

User's Manual
CCS-FX

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Foreword:

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

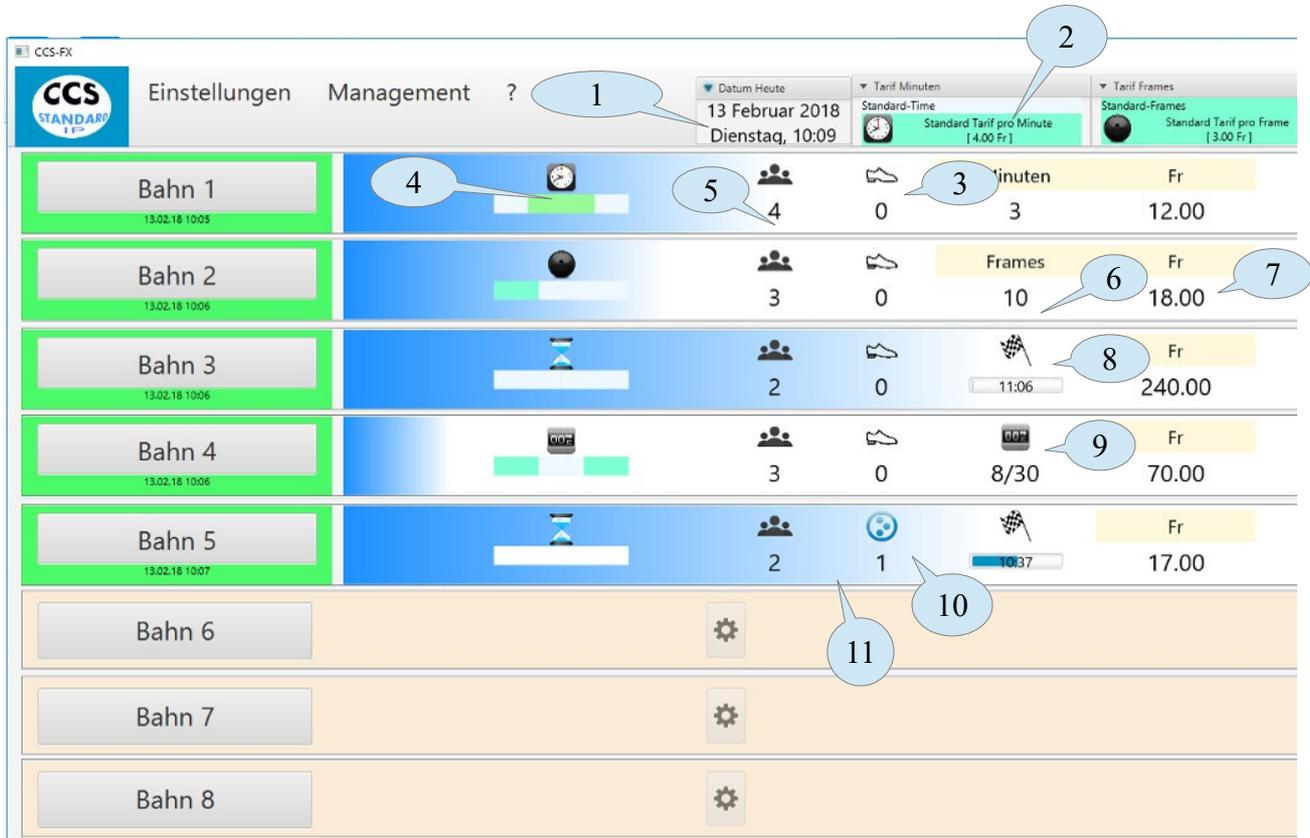
CCS-FX offers various options for pricing and individual fare types. The lanes are automatically turned on and off, and the game type and player names are sent directly to each lane computer

CCS-FX remotely controls the individual lanes: lane transfer, print out or correct games, re-set pins, bumper on or off etc.

In the development of this application, much emphasis was placed on making the application as user-friendly as possible. The learning and the configuration should be as intuitive as possible by the user, therefore only single topics are documented here.

