



**Wins
Scoring
System**



**User Manual
(Wins version 6.1)**



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Thank you for choosing Steltronic.

This user manual has been written for Wins version 6.1, it is also available in pdf format so that it can be viewed on your computer (PROGRAMS\STELTRONIC\MANUALS).

In order to make it easy to consult, the manual has been divided into the following chapters:

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 on screen animations.

USING THE SYSTEMS FUNCTIONS

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

EXTERNAL PROGRAMS

Install and use the external programs (tournament, Stelgames, etc.)

MAINTENANCE

Guide to servicing the system.

TROUBLESHOOTING QUICK GUIDE

Troubleshooting and Problem solution guide.

For extra explanations or technical questions contact the Steltronic Customer Service Department

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INDEX

GENERAL	1.0	Pg. 6-18
WINS SETUP	2.0	Pg. 19-49
USING THE FUNCTIONS	3.0	Pg. 50- 102
USING STELGAMES	4.0	Pg. 104
USING GRAND PRIX	5.0	Pg. 105
ADVANCED BOOKING PROGRAM	6.0	Pg. 106-119
BMP2 Advertising PROGRAM	7.0	Pg. 120-125
BOWLING MOVIEMAKER	8.0	Pg. 126
STELTRONIC FR TOURNAMENTS	9.0	Pg. 127-162
USING LEAGUE INTERFACE	10.0	Pg. 163- 169
MAINTENANCE	11.0	Pg. 170- 209
TROUBLESHOOTING GUIDE		Pg. 210- 211

GENERAL INDEX

GENERAL

1.0

Score system elements	Pg. 7
Index of terms used in the manual	Pg. 8
Brief look at using windows	Pg. 9
How to deal with critical arrests or Windows blocks	Pg. 10
Elements of a Main Computer (Front Desk)	Pg. 11
Before switching the system on	Pg. 12
Turning the scoring system on	Pg. 14
Turning the system off	Pg. 15
Loading and closing the Wins and Winserv programs	Pg. 16
Identification and accessing the Wins program	Pg. 17

SETUP OF THE WINS PROGRAM

2.0

Foreword	Pg. 20
Adding and deleting cashiers and other users	Pg. 21
Loading the Setup menu	Pg. 24
General cash desk setup	Pg. 25
Time game setup	Pg. 30
General rate setup	Pg. 31
Bar, Restaurant and Pro-shop setup	Pg. 37
Coupon setup	Pg. 38
Print option setup	Pg. 39
Enabling movies	Pg. 40
Selecting animations, backgrounds and play lists	Pg. 41
Creating and editing a scrolling text message	Pg. 47
Superelex lane computer maintenance and commands	Pg. 49

USING THE WINS PROGRAM

3.0

Things to verify before using the program	Pg. 51
Main menu icons	Pg. 52
System access	Pg. 53
Lane icons	Pg. 54
Lane control options	Pg. 57
Multiple commands	Pg. 62
Multiple lane control	Pg. 63
"instant glow" control	Pg. 65
Sciba ccd camera multiple set up	Pg. 66
Open, close and other available features in multiple commands with open lanes	Pg. 67
Lane payment mode set up, frame, time or by the bowler	Pg. 69
Opening a single lane (open mode) or a pair of lanes (lane swap mode)	Pg. 70
Front desk features available with open lanes	Pg. 71
Closing a single or double lane in post or pre paid mode	Pg. 73
Adding games or time in pre paid mode to open lanes	Pg. 76
Open, close and park time games	Pg. 77
Using the waiting list	Pg. 78
Using the Park lanes – Park games feature	Pg. 79
Print games, Re-start games, Print last receipt.	Pg. 80
Correction scores from front desk	Pg. 82
Using the Bar, Restaurant and Pro-shop functions	Pg. 83
Coupon sale	Pg. 84
Refunds	Pg. 84
Account set up and use	Pg. 85
Bar, Snack bar and mechanic calls	Pg. 86
Magnetic card archive	Pg. 87
Recorded transactions, Daily report, back up and restore features	Pg. 90
Using the 'employee time clock'	Pg. 97
Bowler console functions	Pg. 99

USING THE AWARD GAMES

4.0

Pg. 104

GRAND PRIX	5.0	Pg. 105
ADVANCED BOOKING PROGRAM	6.0	
Running the program		Pg. 107
Icons and commands		Pg. 108
Personalizing the program		Pg. 111
Adding a booking		Pg. 112
Modifying an existing booking		Pg. 113
Booking data, memo, etc.		Pg. 115
Overbooking or overlapped bookings		Pg. 117
Sending bookings to lanes		Pg. 118
Print and statistics settings		Pg. 119
BMP2 ADVERTISING PROGRAM	7.0	
Program commands		Pg. 121
Opening and editing a personal image		Pg. 122
Sending images to lanes		Pg. 125
BOWLING MOVIE MAKER (HOME MADE MOVIES)	8.0	Pg. 126
TOURNAMENT PROGRAM	9.0	
introduction		Pg. 127
Main menu and program icons		Pg. 130
Setting up bowler categories and system icons		Pg. 132
Complete Name archive		Pg. 133
Bowler archive		Pg. 134
Team archive		Pg. 136
Hints on singles and team tournaments		Pg. 138
New Tournament		Pg. 139
Days, Series and Turns		Pg. 140
Singles tournament		Pg. 141
Team tournaments		Pg. 147
Exporting data		Pg. 150
New week		Pg. 152
Begin a Tournament (week session)		Pg. 153
Wins tournament interface		Pg. 154
Lane change, substitutions, change order of play		Pg. 156
Features available on bowler consoles		Pg. 157
Importing data and standings		Pg. 158
FAQ's		Pg. 161
USING THE LEAGUE INTERFACE	10.0	Pg. 163
MAINTENANCE	11.0	
Modem connection		Pg. 171
Checking the photocells		Pg. 172
Checking the Sciba ccd camera		Pg. 173
Substituting and Sciba calibration		Pg. 177
Calibrating the touch screen bowler consoles		Pg. 183
Setting the A.P.I parameters		Pg. 184
Calibrating the Frond desk computer touch screen		Pg. 187
Setting and exchanging a lane monitor board		Pg. 188
Exchanging a lane computer		Pg. 192
Score cycles		Pg. 194
Wins diagram		Pg. 196
Trouble shooting guide		Pg. 210

General **1.0**

Switching the system on

Score system elements	1.1
Index of terms used in the manual	1.2
Brief look at using Windows	1.3
Closing the system and dealing with a system block	1.4
Elements of the main computer (Front desk)	1.5
Before switching the system on	1.6
Turning the scoring system on	1.7
Turning the scoring system off	1.8
Loading and closing the Wins and Winserv programs	1.9
Identification and accessing the Wins program	1.10

Scoring system elements 1.1

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

In this chapter we have briefly described some of these components.
For further, more detailed information consult the TROUBLESHOOTING AND PROBLEM SOLVING chapter.

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 stored.

The Main Desk is equipped with a mouse, keyboard, external modem, monitor (Touch Screen available on request) and Un-interrupted 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, depending on what their role will be.

The communication between the Main Desk Computer, Lane Computers and any Additional Work Stations is made through a **NETWORK switch**. The cable used for this network is called twisted pair, category 5 cable and the connectors used are Rj45 connectors.

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

The lane computers are electronic units designated for the automation of the scoring for a pair of lanes.
The bowlers scores are visualized on colour lane monitors.

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 meters from the last line of pins (7 to 10).

One Sciba is normally used to read the pin fall on a pair of lanes. (Two may be required, in some cases, if a pair of lanes is split by a column)

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 1.2

Main Desk Computer: Central computer.

Uninterrupted Power Supply, UPS: Electric back up power unit used to protect the computer from power failure or surges and to allow you to save information in case of power failure.

Touch Screen: computer monitor with touch screen installed, used by touching the screen with a finger instead of using the mouse, (mouse can also be installed in parallel).

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 by clicking on the required 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 or tick appears in its center, 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 symbol 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 Center Management Program.

Booking (SABS): Advance Booking Program, for reserving and managing lanes and time games.

'FR' Tournament: Tournament Management Program.

BMP2YUV or STR: static image conversion for your own on screen personalized advertising.

Stelgames: three on screen bowling related games.

Bowling Movie Maker: program for creating and showing your own 'movies' for on screen promotions.

Live Sparemaker: program for managing clips of spares realized by actual bowlers.

Brief looking at using Windows 1.3

* Windows 98[®], Windows Me[®], Windows 2000[®], XP[®] 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 center 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 authorized technician. For further information on warranty terms refer to the license and guarantee section.

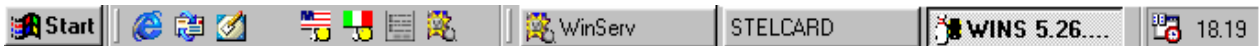
If there are any special requirements, or there are external programs you wish to install, authorization must be applied for when the purchase contract is made, or the order confirmation signed by the proprietor or purchaser of the system.

Moving about in Windows

The Wins Scoring System operates on Windows 98[®], Windows Me[®] or Windows 2000[®]. Windows XP[®] 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, as the example shows.





TASK BAR


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 visualized full screen, while other applications are minimized 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.

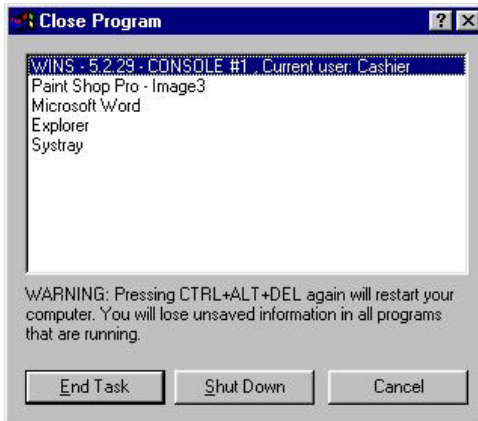
The **drop down curtains** are opened by clicking on the arrow placed on the right of the curtain name to open the 'drop down' curtain and visualize the contents.

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.

How to deal with critical arrests or Windows blocks

1.4

To close a blocked program with turning the computer off



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

The **END TASK 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 **END TASK**.

Sometimes you will be asked to confirm multiple times, if the blocked program does not respond. Sometimes it is 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 Safety mode (windows 98)

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.

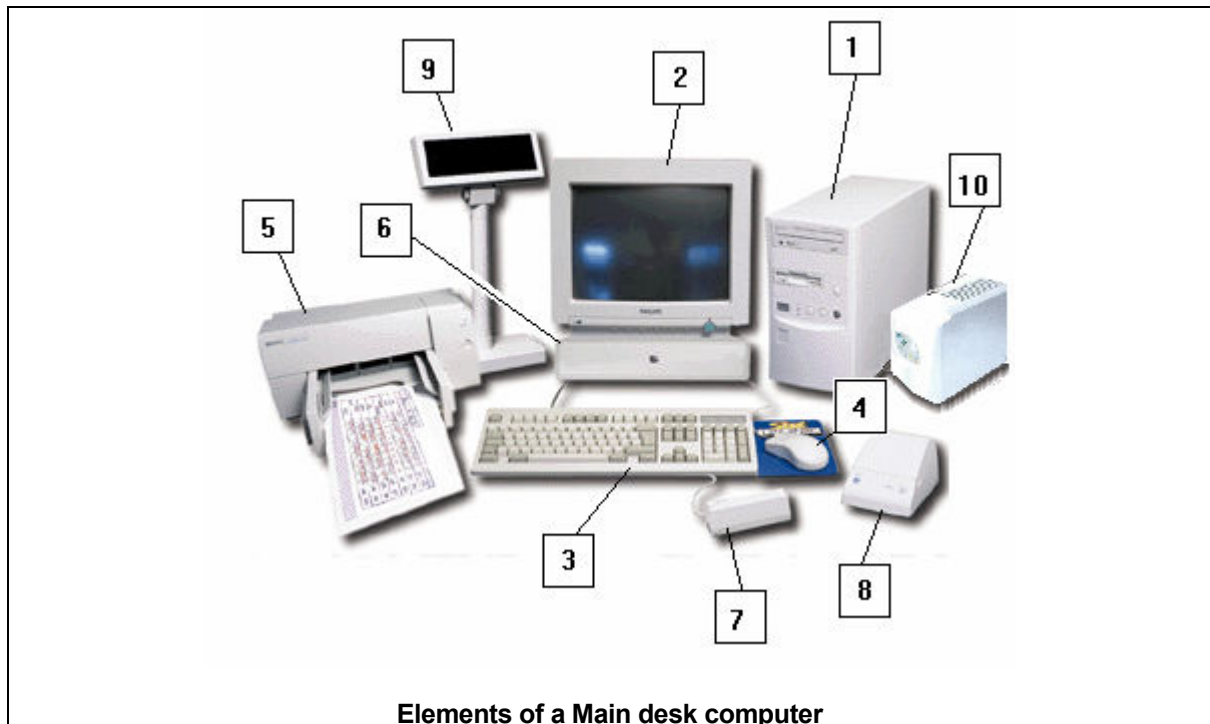
When the main desk starts in Scan disk mode (windows 98)

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.

Elements of Main Desk computer 1.5



Elements of a Main desk computer

- 1 **Computer base:** contains all the modules for the operation. (hard disk, network board etc.)
- 2 **Monitor:** visualizes the program. Touch screen can be installed for easy use.
- 3 **Keyboard:** used to insert data; the most used buttons are Enter, Tab, Esc and number keys.
- 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:** swipe cashier, bowler and employee cards for their individual functions.
- 8 ***Receipt printer:** non fiscal printer for printing receipts; the paper used is thermal, the printer 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*

Before switching the system on 1.6

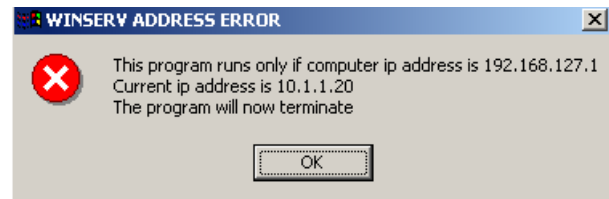
NETWORK SWITCH

Your system network includes and runs through one or more Switches (or Hubs).

The Switches or hubs are usually installed in the false ceiling, near the lane monitors, usually next to the first monitor or in the middle of the centre (example: centre with 16 lanes, the switch should be close to lanes 7-8).


The switch is almost always (and should be) powered by a dedicated electrical line; the users of the Wins scoring system need to be able to recognise the relative power switches.

The switch MUST be turned on BEFORE the main desk computer, otherwise the Winserv program will not start automatically and the Wins program will not be loaded. In this case you would receive this warning → Click on OK to close the program.

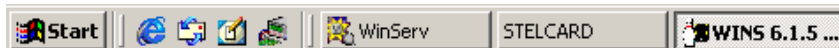


NOTE : If the switch is turned off even the secondary computers (when present) cannot load the program.

PROBLEM SOLUTION:

1. Avoid turning secondary computers on.
2. Check the switch status (on or off), if it was left on with the rest of system off, it could be necessary to reset the switch (simply turn the switch off and back on)
3. Click on START from the main desk (Front desk), then click on the WINSERV  icon.

If the switch has been turned on again and is working correctly the Winserv program will be loaded and minimized on the function bar at the bottom of the screen. At this point you can turn on the other secondary computers.



TURNING ON THE SUPERELEX LANE COMPUTERS

When first turned on the Superelex lane computers need between one and three minutes to load and check the hard disk and program. The time depends on the number of lanes installed. During this procedure it is important NOT to interrupt the electrical supply in order not to disturb the file check.

If the SWITCH is off or the main computer is off, the lane computers will not be able to communicate with the main desk. The Wins program will NOT be loaded until the main desk is switched on and on line.

In this case, turn the lane computers off, (wait at least 5 minutes from the first attempt in order to make sure that the system is nit still in load status) check that the switch is ON, restart the main computer and finally turn the lane computers back on.

IF THE SWITCH TURNS OFF DURING PLAY

The Winserv program blocks itself automatically and shows you the following message: "WINSERV ADDRESS ERROR". **Repeat operations 2 and 3 from the previous paragraph "Problem solution".**

DO NOT USE THE WINS PROGRAM FROM SECONDARY COMPUTERS, THE MAIN DESK IS NOT AVAILABLE AND AN ERROR MESSAGE WILL BE DISPLAYED, WAIT FOR THE MAIN DESK TO BE ACTIVE.

The lane computers will continue to play the active games until they are finished then block the lane on the "to continue bowl..." screen.

In order to start the next game you will need to re-establish network communication with the main desk (Winserv program).the active game data is automatically saved on the main desk as soon as you have network communication up and running through the switch with the lane computers.

INCORRECT ACTIVATION OF A SECONDARY STATION (MAIN DESK NOT ON LINE)

When the main desk is not available you will be given a message that says "the permanent connection is not available".

Close the Windows session on the secondary desk, check that the main desk is available and that the switch is working correctly, re-start the secondary desk.

TURNING SYSTEM PERIPHERALS ON AND OFF

RECEIPT PRINTER AND CASH DISPLAY it is not necessary to do anything to turn these on and off, it is advisable to power both these peripherals on the same electrical line using one power button.

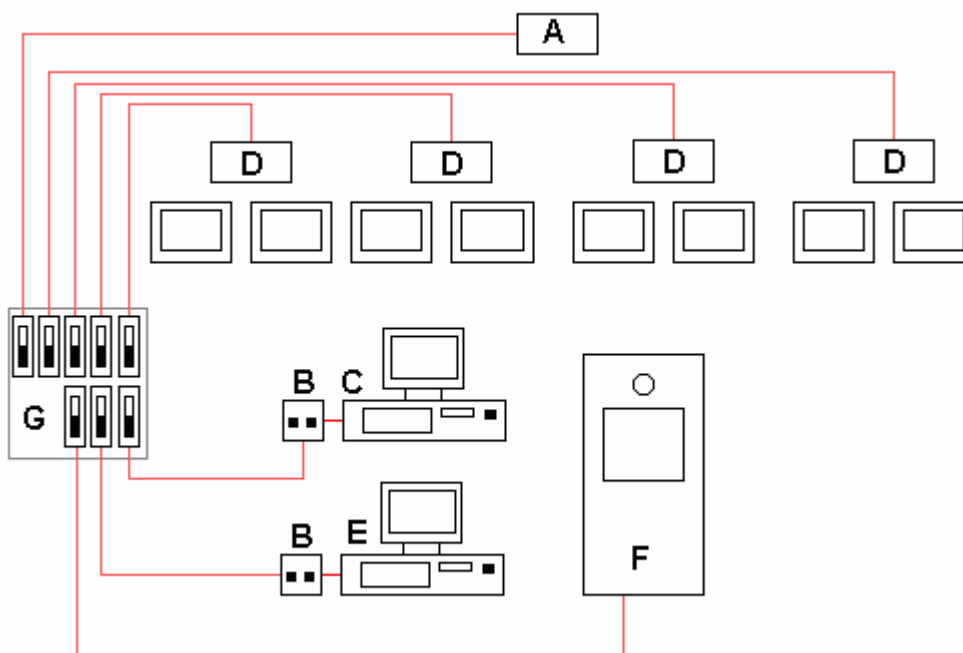
VGA TOUCH SCREEN MONITOR, be they connected to the main desk or secondary stations, they must be powered in parallel to the computer on which they are installed, therefore it is NOT necessary to turn the monitor off using the button on the front panel of the monitor itself. In any case the Stand by function of most monitors turns the monitor off when the signal is missing from the computer (because it has been turned off).

If the touch screen monitor is off while the system is loading Windows the drivers will not be loaded and the touch screen will not function, in this case re-start the computer.

NOTE FOR WINDOWS 2000© USERS: some models of score printers and serial modems need to be on and on line while Windows is being loaded; vice versa these peripherals will be disabled by the operating system .

In this case it will be necessary to re-start Windows. We advise you to leave the peripherals in stand by or to power them through a single power button together with the main computer to which they are connected.

Turning the scoring system on 1.7



Example of scoring system electrical connections.

- A SWITCH:** device that provides network connection between main computers and lane computers
- B Uninterrupted Power Supply:** device that allows protection for the main computer in case of power surge or loss of power
- C Main Console (Front Desk):** Main Computer for scoring system
- D Lane Computer:** one per pair of lanes
- E Workstation:** secondary computer, the number can vary depending on centre requirements*
- F Photostrike:** device for waiting list entry and bowler photograph for use on lane screens*
- G Electrical supply box**

*optional equipment not required for system function

①

Turn the **SWITCH (A)** on in order to activate the network communication.

②

Turn the **Uninterrupted Power Supply (B)** on the Main Desk on, press the ON button on the front panel for about 3 seconds.

③

Turn the **Main desk (C)** on using the button on the computer front panel, check that the monitor comes on.

WAIT.....

The computer needs a few minutes to load the system. Some operating systems, for example Windows 2000, require commands from the keyboard, follow instructions on monitor.

The WINS program is loaded automatically and you will be asked to identify yourself in order to access the Wins commands. (see next chapter "first identification").

④

It is now possible to turn the **Lane computers (D)** on, as well as the **Secondary computers (E)** and the **Photostrike (F)**.

The system is ready for use.

Turning the scoring system off 1.8

①

Secondary computers: exit the WINS* program. Close all the applications and close Windows.

**if the automatic back up has been activated wait for the procedure to finish.*

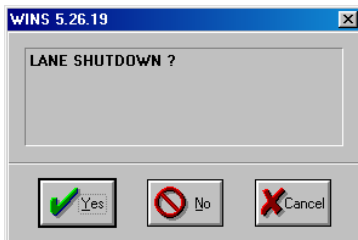
②

Main computer (Front Desk): verify that all lanes and time games are closed; if required print a daily report and run a back up. Go to step 3 when you are ready to close the system down.

③



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



The system will ask you to confirm.

Click on **OK**.

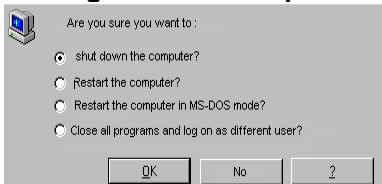
Wait for the confirmation message.

④

Now you can turn the **Lane computers** off and (when present) the **Photostrike**.

⑤

Closing the Main Computer: close any applications you have running (Winserv will close automatically).



Click on the **START** button.

Select "**SHUT DOWN THE COMPUTER**"

Click on **OK** to confirm.



A warning message will appear on the screen.

Confirm the operation by clicking **YES**.

The computer will turn itself off automatically when Windows has finished its close down procedure.

⑥

Turn off the **UPS (uninterrupted power supply)** by keeping the OFF button pressed for about three (3) seconds.

⑦

Turn the **SWITCH** off at the relative on/off button.

Loading and closing the WINS and Winserv programs 1.9

When the Main Desk is switched on, **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 minimized or closed if not in use, it's must ALWAYS be open during Leagues or Tournaments.

CLOSING WINSERV (for software update only)


Click on the **START** button and run the **CLOSERV** program by clicking on it.

RE-OPEN WINSERV

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 turning the system On and Off).

ESCAPE FROM WINS (without shutdown lanes)

Only authorized persons can close the Wins program. Click on the  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 to close you will be asked to confirm the "lane shutdown?" .

RELOADING THE 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



Swwins



Nlwins



Suwins



Czwins



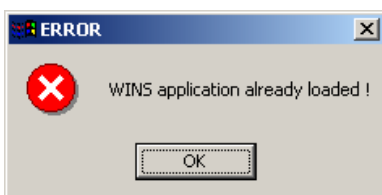
Frwins



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 for it in the **START** menu, then **PROGRAMS** followed by **STELTRONIC** this folder contains all the Steltronic programs installed.

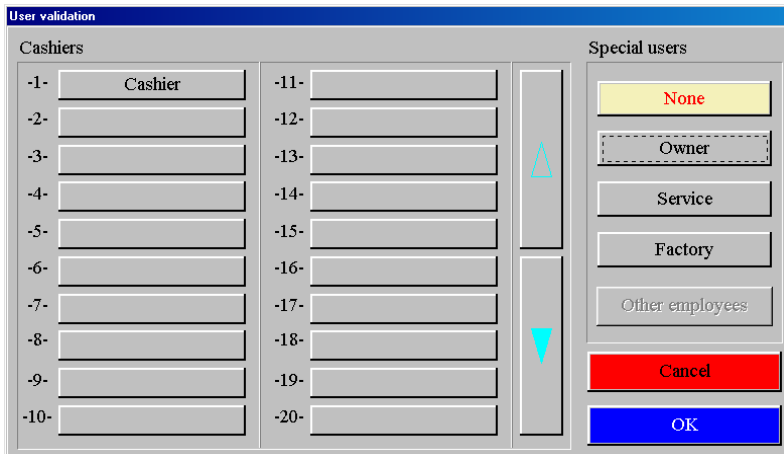


WARNING! If you click on the WINS icon more than once the following message is shown, "wins application already loaded" . Click on OK to confirm. WINS will not be loaded a second time.

Identification 1.10

The Wins program asks for user identification. This mechanism has been created for two main reasons:

- a) CONTROL UN-AUTHORIZED USE OF THE SYSTEM.
- b) RECORD TRANSACTIONS in the Daily Report, attributing each action to a cashier or other authorized user in order to trace and record system use.



The list of Cashiers is shown on the left hand side of the user identification screen.

Each button corresponds to one user.

To move down the list of cashiers (when more than 20) use the up down arrows ^ v

It is advisable to protect each cashiers entry with a personal password.

Passwords and magnetic cards can be changed or removed at any time, by the owner, cashiers can however change their own password simply by performing the identification process twice in a row.

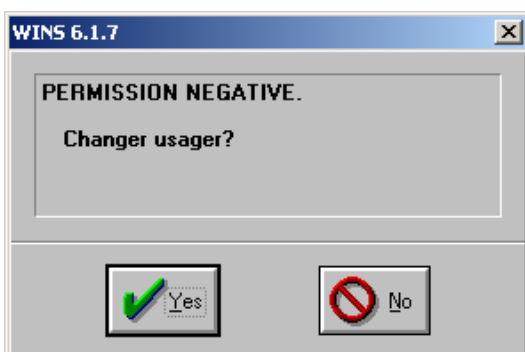
IDENTIFICATION

Click on the button corresponding to your name, write the password in the box provided (if a password was previously entered), then confirm by clicking **OK**.

If you have been given a magnetic card, pass the card in the swipe after you have clicked on the button corresponding to your name. When using a personal magnetic card the password will not be required for entry, but one should be recorded anyway to avoid un-authorized entry.

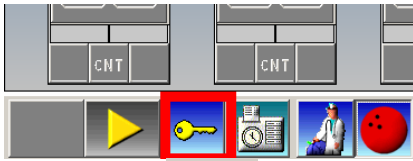
If you do not click on one of the user name buttons, the program will open with NONE as the user (locked) and no operation can be made until someone checks into the system.

ACCESS TO WINS DENIED

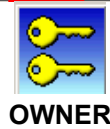


When you try to perform a task without having checked in the warning will appear asking you if you want to change user, simply click on **YES** to go to the check in page and follow the standard procedure.

SYSTEM ACCESS CONTROL



The wins program check continuous the user. The "Key" icon change aspect depending by user:



OWNER



CASHIER



LOCK (ACCESS DENIED)

For changing the ACCESS LEVEL simply click on KEY icon Click on the 'key' icon to load the user identification menu.

USER SECURITY LEVELS

The Owner has 'top level' security clearance and is able to add, delete and modify the cashier security levels, as well as add or remove 'other employees'. The Owner button and magnetic card must be set by the installers or service department.

OWNER

Access to the entire system with clearance to modify cashier security levels.

CASHIER

Access to Wins. Individual security levels are determined by the owner.

OTHER EMPLOYEES Access is limited to the 'time clock' swipe function. Other employees are considered to be those working in the center but who are not required to work the Front Desk. It is NOT possible to access Wins as 'other employee'.

The **SERVICE** access level is for installers while the **FACTORY** button is for Steltronic Authorized Personnel only.



NOTE for the Owner: Do not leave Wins running with YOUR security level active when not using the system yourself.



Click on the 'key' icon.

Click on the 'Locked' or 'None' button to reset then confirm with OK.

AUTOMATIC USER CHANGE

On version 6.1 it is possible to set WINS in automatic mode. In this mode the user will need to check in for every single task. In other words the system will lock itself after every action the user performs.

This mode needs to be activated by the owner. The mode can be set to lock after every task or after a certain number of minutes.

For further details go to the "GENERAL CASH SET UP" chapter.

Setup of the WINS program **2.0**

Foreword	2.1
Inserting and deleting cashiers and other employees.	2.2
Loading the Setup menu.	2.3
General Cash Setup.	2.4
Time game setup.	2.5
Rate Setup.	2.6
Bar, Restaurant, Pro-shop item set up.	2.7
Coupon Setup.	2.8
Print Option setup.	2.9
Movie enabling.	2.10
Background, animation and play list selection.	2.11
Creating and modifying scrolling text messages.	2.12
Superelex lane computer commands and maintenance.	2.13

Foreword 2.1

The Wins software is configured by installers using a number of predefined parameters. Number of lanes used, number 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 recognize each type of card, Owner, Cashier, Employee and Customer. If you require cards ask your distributor or 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 (if there are any)
- 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, pro-shop, 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 authorization.

Adding – deleting Cashiers and other users 2.2

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.

ADD – REMOVE – MODIFY CASHIER

Click directly on the cashier button name.

Permitted functions list	
<input checked="" type="checkbox"/> Lane closure	<input checked="" type="checkbox"/> Edit Time Clock Data
<input checked="" type="checkbox"/> Other lane functions	<input checked="" type="checkbox"/> Time Clock reports
<input checked="" type="checkbox"/> Timed game closure	<input checked="" type="checkbox"/> Clips installation
<input checked="" type="checkbox"/> Other timed game functions	<input checked="" type="checkbox"/> CNT access
<input checked="" type="checkbox"/> Bar and generic income	<input checked="" type="checkbox"/> Pinsetter setup
<input checked="" type="checkbox"/> General cash setup	<input checked="" type="checkbox"/> Award games setup
<input checked="" type="checkbox"/> Rate setup	<input checked="" type="checkbox"/> Lane graphic setup
<input checked="" type="checkbox"/> Timed games setup	<input checked="" type="checkbox"/> Bowler's Console functions setup
<input checked="" type="checkbox"/> Bar and generic income setup	<input checked="" type="checkbox"/> Monitor setup
<input checked="" type="checkbox"/> Print option setup	<input checked="" type="checkbox"/> Reboot lane
<input checked="" type="checkbox"/> CCD Camera and I-Retro setup	<input checked="" type="checkbox"/> WINS Program exit
<input checked="" type="checkbox"/> Daily report	<input checked="" type="checkbox"/> Themes, Scrolling Text, waiting list
<input checked="" type="checkbox"/> Daily report configuration and deletion	<input checked="" type="checkbox"/> Backup data
<input checked="" type="checkbox"/> Magnetic card archive access	<input checked="" type="checkbox"/> Restore data
<input checked="" type="checkbox"/> Magnetic card archive management	<input checked="" type="checkbox"/> Non bowling games activation
<input checked="" type="checkbox"/> Account management	<input checked="" type="checkbox"/> Over all lane reset
<input checked="" type="checkbox"/> League Management	<input checked="" type="checkbox"/> Bar, snack, mechanic call answer
<input checked="" type="checkbox"/> Yellow Print Button Reports	<input type="checkbox"/>
<input checked="" type="checkbox"/> Open cash drawer	<input type="checkbox"/>
<input checked="" type="checkbox"/> Flat Rate payment	<input type="checkbox"/>
<input checked="" type="checkbox"/> Coupons setup	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sell Coupons	<input type="checkbox"/>
<input checked="" type="checkbox"/> Accept Free Game Coupons	<input type="checkbox"/>
<input checked="" type="checkbox"/> Allow Frame Deletion	<input type="checkbox"/>



CHECKBOX ON = Function enabled



CHECKBOX OFF = Function disabled

WARNING! The **SETUP** functions for cash setup, rate setup and time game set up, if enabled, allow the user to change the price structure. We recommend that the users are only enabled to perform tasks relative to their role in the centre.

DELETE USER

Clicking on this button to delete permanently the user from Wins

DELETE CARD

Clicking on this button delete the registered card number.

FILL THE INFORMATION

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 CHANGED, DO YOU WANT TO SAVE?**” click on **YES**.

The following page contains an easy guide to setting up users. Enabling the functions they are most likely to require. This is only a guide of course, the owner can decide which of the functions to enable. The centre manager is usually entered as the ‘head cashier’ in the system and given all functions so that he can operate freely when the owner is not present.

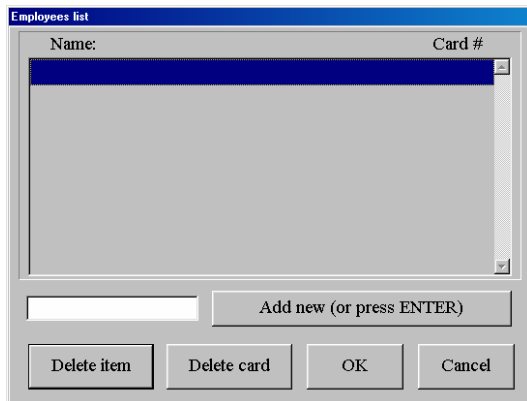
Suggested functions	Cashiers	Mechanic	Manager
Lane closure allows you to open and close lanes	X		X
Other lane functions lane transfer, parking, insert blind score, add bowlers to open lanes etc..	X		X
Closing time games Open and close pool, table tennis etc	X		X
Other Time game functions Parking, selling bar items to open time games	X		X
General income Using the Bar, Pro-shop and restaurant functions	X		X
SETUP: Cash desk/Rates/Time games/Bar and general income (pro-shop)/receipts. Setting up the rates, prices, time zones, time games, bar item costs etc.			X
Pinsetter interface setup Pin read time, pinsetter off timer.		X	X
Daily report Access to end of shift (or day) report.	X		X
Deleting and managing reports Delete history reports			X
Magnetic card archive Consulting the card holder data base	X		X
Magnetic card archive management Creating, deleting and modifying magnetic card archive info.			X
Account management Using the account program			X
Tournament management Using the tournament interface	X	X	X
Print all reports Access to all reports			X
Open cash drawer Enables/disables the button to open drawer	X		X
Flat Rate payment Flat rate payment allow user to override Wins totals due			X
Coupon Setup Create, modify, delete coupons.			X
Accept coupons Allows user to take coupons in part payment	X		X
Free game coupons Allows user to take game coupons off number of games bowled	X		X
Delete Frames Allows user to delete frames in score correction page	X		X
Modify entry / exit times Add/delete/modify times manually in 'time card program'			X
Edit time card program Modify, consult the time card program reports			X
Install movies Enables user to validate animation movies			X
Access CNT screen Lane control window entry and use	X	X	X
Pinsetter interface set up			X
Award game set up – run non bowling games			X
Lane graphics and lane reboot	X		X
Modify bowler console functions – bar call, mechanic call response	X		X
Total Lane reset Access the lane computer service program			X
Data backup	X		X
Data restore			X
Theme, scrolling text and waiting list management	X		X
Program exit.	X		X

ADDING - REMOVING AN "OTHER EMPLOYEE"

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..

Identify yourself as **OWNER**, Click on the "**key**" icon to enter the identification screen, than click on the **OTHER EMPLOYEES** 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, then repeat the operations.
Click on **OK** to confirm and end this operation.

Loading the Setup Menu 2.3



Main Menu



Setup Menu

Before you start using the scoring program, it is necessary to go through the general cash setup procedure and rate preparation.

All the cash desk settings, pinsetter interface settings, scrolling text edit settings are available in the Setup 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 windows settings 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.

warning!! Set ALL the cash desk, rate settings from the main console.
 Run the Wins program on secondary computers only when the settings have been saved.

MENU SETUP ICON



General cash desk set up



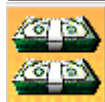
Bar article set up



Restaurant article set up



Pro-shop article set up



Bowling and Time game rate set up



Time game set up



Animation and movie play list selection



Create and modify scrolling text messages.



Receipt printer set up



Coupon set up



Enable and add Movies



Edit Employee time clock



Lane computer settings



Sciba CCD camera parameter settings



Pinsetter interface parameter settings

The functions of the following buttons are described in the **MAINTENANCE SECTION** of this manual.



General cash set up 2.4

The 'general' settings are inserted into the GENERAL CASH SETUP, like time zones, currency etc. when modifying the time zones, for example, the rates will automatically be divided into the new zones.

GENERAL PARAMETERS

Currency:
Minimum:
Rounding:
Decimals:
10th frame fixed:
Amount required:
Use bonus in prepaid mode:

Time Zones

	From	To
Zone #1	<input type="text" value="09:00"/>	<input type="text" value="12:00"/>
Zone #2	<input type="text" value="12:00"/>	<input type="text" value="17:00"/>
Zone #3	<input type="text" value="17:00"/>	<input type="text" value="20:00"/>
Zone #4	<input type="text" value="20:00"/>	<input type="text" value="09:00"/>

By bowler mode Reset battery info

Currency
 Reset Receipt #

Flat Rate Tax % Shoe Vision Shoes Found

 Tax after the sale: Walk down time (min)

Tax for shoes/socks %
Advanced par.
Automatic signoff OK

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.

ROUNDING

The rounding feature is common to most cash desks. There are three rounding settings available, **EQUAL**, **PLUS**, and **MINUS**

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

RESET RECEIPT

This button resets the progressive receipt number to zero.

RESET BATTERY INFO

Only for centres in which the wireless bowler consoles have been installed: deletes information on the battery status and charge level.

SHOEVISION SHOES FOUND

This is a percentage figure for Shoevision system.

WALK DOWN TIME (min)

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

FLAT RATE TAX

Tax selection for flat rate payment. *Its selection depends on QuickBooks or the Tax file (see the SETTING UP TAXES paragraph)*

TAX FOR SHOES/SOCKS

Tax selection for shoes/socks payment. *Its selection depends on QuickBooks or the Tax file (see the SETTING UP TAXES paragraph)*

TAX AFTER SALE

Enable = net price for FLAT RATE - Disable = gross price for FLAT RATE

TIME ZONES

	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

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

Wins automatically calculates amounts to be paid when bowling across time zones.

The time zones are progressive from 1 to 4. The first time zone determines the starting hour for the day.

The same time zones are used for both bowling and time games. The time zones are the same for all the days of the week, therefore the first zone needs to be the earliest opening time even if you open on different hours on various days.

For example: if during week days you open at 9 am and Saturday you open at 11 am the first time zone will need to be set at 9 am and then change when the first rate change takes place.

AUTOMATIC LOGOUT

The **LOGOUT** function allows the owner to select the 'way' they want the system to 'lock' automatically in each of the mentioned 'departments', bowling, bar, restaurant and shop

Signoff options for each console type

Bowling <input checked="" type="radio"/> Manual <input type="radio"/> Automatic each operation <input type="radio"/> Automatic after <input type="text" value="0"/> seconds	Shop <input checked="" type="radio"/> Manual <input type="radio"/> Automatic each operation <input type="radio"/> Automatic after <input type="text" value="0"/> seconds
Bar <input checked="" type="radio"/> Manual <input type="radio"/> Automatic each operation <input type="radio"/> Automatic after <input type="text" value="0"/> seconds	Restaurant <input checked="" type="radio"/> Manual <input type="radio"/> Automatic each operation <input type="radio"/> Automatic after <input type="text" value="0"/> seconds

OK Cancel

MANUAL: the system will **NOT** lock itself automatically, the user must press the None or Locked button when moving away from the desk.

AUTOMATIC AFTER EACH OPERATION: each time a user wants to 'do' something in Wins the system will ask that user to identify themselves, automatically re-locking when the task been performed.

AUTOMATIC AFTER SECONDS: the operator is able to continue using the system normally, if, for the number of seconds set, the user does **NOT** perform any task in Wins, then the system will lock itself automatically, the user will need to re-identify themselves to perform the next task.

BY THE BOWLER PAYMENT MODE

Rent lanes out to bowlers which does NOT take into account the time spent bowling or the number of games played during that time. It is best used during quieter times of the day or for special promotions devised to give an incentive to bowlers to stay longer and play more.

The mode needs to be set up for the days and times required in the general set up first. The bowler rates are then setup so that 'during the pre-established times the bowlers pay a fixed amount until the time ends. They pay the same amount no matter how long the play or how many games they have.

The times during which the rate can be applied is set on this screen, for each day you wish to be able to apply the special way of paying 'by the bowler'.

It is not possible to set two time zones within the same day, but the times can be as long or short as you require.

The rate for By the Bowler payment mode must be set up in the rate set up section like for the other rates. **Warning!! By the Bowler payment mode is ONLY available in pre-paid.**

ADVANCED PARAMETERS

QUICKBOOKS CODES

The Book Codes are used by customers with QuickBooks accounting software installed. Insert the existing Quickbooks code if you have the same items already into Quickbooks.(frame bowling, time bowling..). This operation is required for safety in order to stop duplicate codes when exporting data into 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 .If NOT ticked the cursor is positioned on the number of bowlers window.

ADD SHOES TO PLAYERS AUTOMATICALLY: The system will automatically insert the same number of shoes as players, available in Open and League play mode.

TRANSACTION MANAGEMENT MODE

MANUAL: this is the 'standard' setting, when set, the user needs to manually delete and save the data contained in the Daily Report.

DELETE AFTER... DAYS: this is for users who do NOT use the Daily Report program. The transaction data will be deleted automatically after the number of days set.

DAILY AUTOMATIC IMPORT AT: the Daily Report is activated automatically at the hour shown, the system 'saves' the transaction data and deletes the temporary transaction file (which remains recorded in the systems database).

PRINT TAX ON RECEIPT: The system separates any tax amounts set from the total amount due from the customer showing the tax amount as a separate figure.

BONUS MANAGEMENT (FOR PREPAID BOWLING ONLY)

By Bonus we intend a receipt (with serial number) showing the amount (if any) non used by the bowlers who prepaid, (they may be leaving early for various reasons). This operation is of course optional and intended to help with Customer relations without having to hand back cash.

PRINT BONUS TO PUT IN CASH: The system prints a receipt for the cash drawer (used in place of money) of any previous credit used to 'pay' for a prepaid lane.

GIVE BONUS REFUNDS: If a bowler pays for a game and 'ends' the game before the amount paid is fully used, a credit bonus receipt is printed for the difference due to the bowler which can be used on another occasion. (prepaid only)

USING A SECOND CURRENCY

From the 1st of January 2002 all the European countries will start to use the Euro. Each countries currency will continue to circulate for a pre-determined time, during this time the WINS system will be able to accept and calculate change in 2 currencies (the Euro and Local currency).The Wins program has been developed to allow easy access to the 'exchange rate' facility so that the entire process is automatic.

USE SECONDARY CURRENCY (Local currency from Jan, 1st 2002): enables the use of a second currency, for all the systems economic functions.

CURRENCY: place the symbol of the secondary (local) currency in this field. USE ONLY THE FULL STOP AS THE DECIMAL DIVIDER, NOT THE COMA.

Some printers are not able to print certain graphic symbols, in this case use the first two or three letters of the currency (for example: if the printer can not print the € symbol, use Eur. to show the currency on the receipts and daily report prints)

EXCHANGE: place the 'exchange amount' in this field, for example One (1) Euro has a fixed exchange rate of 1936.27 Italian lire, 1.95583 DM.

TICKET PRINTER SUPPORTS SECONDARY CURRENCY SYMBOL: Click on this box if you want the printer to print the symbol you have entered as the one for the currency (€ or Eur.. etc).

INVERT CONVERSION RATE: enable this check box when using Euro as the principal currency and the local currency as secondary (the Wins system will fill in the two currencies based on the previous information you have entered)

DECIMALS: number of decimal to make a round the secondary rate.

ADDING BOWLERS

Bowlers being added to an open lane can be added in two different ways:

ADD IMMEDIATELY: in this case the bowlers being added will interrupt the bowlers who are already on and play until they catch up (same number of frames bowled) with the existing bowlers. From that moment the bowlers return to taking one frame each in turn as shown on the lane monitor.

AT THE NEXT GAME START: the bowlers will be shown on the name grid with the wording 'next game' on the top line next to their name. they will start to bowl when the existing bowlers have finished the game they were playing.

ASK WHEN TO ADD (best choice): the Wins program will ask when you would like the new bowlers being added to start. If you say NO the bowlers will be added immediately and stop the current game until they catch the others, by saying YES they will start in the next game as described above.

WARNING! *If on the lane monitor to which you are adding bowlers is flashing "to start a new game bowl....." add the bowlers at the NEXT GAME, if you add them immediately the new bowlers will need to complete an entire game (catching up with the others who have bowled one game or more) before starting a new game all together.*

DATA BACKUP

When using the WINS program both the computer configuration and the economical (financial) data is personalized. These modifications are written into files which can only be read by Wins itself.

WINS contains a backup procedure which allows you to save the 'vital' data. (cash desk configuration, prices, rates, archives etc) in order to be able to restore if lost for whatever reason.

The backup function can be run in various ways:

MANUAL: the backup is run when the operator clicks on the backup icon.

AUTOMATIC: the backup is run automatically when you have instructed the system to "run the backup" in the general cash setup, advance functions section.

FROM THE TERMINAL: indicate which computer is enabled to run the back up.

AT EVERY PROGRAM EXIT: the backup is run every time the operator exit the Wins program on the terminal which has been set to run the backup.

AT EVERY PROGRAM EXIT AFTER...: after the preset time has elapsed and the operator has exited from the Wins program on the computer programmed to run the backup.

WHERE TO SAVE THE BACKUP:

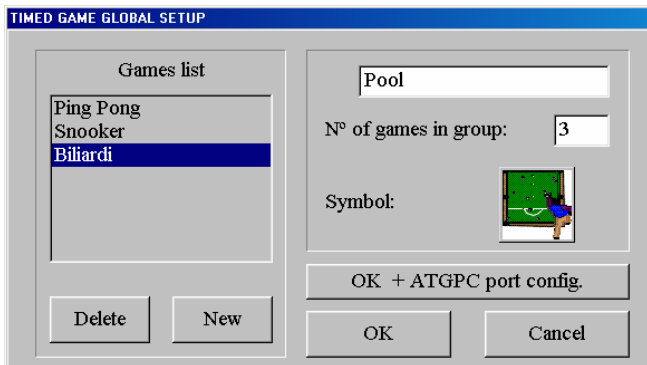
Local Hard Disk – the file is saved onto the Main Desk hard drive.

COPY TO []- the file is copied on the main desk hard drive as well as on the hard disk or floppy of the computer terminal from which the command to backup is run. (C = hard disk, A = floppy)

MOVE TO – the file is moved and saved to the hard disk or floppy of the computer terminal from which the backup command is given. (C = hard disk, A = floppy)

Time Game Set Up

2.5



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

ADDING A NEW GROUP OF GAMES

Click on **NEW**. The program adds a "default" name for the new group. Click and highlight the default name you want to replace, then write the name of the group in the space provided.

Click on the N° box and insert the number of games within the group.

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

Select the icon by clicking on it (the icon frame turns 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**.

REMOVING OR MODIFYING A GROUP OF GAMES

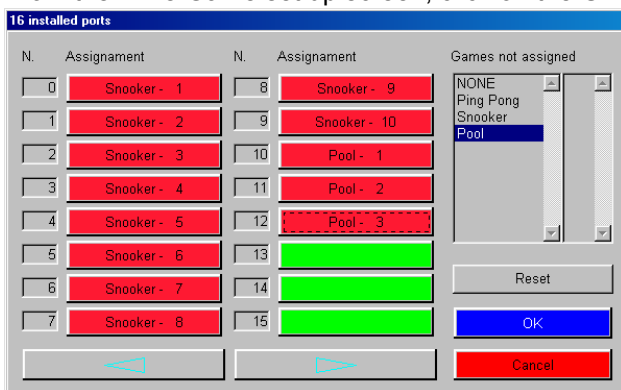
Highlight the name of the group from the time game list.

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

CONFIGURING THE A.T.G.P.C. BOARD (ONLY FOR BOWLING WHERE INSTALLED)

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.



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.

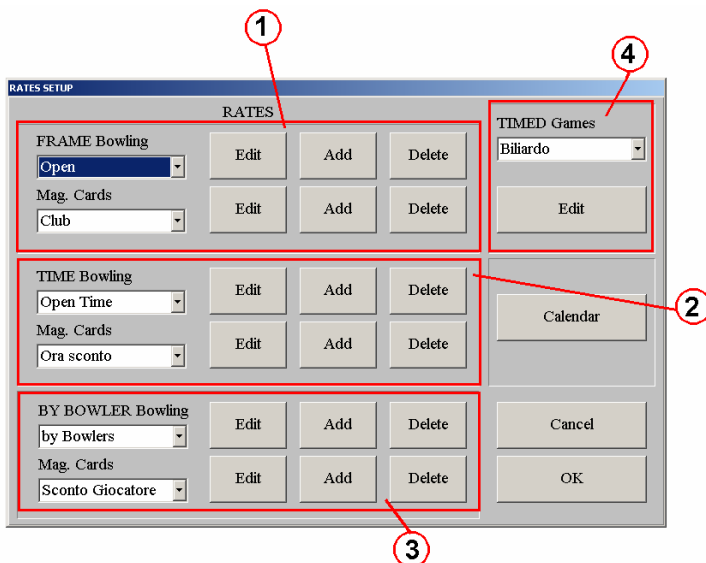
Example: the zero port on the board corresponds to Pool table number 1, the relay exit controlled by port zero will switch the light above Pool table number one on and off.

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.



The rate set up window is divided into three parts:

[1] FRAME BOWLING (GAMES)

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

[2] TIME BOWLING

Create, modify time bowling rates.

[3] BY BOWLER BOWLING

Create – modify – delete the rates for the 'By the bowler' payment mode.

[4] 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.

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 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.

Remember to set the **TIME ZONES** before setting the rates.

RATE SETUP

The screenshot shows a dialog box titled "Bowling rate PER GAME". It contains several tables and input fields. Red circles with numbers 1 through 7 are placed around the interface, with red arrows pointing to specific elements:

- 1**: Points to the "Rate NAME" text box containing "Open".
- 2**: Points to the "09:00-12:00" time zone header.
- 3**: Points to the "Mon-Thu" row in the main rate table.
- 4**: Points to the "Set As Default Rate" checkbox.
- 5**: Points to the "Tax" dropdown menu showing "None".
- 6**: Points to the "3" in the "09:00-12:00" column for "Mon-Thu".
- 7**: Points to the "00" in the "20:00-09:00" column for "Mon-Thu".

	09:00-12:00	12:00-17:00	17:00-20:00	20:00-09:00
Mon-Thu	3 50	3 50	3 50	35 00
Friday	5 00	3 50	35 00	35 00
Saturday	35 00	35 00	35 00	35 00
Sunday	35 00	35 00	35 00	35 00

	Shoes	Socks
Mon-Thu	20 00	0 00
Friday	20 00	0 00
Saturday	20 00	0 00
Sunday	20 00	0 00

Tax: None % 0.00

Rate NAME: Open

Set As Default Rate

OK Cancel

[1] RATE NAME

Mandatory field which describes the rate.

[2] TIME ZONE

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.

[3] WEEK DAYS

The rates can be different for the various days of the week. Monday to Thursday, Friday, Saturday and Sunday.

Various prices can also be set for shoe rental and sock sale.

[4] SET AS DEFAULT RATE

The system will use this rate as the first choice when calculating amounts due.

[5] TAX

The TAX section is only used with the USA version of WINS or when the QuickBooks accounting software is used. When this field is used, the RATE PRICE must be NET, the program will calculate the gross total automatically.

[6] [7] RATE AMOUNT

Enter the amount you wish to charge [6] is the main number [7] the decimals if any.

BY THE FRAME (GAME) RATE (cash and with magnetic cards)

Write the amount you wish to charge for a SINGLE GAME, PER PERSON, the program automatically calculates the amount due for each frame when necessary.

BY TIME (MINUTES) (cash and with magnetic cards)

Write the amount you wish to charge for ONE HOUR of bowling PER LANE. The program will divide the amount into minutes when required.

BY THE BOWLER MODE (cash and with magnetic cards)

Write the amount you wish to charge EACH BOWLER during the preset time zones (see page pg. 27).

TIME GAME RATES

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: %

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

Example: if the hourly rate is 10 Euro and you set 5 Euro as the minimum, then the system will use '30 minutes' as the minimum time and charge 5 Euro for anything less than 30 minutes. Anything over 30 minutes will be charged xx /60ths of 10 Euro... 42 minutes will be: 10 Euro divided by 60 mins multiplied by 42used = 7.14 Euro

FESTIVITY

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.

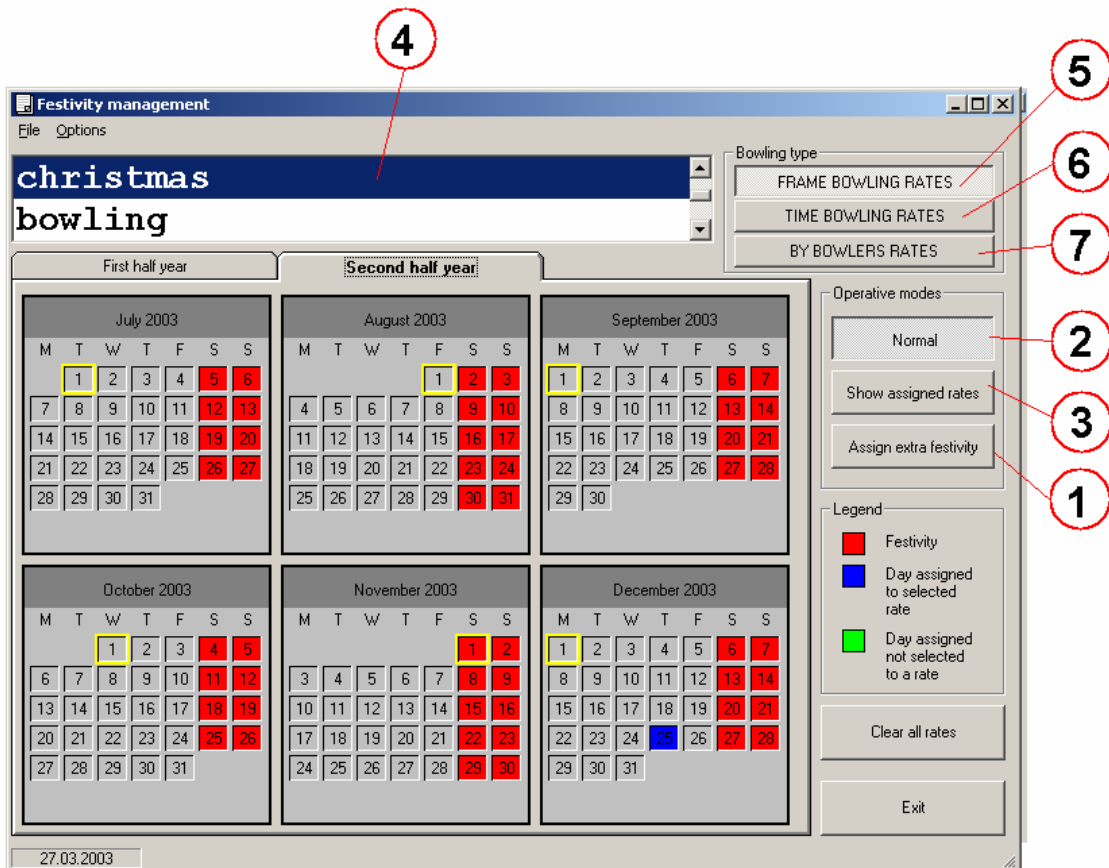
The special festivity program does NOT stop you from using the other available rates, it simply means that you can set a certain rate for that day.

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

The program contains a calendar therefore the rates and other various settings will remain valid for all years to come without requiring any changes, unless you wish to make changes.

Remember to change the settings for Easter as this period does not land on the same dates each year, like Christmas which may land on a week day.

The program calendar is divided into two parts, first six months and second six months. Use the respective buttons to visualize the required period. Saturdays and Sundays are shown in red.



[1] ASSIGN EXTRA FESTIVITY

The program divides and shows 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.

[2] ASSIGN A RATE TO A SPECIAL DAYS

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

Select the rate [4] group you want to use by clicking on the **BOWLING TYPE: FRAME BOWLING RATE [5], TIME BOWLING RATE [6], BY BOWLER [7]**.

Select a rate [4], then click on date box you wish to set. The day will turn to blue to show the selected rate has been set for that day.

By changing the payment mode setting (Game, Time or By the Bowler) it is possible to set another rate for that same day.

