



AUTOMATIC SCORING



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Switch® International Bowling Equipment

Tekeli İTOB Organize Sanayi Bölgesi

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User Manual



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1 Purpose of the software

This manual contains detailed information about the use and configuration of the **Genie** software.

Genie is the software used to manage the bowling lanes as well as the scoring and other activities within the center.

This manual has been developed for both center administrators and center employees.

2 Preliminary Information

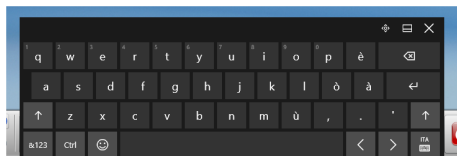
Terminology and Definitions:

- by **SCREEN** we mean everything that is visible on the monitors screen.
- by **WINDOW** we mean the partial view of a small screen on top of the main screen or a section of the screen which can be visualized separately from the main screen.
- by **ICON** we mean a smaller image (usually a stylized graphic) to show a specific area within the application.
- by **MENU** we mean a window where there is a list of options that can be opened and closed within another window.
- by **CLICK** we mean to press the left mouse button when positioned on a specific point of the screen, or the finger touch of a specific area of the touch screen.
- by **DESKTOP** we mean the main Genie screen which appears when the operator login into the system.
- by **SWIPE** we mean to scroll a finger on the screen to move to another page.

2.1 Virtual Keyboard

At the bottom right corner of the main SCREEN, there is the icon of a KE-BOARD.

Click on the icon to open a virtual keyboard.



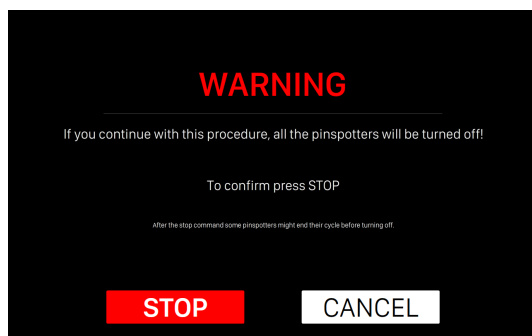
This option is not available on laptops.

2.2 Emergency Button



On the bottom right of the main screen, there is an Emergency Button. Click on the **EMERGENCY BUTTON** to cut the power to the lanes in case of an emergency.

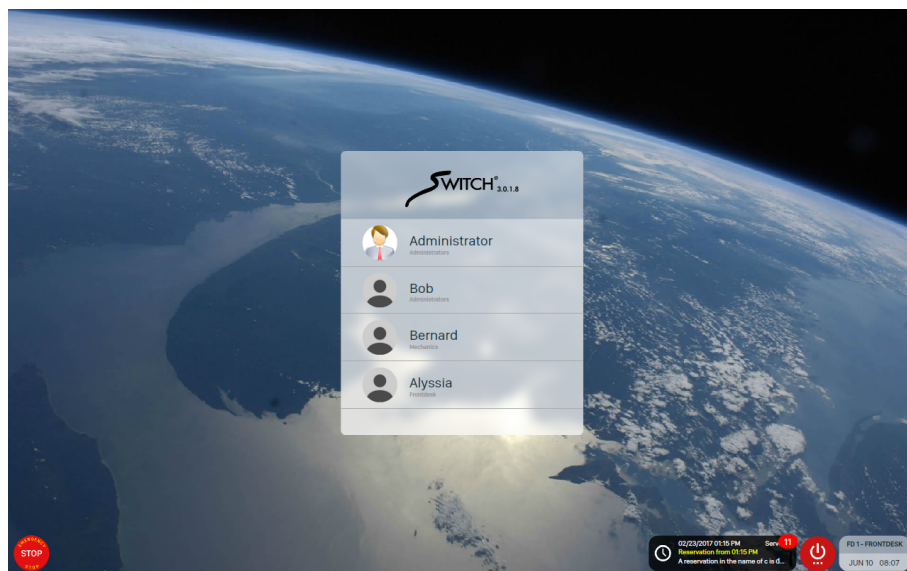
A Warning Screen will appear:



Press STOP to proceed or CANCEL to go back to the previous screen.

WARNING: pressing STOP will switch off all the machines immediately!

2.3 Access Screen



This screen appears when the GENIE program starts and it allows the operator to login.

The operators icons are shown in the center of the screen.

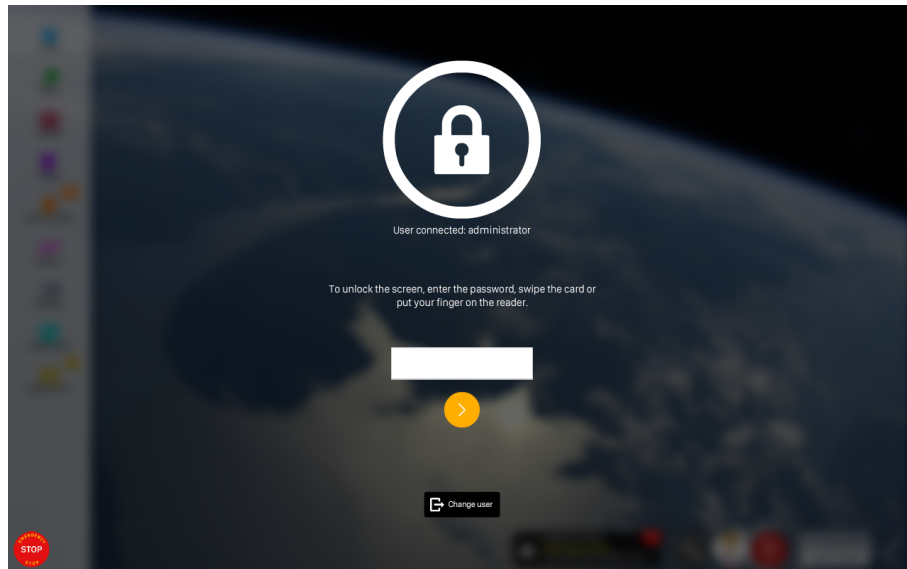
To login click on an icon and type the password.

For information how to add or modify operators see [OPERATOR DEFINITION](#).

It is also possible to swipe your operator card to login to the system, in this case no password is required.

If a Fingerprint Reader is available, the operators can use it to login.

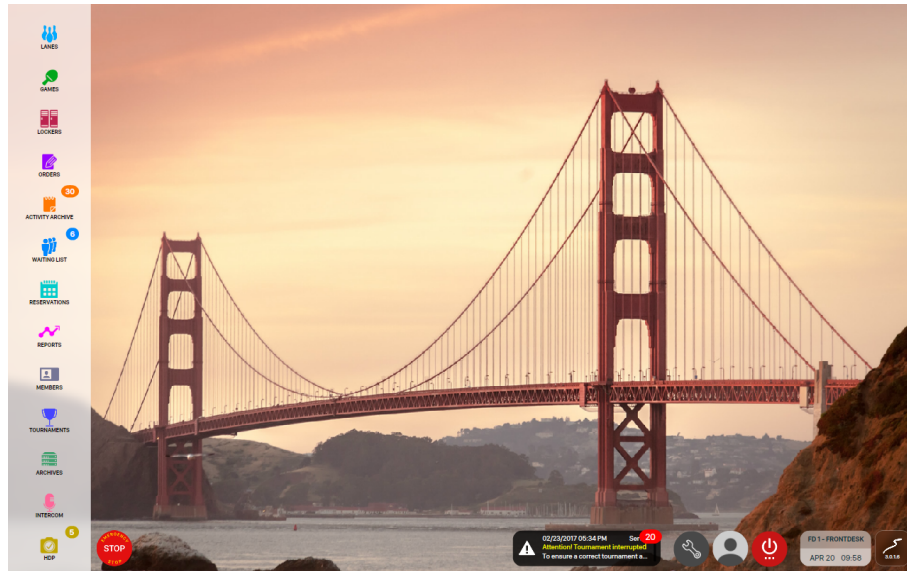
The **EXIT** button at the bottom right of the screen allows you to close the program, see [EXIT](#).



When an operator does not use the software for a preset period of time, or he leaves the workstation without logging out, the screen automatically locks. It is necessary to swipe a card, use the fingerprint reader or press the **CHANGE USER** button at the bottom of the screen and type the Username and the Password in order to login.

The period of time that the automatic lockscreen starts can be set in **PREFERENCES -> ADVANCED SETTINGS -> POS** section.

3 Desktop

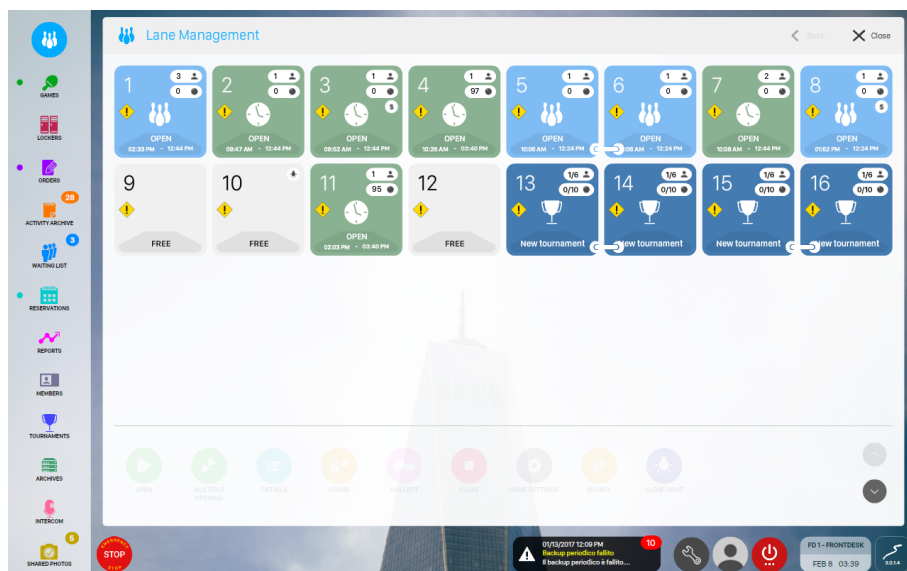


The desktop is the screen that opens every time that an operator logs into the program.

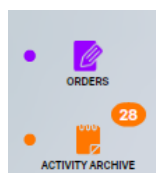
Click on any icon on the left to open the GENIE system functions.

3.1 Navigating in GENIE

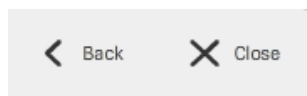
A click on an Icon opens the related window.



The windows already opened are in the background and the icons show a small colored dot on the left.



To close a window click on the **CLOSE** button located on the top right corner of the window (when available). In case of multiple windows opened (overlapping) it is possible to return to the previous screen by clicking on the **BACK** button located to the left of the **CLOSE** button.



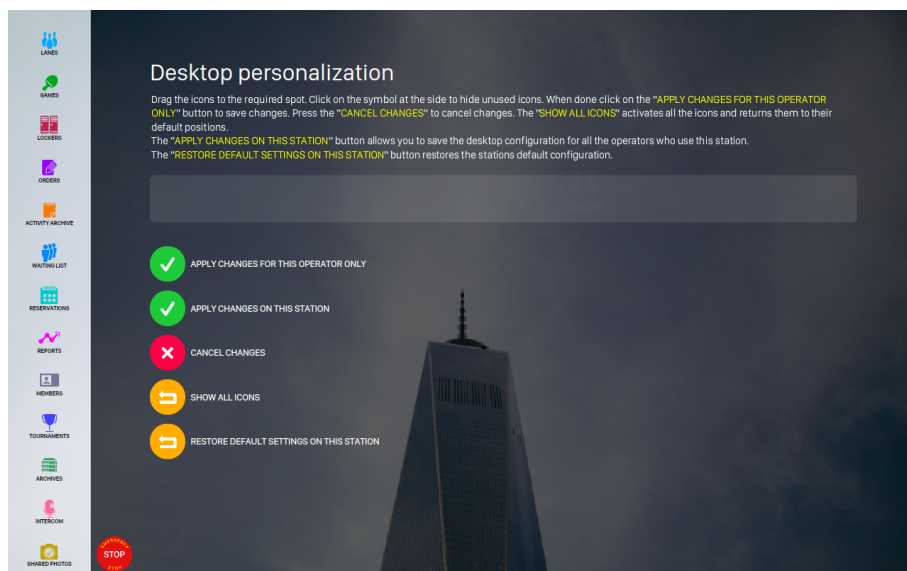
3.2 Navigation Bar

The Navigation Bar is at the bottom of the main screen and it shows useful information and functions for the operator.



- **STOP button:** it allows you to stop all the machines.
- **MESSAGES button:** it allows you to open the [MESSAGES](#)
- **WRENCH button:** it allows you to access to the PREFERENCES screen [PREFERENCES](#)
- **USER button:** shows the operator currently logged in the system. Click on this icon to disconnect the current operator, the system will go back to the LOCK SCREEN in [ACCESS SCREEN](#)
- **EXIT button:** it allows you you to open the **EXIT** screen.
- **SWITCH logo:** shows the SWITCH logo and the version number of the GENIE software currently installed. When pressed opens a window with all the updated features of the program.

4 Customize the Desktop

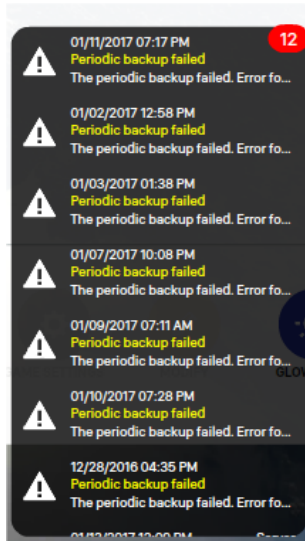


It is possible to customize the desktop. Drag and drop any icon to the main screen to hide it or from the desktop to the left bar to make it available. To change the icons order click and hold an icon and move it to the desired position. These settings can be saved for a workstation, for an operator or for all the workstations.

4.1 Available Actions

- **APPLY CHANGES FOR THIS OPERATOR ONLY:** assigns the setting to the specific operator on any workstation where the operator logs in.
- **APPLY CHANGES ON THIS STATION:** assigns the settings to the current workstation only, whoever operator logs in.
- **CANCEL CHANGES:** cancels all the changes before they are saved.
- **SHOW ALL ICONS:** shows all program icons and restores their original position.
- **RESTORE DEFAULT SETTINGS ON THIS STATION:** restores the default settings.

5 Messages

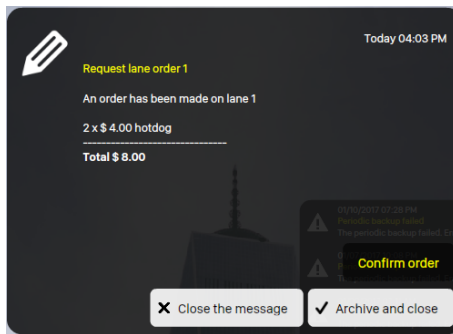


Messages allows you to send news and warnings to the operators; messages are automatically generated by the software or by the lanes.

The message list is located on the bottom center of the screen, and shows all the messages not yet archived.

For information on visualization of the messages see [MESSAGE ARCHIVE](#) in **ARCHIVE**.

To read a message click on it, the message box expands to show the content.



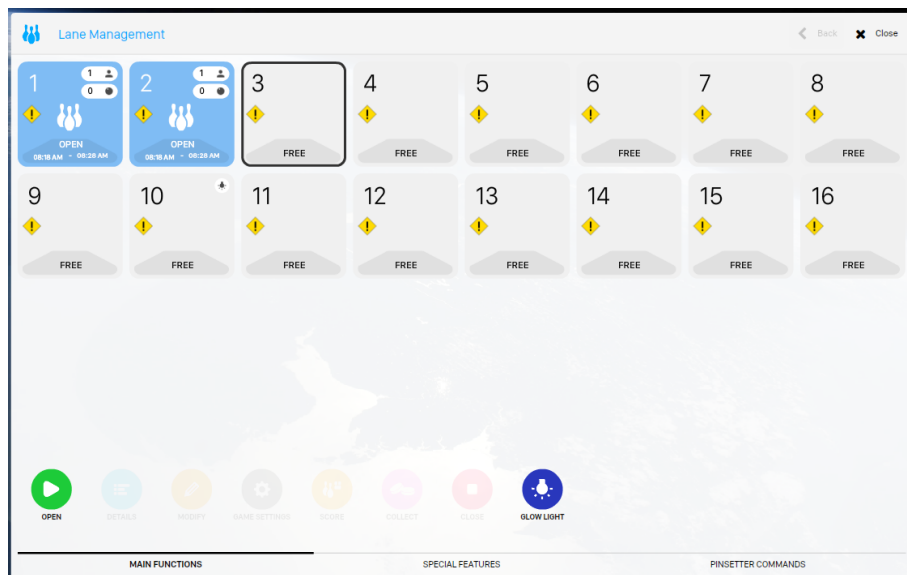
For each message it is shown:

- The icon related to the type of message. For information on types of messages see Types of message in [MESSAGE ARCHIVE](#).
- The Date and the Time of the message.

- The Title of the message.
- The Text of the message.
- **CLOSE MESSAGE:** the button closes the current box. The message remains in the list.
- **ARCHIVE AND CLOSE:** the button closes the box and archives the message.
- For some types of messages, it is possible to execute some operations with a proper button: for instance, for items ordered from a lane, it is possible to confirm the order.
Note: some messages require to perform some operation before they can be closed.

6 Lane Management

To access: **LANE MANAGEMENT**



This is the main lane management window.

The lanes are shown on a grid.

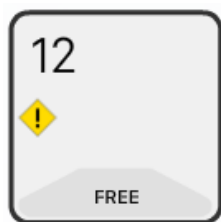
Click on the lane icons to select the lane.

In order to select multiple lanes, click and hold on the lane icon and move the mouse over the lanes icons. Use the CTRL or SHIFT to select lanes not in sequence.

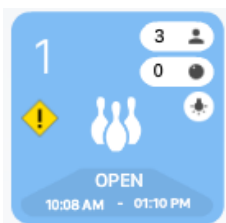
The selected lanes are highlighted with a black frame.

6.1 Icon Symbols

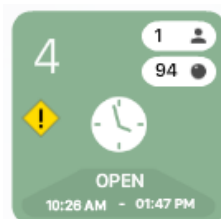
There are several graphics within each lane icon, each graphic has a specific meaning.



This icon shows that the lane is available.

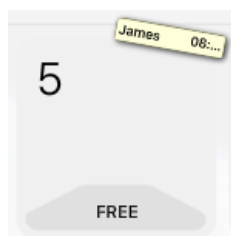


This icon shows the lane is in use in Open play and GAME mode, the number of bowlers on the lane, the number of frames bowled and the starting and closing time of the game.

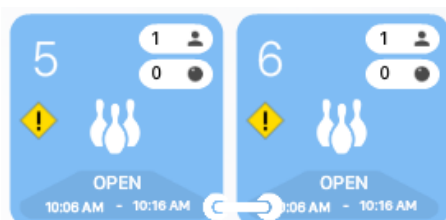


This icon shows the lane is in use in Open play and TIME mode.

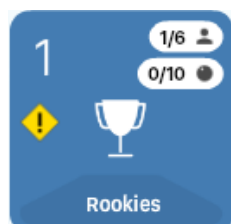
In this case there are the number of bowlers on the lane, the number of frames bowled and the starting time of the game.



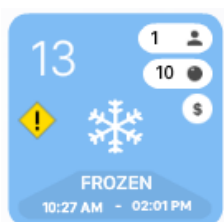
This icon shows a lane that is available, but there is a pending booking. The label shows the start time for the reservation I.E. 'James', shall start at 07:45pm. Click on the label to open the booking screen or to start the reservation.



This symbol, a link, shows that the lanes are used in LEAGUE mode. The bowlers will bowl a frame on the left lane and the next frame on the right lane of the pair.



This symbol shows that there is a TOURNAMENT on the selected lanes.



This symbol shows that the lane is in use in 'GAME' mode, but that the credit finished. In this case the bowlers cannot bowl until they buy extra time and the message "ASK AT THE FRONT DESK TO CONTINUE" will appear on the lane monitor.



This symbol shows that the lane is going to be opened by another operator from another workstation.

Symbols on the lane icons



Symbol that shows the lane is in '**GAME**' mode so when the bowlers go to pay the system will count the number of played games in order to calculate the amount due.



Symbol that shows the lane is in '**TIME**' mode so when the bowlers go to pay the system will count the minutes played in order to calculate the amount due.



Symbol that shows that the lane is in **PRE-PAID** mode, the system calculates the amount due and the bowlers must pay before they start to bowl.



Symbol that shows that there are communication problems between the server/workstations and the lane hardware.

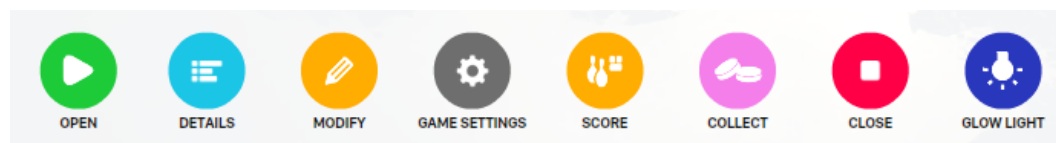
Move the mouse on the exclamation mark and the screen will show the details of the problem.

6.2 Available Options

At the bottom of the screen there are buttons that can be used on the selected lanes.

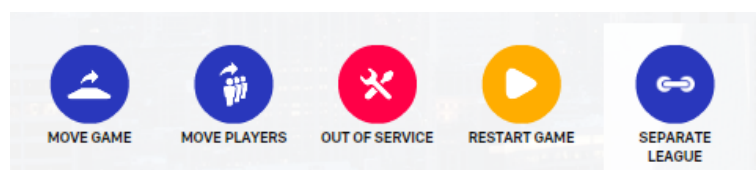
The availability of buttons and functions depends on the 'state' of the selected lanes; if a button or a function are disabled, it means that the system determined that the function can not be used on the selected lanes. The functions are divided into three (3) groups. Click the labels on the bottom, to change the groups.

STANDARD FEATURES



- **OPEN:** takes to the [OPEN NEW GAME](#) screen.
- **DETAILS:** takes to the [MODIFY GAME](#) screen.
- **SCORE:** takes to the [SCORES](#) screen.
- **COLLECT:** takes to the [INCOME TABLE](#) screen.
- **CLOSE:** closes the game(s) played, In post-paid mode it takes to the [INCOME TABLE](#) screen.
- **GAME SETTINGS:** takes to the [GAMES SETTINGS](#) screen.
- **MODIFY:** takes to the [MODIFY GAME](#) screen.
- **GLOW LIGHT:** switches the lane's light between GLOW and WHITE. The availability of this feature depends on the hardware installation in the center.

SPECIAL FEATURES

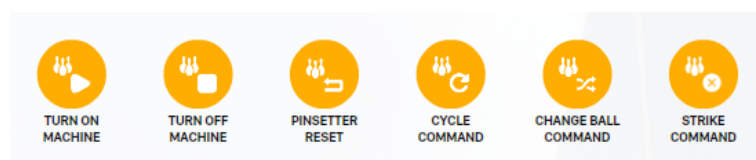


- **MOVE GAME:** it allows you to move a game from one lane to another lane. This feature is useful when there are technical problems on a lane. To move a game:
 1. Click on the lane to move.
 2. Click on the **MOVE GAME** button.
 3. Click on the destination lane. If the lane is in use, you will be asked to confirm the lane movement; if you confirm it, the lanes will swap.
- **MOVE PLAYERS:** it allows you to move the bowlers from a lane to another lane, see [MOVE PLAYERS](#).
- **OUT OF SERVICE:** puts the lane 'out of service'. When a lane is 'out of service' the command will take the lane back in service. A lane that is out

of service cannot be used until the 'out of service' message is on. When a lane is 'out of service' the lane monitors display the 'out of service' warning.

- **RESTART GAME:** it allows you to close a game (even if not finished) and to start a new game.
- **GROUP/SEPARATE LEAGUE:** this button allows you to group in League mode 2 adjacent lanes that are in Open mode, the players will move to the next lane to bowl a new frame. When 2 lanes are in League mode, the button allows you to separate them and set the Open mode.

PINSETTER COMMANDS

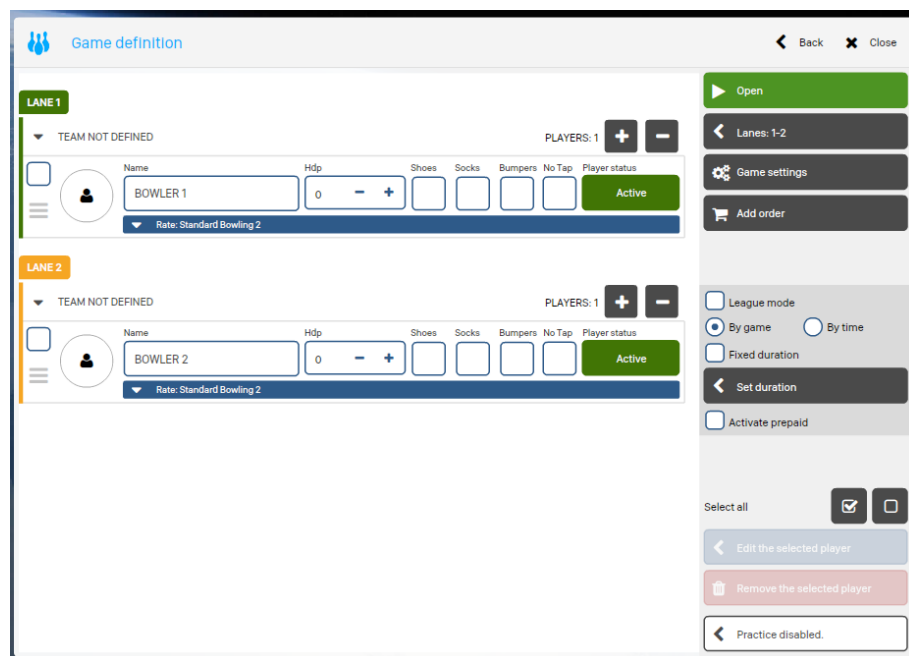


- **TURN ON MACHINE:** it turns ON the selected lane/machine.
- **TURN OFF MACHINE:** it turns OFF the selected lane/machine.
- **PINSETTER RESET:** it sends the command to spot a full rack of pins on the selected lane.
- **CYCLE COMMAND:** it cycles the selected machine.
- **CHANGE BALL COMMAND:** it changes from 1st to 2nd ball or vice versa.
- **STRIKE COMMAND:** it sends a strike cycle command to the selected machine.

It is VERY important to be sure that nobody is close or is on the pinsetters BEFORE any command is sent to a lane.

6.3 Open a New Game

To access: LANE MANAGEMENT -> **OPEN NEW GAME**



This window allows you to start a new bowling game.

On the left side of the window you can enter the bowlers names, on the right side of the window there are buttons and options that allow you to specify all the settings of the game.

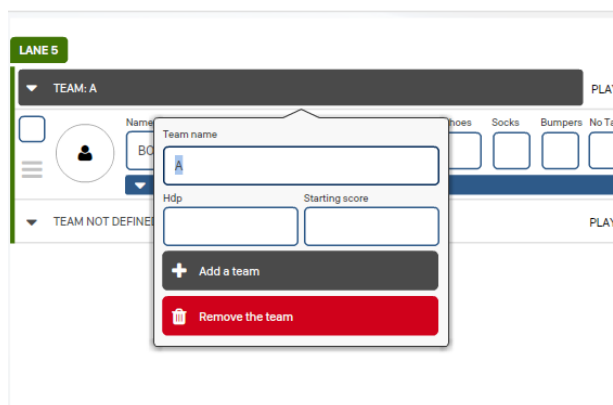
On the top left there is the id number of the lane, in case of league mode, the second lane is at the bottom of the window, just click on it to set the lane parameters.

Each lane will accept a maximum of 12 bowlers who can be divided into a maximum of 5 teams.

To add new bowlers click on the (+) button on the right, on the team box. It is also possible to add bowlers simply by clicking on the **ENTER** key on the keyboard.

To remove bowlers click on the (-) button.

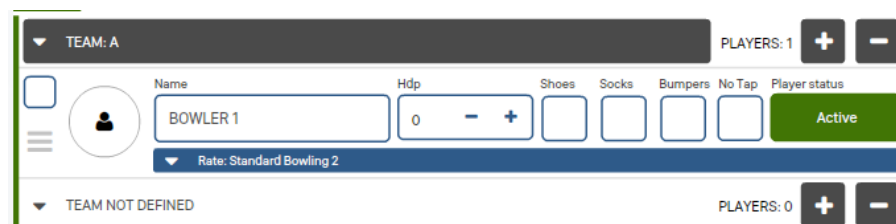
To add or remove a team click on **TEAM NOT DEFINED** and insert the new team name.



It is not possible to remove the first team.

6.3.1 Bowler Box

Each bowler entered has his own box, in this box you can set various options for each bowler.

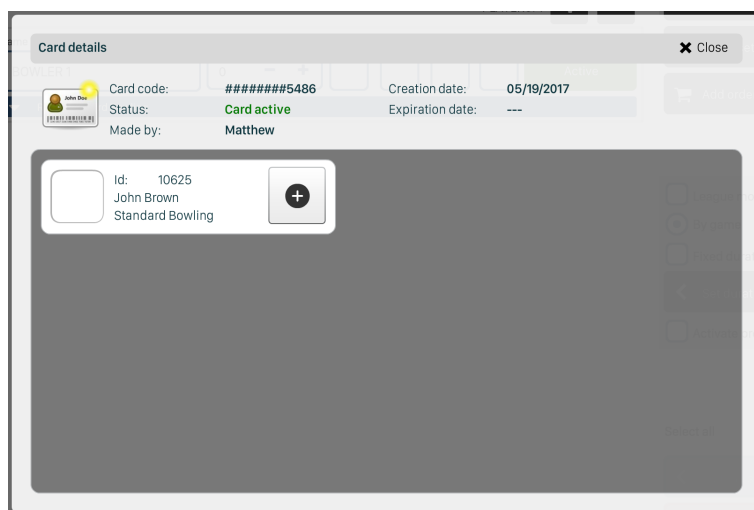


- The check box top left allows you to select a bowler.
- The 3 bars allow you to drag the bowler to another position, or to another team.
- The circle **MEMBER** icon allows you to insert a bowler from the player archive by the [SELECT A PLAYER](#) window.
- The **BOWLER NAME** field allows you to enter the name or the nickname of the bowler.
- The **HDP** field allows you to specify the bowler handicap.
- The menu under the bowler name allows you to specify the rate to use for this bowler. The rate shown by the system is the one set by default in the rate definition section. See [DEFAULT RATE SETTINGS](#).
- The **SHOES** button allows you to specify whether the bowler needs rental shoes or not. This action can be set to automatic in the [ADVANCED SETTINGS](#) section.

- The **SOCKS** button allows you to specify whether the bowler needs socks or not. This action can be set to automatic in the [ADVANCED SETTINGS](#) section.
- The **BUMPERS** button allows you to activate the bumper feature for that bowlers.
- The **NO-TAP** button allows you to recall the [NO-TAP SELECTION](#) window.
- The **PLAYER STATUS** allows you to recall the [PLAYER STATUS](#) window.
- In the white box it is possible to insert the shoe size for the bowler. This function is useful to save time when the bowler is in the [WAITING LIST](#) in order to have the bowlers ready when a lane is available.

6.3.2 Adding bowlers using the magnetic membership cards

Swipe a magnetic card assigned to one or more bowlers to gain access to the related screen.

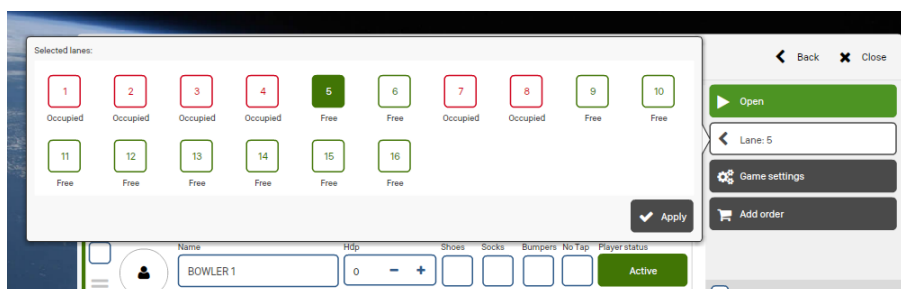


This window shows the list of bowlers to whom the card has been assigned. Simply click on the (+) key next to the bowlers you want to add. Any card can be assigned to one or more customers.

6.3.3 Available Actions

Each bowler entered has his own box where you can set various options for the bowler.

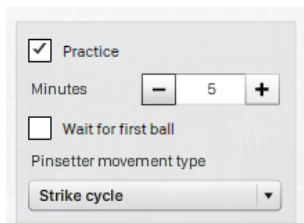
- **OPEN:** opens a game and closes the screen. If the Pre-Paid mode has been selected the **INCOME TABLE** will be opened.
- **LANE.....:** opens a window that allows to add lanes to the game.



- **GAME SETTINGS:** takes you to the [GAME SETTINGS](#) window.
- **ADD TEAM:** adds a new team to the game.
- **REMOVE SELECTED BOWLERS:** click on the left of the bowlers box to select him/her, then remove selected bowlers from the game.
- **ADD ORDER:** opens the [ORDER MANAGEMENT](#) window that allows you to add items to the game.
- **LEAGUE MODE:** activates the league mode where the bowlers use a pair of lanes playing one frame on one and the next on the other lane. To open the second lane and add teams or bowlers, click on the bar at the bottom or the top of the window.
- **PAYMENT MODE:** it allows you to select the charging method for the game, (BY GAME) or (BY TIME).
 - **BY GAME MODE:**
 - * **FIXED DURATION:** indicates that the number of games to be played is set before the game starts.
 - * **NUMBER OF GAMES:** number of games to be played.
 - **BY TIME MODE:**
 - * **FIXED DURATION:** indicates that the length of time to be played is set before the game starts.
 - * **SET DURATION:** activates the automatic calculation of time based on the number of games and the number of bowlers.
 - * The calculation is based on the settings within the **GAME DURATION IN MINUTES** defined in the [ADVANCED SETTINGS](#) window.
 - * **GAMES:** number of games to be played. This option is active when the **SET DURATION** is active.
 - * **MINUTES:** game duration in minutes for each player or for the lane.
- **ACTIVATE PREPAID:** enables the Pre-Paid mode that allows you to cash before the game starts. Each item added to a lane in Pre-Paid mode will be cashed at the time of sale.

Note: it is possible to change the payment mode on each lane when it is opened. To do this see **GAME OPENING PREDEFINED MODE** in [ADVANCED SETTINGS](#).
- **PRACTICE DISABLED** it allows you to enable practice time.

6.3.4 Activate Practice Time

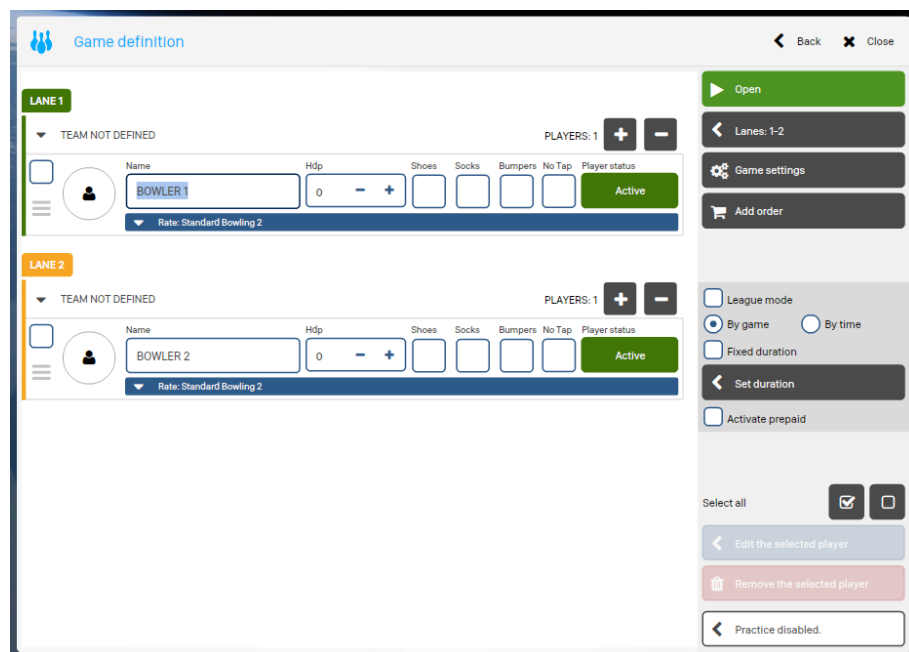


It allows you to enable the practice time for the game.

- **MINUTES:** sets the minutes for practice.
- **WAIT FOR FIRST BALL:** indicates to the system whether to start the practice time when the lane is opened or to wait for the first ball thrown.
- **PINSETTER MOVEMENT TYPE:** indicates the type of practice time, the options are:
 - **STRIKE CYCLE:** the pinsetter spots 10 pins after each throw.
 - **NORMAL CYCLE:** the pinsetter cycles after each ball.
 - **NO CYCLE:** the pinsetter does not cycle, no pins on the pindeck.
- **SELECT ALL:** it allows you to select/unselect the players.
- **EDIT THE SELECTED PLAYER:** it allows you to edit the palyer's settings.
- **REMOVE THE SELECTED PLAYER:** it allows you to delete the selected player.

6.3.5 Multiple Open

In order to open more than one lane at the same time, select the lanes dragging the mouse on the lane icons or press the SHIFT key and click on each lane to select lanes that are not adjacent.



The screenshot shows the 'Game definition' window. On the left, there are two lanes, LANE 1 and LANE 2. Each lane has a 'TEAM NOT DEFINED' dropdown, a 'PLAYERS: 1' button with a plus and minus icon, and a table for player information. The table has columns for Name, Hdp, Shoes, Socks, Bumpers, No Tap, and Player status. For LANE 1, the Name is 'BOWLER 1', Hdp is 0, and Player status is 'Active'. For LANE 2, the Name is 'BOWLER 2', Hdp is 0, and Player status is 'Active'. Below the table, there is a 'Rate: Standard Bowling 2' dropdown. On the right side of the window, there are several buttons and options: 'Open', 'Lanes: 1-2', 'Game settings', 'Add order', 'League mode', 'By game' (selected), 'By time', 'Fixed duration', 'Set duration', 'Activate prepaid', 'Select all' (with a checked box), 'Edit the selected player', 'Remove the selected player', and 'Practice disabled'.

This window shows the multiple lanes opened.

On the left side of the window there are the lanes and the bowlers, on the right side of the window there are buttons and options that allow you to define all the settings of the game.

Each lane will accept a maximum of 12 bowlers.

To add or remove lanes click on the Lanes box.

To add new bowlers click on the Number of players (+) button.

The bowlers will be assigned automatically to the lanes. It is possible to change the players position.

To remove bowlers click on the (-) button.

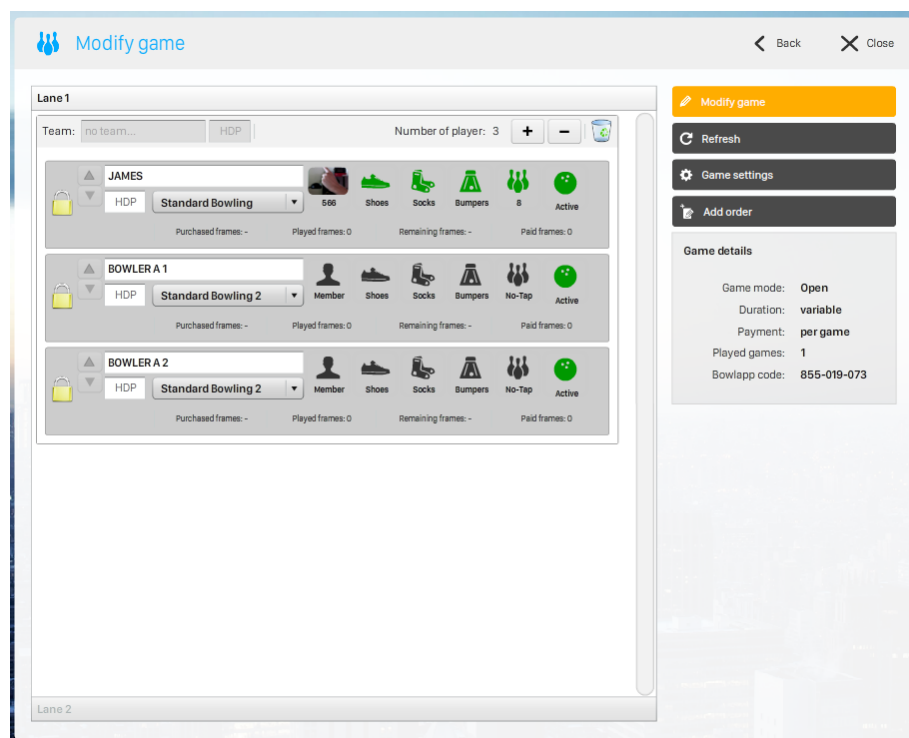
SELECT ALL: it allows you to select all players listed.

6.4 Modify Game

To access: LANE MANAGEMENT -> **MODIFY GAME**

There are 2 ways to modify a game by the **DETAILS** button and by the **MODIFY GAME** button.

6.4.1 Details

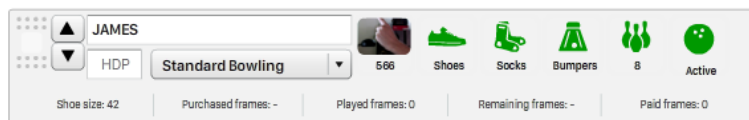


This window allows you to modify a bowling game already started.

On the left there are the teams and the bowlers on the lane, on the right there are the options available and a summary of the game mode.

In this window, the game data cannot be modified and the game on the lane is still going on, to make changes to the game data you need to press the **MODIFY** button.

6.4.2 Bowler Details



The interface displays the following information:

- Player Name:** JAMES
- Handedness:** HDP
- Game Mode:** Standard Bowling
- Shoe Size:** 42
- Purchased frames:** -
- Played frames:** 0
- Remaining frames:** -
- Paid frames:** 0
- Equipment/Status:** 566, Shoes, Socks, Bumpers, 8, Active

The bowler's status information are shown on the bottom of the box:

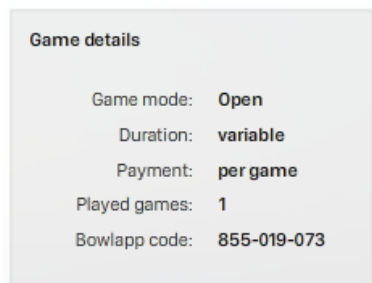
For payment **BY GAME**:

- **Shoe Size** : shows the shoe size and can be modified.
- **Purchased frames** : number of frames assigned to the player when the lane has been opened.
- **Played frames** : number of frames actually used by the bowler.
- **Remaining frames** : difference between the purchased frames and the used ones.
- **Frames paid**: frames paid by bowler.

For payment **BY TIME**:

- **Shoe Size** : shows the shoe size and can be modified.
- **Minutes purchased**: minutes assigned to the player when lane has been opened.
- **Minutes played**: number of minutes elapsed.
- **Minutes remaining**: difference between the purchased minutes and the elapsed ones.
- **Minutes paid**: minutes paid by bowler.

6.4.3 Game Details



The Game details box displays the following information:

- Game mode:** Open
- Duration:** variable
- Payment:** per game
- Played games:** 1
- Bowlapp code:** 855-019-073

The GAME DETAILS box shows information on the current status of the game.

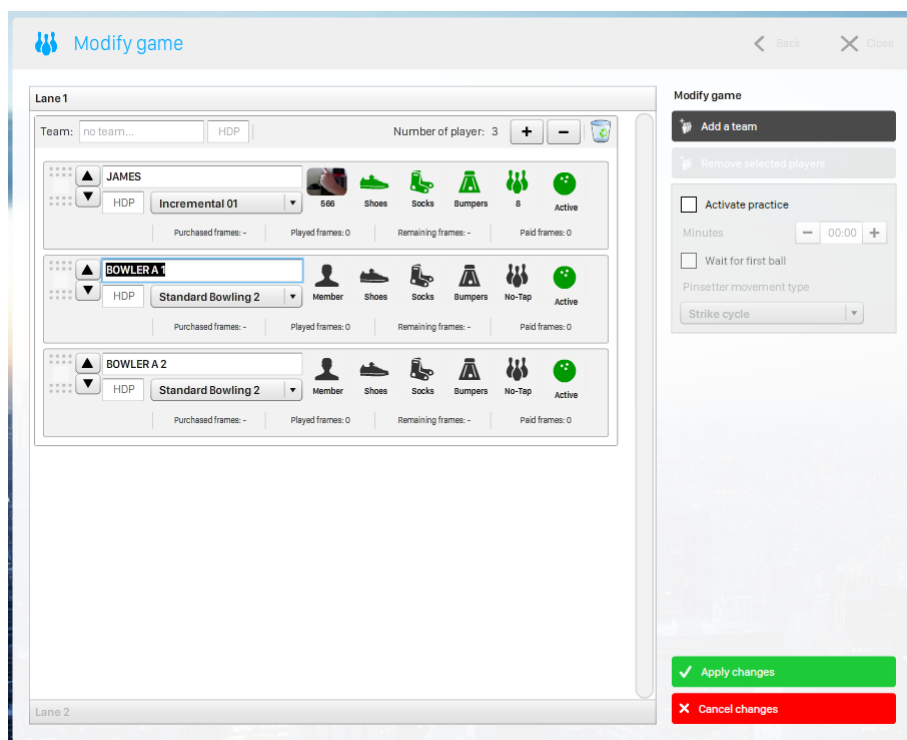
- **Game mode:** Open or League.
- **Duration:** shows whether the game has a fixed or variable duration.
- **Payment:** shows the payment mode, **BY TIME** or **BY GAME**, in **PRE-PAID** or in **POST-PAID** mode.
- **Games bowled:** shows the number of games bowled.
- **Bowlapp Code:** shows the code assigned to the lane to activate the Mobile Bowlers Application. [SOCIALBOWL](#)

6.4.4 Available Actions

- **MODIFY GAME:** takes to the Modify Screen and enables you to modify the game, during this operation the game on the lane is paused.
- **REFRESH:** updates the game data.
- **GAME SETTINGS:** takes you to the [GAMES SETTINGS](#) window.
- **ADD ORDER:** opens the [ORDER MANAGEMENT](#) window that allows you to add orders to the game.

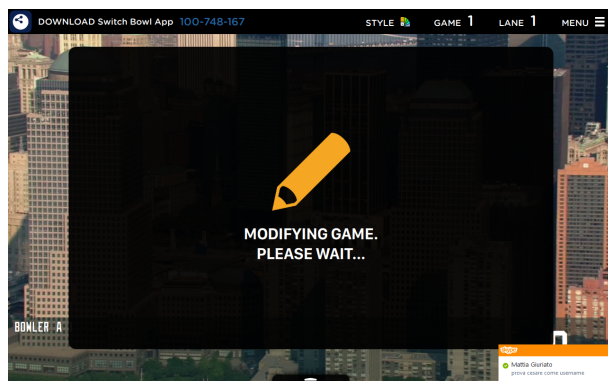
6.4.5 Modify Game

Once the **MODIFY GAME** button is pressed it is possible to proceed with the required changes.



It is important to note that the lane will be temporary paused until the changes are complete.

The following image shows the warning on the lane monitors.



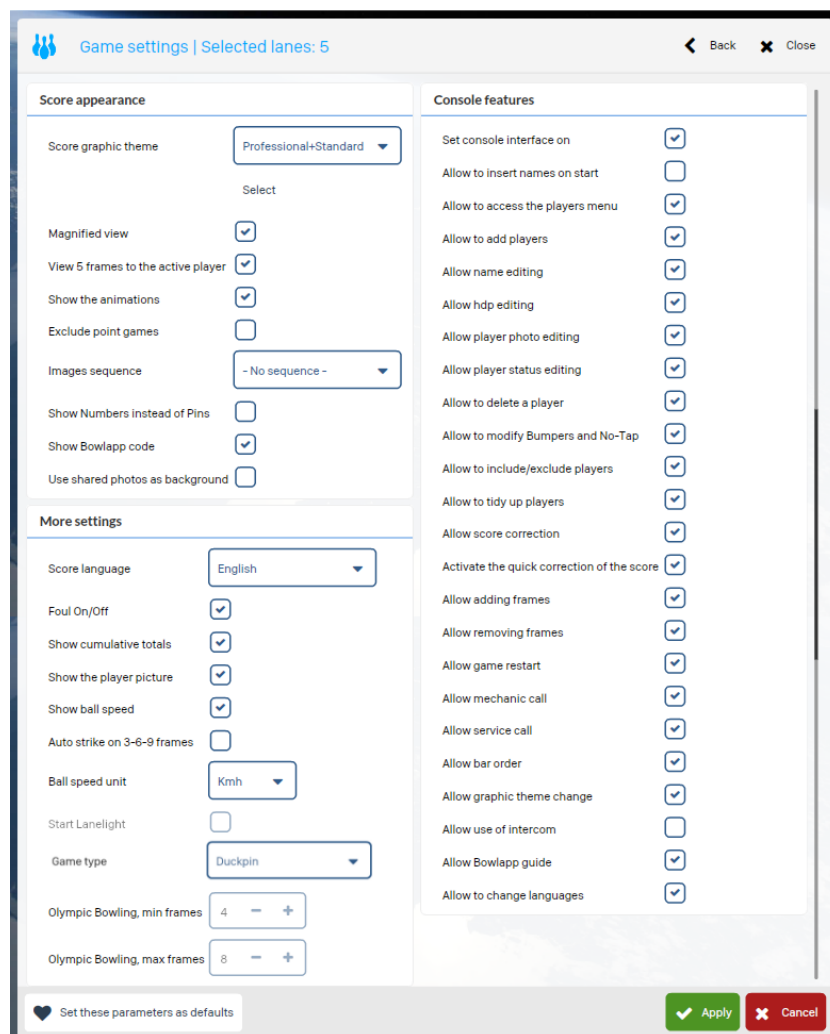
Here it is possible to add players to the teams, modify names and player's settings. For information how to change players and teams settings see [START NEW GAME](#).

6.4.6 Available Actions

- **ADD TEAM:** adds a new team to a game.
- **REMOVE SELECTED PLAYERS:** removes selected bowlers from the selected game.
- **WARNING** it is not possible to remove bowlers who already played; this button is used to remove the bowlers who have just been added.
- If you need to remove a bowler from a game you should use the **BOWLER EXCLUDED FROM GAME** option in the [PLAYER STATUS](#) window.
- **ACTIVATE PRACTICE:** it allows you to activate the practice time. For information on practice time parameters see [ACTIVATE PRACTICE](#).
- **APPLY CHANGES:** confirms the changes made. If bowlers have been added, in pre-paid mode, the [INCOME TABLE](#) will be opened.
- **CANCEL CHANGES:** cancels the changes made.

6.5 Game Settings

To access: LANE MANAGEMENT -> **GAME SETTINGS**



This window allows you to modify the graphics themes and other settings. On the right section it is possible to modify the bowler console settings when available.

The selected lane or lanes are shown at the top of the screen and will be affected by the changes.

When modifying multiple lanes some of the settings may be different for some lanes, these settings will be highlighted in orange color.

6.5.1 Score Appearance:

It allows you to change the appearance of the score grids and the graphics on the lanes.

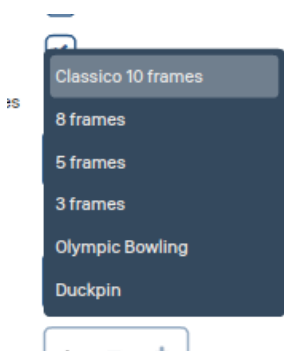
- **Score graphic theme:** it allows you to select the graphic theme to use on the lanes, the color and the style. For information on available themes see [GRAPHIC THEME SELECTION](#).
- **Select:** it allows you to go to the Graphic Theme selection screen.
- **Magnified View:** it allows you to magnify the score on the monitors.
- **Show 5 frames.....:** it allows you to show only the last 5 frames played, on the monitors.
- **Show animations:** it allows you to activate the animations.
- **Exclude point games:** it allows to exclude the Point games.
- **Images sequence:** it allows you to choose a sequence of images to show on the lane monitors.
- **Show numbers instead of pins:** substitutes the image of the pins on the overhead monitors with numbers.
- **Show Bowlapp code:** it allows you to show the Bowl Application Code on the monitors.
- **Use Shared photos as background:** it allows you to use, in the monitors background, the pictures taken on the lanes by the customers after approval by the operator.

6.5.2 More Settings:

It allows you to define other settings related to the visualization on lane monitors.

- **Score language:** it allows you to select which language to use on lane menu screen.
- **Foul ON/OFF:** activates the foul line detector.
- **Show cumulative totals:** enables or disables the visualization of the cumulative totals for multiple games.
- **Show the player picture:** enables or disables the visualization of the bowler's picture on the lane monitors. To take the bowler's photo, see [MEMBERS ARCHIVE](#).
- **Show ball speed:** enables or disables the visualization of ball speed on lane monitors.

- **Autostrike on 3-6-9 frames:** it allows you to convert any score made in the 3rd 6th and 9th frame into a Strike.
- **Ball speed unit:** it allows you to select Miles per hour (mph) or Kilometers per hour (kmh).
- **Start lanelights:** enables or disables the lights effects on the lane capings and divisions.
- **Game type:** it allows you to select the game type.



- **Olimpic Bowling min frames:** sets the minimum number of frames for the Olimpic format.
- **Olimpic Bowling max frames:** sets the maximum number of frames for the Olimpic format.

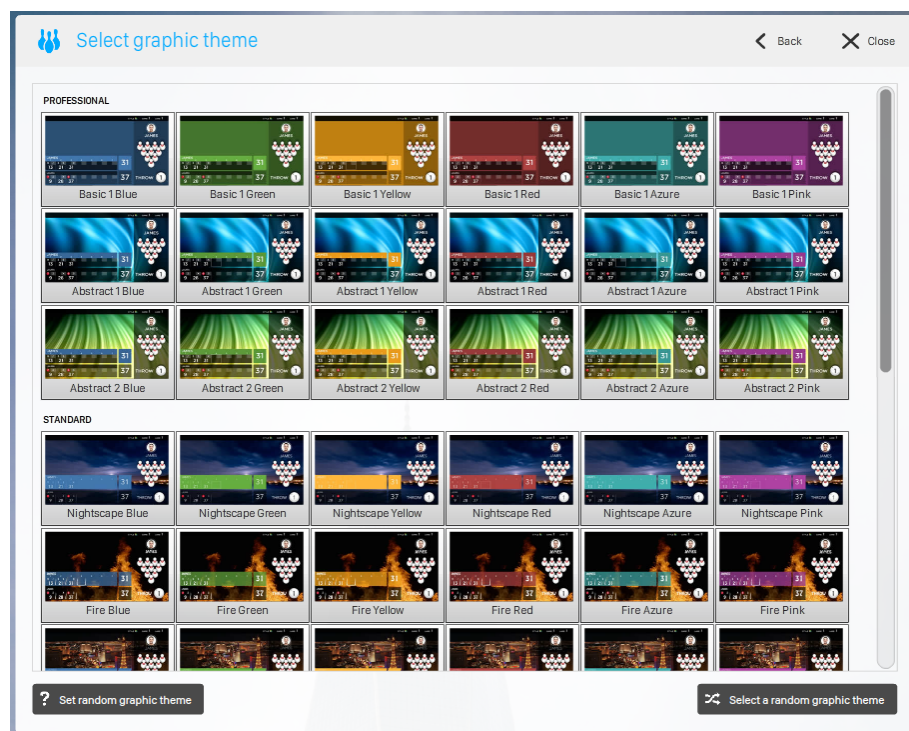
6.5.3 Bowler Console Functions:

- **Set console interface on:** enables or disables the Console functions. If this option is not active, none of the other functions will be available.
- **Set console interface on:** it allows you to visualize and use the Console interface.
- **Allow to insert names on start:** the players can type the names before starting to bowl.
- **Allow to access the players menu:** it allows you to enable or disable the menu on the console.
- **Allow to add players:** it allows you to add players.
- **Allow name editing:** it allows you to modify the names of the bowlers.
- **Allow HDP editing:** it allows you to modify the handicaps.

- **Allow player photo editing:** it allows you to modify the picture with the console.
- **Allow player status editing:** it allows you to modify the status I.E. active, absent, etc..
- **Allow to delete a player:** it allows you to cancel players.
- **Allow to modify Bumpers and No-Tap:** it allows you to add/remove the Bumpers option and the No-Tap option.
- **Allow to include/exclude players:** enables or disables the bowler modification screen.
- **Allow to tidy up players:** it allows you to change the bowlers order.
- **Allow score correction:** enables or disables the score correction.
- **Activate the quick correction of the score:** enables or disables the quick score correction.
- **Allow adding frames:** it allows you to add frames.
- **Allow removing frames:** it allows you to remove frames.
- **Allow game re-start:** enables or disables the game re-start function.
- **Allow mechanic call:** enables or disables the mechanic call function.
- **Allow service call:** enables or disables the waiter service call function.
- **Allow bar orders:** enables or disables the window to order items from the bar directly from the console.
- **Allow graphic theme change:** enables or disables the window for graphic theme selection.
- **Allow use of Intercom:** it allows you to activate the intercom function.
- **Allow Bowlapp guide:** it allows you to show the Bowlapp guide on the console.
- **Allow to change languages:** it allows you to change the menus language.
- **SET THESE PARAMETERS AS DEFAULT** saves the settings so that the next time the lanes are opened they will use these parameters.
- **APPLY** button confirms the changes and closes the window.
- **CANCEL** button closes the window without saving the changes.

6.5.4 Graphic Theme Selection

To access: LANE MANAGEMENT -> GAMES SETTINGS -> **SELECT (Graphic Theme)**



This window allows you to select the graphic theme to use on the lane monitors when the lanes are opened, the same theme will be used on the bowlers' console monitors when available.

The various graphic themes are divided in groups.

To view all the themes use the scroll bar.

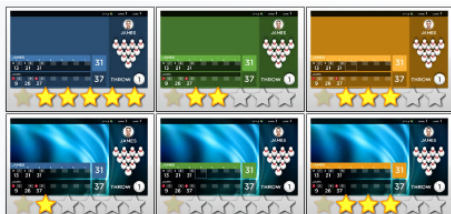
To select a theme click on the image.

The **SELECT A RANDOM GRAPHIC THEME**, bottom right, allows the computer to select random themes.

6.5.5 Assign Preferences For Graphic Themes

The **SET RANDOM GRAPHIC THEME** button, bottom left, allows you to instruct the computer to use more often some themes instead of other themes.

When you click on the button a line of stars appears under each theme.



Click on the stars to show your preference for themes, more stars more often the system will use this theme.

5 stars means that the theme is greatly preferred so the system will use that more often than the other themes.

1 star shows that the theme is not very popular and so the system will seldom use it.

If you do not like a theme click to turn off all the stars (grey color).

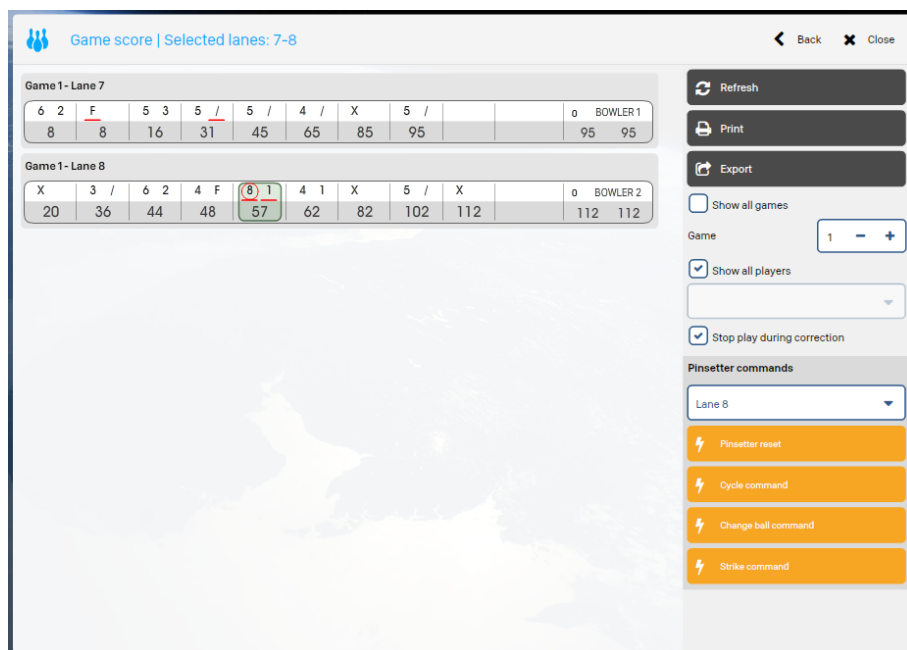
The **PREFERENCES RESET** button will set the stars to the factory default value (3 stars for all the themes).

The **APPLY** button confirms changes and closes the window.

The **CANCEL** button closes the window without saving changes.

6.6 Scores

To access: LANE MANAGEMENT -> **SCORES**



Game score | Selected lanes: 7-8

Game 1 - Lane 7

6	2	F	5	3	5	/	5	/	4	/	X	5	/			0	BOWLER 1
8		8	16		31		45		65		85		95			95	95

Game 1 - Lane 8

X	3	/	6	2	4	F	(8)	1	4	1	X	5	/	X		0	BOWLER 2
20	36		44		48		57		62		82		102		112	112	112

Right sidebar controls:

- Refresh
- Print
- Export
- ☐ Show all games
- Game: 1
- ☒ Show all players
- ☒ Stop play during correction
- Pinsetter commands: Lane 8
- Pinsetter reset
- Cycle command
- Change ball command
- Strike command

This window allows you to make score corrections.

The window shows the current scores on the left and a number of options and command buttons on the right.

6.6.1 Score Filters:

- **SHOW ALL GAMES:** it allows you to view all the played games. Scroll down to view all the games.
- **GAME:** it allows you to select the game to view. The system will show the last game bowled, but it possible to correct the scores of previously played games.
- **SHOW ALL PLAYERS:** it allows you to view the scores of all players.
- **BOWLER NAME:** it allows you to select the scores of the selected player.

6.6.2 Functions:

- **STOP PLAY DURING CORRECTION:** defines whether the game should be stopped during correction. This feature allows you to show to the

bowlers on the lane, the 'game stopped' message, during correction. It is possible to turn this feature off, in this case the game on the lane continues during the correction process. If the system detects that during the correction process the scores on the lanes have changed, the system will ask to overwrite the scores with the most updated data.

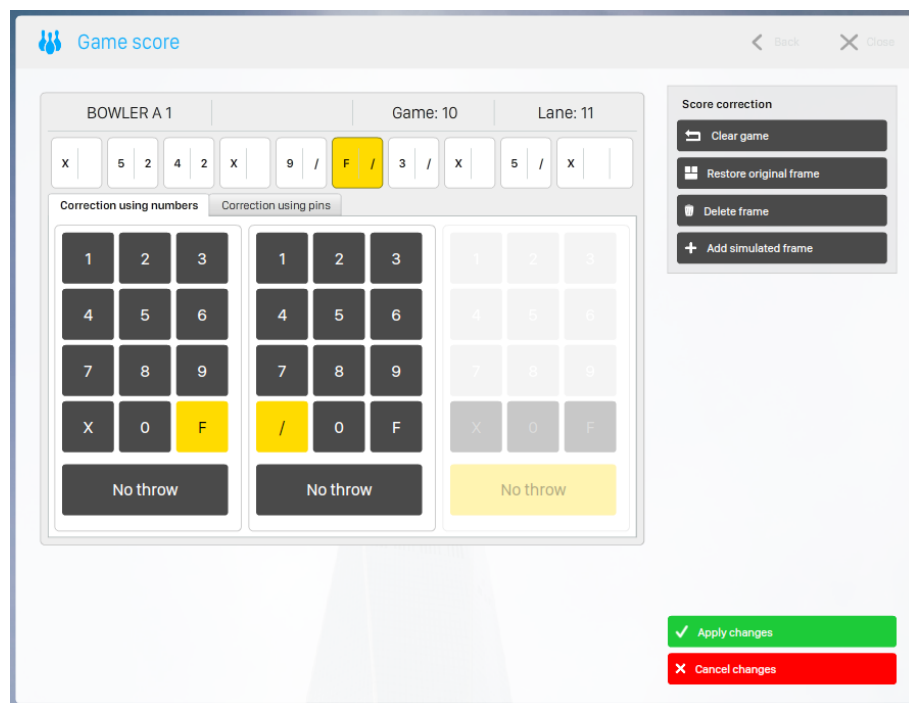
- **REFRESH**: refreshes the data when the scores changed.
- **PRINT**: calls up the [NEW REPORT](#) screen to allow you to print the scores.
- **EXPORT**: exports the scores to a disk or copies the scores to the clipboard.

6.6.3 Machine Commands:

This section shows the machine commands. See the **PINSETTER COMMANDS** section in [AVAILABLE OPTIONS](#).

