



## Operating manual CCS-FX

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## Preface:

CCS-FX is a central management system for the administration and management of bowling lanes.

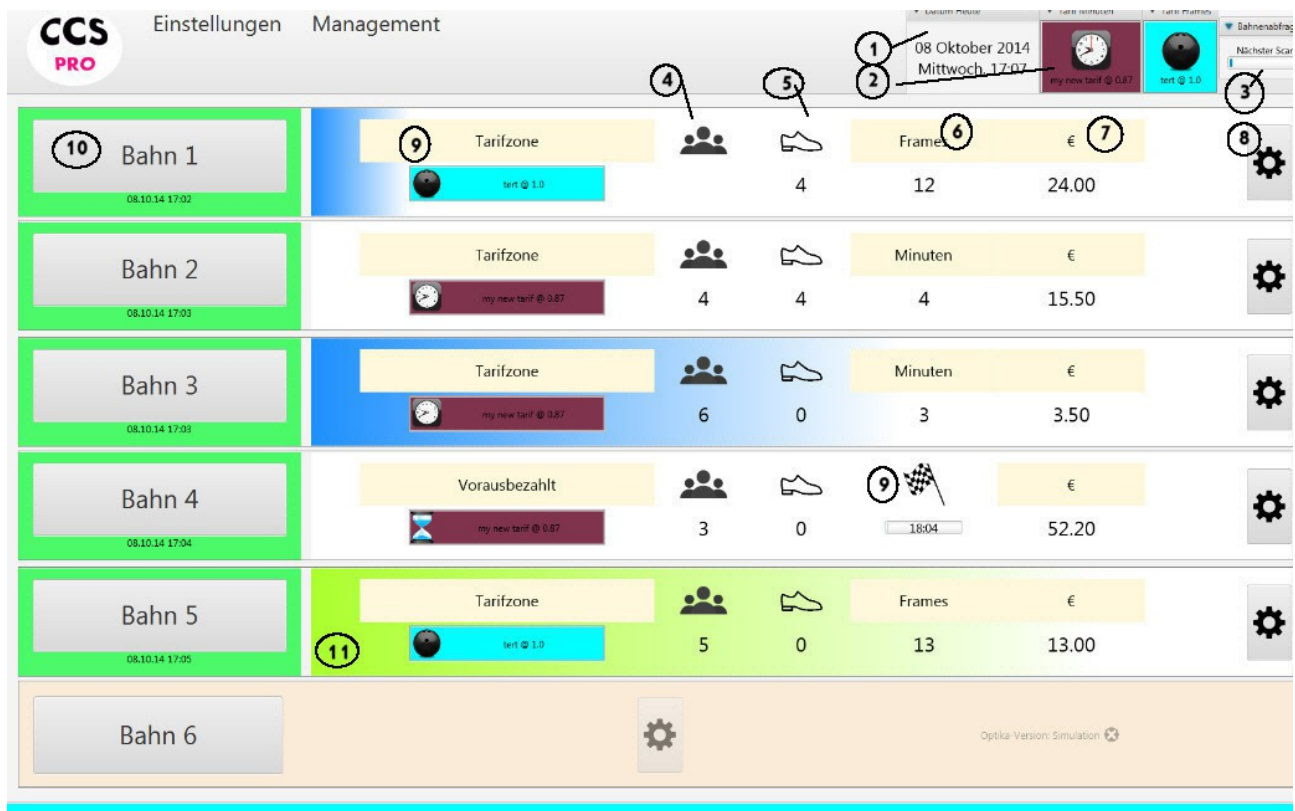
CCS-FX offers various possibilities for the organization of the prices and the individual tariff types. The lanes are automatically switched on and off and the game type as well as the players' names are sent directly to the individual lane computer.

CCS-FX remotely controls the individual lanes: lane transfer, print out or correct the scores, reset the pins, turn the bumper on or off, etc.

In the development of this application, a great deal of importance was placed on making the application as user-friendly as possible. The learning and configuration should be as intuitive as possible by the user, therefore only individual topics are documented here.