CHECKING THE RATES ASSIGNED

Click on the **SHOW ASSIGNED RATES [3]** button. The days assigned to the selected rate [4] will turn BLUE all the others days with a rate (not selected) assigned to them will turn GREEN.

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

With 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 SETUP (QUICKBOOKS PROGRAM)



The Wins program can be enabled to show VAT tax breakdown on receipts and daily reports even for those **NOT** using the QuickBooks accounting package interface.
Ask your distributor for the **taxes.iff** file with the necessary settings.

Setting with QuickBooks program

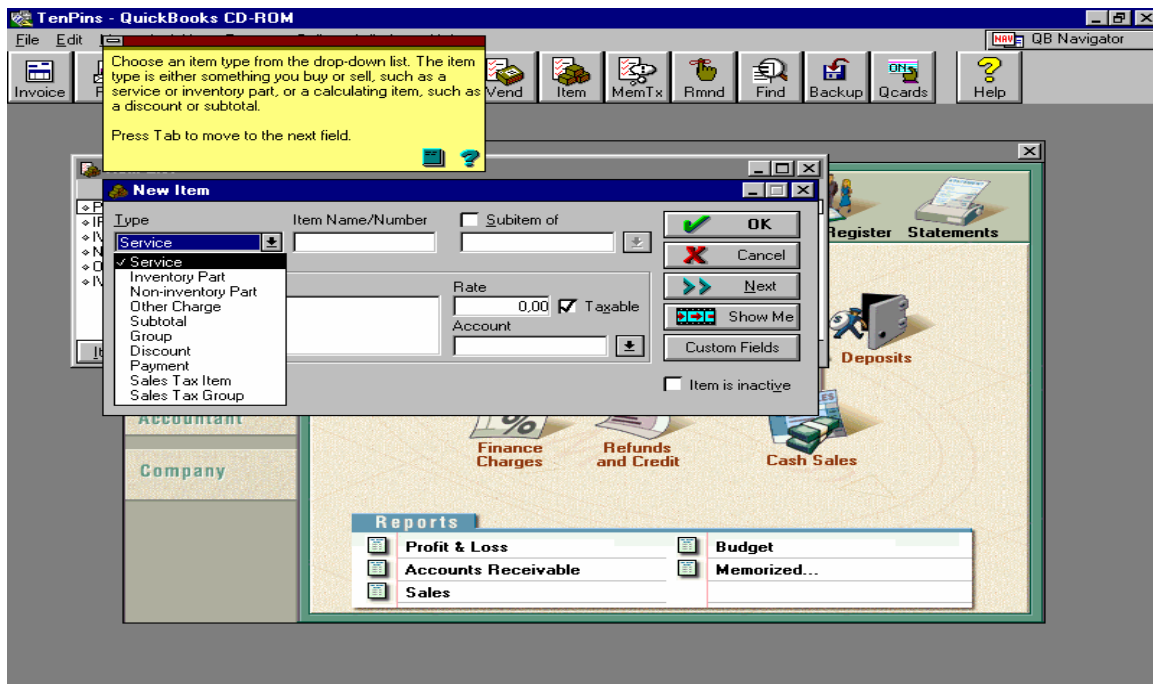
NOTE: this chapter is only for those with the QuickBooks program already installed.

Transactions data collected by **STELTRONIC WINS** can be exported in a format called **IIF** (Intuit Interchange Format); this file can be imported into QuickBooks for Windows.

These transactions include payment of bowling games (with shoe and sock rental), time games (snooker, darts...), pro shop product sales, snack bar product sales and Bar sales. Other cash transactions such as refunds are not included in these transactions.

Wins allows you 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 so that Wins is able to group them.

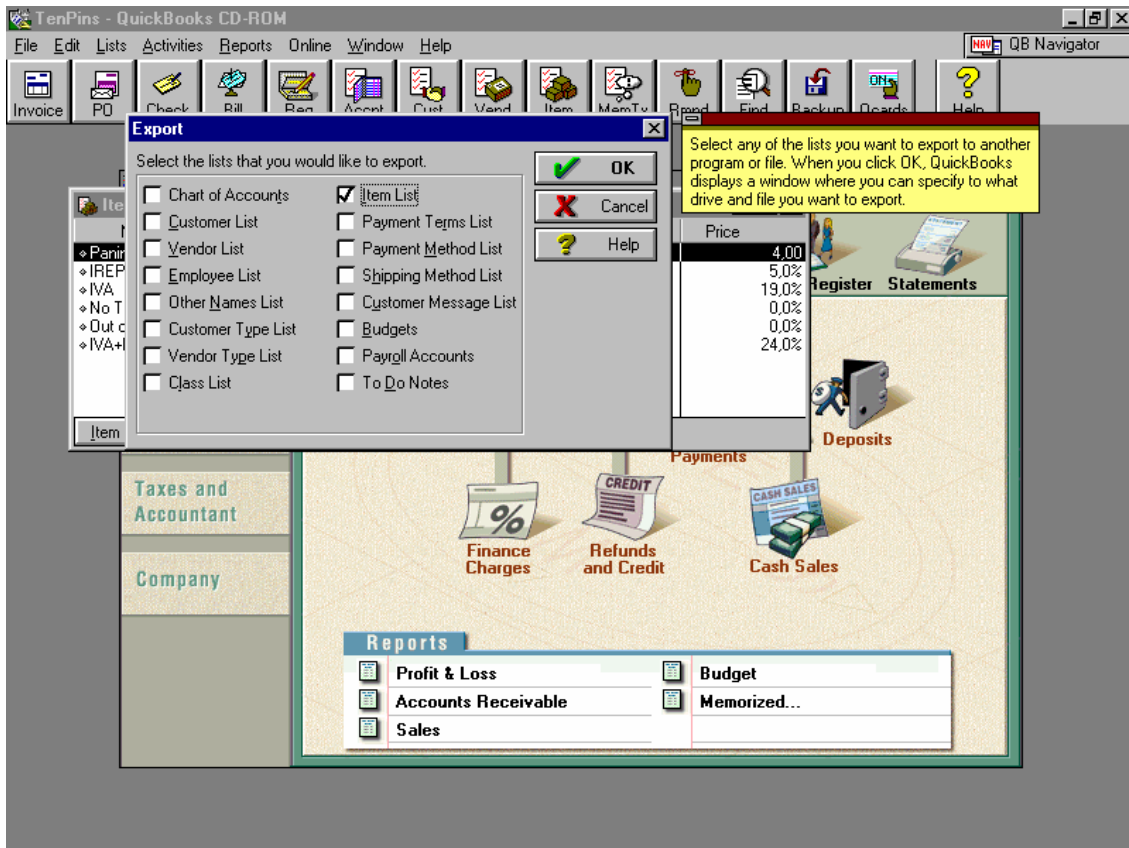
- 1) In QuickBooks you need to create a separate sales tax item for each tax amount to be reported. To create a single tax item refer to QuickBooks User's Guide, chapter "Tracking and paying sales tax", . **WINS does not support tax groups, so do not create tax groups to be associated with Wins transactions, but use only taxable items.**



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.



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 the file name.


The directory is:

C:\tcpserver\consoles.fld if QuickBooks is installed on the Main Desk

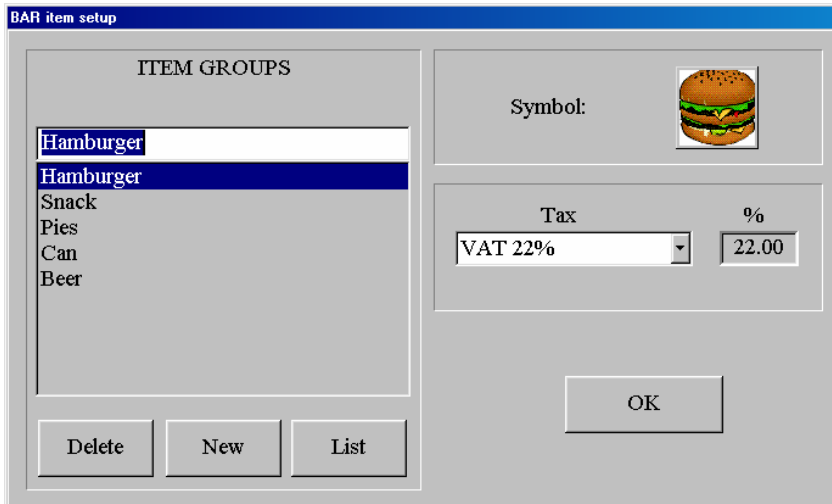
K:\consoles.fld if QuickBooks is installed in another (additional) workstation.

Click **OK** to create the export file. If everything is correct 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, Snack Bar and Pro-shop Item Set Up **2.7**

Note: all three 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.

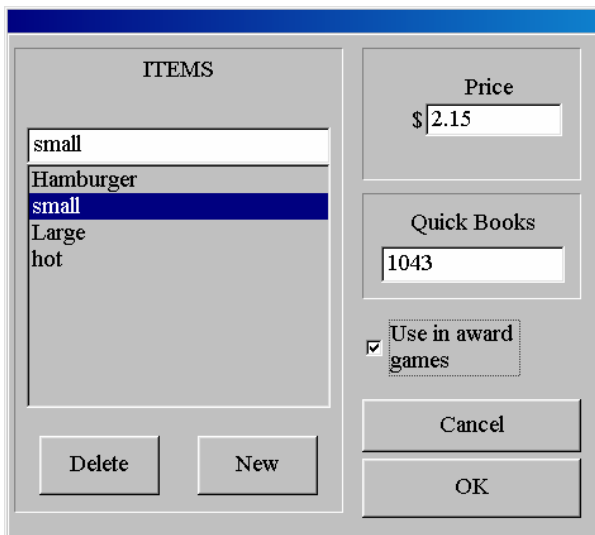
The **OK** button is used to exit.

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

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

Choose 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.

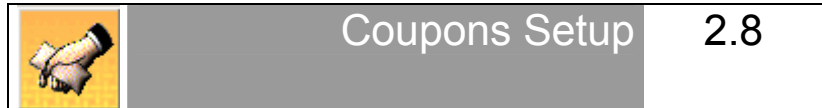
DELETE removes the highlighted item if necessary.

*The **QUICKBOOKS** accounts (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.



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

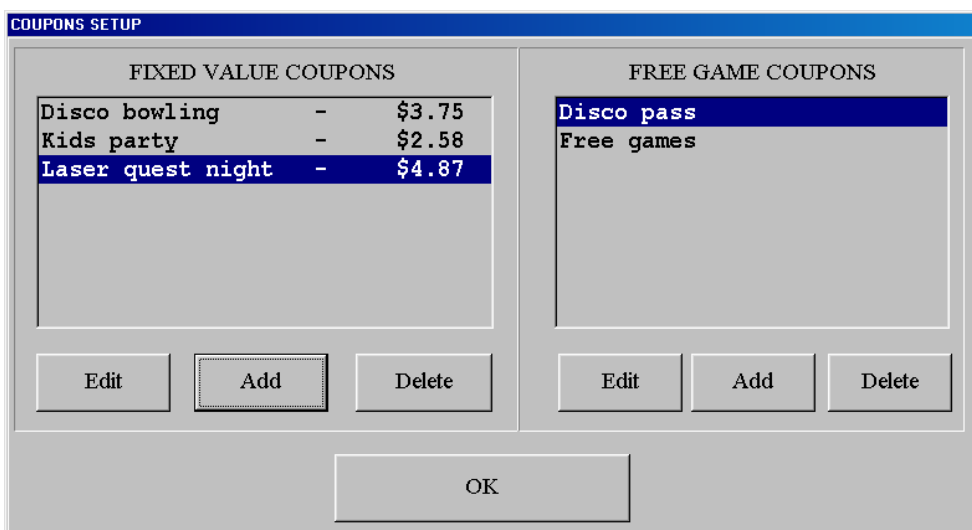
FREE GAME COUPONS

The Free game coupon can be used to award one or more free games.

FIXED VALUE COUPONS

Are used as prepaid credit towards bowling, time games etc...

In the Wins program the coupons are managed and accounted for in the Daily Report, they are not included in any report printouts.



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

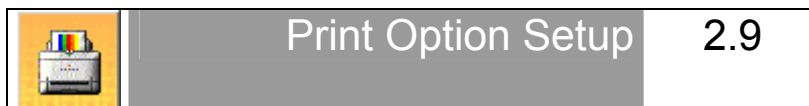
The **ADD** creates a new coupon.

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

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.



Set the way you want the receipt printer to behave in each of the following cases: Bowling, Time Games, Bar and Generic income (pro-shop), 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"/>
Score printer			
Player image	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

OK Cancel

AVAILABLE SELECTIONS:

NEVER

The system will never print a receipt for as long as this is checked.

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

SCORE PRINTER – PLAYER IMAGE

This section will be used only in bowling centre equipped with New PHOTO STRIKE II (with colour photo)

Enabling Movies 2.10

The movies (also referred to as clips) are grouped into “packets”, normally already installed at source. Currently available on Wins v.6.0.0 CD ROM:

BASIC	132 basic animations (no characters only animated words).
STARBOWL1	30 movies using the three Star, Bow and Ling characters.
STARBOWL2	30 movies using the three Star, Bow and Ling characters.
STARBOWL3	30 movies using the three Star, Bow and Ling characters.
STARBOWL4	30 special ‘birthday’ movies using the three Star, Bow and Ling characters.
BOWLCANO1	30 movies featuring Bowlcano Island 1
BOWLCANO2	30 movies featuring Bowlcano Island 2

In order to use the special “Star, Bow, Ling” movies a license (one for each packet of 30 movies) needs to be purchased and enabled. These movies are enabled using the following procedure.

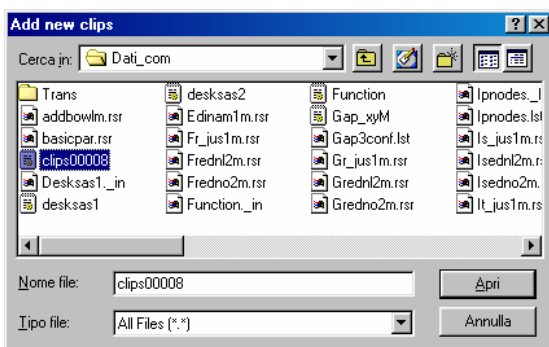
The BASICS package (132 movies) is installed and included in all the Superelex lane computers and does **NOT** require a special license.

The Movie License can be ‘requested’ and ‘ordered’ directly from your nearest Steltronic distributor or from our web page (downloads) by filling in the “request form” at www.steltronic.com/clipsgen


The following user licenses are also available when filling in the request form:

CUSTOM MOVIES	License for ‘personalized’ clips made by Steltronic, to show on available lanes.
LIVE SPARES	License to use the ‘Live Sparemaker’ package (see following chapter ‘Live Sparemaker’)
MOVIE MAKER	License for ‘homemade’ movies to show on available lanes.

RECORDING ONE OR MORE LICENSE



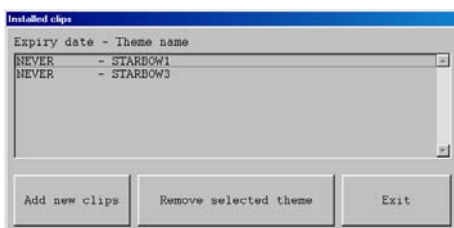
Once the license has been purchased you will receive a file via e-mail, on floppy disc or directly via modem connection. This INI file should be copied into the TCPSERVER\DATI_COM directory.

Click on the  icon found in the Wins set up screen then on the **Add New Clips** button.

Position the mouse arrow on the clips ini file which has been pasted into the TCPSERVER\DATI_COM directory then click on Open.


The list of enabled clips (movies) is shown on this screen, along with the expiry date of each one.

Click on the **EXIT** button to return to the previous page.



ENABLE THE 30 DAY DEMO LICENSE

Install the *Demo Movie Licence.txt* file which is located in the TCPSEV directory following the procedure as described above. *Once the 30 day period is finished the program will lock (disable) the optional movies.*

	<h2>Selecting Backgrounds, Movies and Playlists</h2>	<h1>2.11</h1>
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The Theme Management program has been created to manage the Animations and Static Images to be shown on the lane monitors.

Movies, static images and free lane backgrounds and score grid backgrounds have been divided into different **Themes** in order to speed up the selection process.


For example **ALL** the 132 movies which do not include the characters *Star, Bow and Ling* are grouped in a theme called '**Basics**', the static images in the 'animal' section, used as free lane backgrounds are in a theme called '**Pets**' and so on.

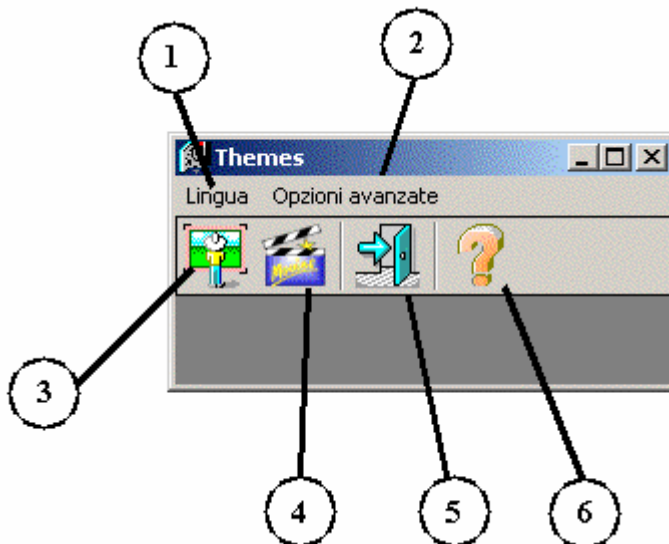
MAIN PROGRAM FUNCTIONS

- Creation, modification or deletion of one or more Play lists.
- Addition, or removal of a theme or of one or more images used as backgrounds.
- Configuration of the Live Sparemaker (when enabled).

WARNING! The Themes program is **ONLY** used for creating and editing play lists, to actually show the images and play lists on lane monitors the command must be given through the **CNT** command in Wins.

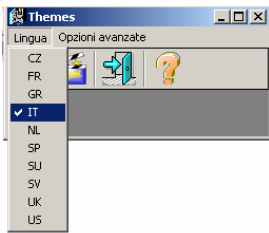
OPEN THE THEMES PROGRAM

Click on the  icon in the Wins set up screen.



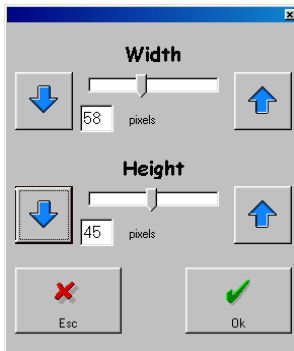
- 1 **LANGUAGE** selection.
- 2 **ADVANCED OPTIONS** button.
- 3 **STATIC IMAGE** selection.
- 4 **ANIMATION** menu
- 5 Program **EXIT**
- 7 Program version **INFORMATION**

[1] LANGUAGE SELECTION



Open the drop down curtain, select the language you wish to use while operating the program. Not necessary if the language required is already set.

[2] ADVANCED OPTIONS MENU – IMAGE SIZE



It is possible to change the size of the ICONS on this page. The icons will be used to show the movie of static images available.

The measurement is expressed in pixels.

There are two ways to vary the height and width of the Icons:

- Use the "arrow" buttons to vary the sizes 10 pixels at a time (each mouse click).
- Click on the indicator and move it right or left while keeping the mouse button down.

Exit and save settings by clicking on **OK**.



STATIC IMAGE MENU

The **Superelex** lane computers can use static images as well as movies.

The static images can be used as '**backgrounds**' on available lanes as well as '**event**' images like strikes, spares, fouls etc.



The left hand side shows the 'themes' and 'events' while the right shows the contents of the 'events' and 'themes'.

THE 'WAY' TO SELECT IS THE SAME FOR BOTH.

Each 'event', backgrounds, strikes, etc, contains a choice of predefined 'themes'.

Click on each event to open the 'branch menu' which shows the contents of the particular event. Click on the themes within the events to see the images contained.

To 'enable' the image of a theme, simply click on the selection box, the tick indicates that the image has been selected.

The default setting when the program is turned on 'enables' all the images automatically.



Image NOT enabled



Image IS enabled

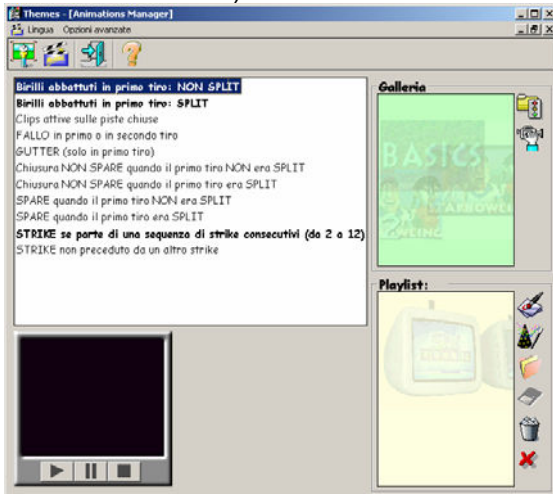
It is not possible to modify the 'order' in which the images will be shown on screen.

The sequence in which the 'repeated' events like multiple strikes etc are shown can not be modified.



ANIMATION MENU

The animation menu is used to create, modify and delete the play lists; use the homemade movies as well as to program the Live Sparemaker options (Homemade movies and live Sparemaker require authorized licenses to be used)



On the left of the screen you will see the 'list of events' for the various moments of the game.

The 'size' of the screen can be varied by placing the mouse arrow on the borders of the pages and 'dragging' them left or right by clicking on them and keeping the mouse button down while moving.

The events written in **bold** indicate that there are 'multiple' movies in the selection, for example: The 'dropped pins not leaving split' has pins 1 to 9 listed within it, in a sub menu.

It is possible to select the desired movie for each type of event.

The right part of the screen is divided into two parts, top is '**Gallery**' and bottom is '**Play list**'.

The **Gallery** shows **ALL** the available images and movies while the **Play list** shows the **SELECTED** images to be shown on screen when this play list is selected on the lanes.

The 'screen' area on the bottom left hand corner of the screen shows the 'preview' of the selected movie.

*A **PLAY LIST** actually a text file, which contains a list of animations associated to certain events.*

The Themes program allows you to modify these events by using a simple set of commands:

COMMAND KEYS



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



PERSONAL MOVIES (requires authorized license)

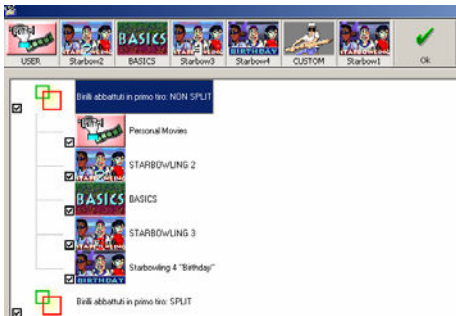
CREATE A PLAYLIST

There are two ways to create a Play list:

- Manual, by dragging and copying the image or movie from the Gallery to the Play list screen.
- Automatic, by selecting the image or movie and double clicking on it.

Whichever method is preferred the first thing to do is to select the theme to show in the Gallery.

SELECTING IMAGES BY THEME



Click on the 'theme selection' button 

← The themes are shown on the top bar as 'icons'

The default selection 'enables' ALL the themes. The 'use' of the themes (excluding Basics) requires an authorized license.

Click on the top bar Icons to enable the theme and all of its contents.



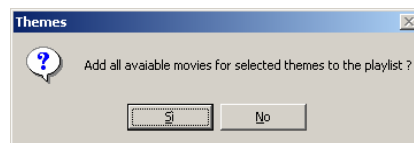
← The event lists are shown in 'title' form; click on the them to 'open' or 'close' the theme selection.

To manually select a theme in an event, click on the selection box on the left of the theme. When selected click on **OK** to exit.

CREATING A PLAYLIST AUTOMATICALLY (recommended choice)

Click on the add theme button 

Confirm the operation with **YES**.



WARNING! The themes program does not 'limit' the use of the movies and images, if you select a 'un-authorized' movie the lanes will **NOT** use the movie.

CREATING OR MODIFYING A PLAYLIST (manually)



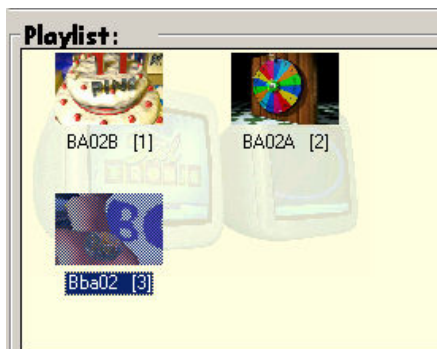
If a play list has been created automatically and you wish to modify it or you want to select the images manually, simply use the Windows 'drag and drop' method.

Click on the event to visualize the contents in the 'Gallery'.

*Remember that the events in **bold** contain more events in a sub menu.*



To place a movie in the Play list from the Gallery click on the movie and while keeping the mouse button pressed 'drag' the movie in the Play list once in the Play list area release the mouse button.



Once in the Play list the icon will be shown with a number (in brackets) which indicates the 'order' the movie will be shown in... (1) is first (2) second and so on.

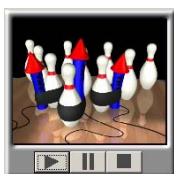
Example: the image on the left of this page shows the BA02B movie as the first movie to be shown in the "dropped pins on first ball which don't leave a split, 2 pins".

When the bowler on this lane throws his second 2 pins which don't leave split the movie shown will be BA02A and so on until all the movies in this theme are shown.

It is possible to insert the same movie as many times as you want in the same event, simply repeat the first step more times.

The play list is a 'continuous' sequence, so until it is manually changed, on the lane in question, it will continue to rotate using the enabled movies, every time the event occurs. If, for any event, the play list contains only one movie it will be shown every time the event occurs.

MOVIE PREVIEW



To 'preview' a movie, click on the movie icon and then on the 'start' arrow of the 'preview screen' on the bottom left hand corner of your screen. ▶ .

The pause button **||** stops the movie but leaves it on screen, while the stop button **■** actually stops the movie.

DELETING A MOVIE FROM THE PLAYLIST

Click on the image (icon) in the play list that you want to remove and press **DEL** on the keyboard
The icons (movies) which remain in the play list will be re-numbered.

CHANGING THE PLAY ORDER (sequence)

'Drag' the icon from its current position in the playlist to the desired position and release the mouse button. The rest of the movies will be 'moved' one turn to the right. Repeat the operation until all the movies are in the desired 'order'.

INSERTING BACKGROUND IMAGES FOR AVAILABLE LANES (lanes not in use)

Click on the event "CLIPS ACTIVE ON AVAILABLE LANES". *If no selection is made the program will insert the default movie.*

SAVING A PLAYLIST

Click on the disc icon then, click on the space below the current list and write the name of the play list, finally click on the **SAVE** button.

The playlist has been saved and is now available in the ANIMATIONS section of the lanes CNT screen.

TO CREATE A NEW PLAYLIST

Click on the  button.



USING THE 'PERSONAL MOVIES' FUNCTION

Warning! This function requires an authorized license, if the button is not present then the license has not been acquired.

The movies contained in the **PERSONAL MOVIES** gallery can either be supplied by Steltronic or inserted directly by the customer.

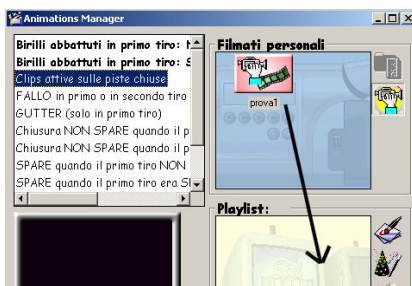
If you have a movie, which must be in MPG format, it is possible to insert it and visualize it on the lanes as an alternative 'sparemaker' (if you have purchased the 'live sparemaker' license) or 'other event' (if you have purchased the 'movie maker' license)..

The movie must be in MPG format and respect the following characteristics:

- 25 frames per second.
- 1.6 Mbytes per second bit rate.
- 352 X 288 pixel in size.

Copy the file into the TCPSEVR\DV_CLIPS directory on Disc C of the Main Desk.

USING THE PERSONAL MOVIE (Movie maker validation)



Select the event in which you wish to activate the movie (the example shows 'active clips')

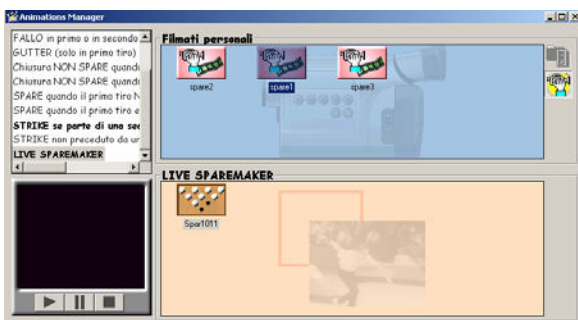
Click on the  icon.

"Drag" the icon into the playlist area.

Repeat the procedure if you want to paste the movie into another event.

Save the playlist.

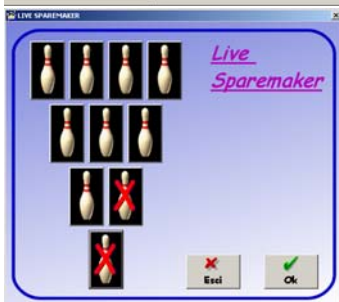
LIVE SPAREMAKER FUNCTION (Live Sparemaker validation)



Click on the  icon.

Select the **LIVE SPAREMAKER** event.

"Drag" the icon into the playlist area.

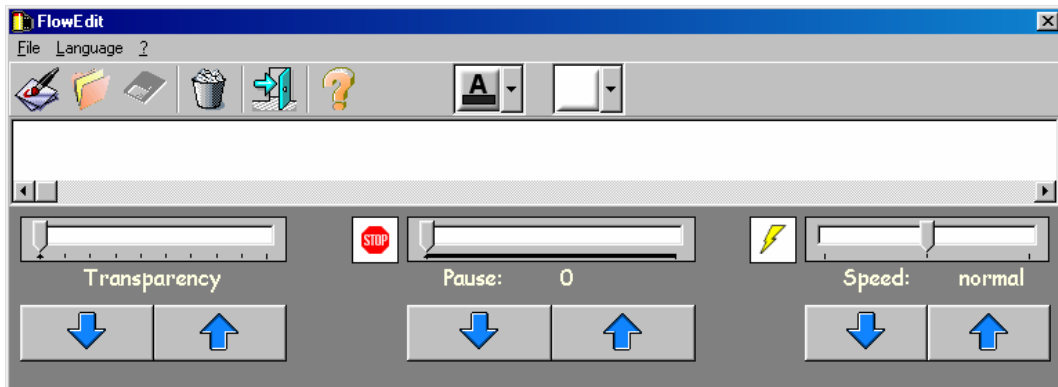


When you release the mouse button the Live Sparemaker configuration screen opens.

Click directly on the pins knocked down to 'link' the movie to this particular event. (which you previously moved to the playlist).









Click on **OK** to confirm.

Text Creating and editing a scrolling text message 2.12



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 KEYS

-  OPEN AN EXISTING TEXT FILE
-  DELETE A TEXT FILE
-  SAVE THE TEXT FILE
-  CREATE A NEW TEXT FILE
-  PROGRAM INFORMATION (VERSION NUMBER)
-  CHANGE BACKGROUND COLOR
-  CHANGE FONT COLOR
-  EXIT THE MENU

TO CREATE A SCROLLING TEXT



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

Select a font color by clicking on the button and opening the drop down curtain, *the font color can be changed within the same message as many times as required*

TO VARY THE COLOR OF THE TEXT

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

TO CHANGE THE COLOR 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.

TRANSPARENCY



The **TRANSPARENCY** effect allows you to see the background under the color 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 lane 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 mouse button pressed and drag the icon onto the text line at the point where you want the text to pause, release the button.

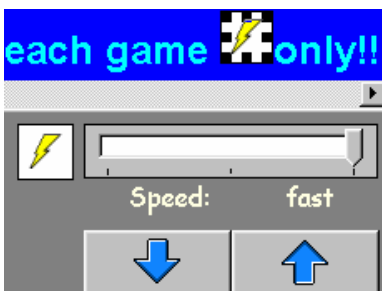
Click on the icon so that it is selected, then use the arrows or move the indicator to the seconds you want the pause to last.

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 lane 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.

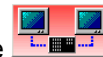
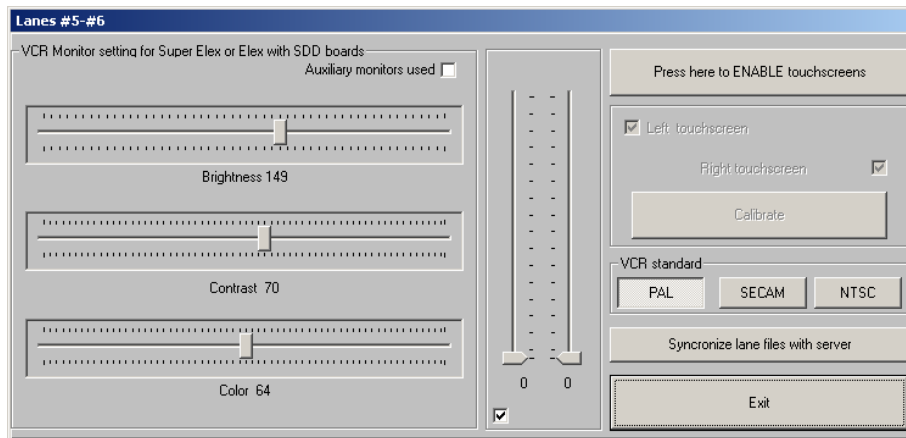



Once finished click on the floppy disk icon to save the file.

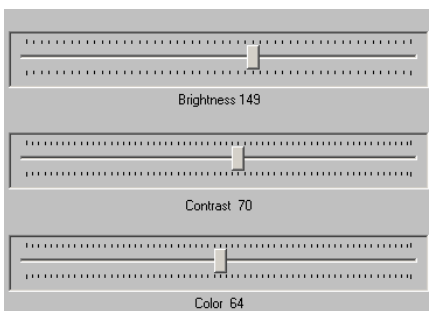
WARNING! The file name can be a maximum of 8 letters.

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

 **Superelex lane computer maintenance and commands** **2.13**



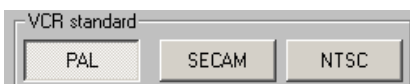
Each pair of lanes (one Superelex lane computer) can be controlled by entering the  screen from the Set Up section of Wins (Doctor icon).



The **BRIGHTNESS, CONTRAST AND COLOR**, commands allow you to vary the quality of the on lane image, only for TV signal (CVBS) as score grid colors are set automatically by Wins.

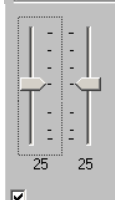
The changes are made in 'real time' using the cursors shown on the screen.

The **USE AUXILIARY MONITOR** button is required to 'enable' the bowler consoles supplied with 14" monitors down on the lanes. (whether they are touch screens or not)



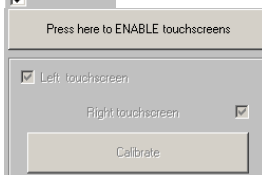
Select the type of signal:

PAL (Europe, except France) **SECAM** (France) **NTSC** (USA)



The two **vertical cursors** control the movie **AUDIO** for LEFT and RIGHT.

The **SX=DX** box allows you to adjust both left and right speakers at the same time. *To use the movie audio 'amplified' speakers need to be installed on the Superelex output. (output is supplied through a standard computer type 1.3 mm plug)*



The **Press to ENABLE touch screens** button is **ONLY** used in centers that have 14" Touchscreen bowler consoles installed in the bowler area. The **left and right monitor** selection buttons are enabled by pressing this button.

To **DISABLE** the touch screens, click on the button a second time. To calibrate the Touchscreen monitors click on the **CALIBRATION** button which is active only when the touch screens have been enabled. *(see instructions in the Service chapter.)*

The **SYNCHRONIZE FILES WITH SERVER** button is **ONLY** used to copy the new movies into each Superelex lane computers **WHEN** software upgrades have been made or you have received new movies on CD ROM.

Only use the function if necessary, lane by lane.

Using the functions **3.0**

Checks to make before using the program	3.1
Main menu Icons	3.2
Accessing the system for cahiers and 'other employees'	3.3
Lane icons	3.4
Lane control options	3.5
Multiple commands	3.6
Multiple lane CNT	3.7
Instant glow command	3.8
Multiple Sciba camera command	3.9
Multiple lane open, close and other functions on open lanes	3.10
Single lane selection for pre, post payment, frame or time bowling	3.11
Opening a lane in open or a pair of lanes in league (lane swap)	3.12
Single functions available from the main desk on open lanes	3.13
Closing an open/league lane, prepaid or post paid	3.14
Adding games or time in pre paid mode...	3.15
Opening, closing parking time games	3.16
Using the waiting list	3.17
Using lane parking and time game parking	3.18
Print game scores, restore games, print last transaction	3.19
Score correction from main desk	3.20
Using the Bar, Restaurant and Pro-shop	3.21
Selling coupons	3.22
Refunds	3.23
Account management	3.24
Bar, Mechanic and Restaurant service calls	3.25
Magnetic card archive	3.26
Recorded transactions, daily report, back up, restore data	3.27
Using the 'employee time clock'...	3.28
Functions available on bowler consoles	3.29



things to verify before using the program

3.1

Before using the Wins program it is a good idea to make some checks in order to verify that the system is correctly configured:

The system users (cashiers, managers, mechanics) have been inserted. Each user has specific functions enabled in accordance with their role in the centre.

The owner password has been recorded. The magnetic card (when present) has been inserted and is active.

The time zones have been set.

Time games (when present) have been created.

The bowling and time game rates have been created.

The special festivities have been assigned to a special rate.

The Pro-shop articles Bar articles and Restaurant items have been created and given prices.

	Main Menu Icons	3.2
--	-----------------	-----



SERVICE AND SET UP MENU



MAIN MENU



USER LEVEL INDICATION



EXIT THE WINS PROGRAM



PREVIOUS AND NEXT PAGES



EMPLOYEE TIME CLOCK



MAGNETIC CARD ARCHIVE



LEAGUE AND TOURNAMENT INTERFACE



PRINT QUEUES



PRINT LAST RECEIPT



PARK LANES



PARK TIME GAMES



RESERVATIONS



CALL FOR SNACK BAR SERVICE



CALL FOR MECHANIC SERVICE



CALL FOR BAR SERVICE



BAR MENU



RESTAURANT MENU



PRO-SHOP MENU



CUSTOMER ACCOUNTS



REFUND



DAILY REPORT



MULTIPLE COMMANDS



FIXED VALUE COUPONS



PRIZE GAME REPORT



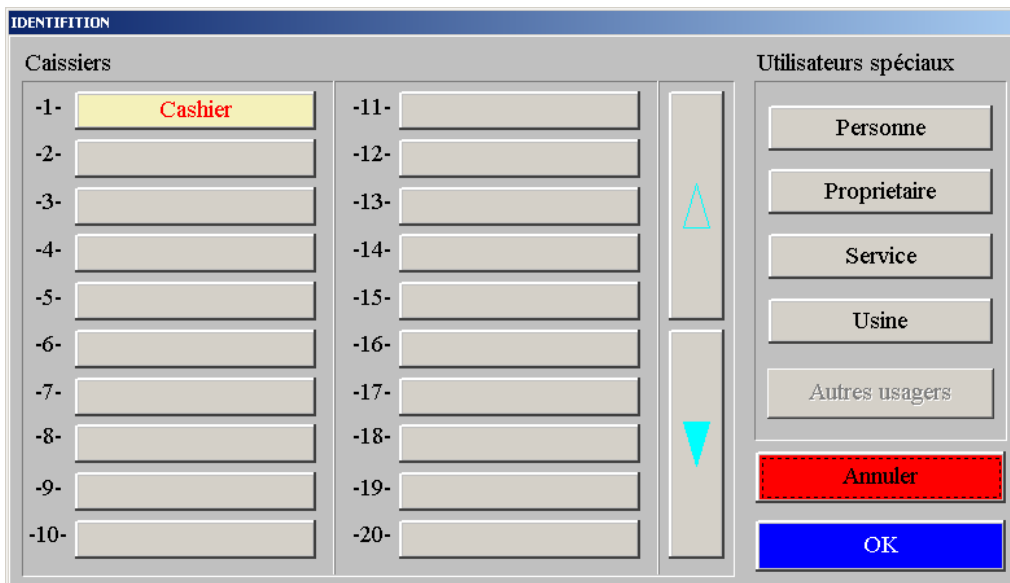
OPEN CASH DRAWER



LANE PAIR ICON



TIME GAME ICONS



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.

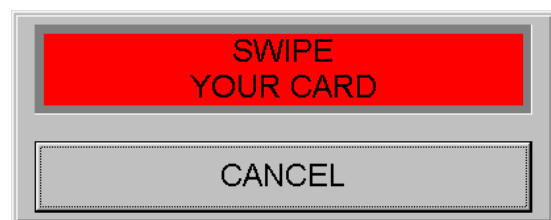
ACCESS FOR 'OTHER EMPLOYEES

If the Wins program require an identification, click on the **NONE (LOCK)** icon to open Wins Menu.



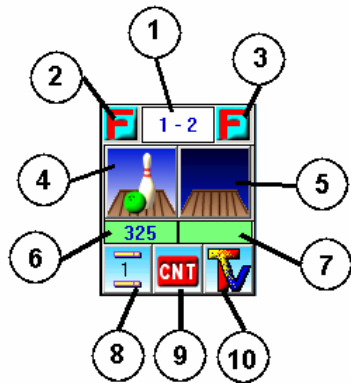
Click on the **EMPLOYEE TIME CLOCK** icon, this message appears.

Swipe the card through the card swipe.



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 3.4



Every **PAIR OF LANES** in the main menu is visualized as shown in the picture and is made of various icons.

Most of these icons are actually button through which you can access certain functions.

It is possible to visualize up to 20 lanes (10 pairs) on each screen of the main Wins menu, while using 25% of the screen for time games. More if no time games are present.

When the lane icon is 'grey' it is not possible to perform any function on the lane pair as the Superelex lane computer is 'loading information', or may be faulty.



To see the other pages, when more lanes are present or the lane pairs have been reduced per page, simply click on the arrows and move from one page to the next

- 1 Lane pair numbers (in this case lanes 1 and 2)
- 2 Left Lane sale mode indicator (in this case lane 1 is post paid by the game)
- 3 Right Lane sale mode indicator (in this case lane 2 is post paid by the game)
- 4 Left lane indicator (in this case lane 1 is in use)
- 5 Right lane indicator (in this case lane 2 is not in use)
- 6 Left lane status indicator (in this case lane 1 shows 325 frames bowled)
- 7 Right lane status indicator (in this case lane 2 shows no frames)
- 8 Left lane Bowler and Video selection indicator (in this case shows 1 bowler present lane 1)
- 9 Lane control button for a pair of lanes (in this case lanes 1 and 2)
- 10 Right lane Bowler and Video selection indicator (in this case there are no bowlers and the empty lane is showing TV)

LANE ICON STATUS [4][5]

Lane empty in Open mode	Lane empty in Open Glow mode	Lane empty in Open mode with parked lane present	Empty lanes in Grand prix mode	Lanes in use in Grand prix mode
Lane in use in Open mode	Lane in use in Open Glow mode	Lane in use in Open mode with parked lane present	Lane in use in Open mode with 'extra frame detected'	Lane in Open Tournament mode
Pair of empty lanes in League mode	Pair of empty lanes in League Glow mode	Lane empty in League mode with parked lane present	Pair of lanes in use in League mode	Pair of lanes in use in League mode with extra frames detected
Lane in use in league mode with parked lane present	Lane in use in League Glow mode	Pair of lanes in Tournament mode	Warning! Lane computer is faulty. NO IMMEDIATE DANGER Simply turn lane pair off and check lane computer	

LANE RENTAL MODE INDICATOR [2][3]

The indicator changes in conjunction with the 'way' the lane is being sold (rented) Each lane is independent



POST PAID GAME OR FRAME



PRE PAID GAME OR FRAME



BY THE BOWLER PLAY MODE



PREPAID LANE GAME OR FRAME. (a number of games is 'placed' on the lane and not to individual bowlers, they may even be odd, 10 games with 3 bowlers present)



POST PAID TIME



PRE PAID TIME



EXTRA UNPAID FRAMES DETECTED

The **EXTRA FRAME** selection appears when a score correction has been made deleting a frame or when a bowler throws a ball with the score and pinsetter out of step (score on first ball, pinsetter in second ball)

LANE STATUS INDICATOR [6][7]

If the indicator is **GREEN** the lane is being **POST PAID** (in this case shows 550 frames which have already been bowled). If the indicator is **YELLOW** the lane is being **PRE PAID** and the 550 would indicate the number of frames 'remaining' to be bowled.

The indicator is also used by Wins to indicate others lane 'status' types:

- A) If bowlers don't throw a ball for longer that the time set in the **SLOW TIME** section (see multiple command section) the word **SLOW** will flash in the indicator of the lane in question.
- B) If bowlers don't throw a ball for the total time set in both the **SLOW TIME** and the **WAIT TIME** section (see multiple command section) the pinsetter will be turned **OFF** and the word **WAIT** flashed in the indicator.

BOWLER AND VIDEO SELECTION INDICATOR [8][10]

The **TOTAL BOWLER** indicator shows the number of bowlers present on lanes. When the lanes are free the lane indication changes depending on the **VIDEO SETTING**.



Lane in use, 1 bowler



Lane TV showing

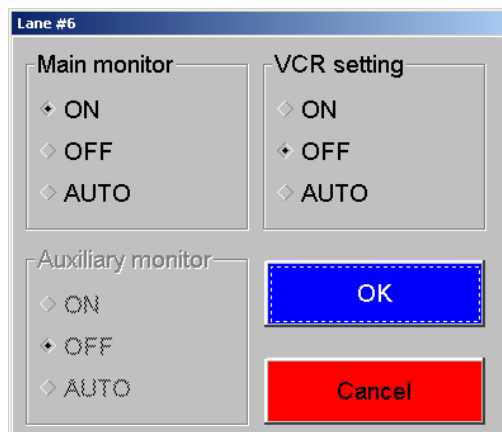


Lane not in use Backgrounds showing



Lane not in use Monitor Off

To change the **Video selection** click on the indicator to open the lane settings screen. *This selection can also be made through the **CNT** in the multiple commands.*



MAIN MONITOR SELECTION

ON monitor is on with **score grids** or **background** images.

OFF Monitor ALWAYS OFF

AUTO monitor **on** with score grids, **off** when not in use

VCR SETTINGS

ON TV signal ALWAYS ON

OFF TV signal ALWAYS OFF

AUTO monitor on when lane not in use, TV signal active until the lane is opened (bowlers names sent to lane).


AUXILIARY MONITOR (14" bowler's console- new look or winvsion)

monitor is on with **score grids** or **background** images.

OFF Monitor ALWAYS OFF

AUTO monitor **on** with score grids, **off** when not in use

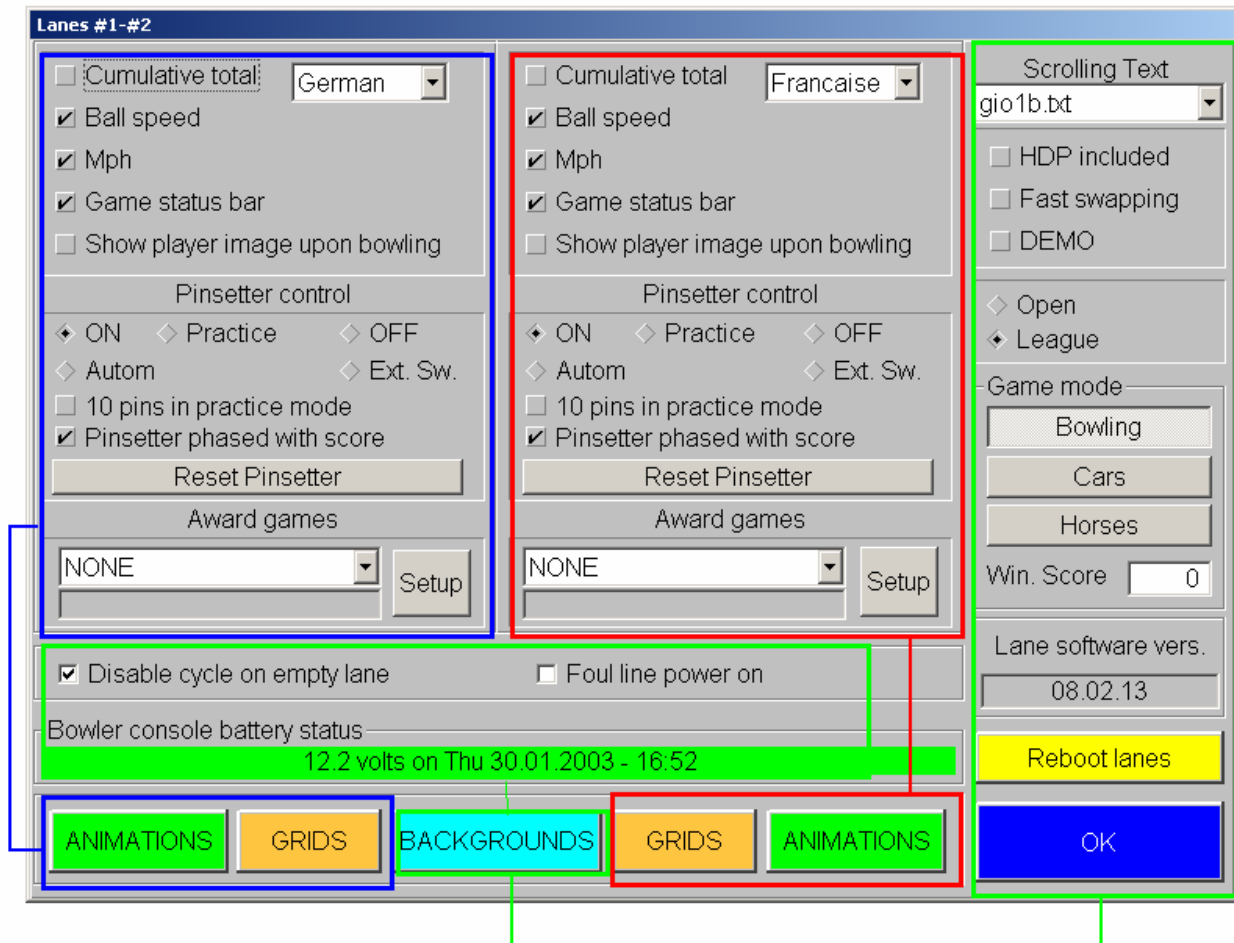
LANE CONTROL BUTTON (per pair of lanes or in multiple) [9]

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

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

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

GNT Lane control options 3.5



The commands shown with a BLUE frame control the left lane settings, while the commands with a RED control the right lane settings. The commands shown with a GREEN frame are used for BOTH lanes.

The commands will not be run (except for the pinsetter cycle command) until you exit the **CNT** screen by clicking on **OK** and then confirming the changes by clicking on **YES**.

CUMULATIVE TOTALS

Sums the totals of each game already played to the game being played.

BALL SPEED

Shows the ball speed for each throw.

MPH

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

STATUS BAR

Shows the game standings, it is on the top of the screen above the score grids.

SHOW PLAYER IMAGE UPON BOWLING

Option available **ONLY** for centers 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

[EXT SW.] MGR control (manual switch)

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

10 PINS IN PRACTICE MODE

the pinsetter will cycle and place a new set of pins during practice

PINSETTER PHASED WITH SCORE

unblocks the ties between the scoring system and the pinsetter ball settings. In this case if the second ball signal is not available the score will continue to detect the game. *Use this function only if absolutely necessary.*

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.

DISABLE CYCLE WITH EMPTY LANE

stops the pinsetter cycle when there is no bowler name present

SWITCHING ON FOUL LINES

(only for some types of interface) switches the foul line on with a low tension power circuit.

HDP INCLUDED

Inserts the bowler handicap from the first frame.

DEMO

If active makes the score 'simulate' play without the necessity to throw balls on the lanes.

FAST SWAPPING

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 – LEAGUE

Bowling for fun, not organized League or Tournament bowling, no lane movements. LEAGUE Organized bowling League or Tournaments, double lanes with lane swapping after every frame bowled.

RESET LANE

Button for resetting the lane computer (rebooting) in cases of corrupt files of lane computer malfunction.

SCROLLING TEXT

Allows you to select a scrolling text message to visualize on the lane pair.

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.

LANE SOFTWARE VERSION

shows the current lane software version installed

BOWLER CONSOLE BATTERY STATUS

Shows the battery level on each lane. *Only in centers with 'wireless' bowler consoles installed.*

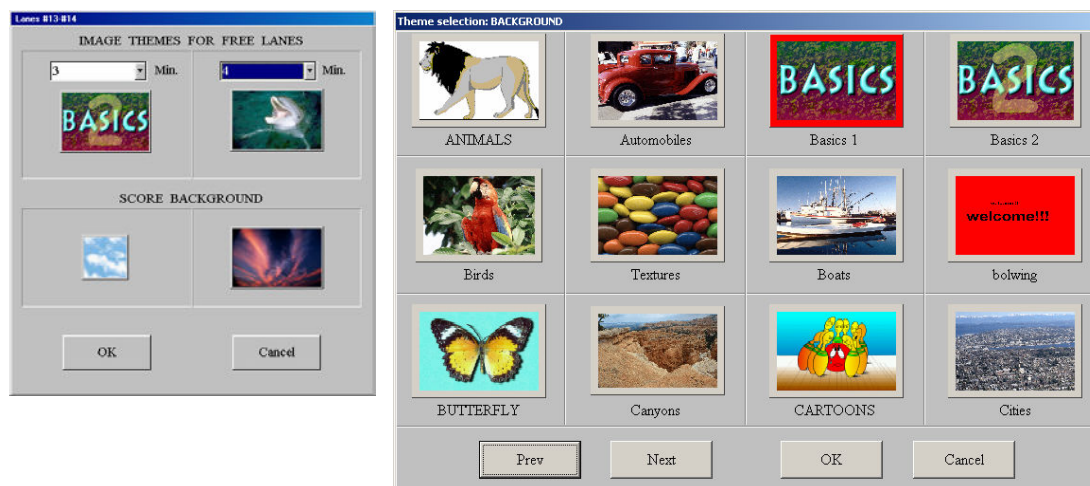
GAME MODES

It is possible to choose to play in 2 different modes: Bowling (using a standard 10 frame grid of varying colours and sizes) and Grand Prix (using either cars or horses as the symbol). The "Grand Prix" mode "Horses" or "Cars" are available as extra options which need to be enabled by Steltronic. For more information about Grand Prix refer to the 'Using Grand Prix' chapter .

[BOWLING] standard play mode (predefined).

[GRAND PRIX] Grand Prix racing mode "horses or cars"

BACKGROUND



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

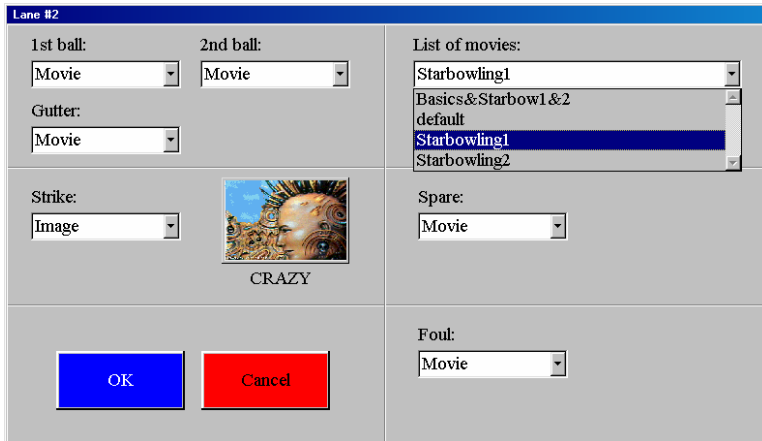
It is possible to select an image or movie on each individual lane for, strike, spare, gutter, foul.

To access the list for each event, click on the drop down curtain next to the event you wish to set, then select the setting type. (None, Movie, Big Frame or Image).

When you select 'image' click directly on the icon to open the selection menu.

Select the icon of the theme you want to choose then confirm the choice with **OK**.

From the window 'list of movies' you need to select a 'playlist'.



The playlists are created in with the THEME SELECTION in the SETUP menu

In order to access the playlist of each event, click on the arrow next to the selection window and set the action required for each event (none, movie, big frame image or Sparemaker).

[MOVIE] predefined setting for Superelex lane computers. The animations which will appear, for each selected event, are those listed in the playlist (movie list) which needs to be chosen. The playlists re created with the THEME SELECTION program in the SETUP section of Wins (see chapter 2.11).