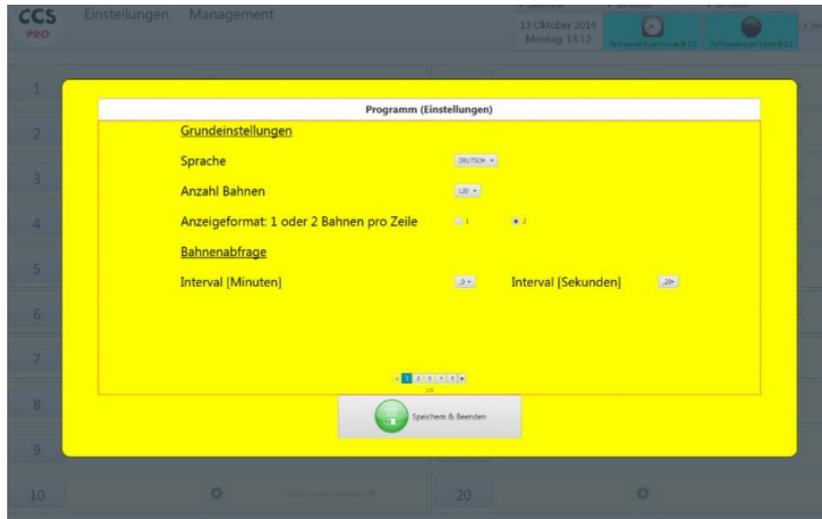
Main screen:

The main screen shows the condition of the individual lanes with all relevant data:



- 1: Actual date and time
- 2: The current standard tariff plan and current tariff zone (Zeittarif)
- 3: Number of shoes.
- 4: Shows the applied tariff plans: e.g. 2 players in the standard rate and 2 players in the child tariff
- 5: Actual number of players (from lane scan)
- 6: Actual number of played Frames (from lane scan)
- 7: The current invoice amount
- 8: Lane was prepaid, indicates end time.
- 9: Lane was prepaid, indicates that 8 of 30 Frames have been played
- 10: A group plays according to a defined package offer (advance time)
- 11: Displays game progress: Changes the gradient and color

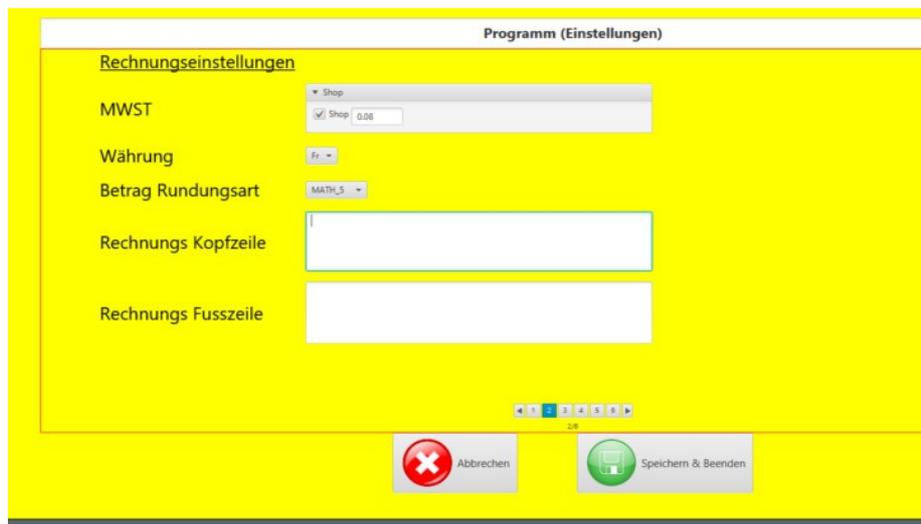
Program settings:



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

The lane scan: this determines the interval between the individual scans. In the course query, the number of players and the frames played, as well as the progress of the game are queried by the individual lanes. If a lane is billed to FRAMES, then the frames played from the query are billed to the current frame rate (at the time of the query).

This means that if the lanes are billed mainly by frames then the interval should not be overstated. An optimal value is usually between 90-180 seconds.

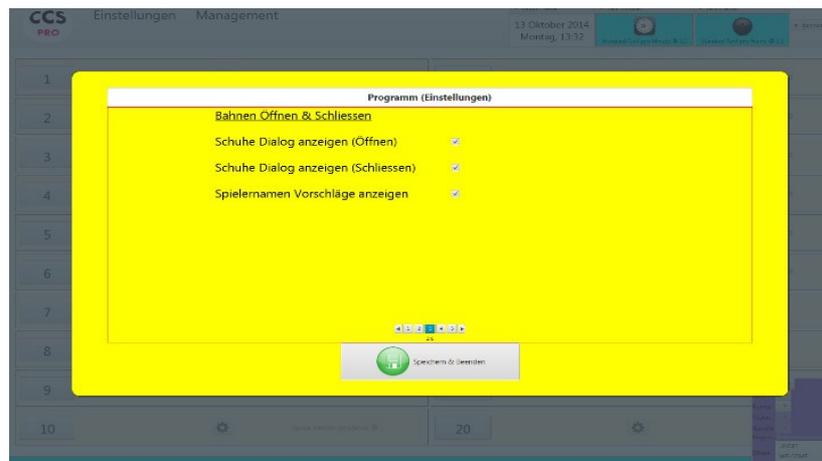


VAT *: CCS-FX can be configured with 3 different VAT rates. There are nations where bowling is exempt from VAT, but the shoe rental is taxed by VAT. The products in the Proshop * are usually also subject to VAT.

