

CCS 2000-WIN-CENTER CONTROL SYSTEM

Operating Manual, Issue 05/2003
CCS-2000 Version 7.785



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Preface and agreements

This manual addresses both the cashier as well as the manager of the Bowling Center. The first chapters are reserved for the manager. Little to no experience with PC is required to operate this system, however it is not the intention of this manual to provide fundamental PC knowledge.

Minimum requirements

The CCS-2000 program runs under Windows98. The PC must provide at least 2 GB Harddisk, at least 128MB RAM, mouse, keyboard, CD ROM drive, a serial port COM1 or COM2, at least a parallel port, LPT1 or a LPT2 or a USB. Any printer type can be connected. The CCS-2000 program is provided with a copy protection in form of a Dongles, which must be inserted at the parallel port LPT1 or LPT2, configured as SSP (standard parallel port). **It is important to disable any screen savers and all power savings settings!**

The keys

The keyboard of a today's PC has an average of 101 keys. For this program only a limited number of them have a special meaning. These are:

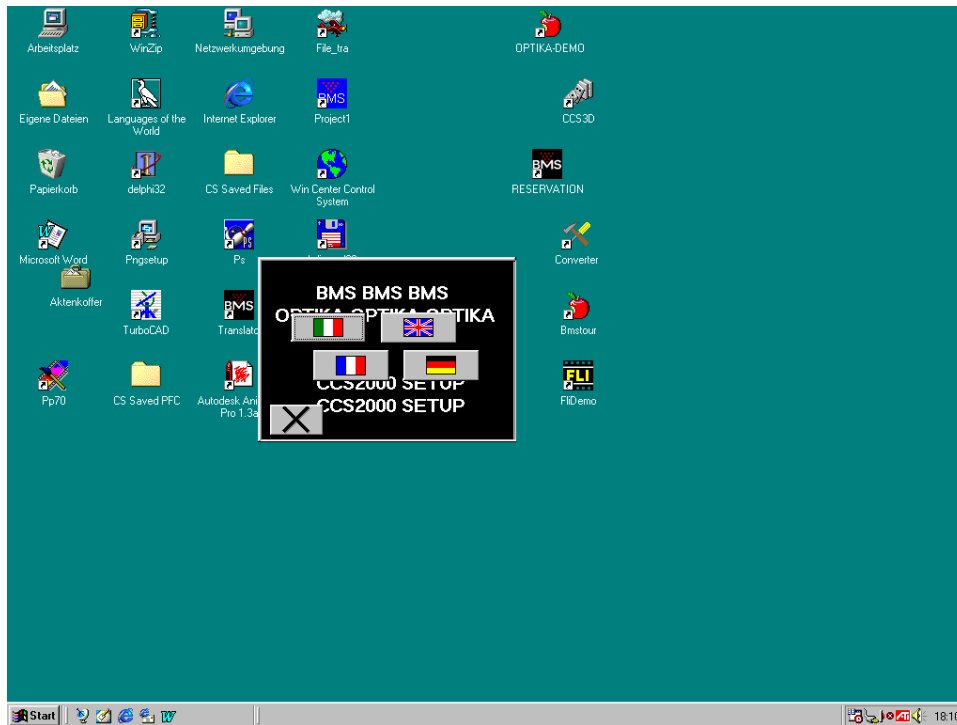
- the two input keys (**RETURN, ENTER** or ↵): one can use either one as both have the same function. In this manual we also write for it **CR** (carriage return)
- the **ESC** key; it is pressed to exit or to skip an operation or a program step.
- the **CURSOR** key is the flashing underliner, which indicates where the next typed letter is inserted; with the keys ←, ↑, →, ↓ the cursor is moved in the indicated direction. Where no certain direction is meant, we write **Cursor keys**.
- the function keys **F1** to and with **F12** on the keyboard. within the CCS-2000 is called - <Menus.

The Typography

As you already noticed, emphasized expressions are represented by *SCRIPT* and KEYS accordingly by bold printings. In order to differentiate inputs with function keys within words, these are inserted between brackets, Ex.: PETER < SPACE > MEIER. < **CR** >; < **SPACE** > and < **CR** > are thereby a depressing of the concerned key. In addition questions and messages from the program are printed in the COURIER font.

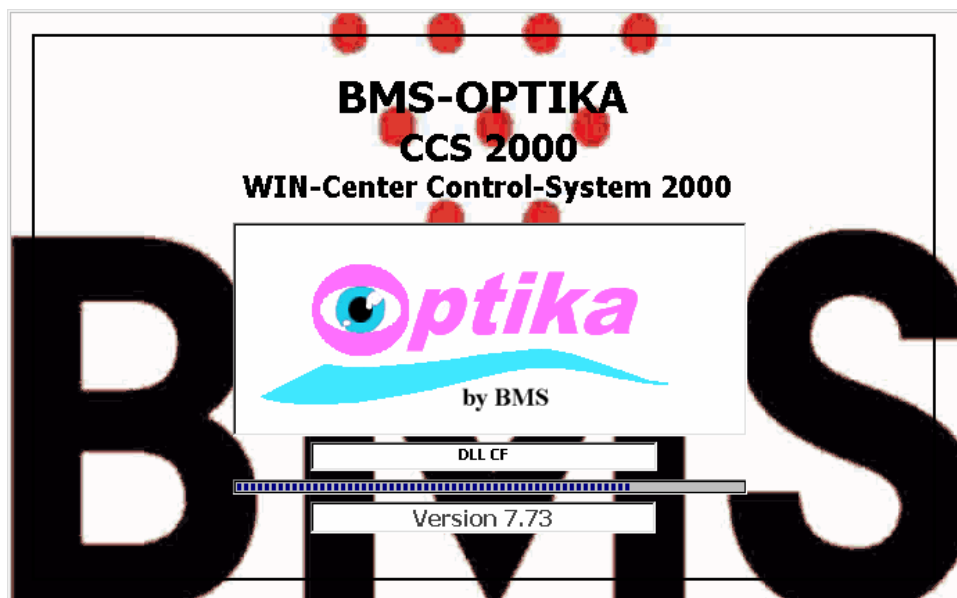
Installation of the CCS-2000 Program

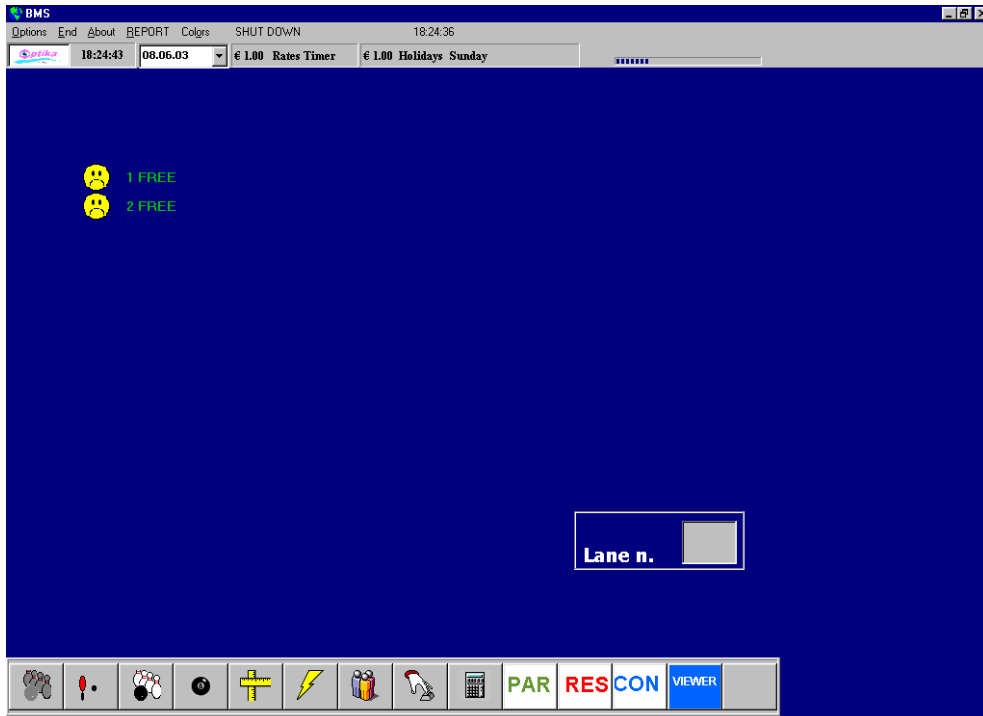
- Insert the CCS-2000-CD into the running PC.
- Click on START, then on EXECUTE, then search the directory **D:\SetUpCCS\Setup.exe (D or any other letter to specify the drive the CD is**



inserted). As the following screen appears, click on the appropriate flag to install the version in the desired language, then follow the instructions on the screen.

- When the installation is completed, remove the CD from the CD-Reader and restart the PC.
- Double click on the MAS icon: the CCS-2000 will then start and the following pictures will be prompted:

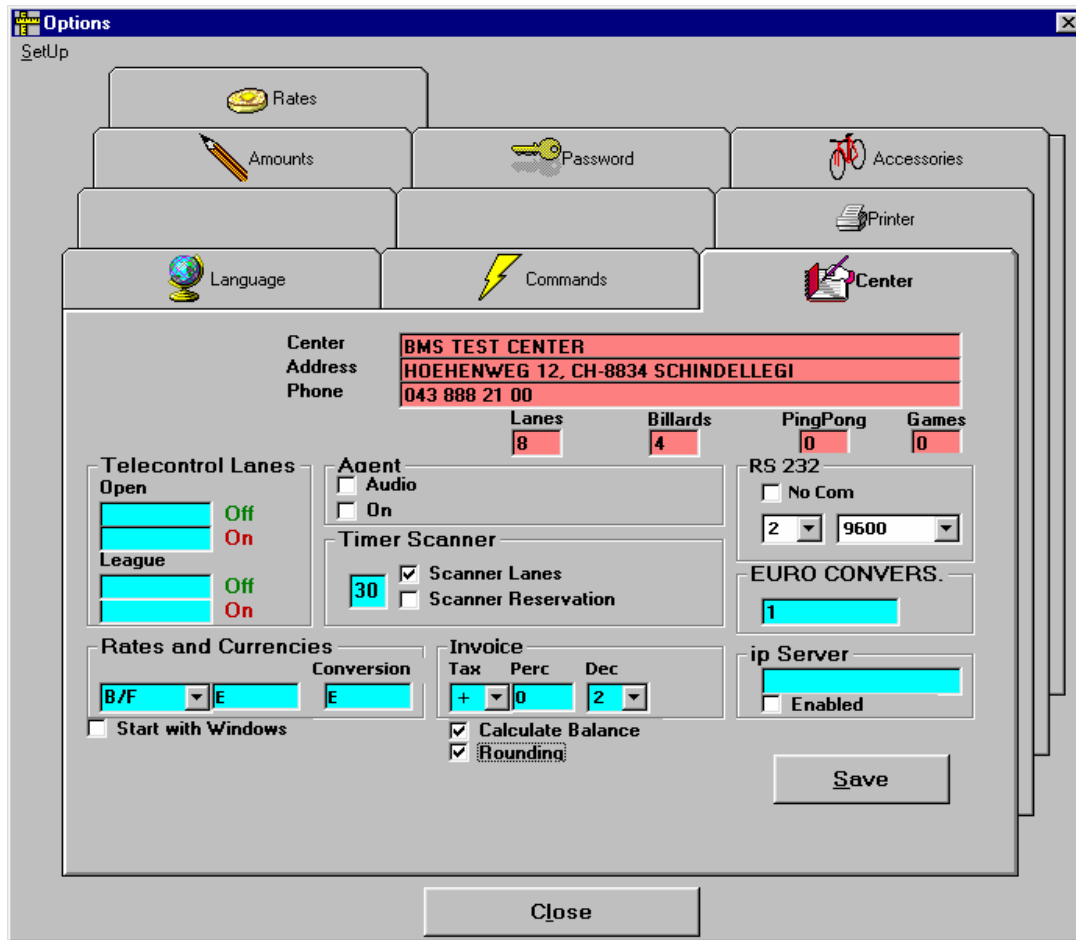




SETTING OF THE PARAMETERS

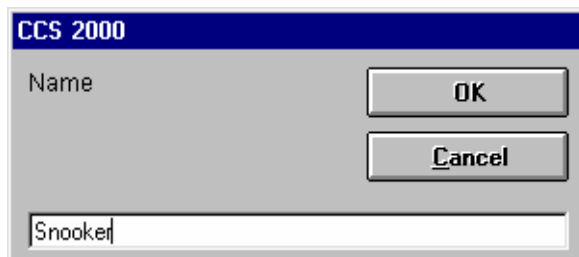
- Click on **Options** at the upper left side of the screen, then on **SetUp**. A window opens: type in the **default** password **BMS** then press **ENTER**. The following screen appears:
- Click on the desired language: here **English**, then click on **Center** to configure the data of the CENTER. The following screen appears:





- Type in the following configurations data:

- a) **Center etc.:** the name, the address and the telephone number of the centre
- b) **Lanes, Billiards etc.:** the number of the lanes, eventually of billiard and ping-pong tables and arcades. **ATTENTION:** In case the name(s) of the additional **game type(s)** need(s) to be changed, click on the concerned name(s) and type in the desired name in the window: here **Snooker** instead of **PingPong**,

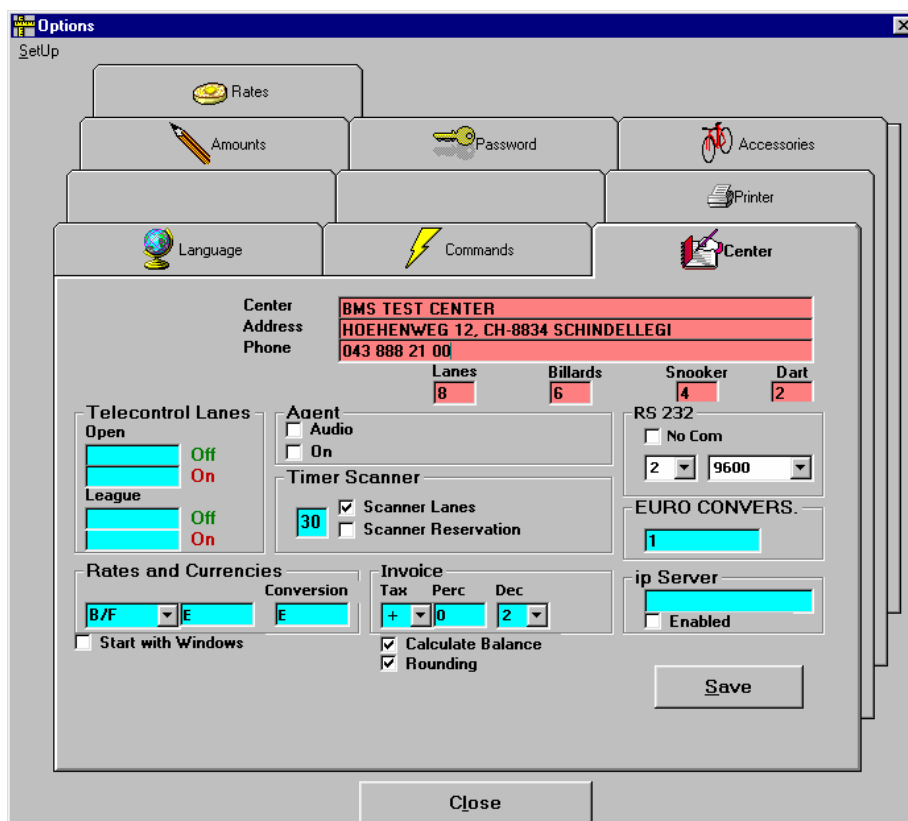


then insert the number of the Snooker tables and repeat the operation if other Games, e.g. **Dart**, are to be programmed.

- c) **RS 232:** serial port set for the communication with the OPTIKA lane computers: **1** is for COM1, **2** for COM2. The field **No Com** must be free, otherwise the communication is not activated.

The field right to the COM number is the COMMUNICATION SPEED in Baud/Sec. For all Optika version up to **B2.90** this value must be set at default or **9600**: very important otherwise no communication between desk and lane computer is possible.

- d) **Agent: Audio or On**
- e) **Timer Scanner:** set the time lag in secs between scannings. The time may lay between 10 and 60 secs: 30 secs is the normal lap. The field **Scanning lanes** must be active.
- f) **Telecontrol Lanes: Open and League, ON and OFF.** Type in any desired command needed to be sent by the assignment or by the closing of a lane. See chapter: **Telecommands**. Most used commands by **On** are Ex.: **Disable Keyboard (KeyOFF)**, to avoid manipulations with the keyboard by the players. However, this command must be reset by **Off** with the command **Keyboard On (KeyON)**, otherwise the keyboard will be disabled all the time. These commands are indicated with a number out of a **Command List**.
- g) **Rates+Currencies:** the following units may be selected 1) **Balls**, 2) **Frames**, 3) **B/F (Balls/Frames)** and 4) **Games**. The option no. 3) **B/F (Balls/Frames)** is the most common charging unit.
- h) Type in the next field the initials of the local currency and eventually its exchange rate versus the Euro.
- i) The following parameters may be entered in the fields below Invoice:
 - Tax :** - when the **Tax (e.g. TVA)** is included, + . when the **Tax** is not included and must be added and shown in the invoice or receipt.
 - Perc:** Tax coefficient, which will be applied. If **Zero** no tax will be charged.
 - Dec.:** Number of **Decimals** after the comma.
 - Euro Convert.:** Conversion coefficient versus the EURO.
- j) **Calculate Balance:** Activate in case the prompting of the balance is required.
- k) **Rounding:** The decimals after the comma will be rounded as follows:
 - 00** from .01 to .05 and the next higher unit from .06 to .09. Example: 9.05 will be rounded to 9.00, and 9.06 to 9.10.