[NONE] the scores are shown without any movies or images during play.

[SPAREMAKER] *only for first ball and gutter balls:* graphical image showing where the bowler should aim for in order to have the best chance to close the spare.

[BIG FRAME] An enlarged view of the frame being bowled.

[IMAGE] static image in place of an animation. The static images are divided into themes and are shown in sequence.

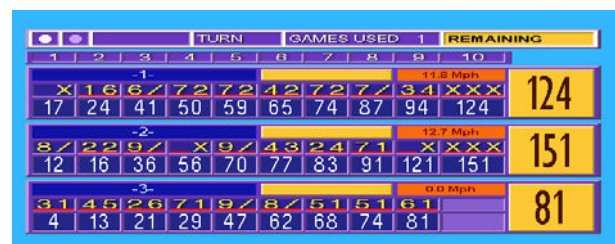
[ENABLE LIVE SPARE MAKER] *only for users with the 'live Sparemaker' license available in the extra options.* When active the Sparemaker is shown using real live bowlers closing the spares actually in play.

GRIDS

Wins version 6.1 (unlike other versions) allows you to select the type of grids to view scores with on the lanes. The new set of grids are 'animated grids'. You can decide to use the static grids or the moving grids on each lane.



Example of moving grids with first bowler turning.



Example of static grid

The **STATIC GRID SIZES** section allows you to select between three (3) types of grid.

The **USE MOBILE GRIDS** selection allows you to move from static grids to animated grids.

To change the settings click on **GRIDS**.

The **STRIKE STYLE** selection allows you to choose the type of graphic effect to use for strikes and spares.

Piste #1

Symbole strike
 Croix Carré

Dimensions grilles fixes
 Seulement grande - jusqu'à 3 g. en même temps
 Grandes et moyennes - jusqu'à 5 g. en même temps
 Grandes moyennes et petites - jusqu'à 10 g en mê

Utiliser grilles mobili-

Style de grille
1

N. max. de grilles mobiles à utiliser
5

Exemple de grille

Parametres avancés

Annuler OK

The **GRID STYLE TO USE** box allows you to determine the color and style of the grids. There are three (3) types.


Click on the '**Show grid style demo**' to see the selected style.

The background on the 'animated grids' is preset.

The **MAX # OF MOBILE GRIDS TO SHOW** section allows you to decide how many grids (bowlers) will be shown on the screen (with animated grids in use) regardless of how many bowlers are actually on the lane. The bowlers not shown will scroll onto the screen at their turn to bowl.

The **ADVANCED PARAMETERS** selection allows you to make more detailed choices regarding animated grids. It is possible to select the use or not use of the grids by the number of bowlers present.

Example: if you select NO for the first three (3) bowlers the lane will use 'static' grids, if you send 4 or more bowlers to the lane the 'animated' grids will automatically be used.

	Multiple Commands	3.6
---	-------------------	-----

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



IN order to use the Multiple commands click on the  icon on the main screen.



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:



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



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



[3] INSTANT GLOW: this command will pass the entire centre to glow settings.



[4] MULTIPLE PINSETTER INTERFACE SETTINGS: allows you to vary the API parameters. *This is used only for extraordinary service requirements. Consult the “System maintenance” chapter.*



[5] 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..



WARNING! The selected lanes in multiple commands are not available to other desks while open.



CNT Multiple lane control

3.7

To change the settings simply click on the checkbox.

- Function NOT enabled on any of the selected lanes.
- Function enabled on ALL the selected lanes.
- Function enabled on SOME of the selected lanes.

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.

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- OPEN – TOURNAMENTS

When not active, totally disables the bowler console functions.

CHANGE NAMES

Edit names, mark as blind, insert handicaps, skip absent bowler etc

ADD BOWLER – REMOVE BOWLER

Add or remove one or more bowlers. *Not active in pre-paid mode.*

SCORE CORRECTION

Enable / disable the access to score correction menu.

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 MECHANIC - SNACK BAR

A flashing message sign appears on the lane monitors to attract attention for service.

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.

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 same period of slow, 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.

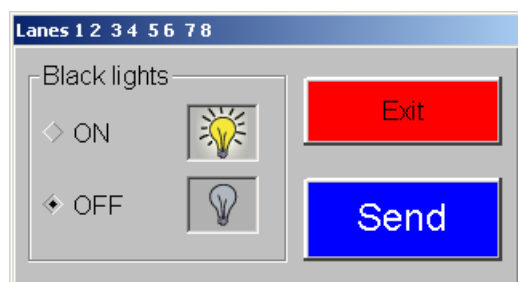


"Instant Glow" command

3.8

The term Glow identifies a change of light condition in the bowling centre. This may be the entire centre or a part of it. The effect is obtained by switching the normal white lights off and turning 'black' lights on in order to make everything that has a phosphorous contents shine brightly or glow.

Since the glow light has a different intensity than the normal white light the cameras (Sciba) will need to be set with different parameters.



In order to simplify the white to glow light switching procedure there is a single button in the multiple command section called **INSTANT GLOW** which will turn the white lights off and the glow lights on, on all the required lanes.

The command has two functions:

- Turning the glow lights installed on the pinsetters on and off.
- Change the camera (Sciba) parameters from those used for white lights to those for glow lights.

In order to be able to use the on off function the two lights need to be connected (white and glow) to the API output connections (low voltage output). *Refer to your distributor/supplier for further details.*

When the button is clicked in order to "**turn the glow lights on**" the white lights will be switched off and the glow on. When the "**turn glow light off**" (predefined) command is sent, the glow light is switched off and the white light stays on.



The lane icons change to show that the glow lights are on.

BEFORE USING THE 'INSTANT GLOW' COMMAND

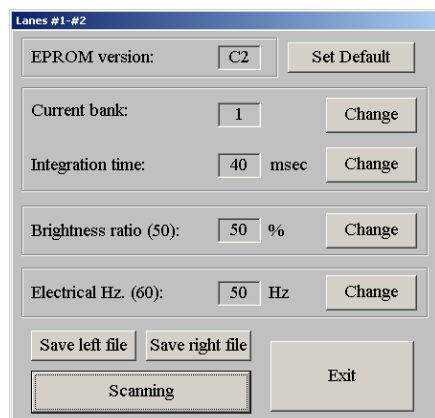
The command enables the bank 2 settings on the cameras (Sciba) which indicate the pins knocked down. It is necessary to set the 'integration time' value in Bank 2 in order to ensure that the pins are detected correctly.

Perform the following task on all lanes where the glow light have been installed:

Turn the pinsetters on and place 10 pins in first ball position. Use the same pins which will be used during glow bowling.



Turn all the glow lights on. Enter the set up menu and click on the Sciba icon.



Select bank 2.

Click on the **Set Default** to delete any old settings.

Select an integration time suitable for reading the pins (from 100 to 180, depending on the type of pins and light, glow or white).

Check the pin count using the **Calibration** function.

Verify that the calibration is okay and then carry on with the other lanes. Once finished the value for Bank 2 will be used every time glow bowling is in use.

For more detailed information refer to the chapter "Camera Calibration", in the maintenance section.



MULTIPLE SCIBA (CCD Camera) SETTINGS

3.9

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.

Lanes #1-#2

EPROM version: C2 Set Default

Current bank: 1 Change

Integration time: 40 msec Change

Brightness ratio (50): 50 % Change

Electrical Hz. (60): 50 Hz Change

Save left file Save right file

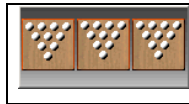
Scanning Exit

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.




Open, Close and multiple commands available on open lanes

3.10

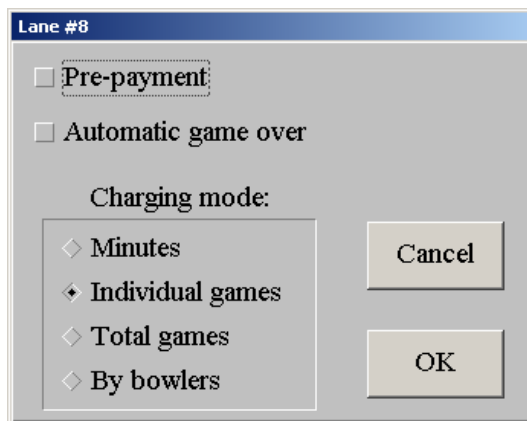
The multiple open and close command can be used for various functions:

- Open more than one lane in one go.
- Close or park more than one lane in one go.
- Change the payment and play mode on more lanes at once (pre / post pay, frame or time bowling by the bowler bowling).
- Adding or taking away bowlers or 'skipping' bowlers on more lanes.
- Modify the bumper, pin-tap settings on more lanes.

In order to use the function, select the required lanes and click on the  icon.

CHANGE RENTAL PAYMENT SELECTION

Click on the **Change** button two select an alternative payment mode, as follows:



The dialog box titled 'Lane #8' contains the following options:

- Pre-payment
- Automatic game over

Charging mode:

- Minutes
- Individual games
- Total games
- By bowlers

Buttons: Cancel, OK

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.

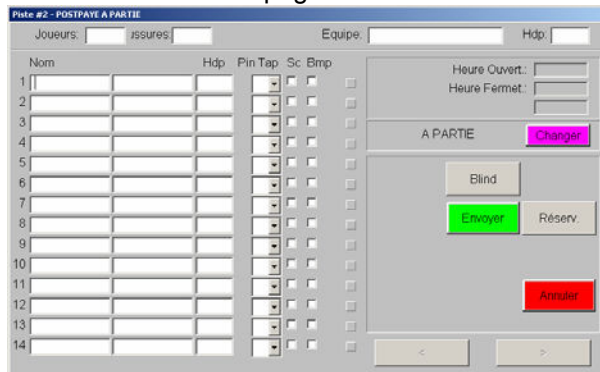
Individual Games bowling by Game, per bowler. In Pre-paid mode insert the number of games for each player.

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.

By the bowler: pre-paid mode by the bowler with a pre-established finish time.

AUTOMATIC LANE ASSIGNMENT FOR MULTIPLE BOWLERS ON MORE LANES (default option)

In the name insertion page the **ALL** window is ticked by default.



The window shows a table for bowler assignment:

Nom	Hdp	Pin Tap	Sc	Bmp
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

Buttons: Blind, Envoyer, Réserv., Annuler

Indicate the total number of bowlers to be send to lanes in the BOWLER window.

The program divides (spreads out) all the bowlers on all the available lanes.

Click on the **SEND** button to complete the operation.

MANUAL LANE ASSIGNMENT ON MORE LANES

Click on the **ALL** window in order to take away the selection and leave the check box empty.

Enter the number of bowlers to be placed on EACH lane then click on **SEND**.

MULTIPLE FUNCTIONS AVAILABLE ON OPENED LANES

These operations are 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. To use other functions click directly onto the lane icon in use.

PIN TAP – BLIND

The **BLIND** scores, generally used during a tournament or league, is equal to the bowlers average minus a pre-established percentage.

The **PIN-TAP** function is used to 'transform' any number of pins knocked down into a 'strike', this is very useful for small children who otherwise find it difficult to make strikes.

USING BLIND: Click on the **BLIND** button to see the column (otherwise Pin Tap is shown). Insert the **BLIND** score for the bowler, then click on the check box between the **Hdp** column and the **Blind** column to activate the score. To **DELETE** the blind score, click on the **BLIND** button and uncheck the check box. Even if the score remains it will not be used.

USING PIN-TAP: Open the drop down curtain of the bowler you want to assign a pin tap to, select a score and then press **SEND** to exit. The system will consider each ball thrown, which knocks down at the least the number set, by the bowler with a pin tap setting as a strike. Example: the bowler has a pin tap setting of 7. If the bowler throws a 6 then it is a 6, if the bowler throws a 9,8 or 7 then it is considered a strike.

SKIP- UNSKIP BOWLERS

	Nome	Hdp	Pin Tap	Sc	Bmp
1	-1-			-	<input type="checkbox"/>
2	-2-			-	<input type="checkbox"/>
3	-3-			-	<input type="checkbox"/>

In order to 'mark' one or more bowlers as skipped click on the grey check box market **Sc** next to the name, then on the **SKIP** button itself.

The 'skipped' bowler will be highlighted on the lanes as 'skipped' and their scores will 'freeze' until the bowler is un-skipped. The other bowler will continue to bowl as normal. To un-skip the bowler or bowlers repeat the operation. When skipped bowlers resume play the others (who have been bowling during their absence) will have to wait while the 'catch up' to the same point in the game.

REMOVING BOWLERS WITH MULTIPLE FUNCTIONS

	Nome	Hdp	Pin Tap	Sc	Bmp
1	Antonio Rossi		-	<input type="checkbox"/>	
2	Roberto Varesani		-	<input type="checkbox"/>	
3	Severina Tanzini		-	<input type="checkbox"/>	

Select the grey **CHECKBOX** on the right of the bowlers name.

Repeat the operation for all the bowlers who are leaving early.

Use the arrow keys **<>** to move from one lane to the next. Click on the **CLOSE** button to confirm the operation.

DELETING SCORES

The **REPEAT** command zero's the points (score) of the game being played, saving the frames bowled for the payment. Confirm the operation by clicking on **OK**. *Warning!! If the lane is being rented in pre-paid mode the entire game will be taken off the previously paid for games..*

MULTIPLE PARK MODE

To park all selected lanes click on the **PARK** button and confirm the operation by clicking on **SEND** then **OK**.

MULTIPLE CLOSE

Click on the **CLOSE**, button and then confirm with **OK**.



Lane payment mode setup (frame, time, etc.)

3.11

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.

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.

BY THE BOWLER

This mode of play is ONLY available during the pre-set times. These have been selected in the General Cash Set up section. In the 'By the Bowler' mode the lane is rented to one or more people until the time that it has been set to end or the manual close because the bowlers want to end. Each bowler will pay the set amount regardless of the actual amount of time or number of games he/she has, to when the end time is reached.



Open a lane in 'Open' or 'League' mode

3.12

Check the Icon style on the main screen, blue is Open mode Red is League mode, then click on the icon. If you want to change the style of play select OPEN or LEAGUE in the **CNT** screen for the lane pair. Verify the sale or rental mode (pre paid, post paid, time or games) and if necessary select **CHANGE**.

OPEN

LEAGUE

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).

WAITING LIST

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.

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



Front desk features available with open lanes

3.13

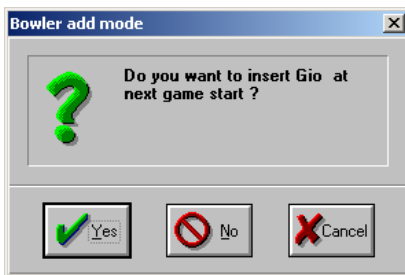
These operations are the same for lanes sold in Open and League mode. If the function is enabled it is possible to do this from the bowler console. Many of these features are available also by multiple commands.

ADD BOWLERS

Write the name of the new bowlers in the empty windows or simply increase the number in the bowlers window, then press **SEND** to confirm. The new bowlers are added to the ones already present on the lane in accordance with the way it has been set up on the **general cash set up section, advanced parameters**:

With the **NEXT GAME** setting active the bowlers will simply be shown on the lane monitors but will not play until the bowlers already on the lane have finished the current game.

With the **IMMEDIATELY** setting active the newly added bowlers will need to play until they reach the point in the game that the other bowlers have reached, the original bowlers will not play until the new bowlers have caught up.



With the **ASK WHEN** setting active the program will ask when we add the bowlers if we wish them to start right away, click **YES**, in this game or wait until the next game, click **NO**.



The added bowlers that wait until the next game to start will have a egg timer next to their names.

If the lane was rented in Pre paid you will need to take payment from the added bowlers before they go to the lane.

REMOVING BOWLERS

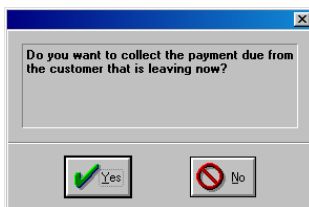
Name	Hdp	Pin Tap	Sh	Bmp	
1 Frank		-	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2 Ilona			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Sara			<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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.

SWAPPING LANES IN LEAGUE MODE (SWAP BUTTON)

Available only on lanes set in league mode: click on the **SWAP** button and the teams will change from the lane they are on to the other lane in the pair.

PIN TAP – BLIND

The **BLIND** scores, generally used during a tournament or league, is equal to the bowlers average minus a pre-established percentage.

The **PIN-TAP** function is used to 'transform' any number of pins knocked down into a 'strike', this is very useful for small children who otherwise find it difficult to make strikes.

USING BLIND: Click on the **BLIND** button to see the column (otherwise Pin Tap is shown). Insert the **BLIND** score for the bowler, then click on the check box between the **Hdp** column and the **Blind** column to activate the score. To **DELETE** the blind score, click on the **BLIND** button and uncheck the check box. Even if the score remains it will not be used.



WARNING! The bowlers using a BLIND score are considered the same as other bowlers by the cash system. If you wish NOT to charge these bowlers, click on the checkbox marked "**Blind bowlers do not pay**" BEFORE closing the lane.

USING PIN-TAP: Open the drop down curtain of the bowler you want to assign a pin tap to, select a score and then press **SEND** to exit. The system will consider each ball thrown, which knocks down at the least the number set, by the bowler with a pin tap setting as a strike. Example: the bowler has a pin tap setting of 7. If the bowler throws a 6 then it is a 6, if the bowler throws a 9,8 or 7 then it is considered a strike.

SKIP- UNSKIP BOWLERS

	Nome	Hdp	Pin Tap	Sc	Bmp
1	-1-			-	<input type="checkbox"/>
2	-2-			-	<input type="checkbox"/>
3	-3-			-	<input type="checkbox"/>

In order to 'mark' one or more bowlers as skipped click on the gray check box marked **Sc** next to the name, then on the **SKIP** button itself.

The 'skipped' bowler will be highlighted on the lanes as 'skipped' and their scores will 'freeze' until the bowler is un-skipped. The other bowler will continue to bowl as normal. To un-skip the bowler or bowlers repeat the operation. When skipped bowlers resume play the others (who have been bowling during their absence) will have to wait while the 'catch up' to the same point in the game.

AUTOMATIC BUMPERS

	Nome	Hdp	Pin Tap	Sc	Bmp
1	-1-			-	<input checked="" type="checkbox"/>
2	-2-			-	<input type="checkbox"/>

Select the bowler that needs bumpers by clicking in the Bmp check box to the right of the name.

The automatic bumper function requires the relative hardware connections to be made, if this is not done the command is ignored.

DELETING GAMES BEING PLAYED

The **REPEAT** command zero's the score of the current game, saving the number of frames played for payment at the end. Confirm with **OK**. *Warning!! In Pre-paid games the entire game being played will be taken off and the bowlers will have one less game to play left.*

TRANSFERRING BOWLERS ONTO ANOTHER LANE. (not whole lane, team)

Click on the grey checkbox beside the bowlers you are going to transfer.

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

Warning! Transferring bowlers to lanes that are already in use (bowlers joining another team or group) is only possible when the destination lane is set to the same payment mode as the originating lane.

MOVING LANES (whole lane, team)

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



MANDATORY CONDITION: the destination lane or lanes must have the same play mode as the originating lane (Open or League mode)



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

3.14

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: Bowling total:

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

Bar total:

TAX: GRAND TOTAL:

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

The screenshot shows a window titled 'Lane #13 - Postpaid bowling closure'. It contains a table of bowlers:

Bowler	Frames	Rate	Shoes	Socks	Totals with tax
Ilena	20	Holiday	0.00	0.00	6100.00
Sara	9	Holiday	0.00	0.00	2745.00
Frank	0	Open	0.75		0.75
COUPON	10	Free games			0.00

Below the table is a 'Rates' window with a dropdown menu set to 'Holiday'. There are buttons for 'None', 'All', 'Shoes', and 'Socks'. The 'Bowling total' is \$8845.75. Below that is a 'BAR LIST' window showing a 'Pies' item for 2300.00. At the bottom, there are buttons for 'Cancel', 'FLAT RATE', and 'OK', and a 'Bar total' of \$2806.00. The 'TAX' is \$2101.00 and the 'GRAND TOTAL' is \$11651.75.

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

The screenshot shows a window titled 'Lane #13 - Postpaid bowling closure' with a 'TRANSACTION AND CARD DATA' section. It displays 'Card Number : 9-' and 'Expiry date : 16/01/2002 (SMARTCARD)'. There are fields for 'Cliente' (9) and 'Sconto 40 %'. Below that are buttons for 'PREVIOUS : 0,00 \$' and 'USED : 0,00 \$', and a 'CREDIT : 0,00 \$' field. There is an 'OK #ESC' button. At the bottom, there are buttons for 'Cancel', 'FLAT RATE', and 'OK', and a 'Bar total' of \$2806.00. The 'TAX' is \$2101.00 and the 'GRAND TOTAL' is \$11651.75.

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

The screenshot shows a window titled 'COUPON SELECTION' with a 'FREE GAME COUPONS' section. It contains a list with 'Disco pass' and 'Free games'. Below the list is a 'Free games:' field with a value of '1'. There are 'OK' and 'Cancel' buttons at the bottom.

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. 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.

OK

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

Field	Dollar Amount	Euro Amount
Total coupons:	\$ []	[]
Total due:	\$ 8906.00	EUR 4.62
Total paid:	\$ 10000.00	EUR 5.19
Change:	\$ 1094.00	EUR 0.57

Buttons: Charge, Coupons, Credit Card, Bonus, OK, Exact

Fast Note Buttons: \$ 100, \$ 50, \$ 20, \$ 10, \$ 5, 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').

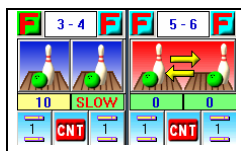
Click on the ACCOUNT button, select the customer account from the list available, then click on **CHARGE**.

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.

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

3.15

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.

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

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.

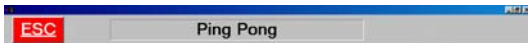
NOTE: On lanes sold in POST-PAID mode with AUTOMATIC GAME OVER, when the time is over the lane monitor will show a "GAME OVER" sign and the Main Desk Console will show a negative figure in the minute box, indicating that the lane has finished but is still occupied.

 	<h2>Opening, Closing, Parking and adding Bar items to a Time Game</h2>	<h1>3.16</h1>
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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.

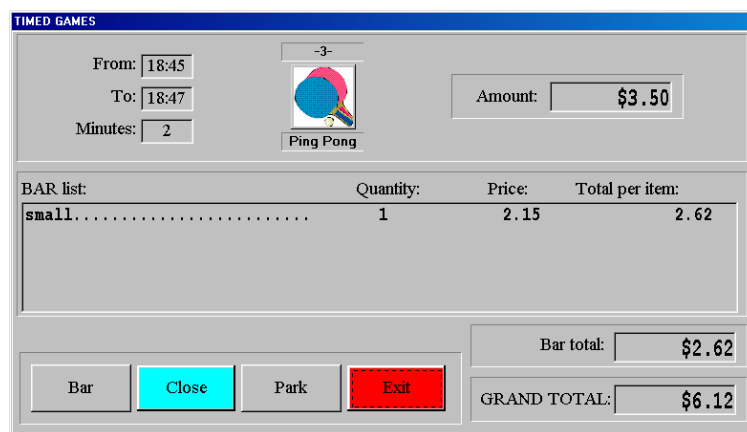
CLOSING, PARKING AND ADDING BAR ITEMS TO A TIME GAME

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

Click on the icon of the time game to close.



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



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.



Using the waiting list 3.17

The waiting list are a 'daily' function which is used to 'manage' the excess bowlers in the center and allows you to pre-enter bowler names so that when a lane becomes available it is much faster to send them to bowl.

To enter names or groups which are not bowling today it is best to use the S.A.B.S. program.

Open mode entry

League mode entry

ADD NEW RESERVATION

To **ADD** a new entry or group click on the **NEW** button, in the waiting list section.

Write the name in the Reservation name window then insert each one of the bowler names and shoe sizes. The shoe size is not mandatory. In League mode entries it is also possible to insert handicaps and team names.

In the **MINUTES** and **GAMES** windows it is possible to insert the number that the group will be using when in **PRE PAID** mode.

NEXT RESERVATION

For more entries simply click on **NEW** and repeat the operation.

DELETE RESERVATION- RESET COUNTER

The **DELETE** button allows you to delete the highlighted group.


The entries are controlled by a progressive counter which allows you to understand who was first, second and so on. This counter can be overridden when, for example, a group is missing or late. To zero the counter click on the **RESET COUNTER** button.

LEAGUE RESERVATION- BOOKING PROGRAM

The **BOOKING PROGRAM** button activates the Advanced Booking Program (if enabled).

The **LEAGUE BOOKINGS** button opens the League stile waiting list (the same as Open but for a pair of lanes at a time.)

The groups entered onto the waiting list through the Photostrike machine may be accompanied by the icon

of a camera, , these are added automatically to the list.

Click on **OK** to exit the window.



Using the Park lanes – Park games feature 3.18

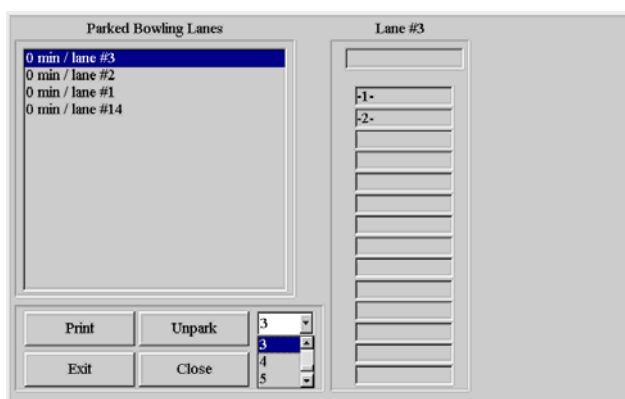
The **PARK LANES (or park time games)** function allows you to “freeze” the game being played and free the lane for other bowlers. *The park lanes function is very useful when the center is very full, it allows you to send a new group to a lane without waiting that the group come to the front desk to pay. While the new group is already playing you can close the previous group.*

PARKING A LANE

Click on the lane that needs to be parked. Click on the **PARK** button inside the lane screen. Confirm with **YES**. *NOTE: a P will appear on the lane icon whether the lane is open or closed. The P will remain until the lane that was previously parked is either, un-parked or closed.*

PARKED LANES MENU

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.

PARKING AN OPENED TIME GAME

Click on the desiderate time game icon, click on **PARK** button, confirm with **YES**

CLOSING A PARKED TIME GAME



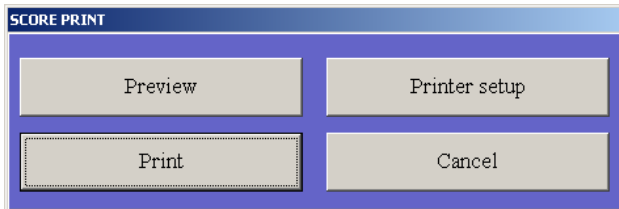
To gain access to the time games click on the time game park icon on the main screen.

Select the parked time game to close. Click on **CLOSE** and complete the transaction.

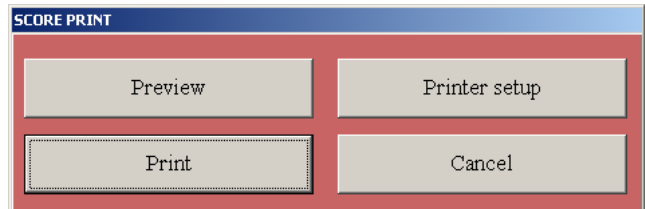
	Print games, Re-start games, Print last receipt.	3.19
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PRINT GAMES WHILE STILL PLAYING

Click on the lane icon then on **PRINT**.



Print scores while still playing Open mode



Print games while still playing League mode

The **PRINT** button sends the data directly to the printer.

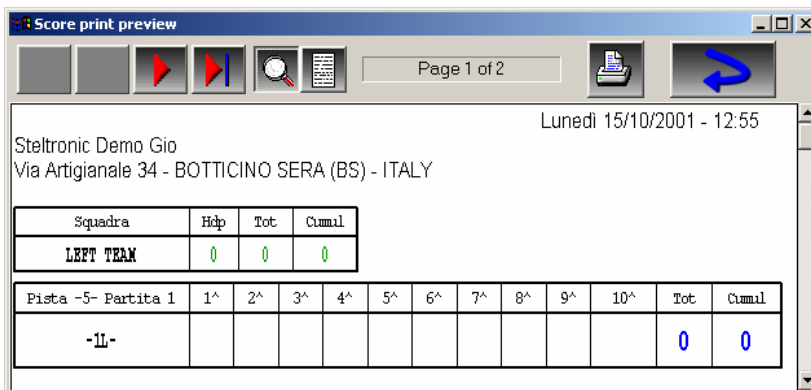


Some printer drivers block the use of the computer while printing, sometimes not allowing you to close the lane; in such cases it is better to print from the print queue once the lane has been closed.

PRINTER SET UP

PRINTER SETUP is used to check and modify if necessary the printer parameters

PRINT PREVIEW



The **PREVIEW** button allows you to visualize, on screen, the pages of scores to be printed.

KEY TO COMMANDS



PREVIOUS AND NEXT PAGE



FIRST AND LAST PAGE



SHOW SINGLE PAGE



SHOW WHOLE PAGES



PRINT

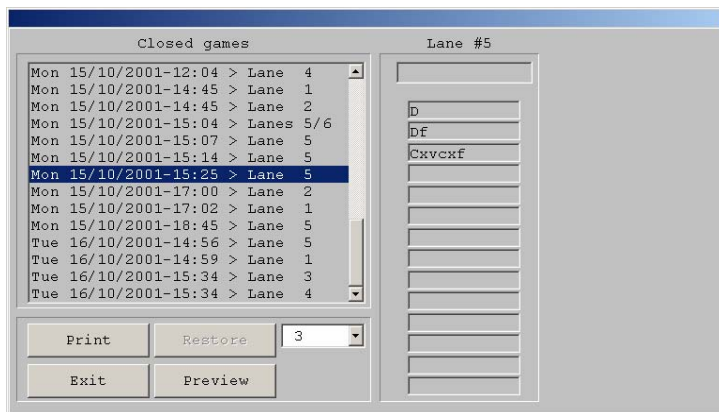


EXIT

PRINT AND RESTORE CLOSED GAMES (print queues)



Click on the icon on the main screen.



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 days from when the lane was closed.

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

PRINT

Sends the data to the printer.

PREVIEW

Shows a print preview on screen.

RESTORE

Sends a closed lane, game to the lanes. It is necessary to select one of the available lanes.

ESC exits the screen.

Warning!! Restoring already closed games does NOT mean that the economic account (what they paid or should pay) is also sent back to the lane. The bowlers will be required to pay only the frames or time used fro the moment they are put back onto the lane.

If the restore function is used to return a lane that was closed by mistake, you need to: a) restore the game to the lane b) load the amount taken by mistake onto the lane through the pro-shop with a generic name and c) use the refund function to take the amount paid off the daily total.



PRINT LAST RECEIPT.

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

WARNING! No confirmation is requested, the printer will proceed immediately.



Score correction from Front Desk

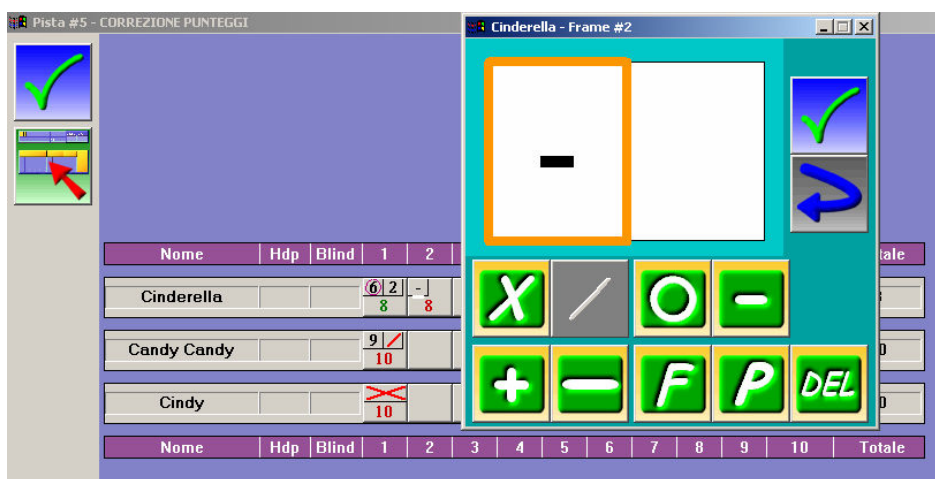
3.20



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.*




SAVE AND EXIT .



ESC without saving



UPDATE (in real time the score).

	<h2 style="margin: 0;">Using Bar, Restaurant and Proshop functions</h2>	<h1 style="margin: 0;">3.21</h1>
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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:

DIRECT 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.

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.

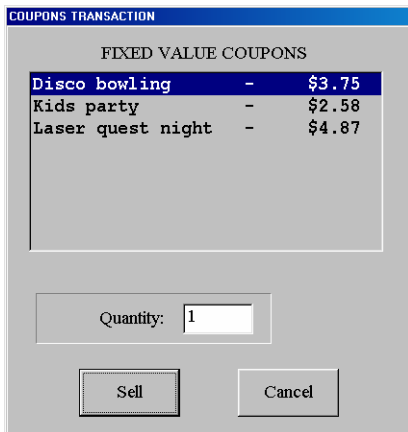
ADDING ITEMS TO OPEN TIME GAMES



From the main menu click on icon of the group required. Select the time game you need to add an item to within that group.

Click on the **BAR** button to view the bar screen, select the items you require and click on **OK**.

 **Selling Coupons** 3.22



Click on the Coupon icon on the main menu.

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

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.

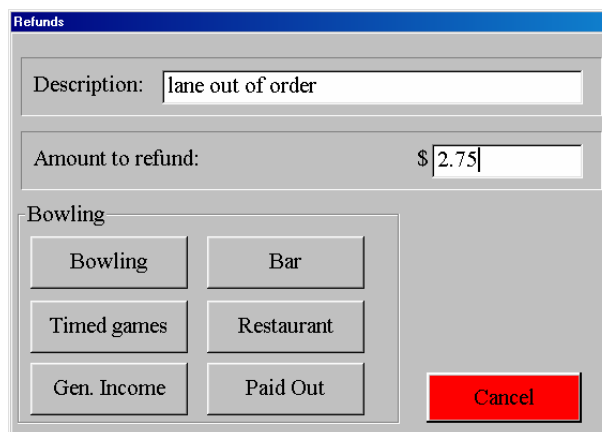
Click on the **SALE** button to confirm.

 **Refunds** 3.23

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.



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.

Confirm by clicking on **OK**.



Accounting setup and use

3.24

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	Prep	Credit line	Last transaction	Balance
Gatta Giovanni	15/10/2001		1000.00	15/10/2001	1000.00-
Maria Flores	15/10/2001	X			0.00
Marco Fontana	15/10/2001	X			0.00
Mario Rossi	15/10/2001				0.00

Buttons: Pay, Charge, Delete, Create, Modify, Exit

Click on **CREATE** to start a new account.

Account function

Account name:
James Borin

Credit line: Prepaid only account 0.00

Current Balance: Eur 0.00

OK Cancel

Insert the name of the company or client.

In order to 'set' a Credit limit click on the Credit Line check box and enter the credit limit amount in the window on the right.

Click on the Prepaid only account to '**block**' the credit limit at zero and allow the account holder to use prepaid cash only.

Exit with **OK** to save the settings and return to the main screen.

Other commands:

PAY

To pay into the account.

CHARGE

A payment made for bowling or other from the account rather than in cash.

DELETE

Delete the highlighted account.

MODIFY

Allows you to change the account holders name.

ESC

Saves the modifications and returns to the main menu.



Calling the Bar, Mechanic and Snack Bar 3.25

When one of these three functions is activated (called) from the bowler consoles the relative icon will light up on the Main Desk. The flashing symbol relative to the Bar and Snack Bar calls will continue to flash on the lane monitors 'without stopping play' until someone de-activates the call. The Mechanic call only flashes for a few times on the lane screens then stops on its own.

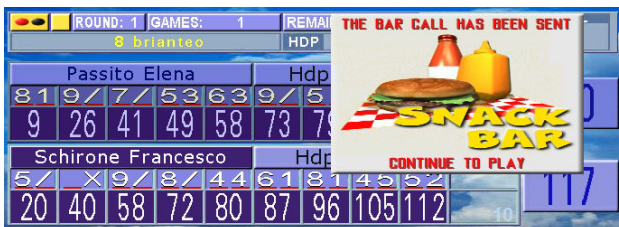
BAR CALL



In Wins menu the ICON came visible



SNACK BAR CALL



In Wins menu the ICON came visible



MAINTENANCE



In Wins menu the ICON came visible



CHECK CLOSE PRINT A CALL (BAR-SNACK BAR – MAINTENANCE)

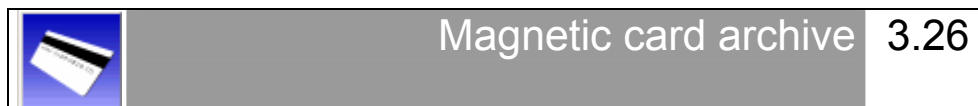
In the icon window you will see all the active calls as well as the number of minutes since the call was made.

Highlight the lane you are going to send someone to or have dealt with and press **DONE!**

PRINT sends the call to the receipt printer. (used to hand to a waiter or waitress so that the call is not forgotten once cleared from the screen).

CANCEL exits the screen.

WHEN ALL THE CALLS HAVE BEEN ANSWERED THE ICON TURN GREY. IT IS POSSIBLE TO CANCEL THE CALLS FROM THE BOWLER CONSOLES: PRESS ENTER, MOVE TO THE BAR OR SNACK BAR BUTTONS AND REPEAT THE CALL BY PRESSING ENTER.



The Wins program includes a Magnetic card system for use as discount (money) or count down (frames or minutes). The card system offers some advantageous functions:

- 1) The bowler is a 'member' of the bowling centre club, therefore you hold useful information about the bowler. The program therefore becomes a useful bowler database.
- 2) The transactions made using the magnetic cards are recorded, so you can trace how often a bowler uses the card and how much he spends.
- 3) The bowler holding a card is assured of his discount and as a member will have an extra incentive when coming to bowl.
- 4) Using the cards ONLY to award discounts or use special rates, the discounts are tied to the card holders and not all bowlers.

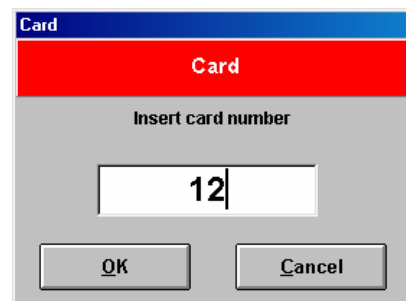
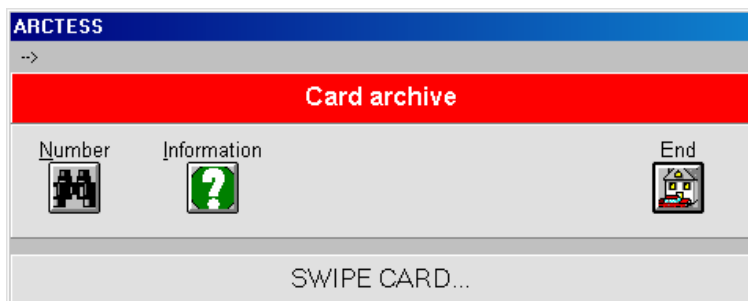
The cards used in the Wins system are pre recorded with a numerical code; the card number 1 is always the owners card. In case of loss you need to ask for a duplicate, it is not possible to use the other card numbers as an owner card.

The card information is recorded in a database on the computer and the movements, use of the cards can be visualized or printed using the Daily Report.

The cards can be requested through your distributor or the Steltronic marketing department by sending an e-mail to marketing@steltronic.com.

INSERT – VERIFY DATA CARD

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.

[1] CARD NUMBER

OWNER DETAILS [2]

The details are optional. It's maybe possible insert Name, address, city and Sex. If you want duplicate the card should be better leave blank these fields until the card will be duplicate.

EXPIRE DATE [3]

Enter the CARD HOLDER details so that you know who temporarily 'owns' this card followed by the VALIDITY PERIOD (expiry date).

VALID TIME ZONES [4]

Click on each time zone where the card is allow to be in use.

CARD TYPE [5]

- Pre-paid with credit and/or with discount rate
- 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.

USE [6]

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.

ADD –REMOVE CARD RATE [7]

NOTE: the card rates must be made in the rate Set up section.



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 or changed from the Rate Set Up screen. To avoid this, press RESET on the card archive.

APPLY % DISCOUNTS [9]



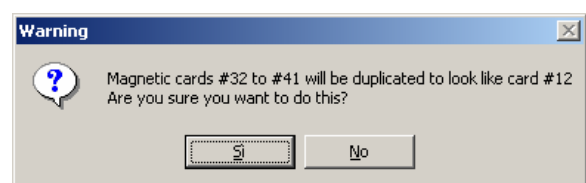
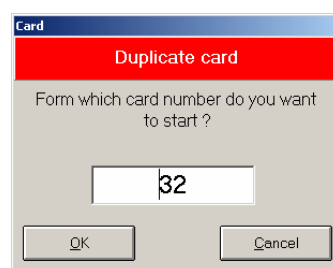
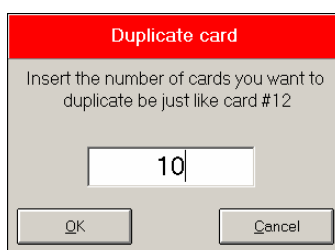
If you wish, it is possible to give a percentage discount to the card in these 4 areas:

Time Games, Liquor Bar, Restaurant and Pro-Shop.

DUPLICATING A CARD [10]

The card duplication function can be very useful when making a large number of 'similar' promotional cards (for example with free games or promotional discount) on which you do not need to write the single customers details but simply a generic name.

To duplicate the card first of all create the master card (the card that contains the information you are going to duplicate). Once created click on **DUPLICATE [10]**.



Continue by entering the total number of cards you require. Then the card number from which you wish to start the duplication (the system will create the cards in sequential order) confirm the operation with Yes.

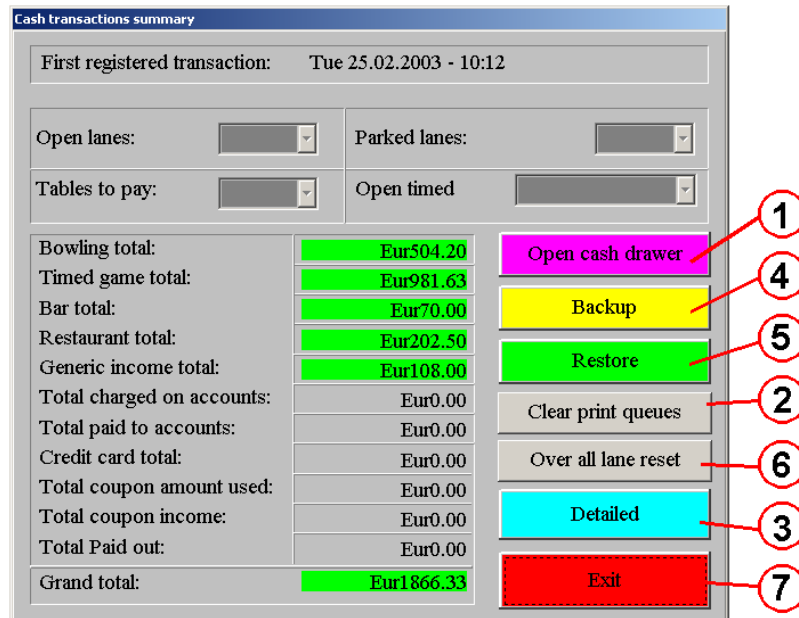
DELETING A CARD [11]

Use the delete button **[11]** to eliminate the card from the database.

Remember that you do not need to have the card in order to delete it or to change the contents, you need only enter the number of the card. For this reason, it is advisable to keep an updated printout of the card archive in order to be able to view the notes without going into each card. For more detailed info refer to the daily report summary and Daily report" chapter.

Recorded transactions, daily report, back up, restore and deleting print queues 3.27

Click on the Daily Report Icon on the Main Menu



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

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 customers account, Transactions made with a bank credit card (not to be mistaken with our internal magnetic card system).**

For more information or to reset the Financial Summary press **DETAILS [3]**.

OPEN CASH DRAWER [1]

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

CLEAR PRINT QUEUES [2]

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

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 close (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.

BACKUP – RESTORE [4] [5]

The **BACKUP** function is used to 'save' the important Wins data. The back up procedure can be set up to run automatically (options section, advanced parameters of the General Cash Set up section) or manually by clicking on the button itself.

The **RESTORE** option is used in case any damage or loss of data has occurred. Warning!! The data will be restored from the LAST backup. It is advisable to ask for help before running the restore facility.

RESET LANE DATA [6]



Warning! This function is required **Exclusively** to resolve serious problems, the use of this function should be limited to authorised personnel (managers, owners, head cashiers).

The "Cleaner" program has been developed to resolve lane file problems which have been corrupted due to network problems or main computer (Front desk) malfunction.

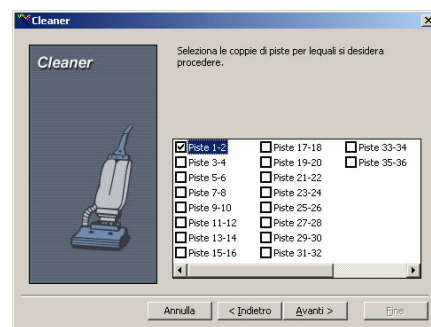
Examples of corrupt files: *the lane icons flash continuously and it is not possible to operate on them from the front desk. The lane computers are connected but the front desk icons remain grey, even though they are visible in the Winserv screen on the front desk, when you click on the lane icons the system records an error.*

Using the Cleaner program:

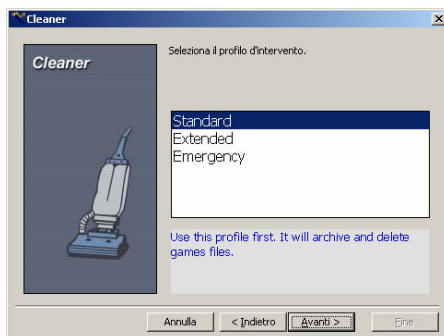
- Turn the lane computers off. Click on **RESET LANE DATA [6]**



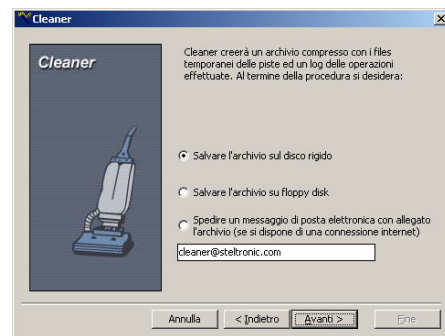
Click on **NEXT** to continue.



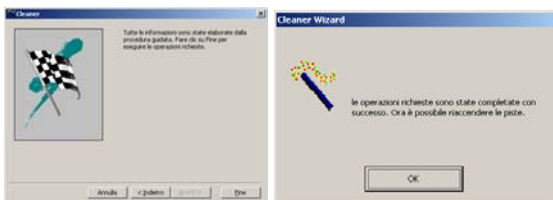
Select the lanes to 'reset', click on **NEXT** to continue



Select the emergency procedure you require Click on **NEXT** to continue.



Select the save option for the corrupted files. If you need to send an e-mail the computer needs to have an internet connection active. Click on **NEXT** to continue.



The following screens are a summary of the operations performed and a end of operation message. Click on OK.

If the operation does not resolve the problem, repeat the operation selecting the next level of emergency procedure.

Standard procedure: eliminates the game files. Run this procedure with lanes closed or reset the bowlers once finished.

Extended procedure: eliminates the game files and the saved lane settings (language, pinsetter settings animations etc). at the end click on CNT and reset this data.

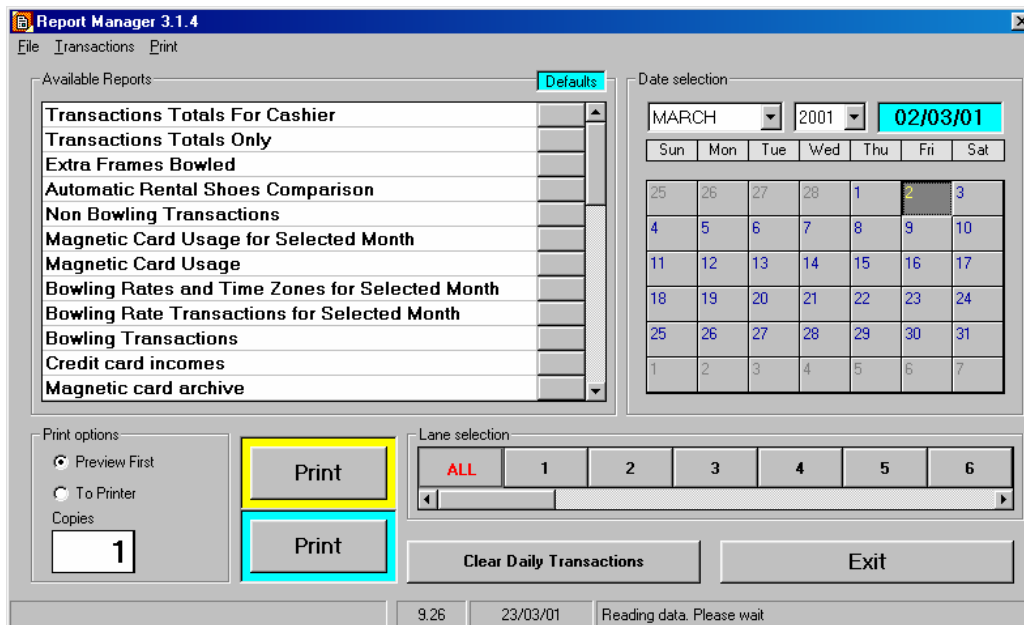
Emergency procedure: eliminates the game files and saved lane settings and pinsetter interface settings. At the end of the procedure click on the CNT button and reset all the settings, click on the doctor icon, enter the setup menu and reset the pinsetter interface settings.

DAILY REPORT [3]

Note: the details button is not available if you are using the 'automatic daily report deletion' function, selected in the General Cash Setup section (advanced parameters, transaction control).

The detail button loads the Daily Report program. Wait until the program has loaded the transaction before continuing.

REMEMBER THAT THE DAILY REPORT PROGRAM CAN BE PROTECTED IN VARIOUS LEVELS FOR EACH USER SO THAT YOU CAN HAVE DIFFERENT USERS PERFORMING A LIMITED NUMBER OF ACTIONS WITHIN THE REPORT.



RESETTING THE FINANCIAL SUMMARY

Wait until the program loads all the data.

Select the current day on the CALENDAR, then click on the **CLEAR DAILY 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.



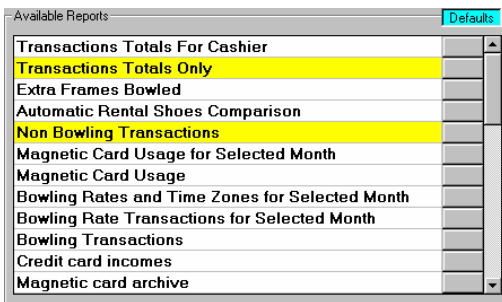
Whichever checkbox you select the reports are visualized by using one of the two print commands shown.

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



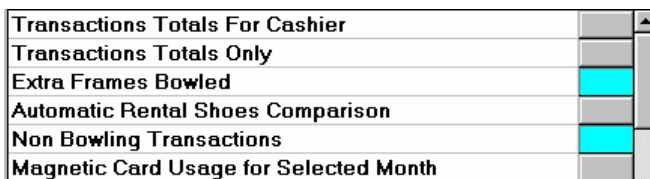
TEMPORARY PRINTOUT

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 PRINTOUT

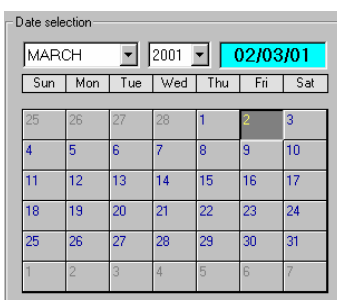
The **pre-selected** printouts are permanent. They remain until the owner (or person who has security clearance) removes the selection.



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.

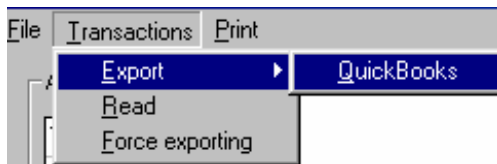
DAILY REPORT DATE SELECTION



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. the end of the job close the Quickbooks program.

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



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

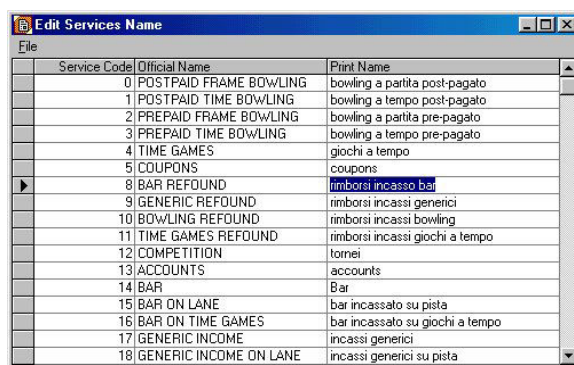
Choose the day and the month you need to export.

Click on EXPORT button.

CUSTOMIZE THE PRINTOUT LINES



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



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 customize.

DELETING THE DATABASE

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

In order to **TOTALLY** 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 percentage



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 grouped by rates.

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 and rates.

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 signaled 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 cahiers 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 3.28

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



Insert the name of the Bowling center 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 center opens.

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

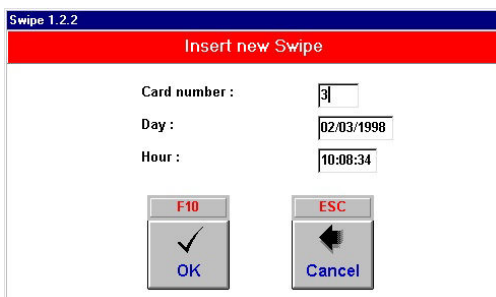
MINIMUM NUMBER OF MINUTES minimum time difference between entry and exit to validate the swipe. Exit the menu with **OK**. The program has been configured and can now be used correctly.

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 Manu button.



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

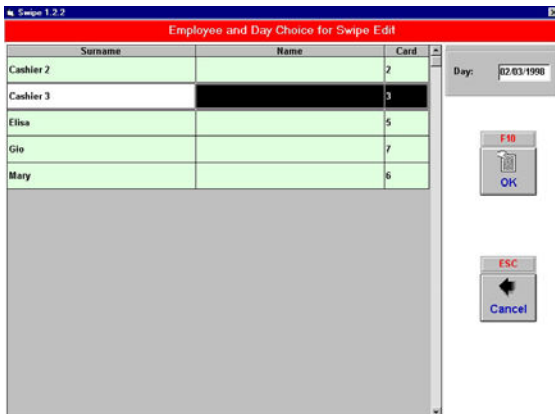
Example:
Day: 15/10/2000
Time: 11:32:12

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.

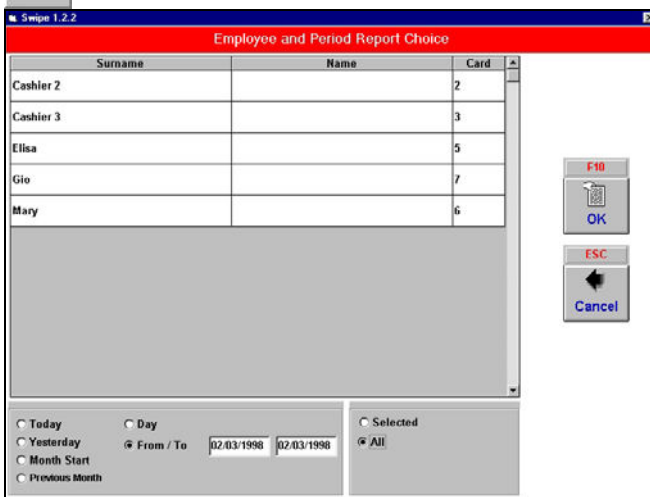
Use the **NEW** button to insert a new movement.

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: shoes the movements the days movements.

YESTERDAY: shows yesterdays movements.