6.6.4 Score correction:

To correct a score click on the desired frame.



The screenshot shows the 'Game score' window with the following details:

- Header:** BOWLER A 1, Game: 10, Lane: 11.
- Score Grid:**

X	5	2	4	2	X	9	/	F	/	3	/	X	5	/	X
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
- Correction Panels:**
 - Correction using numbers:** A 3x3 grid with numbers 1-9, X, 0, and F. The 'F' button is highlighted in yellow.
 - Correction using pins:** A 3x3 grid with numbers 1-9, X, 0, and F. The '/' button is highlighted in yellow.
 - No throw:** A button at the bottom of each correction panel.
- Score correction Panel (Right):**
 - Clear game
 - Restore original frame
 - Delete frame
 - Add simulated frame
- Bottom Buttons:**
 - Apply changes (Green button with checkmark)
 - Cancel changes (Red button with X)

A score correction window appears showing the score grid with the frame to be corrected highlighted in yellow.

Under the score grid there are the score panels to correct the frame selected.

It is possible to correct the scores in two (2) ways, a quick method using numbers and a slow but more accurate method using the pins.

CORRECTION USING NUMBER

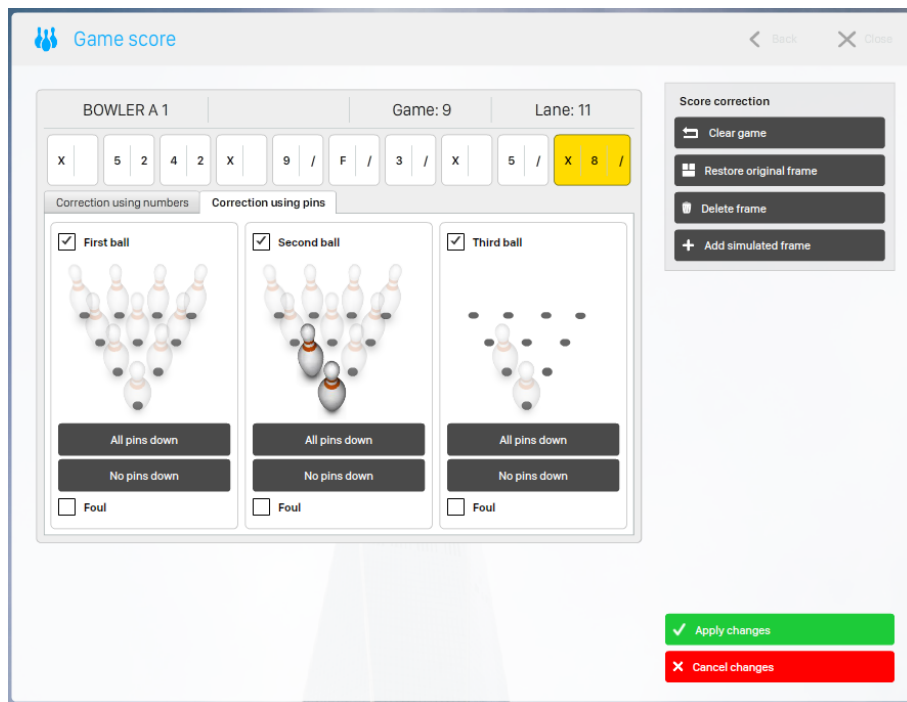
This is the faster of the 2 methods (see picture above).

The frame can be corrected by 2 small numeric keypads (3 keypads for the 10th frame correction), one for the 1st and on for the 2nd ball.

To correct the score simply click on the number of pins for each ball.

The **NO THROW** button allows you to delete the frame so that it can be played again. This option is only available for the last frame played.

CORRECTION USING PINS



The screenshot shows the 'Game score' interface for 'BOWLER A 1' in 'Game: 9' on 'Lane: 11'. The score grid shows the current frame's scores: X, 5, 2, 4, 2, X, 9, /, F, /, 3, /, X, 5, /, X, 8, /. The 'Correction using pins' tab is selected, showing three panels for the First ball, Second ball, and Third ball. Each panel has a bowling pin diagram, buttons for 'All pins down' and 'No pins down', and a 'Foul' checkbox. The 'First ball' panel is checked. To the right, the 'Score correction' panel contains buttons for 'Clear game', 'Restore original frame', 'Delete frame', and 'Add simulated frame'. At the bottom right, there are 'Apply changes' and 'Cancel changes' buttons.

This second method requires that the scores is corrected using the pins knocked down or standing.

The frame is divided into 2 pin decks (3 for the 10th frame correction), one for the 1st and one for the 2nd ball.

To correct a score click on the pins to show whether they are still standing or knocked down.

The **First ball** and **Second ball** options allow you to add or remove a throw.

The **ALL PINS DOWN** button allows you to knock down all the pins.

The **NO PINS DOWN** button allows you to set all the pins.

The **FOUL** option shows that a foul was made for that ball.

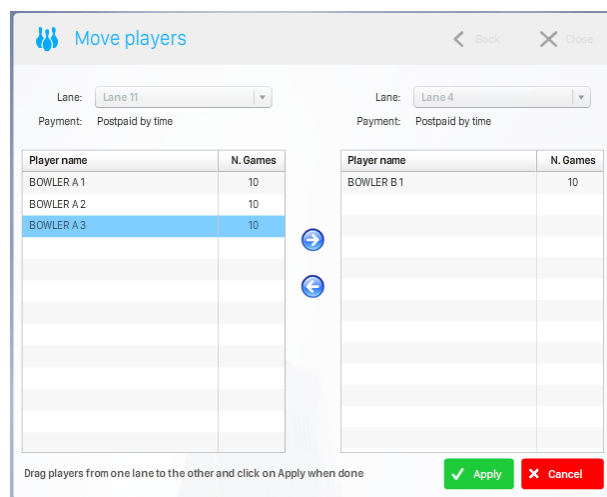
OTHER CORRECTION FUNCTIONS

- **CLEAR GAME:** it allows you to delete all the frames and scores bowled in the game.
- **RESTORE ORIGINAL FRAME:** it allows you to delete the corrections made to the selected frame and to shows the original scores.
- **DELETE FRAME:** it allows you to delete the selected frame.
- **ADD SIMULATED FRAME:** it allows you to add a frame with random scores. This function can be useful when you carry out tests on the lane.

Attention: when, during the score correction process, one or more frames are deleted, the system will ask for an explanation, this explanation will be recorded and shown in the operator reports.

6.7 Move Players

To access: LANE MANAGEMENT -> SPECIAL FEATURES -> **MOVE PLAYERS**



Move players

Lane: Lane 11 Lane: Lane 4

Payment: Postpaid by time Payment: Postpaid by time

Player name	N. Games
BOWLER A 1	10
BOWLER A 2	10
BOWLER A 3	10

Player name	N. Games
BOWLER B 1	10

Drag players from one lane to the other and click on Apply when done

Apply Cancel

This window allows you to move players from a lane to another lane.

On the left there are the players of the starting lane and on the right the destination lane.

To move the players select the destination lane from the right **LANE** menu. Each lane shows the status and the payment mode (PREPAID/POSTPAID, PER GAME/BY TIME).

It is possible to transfer players between games with the same status. It is not allowed to move a player from a POSTPAID to a PREPAID game.

It is possible to move players on a closed lane, when this is done, the lane will be automatically opened.

When all the players are transferred to another lane, the lane without players will be automatically closed.

To move a player:

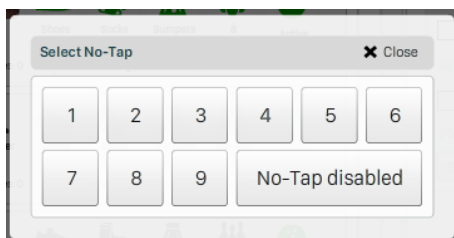
- Select the player.
- Press (->) or (<-) key to move the player to the right or to the left lane or drag and drop the player, it is possible to change the players position.

The **APPLY** button confirms the changes and closes the window.

The **CANCEL** button cancels all changes made and closes the window.

6.8 Enable NO-TAP

This window allows you to enable the **NO-TAP** function for the selected player in the [START NEW GAME](#) and [MODIFY GAME](#) windows.



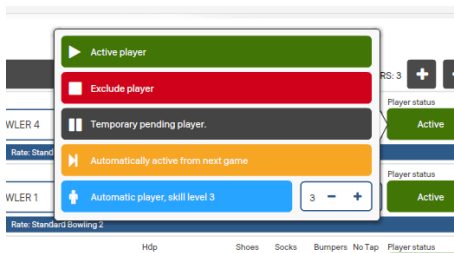
In a NO-TAP no-tap format, strikes are awarded for any pin count at or above a certain score.

To set a NO-TAP value, click on the desired number.

NO-TAP DISABLED button, disables the option.

6.9 Player Status

This window allows you to select some options for the bowler status on a lane. This window can be opened from the [CHANGE PLAYER STATUS](#) in the player box, from [START NEW GAME](#) and from [MODIFY GAME](#) window.



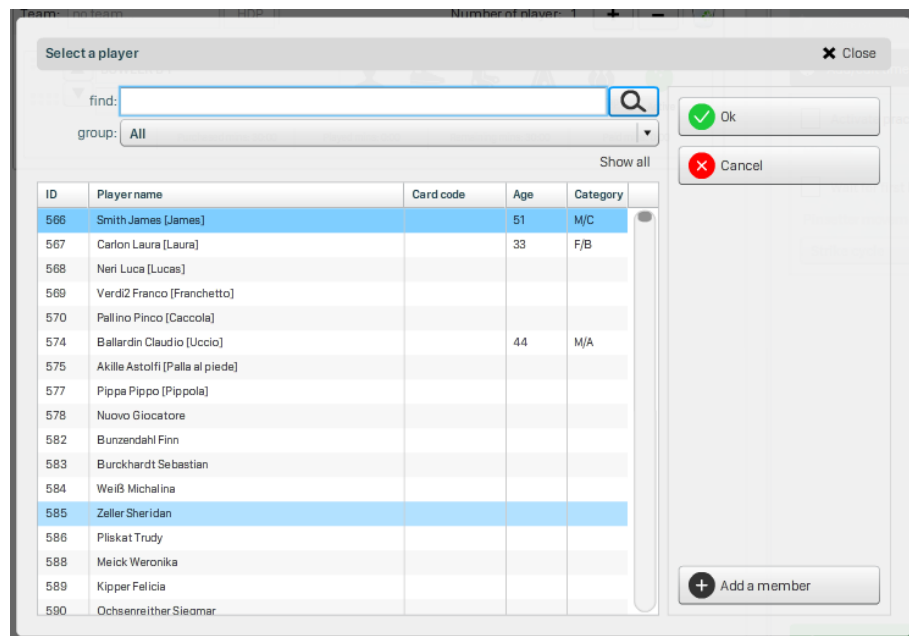
AVAILABLE OPTIONS:

- **ACTIVE PLAYER:** this option is selected by default, the player will start to play immediately.
- **EXCLUDE PLAYER:** the player is present but he does not play. The player might play later.
- **TEMPORARY PENDING PLAYER:** the player is temporary not playing.
- **AUTOMATICALLY ACTIVE FROM NEXT GAME:** the player will be automatically active at the beginning of the next game.

- **AUTOMATIC PLAYER SKILL LEVEL:** the player is not a real person but it is controlled by the computer, this function is called **ROBOT**.
The **ROBOT** function is useful when a bowler wants to train but has nobody to play with.
The skill level allows you to select the level of ROBOT ability.
Each level corresponds to a game with an average number of pins that starts from 80/90 for level 1 up to 200/220 for level 5.
Each level is represented by a ROBOT player image and each level shows a different picture.
The ROBOT players are not computed in the total amount to cash.

6.10 Select a Player

This window allows you to recall a player from the MEMBERS ARCHIVE. This window can be opened by clicking on the **SELECT A PLAYER FROM ARCHIVE** icon in the player box, from the **START NEW GAME**, and the **MODIFY GAME** windows.



ID	Player name	Card code	Age	Category
566	Smith James [James]		51	M/C
567	Carlson Laura [Laura]		33	F/B
568	Neri Luca [Lucas]			
569	Verdi2 Franco [Franchetto]			
570	Pallino Pinco [Caccola]			
574	Ballardin Claudio [Uccio]		44	M/A
575	Akille Astolfi [Palla al piede]			
577	Pippa Pippo [Pippola]			
578	Nuovo Giocatore			
582	Bunzendahl Finn			
583	Burckhardt Sebastian			
584	Weiß Michalina			
585	Zeller Sheridan			
586	Pliskat Trudy			
588	Meick Weronika			
589	Kipper Felicia			
590	Ochsenreither Sleomar			

The window shows the list of all players stored in the archive and it allows you to quickly find a player typing the first name, the last name, the nickname, the **ID**, or the initials in the **FIND** field.

All the members can be filtered by the Group button.

The **SHOW ALL** button removes the filters and shows all players.

Once the player has been found, just select him and press the **OK** button.

The **ADD A MEMBER** button allows you to quickly add a new member to the members list with few information. These information can be completed, at a later stage, in the **MEMBERS ARCHIVE**.

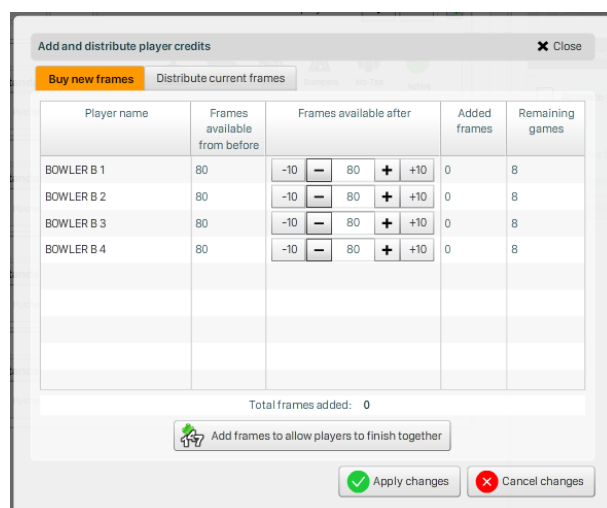
6.11 Add and Distribute Players Credits

This window allows you to add and to distribute frames or minutes between players when the game is opened in fixed duration.

This window can be opened by clicking on the **ADD/REMOVE TIME/FRAMES** button from the [MODIFY GAME](#) window.


It is possible to identify four different situations depending on the payment mode or on a specific preference.



6.11.1 Add New Frames To Players:



Player name	Frames available from before	Frames available after	Added frames	Remaining games
BOWLER B 1	80	-10 80 +10 +10	0	8
BOWLER B 2	80	-10 80 +10 +10	0	8
BOWLER B 3	80	-10 80 +10 +10	0	8
BOWLER B 4	80	-10 80 +10 +10	0	8

Total frames added: 0

 Add frames to allow players to finish together

 Apply changes  Cancel changes

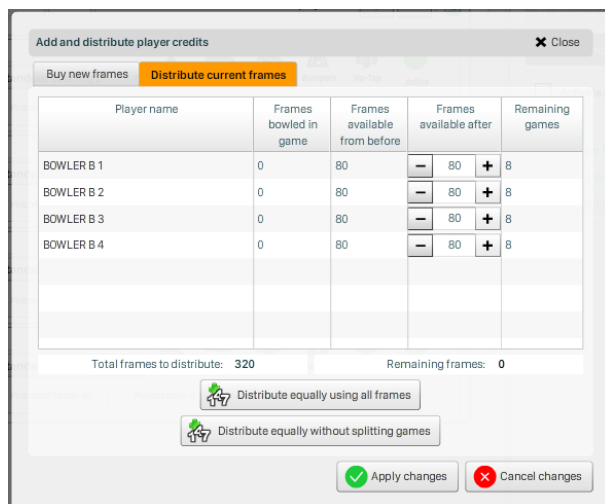
The following window shows, for each player:

- The player's name.
- The available frames before any modification.
- The available frames after the modification. It is possible to use the **-10** and **+10** buttons, to add or remove a single frame or full games.
- Added frames.
- Remaining game for each player.

The total number of added frames appears at the bottom of the window.

The **ADD FRAME TO ALLOW PLAYERS TO FINISH TOGETHER** button executes an automatic calculation and assigns to the players a proper amount of frames that allows the players to finish the game all together. This button is useful when a new player wants to finish the games with the other players.

6.11.2 Distribute Current Frames:



Player name	Frames bowled in game	Frames available from before	Frames available after	Remaining games
BOWLER B 1	0	80	- 80 +	8
BOWLER B 2	0	80	- 80 +	8
BOWLER B 3	0	80	- 80 +	8
BOWLER B 4	0	80	- 80 +	8

Total frames to distribute: 320 Remaining frames: 0

This window shows, for each player:

- The player's name.
- The frames already played.
- The available frames before any modification.
- The available frames after modifications. It is possible to use the (-) and (+) buttons to add or remove frames.
- Games left for each player.

On the bottom of the windows it is possible to see the total number of frames to distribute and the remaining frames not assigned.

During this operation, it is not possible to add new frames to the players, anyway it is possible to remove frames from a player and add them to another player.

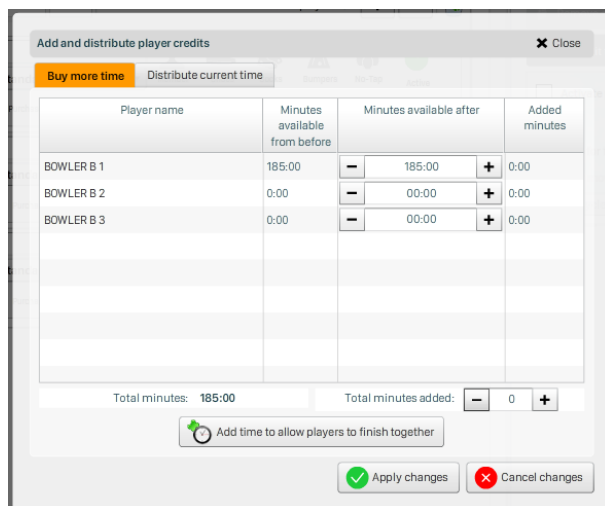
In order to assign the frames there are 2 buttons available:

The button **DISTRIBUTE EQUALLY USING ALL FRAMES** automatically calculates and distributes available frames between all players to allow them to finish the games all together. This button is useful when a new player is added without buying more games (frames).

The button **DISTRIBUTE EQUALLY WITHOUT SPLITTING GAMES** the function of this button is similar to the previous one, the difference is that it does not split the games.

Attention: it is possible that some frames will not be assigned after using this button.

6.11.3 Add New Time To Players:



Player name	Minutes available from before	Minutes available after	Added minutes
BOWLER B 1	185:00	185:00	0:00
BOWLER B 2	0:00	00:00	0:00
BOWLER B 3	0:00	00:00	0:00

Total minutes: 185:00 Total minutes added: 0

The following window shows, for each player:

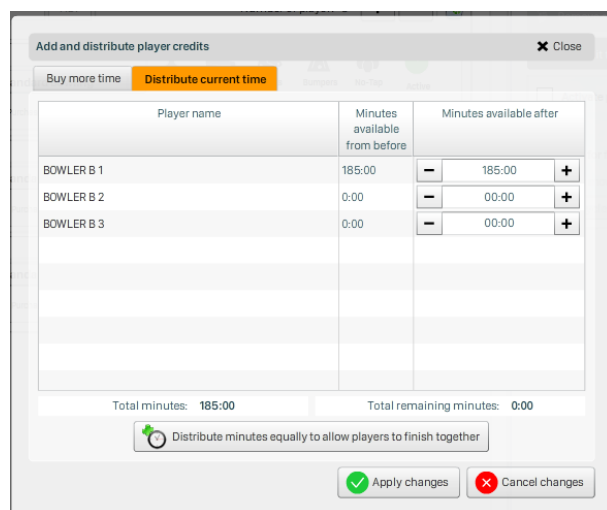
- The player's name.
- The available minutes before any modification.
- The available minutes after the modification. It is possible to use the (-) and (+) buttons, to add or remove minutes.
- Added minutes.

In the low part of the window, it is possible to see the total time left to play and the minutes added.

When the time is equally added to all the players, it is possible to use the (-) e (+) buttons of the **TOTAL MINUTES ADDED** option, all the minutes will be equally distributed between all players.


Button **ADD TIME TO ALLOW PLAYERS TO FINISH TOGETHER** automatically calculates and assigns to all the players, an amount of time to allow all to finish together. This button is useful when a new bowler wants to play when all the players finish.



6.11.4 Distribute Current Time:



Player name	Minutes available from before	Minutes available after
BOWLER B 1	185:00	185:00
BOWLER B 2	0:00	0:00
BOWLER B 3	0:00	0:00

Total minutes: 185:00 Total remaining minutes: 0:00

 Distribute minutes equally to allow players to finish together

 Apply changes  Cancel changes

This window shows, for each player:

- The player's name.
- The available minutes before any modification.
- The available minutes after modification. It is possible to use the (-) and (+) buttons to add or remove minutes.

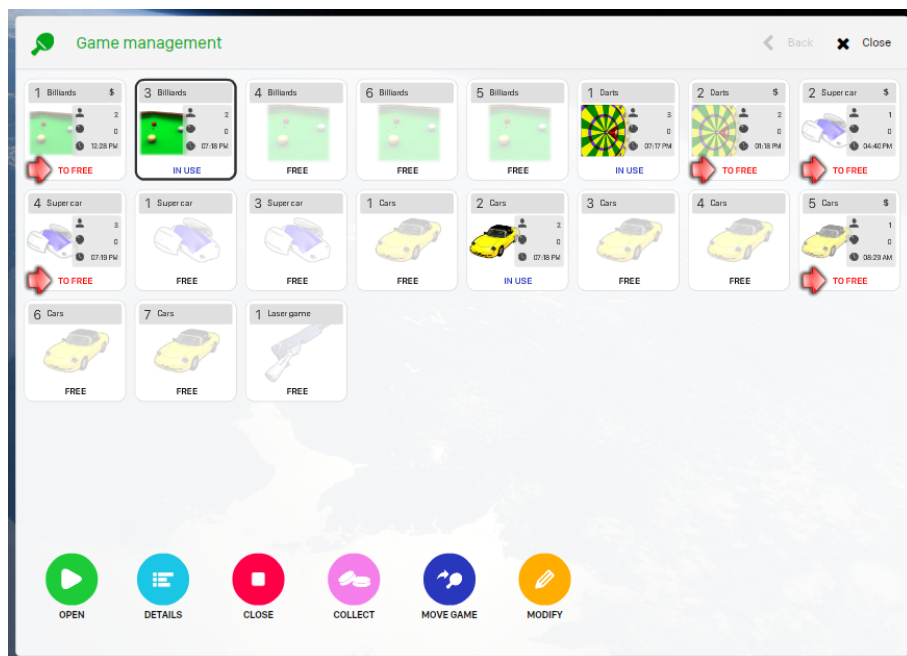
On the bottom of the windows it is possible to read the total time to distribute and the time not yet assigned to the players.

During this operation, it is not possible to add new time to the players, anyway it is possible to remove time from a player and add it to the other players.

The **DISTRIBUTE MINUTES EQUALLY TO ALLOW PLAYERS TO FINISH TOGETHER** button automatically calculates and distributes the available time between all players to allow them to finish the games together. This button is useful when a new player is added without buying extra time.

7 Games Management

To access: **GAMES MANAGEMENT**



This window allows you to perform operations on time games.

All the time games are shown in a grid as icons.

Click on an icon to select a game. Click and drag the mouse to select multiple games.

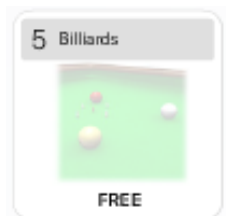
Use CTRL or SHIFT keys to select games not adjacent.

Selected games show a black frame.

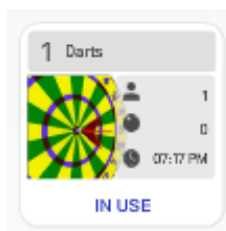
7.1 Icons symbols:

Each icon shows the name and the number of the time game and an image of the game.

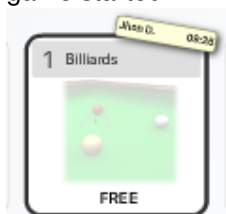
On the icons there are the following symbols with the following meaning:



This icon shows that a game is available (free).

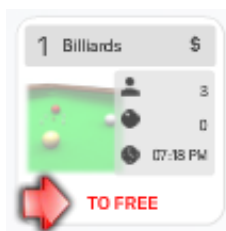


This icon shows a game in use and the number of players and the time the game started.



This icon shows a free game with a reservation.

The label on the game icon, reminds the operator to not rent the game since there is a reservation (I.E. James at 18:40).



This icon shows that the game can be closed, the rental time for this game expired.

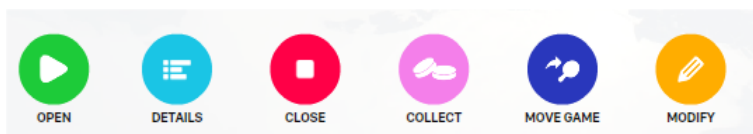


This symbol, top right of the game icon, indicates that the game is open in **PRE-PAID** mode and that the payment has been cashed before the game started.

7.2 Available Functions

In the lower part of the window, there is a row of buttons that allow you to operate on the selected games.

The availability of the buttons is related to the game status.



- **OPEN**: takes to the [OPEN NEW GAME](#) window.
- **DETAILS**: takes to the [MODIFY GAME](#) window with the following options:
 - **REFRESH**: updates the data.
 - **MODIFY GAME**: takes to the [MODIFY GAME](#) window.
 - **ADD ORDER**: takes to the [ORDER](#) window.
 - **DETAILS** section shows the duration and the payment mode.
- **CLOSE**: closes the current game and, when in postpaid mode, it takes to the [INCOME TABLE](#) window.
- **COLLECT**: takes to the [INCOME TABLE](#) window.
- **MOVE GAME**: allows to move a game from a position to a new one. This function is useful when a game has technical problems.

To move a game:

1. Click on the game to move.
2. Click on **MOVE GAME** button.
3. Click on the new position (game).

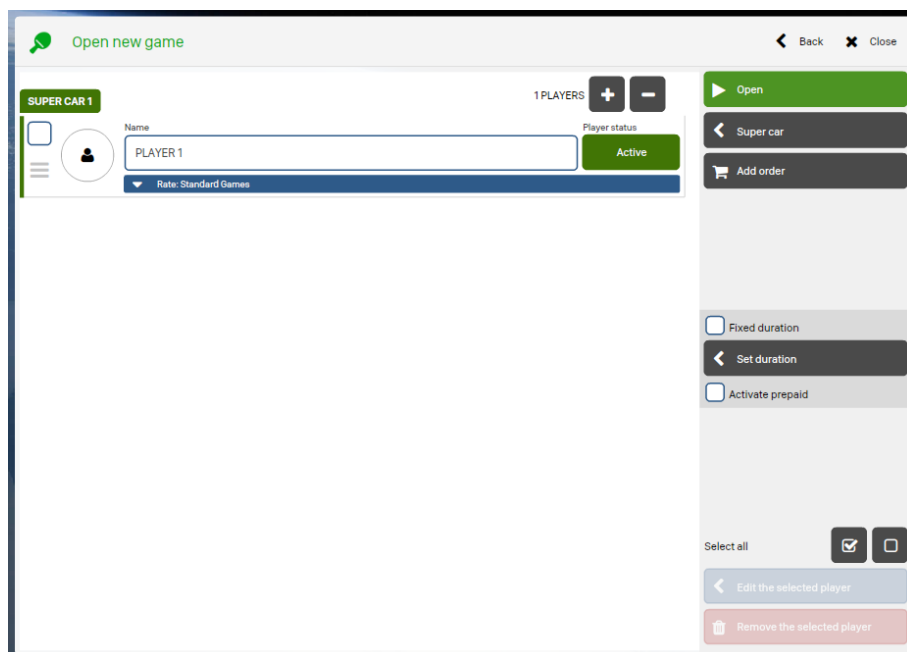
The new game must belong to the same game group of the moved game.

If the new game is already in use, after a confirmation, the two games will be switched.

- **MODIFY**: takes to the [MODIFY GAME](#) window.

7.3 Open New Game

To access: GAMES MANAGEMENT -> **OPEN NEW GAME**



This window allows to open a time game.

on the left there is a section that allows you add players and on the right side there is a list of buttons and of options to set the game.

Top left there is the name and the number of the game opened.

For each game it is possible to add a maximum of 10 players.

To add new players click on (+) button. It is also possible to add a player pressing the **ENTER** key.

To remove players click on (-) button.

7.3.1 Player Box

For each player added, there is a box that allows you to set the player's options.

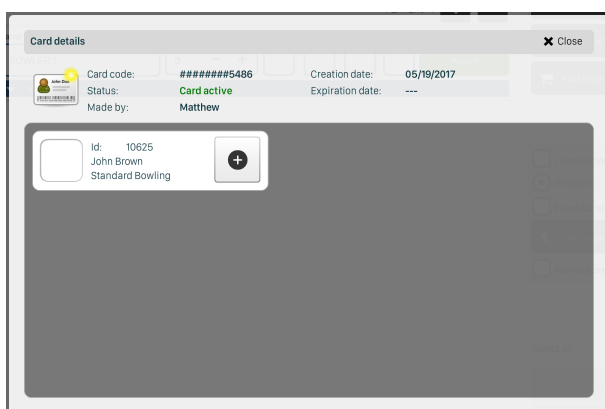


- The Grey area on the left allows you to drag a player to any new position. In order to select a player, check the white box on the left.
- The **UP** and **DOWN** arrows allow you to switch the position of a player with the position of the closest players.

- The **PLAYER NAME** field allows you to enter the player's name.
- The menu located under the name allows to specify the tariff to assign to the player. It shows the default system tariff. For further information how to set the default tariff see [DEFAULT RATE SETTINGS](#)
- The **LOAD PLAYER FROM ARCHIVE** button allows you to open the [SELECT A PLAYER](#) window.
- The **CHANGE PLAYER STATUS** button allows you to open the [PLAYER STATUS](#) window.

7.3.2 Adding Players with a Magnetic Card

Swipe a magnetic card assigned to one or to more players to open the quick players addition window..



This window shows the players list associated to this card, click on the (+) button on the right side of each player to add the player to the current game.

7.3.3 Player Options

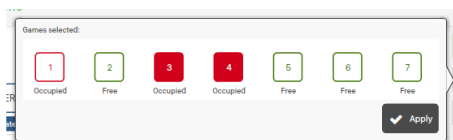
Each player has his own box, in this box you can set various options for each player.

- The check box top left allows you to select a player.
- The 3 bars allow you to drag the player to another position.
- The circle **MEMBER** icon allows you to insert a player from the player archive by the [SELECT A PLAYER](#) window.
- The **NAME** field allows you to enter the name of the player.

- The menu under the player name allows you to specify the rate to use for this player. The rate shown by the system is the one set by default in the rate definition section. See [DEFAULT RATE SETTINGS](#).
- The **PLAYER STATUS** allows you to recall the [PLAYER STATUS](#) window.

7.3.4 Available Actions

- **OPEN**: opens the multiple games and closes the screen. If the Activate Prepaid mode has been selected, the [INCOME TABLE](#) will be opened.
- **TYPE OF GAME**: opens the following window



This window allows you to add games and it shows available games.

- **ADD ORDER**: opens the [ORDER MANAGEMENT](#) window that allows you to add orders to the game.
- **FIXED DURATION**: indicates that the length of time to be played is set before the game starts.
- **SET DURATION**: allows to set the duration in minutes for the game.



- Number of Players selected/total.
- Number of Games selected/total.
- **APPLY TO ALL PLAYERS**: this is enabled if all the players are selected.
- **APPLY TO SELECTED PLAYERS**: this is enabled if not all the players are selected.
- **NUMBER OF MINUTES PER PLAYER**: allows to set how many minutes the players buy.

– **NUMBER OF MINUTES PER GAME:** allows to set how many minutes for each game.

- The calculation is based on the settings within the **GAME DURATION IN MINUTES:** defined in the [ADVANCED SETTINGS](#) window.
- **NUMBER OF GAMES:** number of games to be played. This option is active if the **TIME CALCULATION** is active.
- **MINUTES:** game duration in minutes.
- **ACTIVATE PREPAID:** enables the Pre-Paid mode that allows to cash before the game starts. Each item added to an opened game in Pre-Paid mode will be cashed at the time of sale.
- **EDIT THE SELECTED PLAYER** allows you to select the rate for that player.
- **REMOVE THE SELECTED PLAYER** allows you to remove a player.

Note: it is possible to change the payment mode on each game when it is opened. To do this see **GAME OPENING PREDEFINED MODE** in [ADVANCED SETTINGS](#).

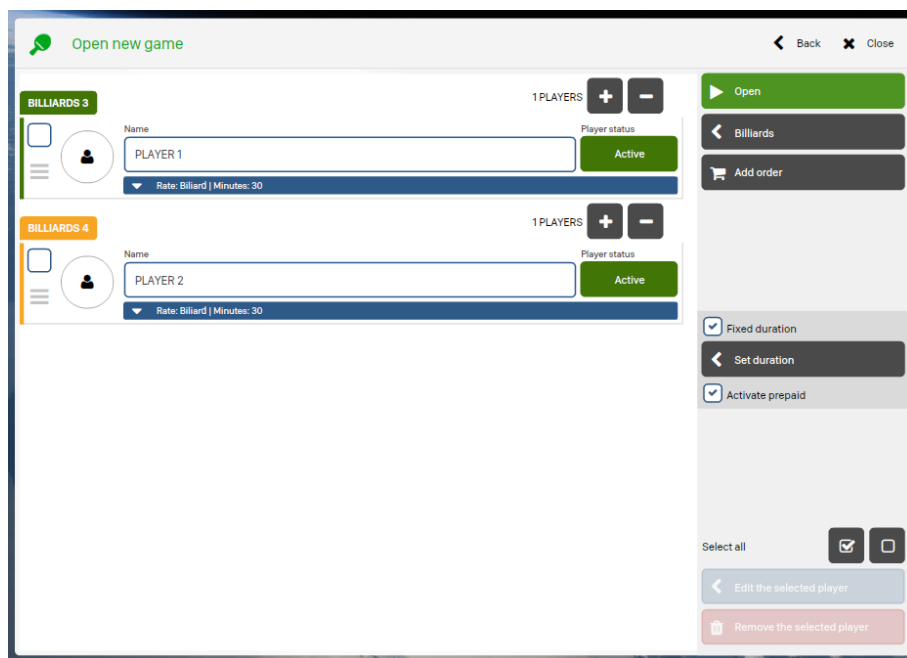
7.3.5 Games Parameters

- **FIXED DURATION:** when enabled, it shows the default minutes to play.
- **MINUTES:** duration of the game in minutes. This option is only enabled when the **DURATION** option is active.
- **PREPAID:** enables the PREPAID mode that allows to cash the total income before the game starts. For the games opened in PREPAID mode, any item added at a later stage, will be cashed at the time of sale.

Note: it is possible to modify the default open mode of all the new games in each game category. To modify it, see [GAME CATEGORY DEFINITION](#) in PREFERENCES->GAME DEFINITION.

7.3.6 Multiple open

In order to open more than one game at the same time, select the games dragging the mouse on the game icons or press the CTRL key and click to select games that are not adjacent.



This window shows the multiple games opened.

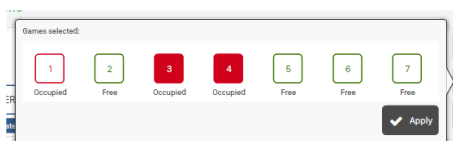
On the left side of the window there are the games and the players, on the right side of the window there are buttons and options that allow to define all the settings of the game.

Each game allows you to add a maximum of 10 players.

To add/remove new players click on the (+) or (-) button.

The players will be assigned automatically to the games. It is possible to change the players position.

- **OPEN:** opens the multiple games and closes the screen. If the Activate Prepaid mode has been selected, the [INCOME TABLE](#) will be opened.
- **TYPE OF GAME:** opens the following window

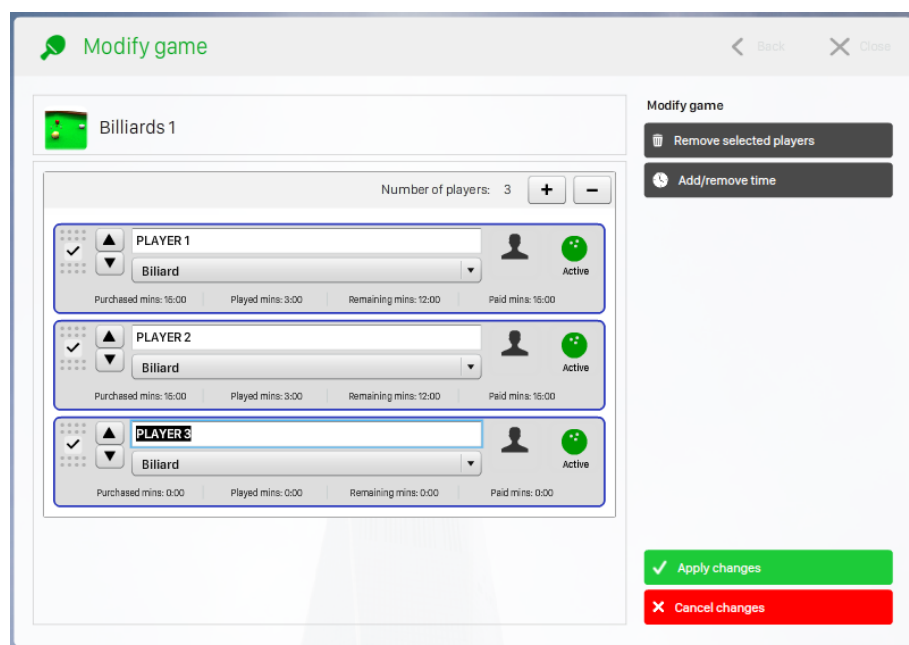


This window allows you to add games and it shows available games.

7.4 Modify Game-Details

To access: GAMES MANAGEMENT -> **MODIFY GAME - DETAILS**
 There are 2 buttons used to modify a game: **MODIFY** and **DETAILS**.
 Both buttons allow to modify a time game already started.

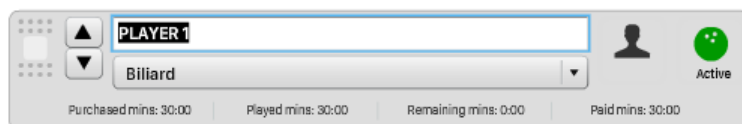
Press **MODIFY**



This window allows you to modify a time game already started.

On the left there are the players, on the right there are the options available.

7.4.1 Players Details:



At the bottom of the box, there are some information on the current players' status:

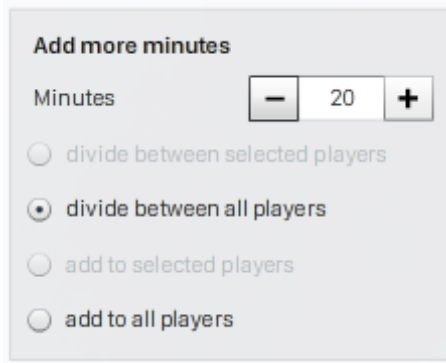
- **Purchased minutes:** number of minutes purchased by the player at the beginning of the game.

- **Played minutes:** number of minutes played.
- **Remaining minutes:** balance between purchased minutes and played minutes.
- **Paid minutes:** minutes already paid by the player.

7.4.2 Available Actions

- **REMOVE SELECTED PLAYERS:** removes selected players from the game.
Attention: it is not possible to remove a players who already played, this button can be used only to remove players added at this stage.
If it is necessary to remove a player from the game it is recommended to use the EXCLUDED PLAYER option from [PLAYER STATUS](#) window.
- **ADD/REMOVE TIME:** this button is available only for fixed duration. See below Add/Remove time option.
- **APPLY CHANGES:** confirms modifications done. If any player has been added, in PREPAID mode, the INCOME TABLE window will open.
- **CANCEL CHANGES:** cancels all changes done and restores the previous status of the game.

7.4.3 Add/remove time option:

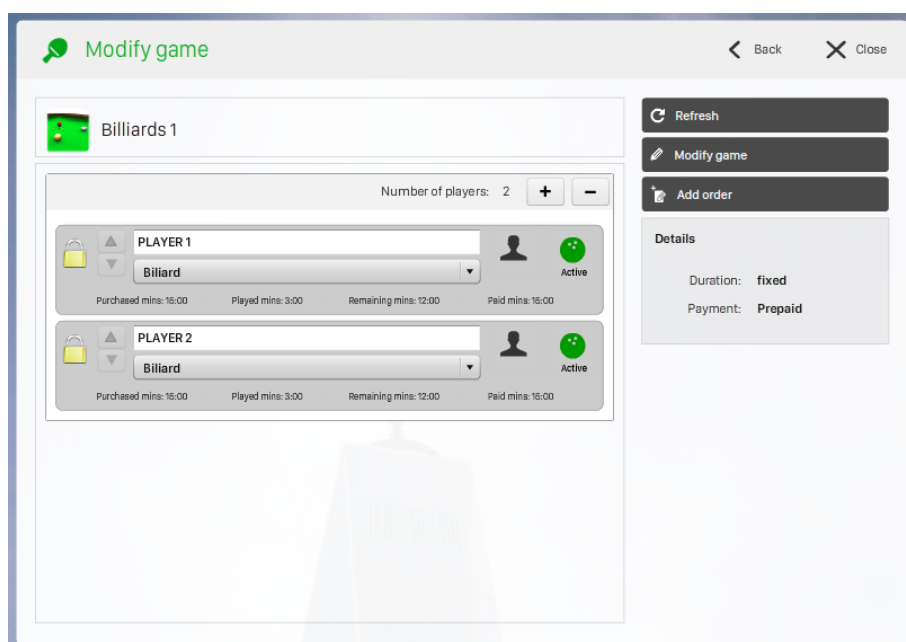


In fixed duration mode it is possible to add minutes or distribute minutes between players:

- **DIVIDE BETWEEN SELECTED PLAYERS:** this option is enabled if one or more players are selected. It adds time in MINUTES equally distributed between the selected players.
- **DIVIDE BETWEEN ALL PLAYERS:** adds time in MINUTES equally distributed between all the game players.

- **ADD TO SELECTED PLAYERS:** this option is enabled if one or more players are selected. It adds to each selected player the amount of time in MINUTES.
- **ADD TO ALL PLAYERS:** It adds to each player the amount of time in MINUTES.
- **OK:** confirms to add minutes.
- **CANCEL:** cancel the addition of minutes.

Press **DETAILS**



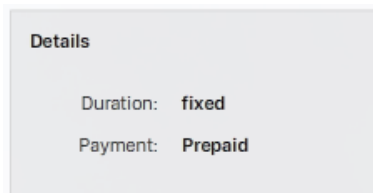
In this window there is a list of information on the game status. On the right side it is available a list of buttons and a the game mode information.

Once pressed the **MODIFY GAME** button, it is possible to carry out the modifications required.

At this stage, it is possible to add players and to modify the name and the data of the inserted players.

For details how to modify yplayers data, see [OPEN NEW GAME](#).

7.4.4 Game Details:



A screenshot of a 'Details' box with a light gray background. It contains two lines of text: 'Duration: fixed' and 'Payment: Prepaid'.

The GAME DETAILS box provides some information of the current game status.

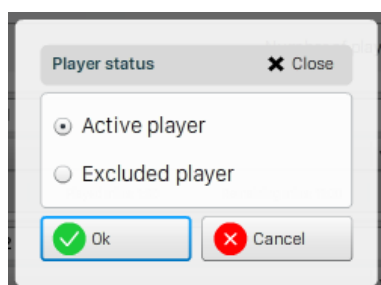
- **Duration:** shows whether the game duration is fixed or variable.
- **Payment:** shows the payment mode, PREPAID or POSTPAID

7.4.5 Available Actions:

- **REFRESH:** updates the data.
- **MODIFY GAME:** takes to the [MODIFY GAME](#) window.
- **ADD ORDER:** allows to add an order and it takes to the [ORDER](#) window.

7.5 Player Status Games

This window allows to select some options for a player in time games. Click on **PLAYER STATUS** button on the player box to open the window from [OPEN NEW GAME](#) and [MODIFY GAME](#) windows.



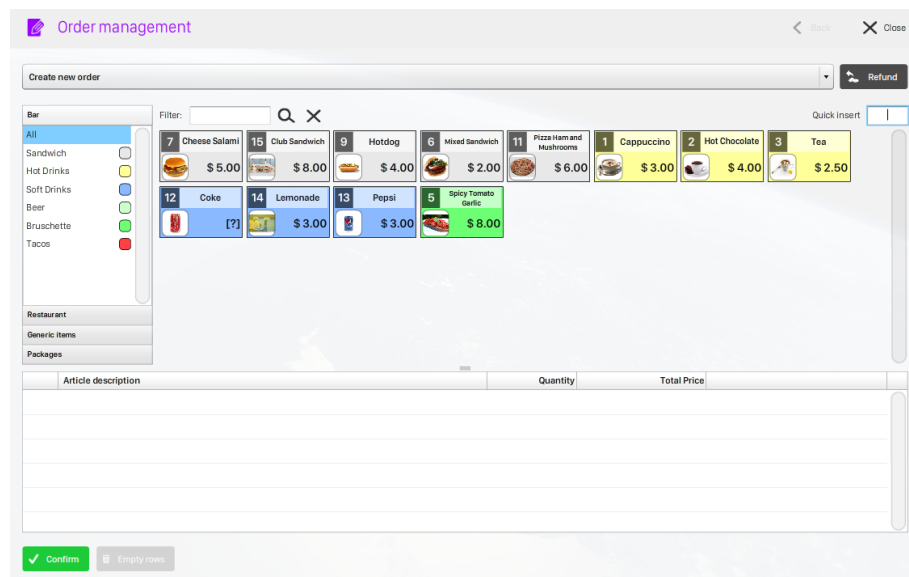
A screenshot of a 'Player status' dialog box. It has a title bar with 'Player status' and a 'Close' button. Inside, there are two radio buttons: 'Active player' (which is selected) and 'Excluded player'. At the bottom, there are two buttons: 'Ok' with a green checkmark icon and 'Cancel' with a red X icon.

- **ACTIVE PLAYER:** this option is enabled by default, it shows that the player is active.
- **EXCLUDED PLAYER:** it shows that a player has been added, but he is in stand by mode. The player can be activated later.

8 Order Management

8.1 Order Management

To access: **ORDER MANAGEMENT**



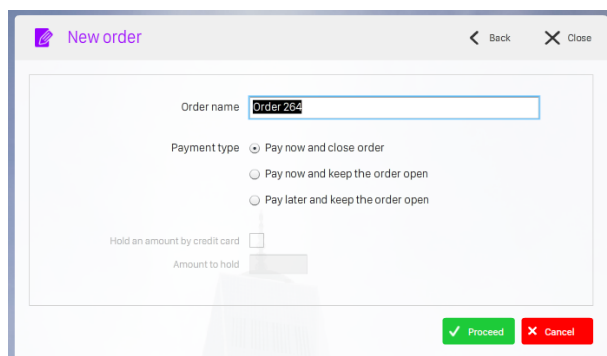
Article description	Quantity	Total Price

This window allows to create an order to debit to the games or to cash immediately.

8.1.1 Order Destination

On the top of the screen, it is possible to choose the order destination, when no lane is selected, the order can be assigned to COUNTER SALE (items are cashed immediately) or it can be sent to an open game session.

In case of a COUNTER SALE (Create New Order and press **CONFIRM**) a new window opens with the following options:



- **ORDER NAME:** allows you to change the order's name.
- **PAYMENT TYPE:** allows you to select a type of payment.
 - **PAY AND CLOSE ORDER:** cash the order and close it.
 - **PAY NOW AND KEEP THE ORDER OPEN:** cashes the order and leaves it open for further additions.
 - **PAY LATER AND KEEP THE ORDER OPEN:** leaves it open for further additions and cashes the order later.
 - **HOLD AN AMOUNT BY CREDIT CARD:** (when available) allows you to cash later, but it holds an amount on the customer credit card. This amount will be returned after the payment.
 - **AMOUNT TO HOLD:** allows you to set an amount of money to hold.

8.1.2 Departments and Items

All items are organized in departments (BAR/RESTAURANT/GENERIC ITEMS/PACKAGES) and in categories that can be defined by the operator (DRINKS/BEERS/COCKTAILS etc.).

For information about categories and items definition see [BAR ITEMS DEFINITION](#), [RESTAURANT ITEMS DEFINITION](#) and [GENERIC ITEMS DEFINITION](#).

To show all the available items click **ALL**.

To select only the items of a specific category click on the item category name.

All the items of a selected category appear in the box top right.

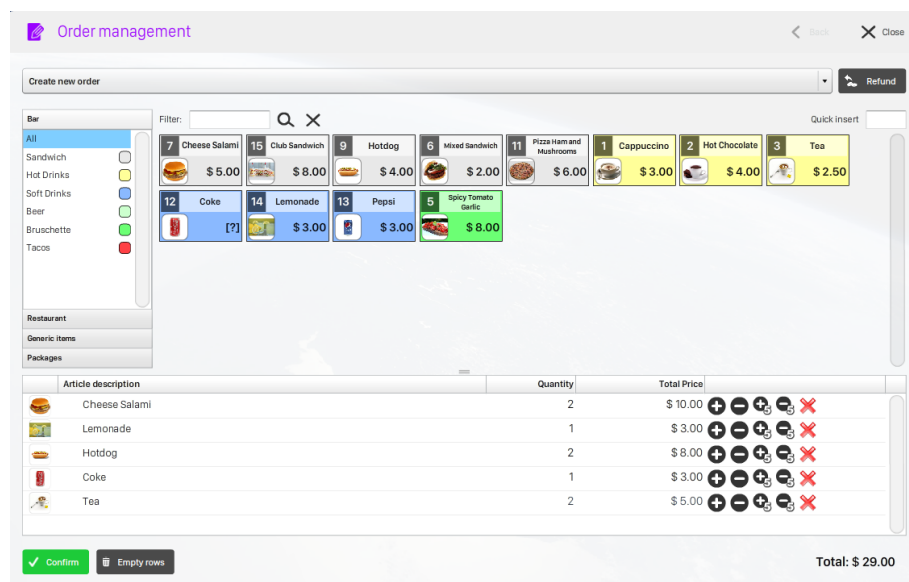
For each item it is shown the name, the price and the image.

When the symbol (?) appears instead of the price, the price will be entered at the time of the sale.

When this happens, a window pops up with a prompt that allows you insert the price and the description of the item.

This procedure is useful when it is necessary to handle a sum of money not related to an item sale (i.e.: refunds, writing off entry, etc.)

8.1.3 Make An Order

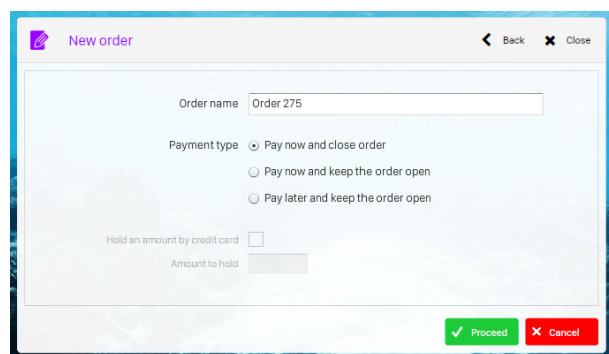


Article description	Quantity	Total Price
Cheese Salami	2	\$ 10.00
Lemonade	1	\$ 3.00
Hotdog	2	\$ 8.00
Coke	1	\$ 3.00
Tea	2	\$ 5.00

Total: \$ 29.00

To create an order click on the items, one item will be added at each click. Each added item, is shown on a grid at the bottom of the screen. (+) (-) (+5) (-5) buttons allow you to add or remove single or groups of 5 items. The X icon, deletes the item line. On the bottom line there is the total price of the order.

CONFIRM ORDER button, confirms the order and allows you to proceed with payment.



Order name: Order 275

Payment type: ☒ Pay now and close order
☐ Pay now and keep the order open
☐ Pay later and keep the order open

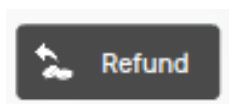
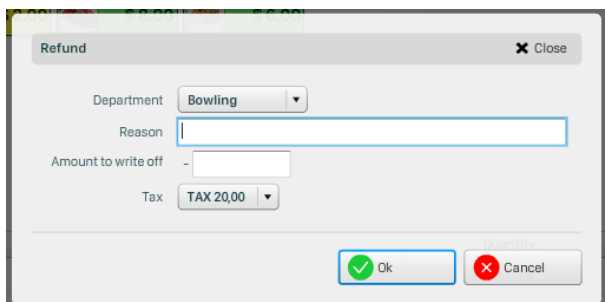
Hold an amount by credit card: ☐
 Amount to hold:

PROCEED takes to the [INCOME TABLE](#).

For details on payment procedures, see [INCOME TABLE](#).

EMPTY ORDER deletes the order.

8.2 Refund

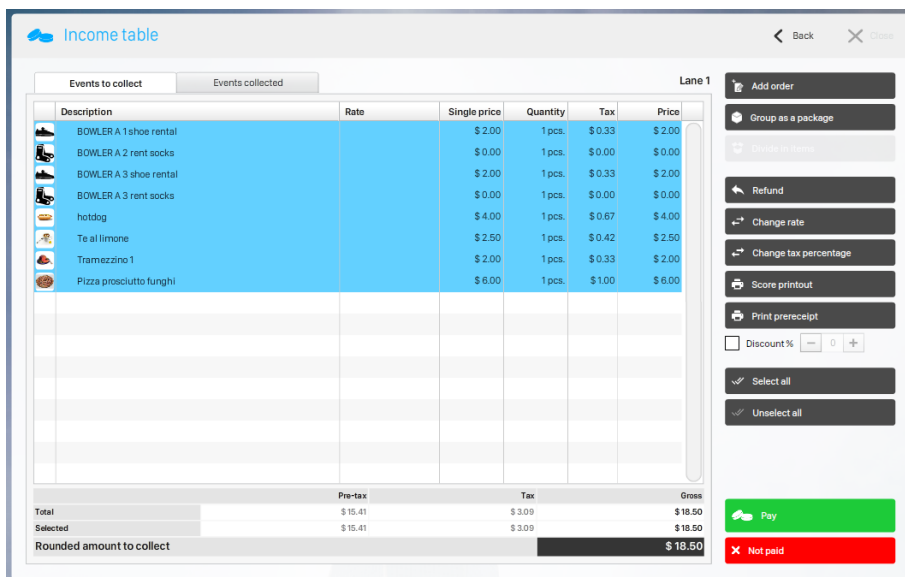



Refund dialog box with the following fields:

- Department: Bowling
- Reason: (empty text field)
- Amount to write off: (empty text field)
- Tax: TAX 20,00
- Buttons: Ok (green checkmark), Cancel (red X)

To make a refund it is necessary to specify the department, the amount of the refund and the reason of the refund. These information will appear in the detailed reports.

8.3 Income Table



Income table interface showing a list of items to collect and a summary table.

Description	Rate	Single price	Quantity	Tax	Price
BOWLER A 1 shoe rental		\$ 2.00	1 pcs.	\$ 0.33	\$ 2.00
BOWLER A 2 rent socks		\$ 0.00	1 pcs.	\$ 0.00	\$ 0.00
BOWLER A 3 shoe rental		\$ 2.00	1 pcs.	\$ 0.33	\$ 2.00
BOWLER A 3 rent socks		\$ 0.00	1 pcs.	\$ 0.00	\$ 0.00
hotdog		\$ 4.00	1 pcs.	\$ 0.67	\$ 4.00
Te al limone		\$ 2.50	1 pcs.	\$ 0.42	\$ 2.50
Tramezzino 1		\$ 2.00	1 pcs.	\$ 0.33	\$ 2.00
Pizza prosciutto funghi		\$ 6.00	1 pcs.	\$ 1.00	\$ 6.00

	Pre-tax	Tax	Gross
Total	\$ 15.41	\$ 3.09	\$ 18.50
Selected	\$ 15.41	\$ 3.09	\$ 18.50
Rounded amount to collect			\$ 18.50

Buttons on the right side of the interface:

- Add order
- Group as a package
- Cancel all items
- Refund
- Change rate
- Change tax percentage
- Score printout
- Print preresceipt
- Discount % (0)
- Select all
- Unselect all
- Pay
- Not paid

This window allows to cash a list of items.

On the left there are the items to collect, on the right there is a list of buttons that allow to operate on the items to cash.

8.3.1 Events To Collect:

For each item it is shown:

Events to collect: the list of all the events to collect.

Events collected: the list of all the events already collected.

LANE/GAME: the number of the lane or of the time game.

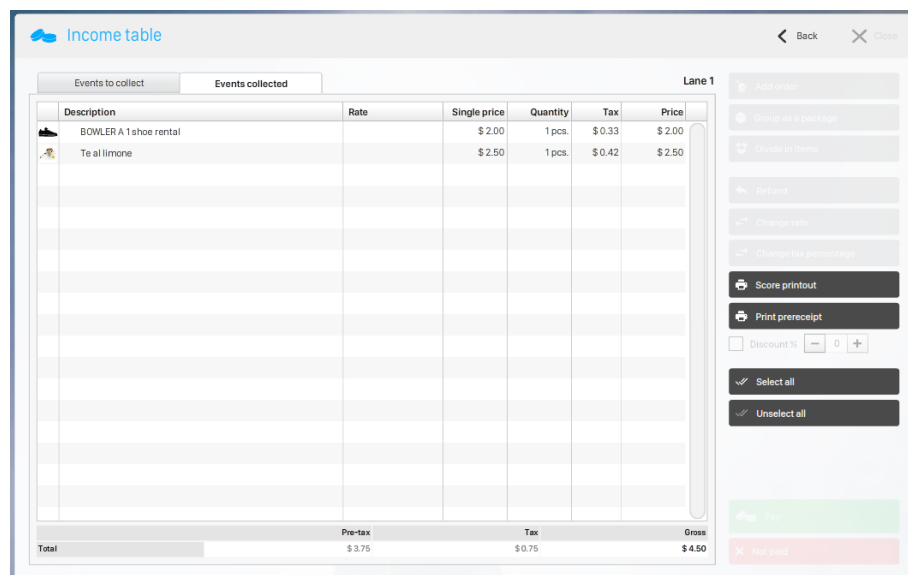
- Item description.
- The associated rate.
- The item price.
- The quantity, in pieces, games or time.
- The tax if applicable.
- The total price

On the bottom it is shown the total amount of all items without and with taxes, and the total amount of all selected items.

By default, all items are selected, to select or to unselect an item, click on the item line.

8.3.2 Events Collected:

Click on Events Collected label to see the items already paid.



The screenshot shows the 'Income table' interface. At the top, there are tabs for 'Events to collect' and 'Events collected'. The 'Events to collect' tab is active, showing a table with the following data:

Description	Rate	Single price	Quantity	Tax	Price
BOWLER A 1 shoe rental		\$ 2.00	1 pcs.	\$ 0.33	\$ 2.00
Té al limone		\$ 2.50	1 pcs.	\$ 0.42	\$ 2.50

At the bottom of the table, there is a summary row:

Total	Pre-tax	Tax	Gross
	\$ 3.75	\$ 0.75	\$ 4.50

On the right side, there is a sidebar with various action buttons: 'Add order', 'Remove as a package', 'Delete all items', 'Back', 'Forward', 'Change rate', 'Change tax percentage', 'Score printout', 'Print prereceipt', 'Discount %' (with a slider), 'Select all', 'Unselect all', 'Pay', and 'Not paid'.

8.3.3 Available Options

- **BACK** button interrupts the cash procedure and it goes back to the previous screen.
- **ADD ORDER** allows you to add more orders.
- **GROUP AS A PACKAGE** allows you to group items as a package, items grouped are shown in the list as packages. [PACKAGE](#).
- **DIVIDE TO ITEMS** allows you to split packages in all their components.
- **REFUND** see [REFUND](#) section.
- **CHANGE RATE** button allows you to change the selected items rate. This button is available only after selecting lines of bowling games or time game.
- **CHANGE TAX PERCENTAGE** allows you to modify the tax percentage.
- **SCORE PRINTOUT** allows you to print bowling scores.
- **PRINT PRERECEIPT** allows you to print a receipt in order to cash the order when it is sent to a table, lane, etc.
- **DISCOUNT PERCENTAGE** allows you to apply a discount to the selected items.
- **SELECT ALL** button selects all the lines to cash.
- **UNSELECT ALL** unselects all the lines.
- **PAY** button is used to cash the selected items. When this button is pressed, the program takes to the [INCOME](#) window, unless the option USE PAYMENT SCREEN in [ADVANCED SETTINGS](#) option is disabled.
- **NOT PAID** button allows to not cash the selected items, notifying the system that no money has been cashed. When this happens the system will ask to type a justification that will be recorded into the database and shown on the detailed reports.

8.4 Income

This window allows to specify how a sum of money is cashed.

This window ends the procedure of the INCOME TABLE window, unless the option USE PAYMENT SCREEN in [ADVANCED SETTINGS](#) is disabled. On the top there is the **AMOUNT TO COLLECT** that shows the total amount to collect for the selected items.

AMOUNT TAKEN IN CASH: Allows to enter the amount of money that the customer pays in cash. If this amount is greater than the **AMOUNT TO COLLECT**, the **CHANGE** is shown on the lower line of the window.

The (>) button in the Amount Taken in Cash allows you to automatically enter the correct amount to collect in the **AMOUNT TAKEN IN CASH** field, in this event the **CHANGE** will be 0 (zero).

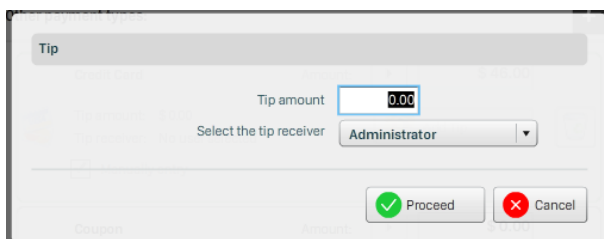
8.4.1 Other Payment Types

This section shows alternative methods of payment. It allows you to specify that the customer paid with other payment methods, for example a CREDIT COUPON.

Select the option in the **OTHER PAYMENT TYPE** section. Once selected it could be necessary to insert more details as an ID number.

The **ADD** button allows you to add a new type of payment; the basket icon on the right side of each payment type, allows you to remove it.

- **CREDIT CARD:** It allows you to specify that the customer paid with a credit card.
NOTE: **MANUALLY ENTRY** allows you to use the **MERCURY** software, when available, instead of the credit card device.
Once this option is enabled, the **AMOUNT TO COLLECT** automatically will be shown in the related field.
- **ADD TIP:** allows to add a TIP.



TIP AMOUNT allows you to define the amount of the tip. **SELECT THE TIP RECEIVER** allows you to tip a specific person. **PROCEED** updates the total amount.

- **CHECK:** Allows you to specify that the customer paid with a check.
Once this option is enabled, the **AMOUNT TO COLLECT** automatically will be shown in the related field.
INFORMATION allows you to type the check number or a note that you want to record on the database. This information will be printed on the detailed reports.

8.4.2 Change

The change field shows the amount of change to give to the customer after payment. If the amount collected is lower than the total to cash, the change shows a negative number.

8.4.3 Combination of Different Types of Payment

It is possible to reach the required sum to collect combining different types of payment, for instance it is possible to pay a part of the total with a check and to use cash for the balance.

8.4.4 Numeric Keyboard

The numeric keyboard on the screen allows you to type the amount to collect.

Select the field where to type the amount, enter the required value with the numeric keys; use the decimal symbol if required.

CANC button deletes the amount inserted in the selected field.

ENTER button confirms the inserted amount.

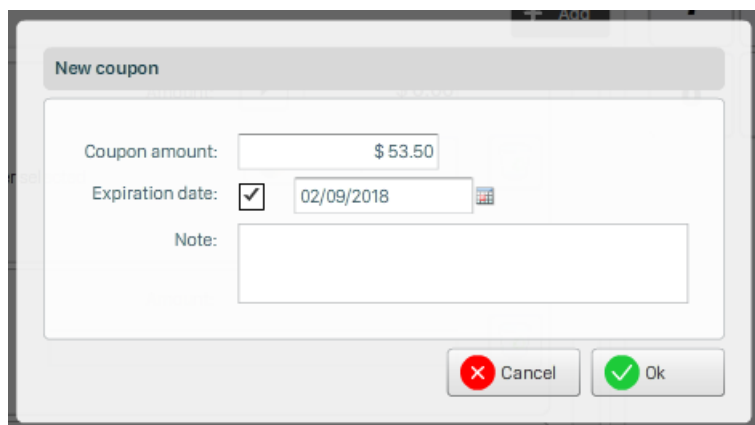
8.4.5 Available Options

- **COLLECT** button allows you to cash. All the information related to the payment are recorded on the database; it is possible to print these information by the detailed reports. After cashing, a receipt will be printed by the thermal printer if the printing option is enabled in the ENABLE RECEIPT PRINTER in [ADVANCED SETTINGS](#).
- **TAKE PAYMENT AND EMIT COUPON** button is enabled only if the cash provided is greater than the amount to collect. It allows you to print a CREDIT COUPON to give it as change that can be redeemed later.
- **CANCEL** button closes the window and deletes the current operation.