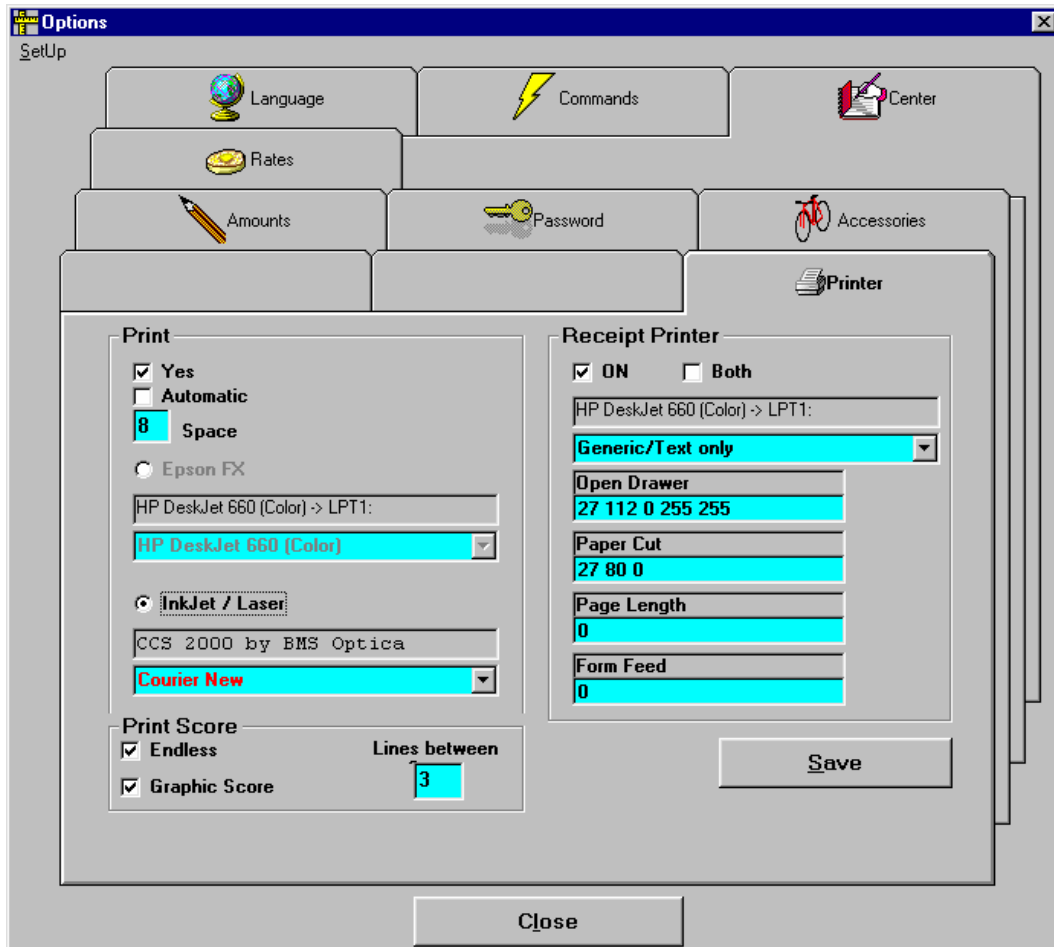


Continuing by clicking the button **Password**. The standard password is **BMS**. If a new password is requested, type in the new one and save it.

PROGRAMMING THE PRINTERS

The program allows the use of two different printers: one to printout the scores and the invoices and one to printout receipts only. If the printer for the receipts only is not connected and is therefore not activated, both scores and invoices/receipts will be printed by the same printers, which is declared as “Standard” in the Windows Setup. If two printers are used, one may be connected to LPT1, the other to LPT2 or to the USB port.

Clicking on **Printer** will open the following window:



It contains the following parameters:

A) In the field **Print:**

- Yes** : printout on request only
- Automatic** : automatic printout at the end of each game or invoice
- Space** : by using a matrix printer and endless paper, the number of additional lines at the end of the text lines may be programmed.
- Epson FX** : click on this field in case a matrix printer is used
- InkJet / Laser** : click on this field in case an InkJet or a Laser printer is used
In this case, the fonts may be selected: **Courier New** is recommended.

B) In the field **Print Score:**

Endless : in case endless paper is used
Graphic Score : in case an JnkJet or Laser printer is used
Lines between : number of empty lines between different scores

C) In the filed **Receipt Printer:**

On : click on if installed
Both : click on if the receipt printer prints both score and receipt.
The printer port as set in Windows must be declared
Open Box : combination to automatically open the cash drawer if
Installed (refer to the cash drawer manual).
Paper Cut : combination to automatically cut the paper (refer to its manual)
Page Length : Page format parameter in case the score is also to be printed
Out. Type in the approx. Number of lines, e.g. 60
Formfeed : Type **0** in case of InkJet / Laser, **1** in case of matrix printer.

PROGRAMMING THE RATES

Click first on the pull card **Rates**, then on **Rates Bowling**: enter the rates for the different weekdays and time periods according to the charging unit (Balls, Ball/Frames, Games etc.) as selected in the programming of the **Center**. Attention by the separation of the decimals: both comma or point may be used as separation of the decimals. However, it is recommended to recheck the figures after the programming to make sure that the right separation has been used. After the programming of the rates of **each type of day**, click on **Save**.

If two time periods only are programmed as shown in the figure for **Working-days** then the remaining periods must be deleted. After the restart of the computer these will appear then as zeros. For the other time then the fixed periods the prices in the line **Other Times** apply. Note again please that the **Charging Units** were already programmed in the folder **Center** (Balls, Ball/Frames, Minutes, Games). Remember to save the entries after the programming of each type of day!

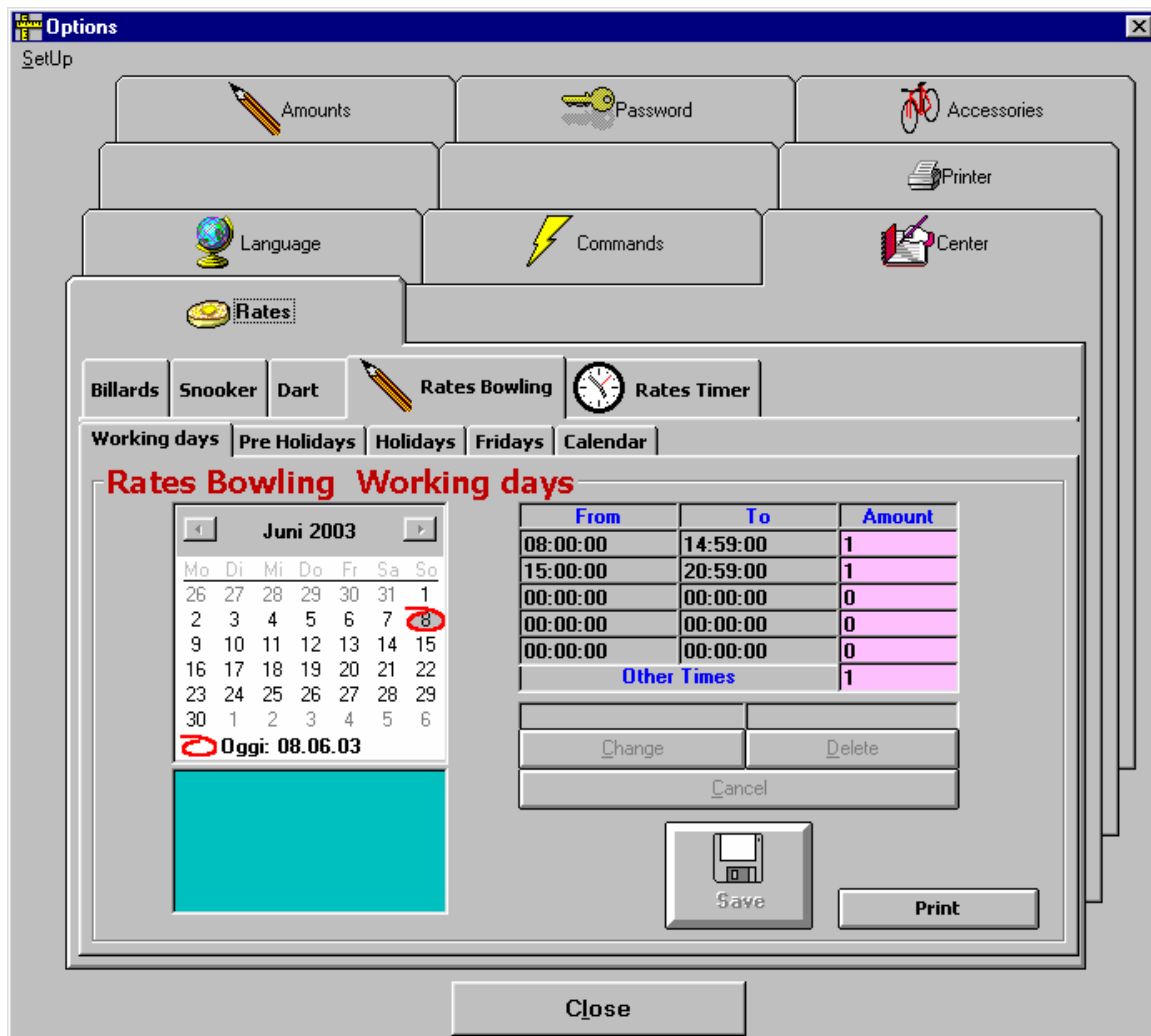
Click on the pull card **Rates Timer** to program the **rates per minute** for **Bowling**. Similar to the Rates Bowling, the Rates Timer may be entered here. These rates are valid for the **UpTimer UT** – the time starts from Zero - and the **DownTimer DT** – the time starts from the preset time downward – and are to be entered per **Minute**.

The rates for all other games, as **Billiards**, **Snooker** (PingPong) and **Dart** (Games) may be entered by clicking on the concerned pull cards using the same procedure. However, for all games only the **rates per minute** are accepted. Remember to save the entries after the programming of each type of day!

After the programming of the rates, click again on **Save**.

Repeat the programming for the other days as described above.

Rates on special days may be programmed by clicking on the button **Calendar**. Select any day on any date, enter the desired rates and save them.



After the programming of the rates, click on the key **Save**.

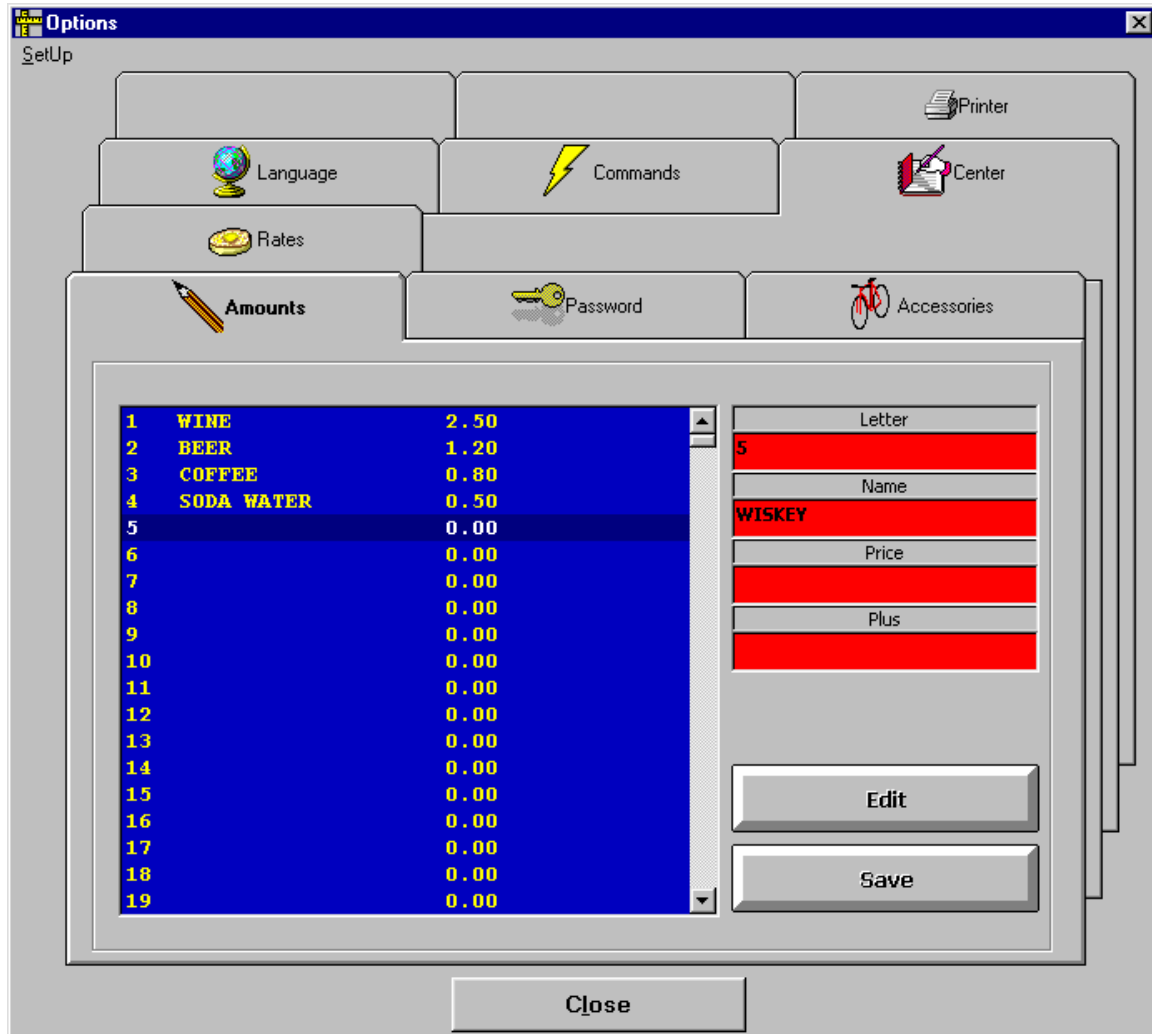
Click on **Accessories**. The following picture appears:

The rates for the **Rental Shoes** and other accessories may be entered here. There are two different rates for shoes, but the other positions may be renamed to Shoes3 etc. if necessary.

Up to 9 different discount rates may be programmed in the column **Discount%**. These may be recalled during the set up of the invoice and activated automatically. It is useful to also program 100% discount to be able to manage special events. See the chapter: **Closing Lanes**.

After the programming of the rates, click on the key **Save**.

Click on **Amounts**. The following picture appears:



Up to 999 different **Amounts** for a raw of items may be entered here. Proceed as follows: Click for example on letter **D**, then on **Edit**: type the denomination and price of the item then click on **Save**. Repeat for all other items and at the end click on **Save** and **Close**.

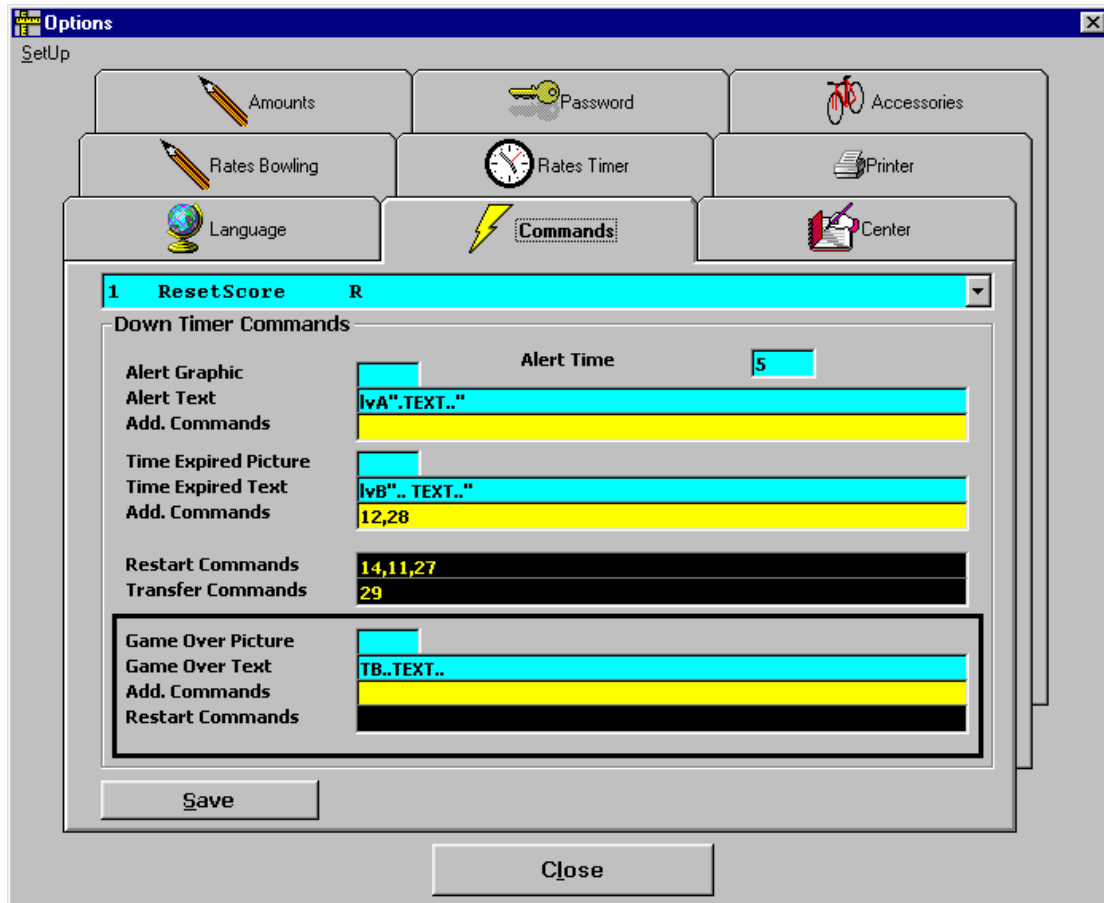
Click on **Commands**. The following picture appears:

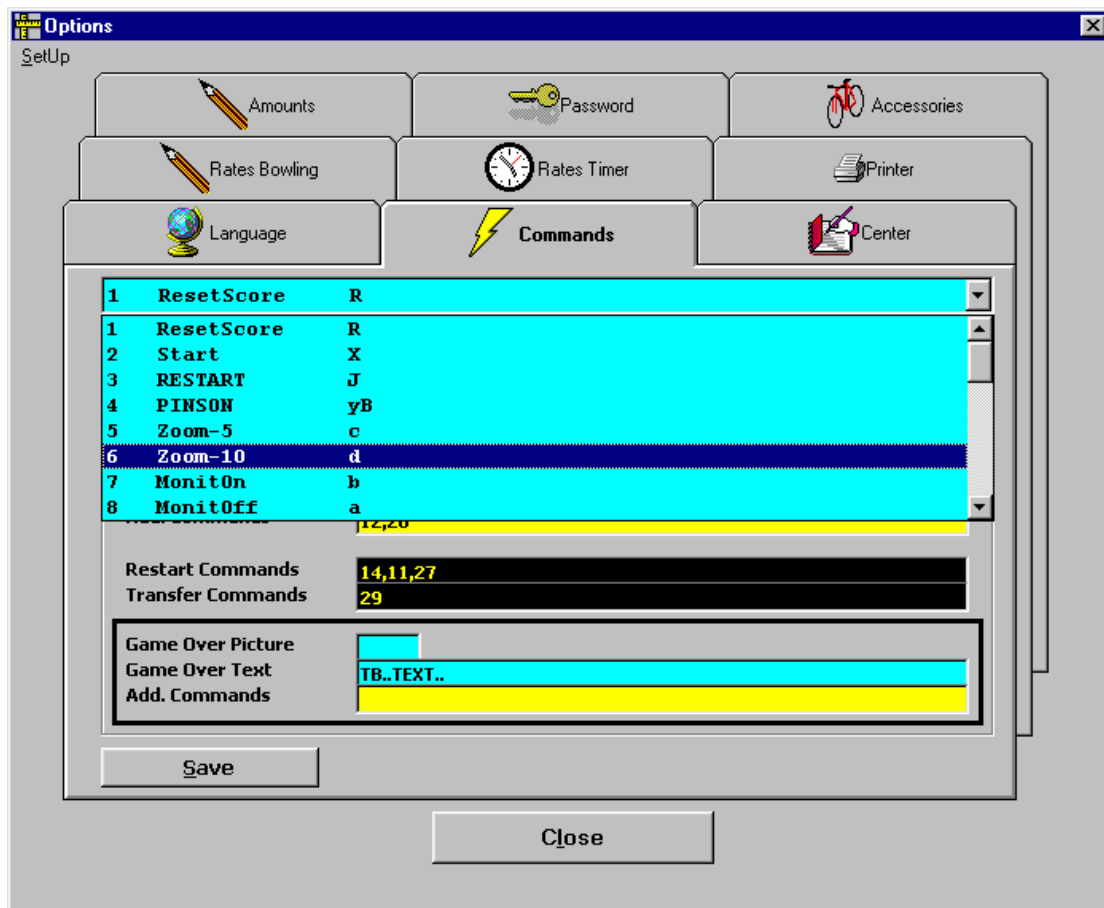
Special commands for the **DownTimer** mode, for the **Transfer** from a defective lane to another, for special **messages** and **actions** by **game end etc.** may be programmed in this window. These are:

Down Timer Commands:

- Alert Time:** Amount of minutes left remaining before time expires
- Alert Graphic:** Number of the Picture or Animation at Alert Time
- Alert Text:** Scroll text at Alert Time
- Add. Commands:** Additional Commands to be sent (11, 12.. etc.) at Alert T.
- Time Expired Picture:** Number of the Picture or Animation at Time Expiration
- Time Expired Text:** Scroll text at Expired Time
- Add. Commands:** Additional Commands to be sent (11, 12.. etc.) at Time E.

Restart Commands: Commands to restart the game after ex: time expiration
Transfer Commands: Commands for the TRANSFERRED lane
Game Over Picture: Number of the Picture or Animation at Game Over
Game Over Text : Scroll text at Game Over
Add. Commands: Additional Commands to be sent (11, 12,..etc.)
Restart Commands: Commands to restart after game expiration



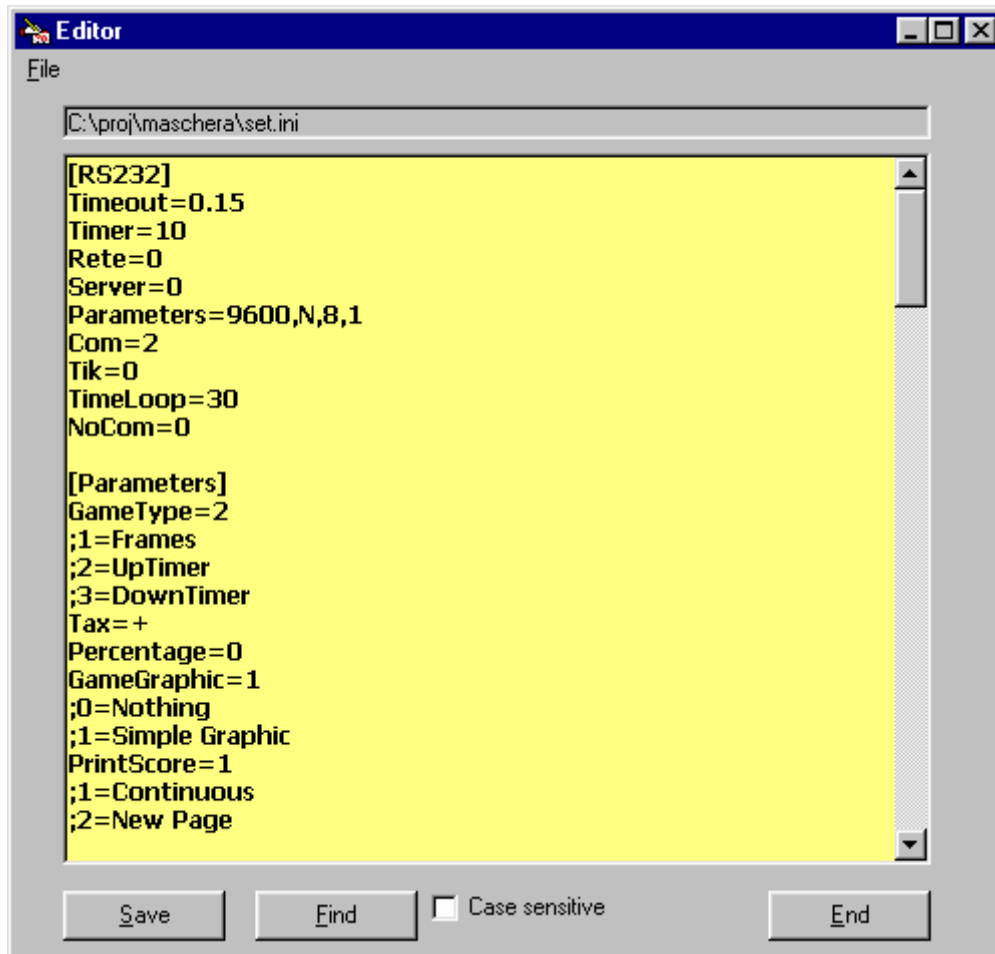


The **Commands** and their codes are listed in the chapter **Telecommands**. The already programmed commands may be seen in the roll down window by clicking the arrow at the right side of the first line. The first command is the number 1, **Reset** with the code **R**, the second is **Start** with the code **X**, etc.

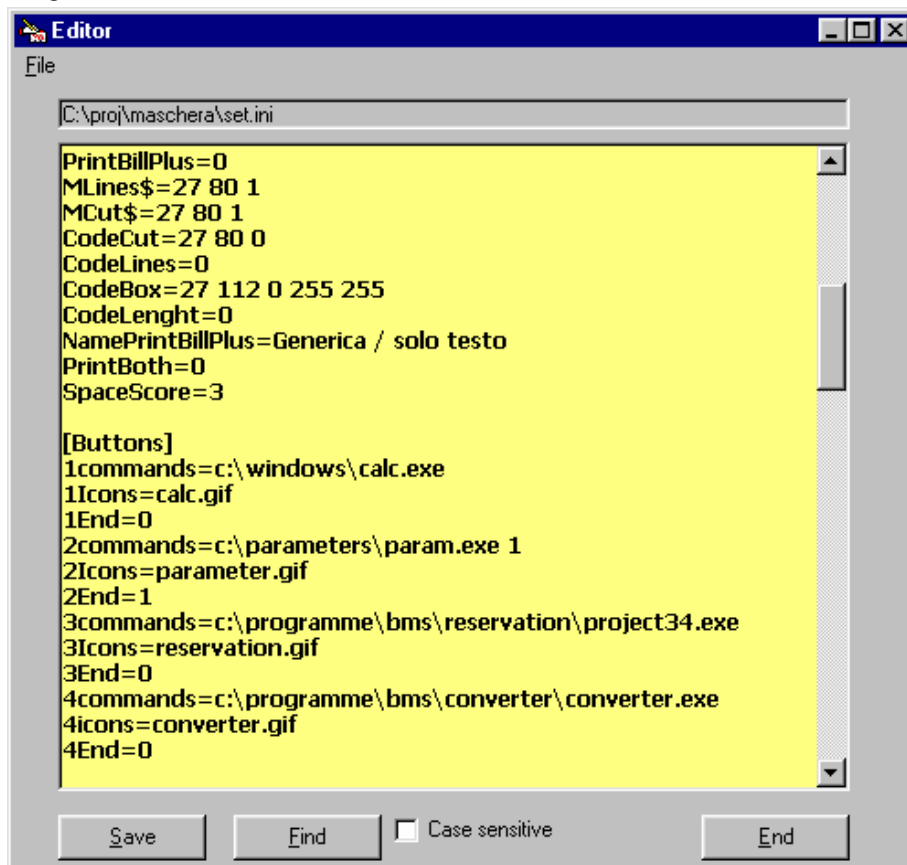
After the programming of the commands, click on the key **Save**.

ADVANCED PROGRAMMING OF THE PARAMETERS

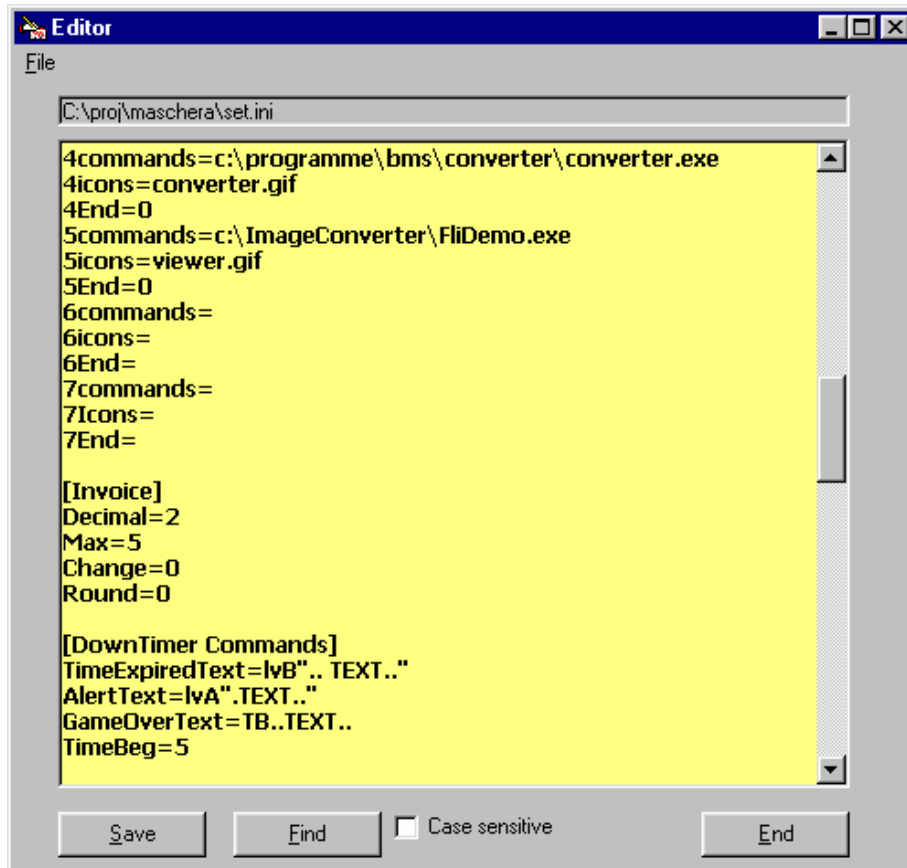
Click on **SetUp** at the upper left corner of the window: the drop down menu will open. Click on **Editor**. The following window opens:



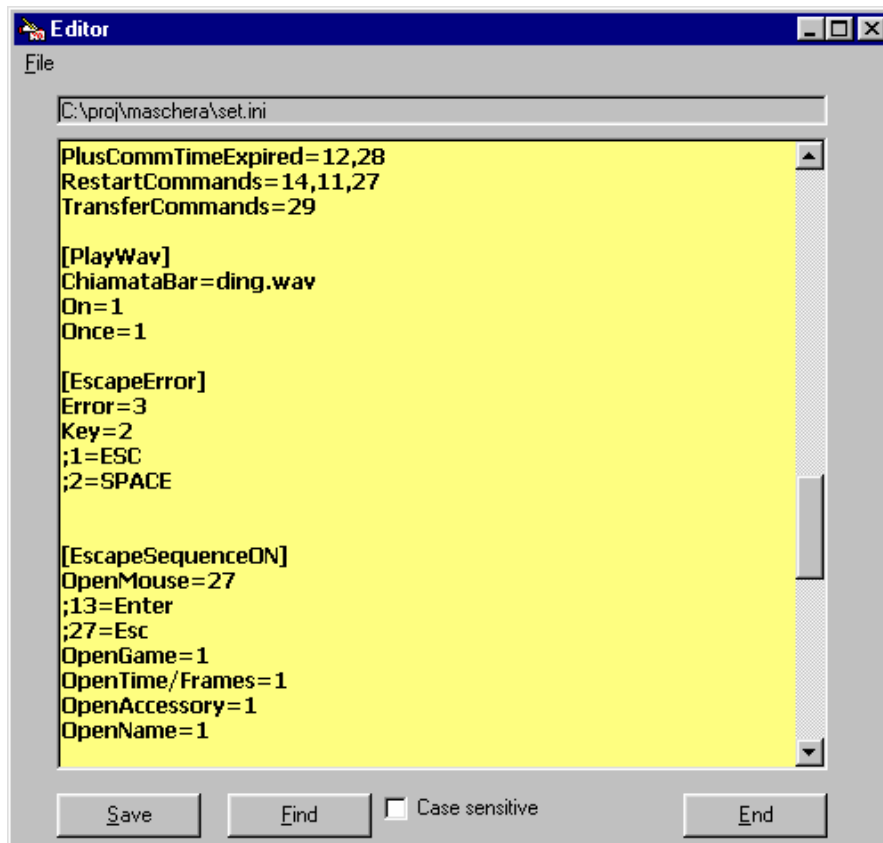
Then:

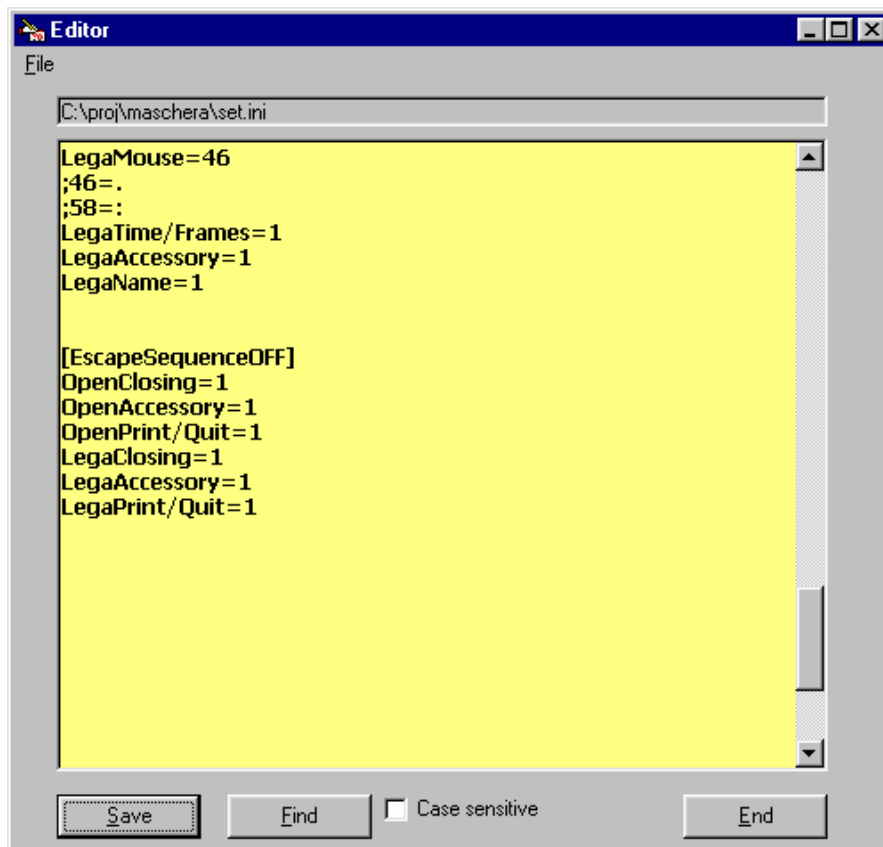


Further:



Further:





The following groups of parameters are here:

(RS232)

Technical details concerning the parameters of the communication port. Important details may be set at the window **Center**:

- Com=2** Name of the serial communication port in use
- NoCom=0** NoCom=0 : No communication. NoCom=1 : Normal operation

(Parameters)	Description/Action
GameType=2 ;1=Frames ;2=UpTimer ;3=DownTimer Tax=- (or +) Percentage=0 GameGraphic=2 ;0=Nothing ;1=Emulation Epson Graphic ;2=Simple Graphic PrintScore=1 ;1=Continuos ;2=New Page	Setting the default charging unit: 1=Charging Frames 2=Charging Minutes UpTimer beginning from Zero 3=Charging Minutes DownTimer beginning from preset time VAT included (added to total) VAT-rate percent Datas for the printer Printiung mode: 1=continous same sheet 2=printout on new page

PrintBillPlus=0 MLines\$=27 80 1 MCut\$=27 80 1 CodeCut=27 28 0 CodeBox=27 112 0 255 255 CodeLength=0 NamePrintBillPlus=Universal/Nur Text PrintBoth=0 SpaceScore=3	Receipt Printer: 0=Off, 1=On Code for paper cutter Code for cash drawer Name of receipt printer 0=Print score and receipt Number of empty lines between Score sheets
[Buttons]	Program Buttons
1commands=c:\windows\calc.exe 1lcons=calc.gif 1End=0 2commands=c:\windows\notepad.exe 2lcons=notepad.bmp 2End=0 3commands=c:\parameters\param.exe 1 3lcons=parameter.gif 3End=1 4commands=c:\programme\bms\ reservation\project34.exe 4lcons=reservation.gif 4End=0 5commands=c:\programme\bms\converter \ converter.exe 5lcons=converter.gif 5End=0 6commands=c:\Programme\bms\Graphics Viewer\FliDemo.exe 6lcons=viewer.gif 6End=0 7commands= 7lcons= 7End=	Root 1rst button: Calculator Icon of 1rst button Command by closing: Zero Root 2nd button: Notepad Icon of the 2nd button Command by closing: Zero Root of the 3rd button: PARAMETER Icon of the 3rd button Command by closing: Zero * Root of the 4th button: Reservation Icon of the 4th button Command by closing: Zero Root of the 5th button: Converter Icon of the 5th button Command by closing: Zero Root of the 6th button: Viewer Icon of the 6th button Command by closing: Zero Free Free Free
[Invoice]	Invoice
Decimal=2 Max=5 Change=0 Round=1	Decimals after comma Rounding: <5=0; >6=1 Calc. Of balance: 0=No; 1=Yes Rounding: 0=No; 1= Yes
[DownTimer Commands]	Commands Down Timer
TimeExpiredText= AlertText= GameOverText= TimeBeg= PlusCommTimeExpired= RestartCommand=	Text time expired Alert Text Game over Text Alert time in minutes Add. commands time over Restart commands

TransferCommand= TimeExpiredPicture= AlertPicture= PlusCommTimeBefore= GameOverPicture= PlusCommGameOver= TransferCommand=	Transfer commands Picture time over Picture alert before time over Add. comm. before time over Picture game over Add. comm. game over Transfer commands
PlayWav	Sound
ChiamataBar=ding.wav	Sound by call service
On=1	1=on; 0=off
Once=1	1=one time (or more)
EscapeError	Escape (skip) routines
Error=3	
Key=2	
;1=ESC	
;2=SPACE	
EscapeSequenceON	Escape (skip) routines on ON
OpenMouse=27	
;13=Enter	
;27=Escape	
OpenGame=1	
OpenTime/Frames=1	
OpenAccessory=1	
OpenName=1	
LegaMouse=46	
;46=.	
;58=:	
LegaTime/Frames=1	
LegaName=1	
EscapeSequenceOFF	Escape (skip) routines on OFF
OpenClosing=1	
OpenAccessory=1	
OpenPrint/Quit=1	
LegaLosing=1	
LegaAccessory=1	
LegaPrint/Quit=1	

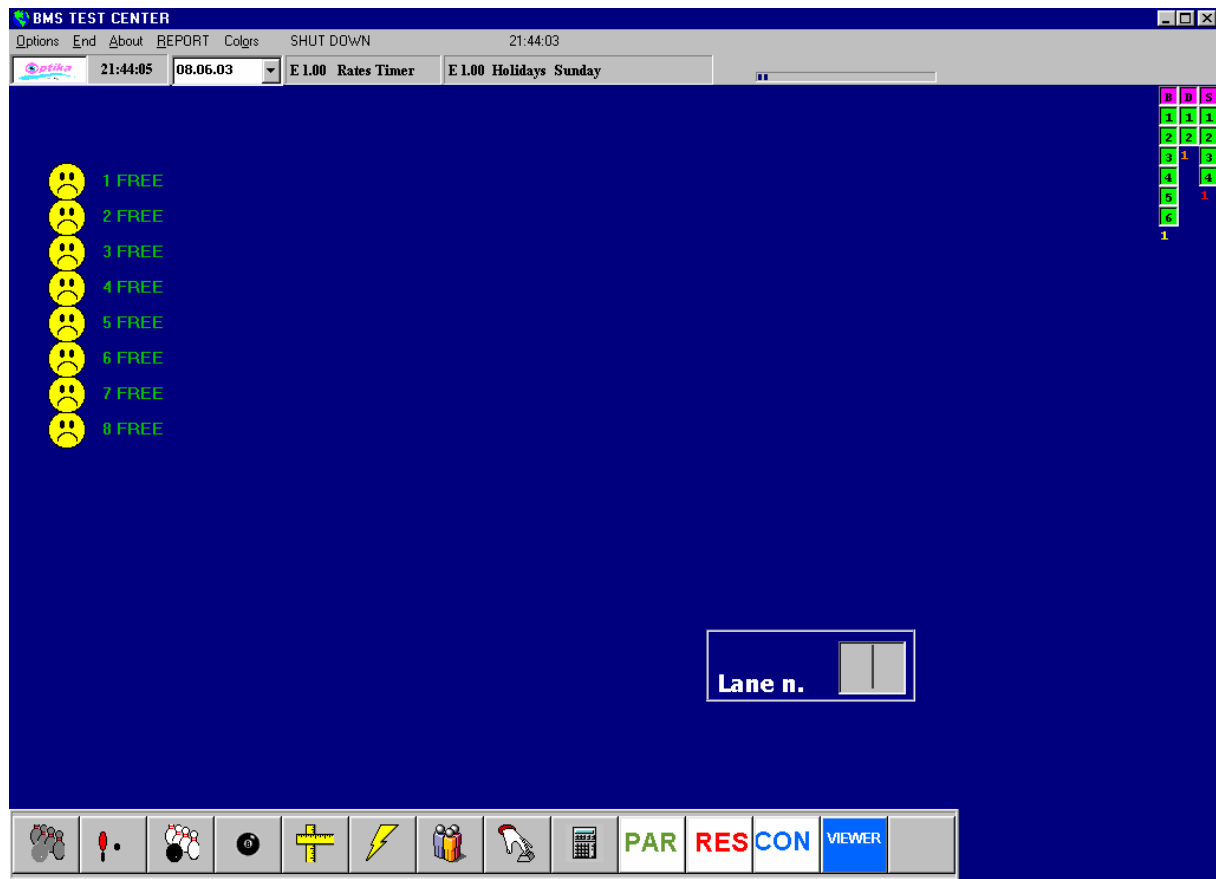
Lines without commands or texts are not shown in the list (here Ex.: GameOverPicture etc.)

Notice: The programming of the BUTTONS requires the input of the roots of the concerned programs. After the configuration, click on **Save** and restart the program.

WARNING: It is recommended to allow entries, modifications etc. of parameters through skilled persons **ONLY**.

WORKING WITH THE CCS-2000

The lane status on the screen

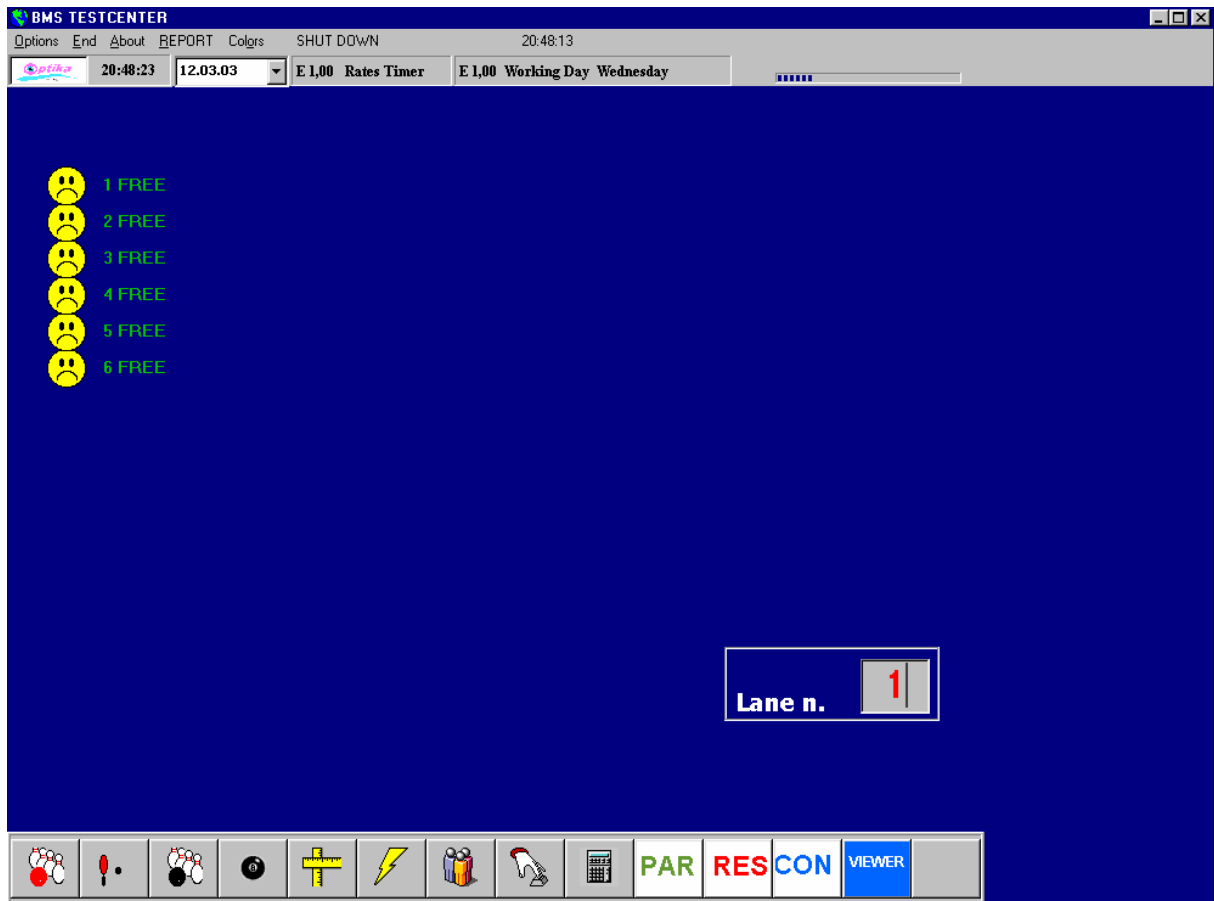


After clicking on the icon MAS (or like the program otherwise is called) the upper picture appears. On the upper border the instructions appear: **OPTIONS, END, About, Report, Colors and Shut Down**. In the second border appear the time, the date, the current rates in the timer and e.g. in the Ball/Frames mode, as well as the name and the rate related type of day. The second list shows the time and the date and the actual rates.

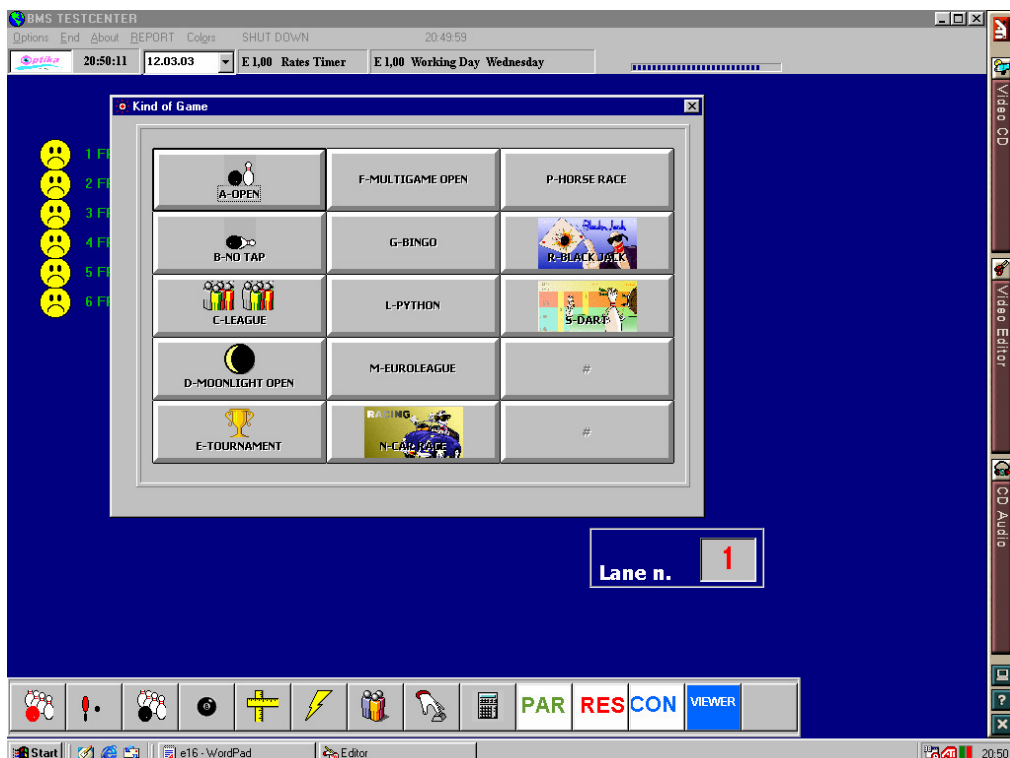
At the right upper edge of the screen 3 vertical rows indicating the programmed other 3 types of games: in this case 6 Billiards, 2 Darts and 4 Snookers. At the top of each row the initial letter of the game, at the end the actual rate per minute. At the left side a vertical row of SMILEY FACES, each representing a lane. Right of each Smiley face there is a number indicating the present condition of the lane. Then follows a further horizontal row with icons, which serve for calling up the supplementary programs. There are from left to the right: 1) **Bowling**, 2) **PinPong**, 3) **Games**, 4) **Billiard**, 5) **Configuration (with password)**, 6) **Remote Control Commands**, 7) **Waiting List**, 8) **Special Commands**, 9) **Calculator** 10) **Parameters**, 11) **Reservation**, 12) **Converter**, 13) **Graphic Viewer**.

At the bottom right end, there is the window with the **Lane no.**

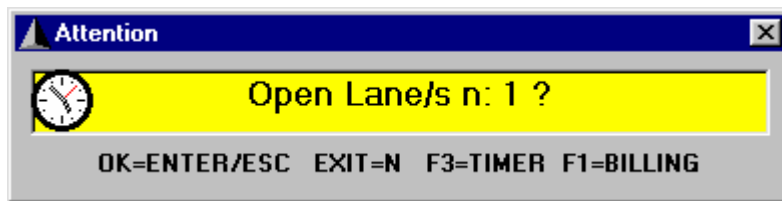
ASSIGN ONE OR MORE LANES (STEP 1)



Type in the number of the lane to be assigned followed by Enter or click on the related smiley face. The following screen with the available game modes will appear.. Click on the desired game mode, e.g. A-OPEN = game on one lane with max. 18 players (STEP 2).

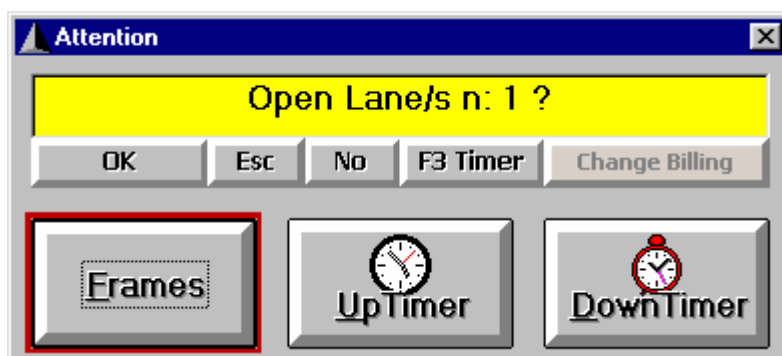


The following screen appears:



Click on OK or press the key >ENTER< (STEP 3)

There are here the following possibilities: a) **OK=Enter** or **ESC** (Key) to confirm and to proceed, or b) **No** to delete, c) press key **F3** or click on the **F3-Timer** button to assign the lane in an other charging mode as shown in the next screen:



Click on **OK** to assign the lane in the default charging mode as programmed in the SetUp (here Frames).