The rounding type determines how the individual invoices should be rounded: MATH_5 means mathematically rounded to 0.05 (0.01-0.02 is rounded down, everything about it is rounded up)

MATH_10 means to mathematically round to 0.10 (0.01 - 0.04 is rounded off, everything about it is rounded up).

NO: no rounding



Player names Show suggestions: When entering player names, the system searches and displays a list of saved names by name in the background. The suggestions can then be accepted by pressing the ENTER key without the complete name having to be entered again. This facilitates and reduces the typing of player names.

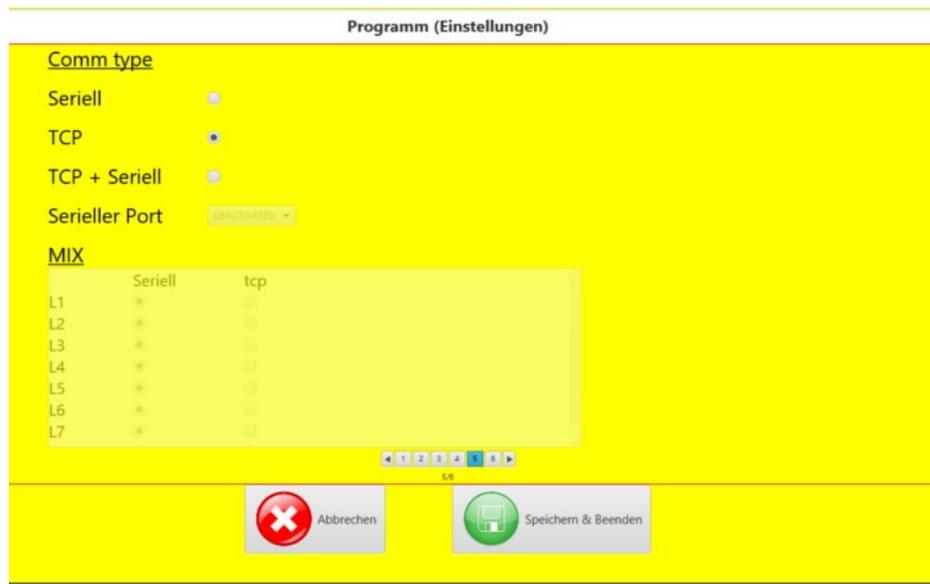


Serial Port: Defines the serial port to which the communication bus is connected.

Machine Type: Defines the machine type of the bowling machines. When shutting down the lanes (After the prepaid time or prepaid games have run out, the CCS-FX commands the machine to retract the pins (SES) or shut down the machine.

Player keyboard available: If there are no player keyboards, then player names must be entered when opening the lanes.

Bumper available: Are automatic child bands available?



CCS-FX can communicate serially and via tcp / ip with the lane computers. (It may even be lane-specific both options).

For TCP / IP, no IP addresses need to be specified. The IP addresses of the lane computers are automatically determined on the basis of their lane number!

Prerequisite: For the lane computers, the option CCS-Server must be activated under "Network Settings" and there must be a router which (exclusively) distributes IPv4 addresses via DHCP.

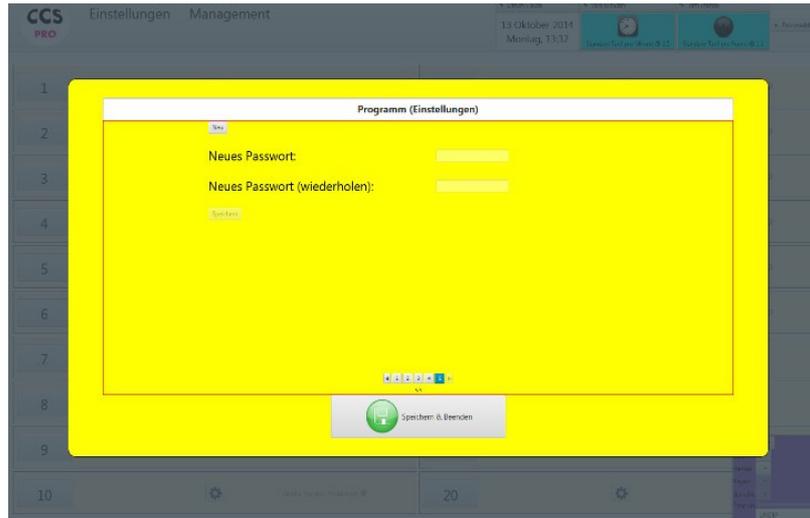
Lane-specific additional commands when opening the lane:

When opening a lane, an additional command can optionally be sent:



RESEND_MACHINE_ON: Sends the machine switch-on command twice (this is useful, for example, if an old machine control does not always respond to the 1st command)

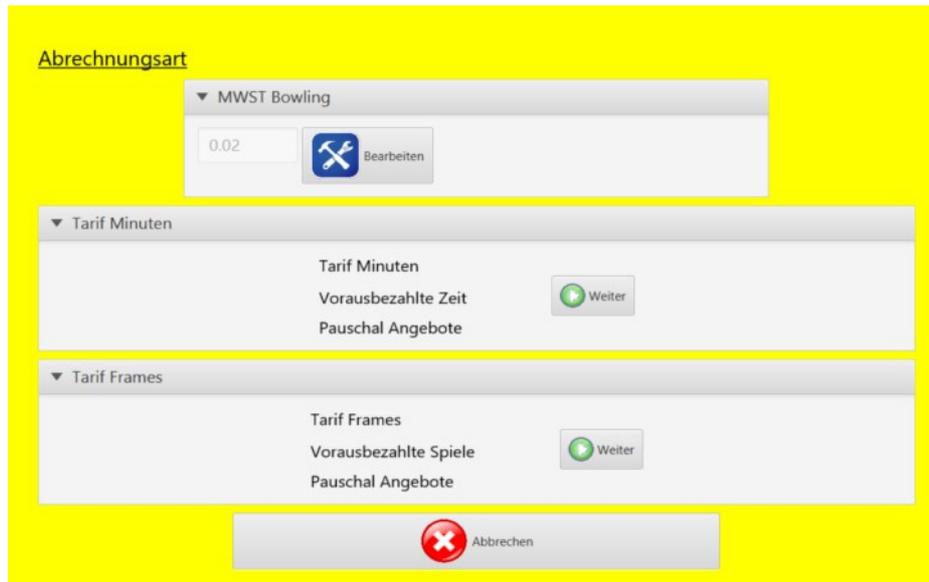
RESET_MACHINE: Sends the RESET command which triggers a set command on the machine control (this command is only sent once)



Change of password

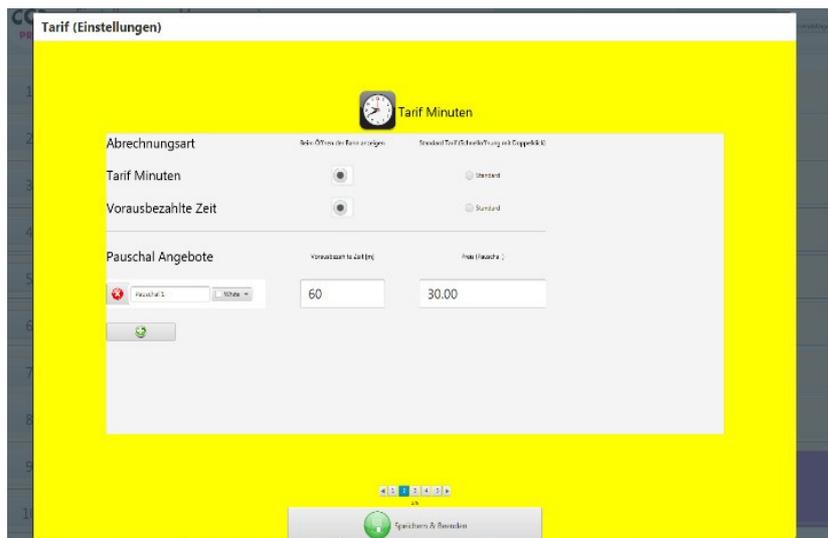
Tariff preferences:

There are two basic categories: by time or by frame. After frames means that in the lanes query, the frame counter is queried (and reset to 0) by the lane computer. A frame counter is deliberately used because it can not define what a game is and how many frames a game consists of. A Bingo or Grand Prix game does not consist of 10 frames like an OPEN game, moreover, during the current game, the players can change the game type or restart a game, etc. Therefore, a frame counter is used: 10 frames correspond then an OPEN game and 1 frame means 2 thrown balls (or 1 ball on a strike)



VAT Bowling: Defines the VAT rate for bowling.