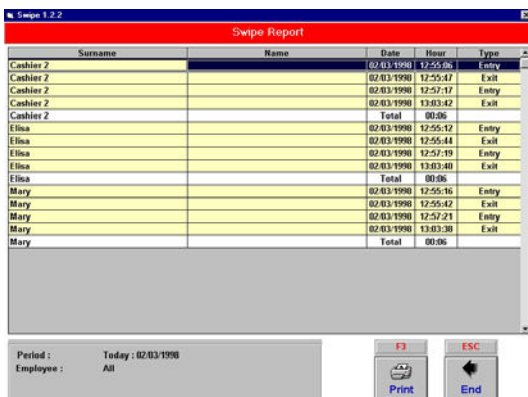
FROM MONTH START: shows the movements from the beginning of the month.

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.

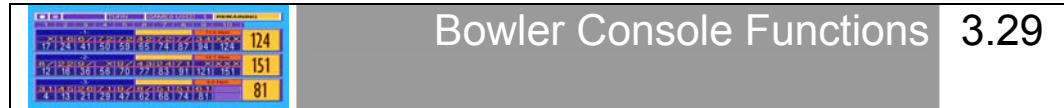
Once the selection has been made continue with the **OK** button.



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.

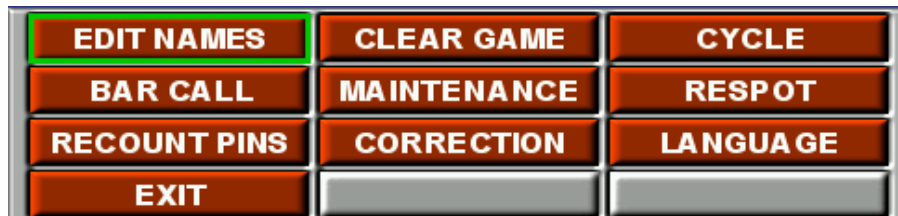


Access to the bowler console functions depends on the enabled features from the Main Desk Computer. bowler console is NOT active unless there are bowlers on the lane.

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...

CLEAR GAME

Is used to rub out the current game scores.

CYCLE – RESPOT

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.

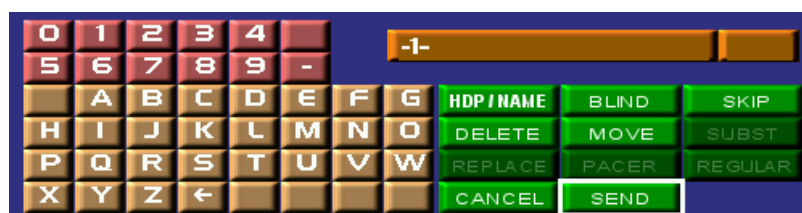
EXIT

Returns to previous menu.

EDIT NAME MENU

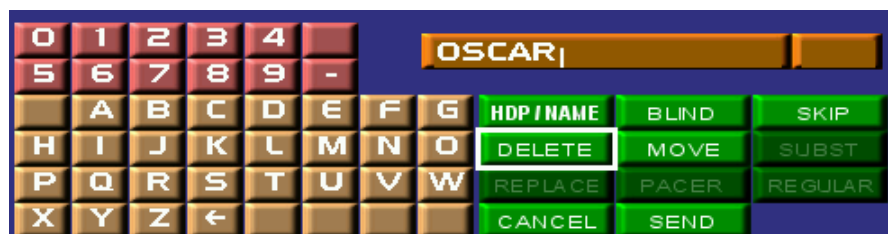


Press **ENTER** on the bowler console then move to the **EDIT NAMES** button by using the arrows, press **ENTER** again. Use the arrows to position the selection frame on the first bowler name you want to modify, or on the team name, then press **ENTER** to confirm.



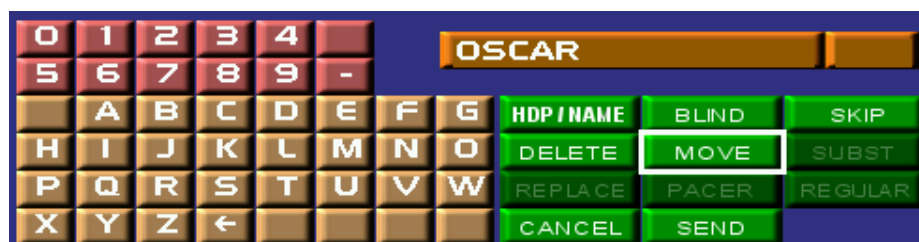
Check the position of the cursor: if the default numbers were sent from the Main Desk Computer you only need to select the letters one at a time, (to confirm press **ENTER**) vice versa, if you need to change the names first delete the old name by using the ← button. To add or change a handicap score 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



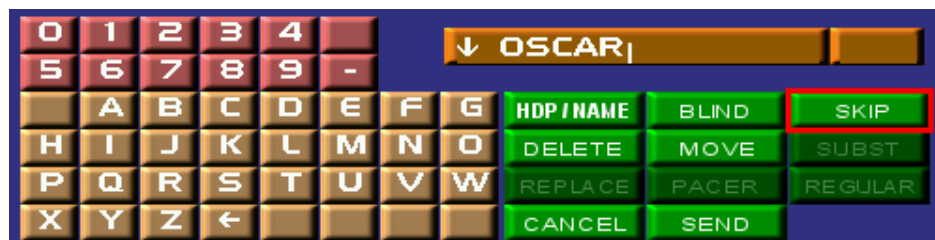
Go into the Edit Names menu then into the select the bowler and then move into the sub-menu and position the cursor on the **DELETE** button then press **ENTER** to confirm. The **SEND** button will take you back to the game while saving the changes.

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 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.*

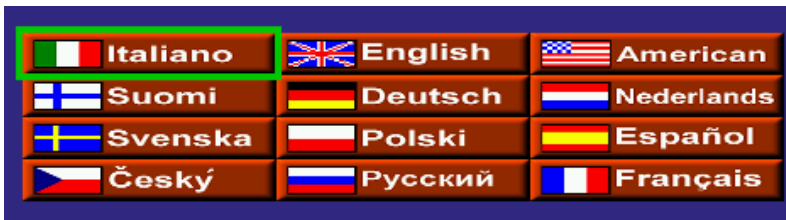
ADDING A BOWLER



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 then 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.

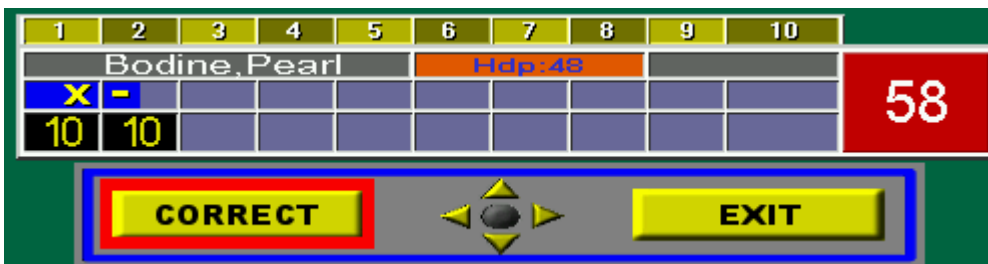
CHANGING LANGUAGE ON THE LANE

Press the **ENTER** button on the bowler console then move to the **LANGUAGE** button using the arrows and press **ENTER** again.

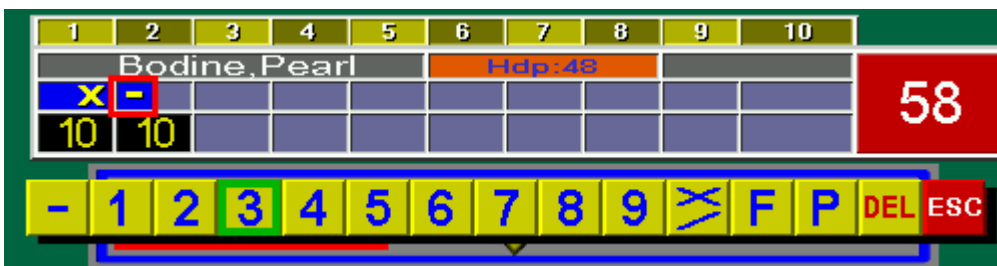


Wait at least a couple of seconds before using the boiler console again so that the system can load the graphic resources again.

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**.

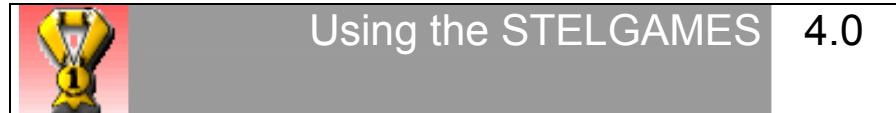


Select the score using the arrow buttons and press **ENTER** to confirm. Conclude the operation by pressing the **END**.

WINS Scoring System

how to use the external programs





“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).

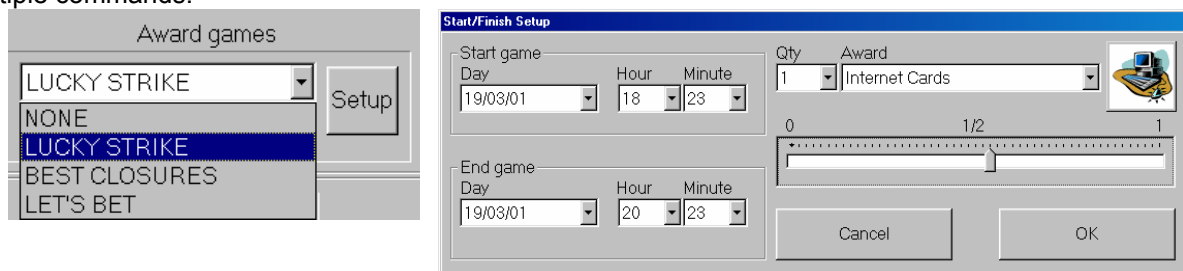
BEST CLOSURES

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)

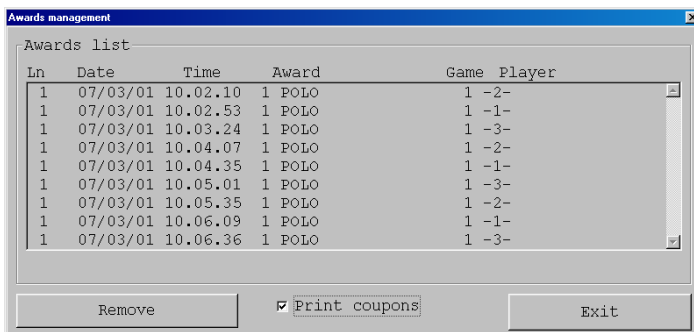
Once the selection in complete, confirm by clicking on the **OK** and **YES** buttons when asked.



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 **REMOVE** 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**.



The **GRAN PRIX** is a special type of game, with different rules to normal bowling. *To use the game you need to purchase the software and have it enabled by requesting it through your distributor or directly on the web site at: www.steltronic.com/clipsgen.*

When using the "GRAND PRIX" game the bowlers on each lane will race against each other to reach the finish line, preset by the user.

GRAND PRIX RULES

- The game is played in Open style on each lane.
- Each bowler throws one ball only (first ball, the pinsetter will reset after each ball is thrown).
- Score correction can only be made on the last ball thrown and only from the bowler console.
- When the first bowler reaches the finish line the other bowlers on the lane must throw the same number of balls as he has in order for the game to end and the winner be announced.
- The game continues until the finish line is reached, the game can be ended by CLOSING the lane or by rebooting the lane computer to return to standard bowling.



The Grand Prix style will be set per PAIR of lanes. There is NO economical transaction for the lane. The promotional / birthday party game should be charged for using either coupons, the pro-shop or the account management areas, based on the type of promotion being held.

ACTIVATING GRAND PRIX

NOTE: the lanes must be closed. Click on the **CNT** button for the lane pair required.



Set the number of pins to be knocked down in order to reach the finish line. Select the symbol you wish to see on the lanes:

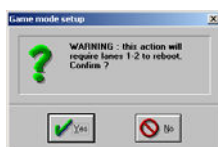
CARS – the "symbol" shown on the lanes for each bowler will be a car.

HORSES – the "symbol" shown on the lanes for each bowler is a horse.

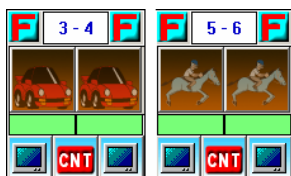
Note: the symbol for the entire lane can be changed once the game has started without shutting anything down or deleting the scores.

Once the game has been set, wins will warn the operator that the lanes will be rebooted.

Click on **YES** to confirm. At this stage it is possible to perform other functions. Reset the number of pins required to win, open the lanes etc. when you exit the CNT window click on OK and the lanes will be rebooted.



This operation should take just over a minute.

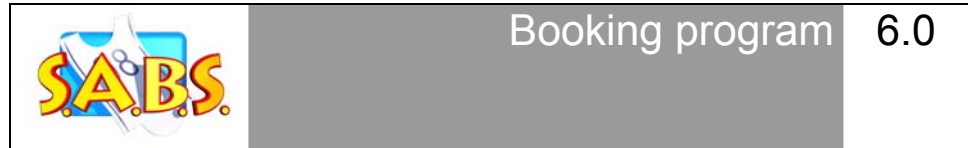


When in Grand Prix mode, the icons change look.


It is now possible to enter bowlers. *Remember that any handicap scores entered, even if shown by Wins will NOT be counted in the scores.*

DISABLE GRAND PRIX

Close the lanes. Click on the **CNT** of the lane pair, click on the **BOWLING** button and confirm the reboot by exiting the CNT screen.



Running the program	6.1
Key to Icons and Commands	6.2
Personalizing the Program	6.3
Add New Booking	6.4
Modify an existing booking	6.5
Booking data memo, etc.	6.6
Overbooking	6.7
Sending a booking to a lane	6.8

	Running the program	6.1
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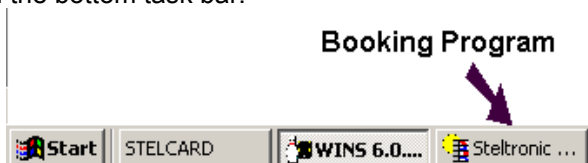
There are two ways of accessing the Booking Program:

- A) Access from the Wins 'waiting list' icon.
- B) Directly from the Booking application.

One way excludes the other: if the **AUTOMATIC BOOKING PROGRAM START** has been ticked in the **Desk Configuration** screen, (see previous chapter) the Booking program is already active and minimized on the bottom task bar. In this case it is NOT available on the Waiting List screen (the button is gray and can't be clicked).

OPENING THE MINIMIZED PROGRAM

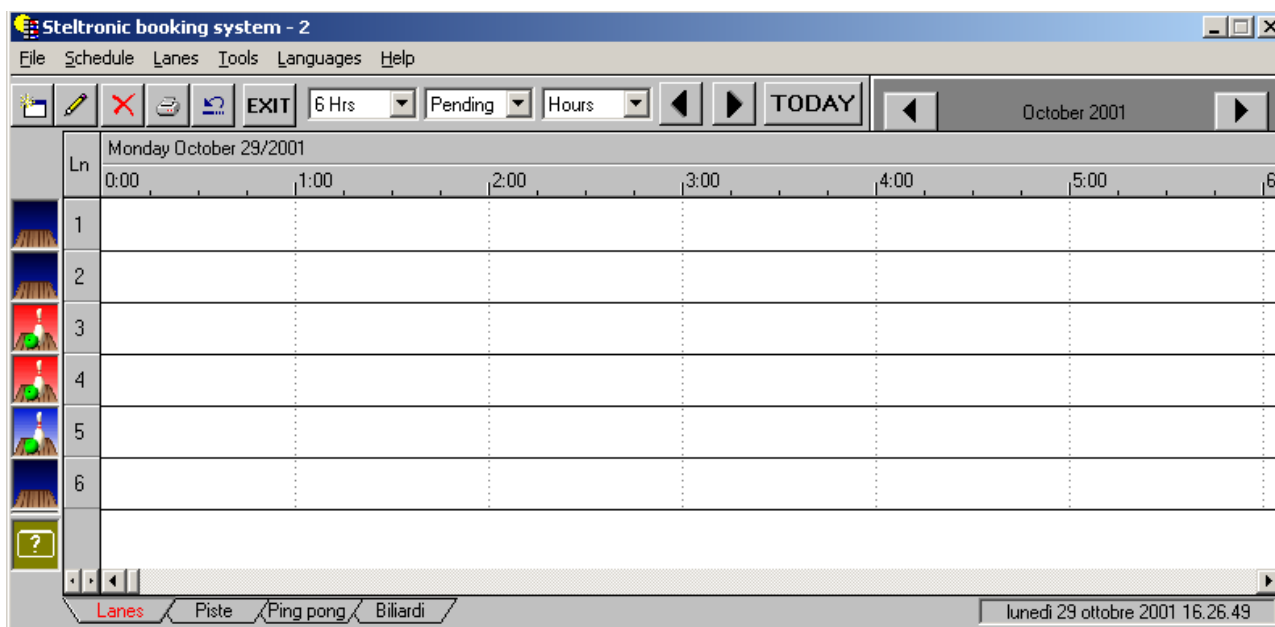
Click on the button shown on the bottom task bar:



OPENING THE PROGRAM THROUGH THE WAITING LIST ICON



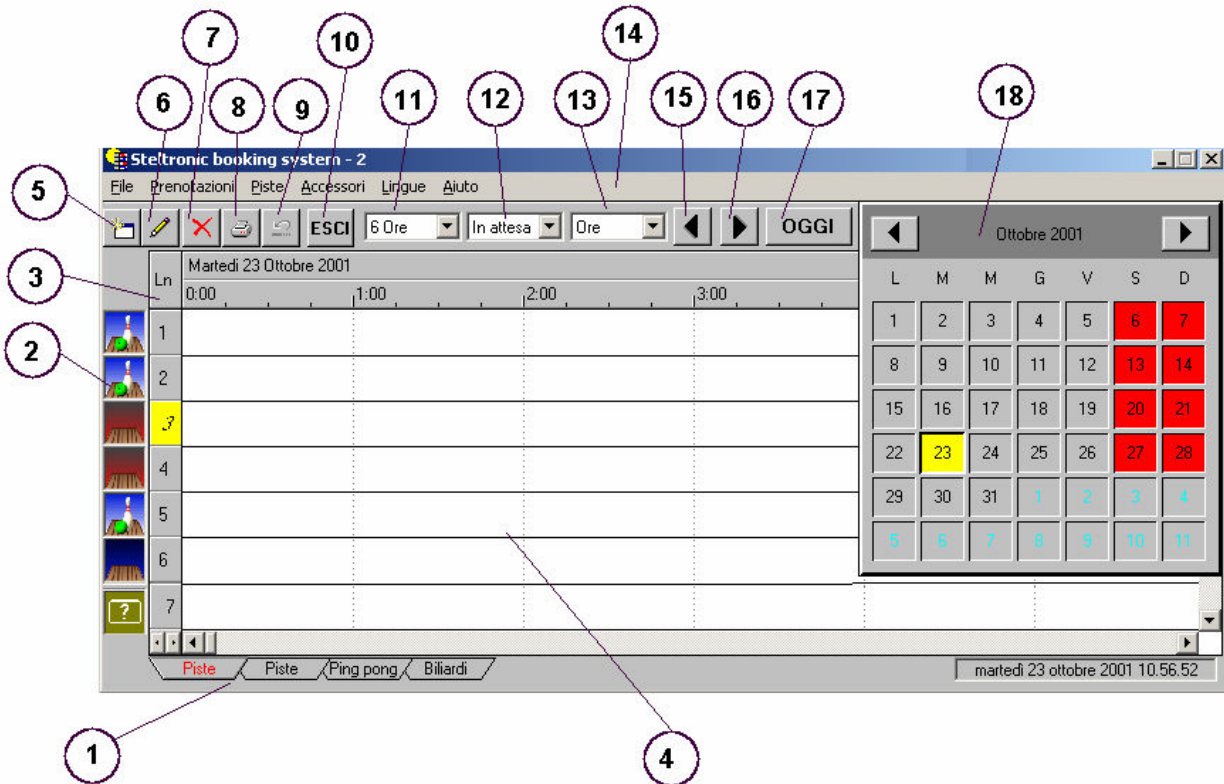
Click on the **WAITING LIST** icon.



The central section displays the days in the desired hour/day format. The top horizontal line indicates the time and the left vertical line the lane or time game number.

To change the time or day visualized simply use the calendar to select the day you want to see.

SABS Key to Icons and Commands **6.2**



- [1] Select lanes or time games to be booked
- [2] Lane or Time Game status icon
- [3] Lane or Time Game number
- [4] Booking page
- [5] New booking
- [6] Modify selected booking
- [7] Delete selected booking
- [8] Print current booking status
- [9] Undo / Delete last booking
- [10] Close program
- [11] Display size (6 hours – 12 hours – All day – week – 2 weeks – 30 days)
- [12] Booking status
- [13] Display size divisions (hours or days)
- [14] Command bar (file – schedule – lanes – tools – languages – help)
- [15] Go back one day
- [16] Go forward one day
- [17] Go to today
- [18] Calendar

[1] SELECT LANES OR TIME GAMES TO BE BOOKED



Click on the required lanes or group of games.



[2] LANE OR TIME GAME STATUS ICON

Each line on the display screen represents a lane or time game.

The lane or time game status is updated constantly using the same display style a on the Wins main screen: Blue lane = Open mode, Red lane = League mode.

The 'occupied' lanes show a pin and ball on them.

The 'occupied' Time games have a flashing cross on them.

The number alongside the icon, **[3]** represents the lane number or time game number.

Ln	Monday October 29/2001
	0:00 1:00 2:00
1	
2	
3	
4	

[4] BOOKING PAGE

This is the 'work' area in which the bookings are displayed. You can decide what the work area should 'look' like and display using the **11** and **13** commands.



[5] NEW BOOKING

Opens a new booking screen.



[6] MODIFY SELECTED BOOKING

used to edit an existing booking (also possible by double clicking on the booking itself).



[7] DELETE SELECTED BOOKING

Delete the highlighted booking. Also possible by pressing the DEL keyboard button.



[8] PRINT CURRENT BOOKING STATUS

Opens the print options page.



[9] UNDO / DELETE LAST BOOKING

Allows you to 'move back' undoing whatever you last did.



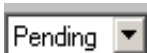
[10] CLOSE PROGRAM

Exits the booking program.



[11] DISPLAY SIZE

Allows you to select how many hours or parts of days or full days to 'visualize' at once.



[12] BOOKING STATUS

The drop down curtain contains the various status names that can be assigned to a booking.



[13] DISPLAY SIZE DIVISIONS (HOURS OR DAYS)

Allows you to select the type of time frame to show Hours or Days, used in conjunction with point **11**.



[14] COMMAND BAR

(file – schedule – lanes – tools – languages – help)
 click on the required name to open the relative drop down curtain.

FILE MENU

Clear Schedule = Deletes the ENTIRE booking status (confirmation required)

Print Options = Opens the Print Options menu from where to proceed with the printout

Print = Sends the information directly to the printer, skipping Print Options

Exit = Exits the program (closing it)

SCHEDULE MENU

Undo = Moves back and undoes (ignores) the last command you gave.

New Appointment = Opens a new booking sheet

Edit Appointment = Opens a new booking sheet

Delete Appointment = Deletes the selected booking

LANES MENU

Send to lanes = Allows you to send the booking directly to the lanes

Delete Appointment = Deletes the selected booking

TOOLS MENU

Order = Changes the visualization order of the bookings

Options = Opens the menu of available CONFIGURATION OPTIONS

LANGUAGES

IT, UK, GR, US..... = Abbreviated terms indicate all the languages available with which to use the booking system (changes immediately)

HELP

About Booking System

Notes on the booking version installed



CALENDAR BUTTONS

The arrow button ← [15] moves the screen shown back one day.

The arrow button → [16] moves the screen shown forward one day.

The TODAY [17] button shows the screen with today's bookings.




[18] CALENDAR

Allows you to select the specific month and day in which to make a booking.

The week days are shown with a gray box, weekends are in red.

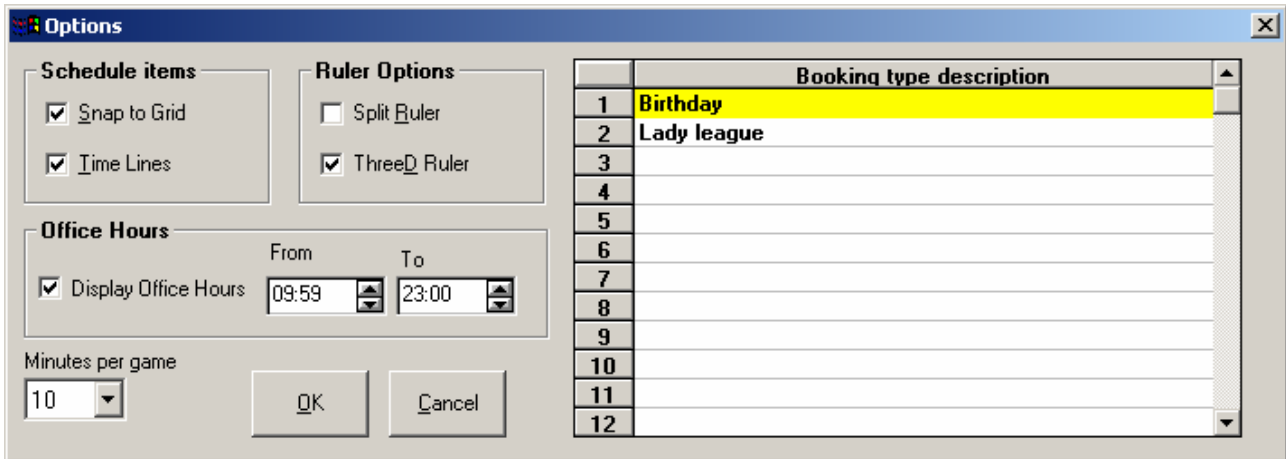
Using the ←→ arrows you can change the month.

To select a certain day click directly on the box which will turn yellow.

	<h2>Personalizing the Program</h2>	<h1>6.3</h1>
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There are many ways to set the program, make your personal selections in order to take full advantage of the system's capabilities.

Click on the **Tools** then **Options** menus on the command bar.



SCHEDULE ITEMS

- Snap to grid** Aligns the booking start times with the time division lines on the screen.
- Time lines** Indicates the vertical time divisions on the full screen.

RULER OPTIONS

- Split Ruler** When ticked the dates are shown on the ruler divisions and the date of the screen shown is written on the top line. When not ticked the date of the visualized screen is not indicated.
- 3D Ruler** Ruler style can be flat or 3D effect.

OFFICE HOURS

- Display Office Hours** Shows, in blue, the center opening times.
- From : To** Set the desired 'open' hours here.

MINUTES PER GAME

The Booking Program works with 'Time': the customers book the lanes or games for a certain number of minutes. If the lanes in your center are 'sold' or 'rented' out by the Game then the Wins system needs to know how many games to attribute for a certain length of time.


Example: Minutes per Game set to 10 minutes.

The Booking program will 'translate' a one hour booking into 6 games (6 x 10 minutes = 1 hour) and send the bowlers onto the lanes with 6 games in total.

BOOKING TYPE DESCRIPTION

Text file in which it is possible to write the various types of bookings your center takes, (Groups, Birthdays etc) so that they can be clearly identified on the booking sheets. This information is not used elsewhere.

- OK** Exits the screen and saves the settings.
- Cancel** Exits the screen without saving the changed settings.

 Add a new booking 6.4



Select the **DATE** (if different to the current date).



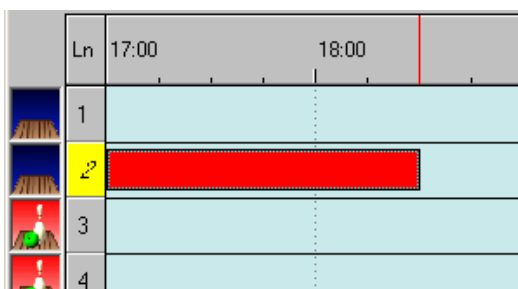
Select the type of booking: **Lanes** or **Time Games**.



WARNING! Verify that the booking status is **PENDING**.

There are two ways to insert new bookings:

“QUICK METHOD”



Select a lane and click on the number or icon.

Place the mouse arrow at the 'start' time of the booking.


Keeping the mouse button pressed down move the arrow to the right to the 'end' time of the booking, a red box will be shown occupying the lane for the time required.

Release the mouse button when the 'end' time has been reached.

When the mouse button is released you will automatically go into the '**Edit Appointment Screen**'.

SUGGESTION: If you want to insert the booking details later or consider them not to be required then press **OK**. It is possible to edit the name, number of bowlers and all other data later.

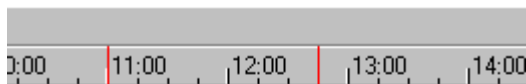
“USUAL METHOD”

Click on the lane number to which you wish to add the booking, then on the  **NEW BOOKING** button to Open the Edit Booking screen.



Modify an existing booking

6.5



The bookings are shown on the screen as bars..



To select a booking, click once on the bar itself with the mouse button. Use the **MODIFY** button to open the 'edit booking' screen.

To enter the 'Edit Booking' window quickly double click on the booking, the booking screen will open immediately.

MODIFY THE BOOKING WITHOUT ENTERING THE EDIT SCREEN

To **MODIFY** the start and end time of the booking without entering the edit screen, place the mouse arrow on the edge of the start time or end time of the 'bar'. You will see the mouse button become a double arrow, \leftrightarrow keeping the mouse button pressed down 'move' the arrow left or right to change the duration of the booking..

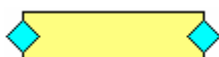
To **MOVE** a booking from one lane to another or to a different time on the same lane (without changing the duration of the booking). Place the mouse arrow 'on top' of the booking and press, the mouse arrow will turn into a 'North – East – South and West arrow, keeping the mouse button pressed 'move' the booking to the desired place.

To **DELETE** a booking, select the booking by clicking on it, the press **DEL** on the keyboard, or use DELETE in the 'SCHEDULE' command menu.

The booking styles and colors change depending on the current booking status:



PENDING



PLAYING



PLAYED

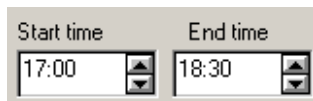
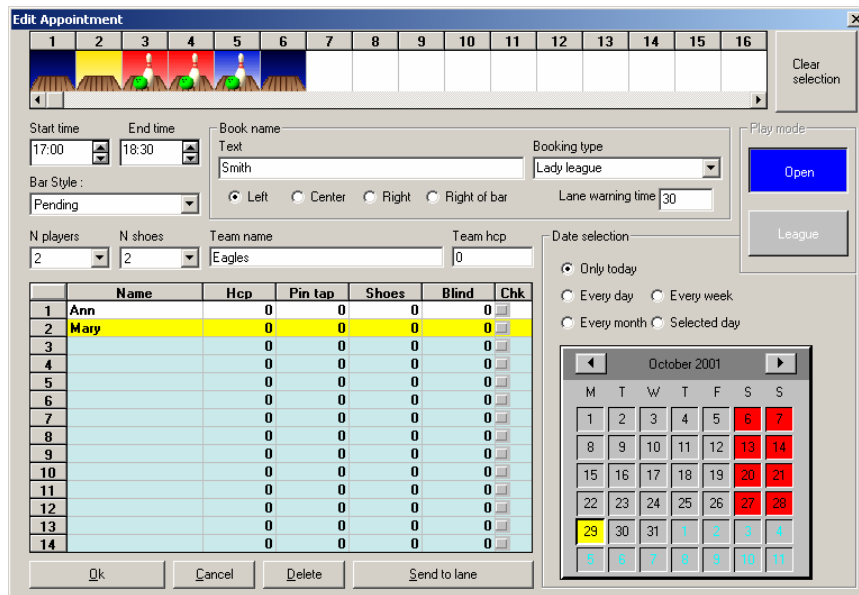


RESERVED

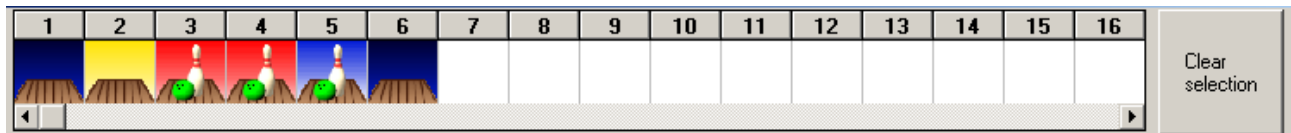
INSERTING BOOKING DATA

Inserting data into a booking is optional, and can be done later if necessary.

If NO data (number of bowlers, names etc) is entered, when the booking is 'passed' to Wins to be sent onto the lanes then the information will need to be filled in.



The **Start** and **End** windows show the time the booking is programmed to start and end. Use the arrows to change the time.



The bar at the top of the screen shows the lanes or time games and the lane or game selected in **Yellow** (in this case lane 2).

To make a **MULTIPLE BOOKING** (on more than one lane) simply click on all the lane icons required on this top bar, the number of bowlers inserted will be used for EACH lane (example: booking for 5 lanes bowlers inserted 3. The actual number of bowlers who will go to the lanes is 15.)

The **DELETE BOOKING** button is used to un-select the selected lanes leaving only the initial lane chosen for the new booking selected.

The **DELETE** button deletes the booking (confirmation is required) then exits the screen.

The **SEND TO LANE** button allows you to send the booking to the lane **immediately** (if the lane is available) **WITHOUT** considering the hour.

OPEN – LEAGUE BOOKING



A booking can be made in Open play mode (one lane) or league play mode (2 lanes), the default is set to Open play mode so if you need to:

Click on the **LEAGUE** button. Create a new booking using the same method as for Open.

The booking screen will be split into two parts, the bowlers on the 'top' half of the screen from 1 to 7 will go to the 'odd' lane and the bowlers on the lower half of the screen 1 to 7 will go to the 'even' lane.



BOOKING DATA

Write the reference or booking name in the **BOOK NAME** box.

LEFT, CENTRE, RIGHT AND RIGHT OF BAR

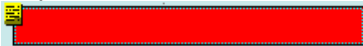
The check boxes are used to decide 'where' the booking name will be visualized on the booking screen.

BOOK TYPE

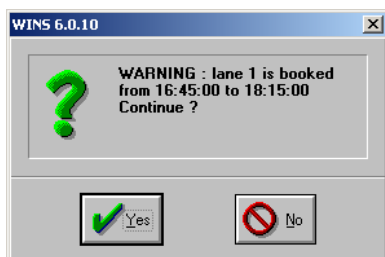
Allows you to select from the 'types' previously entered in Set Up, Options.

MEMO



The "Memo" key could be used for inserting bowlers personal data into the reservation, like an advise of payment, phone, etc. the reservation with memo are displayed differently (see the sample by side) 

LANE WARNING TIME



The warning indicates how long before, a booking goes onto a reserved lane, you want to be 'warned' that the lane will be used if you try to put bowlers onto it.

The **WINS** program will use this time and warn the cashier that tries to place bowlers onto a reserved lane, that in xx minutes that lane is reserved. (see *example*).

The default warning time is 30 minutes, but can be changed.

DATE SELECTION

The area allows you to make a booking for more than one occasion.

Only Today (default) the new booking will only allows you to insert bookings for today.

Selected Day allows you to select any 'single' day on the calendar.

To use the **Every Day, Every Week and Every Month** selections you need to select the 'last day' of the booking on the Calendar:

For Example: Booking made on Wednesday October 24th 2001.

You select the 24th of January, 2002 as the last day of the booking.

If you click on:

Every Day – the booking will be entered every day until Jan 24th

Every Week – the booking will be made for every Wednesday until Jan 24th

Every Month – the booking will be made for every 24th until Jan 24th

N^ OF PLAYER, N^ OF SHOES, BOWLER DATA



Warning!: The 'player name' 'shoes' etc are NOT used when booking a Time Game.

Inert the number of bowlers in the **N Players** window and the number of rental shoes they have in the **N shoes** window.

If you write the actual names of the bowlers in the space below it is NOT necessary to insert the number.

Write the name of the team (if any) in the **Team Name** and the handicap (if any) in the **Team Hcp** window. The team handicap is not required if each bowler has a personal handicap entered.

The numbers from **1** to **14** are the number of bowlers and the order of play. *When in League mode the first 7 bowlers will go to the 'odd lane' and the second 7 bowlers to the even lane.*

PIN TAP enables the Pin Tap for the selected bowler.

SHOES is used to insert the shoe 'size' for each bowler.

BLIND is used to insert the blind score to be used if the case call for it. To actually send the blind score to the lanes the **CHK** must be selected (tikes) alongside the bowlers name.

Mark the type of booking in using the **BAR STYLE** to select the choice, the default is **Pending**. A 'reserved' lane will not be signaled automatically as the others, (this selection or type of booking is often used to stop lanes being given out while being worked on by the mechanic or something like that).

To CHANGE a booking from 'reserved' to 'pending' go into Bar Style and select Pending.



'Over bookings' or 'double booked' lanes

6.7

The program allows you to book more than one group on a lane ("overbooking" function).

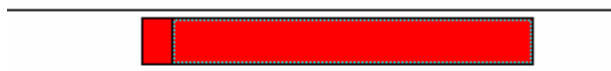
It is NOT possible to send more than one booking to a lane so when the time comes you either 'move' or 'delete' the second booking.

The 'Pending' bookings are indicated with a RED box.

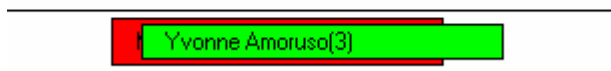
In order to overlap bookings it is best to use **ORDER** command in the **TOOLS** menu. The bookings can be made to **BRING APPOINTMENT TO TOP** or **SEND APPOINTMENT TO BACK** allowing you to individualize appointments (bookings) quickly.

Another way to 'manage' overlapped bookings is to select the 'Reserved' type for one of them, shown as a GREEN box.

Remember that the Green 'reserved' booking will NOT be signaled automatically by the computer as 'due to play'.



<- Overlapped bookings in **Pending** type.



<- Overlapped bookings in **Reserved** and **Pending** types.



Sending a booking to a lane

6.8



Warning! The Booking program MUST be running at all times to be able to manage the bookings correctly..

When the booking is 'due to play' the booking program send a screen to the cashier at the front desk.

Lane	Name	Start	End
2	Mary (4)	4:41	6:30

Buttons: Send to lane, Do not ask again, Defer appointment, Ask me in a while, Delete appointment

The screen shows all the relevant data with the number of bowlers in brackets.

At this stage the cashier can:

SEND TO LANE

Sends the bowlers to the lane with all the pre inserted info (names etc) automatically.

ASK ME IN A WHILE

If the lane is not ready immediately this makes the system re-present the screen in a few minutes.

DEFER APPOINTMENT

Opens the booking screen so that the cashier can make necessary changes, start time etc..

DELETE APPOINTMENT

Deletes the booking. (confirmation required)

DON'T ASK AGAIN

Cancels the bookings and marks it as 'played'. In order to bring the booking back it is necessary to go into the booking screen and re-mark it as 'pending'



The booking program sets the 'automatic game over' automatically on the lanes when a booking is sent there. The game 'limit' is calculated by the system using the 'minutes per game' figure you previously entered. It is possible to 'change' the limit or end time manually, unless the lanes are pre paid, in this case the payment screen will be shown again.



Dal menu del programma Booking, cliccare su FILE e OPZIONI DI STAMPA

Print Options

Schedule

Document Title :
Lane schedule

Document Sub-Title :
Report

Print Columns : -1 Print Index

Time Distance : 30 Specifies the distance between main time units.

Schedule printouts

Exit

Reports

Destination
 Screen Printer

Todays Bookings

Tomorrows Bookings

Detailed Statistics

Summarized Statistics

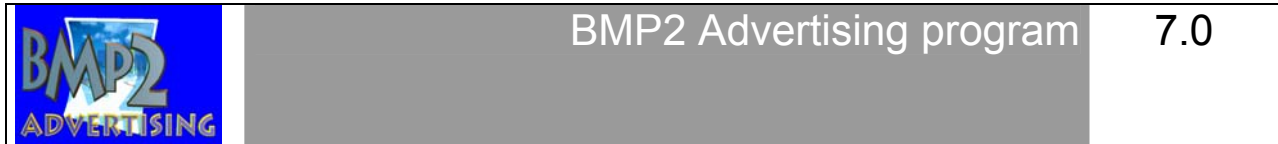
All Bookings

Todays Shoes

REPORTS – SCHEDULE

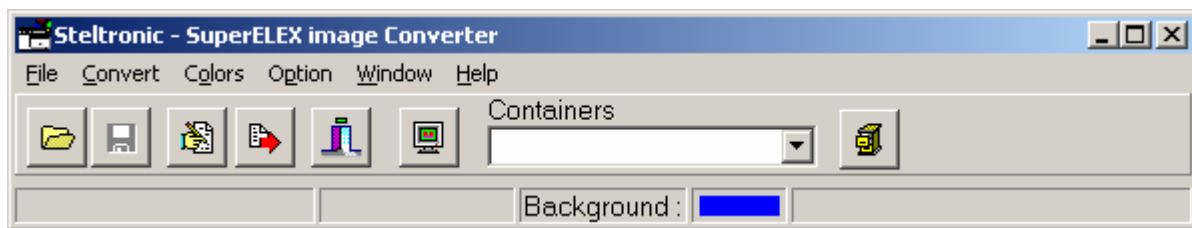
The printout of the booking schedule should be use for a paper copy of entire database. The printable period is one month.

The time distance could be use for printout dividing the day (pre-define :30 minutes). Vary the parameters for having more details.



OPEN THE PROGRAM

Click on the **START** button, then on the **PROGRAMS \ STELTRONIC** folder, followed by the

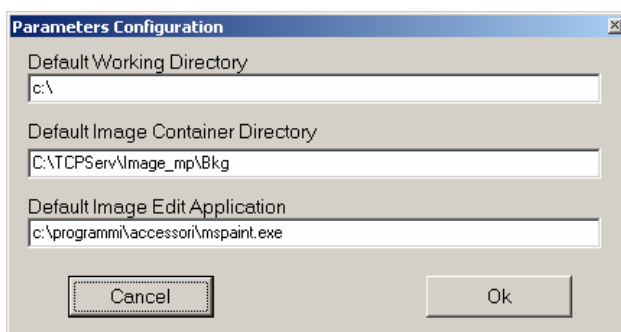


The program does not have a screen like other programs, (at least not until an image is opened) you will see a special small window open on the upper half of the monitor desk top area.

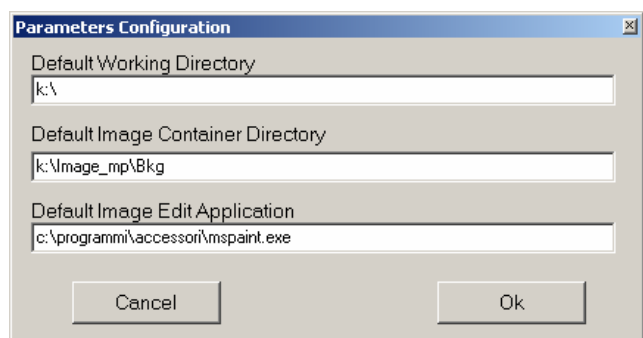
To 'move' the special screen to the where you need it, place the mouse arrow on the blue line at the top where you see 'SuperElex Image Converter', keep the left mouse button pressed down and 'drag' the screen to the desired place, then release the mouse button, this action is called '*drag and drop*'.

PROGRAM SET UP

The program is usually configured by the installation program itself. If you wish to change some of the settings, for example, the 'image editor' or the 'destination directory' or you simply wish to check the program settings, click on **OPTIONS - PARAMETERS**

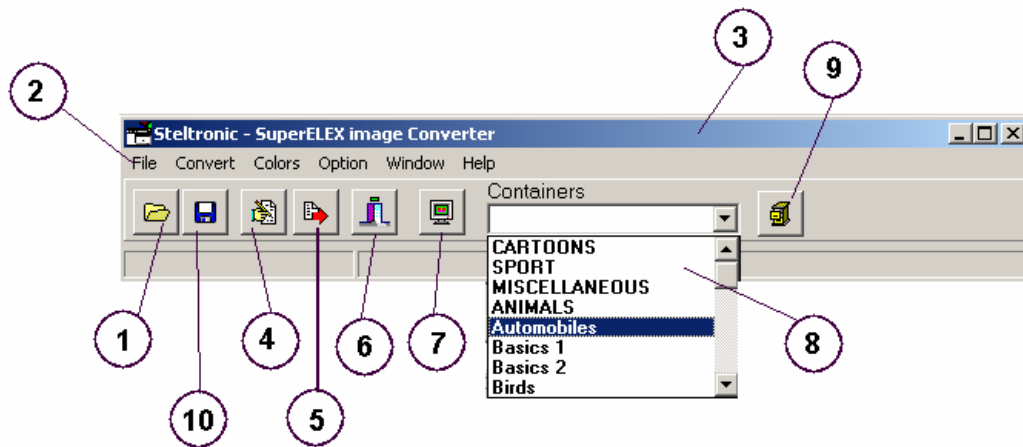


SETTINGS FOR USING THE BMP2 PROGRAM ON THE MAIN DESK.



SETTINGS FOR USING THE BMP2 PROGRAM ON ADDITIONAL COMPUTERS (Back Office etc)

Save the changes and exit by clicking on the **OK** button, use **CANCEL** to exit WITHOUT saving the changes.



[1] OPEN

Command for opening an existing image to convert.

[2] FILE

Contains a list of the most commonly used commands as follows:

File - New – Container -creates a new theme for images.

File - Open – opens an existing image to convert.

File - Save – saves converted image.

File - Save As – saves converted image with a new name.

File - Edit – changes the original image using an editor.. (Paint, Paintshop Pro, etc.)

File - Exit – exits the program.

Convert – Image – converts the image into the YUV format, used by the lane computers (SuperElex).

Colors – changes the background color on the converted image, when necessary to change the dimensions.

Option – Parameters - changes the program configuration parameters.

Window – Show image – visualizes a previously closed image.

Help – notes on program version.

[3] PROGRAM CAPTION BAR

Click on this bar with the left mouse button and keep it pressed down to 'move' the screen or window around on the desktop.

[4] EDIT

Edits the image to be converted using an editor, (Paint, Paintshop Pro, etc.)

[5] CONVERT

Converts the image loaded in the YUV format.

[6] ESC

Exits the program

[7] SHOW IMAGE

Shows the last, previously closed, image.

[8] CONTAINERS

Select the theme in which you want to save the converted image.

[9] NEW THEME

Create a new Theme.

[10] SAVE

Save the converted image into the selected Theme.



OPEN – EDIT – CONVERT, PERSONAL IMAGE

7.2

Some of the most common image formats are BMP, TIF, JPG, etc. The Wins program supports its own special YUV format for lane graphics.

The BMP2 program has been made to 'convert' images into the special YUV format.

The FIRST operation is to CREATE one or more images to convert.

The original (starting) image must have two characteristics:

File Format: Windows Bitmap - OS/2 Bitmap (BMP)

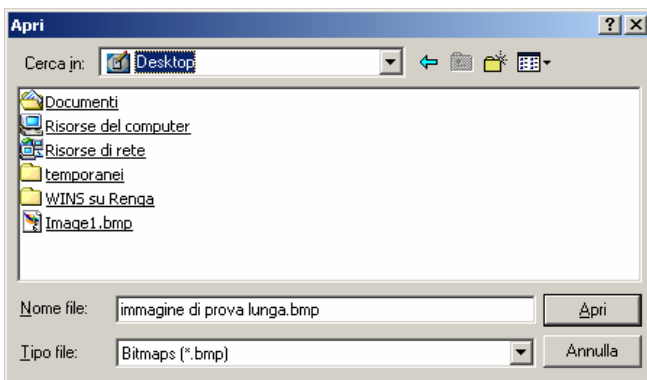
Maximum Dimensions: 720 x 576 Pixel

The image can be taken from various sources, photos, scanned images etc but do NOT use Macintosh as the format standards are not compatible with Windows.

OPENING AN IMAGE

Copy the image to be converted onto the support desired, Floppy disk, CD or PC Hard Disk.

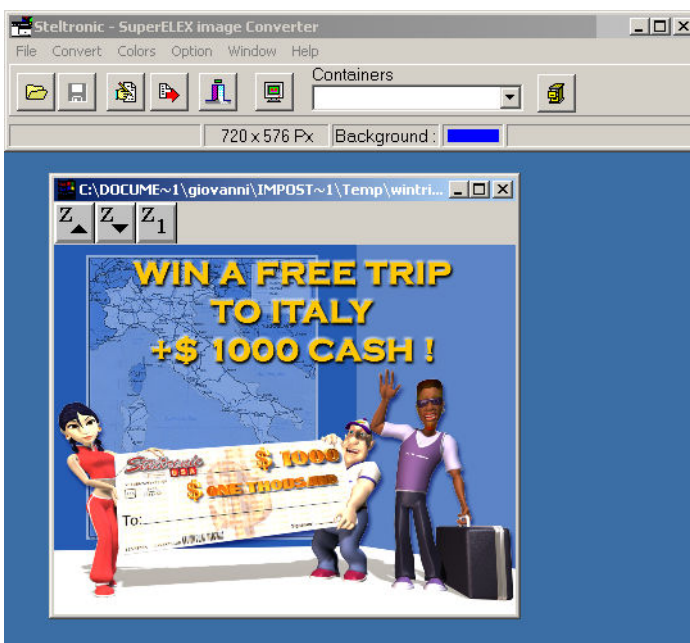
Open the BMP2 program by clicking on the **OPEN** button.



The program automatically identifies the image you have saved.

If you have upgraded the center from static image Elex lane computers to 3D animation SuperElex lane computers, it is possible to re-convert all the STR images (used in Elex) to YUV (used in the SuperElex).

To select the STR format to be converted open the TYPE OF FILE drop down curtain and select STR. The program will automatically identify the STR files.




Select the image, click on the **OPEN** button to load it.

The image is visualized on a window on the Desk top area.



are **ZOOM** buttons which allow you to visualize the image in various sizes.


EDITING AN IMAGE

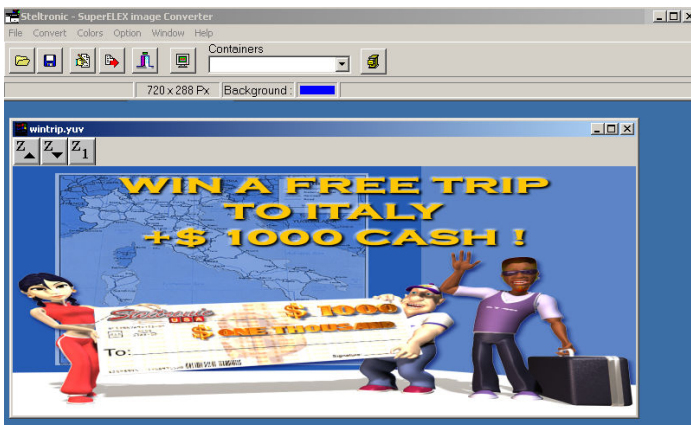
If you need to make 'last minute changes' to the image which you are about to convert, click on the  button then on **EDIT** to open the graphic application which you have predefined.



Once the modifications have been made click on **SAVE** and close the graphic program to return to the BMP2 program..

CONVERT THE IMAGE

Click on the  button to **CONVERT**. The program executes the command and shows you the preview of the converted image.



You will note that the image is a little 'flat' (wide angle effect) due to the difference between the YUV and BMP format, this is ONLY apparent on VGA computer monitors.

This is OKAY

The image will look and fit the lane monitors correctly.

IF THE ORIGINAL IMAGE SIZE IS SMALLER THAN 720 X 576 PIXEL

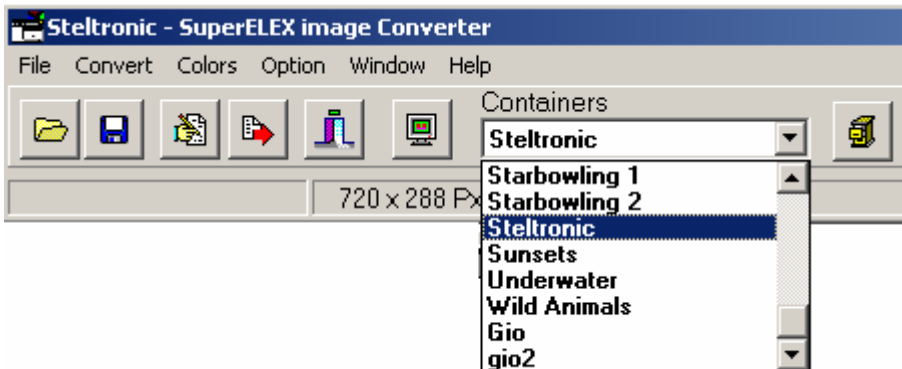


The program automatically adds a frame while converting the image in order to 'enlarge it' to the required dimensions.

The color used for the frame is Blue.

To change the color of the frame, click on **COLORS** on the programs instrument bar and select the desired color.

SAVING THE CONVERTED IMAGE.

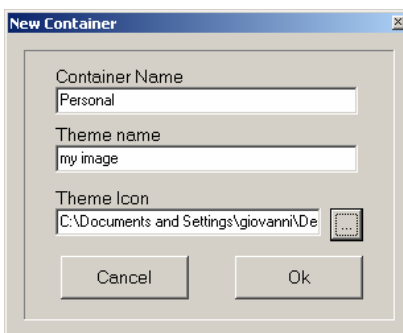


Select a destination theme from the **CONTAINERS** drop down curtain.

Click on the  **SAVE** button to complete the operation.


CREATING A PERSONAL THEME TO STORE YOUR OWN IMAGES

Click on the  **NEW THEME** button.



Write the name to be shown in the CONTAINERS drop down curtain (max 8 letters).

Write the Theme name.

Click on the  button to select the Theme icon.

Select a BMP file (we recommend the original bmp) which Wins will use to 'visualize' the theme.

TO SAVE THE CONVERTED IMAGES IN THE NEW THEME

Select the new theme from the **CONTAINERS** Drop down curtain.

Open an image and convert it.

Click on the  **SAVE** button to complete the operation.



Send an image to the lanes (using the Wins program)

7.3

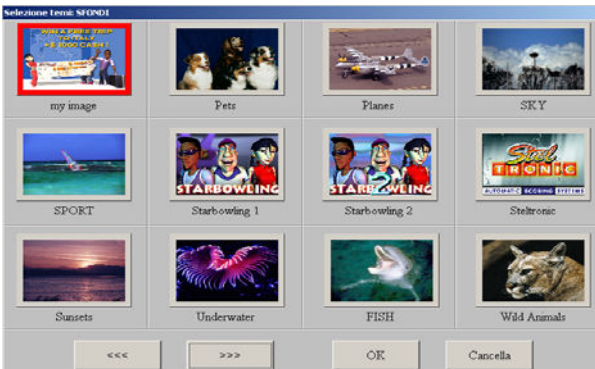


Press the CNT button on a pair of lanes or use the multiple commands.
 Click on the **BACKGROUNDS** button.



Select the **FIXED** or a rotation time for the **BACKGROUND SEQUENCE FOR EMPTY LANES**.

Click directly on the desired Icon to select a theme.



Select the desired Theme and confirm with **OK**.

Use the **<<>>** buttons to move from page to page and view all the available Themes.

In the **minutes** box it is possible to set the 'time' each image will be shown on the lane monitors for.

DELETE ONE OR MORE IMAGES FROM A THEME

The BMP2 program automatically copies the new image into the chosen theme the moment it is selected, in order to allow it to be shown as soon as the theme is selected on the lanes.

To delete one or more themes you need to use the **THEME SELECTION** in the Set up menu of the Wins Service manual.



Click on the icon in the Theme Service Set up section, then click on the icon to open the Static Image and Background menu.



The left hand side of the screen is dedicated to the 'events' and themes, the right hand side shows the contents of the selected theme.

Click on **BACKGROUNDS** to open the "menu".

By clicking on the theme the images appear in the right window.

To enable or disable the image in a theme, simply click on the check box relative to the image.

The rotation order in which the images in a theme are shown on the lanes can not be modified, the images rotate in alphabetical order.



SPRS01

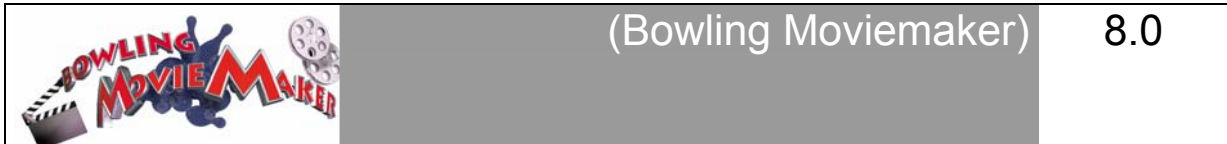
DISABLED IMAGE (NO TICK)



SPRS01

ENABLED IMAGE (TICKED)

Exit the program, any changes are saved automatically



Warning! This program requires a user license in order to work.