After clicking on **OK** the following screen appears:

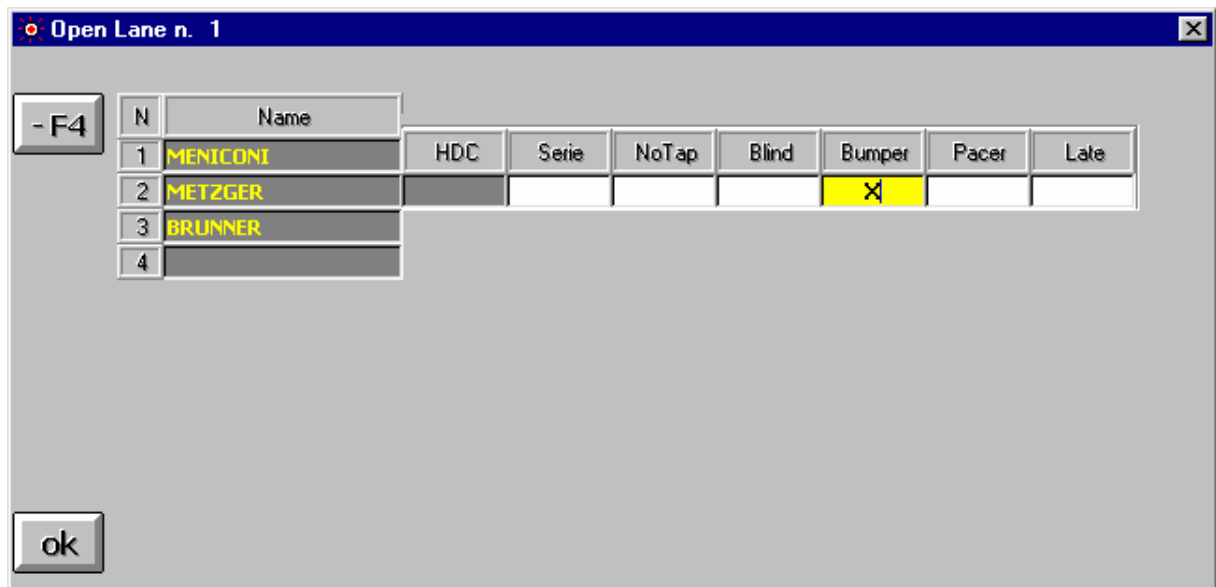


(STEP 4)

Type in the eventual **OPTIONS**, as number of rental shoes (Shoes 1, 2 etc.), socks etc. then further with **Enter** or **Esc** if no options entered. The button **Prepayed** is explained in another chapter. The following screen appears: (STEP 5)

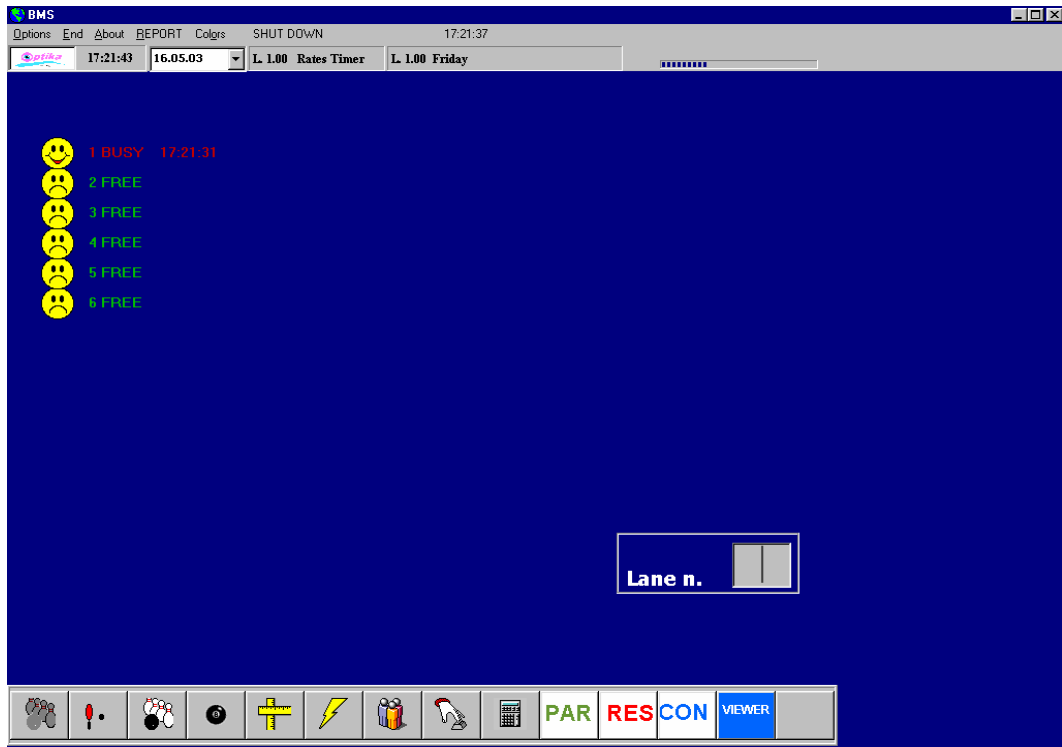


Type the name of each player followed by **Enter**. In case of additional data, click on the button F4 or press the key F4. The window widens and additional information may be entered, Ex: NOTAP, BUMPER etc. When completed, position the cursor under the last name, then press >Enter< (STEP6)



Click on **ok**, then confirm the question **Send to lanes** again with **ok**

The information is sent to the lanes and prompted on the corresponding overhead screen.(STEP 7)

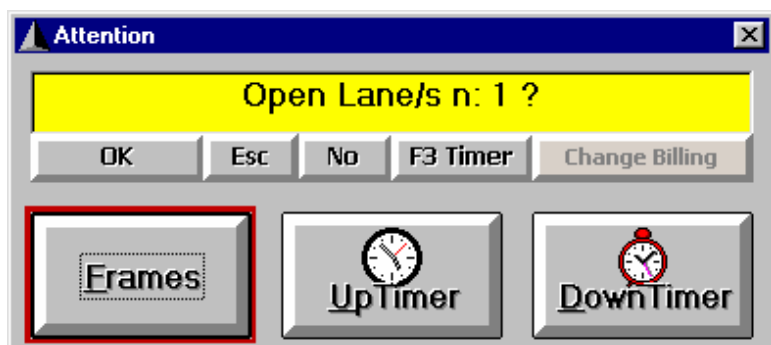


The information is sent to the lanes and prompted on the corresponding overhead screen.(STEP 7)

The screen shows the status of the lanes. Lane number 1 has been assigned in Frames mode on 17:21:31

ASSIGNING THE LANE IN DOWN TIMER MODE

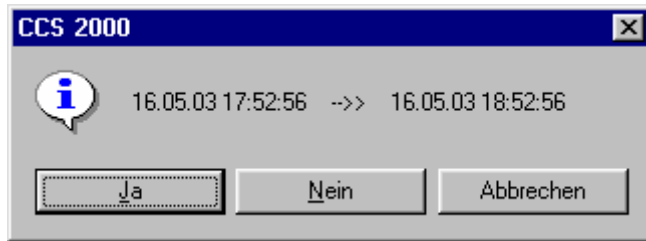
At STEP 3 , click on F3 (Timer): the following picture appears:



Click on **DownTimer**: the following screen appears:

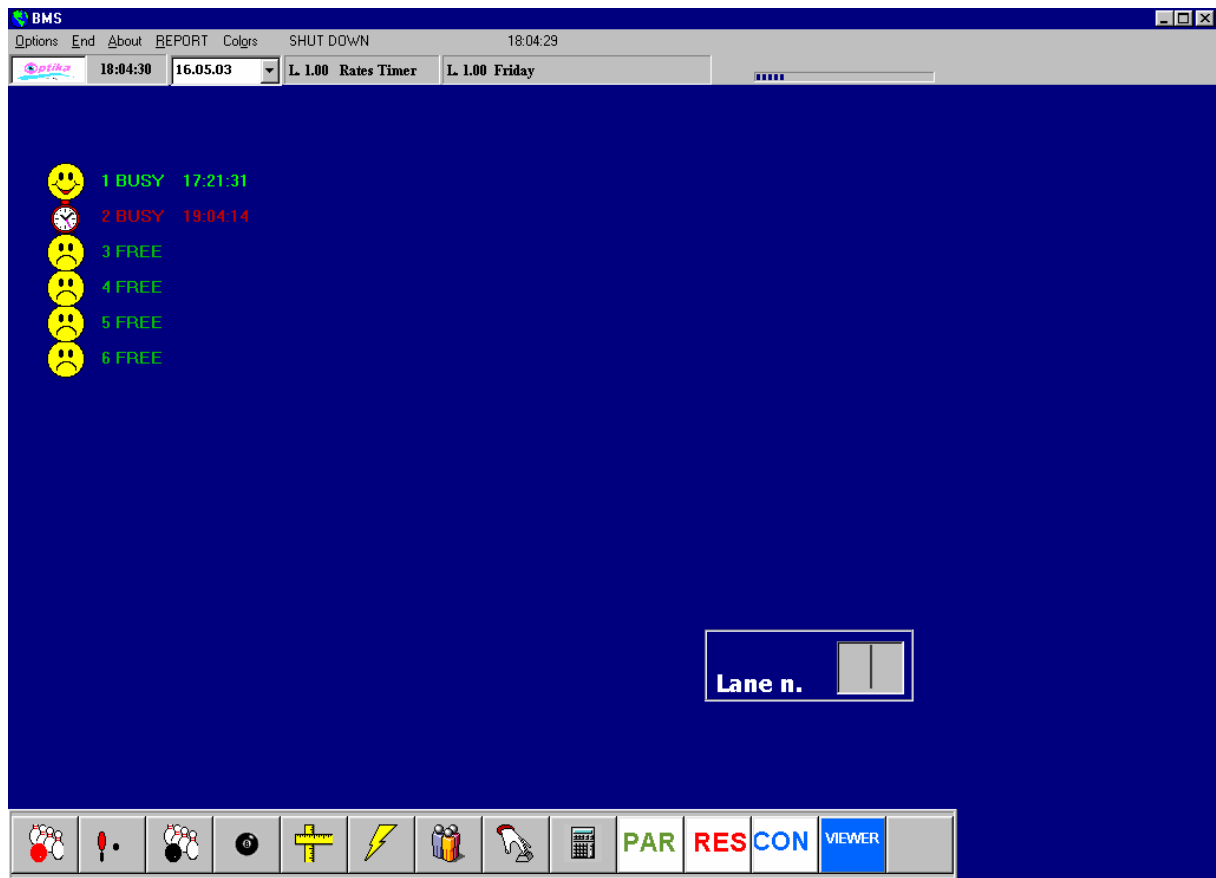


The default time is 60 minutes and may be modified accordingly. Further with OK:



The date and the **expiration time** are prompted. Click on **Ja (Yes)** or on **Enter**. It goes further with STEP4 etc. At the end, the following screen appears:

Lane no. 1 has been assigned in DownTimer mode.



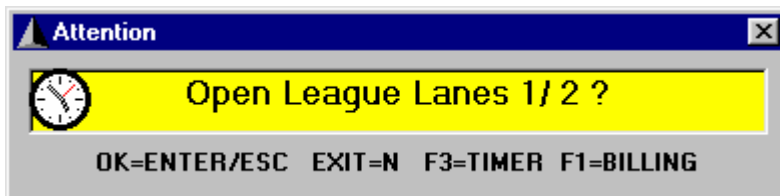
ASSIGNING LANE(S) IN PREPAYED MODE

Begin the lane opening procedure according to page 19, STEP1 etc. At the following screen, input the number of shoes etc., then click on the button **Prepayed**: digit the amount, then click on **Save**: the concerned quantities and the prepayed sum is displayed (here 24,50). Confirm **Save** and proceed according to the further STEPS. Note that the prepayed amount as well as the already “consumed” amount is prompted and updated after each scanning below the information line (Busy, Free) left from the smiley.



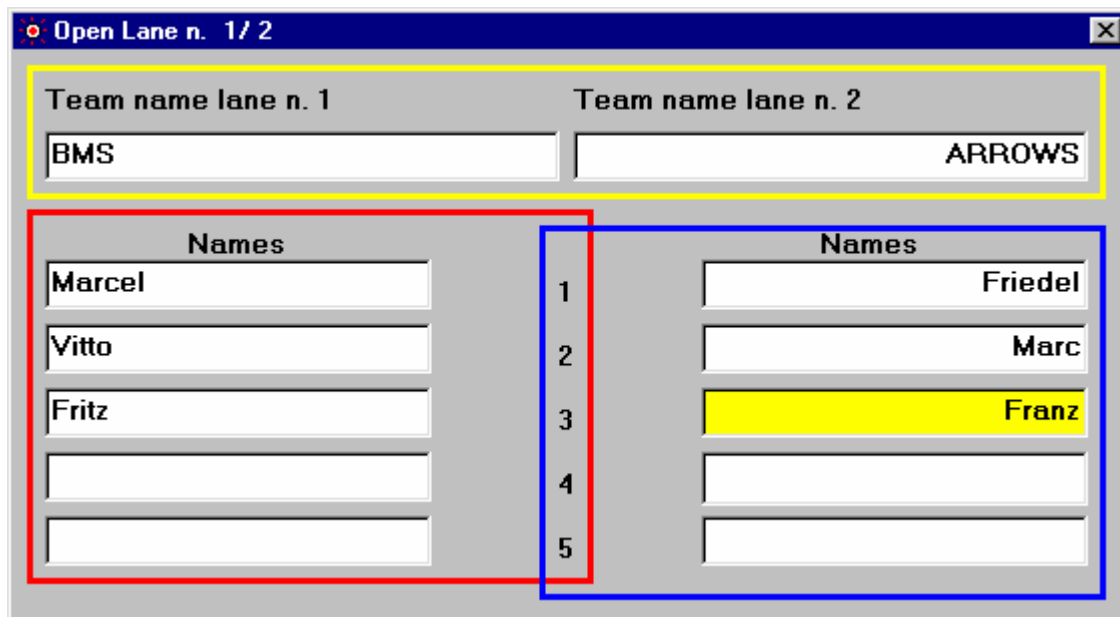
ASSIGNING A PAIR OF LANES IN LEAGUE MODE

With the **RIGHT** mouse button click on a smiley of an **uneven** lane, making sure that **even** lane close to it is also free. Or on STEP2 click on the button **C-League**. The following screen appears:

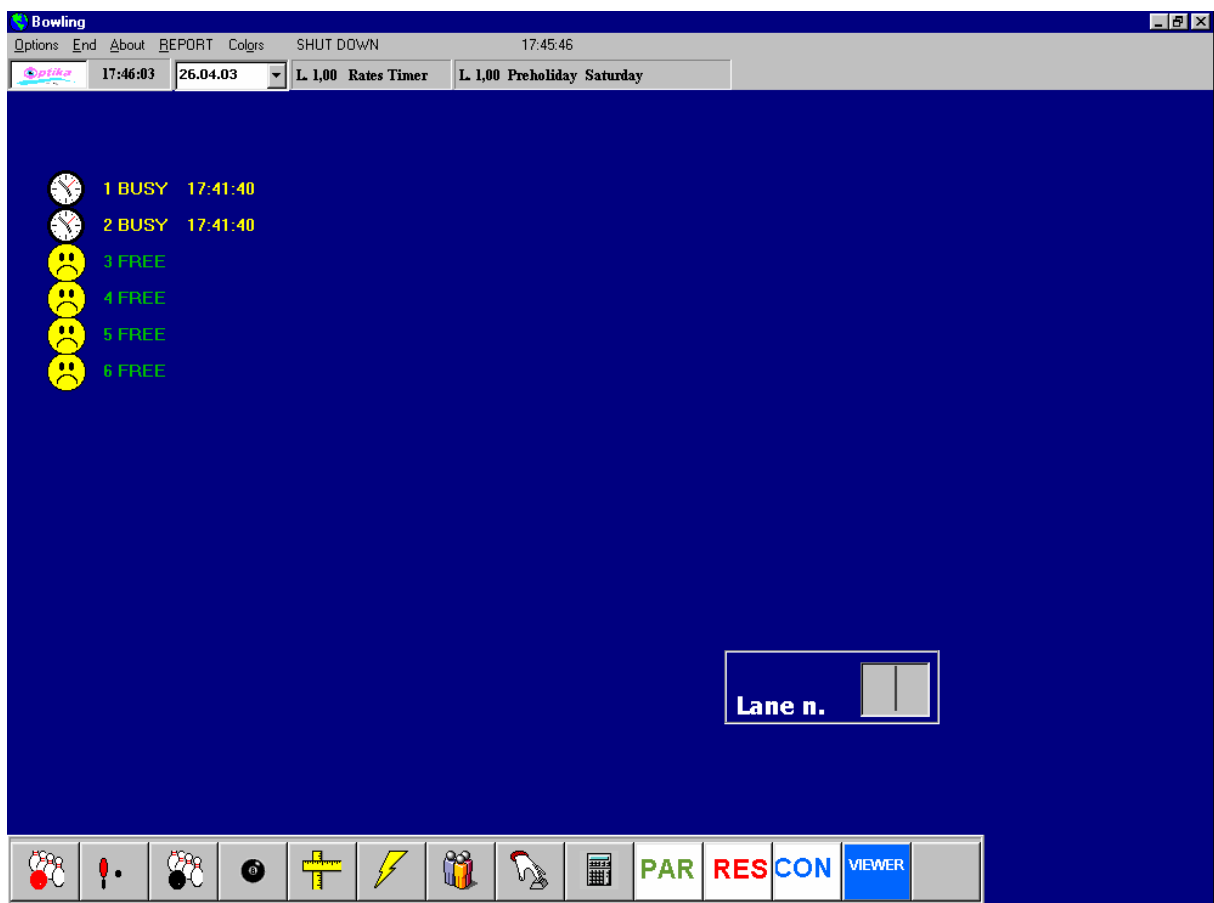


Click on OK (or F3 if another charging unit is desired). Next window: :





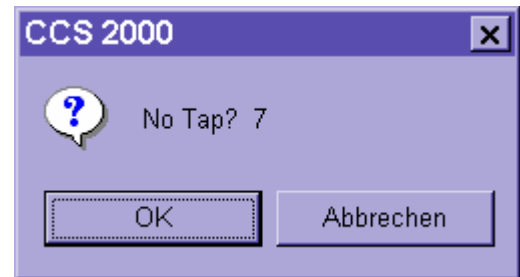
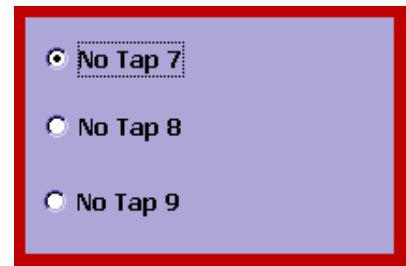
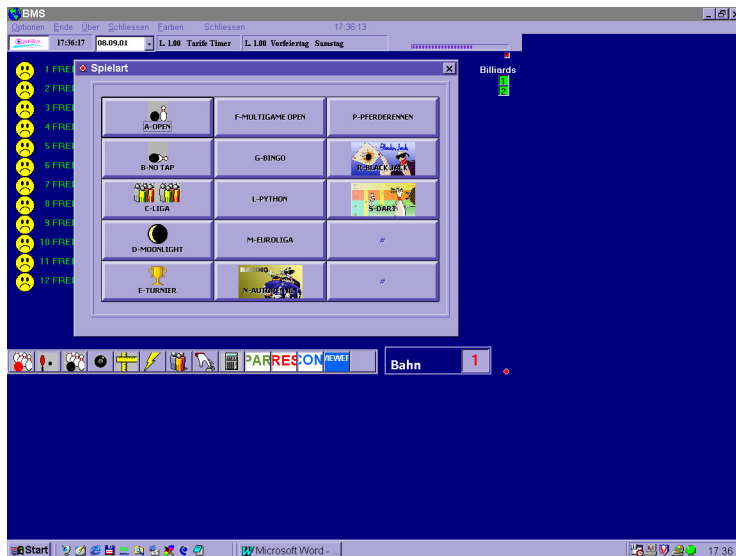
Type in the player's information, then press >Enter<. The new status screen appears:



The lanes 1 and 2 have been assigned in UpTimer mode and in League.

