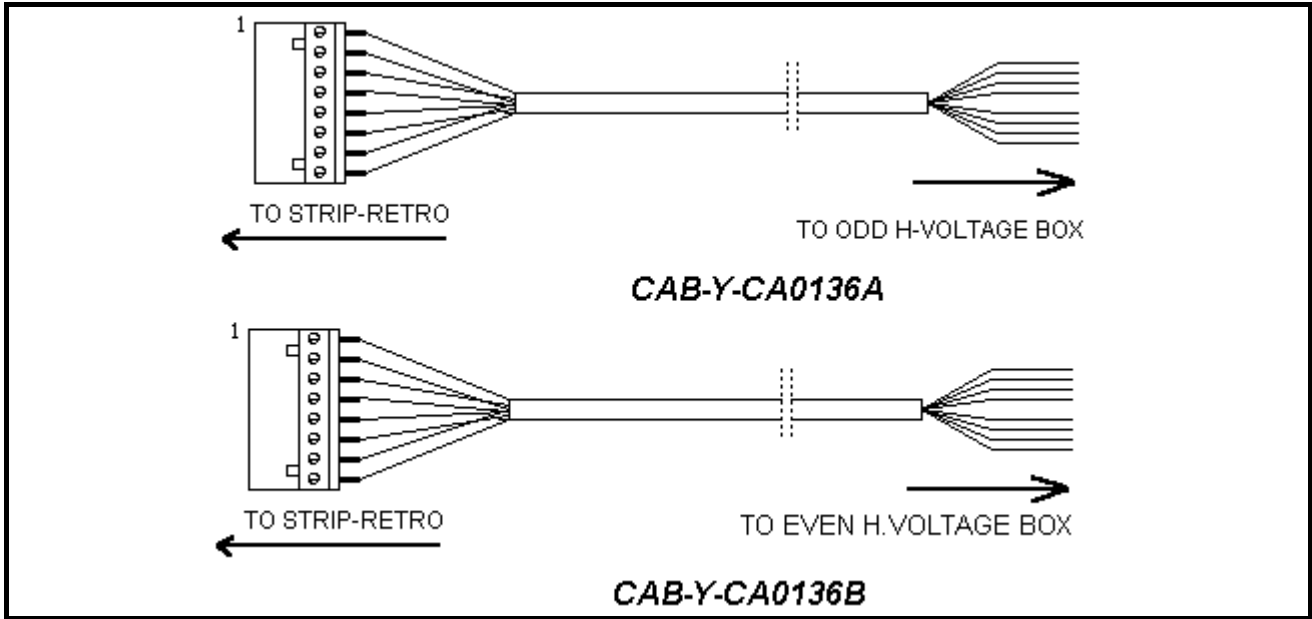
S2 DIP SWITCH SELECTION FOR GS10 PINSETTER

1	2	3	4
OFF	ON	OFF	OFF

JUMPERS SETTINGS FOR SI 019A/ B BOARD

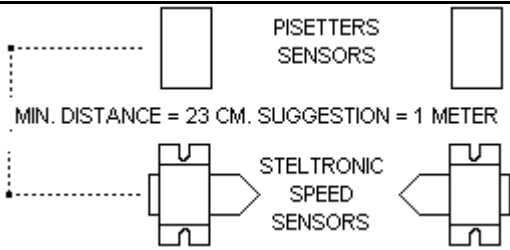






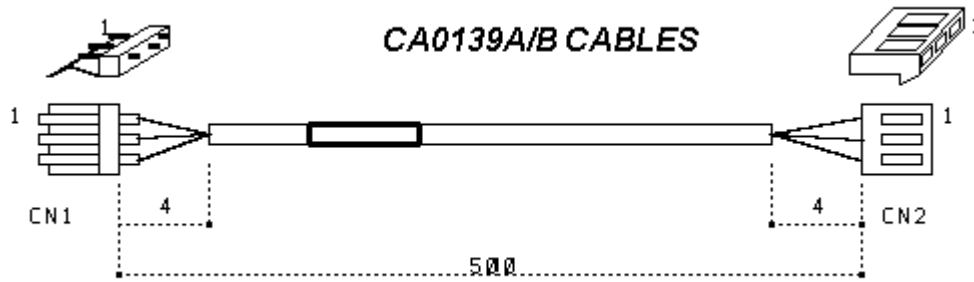
Note: the Gamesetter box needs to be setup with **DOUBLE CYCLE** to makes the pins detection also in 2nd cycle.
THE MINIMUM EPROM VERSION SUPPORTED FOR DOUBLE DETECT IS 2.02