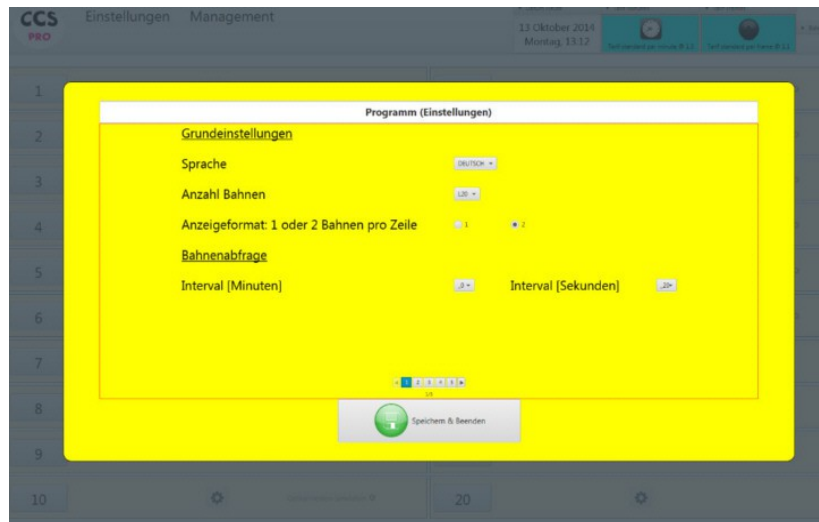
## Main screen:

The main screen displays the state of the individual lanes with all relevant data:



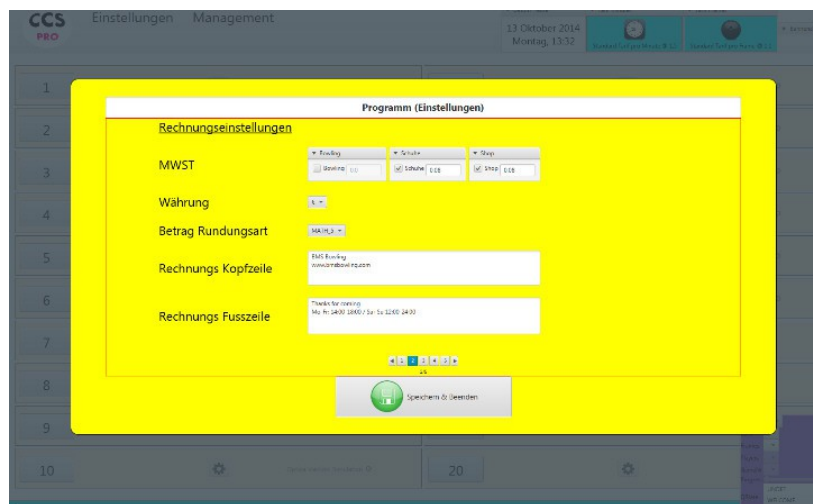
- 1: Actual date and time
- 2: Actual tariff zone (time tariff) and (frame tariff)
- 3: Indication, when the next lane scan is executed.
- 4: Number of players (from lane scan)
- 5: Number of shoes
- 6: Number of played frames(from lane scan)
- 7: Current invoice amount
- 8: Displays lane-specific options (print game, bumper, etc.)
- 9: Lane was prepaid, shows the time until when to play.
- 10: Open or close the lane
- 11: Displays the progress of the game: Changes the color and the color (from lane scan)

## Program settings:



The settings are protected by a password, by default this is: 1234

The lane scan: this determines the interval between a lane scan gets executed. In this scan, the number of players and the frames played, as well as the progress of the game, are collected for each lane. If a lane is billed to FRAMES, then the frames played from the scan are cleared with the current frame rate (at the time of the scan). This means that if the lanes are billed mainly for frames, the interval should not be too large. An optimum value is usually between 90-180 seconds.



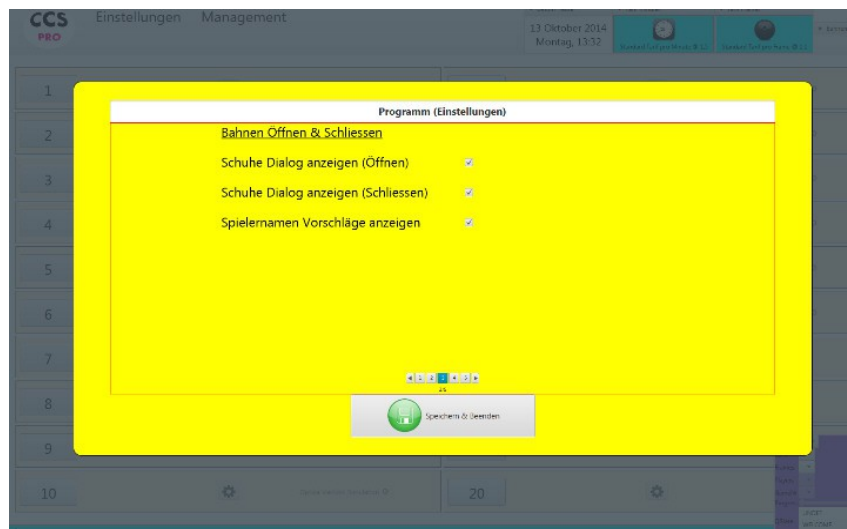
VAT: CCS-FX can be configured with 3 different VAT rates. There are nations where bowling is exempt from VAT, but the rental shoe is taxed at 8%. The Proshop products are usually also subject to VAT.