ASSIGNING A LANE IN OPEN MODE WITH NO-TAP

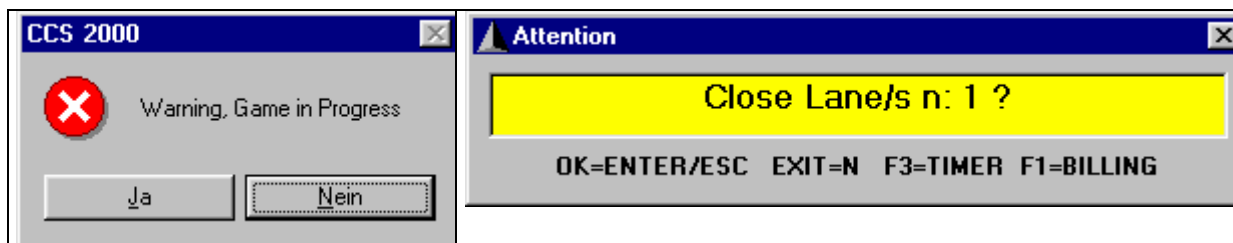
Click on the smiley of a free lane, then on **B-NO TAP**: the No-Tap-Window



opens. Select the desired NO TAP, then press ENTER. Confirm again and proceed until the completion of the assignment. Notice that at this time all players have the same NO TAP value. The individual modification of the NO TAP value is only possible to make in the **Score Correction** mode later. In this case it is best to use the normal lane assignment procedure and to use the F4 option at the input of the names to give an individual NO TAP value to the players.

CLOSING A LANE

Click on the icon of busy lane. The following screens appear:



Click on **Ja (yes)**, then type in desired options, then press either ESC or ENTER:



The following screen appears, which shows all relevant data for the invoice.

STOP Closing Lane No. 1

Begin: 18:03:12
End: 18:05:35
Players: 2 2 Minutes

Minutes: 2 L. 1,00 L. 2,00

OK=Enter
C=Correction

Accessories	0,00
Shoes 2	0,00
Shoes 1	0,00
Options	0,00
Tot. Games	2,00
Total	2,00
New Total	2,00
Discount	0,00

Amounts: 4,70

Subtotal: 2,00

Total L.: 6,70

CAFE +1,50
WINE +3,20
BEER +2,20

CAFE +1,50
WINE +3,20

F9 F11 F7

At this stage it is possible to „add“ amounts corresponding to the sale of items, which are programmed in the Data Base „Amounts“. This happens by clicking on the item, then on the + button, e.g. WINE, which amount will be automatically added in the line “Amounts”. As well, by clicking the – button, the highlighted amount will be deducted. If the invoice is without mistakes, click on OK or Enter.

The following screen appears. It indicates:

- Times of the beginning and the end of the assignment of the lane
- Number of players
- Number of the charging units, here Minutes
- Line with the number of units and the chosen rate(s)
- List of the accessories (shoes etc.)
- Charge for the time period elapsed
- Total without discount
- Discount, here zero
- Grand total
- Amounts (items)
- **Icon to printout the score sheet.** Click on it or press **F7**: input the number of games to be printed out and click on **OK** or press **Enter**. The score sheet will be printed out as required. **ATTENTION**: the printer must be on line!

STOP Closing Lane No. 1

Begin: 18:03:12
End: 18:05:35
Players: 2 | 2 Minutes

Minutes: 2 L. 1,00 L. 2,00

Yes No




Print Bill?




Accessories	0,00
Shoes 2	0,00
Shoes 1	0,00
Options	0,00
Tot. Games	2,00
Total	2,00
New Total	2,00
Discount	0,00

Amounts: 4,70

Subtotal: 2,00

Total L.: 6,70

  CAFE +1,50
 WINE +3,20
 BEER +2,20 

  CAFE +1,50
 WINE +3,20 

CCS 2000

How Many Games? 0=Last

OK




Annulla

By clicking on the Calculator icon, or key **F5**, the following screen appears:

Discounts

	Names	Qty	Total	Discount	Total
1	MARCEL	3,50	3,50	15	2,98
2	VITTO	3,50	3,50	N	3,50

6,48

F6 F3

It is possible to input additional players by clicking the key + to those, which played last. The sum total is divided first by the number of players. In the Discount column, payment can be selected then the selected discount rate. The final amount is calculated automatically by memory with the F6 key. **Attention:** The amounts indicated in the illustration are just an example

STOP Closing Lane No. 1

Begin: 18:03:12
End: 18:05:35
Players: 2 2 Minutes

Minutes: 2 L. 1,00 L. 2,00

Yes No

Print Bill?

Accessories	0,00
Shoes 2	0,00
Shoes 1	0,00
Options	0,00
Tot. Games	2,00
Total	2,00
New Total	2,00
Discount	0,00

Amounts: 4,70

Subtotal: 2,00

Total L.: 6,70

F9 F11
F7 F5

CAFE +1,50
WINE +3,20
BEER +2,20

CAFE +1,50
WINE +3,20

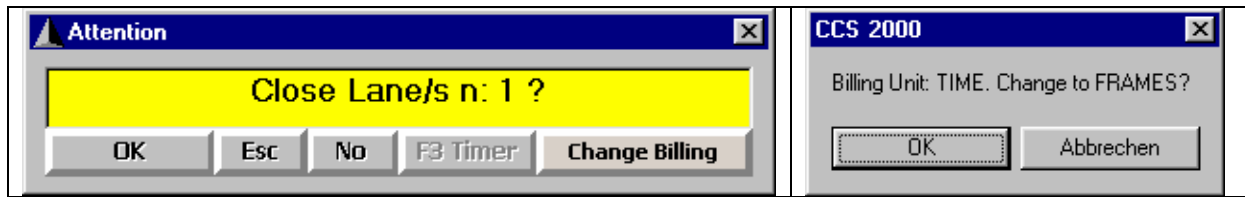
By clicking the key F9 one can select the payment method; cash, credit card or check. Select Charging Mode by clicking the appropriate key and then exit.

CHANGE BILLING: When closing a lane, which was assigned "normally", as in the B/F mode, one can make a price rate(billing) change by going to the LANE STATUS Screen, then clicking on the desired lanes Smiley Face.

Attention

Close Lane/s n: 1 ?

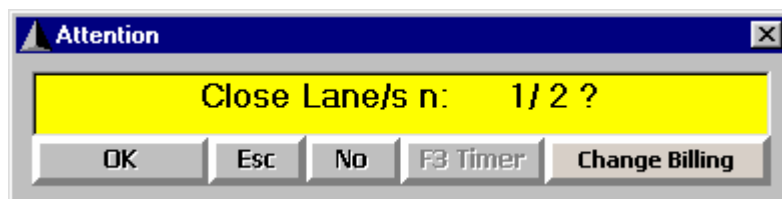
OK=ENTER/ESC EXIT=N F3=TIMER F1=BILLING



Click or press F1, then click on **Change Billing**, then **OK** again. The concerned icon on the screen will change from the alarm clock to a smiley face.

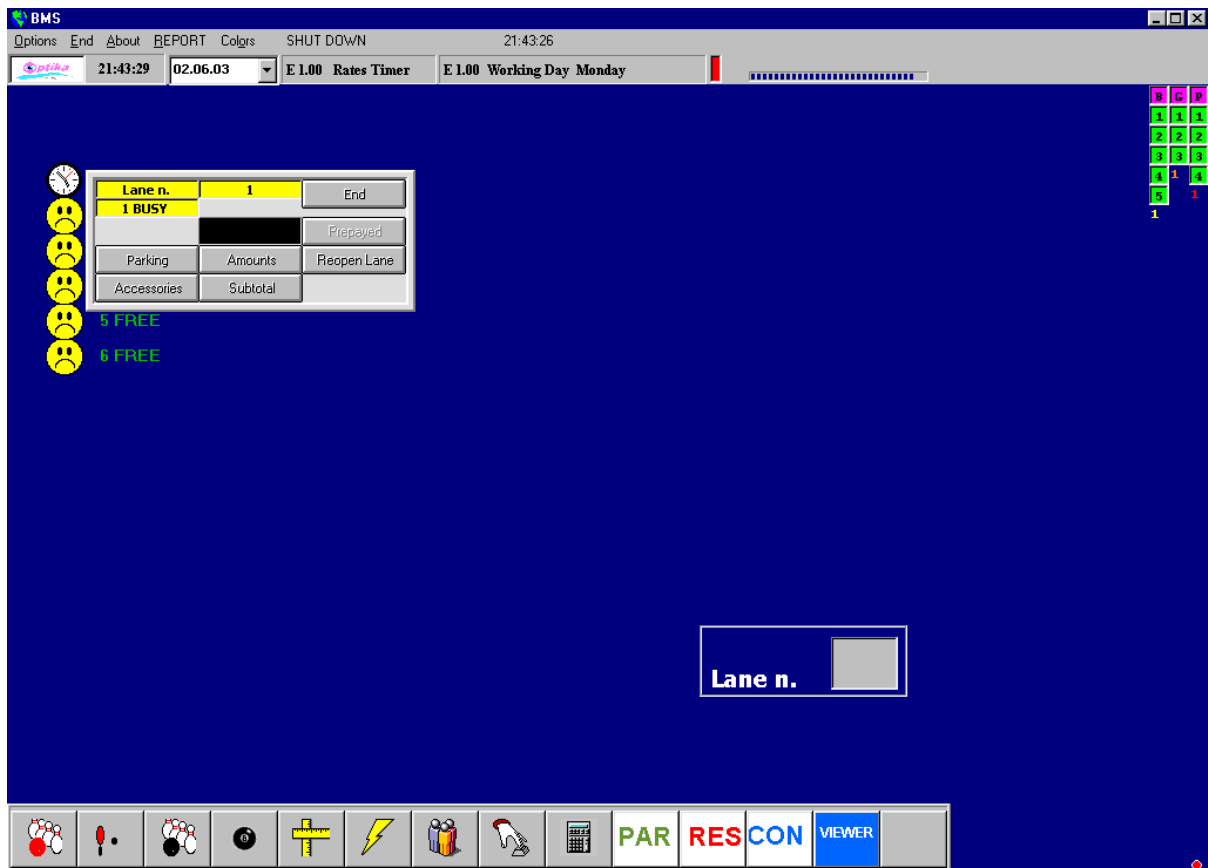
CLOSING OF LANES IN LIGUE MODE

Click with the **right** mouse key on the **uneven lane** or enter its number then press >Enter<

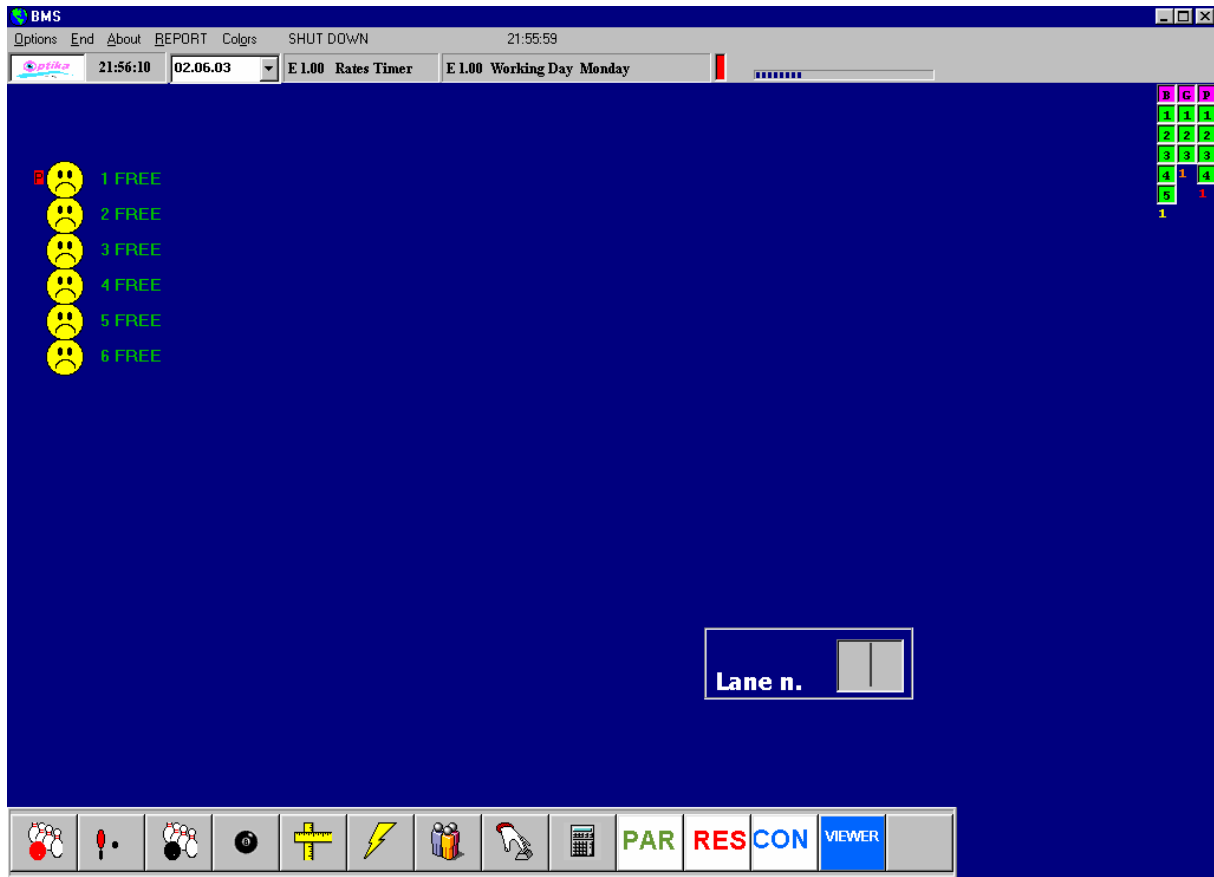


Press OK then proceed according to the on screen instructions as if it were a single lane.

PARKING ONE LANE

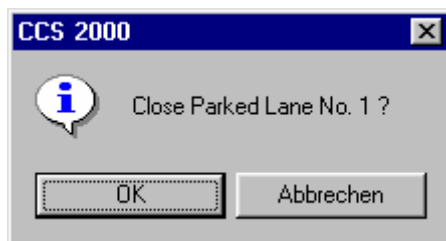


The program offers the possibility in times of large rush, to “park” a lane before the final billing, in order to have it immediately available for the next customers. The “parked” lane datas can then be fetched back in all peace and worked out to the final invoicing. Proceed as follows: click on the text at the right side of the smiley. The above window comes up. Click on the button **Parking**, then on **OK**, then on **End** to close the window .The lane will show up as **FREE** and at the right side of the lane icon the letter **P** is prompted.



CLOSING A PARKED LANE

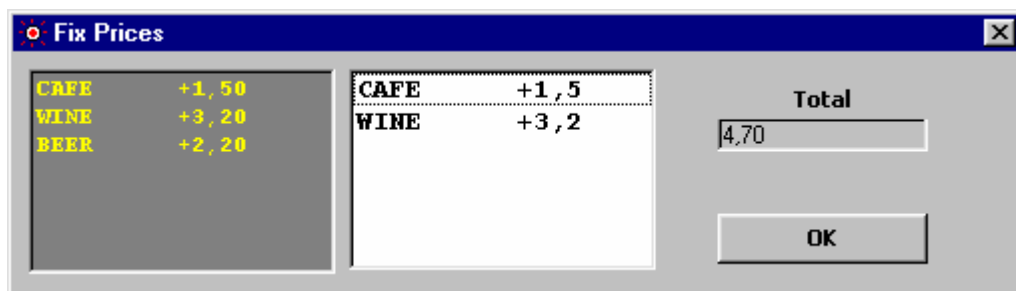
Click on the letter **P** at the left side of the lane icon. The following window appears:



Proceed as indicated in the foregoing chapters when closing a lane.