The MOVIE MAKER program allows you to produce your own 'in house' movies to show on all the Steltronic lane monitors.

The 'home made movie (also referred to as clip) needs to have the following characteristics:

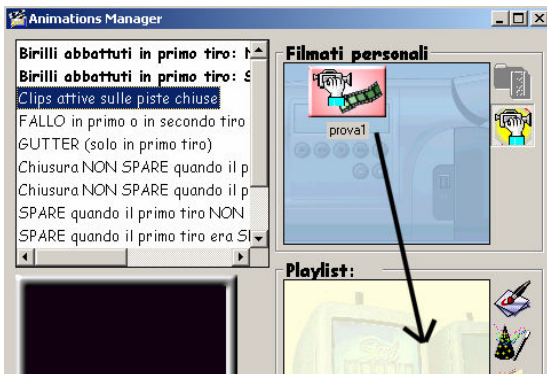
File type: MPEG
Frames per second: 25
Bit Rate : 1.6 mbyte sec.
Screen size: 352 X 288 pixel
Audio: Stereo 44.1 kHz bit rate: 64

Once produced, save the MPEG movie (clip) in the **TCPSEV\DV_CLIPS** directory of drive C on your Main Desk, with the .mpg extension.

USING THE PERSONAL MOVIE (MOVIEMAKER VALIDATION)

From the Set Up and Service menu (doctor Icon on main screen) click on the  icon. This will load the Themes Program.

Load the animations menu by clicking on the  icon.



Select the 'event' in which you want to save the movie, the example shows "clips playing on closed lanes".

Click on the  icon.

"Drag" the icon onto the 'Play list' area of the screen.

Repeat, selecting all the 'events' in which you want this movie to be shown... then save the Play list.



General	9.1
Main menu and program icons	9.2
Setting up bowler categories and system icons	9.3
Complete Name archive	9.4
Bowler archive	9.5
Team archive	9.6
Hints on singles and team tournaments	9.7
New Tournament	9.8
Days, Series and Turns	9.9
Singles tournament	9.10
Team tournaments	9.11
Exporting data	9.12
New week	9.13
Begin a tournament (week)	9.14
Wins tournament interface	9.15
Lane change, substitutions, change order of play	9.16
Features available on bowler consoles	9.17
Importing data and standings	9.18
FAQ's	9.19



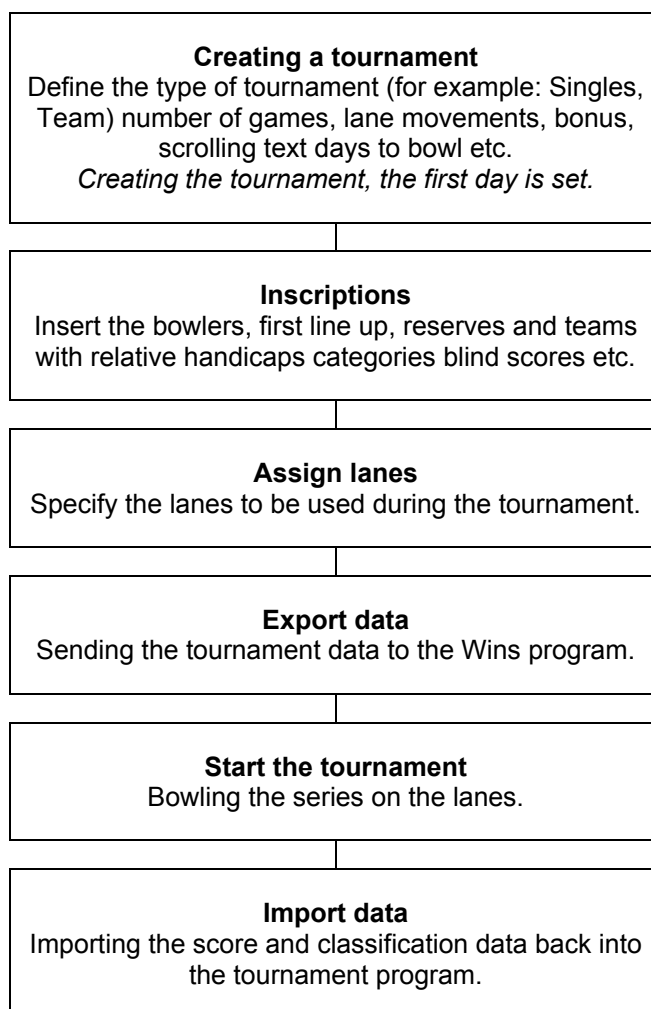
The tournament program described in the following manual has been designed by Steltronic for the management of internal and official tournaments and Leagues.

The program requires a valid license to function: if the license has not been enabled in the Steltronic validation program it will not work.

MAIN FUNCTIONS

- BOWLER AND TEAM ARCHIVE
- BOWLER AND TEAM CATEGORIES
- HANDICAP, SCRATCH AND BONUS POINTS
- SINGLES TOURNAMENTS
- TEAM TOURNAMENTS
- SWEDISH TOP LEAGUE
- SWEDISH FIRST DIVISION LEAGUE
- CLASSIFICATIONS BY CATEGORIES, TEAMS, SINGLES, INDIVIDUAL AND COMPLETE
- CLASSIFICATION SCROLLING TEXT IN REAL TIME OR AT GAME END

The tournament program is an external program. In order to manage Tournaments and Leagues there are a number of operation to make **in sequence**:



PERSONALIZING THE LOGO

In order to insert your own logo create a BMP file (bitmap) measuring 512 x 358 pixels in size. The name of the new logo must be LOGO.BMP: copy the file into the TCPSEV\EXTDATA**\TRREP directory, overwriting the original file linked to your own language:

Example: UK version = copy the file into the TCPSEV\EXTDATA\UK\TRREP directory.

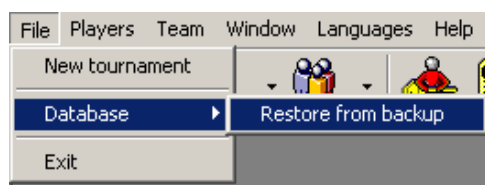
SECURITY AND SERVICE

Database

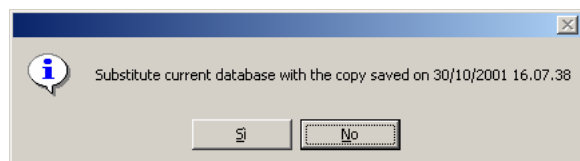
The tournament program uses a database (data archive) for exchanging data. The tournament database is included in the standard Wins back up procedure.

There is another security feature: each time the tournament program is opened, the system automatically saves the database with another name, before any changes can be made.

If you make mistakes or the database is inadvertently damaged, it is possible to restore the data using the relative command in the tournament program:



Click on **FILE – DATABASE – RESTORE FROM BACKUP**



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

The database from the last entry is exchanged with the current one.

IMPORT – EXPORT FILES

The tournament program exports the sessions data to the TCPSEV\TEMP directory on drive C of the Main Desk.

There is one single file for each session (day) exported. When modifications are made BEFORE starting the game, the file should be exported again overwriting the previously exported one.

When session data is imported, at the end of the games, the file can be moved into a backup directory (TCPSEV\TEMP\TRBCK).

We advise you to delete the game sessions periodically, leaving the tournament data, so that the temporary directory is not saturated with data (TCPSEV\TEMP).

Use the Wins interface commands to delete the session data.

ATTENTION! The TCPSEV\TEMP directory is used as an exchange directory for data movement of other programs as well as tournaments such as BLS2001 or Perfect Secretary Deluxe.

The tournament files can be recognized by Tr at the beginning on the file name.



RUNNING THE PROGRAM

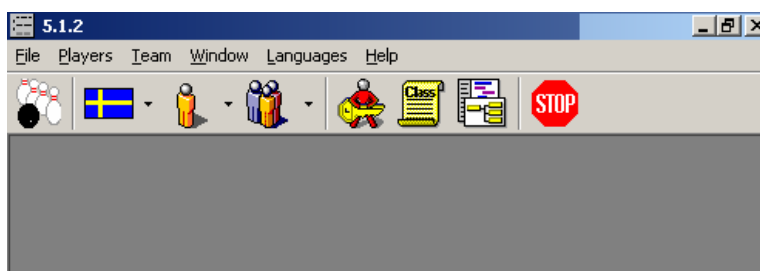
The Tournament program is an external program which needs to be 'run' using its own commands. We advise you to run the program while Wins is also running, this will make the data exchange easier.



To run the program click on the tournament Icon, shown on the left.

If the icon is not available on the desktop, click on the START- PROGRAMS – STELTRONIC and look for the name Tournaments.

The first thing the program does is to test the database. *The program window is NOT available until the test is complete. If Wins is not running, a warning screen will appear to let you know.*



The Blue bar indicates the program version and shows the classic Windows command icons:



Minimize the active screen on the windows bar, useful for passing from the tournament program to Wins without closing either program.



Open on full screen.



Close the program.

COMMAND BAR

FILE

New Tournament

Opens the new tournament screen.

Database →restore data

Command used for restoring data (see previous chapter)

BOWLERS

Bowler archive

Opens the bowler archive screen

Class

Opens the 'bowler class' selection screen

Import

Utility for the Finish interface

Export

Utility for the Finish interface

TEAM

Opens the team archive screen.

WINDOWS

Position horizontally

Position vertically

Overlap

Close all

Typical Windows commands for positioning the various program screens.

LANGUAGE SELECTION

The language selection is the one that has been set in windows as default and generally corresponds to the language of the country you are in, if it necessary to change the language, click on the **LANGUAGE SELECTION** command moving to it using the mouse arrow.

HELP

Information about the program.

MENU BUTTONS



New tournament



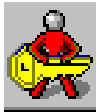
Swedish tournament archive



Singles tournament archive



Team tournament archive



Bowler archive



Bowler Class table



Team data archive



Exit the program

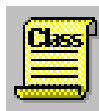


Category and Handicap settings 9.3

Before you start setting up tournaments, it is usual, to set up the categories (bowler class) and relative bowler handicaps.

The table that is generated for this purpose will be used for all tournaments, the handicaps can be modified while you are setting up each tournament and will only be used for this tournament.

SUGGESTION: Using the bowler class setting, even if the handicaps don't correspond, allows you to have more detailed standings reports.



Click on the **CLASS** button to open the table.

Name	Hcp	Blind
M/A	0	0
M/B	4	0
M/C	8	0
M/D	12	0
M/NL	16	0
VACANT	0	-1
F/A	10	0
F/B	14	0
F/C	18	0
F/D	22	0
F/NL	22	0
*		

Exit

Place the mouse arrow on the NAME box, to insert the category.

It is best to use the initials only.

Insert the category handicap in the **HCP** column; to move down press the **ENTER** button on the keyboard, twice.

If you wish, you can insert the **BLIND** score for each category.

When the bowler is absent, during a team League, the bowler is assigned a BLIND score in place of the actual score line, this score is usually the bowler's average minus a certain, pre-established percentage. The bowler with the Blind score needs to be 'checked' in the relative check box using the Wins program.

In order to maintain the lane change in step when there are an 'odd' number of bowlers you need to use a 'ghost' bowler. The word **VACANT** is used to show the number of 'non existent' bowlers, placed on the lanes simply for keeping the lane movement right.

In the 'ghost' category the **BLIND** score must be negative (-1).

The bowler or bowlers who have a 'ghost' score will not be visualized on the lanes or the standings report.

To use the same 'ghost' mechanism for an entire team, refer to the Team archive chapter.

Example: 10 lanes in a tournament, 5 bowlers per lane, lanes 1, 3, 5, 7, and 9 with a lane movement of 3 lanes to the right. In order to maintain the correct lane movement you will need to insert 5 'ghost' bowlers on lanes 2,4,6 and 8 with a 'ghost' category.



Complete name archive 9.4

The Tournament Archive consists of the information from the Bowler data archive and Team data archive.

The functions available in the archives are very useful since they make adding bowlers and teams much faster, during the set up of new Leagues and Tournaments: In fact the bowlers taking part in tournaments and Leagues are the same ones, it is not a good idea to write the names manually each time since mistakes could occur.

The bowlers and teams can be added using the archive special functions or directly from the database during the set up or creation of a new Tournament or League.

The use of TEAMS deserves a special mention.

By TEAM, in the archive functions, we intend sporting society (club) and it's members. When a team is created ALL bowlers are entered, regardless of whether they are reserves or first line up bowlers.

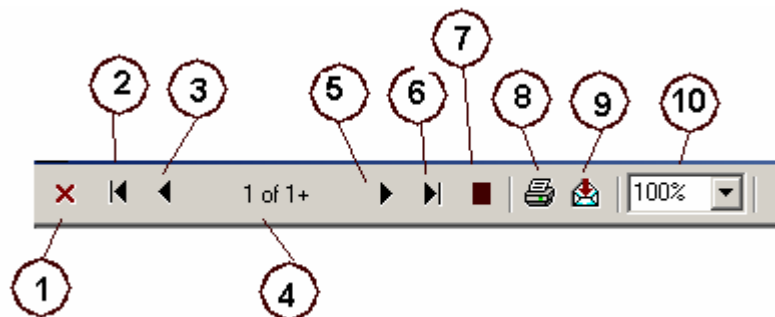
If, during the tournament the team divides its members into more teams or lanes, there are two ways to proceed:

- a) Use the 'free' assignment (not the team assignments) inserting at least the first series manually. In this way the team can be divided onto multiple lanes.
- b) Create teams with 'false' names so that they can be used to 'call' bowlers from the bowler archive.

The archive has a number of 'search' buttons to make it easy for you to look for and modify data: each archive has a number of personalized print options.

If you open the print preview on screen, use the usual commands on the task bar, common to all the video prints (prints seen on screen and not printed).

PRINT PREVIEW COMMANDS.



- 1 Close the application.
- 2 First page
- 3 Previous page
- 4 Total number of pages
- 5 Next page
- 6 Last page
- 7 Stop
- 8 Print
- 9 Export data in other format (excel, access..)
- 10 Zoom



Click on the **Bowler Archive** button.

ADD A BOWLER

Click on the **Add new** button, then insert AT LEAST the name and surname in the boxes.

The *Add New* button becomes **Confirm**; click on the button to confirm the addition on the bowler.

Complete the information required about the bowler using the '**Class**' and '**Hdc**' fields (if different from the class handicap) as well as **Ave** [average].

If teams have already been created, insert the bowler into the club or sporting association.

To insert the **CARD NUMBER** or **FEDERAL CODE**, digit the number directly in to the appropriate space.

To insert the bowler's **CLASS** or **CATEGORY** click on the arrow positioned on the right of the screen, scroll through the list, select the chosen class, highlighting it in blue then release the mouse button to confirm.

If you have entered a handicap BEFORE entering a the class, you will be asked to change the handicap if different to that of the selected category. Click on NO if you want to keep the original handicap.

The mandatory fields are, name and surname. The other fields are not mandatory and can be completed at a later stage.

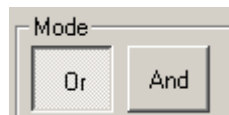
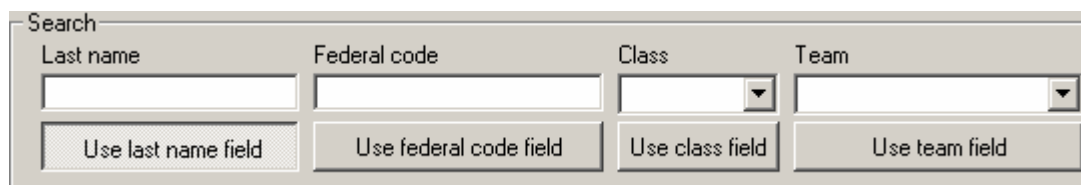
If you need to insert more bowlers, click on the **Add new** button until you have finished then click on **EXIT**.

DELETING A BOWLER

Use the **Delete** button to eliminate the bowler from the archive.

BOWLER SEARCH

IN THE **Search** section you need to digit the bowler data when they need to be visualized or changed



In the **Mode** screen it is possible to use search filters like **And** or **Or**, to search through the archive, to use various filters use ("And") to use one filter or another use ("Or").

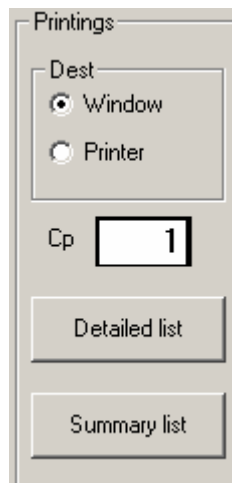


Use the **FIND, GO TO FIRST, FIND NEXT, FIND PREVIOUS, FIND LAST** to speed up the search.

The **CLEAR SEARCH** button resets the screen settings.



The **ARROW** buttons are used to scroll in the bowler archive, from the first bowler, the previous, the next and last.



Define the printer setting in the **PRINT** screen:

WINDOW = shows the page to be printed, on screen first (they can then be printed directly from here)

PRINTER = sends the page directly to the printer.

CP = number of copies required

DETAILED LIST = shows the complete list of data, telephone numbers, address etc.

SUMMARY LIST= data is limited to: name, surname, initials, team name, category and Handicap.



Click on the **Team Archive** button.

ADD A TEAM

Click on the **Add New** button, insert AT LEAST the Team name and click on **Confirm** which has taken the place of Add new.

As soon as it is confirmed the **Team composition** screen is available, highlighting the first bowler name line in yellow and placing the cursor on it.

There are three ways to insert bowlers onto a team:

ADDING BOWLERS DIRECTLY

Insert the bowlers **name** and **surname**, one per line, in the team composition screen. The bowlers will be added to the database and the missing ones can be added to the bowler archive.

ADD CONVENTIONAL BOWLERS

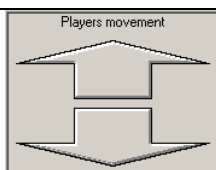
Conventional bowlers are the 'ghost' bowlers (whose name is the same as the name of the tournament): used to 'practice' using the tournament program or during the practice sessions. Indicate the number of conventional bowlers in the space provided then click on **Add conventional bowlers**.

NOTE: the conventional bowler name can be changed at a later stage, even during the tournament.

ADD BOWLERS FROM LIST

Click on the arrow next to the Add bowler button to open the drop down curtain, select the name from the archive, proceed by clicking on the **Add bowler from list**.

CHANGE BOWLER ORDER



Click on the bowler to be moved so that the line is highlighted in yellow.

Use the arrows beside the Team composition screen.

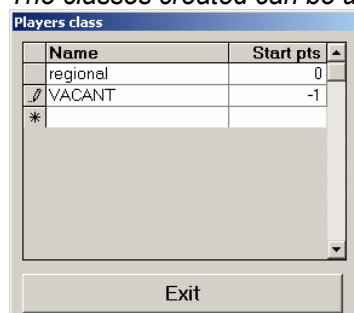
The other bowlers move in accordance with the change.

TEAM CLASSES

Assigning a class to a team is useful for creating varying standings (classifications) during mixed regional tournaments, for example.

To create the team categories (classes) click on **Modify Team Class**.

The classes created can be used for all teams in all tournaments.



Name	Start pts
regional	0
VACANT	-1
*	

Insert the class name and right SEND twice to add, if necessary, a starting score.

TO INSERT A GHOST TEAM create a team in the class called 'GHOST' with a starting score of -1 (negative score).

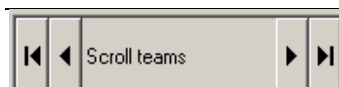
To assign the category to the team click on the arrow of the CATEGORY drop down curtain and select the category.

At the end click on **EXIT**.

DELETING A SELECTED TEAM.

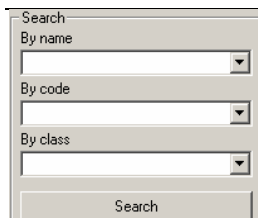
Click on the **Delete Team** button to confirm the operation.

SCROLLING THE TEAMS



Use the arrows to scroll through the team list in the archive.

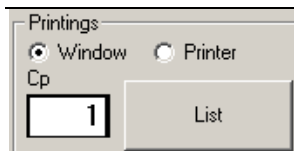
SEARCH FUNCTIONS



The team search contains the following fields **NAME** or **CODE** or **CATEGORY**.

Once the field has been selected click on the **SEND** button and start the search.

TEAM ARCHIVE PRINTOUTS



With the **LIST** button it is possible to access the team list, including the bowlers.

In the **DESTINATION** you can define the way to consult the list: Print preview on screen or Printer. Cp shows the number of copies required (when sent to printer).



Hints on singles and team tournaments 9.7

We define 'singles tournaments' those bowled with one bowler per team, not affiliated to teams or sporting associations (clubs) for the event in hand.

The singles tournaments do not allow reserves. It is therefore not possible to insert them while setting up the tournament. Each substitution requires a 'bowler name change' who will inherit the scores of his predecessor, who actually bowled. The Team name box in singles is used for information only to show the bowlers club name.

The team tournaments are played between different clubs the bowler scores are totaled and represent the team total.

In the Team tournaments reserves are allowed and should be entered when setting up the tournament.

It is possible to delete or substitute an injured or late bowler once the tournament has already started. This can be done between one game and the next from the bowler console or from the Main Desk using the 'substitute' function.

Both singles and team tournaments can be played using various modes of play (rules):

NORMAL

Standard Tournaments without particular rules.

SINGLE OR DOUBLE BONUS

Tournaments in which a set number of pins is programmed, once reached the set number the team is given a bonus number of pins.

PETERSEN (SINGLE OR DOUBLE BONUS)

Petersen is an American style League, a sort of "all against all" in which all the bowlers and teams play against all the other teams on the lane pairs. The winner of each game earns a number of bonus points to be added to the game totals. The Petersen can be set to give bonus points at two levels of score just like in normal tournaments.

If you require the standings divided by categories you must assign the class to the bowlers and teams.

It is possible to play singles tournaments with more than one bowler per lane, even if they belong to different teams or have a different class, it is also possible to have separate standings per bowler.

The SINGLES and TEAM tournaments use different settings to insert bowlers but keep exactly the same basic principals for the other functions.



Click on the **New Tournament** icon or use the **File -> New tournament** command.

Code	Name	Week	Series	Games	Date
2	Adriana Memorial 2001	1	6	1	30/10/2001

Type

The tournament **CODE** is an automatic and progressive number, used to identify the tournament (some tournaments may share the same name) as well as trace the scrolling text standings.

The **NAME** of the tournament is a mandatory field to fill in. **DO NOT USE SPECIAL CHARACTERS LIKE BRACKETS, INVERTED COMERS, COMERS. Using these characters may cause problems with some print options.**

The **DAY** is an automatic progressive field; do not vary the data.

The **SERIES** is used to indicate the number of lane changes to make during the tournament. In a Petersen tournament, the number is the same as total number of bowlers (or teams), minus one (1).

The **GAMES** window is used to indicate the number of games in each series.

Example: Singles tournament in which each player must bowl 10 games in total, to be bowled moving lanes 5 times. The settings are: Series 5, Games 2.

The **DATE** is a reference and if not varied, is the tournament creation date.

The **SINGLES** or **TEAM** buttons show the type of tournament.

SWEDISH LEAGUE – Top League – First Division are buttons used only for tournaments played using the Swedish Federation regulations.

Click on the **CREATE** button to confirm the settings and continue, the **CANCEL** button is used to exit without saving.

The program creates the first day of the tournament.

NOTE: the tournament program assigns default figures for number of Series and Games, in the case of Team or Singles tournaments. Select the **FIRST** type of tournament, then correct, if different, the type of tournament, as well as the number of series and games, if necessary. Series and games can also be modified in the days screen and can be different from one day to the next, but **NOT** from turn to turn.



Week, Series and Turns 9.9

You must keep one concept in mind at all times, the division between WEEKS and TURNS.

When you start a new tournament, you start from the first week, obviously.

The **WEEK** is a session of play in a tournament.

The **TURNS** are subdivisions of the WEEK created automatically, when the number of participants (Bowlers or Teams) is higher than the number of available lanes.

The term WEEK does NOT refer to an actual day (or 24 hours period) but instead to a 'session' of play; you can therefore create more than one 'day' session which will be played on the same day (date) Each WEEK can be made up of multiple TURNS.

In a new week, you can also insert bowlers from a previous WEEK or WEEKS, points included; vice versa a bowler can NOT play in more than one TURN on the same week (session).

From one week to the next the tournament rules can be modified; you can decide to use a different number of lanes, series, games, bonus levels as well as play the week as a Petersen or Round Robin. Between one turn and the next of the same week the rules remain the same.

The most flexible mechanism for a tournament is the creation of multiple DAYS.

The points and bowlers of different week are ALL used in the standings (classifications); if necessary you can select certain weeks for a partial classification.

Turns and weeks can be exported separately. The advantage of this operation is that you can modify bowler data even when the tournament has already started.

The export of the data belonging to a week implies the import of data at the end of a session of play. Making a partial data export for a week (only one turn or a number of series) it is necessary to make an import BEFORE exporting the series or the remaining turns, if this is not done the totals will be deleted.

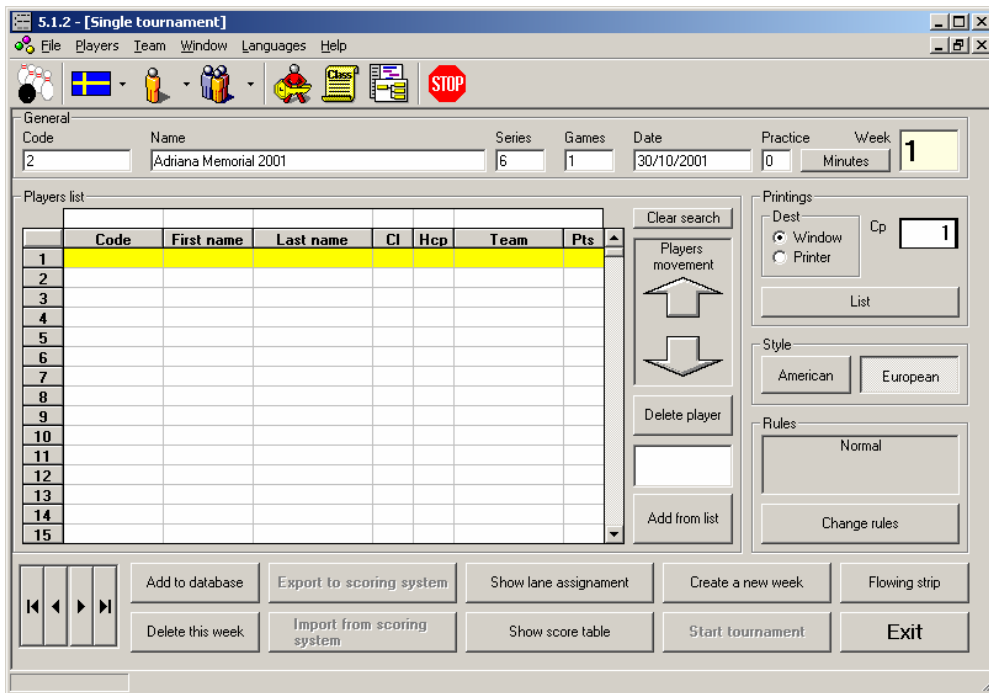
If you modify the lane assignments for a week you must re-export the data so that the changes take effect.

It is not necessary to export a newly created day or turn; it is possible to create different days to be exported at a later stage.

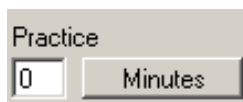
In order to avoid mistakes due to rush or confusion it is advisable to export the week a little before the time it is due to be played.

Singles tournament 9.10

SETTING UP THE FIRST DAY



The following tournament data is entered in the **GENERAL** section: code, name, series, games and start date. If necessary it is possible to modify this data, with the exception of the code.



There are two selections for **Practice**: when the button shows **minutes**, the number written in the **Practice** window is the total time you will allow for practice, click on the **Frames** button to indicate the number of throws the bowlers are allowed to make for practice, regardless of the time it takes.



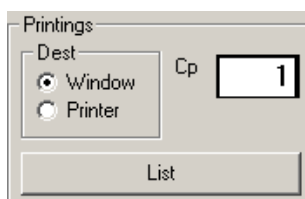
The **Day** window shows the number of the day you are programming (setting up).



To scroll between the various days of the same tournament use the left and right arrows on the bottom of the screen. The days become available as they are set up (created).

The **Delete this day** button deletes the required day from the database; deleting all the days will delete the tournament.

In the **Stile** selection you decide what type of tournament this is going to be: **American** (lanes in League mode) or **European** (fixed lane).



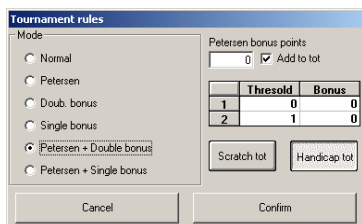
The **Print Options** button allows you to print any of the singles tournaments which have been created.

Dest Window = print preview on screen

Dest Printer = sends data to printer

Cp = number of copies

List = prints the list of the singles tournaments



In the **Rules** section you can determine the way the tournament should be played.

To modify the settings click on the **Change Rules** button.

Normal

Standard Tournament

Petersen

Each bowler plays against every other bowler. The winner of the 'head to head' gains bonus points which are defined in the Petersen Bonus window which can then be added or not to the bowlers total, depending on the selection made.

Double bonus

Tournament with bonus points in which it is possible to determine the score to be reached as well as the bonus to receive once reached. The 'double bonus' setting allows you to select two levels of score to be reached and two bonus's to be awarded.

Single bonus

Tournament in which there is only one score level to be reached and one set of bonus points to be awarded.

Petersen + Double bonus

Petersen tournament with the possibility of a bonus being awarded once a certain score is reached, over and above the points won in the 'head to head' with the other bowler. Two score levels and two bonus point awards.

Petersen + Single bonus

Petersen tournament with one bonus and one score level to reach.

Scratch totals

indicates the totals without the handicaps (if any).

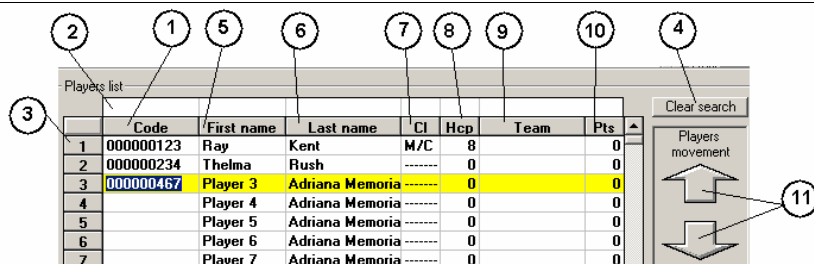
Totals with Hcp

adds the bowlers handicap to the total score at the end of each game.

The totals with handicaps or scratch is also used in the standings, (classifications), it can be changed at any time; the program will reset the standings using the new setting.

Once the series parameters have been defined, number of games, practice frames or minutes style and rules to be used, you need to insert the days participants.

INSERTING BOWLERS



- 1 Bowler code or membership number
- 2 Bowler archive search field
- 3 Bowler position
- 4 Clear search button
- 5 Bowler Name
- 6 Bowler Surname
- 7 Class or category (activated using the right mouse button)
- 8 Bowler Handicap
- 9 Team name or name of sporting association (optional)
- 10 Starting score, if not zero
- 11 Buttons used to move the selected bowler (highlighted in yellow)

There are three ways to insert bowlers participating in a tournament:

- Add conventional bowlers
- Insert now
- Insert bowlers from archive

ADD CONVENTIONAL BOWLERS

“Conventional bowlers” are names created by the computer they can be changed at a later stage. This type of insertion is used for ‘training’, ‘internal tournaments’ or even for inserting data quicker.

	Code	First name	Last name	Cl	Hcp	Team	Pts
1	00000123	Ray	Kent	M/C	8		0
2	00000234	Thelma	Rush	-----	0		0
3	00000467	Player 3	Adriana Memoria	-----	0		0
4		Player 4	Adriana Memoria	-----	0		0
5		Player 5	Adriana Memoria	-----	0		0
6		Player 6	Adriana Memoria	-----	0		0
7		Player 7	Adriana Memoria	-----	0		0
8		Player 8	Adriana Memoria	-----	0		0
9							
10							
11							
12							
13							
14							
15							

Insert the total number of conventional bowlers in the space provided, the click on **Add bowlers**.

The added bowlers are identified as player 1, player 2, etc.
 All fields can be edited.

INSERT NOW

Write, at least, the bowlers Name and Surname in the spaces as well as all the required information.

Advice: write names and surname in small letters, move from one space to the next using the ‘Enter’ button on the keyboard, the program will change the first letter of each name into a capital letter automatically, this shows that the bowlers name has been entered correctly. To open the bowler ‘class’ window use the right mouse button, scroll down the selection then click on the required class with the left mouse button to confirm choice.

INSERT BOWLERS FROM ARCHIVE

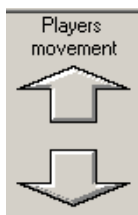
The fastest way to call a bowler from the archive is to write his/her code (the same as the membership number) in the window and then pressing **Enter** on the keyboard. To “pick” a bowler from the archive click on the **Add bowler** button and open the archive.

	Code	First name	Last name	Cl	Hcp	Team
1		GINO	BALBONI	M/A	0	-----
2		FABIANA	BARALDI	F/B	17	-----
3		GABRIELE	BENVENUTI	M/A	0	-----
4		SERGIO	BORGHI	M/C	10	-----
5		RENZO	BOTTONI	M/C	10	-----
6		RENZO	FELLETTI	M/A	0	-----
7		MAURO	FRANZONI	M/B	5	-----
8		GIANFRANC	MARCHESELLI	M/C	10	-----
9		PIERFRANC	NAGLIATI	M/E	20	-----
10		ALESSANDI	PANIZZA	M/D	15	-----
11		MAURIZIO	PICCININI	M/B	5	-----
12		GIANPAOLC	ROMEO	M/C	10	-----
13		GIUSEPPE	TATTINI	M/D	15	-----
14		BRUNO	TREVISANI	M/B	5	-----
15						

Highlight the bowlers to add by clicking on them then clicking on the **Confirm** button. The handicap, class data etc, can be changed without altering the archive.

ONCE BOWLERS ARE INSERTED...

The Handicap, Name, Surname and Category fields can be modified, regardless of how they have been inserted.



The bowlers are placed onto the assignment table in the order with which they were entered from the top, lane 1, towards the bottom.

If you need to move one or more bowlers, changing the order of play, select one bowler at the time and use the arrows in the 'players movement' section, to move the bowler up or down to the required position.

It is also possible to change the order of play in the lane assignment screen.

The temporary bowlers inserted manually can be added to the archive for future use, simply click on the **Add to archive** button, if you wish you can also enter teams, having received the team names.

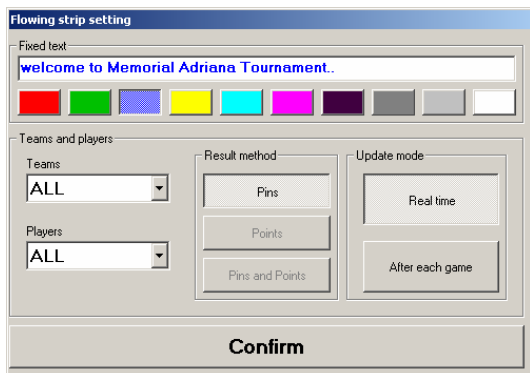
An absent bowler whose place needs to be maintained in order not to change the overall order of play must be assigned as a 'ghost' bowler.

The next steps to completing the data for the first day are: the creation of the 'classification' or 'standings' on scrolling text (optional), to show on lane monitors and the lane assignments: buttons used in black bold are to indicate the sequence of things to do. Scrolling text for standings is optional.

The steps to follow after inserting bowlers are shown in black bold

CLASSIFICATION (STANDINGS) SCROLLING TEXT

This operation can be performed at any time, but **BEFORE** exporting data to the scoring system.



Write the initial text or welcome text using the colors available.

In a Petersen tournament it is possible to show the total points, the bonus points or both in the scrolling text standings.

For bowlers and teams you can select to visualize all or the first 10 positions.

The optional team field is tied to the insertion of a team name.

The **Real Time** selection, updates the standings text every two minutes while the **after each game** selection does it between one series and the next.

ASSIGNING LANES ON A SINGLES TOURNAMENT

With the lane assignments, you indicate where the bowlers will play the current day of the tournament. *The lanes can be assigned and if necessary modified at any time (for example, for a draw) remember that if already done, once data has changed you MUST re-export the new data to the scoring system.*



Warning: it is NOT possible to modify the bowler, series or game data from the assignment screen. Return to the main screen before assigning lanes

Show lane assignment

Click on the **Show lane assignment** screen to load the screen.

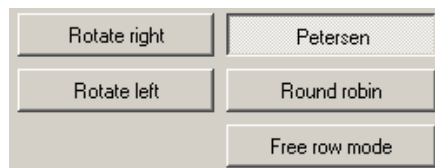
Tournament info				
Code / Name	Week	Date	Sr/Gms	
2	1	30/10/2001	7	
Memorial Adriana				
			1	

A summary of the settings is shown on the tournament information screen, including: code, day number, date, series and games. *The data can not be modified on this screen.*

Lanes movement				
Fst In	Lst In	Pl/In	Skip	Str Ln
1	8	1	0	1

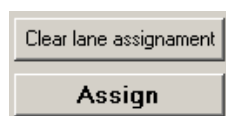
Insert the 'lane movement' data for each series, in the Lanes Movement screen. The descriptions are abbreviated:

- Fst In** first lane used for the day
- Lst In** last lane used for the day
- Pl/In** indicates the number of bowlers per lane, use the ghost bowlers to maintain the lane movements as required, in case of odd number of bowlers.
- Skip** jump lane: indicate the number of lanes to jump for each movement. For a Petersen tournament leave the data, the program will calculate the lane movements automatically.
- Str Lm** lane from which the jump will start.



The movement type is selected by using the buttons alongside the lane movement section.

- Rotate to right** moves the bowlers from left to right.
- Rotate to left** moves the bowlers from right to left
- Petersen** automatic lane movements for Petersen tournaments
- Round robin** automatic movements for Round robin tournaments
- Free assignments** movements are made manually



To confirm the assignment click on the **Assign** button.

The **Clear lane assignment** button delete the previous assignment.

	Code	Name	Team	Cl	Hcp	Trn	Sr 1	Sr 2	Sr 3	Sr 4	Sr 5	▲
1		BARALDI FABIANA	-----	F/B	17	1	1	7	3	5	2	
2		FELLETTI RENZO	-----	M/A	0	1	2	5	7	4	8	
3		NAGLIATI PIERFRAN	-----	M/ES	20	1	3	8	6	1	5	
4		TREVISANI BRUNO	-----	M/B	5	1	4	6	2	8	3	
5		BORGHI SERGIO	-----	M/C	10	1	5	3	1	6	7	
6		PANIZZA ALESSANI	-----	M/D	15	1	6	1	8	2	4	
7		TATTINI GIUSEPPE	-----	M/D	15	1	7	4	5	3	1	
8		PICCININI MAURIZIO	-----	M/B	5	1	8	2	4	7	6	

Warning! If the assignment chosen is Petersen or Round robin, the program runs a check on the number of series. If the figure is not correct, the program will display a warning message. Exit the lane assignment screen and correct the figure in the main screen.

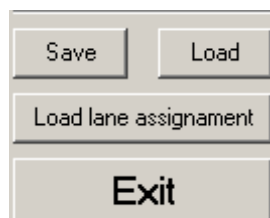
To scroll the series use the horizontal bar.

If there are more bowlers or teams than the lanes available the programs divides the bowlers into multiple turns.

The turns and first series columns can be edited by the user. To move a bowler from one turn to another change the turn number directly in the space it is shown.

If it is necessary to change the lanes in the series press the **Free movements** button to access all the windows. *A white box can be edited and yellow box can not.*

For the draws, modify the first series, then click on the **Assign** button again in order to re-calculate the series.



It is not necessary to save the assignment, in order to exit the window and save the settings, if valid, click on the **Exit** button.

The **Save** button allows you to save the assignment as a file, useful if you are going to run other tournaments with the same table.

Using the **Load** button, you can recall the list of the saved assignments.

To print a quick lane assignment press the **Shift** and **F12** keys together.

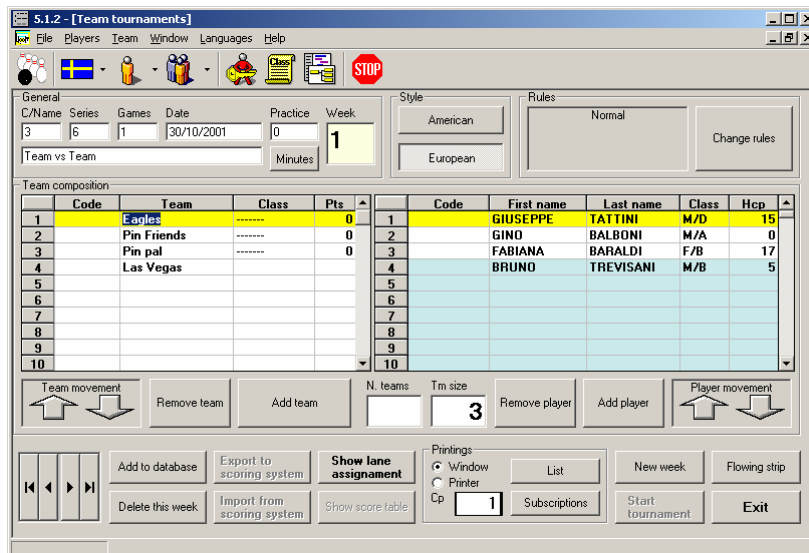
The **Recap sheet** button prints a sheet for each bowler used to write the game totals, the **Lanes** button prints a global report on the assignments.

The next step will be 'exporting' the data to the scoring system, see the chapter on page 28.

Team tournaments 9.11

There are only a few settings which make a team tournament different from a singles tournament set up.

SETTING UP THE FIRST DAY



The following tournament data is entered in the **GENERAL** section: code, name, series, games and start date. If necessary it is possible to modify this data, with the exception of the code.

In the **RULES** section you can determine the way the tournament should be played.



There are two selections for **Practice**: when the button shows **minutes**, the number written in the **Practice** window is the total time you will allow for practice, click on the **Frames** button to indicate the number of throws the bowlers are allowed to make for practice, regardless of the time it takes.



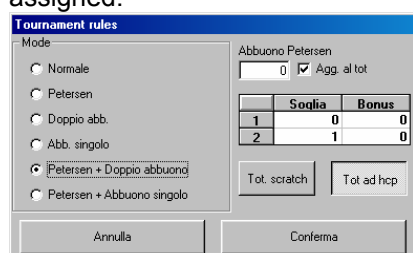
The **Day** window shows the number of the day you are programming (setting up).

To scroll between the various days of the same tournament use the left and right arrows on the bottom of the screen. The days become available as they are set up (created).

The **Delete this day** button deletes the required day from the database; deleting all the days will delete the tournament.

In the **Stile** selection you decide what type of tournament this is going to be: **American** (lanes in League mode) or **European** (fixed lane).

The **Print** section allows you to print all the Singles or team tournaments using the **List** button; click on the **Subscriptions** button to visualize the list of the teams with relative tournament to which they are assigned.



In the **RULES** section you can determine the way the tournament should be played.

To modify the settings click on the **Change Rules** button.

Once the series, number of games, practice frames, style and tournament rules have been defined, you need to insert the teams, bowlers and reserve bowlers participating in the day.


INSERTING A TEAM

The teams can be added to a tournament in different ways:

- **Add conventional teams**
- **Insert now**
- **Insert teams from archive**

ADD A CONVENTIONAL TEAM

The "conventional teams" are names created by the program, they can be changed at any time. This type of insertion is used for training, internal tournaments and for faster insertion.



Insert the number of conventional teams in the **N.teams** box.

Insert the number of bowlers per team in the **Tm size** box, then click on the Add team button. You are asked to confirm the operation.

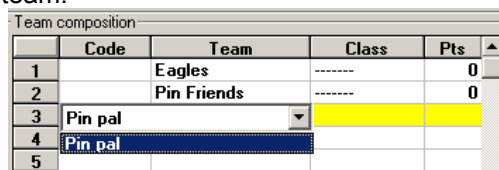
All team and bowler fields can be modified.

INSERT NOW

Write the name of the team and the category (optional). In tournaments which require a ghost team, insert the starting score as a negative figure (eg. -1) in the **Pts** column.

INSERT TEAMS FROM ARCHIVE

In order to insert a team quickly, enter its **Code** in the box, if you know the code press Enter to call up the team.



	Code	Team	Class	Pts
1		Eagles	-----	0
2		Pin Friends	-----	0
3	Pin pal		-----	0
4	Pin pal		-----	0
5			-----	0

Click on the **Add team** button to open the archive screen, then select the desired team by clicking on it.

There are cases in which a sports association needs to split its bowlers into multiple teams. When calling the team from the archive all the bowlers in it are automatically assigned to the team. To resolve the problem DELETE the bowlers that will become competitors from the team list, using the **Delete bowler** button, then create a new 'pretend' team in which the remaining bowlers will be placed by calling the up from the archive. The modification does NOT effect on the team in the archive. AVOID adding the bowlers to the database to avoid duplicating names.

INSERTING BOWLERS ONTO A TEAM

Before inserting bowlers, it is useful to give the team a size. To do this, insert the number of bowlers on the team in the **Tm size** box. The number of 'line up' bowlers in each team. *This selection does not stop you using teams of different sizes.* The 'line up' bowlers correspond to the number of white lines in the bowlers section, the blue lines will be used for the reserves. When a team is inserted calling it up from the archive, the first bowlers on the list are considered the 'line up' bowlers, the others reserves. *Insert the reserves even when you don't know their names in order to have them available later.* The way to add bowlers to a team is the same as described for singles tournaments. To change the order of play in a team, use the bowler movement buttons.

An absent bowler whose position needs to be maintained, in order not to change the lane movement selected needs to be inserted as a ghost bowler.

If you want to add the teams and the bowlers inserted temporarily in the archive, click in the **Add to database** button.

The next steps to completing the data for the first day are: the creation of the 'classification' or 'standings' on scrolling text (optional), to show on lane monitors and the lane assignments: buttons used in black bold are to indicate the sequence of things to do. Scrolling text for standings is optional.

LANE ASSIGNMENTS FOR A TEAM TOURNAMENT

With the lane assignment you tell the program where the teams will bowl the current tournament day. They can be assigned and modified at any time. (eg. A draw); remember to re-export the changed data to the scoring system.



Warning: it is NOT possible to modify the team, series or game data from the assignment screen. Return to the main screen before assigning lanes

Show lane assignment

Click on the **Show lane assignment** to load the screen.

The screenshot shows the '5.1.2 - [Team tournament lane assignment]' window. It includes a menu bar (File, Players, Team, Window, Languages, Help) and a toolbar with icons for bowling, flags, and a stop sign. The 'Tournament info' section contains fields for Code/Nr (3), Week (1), Date (30/10/2001), Sr/Gms (6), and Team size (3). The 'Lanes movement' section has a table with columns 'Fst In', 'Lst In', 'Pl/In', 'Skip', and 'Str In', with values 1, 2, 1, 1, 1 respectively. Below this is a large table with columns 'Team', 'Name', 'Trn', 'Sr 1', 'Sr 2', 'Sr 3', and 'Sr 4'. The first two rows are highlighted in yellow: '1 Eagles TATTINI,BALBONI,BARALDI' and '2 Pin Friends FRANZONI,BOTTONI,PANIZZA'. The right side of the window contains several buttons: 'Rotate right', 'Petersen', 'Rotate left', 'Round robin', 'Free row mode', 'Show only teams info', 'Clear lane assignment', 'Assign', 'Printings' (Window, Printer), 'Sel cols' (0), 'Recap sheet', 'Cp' (1), 'Lane ass.', 'Save', 'Load', 'Show lane assignment', and 'Exit'.

The assignment method is exactly the same as the singles tournaments.

To “split” a sporting association (club) onto more than one lane, unselect the ‘VISUALIZE TEAMS ONLY’ button, declare the number of bowlers per lane and insert the first series manually.

In case the number of teams are higher that the number of lanes available, the program divides them into multiple turns.

The turns and first series columns can be edited by the user. To move a team from one turn to the other change the number directly in the box.

If it is necessary to change the number of lanes in the series, click on the **Free movement** button to access all the boxes. A white box can be edited and yellow box can not.

For the **draws**, modify the first series, then click on the **Assign** button again, to re-calculate the movements. *The next step will be to export the data to the scoring system, see the next chapter.*

 **Exporting Data 9.12**

Data export is a procedure used to move data from the tournament program to the Wins scoring program on the front desk computer.

EXPORTING DATA TO THE SCORING SYSTEM DOES NOT MEAN STARTING A TOURNAMENT, it simply moves the tournament you have prepared to the front desk computer, in the correct format, ready to be played when selected.

Before proceeding with the export it is necessary to make some checks:

- **The teams and/or bowlers for the day are inserted, the data is correct and the reserves have been inserted.**
- **The lane assignment is correct, the scrolling text standings have been set up.**

If some of this data does not seem correct, it is advisable to correct them BEFORE exporting.



WARNING! *it is possible to export a day however many times you wish, obviously, exporting again 'overwrites' the previous export of the same tournament. The scoring export button, once this has been done, becomes invisible in order to avoid mistakes if it becomes necessary to export the same tournament again, simply change one piece of data, anyone.*

Export to scoring system

Click on the **Export to scoring system** to load the export data screen.

	Team	Name	Cl	Hcp	Trn	Sr 1	Sr 2	Sr 3	Sr 4	Sr 5	Sr 6
1	Eagles	GIUSEPPE TATTINI	M/D	15	1	1	2	1	2	1	2
2	Eagles	GINO BALBONI	M/A	0	1	1	2	1	2	1	2
3	Eagles	FABIANA BARALDI	F/B	17	1	1	2	1	2	1	2
4	Pin Friends	MAURO FRANZONI	M/B	5	1	2	1	2	1	2	1
5	Pin Friends	RENZO BOTTONI	M/C	10	1	2	1	2	1	2	1
6	Pin Friends	ALESSANDRO PANIZ	M/D	15	1	2	1	2	1	2	1
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											

The bowler table shows bowler and team data, with turns and series. Normally all the series and turns are selected and no particular action is required by the user, to enable them.

WARNING! *Bowlers defines ghosts, are NOT shown on the export screen !!*

STANDARD EXPORT

If the day runs normally, the bowlers are all present, or they will be modified later in Wins, (see paragraph on 'substitutions') click on the **Export for** button to send the data to the scoring system.

At the end of the operation the program will confirm that the export has been successful.

Click on **OK**, then exit the program.

Each time the same day is exported more than once, you are asked to confirm if you wish to overwrite.

PARTIAL, MAKE UP AND SPECIAL EXPORTS

During the Tournament or a League, some bowlers or teams do not turn up when it is their turn to play, or simply the series are played in multiple sessions, (times) even though only one day has been created.

A special case is a Petersen with many bowlers to play in multiple sessions, even weekly. In order to maintain the automatic lane movement table, the Petersen should be created on one day only.

Creating a single day, you can export only the series that are going to be played one at a time, or interrupt a tournament at the end of a series, using the Wins functions provided, a re-sending the next series manually.

If you partially export, the scrolling text standings show the totals and the involved bowlers points time by time, interrupting the tournament by hand, the tournament standings on the monitors is global.

Whichever the method used is, the standings will include ALL the bowlers.

In other cases, there are bowlers that 'catch up' after their turn to play has passed. Instead of creating different days for them, (in the same tournament), it is better NOT to export the data until the period they are going to 'catch up'.



*When partially exporting, the name of the day remains the same: the time you export the 'catch ups' (bowlers who can't bowl at the same time as their team mates for various reasons, such as work etc) the name of the day remains the same; BEFORE exporting data you must make sure that you have **IMPORTED** the scores of the bowlers exported previously the scores are imported, not deleted.*

PARTIAL EXPORT

There are various ways to select the bowlers. Remember that the lines highlighted in yellow are selected.

Unselect All Cancels the selection of all those selected.

Select All selects all the bowlers as 'to be exported'.

Load cancels all modifications made and reloads the original data, unselecting everything.

Selecting the turn in the drop down curtain, and using the **select turn** button, the turn is marked for export.
NOTE: exporting turn by turn, it is possible to modify data between one turn and the next.

	Team	Name	Cl	Hcp	Trn	Sr 1	Sr 2	Sr 3
1	Eagles	GIUSEPPE TATTINI	M/D	15	1	1	2	1
2	Eagles	GINO BALBONI	M/A	0	1	1	2	1
3	Eagles	FABIANA BARALDI	F/B	17	1	1	2	1
4	Pin Friends	MAURO FRANZONI	M/B	5	1	2	1	2

To select single series or bowlers press the **Unselect All** button and then click on each single box (line) to be exported.

Click on the **index of series (2)** button to see all the bowlers in the selected series, click on the **index of bowlers (1)** button, to see all the series to be played by the selected bowler.

Finally, click on the **EXPORT** button, wait for confirmation then click on **EXIT**.

It is now possible to start the session of the tournament, play it later (export at 4 pm but don't start until 6pm) or create a new day or session.

Remember that ANY changes made to the days data requires a new export (re-export) of the same day for the changes to take effect.

New week **9.13**

By 'week' we mean a session of play in a tournament. For more details refer to the 'Days, Series and Turns' chapter on page 182. A new day is a new session of play in the same tournament.

There are two ways to program a new week:

- Create a new week, with new bowlers.
- Use bowlers from previous days with the possibility of importing scores already made previously as well as adding new bowlers or teams.

Whichever method is used, once the new day has been created the functions for inserting data, exporting etc, are IDENTICAL to those of the 3 previous days created.

New week for team tournament

	First name	Last name	Class	Hcp	Team	Tot
1	FABIANA	BARALDI	F/B	17	-----	0
2	RENZO	FELLETTI	M/A	0	-----	0
3	PIERFRANCE	NAGLIATI	M/ES	20	-----	0
4	BRUNO	TREVISANI	M/B	5	-----	0
5	SERGIO	BORGHI	M/C	10	-----	0
6	ALESSANDRO	PANIZZA	M/D	15	-----	0
7	GIUSEPPE	TATTINI	M/D	15	-----	0
8	MAURIZIO	PICCININI	M/B	5	-----	0
9						
10						

New week for singles tournament

When a new week is created the previous bowlers or teams are visualized, though NOT SELECTED.

If the bowlers or teams for the new week are NEW, simply click on the **Confirm** button to open a new day.

To use teams and/or bowlers from the previous day, use the selection buttons:

- All teams** selects all the teams in the window
- All bowlers** selects all the bowlers in the teams

Inserting a value in the box and pressing **all players** – **the first** button, you select only the bowler or teams up to the indicated position; in order to select the teams or bowlers directly click on each team and bowler highlighting them in yellow.

Using the cursor you can determine the percentage of score to import for the highlighted bowlers or teams from 0 (empty box no previous scores imported) to 100 (imports all previous scores).

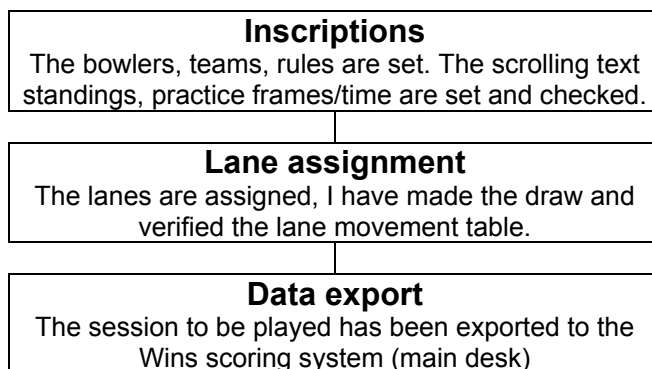
The weeks number is shown in the box at the top of the window.

To consult the various weeks of a tournament use the arrow buttons, on the bottom right of the window.



VERIFY

Before you start a session of play, it is better to check the operations made in order to avoid mistakes, here is your check list:



START OF TOURNAMENT

There are two ways to start a session of play:

- **Start game from the tournament program** (suggested method)
- **Open the League or Tournament program from Wins on main desk**



Remember to leave the Wins program RUNNING during the tournament session, if it is closed the tournament will not advance automatically.