The rounding type determines how the individual invoices are rounded:

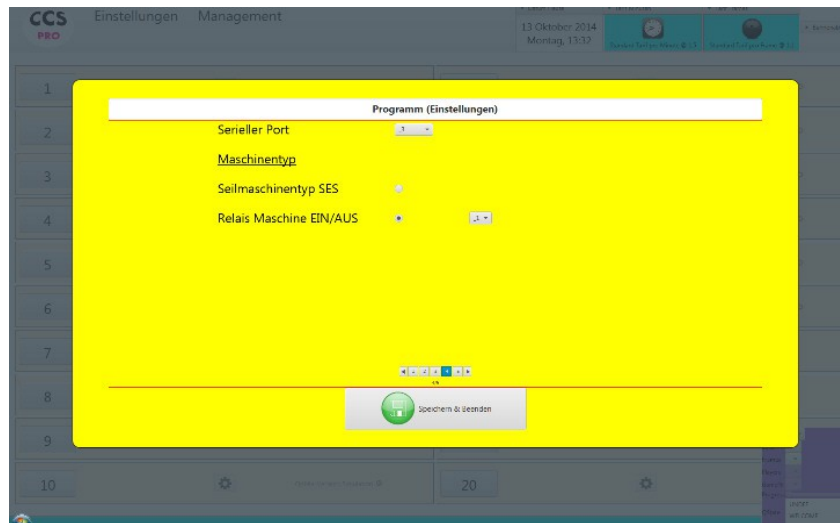
MATH\_5 means that mathematically is rounded to 0.05 (0.01 - 0.02 is rounded off, everything is rounded up)

MATH\_10 means that mathematically is rounded to 0.10 (0.01 - 0.04 is rounded off, everything is rounded up).

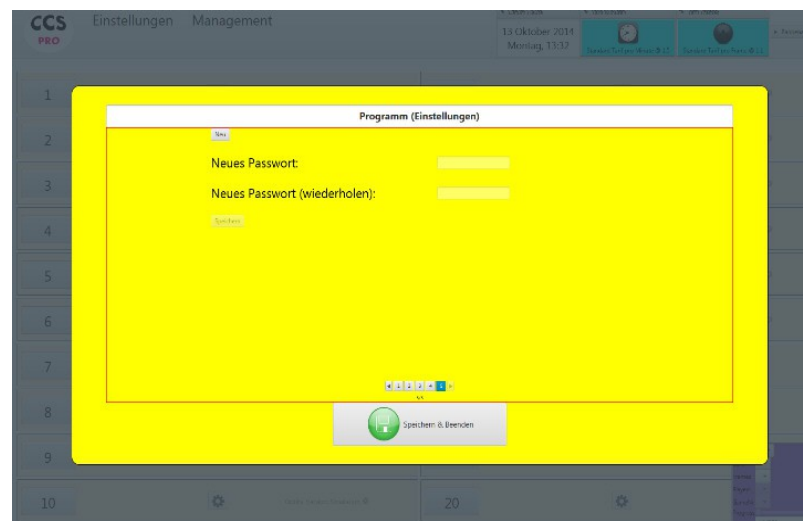
NO: no rounding



Show name suggestions: When entering the players' names, the name is searched for and displayed in the background from a list of saved names. The suggestions can then be accepted by pressing the ENTER key without having to enter the complete name again. This facilitates and reduces the input of the players' names.



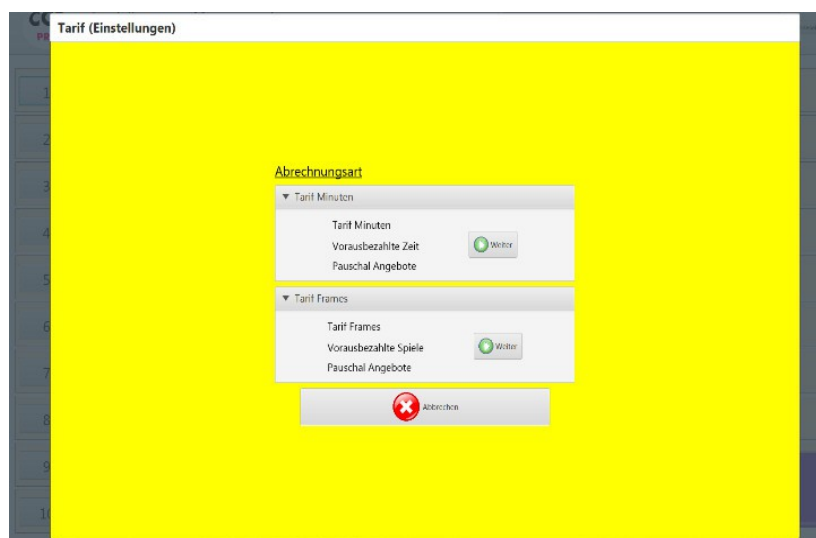
Serial port: Defines the serial port to which the communication bus is connected.  
Machine type: Defines the machine type of the bowling machine. When the lanes are parked (After the prepaid time or the prepaid games are exhausted, the CCS-FX sends the command to the machine to pull the pins (SES) or to stop the machine.