CHARGING FIXED AMOUNTS DURING THE GAME

Proceed as indicated before, but click on the button **Amounts** instead of **Parking**:



Click on the desired item on the list at the left side of the window: the item is transferred to the middle window and its price under **Total**. Confirm with **OK**. The selected item(s) will be listed in the final billing. Click on **OK** to exit.

ADDING OR MODIFYING ACCESSORIES (SHOES ETC.) DURING THE GAME

Proceed as indicated before, but click on the button **Accessories** instead of **Amounts**:



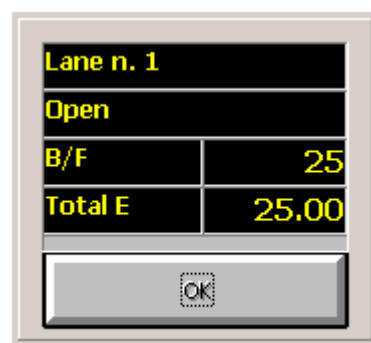
The above window appears. Click on **Edit**, add or respectively modify the number of the accessories, then click on **Save**, then on **End** to exit.

CHECKING THE ACCUMULATED CHARGING UNITS DURING THE GAME

Proceed as indicated before, but click on the button **Subtotal** instead of **Amounts**:

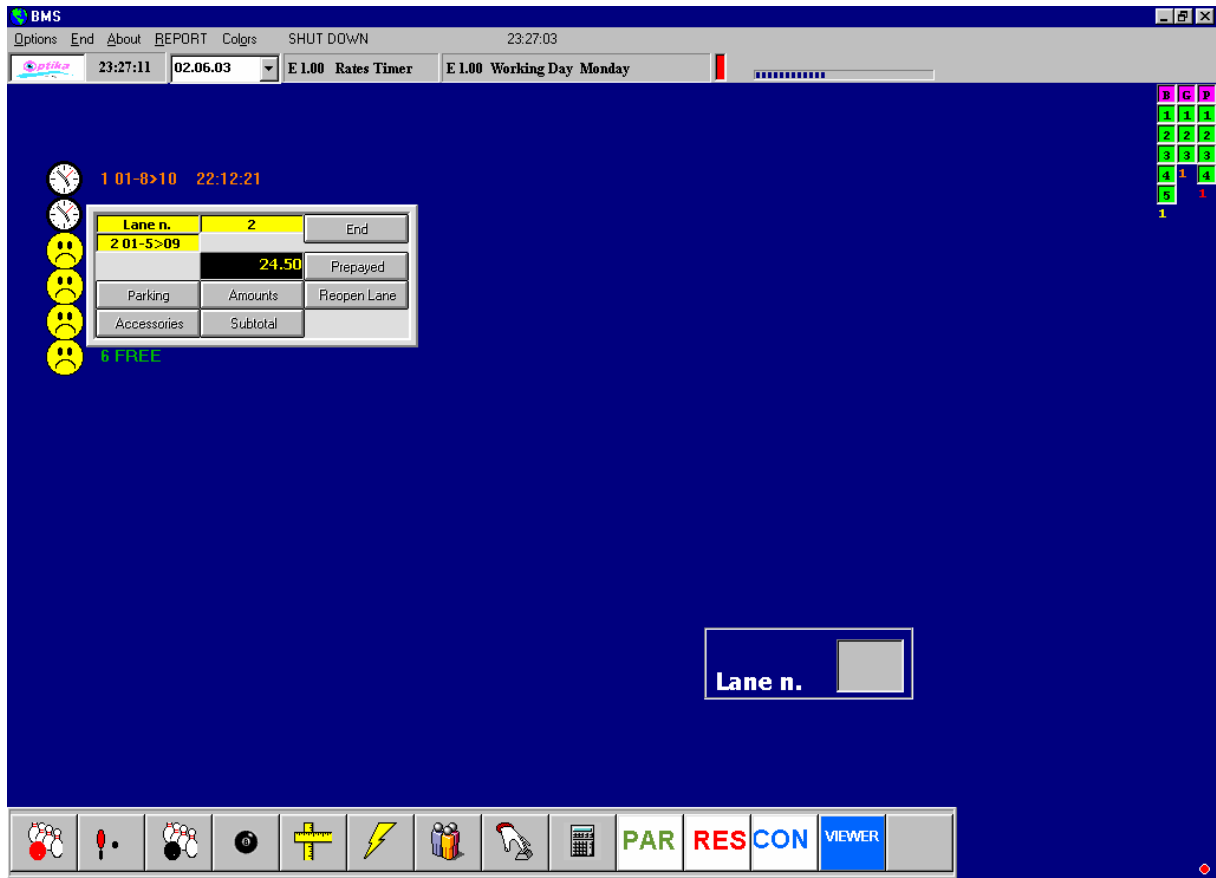
The following figures are displayed:

- Lane number
- Game mode
- Charging unit (here B/F = combination Balls/Frames)
- Number of the charging units to date (here 25)
- Total amount to be charged to date



CHECKING THE STATUS OF THE PREPAID MODE DURING THE GAME

Proceed as indicated before, but click on the button **Prepayed** instead of **Subtotal**:



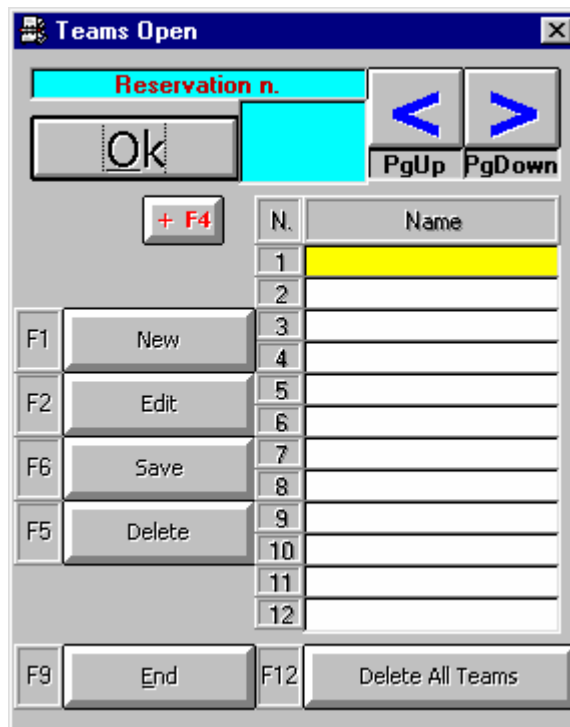
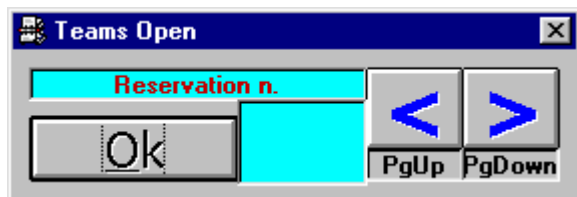
The field left from the button **Prepayed** shows the prepayed sum, the field under the Lane no. shows the status of the game: here 2 players on the 9th frames. In case the prepayed sum has been consumed but the player wants to continue the game, modify the prepayed sum by clicking on the button **Prepayed**: the following screen appears:



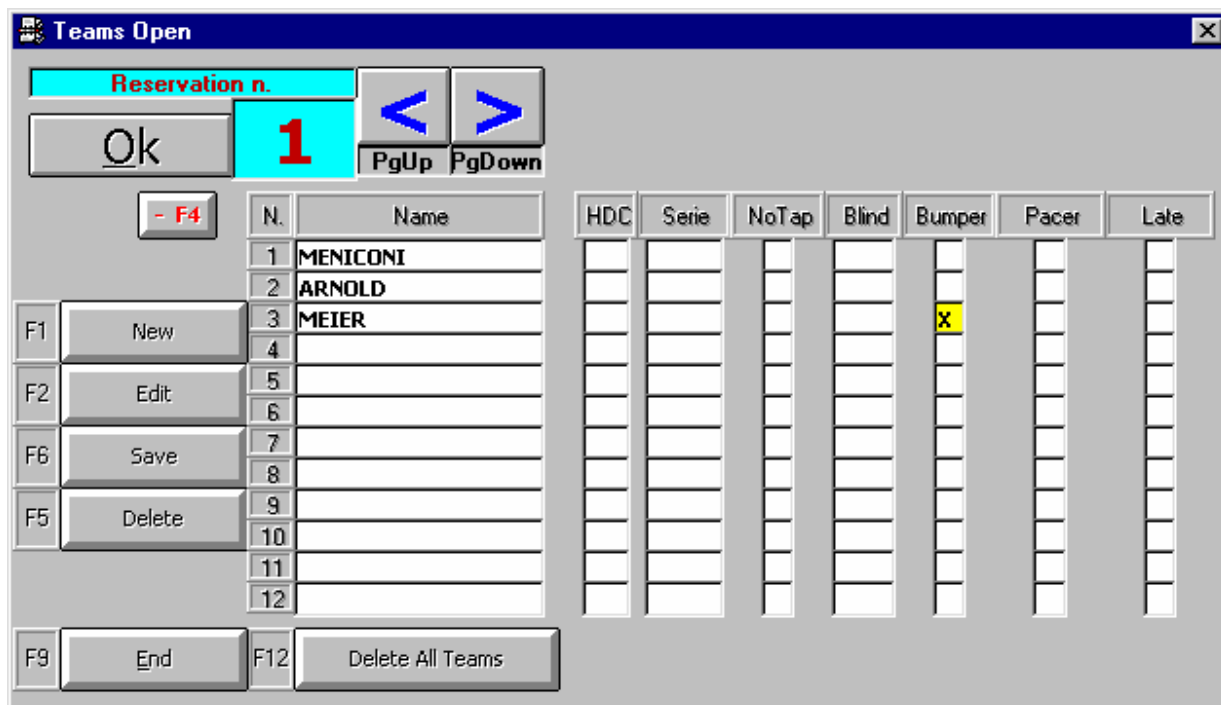
Input the new TOTAL sum prepayed and click on **OK**. The game will automatically restart and the pinsetter is activated (see chapter Telecommands)

WAITING LIST

Click on the 7th icon and the WAITING LIST will be activated.

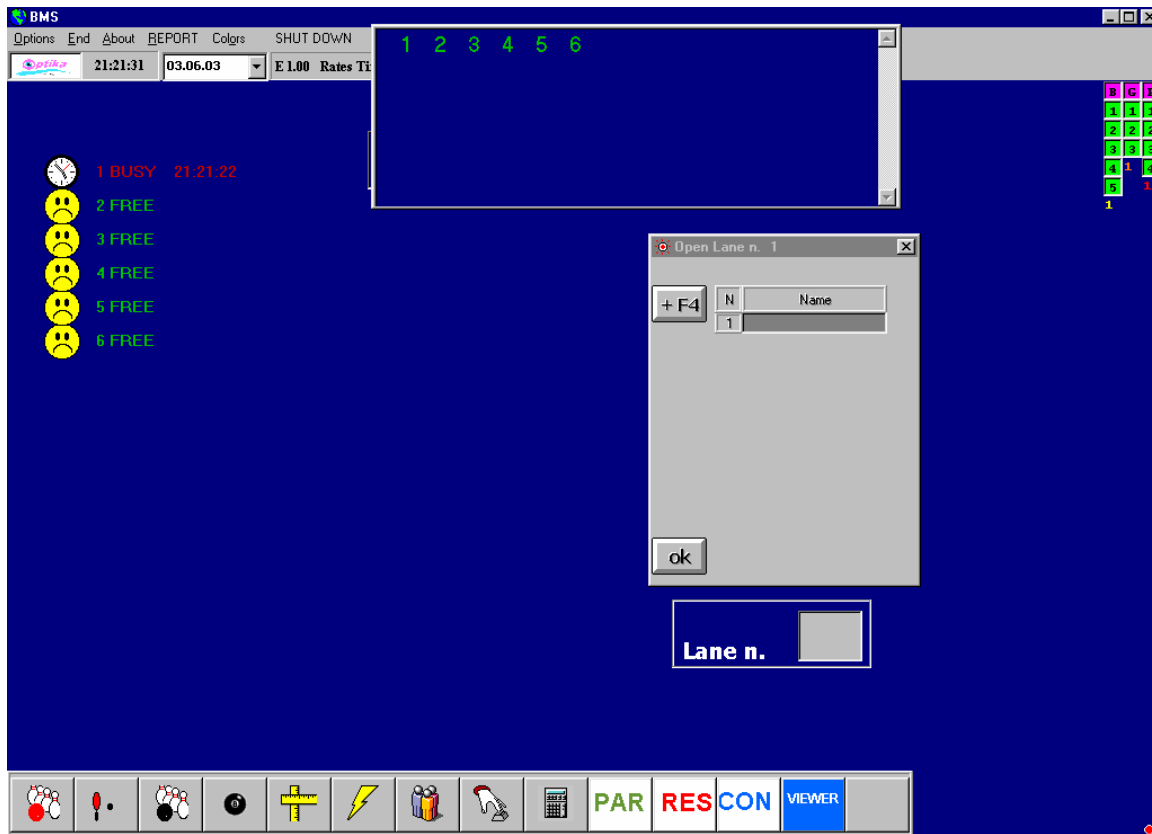
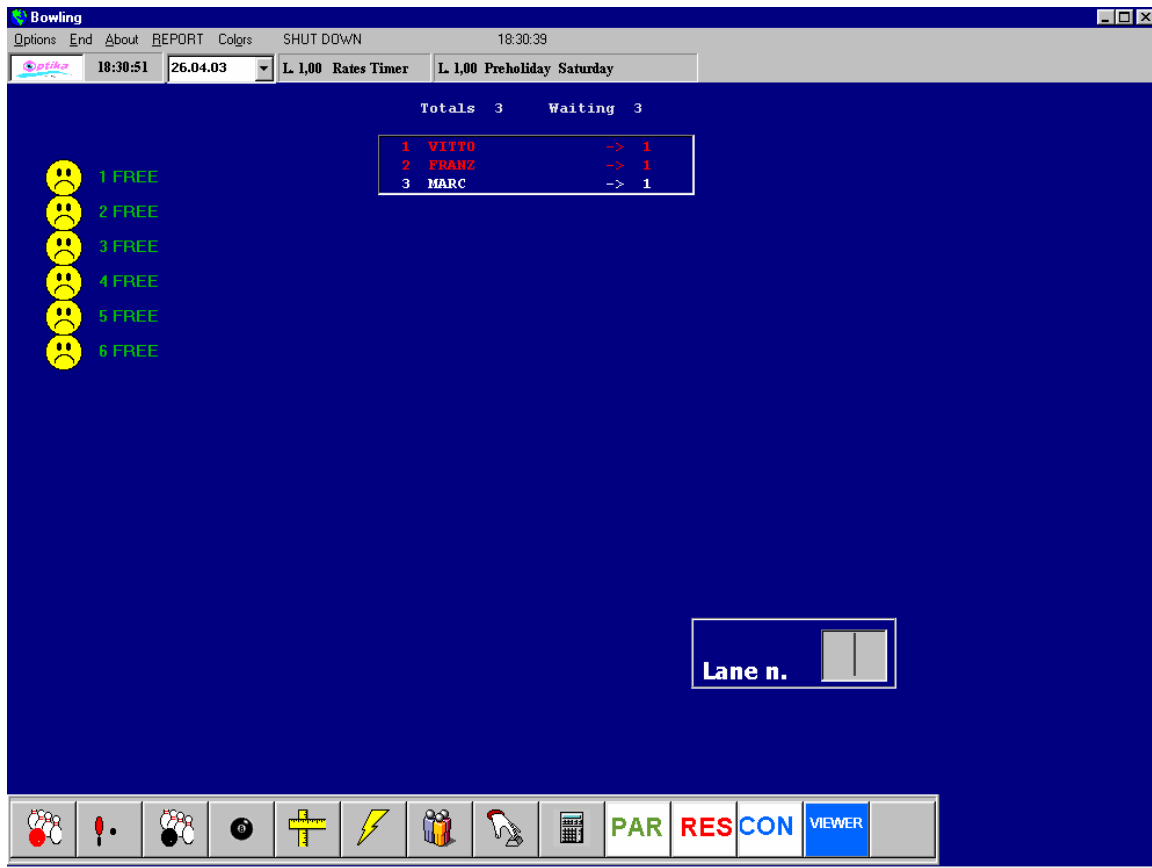


Click on **OK**, then on **New** or press **F1**. Enter names and – if necessary – click or press **F4** to enter eventual personal player's options, then press **F6** or click on **Save**. Repeat for all other players if the transmission of the entire team to the lane is wanted, then press **F9** or click on **End**.



In the above example the 3rd player has automatic BMS Bumpers activated when he is on. Press **F9** or click on **End**. The following screen appears. The following information are displayed:
 - Total waiting teams

- Number of player of each team (when entered accordingly)



When assigning the next lane, at the request of the player's name input, the above screen will appear, showing in the upper window the number of the waiting teams: Instead of the name, type in the first number, **1**, then **>Enter<**. The name's list # 1 will be displayed. Click on **OK**: all player's name will be sent to the lane and the former team number 1 on the waiting list will be deleted.