8.5 Credit Coupon

Any operator can issue a Credit coupons , as change, in order to give the customer a receipt, this receipt shows the number, the value, the expiring date, if present, and a note.

Press **TAKE PAYMENT AND EMIT COUPON** from [INCOME](#) window. The following window will appear:



When you print a coupon it is necessary to type a note to explain the reason for issuing it.

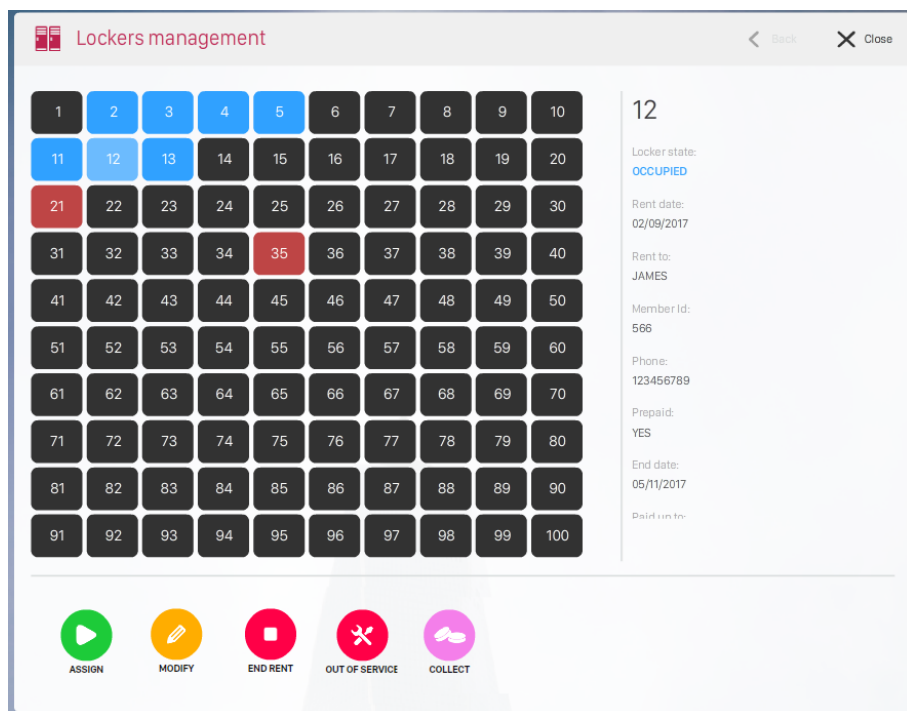
It is possible to set an expiring date after which the coupon will be considered void.

A coupon can be used as cash when collecting a payment; to see more information go to [INCOME](#).

All the data related to the creation and use of a coupon are recorded in the database and can be printed in the detailed reports or visualized in [COUPON ARCHIVE](#) session in **ARCHIVES**.

9 Lockers

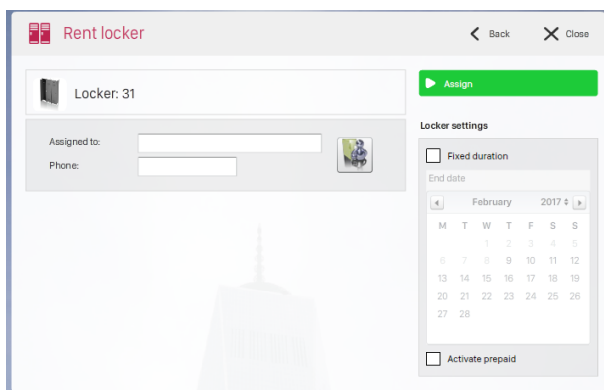
To access: **LOCKERS**



This section allows to rent the lockers to the customers. Once a locker is assigned, it turns Blue and all the information appear on the right of the screen.

9.0.1 Available Options

- **ASSIGN** button allows you to rent a locker.



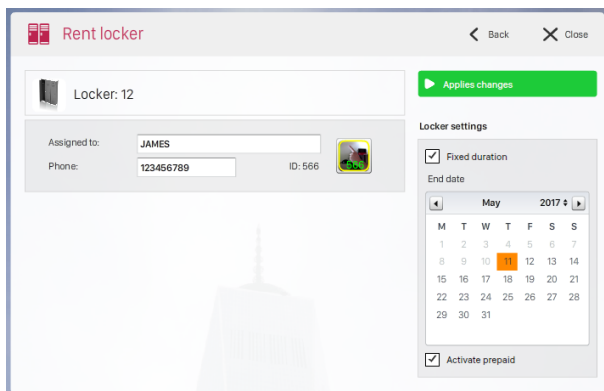
On the top left it's shown the locker number.

- **ASSIGNED TO** field allows you to type the customer's name.
- **PHONE** field allows you to type the customer's PHONE NUMBER.
- **PLAYER ICON** takes to the [MEMBERS ARCHIVE](#).

Locker settings allows you to set a rental period of time or to Activate the Prepaid function.

- **FIXED DURATION** allows you to set an expiration date for the rental.
- **ACTIVATE PREPAID** allows you to cash in advance and takes to the [INCOME SCREEN](#).

- **MODIFY** button allows you to modify the settings for a rented locker.

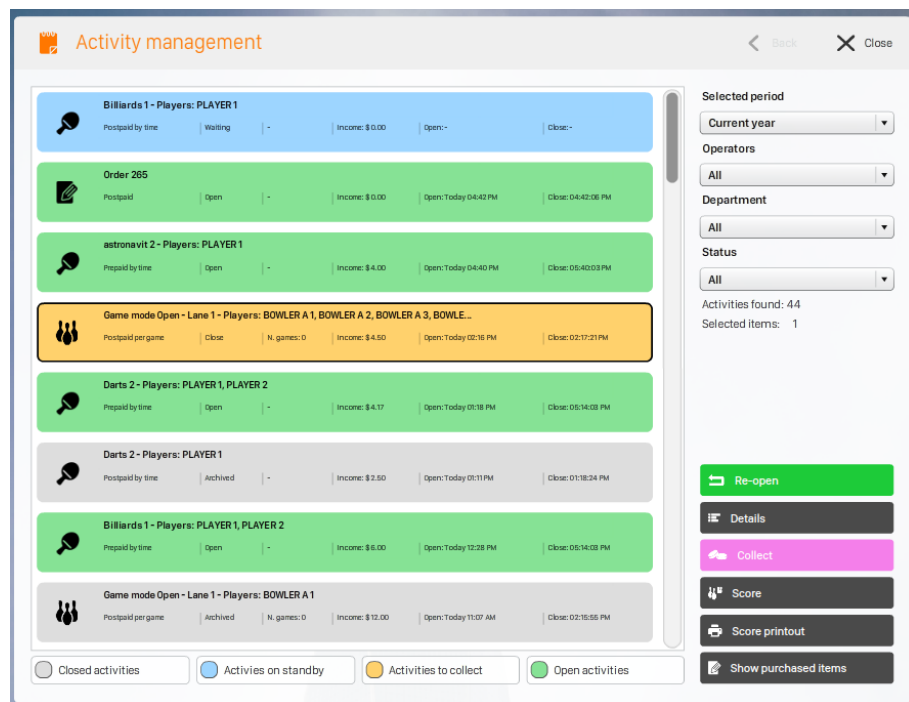


- **END RENT** sets a locker free and takes to the **INCOME SCREEN** in case the locker was not prepaid.
- **OUT OF SERVICE** when a locker is out of order, the locker color turns to brown.
- **COLLECT** button allows you to cash the rental fee and takes to the **IN-COME SCREEN**.

10 Activity Archive

10.1 Activity Archive

To access: **ACTIVITY**



This is the window that allows you to manage all the activities related to the bowling, to the time games and to the items orders.

Activities are shown as a list of items, each one associated to an icon that indicates the type and to a color that indicates the status.

On the bottom of the screen there is a color coded line that describes the different activity's status based on a color code. Click on a item to select it.

Use CTRL or SHIFT key to select more than one activity line.

Selected activities have a black frame.

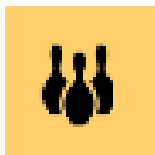
An activity can be:

- for bowling: a bowling game activity is a number of games played by a group of players.
- for time game: a time game activity is a number of games, related to the same game, played by a group of players.
- for orders: an order activity is a number of orders of items not related to

a bowling game nor to a time game.

10.1.1 Icons and colors:

The icon located on the left side of each item identifies the type of activity:



This icon indicates a bowling activity.







In case of a time game activity, the icon indicates a time game activity.



This icon indicates an items order activity.

The color of each activity shows the status:

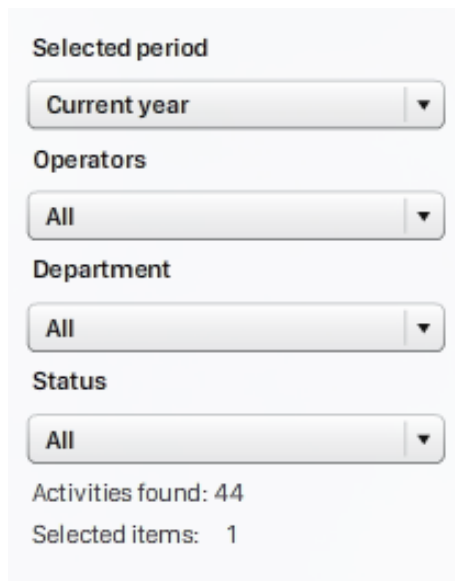
	Darts 2 - Players: PLAYER 1	Postpaid by time	Archived	-	Income: \$ 2.50	Open: Today 02:11 PM	Close: 01:18:24 PM
	Billiards 1 - Players: PLAYER 1	Postpaid by time	Waiting	-	Income: \$ 0.00	Open: -	Close: -
	Game mode Open - Lane 1 - Players: BOWLER A 1, BOWLER A 2, BOWLER A 3, BOWLE...	Postpaid per game	Close	N. games: 0	Income: \$ 4.50	Open: Today 02:16 PM	Close: 02:17:21 PM
	astronavit 2 - Players: PLAYER 1	Prepaid by time	Open	-	Income: \$ 4.00	Open: Today 04:40 PM	Close: 05:40:03 PM

- **GREY:** the game is closed and archived.
- **LIGHT BLUE:** the game is waiting to be started.
- **YELLOW:** the game is closed but not paid.
- **GREEN:** the game is currently open.

For each item some information are displayed:

- **description of the item:** for bowling there are the types of game (Open or League), the lane number and how many bowlers; for time games there are the category name and the number of the game; for the orders there is the order number.
- **type of payment:** this field indicates the payment mode for the item (**PREPAID** or **POSTPAID**, **BY TIME** or **BY GAME**).
- **status:** this field shows the lane status (**OPEN**, **CLOSED**, **WAITING**, **ARCHIVED**).
- **number of games:** this field shows the number of played games.
- **income:** shows the total collected related to the activity.
- **open:** shows the opening date and time of the activity.
- **close:** shows the closing date and time of the activity.

10.1.2 Filters:



Selected period

Current year ▼

Operators

All ▼

Department

All ▼

Status

All ▼

Activities found: 44

Selected items: 1

Through the filters it is possible to visualize only the activities that satisfy the selected parameters:

- **SELECTED PERIOD:** allows you to select only the activities in a period of time (I.E. Today, yesterday, last week, etc.). It is possible to choose a

period of time from the list: by selecting **OTHER** it is possible to select, in a calendar, the opening and closing dates of the period of time chosen.

- **OPERATORS:** allows you to select only the activities related to a specific operator.
- **DEPARTMENT:** allows you to select only the activities that are related to a department.
- **STATUS:** allows you to select the activities by the status.

10.1.3 Available Options:

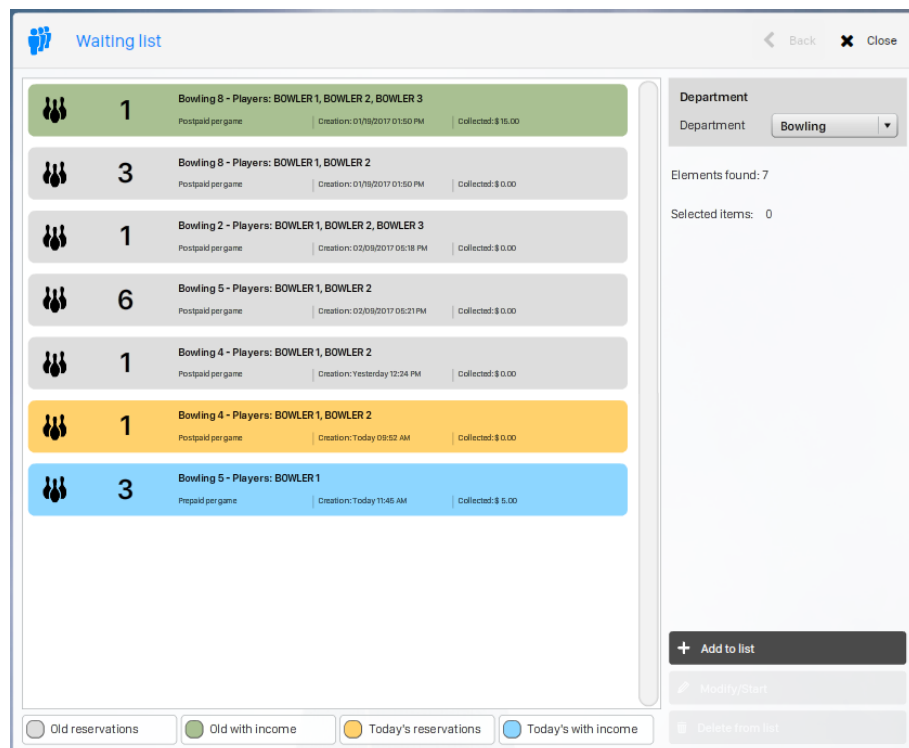
The box in the lower right corner, shows a list of buttons that allow you to operate on the selected activities.

Availability of buttons is related to the type and to the status of selected activities.

11 Waiting List

11.1 Waiting List

To access: WAITING LIST



Waiting List

Back Close

Icon	Number	Game Name	Postpaid per game	Creation	Collected
	1	Bowling 8 - Players: BOWLER 1, BOWLER 2, BOWLER 3		Creation: 01/06/2017 01:50 PM	Collected: \$ 16.00
	3	Bowling 8 - Players: BOWLER 1, BOWLER 2		Creation: 01/06/2017 01:50 PM	Collected: \$ 0.00
	1	Bowling 2 - Players: BOWLER 1, BOWLER 2, BOWLER 3		Creation: 02/05/2017 05:18 PM	Collected: \$ 0.00
	6	Bowling 5 - Players: BOWLER 1, BOWLER 2		Creation: 02/05/2017 05:21 PM	Collected: \$ 0.00
	1	Bowling 4 - Players: BOWLER 1, BOWLER 2		Creation: Yesterday 12:34 PM	Collected: \$ 0.00
	1	Bowling 4 - Players: BOWLER 1, BOWLER 2		Creation: Today 09:52 AM	Collected: \$ 0.00
	3	Bowling 5 - Players: BOWLER 1		Creation: Today 11:45 AM	Collected: \$ 5.00

Department: Bowling

Elements found: 7

Selected items: 0

+ Add to list

Modify/Start

Delete from list

☐ Old reservations
 ☒ Old with income
 ☐ Today's reservations
 ☐ Today's with income

This window allows you to manage the bowling and the time games waiting list.

The list is useful, for instance, when all the lanes are busy and the customers want to book a lane/game.

The list on the left side shows the waiting game activities with a progressive number. On the right side it is shown the selected department and a list of buttons to operate on selected games.

11.1.1 The department

Top right it is possible to select the DEPARTMENT. The departments available are: bowling and time games defined in the [GAME DEFINITION](#) window.

Once the department is selected, the related waiting activities will be shown in the list.

11.1.2 Waiting activities visualization

On the list there are the waiting game activities with different colors.

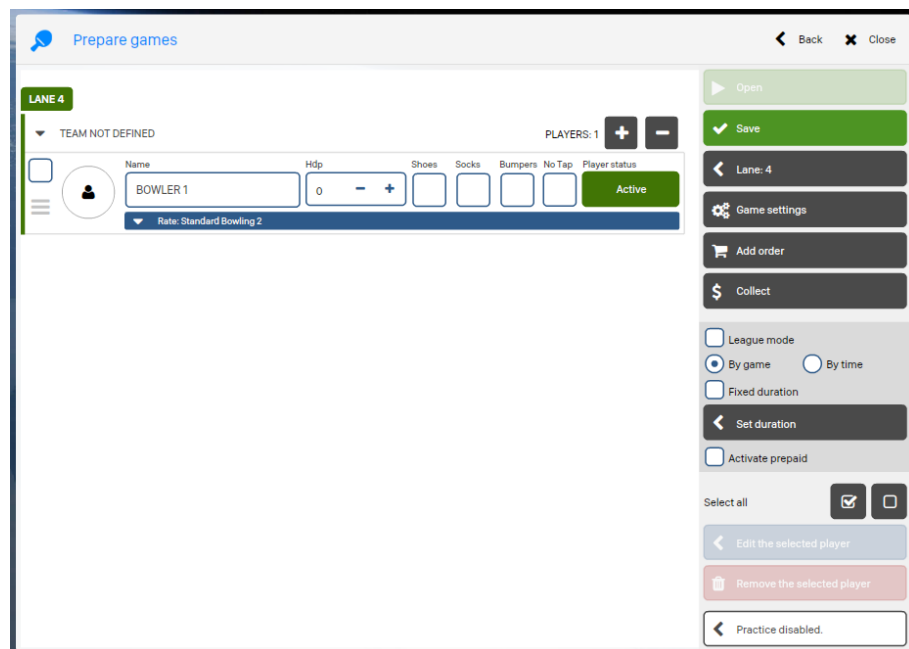
- **OLD RESERVATION:** Color **GREY**. Shows a game inserted yesterday before, it can be deleted.
- **OLD WITH INCOME:** Color **GREEN**. Shows a game inserted yesterday before, with an income, it can be deleted.
- **TODAY'S RESERVATION:** Color **ORANGE** shows a game inserted and waiting to start.
- **TODAY'S WITH INCOME:** Color **BLUE** shows a game inserted and waiting to start, already cashed.

11.1.3 Available options

- **ADD TO LIST:** allows you to add a reservation.
- **MODIFY/START:** this window allows you to change the reservation parameters and start the game.
- **DELETE FROM LIST:** cancel the selected reservation.

11.2 Add To List

To access: WAITING LIST -> **ADD TO LIST**



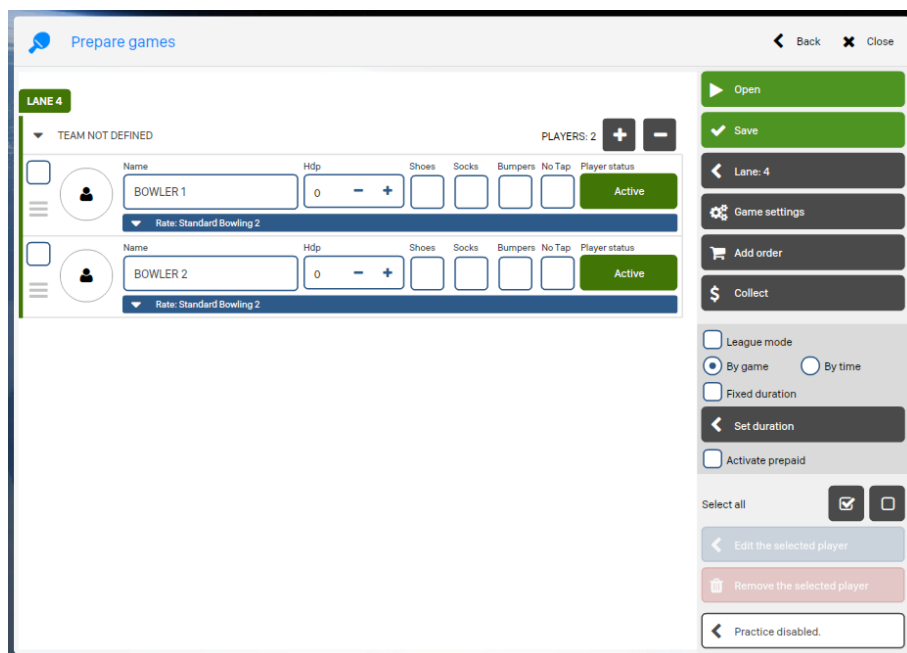
The window allows you to modify the parameters of the reservation and to save it. Press the **SAVE** button.

When the 'Activate Prepaid' option is enabled, it is possible to cash pressing the **COLLECT** button.

For details on modification of different parts of a game, see Lanes Management [MULTIPLE OPEN](#).

11.3 Modify/Start

To access: WAITING LIST -> **MODIFY/START**



The screenshot displays the 'Prepare games' window. At the top, it says 'Prepare games' with a back arrow and a close button. Below this, there's a section for 'LANE 4' with a dropdown menu showing 'TEAM NOT DEFINED'. To the right of this, it says 'PLAYERS: 2' with plus and minus buttons. The main area contains two player entries. Each entry has a name field (BOWLER 1, BOWLER 2), a handicap (Hdp) field with a value of 0 and minus/plus buttons, and checkboxes for Shoes, Socks, Bumpers, and No Tap. Each entry also has a 'Player status' dropdown set to 'Active'. Below the player entries, there's a 'Rate: Standard Bowling 2' label. On the right side of the window, there's a vertical list of buttons: 'Open', 'Save', 'Lane: 4', 'Game settings', 'Add order', 'Collect', 'League mode' (with a checkbox), 'By game' (selected radio button), 'By time' (radio button), 'Fixed duration' (checkbox), 'Set duration' (button), 'Activate prepaid' (checkbox), 'Select all' (checkbox), 'Edit the selected player' (button), 'Remove the selected player' (button), and 'Practice disabled' (button).

This windows allows you to modify the game settings, the related players details and to open the game.

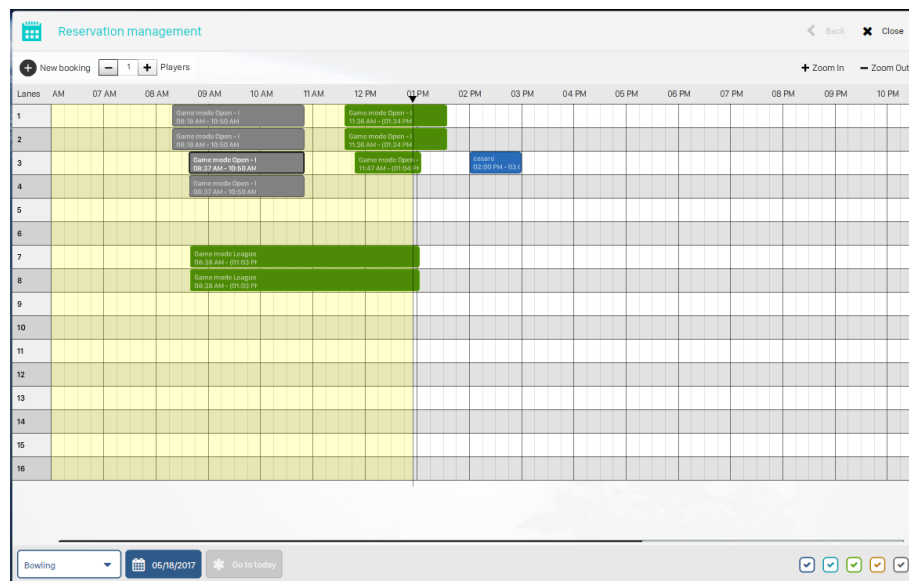
It is possible to modify players names and parameters, add or remove players and teams, change game payment mode and more.

For details on modification of different parts of a game, see Lanes Management [MULTIPLE OPEN](#).

12 Reservation Management

12.1 Reservation Management

To access: **RESERVATION MANAGEMENT**

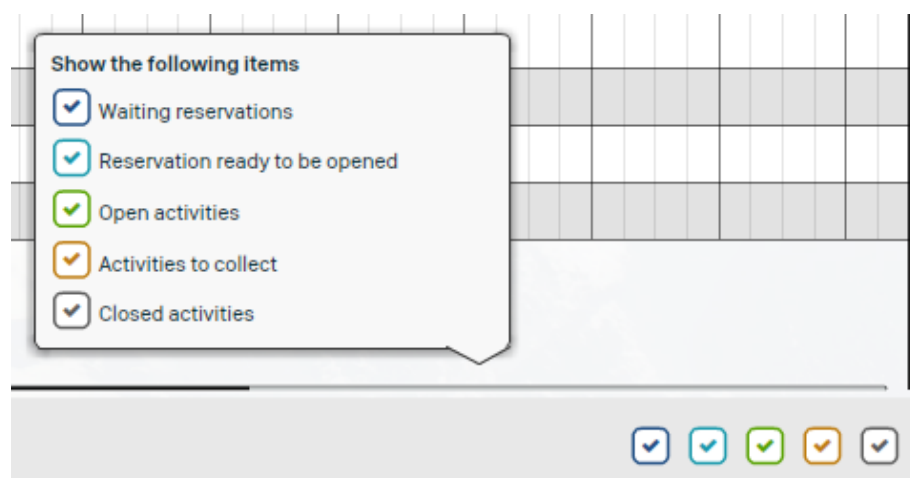


This window allows you to create and to manage the bowling and time games reservations.

The main section of the window, shows a grid where there are, as colored rectangles, all the reservations.

The upper part shows a button used to add a new booking, one to move bookings on the grid and two buttons to zoom in and out.

By clicking on a reservation, it opens a window with the reservation information and with several options depending on the type of reservation. There is also a color-coded list that identifies the reservation's status.



On the bottom side it is possible to select the department and a calendar to choose the date of the reservation.

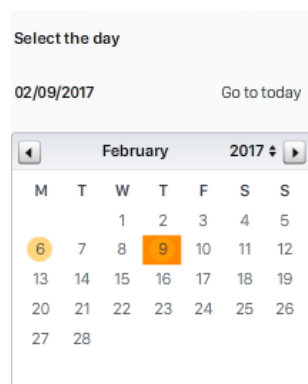
NOTE: It is important to note that this windows shows, besides the reservations, all the center game activities, it is then a perfect tool to use to perform the regular management operations.

12.1.1 The department

Bottom left it is possible to select the DEPARTMENT. The departments are: bowling and all the time games defined in the [GAME DEFINITION](#). Once the department is selected, the related games will appear on the grid, I.E. the lanes in BOWLING department.

12.1.2 The Calendar

The Calendar



On the bottom there is the calendar that shows the current month. The arrows allows you to change the current month and year.

To select a day, click on the day number.

The yellow circle around a day number indicated that there are reservations waiting to start that day. The orange rectangle around the day number indicates today's date or a selected date.

To quickly recall the current day, click on **GO TO TODAY** button located on top of the calendar.

12.1.3 The grid

On the **X** axis there is the selected time that shows the start and end time defined in DAY START TIME in [ADVANCED SETTINGS](#) window.

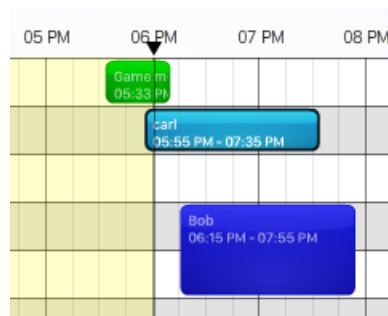
On the **Y** axis there are the selected department games I.E. the lanes in Bowling.

To scroll the list use the mouse scroll wheel to scroll horizontal, to scroll vertical push and hold the CTRL key and move the scroll wheel on the mouse.

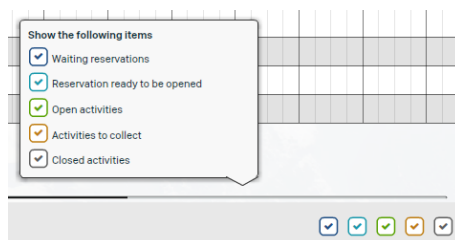
To zoom in or zoom out, use **ZOOM IN** and **ZOOM OUT** buttons, located on top of the window.

The grid yellow area shows elapsed time. The black triangle located on top of the grid, that separates the yellow area from the rest of the grid, indicates the current time.

12.1.4 Visualization of the reservations and of the game activities



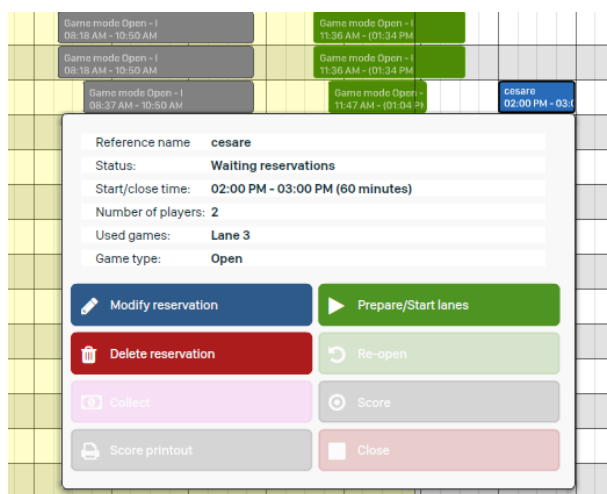
On the grid, the reservations and the game activities are shown as a rectangle with different colors. The color coded list shows the status of the reservations.



- **WAITING RESERVATION: BLUE** color. Indicates a reservation inserted but not yet set to be opened.
- **RESERVATION READY TO BE OPENED: LIGHT BLUE** color. Indicates a reservation inserted and set to be opened. Setting operation allows you to insert game details, as players names.
- **OPEN ACTIVITIES: GREEN** color. Indicates a game currently running.
- **ACTIVITIES TO COLLECT: ORANGE** color. Indicates a closed game that is only partially collected.
- **CLOSED ACTIVITIES: GREY** color. Indicates a game closed and collected.

On the bottom of the window there is a list of colors. Each box can enable/disable the visualization of the related activities.

In order to select a reservation or a game activity just click on it. It opens a window with the information for the selected reservation or game activity and some options.



12.1.5 Available Options

- **Modify Reservation:** It allows you to modify the reservation
- **Delete Reservation:** It allows you to delete the reservation
- **Collect:** It takes to the Income screen
- **Score Printout:** It generates a score report
- **Prepare-Start:** It allows you to set all the options for the reservation and start the lane or the game
- **Re-Open:** It allows you to open a closed game
- **Score:** It shows the score grid
- **Close:** It closes a running game

12.1.6 Create a new reservation

To create a new reservation:

- insert the number of player with **(+)** and **(-)** buttons located on top left.
- press **NEW BOOKING** button.
- click on the grid to choose the starting time and the game or the lane where the reservation is made.
- hold the mouse button and drag until the duration is set and how many games (or lanes) must be reserved, once done, release the mouse button.
- set the reservation parameters on the **MODIFY RESERVATION** mask.

12.1.7 Move a reservation

It is possible to modify 'graphically' the time and the game of a reservation.

To do this:

- Select a reservation to move.
- press **MOVE** button.
- drag the reservation to the new position.
- press **CONFIRM**.
- **CANCEL** allows you to move back the reservation to the previous position.

When a reservation overlaps another activity, the conflict is highlighted with a red rectangle.



12.1.8 Move a game activity

It is possible to use the **MOVE** button to drag also opened game activities. This is useful, for instance, to move a bowling game from a lane to another lane.

To do this:

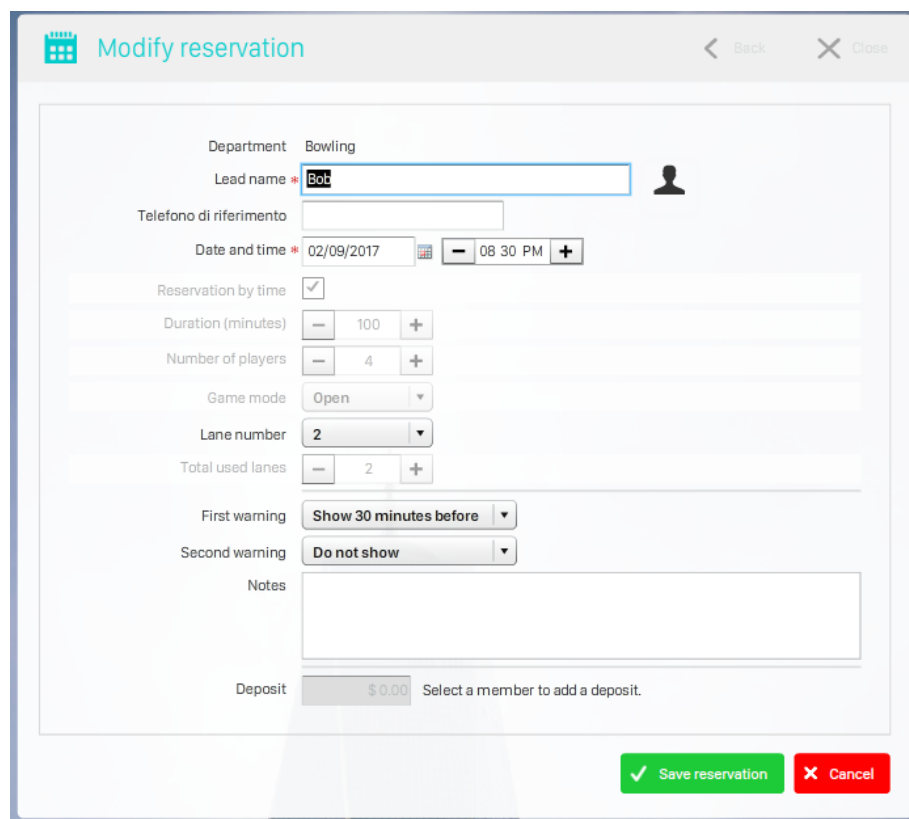
- Select the game activity to move.
- Press the **MOVE** button.
- Drag the game activity up or down until it is in the new position (or on a new lane).
- press **CONFIRM**.
- **CANCEL** allows you to move back the activity to the previous position.

12.1.9 Reservations, more options

- **MODIFY RESERVATION:** allows you to recall the [MODIFY RESERVATION](#) window.
- **PREPARE/START LANES:** allows you to recall the [PREPARE GAMES](#) window from where it is possible to add details to the reservation, as well as players names and more, and from which it is possible to start the reservation.
- **DELETE RESERVATION:** allows you to cancel a reservation.

12.2 Modify Reservation

To access: RESERVATION MANAGEMENT -> **NEW BOOKING** or **MODIFY RESERVATION**



Modify reservation

Department: Bowling

Lead name: Bot

Telefono di riferimento:

Date and time: 02/09/2017 08 30 PM

Reservation by time: ☒

Duration (minutes): 100

Number of players: 4

Game mode: Open

Lane number: 2

Total used lanes: 2

First warning: Show 30 minutes before

Second warning: Do not show

Notes:

Deposit: \$ 0.00 Select a member to add a deposit.

Save reservation Cancel

This window allows you to modify some information related to the reservation.

12.2.1 Required information

- **DEPARTMENT:** shows the department (BOWLING or TIME GAME).
- **LEAD NAME:** allows you to type/change the name of the person who made the reservation.
- **MEMBERS ARCHIVE:** the icon allows you to select a player from the [MEMBER ARCHIVE](#).
- **DATE AND TIME:** allows you to set the reservation date and time.
- **RESERVATION BY TIME:** allows you to enable the DURATION field.

- **DURATION:** allows you to set how many minutes the reservation will last. When this option is disabled, the DURATION field changes to NUMBER OF GAMES and on the right it appears a preview of the necessary time for that reservation.
- **NUMBER OF GAMES:** allows you to set how many games the players can bowl. This parameter is available only for the BOWLING department.
- **NUMBER OF PLAYERS:** allows you to set the number of players.
- **GAME MODE:** allows you to set whether the game is in OPEN or in LEAGUE mode.
- **LANE NUMBER:** allows you to choose the lane. This parameter is only available for BOWLING.
- **GAME NUMBER:** allows you to choose the time game number. This parameter is available only for time games.
- **TOTAL USED LANES:** allows you to set how many lanes are used by the reservation. This parameter available only for BOWLING department.
- **TOTAL USED GAMES:** allows you to set how many games are used by the reservation. This parameter available only for time games.
- **FIRST WARNING/SECOND WARNING:** allows you to set when the memo messages related to this reservation appears on the lane/game icon. It is possible to set up to 2 memos for each reservation.

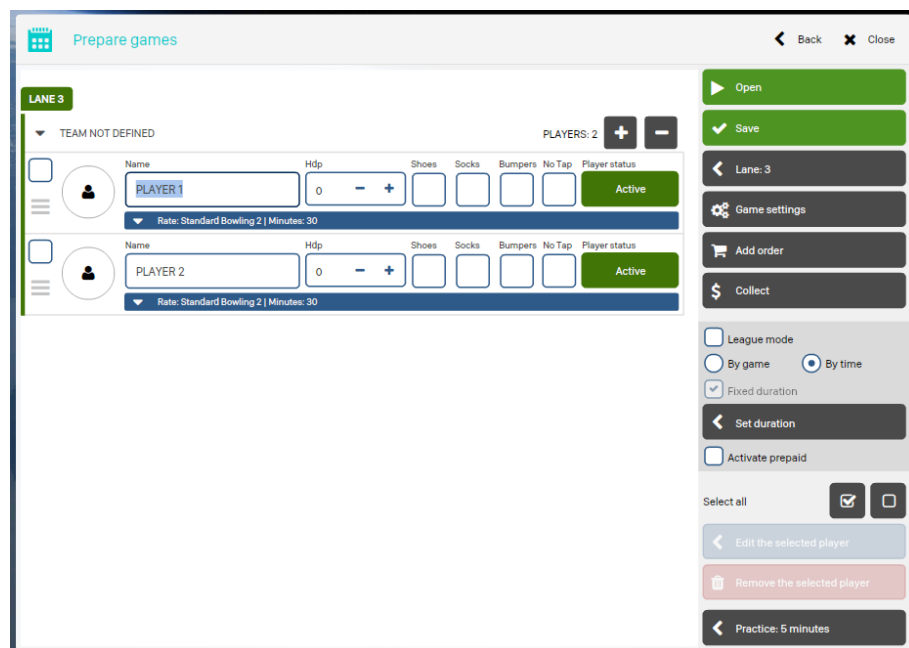
Once the reservation is saved, it is possible to add further information, as players names and parameters, in the [PREPARE GAMES](#) window.

12.2.2 Available options

- **SAVE CHANGES:** saves all the changes done and it takes back to the [RESERVATION MANAGEMENT](#) window.
- **CANCEL:** cancel all the changes and it takes back to the [RESERVATION MANAGEMENT](#) window.

12.3 Prepare Games

To access: RESERVATION MANAGEMENT -> **PREPARE/START LANES**



This window allows you to modify the details of a game and of the players related to a reservation, before it starts. This window allows you also to start the game.

It is possible to change the players names and parameters, to add or to remove players and teams, to change game payment mode and more.

For information how to modify a game, see [START NEW GAME](#).

12.3.1 Available options

On the left side of the window you can enter the bowlers names, on the right side of the window there are buttons and options that allow you to specify all the settings of the game.

On the top left there is the id number of the lane, in case of league mode, the second lane is under the first lane of the pair.

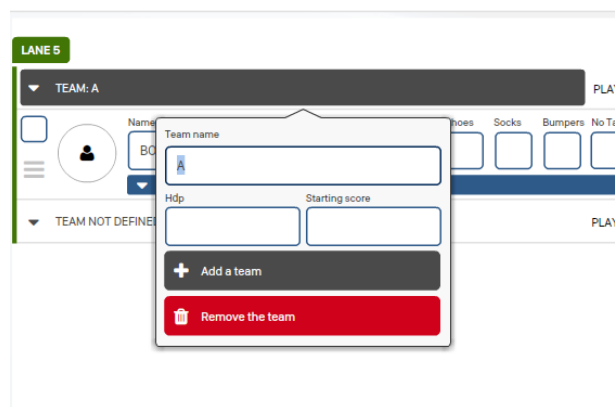
Each lane will accept a maximum of 12 bowlers who can be divided into a maximum of 5 teams.

To add new bowlers click on the (+) button on the right, on the team box. It is also possible to add bowlers simply by clicking on the **ENTER** key on the keyboard.

To remove bowlers click on the (-) button.

To add or remove a team click on **TEAM NOT DEFINED** and insert the new

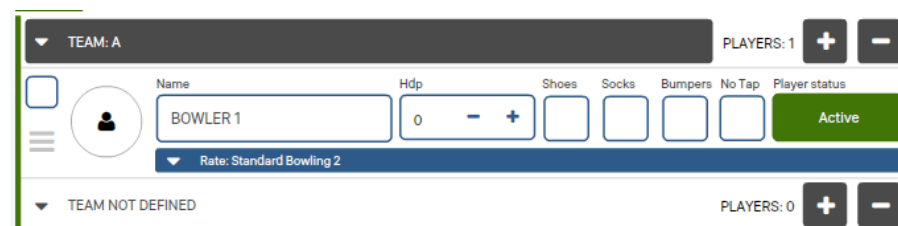
team name.



NOTE: It is not possible to remove the first team.

12.3.2 Bowler Box

Each bowler entered has his own box, in this box you can set various options.

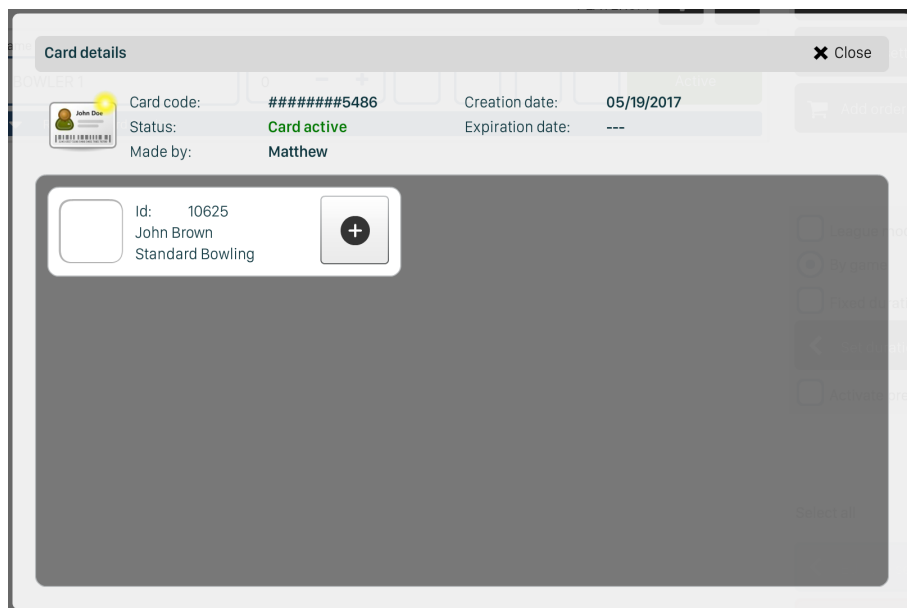


- The check box, top left, allows you to select a bowler.
- The 3 bars allow you to drag the bowler to another position, or to another team.
- The circle **MEMBER** icon allows you to insert a bowler from the player archive by the [SELECT A PLAYER](#) window.
- The **BOWLER NAME** field allows you to enter the name or the nickname of the bowler.
- The **HDP** field allows you to specify the bowler handicap.
- The menu under the bowler name allows you to specify the rate to use for this bowler. The rate shown by the system is the one set by default in the rate definition section. See [DEFAULT RATE SETTINGS](#).

- The **SHOES** button allows you to specify whether the bowler needs rental shoes or not. This action can be set to automatic in the [ADVANCED SETTINGS](#) section.
- The **SOCKS** button allows you to specify whether the bowler needs socks or not. This action can be set to automatic in the [ADVANCED SETTINGS](#) section.
- The **BUMPERS** button allows you to activate the bumpers feature for that bowlers.
- The **NO-TAP** button allows you to recall the [NO-TAP SELECTION](#) window.
- The **PLAYER STATUS** allows you to recall the [PLAYER STATUS](#) window.
- In the white box it is possible to insert the shoe size for the bowler. This function is useful to save time when the bowler is in the [WAITING LIST](#).

12.3.3 Adding bowlers using the magnetic membership cards

Swipe a magnetic card assigned to one or more bowlers to access to the following screen:

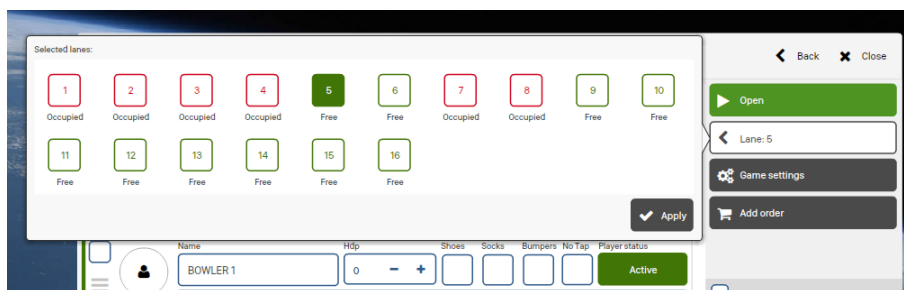


This window shows the list of bowlers to whom the card has been assigned. Simply click on the (+) key next to the bowlers you want to insert.

12.3.4 Available Actions

Each bowler entered has his own box where you can set various options for the bowler.

- **OPEN:** opens a game and closes the screen. If the Pre-Paid mode has been selected the **INCOME TABLE** will be opened.
- **LANE.....:** opens a window that allows you to add lanes to the game.

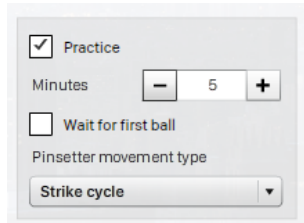


- **GAME SETTINGS:** takes you to the [GAMES SETTINGS](#) window.
- **ADD ORDER:** opens the [ORDER MANAGEMENT](#) window that allows you to add items to the game.
- **LEAGUE MODE:** activates the league mode in which the bowlers use a pair of lanes playing one frame on one lane and the next frame on the other lane. In this case it will be possible to open the second lane and add teams or bowlers. Click on the bar at the bottom or the top of the window.
- **PAYMENT MODE:** it allows you to select the charging method for the game, (BY GAME) or (BY TIME).
 - **BY GAME MODE:**
 - * **FIXED DURATION:** indicates that the number of games to be played is set before the game starts.
 - * **NUMBER OF GAMES:** number of games to be played.
 - **BY TIME MODE:**
 - * **FIXED DURATION:** indicates that the length of time to be played is decided before the game starts.
 - * **SET DURATION:** activates the automatic calculation of time based on the number of games and the number of bowlers.
 - * The calculation is based on the settings in the **GAME DURATION IN MINUTES** defined in the [ADVANCED SETTINGS](#) window.
 - * **GAMES:** number of games to be played. This option is active when the **SET DURATION** is active.
 - * **MINUTES:** game duration in minutes for each player or for the lane.
- **ACTIVATE PREPAID:** enables the Pre-Paid mode that allows you to cash before the game starts. Each item added to a lane opened in Pre-Paid mode will be cashed at the time of sale.

Note: it is possible to change the payment mode on each lane when it is opened. To do this see **GAME OPENING PREDEFINED MODE** in [ADVANCED SETTINGS](#).

PRACTICE DISABLED it allows you to enable the practice time.

12.3.5 Activate Practice Throws



It allows you to enable the practice time for the game.

- **MINUTES:** sets the minutes for practice.
- **WAIT FOR FIRST BALL:** indicates to the system whether to start the practice time when the lane is opened or to wait for the first ball.
- **PINSETTER MOVEMENT TYPE:** allows you to set the type of practice time, the options are:
 - **STRIKE CYCLE:** the pinsetter spots 10 pins after each ball.
 - **NORMAL CYCLE:** the pinsetter cycles after each ball.
 - **NO CYCLE:** the pinsetter does not cycle, no pins on the pindeck.
- **SELECT ALL:** it allows you to select/unselect all the players.
- **EDIT THE SELECTED PLAYER:** it allows you to edit the player's settings.
- **REMOVE THE SELECTED PLAYER:** it allows you to delete the selected player.

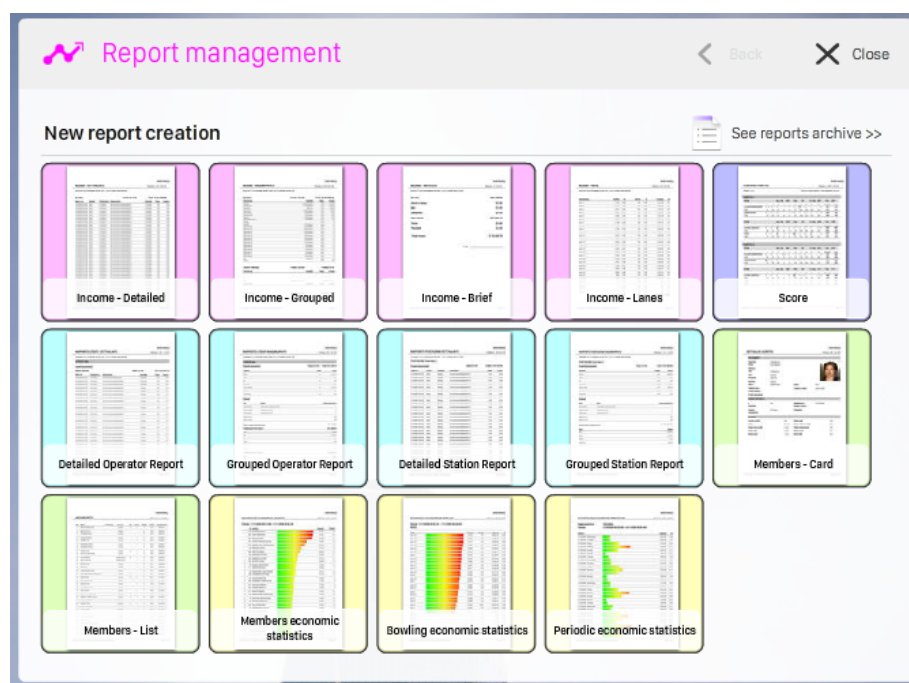
13 Report Management

13.1 Report Management

To access: **REPORT MANAGEMENT**

13.2 New Report

To access: **REPORT MANAGEMENT -> NEW REPORT CREATION**



On the top right, the button **SEE REPORT ARCHIVE**, takes to the list of reports see [REPORT ARCHIVE](#).

This window allows you to create a new report.

To select the type of report click on the **ICONS** on the screen.

For each type of report a set of options will be visualized to set the parameters of the report.

To create a report click on **GENERATE**.

Once created, the report can be viewed in the **REPORT PREVIEW** and it is stored into the database. It is possible to review it later in the [REPORT ARCHIVE](#) window.

13.2.1 Income - Detailed

Data required:

DATE: allows you to set a time shift for the reports.

This report shows a list of all single incomes of the bowling center organized by department (BOWLING, TIME GAMES, BAR...).

This print could be long.

13.2.2 Income - Grouped

Data required:

DATE: It allows you to set a time shift for the reports.

This report shows a list of all incomes of the bowling center grouped by rate or by items. **GROUP BY CATEGORY:** It allows you to group by the category.

13.2.3 Income - Brief

Data required:

DATE: allows you to set a time shift for the reports.

This report prints the total incomes of the center for each department (BOWLING, TIME GAMES, BAR...).

13.2.4 Income - Lanes

Data required:

DATE: allows you to set the time period to report.

This report shows the number of games or the time and the income of each bowling lane. This report is useful to check if the use of the lanes is the same for all the lanes or if some lanes are used more thsn other.

13.2.5 Score

Data required:

DATE: allows you to filter the bowling activities based on the time interval.

DESCRIPTION: allows you to filter the bowling activities through the bowler's name.

Lane: allows you to filter the bowling activities based on the lane number.

LIST OF ACTIVITIES: allows you to choose what bowling activity must be printed.

Print games from - to: allows you to choose what games must be printed.

PLAYER: allows you to select all the palyers or a specific player.

PRINT STATISTIC: Prints the scores and the rankings of the selected games. The scores print can be recalled also from [SCORES](#).

13.2.6 Detailed Operator Report

Data required:

DATE: allows you to set the time period to report.

OPERATOR: allows you to choose a single operator or all.

This report shows for each operator:

- Economic Events: detailed list of all the incomes accomplished by that operator.
- Events: list of the events accomplished by the operator. For information on events type, see [EVENT ARCHIVE](#).
- Economic Transactions: shows the detailed list of all the economic transactions accomplished by the operator (cash, checks, credit cards).

This print could be long.

13.2.7 Grouped Operator Report

Data required:

DATE: allows you to set the time period to report.

OPERATOR: allows you to chose a single operator or all.

This report shows for each operator:

- Economic Events: grouped list of all the income accomplished by that operator.
- Events: grouped list of the events accomplished by the operator. For information on the events type see [EVENT ARCHIVE](#).
- Economic Transactions: shows the grouped list of all the economic transactions accomplished by the operator (cash, checks, credit cards).

13.2.8 Detailed Workstation Report

Data required:

DATE: it allows you to set the time period to report.

WORKSTATION: it allows you to chose a single workstation or all.

INCLUDE SERVER: it allows you to include the server.

This report shows for each operator:

- Economic Events: detailed list of all the income accomplished on that workstation.
- Events: list of the events accomplished by that station. For information on the events type see [EVENT ARCHIVE](#).
- Economic Transactions: shows the detailed list of all economic transactions accomplished by that workstation (cash, checks, credit cards).

This print could be long.

13.2.9 Grouped Workstation Report

Data required:

DATE: allows you to set the time period to report.

WORKSTATION: allows you to choose a single workstation or all.

INCLUDE SERVER: It allows you to include the server.

This report shows for each operator:

- Economic Events: grouped list of all the income accomplished on that workstation.
- Events: list of the grouped events accomplished by that station. For information on events type see [EVENT ARCHIVE](#).
- Economic Transactions: shows the grouped list of all economic transactions accomplished by that workstation (cash, checks, credit cards).

13.2.10 Members - Card

Data required:

ORDER: allows you to choose the print order.

MEMBER: allows you to choose to print a single member or to print all the

members data.

RESERVED DATA: allows you to choose to print the classified members information, as rates or notes.

PRINT SCORE: it prints the scores and when enabled, it allows you to select the **MAXIMUM NUMBER OF GAMES** and the **PERIOD OF TIME** to print.

This report shows the selected members data sheets.

This print can be recalled also from [MEMBERS ARCHIVE](#).

13.2.11 Members - List

Data required:

ORDER: allows you to choose the print order.

This report prints the list of all the members saved in the database.

This print can be recalled also from [MEMBERS ARCHIVE](#).

13.2.12 Member's Economic Statistics

Data required:

ORDER: allows you to choose the section to print.

MAXIMUM NUMBER OF ITEMS: allows you to select the maximum number of items to print.

PERIOD CONSIDERED: allows you to set a frame time.

This report prints the graphic and numeric statistics of the members.

This print can be recalled also from [MEMBERS ARCHIVE](#).

13.2.13 Bowling Economic Statistics

Data required:

ZONE TO ADD: allows you to choose the section to print.

PERIOD CONSIDERED: allows you to set the time period to report.

This report prints the graphic and the numeric statistics of the Bowling.

13.2.14 Periodic Economic Statistics

Data required:

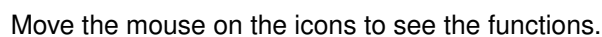
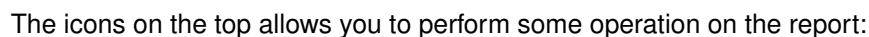
GROUP: allows you to group the events to print by time shifts.

PERIOD CONSIDERED: allows you to set the time period to report.

INCLUDE EVERY DAY: if the **HOURLY AVERAGE** is set in **GROUP**, it shows all the averages for each hour of the day.

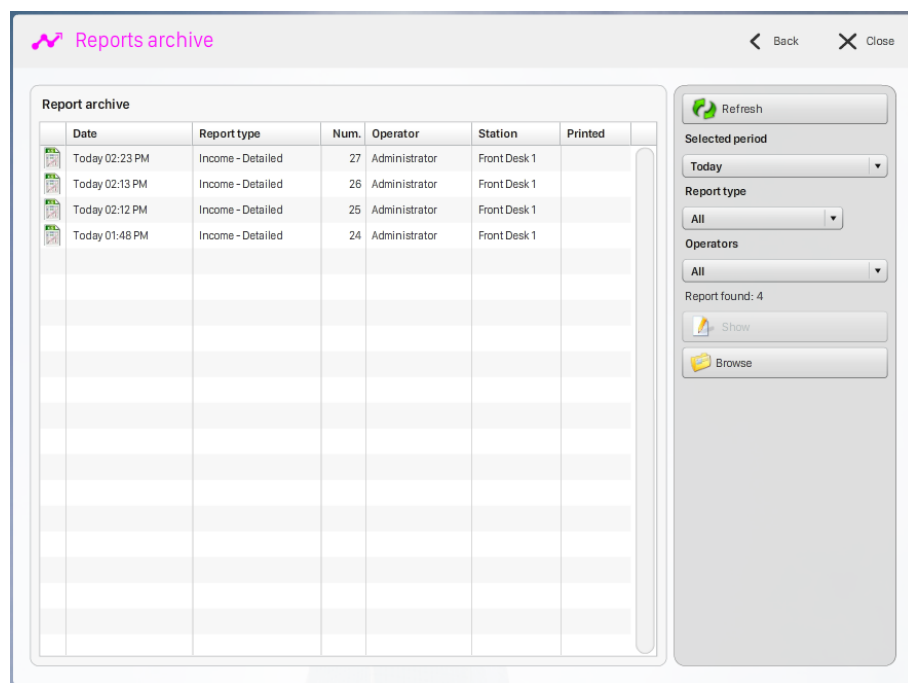
This report prints the periodic graphic and the numeric statistics.

Press the button **GENERATE**, bottom right, to create the report.



13.4 Report Archive

Press the button **REPORT ARCHIVE**, top right, to display the list of printed reports.



This window allows you to see/print the reports created by SWITCH software. Each report is a printable document, it is stored into the SWITCH server as a PDF file.

The list on the left shows the reports created with the parameters set by the filters present on the right section.

When a report is generated, the program stores the PDF file and a number of useful information:

- **DATE** The Date and the time of creation.
- **REPORT TYPE** The Report type.
- **NUM.** The Progressive number for that report type.
- **OPERATOR** The Name of the operator who created it.
- **STATION** The workstation where it has been created.
- **PRINTED** This means that a hard copy of the report has been printed.

For information how to cancel reports and on progressive numbers management see [CLEAN DATABASE](#).

On the right there are some filters that allow you to chose which reports must appear on the list:

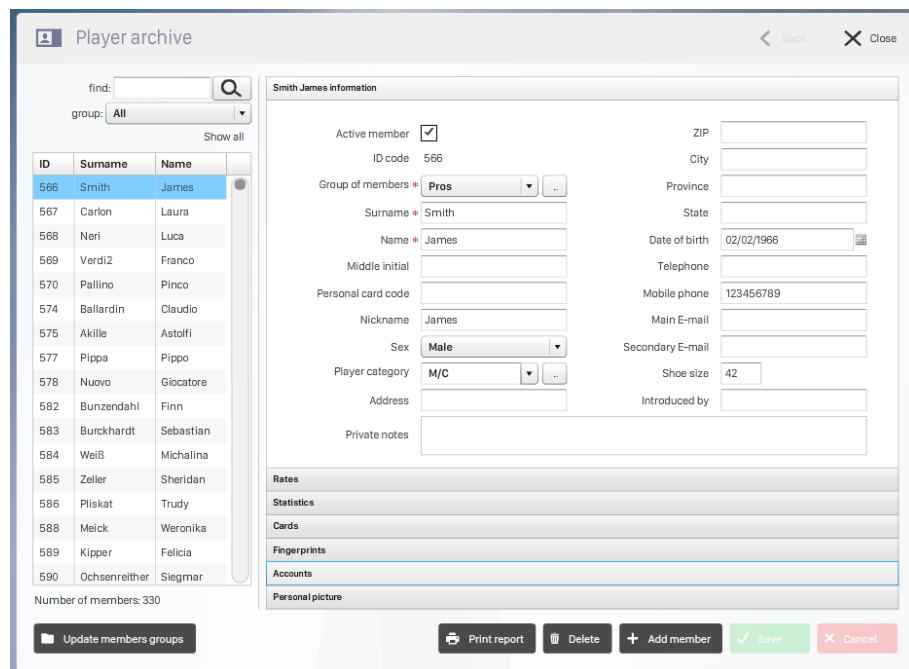
- **SELECTED PERIOD:** allows you to chose the time interval to consider (today, yesterday, current month, etc.). It is also possible to chose OTHER and set a time frame.
- **REPORT TYPE:** allows you to see a category of reports.
- **OPERATORS:** allows you to see the reports created by an operator.

13.4.1 Available Options

- **REFRESH:** refreshes all data in the list.
- **SHOW:** allows you to find a report previously created. After pressing this button, select the report.
- **BROWSE:** allows you to find the PDF files stored in the removable unit, or in a USB memory stick.

14 Members Archive

To access: **MEMBERS**



Player archive

find:

group: Show all

ID	Surname	Name
566	Smith	James
567	Carlton	Laura
568	Neri	Luca
569	Verdi2	Franco
570	Pallino	Pinco
574	Ballardin	Claudio
575	Akille	Astolfi
577	Pippa	Pippo
578	Nuovo	Giocatore
582	Bunzendahl	Finn
583	Burckhardt	Sebastian
584	Weiß	Michalina
585	Zeller	Sheridan
586	Pliskat	Trudy
588	Meick	Weronika
589	Kipper	Felicia
590	Ochsenreither	Siegmar

Number of members: 330

Update members groups

Print report Delete Add member Save Cancel

Smith James information

Active member ☒

ID code 566

Group of members *

Surname *

Name *

Middle initial

Personal card code

Nickname

Sex

Player category

Address

Private notes

ZIP

City

Province

State

Date of birth

Telephone

Mobile phone

Main E-mail

Secondary E-mail

Shoe size

Introduced by

Rates

Statistics

Cards

Fingerprints

Accounts

Personal picture

This window allows you to manage the Bowling center members.











All the members are organized in groups and this allows you to assign special rates to each group.

On the left side of the window there is the list of all registered members, to see and to modify the related data, click on the name.

The **FIND** field allows you to filter the list, when it is too long. Type the name, last name, the nickname or the initials and press Enter to shorten the list. It is also possible to type the numeric **ID** assigned to the player.

The **SHOW ALL** button removes all the filter and shows all the members.

14.1 Rates

Rates			
	Bowling	Standard Bowling 2	<input checked="" type="checkbox"/> Inherit from group
	Laser game	Standard Games	<input checked="" type="checkbox"/> Inherit from group
	Cars	Standard Games	<input checked="" type="checkbox"/> Inherit from group
	Hockey Table	Standard Games	<input checked="" type="checkbox"/> Inherit from group
	Horses	Darts	<input checked="" type="checkbox"/> Inherit from group
	Video game	Standard Games	<input checked="" type="checkbox"/> Inherit from group
	Billiards	Billiard	<input checked="" type="checkbox"/> Inherit from group
	Darts	Darts	<input checked="" type="checkbox"/> Inherit from group
	Super car	Standard Games	<input checked="" type="checkbox"/> Inherit from group
	Kids	Standard Games	<input checked="" type="checkbox"/> Inherit from group

In this section, it is possible to assign special rates to the members.

Normally the rates are inherited by the members group. For more information on member's groups definition see [MEMBER GROUP](#).

For each department it is possible to specify a different rate. For more information on rates definition see [RATE DEFINITION](#).

The option **INHERIT FROM GROUP** on the right side of each rate, allows you to use the members group's rate. All the rates assigned here will be automatically attributed to the player when the player is added to a game.

14.2 Statistics

Statistics	
Number of games considered:	2586
Average score per game:	195.828
Average on first ball:	7.079
Average strikes per game:	4.519
Average spares per game:	4.611
Average splits per game:	4.785
Average converted splits per game:	1.917
Average open frames per game:	3.262
Average gutters per game:	2.198
Average fouls per game:	1.415

This window allows you to see the member statistics related to the Bowling games.

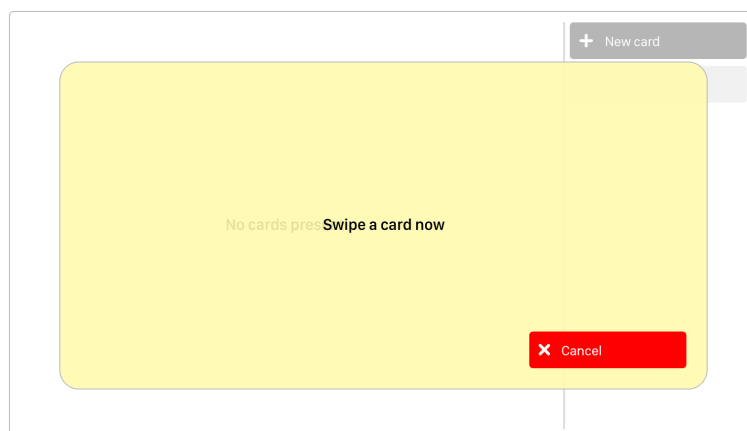
Every game played by the member will be stored into the database and the related information will be used to update the statistics.