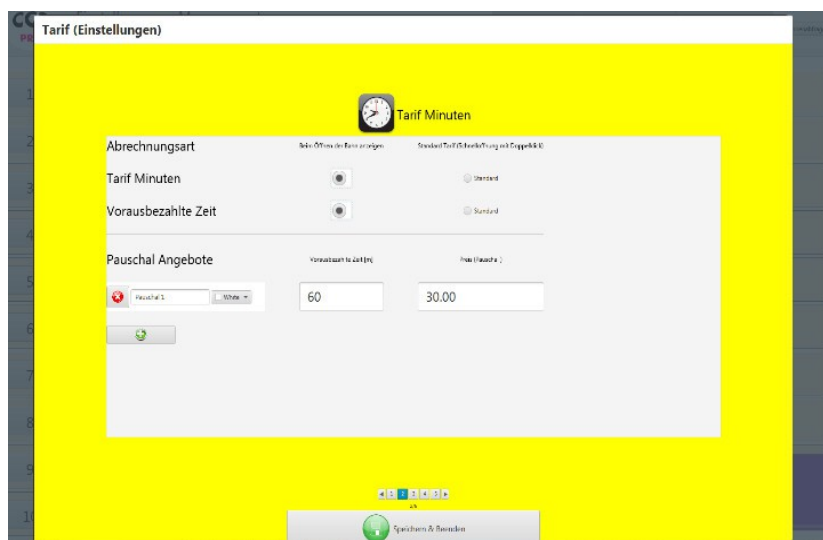
Define/Change the password

## Tariff settings:

There are two basic units: by time or by frame. After frames means that in the lane scan, the frame counter from the lane computer is queried (and reset to 0). A frame counter is deliberately used, since it is not possible to define what a game is and how many frames a game is made of. A Bingo or Grand Prix game does not consist of 10 frames like an OPEN game. In addition, the players can change the game type, restart the game, etc. After this, a frame counter is used: 10 frames correspond to an OPEN game and 1 frame means 2 thrown balls (or 1 ball at a strike)



Time rates:



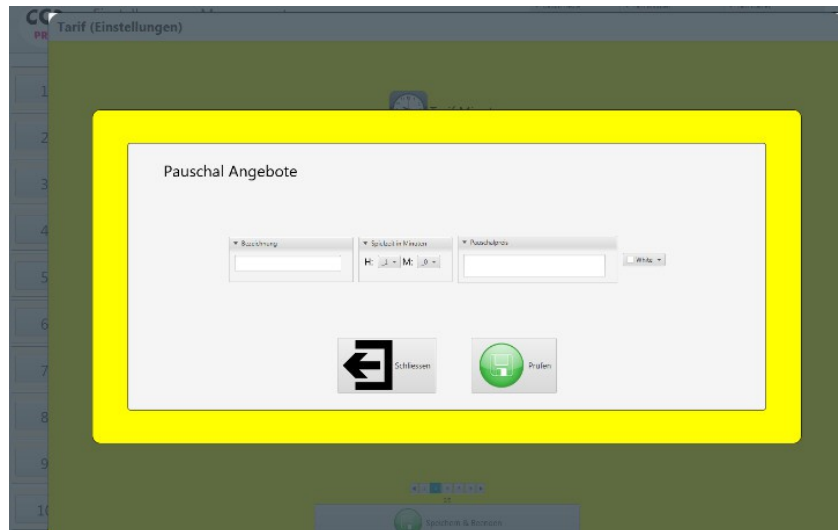
Display when the lane is opened: Defines whether this tariff type is displayed when the lane is opened.



Standard rate: By double-clicking (fast procedure of opening a lane), no tariff selection is displayed, but the standard tariff is used directly.