START THE GAME FROM THE TOURNAMENT PROGRAM

This is the fastest way to start a session of play, if the bowler and team data is correct and there is no need to verify the data again, before the game starts.

Start tournament

Click on **Start Tournament** which becomes visible once the data has been exported to the score.

Decide what the pinsetter status should be **following** the practice frames/time **Pinsetter mode**.

The pinsetter selection can ALWAYS be modified later using the menu commands in the lane CNT window on the main desk or in the multiple command screen.

Select the turn (if there is more than one) to send to the lanes.

Click on the **Send to lanes** button.

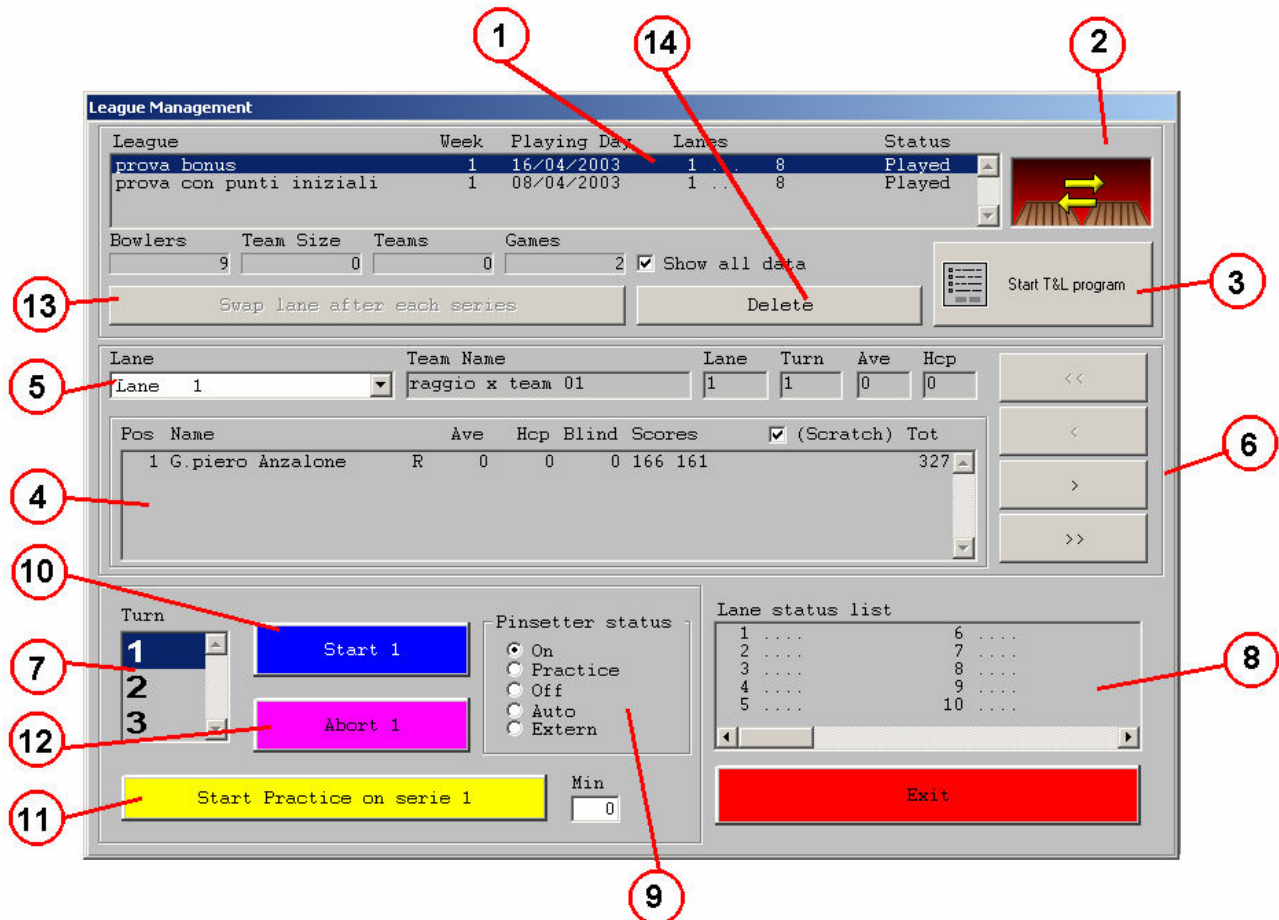
The session starts, the bowler names have been sent to the lanes.

Close the tournament program, if necessary re-open it at the end of the session in order to import the scores. To modify data or abort the session, use the commands in the Wins interface.

WINS tournament interface 9.15



Click on the 'cup' icon to open the interface in the Wins program.



WEEKS [1]

The exported weeks are showed in the top of the window. For visualizing the week already played just click on "Shows all data". For begin a week simply select it from the list.

TOURNAMENT STYLE [2]

The icon represent the tournament style: American (League) is the red icon, European (Open) is the blue icon.

START PROGRAM [3]

Clicking on the button will run the Tournament or League (CDE) program. The icon change if the week is a file of tournament or League (secretary)

BOWLER'S DATA [4]

In this section the bowler's information for selected lane are available, in real time. Using the command "choose lane" [5] or "tourn" [6] it's possible verify the selection for bowlers, lane, and next turns.

LANE SELECTION [5]

Using this section it's possible scroll the lane involved into the week for displaying the bowlers.

NEXT \ PREV\ FIRST\LAST TURN [6]

Use this keys for scroll the turn.

AVAILABLE TURN [7]

Turn available for the week. From this selection, it's possible choose the turn ready for send or stop.

LANE STATUS LIST [8]

Information about the lanes during the game

PINSETTER STATUS [9]

Establish, before you start, the pinsetter status for when the practice is over.

On = pinsetters remain ON

Practice = pinsetters in practice mode

Off = pinsetters OFF

Auto = pinsetters ON when bowlers are on lane Off when not.

Extern = manager manual switch (from Main desk control)

Suggestion:

As soon as some bowlers see their names up on the lane monitors, they start to bowl. If the scoring system is not set to 'practice', their scores will be market, you need to delete the scores shown during the practice time. It is better to select the pinsetter status to OFF, in this way the problem can be avoided.

At the end of the practice time, in WINS, click on the **MULTIPLE FUNCTIONS** button, select the lanes being used for the tournament, click on the **CNT** button and select the PINSETTER CONTROL, **Automatic**, **Manual** or **ON**.

SEND TURN [10]

Send the names to the lanes,

START PRACTICE [11]

To start the practice frames/time, if a number has been entered in the frames/time box, click on the button. A warning sign is shown (flashing) on the lanes, showing a count down of the minutes or frames allowed, at the end of which, the pinsetters will position themselves in the selected status.

STOP TURN [12]

The command will stop the game on the selected turn and close the lane..

During the games, the lane computer send and receive from the network the turn and the game automatically. Than, when a lane is available, the lane computer shows the next game ready for bowl without waiting that all players finish the same game. This is a big help for saving time. It's maybe possible that the lane fail to load the game if a black out or any other interruption stops the network. To resume the game, simply choose the turn from the list, than click on SEND TURN button. This will not interrupt the current game on the lane that already receive the turn, simply will start the game on the lane that do not receive the command before.

For stop a week that will be played in more days, simply wait, when all bowlers finish the game, stop the next turn. To continue the next days the game, select the week, select the unplayed turn, than click on SEND turn.

SWAP LANE AFTER EACH SERIES (TURN) [13]

For Dutch league: this command will swap the lane after each series. It's working only with CDE league data.

DELETE [14]

BEWARE! This command delete the selected week.

SCROLLING TEXT STANDINGS / CLASSIFICATION

After about 2 to 3 minutes after the start of the session, *if the scrolling text has been created in real time, after each series or after each game*, it is possible to send the standings text to the monitors as if it were a normal scrolling text message. Using the CNT command either on the main screen lane pairs or in multiple commands, select the scrolling text and exit, confirming the changes. At the end of the tournament, the scrolling text standings will be deleted (after some minutes). The scrolling text can be recognized by the "TR" at the beginning of the number (code), which is the same as the tournament code.



Lane change, substitutions, change bowling order once session has started.

9.16

The following operations are made through Wins, by clicking directly on the lane icons on the main desk.

LANE MOVEMENTS

During the tournament it may become necessary to move a lane or a pair of lanes to another, lane or pair. To do this, use the normal transfer commands in Wins, in the lane pair icon of the main desk. The program will use the new lane or lanes, for all the series of the day.

CHANGE LANES (ONLY LEAGUE)

To 'swap' the bowlers or teams from an odd lane to an even lane of the same pair, click on the **Swap** button on the lane screen.

SKIP BOWLER

Nome	Hdp	Blind	Sc	Bm
↓ Reveglia,Beppe		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

To "freeze" a bowlers scores while away, so that the others can carry on bowling, click on the checkbox beside the bowlers name and then the skip button. To un-skip the bowler on his return repeat the operation.

CHANGE HANDICAP AND BLIND

Nome	Hdp	Blind
1 Fasolo,Roberta	18	<input checked="" type="checkbox"/> 100

Use the Wins commands, the changed data will be saved for all the series. For the Blind scores, other than assigning a figure to the bowler, click on the check box to the left of the blind score.

CHANGE BOWLER NAME

Nome	Hdp	Blind	Sc	Bm
1 Abdul Sami	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Benni Mario		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Write the bowler name and surname, with the correct punctuation, surname - comma - name. The new name inherits all the previous scores. *Use this method ONLY to correct wrong names or in cases which require the complete name change.*

SUBSTITUTIONS



Warning! The ADD NEW BOWLER section is not implemented in the tournament program, its use is limited to the CDE or PSD League programs. The added bowler will not be considered by the tournament program, the moment it is imported.

CHANGE ORDER OF PLAY

Highlight the bowler on the lane by clicking on him, then use the ↑↓ arrows to move him.

WARNING! A bowler can be changed with a reserve or a new bowler only at the beginning of the first frame of a game or series, NEVER halfway through a game or with flashing sign present, (to start bowl.....) on the lane. If the bowler is changed before, the previous game will have to be re-bowled by the new bowler.

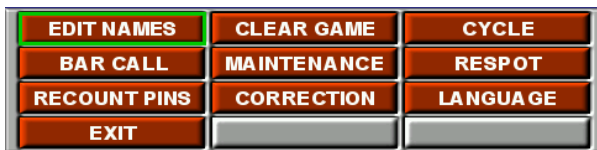
EXCHANGING FIRST LINE UP BOWLER WITH A RESERVE

To exchange a first line up bowler (starting bowler) with a reserve, use the 'filter' buttons to visualize the available bowlers, then use the →← arrows to move the selected bowlers.



Features available on a bowler Console 9.17

BOWLERS EDITING – SUBSTITUTION



Click on **ENTER** button to load the Menu, then use the Joystick or arrows key to move on **EDIT NAME** button. **FLASHING RED FRAME** displays the cursor position.

START closes the window and return back to the game, **CANCEL** escape from the window back to the game.

ADD BOWLER

ADD button loads the **LEAGUE BOWLER'S LIST** from the Main desk. **ONLY** the bowlers added from Main Desk can be add on the lanes.



The first player in the list is highlighted in yellow.

↑↑ Move the selection to the previous PAGE.

↓↓ Move the selection to the next PAGE.

↓ Move the selection to the next NAME.

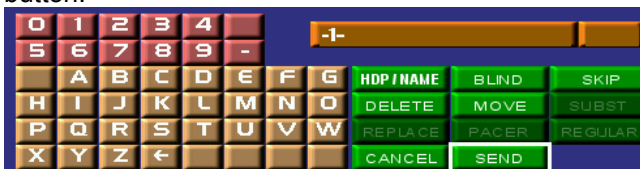
↓ Move the selection to the previous NAME.

ENTER confirm the selection.

CANCEL quit without saving.

MODIFY THE BOWLER

Uses the keypad arrows or move the joystick to the left on the players' column. Use the UP/DOWN position to move between the player. The players can be edit only one by one. When you are ready, press **ENTER** button.



The **WHITE CURSOR** blink on **HANDICAP** area, the **RED FLASHING FRAME** blink on **ENTER**.

TO MOVE BETWEEN THE BUTTONS use the key arrows or move the joystick UP/DOWN/LEFT/RIGHT position. When the cursor is in desired position, presses **ENTER** to confirm.

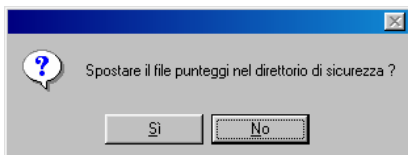
- ENTER** To go back to previous screen and confirm the change
- MOVE ↑** To change the player game position **UP**
- MOVE ↓** To change the player game position **DOWN**
- SKIP** To mark **SKIP/UN-SKIP** the player (a ↓ indicate the skipped player)
- DELETE** To **DELETE** the player
- BLIND** To mark – unmark the player as **BLIND**
- ←** To **DELETE** the selected **HANDICAP**
- _ +** To **CHANGE** the **HANDICAP SIGN** (positive – negative)
- 0—9** To **ADD** or **CHANGE** the **HANDICAP**
- REPLACE** To **REPLACE** the player with another of same team

WHEN ALL DESIRED MODIFICATIONS ARE DONE CLICK ON START TO CONTINUE THE GAME.

9.18

At the end of the session of play, the lanes close on their own, returning to their previous status (open etc).

Go into the tournament program, open the day which has just been played, then click on the **Import from scoring system** button.



If the day is concluded and is not needed in the future, it can be saved in a safety file, (TCPSEV\TEMP\TRBCK), vice versa type **NO** and proceed.

The imported scores are moved to the standings table which is opened automatically.

Single score table

Tournament info
 Code: 1 Name: SUMMER LEAGUE 2001 Week: 1 Date: 19/06/2001 Series: 2 Games: 3

Printing - Dest / Cp
 Wnd: Pm: 1
 Only this week: Frames: Team:

Game score details
 Edited Split Provis. Changed

	Codice	Nome	Squadra	Cl	Hcp	Tot	Ave	Gm 1	Gm 2	Gm 3	Gm 4
1		FRANZONI MAURC		M/B	5	1145	185.8	244	156	163	159
2		PICCININI MAURIZ		M/B	5	1271	206.8	179	227	212	148
3		TATTINI GIUSEPPI		M/D	15	1348	209.7	183	189	209	194
4		BALBONI GINO		M/A	0	1436	239.3	214	275	224	223
5		BENVENUTI GABR		M/A	0	1252	208.7	214	181	254	247
6		BARALDI FABIANA		F/B	17	1298	199.3	218	183	171	204
7		BOTTONI RENZO		M/C	10	1298	206.3	161	228	254	177
8		TREVISANI BRUNO		M/B	5	1194	194.0	200	201	200	190
9		BORGHI SERGIO		M/C	10	1119	176.5	166	145	191	167
10		MARCHESELLI GIA		M/C	10	1435	229.2	234	249	237	196
11		FELLETTI RENZO		M/A	0	1234	205.7	197	202	205	211
12		PANIZZA ALESSAN		M/D	15	1193	183.8	168	166	215	204
13		NAGLIATI PIERFR		M/ES	20	1119	166.5	120	140	178	176
14		ROMEO GIANPAOL		M/C	10	1175	185.8	158	170	190	189
15											
16											

Sort scores by:
 TOT AVE
 CLASS NAME
 TEAM CODE

Scores:
 Pins Points
 Clear Load

Exit

This operation can be carried out multiple times, (e.g. you can make multiple imports during the tournament to see how it is going) simply do NOT move the scores into a safety file.

WARNING! The standings calculation method is chosen with the following settings made in the **main, day settings page**. If necessary, modify the settings:

- Scratch totals** indicates the sum of the games WITHOUT including the Handicap score.
 - Totals with Hcp** adds the bowlers handicap to each game total.
 - Add to total** is needed if the Petersen style is selected; when active it sums all the won points to the bowlers total or to the team total. *In case of a draw (equal points), the bonus is divided between the bowlers.*
- The program will re-calculate the standings based on the method selected.**

The 'sort scores by' section is used to change the way in which the bowlers are shown, putting them into **Name, Code, Team, Class, Total and Average** order.

POINTS SELECTION

Pins = standard screen (current).

Points = shows the points won by bowlers in case of Petersen.

Clear = deletes the points. Confirmation requested.

Load = runs another import and overwrites the totals.

All bowlers = if not ticked shown all the bowlers, when ticked it becomes **FILTER BOWLERS** and shows the bowlers in order of category.

Change lane = is used for bowlers who have 'caught up' on different lanes. You need to indicate, for the selected bowler, the lane on which he bowled, (only for League).

The **Frames** button prints the bowlers games.

Dettagli giochi

Modif. Split Prow. Camb. 9 / X 8 1 5 3 8 1 6 / 8 / X 7 1 8 / X

	Codice	Nome	Cl	Hcp	Tot	Ave	Gm 1	Gm 2	Gm 3	Gm 4	Gm 5
1		Marco Prevosti	M/D	12	302	151,0	149	153			
2		Paolo Brunetti	M/C	8	287	143,5	147	140			

GAME DETAIL

Shows the selected bowlers game. In the example above the first game of the first series, (149) for Marco Prevosti. It is possible to modify the scores FRAME by FRAME, the program recalculates the scores automatically. To modify the scores, click on the box. Use the 0 to 9 buttons to select the new score, X for Strike and / for Spare.

The throw status is identified by the respective color:

Red = score corrected manually or modified

Yellow = Split

Light Blue = frame market as 'provisional' (see ABC rules).

Royal blue = shows that only the game total has been edited and the grid can not correspond.

Suggestion: it is possible to insert or vary the score by hand, it is not possible to vary the handicap of the category if incorrect. In order to vary the handicap go to the day screen. The score table becomes inaccessible. Enter into the lane assignment and without modifying click on the Assign button, exit WITHOUT deleting the scores and return to the score table.

CLASSIFICATIONS / STANDINGS

Only this week = if ticked it will calculate the standings using only today's scores, if not ticked all the played tournament data will be used. Use the selectable printouts for classifications with different days.

Frames = prints the detail of the played games

Individual absolute

Individual absolute = prints the bowlers general individual standings, regardless of the personal category

Team

Team = prints the team standings / classification

SELECTABLE PRINTOUTS

Custom reports

Click on **Custom reports**.

Individual standing customization

Week selection

Only this week All weeks Selected weeks 1,2,3,4,5,6

Cp 1 Window Printer

Individual class

- M/A
- M/B
- M/C
- M/D
- M/ES
- F/A
- F/B
- F/C
- F/ES

Individual general standing

Individual general standing by class

Team general standing

Exit

Clear selection

In the **Week selection** it is possible to indicate how many days you want to group together in the classification you want to create.

The **Only this week** button allows you to use only the scores from the days play, **All weeks** groups all the tournament days already played together. In order to specify different days type the number directly in the box, using the comma as a space between one number and the next.

By selecting the **team or bowler category** (simply highlight by clicking on them) you can order the standings by the selected categories.

WARNING! The bowler code, corresponds to the membership number, it will only be printed in the individual standings (singles).

The more commonly printed standings fields are: bowler position (1st, 2nd etc) name and surname, team, category, handicap, starting points, pins (scratch total), points (bonus) total, number of games, average, single game totals per bowler.

The preview window commands are the same as those in the archives.



Frequently asked questions 9.19

<<I don't remember the sequence of operations for a new tournament>>

- Create a new day inserting the name of the tournament selecting the type (team or singles), clicking on the Create button.
- Insert the number of series and games per series.
- Specify the type of tournament, American (league mode) or European (open mode).
- Insert the frames/time for practice.
- Specify the rules of the tournament (normal, Petersen etc.)
- Insert the teams, bowlers and reserves.
- Create the scrolling text standings.
- Assign lanes
- Export to scoring system
- Start the day
- Select the scrolling text with the tournament code.
- At the end, import the data and run a classifications report.
- Prepare the followings day (session).

<<I have sent the first series to the lanes and just realized that the lane assignments are wrong>>

- Enter the tournament interface by clicking on the cup on the Wins main screen.
- Click on the Stop Series 1 button.
- Enter into the tournament program.
- Enter into the lane assignment screen, correct the first series and click on Assign again to re-calculate the positions.
- Export the new day to the score, overwriting the previous export.

<<I have sent the second (or third etc.) series to the lanes and realized that the lane assignments are wrong. What do I do in order not to lose the previous scores?>>

- Enter into the tournament interface by clicking on the cup icon on the Wins main screen.
- Select the series being played and click on the Stop Series button.
- Enter into the tournament program, IMPORT THE DATE FROM THE SCORING SYSTEM.
- *Moving the data to a safety directory is irrelevant since the data will be overwritten.*
- Enter into the lane assignment window, click on the Free assignment button, remake the assignment manually. Do NOT click on the Assign button and exit by pressing EXIT from the window WITHOUT deleting scores already made.
- Export the day again to the scoring system, overwriting the previous data.
- In the tournament cup icon interface window, select the series to be send and click on the Send series button.

<<The session is being played and a bowlers handicap or name is written wrong>>

- Correct the data directly in Wins, maintaining the format (surname - comma - name).

<<How can I see the scrolling text standings during a tournament?>>

- Wait for at least 2 minutes from the start of the session and if the scrolling text standings are in real time.
- Select the lanes in Wins multiple commands.
- Click on the CNT button.
- Select the scrolling text required. the name of the text starts TR0, the rest of the name is the tournament code. *E.g. tournament code 9= text TR00009.TXT.*

<<I need to change a first line up bowler with a substitute>>

This operation is possible between one game and the next or one series and the next.

If I substitute a bowler between one game and the next in the same series, I need to start a new game, at least one frame, (which I can then delete), any bowler can bowl, so that the change is effective.

- Click on the lane icon.
- Click on the substitute button.
- Move the starting bowler (first line up) into the available bowler area and the reserve onto the lane.
- Confirm and exit.

<<My singles tournament has some special lane movements, but the bowlers are not an even number to the lanes and I can't maintain the rhythm of the game>>

- Create a tournament with an even number of bowlers (e.g. 3 bowlers per lane, 10 lanes = 30 bowlers).
- Assign the 'inexistent' bowlers the 'ghost' class (blind = -1).
- Use the automatic assignment or free assignment, it's the same.
- Export the tournament: during the export you can check that the ghost bowlers are not visible.

<<My team tournament has some special lane movements, but the teams are not even to the to the number of lanes involved and I can't maintain the rhythm of the game>>

- Create a tournament with enough teams.
- Assign the 'inexistent' teams the 'ghost' class (starting points = 1).
- Export the tournament: during export check that the ghost teams are not visible.

<< my tournament has some lane movements not foreseen in the assignment tables (right movement, left Round Robin, Petersen)>>

- Enter the lane assignment.
- Click on the Free assignment button.
- Assign the lanes manually and exit.

<< I need to divide one or more sporting associations onto multiple lanes but the team assignments does not allow it>>

- Enter into the team lane assignments.
- Select the lanes involved, enter the number of bowlers per lane and the lane movement, if not 0.
- Unselect by clicking on the Visualize teams only button in order to see the bowlers.
- Assign the first series manually.
- Click on the Assign button for the next series or use the Free assignment button.

<< I have already played one or more days, I'm in the standings and I need to change a handicap or bowlers name for one or more days.>>

- Modify the data in the day set up screen.
- Enter into the days lane assignment screen, click on Assign without modifying anything exit, WITHOUT overwriting the scores.
- Repeat the operation for every day to be modified.
- Return to the score table.

<< I need to modify a bowlers frame or a total>>

- Vary the data directly in the frame concerned, the program will automatically recalculate the score.

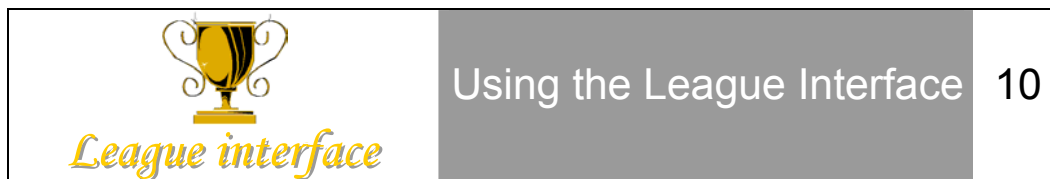
<<The cores are shown including handicap and I want to use scratch scores only>>

- In the day selection click on the Change Rules button.
- Select Scratch.
- Return to the score table.

<< My tournament is a single day Petersen, but the game is going to be played on multiple evenings>>

Once the last series to be played is finished, the lanes load the next.

- Enter into the tournament interface window, stop the series not to be played by selecting it and pressing the Stop series button.
- To check the standings / classification, import the scores into the tournament program, WITHOUT moving the day into the safety directory.
- To send the rest of the tournament, enter the Wins tournament interface (cup icon on main screen), click on the series to play and press Send series.



The BLS X/2001/2/3 software is a program that runs League bowling (a sort of “electronic archive”).

The program is ‘seen’ by the WINS scoring system as an external application and is used as such. The League information is managed by the CDE program which interacts with the WINS scoring using an IMPORT / EXPORT mechanism.

EXPORTING

The CDE program transmits League Data to WINS (bowler names, handicaps, lanes to be used and the type of week). ATTENTION! Exporting data does not mean start of play. In order to start play on the lanes, the operator has to send the League to the lanes using the WINS program (by clicking on the League and Tournament cup on the main screen).

IMPORTING

At the end of the session of play, the CDE program imports the score data and transfers them to the score sheets. *Import operation is not automatic, the league manager needs to perform the import personally, if this is not done the score sheets remain empty.*

COMPATIBILITY OF CDE BLS X/2001/2002/2003 < > WINS SCORING SYSTEM

The full BASE WINS <> CDE BLS X/2001 interface has been available from WINS version 5.26.03D

COMMENTS ON THE CDE BLS X SOFTWARE INSTALLATION

The CDE software can be loaded on one computer only per bowling center. If the center has a Back Office, the program should be loaded on this station if not then on the Front Desk NEVER on both.

When you purchase the CDE software you need to register yourself as a user, check the install procedures for correct operation.

The Score <> League interface is enabled by Steltronic Srl using the INI file.

Ask your supplier or the Service Department at Steltronic (+39 030 2190830, e-mail service@steltronic.com) to activate the system.

DO NOT try to force or open the INI file, non authorized use of this file will BLOCK the system automatically.

SETTING UP THE CDE SOFTWARE

In order to use the CDE program it must be registered. At the moment the CDE program uses a KEY CODE. If you have an older version of the CDE program, you can decide to register the previous version.

Click on the **REGISTER USING A KEY CODE** button.

Fill in the form VERY CAREFULLY with all the relevant details and then click on the **CLICK HERE** button to confirm.

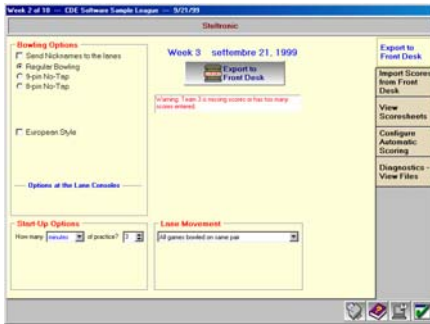
We recommend that STELTRONIC be selected in the list of scoring systems.

A warning message asks you to confirm the information with **OK**.

WHEN REGISTRATION HAS BEEN MADE YOU NEED TO MAKE SURE THAT THE SCORING SYSTEM'S PARAMETERS ARE SET CORRECTLY. THE PROGRAM OPENS AUTOMATICALLY.

Warnings! The follows operation could be performed only by installer. A password will be required. Ask for service if needed.

Run CDE BLS and open the Demo league; go to Weekly Duties menu and go to AUTO SCORING. A warning message (SEVERE PROBLEM!) warns you to configure the scoring parameters. Click on **OK** to continue.



Click on the **CONFIGURE AUTOMATIC SCORING** book mark.



Click on the padlock button to modify settings:

Insert the password and click on the **V** to confirm.

CDE INSTALLED ON MAIN DESK

Scoring System: **Steltronic** (click on the arrow button to open the drop down curtain).

Import export directory: **C:\TCPSEVR\TEMP**

Location/Computer Name of front Desk: **C:\TCPSEVR\DATI_COM**

Leave the other settings as default and click on the Update Options File button.

In order to enable the settings you need to re enter the password and confirm with the **V**.

CDE INSTALLED ON OTHER WORKSTATION

Scoring System: **Steltronic** (click on the arrow button to open the drop down curtain).

Import export directory: **K:\TEMP**

Location/Computer Name of front Desk: **K:\DATI_COM**

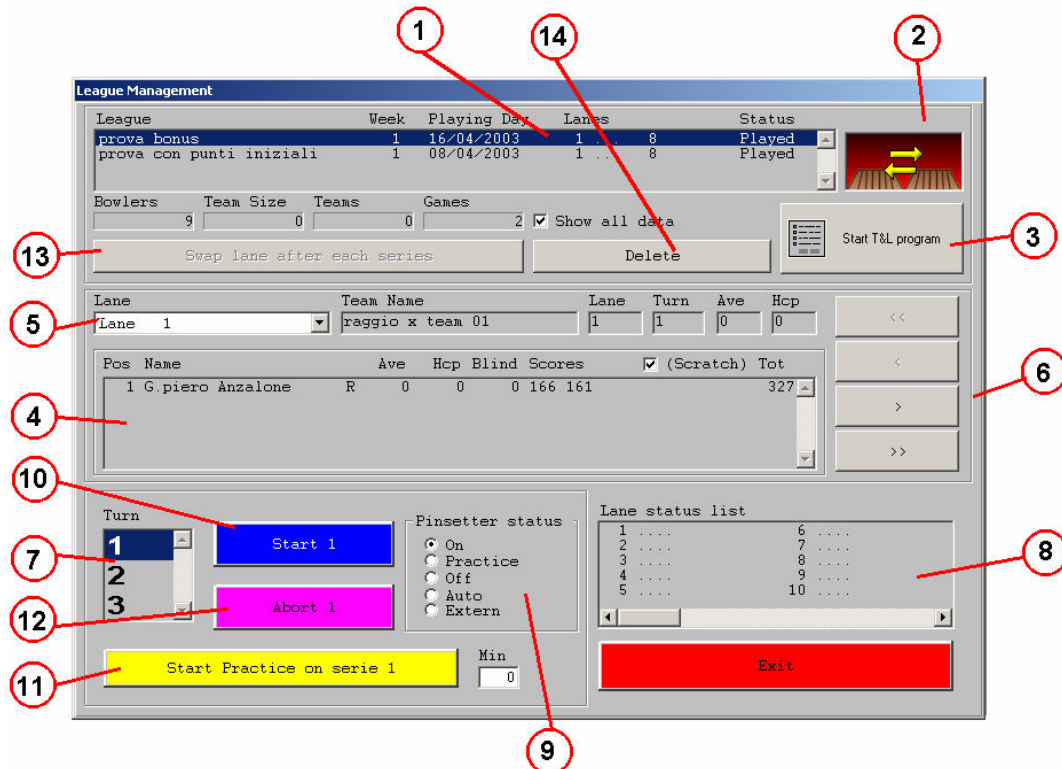
Leave the other settings as default and click on the Update Options File button.

In order to enable the settings you need to re enter the password and confirm with the **V**.

USING THE WINS INTERFACE



Click on the 'cup' icon to open the interface in the Wins program.



WEEKS [1]

The exported weeks are showed in the top of the window. For visualizing the week already played just click on "Shows all data". For begin a week simply select it from the list.

TOURNAMENT STYLE [2]

The icon represent the tournament style: American (League) is the red icon, European (Open) is the blue icon.

START PROGRAM [3]

Clicking on the button will run the Tournament or League (CDE) program. The icon change if the week is a file of tournament or League (secretary)

BOWLER'S DATA [4]

In this section the bowler's information for selected lane are available, in real time. Using the command "choose lane" [5] or "tourn" [6] it's possible verify the selection for bowlers, lane, and next turns.

LANE SELECTION [5]

Using this section it's possible scroll the lane involved into the week for displaying the bowlers.

NEXT \ PREV \ FIRST \ LAST TURN [6]

Use this keys for scroll the turn.

AVAILABLE TURN [7]

Turn available for the week. From this selection, it's possible choose the turn ready for send or stop.

LANE STATUS LIST [8]

Information about the lanes during the game

PINSETTER STATUS [9]

Establish, before you start, the pinsetter status for when the practice is over.

On = pinsetters remain ON

Practice = pinsetters in practice mode

Off = pinsetters OFF

Auto = pinsetters ON when bowlers are on lane Off when not.

Extern = manager manual switch (from Main desk control)

Suggestion:

As soon as some bowlers see their names up on the lane monitors, they start to bowl. If the scoring system is not set to 'practice', their scores will be market, you need to delete the scores shown during the practice time. It is better to select the pinsetter status to OFF, in this way the problem can be avoided.

At the end of the practice time, in WINS, click on the **MULTIPLE FUNCTIONS** button, select the lanes being used for the tournament, click on the **CNT** button and select the PINSETTER CONTROL, **Automatic, Manual or ON.**

SEND TURN [10]

Send the names to the lanes,

START PRACTICE [11]

To start the practice frames/time, if a number has been entered in the frames/time box, click on the button. A warning sign is shown (flashing) on the lanes, showing a count down of the minutes or frames allowed, at the end of which, the pinsetters will position themselves in the selected status.

STOP TURN [12]

The command will stop the game on the selected turn and close the lane..

During the games, the lane computer send and receive from the network the turn and the game automatically. Than, when a lane is available, the lane computer shows the next game ready for bowl without waiting that all players finish the same game. This is a big help for saving time. It's maybe possible that the lane fail to load the game if a black out or any other interruption stops the network. To resume the game, simply choose the turn from the list, than click on SEND TURN button. This will not interrupt the current game on the lane that already receive the turn, simply will start the game on the lane that do not receive the command before.

For stop a week that will be played in more days, simply wait, when all bowlers finish the game, stop the next turn. To continue the next days the game, select the week, select the unplayed turn, than click on SEND turn.

SWAP LANE AFTER EACH SERIES (TURN) [13]

For Dutch league: this command will swap the lane after each series. It's working only with CDE league data.

DELETE [14]

BEWARE! This command delete the selected week.

SCROLLING TEXT STANDINGS / CLASSIFICATION

After about 2 to 3 minutes after the start of the session, *if the scrolling text has been created in real time, after each series or after each game*, it is possible to send the standings text to the monitors as if it were a normal scrolling text message. Using the CNT command either on the main screen lane pairs or in multiple commands, select the scrolling text and exit, confirming the changes. At the end of the tournament, the scrolling text standings will be deleted (after some minutes). The scrolling text can be recognized by the "TR" at the beginning of the number (code), which is the same as the tournament code.

The following operations are made through Wins, by clicking directly on the lane icons on the main desk.

LANE MOVEMENTS

During the league it may become necessary to move a lane or a pair of lanes to another, lane or pair. To do this, use the normal transfer commands in Wins, in the lane pair icon of the main desk. The program will use the new lane or lanes, for all the series of the day.

CHANGE LANES (ONLY LEAGUE)

To 'swap' the bowlers or teams from an odd lane to an even lane of the same pair, click on the **Swap** button on the lane screen.

SKIP BOWLER

Nome	Hdp	Blind	Sc	Bm
↓ Reveglia, Beppe		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

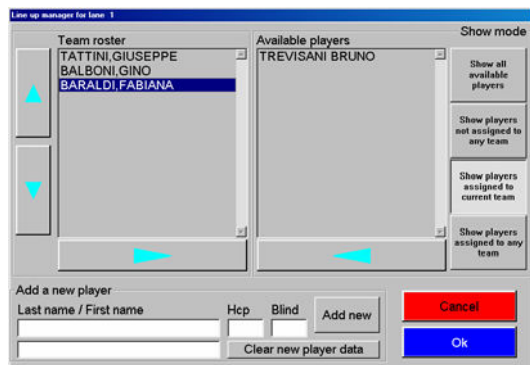
To "freeze" a bowlers scores while away, so that the others can carry on bowling, click on the checkbox beside the bowlers name and then the skip button. To un-skip the bowler on his return repeat the operation.

CHANGE HANDICAP AND BLIND

Nome	Hdp	Blind
1 Fasolo, Roberta	18	<input checked="" type="checkbox"/> 100

Use the Wins commands, the changed data will be saved for all the series. For the Blind scores, other than assigning a figure to the bowler, click on the check box to the left of the blind score.

SUBSTITUTIONS



CHANGE ORDER OF PLAY

Highlight the bowler on the lane by clicking on him, then use the ↑↓ arrows to move him.

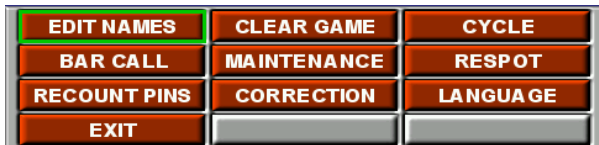
WARNING! A bowler can be changed with a reserve or a new bowler only at the beginning of the first frame of a game or series, NEVER halfway through a game or with flashing sign present, (to start bowl.....) on the lane. If the bowler is changed before, the previous game will have to be re-bowled by the new bowler.

EXCHANGING FIRST LINE UP BOWLER WITH A RESERVE

To exchange a first line up bowler (starting bowler) with a reserve, use the 'filter' buttons to visualize the available bowlers, then use the →← arrows to move the selected bowlers.

CHANGE THE LEAGUE DATA FROM BOWLER'S CONSOLE

BOWLERS EDITING – SUBSTITUTION

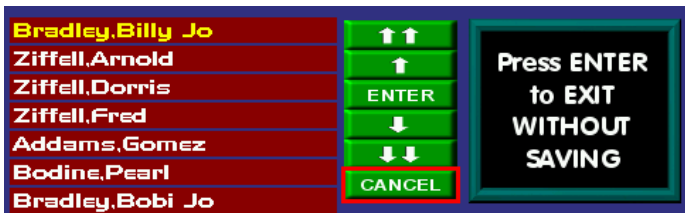


Click on **ENTER** button to load the Menu, then use the Joystick or arrows key to move on **EDIT NAME** button. **FLASHING RED FRAME** displays the cursor position.

START closes the window and return back to the game, **CANCEL** escape from the window back to the game.

ADD BOWLER

ADD button loads the **LEAGUE BOWLER'S LIST** from the Main desk. ONLY the bowlers added from Main Desk can be add on the lanes.



The first player in the list is highlighted in yellow.

↑↑ Move the selection to the previous PAGE.

↓↓ Move the selection to the next PAGE.

↓ Move the selection to the next NAME.

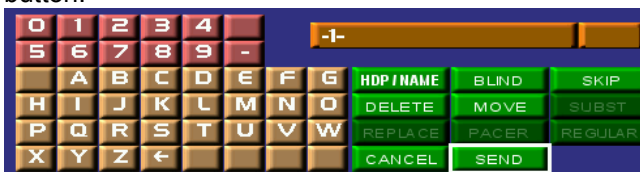
↓ Move the selection to the previous NAME.

ENTER confirm the selection.

CANCEL quit without saving.

MODIFY THE BOWLER

Uses the keypad arrows or move the joystick to the left on the players' column. Use the UP/DOWN position to move between the player. The players can be edit only one by one. When you are ready, press **ENTER** button.



The **WHITE CURSOR** blink on **HANDICAP** area, the **RED FLASHING FRAME** blink on **ENTER**.

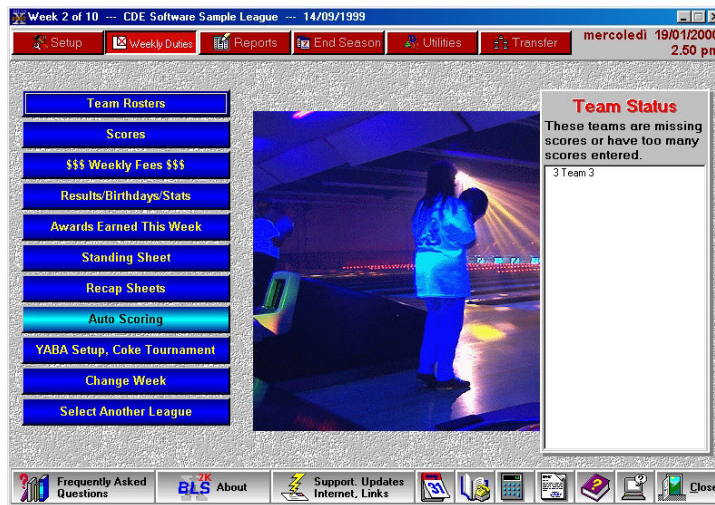
TO MOVE BETWEEN THE BUTTONS use the key arrows or move the joystick UP/DOWN/LEFT/RIGHT position. When the cursor is in desired position, presses **ENTER** to confirm.

- ENTER** To go back to previous screen and confirm the change
- MOVE ↑** To change the player game position **UP**
- MOVE ↓** To change the player game position **DOWN**
- SKIP** To mark **SKIP/UN-SKIP** the player (a ↓ indicate the skipped player)
- DELETE** To **DELETE** the player
- BLIND** To mark – unmark the player as **BLIND**
- ←** To **DELETE** the selected **HANDICAP**
- _+ _-** To **CHANGE** the **HANDICAP SIGN** (positive – negative)
- 0—9** To **ADD** or **CHANGE** the **HANDICAP**
- REPLACE** To **REPLACE** the player with another of same team

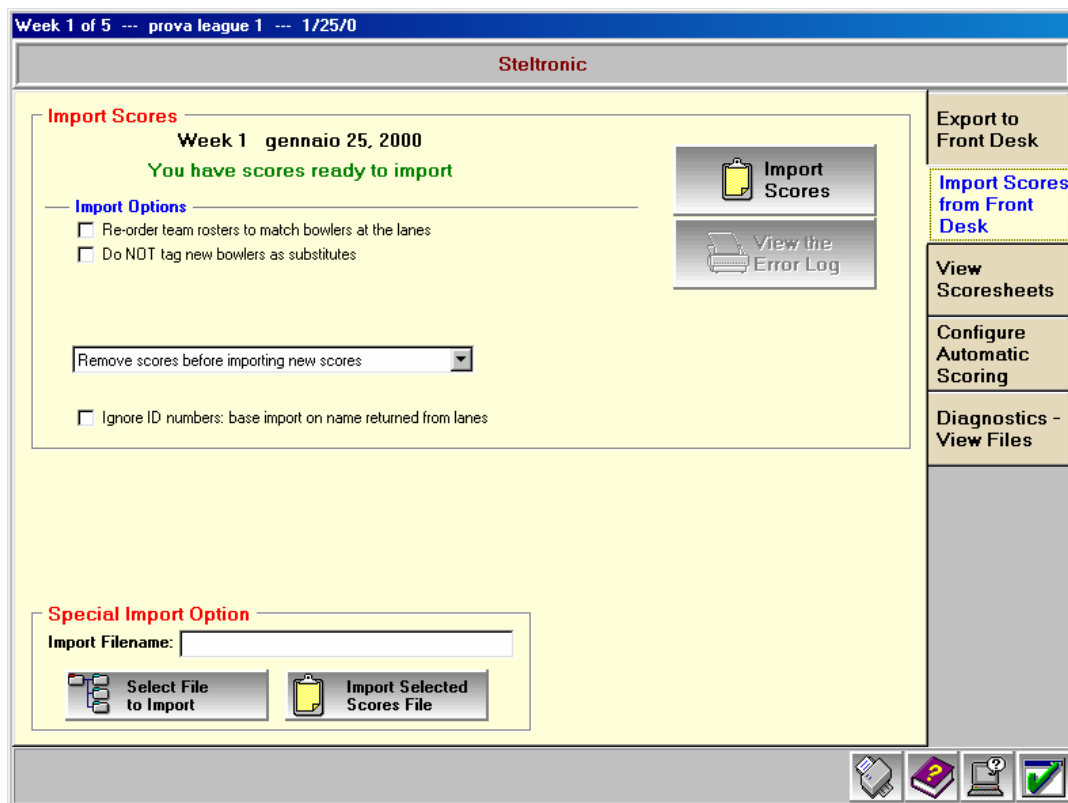
WHEN ALL DESIRED MODIFICATIONS ARE DONE CLICK ON START TO CONTINUE THE GAME.

IMPORTING THE SCORING

At the end of the league, the game data can be imported from the CDE program, in the following way:



Open the league, then click on WEEKLY DUTIES and **AUTO SCORING**



- Click on the **IMPORT SCORES** button.

The imported data is available for classifications etc.



Modem connection	11.1
Checking the photocells	11.2
Checking the Sciba ccd camera	11.3
Substituting and Sciba calibration	11.4
Calibrating the touch screen bowler consoles	11.5
Setting the A.P.I parameters	11.6
Calibrating the Frond desk computer touch screen	11.7
Setting and exchanging a lane monitor board	11.8
Exchanging a lane computer	11.9
Score cycles	11.10
Wins diagrams	11.11
Trouble shooting guide	11.12



Modem connection 11.1

The modem connections allow us to check and if necessary carry out service work on bowling center 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.

DIRECT MODEM CONNECTIONS

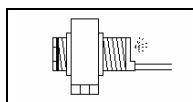
Make sure the modem is on and the line is connected. Close the WINS program WITHOUT shutting lanes. Windows 2000 warning: if your Desk is equipped with SERIAL MODEM, be sure that it's connected and ON before running windows 2000. If not, it's better shut down the desk and restart or the modem will not recognize by the system.

To launch the modem connection:



Click on the **MODEM CONSOLE** icon on the desktop or in the Windows START menu.

The PCANYWHERE windows pop up on the screen with waiting for connection...



Checking the sensors 11.2

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 micro switch 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.

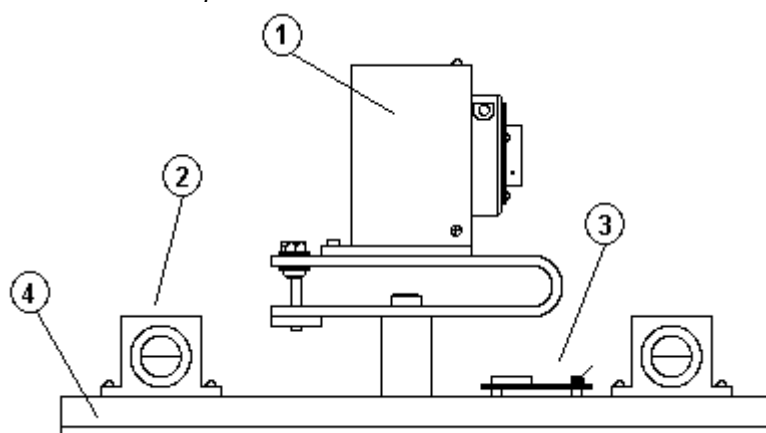
BEFORE GOING TO CHECK THE PHOTOCELL ALIGNMENT CHECK THAT THE PINSETTER IS NOT BLOCKED FOR REASONS THAT ARE NOT CONNECTED TO THE SCORING SYSTEM (cams badly regulated, blocked motors, etc.)

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.

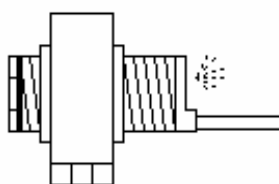


1 = Electronic and optical Sciba CCD block.

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.

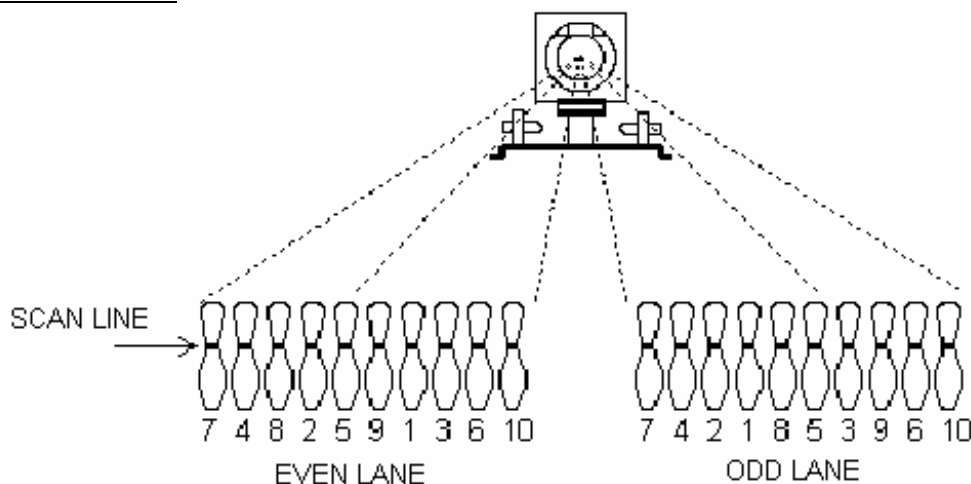
If the Red Led goes off after the ball passes even after the photocell has been re-aligned then the photocell may be pointing towards the border of the reflector.

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



Checking the Sciba 11.3

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 SCIBA 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

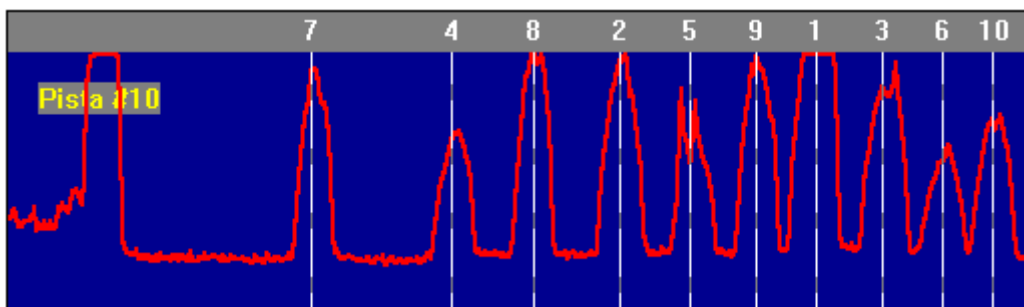
The pinsetters should be on first ball with ALL 10 pins standing on each lane. The Sciba CCD is able to see the red pins, we advise however to make the calibration settings with standard white pins.

Switch the hall lights on just like when there are bowlers; sometimes neon's 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.



Example of reading

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

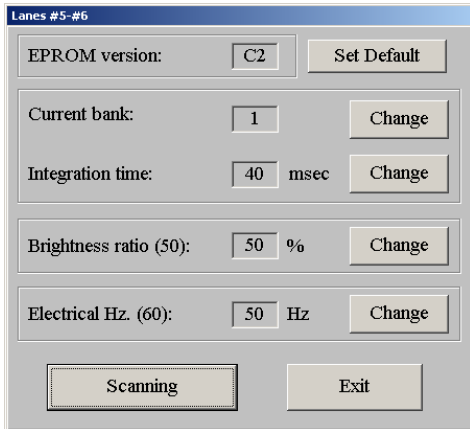
Brightness ratio is the light variation when the pin has been knocked down. In practical terms if the brightness ratio is set to 50, the Sciba CCD will detect a pin as fallen when the light, in the area where the pin was when the first photo was taken, varies by at least 50%.

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.



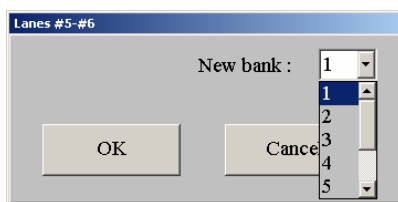
With SET PREDEFINED you can set the predefined parameters. ONLY USE THE FIRST CALIBRATION (WHEN YOU CHANGE THE SCIBA CCD).

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)

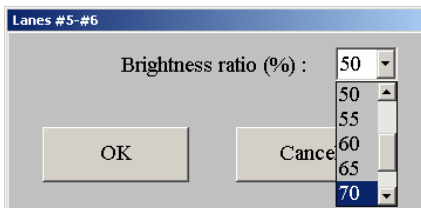
When the light situation changes (for example from daylight to glow bowling) simply select the preset 'bank' there is no need to change the integration time.



Select the **INTEGRATION TIME** for the 'bank' by clicking on the **CHANGE** button beside the current value.

Chose the value and confirm with **OK**.

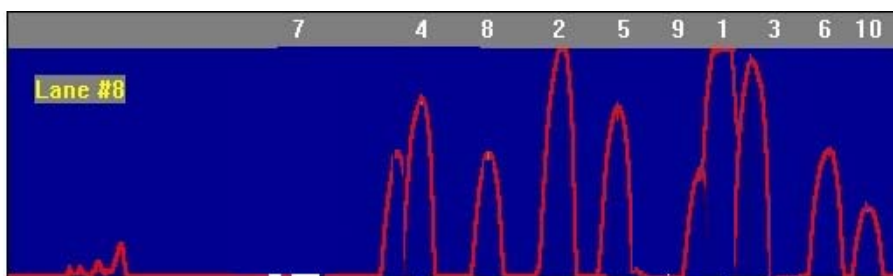
AVERAGE INTEGRATION TIME VALUE FOR STANDARD DAYLIGHT BOWLING = 40
 AVERAGE INTEGRATION TIME VALUE FOR 'GLOW IN THE DARK' BOWLING = 90



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

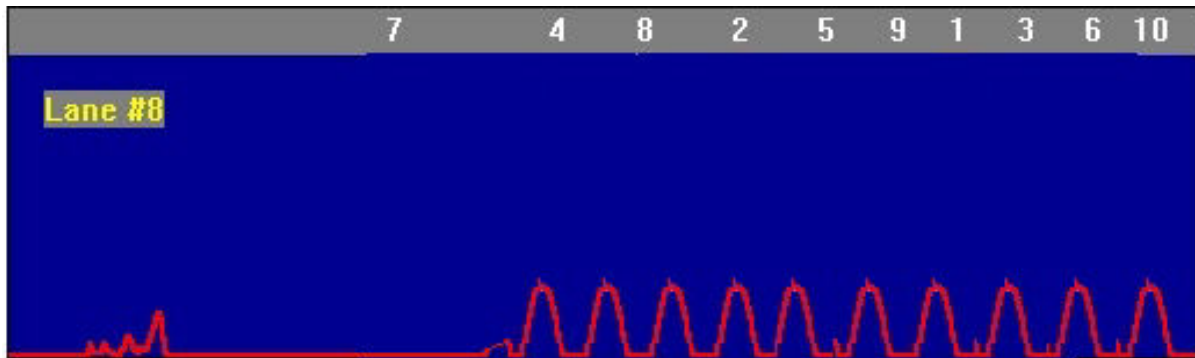
VERIFYING THE PIN SEPARATION



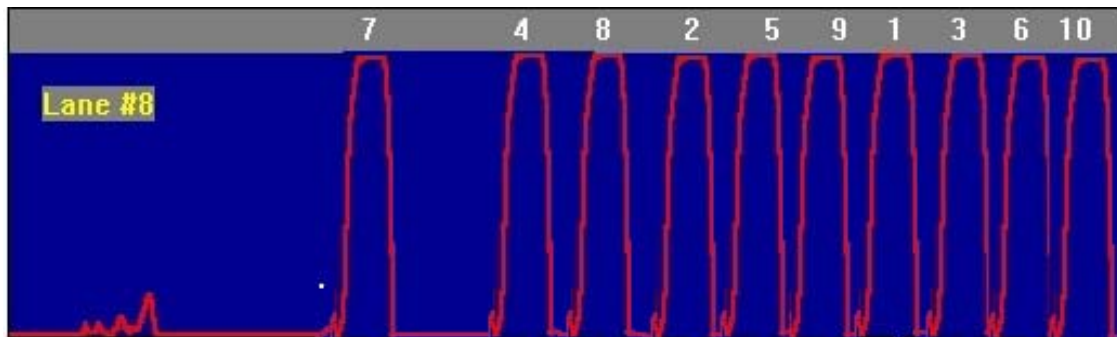
EXAMPLE OF AN IMAGE WITH OVERLAPPED PINS

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). 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.

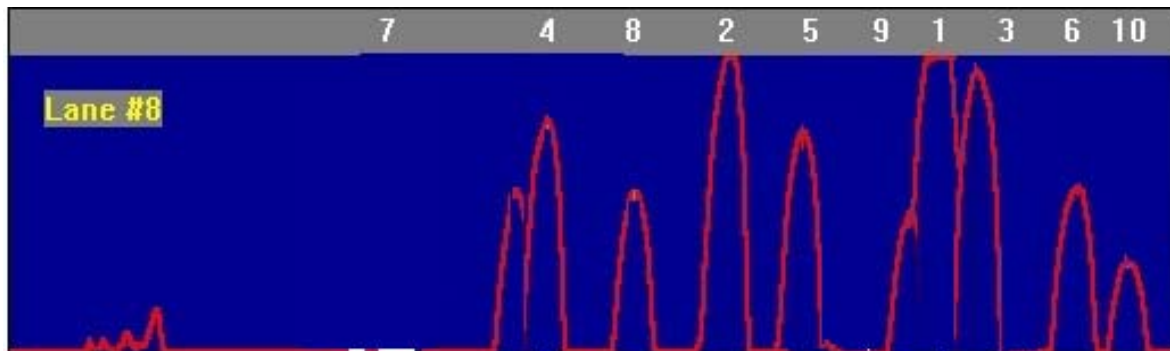
EXAMPLES OF INCORRECT CALIBRATION



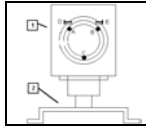
The peaks are too LOW; not enough light is entering the lens and the Sciba does not recognize the pins.
LIFT THE INTEGRATION TIME.