List of information:

- **Number of games considered:** the quantity of games played by this member since his registration.
- **Average score per game:** the member average.
- **Average on first ball:** the average score with the first ball of each frame. This value goes from 0 to 10.
- **Average strikes per game:** the average number of strikes scored in each game. This value goes from 0 to 12.
- **Average spares per game:** the average number of spares scored in each game. This value goes from 0 to 10.
- **Average splits per game:** the average number of splits scored in each game. This value goes from 0 to 11.
- **Average converted splits per game:** the average number of splits converted in each game. This value goes from 0 to 11.
- **Average open frames per game:** the average number of open frames in each game. This value goes from 0 to 10.

- **Average gutters per game:** the average number of gutter balls in each game. This value goes from 0 to 20.
- **Average fouls per game:** the average number of fouls done in each game. This value goes from 0 to 20.

14.3 Members Cards



This window allows you to assign to the members, one or more magnetic cards. The cards can be used to add a member to a game.

It is possible to assign more cards to a member and each card can have a different expiration dates.

It is also possible to assign one card to a group of members, this allows you to group some members who usually come to play all together using the same card.

When a card is swiped through the card reader, a window opens where it is possible to choose the players to add to the game.

For information how to use cards when opening games see [ADDING PLAYERS WITH A MAGNETIC CARD](#) in [OPEN A NEW GAME](#).

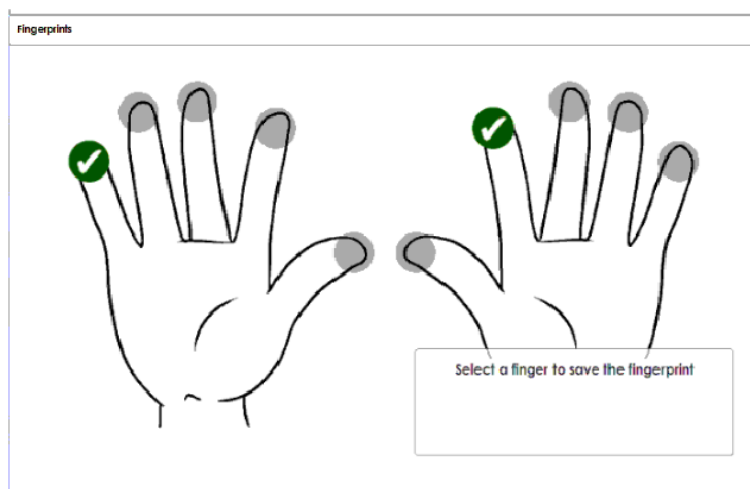
Available options:

- **NEW CARD:** allows you to assign a new card to the selected member. A message tells you to **SWIPE A CARD NOW**, it is enough to swipe the new card through the reader to see it on the screen. If the card had been already used for another member, the system allows you to choose to interrupt the procedure or to assign the card also to the new member.
- **DELETE A CARD:** allows you to delete the association between the member and the selected card. If the card is used only by this member, the card will be also removed from the database.

- **ACTIVATE CARD:** allows you to enable the selected card, if previously disabled
- **DE-ACTIVATE CARD:** allows you to disable the selected card.
- **EXPIRATION DATE:** allows you to set an expiration date for the card.
- **NO EXPIRATION** means that the card will not expire. Once the date is set, click on **CHANGE EXPIRATION**.

A disabled or expired card is void.

14.4 Fingerprints



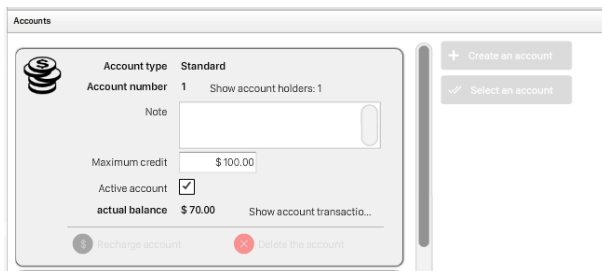
This window allows you to memorize the operators fingerprints to access the workstations.

Choose the fingertip that you want to memorize and put the finger on the reader.

It is possible to memorize more than one finger.

14.5 Accounts

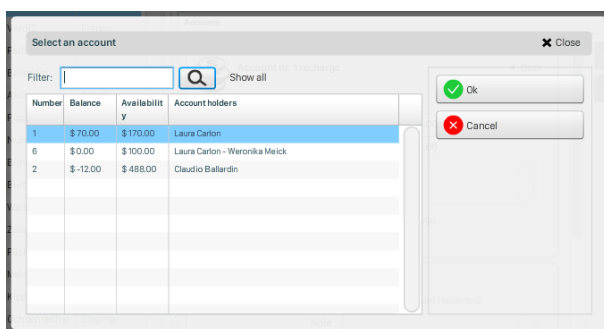
Press the button **CREATE ACCOUNT**



This window allows you to create an **ACCOUNT** for a player that can be used in the bowling center as a credit.

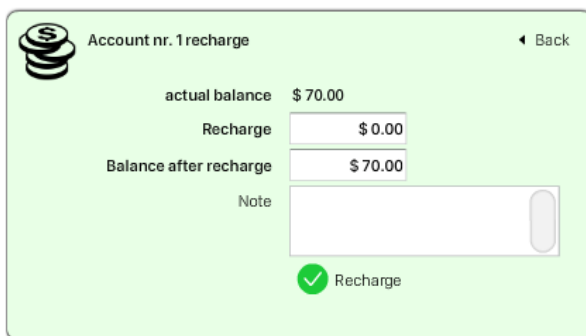
The accounts can be used to pay any game, order or item purchased in the bowling center.

- **Create an account** Press the **CREATE AN ACCOUNT** button.
- **Select an account** Press the **SELECT AN ACCOUNT** button to show all accounts.



Number	Balance	Availability	Account holders
1	\$70.00	\$170.00	Laura Carlson
6	\$0.00	\$100.00	Laura Carlson - Weronika Meick
2	\$-12.00	\$488.00	Claudio Ballardín

- **Show account holders** shows the current holder(s) and allows you to add more holders to the account.
- **Maximum Credit** shows the credit limit for that customer.
- **Active account** allows you to Enable or Disable the current account.
- **Show account transactions** shows all the transactions related to the current account.
- **Recharge** allows the customer to add money to the account.



Account nr. 1 recharge ◀ Back

actual balance \$ 70.00

Recharge

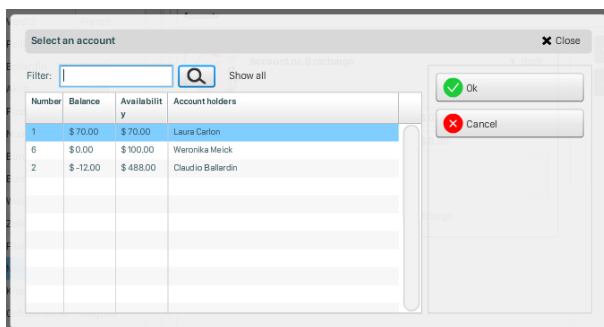
Balance after recharge

Note

✓ Recharge

- **Delete the account** deletes the current account.
- **Recharge** allows you to cash in order to recharge the account and it takes to the **INCOME** screen.

Press the **SELECT AN ACCOUNT** button



Select an account Close

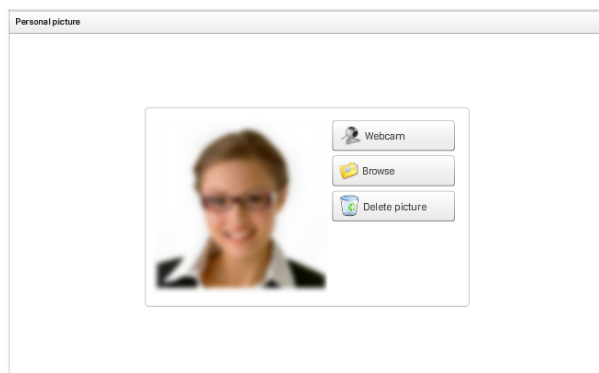
Filter: Show all

Number	Balance	Availability	Account holders
1	\$ 70.00	\$ 70.00	Laura Ceron
6	\$ 0.00	\$ 100.00	Weronika Meick
2	\$ -12.00	\$ 488.00	Claudio Ballardín


✓ Ok
✗ Cancel

This window allows you to select any of the existing accounts.

14.6 Personal Picture



Personal picture



Webcam
Browse
Delete picture

This window allows you to add a picture to the selected member.

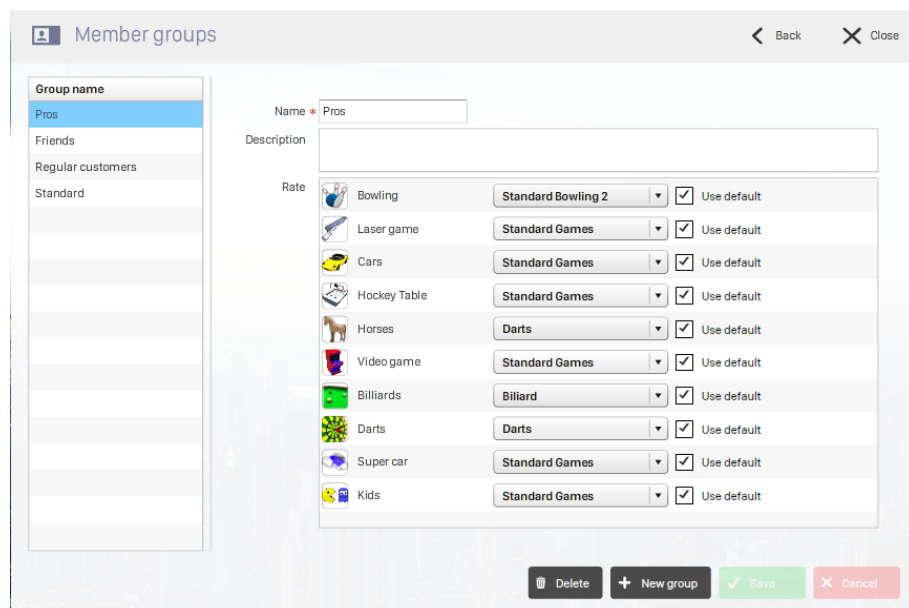
The member picture is useful to recognize the member when he uses the card, and allows you to send the member's picture to the lanes monitors during a game.

- **WEBCAM:** this button is visible only if a webcam has been correctly installed and configured. To take a picture, press the **WEBCAM** button and **TAKE A PICTURE**.
- **BROWSE:** allows you to select a picture from a removable disc, as a pendrive.
- **DELETE PICTURE:** allows you to delete the current picture.

14.6.1 More Available Options

- **MODIFY PLAYERS GROUPS:** allows you to modify the groups and takes to the [MEMBER GROUPS](#) window.
- **PRINT BASIC CARD:** prints a report with the member's information including statistics and a picture of the member, without any classified information.
- **PRINT DETAILED CARD:** prints a report with the member information including statistics and a picture of the member and classified information.
- **DELETE:** deletes the selected member.
- **NEW MEMBER:** allows you to create a new member.
- **SAVE:** saves the changes done.
- **CANCEL:** cancel any change done and restores the previous settings.

14.7 Members Groups



Rate	Activity	Rate	Use default
<input checked="" type="checkbox"/>	Bowling	Standard Bowling 2	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Laser game	Standard Games	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Cars	Standard Games	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Hockey Table	Standard Games	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Horses	Darts	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Video game	Standard Games	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Billiards	Billiard	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Darts	Darts	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Super car	Standard Games	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Kids	Standard Games	<input checked="" type="checkbox"/>

This window allows you to define the members groups and to assign them specific rates.

The members groups are used to simplify the assignment of the rates to the members who are part of these groups.

For each group it is possible to define:

- **NAME:** indicates the group name.
- **DESCRIPTION:** allows you to type some notes for the group.
- **RATE:** it is possible to assign a special rate for each department. For information on the rates see [RATE DEFINITION](#)
The option USE DEFAULT on the right side of each rate, allows you to restore the default rate for that department. For information on default rates see [SET DEFAULT RATE](#)
All rates here assigned will be automatically used for all the members of that group.

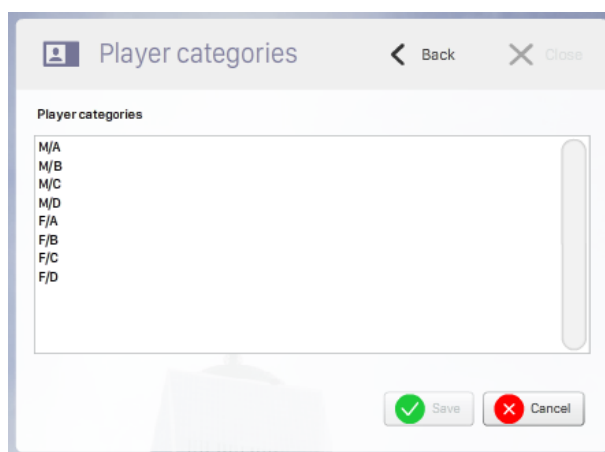
14.7.1 Available options

- **DELETE:** cancels the selected members group. **NOTE:** It is not possible to cancel a group with members.
- **NEW GROUP:** allows you to create a new group of members.

- **SAVE:** saves the changes done.
- **CANCEL:** cancels all the changes done and restores the previous settings.

14.8 Players Categories

To access: MEMBERS -> **PLAYER CATEGORY**



This window allows you to define the players categories.

The category will be then assigned to the members in the [MEMBERS ARCHIVE](#) window.

To edit categories, click on the window and create/cancel the new category.

14.8.1 Available options

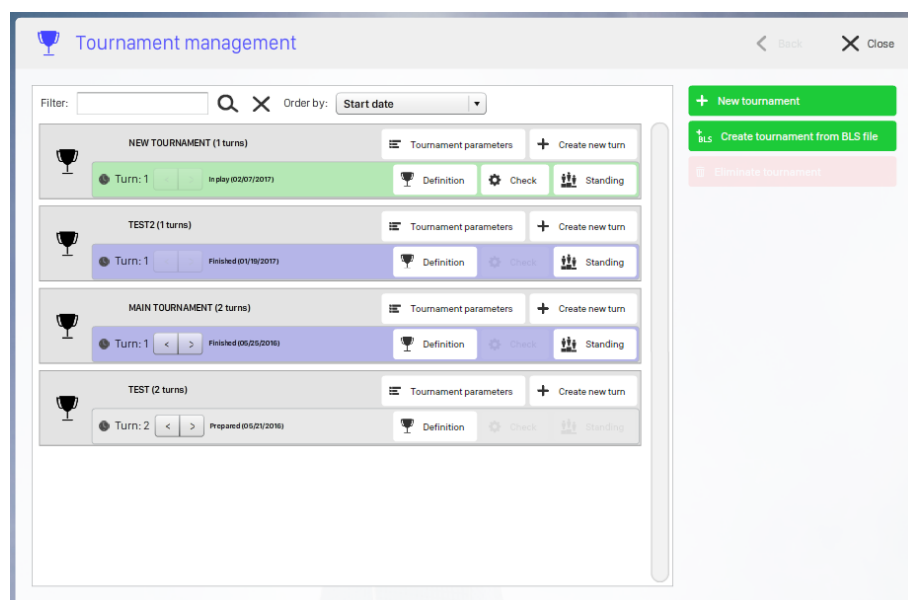
- **SAVE:** saves all the changes done.
- **CANCEL:** cancel all the changes done and restore the previous settings.

15 Tournament Management

15.1 Tournament Management

To access: **TOURNAMENTS**

15.1.1 General Parameters



The Tournament window allows you to create a new tournaments and it also allows you to manage the turns, the participants and the standings.

Each tournament is listed on the left side of the window.

It shows the name of the tournament and the list of turns created. The color of the background of the number of the turn indicates its progress as follows:

- **Light Blue:** the turns did not start.
- **Green:** the turns are in play.
- **Grey:** the turns have been played.

Clicking on the number of the turns will bring up different screens depending on the status of the shifts:

- **Turn still to be played:** allows you to access to the [TURN DEFINITION](#) window.

- **Turn currently being played:** allows you to access to the the [TURN DEFINITION](#), [TURN CHECK](#) and [STANDINGS](#) windows.
- **Turn concluded:** allows you to access to the the [TURN DEFINITION](#) and [STANDINGS](#) windows.

The list of the available functions is displayed in each tournament row and on the right side of the window:

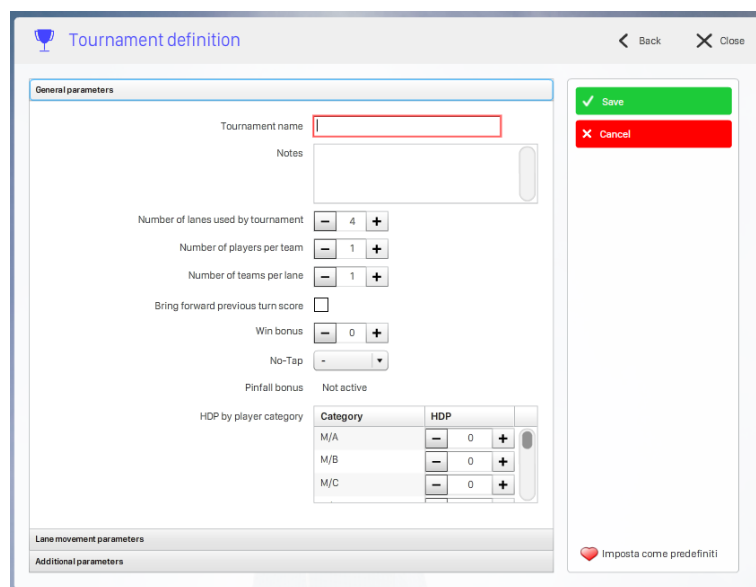
- **NEW TOURNAMENT:** Allows you to create a new tournament.
- **TOURNAMENT PARAMETERS:** Allows you to modify the parameters of the tournament.
- **CREATE NEW TURN:** allows you to create a new turn.
- **TURN DEFINITION:** allows you to create the turn and to add the teams and the players to the lanes.
- **TURN CHECK:** allows you to monitor the current turn in play.
- **TOURNAMENT STANDINGS:** the standings can be managed in real time. Here it is possible to print and to make score correction.
- **ELIMINATE TOURNAMENT:** allows you to delete a tournament and all associated data (players, scores etc.)

The creation of a tournament requires two operations:

1. Set up the tournament parameters using the **NEW TOURNAMENT** or **TOURNAMENT PARAMETERS** keys.
2. Create the first **TURN** and add the participants using the turn **DEFINITION** key.

15.2 Tournament Definition

To access: TOURNAMENTS -> **NEW TOURNAMENT (TOURNAMENT PARAMETERS)**



Tournament definition

General parameters

Tournament name:

Notes:

Number of lanes used by tournament:

Number of players per team:

Number of teams per lane:

Bring forward previous turn score: ☐

Win bonus:

No-Tap:


Pinfall bonus:

HDP by player category:

Category	HDP
M/A	<input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/>
M/B	<input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/>
M/C	<input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/>

Save

Cancel

Imposta come predefinito 

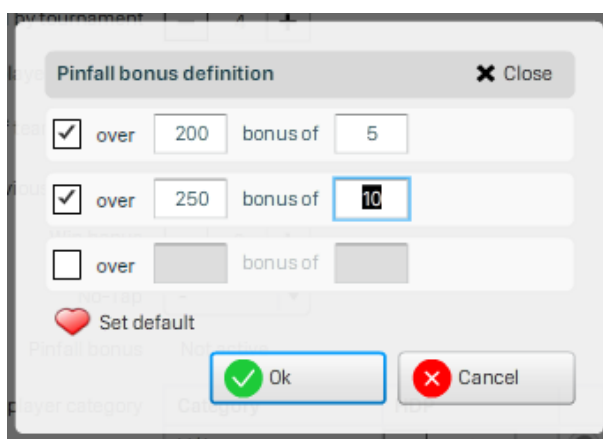
Lane movement parameters

Additional parameters

This window is used to set up the type of tournament by adding the required parameters.

- **TOURNAMENT NAME:** used to give the tournament a unique name and identification.
- **NOTES:** allows you to type additional information and notes about the tournament.
- **NUMBER OF LANES USED BY THE TOURNAMENT:** shows the number of the lanes that are used for the tournament, the number of the lanes can be changed before each turn starts.
- **NUMBER OF PLAYERS PER TEAM:** shows the number of players for each participating team.
- **NUMBER OF TEAMS PER LANE:** shows how many teams will be assigned to each lane for the turn.
- **BRING FORWARD PREVIOUS TURN SCORE:** indicates a tournament where the final standings will be calculated by adding the scores from each previous turn.

- **WIN BONUS:** (usually used when each team plays against all other teams) allowsto award a bonus pins to the score in the case of wins, draws and high scores.
- **NO-TAP:** allows the "no-tap" format to convert a specific number of pins knocked down to a strike.(I.E. 9 pin no-tap, 8 pin no-tap).
- **PINFALL BONUS:** in a tournament format where each participant plays one game against each of the other participants, it is possible to assign a bonus:

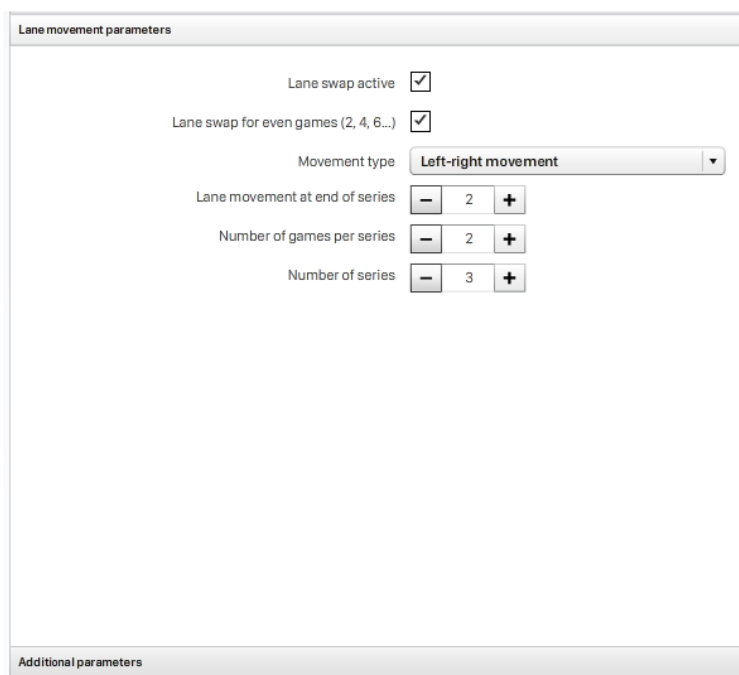


A window will open to allow you to set bonuses. Three bonus levels can be programmed and the amount of bonus pins can be selected for each level.

SET DEFAULT: set the default values.

- **HDP BY PLAYER CATEGORY** allows each player's handicap to be calculated based upon the category assigned to him in [PLAYERS CATEGORIES](#).
- **SAVE:** saves the changes made.
- **CANCEL:** cancel the changes made.

15.2.1 Lane Movement Parameters



Lane movement parameters

Lane swap active ☒

Lane swap for even games (2, 4, 6...) ☒

Movement type Left-right movement ▾

Lane movement at end of series − 2 +

Number of games per series − 2 +

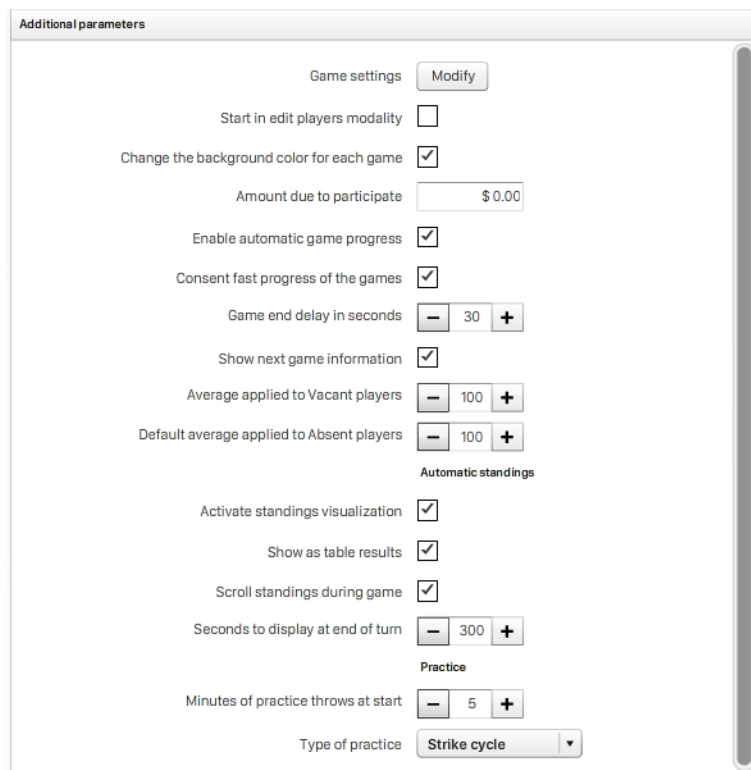
Number of series − 3 +

Additional parameters

- **LANE SWAP ACTIVE:** indicates that alternate lanes will be used for each frame.
- **MOVEMENT TYPE:**
 LEFT-RIGHT MOVEMENT indicates the movement direction of each team/player.
 EACH TEAM PLAYS AGAINST ALL OTHER TEAMS each team or player plays one game against all the other teams or players. Bonuses are usually gained for wins, draws and high scores.
 TEAM ON THE LEFT GOES LEFT, TEAM ON THE RIGHT GOES RIGHT indicates the movement direction of each team/player.
 TEAM ON THE LEFT GOES RIGHT, TEAM ON THE RIGHT GOES LEFT indicates the movement direction of each team/bowler.
- **LANE MOVEMENT AT END OF SERIES:** shows the number of lanes that each team/bowler will be required to skip at the end of each series bowled.
Note: NEGATIVE values indicate to move to the LEFT, POSITIVE values indicate to a move to the RIGHT.
- **NUMBER OF GAMES PER SERIES:** shows the number of games that will be played in each series.

- **NUMBER OF SERIES:** shows how many series will be played.

15.2.2 Additional Parameters Tournaments



Additional parameters

Game settings Modify

Start in edit players modality ☐

Change the background color for each game ☒

Amount due to participate

Enable automatic game progress ☒

Consent fast progress of the games ☒

Game end delay in seconds

Show next game information ☒

Average applied to Vacant players

Default average applied to Absent players

Automatic standings

Activate standings visualization ☒

Show as table results ☒

Scroll standings during game ☒

Seconds to display at end of turn

Practice

Minutes of practice throws at start

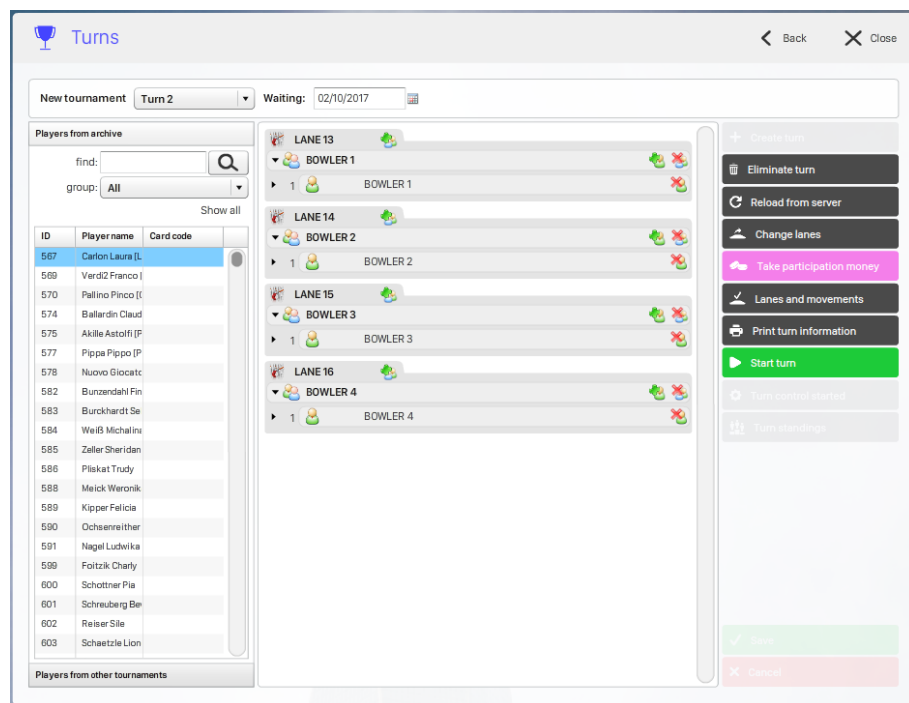
Type of practice Strike cycle

- **GAME SETTINGS:** it takes to the [GAME SETTINGS](#) screen window where it is possible to manage the lane monitor display and to enable special functions on the bowlers' console.
Note: lane monitor animations are automatically disabled during tournaments and a simplified graphic display is adopted. However, these settings can be modified.
- **CHANGE THE BACKGROUND COLOR FOR EACH GAME** allows you to have a different background for each game played.
- **AMOUNT DUE TO PARTICIPATE:** the entry fee for the tournament can be entered here.
- **ENABLE AUTOMATIC GAME PROGRESS:** this option allows the software to automatically start a new game at the end of each game. If this option is not selected the system will not continue automatically with the next game of the turn; this must be done manually from the frontend in the window [TURN CONTROL](#).

- **CONSENT FAST PROGRESS OF THE GAMES:** when a team has finished a game this option allows the team to proceed to the next lane and to start bowling immediately when the next lane is free.
- **GAME END DELAY IN SECONDS:** sets the amount of time that the scores of the last games played stays on the screen before the new game will start. This function allows the players enough time to write down their scores at the end of a game.
- **SHOW NEXT GAME INFORMATION:** it shows the lane number for the next game.
- **AVERAGE APPLIED TO VACANT PLAYERS:** allows you to assign a fixed score for VACANT players. Different scores may be attributed to each player.
- **AVERAGE APPLIED TO ABSENT PLAYERS:** allows you to assign a fixed score for ABSENT players.
- **ACTIVATE STANDINGS VISUALIZATION:** enables the calculation of the standings and displays them on the monitors.
- **SHOW AS TABLE RESULT:** shows the score on the monitor in a table format.
- **SCROLL STANDINGS DURING GAME:** allows the current standings to be scrolled on the lower part of the monitors during the tournament.
- **SECONDS TO DISPLAY AT THE END OF TURN:** shows how long the standings will be displayed on the monitors at the end of each game.
- **MINUTES OF PRACTICE THROWS AT START:** allows you to set the amount of time for practice before the start of any shift.
- **TYPE OF PRACTICE:** allows you to choose the type of practice from three options:
 - **STRIKE CYCLE:** the pinsetter spots a full rack of pins after each ball.
 - **NORMAL CYCLE:** the pinsetter cycles after each ball.
 - **PINSETTER STOPPED:** no pin on the lane.

15.3 Turn Definition

To access: TOURNAMENTS -> **TURN DEFINITION**



Use this screen to create the turns and to add the bowlers to the lanes. The turn that is going to be created or modified is shown in the upper part of the screen.

The players' archive is shown on the left hand side of the screen and the participants of previous tournaments or turn are shown in the lower part.

The lanes used by the turn are shown in the center of the screen along with the teams and their participants.

A series of keys that control various operations are displayed on the right side. If no turn is displayed it will be necessary to use the **CREATE NEW TURN** button in [TOURNAMENT MANAGEMENT](#) to allow you to add the players.

15.3.1 Players From The Archive

Displays the list of players present in the [MEMBERS ARCHIVE](#).

A search box appears at the top of the screen. Use this box to enter the names, the nicknames in whole or in part to shorten the list. The player's ID, if known, can be entered in the filter box to find the player.

The **SHOW ALL** key displays all the members' in the archive.

It is possible to drag a name from the list and drop it on the selected lane.

15.3.2 Players From Other Tournaments

The screen displays the list of tournaments already created and the list of participating teams and players of all previous tournament.

It is possible to choose a tournament and a turn. Once done the **TEAMS AND PLAYERS LIST** shows the players who participated to the turn selected. Both players and teams can be dragged and dropped on a lane in the new turn.

Note: It is possible, when a team is dragged from the **TOURNAMENT LIST**, to add to the new turn a percentage of the pins of the previous turns.

To do this, select the turn from the **TOURNAMENT LIST** and click on **CALCULATE STANDINGS**; the team standings will be displayed with the highest pinfall.

This percentage of the score from the previous qualification turn is then carried forward to the next phase of the tournament.

15.3.3 Creation of Teams and Players

The lists of the lanes and of the participating teams is shown in the center of the screen.

The players can be assigned to their teams in several ways:

- Enter the ID number of the player; all the player's details will be displayed.
- Drag and drop the player's name from the member's list.
- Drag and drop the player or the entire team from a previous tournament.

The available parameters for each player are:

- **ID:** Id number from the players' archive.
- **NAME:** Player's name.
- **CATEGORY:** Player's category.
- **PERSONAL:** Personal Card Code (if available)
- **HANDICAP:** Player's handicap.
- **START:** An initial pins value that can be entered manually or calculated by the system, and that can be added to the final score.
- **BLIND:** Shows the player's average. This can be used to calculate a "Blind" score when the player does not show up.

- **VACANT:** Shows the player's average. This can be used to calculate a "Vacant" score when the player is absent.
- **ABSENT:** Shows the player's average. This can be used to calculate an "Absent" score when the player is absent.
- **PACER:** One player acts as a "Pacer".
- **ROBOT:** Allows the bowler to play against a "Robot" with 3 different skill levels.
- **NOT ACTIVE:** One player is not active.
- **ON HOLD:** This can be used when a player is temporary not playing.
- **RESERVE:** This can be used when a player is replaced by a "Reserve".

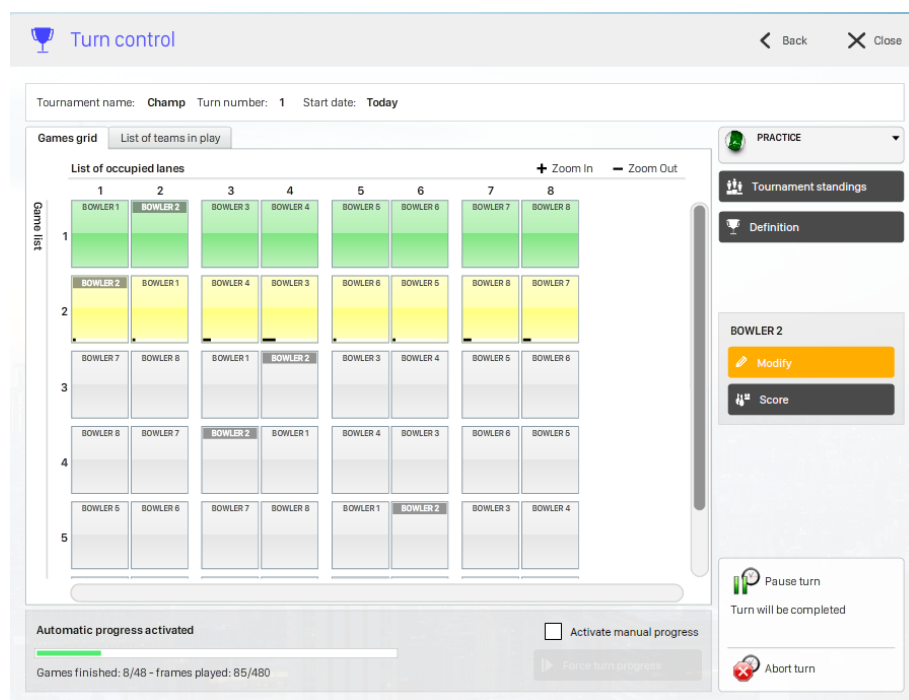
15.3.4 Available Options

- **CREATE TURN:** Allows you to create a new turn.
- **ELIMINATE TURN:** Allows you to cancel the last turn providing it has not already started.
- **RELOAD FROM SERVER:** Allows you to load from the server any change made to the tourn that was not visible. Pressing the button it is possible to reload the real turn situation.
- **CHANGE LANES:** Select the lanes to be used for the turn.
- **TAKE PARTICIPATION MONEY:** Takes to the [INCOME TABLE](#) window and displays the subscriptions to be paid.
- **LANES AND MOVEMENTS:** Allows you to assign the lanes manually (CHANGE THE LANES), draw the lanes randomly for the teams (RANDOM LANES DRAW) and it sets the MOVEMENT RULES.
- **PRINT TURN INFORMATION:** Prints out the details of the tournament, of the teams and of the players. It also prints the lane numbers assigned to the teams for the turn.
- **START TURN:** Allows you to start the current turn. When a turn is started, a series of checks are carried out to verify that the lanes are available, that the teams are complete and have been assigned to their lanes and that the entry fees has been paid. Some of these checks may be ignored by the receptionist (check in clerk, cashier,). When the turn starts, the [TURN CONTROL](#) window will be displayed.
- **TURN CONTROL STARTED:** this is available only when the current turn started, it allows you to display the [TURN CONTROL](#) window.

- **TURN STANDINGS:** it is available only when the current turn has either started or finished. It allows you to access to the **TOURNAMENT STANDINGS** window.
- **SAVE:** saves the changes made.
- **CANCEL:** cancel the changes made and restores the previous data.

15.4 Turn Check

To access: TOURNAMENTS -> **TURN CONTROL STARTED**



Turn control

Tournament name: **Champ** Turn number: **1** Start date: **Today**

Games grid List of teams in play

List of occupied lanes

	1	2	3	4	5	6	7	8
1	BOWLER 1	BOWLER 2	BOWLER 3	BOWLER 4	BOWLER 5	BOWLER 6	BOWLER 7	BOWLER 8
2	BOWLER 2	BOWLER 1	BOWLER 4	BOWLER 3	BOWLER 6	BOWLER 5	BOWLER 8	BOWLER 7
3	BOWLER 7	BOWLER 8	BOWLER 1	BOWLER 2	BOWLER 3	BOWLER 4	BOWLER 5	BOWLER 6
4	BOWLER 8	BOWLER 7	BOWLER 2	BOWLER 1	BOWLER 4	BOWLER 3	BOWLER 6	BOWLER 5
5	BOWLER 5	BOWLER 6	BOWLER 7	BOWLER 8	BOWLER 1	BOWLER 2	BOWLER 3	BOWLER 4

Automatic progress activated

Games finished: 8/48 - frames played: 85/480

Activate manual progress

Pause turn
Turn will be completed

Abort turn

This window allows you to monitor the progress of the current turn by a graphic interface.

The upper part of the screen shows information about the tournament and the current turn.

The progress of the turn can be monitored by the **GAME GRIDS** and the **LIST OF TEAMS IN PLAY**.

15.4.1 Game Grids

The turn is broken down into games and displayed as a grid.

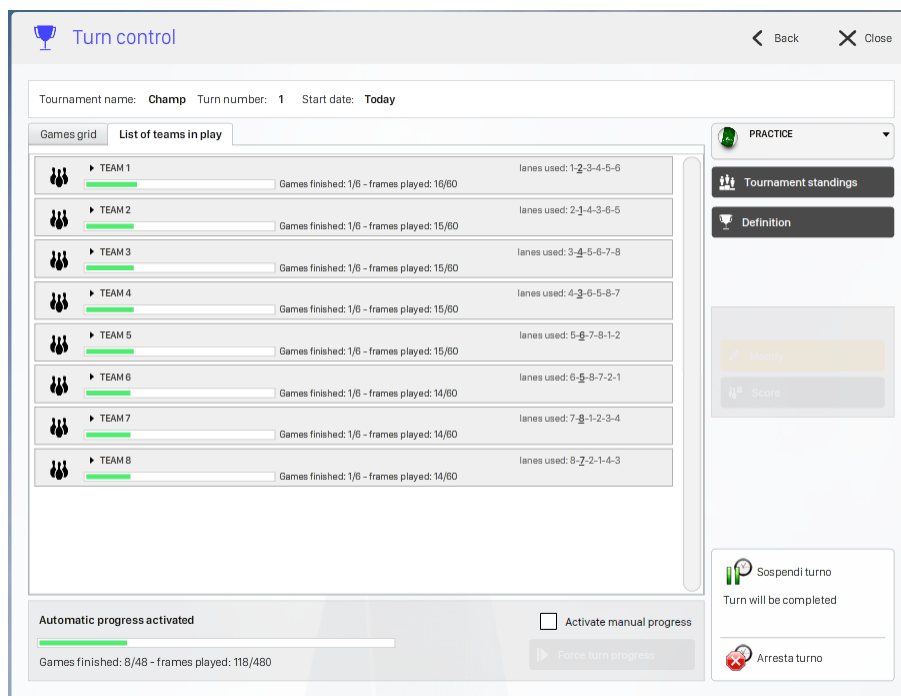
The columns show the lane numbers and the rows show the number of the games.

Each game is displayed as a box containing the teams' names and a bar that shows the progress of the game.

The color of the box/bar indicates the progress of the game:

- **BLUE**: practice.
- **YELLOW**: game in progress
- **GREEN**: game finished.
- **GREY**: game not started.

15.4.2 List of Teams in Play



Turn control [Back] [Close]

Tournament name: **Champ** Turn number: **1** Start date: **Today**

Games grid | **List of teams in play**

Team	Games finished	Frames played	Lanes used
TEAM 1	1/6	16/60	1-2-3-4-5-6
TEAM 2	1/6	15/60	2-3-4-3-6-5
TEAM 3	1/6	15/60	3-4-5-6-7-8
TEAM 4	1/6	15/60	4-3-6-5-8-7
TEAM 5	1/6	15/60	5-6-7-8-1-2
TEAM 6	1/6	14/60	6-5-8-7-2-1
TEAM 7	1/6	14/60	7-8-1-2-3-4
TEAM 8	1/6	14/60	8-7-2-1-4-3

Automatic progress activated [Progress Bar] [Activate manual progress]

Games finished: 8/48 - frames played: 118/480 [Pause turn progress]

PRACTICE [Dropdown]

Tournament standings [Button]

Definition [Button]

Sospendi turno [Button]
Turn will be completed

Arresta turno [Button]

This window shows the progress of the game, the number of games played and the lane numbers assigned to all the participating teams. It also shows the progress for each team.

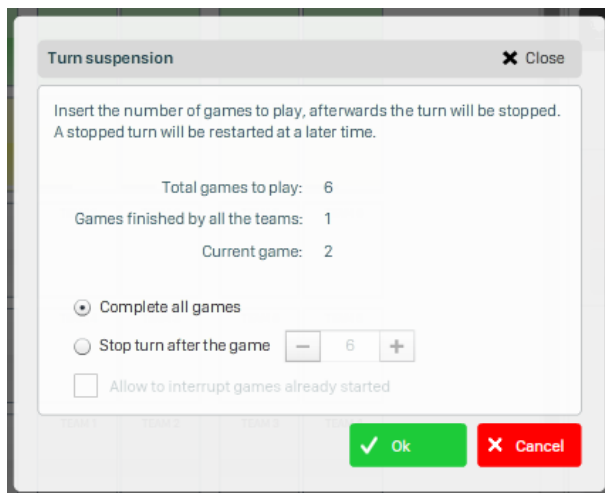
Click on the team name to access to the following functions:

- **MODIFY:** takes to the [MODIFY GAME](#) window. During a tournament this window only allows you certain operations as to change the bowler's name and to add or remove a Blind score.
- **SCORE:** takes to the [SCORES](#) window where it is possible to see, to correct and to print scores.

The progress bar is on the lower part of the screen. The bar indicates the percentage of the turn that has been concluded, and the one remaining. The finished games and the played frames are displayed under the bar.

15.4.3 Available Options

- **ACTIVATE MANUAL PROGRESS:** when the AUTOMATIC PROGRESS is enabled, this option allows you to use the manual control.
- **FORCE TURN PROGRESS:** is active only when the manual progress has been selected. It allows you to start a new game when the last game played has finished.
- **PRACTICE:** This function enables or disables the practice time and allows you to set the duration. The duration of practice play for a single game can be managed in the [MODIFY GAME](#) window.
- **DEFINITIONS:** takes to the [DEFINITION](#) window.
- **TOURNAMENT STANDINGS:** allows you to access to the [TOURNAMENT STANDINGS](#) window.
- **STOP TURN:** allows you to stop a turn and restart it in at a later stage. A window opens, where it is possible to define whether the turn must be stopped after that the players **COMPLETE ALL GAMES** or **STOP TURN AFTER THE GAME** after a specific game.



- **INTERRUPT TURN:** this option interrupts the turn and all the games and the frames played will be lost. This option should only be used when the turn must be restarted from the beginning.


15.5 Tournament Standings

To access: TOURNAMENT -> **TOURNAMENT STANDINGS**

The tournament standings can be viewed and managed in the following windows.

The first screen shows a list of the teams from the highest to the lowest score. The second one shows the standings in a graphic format.

Click on the labels at the top and at the bottom of the page to switch between the screens.


Tournament standings
Back
Close

Tournament name: **Champ**

Numerical standings

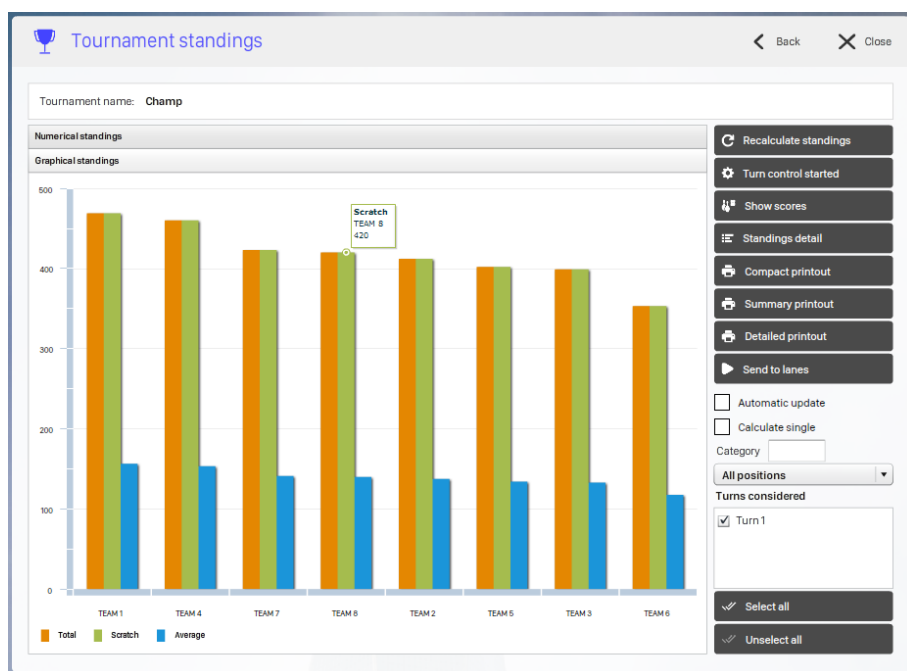
Pos.	Name	Turn	Categor	Games	Wins	Draws	Bonus	Hdp	Scratch	Average	Total
1	TEAM 1	1		1	1	0	0	0	469	156.33	469
2	TEAM 4	1		1	1	0	0	0	460	153.33	460
3	TEAM 7	1		1	1	0	0	0	423	141.00	423
4	TEAM 8	1		1	0	0	0	0	420	140.00	420
5	TEAM 2	1		1	0	0	0	0	412	137.33	412
6	TEAM 5	1		1	1	0	0	0	402	134.00	402
7	TEAM 3	1		1	0	0	0	0	399	133.00	399
8	TEAM 6	1		1	0	0	0	0	353	117.67	353

Graphical standings

Recalculate standings
Turn control started
Show scores
Standings detail
Compact printout
Summary printout
Detailed printout
Send to lanes

☐ Automatic update
☐ Calculate single
Category:
All positions ▼
Turns considered
☒ Turn 1
☐ Turn 2
☐ Turn 3
☐ Turn 4
☐ Turn 5
☐ Turn 6
☐ Turn 7
☐ Turn 8
☐ Turn 9
☐ Turn 10
☐ Turn 11
☐ Turn 12
☐ Turn 13
☐ Turn 14
☐ Turn 15
☐ Turn 16
☐ Turn 17
☐ Turn 18
☐ Turn 19
☐ Turn 20
☐ Turn 21
☐ Turn 22
☐ Turn 23
☐ Turn 24
☐ Turn 25
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☐ Turn 84
☐ Turn 85
☐ Turn 86
☐ Turn 87
☐ Turn 88
☐ Turn 89
☐ Turn 90
☐ Turn 91
☐ Turn 92
☐ Turn 93
☐ Turn 94
☐ Turn 95
☐ Turn 96
☐ Turn 97
☐ Turn 98
☐ Turn 99
☐ Turn 100

☒ Select all
☐ Unselect all



For each team are displayed the following details :

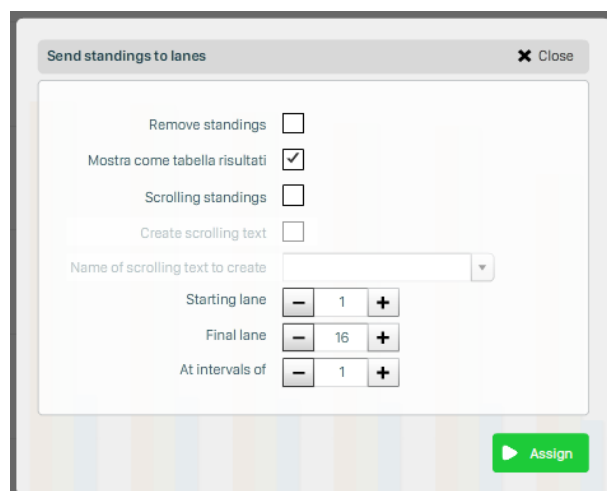
- Position in the standings
- Team name
- Turns played
- Category
- Games played
- Wins
- Draws
- Bonus
- Handicap
- Scratch
- Average
- Total

15.5.1 Available Options

- **RECALCULATE STANDINGS:** updates the standings. This is useful to update the standings while the current turn is going on.
- **TURN CONTROL STARTED:** takes to the [TURN CONTROL](#) window. This key is active only when the turn is on.
- **SHOW SCORES:** shows to the [SCORES](#) of the selected team.
- **STANDING DETAILS:** displays the details of the standings of the selected team. This function opens a screen that shows a record of various statistics related to the teams and to its players. These information can be printed. It is possible to access to this function by clicking on the team name.
- **COMPACT PRINTOUT:** shows a simple print out of the standings with only the averages and the totals for each team.
- **SUMMARY PRINTOUT:** same as basic print out but it includes the totals of every game played by each player.
- **DETAILED PRINTOUT:** same as the basic print out, but it also contains the scores of all the games played by each player.
- **SEND TO LANES:** opens a window that allows you to display the standings on the lane monitors, including the lanes not used by the tournament. For information on how to send the standings to the lanes manually, see [SEND STANDINGS TO LANES](#).
- **AUTOMATIC UPDATE:** this option is useful when a tournament is on as it allows you to update the standings every 30 seconds.
- **CATEGORY:** allows the players to be classified by their average (usually a different handicap is assigned to each category).
- **STANDINGS LIMIT:** defines the max number of bowlers/teams shown in the standings. (E.g. top 16, top 12 etc.)
- **TURN CONSIDERED:** choose which turn results will be used to determine the standings.
- **SELECT ALL, UNSELECT ALL:** allows you to select or the unselect all the turns.
- **GRAPHICAL STANDINGS:** Shows a bar chart of the standings of the selected turn.

15.6 Send Standings to Lanes

To access: TOURNAMENTS -> TOURNAMENT STANDINGS -> **SEND TO LANES**



The standings can be sent to or removed from the lane monitors by this window.

- **REMOVE STANDINGS:** allows you to hide any standings on the selected lanes.
- **SCROLLING STANDINGS:** when active, the standings will be displayed as a scrolling text in the lower part of the monitors. It is also possible to show the standings full screen.
- **CREATE SCROLLING TEXT:** when active, the standings can be saved in LANE MESSAGES and can be edited before they are sent to the lane monitors.
- **NAME OF SCROLLING TEXT TO CREATE:** it allows you to type a name for the scrolling messages.
- **STARTING LANE, FINAL LANE, AT INTERVAL OF:** Select the lanes where to visualize or to hide the standings.

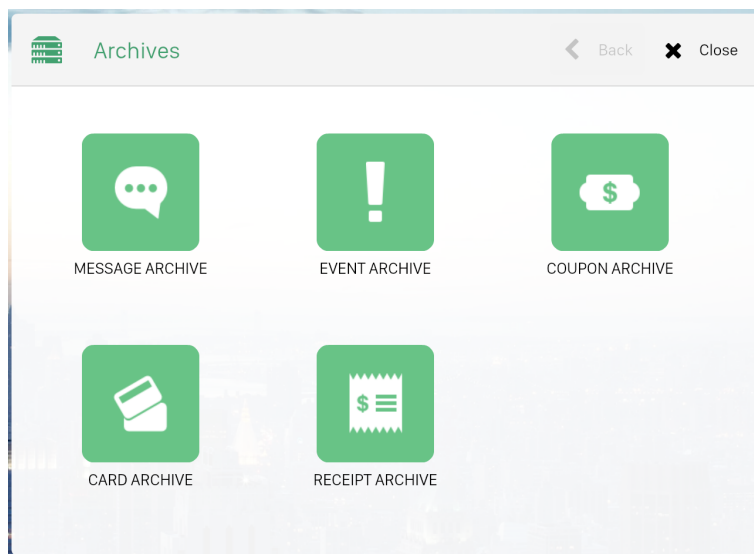
Note: During the automatic progress of the tournament, the standings are displayed on the lanes assigned to the tournament unless the **ACTIVATE STANDINGS VISUALIZATION** option has been disabled in [TOURNAMENT PARAMETERS](#).

Note: When this option is enabled it will be necessary to remove the standings from the lane monitors manually using the option **REMOVE STANDINGS**.

16 Archives

16.1 Archives

To access: **ARCHIVES**



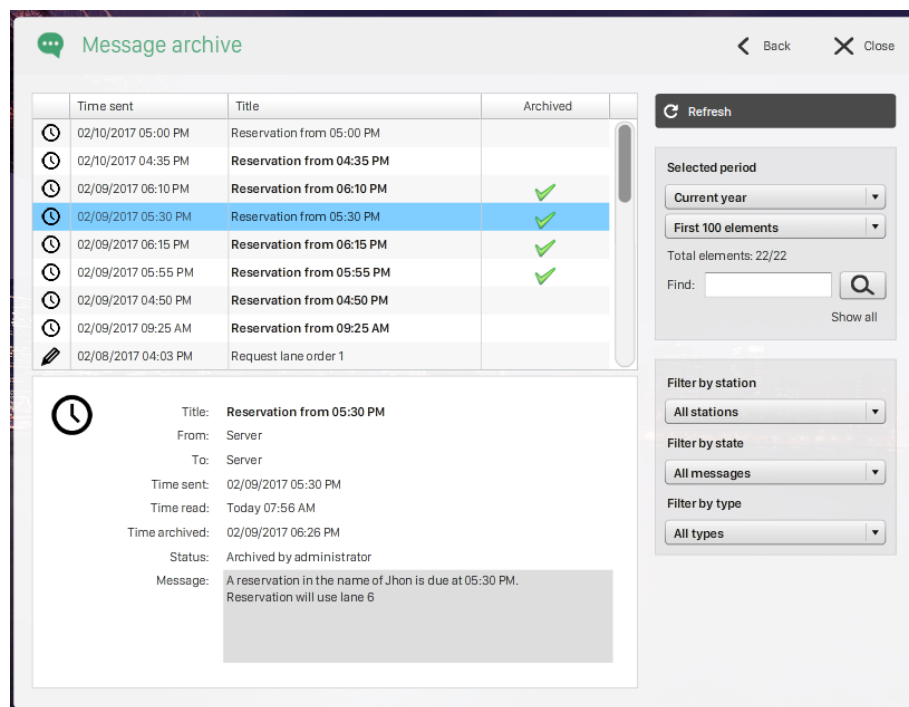
This window allows you access to the SWITCH archives.
Click on any archive to open it.

The available archives are:

- MESSAGE ARCHIVE
- EVENT ARCHIVE
- COUPON ARCHIVE
- CARD ARCHIVE
- RECEIPT ARCHIVE

16.2 Message Archive

To access: ARCHIVES -> **MESSAGE ARCHIVES**



All the messages in the archive can be seen in this window. The messages are shown on the left hand side. Click on a message to select it. The contents of the message are shown below. The selected message will be highlighted. Click on **REFRESH** to update the current list.

For further information on messages, see [MESSAGES](#).

16.2.1 Message list

🕒	02/09/2017 05:30 PM	Reservation from 05:30 PM	✓
---	---------------------	---------------------------	---

For each message the list shows:

- The type, identified by an icon.
- The time and date when the message has been delivered.
- The message title.

- The status of the message: a tick indicates that the message has been archived.

16.2.2 Types of message

Each type of message has a different icon with the following description:



Indicates a generic alarm message.



Indicates a generic error message.



Indicates a message containing information.



Indicates requests for the intervention of a mechanic on the lanes.



Indicates the request for bar staff on the lanes.



Indicates messages related to bookings.



Indicates that a software update is available for installation.

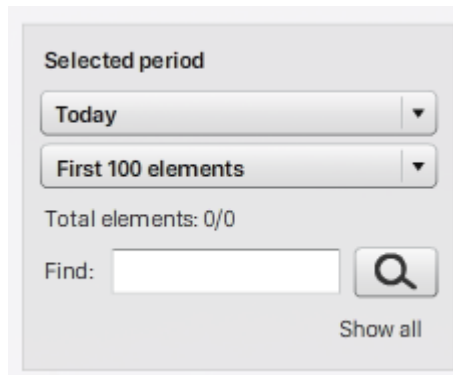
16.2.3 Details

- The icon on the left shows the type of message.
- **TITLE:** the message title.
- **FROM:** the sender of the message.

- **TO:** the recipient of the message.
- **TIME SENT:** the date and the time of the delivery of the message.
- **TIME READ:** the date and the time the message was read for the first time.
- **TIME ARCHIVED:** the date and the time the message has been archived.
- **STATUS:** the status of the message (ARCHIVED or NOT ARCHIVED). If the message has been archived, it shows the name of the person who archived it.
- **MESSAGE:** the text of the message.

16.2.4 Generic Filter Messages

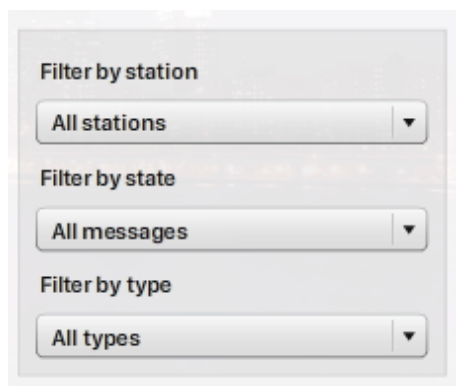
The filter may be used to select the message to be viewed:



- **SELECTED PERIOD:** The messages may be filtered by the the date and the time they were sent. A time shift can be chosen from the list. By selecting **OTHER** it is possible to select a specific date and time shift. The maximum number of saved messages to be recalled from the selected period can be limited to save loading time.
- **TOTAL ELEMENTS:** shows the number of messages that have been loaded compared to the total amount of messages contained in the selected period.
- **FIND:** Type a key word contained in the title or in the the text of the message and click on the magnifying lens to speed up the search. 1 item **SHOW ALL** shows all the messages. It is possible to clear the FIND box to show all the messages.

16.2.5 Specific Filter Messages

The following specific filters are also available in addition to the generic filter:



Filter by station
All stations ▼

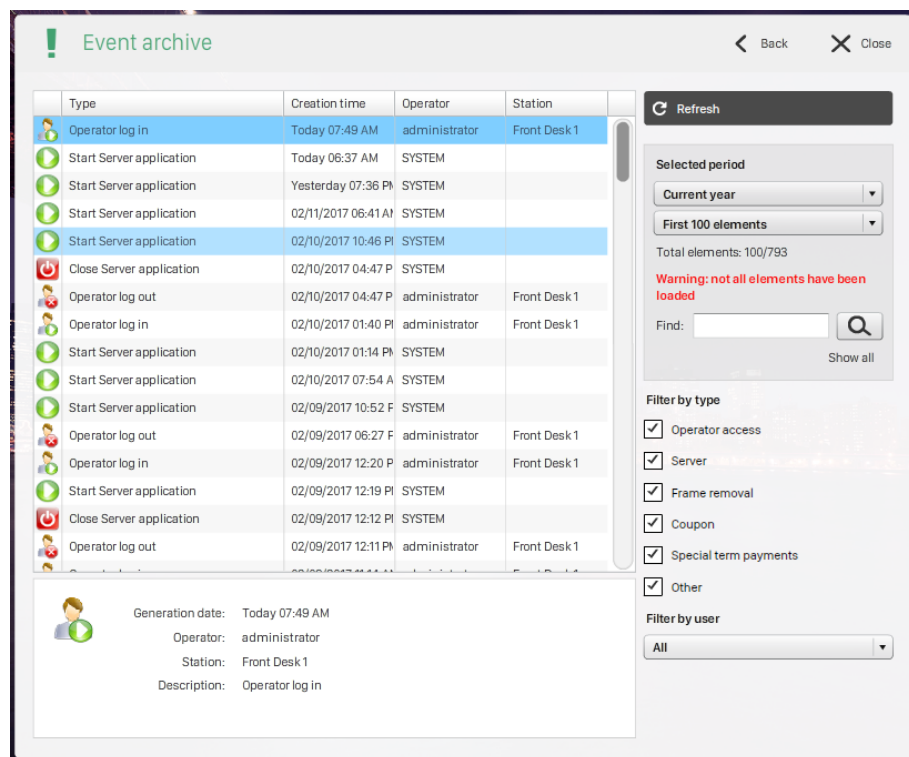
Filter by state
All messages ▼

Filter by type
All types ▼

- **FILTER BY STATION:** Selects only the messages sent by a specific work-station.
- **FILTER BY STATUS:** allows to to select the messages based on their status (**ALL MESSAGES**, **NON ARCHIVED ONLY**, **ARCHIVED ONLY**).
- **FILTER BY TYPE:** only the type of message selected will be displayed.

16.3 Event Archive

To access: ARCHIVES -> **EVENT ARCHIVE**



Type	Creation time	Operator	Station
Operator log in	Today 07:49 AM	administrator	Front Desk 1
Start Server application	Today 06:37 AM	SYSTEM	
Start Server application	Yesterday 07:36 PM	SYSTEM	
Start Server application	02/11/2017 06:41 AM	SYSTEM	
Start Server application	02/10/2017 10:46 PM	SYSTEM	
Close Server application	02/10/2017 04:47 PM	SYSTEM	
Operator log out	02/10/2017 04:47 PM	administrator	Front Desk 1
Operator log in	02/10/2017 01:40 PM	administrator	Front Desk 1
Start Server application	02/10/2017 01:14 PM	SYSTEM	
Start Server application	02/10/2017 07:54 AM	SYSTEM	
Start Server application	02/09/2017 10:52 PM	SYSTEM	
Operator log out	02/09/2017 06:27 PM	administrator	Front Desk 1
Operator log in	02/09/2017 12:20 PM	administrator	Front Desk 1
Start Server application	02/09/2017 12:19 PM	SYSTEM	
Close Server application	02/09/2017 12:12 PM	SYSTEM	
Operator log out	02/09/2017 12:11 PM	administrator	Front Desk 1

Generation date: Today 07:49 AM
Operator: administrator
Station: Front Desk 1
Description: Operator log in


Selected period: Current year
First 100 elements
Total elements: 100/793
Warning: not all elements have been loaded
Find:
Show all

Filter by type
☒ Operator access
☒ Server
☒ Frame removal
☒ Coupon
☒ Special term payments
☒ Other

Filter by user
All

All the events stored in the system can be viewed in this window. The list on the left side displays the events. Click on an event to select it. The details of the event will be displayed below. The event selected will be highlighted. Click on **REFRESH** to update the current list.

16.3.1 List of the events

	Operator log in	Today 07:49 AM	administrator	Front Desk 1
---	-----------------	----------------	---------------	--------------

For each event, the list displays:

- The type, identified by an icon.
- A description of the event.
- The date and the time of creation of the message.

- The operator: when a message has been created by an operator, the operator name will be displayed; for any other event, **SYSTEM** will be displayed.
- The workstation where the message was generated.

16.3.2 Types of event

Each type of event has a different icon with the following description:



This icon identifies events related to the removal of frames by the operator. For more information on the removal of frames, see [SCORES](#) and [LANE MANAGEMENT](#).



This icon identifies events related to the emission of credit coupons. For more information about coupon see [CREDIT COUPON](#) in [ORDER MANAGEMENT](#). For more detailed information on archiving of coupons see [COUPON ARCHIVE](#).



This icon refers to events related to the use of coupons.



This icon refers to events regarding the login of an operator in a workstation.