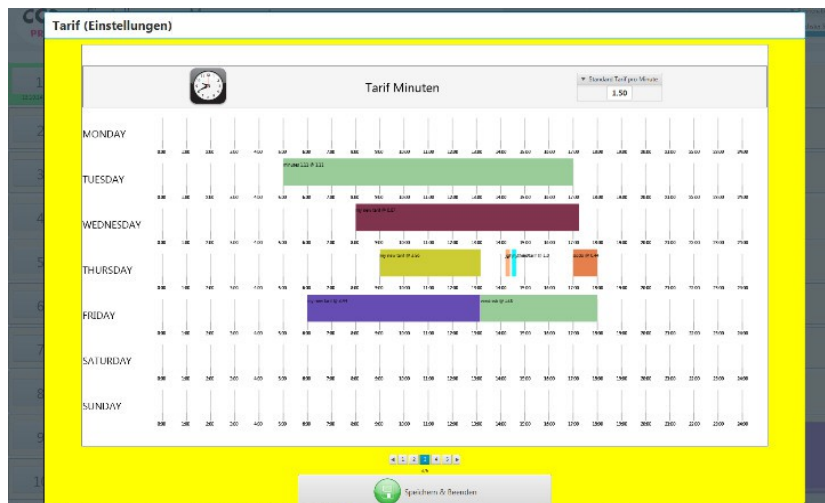
Packages (after prepaid time):

A package offer defines a fixed time and a fixed price. The offer includes bowling including the shoe rental



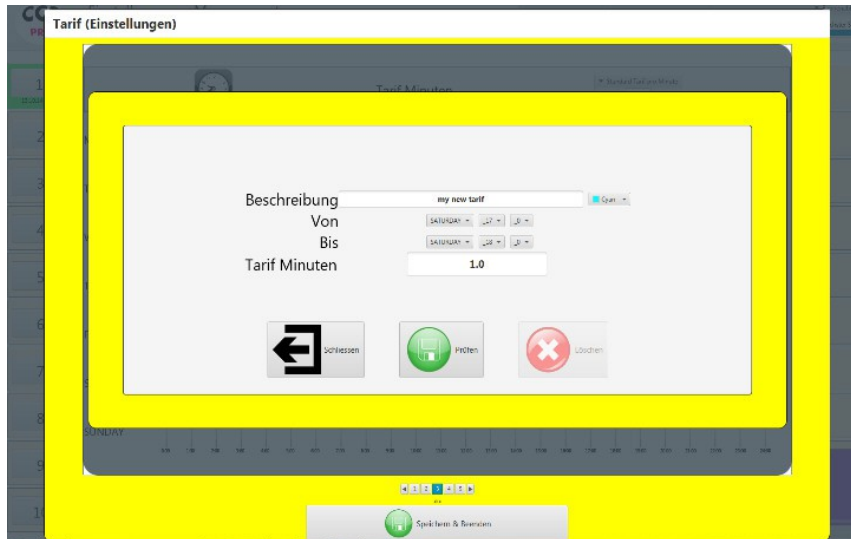
The playing time in minutes and the flat (net) price are defined here, the name and color are for identification only. A total of 4 package deals can be defined.

Tariff schedule:



The standard rate per minute defines the game price per minute. That is, at an hourly price of e.g. 30.00 EUR per hour, this  $(30.00 / 60 =)$  would be 0.50. If no other time zone is defined, this value is used.

When creating a new zone: (by clicking on a free area in the plan)



Description and color is for identification only.

From-To: Defines the period and tariff minutes, the amount that will be charged during this period.

Pressing the "Check" button checks whether there are any overlaps with other tariff zones.

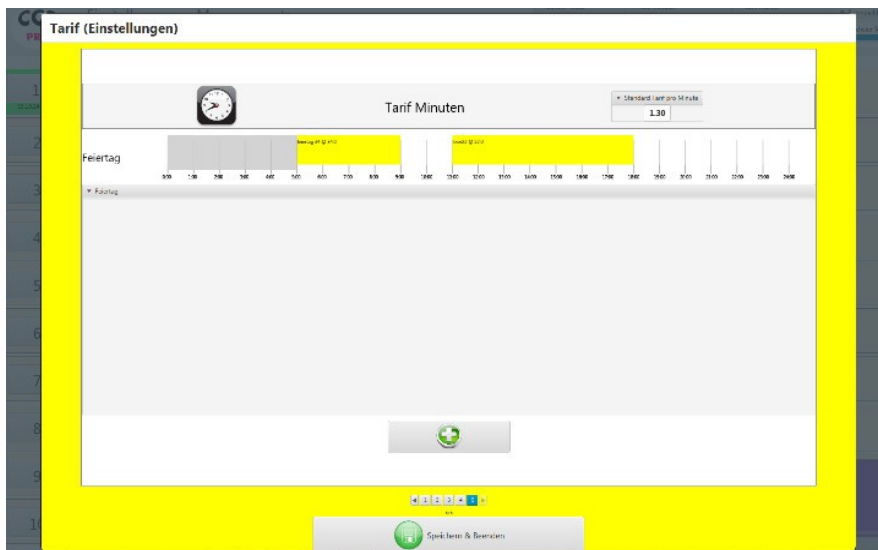
### Prepaid time:

Lanes that are billed after prepaid time, options can be defined, which action is to be executed after the time has elapsed:



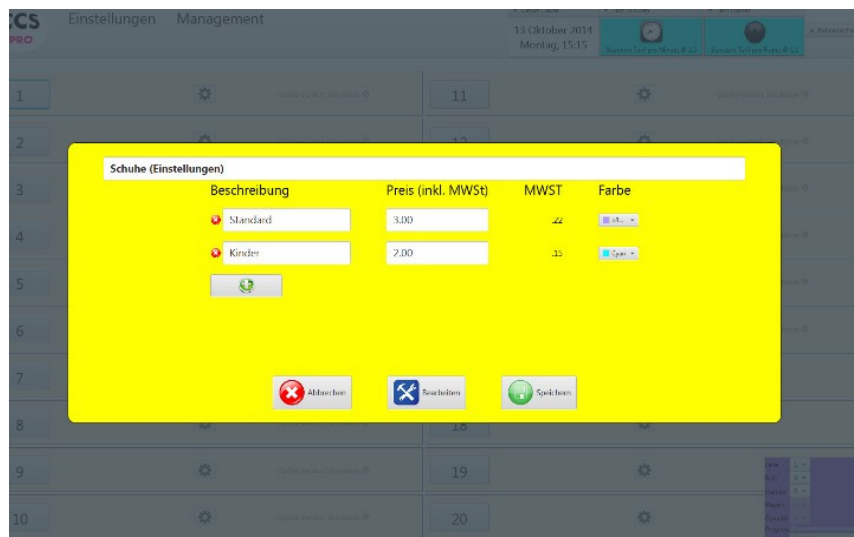
Remaining time message: The entered text is sent to the lane at the defined time, the message appears on the monitor together with a counter which indicates the remaining time.

### Holidays:



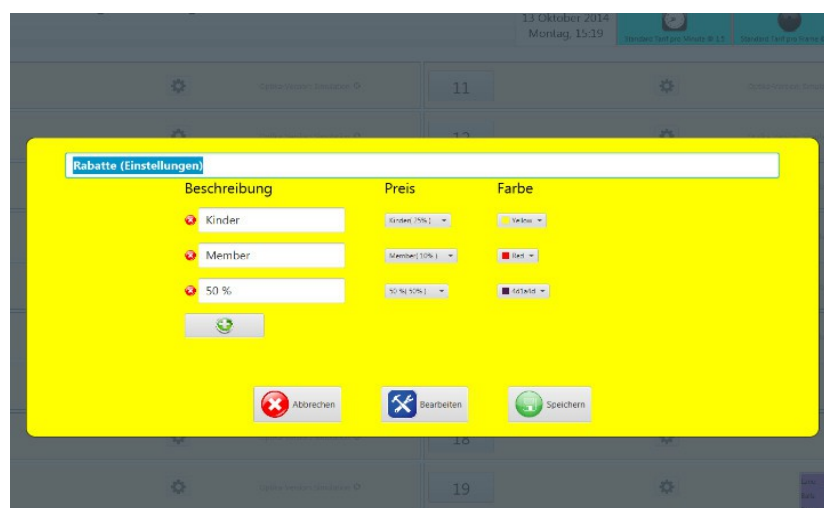
Defining holidays, these tariff structures are applied when the current date corresponds to one of these holidays.  
In CCS-FX a "day" is defined from 05:00 to 05:00 the next day. This means that a holiday starts at 5:00 at the earliest.