SPEED SENSORS' I NSTALLATI ON



- PLACE THE SPEED SENSOR USING THE CA0139A (ODD LANE) AND CA0139B (EVEN LANE).
- MINIMUM DISTANCE REQUIRED BETWEEN TWO SENSORS 23 CENTIMETRES. WE SUGGEST 1 METER.
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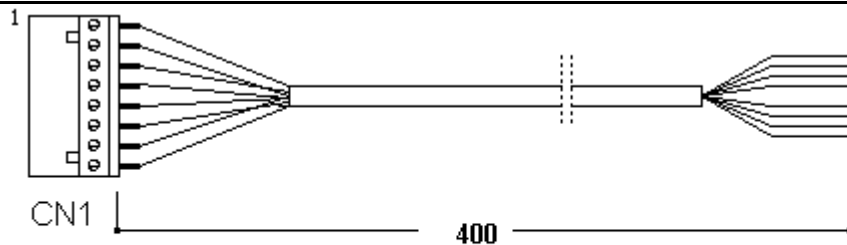
CAB-Y-CA0139A - CAB-Y-CA0139B



QUOTES IN CENTIMETRES

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CN1 Molex 3,96 series male	1	VDD	CN2 Molex 3,96 series female	1
	2	TRIGGER		2
	3	GND		3