This icon refers to events regarding the logout of an operator in a workstation.



This icon refers to events regarding the start up of the server.

16.3.3 Details

The following details of the event are displayed:

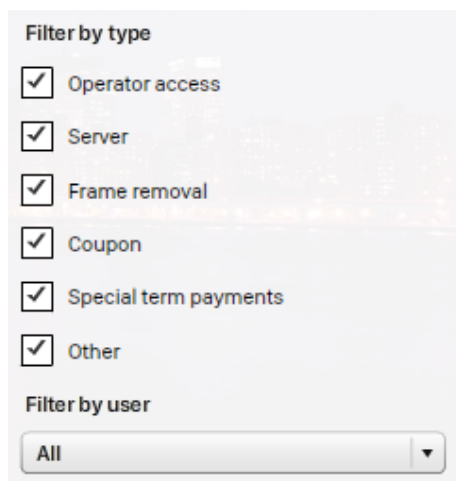
- The icon related to the type of event.
- **GENERATION DATE:** the date and the time when the event was generated.
- **OPERATOR:** the operator who generated the event.
- **WORKSTATION:** the workstation where the event has been generated.
- **DESCRIPTION:** the description of the event.
- **AMOUNT:** this is displayed only in case of events related to the use of coupons, it shows the value of the coupon.

16.3.4 Generic Filter Events

Events can be easily found and viewed by applying filters. For the generic filter see [GENERIC FILTER](#).

16.3.5 Specific Filter Events

In addition to the generic filter, the following specific filters may be applied:

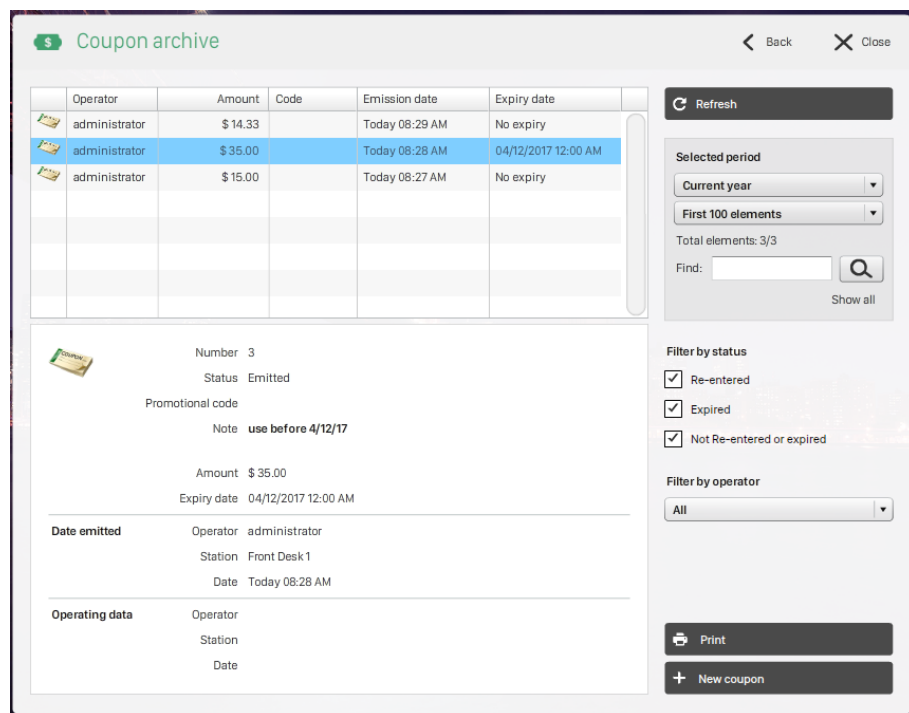





The screenshot shows a web-based filter interface. It has two main sections: 'Filter by type' and 'Filter by user'. The 'Filter by type' section contains six checkboxes, all of which are checked: 'Operator access', 'Server', 'Frame removal', 'Coupon', 'Special term payments', and 'Other'. The 'Filter by user' section contains a dropdown menu with 'All' selected.

- **FILTER BY TYPE:** gives access to the following types of events:
 - **OPERATOR ACCESS:** displays only the events related to the log in/out of the operators on the workstations.
 - **SERVER:** displays only the events regarding the start up and shut off of the server.
 - **FRAME REMOVAL:** displays only events related to the removal of frames.
 - **COUPON:** displays only events regarding the emission and the collection of coupons.
 - **SPECIAL TERMS PAYMENTS:** display the 'non conventional' payments .
 - **OTHER:** this is used to display other types of events.
- **FILTER BY USER:** shows the events related to the operator who generated them.

16.4 Coupon Archive

To access: ARCHIVES -> **COUPON ARCHIVE**



	Operator	Amount	Code	Emission date	Expiry date
	administrator	\$ 14.33		Today 08:29 AM	No expiry
	administrator	\$ 35.00		Today 08:28 AM	04/12/2017 12:00 AM
	administrator	\$ 15.00		Today 08:27 AM	No expiry

Refresh

Selected period

Current year

First 100 elements

Total elements: 3/3

Find: **Q**

Show all

Filter by status

☒ Re-entered

☒ Expired


☒ Not Re-entered or expired

Filter by operator

All

Print

+ New coupon

 Number 3

Status Emitted

Promotional code

Note use before 4/12/17

Amount \$ 35.00

Expiry date 04/12/2017 12:00 AM

Date emitted

Operator administrator

Station Front Desk 1

Date Today 08:28 AM

Operating data


Operator

Station

Date

This window shows the coupons generated for credit purposes. The coupons are listed at the left of the screen. Click on a line to open the coupon. The details of the selected coupon are displayed below. The selected coupon will be highlighted. Click on **REFRESH** to update the current list. For more information on credit coupons see [CREDIT COUPON](#) in [ORDER MANAGEMENT](#).

16.4.1 List of coupons

	administrator	\$ 35.00	Today 08:28 AM	04/12/2017 12:00 AM
---	---------------	----------	----------------	---------------------

The following information are displayed for each coupon:

- The icon related to the type of coupon.
- The name of the operator who generated it.
- The amount of the coupon.

- The promotional code (if available).
- The issue date and time .
- The expiration date and time, or the no expiration time limit.

16.4.2 Type of coupon



Shows a coupon that has been issued, not yet redeemed and that has no expiration limit.



Shows a redeemed coupon.



Shows an expired coupon.

16.4.3 Details

For each coupon, the following details are listed:

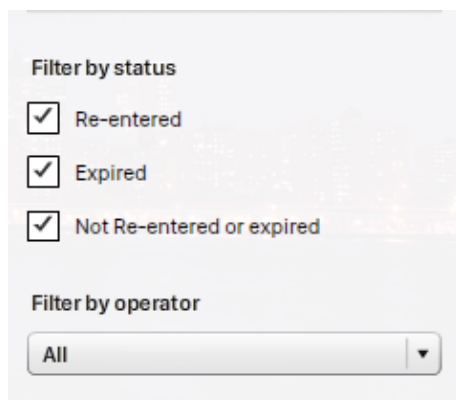
- The icon that shows the status of the coupon.
- **NUMBER**: the progressive number of the coupon.
- **STATUS**: the status of the coupon (**ISSUED**, **REDEEMED**, **EXPIRED**).
- **NOTE**: further information regarding the issue of the coupon.
- **VALUE**: the value of the coupon.
- **EXPIRATION DATE**: expiration date and time or, no expiration date if no time limit has been set.
- **DATE OF ISSUE**: displays **THE OPERATOR**, **THE WORKSTATION** and the **DATE** of issue of the coupon.
- **OPERATING DATA**: displays **THE OPERATOR**, **THE WORKSTATION** and the **DATE** when the coupon was redeemed.

16.4.4 Generic Filter Coupons

Filters can be used to select and view coupons. To use the generic filter, see [GENERIC FILTER](#)

16.4.5 Specific Filter Coupons

In addition to the generic filter, the following more specific filters may be used:

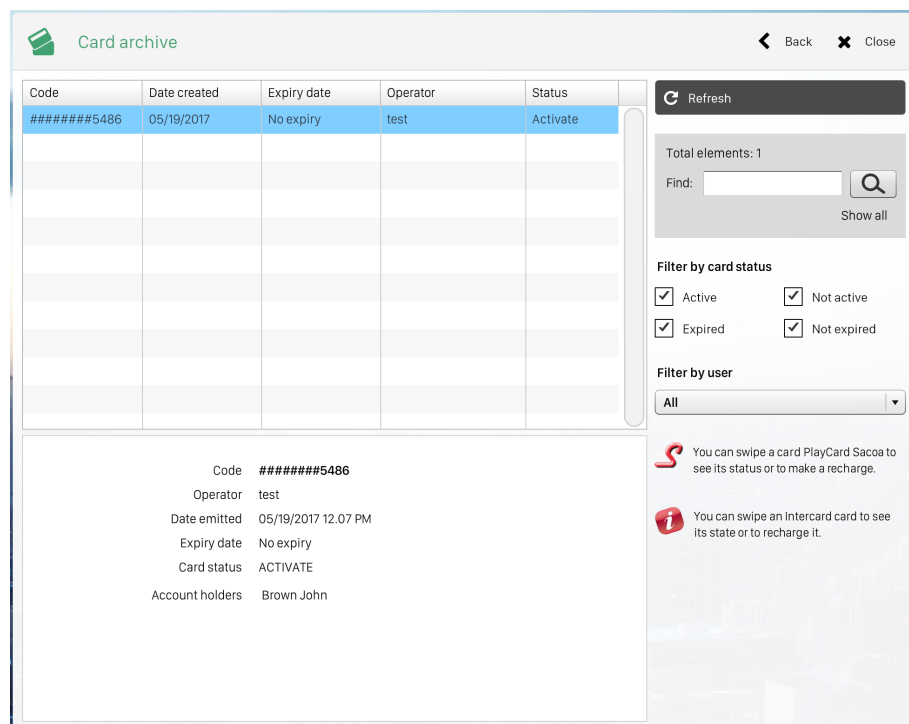


The screenshot shows a filter interface with two sections. The first section, 'Filter by status', contains three checkboxes, all of which are checked: 'Re-entered', 'Expired', and 'Not Re-entered or expired'. The second section, 'Filter by operator', contains a dropdown menu with 'All' selected.

- **FILTER BY STATUS:** the coupons are selected according to status.
- **FILTER BY OPERATOR:** the coupons are selected according to the operator who issued them.
- **PRINT:** allows you to print the coupon.
- **NEW COUPON:** takes to the [COUPON CREATION](#) window.

16.5 Card Archive

To access: ARCHIVES -> **CARD ARCHIVE**



Code	Date created	Expiry date	Operator	Status
#####5486	05/19/2017	No expiry	test	Activate

Code: #####5486
Operator: test
Date emitted: 05/19/2017 12.07 PM
Expiry date: No expiry
Card status: ACTIVATE
Account holders: Brown John


The card archive is displayed in this window.

The cards are shown on the left. Click on a card to select it. The details of the selected card are displayed below. The selected card will be highlighted.

To update the current list, click on **REFRESH**.

More information on the assignment of cards respectively to the members and to the staff can be found in [MEMBERS CARDS](#) in **MEMBERS ARCHIVE** and [CARDS](#) in **OPERATOR DEFINITION**.

16.5.1 Membership card list



Card code: #####5486
Card active
Creation: 05/19/2017 Matthew
Card active: ☒
Expiration date: ☐
Proprietors: Brown John

+ New card
Delete card

Each card, shows the following information:

- The progressive number
- The status of the card (**ACTIVE**, **INACTIVE**, **EXPIRED**)
- The date of issue
- The name of the operator who issued the card
- The expiration date, or the no expiration date.

16.5.2 Details

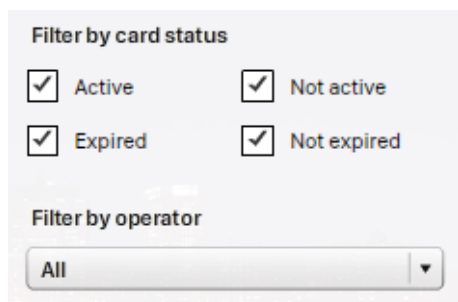
- **OPERATOR**: the name of the operator who registered the card
- **DATE OF ISSUE**: the date when the card was created
- **EXPIRATION DATE**: The expiration date, or no expiration date
- **CARD STATUS**: the status of the card (**ACTIVE**, **INACTIVE**, **EXPIRED**)
- **CARD HOLDERS**: the card holders (staff and members). Click on a name to open a screen showing the card holders' details.

16.5.3 Generic Filter Card

Filters can be used to select and view cards. To use the generic filter, see [GENERIC FILTER](#)

16.5.4 Specific Filter Card

In addition to the generic filter, the following specific filters may be used:



Filter by card status

☒ Active
 ☒ Not active

☒ Expired
 ☒ Not expired

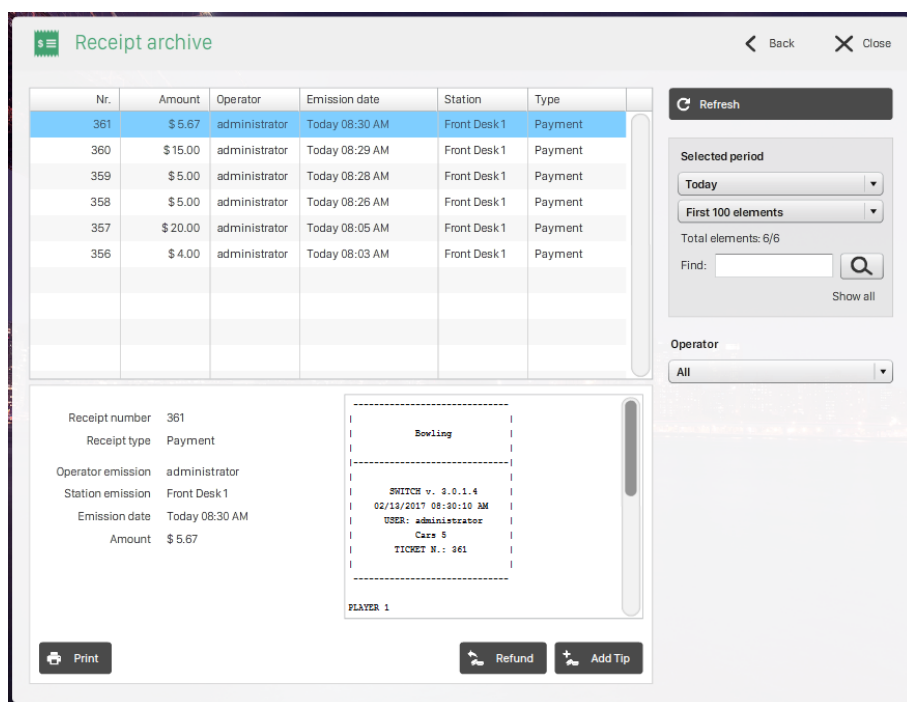
Filter by operator

All ▼

- **FILTER BY CARD STATUS:** cards are selected by status
- **USER FILTER:** cards are selected according to the name of the operator who issued them.

16.6 Receipt Archive

To access: ARCHIVES -> **RECEIPT ARCHIVE**



Receipt archive [Back] [Close]

Nr.	Amount	Operator	Emission date	Station	Type
361	\$ 5.67	administrator	Today 08:30 AM	Front Desk 1	Payment
360	\$ 15.00	administrator	Today 08:29 AM	Front Desk 1	Payment
359	\$ 5.00	administrator	Today 08:28 AM	Front Desk 1	Payment
358	\$ 5.00	administrator	Today 08:26 AM	Front Desk 1	Payment
357	\$ 20.00	administrator	Today 08:05 AM	Front Desk 1	Payment
356	\$ 4.00	administrator	Today 08:03 AM	Front Desk 1	Payment

[Refresh]

Selected period
 Today
 First 100 elements
 Total elements: 6/6
 Find: [] [Search]
 Show all

Operator
 All ▼

Receipt number: 361
 Receipt type: Payment
 Operator emission: administrator
 Station emission: Front Desk 1
 Emission date: Today 08:30 AM
 Amount: \$ 5.67

Bowling
 SWITCH v. 3.0.1.4
 02/18/2017 08:30:10 AM
 USER: administrator
 Card 5
 TICKET N.: 361
 PLAYER 1

[Print] [Refund] [Add Tip]

Shows the details of each receipt issued.
The list on the left shows the receipts. Click on a receipt to view it.
The details of the selected receipt are displayed below.
The selected receipt will be highlighted.
To update the current list, click on **REFRESH**.

16.6.1 List of receipts

For each receipt, the following information are displayed:

357	\$ 20.00	administrator	Today 08:05 AM	Front Desk 1	Payment
-----	----------	---------------	----------------	--------------	---------

- The progressive number.
- The total amount.
- The name of the operator who issued it.
- The date and the time it has been issued.
- The workstation where it has been printed.
- The type of the receipt.

16.6.2 Details

- **RECEIPT NUMBER:** the progressive number of the receipt.
- **RECEIPT TYPE:** the type of receipt (payment, refund, etc.).
- **ISSUING OPERATOR:** the operator who printed the receipt.
- **ISSUING WORKSTATION:** the workstation where the receipt was printed.
- **DATE OF ISSUE:** the date and time the receipt has been printed.
- **AMOUNT:** the total amount.
- **CONTENTS:** all the information printed on the receipt.

PRINT Click on the Print key to print a copy of the receipt.

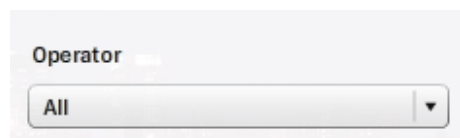
REFUND: refunds the amount of the selected receipt see [REFUND](#) section.

ADD TIP: allows you to add a tip in selected type of payments.

16.6.3 Generic Filter Receipts

Filters can be used to select and view receipts. To use the generic filter, see [GENERIC FILTER](#)

16.6.4 User Filter Receipts



Operator

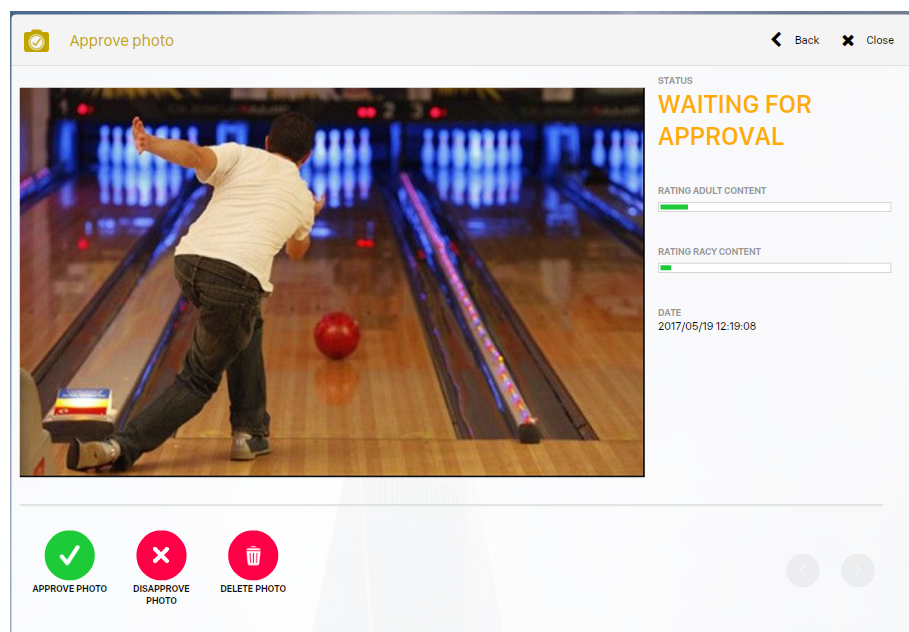
All

In addition to the generic filter, the receipts issued by an operator can be found and viewed by the operator name.


17 Shared Photos

When a customer connects to the system by the Social Bowl application [SOCIALBOWL](#) I.E. with a Smartphone, the customer can take pictures and send them to the lane monitor.

In order to prevent that unsuitable or offensive pictures can be seen on the monitors, they need to be approved by the bowling operator.



Approve photo Back Close



STATUS
WAITING FOR APPROVAL

RATING ADULT CONTENT

RATING RACY CONTENT

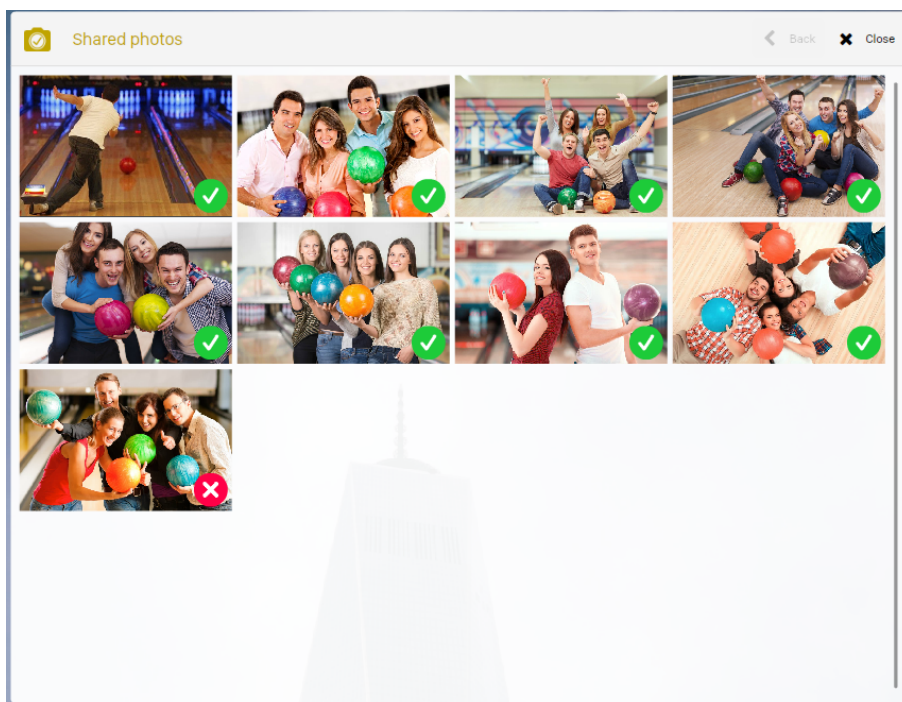
DATE
2017/05/19 12:19:08

☒ APPROVE PHOTO ☐ DISAPPROVE PHOTO ☐ DELETE PHOTO

17.0.1 Available Options:

The status of the picture, WAITING FOR APPROVAL, is shown on the right of the screen with 2 automatic parameters that are applied by the system and that evaluate the Adult and the Racy contents.

- **Approve photo:** It allows the operator to approve the content of the picture and to show picture on the monitors.
- **Disapprove photo:** It allows the operator to disapprove the content of the picture that will be stored in the Share Photos screen, but it will not be shown on the monitors.



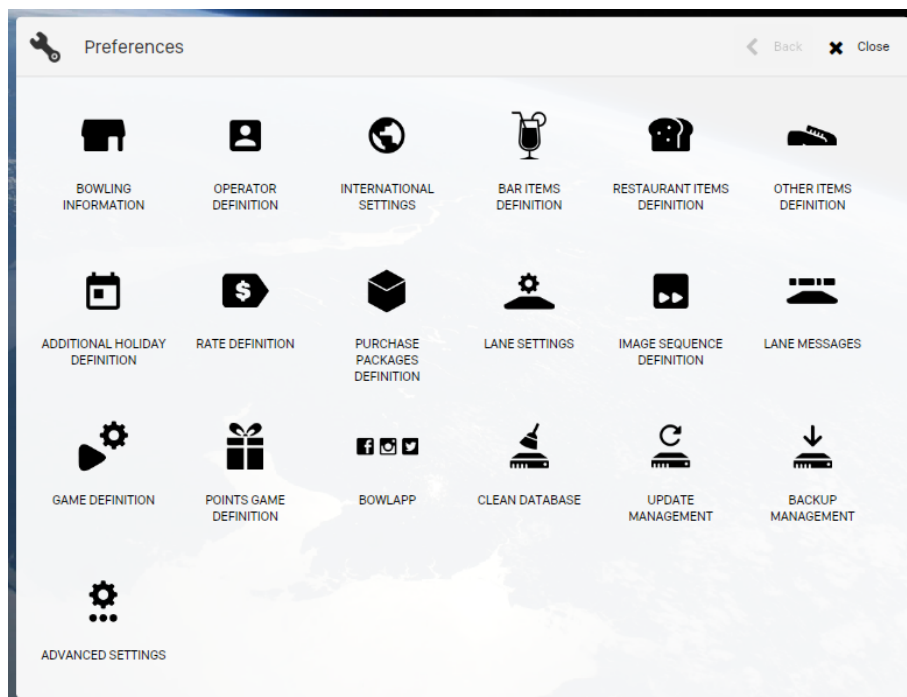
In this screen it is possible to change the status of any picture stored.

- **Delete photo:** It deletes the picture.

18 Preferences

18.1 Preferences

To access: **PREFERENCES**



This window gives access to the configuration functions of the SWITCH software.

The options are organized in windows that can be accessed by clicking on their icons.

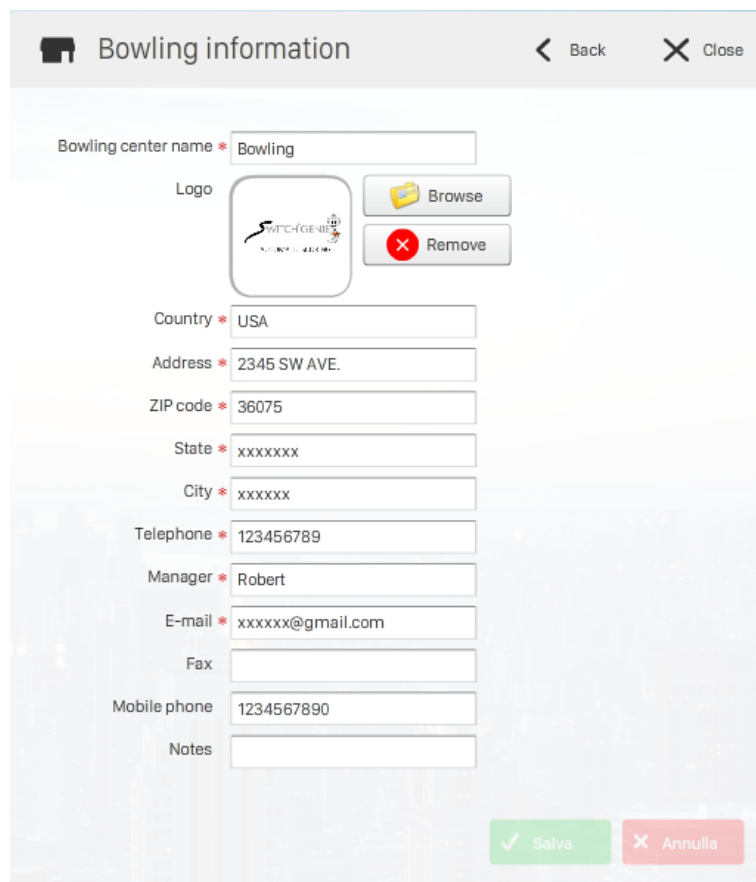
The available windows are:

- BOWLING INFORMATION
- OPERATOR DEFINITION
- INTERNATIONAL SETTINGS
- BAR ITEMS DEFINITION
- RESTAURANT ITEMS DEFINITION
- OTHER ITEMS DEFINITION
- ADDITIONAL HOLIDAY DEFINITION

- RATE DEFINITION
- PURCHASE PACKAGES DEFINITION
- LANE SETTINGS
- IMAGE SEQUENCE DEFINITION
- LANE MESSAGES
- GAME DEFINITION
- BOWLAPP
- CLEAN DATABASE
- UPDATE MANAGEMENT
- BACKUP MANAGEMENT
- ADVANCED SETTINGS

18.2 Bowling Information

To access: PREFERENCES -> **BOWLING INFORMATION**



All the relevant information about the bowling center must be entered in this window.

The fields are filled during the software installation or when changes to the existing information are required.

All the fields must be completed. The fields with a red asterisks are mandatory. These information will be sent to the SWITCH headquarters to be used, by the SWITCH Customer Service, in case of on-line assistance required by the customer.

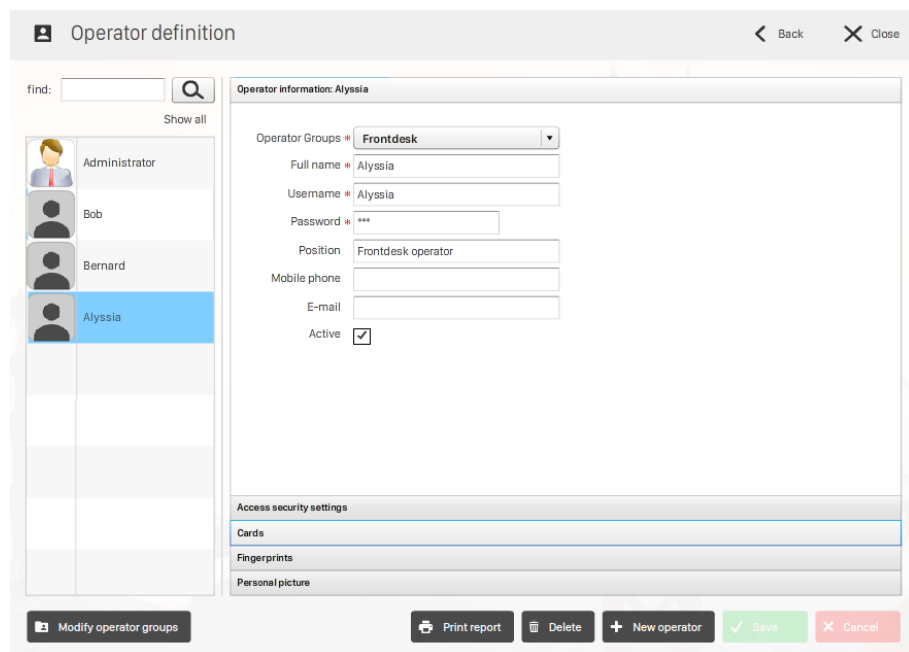
Information required:

- **Bowling center Name:** This should be the corporate name of the business. This text is shown on the header on all printouts.

- **Logo:** A graphic or text logo that identifies the bowling center.
This logo will also be included in the header of all printouts.
To load an image click on **FIND** and select a file. To remove an existing image click **REMOVE**.
- **Country:** Country where the bowling center is installed.
- **Address:** The address of the bowling center.
- **ZIP/POST code:** The zip-code of the bowling center.
- **State/Country:** State (US and Canada) or Country (elsewhere).
- **City:** Name of city.
- **Telephone:** Landline number for direct contact with the bowling center.
- **Manager or Owner:** Full name of the person in charge of the management of the bowling center.
- **E-mail:** E-mail address of the person in charge of the management of the bowling center.
- **Fax:** Fax number of the bowling center.
- **Mobile telephone number:** A mobile phone number to contact the bowling center.
- **Notes:** Any useful information.

18.3 Operator Definition

To access: PREFERENCES -> **OPERATOR MANAGEMENT**



The operators are divided in groups, this will make easy to give them the proper rights of access. Each group (cashiers, mechanics, bar staff, etc.) will have the proper list of access rights, and these will be inherited by the operators of that group.

The operators who have already been assigned to a group are shown on the left side of the screen. To view or modify the information of any operator, click on the operator's name.

The **FIND** field allows you to find an operator by typing the operator's initials and pressing Enter. This is useful if the list is very long.

The **SHOW ALL** key removes this filter and shows all the names listed.

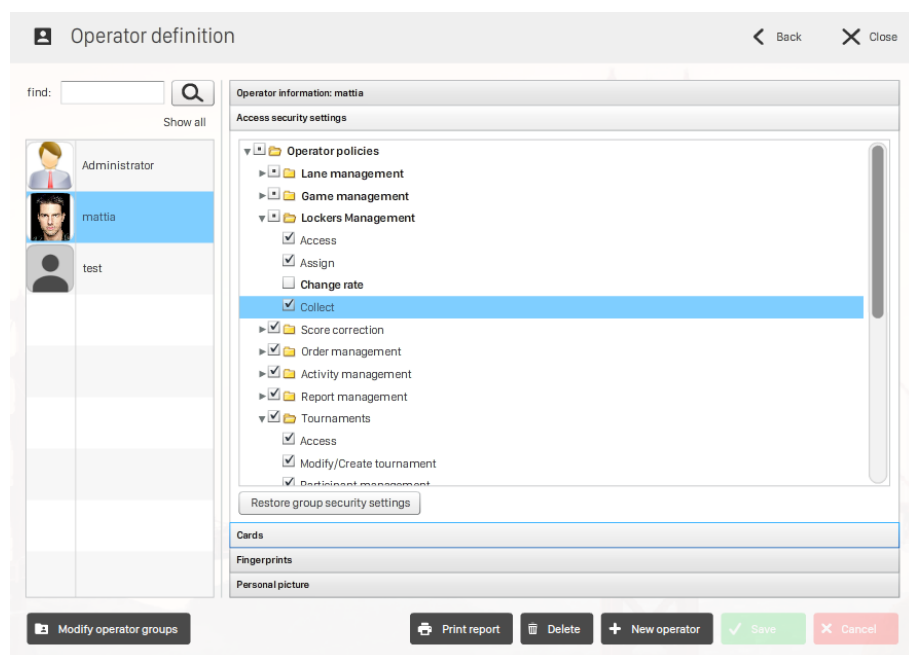
18.3.1 Operator Information

- **OPERATOR GROUPS:** shows the group the operator is assigned to.
- **FULL NAME:** Shows the full name of the operator.
- **OPERATOR NAME:** shows the user name that the operator uses to login into the system.
- **PASSWORD:** allows you to type the password used to login into the system (Minimum 3 characters) .

- **POSITION:** shows the operator's job.
- **MOBILE PHONE:** shows the operator's mobile phone number.
- **E-MAIL:** shows the operator's e-mail address.
- **ACTIVE:** shows whether the operator is allowed to access the system or not.

The fields with a red star are mandatory.

18.3.2 Access Security Settings

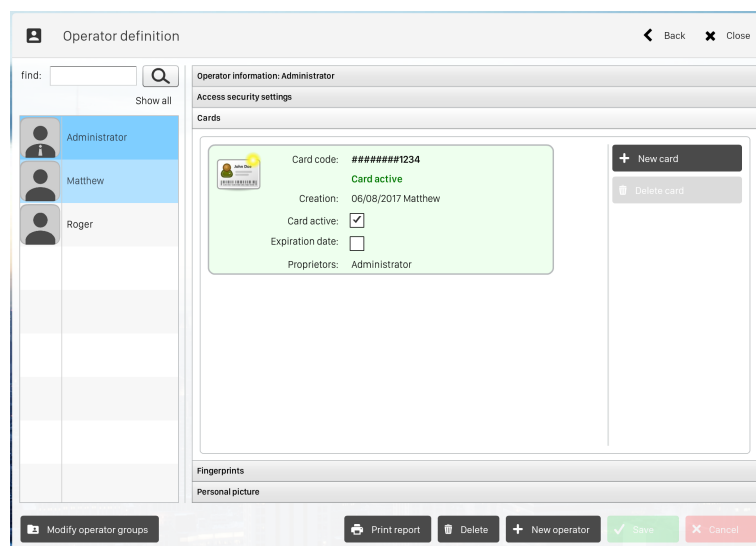


The various levels of access are arranged in groups, they allow you to access or not, to the section of the software. Click on each group of sections to expand it.

The access levels rights can be applied to every section of the system.

The **RESTORE GROUP SECURITY SETTINGS** field applies the level of access attributed to the group the operator is assigned to.

18.3.3 Cards

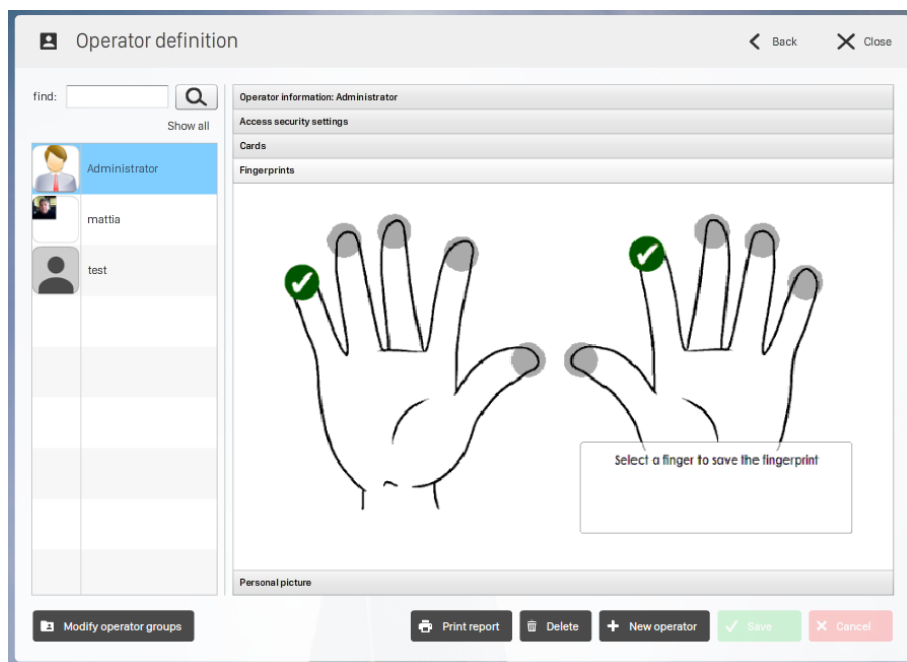


One or more cards can be issued to each operator in this window. The cards allow the operator to access to a workstation without typing a password.

- **NEW CARD:** Allows you to create a new card.
- **DELETE CARD:** Allows you to delete any selected card.
- **ACTIVATE CARD:** Allows you to activate a selected card.
- **DEACTIVATE CARD:** Allows you to disable a card.
- **EXPIRATION DATE:** Allows you to set a time limit to the validity of the selected card. NO EXPIRATION DATE means that no expiration date has been set for the validity of the card. When the date has been selected, click on **CHANGE EXPIRATION DATE**.

A card that has been disabled, or passed its expiration date will not be recognized by the SWITCH software.

18.3.4 Fingerprints

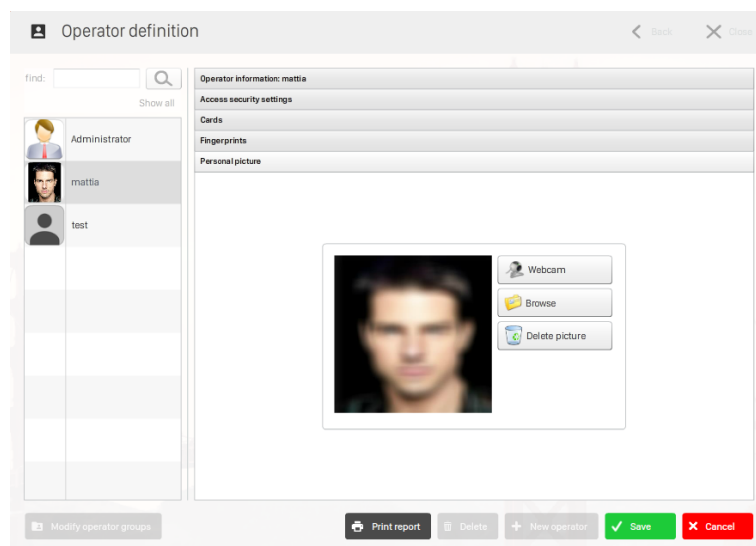


This window allows you to memorize the operators fingerprints to access to the workstations.

Choose the fingertip that you want to memorize and put the finger on the reader.

It is possible to memorize more that one finger.

18.3.5 Personal Picture



In this window it is possible to take a picture of the operator. The photo appears on the [ACCESS SCREEN](#) and on the desktop task bar.

- **WEBCAM:** This field is displayed when a webcam is available. To take a photo, press **WEBCAM** and then press **TAKE PHOTO**.
- **FIND:** Allows you to use a picture on an external device as a memory stick.
- **DELETE PHOTO:** Allows you to delete the photo.

18.3.6 Available Options:

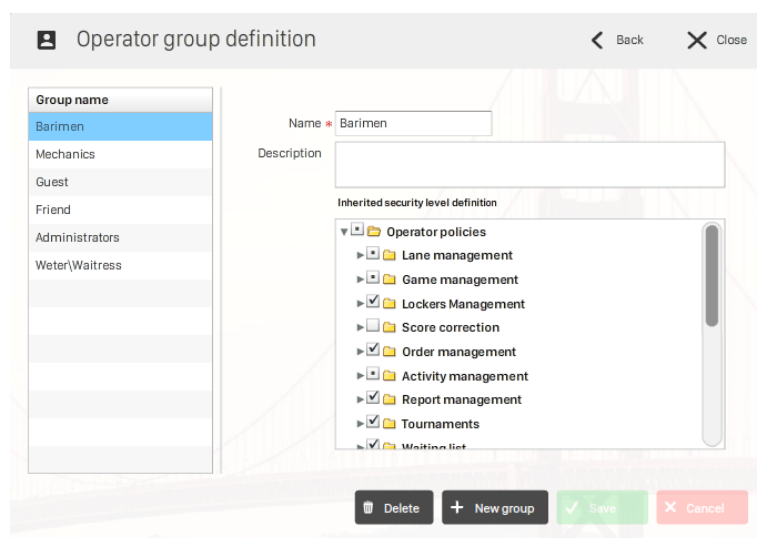
- **MODIFY OPERATOR GROUPS:** Takes to the [OPERATOR GROUPS MANAGEMENT](#) window.
- **PRINT DETAILED REPORT:** Prints a DETAILED OPERATOR report that includes every transaction and the income for the operator. It also shows the time of each transaction within the chosen time frame.
- **PRINT SUMMARY REPORT:** Prints a GROUPED OPERATOR report for the operator.
- **PRINT GENERAL REPORT:** Prints a general report of each section showing the income handled by the selected operator during the chosen time frame.
- **DELETE:** Deletes the selected operator. Neither the ADMINISTRATOR, nor the current user can be deleted.

- **NEW OPERATOR:** Allows you to create a new operator.
- **SAVE:** Saves the changes made.
- **CANCEL:** Cancels the changes made and restores the previous data.

Note: The name and access level of the default operator ADMINISTRATOR cannot be modified although it is recommended to change the default password to prevent others to login into the system with the administrator rights.

18.4 Operator Group Definition

To access: PREFERENCES -> OPERATOR DEFINITION -> **OPERATOR GROUP DEFINITION**



The management of the operators' groups is carried out in this window. Operator groups can be created for each employees category (cashier, mechanic, bar staff etc.), with the appropriate access levels assigned to each group. All the operators in the same group inherit the access levels related to the group.

The various access levels are organized by group, therefore the access to entire areas of the system can be enabled or disabled with a mouse click on the related group.

The access levels rights can be applied to every section of the system.

18.4.1 Available Options

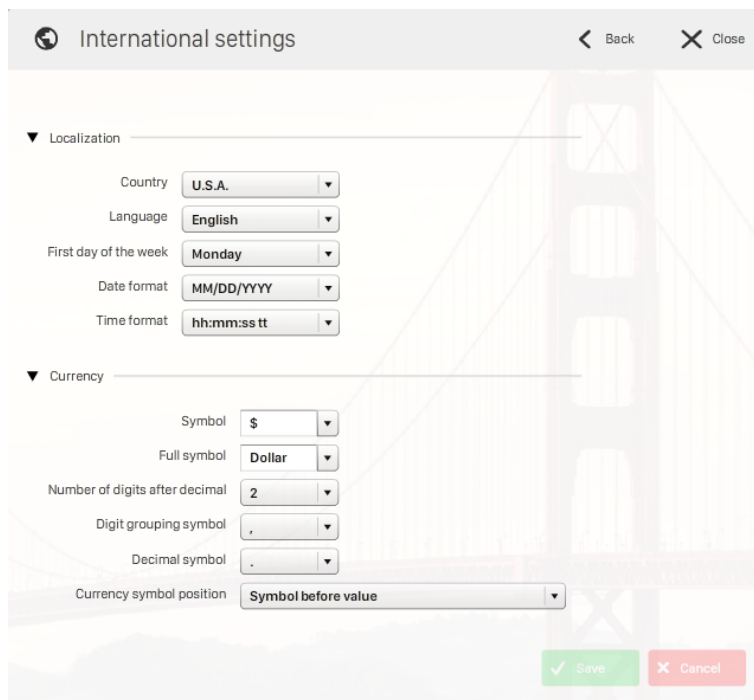
- **DELETE:** deletes the group of operators selected. The group called ADMINISTRATORS cannot be deleted.

- **NEW GROUP:** allows you to create a new group.
- **SAVE:** saves any changes made.
- **CANCEL:** deletes any changes made and restores the previous data.

Note: The names and the access levels attributed to the ADMINISTRATORS group cannot be modified.

18.5 International Settings

To access: PREFERENCES -> **INTERNATIONAL SETTINGS**



This window asks for information regarding the country where the bowling center is located.

These information will be used by the system to format data on screen and for printouts.

When the first field **COUNTRY** is completed, all the values associated with the country are automatically applied by the system.

The data can be customized to the center's requirements.

The information requested are:

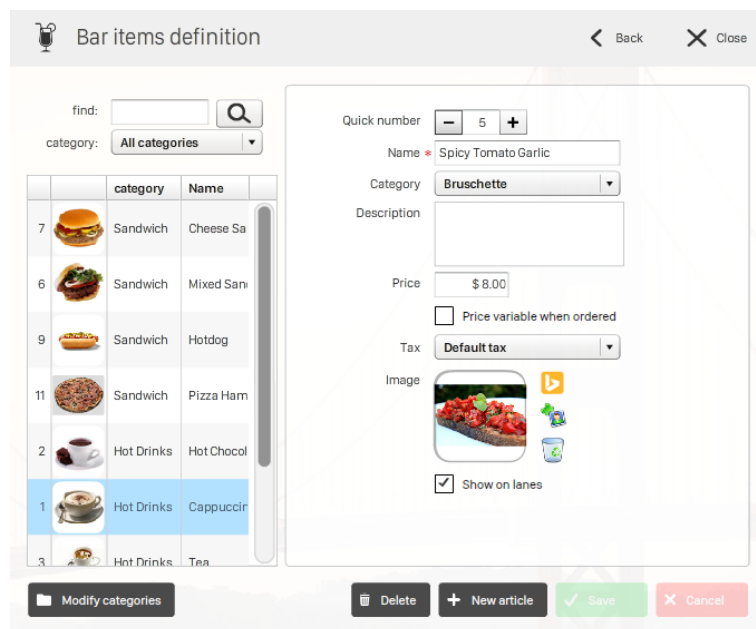
- **COUNTRY:** applies the default setting for the chosen country.
- **LANGUAGE:** changes the language of the interface. **Note:** when the main point of sale is used (the one connected to the server), the server language will also be changed. This is the language that is used on print outs.
ATTENTION: Everytime LANGUAGE is changed, when you click the **SAVE** key, the system will require to restart.
- **FIRST DAY OF THE WEEK:** selects the first day of the week. This could be Sunday or Monday.
- **DATE FORMAT:** shows the format used to display the date.
- **TIME FORMAT:** shows the format used to display the time.
- **CURRENCY SYMBOL:** shows the symbol for the currency in use.
- **FULL CURRENCY SYMBOL:** shows the currency name. The reason for this field is that the thermal printers does not allow you to use graphic symbols.
- **NUMBER OF DIGITS AFTER DECIMAL:** shows the amount of figures following the decimal point for cash transactions. (E.g. for cents there would be two figures)
- **DIGIT GROUPING SYMBOL:** shows the symbol used for thousands.
- **DECIMAL SYMBOL:** shows the symbol used to separate the whole numbers from the decimal parts. (e.g. between the dollars and the cents)
- **CURRENCY SYMBOL POSITION:** shows whether the currency symbol must be before or after the numeric value.

The available fields are:

- **SAVE:** saves any changes made.
- **CANCEL:** deletes any changes made.

18.6 Bar Items Definition

To access: PREFERENCES -> **BAR ITEMS DEFINITION**



Bar items can be created in this window.

The window has two sections. The left section shows all the items, the right section shows the information of the item selected and the picture used for the item.

The items are organized in categories; in case no category is present, it is necessary to create at least one before any item can be entered into the system. To create categories, see [BAR ITEMS CATEGORIES DEFINITION](#).

LIST OF MENU ITEMS (LEFT section) The left section shows the items entered. The information for each item can be viewed or modified by clicking on the name of the item.

The **SEARCH** field can be used as a filter to easily find items in a long list. Type the item's initials and press **ENTER**. The **CATEGORY** field can be used in the same way to highlight a particular group of items. The **SHOW ALL** key removes the filters and restores the full list.

PRODUCT DETAILS (RIGHT section) The right section shows the details of the selected item.

- **QUICK NUMBER:** the unique number in the first column of the items list.
- **NAME:** the name of the product.

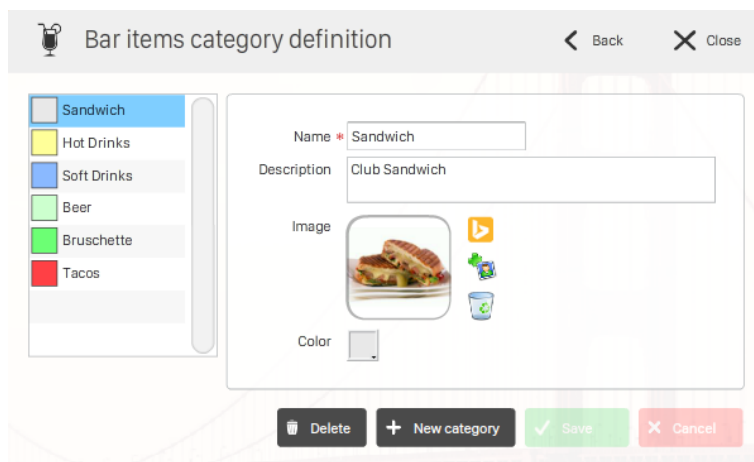
- **CATEGORY:** the product category.
- **DESCRIPTION:** additional information about the product.
- **PRICE:** the cost of the product.
- **PRICE VARIABLE WITH ORDER:** this option allows the cashier to specify a price for a product while writing the order. This is a useful feature since it allows you to price products not listed in the menu and can also be used for refunds. Refunds can be made by entering a minus before the price and must be justified by an explanation that will be memorized and included in reports.
- **TAX:** allows you to specify the applicable taxes.
- **IMAGE:** by clicking on image box, it takes to internet to find a picture that will be displayed in the [ORDER MANAGEMENT](#) window and on the lane monitors when the order is placed.
 - **SEARCH IMAGE ON THE WEB:** same as clicking on the image box, it takes to internet, see [MEDIA CONTROL](#).
 - **SET IMAGE:** search an image in the library.
 - **REMOVE IMAGE:** deletes the image selected.
- **SHOW ON LANES:** indicates that the menu item can be shown on the lanes when the order is placed. When the PRICE VARIABLE WITH ORDER OPTION is active the item will not be shown on the lanes' monitors.

18.6.1 Available Options

- **MODIFY CATEGORIES:** takes to the [BAR ITEMS CATEGORIES DEFINITION](#) window.
- **DELETE:** deletes the item selected.
- **NEW MENU ITEM:** creates a new item.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.7 Bar Items Categories Definition

To access: PREFERENCES -> **BAR ITEMS DEFINITION**



This window allows you to organize the items in groups.
The following information can be used for any group:

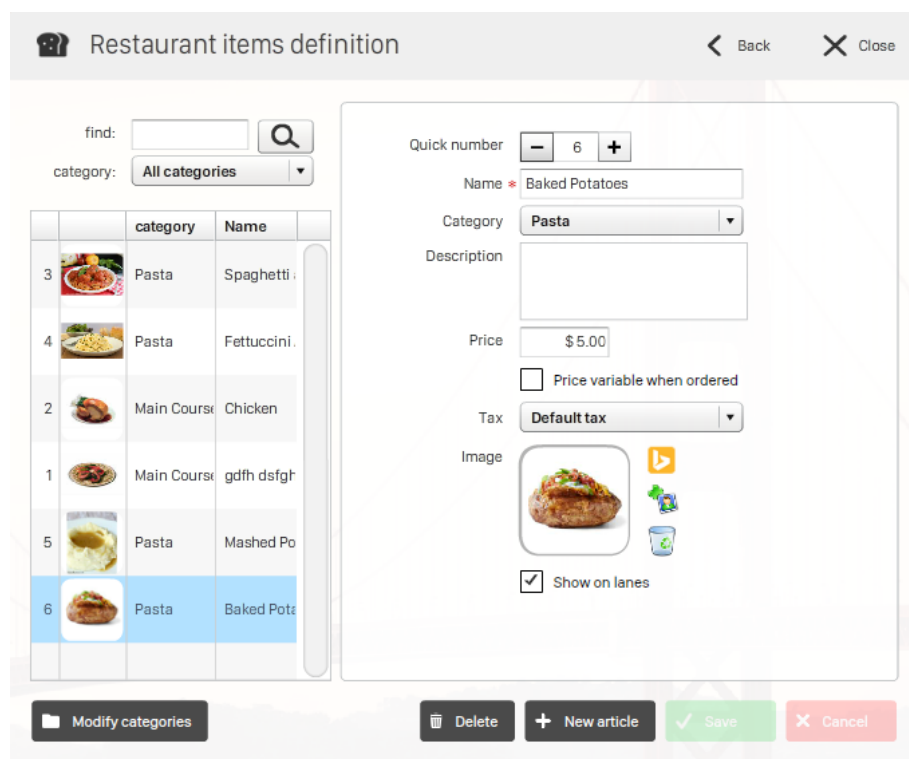
- **NAME:** the name of the group of items,
- **DESCRIPTION:** additional information about the group,
- **COLOR:** the color used to identify the items in the group.

18.7.1 Available Options

- **DELETE:** deletes the group and the related items.
- **NEW CATEGORY:** creates a new group of items.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.8 Restaurant Items Definition

1 To access: PREFERENCES -> **RESTAURANT ITEMS DEFINITION**



Restaurant items definition

find:

category: **All categories** ▼

	category	Name
3	Pasta	Spaghetti
4	Pasta	Fettuccini
2	Main Course	Chicken
1	Main Course	gdfh dsfgt
5	Pasta	Mashed Po
6	Pasta	Baked Potatoes

Quick number: 6

Name *


Category: **Pasta** ▼

Description:

Price:

☐ Price variable when ordered

Tax: **Default tax** ▼

Image: 

☒ Show on lanes

Restaurant items can be created in this window.

The window has two sections. The left section shows all the items, the right section shows the information of the item selected and the picture used for the item.

The items are organized in categories; in case no category is present, it is necessary to create at least one before any item can be entered into the system. To create categories, see [RESTAURANT ITEMS CATEGORIES DEFINITION](#).

LIST OF MENU ITEMS (LEFT section) The left section shows the items entered. The information for each item can be viewed or modified by clicking on the name of the item.

The **SEARCH** field can be used as a filter to easily find items in a long list. Type the item's initials and press **ENTER**. The **CATEGORY** field can be used in the same way to highlight a particular group of items. The **SHOW ALL** key removes the filters and restores the full list.

PRODUCT DETAILS (RIGHT section) The right section shows the details of

the selected item.

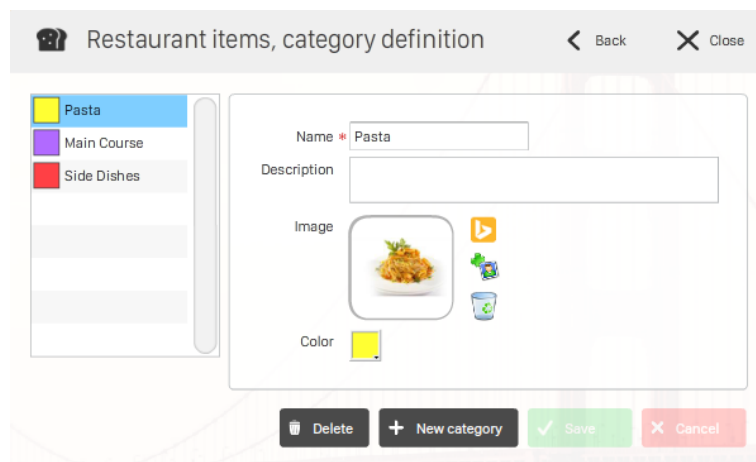
- **QUICK NUMBER:** use the number in the first section of the items list
- **NAME:** product name .
- **CATEGORY:** the product category.
- **DESCRIPTION:** additional information about the product.
- **PRICE:** the cost of the product.
- **PRICE VARIABLE WITH ORDER:** This option allows the cashier to specify a price for a product while writing the order. This is a useful feature since it allows you to price products not listed in the menu and can also be used for refunds. Refunds can be made by entering a minus before the price and must be justified by an explanation that will be memorized and included in reports.
- **TAX:** allows you to specify the applicable taxes.
- **IMAGE:** by clicking on the image box, it takes to internet to find a picture that will be displayed in the [ORDER MANAGEMENT](#) window and on the lane monitors when the order is placed.
 - **SEARCH IMAGE ON THE WEB:** same as clicking on the image box, it takes to internet, see [MEDIA CONTROL](#).
 - **SET IMAGE:** search an image in the library.
 - **REMOVE IMAGE:** deletes the image selected.
- **IMAGE:** by clicking on the image box, it takes to internet to find a picture that will be displayed in the ORDER MANAGEMENT window and on the lane monitors when the order is placed. To delete an image, click on the bin key next to the image.
- **SHOW ON LANES:** indicates that the menu item can be shown on the lanes when the order is placed. When the PRICE VARIABLE WITH ORDER OPTION is active the item will not be shown on the lanes' monitors.

18.8.1 Available Options

- **MODIFY CATEGORIES:** takes to the [RESTAURANT ITEMS CATEGORIES DEFINITION](#) window.
- **DELETE:** deletes the item selected.
- **NEW MENU ITEM:** creates a new item.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.9 Restaurant Items Categories Definition

To access: PREFERENCES -> **RESTAURANT ITEMS DEFINITION**



This window allows you to organize the items in groups.
The following information can be attributed to each group:

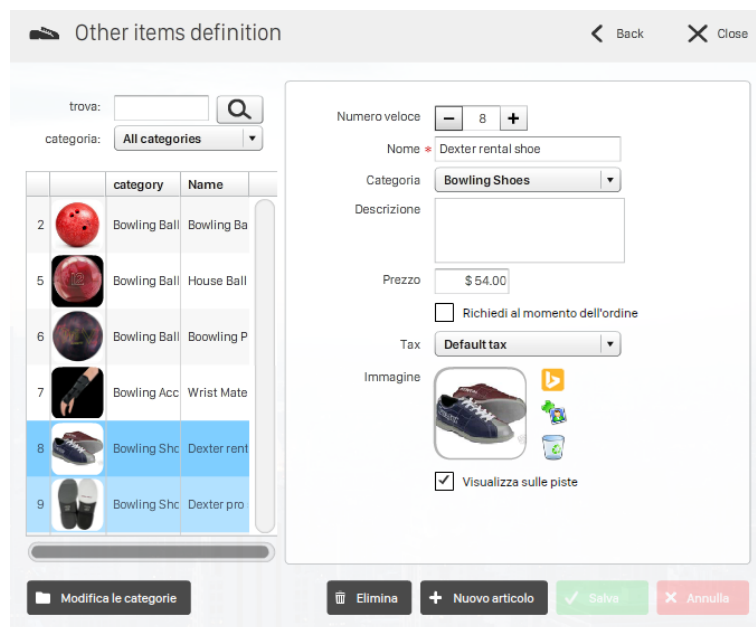
- **NAME:** The name of the group of menu items,
- **DESCRIPTION:** additional information about the menu group,
- **COLOR:** the color used to identify the items in the group.

18.9.1 Available Options

- **DELETE:** deletes the item selected.
- **NEW MENU ITEM:** creates a new item.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.10 Generic Items Definition

To access: PREFERENCES -> **GENERIC ITEMS ITEMS DEFINITION**



Other items definition

trova:

categoria:

	category	Name
2	Bowling Ball	Bowling Ba
5	Bowling Ball	House Ball
6	Bowling Ball	Bowling P
7	Bowling Acc	Wrist Mate
8	Bowling Shc	Dexter rent
9	Bowling Shc	Dexter pro

Numero veloce:

Nome: Dexter rental shoe


Categoria:

Descrizione:

Prezzo: \$ 54.00

☐ Richiedi al momento dell'ordine

Tax:

Immagine: 

☒ Visualizza sulle piste

Modifica le categorie

Elimina + Nuovo articolo Salva Annulla

General merchandise for sale can be created in this window.

The window shows two sections. The left hand section shows the items created, the right section shows the information of the item selected and the picture used for the item.

The items are organized in categories; in case no category is present, it is necessary to create at least one before any items can be entered into the system. To create categories, see [OTHER ITEMS CATEGORIES DEFINITION](#).

LIST OF MENU ITEMS (LEFT section) The left section shows the items entered. The information for each item can be viewed or modified by clicking on the name of the item.

The **SEARCH** field can be used as a filter to easily find items in a long list. Type the item's initials and press **ENTER**. The **CATEGORY** field can be used in the same way to highlight a particular category. The **SHOW ALL** key removes the filters and restores the full menu.

PRODUCT DETAILS (RIGHT section) The right section shows the details of the selected item.

- **QUICK NUMBER:** use the number in the first section of the items list.
- **NAME:** product name .

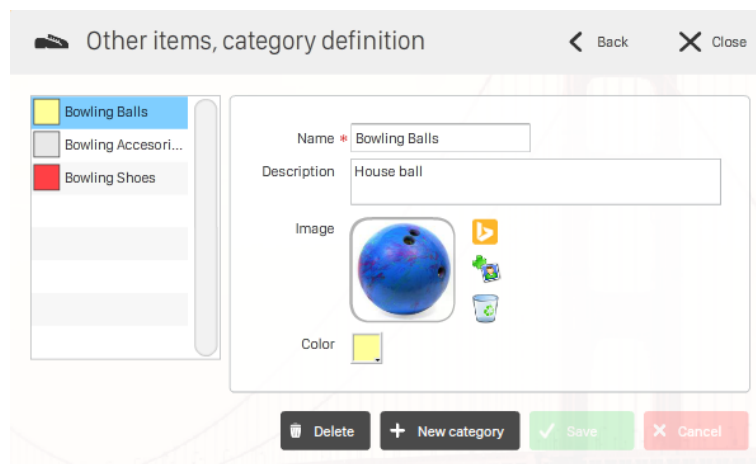
- **CATEGORY:** The product category.
- **DESCRIPTION:** additional information about the product.
- **PRICE:** the cost of the product.
- **PRICE VARIABLE WITH ORDER:** this option allows the cashier to specify a price for a product while writing the order. This is a useful feature since it allows you to price products not listed in the menu and can also be used for refunds. Refunds can be made by entering a minus before the price and must be justified by an explanation that will be memorized and included in reports.
- **TAX:** allows you to specify the applicable taxes.
- **IMAGE:** by clicking on the image box, it takes to internet to find a picture that will be displayed in the [ORDER MANAGEMENT](#) window and on the lane monitors when the order is placed.
 - **SEARCH IMAGE ON THE WEB:** same as clicking on the image box, it takes to internet, see [MEDIA CONTROL](#).
 - **SET IMAGE:** search an image in the library.
 - **REMOVE IMAGE:** deletes the image selected.
- **SHOW ON LANES:** indicates that the menu item can be shown on the lanes when the order is placed. When the PRICE VARIABLE WITH ORDER OPTION is active the item will not be shown on the lanes' monitors.

18.10.1 Available Options

- **MODIFY CATEGORIES:** takes to the [OTHER ITEMS CATEGORIES DEFINITION](#) window.
- **DELETE:** deletes the item selected.
- **NEW MENU ITEM:** creates a new item.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.11 Generic Items Categories Definition

To access: PREFERENCES -> **GENERIC ITEMS DEFINITION**



This window allows you to organize the menu items in groups. The following information can be attributed to each group:

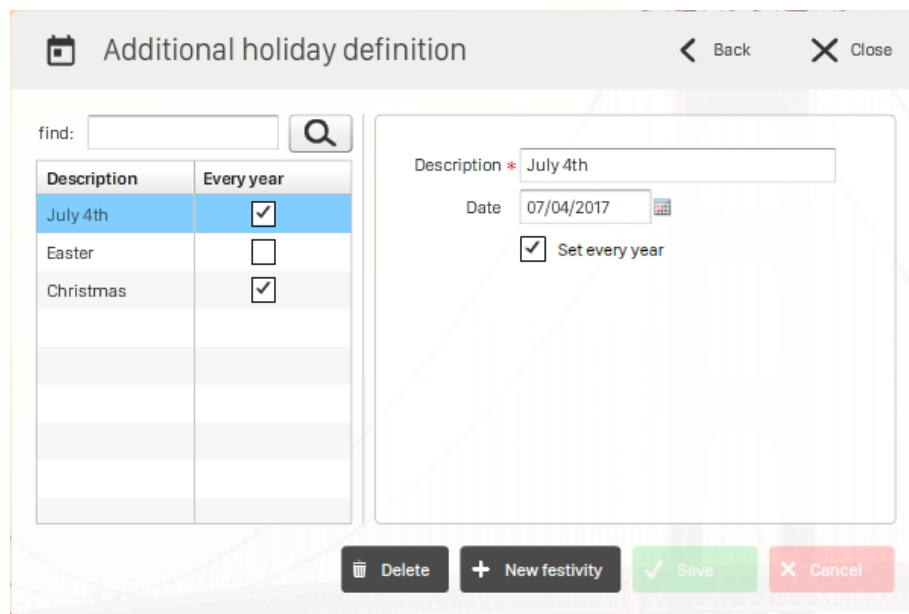
- **NAME:** The name of the group of menu items.
- **DESCRIPTION:** additional information about the menu group.
- **COLOR:** the color used to identify the items in the group.