## Rental shoes settings:



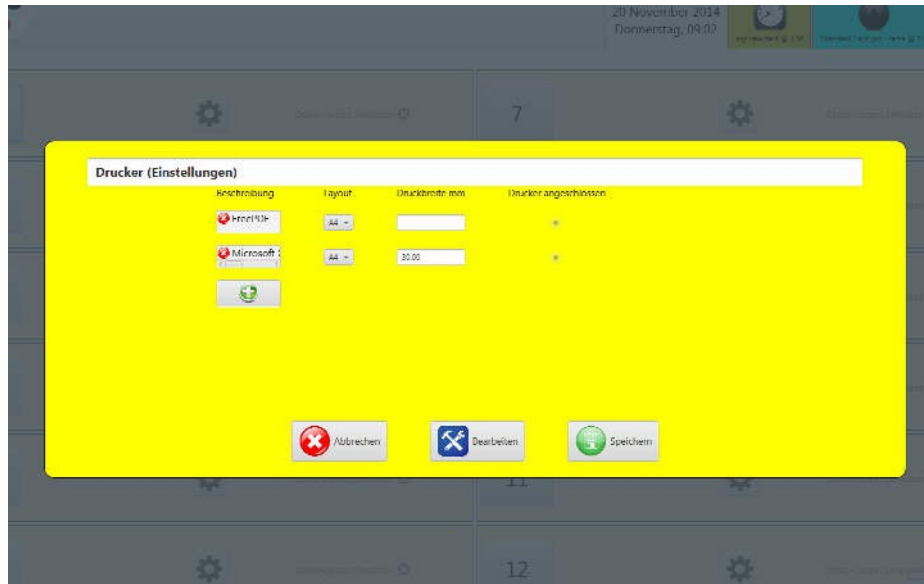
Several rental shoe positions can be defined, the price is inclusive of VAT, if one has been defined in the settings.

## Discount settings:



These discounts can be applied to individual players when creating the bill.

## Printer settings:



CCS-FX can print on multiple printers. E.g. The results of the game and the daily closing can be printed on an A4 printer and the invoices printed on a receipt printer (for example with roll paper). To provide the connected printers to the CCS-FX, these must first be registered in the CCS-FX's printer settings.

The "Printer Width" field can be used to define a maximum printer width. This is not necessary with normal A4 printers, but this is necessary with receipt printers with a special paper size.

# Management:

## Daily closing:

At the end of the day, the daily closing is generated manually by the user. The closing date records all sales and all discounts granted as well as all discounts granted. In addition, the time stamp when CCS-FX has been started, how many free balls and free minutes have been granted. It also records whether an abusive action has been performed: e.g. Changing the settings manually (and other actions that we do not want to describe here in detail).



## Database:



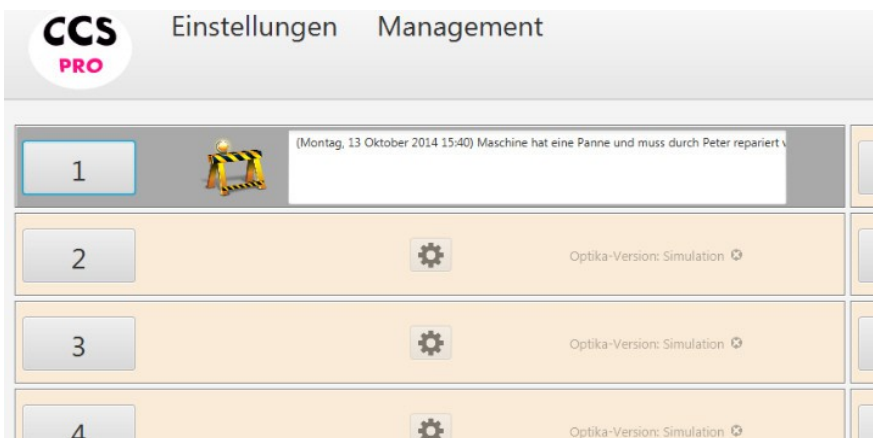
All data is stored in a database. The individual database tables, can be displayed and also deleted. Please enjoy with caution!

## Lane in maintenance:

If a lane is not available due to maintenance or repair, this can be noted in the options:

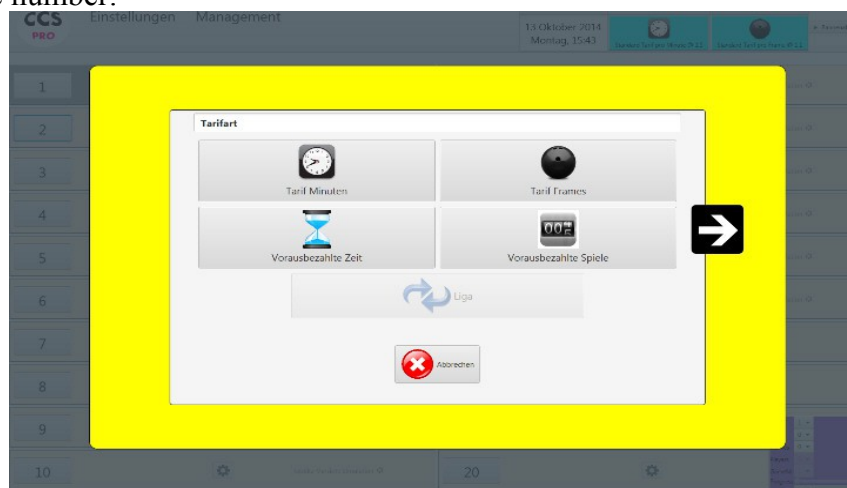


The corresponding lane will appear in the main screen as follows:



## Open a lane:

If the fast procedure is not triggered (by double-clicking), the tariff selection appears when you click on the lane number:



All tariff types are displayed, which have been defined as "displayable" in the tariff settings. Use the right arrow to select the packages. The League button is deactivated in this example because the league can only be played on a free double track. In this example, track number 2 has been opened and since lane 1 is in maintenance, no league can be assigned on this lane.

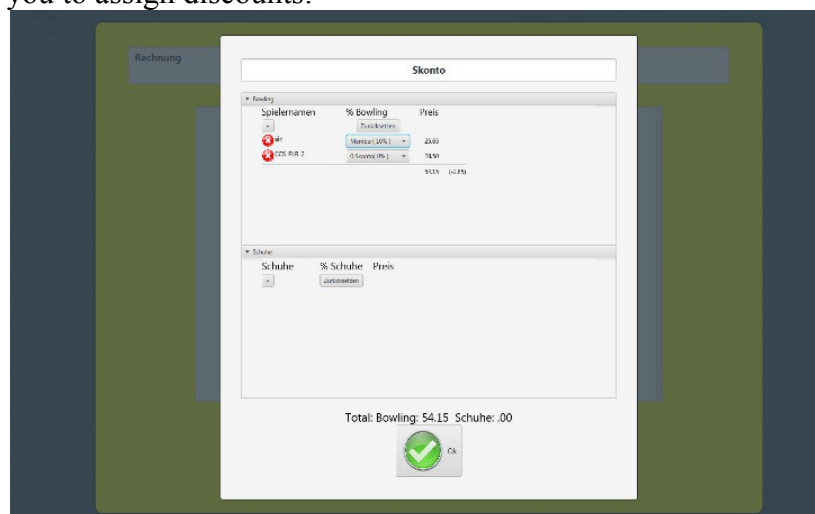
## Closing a lane:

When a lane gets closed, The dialog with the invoice amount is getting displayed.



In order to be able to release the lane as quickly as possible, the lane can be immediately closed by clicking on the "Park-Button". The invoice is temporarily stored in the "parking space" and can be reactivated at a later date.

Discount: Allows you to assign discounts:



The total amount is distributed to the individual players, additional players can be added or



removed.

The discounts for the rental shoes are treated independently of the bowling.

Note: A double-click on the discount field, automatically sets this discount value for all players.

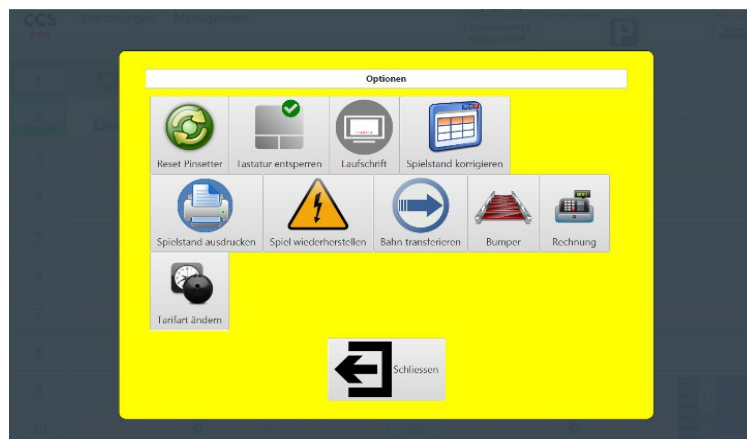
## Parked invoices:

If parked invoices are located in the "parking area", this is indicated with a "P" in the main screen:



If several invoices are located in the "parking area", they can also be combined into a single invoice by selecting them.

## Remote control:



Changing the tariff type: For lanes that have been assigned in the time or frame tariff, the charging type can be changed later. This does not apply to all other tariff categories.

Restore Game: This procedure attempts to recover the last game on the lane computer after a lane computer crash or power failure.

Important: This procedure has no effect on the CCS-FX application, but only affects the lane computer. May only be carried out in an emergency.

The current invoice can always be displayed and edited. The displayed invoice is the currently valid invoice and changes continuously (after each lane scan or after each minute clock). Discounts and discounts are saved and retained.