Time based:

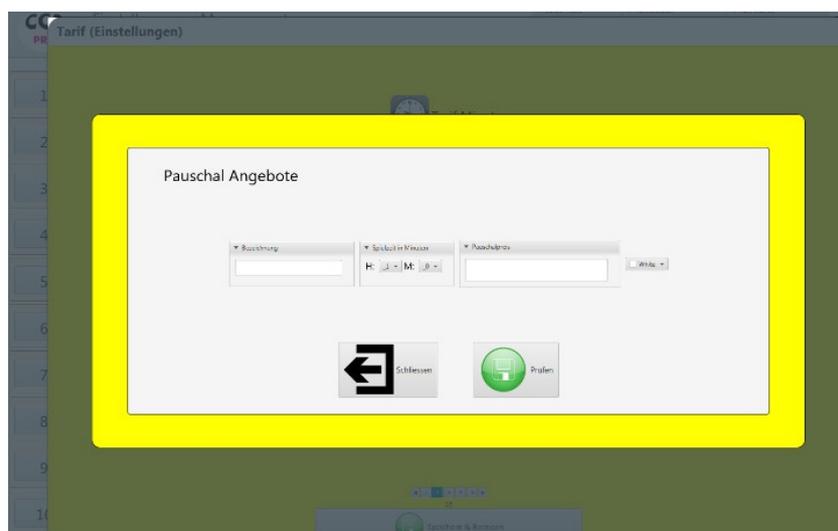


Show when opening the lane: Defines whether this tariff type is displayed when opening a lane.

Standard tariff: By double-clicking (rapid opening) the tariff selection is not displayed, but the standard tariff is used directly.

Packages (after prepaid time):

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

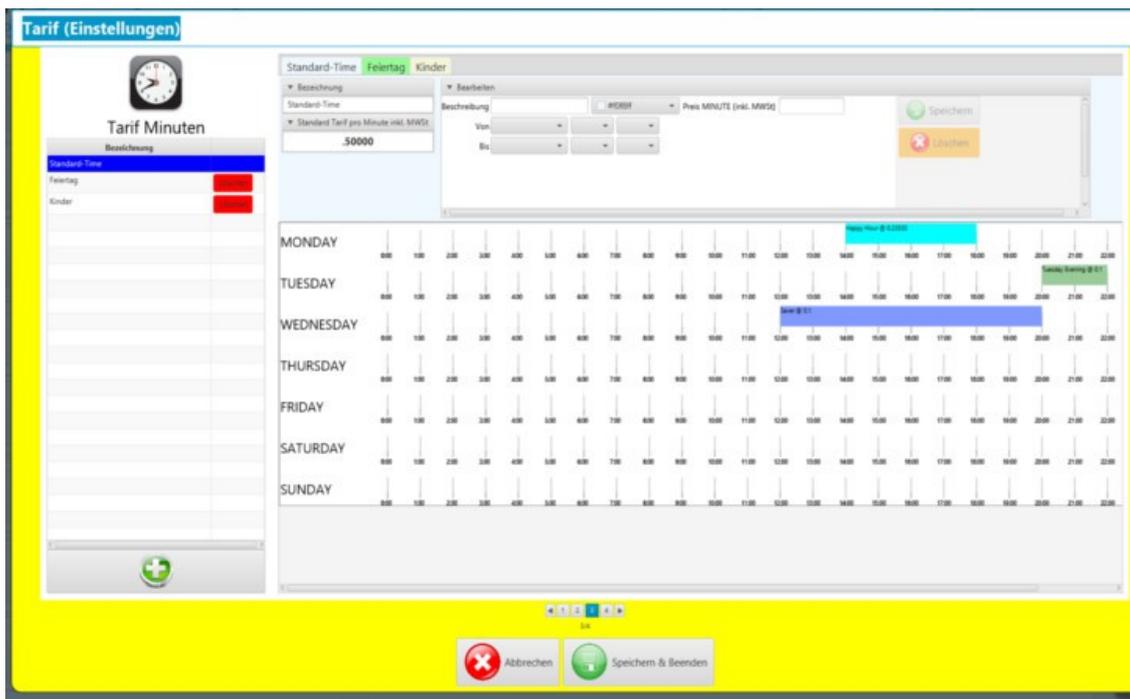


The playing time in minutes and the flat (gross) price are defined here, the name and color are for identification only. A total of 4 package deals can be defined.

Excess time accounting:

- NO: The excess time will not be charged.
- STANDART-TARIF: The excess time will be charged according to the standard time tariff
- % Prozentual: The excess time will be charged as a percentage according to the total package price.

Tariff zone plan TIME category:



The table on the left shows the different tariff plans, others can be added or deleted.
Description: The name of the tariff plan.

In this way, e.g. A holiday rate plan will be defined, which will then be used on public holidays. Or a tariff plan for children etc ..

By default, the standard tariff plan is always applied, but this can be changed on the main screen. In addition, when opening the lane or during the game, a different plan can be assigned to each player individually.

Standard tariff per minute incl. VAT: If no tariff zone is defined at time X, then this tariff is used.