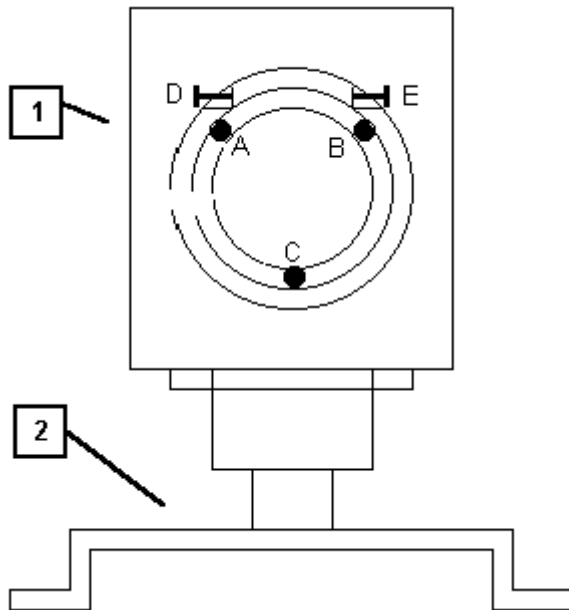
The peaks are too high; too much light is entering the lens; the Sciba recognizes the pins ALL the time, even when they have been knocked down. **DECREASE THE INTEGRATION TIME.**



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 11.4



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

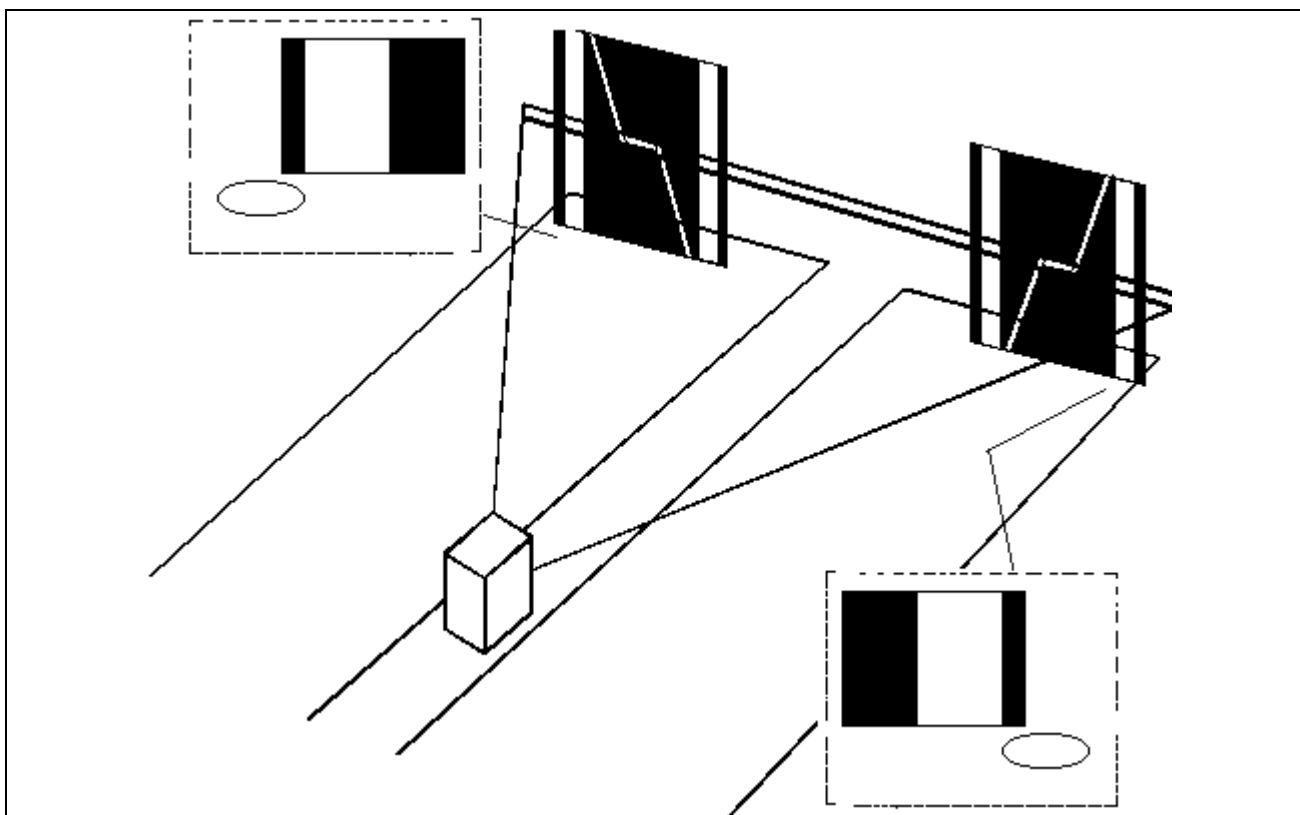
This type of calibration is necessary if the Main Desk Computer calibration has failed because you are not able to find an ideal position for the vertical pin lines (sign that the Sciba has moved or needs to be replaced)

BEFORE DOING THIS TYPE OF OPERATION ASK FOR ADVICE FROM YOUR SUPPLIER OR FROM YOUR AUTHORIZED SERVICE CENTER.

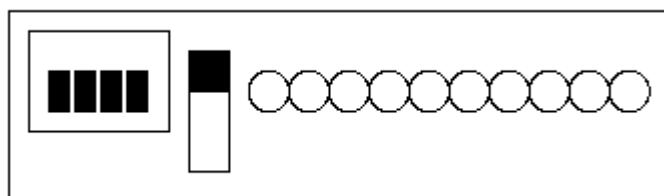
BLOCK THE PINSETTER MOTORS!

Take the pins off the pin deck and position the calibration boards supplied during installation. Check if 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 TEMPLATE

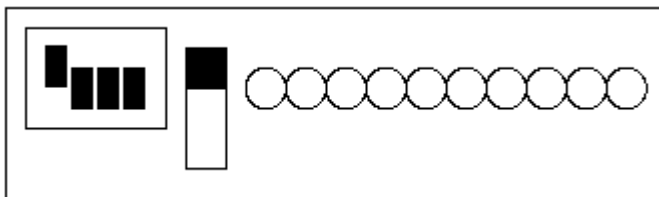
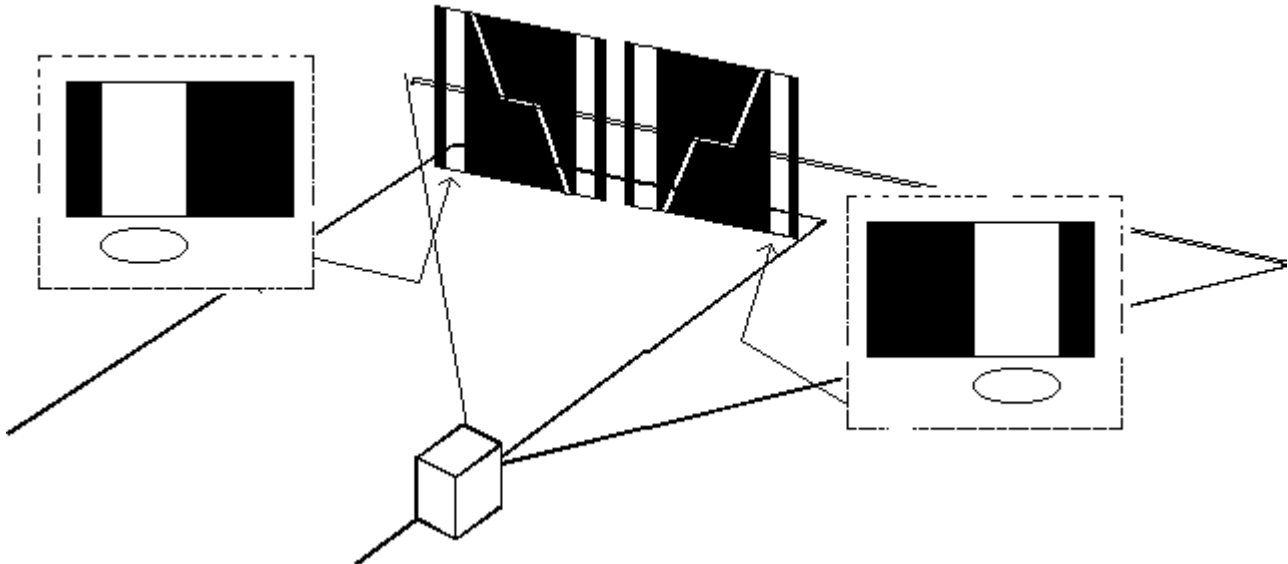


Switch the Sciba to **CALIBRATION**, to do this position the black lever in the UP position.

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.

POSITION OF THE CALIBRATION BOARDS WHEN USING A SINGLE SCIBA



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...

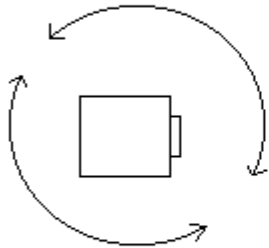
THE AIM IS REGULATED USING ALL THREE MOVEMENTS

1. VERTICAL ROTATION.
2. CLOCKWISE OR ANTICLOCKWISE LENS ROTATION.
3. LIFT OR LOWER THE DETECTION LINE.

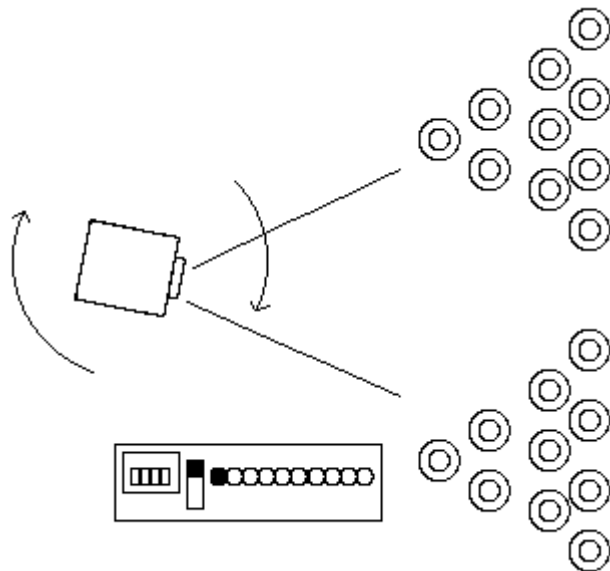
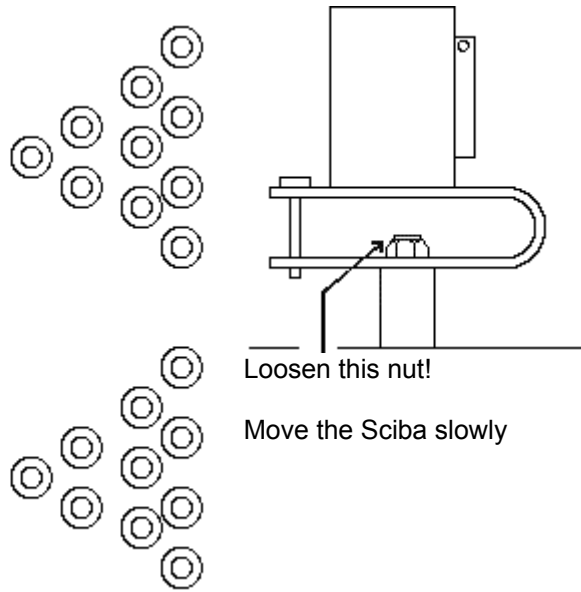
When you proceed with the Sciba regulation loosen the bolts and screws one at a time for each type of regulation (loosening all the screws would make it impossible).

After having set each position it is advisable to tighten the bolts or screws which are loose.

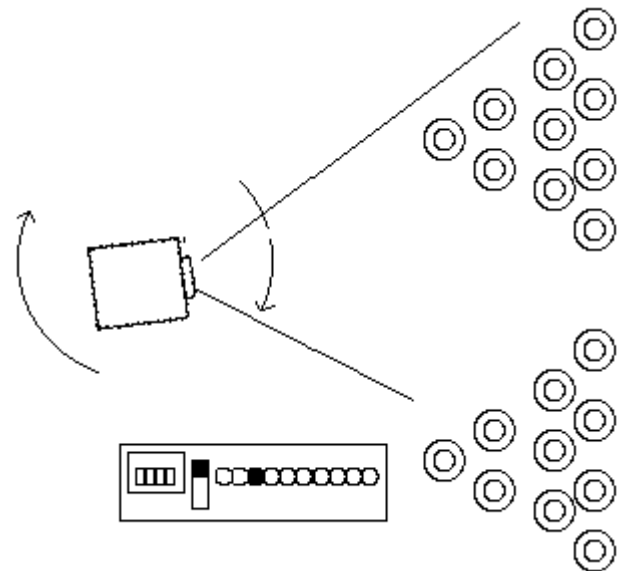
VERTICAL ROTATION



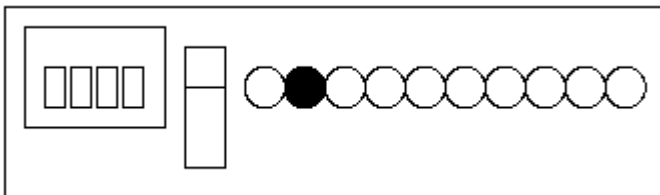
1[^] REGULATION



ROTATE TO RIGHT

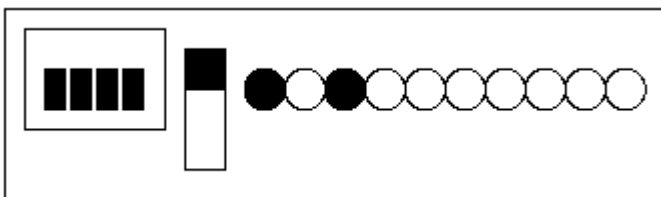


ROTATE TO LEFT



OK! The position is correct, tighten the nut.

Proceed with the clockwise, anticlockwise lens rotation.

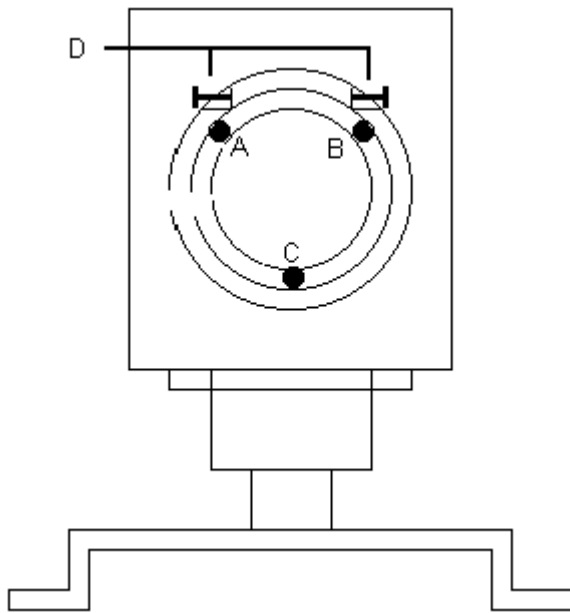


IF BOTH LED'S REMAIN RED WITHOUT ANY SIGN OF THE GREEN LED:

1. The Sciba distance is incorrect.
2. The integration time is wrong (too high or low).

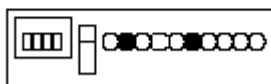
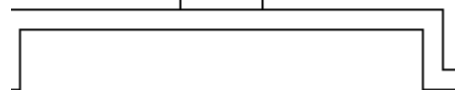
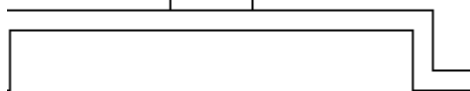
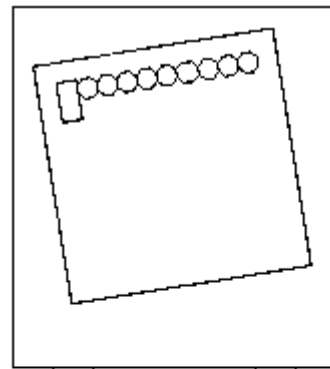
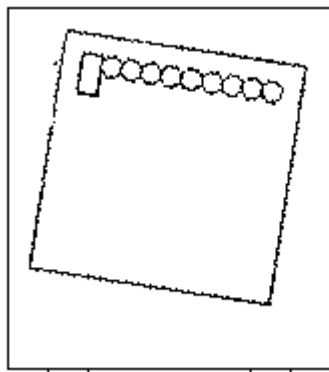
To change the integration time position the black calibration lever back to it's normal position, down and change the integration time from the Main Desk computer.

CLOCKWISE OR ANTICLOCKWISE LENS ROTATION

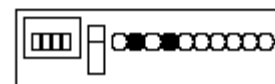


Loosen the 3 screws on the lens ring.

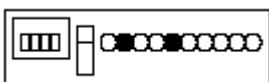
Use the D bolts to move the lens block clockwise or anticlockwise.



Rotate clockwise

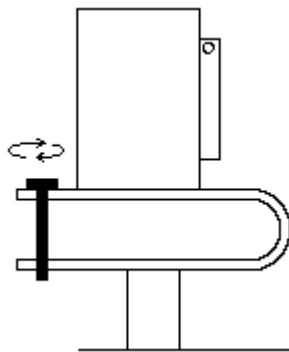


Rotate anti-clockwise

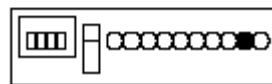
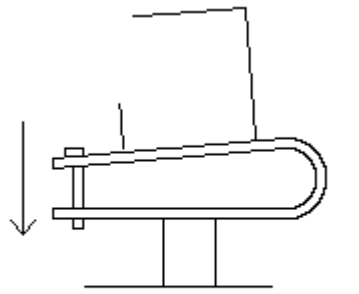


OK! The rotational position has been found, tighten the bolts.

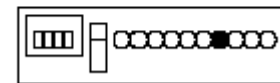
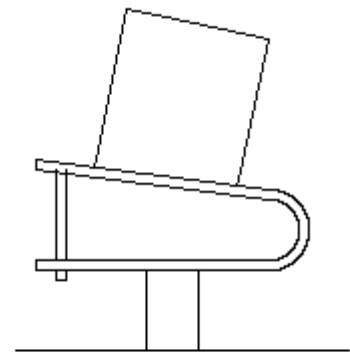
LIFT OR LOWER THE DETECTION LINE



Rotate the bolt to lift or lower.



tighten to lift

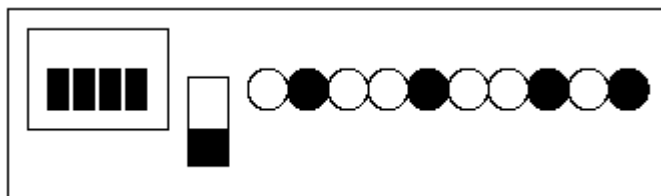


loosen to lower

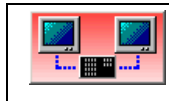
ALL OK!

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.

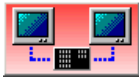


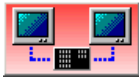
**REMEMBER TO MOVE THE BLACK CALIBRATION LEVER TO THE NORMAL POSITION, DOWN.
IF YOU FORGET TO DO THIS, WHEN YOU TRY TO USE THE SCIBA ICON ON THE MAIN DESK
COMPUTER YOU WILL ONLY SEE THE TIME OUT MESSAGE.**



CALIBRATING THE BOWLER CONSOLE TOUCH SCREENS 11.5

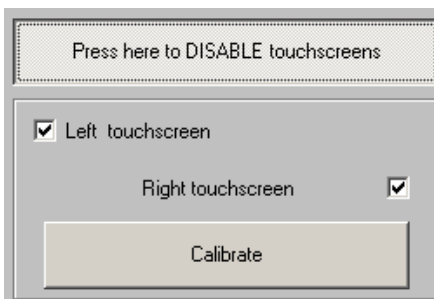
Close the scoring on the lanes to be calibrated, verify that the "SCROLLING BACKGROUNDS" have been selected for the lane.



Click on the  buttons on the SET-UP menu (same lane computer as is actually installed).

Verify that the touch screen is enabled then carry out the calibration by clicking on the **CALIBRATE** button and following the instructions.

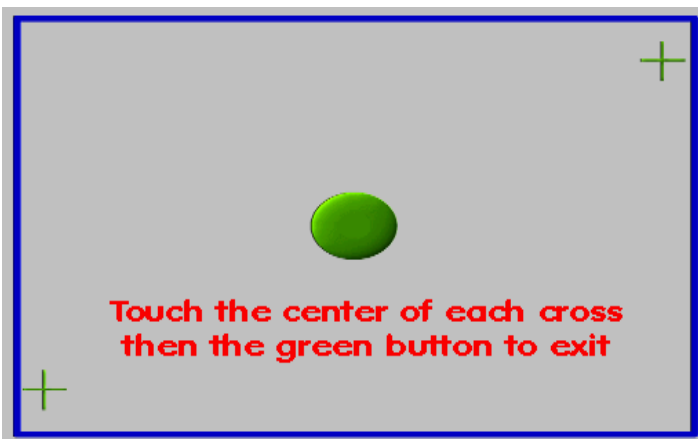
Execute the calibration from the bowler console.



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.



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



SETTING THE PINSETTER INTERFACE PARAMETERS. (A.P.I.)

11.6



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.

Lanes #3-#4

LEFT LANE

Dist. for speed: 23 cm

Pin read delay: 2.0 sec

RIGHT LANE

Dist. for speed: 23 cm

Pin read delay: 2.0 sec

EPROM

D1

Set Defaults

Adv. Parameters

COMMON

Pinsetter: AMF 8270

Hardware connection

None:

1st->2nd ball signal:

APS:

Strike/Gutter out:

No Tap + 10th frame respot

None:

Modified cycle:

Extra cycle:

2nd ball extra cycle delay: 12.0

Do not wait for 2nd ball:

1 Camera per lane:

Start distance: 396 cm

Off delay: 1 sec

Automatic Foul Line:

Cycle after pin read (1st ball):

Cycle after pin read (2nd ball):

OK

Click on the **PINSETTER INTERFACE** button on the **SETUP** menu for the pair of lanes you need to check and WAIT until the communication starts. If necessary, vary the parameters directly on the screen. First operation: Select the **PINSETTER** from the list, then click on the **SET DEFAULT** button to load the most common parameters, finally, modify them as you wish. *Selection based on the Pinsetter and Hardware type:*

HARDWARE CONNECTION

NONE installations with 82/30/3000/45 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.

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

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).

START DISTANCE

Measure the distance between the pinsetter START photocell and the LAST ROW (7,8,9,10) in centimetres. 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.

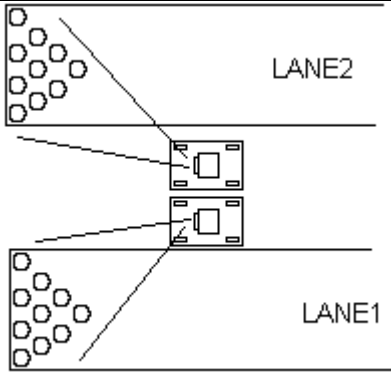
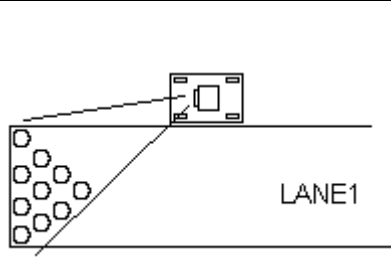
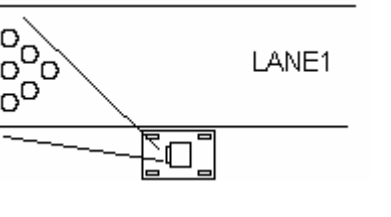
MODIFIED CYCLE is used with APS. Simulates a strike and avoids an unnecessary cycle.

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.

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:

	<table border="0"> <thead> <tr> <th>LEFT</th> <th>RIGHT</th> </tr> </thead> <tbody> <tr> <td>NEVER</td> <td>NEVER</td> </tr> <tr> <td>STANDARD</td> <td>STANDARD</td> </tr> <tr> <td>CROSSED</td> <td>CROSSED</td> </tr> </tbody> </table>	LEFT	RIGHT	NEVER	NEVER	STANDARD	STANDARD	CROSSED	CROSSED
LEFT	RIGHT								
NEVER	NEVER								
STANDARD	STANDARD								
CROSSED	CROSSED								
	<table border="0"> <thead> <tr> <th>LEFT</th> <th>RIGHT</th> </tr> </thead> <tbody> <tr> <td>NEVER</td> <td>NEVER</td> </tr> <tr> <td>STANDARD</td> <td>STANDARD</td> </tr> <tr> <td>CROSSED</td> <td>CROSSED</td> </tr> </tbody> </table>	LEFT	RIGHT	NEVER	NEVER	STANDARD	STANDARD	CROSSED	CROSSED
LEFT	RIGHT								
NEVER	NEVER								
STANDARD	STANDARD								
CROSSED	CROSSED								
	<table border="0"> <thead> <tr> <th>LEFT</th> <th>RIGHT</th> </tr> </thead> <tbody> <tr> <td>NEVER</td> <td>NEVER</td> </tr> <tr> <td>STANDARD</td> <td>STANDARD</td> </tr> <tr> <td>CROSSED</td> <td>CROSSED</td> </tr> </tbody> </table>	LEFT	RIGHT	NEVER	NEVER	STANDARD	STANDARD	CROSSED	CROSSED
LEFT	RIGHT								
NEVER	NEVER								
STANDARD	STANDARD								
CROSSED	CROSSED								

<p>LANE 2</p> <p>LANE 1</p>	<p>LEFT</p> <p>NEVER</p> <p>STANDARD</p> <p>CROSSED</p>	<p>RIGHT</p> <p>NEVER</p> <p>STANDARD</p> <p>CROSSED</p>
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<p>LANE2</p> <p>LANE1</p>	<p>LEFT</p> <p>NEVER</p> <p>STANDARD</p> <p>CROSSED</p>	<p>RIGHT</p> <p>NEVER</p> <p>STANDARD</p> <p>CROSSED</p>
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WORKSTATION TOUCH SCREEN CALIBRATION 11.7

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 ELOTOUCH 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 ELOTOUCH INSTALLED

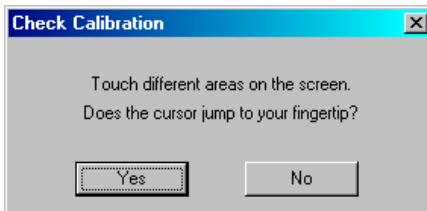


Click on the ELO TOUCHSCREEN icon found in the control panel of Windows (route: START→SETTINGS → CONTROL PANEL).

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

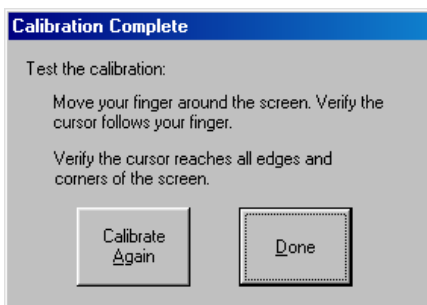


Click on the MICROTOUCH TOUCHSCREEN icon found in the control panel of Windows (route: START→SETTINGS → CONTROL PANEL).

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 11.8

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.

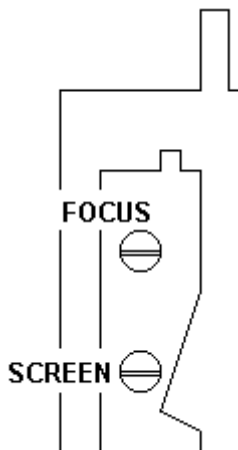
It is very rare that the Picture tube goes faulty, the component that is changed most frequently is the Monitor board.

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:

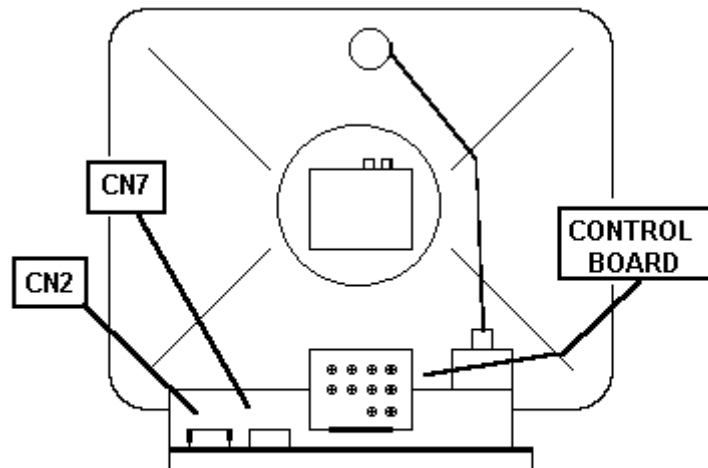
Lower the brightness, contrast and colour to the minimum.

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

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

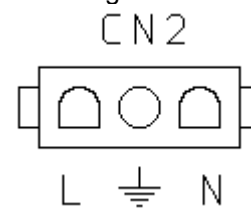
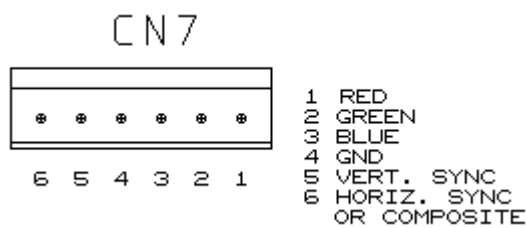
Attention!! If you regulate incorrectly turning more clockwise even when the lines appear, the monitor may turn itself off (auto save function): in this case take the regulation back to the point you started from, then turn the monitor off and back on with the power switch on the monitor board. Regulate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

MONITOR HANTAREX POLO/2 28"



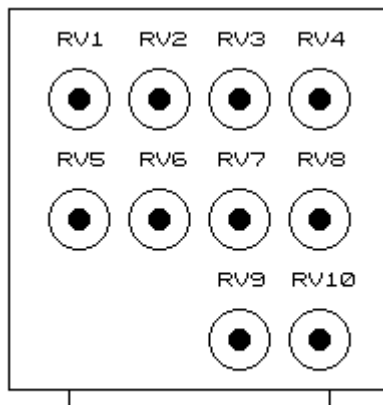
**HANTAREX
RGB POLO/2**

The CONTROL BOARD is used to regulate the image.



AC IN CONNECTOR

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.

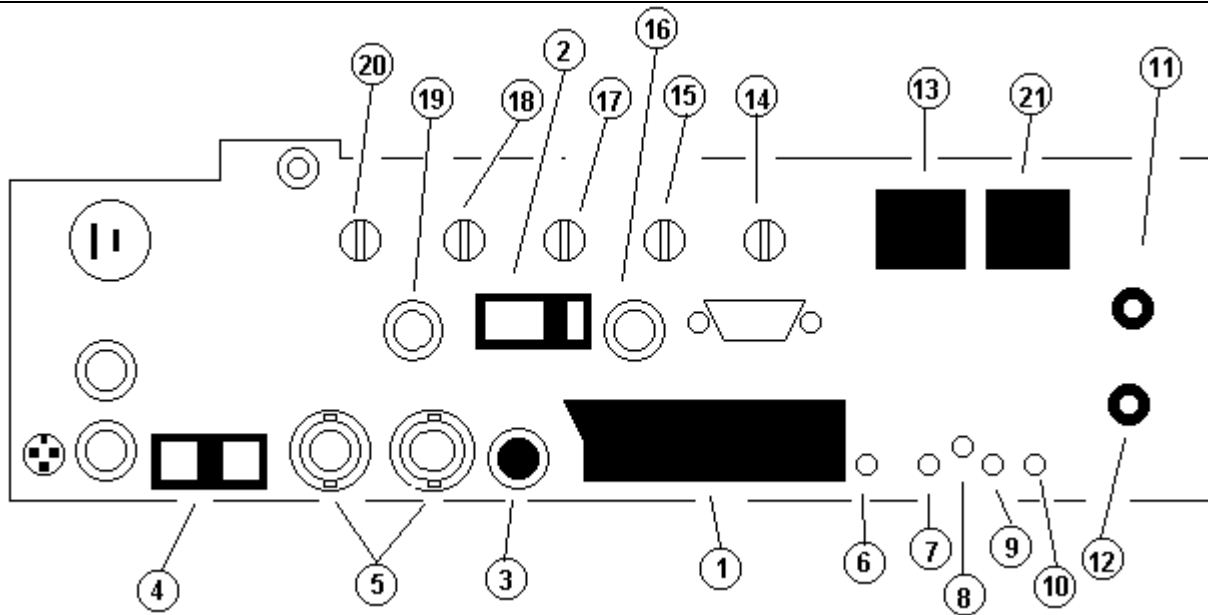
The screen settings are on the monitor board.

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.

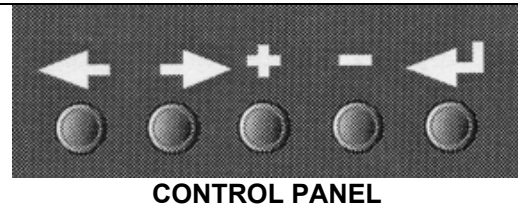
HANTAREX QUADRISTANDARD 28" EQ/2





- 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)


2 & 4 = RGB, 19 negative SYNC

HANTAREX MULTISTANDARD 28" EQ/3



Press the  button for 3 seconds to access the "on screen display" menu.

Use the  button to move from one function to the next.

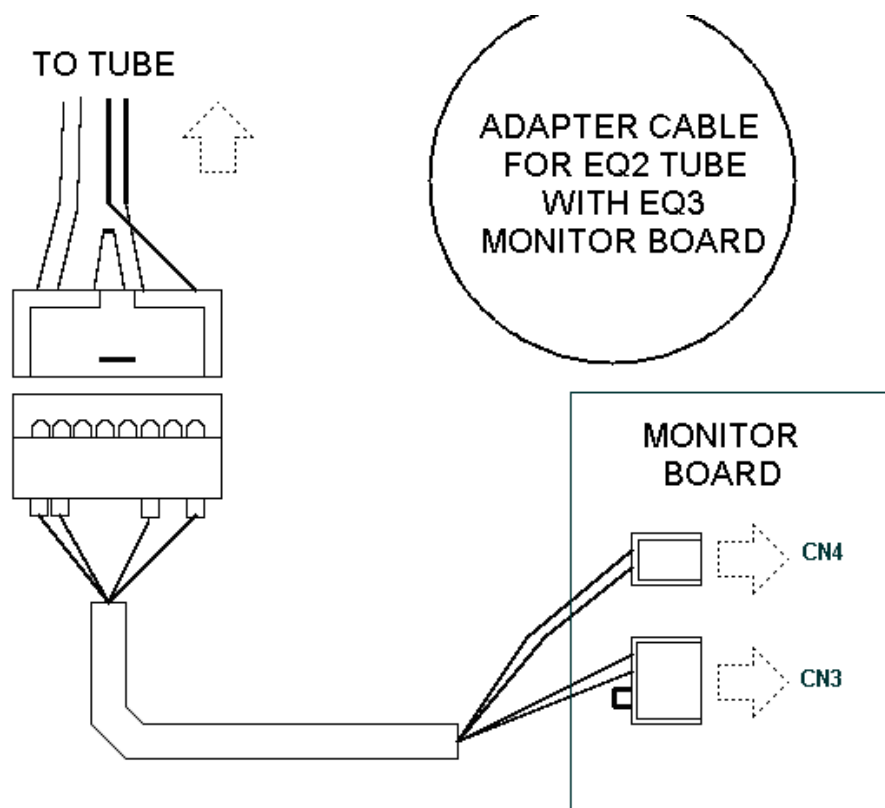
Use the  buttons to change the values.

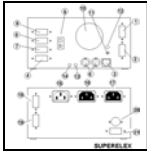
Attention! If no changes are made for 30 seconds, the monitor goes back to normal operation.

Lower the contrast, color and brightness to the minimum.

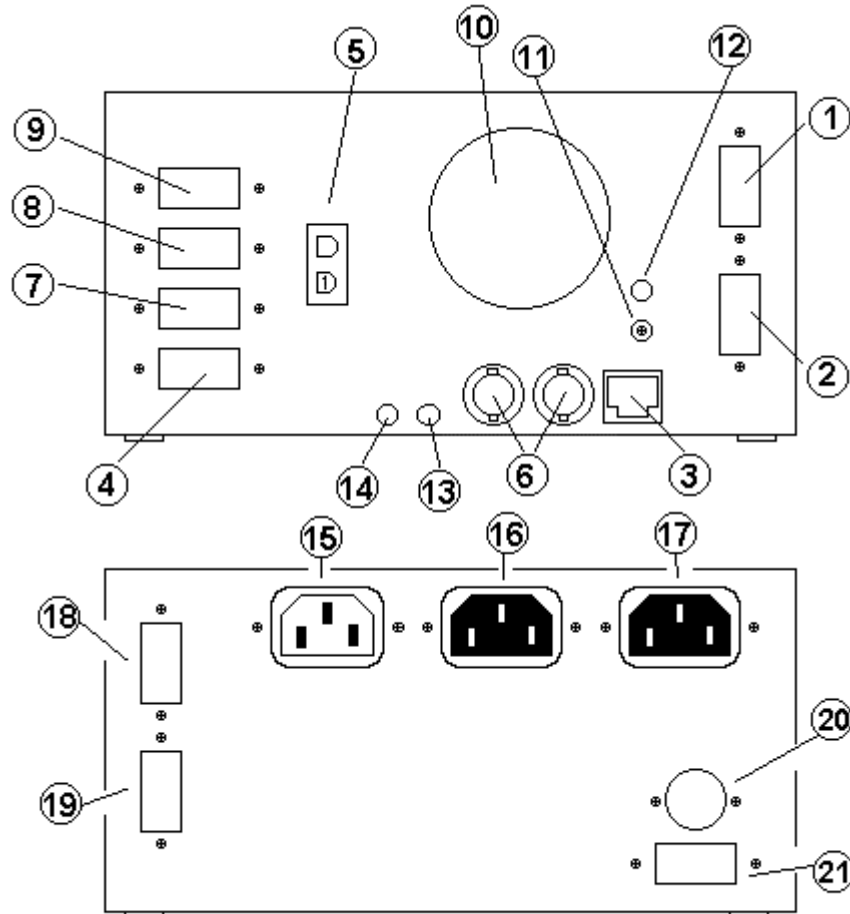
The RGB settings are already made by the factory.

FOR FURTHER INFORMATION READ THE MONITOR MANUAL .





EXCHANGING A LANE COMPUTER 11.9



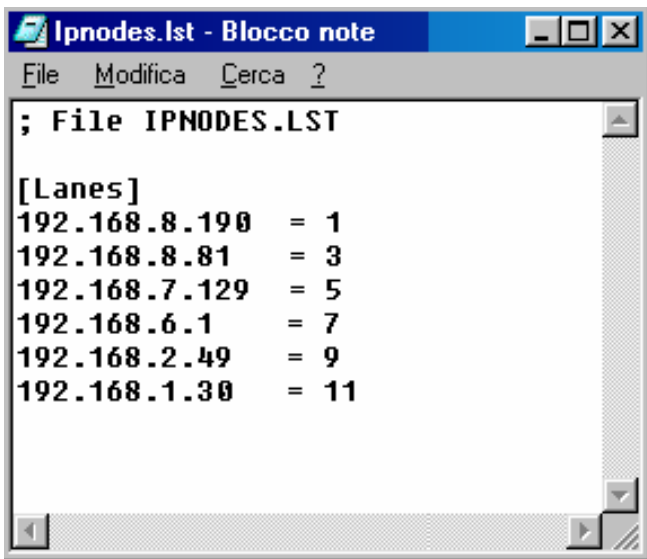
SUPERELEX

- 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)

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".

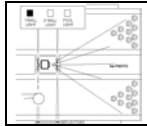


The network nodes are inserted as lines whose reference is an odd lane number. For example as you can see in the image the node of lane 1 and 2 - 192.168.8.190.

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**.



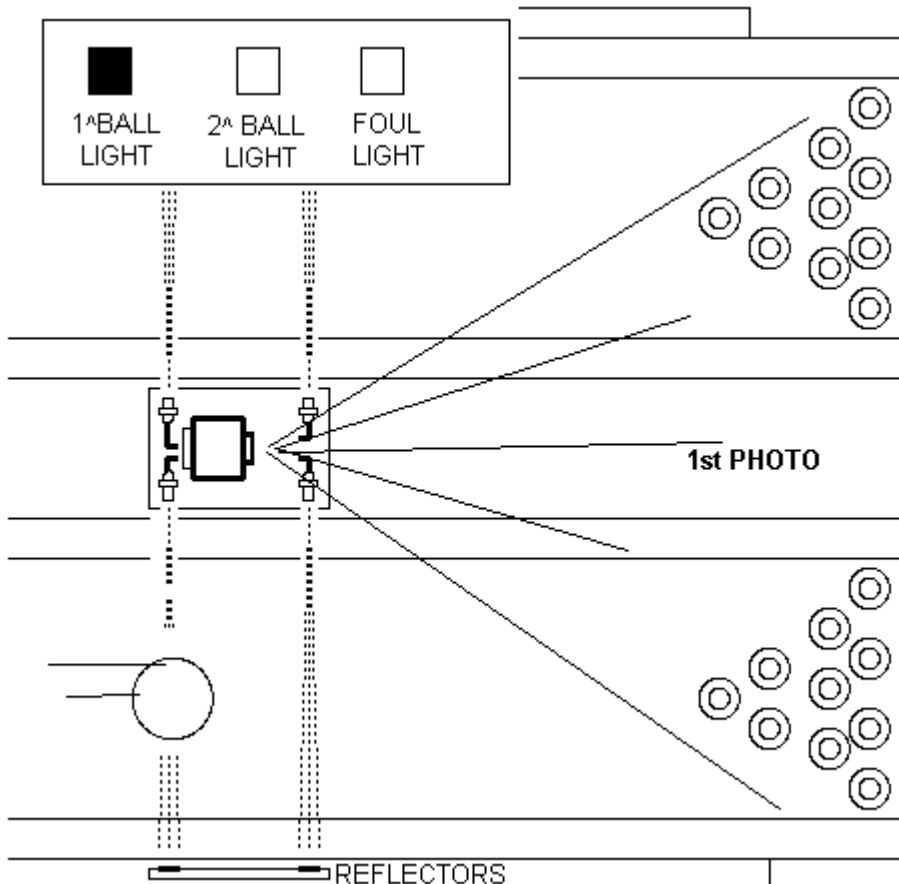
Score cycles 11.10

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.

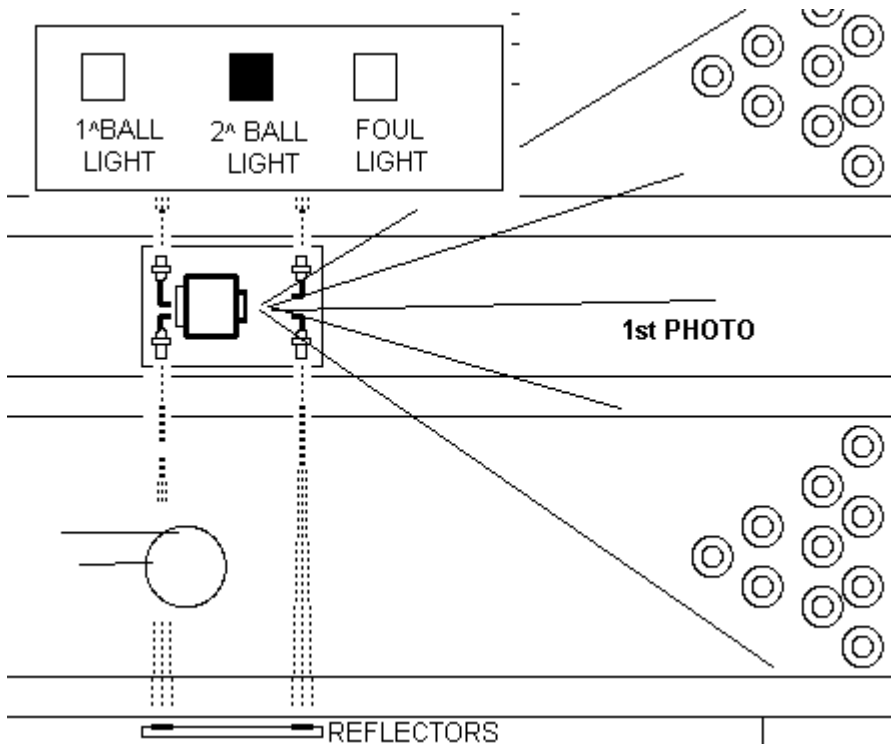
FAST STRIKE CYCLE

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 of 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.

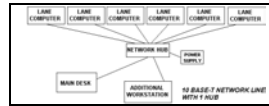
FOUL CYCLE

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.

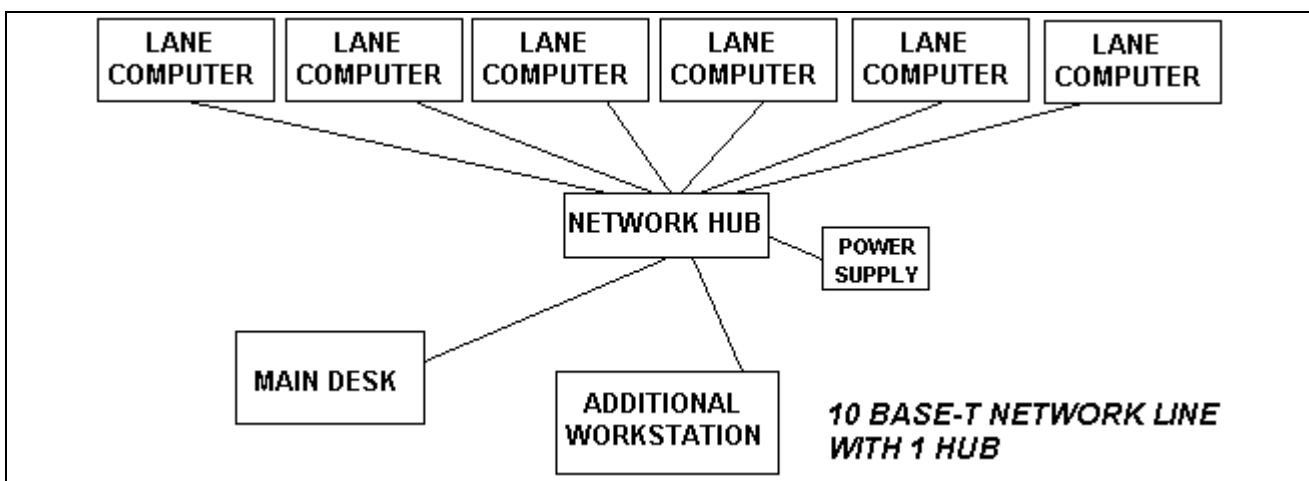


Wins Diagrams 11.11

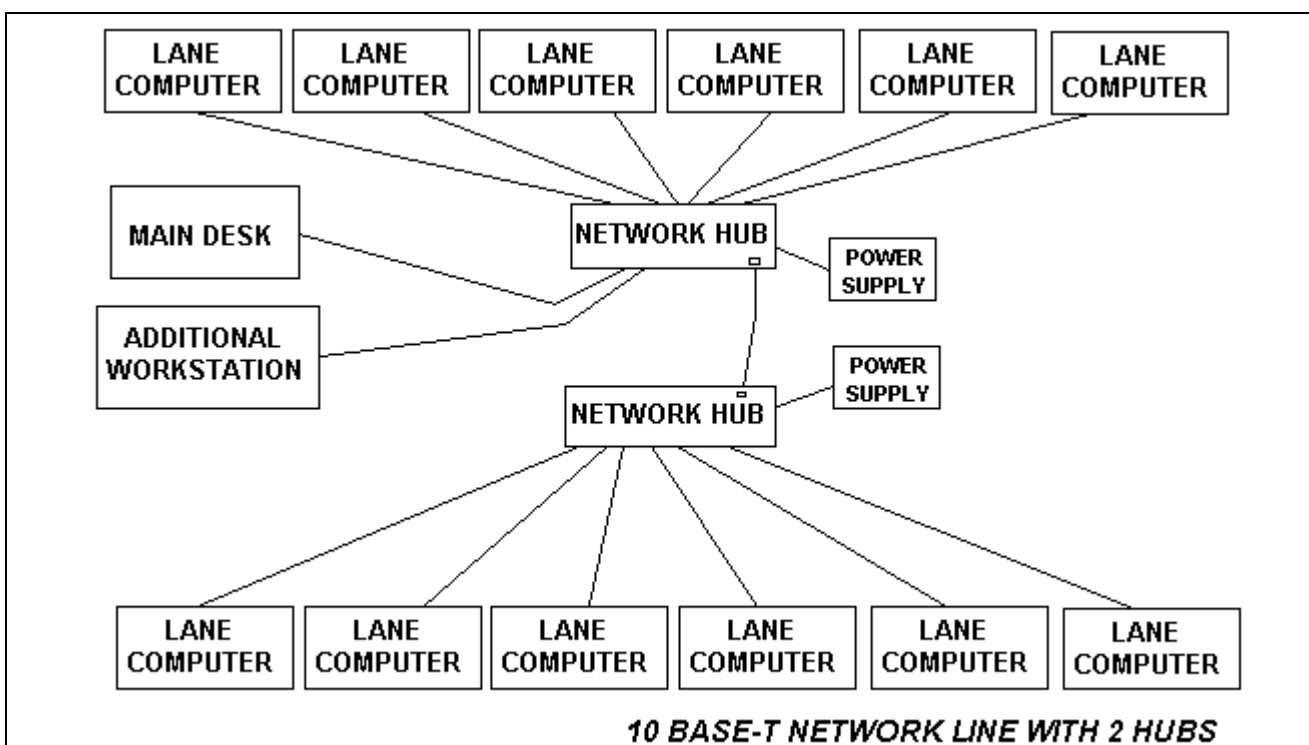
The attached diagrams refer to the most common installation configurations. Some installations may be different due to varying interfaces used. Technical terms may in English for practical reasons. Always refer to the codes indicated for when acquiring spares. If there are any doubts, contact your local 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.

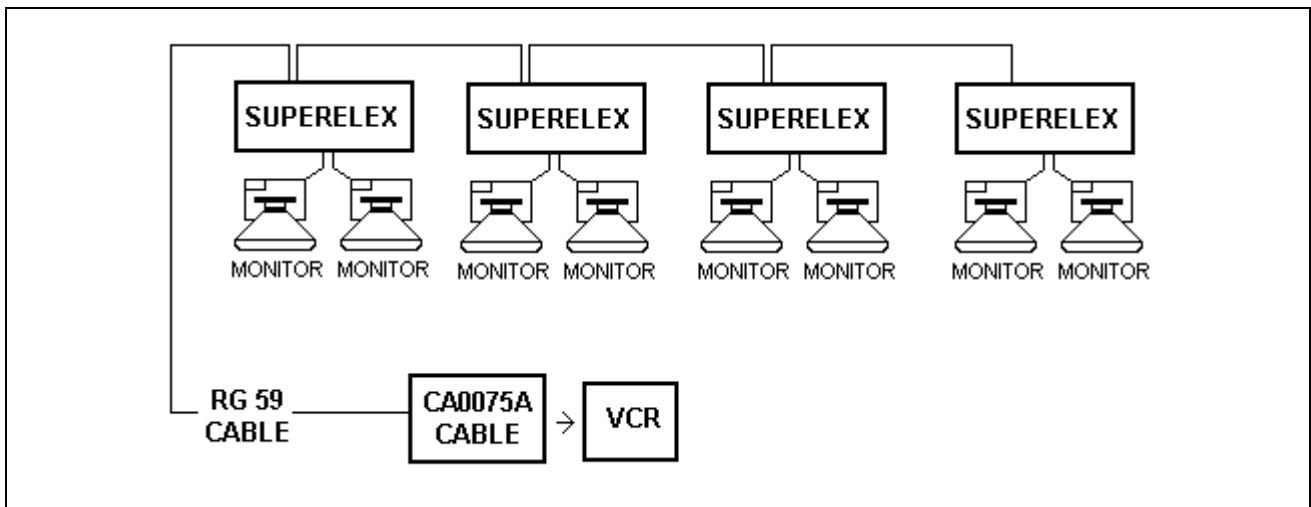
NETWORK CONNECTION WITH A SINGLE HUB/SWITCH



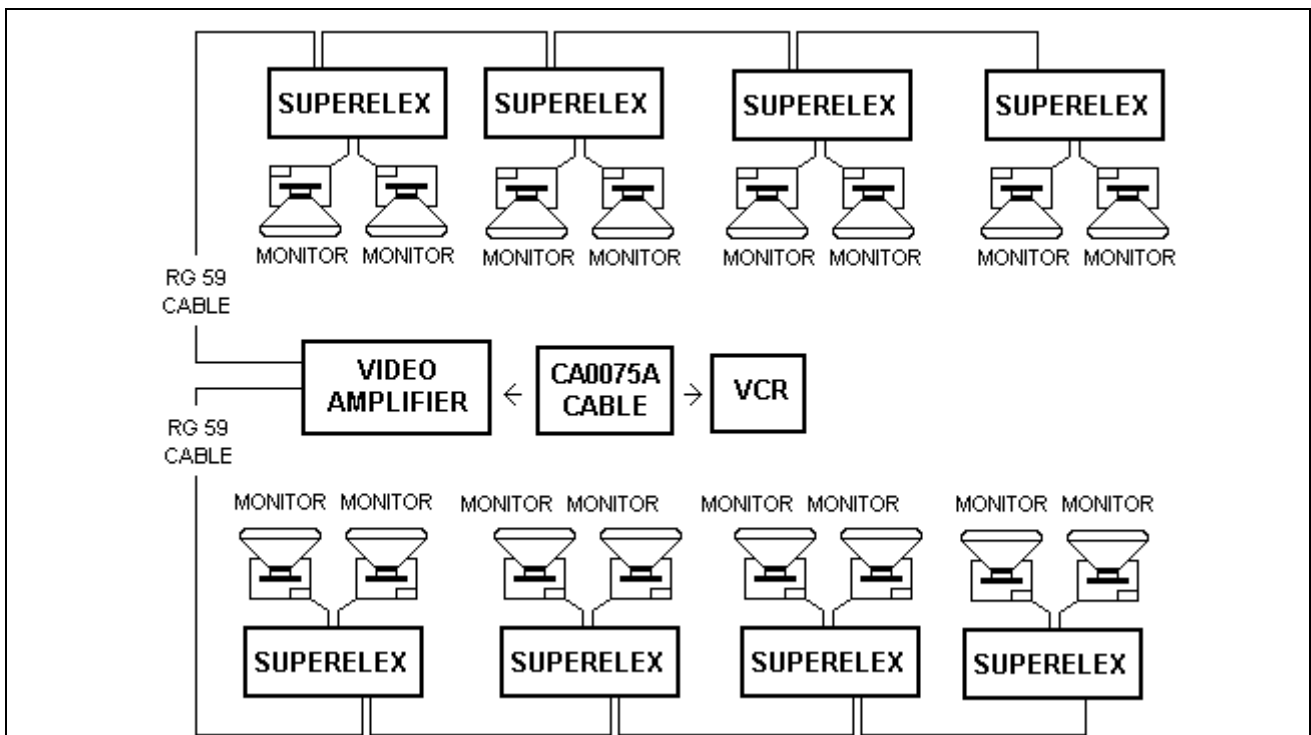
NETWORK CONNECTION WITH A TWO HUB



CVBS LINE



CVBS LINE WITH 2 SEGMENT



ELECTRICAL CONNECTIONS

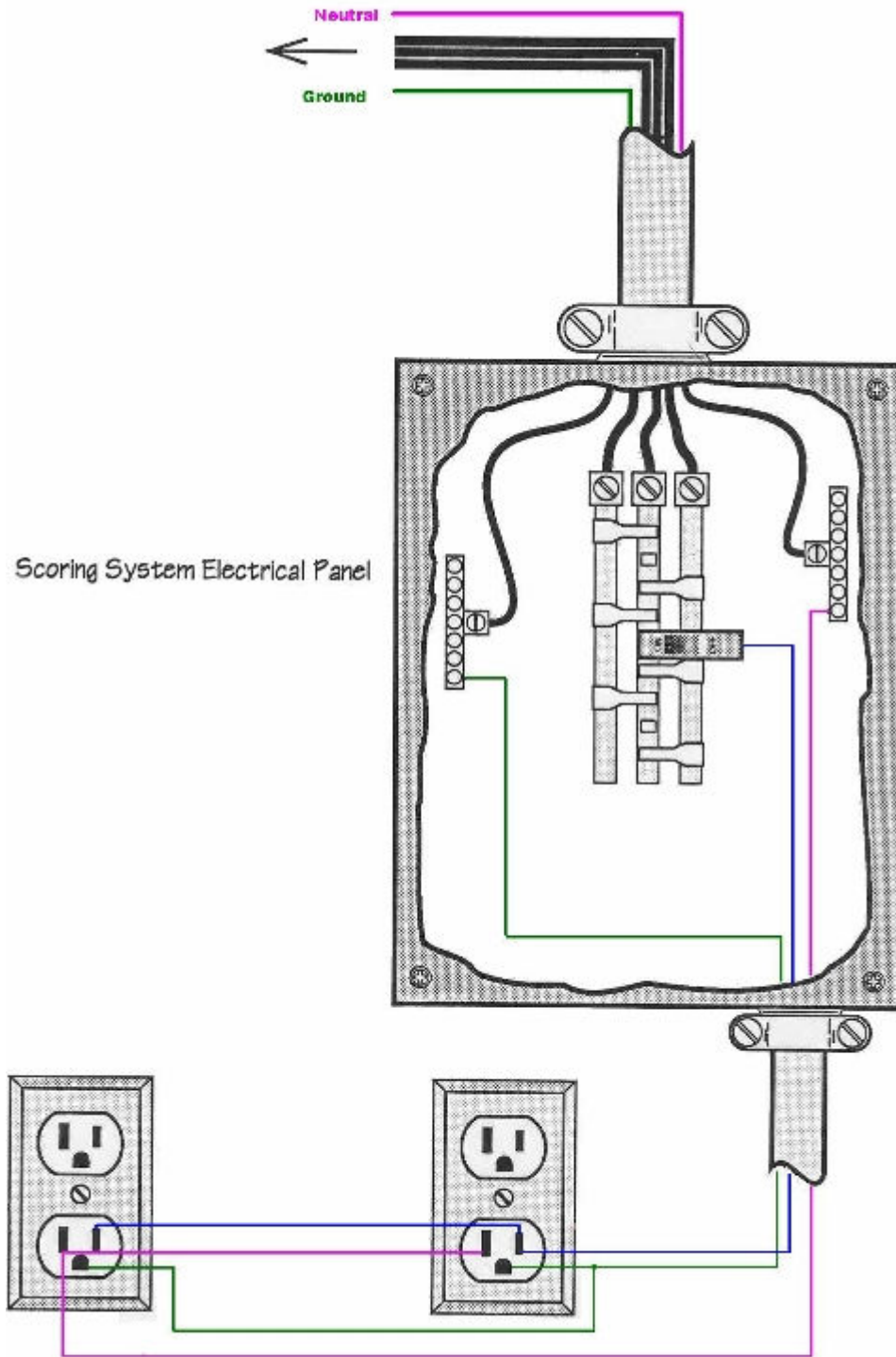
Steltronic USA, Inc. -Electrical Requirements

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.