CAB-Y-CA0136A - CAB-Y-CA0136B

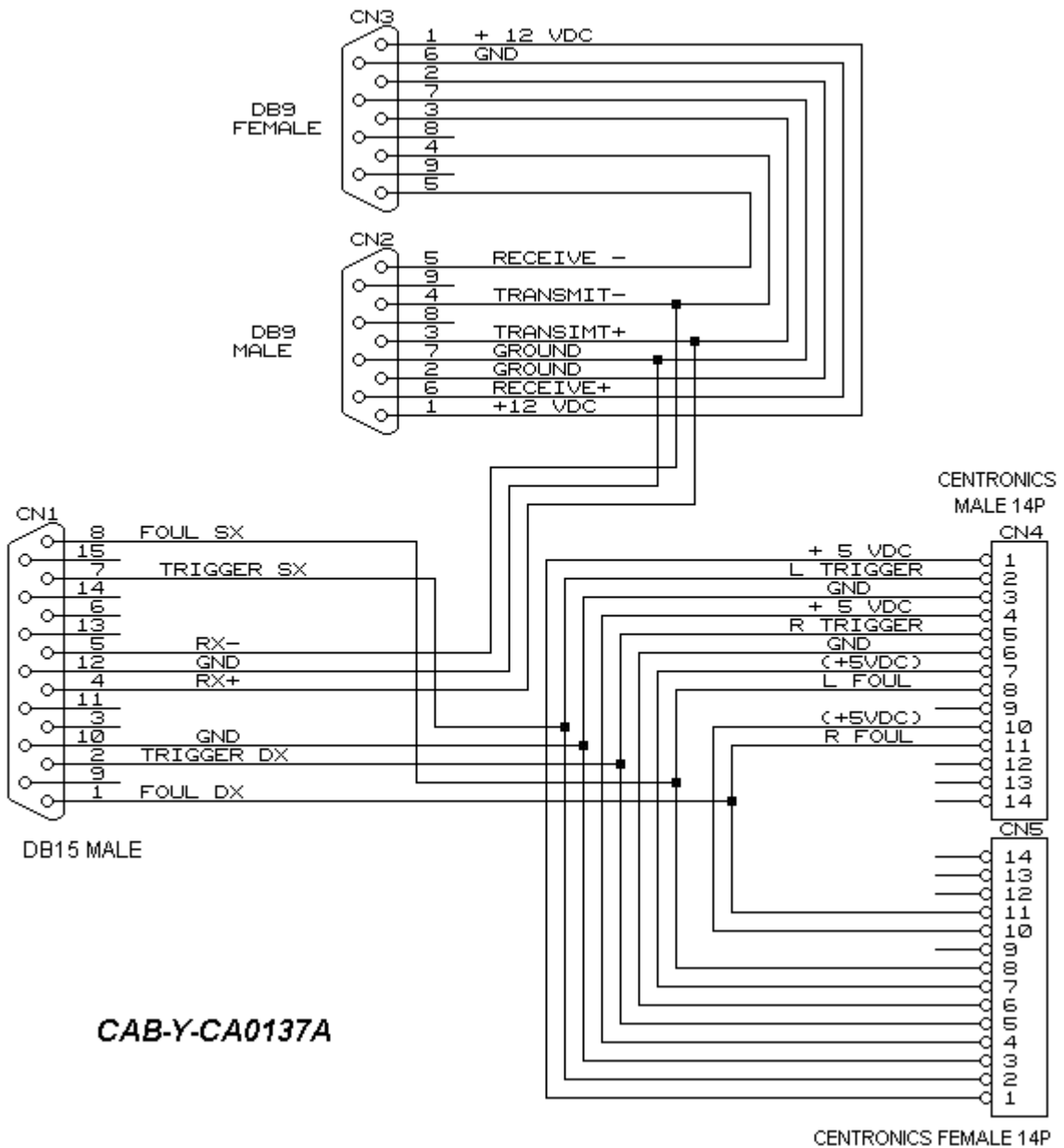


ALL QUOTES IN CENTIMETERS

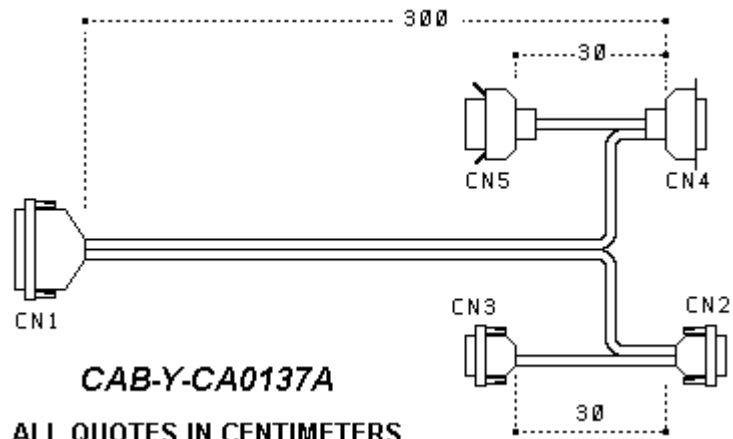
CAB-Y-CA0136A/B

CN1 (Phoenix p. 5,08 8 pin cod. 17 57 07 7)	COLOUR	SIGNAL	CONNECTION
1	BROWN	2^ BALL	In parallel to PIN 4 of P7 [HI-VOLTAGE BOX]
2	BLUE	2^ BALL	In parallel to PIN 6 of P7 [HI-VOLTAGE BOX]
3	BLACK	PINSETTER ON	In parallel to PIN 5 of P6 [HI-VOLTAGE BOX]
4	YELLOW	PINSETTER ON	In parallel to PIN 7 of P6 [HI-VOLTAGE BOX]
5	RED	RESET	In parallel to PIN 4 of P8 [HI-VOLTAGE BOX]
6	WHITE	RESET	In parallel to PIN 3 of P8 [HI-VOLTAGE BOX]
7	GREEN	SET	In parallel to PIN 5 of P8 [HI-VOLTAGE BOX]
8	GREY	SET	In parallel to PIN 3 of P8 [HI-VOLTAGE BOX]