18.11.1 Available Options

- **DELETE:** deletes the group and the related items.
- **NEW CATEGORY:** create a new group of menu items.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.12 Additional Holiday Definition

To access: PREFERENCES -> **ADDITIONAL HOLIDAY DEFINITION**



Description	Every year
July 4th	<input checked="" type="checkbox"/>
Easter	<input type="checkbox"/>
Christmas	<input checked="" type="checkbox"/>

find:

Description *

Date

☒ Set every year

In this window, special rates can be set for particular days such as holidays. The holidays already entered can be seen on the left side of the window. Click on any name or date to view or modify the data related to it.

The SEARCH field can be used as a filter in case there is a long list. Type the initials of the holiday and press ENTER.

The following information can be set for each date:

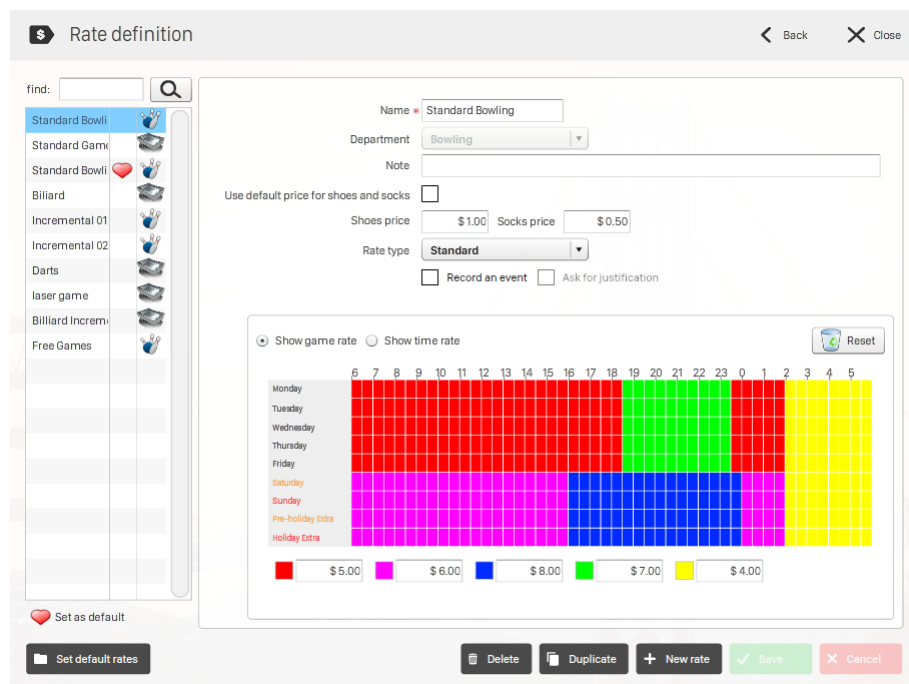
- **DESCRIPTION:** shows the name of the holiday
- **DATE:** shows the date of the holiday
- **SET EVERY YEAR:** check this box if the holiday falls on the same day every year (E.G. Christmas), leave it unchecked if the date changes each year (E.G. Easter).

18.12.1 Available Options

- **DELETE:** deletes the holiday
- **NEW FESTIVITY:** add a new holiday
- **SAVE:** saves the changes made
- **CANCEL:** cancels any changes and restores the previous data.

18.13 Rate Definition

To access: PREFERENCES -> **RATE DEFINITION**



In this window, it is possible to create various rates for the different departments; bowling and time games.

SWITCH offers 2 ways to calculate the rates, STANDARD or INCREMENTAL. The rates already entered are shown on the left side of the screen, and can be viewed and modified by clicking on the name.

The **SEARCH** field can be used as a filter to search in a long list. Type the initials of the name and press ENTER.

18.13.1 Main Parameters

The following parameters can be assigned to each rate:

- **NAME:** the name of the rate
- **DEPARTMENT:** the type of game (bowling or time games).
- **NOTES:** additional information related to the rate.
- **TYPE OF RATE:** STANDARD or INCREMENTAL.
Standard rate allows you to determine a different rate every 30 minutes, if wanted, for every day of the week.

Incremental rate allows you to apply special rates based on the number of games played (or hours played) within a particular time frame.

Attention: Any attempt to change a standard rate to an incremental rate, or vice versa, will result in the loss of all the data previously entered.

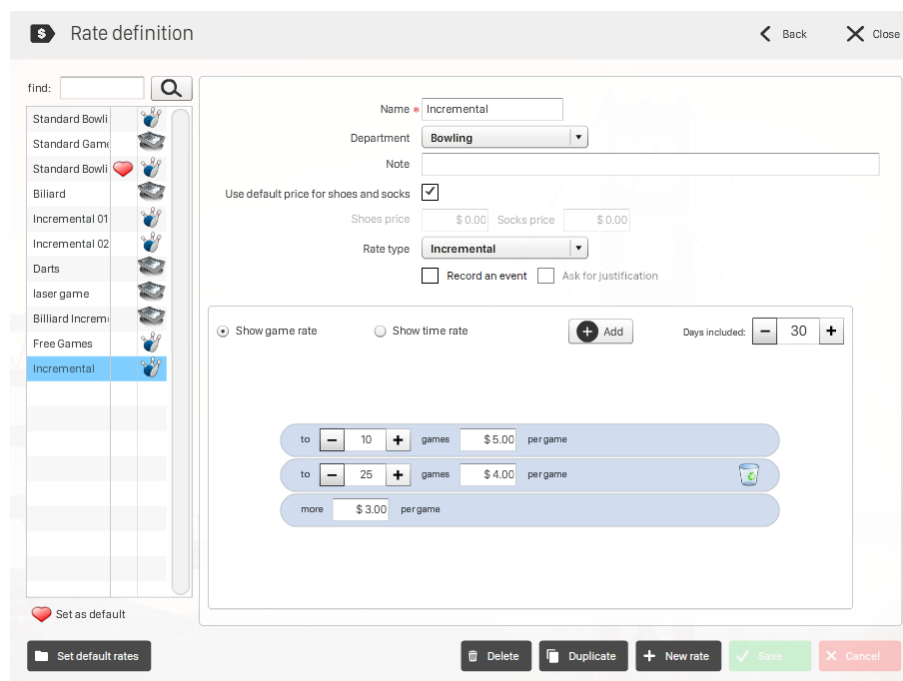
18.13.2 Standard Rate

When the standard rate is selected, the system displays a multi-colored grid representing the weekdays divided into 30 minutes boxes. Any 30 minutes box can have a different rate.

Further on, there are two lines called PRE-HOLIDAY EXTRA and HOLIDAY EXTRA. These lines are linked to the holidays as defined in the [ADDITIONAL HOLIDAY DEFINITION](#).

In order to change any price for games (or hourly rates) select the time shift on the grid, type the price in the box that opens and click ENTER.

18.13.3 Incremental Rate



The screenshot shows the 'Rate definition' window with the following details:

- Name:** Incremental
- Department:** Bowling
- Note:** (empty text box)
- Use default price for shoes and socks:** ☒
- Shoes price:** \$ 0.00
- Socks price:** \$ 0.00
- Rate type:** Incremental
- Record an event:** ☐
- Ask for justification:** ☐
- Show game rate:** ☒ (selected)
- Show time rate:** ☐
- Days included:** 30
- Rate structure:**
 - to 10 games \$ 5.00 per game
 - to 25 games \$ 4.00 per game
 - more \$ 3.00 per game

At the bottom, there are buttons for 'Set default rates', 'Delete', 'Duplicate', 'New rate', 'Save', and 'Cancel'.

When INCREMENTAL rate is selected, the system shows a list of rows that allows you to fix a price for a certain number of games in a specific time frame. The time frame can be entered in the DAYS INCLUDED field. I.E., if in a one month (time frame) a bowler plays up to 10 games he pays 5.00 USD per game; from 11 to 20 games, 4.00 USD; from 21 to 30, 3.00 USD and so on.

The incremental rate can be used for Bowling only, the two options, by frame and by time allow you to specify the price for a number of games and/or for hourly rates.

The incremental rates are available only to players who are registered in the [MEMBERS ARCHIVE](#).

An incremental rate can be set as follows:

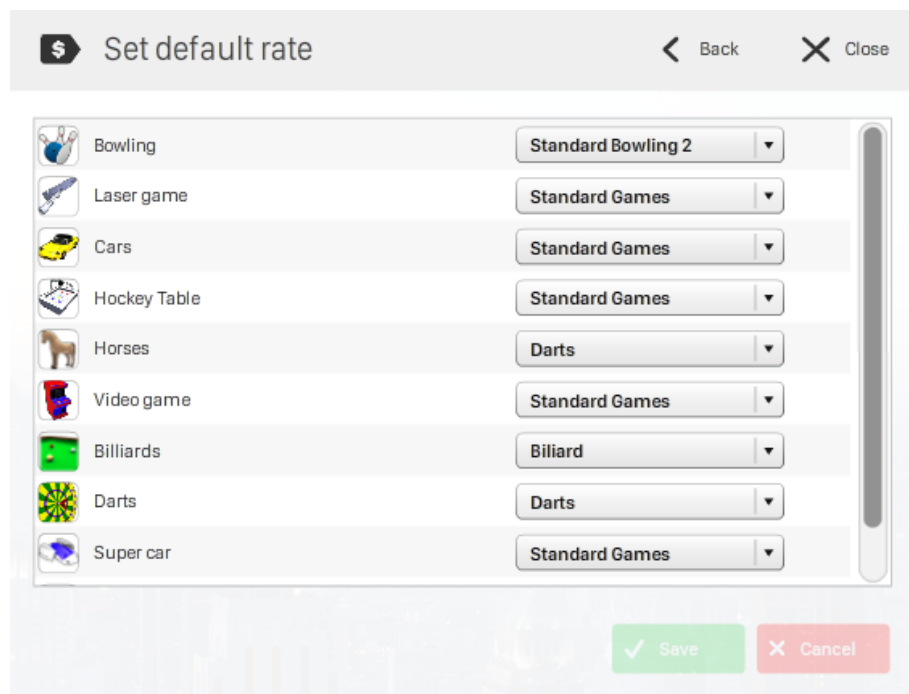
- Select the number of days to be considered
- Select the number of games and the price per game for each row. If three rows are not enough, it is possible to add more, using the **ADD** button. The recycle bin to the right of each row deletes the row.

18.13.4 Available Options

- **SET AS DEFAULT**: tells the system that the rate selected is the default for Bowling. The default rate is highlighted by a heart-shaped icon.
- **SET DEFAULT RATES**: takes to the [DEFAULT RATE SETTINGS](#).
- **DELETE**: deletes the rate selected.
- **DUPLICATE**: allows you to duplicate a rate.
- **NEW RATE**: allows you to create a new rate.
- **SAVE**: saves the changes made
- **CANCEL**: cancels any changes made and restores the previous data.

18.14 Default rate settings

To access: PREFERENCES -> RATE DEFINITION -> **SET DEFAULT RATE**



Game	Default Rate
Bowling	Standard Bowling 2
Laser game	Standard Games
Cars	Standard Games
Hockey Table	Standard Games
Horses	Darts
Video game	Standard Games
Billiards	Biliard
Darts	Darts
Super car	Standard Games

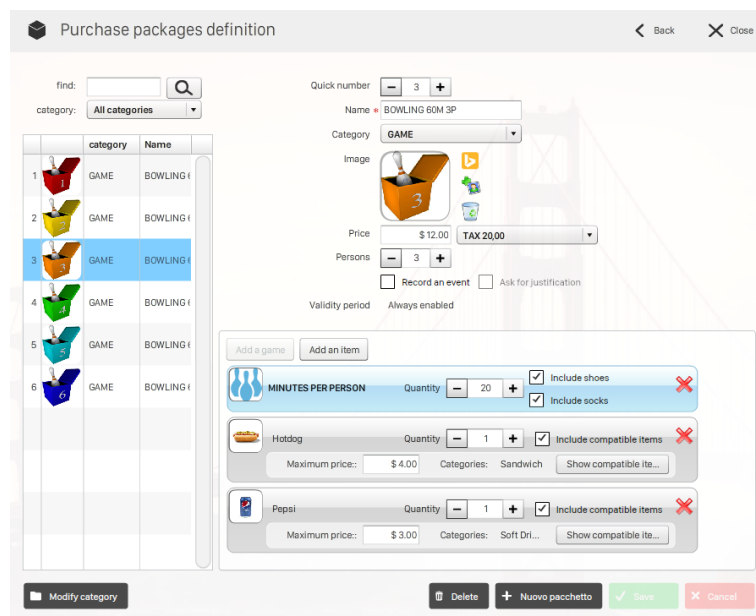
The default rates for bowling and for time games can be set in this window. Default rate means that this rate will be automatically applied to the customers at the beginning of a new game if they have no other rate assigned. All the rates for each game are in a menu available when opening a new bowling or time game or in modify bowling or time game section.

18.14.1 Available Options

- **SAVE:** saves the changes made
- **CANCEL:** cancels any changes made and restores the previous data.

18.15 Purchase Package Definition

To access: PREFERENCES -> **PURCHASE PACKAGE DEFINITION**



Purchase packages definition

find:


category:

	category	Name
1	GAME	BOWLING 60M 3P
2	GAME	BOWLING 60M 3P
3	GAME	BOWLING 60M 3P
4	GAME	BOWLING 60M 3P
5	GAME	BOWLING 60M 3P
6	GAME	BOWLING 60M 3P

Quick number:

Name:

Category:

Image: 

Price: TAX 20.00

Persons:

☐ Record an event ☐ Ask for justification

Validity period:

Add a game Add an item

Item	Quantity	Options
MINUTES PER PERSON	20	<input checked="" type="checkbox"/> Include shoes <input checked="" type="checkbox"/> Include socks
Hotdog	1	<input checked="" type="checkbox"/> Include compatible items
Pepsi	1	<input checked="" type="checkbox"/> Include compatible items

Maximum price: \$ 4.00 Categories: Sandwich Show compatible ita...

Maximum price: \$ 3.00 Categories: Soft Dri... Show compatible ita...

In this window, can be defined Packages. A Package can include bowling games, time games and bar, restaurant and other items.

The packages already created can be seen on the left side of the window. Click on any name to view or modify the data related to the package.

This window has two sections.

The left section shows the packages already created, the right one provides the information related to the package selected and shows the image used for each package.

The packages are organized in categories; if there is no category, it is mandatory to create at least one before any package can be entered into the system. To create categories, see [PURCHASE PACKAGES CATEGORIES DEFINITION](#).

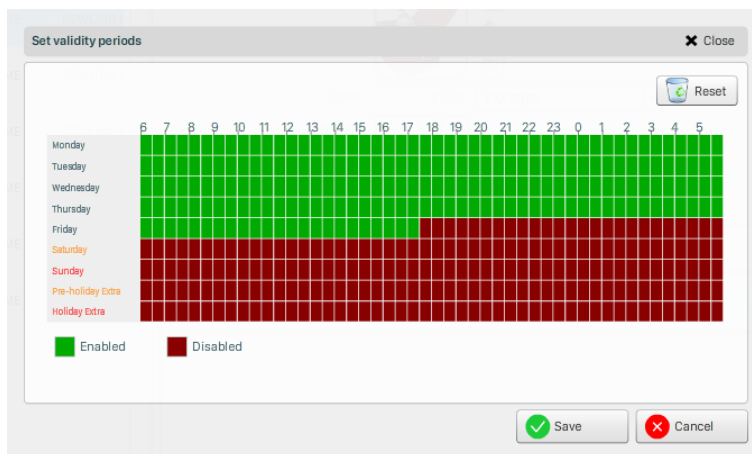
LIST OF MENU PACKAGE (LEFT section)

The FIND field can be used as a filter to search a package. Type the Package's initials and press ENTER.

The CATEGORY field can be used to highlight a particular category or to show all of them.

PACKAGE DETAILS (RIGHT section) The right section shows the details of the selected Package.

- **QUICK NUMBER:** use the number in the first section of the Packages list
- **NAME:** name of the Package.
- **CATEGORY:** the Package category.
- **IMAGE:** by clicking on the image box, it takes to internet to find a picture that will be displayed in the [ORDER MANAGEMENT](#) window and on the lane monitors when the order is placed.
 - **SEARCH IMAGE ON THE WEB:** same as clicking on the image box, it takes to internet, see [MEDIA CONTROL](#).
 - **SET IMAGE:** search an image in the library.
 - **REMOVE IMAGE:** deletes the image selected.
- **PRICE:** the cost of the Package.
- **TAX:** allows you to specify the applicable taxes.
- **PERSON:** This option allows the cashier to specify how many people can buy/use the package.
- **RECORD ON EVENT:** when a package is sold, an event is recorded, this is useful to take track of all the packages sales.
- **ASK FOR JUSTIFICATION:** this function allows you to have a written reason for the packages sold.
- **VALIDITY PERIOD:** sets days and time shift when the packages are available.



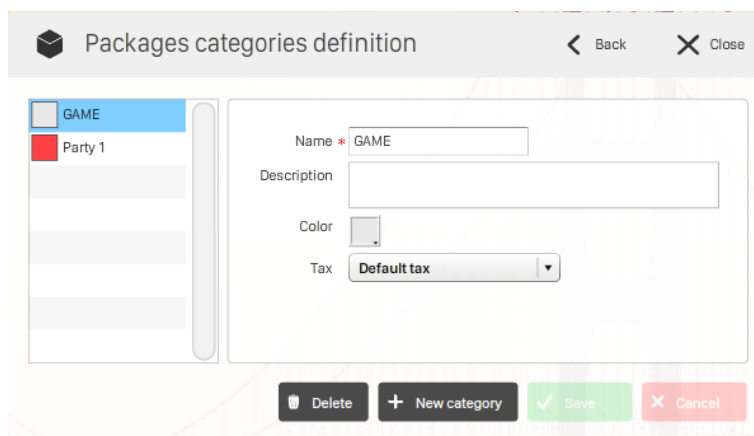
Select the Days and the Time shifts to set the Package availability.

18.15.1 Available Options

- **ADD A GAME:** allows you to add any available game and how many games for each customer.
- **ADD AN ITEM:** allows you to add any available item as bar, restaurant, other items, etc.
- **DELETE:** deletes the package selected.
- **NEW PACKAGE:** creates a new package.
- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.16 Purchase Package Categories Definition

To access: PREFERENCES -> **PURCHASE PACKAGE DEFINITION**



This window allows you to organize the packages in groups.
The following information can be attributed to each group:

- **NAME:** The name of the group of packages.
- **DESCRIPTION:** additional information about the packages group.
- **COLOR:** the color used to identify the packages in the group.

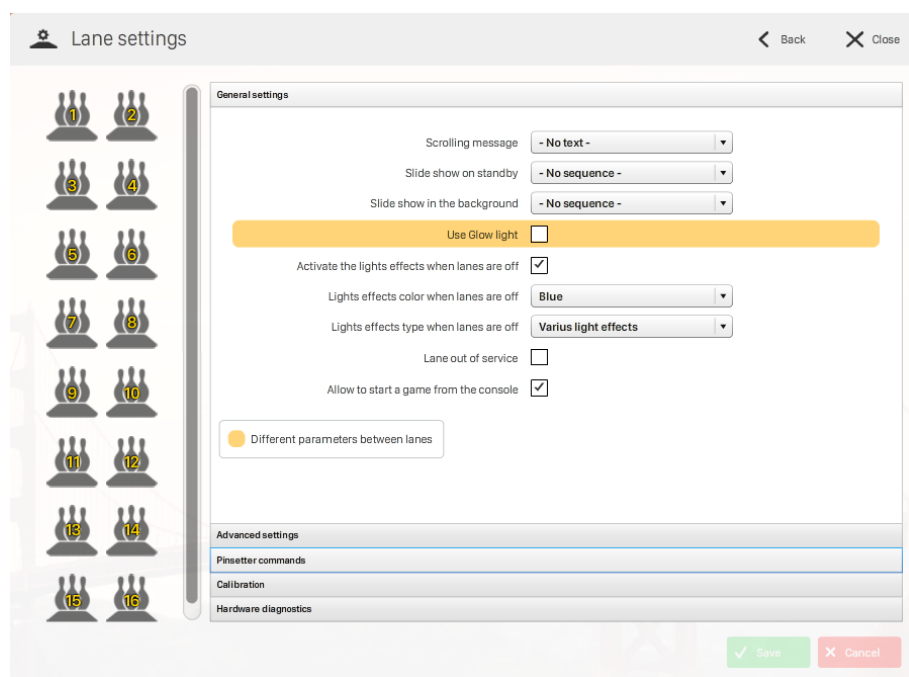
18.16.1 Available Options

- **DELETE:** deletes the item selected.
- **NEW CATEGORY:** creates a new CATEGORY.

- **SAVE:** saves the changes made.
- **CANCEL:** cancels the changes made and restores the previous data.

18.17 Lane Settings

To access: PREFERENCES -> **LANE SETTINGS**



The parameters related to the bowling lanes can be configured in this window.

The number of lanes available is listed on the left side. The information related to each lane can be seen and modified by clicking on the lane icon.

It is possible to select more than one lane. The lanes that are not adjacent can be selected by using CTRL or SHIFT on the keyboard.

When one or more options are highlighted in ORANGE it means that the option is not the same for all the selected lanes.

18.17.1 General Settings

- **SCROLLING MESSAGE:** shows the text message displayed on the selected lanes. The scrolling text can be managed in the [LANE MESSAGES](#).
- **IMAGE SEQUENCE:** shows the sequence of images displayed on the selected lanes when they are not in use. The sequence of the images can be managed in [IMAGE SEQUENCE DEFINITION](#).
- **USE GLOW LIGHT:** select the lanes that must have the glow lights.
- **ACTIVATE THE LIGHTS EFFECTS:** activates the light effect on the capings.
- **LIGHTS EFFECT COLOR:** change the colors of the light effects.
- **LIGHTS EFFECT TYPE:** change the TYPE of the light effects.
- **LANE OUT OF SERVICE:** puts the selected lane out of order and shows a sign with "lane out of service" message on the lane monitor. Lanes that are out of service may not be used to start a new game.
- **ALLOW START A GAME FROM THE CONSOLE:** when enabled, it allows the customers to start a game from the bowler's console.
- **LANE MONITORS MANAGEMENT:** allows you to set the monitors resolution and to swap the 2 monitors of a pair of lanes.
- **DIFFERENT PARAMETERS BETWEEN THE LANES:** highlights the settings in case they are not applied to all the lanes

18.17.2 Advanced Settings

These settings are normally adjusted during the installation of the system, and they need to be changed when a hardware component is changed or has been added. In any case, the operation should only be undertaken by a qualified technician.

General settings
Advanced settings

Connected devices

Console type

Touch screen

Console touch screen calibration

Foul available

☒

Bumpers available

☒

Glow light available

☐

Laneligh available

☐

Pinsetter configuration

Pinsetter type

Enable PBZ control

☐

Ignore Second Ball Input

☒

Enable Eco Mode (if available)

☐

Ball Hook (mm)

- 190 +

Triggering Photocell Distance from Pit (mm)

- 5200 +

Minimum FOUL FC time (ms)

- 300 +

Maximun Foul Duration (0.1 sec)

- 130 +

Additional time for pinsetter movement (ms)

- 0 +

1' ball verification delay (ms)

- 2300 +

2' ball verification delay (ms)

- 2100 +

Waiting time for realignment at the end of a game (ms)

- 15000 +

Show the interface of timing calibration

☐

Chassis configuration

SWITCH chassis available

☒

Off Spot control

Sweep reverse

Start Back End

Start when the lane is opened

Standard power

380 VAC

Maximum time for mechanical maintenance (min.)

- 15 +

Inverter type

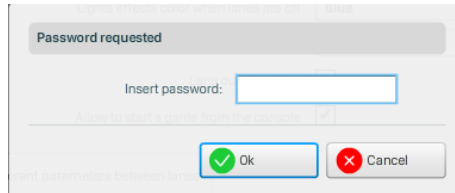
vfs11 2013

☒

Different parameters between lanes

Pinsetter commands
Calibration
Hardware diagnostics

In order to access to this area the operator must enter the user's password.



The Password to access is the same of the current operator if enabled.

CONNECTED DEVICES

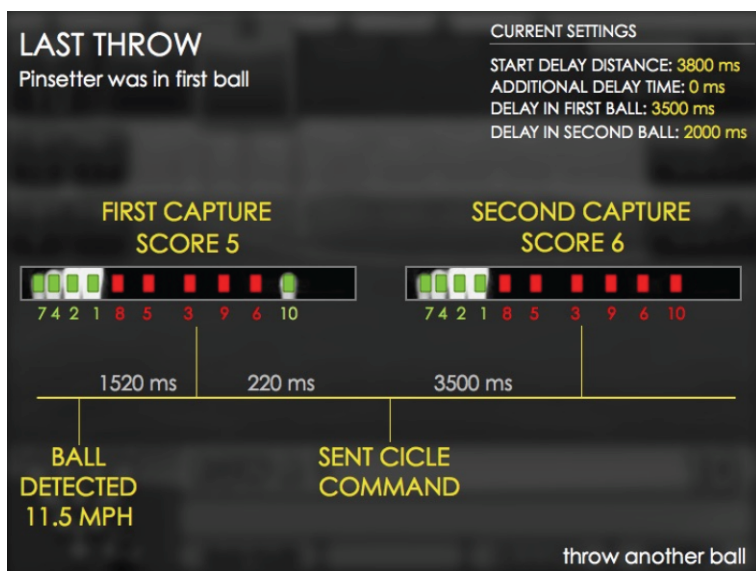
- **CONSOLE TYPE:** if a console is installed, it allows you to choose the console type.
 - **NONE:** no console installed.
 - **1 KEYBOARD EACH 2 LANES:** one keyboard is used for each pair of lanes.
 - **1 KEYBOARD EACH 2 LANES:** 2 keyboards, one keyboard is used for each lane.
 - **TOUCH SCREEN PRESENT:** allows you to enable a console with a touch screen is installed. (In this case a button **CONSOLE TOUCH-SCREEN CALIBRATION** will appear to allow you to configure the touch screen).
 To calibrate a touch screen, choose this option at the front desk and then go to the console. Touch each square (cross) icon with a finger starting from the top left corner and follow the squares (crosses) clockwise. When the calibration has been successfully completed, the display on the screen will disappear immediately. If the calibration has not been successful, the image will disappear after a short time.
- **FOUL AVAILABLE:** Enables the foul detector.
- **BUMPERS AVAILABLE:** Enables the bumpers.
- **GLOW LIGHTS AVAILABLE:** Enables the Glow lights when available.
- **LANELIGHTS AVAILABLE:** Enables the lane lights when available.

PINSETTER CONFIGURATION

- **PINSETTER TYPE:** Allows to set the installed pinsetter type
- **ENABLE PBZ CONTROL:** Only used for AMF 82-70 pinsetters. It allows you to change from 1ST to 2ND ball without cycling the machine

- **IGNORE SECOND BALL LIGHT SIGNAL:** This is used to align the scoring with the pinsetter so that they are both on the same ball cycle. If this is not the case, the scoring will cycle the pinsetter to realign it to the 1st or to the 2nd ball. This option should only be disabled where no second ball signal is present.
- **ENABLE ECO MODE:** Enables, if available, the Economy mode on the machine. This means that, when a gutter ball is thrown, both in first and in second ball, the machine does not cycle saving power.
- **BALL HOOK:** shows the diameter of the ball in millimetres read by the photocells. The default setting is 190mm.
- **TRIGGERING PHOTOCELL DISTANCE:** Shows the distance between the photocells and the 7-10 line on the pindeck in millimetres. The default setting is 3800. During installation, or later, this value can be increased by 500 or 1000 if the readings are not accurate due to either late falling pins, or wobbling pins. **Note:** do not exceed a value of 4800.
- **MINIMUM FOUL FC TIME:** Shows the minimum time delay for a foul in milliseconds. The default value is 300. This gives enough time for a ball to pass the photocell without activate the foul signal.
- **MAXIMUM FOUL DURATION:** Sets the length of time the foul detector buzzer will be on in tenths of a second. The default value is 130, equal to 13 seconds.
- **ADDITIONAL TIME FOR PINSETTER:** Delays the machine start after the ball passed the photocell to add time for the pin count. The value is in milliseconds.
- **1st BALL VERIFICATION DELAY:** Enables the delay between the cycle start signal and the reading of the pins on 1st ball. Do not exceed a value of 3000 (3 seconds).
- **2nd BALL VERIFICATION DELAY:** Enables the delay between the cycle start signal and the reading of the pins on 2nd ball in milliseconds.
- **WAITING TIME FOR REALIGNMENT:** This value is only applicable to Brunswick A and A2 machines. In the event that the game ends with the machine in second ball, it automatically cycles the machine to bring it back to first ball. The value is in milliseconds. The value set for this function must allow the machine enough time to complete the cycle and reach the 'zero' position. The value is usually set to 15000 (15 seconds).

- **SHOW THE INTERFACE OF TIMING CALIBRATION:**



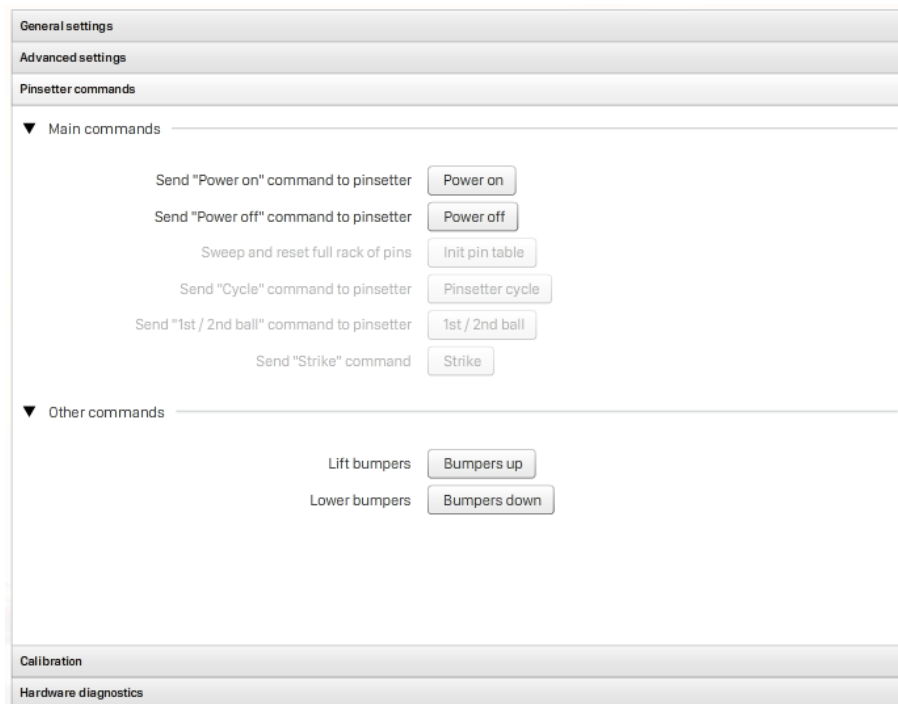
When enabled, it shows on the lane monitors a diagnostic screen. This allows you to check the machines operation, providing some technical information.

These information help you to adjust 2 parameters: START DELAY DISTANCE and DELAY IN FIRST BALL when there are errors in the score due to the pins wobbling and/or falling.

CHASSIS CONFIGURATION

- **SWITCH CHASSIS AVAILABLE:** enables the SWITCH CHASSIS when it is installed on the selected lane. If this option is not active, the other options will be deactivated.
- **ENABLE SCORE PORT:** allows you to interface the SWITCH CHASSIS using input/output to an external source called BIT-LANE. It is suggested to have this option active.
- **OFF SPOT CONTROL:** allows you to choose whether the sweep must reverse or stop.
 - **SWEEP REVERSE:** the machine cycle is completed by reversing the Sweep to zero, the machine goes to 2nd ball,
 - **SWEEP STOP:** the Sweep stops at 66 ° (on the lane), the Table stay at zero, the machine is on 2nd ball. The sweep has to be reversed manually. (Normally used only for tournaments).
- **START BACK END:** allows you to select how the SWITCH CHASSIS should control the back end motor with the following two options :
 - **START ON FIRST BALL CYCLE:** the back end motor will start when the first ball activates the triggering photocell.
 - **START WHEN THE LANE IS OPENED:** the back end motor will automatically switch on when the the lane is opened,
- **STANDARD POWER:** tells the SWITCH CHASSIS which type of power supply is present: 220VAC or 380VAC, 3 PHASE.
- **MAXIMUM TIME FOR MECHANICAL MAINTENANCE:** Sets the maximum time allowed for maintenance when the Safety Kit is installed.
- **INVERTER TYPE:** allows you to tell the system what type of inverters are used in the chassis.

18.17.3 Pinsetter Commands



This window allows you to send commands to the selected lane machine. Some of the commands can be sent to groups of lanes:

WARNING: it is essential to be sure that nobody is working on, or is close to the machines before any command is sent.

MAIN COMMANDS

- **SEND “POWER ON” COMMAND:** switches on all the selected lanes .
- **SEND “POWER OFF” COMMAND:** switches off all the selected lanes .
- **SWEEP AND RESPOT A FULL RACK OF PINS:** sweeps the pindeck and spots a full rack of pins.
- **SEND “CYCLE” COMMAND:** the selected lane will complete a first or second ball cycle.
- **SEND “1ST/2ND BALL” COMMAND:** the pinsetter changes from the first ball cycle to the second ball cycle or vice versa.
- **SEND “STRIKE” COMAND:** the pinsetter will complete a strike cycle.

OTHER COMMANDS

- **LIFT BUMPERS:** raises the bumpers on all selected lanes.
- **LOWER BUMPERS:** lowers the bumpers on all selected lanes.

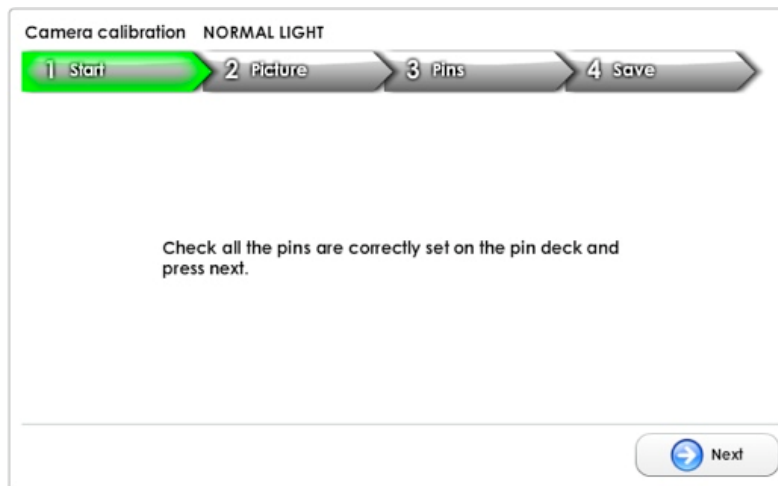
18.17.4 Camera Calibration

To access: PREFERENCES -> LANE SETTINGS -> **CALIBRATION** The calibration of the cameras is done in this window.

Before the camera calibration can be executed, be sure that the selected lane pitlight is on and that there are ten pins on the pindeck. Use the pinsetter commands to switch the pinsetter on and spot a full rack of pins if necessary.

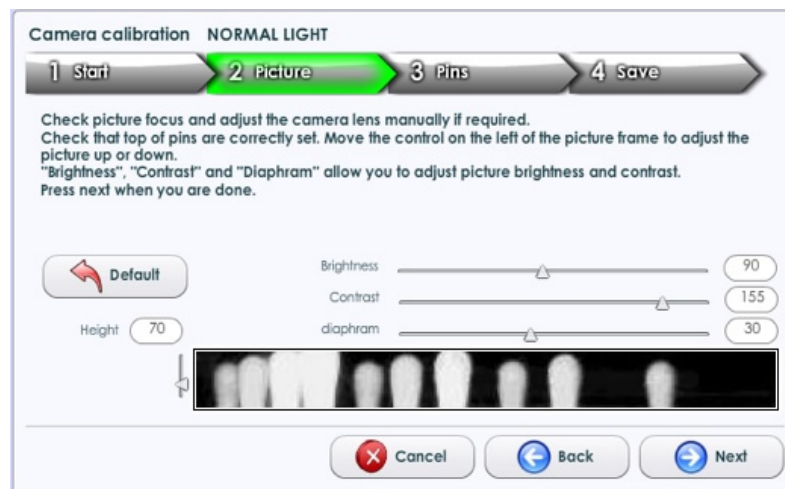
To calibrate a camera, click on the icon of the lane on the left side of the screen. The calibration is carried out in 4 steps:

18.17.5 Step 1:



Tells the operator to check for the correct spotting of all ten pins, press Next.

18.17.6 Step 2:



The image quality and the position can be adjusted in this window. Here it is possible to improve the quality of the image:

- **HEIGHT:** allows you to raise or lower the pins head. It is important that the heads of the pins are clearly visible. It is not possible to make lateral adjustments of the camera in this window; any lateral adjustment must be done manually, moving the camera's position.
- **BRIGHTNESS:** allows you to adjust the brightness.
- **CONTRAST:** allows you to adjust the contrast.
- **DIAPHRAGM:** allows you to adjust the diaphragm. This value should be lower than 50 to avoid delays in the capture of the images.
- **DEFAULT:** restores all the default values.

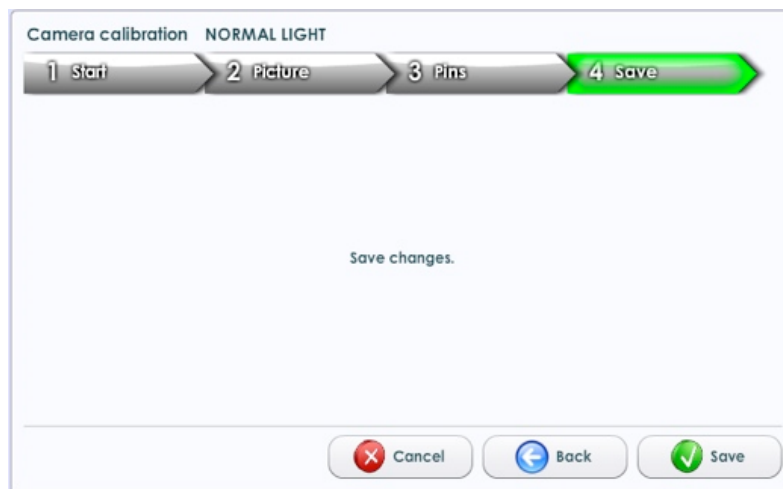
18.17.7 Step 3:



Position the numbered rectangles over the pins head. To move a rectangle drag and drop it using the mouse.

- **VERIFY:** checks the pins position. The rectangles on the pins head that are correctly positioned are green, if not properly placed they will be red. When all the rectangles are green press NEXT.
- **RESET:** starts a new check of the pin position.

18.17.8 Step 4 :



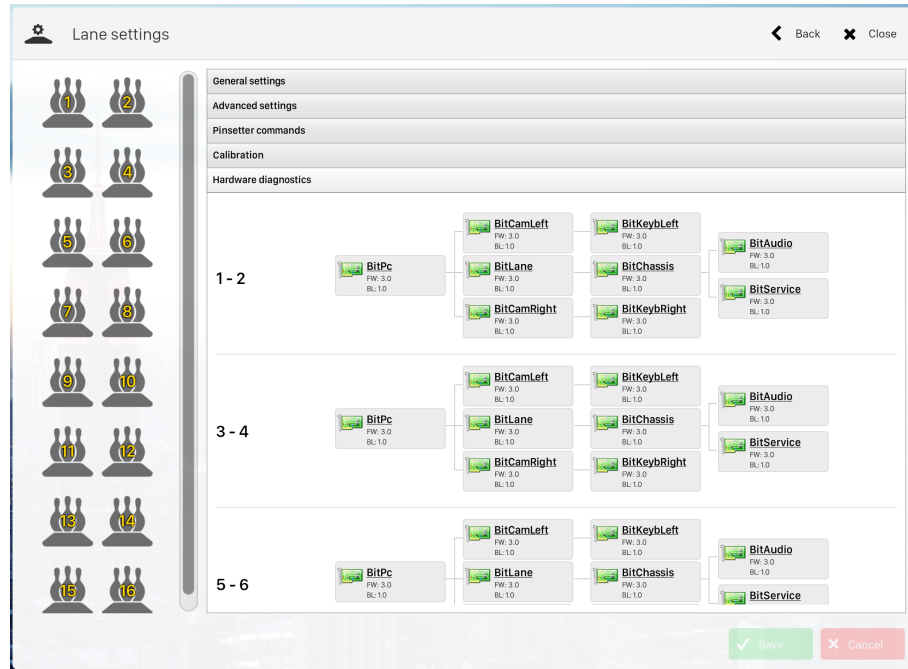
Saves the adjustments made.

18.17.9 Available Options

- **NEXT:** moves to the next step.
- **BACK:** moves back to the last step.
- **CANCEL:** Cancels the changes made and restores the previous data.
- **SAVE:** saves any changes made.

Note: if GLOW lights are installed, a separate calibration must be carried out. Be sure that the GLOW lights are on before you start the camera calibration.

18.17.10 Hardware Diagnostics



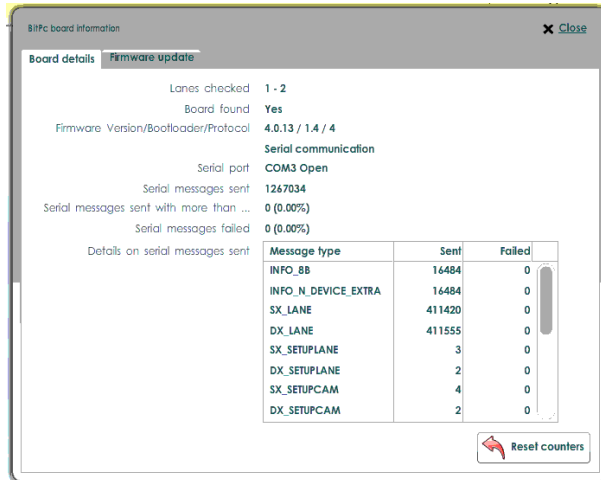
The status of the various PC boards in the system can be checked by selecting one or more lanes on the left side of the screen. The color of the pc boards shows their status. Grey means that the pc board is either not installed, switched off or defective. The troubleshooting of the hardware is greatly simplified in this way.

The firmware and bootloader versions of each pc board are shown below each PCB. Click on a pc board to open a window that contains more information. These information are useful to find a potential problem or to check other parts of the hardware and of the machines.

BitPC

Click on the BitPC board image to access to the following windows:

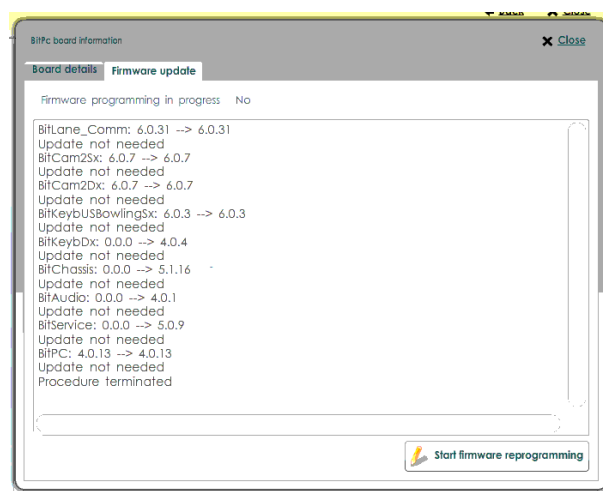
The Board Details window shows information about the BitPC board:



• BOARD DETAILS

- **Lanes checked:** it is possible to check a pair of lanes a time.
- **Board found:** checks the presence or the failure of the board.
- **Firmware/Bootloader/Protocol:** shows the version installed.
- **Serial Port:** shows the connected serial port in the LanePC.
- **Serial Messages Sent:** shows the percentage of the Serial Messages sent.
- **Serial Messages Sent with More....:** shows the percentage of the Serial Messages sent with more than one attempt. The messages are sent 3 times before this field shows the error.
- **Serial Messages Failed:** shows the percentage of the failed messages
- **Details on Serial Messages Sent:** allows you to identify the specific area, in case there are errors (messages failed).

The Firmware Update window shows information about upgrading the firmware:

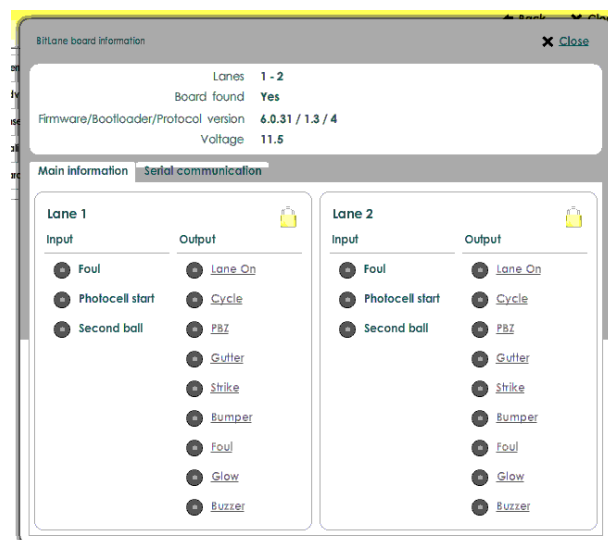


- **FIRMWARE UPGRADE** this page allows you to check the firmware versions of each pcb installed and eventually to update them. Press the **Start Firmware Reprogramming** button.

BitLANE

Click on the BitLANE board image to access to the following windows:

The Board Information window shows information about the BitLANE board:

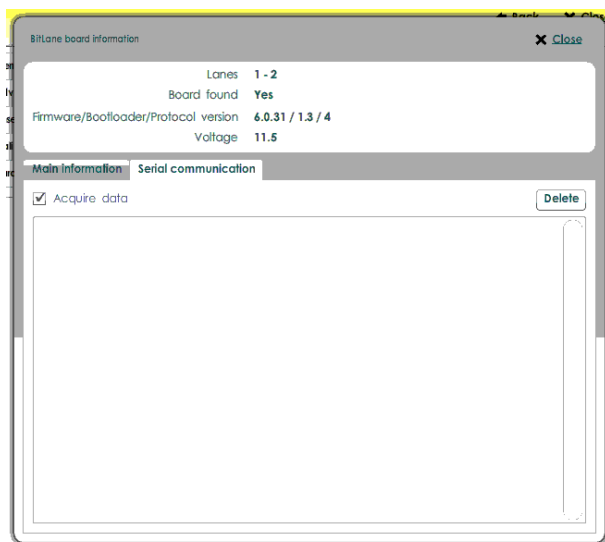


The green lights under the Input and the Outputs allow you to check the operation of the components listed.

The INPUT column shows the signals going to the system.
The OUTPUT column shows the signals that the system sends to the machines.

Click on the **PADLOCK** to unlock it.
Once unlocked, it is possible to simulate the machines functions clicking on the component to check.

The Serial Communication page allows you to check the BitPC serial communication:

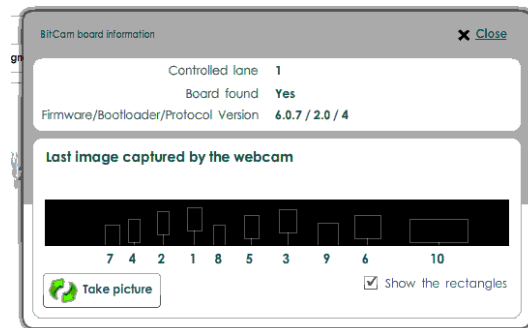


Check the 'Acquire data' box to get the latest info.
Click on **DELETE** to clear the data.

BitCAM

Click on the BitCAM to access to the following window:

The BitCAM board window shows information about the BitCAM boards:



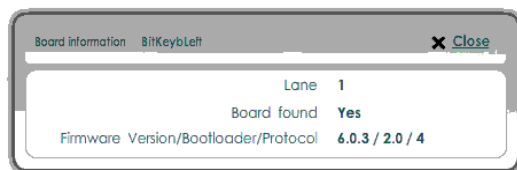
It also allows you to check in 'real-time', the pins position in case there are reading mistakes. Click on **TAKE PICTURE** button to 'freeze' the image of the pins.

Check the SHOW THE RECTANGLES box to verify the pins position.

BitKEY

Click on the BitKEY to access to the following window:

The BitKEY board window shows information about the BitKEY (Keyboard) boards:



BitCHASSIS

Click on the BitCHASSIS to access to the following window:

The BitCHASSIS board window shows information about the BitCHASSIS board (only available for Switch machines):



In this screen it is possible to check many functions of the SWITCH chassis.

The following information are shown on the top of the window:

- LANES shows the lanes number.
- BOARD FOUND indicates whether the chassis is installed
- FIRMWARE/BOOTLOADER/PROTOCOL VERSION shows the version of the installed firmware, etc.
- VOLTAGE shows the operating voltage
- WAITING FOR APS/CANBUS COMMAND shows that the chassis accepts APS commands (STRIKE, SWEEP REVERSE) from external sources.
- OVERLOAD CUTOUT shows the load current limit set on the chassis pcbboard. If the preset current limit exceeds this value, the pair of lanes switches off and an alarm signal is generated.
- GRAPHIC shows, with a graphic, the electric energy consumption for each phase and the overload limits, every 2 seconds.

- GRAB ENABLE allows you to freeze the window in order to check the values.

The bar LANE1 - LANE2 - RUNNING TIMES allows you to check both lanes and to see more information about the use of the lanes.

The lower part of the screen allows you to verify the low voltage power (12 volta - 24volts) and the correct operation of the lane components and of the inverters. on the right side there are the graphic images of the Sweep and of the Table Cams and a list of commands that allows you to check the lane motors.

COMMANDS

- OPEN LANE switches on the lane
- CLOSE LANE switches off the lane
- BACKEND ON switches on the backend motor
- BACKEND OFF switches off the backend motor
- RET/ACC ON switches on the ball return and the accelerator motors
- RET/ACC OFF switches off the ball return and the accelerator motors
- SET BALL 1 puts the machine on ball 1
- SET BALL 2 puts the machine on ball 2

CYCLE

- SINGLE allows you to run a single cycle
- CONTINUOUS allows you to run continuous cycles
- STOP stops the cycle function

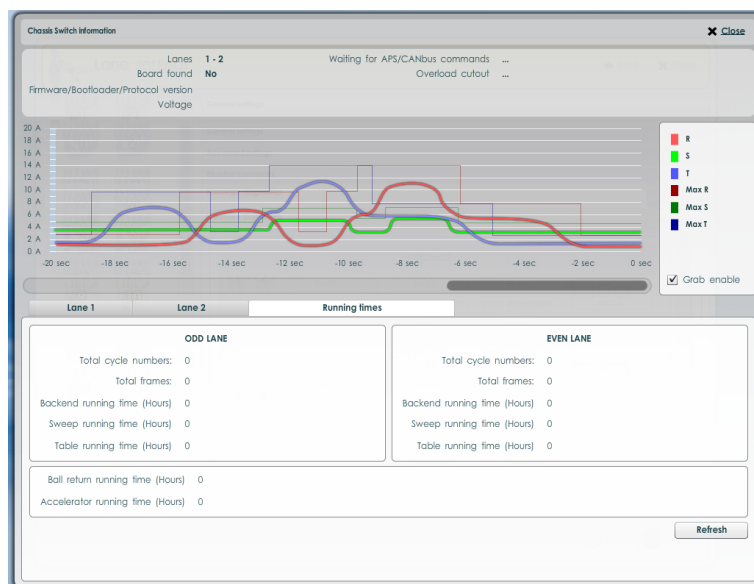
SWEEP

- REVERSE allows you to run backward the sweep motor
- STOP allows you to stop the sweep motor
- FORWARD allows you to run forward the sweep motor

TABLE

- STOP allows you to stop the table motor
- FORWARD allows you to run forward the table motor

The Running times screen allows you to verify the use of the machines' motors in order to plan the maintenance.

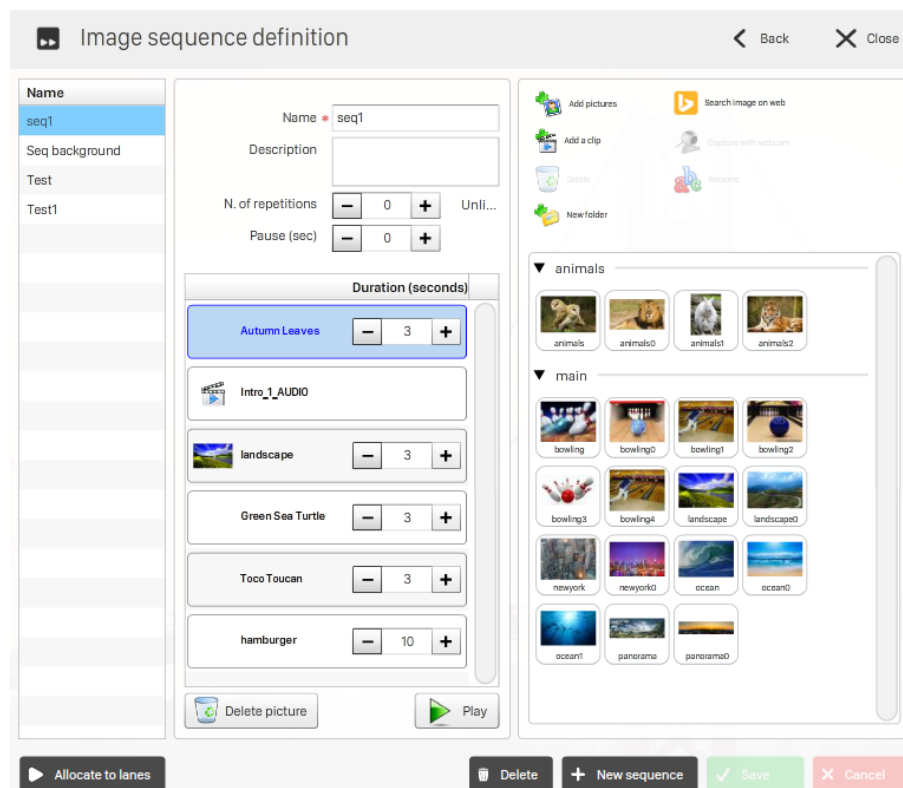


ODD/EVEN LANE

- **TOTAL CYCLES** shows the total cycles' number performed
- **TOTAL FRAMES** shows the total frames played
- **BACKEND RUNNING TIME** shows how many hours the backend motor ran
- **SWEEP RUNNING TIME** shows how many hours the sweep motor ran
- **TABLE RUNNING TIME** shows how many hours the table motor ran
- **BALL RETURN RUNNING TIME** shows how many hours the ball return motor ran
- **ACCELERATOR RUNNING TIME** shows how many hours the accelerator motor ran

18.18 Image Sequence Definition

To access: PREFERENCES -> **IMAGE SEQUENCE DEFINITION**



This window allows you to show pictures, ads and videos or a group of them on the lane monitors when the lanes are not in use. When a sequence of images has been sent to the lanes, it will replace the GENIE logo on the overhead monitors.

The window is divided into three sections: the left section contains the sequences of images already created; the center one shows the contents and the parameters assigned to the selected sequence; the right section shows the options and the images and the videos that can be used in the sequences.

For a detailed description of the options, see [MEDIA CONTROL](#).

18.18.1 Parameters:

- **NAME:** Name of the sequence.
- **DESCRIPTION:** Additional information about the sequence.
- **NUMBER OF REPETITIONS:** The number of times a sequence will be

repeated on the lanes. The sequence will run continuously if it is entered zero.

- **PAUSE (sec):** Shows the length of the pause between repetitions of the sequence. If 'zero' is entered, the sequence will loop without pauses.

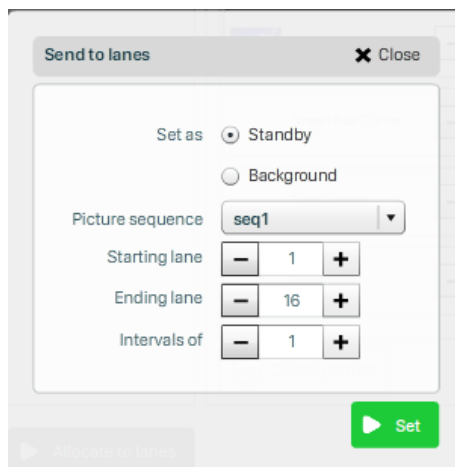
NOTE: The default background on the overhead monitors, can be replaced with a new image, a sequence of images or video once a sequence is created with both the **NUMBER OF REPEATS** and **PAUSE TIME** set to zero, and sent to the selected lanes. The sequence will remain on screen until the command is removed.

A sequence can be created by dragging and dropping the desired images from the right section into the center section. The number to the right of the thumbnails shows the length of time, in seconds, each image will remain on screen.

18.18.2 Available Options

- **DELETE PICTURE:** allows you to remove an image or a video from the sequence.
- **PLAY:** shows a preview of the sequence.
- **DELETE:** deletes the sequence.
- **SAVE:** save any changes made.
- **CANCEL:** cancels any changes and restores the previous data.

18.18.3 Assign a Sequence To The Lanes



The **ALLOCATE TO LANES** field is used to send a sequence to one or more

lanes.

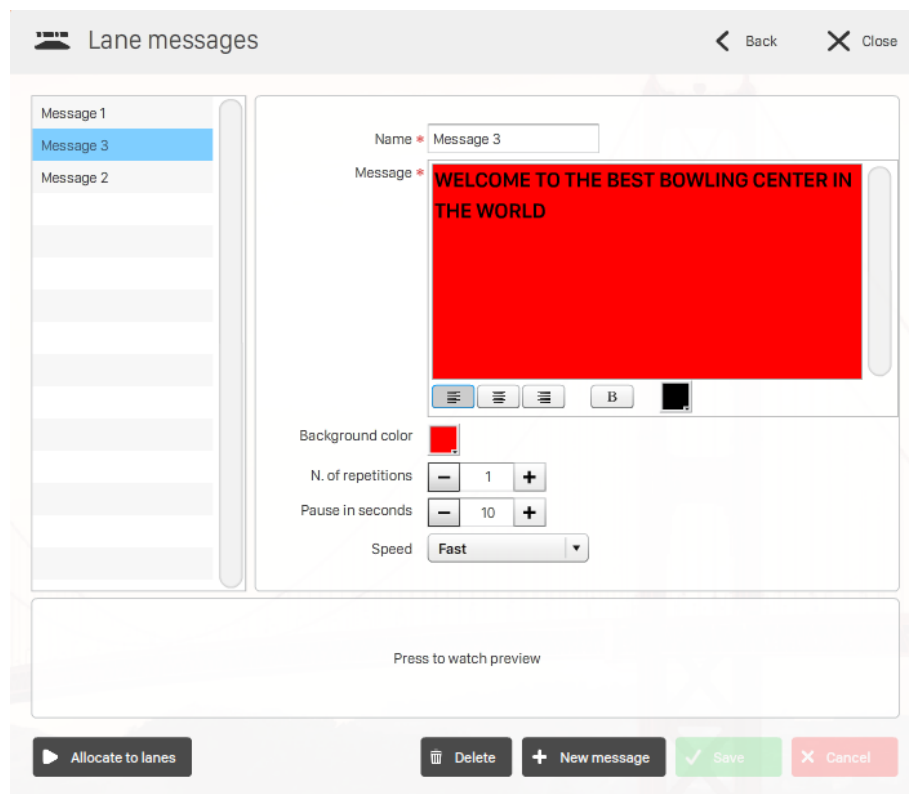
Several parameters can be set in this window:

- **PICTURE SEQUENCE:** allows you to choose the sequence to be sent to the lanes.
- **STARTING LANE** allows you to select the first lane where the sequence will be sent.
- **ENDING LANE:** allows you to select the last lane where the sequence will be sent.
- **INTERVALS OF:** allows you to send the sequence only to some lanes with an interval. I.E. interval 2, the sequence is sent to the 1,3,5,7, etc. lanes (select 1 to send the sequence to all the lanes).

By default, the system will send the sequence to all the lanes.

18.19 Lane Messages

To access: PREFERENCES -> **LANE MESSAGES**



In this window it is possible to create scrolling text messages. The messages will appear on the bottom part of the overhead monitors. The messages can be displayed on lanes in standby or in play.

When the message has more than one line of text, the lines will scroll up to make reading easier.

The text messages are shown in the left section. The box on the right shows the text message as it will be displayed on the lane monitors.

A preview of the text can be seen by clicking on **PRESS TO WATCH PREVIEW** in the lower part of the window.

To create a message use the following options:

- **NAME:** title of the message.
- **MESSAGE:** the text of the message.
- **BACKGROUND COLOR:** the background color of the message.

- **NUMBER OF REPETITIONS:** the number of times the message will be repeated. If the value is set to zero, the message will run continuously.
- **PAUSE in seconds:** shows the time interval between repetitions. When the value is set to zero, there will be no interval between the repetitions. To show a message continuously, set the values in **NUMBER OF REPEATS** and **PAUSE TIME** to zero. The message will run until the command is removed.
- **SPEED:** The scrolling speed can be selected from: **SLOW**, **NORMAL**, **FAST**.

18.19.1 Format Bar

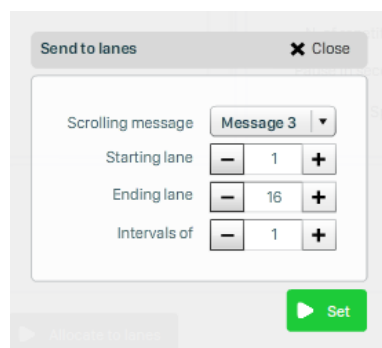


The alignment (left, center, right), the color of the text and bold characters can be selected from the format bar.

18.19.2 Available Options

- **DELETE:** allows you to delete the selected messages.
- **NEW MESSAGE:** allows you to create a new scrolling message.
- **SAVE:** allows you to save the changes made.
- **CANCEL:** allows you to cancel the changes made and it restores the previous data.

18.19.3 Send Messages To The Lanes



The messages can be sent to one or to more lanes using the **ALLOCATE TO LANES** key.

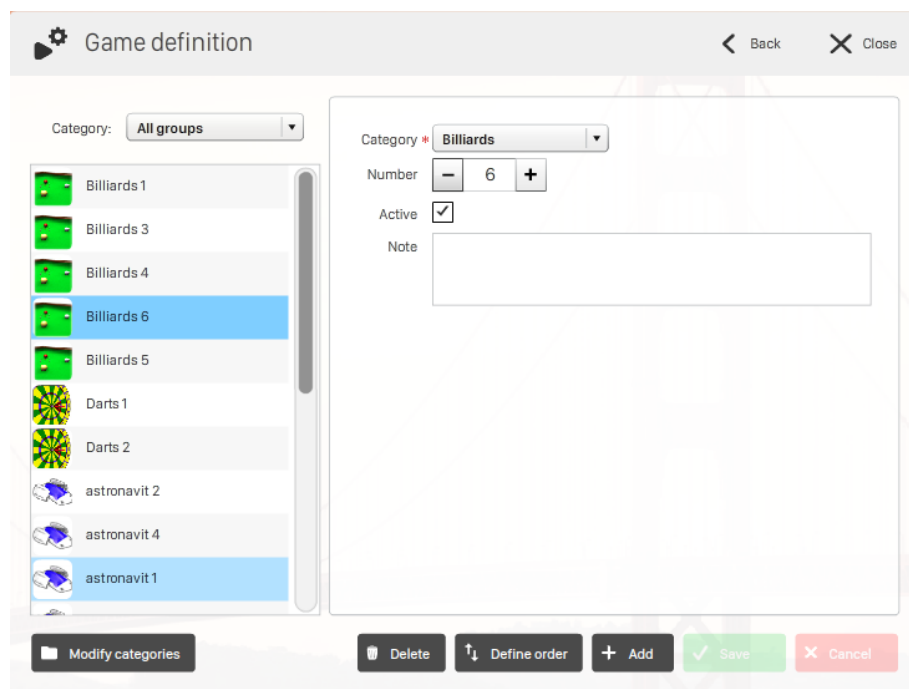
Several parameters can be defined in this window:

- **SCROLLING MESSAGE:** allows you to choose the message to send. Select NO MESSAGE to remove all messages from the lanes.
- **STARTING LANE:** allows you to select the first lane where the message will be sent.
- **ENDING LANE:** allows you to select the last lane where the message will be sent.
- **INTERVALS OF:** allows you to send the message only to some lanes with an interval. I.E. interval 2, the sequence is sent to lanes 1,3,5,7, etc. (select 1 to send the message to all the lanes).