Tariff per minute defines the game price per minute. That At an hourly rate of e.g. 30.00 EUR per hour would be this (30.00 / 60 =) 0.50. If no other time zone is

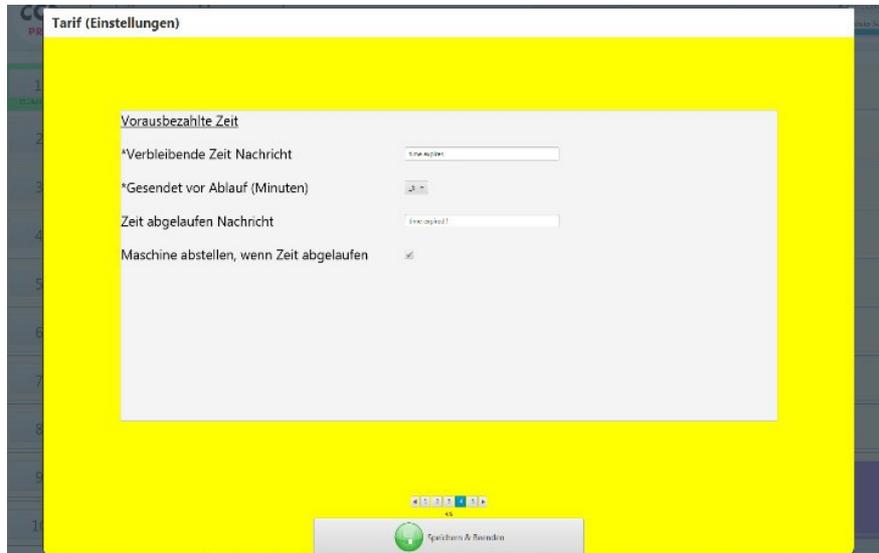
defined then this value will be used.

Tariff zones can be defined in the field "Edit" or existing zones can be edited (click on zone with mouse).

A tariff zone is defined by a name, a color, a price (per minute) and a period of time.

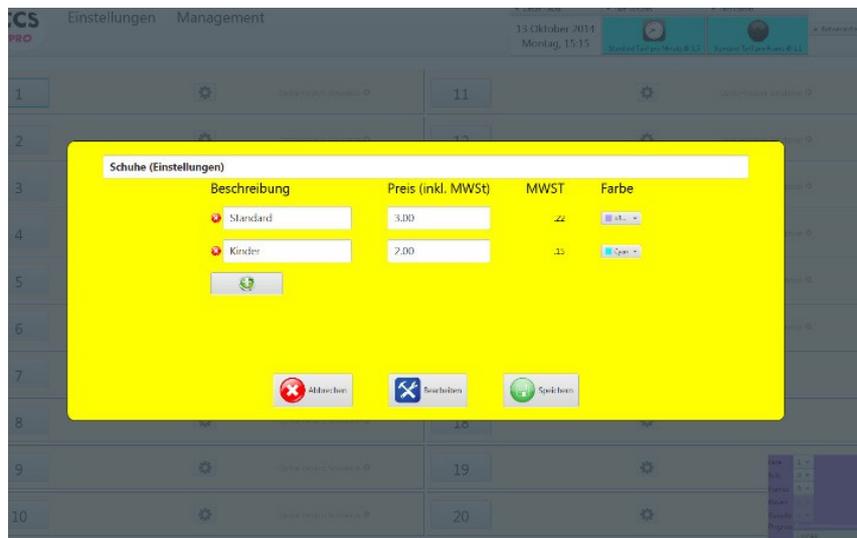
Prepaid time:

Lanes that are charged according to prepaid time can be set to options which action should be taken after the time has elapsed:



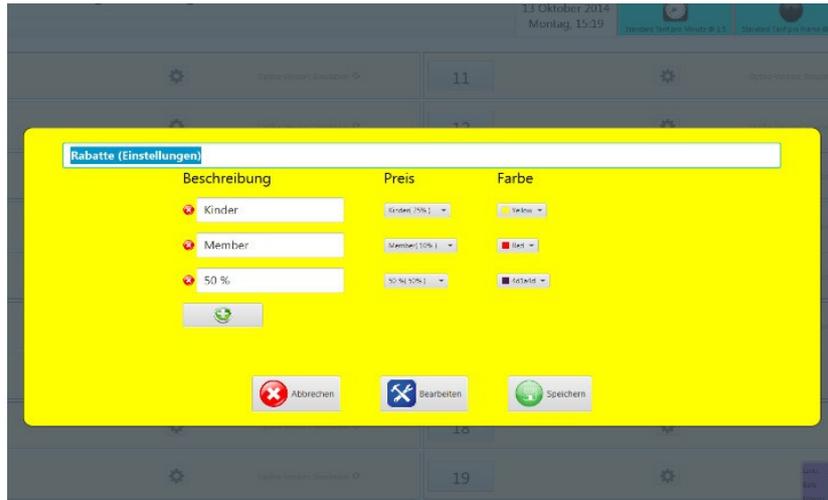
Remaining Time Message: The entered text will be sent to the web at the defined time, the message will appear on the monitor along with a second counter indicating the remaining time.