CAB-Y-CA0137A



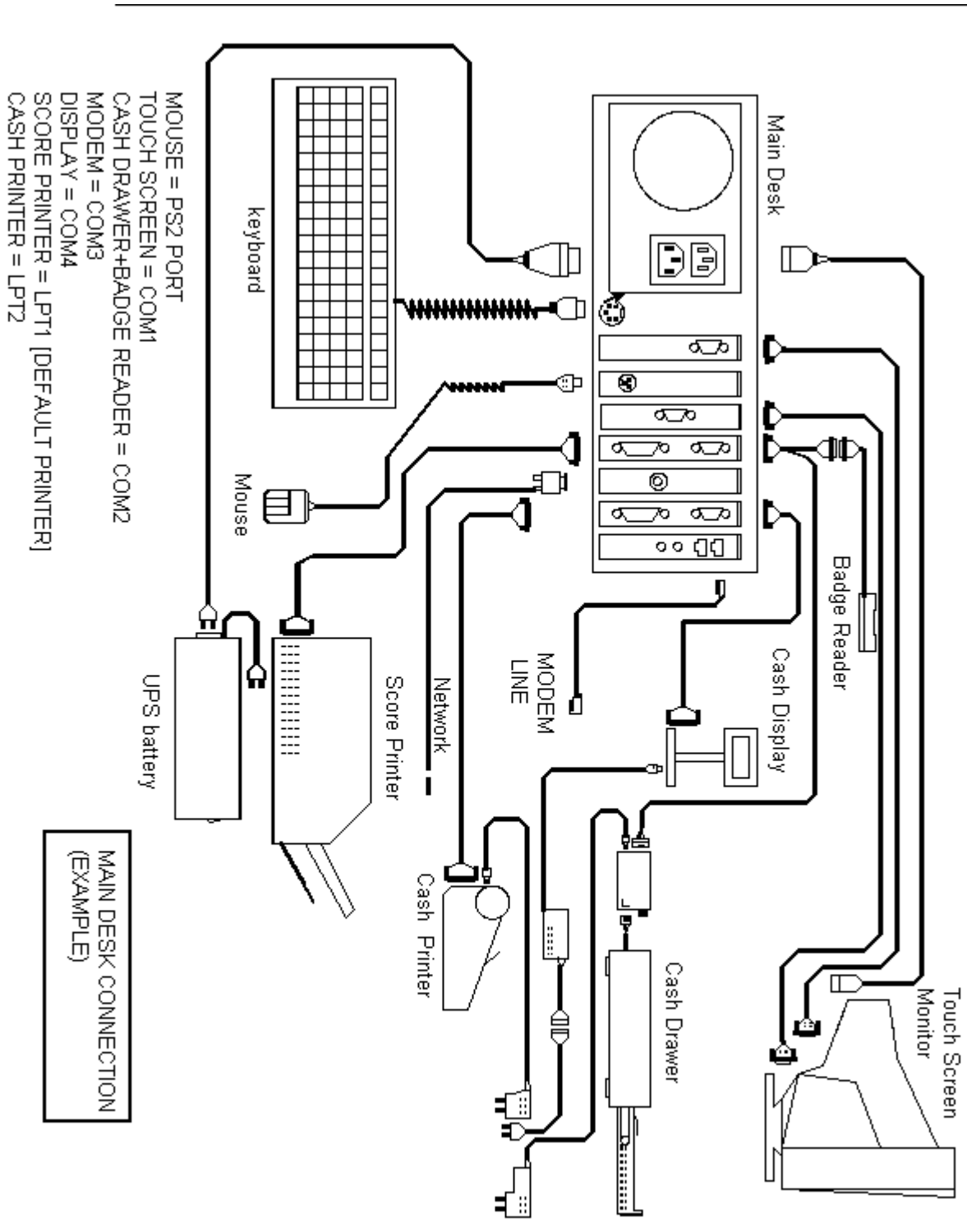
CAB-Y-CA0137A



CAB-Y-CA0137A

ALL QUOTES IN CENTIMETERS

MAIN DESK CONNECTION'S



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Wins Scoring System – user Manual

Files : us/526man.doc – us/Uk526man.pdf

Written by: Gatta Giovanni

e-mail: service@steltronic.com

STELTRONIC S.r.l worldwide

via Artigianale Botticino Sera (BS) ITALY

Tel. +39 030 2190811

Fax +39 030 2190798

<http://www.steltronic.com>

Steltronic North America, Inc.

3205 Pomona Blvd.

Pomona California, USA 91768

<https://www.steltronicusa.com>