By default, the system will send the message to all the lanes.

18.20 Game Definition

To access: PREFERENCES -> **GAME DEFINITION**



This window allows you to manage the time games available in the center, I.E. Billiards, Table Tennis, Darts, etc.

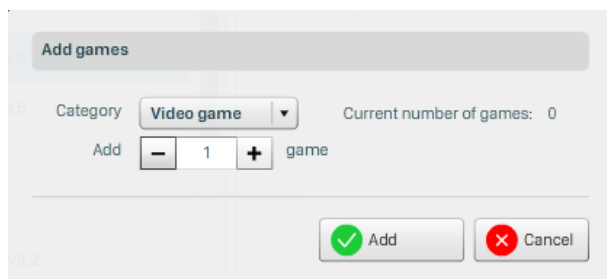
The games are shown on the left side. Click on any game to view or modify it.

The list of the games can be filtered by the CATEGORY menu so that only the games in a particular category will be displayed on the screen.

The following parameters can be set for each game:

- **CATEGORY:** shows the category to which the game belongs.
- **NUMBER:** shows the progressive number of the game in the category.
- **ACTIVE:** shows whether the game is active and can be used. Uncheck the Active box when it is out of service.
- **NOTES:** shows additional information about the game.

18.20.1 Add new games



New games can only be added to a category. This can be done in [GAME CATEGORY DEFINITION](#).

Select the category and how many of games must be created and press ADD. The games will appear in the list to the left.

The order how the games appear on the screen games grid in the [GAMES MANAGEMENT](#) window, can be changed. Click on **DEFINE ORDER** to go to the window that allows you to tidy up the games.

18.20.2 Set game order



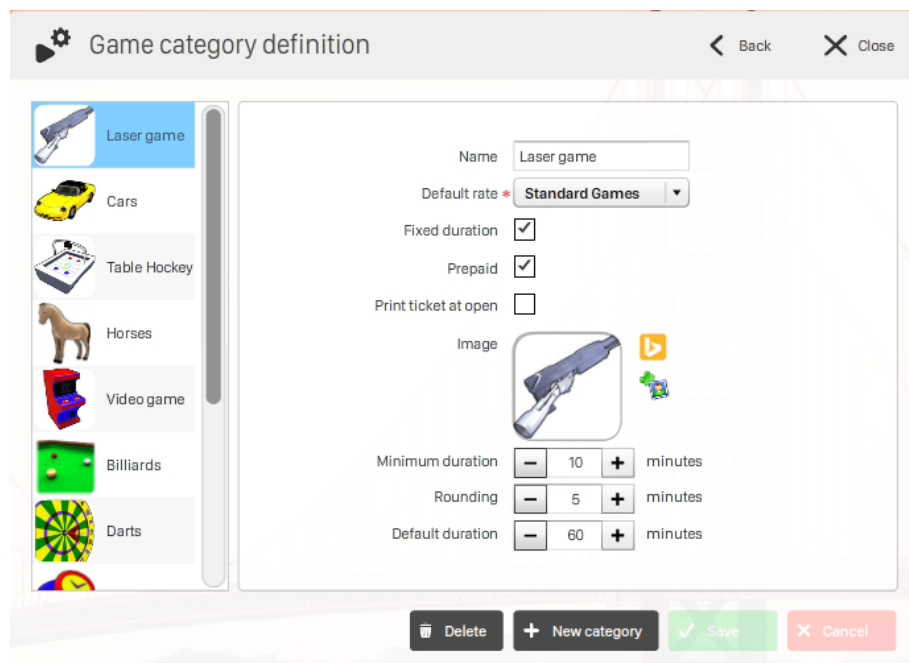
To move a game, click on its icon and drag and drop it to the new position. When done, click on **SAVE** to save the changes or **CANCEL** to restore the previous order.

18.20.3 Available Options

- **CHANGE CATEGORY:** takes to the [GAME CATEGORY DEFINITION](#).
- **CANCEL:** allows you to cancel the selected game. It is not possible to cancel a game that is in use.
- **SET ORDER:** see [SET GAME ORDER](#).
- **ADD:** allows you to add new games.
- **SAVE:** allows you to save the changes made.
- **CANCEL:** allows you to cancel the changes made and to restore the previous data.

18.21 Game Category Definition

To access: PREFERENCES -> GAME DEFINITION -> **MODIFY CATEGORIES**



The time games category, such as Billiards, Table Tennis and Darts can be organised in this window.

The games category already entered are shown on the left. To view or modify the data of any particular game category, just click on it.

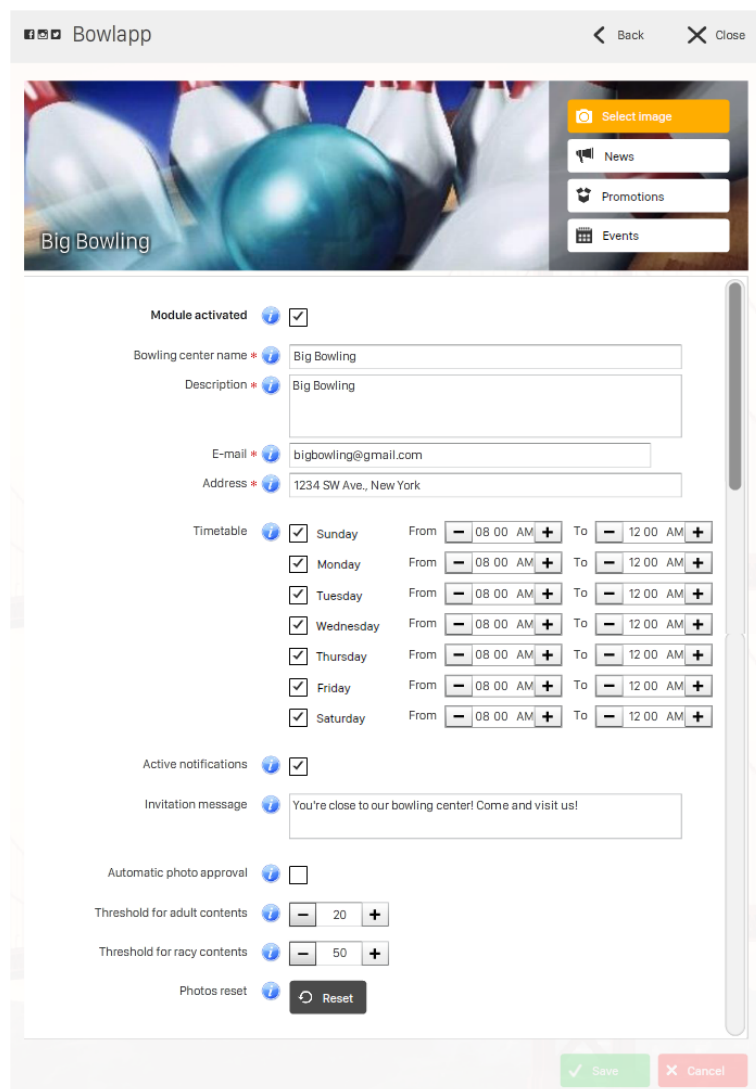
The following parameters can be specified for each game:

- **NAME:** shows the name of the game category.
- **DEFAULT RATE:** shows the default rate for this category of games. The default rates can also be set in [DEFAULT RATE SETTINGS](#).
- **FIXED DURATION:** shows whether the FIXED DURATION option should be set when the game is opened.
- **PREPAID:** shows whether the PREPAID option should be set when the game is opened.
- **PRINT A RECEIPT (PRE-PLAY):** shows whether a receipt should be printed when the game is opened. The receipt will show the details of the game, the starting time, and in case the FIXED DURATION option is active, the end time of the game.

- **IMAGE:** by clicking on the blank space, it takes to internet to find a picture that will be displayed in the left section. To delete an image, click on the bin key next to the image.
- **MINIMUM DURATION:** shows the minimum rental time for the game in minutes. For example, if the minimum time has been set to 30 minutes, the system will charge this price even if the players finish to play before the 30 minutes have elapsed. This option is used in POST-PAY.
- **ROUND UP FIGURE:** shows the figure used for rounding up the game rental times. For example, if the round up figure is set at 5 minutes, a game lasting 23 minutes will be charged for 25 minutes. This option is used in POST-PAY.
- **DEFAULT DURATION:** shows the default time limit when the game is opened. The time limit can be changed at any time.

18.22 SocialBowl (OPTIONAL)

To access: PREFERENCES -> **SOCIALBOWL**



Bowlapp [Back] [Close]

Big Bowling

Module activated ☒

Bowling center name * Big Bowling

Description * Big Bowling

E-mail * bigbowling@gmail.com

Address * 1234 SW Ave., New York

Timetable

Day	From	To
<input checked="" type="checkbox"/> Sunday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Monday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Tuesday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Wednesday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Thursday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Friday	08 00 AM	12 00 AM
<input checked="" type="checkbox"/> Saturday	08 00 AM	12 00 AM

Active notifications ☒

Invitation message You're close to our bowling center! Come and visit us!

Automatic photo approval ☐

Threshold for adult contents 20

Threshold for racy contents 50

Photos reset [Reset]

[Save] [Cancel]

This feature allows you to share on internet all the Bowling Center information and all the games bowled by the customers as well as the Tournaments games.

NOTE: The fields with a red asterisk are mandatory.

- **MODULE ACTIVATED:** Check this box to send the Bowling Center information and all the games bowled by the customers to internet, in this

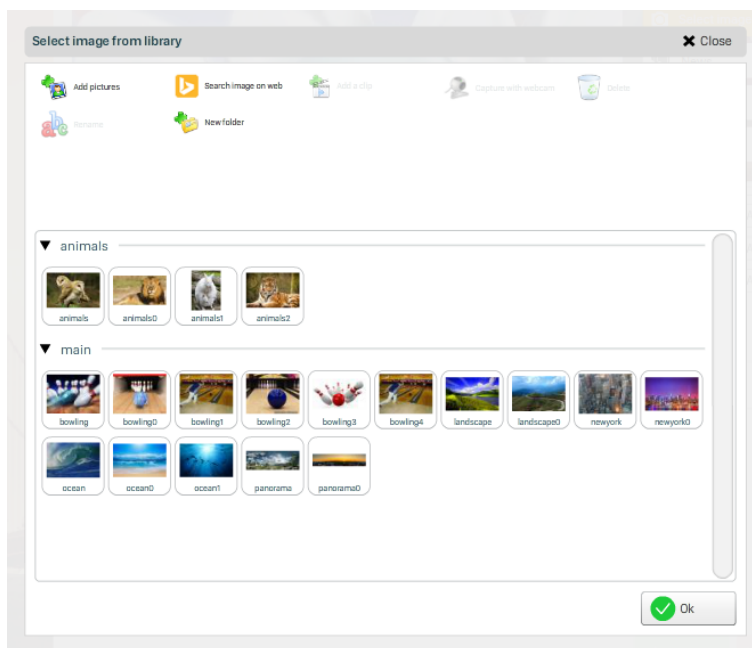
case, the customers who installed the [SOCIAL BOWL APPLICATION](#) application, can get a code and receive information from the bowling center and/or visualize their games on their devices (smartphones, tablets, etc.).

- **BOWLING CENTER NAME:** The name of the center.
- **DESCRIPTION:** This field is useful to write information on your center.
- **E-MAIL:** The Bowling Center e-mail.
- **ADDRESS:** The Bowling Center address.
- **TIMETABLE:** Shows the Opening Hours.
- **ACTIVE NOTIFICATIONS:** When enabled, it will send a message to the Social Bowl application's registered customers when they are near your center.
- **INVITATION MESSAGE:** This is the message sent by the Social Bowl Application.
- **AUTOMATIC PHOTO APPROVAL:** When enabled allows to automatically approve the photo. The approval is controlled by the software by two parameters.
- **THRESHOLD FOR ADULT CONTENT:** This parameter sets the threshold photo approval in percentage for the presence of adult contents. The higher is the value the lower is the possibility that offensive pictures are show.
- **THRESHOLD FOR RACY CONTENT:** This parameter sets the threshold photo approval in percentage for the presence of racy contents. The higher is the value the lower is the possibility that offensive pictures are show.
- **PHOTOS RESET:** Deletes the photos uploaded by the customer when these are considered offensive.
- **SAVE:** Saves the data and sends them to internet.
- **CANCEL:** Deletes the data inserted.

All above information allow you to visualize your bowling center on the Social Bowl Application.

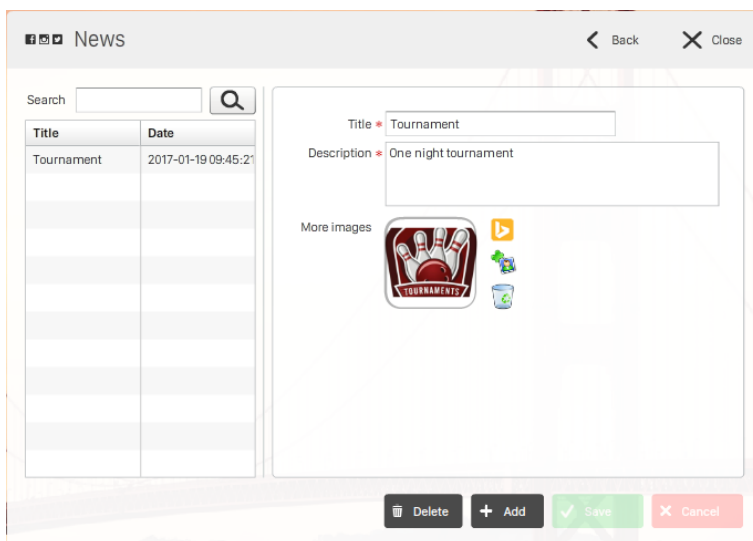
18.22.1 Available Options

- **SELECT IMAGE:**



This window allows you to select an image to show on the application.

- **IMAGE:** by clicking on the image box, it takes to internet to find a picture that will be displayed in the [ORDER MANAGEMENT](#) window and on the lane monitors when the order is placed.
- **SEARCH IMAGE ON THE WEB:** same as clicking on the image box, it takes to internet, see [MEDIA CONTROL](#).
- **SET IMAGE:** search an image in the library.
- **REMOVE IMAGE:** deletes the image selected.
- **NEWS:**



Title	Date
Tournament	2017-01-19 09:45:21

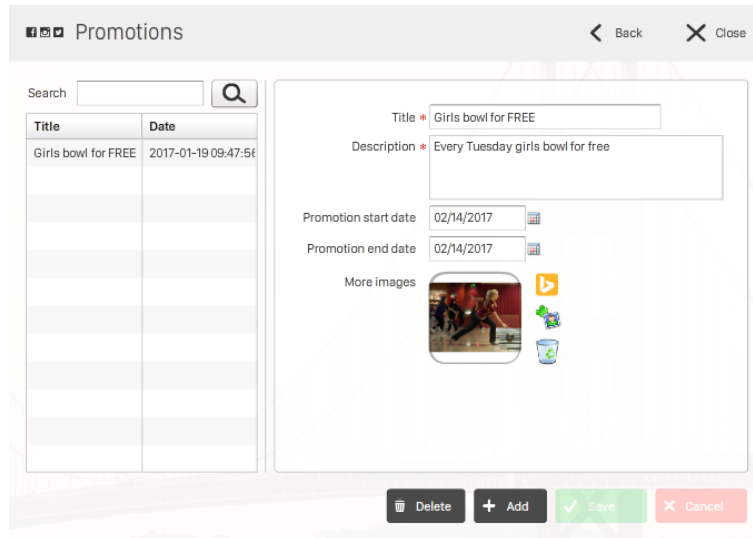
This window allows you to create news to show on the Social Bowl Application.

On the left of the window there is the list of existing news.

Press **ADD** button to create a news.

- **Title:** The news title.
- **Description:** A description of the news.
- **More Images:** Allows you to show an image. See [MEDIA CONTROL](#) section.
- **DELETE:** Allows you to delete the selected news.
- **ADD:** Allows you to create a new news.
- **SAVE:** Saves the data and sends them to internet.
- **CANCEL:** Deletes the data inserted.

• PROMOTIONS:



Promotions

Search

Title	Date
Girls bowl for FREE	2017-01-19 09:47:56

Title * Girls bowl for FREE

Description * Every Tuesday girls bowl for free

Promotion start date 02/14/2017

Promotion end date 02/14/2017

More images

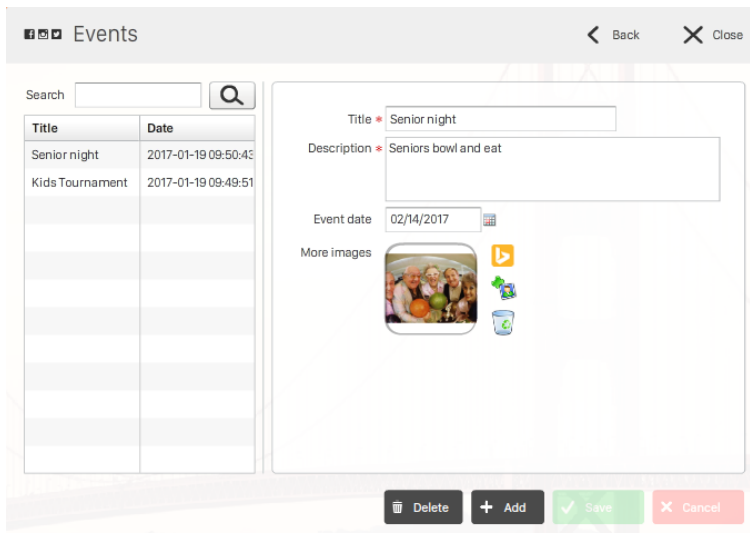
This window allows you to create promotions to show on the Application.

On the left of the window there is the list of existing promotions.

Press **ADD** button to create a promotion.

- **Title:** The promotion title.
- **Description:** A description of the promotion.
- **Promotion start date:** Allows you to set a date for the promotion to start.
- **Promotion end date:** Allows you to set a date for the promotion to end.
- **More Images:** Allows you to show an image. See [MEDIA CONTROL](#) section.
- **DELETE:** Allows you to delete the selected promotion.
- **ADD:** Allows you to create a new promotion.
- **SAVE:** Saves the data and sends them to internet.
- **CANCEL:** Deletes the data inserted.

• EVENTS:



Title	Date
Senior night	2017-01-19 09:50:43
Kids Tournament	2017-01-19 09:49:51

Search

Title * Senior night

Description * Seniors bowl and eat

Event date 02/14/2017

More images

Delete Add Save Cancel

This window allows you to create events to be shown on the Application.

On the left of the window there is the list of existing event.

Press **ADD** button to create a event.

- **Title:** The event title.
- **Description:** A description of the event.
- **Event date:** Allows you to set a date for the event.
- **More Images:** Allows you to show an image. See [MEDIA CONTROL](#) section.
- **DELETE:** Allows you to delete the selected event.
- **ADD:** Allows you to create a new event.
- **SAVE:** Saves the data and sends them to internet.
- **CANCEL:** Deletes the data inserted.

18.22.2 SocialBowl Application (OPTIONAL)

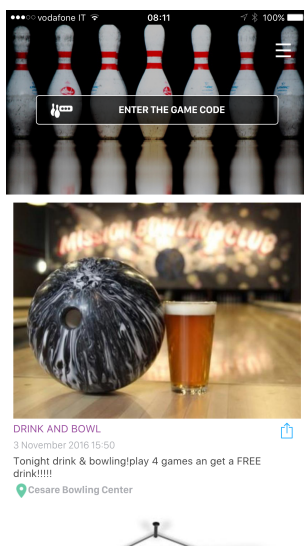
This is an application for smart phones, tablets, etc. that can be downloaded from Google Play and from the App Store.

Once installed it allows you to search a center on internet, view the news, events and promotions, view and share the games bowled in a center.

The App has several features.

Press the Menu on the top right to access.

- **HOME:** The page shows the latest info of the Centers connected.



- **ENTER THE GAME CODE:** When the customer is in a bowling center and plays a bowling game, he can see on the monitors a code that should be entered in this field to allow the customer to access to all the functions of the app.

The code can be also seen at the frontdesk in the [DETAILS](#) page of the game.

Game details

Game mode:	Open
Duration:	variable
Payment:	per game
Played games:	1
Bowlapp code:	855-019-073

- **ENTER CODE:** Allows you to enter the game code shown on the monitors.

<

08:11

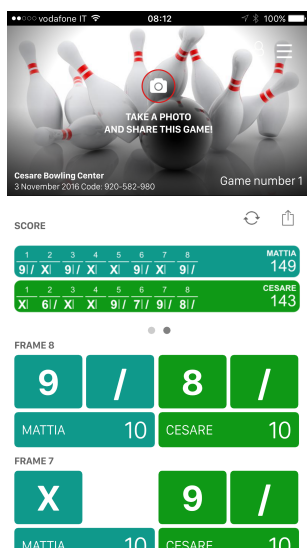
100%

INSERT GAME CODE

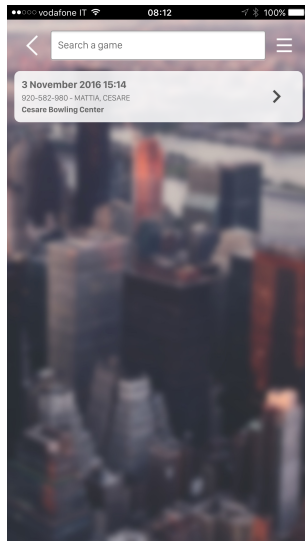
>

1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
	0	<X>

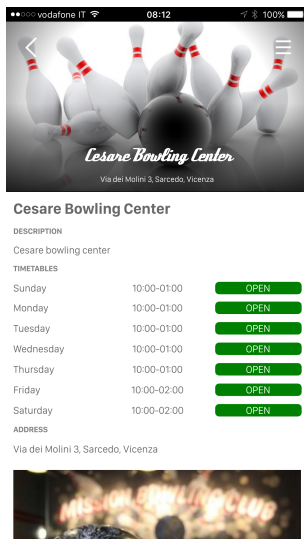
- **CURRENT GAME:** This page allows you to see the current game played.



- **GAMES ARCHIVE:** This page shows all the archived games, use the search field or touch a game in the list to visualize it.



- **BOWLING INFO:** This page shows the information of the bowling center as well as the opening time, the address, the promotions, etc.



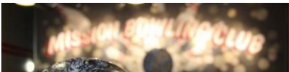
Cesare Bowling Center
Via dei Molini 3, Sarcedo, Vicenza

DESCRIPTION
Cesare bowling center

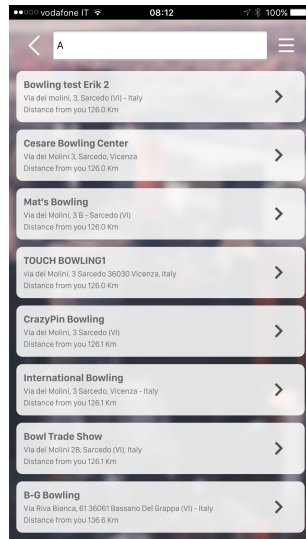
TIMETABLES

Sunday	10:00-01:00	OPEN
Monday	10:00-01:00	OPEN
Tuesday	10:00-01:00	OPEN
Wednesday	10:00-01:00	OPEN
Thursday	10:00-01:00	OPEN
Friday	10:00-02:00	OPEN
Saturday	10:00-02:00	OPEN

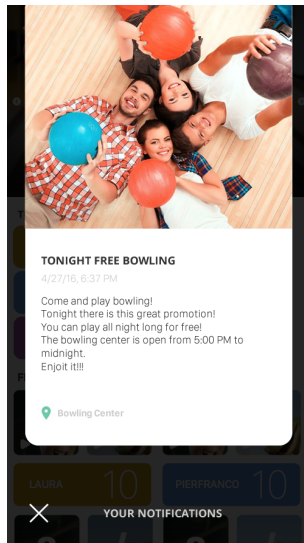
ADDRESS
Via dei Molini 3, Sarcedo, Vicenza



- **FIND BOWLING:** Allows you to find a bowling center. Type the name of the bowling center or touch one name in the list.

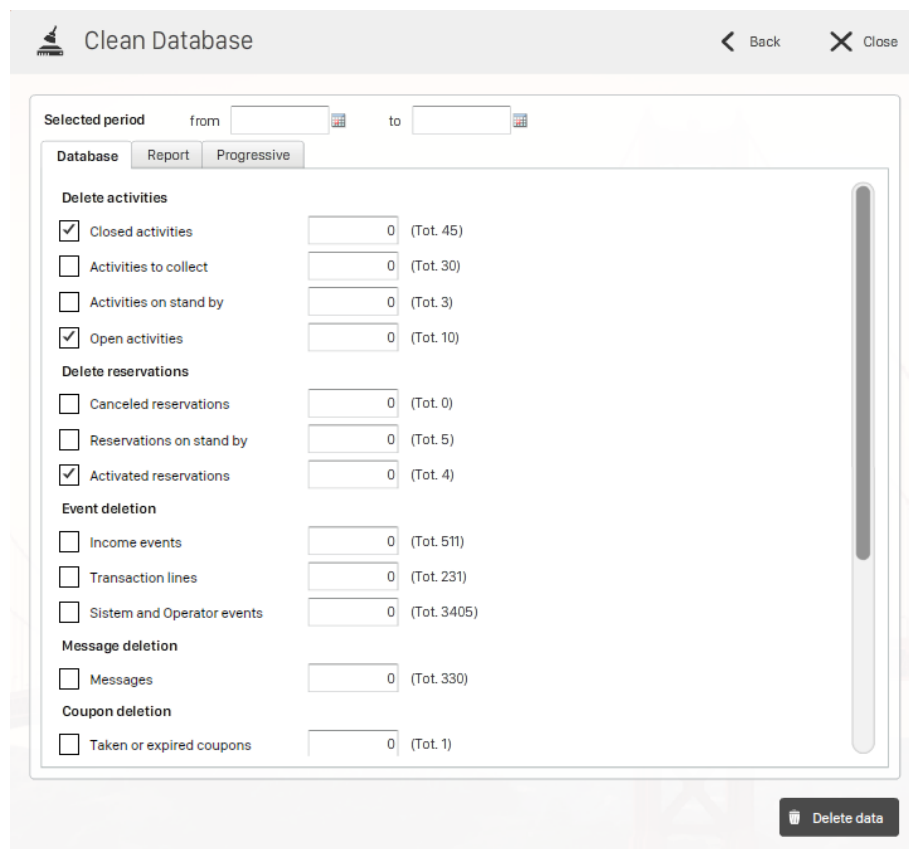


- **NOTIFICATIONS:** Shows the notifications. Scroll to see more notifications.



18.23 Clean Database

To access: PREFERENCES -> **CLEAN DATABASE**



Selected period from to

Database Report Progressive

Delete activities

<input checked="" type="checkbox"/> Closed activities	<input type="text" value="0"/> (Tot. 45)
<input type="checkbox"/> Activities to collect	<input type="text" value="0"/> (Tot. 30)
<input type="checkbox"/> Activities on stand by	<input type="text" value="0"/> (Tot. 3)
<input checked="" type="checkbox"/> Open activities	<input type="text" value="0"/> (Tot. 10)

Delete reservations

<input type="checkbox"/> Canceled reservations	<input type="text" value="0"/> (Tot. 0)
<input type="checkbox"/> Reservations on stand by	<input type="text" value="0"/> (Tot. 5)
<input checked="" type="checkbox"/> Activated reservations	<input type="text" value="0"/> (Tot. 4)

Event deletion

<input type="checkbox"/> Income events	<input type="text" value="0"/> (Tot. 511)
<input type="checkbox"/> Transaction lines	<input type="text" value="0"/> (Tot. 231)
<input type="checkbox"/> Sistem and Operator events	<input type="text" value="0"/> (Tot. 3405)

Message deletion

<input type="checkbox"/> Messages	<input type="text" value="0"/> (Tot. 330)
-----------------------------------	---

Coupon deletion

<input type="checkbox"/> Taken or expired coupons	<input type="text" value="0"/> (Tot. 1)
---	---

Delete data

It is possible to free space on the hard disc drive to speed up operations in the system.

WARNING: it is ALWAYS recommended to make a BACKUP copy before any information in the current database is modified. For information on how to make a backup, see [BACKUP MANAGEMENT](#).

The procedure of database cleanup is divided into 3 sections.

18.23.1 Database:

This page allows you to cancel data in the database for a specific period of time.

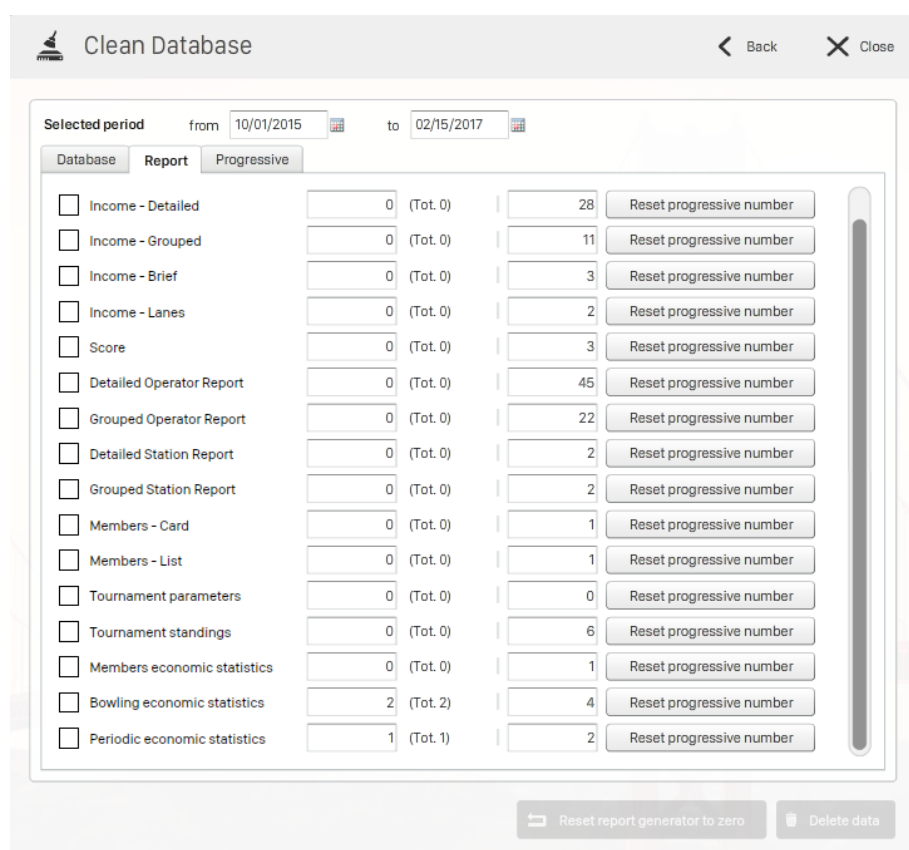
Set time frame for the database reset/clean up.

Enter the 'from and to' dates. The system will calculate the amount of data that can be deleted based on the time frame entered here.

The data that can be deleted are organised in groups that can be selected by checking the box next to their name. For each group the number of transactions is shown for the period selected. The total number of transactions of the group in the database is shown between brackets.

Use the **DELETE DATA** key to cancel the data. All the transactions selected will be removed from the database. The system will ask for confirmation before each step, depending on the type of data.

18.23.2 Report:



Report Category	Current Count	Total Count (Tot.)	Reset Button	
<input type="checkbox"/> Income - Detailed	0	(Tot. 0)	28	Reset progressive number
<input type="checkbox"/> Income - Grouped	0	(Tot. 0)	11	Reset progressive number
<input type="checkbox"/> Income - Brief	0	(Tot. 0)	3	Reset progressive number
<input type="checkbox"/> Income - Lanes	0	(Tot. 0)	2	Reset progressive number
<input type="checkbox"/> Score	0	(Tot. 0)	3	Reset progressive number
<input type="checkbox"/> Detailed Operator Report	0	(Tot. 0)	45	Reset progressive number
<input type="checkbox"/> Grouped Operator Report	0	(Tot. 0)	22	Reset progressive number
<input type="checkbox"/> Detailed Station Report	0	(Tot. 0)	2	Reset progressive number
<input type="checkbox"/> Grouped Station Report	0	(Tot. 0)	2	Reset progressive number
<input type="checkbox"/> Members - Card	0	(Tot. 0)	1	Reset progressive number
<input type="checkbox"/> Members - List	0	(Tot. 0)	1	Reset progressive number
<input type="checkbox"/> Tournament parameters	0	(Tot. 0)	0	Reset progressive number
<input type="checkbox"/> Tournament standings	0	(Tot. 0)	6	Reset progressive number
<input type="checkbox"/> Members economic statistics	0	(Tot. 0)	1	Reset progressive number
<input type="checkbox"/> Bowling economic statistics	2	(Tot. 2)	4	Reset progressive number
<input type="checkbox"/> Periodic economic statistics	1	(Tot. 1)	2	Reset progressive number

Each generated report has a progressive number and it is stored in the database in PDF format. These information are stored in the server's hard disc.

The reports have a unique and progressive **ID** number set by a system function, called **REPORT GENERATOR**.

In this page the reports can be deleted and their progressive and REPORT GENERATOR numbers reset to zero.

The first step to clean/reset the database is to select a period of time. Enter the start and end date. As soon as the dates have been entered, the system

will display the reports that can be cancelled.

Select the reports that you want to delete by checking the boxes next to their names.

For each type of report the following information will be displayed:

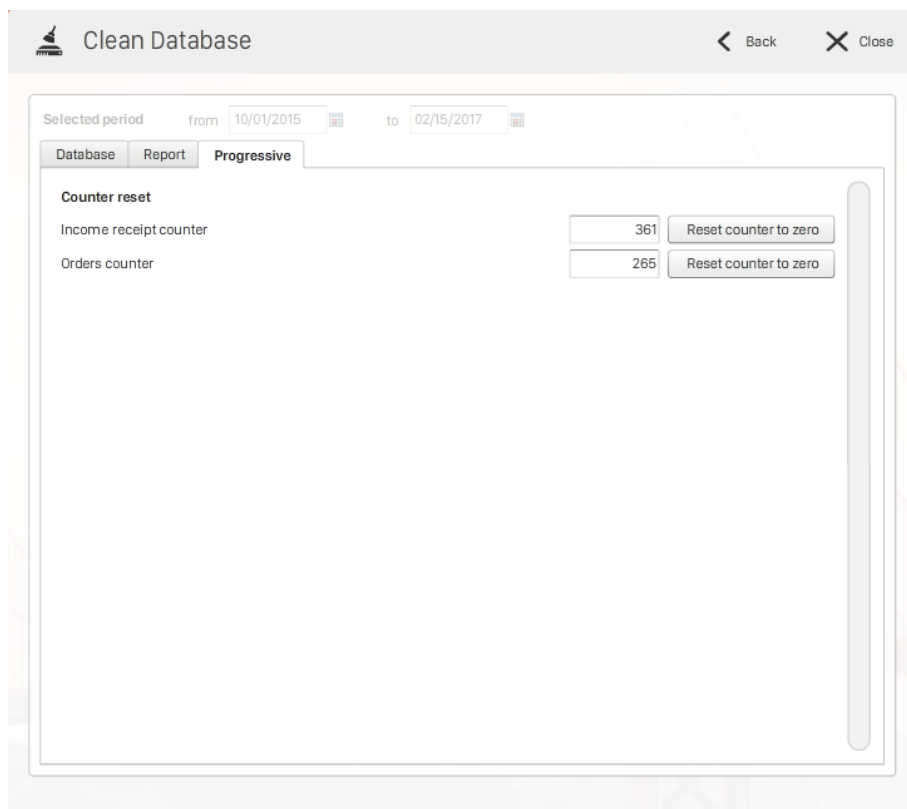
- the number of transactions during the selected period
- the total number stored in the database
- the progressive number

Click on the **DELETE DATA** key to start the cancellation. All the reports selected will be cancelled. Before the cancellation operation starts, the system will ask for a confirmation.

Click on the **ZERO PROGRESSIVE NUMBER** to the right of each type of report to reset the progressive number. The next report will start from nr.1.

The **ZERO REPORT GENERATOR** key is used to reset the progressive number for all the reports. This key will only become active when all the reports have been cancelled.

18.23.3 Progressive



Clean Database

Selected period from 10/01/2015 to 02/15/2017

Database Report **Progressive**

Counter reset

Income receipt counter	361	Reset counter to zero
Orders counter	265	Reset counter to zero

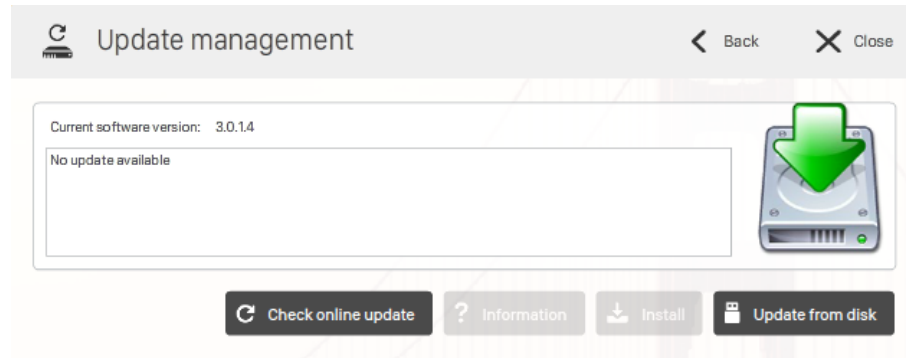
This page is used to zero the progressive numbers of the receipts and of the orders.

The actual progressive number is shown in the related box.

To reset the number, press the **PROGRESSIVE NUMBER ZERO** key.

18.24 Update management

To access: PREFERENCES -> **UPDATE MANAGEMENT**



GENIE uses an automatic update system that downloads the updates automatically from Internet. When an update has been downloaded, a message is sent to the screen.

This window allows the GENIE updates to be downloaded and installed as soon as new releases of the software are available.

The current software version is displayed on top and, below there are the information on the availability of new updates.

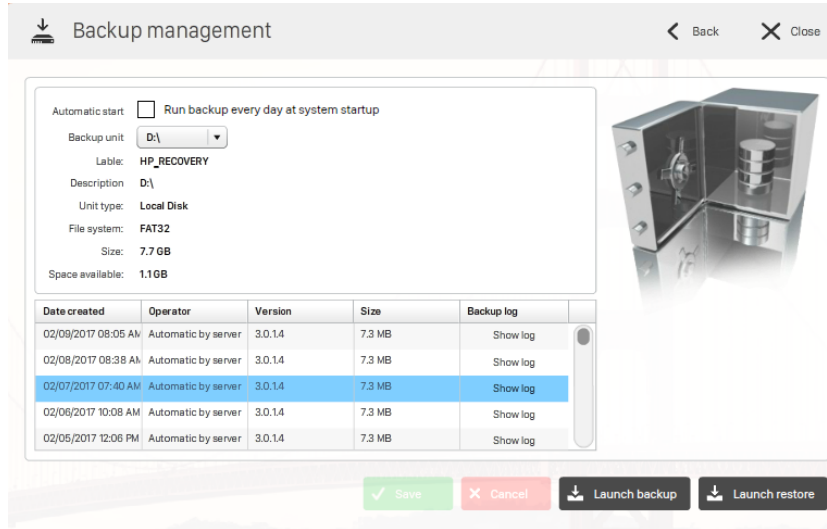
ATTENTION: Software updates should only be installed when the system is not in use, since all the system will restart.

18.24.1 Available Options

- **CHECK FOR ONLINE UPDATES:** checks for the availability of updates on Internet.
- **UPDATE SWITCH:** starts the installation of updates and restarts the system.
- **UPDATE FROM DISK:** checks all removable memory (such as a USB memory stick) for the presence of update packages and displays them on screen.

18.25 Backup Management

To access: PREFERENCES -> **BACKUP MANAGEMENT**



Backup management

Automatic start ☐ Run backup every day at system startup

Backup unit: D:\

Label: HP_RECOVERY

Description: D:\

Unit type: Local Disk

File system: FAT32

Size: 7.7 GB

Space available: 1.1 GB

Date created	Operator	Version	Size	Backup log
02/09/2017 08:05 AM	Automatic by server	3.0.1.4	7.3 MB	Show log
02/08/2017 08:38 AM	Automatic by server	3.0.1.4	7.3 MB	Show log
02/07/2017 07:40 AM	Automatic by server	3.0.1.4	7.3 MB	Show log
02/06/2017 10:08 AM	Automatic by server	3.0.1.4	7.3 MB	Show log
02/05/2017 12:06 PM	Automatic by server	3.0.1.4	7.3 MB	Show log

Save Cancel Launch backup Launch restore

This window allows you to back up data manually or automatically at a specific time. The window also allows you to restore saved data.

A USB key, that is normally supplied with the system, should be used to back up the data.

NOTE: It is important that the USB key remains in the server to allow the system to perform periodic backups.

A daily backup can be done when the system starts every day using the **AUTOMATIC EXECUTION** box. The unit used for the back up can be selected by clicking on the **BACKUP UNIT** key.

Once the unit has been selected, click on **SAVE**.

If the automatic backup has been set, the system will add a daily back up into the unit selected. When the memory of the unit is full, the older backups will be deleted until enough space is available for the new backup. The backups created are listed on the screen with the following details:

- Time and date of the backup.
- The operator who made the backup (the Operator field shows 'SYSTEM' when the automatic backup is selected).
- The software version installed.
- The size of the backup file.
- Backup log allows you to click on **SHOW LOG**, this opens a window that shows a list of technical information related to the backup.

18.25.1 Available Options

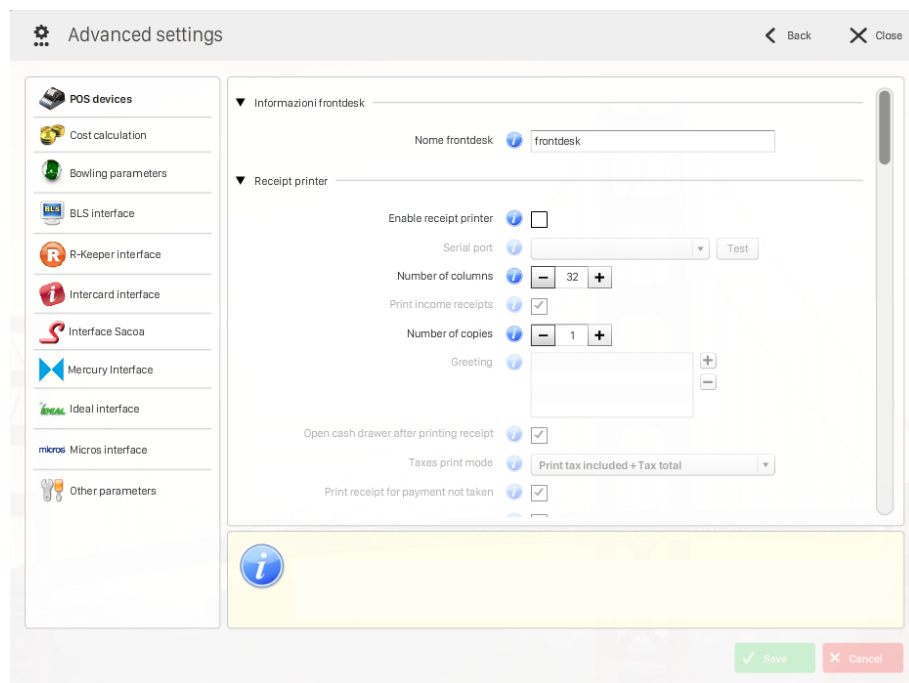
- **SAVE:** saves the changes made
- **CANCEL:** cancels the changes made and restores the previous data
- **START BACKUP:** allows you to make a manual backup
- **START RESTORE:** allows you to restore a previous backup.

WARNING This operation requires extreme caution since all current data will be lost and the data in the selected backup will be restored. It is also important to note that all the information stored in the database after the restored backup, will be lost. This operation requires to restart the system, be sure that you really want to restore a specific backup, before starting the operation.

Due to the critical nature of the restore operation, a confirmation will be asked 3 times, and the operator will be warned about the possible consequences of this action.

18.26 Advanced Settings

To access: PREFERENCES -> **ADVANCED SETTINGS**



This window allows you to set several system parameters as peripheral devices connected to the workstations, costs calculation mode and more. The parameters are divided in pages and groups. To chose a page click on the related icon on the left of the window, all the options for that page will appear on the right. Each option has a text explanation in the lower box, to see the text, click on the symbol (i) on the right of each option name.

18.26.1 Pos Devices

RECEIPT PRINTER:

- **ENABLE RECEIPT PRINTER:** Enables to print using the receipt printer. Check the box to use the thermal printer.
- **SERIAL PORT:** Sets the serial port connected to the receipt printer. Press TEST to print a sample receipt to check whether the serial port is correct or not.
- **NUMBER OF COLUMNS:** This parameter allows you to set the colums that the printer supports.
- **PRINT INCOME RECEIPTS:** Allows you to print a receipt at the end of a transaction.
- **NUMBER OF COPIES:** Allows you to print more copies of the receipt.
- **GREETING:** Shows the greeting message used on the receipts.
- **OPEN CASH DRAWER AFTER PRINTING RECEIPT:** Allows the operator to open the cash drawer after a receipt has been printed.
- **PRINT RECEIPT FOR PAYMENT NOT TAKEN:** Allows the operator to print a receipt when a payment is not taken, the receipt will show the amount due and the reason the payment was not taken.
- **OPEN CASH DRAWER FOR A PAYMENT NOT TAKEN:** Allows the operator to open the cash drawer after a receipt is printed for a payment not taken.
- **OPEN CASH DRAWER WITH CTRL+F8 KEYS:** Allows the operator to open open the cash drawer by using the CTRL + F8 keys.
Note: This function requires a specific security right for each operator.
- **ALLOW PRINTING RECEIPT PREVIEW:** Allows you to print a receipt preview, this is useful when it is necessary to cash an order when serving tables, lanes, etc,
- **ADDING SPACE FOR TIP:** adds a space on the receipt to add a tip.
- **ADD THE AREA TO SIGN THE RECEIPT:** add a space to sign the receipt I.E. when it is cash later, in case the customer has an account, etc.

THERMAL PRINTER FOR ORDERS:

- **ENABLE PRINTER for lane orders:** Enables the printer.
- **PRINT BAR ORDERS:** Allows the operator to print bar orders on the thermal printer.
- **PRINT RESTAURANT ORDERS:** Allows the operator to print restaurant orders on the thermal printer.
- **PRINT OTHER ITEMS ORDERS:** Allows the operator to print other items orders on the thermal printer.
- **SERIAL PORT:** Set the serial port to which the printer is connected. Press TEST to print a sample receipt using the serial port set. It is possible to use the same thermal printer used for the receipts, in this case select the same serial port.
- **NUMBER OF COPIES:** Allows you to print more copies of the receipt.

POS DISPLAY – KUBE D:

- **SHOW THE TOTAL INCOME ON DISPLAY:** Allows the operator to show the amount due on the pole display KUBE D after a transaction.
- **SERIAL PORT:** Sets the serial port where the KUBE D display is connected. Press TEST to show a sample message using the serial port set.
- **ENABLE BRIGHTNESS:** Allows the operator to set the display brightness value, as a percentage. When the display is in standby, brightness is reduced to allow the system to save energy.

PAYMENT SCREEN SETTINGS:

- **USE PAYMENT SCREEN:** This option, enabled by default, allows you to access the income window every time a payment is taken. When it is disabled, the payment is cashed pressing the PAY button without any further message.
- **CUSTOMIZED PAYMENTS:** Allows you to add a text in the window that will be used for cashing, when the payment mode is not in the system.
- **PREFERENTIAL PAYMENT TYPE 1, 2, 3:** allows you to choose up to 3 payment types that will be displayed in the Income screen.

FRONTDESK INTERFACE PARAMETERS:

- **LOCK SCREEN:** Allows you to lock the frontdesk screen after a period of time if not used.

- **USE THE LOGOUT BUTTON AS LOCKSCREEN:** Click on the logout button to lock the screen.
- **USE TRANSITIONAL EFFECTS:** If active, this function allows you to enable transitional effect on the workstation in use. The transitional effect makes the graphic to look better but it slows the system down.
- **KEEP THE STATUS OF THE DESKTOP:** This is a beta version under test, it allows you to resume the desktop in case of disconnection.
- **SHOW THE BATTERY LEVEL:** Shows the battery level of the device used.

VIRTUAL KEYBOARD SETTING: Allows you to enable the virtual keyboard on the screen.

TOUCH SCREEN CALIBRATION:

- **TOUCH SCREEN CALIBRATION:** This option is useful when the operators use workstations with touch screen. The START APPLICATION button allows you to start the calibration procedure. Calibration utility can vary depending on the touch screen type.

18.26.2 Cost Calculation

▼ Variables for taxes management

Tax list	Tax name	Code	%	Included	+	-
	TAX 20,00	T20	20.00	<input checked="" type="checkbox"/>		
	TAX 0,00	T0	0.00	<input type="checkbox"/>		

Default tax for the Bowling department
TAX 20,00

Default tax for the shoes and socks
TAX 20,00

Default tax for Games department
TAX 20,00

Default tax for the Bar department
TAX 20,00

Default tax for General Articles department
TAX 20,00

Default tax for Lockers department
TAX 20,00

Default tax for Packages
TAX 20,00

Default tax for the Restaurant
TAX 20,00

Default tax for Tournaments department
TAX 20,00

▼ Variables for cost calculation

TAXES MANAGEMENT:

- **TAX LIST** These settings allows you to customize the taxes in order to assign them to a department or to the items as Restaurant, Bar, etc. Unless a specific tax is created, all the items that belong to a department will inherit the department tax.

The box has 4 fields. Press (+) or (-) buttons to add or to cancel a tax value.

- **TAX NAME:** allows you to type a specific name for each tax.
- **CODE:** allows you to use a code (ID) for each tax.
- **PERCENTAGE:** set the tax value in percent.
- **INCLUDED:** sets whether the tax is included in the price or not.

Once the taxes have been created, click on the menu on the right of each department, to associate the proper tax value.

- **DEFAULT TAX FOR (various departments)** All the Departments Default Taxes created, can be assigned to a department using the drop-down menu.

VARIABLES FOR COST CALCULATION:

- **ROUNDING MODE:** Used to cash to round the amount due. Defines the way the amount will be rounded to avoid small decimals and too small changes.

It is possible to choose 3 calculation modes:

- **CLOSEST VALUE:** sets rounding to the closest value.
- **CLOSEST LOWER VALUE:** sets rounding to the closest lower value.
- **CLOSEST HIGHER VALUE:** sets rounding to the closest higher value.

- **ROUNDING PRECISION:** Defines the cut of the rounding.

VARIABLES FOR COST CALCULATION (BOWLING)

- **GAME COST CALCULATION IN PREPAID:** This setting is referred to BOWLING costs calculation in prepaid mode per Game, when the games are played in different time shifts that have different rates.

- **OPENING GAME SESSION MOMENT:** uses the active rate at game start time.
- **MIDDLE GAME MOMENT:** uses the active rate in the middle of the games time.

- **CLOSING GAME SESSION MOMENT**: uses the active rate at the end of the game.
- **UNIFORM DISTRIBUTION**: the exact cost of each frame will be calculated considering all the time shifts involved.

- **TIME COST CALCULATION IN PREPAID:**

This setting is referred to BOWLING costs calculation in prepaid by Time, when the games are played in different time shifts that have different rates.

- **OPENING GAME SESSION MOMENT**: uses the active rate at game start time.
- **MIDDLE GAME MOMENT**: uses the active rate in the middle of the games time.
- **CLOSING GAME SESSION MOMENT**: uses the active rate at the end of the game.
- **UNIFORM DISTRIBUTION**: the exact cost of each frame will be calculated considering all the time shifts involved.

- **GAME COST CALCULATION IN POSTPAID:**

This setting is referred to BOWLING costs calculation in postpaid per Game, when the games are played in different time shifts that have different rates.

- **OPENING GAME SESSION MOMENT**: uses the active rate at game start time.
- **MIDDLE GAME MOMENT**: uses the active rate in the middle of the games time.
- **CLOSING GAME SESSION MOMENT**: uses the active rate at the end of the game.
- **UNIFORM DISTRIBUTION**: the exact cost of each frame will be calculated considering all the time shifts involved.

- **TIME COST CALCULATION IN POSTPAID:**

This setting is referred to BOWLING costs calculation in postpaid by Time, when games are played in different time shifts that have different rates.

- **OPENING GAME SESSION MOMENT**: uses the active rate at game start time.
- **MIDDLE GAME MOMENT**: uses the active rate in the middle of the games time.
- **CLOSING GAME SESSION MOMENT**: uses the active rate at the end of the game.

- **UNIFORM DISTRIBUTION:** the exact cost of each frame will be calculated considering all the time shifts involved.
- **ALWAYS COLLECT ENTIRE GAME:** It shows whether to collect only the played frames or the whole game if a game has not been finished.
- **CHARGE EXTRA FOR 11th FRAME:** This setting allows you to charge for the third ball in the 10th frame. In this case the game would be considered as an 11 frame game. This function is present only for compatibility reasons with previous versions of our scoring, we suggest to not enable this option.
- **SHOE:** Rental shoes cost.
- **SOCKS:** Rental socks cost.
- **MINIMUM TIME FOR LANE RENTAL:** Allows you to set a minimum rental time for Bowling by Time in Postpaid. If, for example, a lane is opened and closed within 5 minutes and this value is set to 15, the cost for the lane will be calculated for 15 minutes.
- **RENTAL TIME ROUNDING:** Sets the lane rental time rounding in minutes for Time Bowling in Postpaid. For example, a lane is opened and closed after 22 minutes and this parameter is set to 5, the cost is calculated for 25 minutes

VARIABLES FOR COST CALCULATION (GAMES):

- **COST CALCULATION IN PREPAID:**

The setting refers to the cost calculation for Time games when Prepaid, when games are played in different time shifts that have different rates.

- **OPENING GAME MOMENT:** uses the active rate at game start time.
- **MIDDLE GAME MOMENT:** uses the active rate in the middle of the games time.
- **CLOSING GAME MOMENT:** uses the active rate at the end of the game.
- **UNIFORM DISTRIBUTION:** the exact cost will be calculated considering all the time shifts involved during the game.

- **COST CALCULATION IN POSTPAID:**


The setting refers to the cost calculation for Time games when Postpaid, when games are played in different time shifts that have different rates.


- **OPENING GAME MOMENT:** uses the active rate at game start time.


- **MIDDLE GAME MOMENT:** uses the active rate in the middle of the games time.
- **CLOSING GAME MOMENT:** uses the active rate at the end of the game.
- **UNIFORM DISTRIBUTION:** the exact cost will be calculated considering all the time shifts involved during the game.
- **VARIABLES FOR COST CALCULATION (LOCKERS):**
 - **LOCKERS NUMBER:** the total number of lockers available.
 - **RATE:** the cost for the selected period of time.
 - **RATE PERIOD:** sets the period for renting lockers.
 - **OPENING AMOUNT:** the cost to rent a locker. The daily rate can be different.
 - **DEFAULT OPENING MODE FOR THE LOCKERS:** defines the payment mode for renting the lockers.
 - **POSTPAID BY TIME:** the cost is paid at the end of the rental period without a time limit.
 - **POSTPAID BY TIME AND FIXED DURATION:** the cost is paid at the end of the rental period with a fixed time limit.
 - **PREPAID BY TIME:** the cost is paid before the rental time starts.


18.26.3 Bowling Parameters


▼ Bowling game variables


Show temporary scores  ☒


Max frames to include a player  – 3 +


Default blind  – 100 +


Game duration in minutes  – 10 +


Default number of games when opening  – 1 +


Default time when opening a new game  – 30 +


Default time for free practice  – 5 +


Pinsetter movement during practice  Strike cycle


Predefined setting to start practice  ☐

Calculates the time during practice  ☐

Delay in seconds after the end of practice  – 0 +

Automatically add shoes in open  ☐

Adding automatically socks in open games  ☐

Automatically add shoes in league  ☐

BOWLING GAME VARIABLES:


- **SHOW TEMPORARY SCORES:** Allows you to show on the monitors the score of each frame before the following throw is done.
- **MAX FRAMES TO INCLUDE A PLAYER:** Defines the maximum number of frames that can be played to allow a new player to be added and start to play, without waiting for the end of the current game. It is anyway possible to include a player manually.
- **DEFAULT BLIND:** Defines the BLIND value that will be displayed for a player in a tournaments in [TOURNAMENT DEFINITION](#) window .
- **GAME DURATION IN MINUTES:** Defines, in minutes, the expected duration of a game for one player. This value will be used to calculate the estimated game end time when a game starts and also in the reservation management to calculate the estimated game end time.
- **DEFAULT NUMBER OF GAMES WHEN OPENING:** Defines the default number of games every time that a game is opened. When the operators open a game it is always possible to modify this value.
- **DEFAULT TIME WHEN OPENING A NEW GAME:** Defines the default time in minutes every time that a game is opened. When the operators open a game it is always possible to modify this value.
- **DEFAULT TIME FOR FREE PRACTICE:** Defines the default time in minutes, every time a lane is opened, for the free practice. When the operators open a lane it is always possible to modify this value.
- **PINSETTER MOVEMENT DURING PRACTICE:** Defines the type of machine movements when lane is opened. When the operators open a lane it is always possible to modify this value.
 - **STRIKE CYCLE:** The pinsetter spots a new rack of pins after each ball.
 - **NORMAL CYCLE:** The pinspotter makes 1st and 2nd ball cycle.
 - **PINSPOTTER STOPPED:** The pinspotter does not spot the pins.
- **PREDEFINED SETTINGS TO START PRACTICE:** Defines when the practice time starts. If enabled, the practice starts as soon as the first ball is bowled. If disabled it starts when the game starts.
- **DELAY IN SECONDS AFTER THE END OF PRACTICE:** Sets the delay before the game starts after the practice time.
- **AUTOMATICALLY ADD SHOES IN OPEN:** Defines if the system should automatically add the shoes to the players in open mode games.

- **AUTOMATICALLY ADD SOCKS IN OPEN:** Defines if the system should automatically add the socks to the players in open mode games.
- **AUTOMATICALLY ADD SHOES IN LEAGUE:** Defines if the system should automatically add the shoes to the players in league mode games.
- **AUTOMATICALLY ADD SOCKS IN LEAGUE:** Defines if the system should automatically add the socks to the players in league mode games.
- **DEFAULT OPENING MODE:** Defines the systems default opening mode. When opening a lane it is always possible to modify the opening mode.
 - **POSTPAID BY GAME:** the price will be calculated on the number of games played and collected when the game is closed.
 - **POSTPAID BY GAME (FIXED DURATION):** the price will be calculated on the number of games played and collected when the game is closed. The number of games to play must be set.
 - **PREPAID BY GAME:** the price will be calculated on the number of games and paid before the game starts.
 - **POSTPAID BY TIME:** the price will be calculated on the lane rental time and cashed at the end of the game.
 - **POSTPAID BY TIME (FIXED DURATION):** the price will be calculated on the lane rental time and cashed at the end of the game. The maximum lane rental time is preset.
 - **PREPAID BY TIME:** the price will be calculated on the lane rental time and cashed before the game starts.
- **DURATION OF SCORE TABLE AT THE END OF A GAME:** Defines how long the score table stays on the monitor at the end of each game.
- **GAME CLOSURE DELAY WHEN CREDITS ARE FINISHED:** Defines how long a game with no more credits stays open. During this time the score table is displayed and players will not be able to play.
- **DELAY FOR PINSETTER RESET COMMAND:** Defines the delay (in sec.) for the pinsetter reset command when a new game starts. Set the value to 0 if you don't want to send the reset command.
- **DELAY PINSETTER SWITCH OFF WHEN CREDITS ARE OVER:** Defines the delay (in sec.) before the pinsetter switches off when the time or the frames are over. Set to 0 if you don't want to send the switch off command.
- **EXCLUDE THE PLAYER AUTOMATICALLY AFTER PAYMENT:** In post-paid mode, defines whether the player should be excluded after the customer paid the frames or the time bowled and before the game is closed.

- **REDISTRIBUTE THE EXCLUDED PLAYERS REMAINING CREDIT:** In pre-paid mode, defines whether the frames or the time already paid by the excluded player, should be divided and automatically assigned to the players still playing.
- **REDISTRIBUTE THE TIME TO THE NEW PLAYERS:** In pre-paid time mode, defines whether to distribute the already paid time to the new players.
- **SHOW THE EMERGENCY STOP BUTTON:** Allows you to show the Emergency button on all the screens of the workstations.
- **SHOW THE SCORE AS CORRECTED FOR NO-TAP STRIKE:** Highlights the strikes made by NO-TAP mode.
- **SHOWS THE MESSAGE OF MECHANICAL:** Shows on the monitor a message when mechanical help is required by the lane.
- **SHOWS THE SCRATCH ON THE LANES:** When enabled, shows the scratch score on the monitors instead of the cumulative total.
- **USE THE SQUARE AND TRIANGLE...FOR STRIKES:** Shows square and triangles instead of X and / for strikes and spares.
- **HIDES THE MESSAGE 'OUT OF SERVICE':** When enabled, does not show the 'out of service' message on the lanes.
- **SHOW 'DON'T THROW' MESSAGE:** Allows you to set the duration of the 'don't throw' message to give time to the lanes to restart.
- **SHOW THE REMAINING TIME OF A GAME:** Shows the remaining time of a game on the monitors.
- **SHOW WARNING DISCLAIMER BEFORE A GAME:** Allows you to show a disclaimer before the game start.

18.26.4 BLS Interface


▼ File sharing to communicate with BLS software

Sharing status:  **INACTIVE SHARING** Activate sharing now

Shared path:


Sharing information: Sharing allows to BLS software to communicate with Switch.

▼ User creation to access files

User creation status:  **USER NOT CREATED** create a user now

Access user information:


▼ File sharing to communicate with BLS software

Sharing status:  **ACTIVE SHARING** [Disable sharing now](#)

Shared path: C:\bowling\CDE

Sharing information: Sharing allows to BLS software to communicate with Switch.
To properly configure BLS complete the following steps:
1) start BLS
2) press F4 key to recall setup screen
3) click on "Configure Automatic Scoring"
4) click on the padlock and type the password provided by CDE
5) Insert the following values:
Location for Export file: \\PORTATILE-PC\CDE_SHARE\BLS
Location for Scores file: \\PORTATILE-PC\CDE_SHARE\BLS
Location/Computer Name of Front Desk: \\PORTATILE-PC\CDE_SHARE


▼ User creation to access files


User creation status:  **USER CREATED** [Delete a user now](#)




Access user information: To access the shared files use the following credentials:
Username: **cdeuser**
Password: **cde**




18.26.5 R-Keeper Interface

▼ Settings relative to the communication software with R-Keeper

R-Keeper communication active  ☐

Server IP address for R-Keeper 


TCP-IP port   




Re-attempt sending for X minutes   


[Run a test](#)


18.26.6 Intercard Interface



▼ Settings relative to the communication with Intercard system

Server IP address for Intercard 

TCP-IP port   

Mac Address 


Site code accepted 




Credit with priority  **Real account** 


[Run a test](#)


18.26.7 Sacoa Interface




▼ Settings for communication with Sacoa Debit Card System

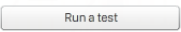
SACOA Server IP Address  192.168.0.171

TCP-IP port   

Use bonus  ☐


Use Courtesy  ☐


Ratio recharge   





18.26.8 Mercury Interface


► Settings for communication with Mercury System



Enable payment MERCURY  ☒


MERCURY merchant ID  019588466313922


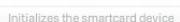
MERCURY/NETePay server address  x1.mercurydev.net


Pad Type  VX805

Secure device C/C magnetic stripe  VX805XPI_MERCURY_E2E

Serial Port  COM3 

U.S. EMV Support  ☐

Device initialization  

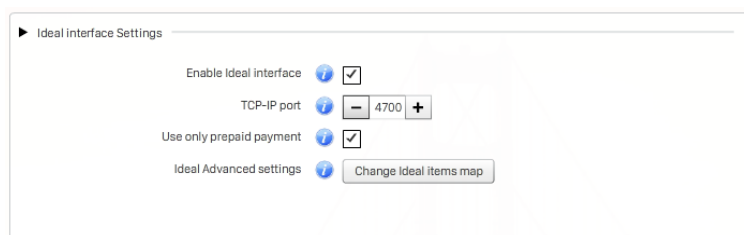
Secure device C/C smartcard  NONE

Mercury is a Credit Card Processing, Integrated Payment Network. The window allows you to set the configurations of the the parametrs required for Mercury integration.

- **ENABLE PAYMENT MERCURY:** allows you to use the Mercury Card Processing.
- **MERCURY MERCHANT ID:** requires to enter the Merchant ID provided by MERCURY.
- **MERCURY/NETePay SERVER ADDRESS:** specifies the MERCURY server address or the server address where NETePay software runs.
- **PAD TYPE:** Sets the type of device used.
- **SECURE DEVICE C/C MAGNETIC STRIPE:** sets the device for payments with magnetic strip cards.