Shoe settings:



Several shoe positions can be defined, the price is incl. VAT, if available.

Discount settings:



These discounts can be applied to each player when creating the bill.

Printer settings:



CCS-FX can print on multiple printers. For example, Both the game results and the daily finishes can be printed on an A4 printer and the invoices printed on a receipt printer (e.g., with roll paper).

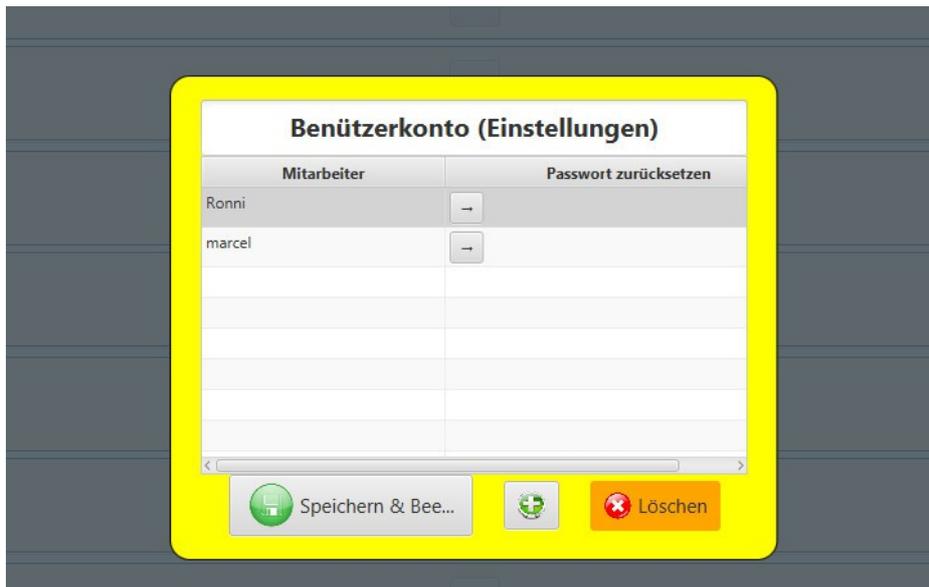
In order to make the connected printers available to the CCS-FX, they must first be registered in the printer settings of the CCS-FX.

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

User settings:

Optionally, users can be registered. If such a user list is created, then a user must log in to work with the CCSFX.

In the end of the day a list of all registered users will be visible and the user name will be added to each invoice.



By adding a new user, this user will be prompted to define a new password at the very first login.

If a user should forget his password, then his password can be reset here, this user is then prompted at the next login again to define a password

Management:

End of day:

At the end of the day, the daily closing is generated manually by the user. The daily closing records all sales and all discounts granted, as well as all granted discounts. In addition, it is recorded (under report) when the CCS-FX has been started, how many free minutes and free throws have been granted. In addition, it is logged whether an abusive action has been carried out: e.g. The manual change of settings (and other actions, which we do not want to describe here).



All data is stored in a database. The individual database tables can be displayed.

Lane in maintenance:

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

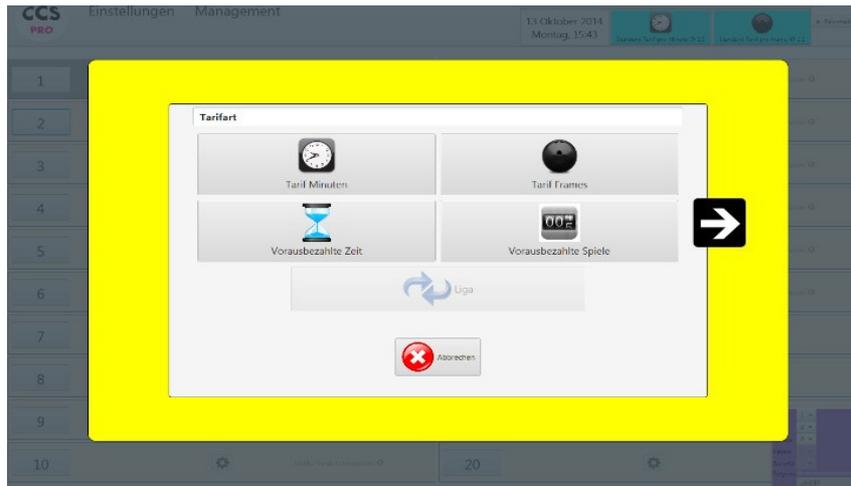


After that appears in the main screen:



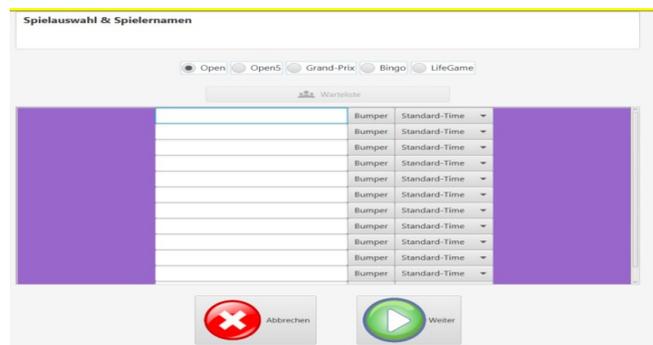
Open a lane:

Unless the quick procedure is triggered (by double-clicking), the tariff selection appears when you click the lane number:



All tariff types are displayed which have been defined as "displayable" in the tariff settings. The package offers can be selected with the arrow key to the right. The league button is disabled in this example because league can only be played on a free double lane and in this example lane number 2 has been opened and since lane 1 is in maintenance, no league can be awarded on that lane.

The name entry follows:



The name input is optional. If a webcam is connected and also activated in the settings, a webcam picture can be taken by the player instead of the player name.

Note: Tariff plans can also be pre-selected without entering player names!

The "Game Restore" option is provided in the event that an incorrect lane was previously accidentally completed. With this option the lane can be opened again and the last game can be reactivated.

Opening the lane in prepaid time mode:



If you select "Calculate only effective playing time", the exact minutes between opening and closing the lane will be billed. This can be less or greater than the preset time.

Close a lane:

At the conclusion of a lane:



In order to be able to return the lane as quickly as possible, the lane can be ended immediately by clicking on the "Park button". The invoice is buffered on the "invoice parking space" and can be reactivated at a later time.

Discount: Allows you to enter discounts and change the rate plans for each player:



The total amount is distributed to each player, additional players can be added or taken away.

Tip: With the right mouse button, the selected tariff plan or discount can be applied to all players.

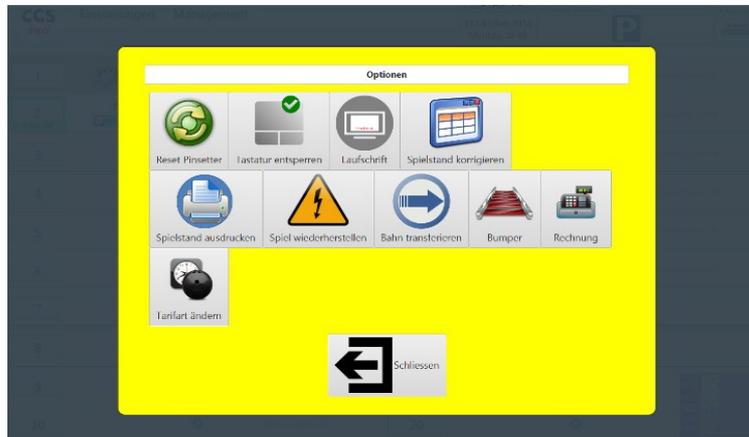
Parked invoices:

If parked invoices are on the "Invoice Parking" then this is indicated by a "P" in the main screen:



If there are several invoices in the "Invoice Parking Lot" then these can be combined into a single invoice by selecting them.

Remote control lanes:



Change tariff type: For lanes that have been assigned in the time or frames tariff, the charge type can be changed later. For all other tariff types this does not apply.

Restore Game: This procedure attempts to restore the last game on the central 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 done in an emergency.

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

Copy score:

A running OPEN game can be copied to the clipboard and read from the clipboard when opening a lane.

The window with the name input and the game selection contains an additional button: "From Clipboard ..". This will display a list of all games in this clipboard. The game type, as well as the number of players are not changeable.

Pause:

A lane, which is assigned in time mode, can be paused, so that the time is not charged during the break. The break ends automatically after the set time has expired, but can also be ended manually

Send expiration warning:

Sending an expiry warning (with countdown): a message appears on the monitor of the corresponding lane that the (reserved) time has expired. The purpose of this is to inform customers that the lane will soon have to be released for waiting guests.

OPEN multi-lane transfer:

In addition to the option to transfer a single lane to another lane, there is also the option of transferring several lanes at the same time. The prerequisite is that all destination lanes must already be open and that they are in the normal billing mode (by time or by frame):