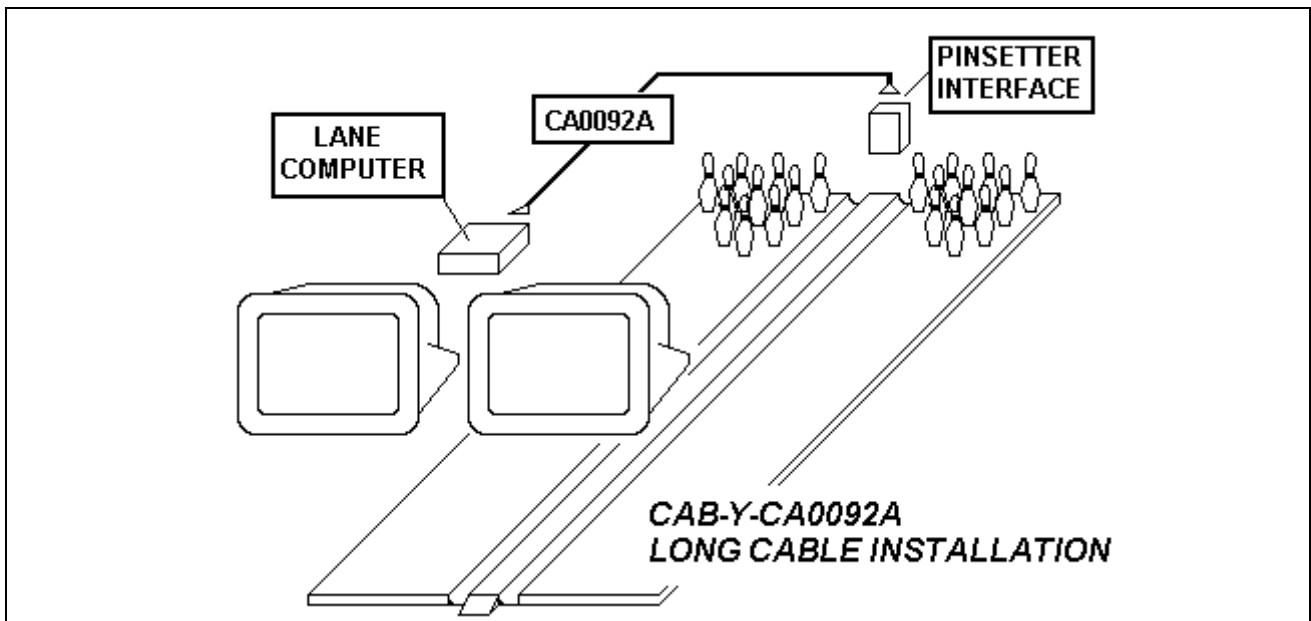
Steltronic USA, Inc. is not responsible for damage or improper operation of The Steltronic Automatic Scoring which is caused by improper installation or faulty electrical service. When installing the electrical service conduit, wiring and receptacles, the following guidelines must be strictly adhered 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).

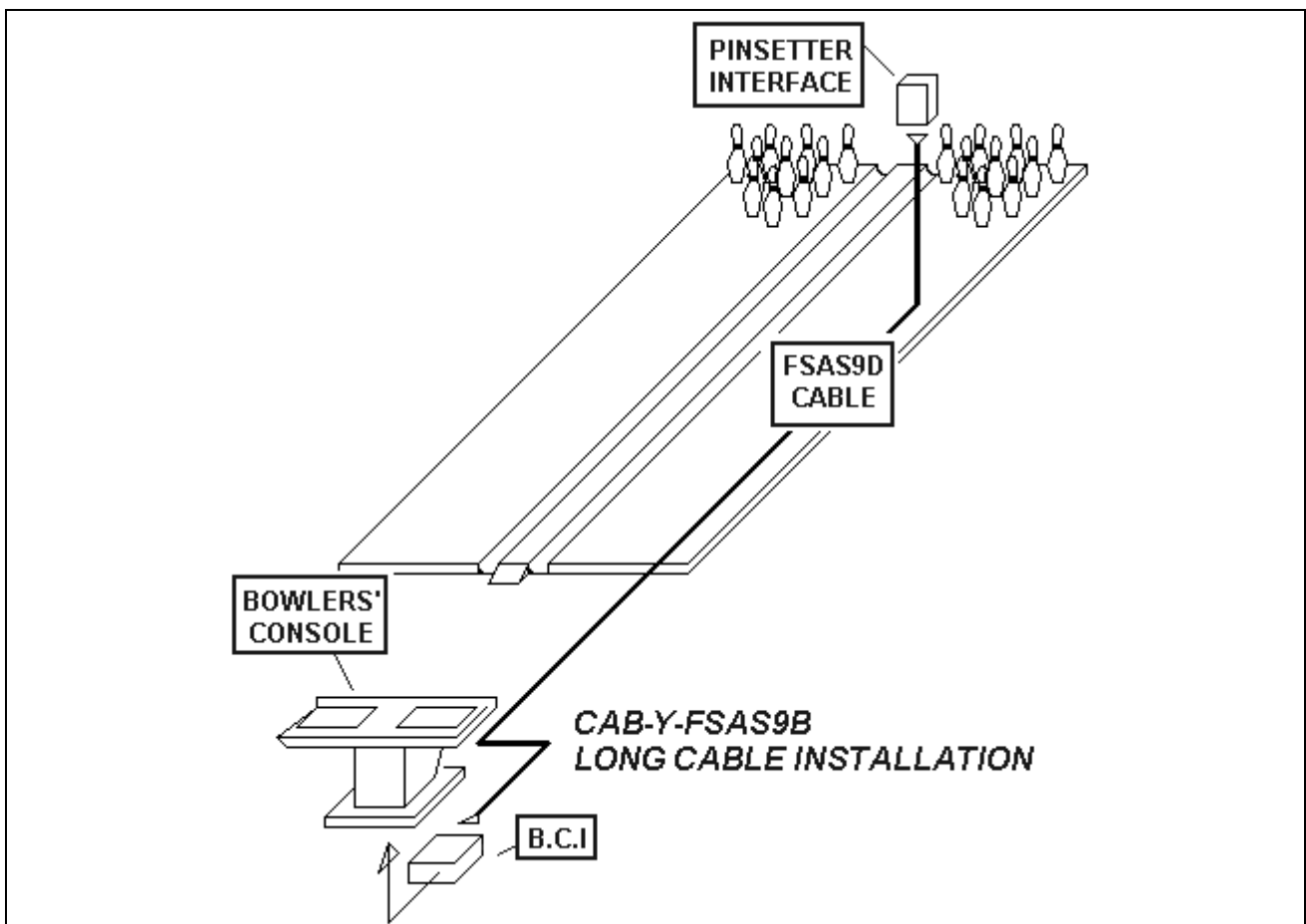


“LONG” CABLE

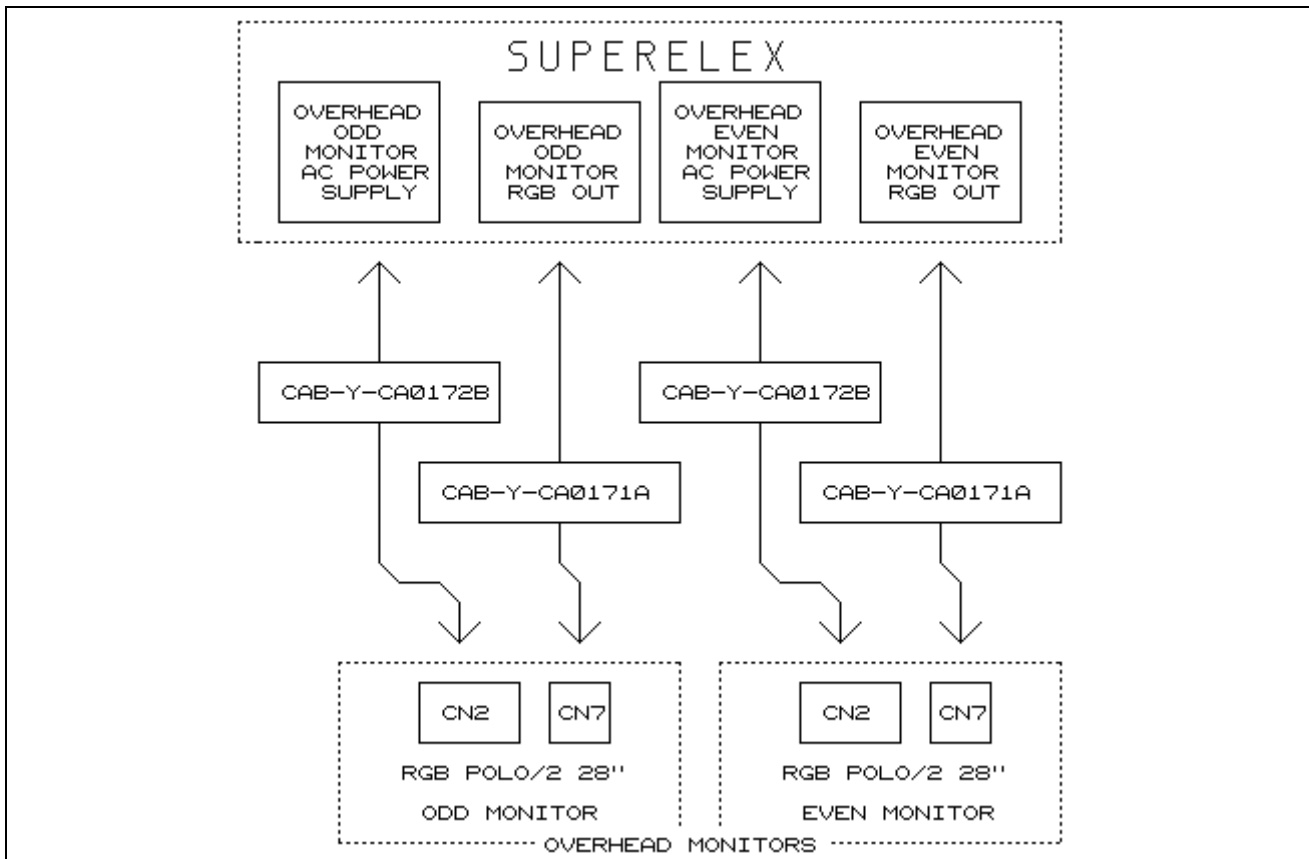
The **CAB-Y-CA0092A** cable connects the lane computer to the pinsetter interface. The is a universal cable for all models of lane computers and pinsetter interfaces. The standard length is 30 meters. If necessary it can be lengthened up to a maximum of 35 / 40 meters.



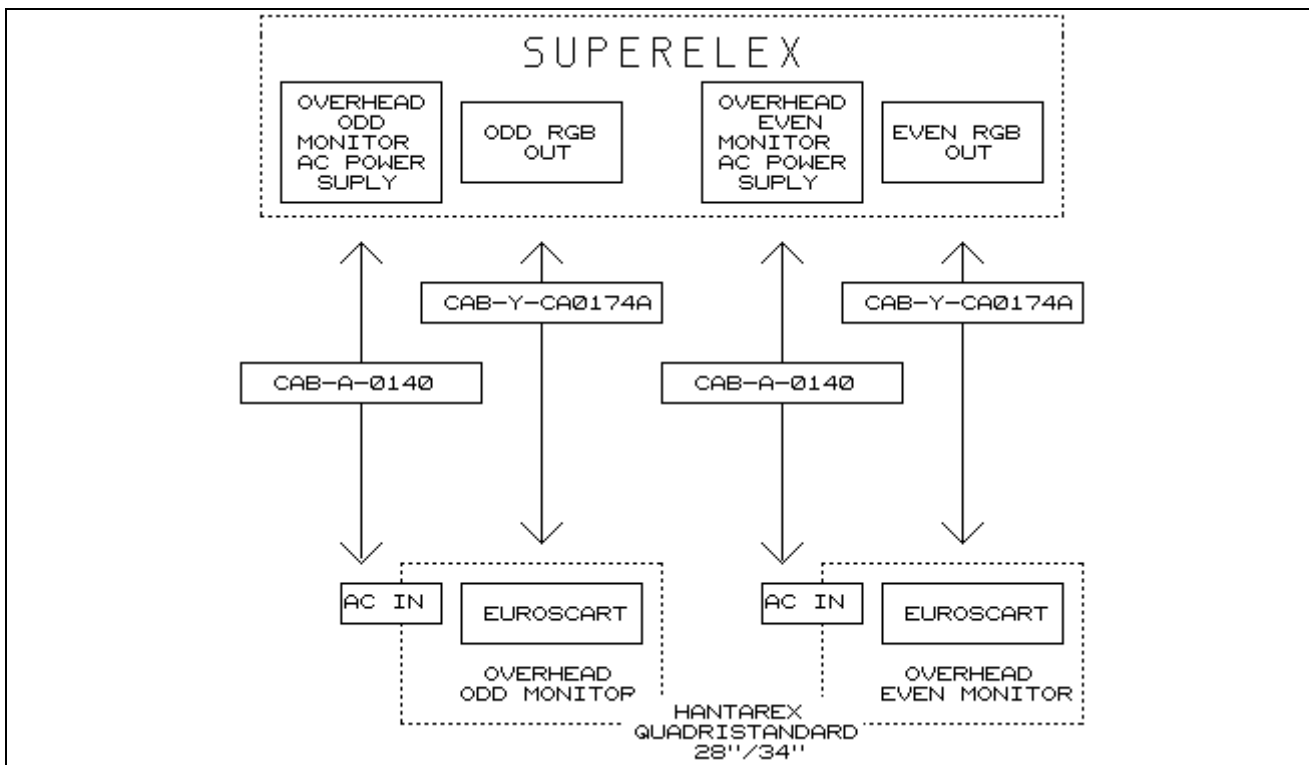
The **CAB-Y-FSAS9A** cable is used to connect the pinsetter interface with the Bowler console interface, no matter what type of control the console has (Joystick, button or membrane keyboard). This cable is not required with WIRELESS BOWLER'S CONSOLE OR TOUCH SCREEN BOWLER'S CONSOLE.



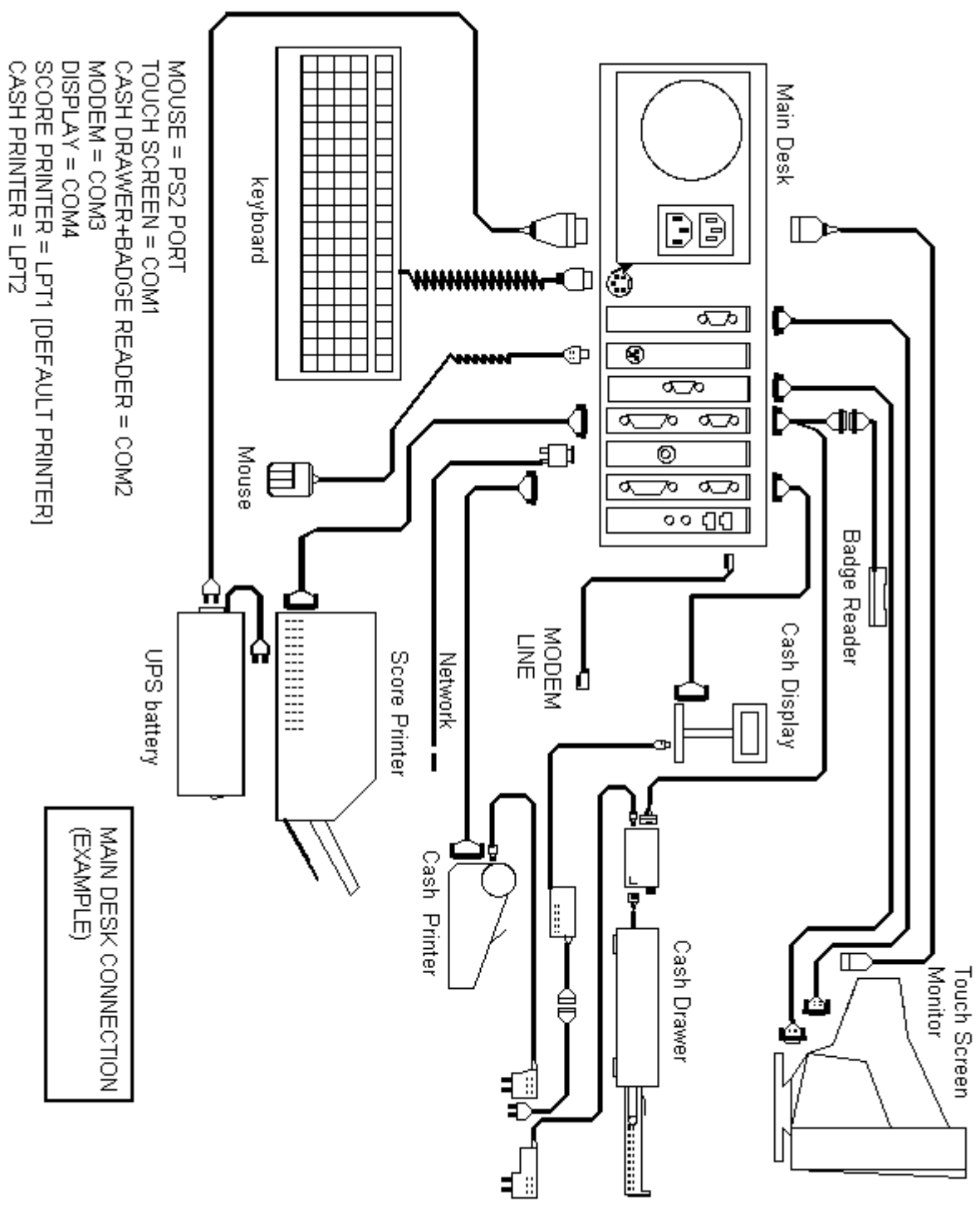
SUPERELEX <> RGB MONITOR (HANTAREX RGB POLO)



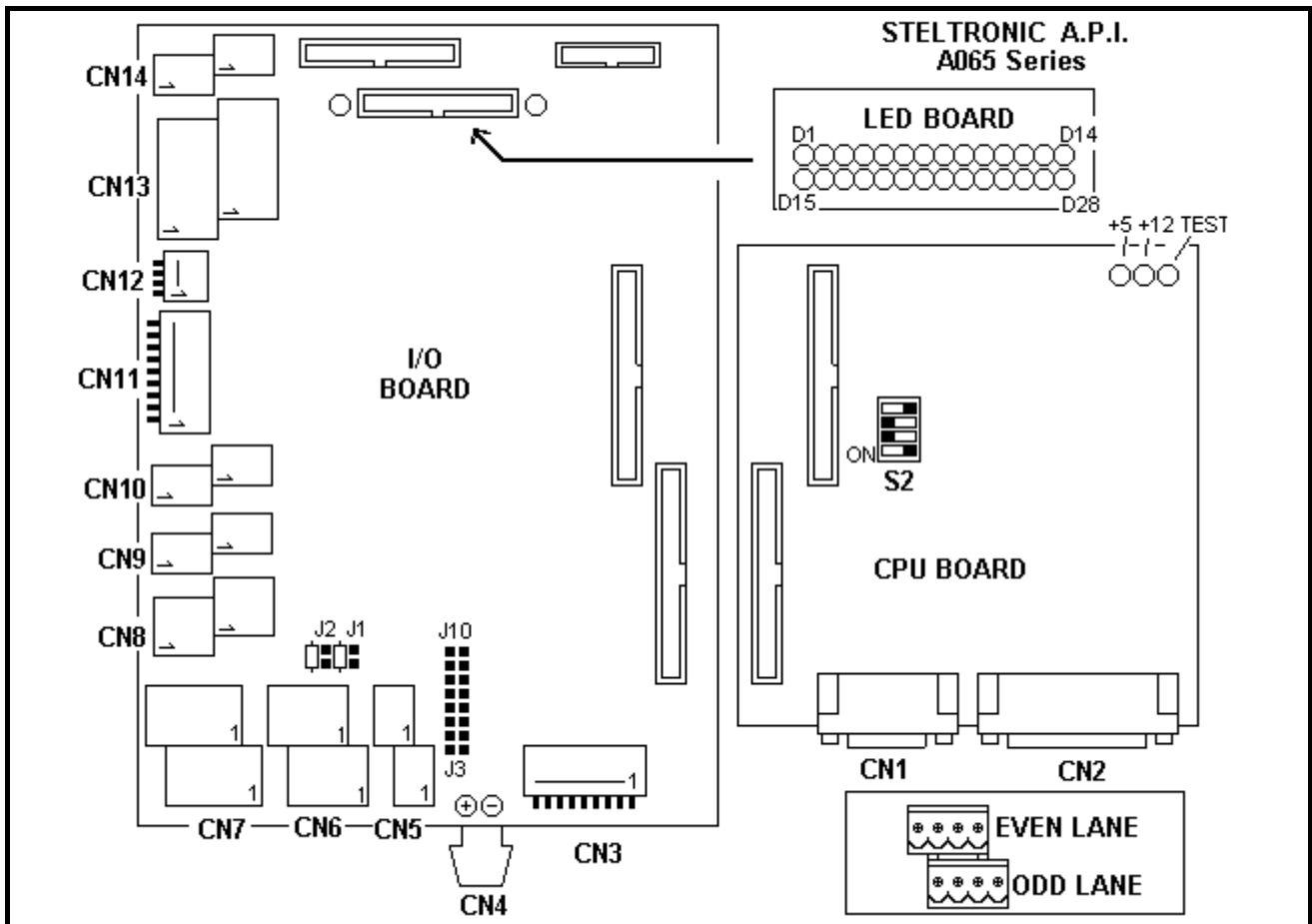
SUPERELEX <> EQ MONITOR (HANTAREX QUADRISTANDARD)



WORKSTATION CONNECTION



A.P.I. (PINSETTER INTERFACE) STANDARD SERIES A065

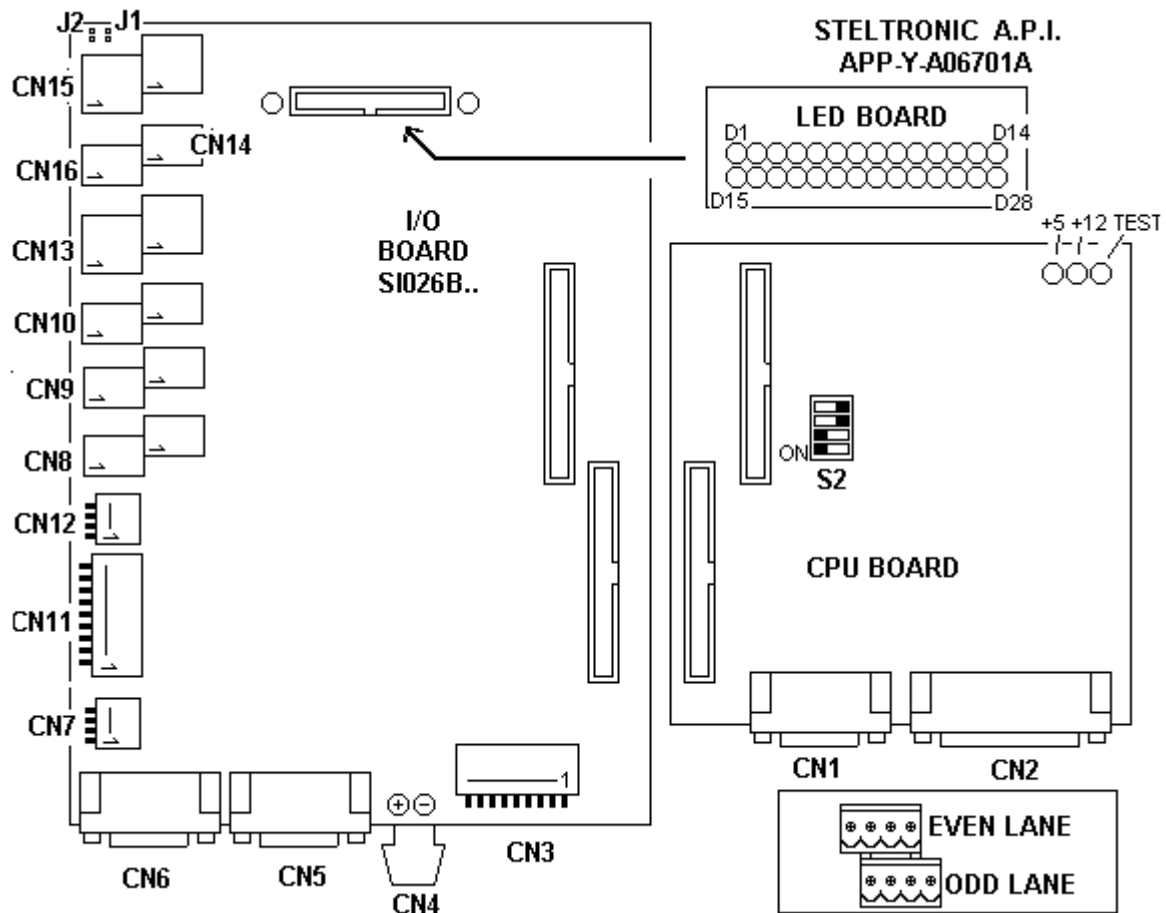


CN1	RS232 to lane Computer	CN2	RS232 to Bowlers Console	CN3	Sciba with sensors
CN4	VDC in	CN5	Instant glow connector	CN6	2nd – Foul in (even/odd)
CN7	Cycle – Mgr (even/odd)	CN8	APS (even/odd)	CN9	Bumper out (even/odd)
CN10	Maintenance out (even/odd)	CN11	Auxiliary Sciba	CN12	Shoevision
CN13	Output On/Off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

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

JUMPER SETTINGS			
	J1	ODD MGR DIODE	Default OPEN (Diode on)
	J2	EVEN MGR DIODE	Default OPEN (Diode on)
	J3	ODD 2nd BALL LIGHT SETTING	
	J4	ODD FOUL LIGHT SETTING	
	J5	EVEN 2nd BALL LIGHT SETTING	
	J6	EVEN FOUL LIGHT SETTING	
	J7		
	J8		
	J9		

A.P.I. FOR 8290 XL BOARD LAYOUT

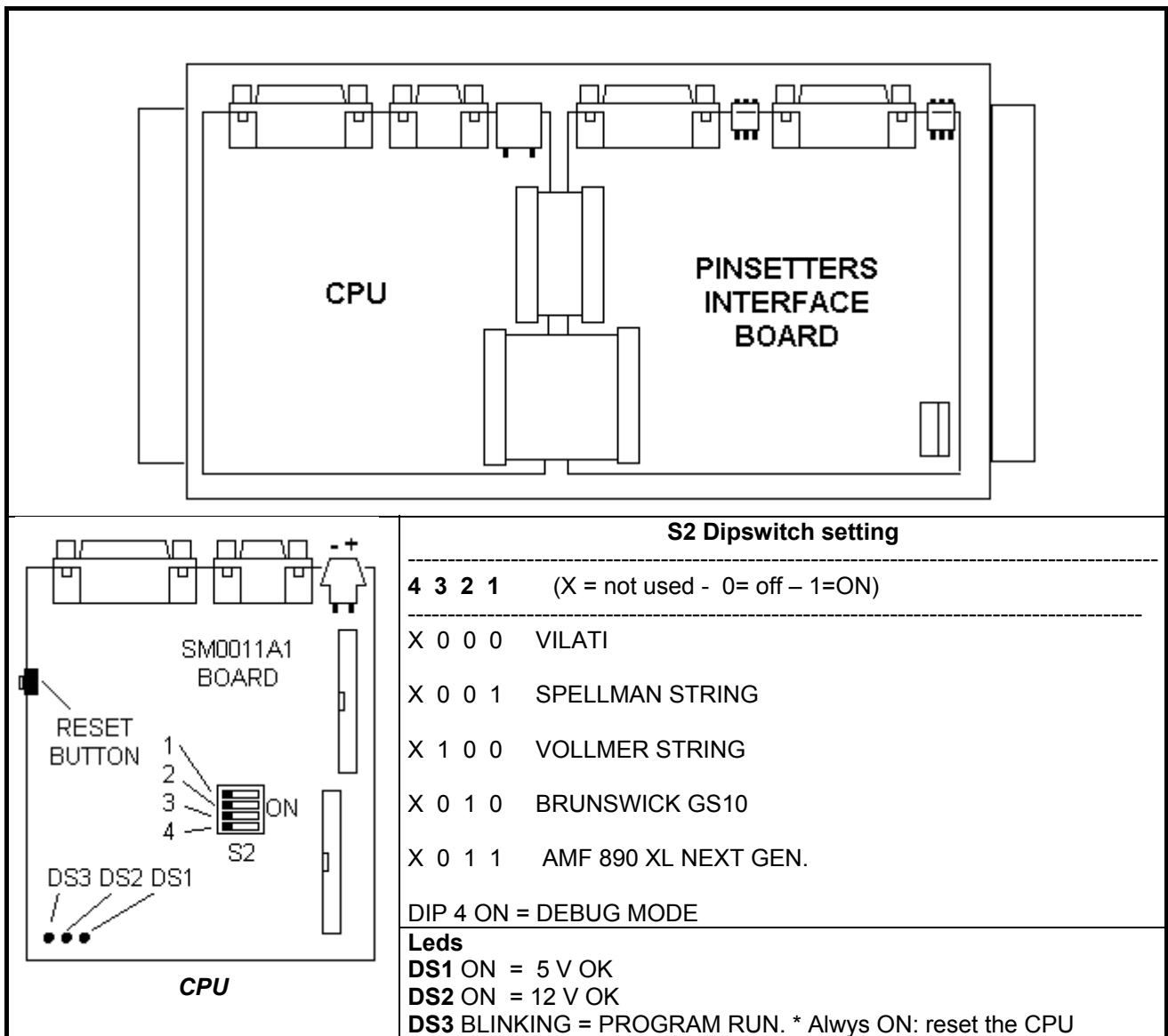


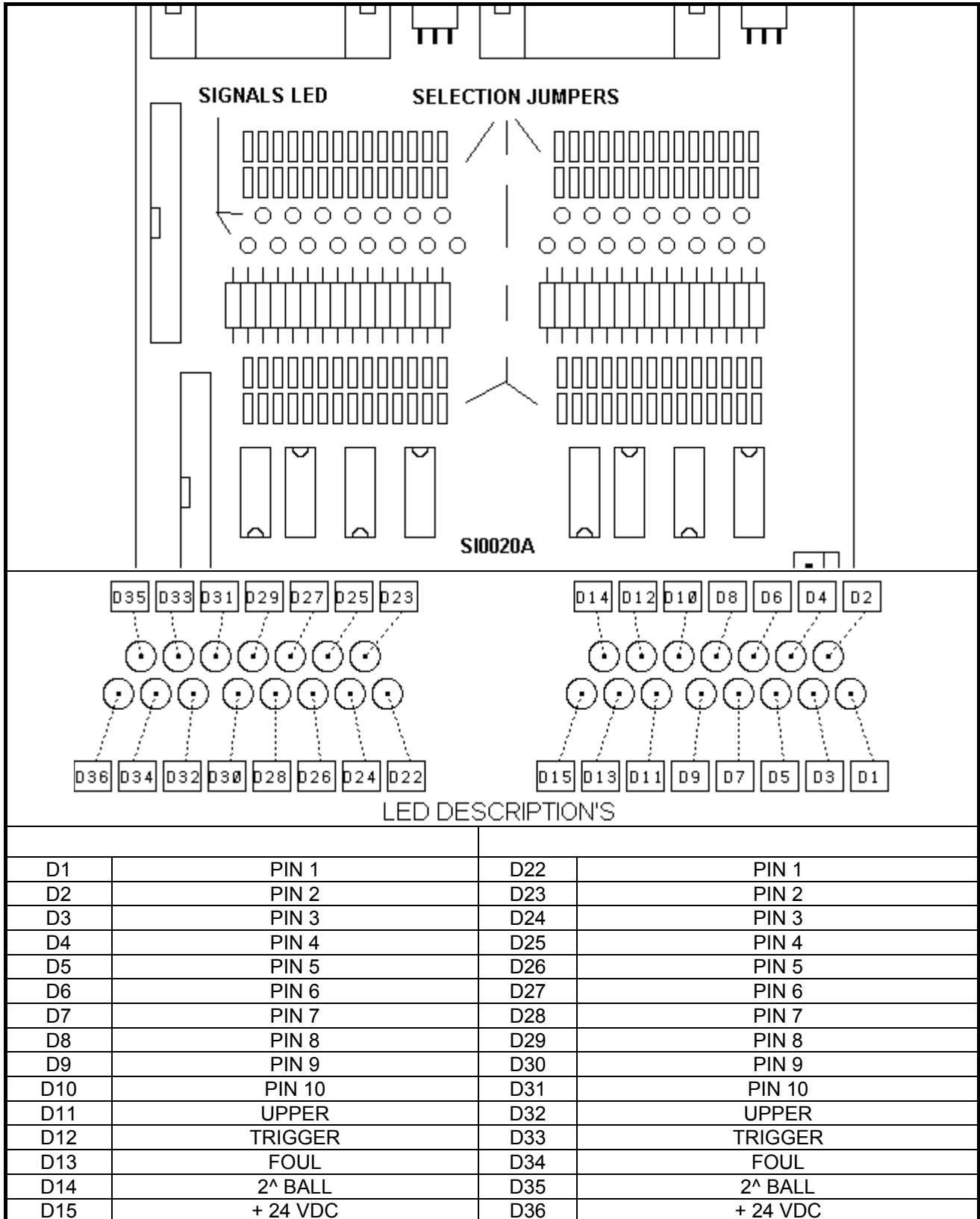
CN1	RS232 to lane Computer	CN2	RS232 to Bowlers Console		Sciba with sensors
CN4	VDC in	CN5	To 8290 chassis (SCORING)	CN6	To 8290 chassis (MCU)
CN7	Bumper feedback input	CN8	Pinsetter cycle (even/odd)	CN9	Bumper out (even/odd)
CN10	Instant glow (even/odd)	CN11	Auxiliary Sciba	CN12	Shoevision in
CN13	Main-Bar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

LED INDICATION					
D1	-	D2	ODD SPEED [IN]		ODD TRIGGER [IN]
D4	ODD 2 nd BALL [IN]	D5	ODD CYCLE [OUT]		-
D7	ODD SHOEVISION [IN]	D8	AUX A [IN]		ODD BAR CALL [OUT]
D10	ODD POWER ON [OUT]	D11	FOUL LINE ON [OUT]		ODD BUMPER [OUT]
D13	ODD INSTANT GLOW [OUT]	D14	ODD MAINT. CALL [OUT]		-
D16	EVEN SPEED [IN]	D17	EVEN TRIGGER [IN]		EVEN 2 nd BALL [IN]
D19	EVEN CYCLE [OUT]	D20	-		EVEN SHOEVISION [IN]
D22	AUX B [IN]	D23	EVEN BAR CALL [OUT]		EVEN POWER ON [OUT]
D25	BALL RETURN PWR [OUT]	D26	EVEN BUMPER [OUT]		EVEN INSTANT GLOW [OUT]
D28	EVEN MAINT. CALL [OUT]				

JUMPER SETTINGS	
J1	Open = 7-12 VDC
J2	Close = 5 VDC

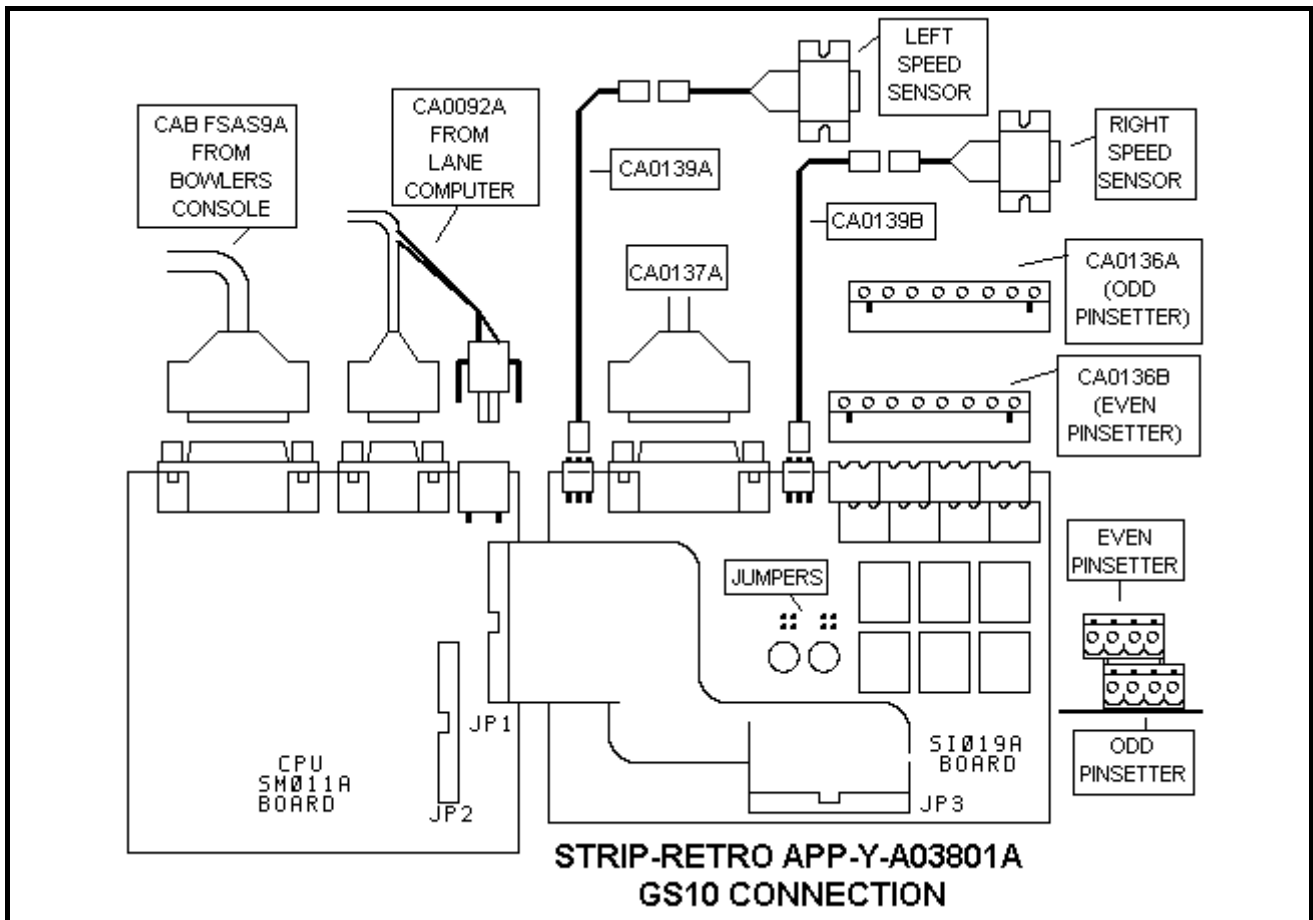
A.P.I. INTERFACE FOR STRING PINSETTERS



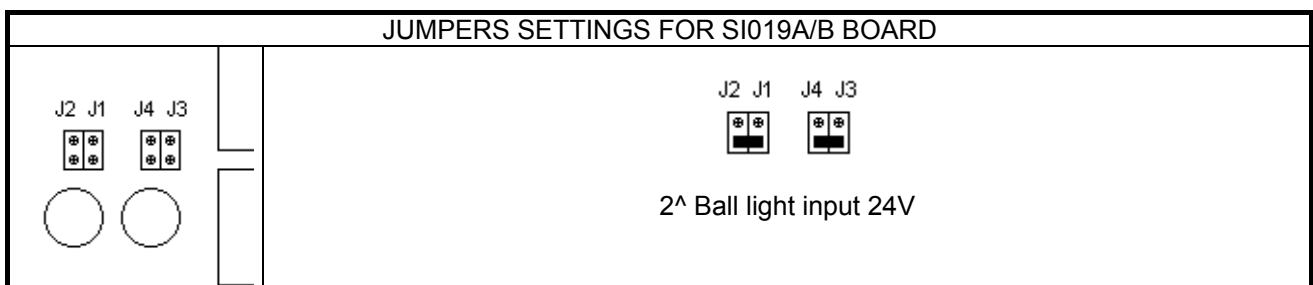


JUMPER SETTINGS DEPEND BY PINSETTERS MODEL.

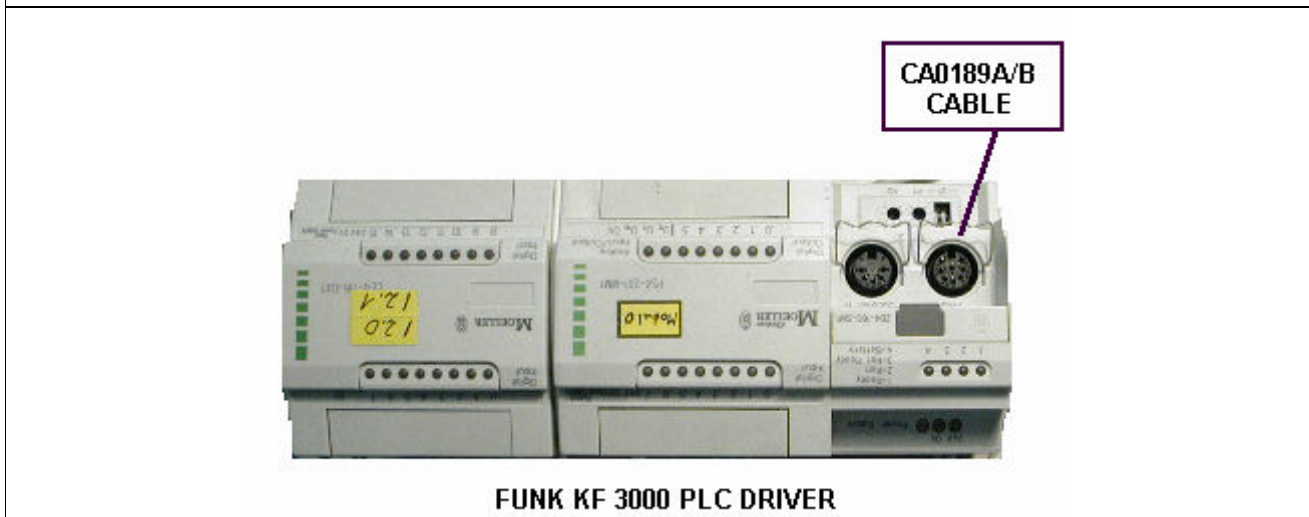
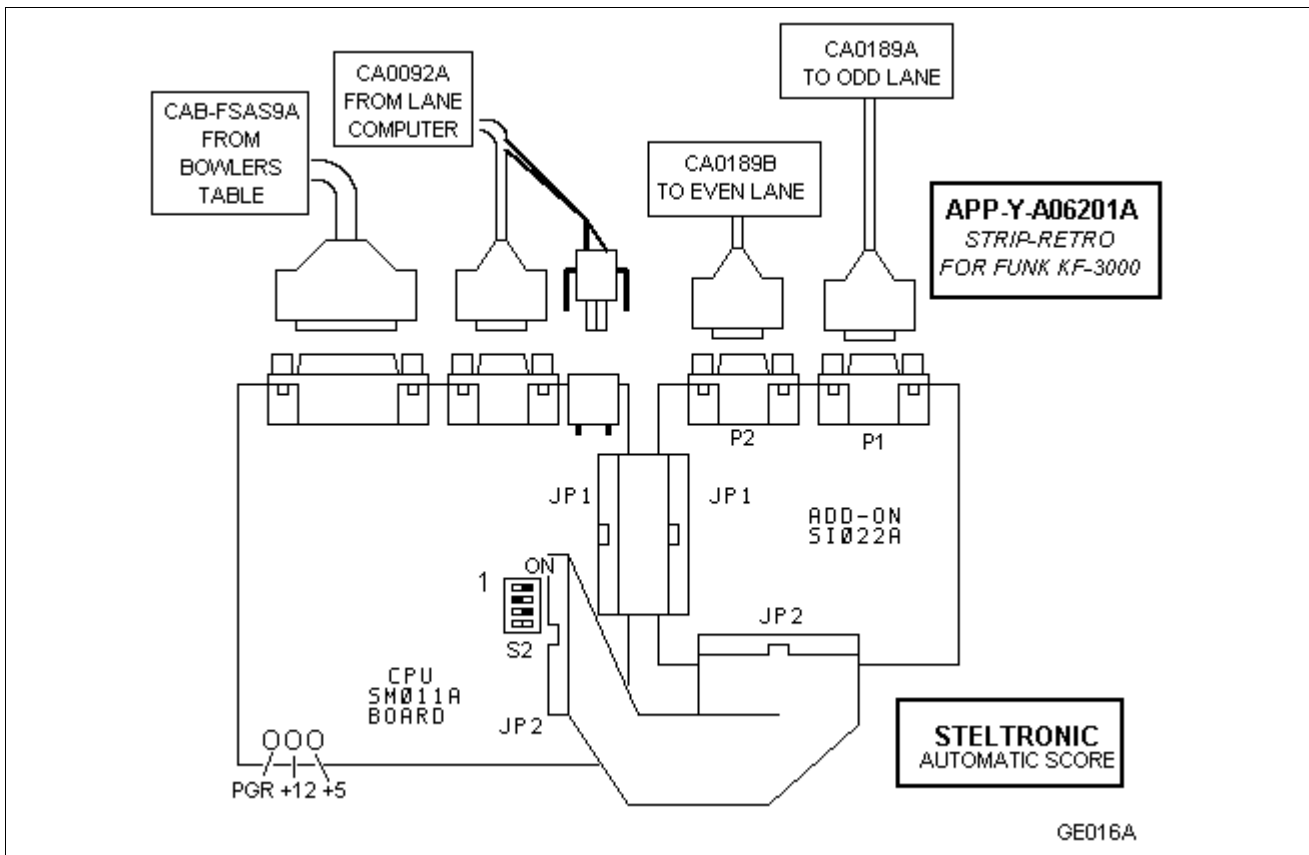
A.P.I. INTERFACE FOR GS10 PISETTER (GAMESETTER SERIES)



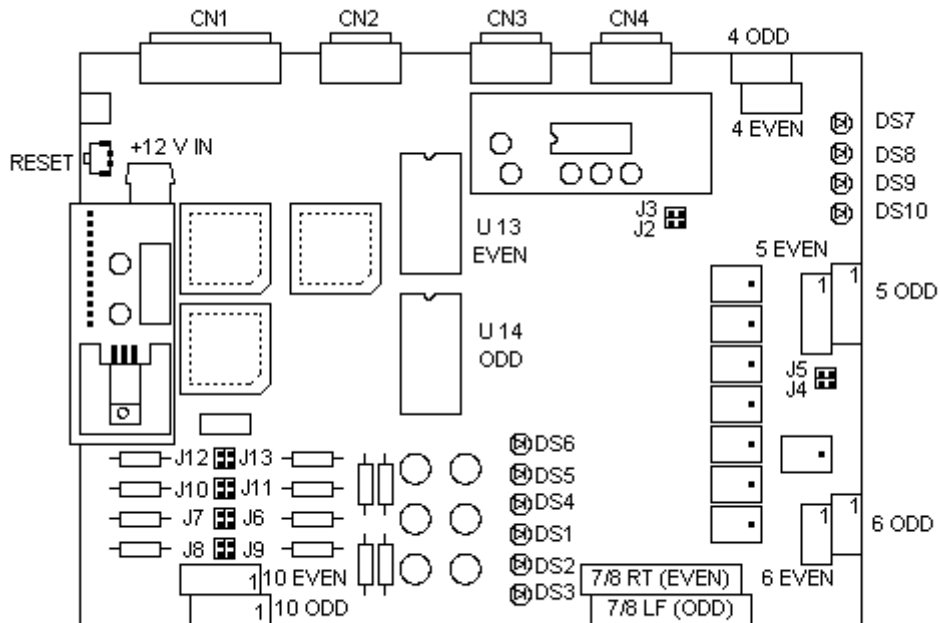
S2 DIP SWITCH SELECTION FOR GS10 PINSETTER			
1	2	3	4
OFF	ON	OFF	OFF



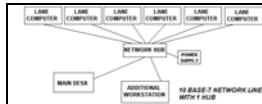
A.P.I. INTERFACE FOR KF 3000 PINSETTER



I-RETRO CONNECTION (PREVIOUS VERSION OF A.P.I.)



CONNECTOR	CONNECTION
CN 1	To bowler's console
CN 2	To lane computer
CN 3	Standard Sciba
CN 4	Auxiliary Sciba
4 ODD	Odd APS
4 EVEN	Even APS
5 ODD	Odd MGR
5 EVEN	Even MGR
6 ODD	Odd cycle
6 EVEN	Even cycle
7/8 RT [EVEN]	Sciba sensors
10 EVEN	Odd MASK input
10 ODD	Even MASK input
Led	Signal
DS 1	Odd SECOND BALL
DS 2	Odd STRIKE (n.c.)
DS 3	Odd FOUL
DS 4	Even SECOND BALL
DS 5	Even STRIKE (n.c.)
DS 6	Even FOUL
DS 7 + DS 8	Power On Auto Test
DS 9	+ 12 V Power Led
DS 10	+ 5 V Power Led
JUMPERS	SETTINGS
J3	DEFAULT = Close
J2	DEFAULT = Open
J4	DEFAULT = Open
J5	DEFAULT = Open
J6 + J7	JUMPERS for second ball
J8 + J9	JUMPERS for second ball
J10 + J11	NC .
J12 + J13	NC.



Troubleshooting Quick guide 11.12

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 authorized attempt has been made to enter Wins with a non valid Console or Utility number. Contact the service center.

ACCESS DENIED

Illegal or forced configuration file.

Contact the service center.

NOT ALL MONITORS LOAD THE PROGRAM

The Console is Off or Faulty

Check the Console and network cables. Make sure the HUB is on, If all is okay try to restart the console.

THE CONSOLE IS OKAY BUT THE PROGRAM DOES LOAD ONTO THE LANES

The Winserv application is closed

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

Load the menu in safety mode.

Run a Scan Disk (if using Windows OSR2) or start the system in safety mode and then restart the console once started.

TIME OUT!

Sciba not respond

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.

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.

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

The start photocell is not lined up correctly

Remove the Sciba cover.

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 start photocell has not been aligned correctly.

Remove the Sciba cover.

Verify that the red LED; if not aligned it is off. Realign the photocell making sure you aim at the center of the reflector.

THE BALL SPEED IS NOT SHOWN

The speed photocell is not lined up

Remove the Sciba cover. Verify that the red LED is on; if not aligned it is off. Align the photocell.

THE BALL SPEED IS WRONG

The start photocell is pointing at the wrong reflector or it is not aligned correctly

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.

THE BALL SPEED IS STILL WRONG

The distance set in the parameters of the I-Retro is wrong.

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.

THE BALL SPEED IS CORRECT FOR ONE THROW ONLY

The speed photocell has not been aligned correctly

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 center of the reflector.

THE SYSTEM DOES NOT SCORE ON FIRST BALL

The pinsetter chassis keeps the second ball light on constantly.

Verify, by resetting the pinsetter, that the second ball light goes on and off when the pinsetter cycles.

Exchange the pinsetter chassis if necessary.

THE SCORE DOES NOT COUNT THE SECOND THROW

The pinsetter chassis never turns the second ball light on.

Verify, by resetting the pinsetter, that the second ball light comes on. If it does, check the cables from the 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.

THE SYSTEM DOES NOT SCORE BUT THE PHOTOCELLS AND PINSETTERS ARE OKAY

The Sciba CCD does not work correctly.

Check the Sciba; you may have forgotten the calibration lever in the ON position.

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.

THE SYSTEM SCORES EVEN WHEN NOBODY BOWLS

The demo is ON.

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.

THE SYSTEM SCORES EVEN WHEN NOBODY BOWLS AND THE DEMO IS OFF.

The Sciba is faulty

Exchange the Sciba.

THE SYSTEM ALWAYS SCORES A FOUL

The foul line or the pinsetter chassis is faulty.

Check the foul line and the chassis.

THE SCORES ARE WRONG

The Sciba is not calibrated

Press the SET-UP button. Press the Sciba button followed by the Calibration. Place the pin lines into the correct positions.

THE SYSTEM SHOWS PIN 1 AS ALWAYS PRESENT

The integration time is too high.

Press the SET-UP button. Press the Sciba button. Change the integration time to a lower value.

THE SYSTEM DOES NOT SHOW THE LAST LINE OF PINS

The integration time is too low or the photo is taken at the wrong time.

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.

THE SCORES SEES A STRIKE OR THE WRONG SCORE IN FIRST THROW.

The sweep covers the pins in the guard position.

Reset the sweep position

THE SYSTEM MAKES A MISTAKE AND TAKES THE PICTURE AS SOON AS THE BALL PASSES

The pin read delay is zero.

Click on SET-UP. Click on the I-Retro and correct the pin read delay time.

ONE OF THE MONITORS REMAINS OFF

The switch is off.

Switch the monitor on.

ONE OF THE MONITORS STILL REMAINS OFF.

The monitor board is faulty.

Exchange the monitor board.

BOTH MONITORS ON A PAIR OF LANES ARE OFF

The switch is off or the lane computer is faulty

Check the power switches, power cables and if necessary exchange the lane computer.