- **SERIAL PORT:** allows you to choose the the serial or the USB port where the POS device is connected .
- **U.S.EMV SUPPORT:** specifies whether the device supports payments with smartcards using the U.S. EMV standard.
- **DEVICE INIZIALIZATION:** this is used for the first installation. Please follow the Mercury instructions.
- **SECURE DEVICE C/C SMARTCARD:**sets the device for payments with smartcards.

18.26.9 Ideal Interface



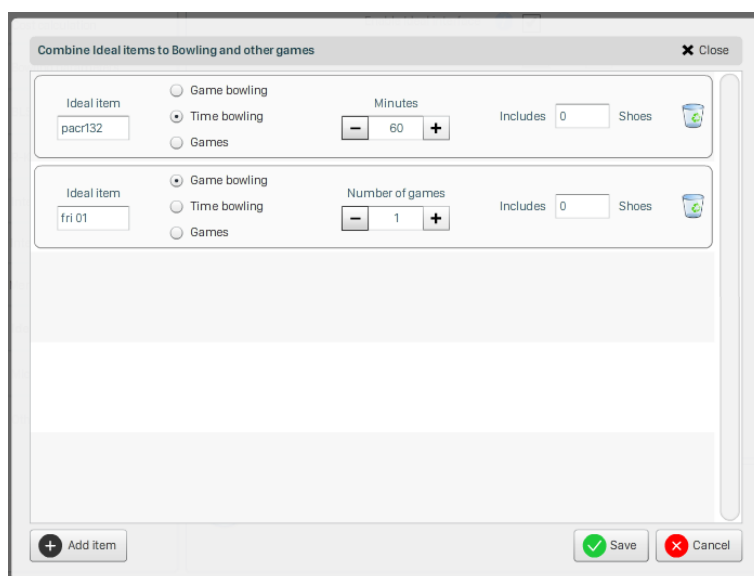
► Ideal interface Settings

Enable Ideal interface ☒



TCP-IP port

Use only prepaid payment ☒

Ideal Advanced settings [Change Ideal items map](#)




Combine Ideal items to Bowling and other games ✕ Close


Ideal item pacr132	<input type="radio"/> Game bowling <input checked="" type="radio"/> Time bowling <input type="radio"/> Games	Minutes - 60 +	Includes 0 Shoes 
Ideal item fri 01	<input checked="" type="radio"/> Game bowling <input type="radio"/> Time bowling <input type="radio"/> Games	Number of games - 1 +	Includes 0 Shoes 


+ Add item ✓ Save ✕ Cancel


18.26.10 Micros Interface

► Micros interface settings

Enable Micros interface for this Bowling  ☒



Enable payment by Micros  ☐

Show switcher  ☒

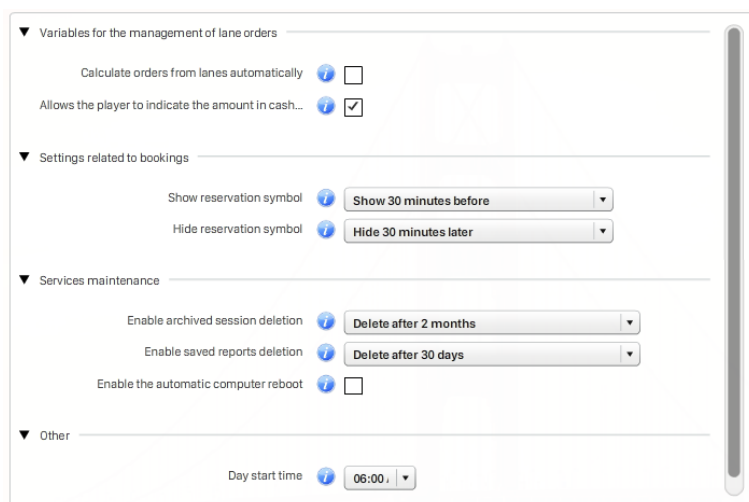
Advanced settings for Micros  [Sets Micros SKUs](#)

Matching defined tax rates with Micros SKU ✕ Close


Department	Tax	Micros SKU
Bar	20%	1
Bowling	20%	1
Generic	20%	1
Lockers	20%	1
Tournaments	20%	1
Packages	20%	1
Restaurant	20%	1
Games	20%	1


 Save  Cancel

18.26.11 Other Parameters





▼ Variables for the management of lane orders

Calculate orders from lanes automatically  ☐


Allows the player to indicate the amount in cash...  ☒


▼ Settings related to bookings


Show reservation symbol  Show 30 minutes before

Hide reservation symbol  Hide 30 minutes later


▼ Services maintenance

Enable archived session deletion  Delete after 2 months

Enable saved reports deletion  Delete after 30 days

Enable the automatic computer reboot  ☐

▼ Other

Day start time  06:00

VARIABLES FOR THE MANAGEMENT OF LANE ORDERS:

- **CALCULATE ORDERS FROM LANES AUTOMATICALLY:** Indicates whether the orders coming from the lanes should be calculated automatically or they can be modified by an operator,
- **ALLOWS THE PLAYER TO INDICATE THE AMOUNT IN CASH:** Allows the customers to type the amount they want to submit in cash so that the change can be calculated in advance.

SETTINGS RELATED TO BOOKINGS:

- **SHOW RESERVATION SYMBOL:** Defines how many minutes before the reservation starts, the reservation label will be shown on the game icon.
- **HIDE RESERVATION SYMBOL:** Defines how many minutes before the reservation starts, the reservation label will be removed from the game icon.

SERVICES MAINTENANCE:

- **ENABLE ARCHIVED SESSIONS DELETION:** This function allows you to automatically delete archived sessions after a specified time. This procedure will NOT delete sessions related to tournaments, open sessions or sessions not yet collected. All the information related to the income sessions will be saved as well as the activities and the player stats. It is suggested to enable this function in order to maintain a compact database for a fast access.
- **ENABLE SAVED REPORTS DELETION:** This function allows you to automatically delete all the reports files after a certain period of time. All the

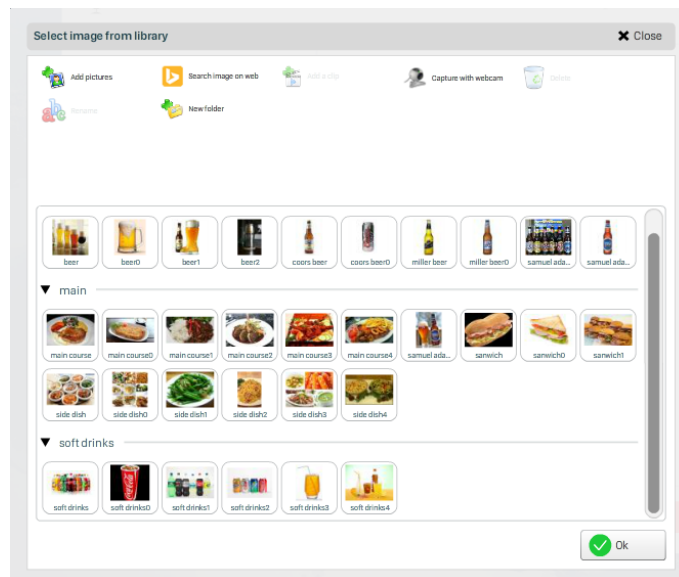
information related to income, events and players statistics will be preserved. It is recommended to activate this function to keep the database more solid and fast.

- **ENABLE THE AUTOMATIC COMPUTER REBOOT:** This function allows the system to automatically restart all the computers during the night when the center is usually closed (6am by default). If enabled, all the computers (including the server) will reboot. This function allows you to re-start the services at least once a day, keeping the software quick to respond. It is suggested to enable this function.

OTHER:

- **DAY START TIME:** Is the time of when the day begins. This setting allows the system to restart all computers at 6 am. by default, to 'clear' all useless data that can slow the computers. It is suggested to leave it enabled.

18.27 Media Control



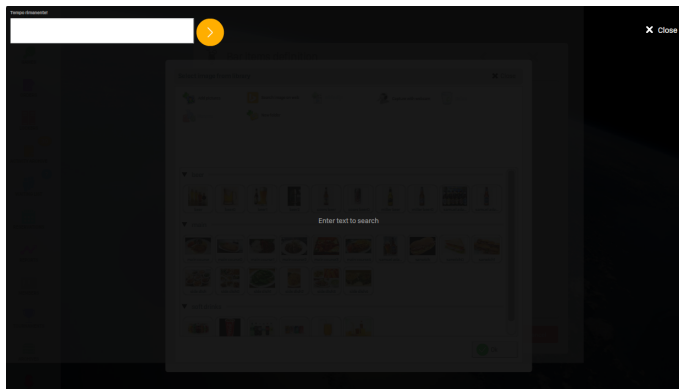
This feature is available in some windows, I.E. BAR ITEMS DEFINITION window and it allows you to manage the images used for the items or to create images presentations. The upper part shows a list of buttons that allows you to add, search, modify the images/videos or add, modify the folders where the images are located. The lower part shows the images currently present in the folders.

18.27.1 Available Options

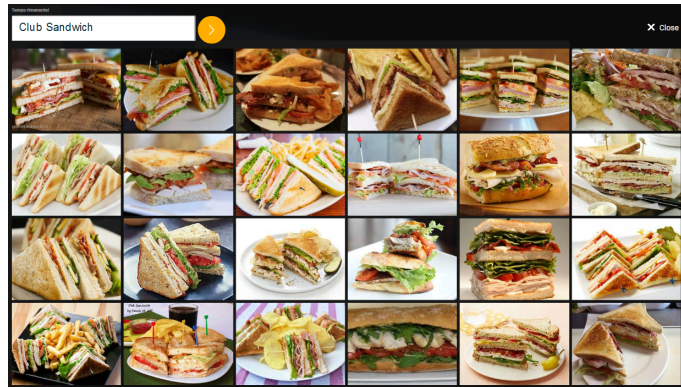
- **ADD PICTURES:** Allows you to add one or more images from a removable disc as an USB pendrive. The images will be stored into the selected folder.
- **SEARCH IMAGE ON THE WEB:** Allows you to search the images or the videos on the web. See [SEARCH ON THE WEB](#)
- **ADD A CLIP:** Allows you to add videos from a removable disc as an USB pendrive. The video will be stored into the selected folder. The imported videos will be automatically converted to the supported format to display them on the lane monitors, this operation can require several minutes. The accepted formats are AVI, MPG and FLV. This function is available in the [IMAGE SEQUENCE DEFINITION](#) window.
- **CAPTURE WITH WEBCAM:** Allows you to take pictures using the webcam installed on the computer (if available). This function is not available in the [IMAGE SEQUENCE DEFINITION](#) window, since the webcam resolution is not high enough to be displayed on the lane monitors.
- **DELETE:** Allows you to delete one or more pictures (use SHIFT and CTRL to select groups of pictures). It is also possible to delete a full folder.
- **RENAME:** Allows you to rename the images or the folders.
- **NEW FOLDER:** Allows you to create a new folder.

It is also possible to drag and drop one or more images from a folder to another one.

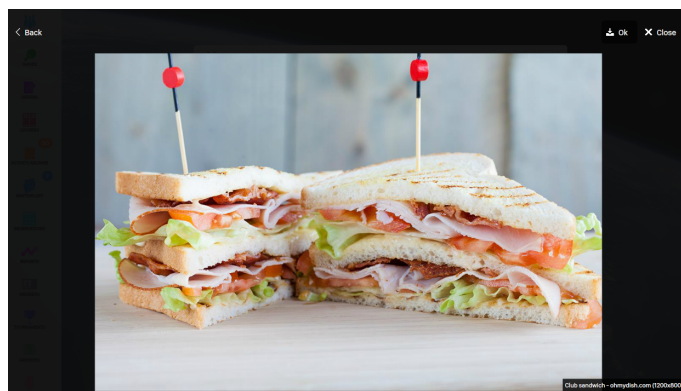
18.27.2 Search On The Web



Enter a text in the field top left and press the arrow to start to search.



Scroll the page and click on the desired image.

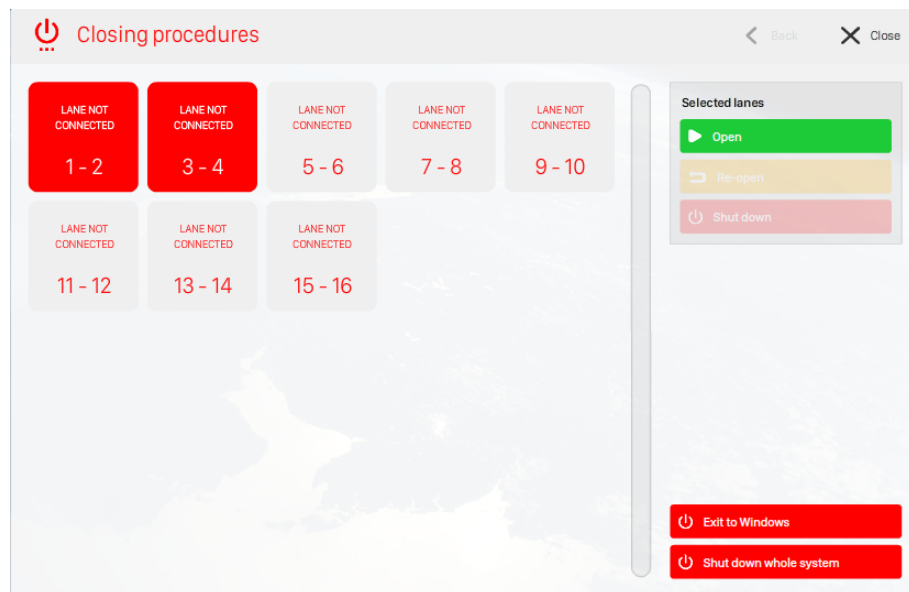


click on the DOWNLOAD symbol, top right, to save it or on BACK to make a new selection.

19 Exit

19.1 Exit

To access: **EXIT**



This window allows you to switch off the current workstation or to switch on and off the lanes; it also allows you to switch off the scoring system and all the bowling machines.

19.1.1 Functions for the lanes

To select lanes, click with the mouse on a pair of lanes. Click and drag to select a group of adjacent lanes.

Only pairs of lanes can be selected: it is not permitted to select single lanes.

Once the lanes have been selected, the following actions are available:

- **START:** if the selected lanes are OFF, it restarts the lanes.
- **REBOOT:** if the selected lanes are ON, switches OFF and then ON the lanes.
- **SHUT DOWN:** if the selected lanes are ON, it switches the lanes OFF.

19.1.2 More Options

It is also possible to execute the following operation:



- **SHUT DOWN COMPUTER:** shuts down the current workstation.
ATTENTION: if the workstation is also the bowling center server, shutting down it, will disconnect all the lanes.
- **SHUT DOWN WHOLE SYSTEM:** shuts down all the lanes, all the workstations and the server(s).

20 APPENDIX

21 Console

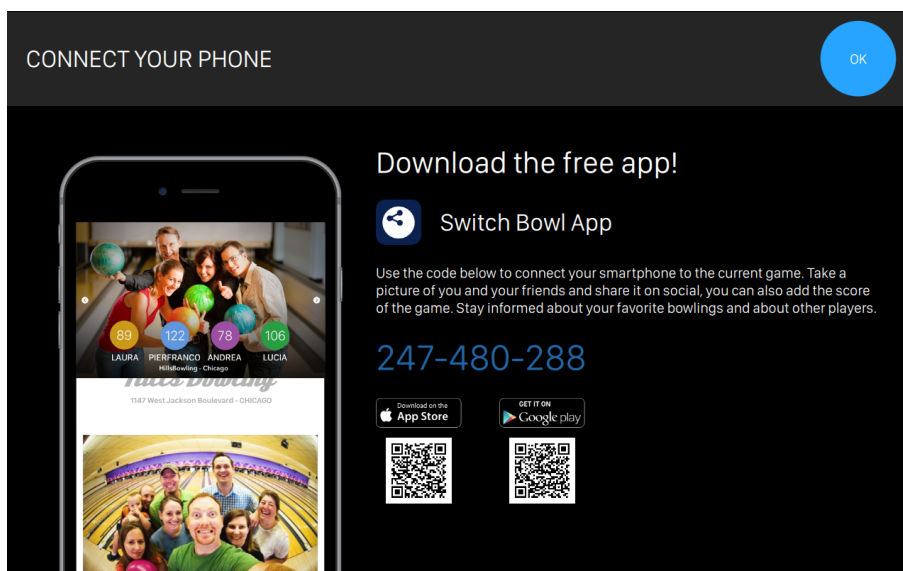
The following section describes the **CONSOLE** functions.

21.1 Main Screen

DOWNLOAD Switch Bowl App 247-480-288										STYLE 	GAME 10	LANE 1	MENU 
BOB										1087			
X	7	1	X	8	/	6	/	F	5	7	/	5	2
18	26	46	62	72	77	92	99						
JANE										1115			
3	4	4	4	X	4	3	X	6	1	6	/	X	
7	15	32	39	56	63	83	93						
MIKE										1083			
	4		5		6		7		8	1st			
6	/		X		X		7	/					
60	87	107	117							117			

The above screen shows the Console monitor where it is possible to use the buttons and the Menu to execute useful operations for the customers.

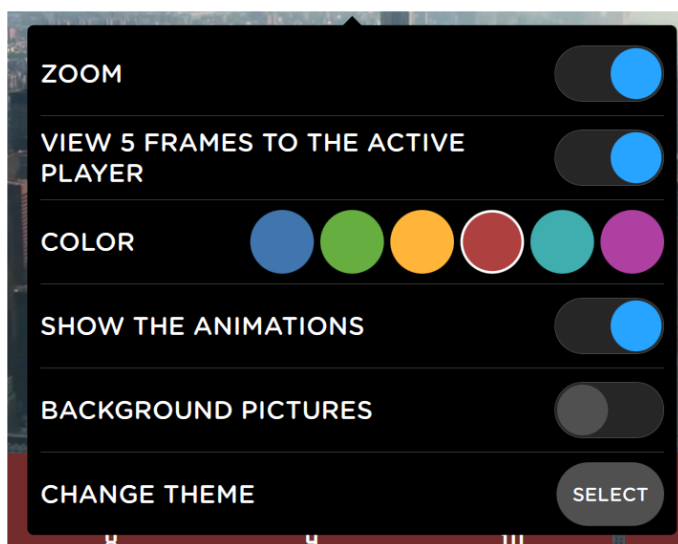
- **Download Switch Bowl App**, allows you to access to the following page:



In this page you can find the CODE to access to the **SOCIAL BOWL** application.

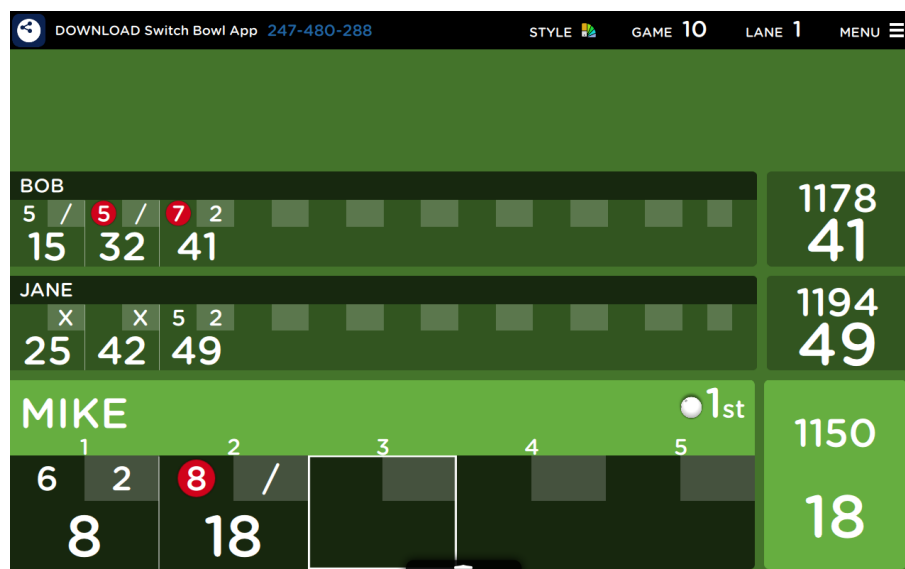
The two QR codes allow the customers to download the Social Bowl application from both the Apple Store and from Google Play.

- **STYLE** allows you to access to the following window:

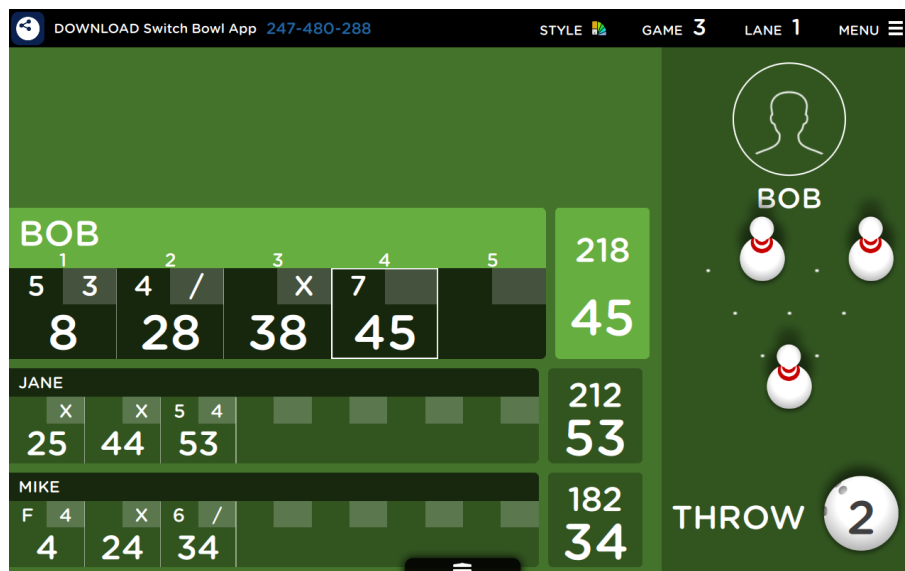


21.1.1 Available Options

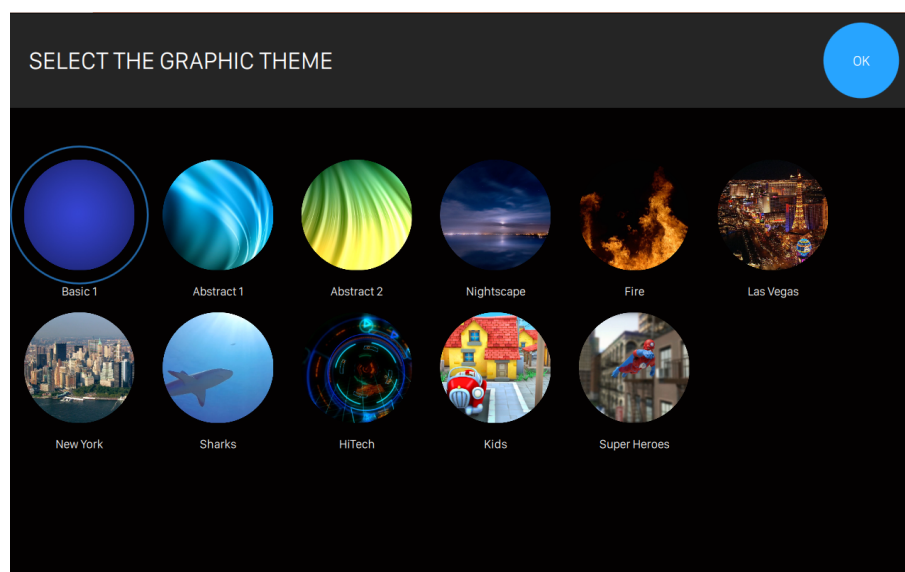
- **ZOOM** allows you to display all the frames of the games in a larger format



or less frames and a graphic image of the pins in a narrow format



- **VIEW 5 FRAMES....** allows you to show only the last 5 frames.
- **COLOR** allows you to change the background color
- **SHOW THE ANIMATIONS** allows you to enable or disable the animations
- **BACKGROUND PICTURES** allows you to show, in the background, the pictures that the customer took, once approved by the operator. See [SHARED PHOTOS](#)
- **CHANGE THEME** allows you to change the Theme of the screen. Touch SELECT to go to the window THEMES SELECTION screen.



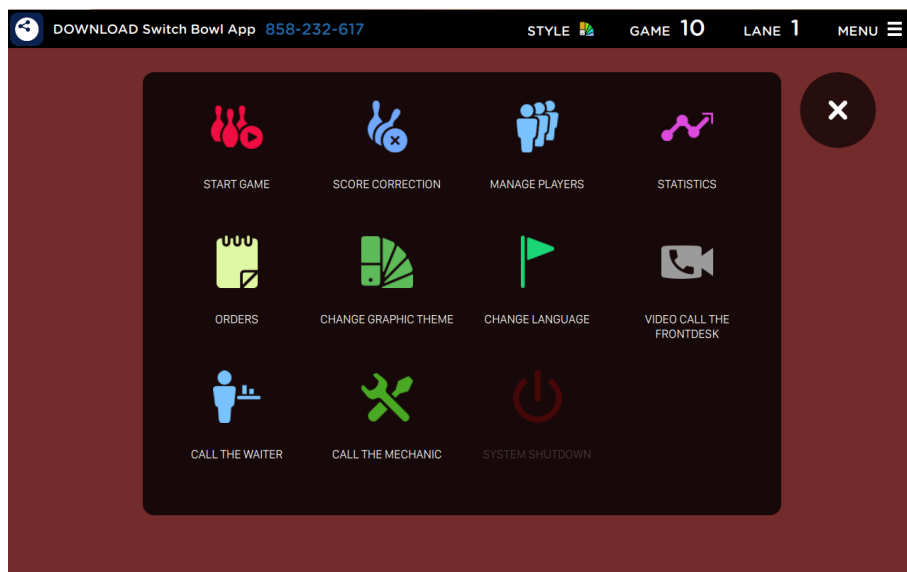
Touch the desired theme and then OK.

NOTE: when the BACKGROUND PICTURE option is enabled, the theme cannot be displayed.

- Game shows the total game played.
- Lane shows the lane used.
- The **ARROW**, bottom center of the screen, allows you to go to the **STATISTICS** screen.

21.2 Menu

Touch **MENU** on the top right corner of the Console screen to access the Console functions.

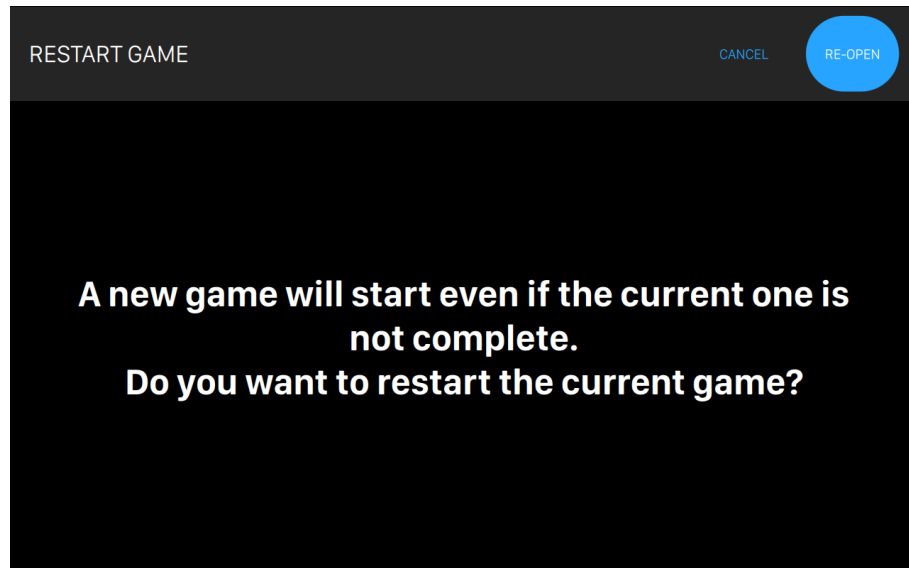


the CONSOLE allows the customer to use the following functions:

START GAME
SCORE CORRECTION
MANAGE PLAYERS
STATISTICS
ORDERS
CHANGE GRAPHIC THEME
CHANGE LANGUAGE
VIDEO CALL THE FRONTDESK
CALL THE WAITER
CALL THE MECHANIC
SYSTEM SHUTDOWN

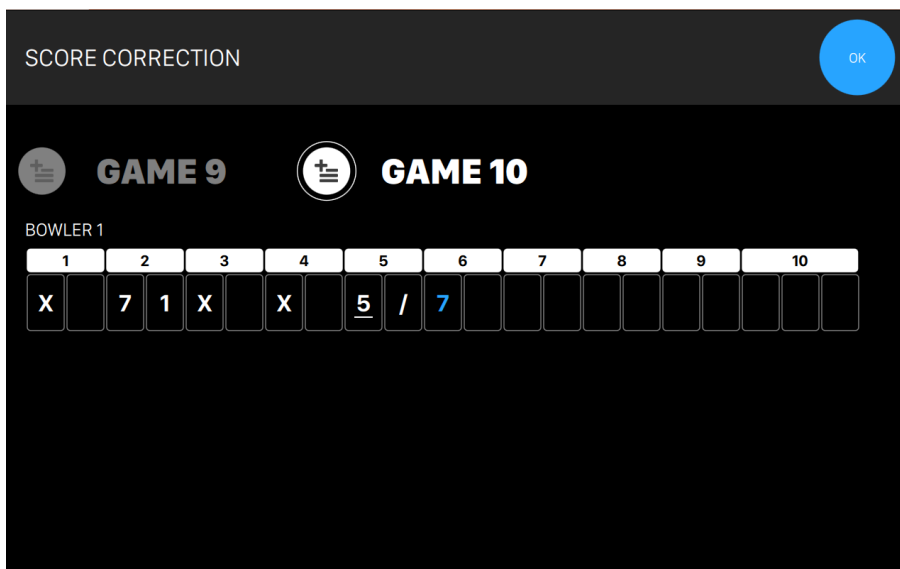
All these functions can be enabled or disabled by the operator in the [GAMES SETTINGS](#) screen.

21.2.1 Start Game



- **START GAME** allows you to start a new game even if the previous game did not finish. Touch RE-OPEN to start a new game.

21.2.2 Score Correction



SCORE CORRECTION

OK

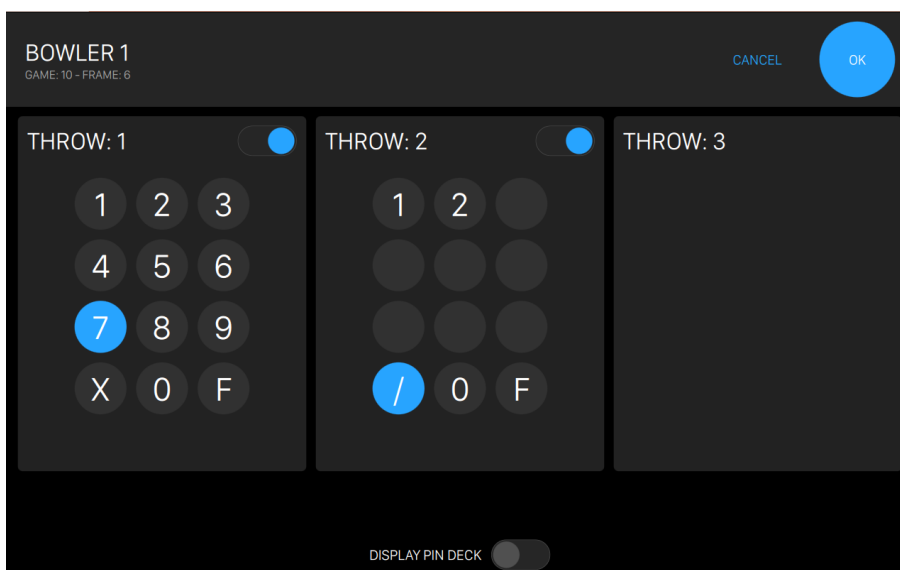
GAME 9 **GAME 10**

BOWLER 1

1	2	3	4	5	6	7	8	9	10
X	7	1	X	X	<u>5</u>	/	7		

- **SCORE CORRECTION** allows you to correct any frame played in the current game or in the previous games.

Choose the game and touch the frame that you want to correct to open the following screen:



BOWLER 1
GAME: 10 - FRAME: 6

CANCEL OK

THROW: 1 ☒ THROW: 2 ☒ THROW: 3

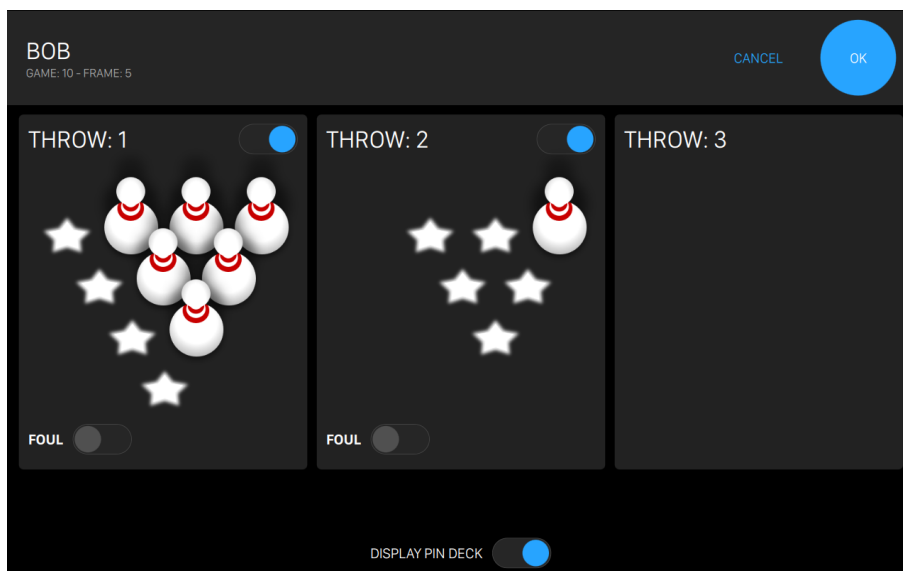
1	2	3
4	5	6
7	8	9
X	0	F

1	2	
/	0	F

DISPLAY PIN DECK ☐

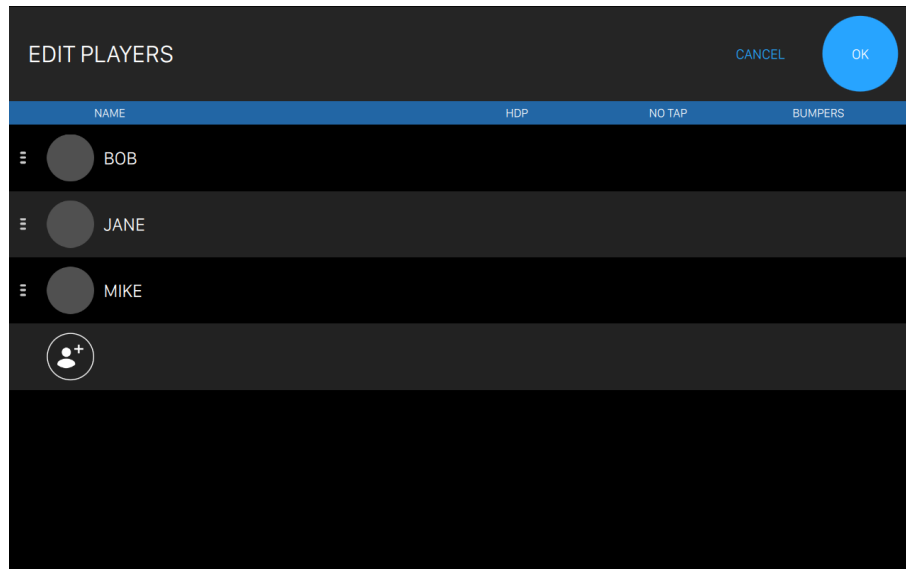
Touch the correct number of pins to change the score. Once done, touch OK.

At the bottom of the screen there is a toggle **DISPLAY PINDECK** that allows to see the graphic image of the pins. Touch the pins to correct the score.



RESTORE THE FRAME allows you to cancel the corrections.

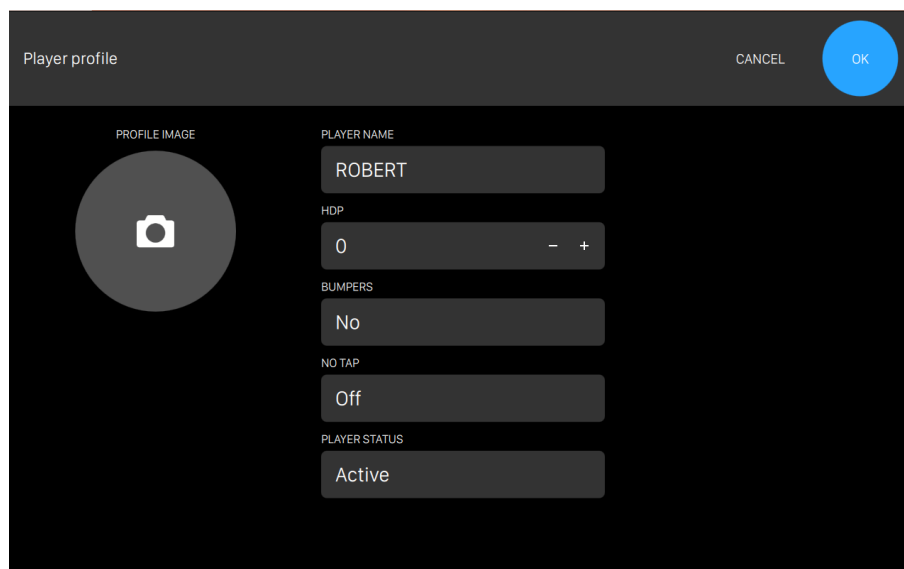
21.2.3 Menage Players



This screen allows the customers to edit the players data.

- The **Three line** symbol on the left of the player's name, allows the customer to change the position of the players.

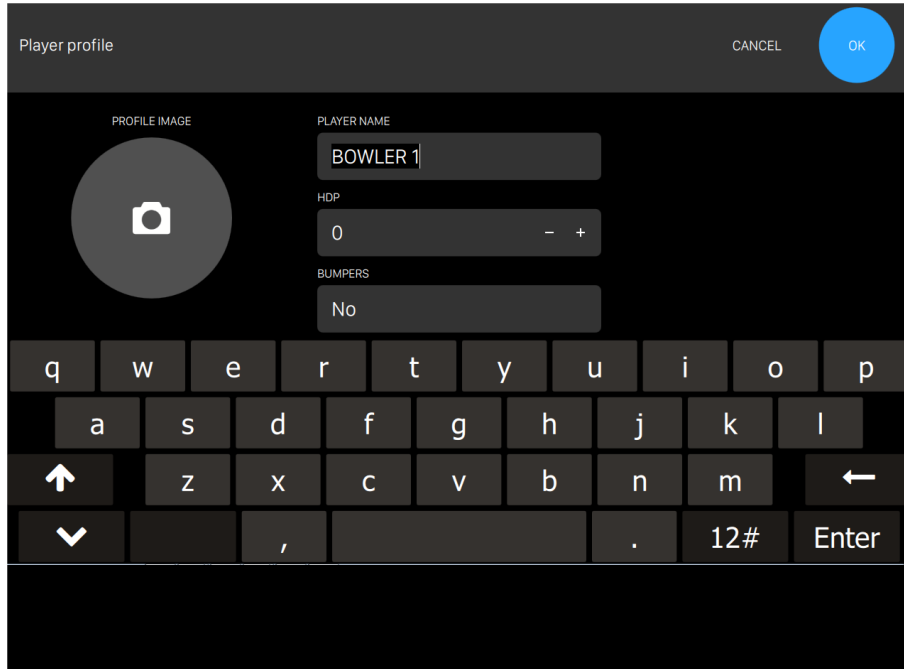
- **The name or the picture** of a player allows the customer to access to the following window:



The image shows a 'Player profile' window with a dark background. At the top left is the title 'Player profile'. At the top right are two buttons: 'CANCEL' and a blue circular 'OK' button. The main area is divided into two columns. The left column is titled 'PROFILE IMAGE' and contains a large circular button with a camera icon. The right column contains several input fields: 'PLAYER NAME' with the text 'ROBERT', 'HDP' with the value '0' and minus/plus buttons, 'BUMPERS' with the text 'No', 'NO TAP' with the text 'Off', and 'PLAYER STATUS' with the text 'Active'.

- * PROFILE IMAGE allows the customer to take a picture and to use it on the score grid.
 - * PLAYER NAME allows the customer to change the name.
 - * HDP allows the customer to add or modify the handicap.
 - * BUMPERS allows the customer to enable the bumpers.
 - * NO TAP allows the customer to play in No-Tap mode and to select the No-Tap number of pins.
 - * PLAYER STATUS allows the customer to change the player status between the 2 options Active or Not active.
- The Player icon at the bottom of the players list, allows the customer to add players to the game.

Use the keyboard to change the data.



Player profile

CANCEL OK

PROFILE IMAGE

PLAYER NAME

BOWLER 1

HDP

0 - +

BUMPERS

No

q w e r t y u i o p

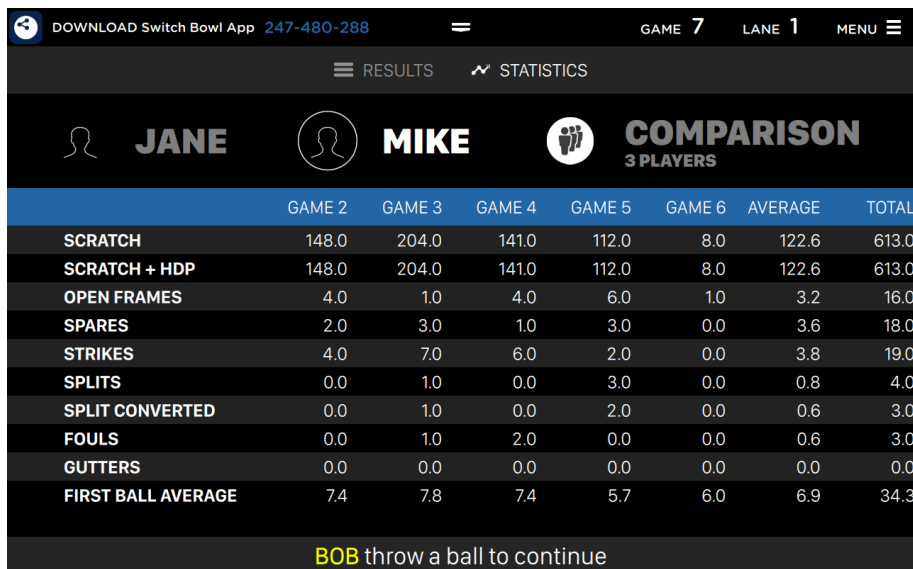
a s d f g h j k l

↑ z x c v b n m ←

↓ , . 12# Enter

The keyboard appears when the customer edits the bowlers information.

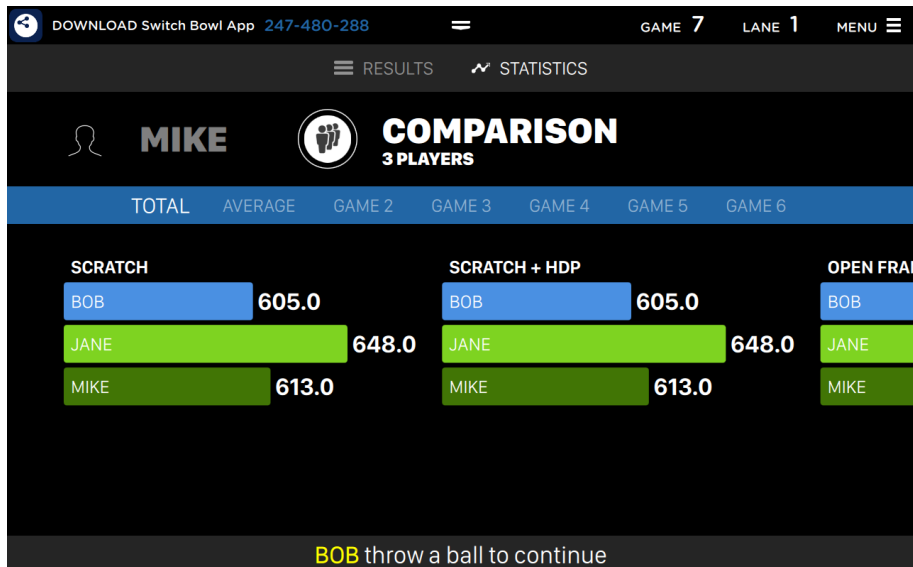
- **STATISTICS** allows the customer to view the players' statistics for each bowler and for each game. It also shows, in a graphic format, the comparison between the total scores, the average scores and the single game played, of all the players.



	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	AVERAGE	TOTAL
SCRATCH	148.0	204.0	141.0	112.0	8.0	122.6	613.0
SCRATCH + HDP	148.0	204.0	141.0	112.0	8.0	122.6	613.0
OPEN FRAMES	4.0	1.0	4.0	6.0	1.0	3.2	16.0
SPARES	2.0	3.0	1.0	3.0	0.0	3.6	18.0
STRIKES	4.0	7.0	6.0	2.0	0.0	3.8	19.0
SPLITS	0.0	1.0	0.0	3.0	0.0	0.8	4.0
SPLIT CONVERTED	0.0	1.0	0.0	2.0	0.0	0.6	3.0
FOULS	0.0	1.0	2.0	0.0	0.0	0.6	3.0
GUTTERS	0.0	0.0	0.0	0.0	0.0	0.0	0.0
FIRST BALL AVERAGE	7.4	7.8	7.4	5.7	6.0	6.9	34.3

BOB throw a ball to continue

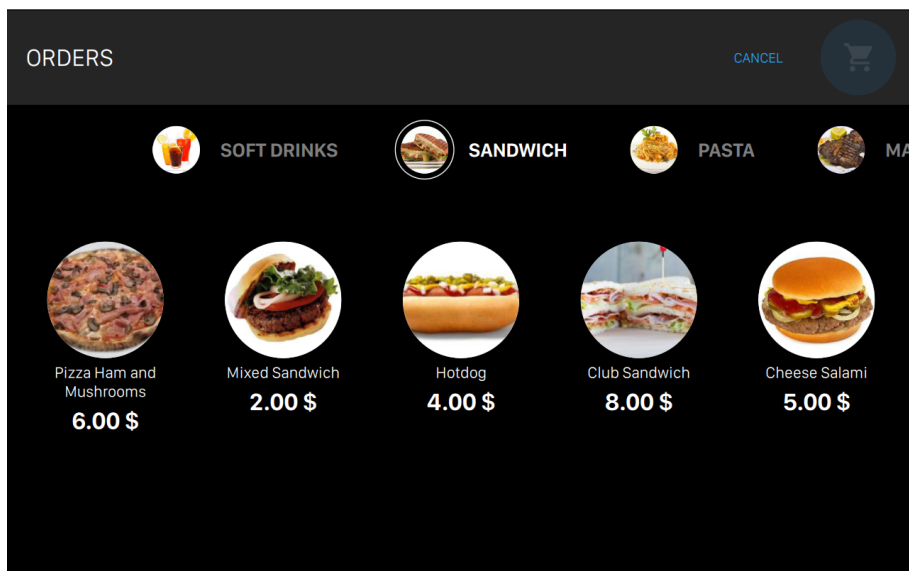
Comparison



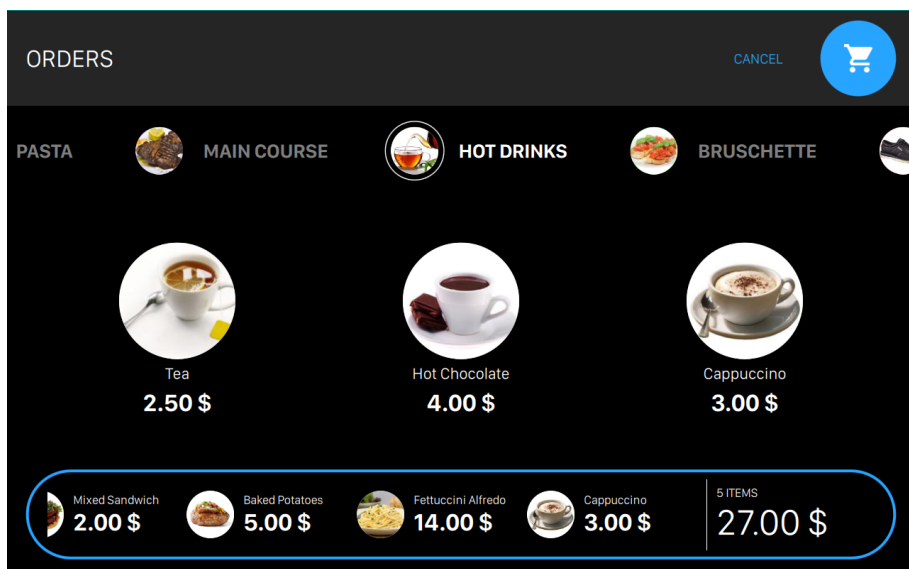
	TOTAL	AVERAGE	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6
SCRATCH	BOB 605.0						
SCRATCH + HDP	BOB 605.0						
OPEN FRAMES	BOB						
	JANE 648.0						
	MIKE 613.0						

BOB throw a ball to continue

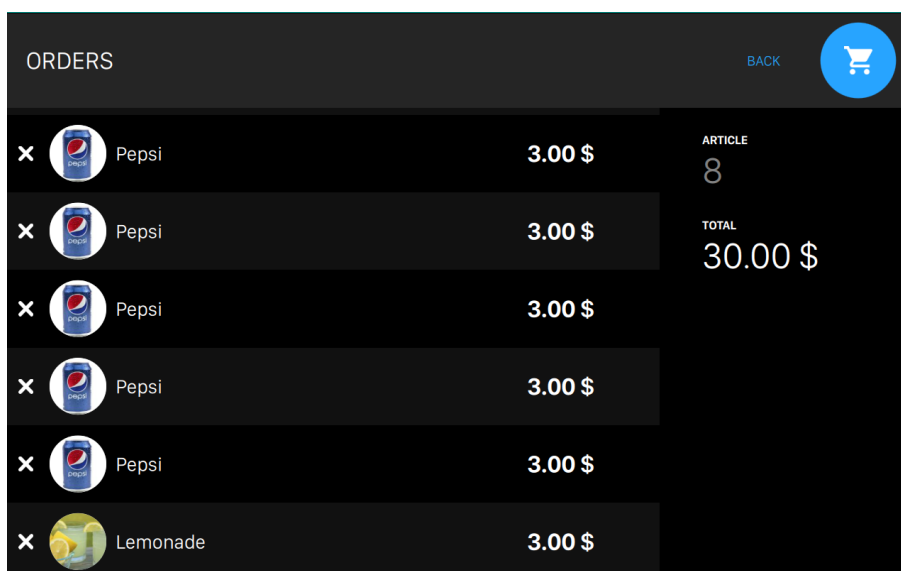
21.2.5 Orders



In the screen there are the bar, restaurant and other items groups. To place an order, select a group of items and one or more items. At the bottom of the screen, a bar with the chosen items and the price will pop up .

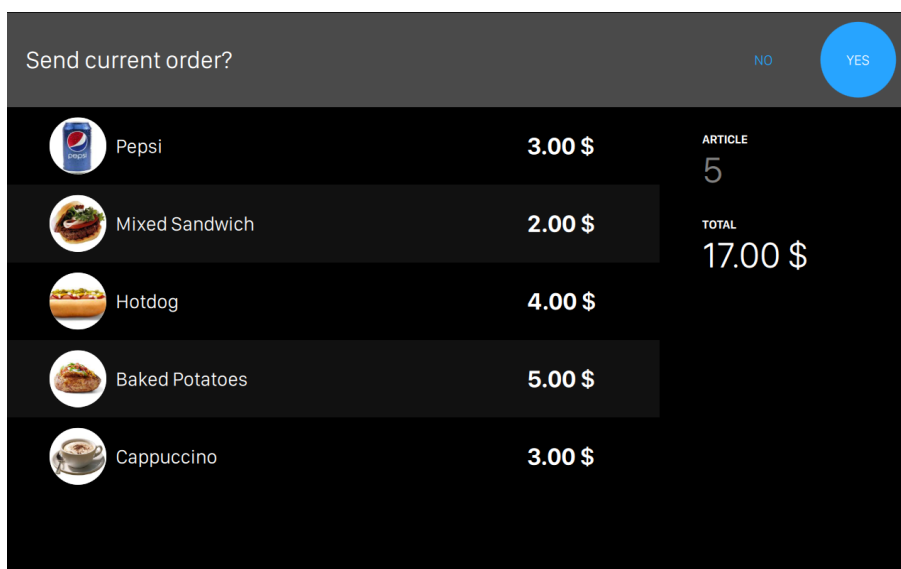


To remove items ordered, touch the item that must be removed and the following screen appears:



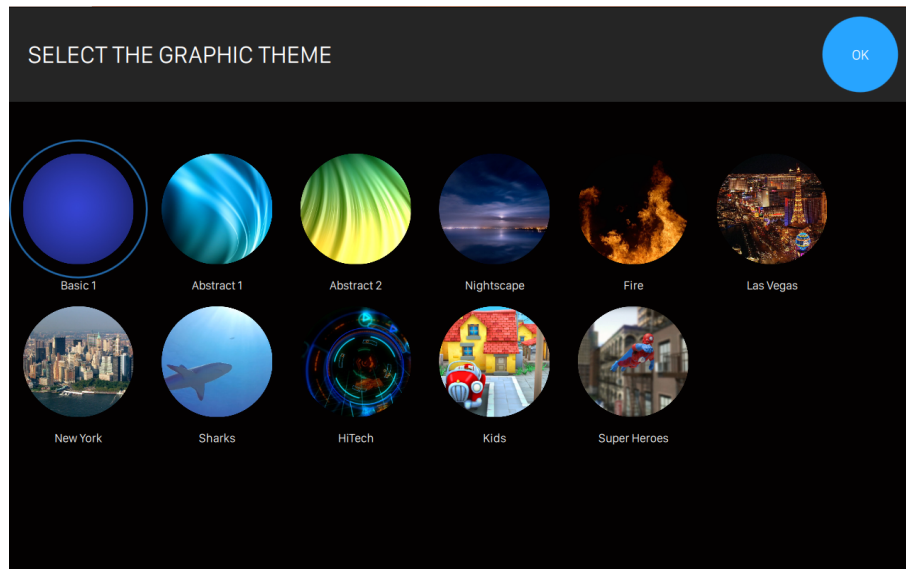
Touch the **X** on the left of the item to remove it from the order.

When finished, touch the CART icon, top right.



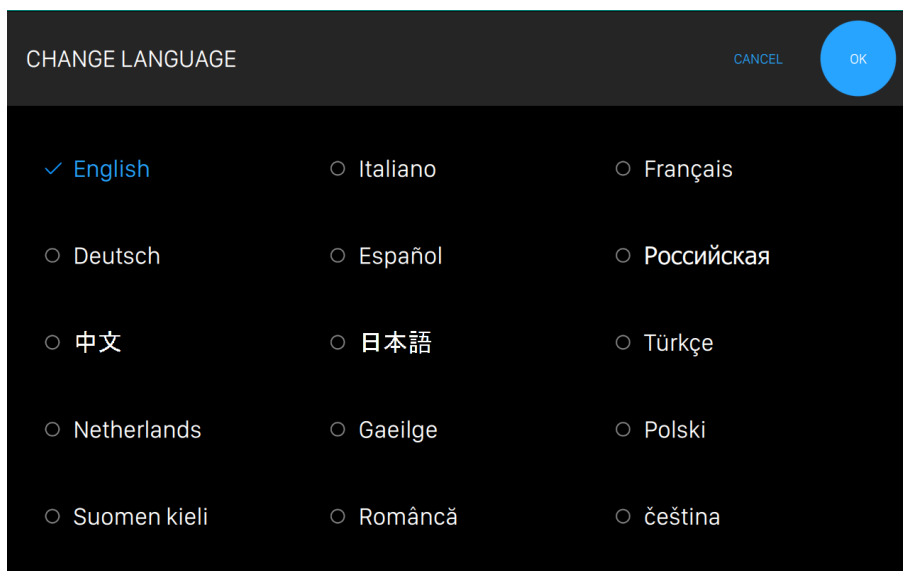
Touch **YES** to send the order or **NO** to cancel it.

21.2.6 Change Graphic Theme



This screen allows the customer to change the graphic theme.
See [CHANGE THEME](#) screen.

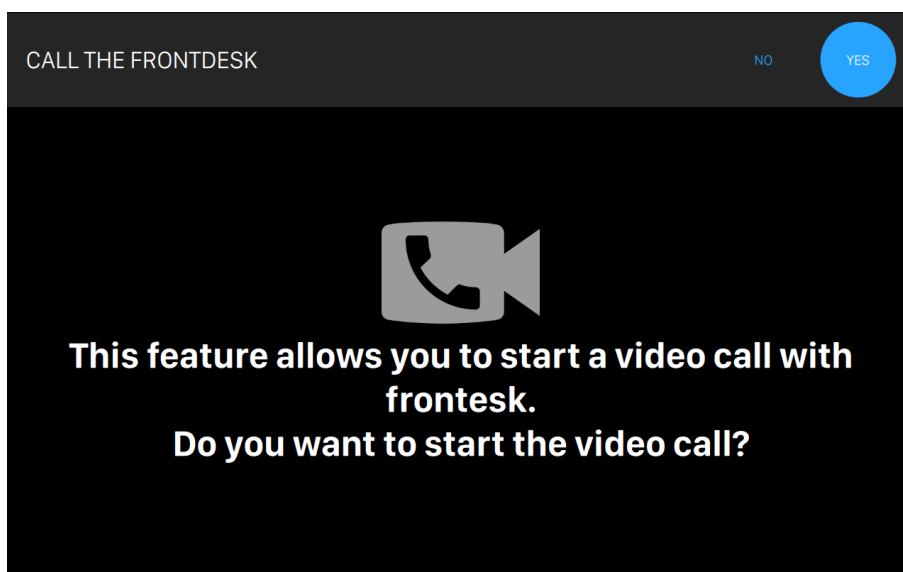
21.2.7 Change Language



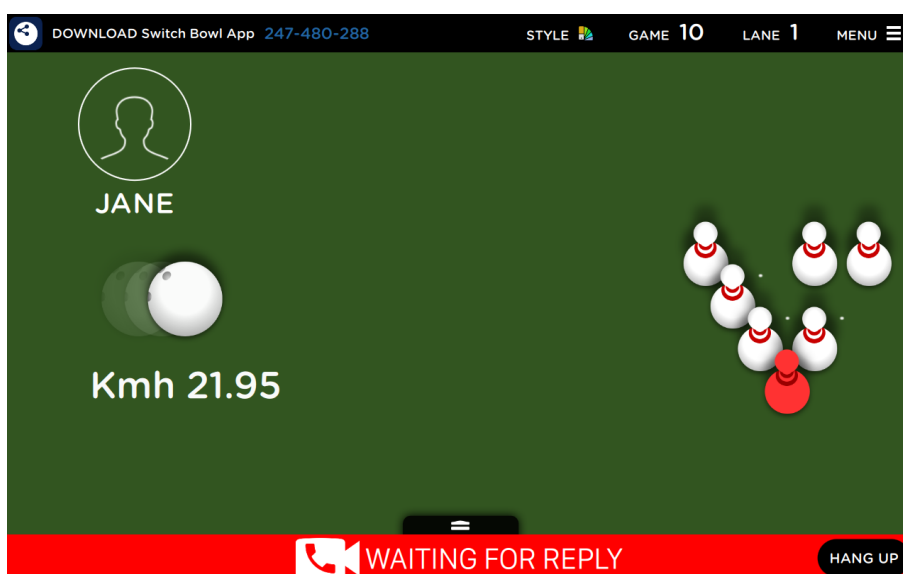
This screen allows the customer to change the console language. Touch the preferred language to use it on the console.

21.2.8 Video Call The Frontdesk (OPTIONAL)

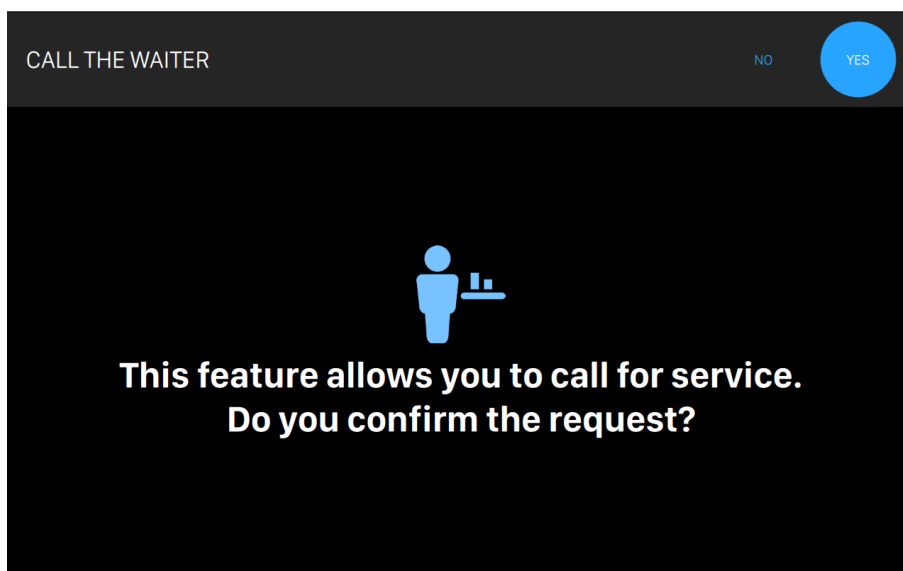
This feature allows the customer to video call the frontdesk.
Touch **YES** when you finished to talk to the operator.



The following screen shows the call waiting for an answer from the operator. Touch **HANG UP** to finish the call.



21.2.9 Call The Waiter



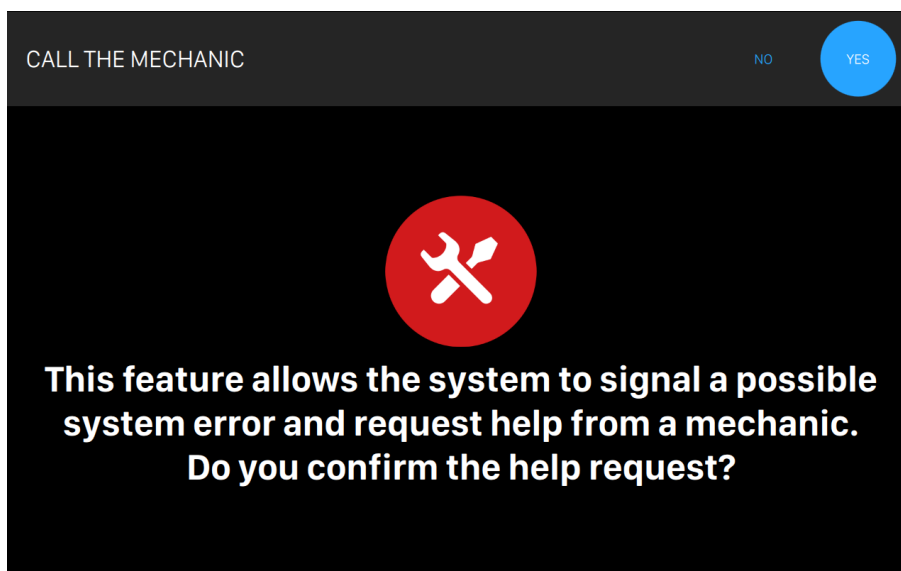
This feature allows the customer to ask for a waiter for service on the lanes.

Touch **YES** to send the request.

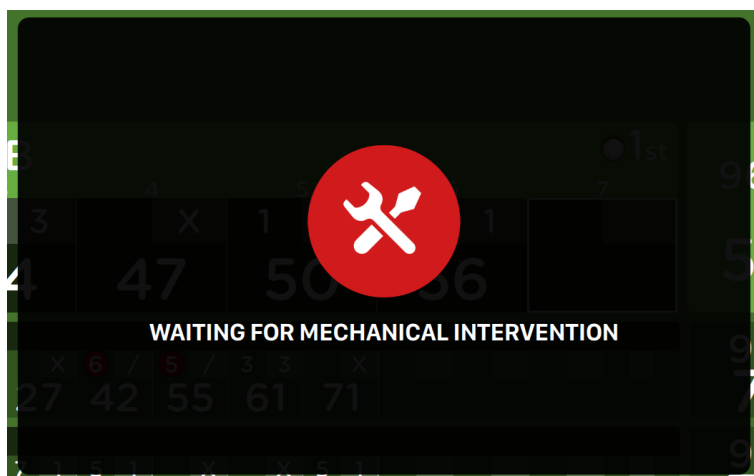
A message will pop up on the frontdesk.

A blinking icon and a message will stay on the bottom of the screen until the [MESSAGES](#) is read and archived.

21.2.10 Call The Mechanic



This feature allows the customer to ask for technician's help in case the machine or the lane has a malfunction. Touch **YES** to send the request. A message will pop up at the frontend.



The lane will be unavailable until the [MESSAGES](#) is read and archived.

21.2.11 System Shutdown

This feature allows you to shut down the full system.
See [SYSTEM SHUTDOWN](#) section.