REMOTE CONTROL OF THE OPTIKA

Clicking on the 6th icon will activate the Remote Control Commands for Optika. These are:

System:

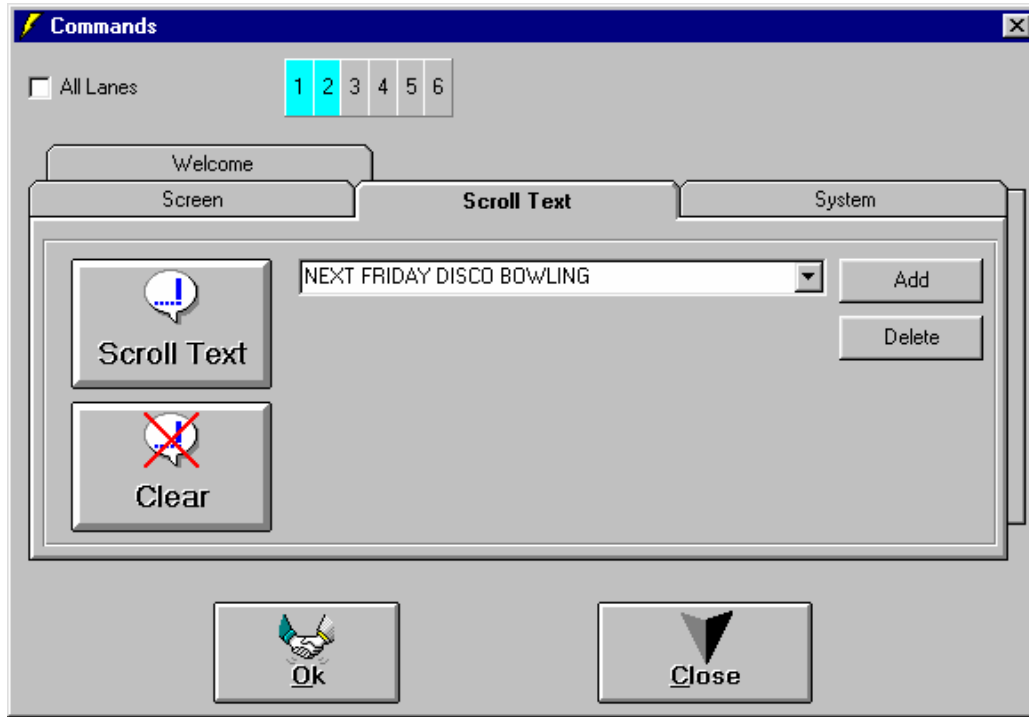
KeybOn	=	Keyboard enabled (any key will respond when pressed)
KeybOFF	=	Keyboard disabled (no key will respond when pressed)
Reset	=	Reset Pinsetter
CodeNew	=	Reset screen to the Waiting Screen
Repeat	=	Restart the game with the same players
Reboot	=	Reboot lane PC (ATTENTION!)
Start	=	Start game in League
Direct	=	Special, programmable commands

Click on the number of the lane or on **All Lanes**, click on the desired command button, then on **OK**: the selected command is sent to the lane(s). Exit by clicking on **Close**.



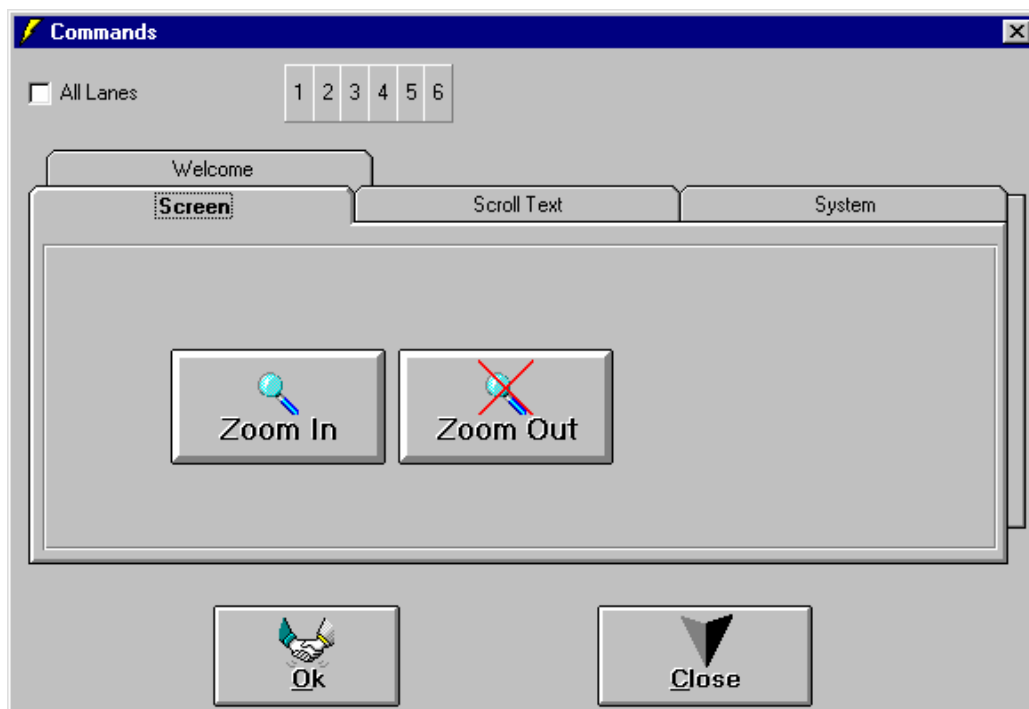
Scrolling Text:

Click on the filing card **Scroll Text**, type the desired message, click on **Add** if the message is supposed to be added to the message files, then on the button **Scroll Text**. To delete an already scrolling text, click on the button **Clear** then on **OK**.



Screen:

Here it is possible to choose the prompting of the 5- or the 10-frames score sheet. **Zoom in** = 5 frames and **Zoom out** = 10 frames prompting of the score sheet.



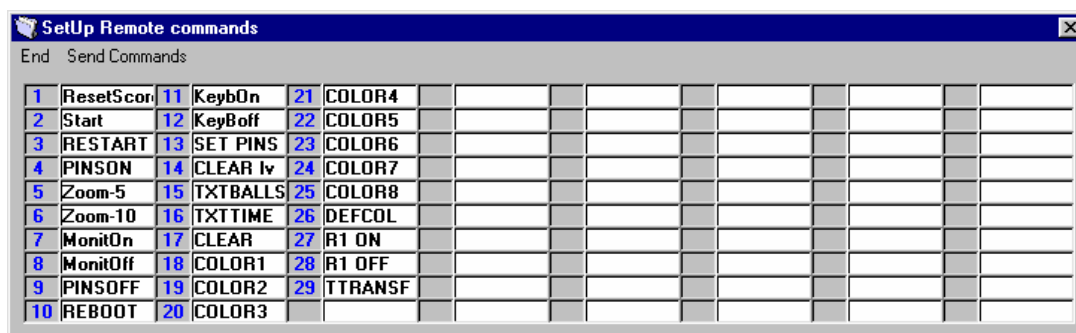
Welcome Text:



Click on the filing card **Welcome**: there are 4 lines where a message can be typed in and sent to the selected lanes. This message will appear on the **Wait Screen** only. It is therefore important to select the concerned animations with an appropriate color in order that the over impressed message be visible.

PROGRAMMING OF COMMANDS

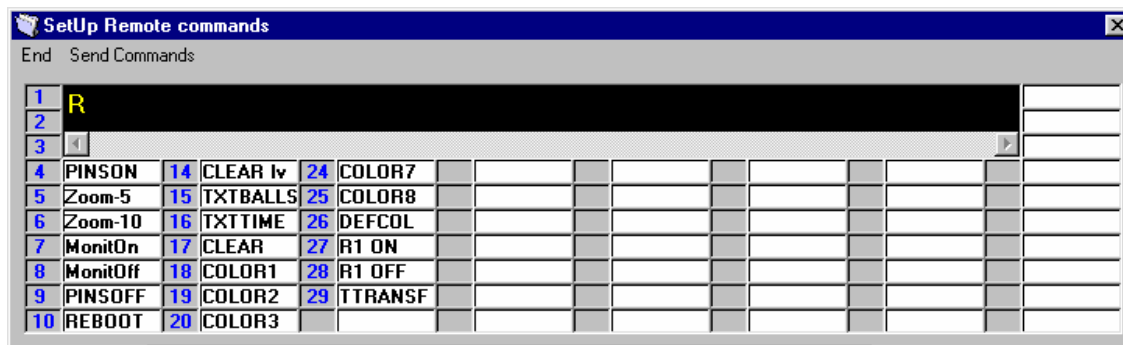
On the window **Commands** click on the button **Direct**. The following screen appears:



Here it is possible to program „centre or pinsetter specific” commands. In the above picture the following commands have already been programmed and named:

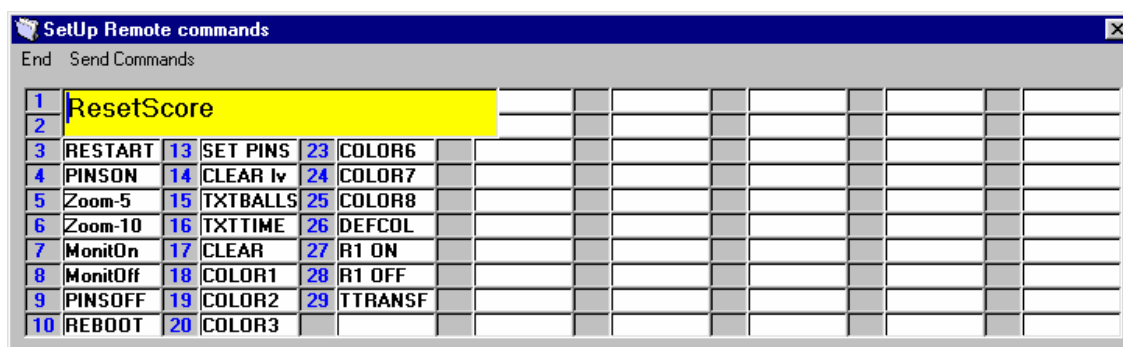
Denomination	Action	Code	
ResetScore	Resets score sheet to Wait Screen		
Start	Starts game in league mode		
RESTART	Reactivates the game after reset		
PINSON	Switches Pinsetter ON		
Zoom 5	5-Frames score sheet		

Zoom 10	10-Frames score sheet		
MonitON	Monitor ON		
MonitOFF	Monitor OFF		
REBOOT	Rebbots lane PC		
KeyBOn	Enables keyboard		
KeyBOff	Desables keyboard		
SET PINS	Command to set pins		
CLEAR Iv	Delete command Iv		
TXTBALLS	Scroll Text		
TXTTIME	Scroll Text		
CLEAR	Delete Scroll Text		
COLOR 1.....	Preprogrammed color combinations		
DEFCOL	Default color combination		
R1 ON	Relay No. 1 ON		
R1 OFF	Relay No. 1 OFF		
TTRANSF	Text to announce Lane Transfer		
Etc.			



To program Commands proceed as follows:

Press the **SHIFT** key **while** clicking on the NUMBER of the command (here for example 1). The window opens and the code of the command can be typed in (here R for Reset Score)



Press the **SHIFT** key **while** clicking on the field next to the command number. A window opens: type in the intuitive name of the command in short form evidencing its action.

SetUp Remote commands									
End Send Commands									
1	ResetScor	11	KeybOn	21	COLOR4				
2	Start	12	KeyBoff	22	COLOR5				
3	RESTART	13	SET PINS	23	COLOR6				
4	PINSON	14	CLEAR lv	24	COLOR7				
5	Zoom-5	15	TXTBALLS	25	COLOR8				
6	Zoom-10	16	TXTTIME	26	DEFCOL				
7	MonitOn	17	CLEAR	27	R1 ON				
8	MonitOff	18	COLOR1	28	R1 OFF				
9	PINSOFF	19	COLOR2	29	ATTENTION: LANE DOWN				
10	REBOOT	20	COLOR3						

A list of the most common command codes is available on request.

FUNCTION COMMANDS

Press key F6 or click on the icon no. 8: the screen with the function commands appears:



The upper row of buttons contains the following commands:

F1	Bowling	Screen with Bowling Lanes
F2	PingPong	Screen with Ping Pong Tables (may be renamed)
F3	Bowling Man.	Screen with other games
F4	Billard	Screen with Billard Tables
F5	Parameter	Screen with the Configuration Parameters
F6	Commands	Screen with the Commands
F7	Reservations	Screen with the Waiting List

It is possible to commute from the Bowling Screen to any other screen by pressing or clicking on the appropriate button: back always by pressing the key **F1**

The following buttons appear on the Bowling Screen:

1) Black out Recover

After a power down, all screens are on the Wait mode and all pinsetters are OFF. Clicking on the this button no. 1, the lane status before the power down will be reestablished. This means that all assigned lanes will be switched on and their score sheet reconstructed. Attention must be payed to the fact, that some pinsetter is reset to the first ball after a power down. Unless the Optika feature OUT-OF-CYCLE is activated – it resets automatically the pinsetter to the last ball state – a manual reset of the pinsetter is necessary.

2) Start League

The scoring of all lanes assigned in League mode will be activated after the practicing.

3) Send League Teams

The league team datas are sent to the lanes

4) Transfer League Teams

Transfer Teams from one pair to another pair of lanes. Follow the instructions

5) Transfer Open

Transfer Open players from one to another lane

6) Print Score

Print the score sheet. Follow the instructions.

7) Correct Score

This function allows to correct names, entries and scores and to add or delete players. Follow the instructions.

8) Lane Status

Shows the status of the lane: number, FREE or BUSY, charging mode, total to pay up to date.

A) Commands

The commands as described in the previous chapter are prompted.

B) Reset Pinsetter

Sends automatically a reset command to the selected PINSETTER.

C) Automatic Lane Scanning

Enables or disables the automatic lane scanning

D) Lanes in Maintenance

Sends messages and commands to the lanes in maintenance.

E) Transfer Bingo

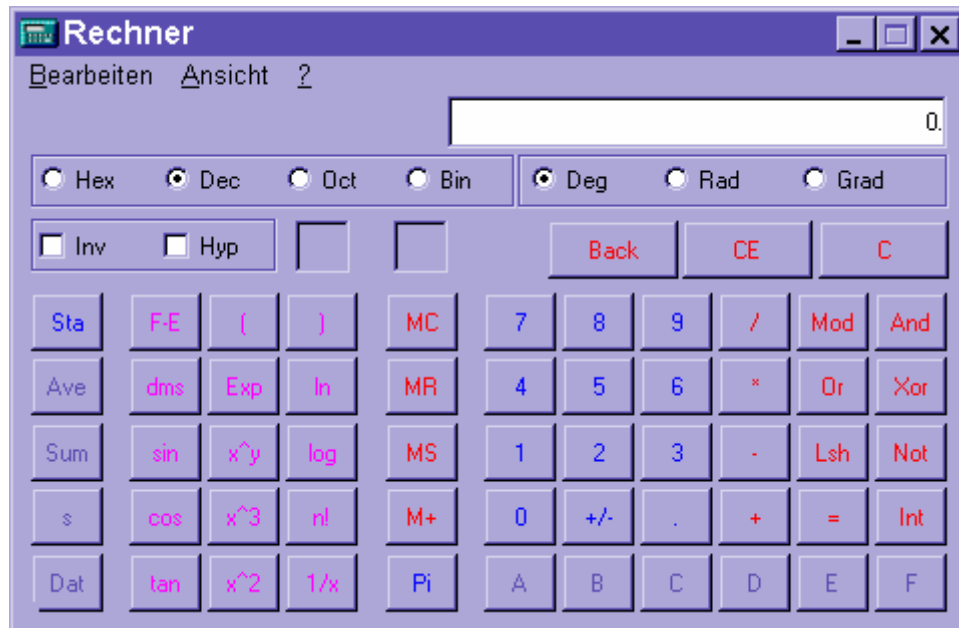
To transfer one Bingo game from one to another lane.

F) Mainmenu (ESC)

To exit to the main menu

CALCULATOR

Click on the icon no. 9 to activate the calculator , which is very useful to execute some daily arithmetical operation.



PARAMETER (PAR)

Clicking on this button starts the program Parameters, which is a telecontrol of the lane computers Optika. Useful to send and to receive all Optika related parameters, as well as to send program updates, graphics, messages etc.

RESERVATION (RES)

Clicking on this button starts the program Lane Reservation. Useful to file all lane reservations as received by phone etc. See separate instruction (Help files included in the program)

CONVERTER (CON)

Clicking on this button starts the Graphic Converter to convert pictures to the Optika format PCX. See separate instruction.

VIEWER

Clicking on this button starts the Graphic Viewer to “view” pictures and animations relateds to Optika. See separate instruction.

THE MANAGER REPORT

Report_e

File End Turn Off Pc About

0 Total Ping Pong Difference Ping Pong 0 = 0

0 Total Billiards Difference Bil 0 = 0

0 Game Difference Game 0 = 0

Bowling Frames 0

Bowling Timer 0

Shoes 1 0

Shoes 2 0

Accessories 0

0 Total Bowling 0

Difference Bow 0 = 0

Grand Total 0 Total Diff 0

Discount 0

Tax 0% 0

Subtotale 0

Amounts 0

Rounding 0

Total Cash 0

Total Cash 0

Closing of 07.06.03

F1 - Shift Cashier F2 - General Closing F12 - Exit F5 Verification

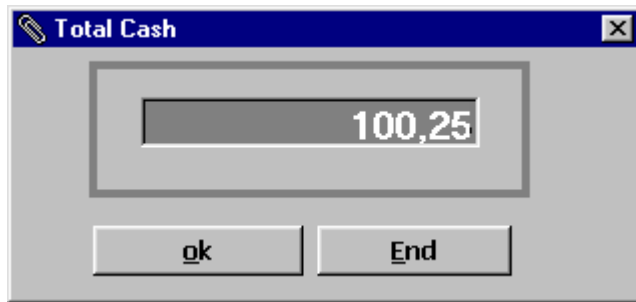
Vers. 5 0 32

Click on **REPORT** in the upper task bar of the CCS2000 status screen: the following picture appears. The following functions are available:

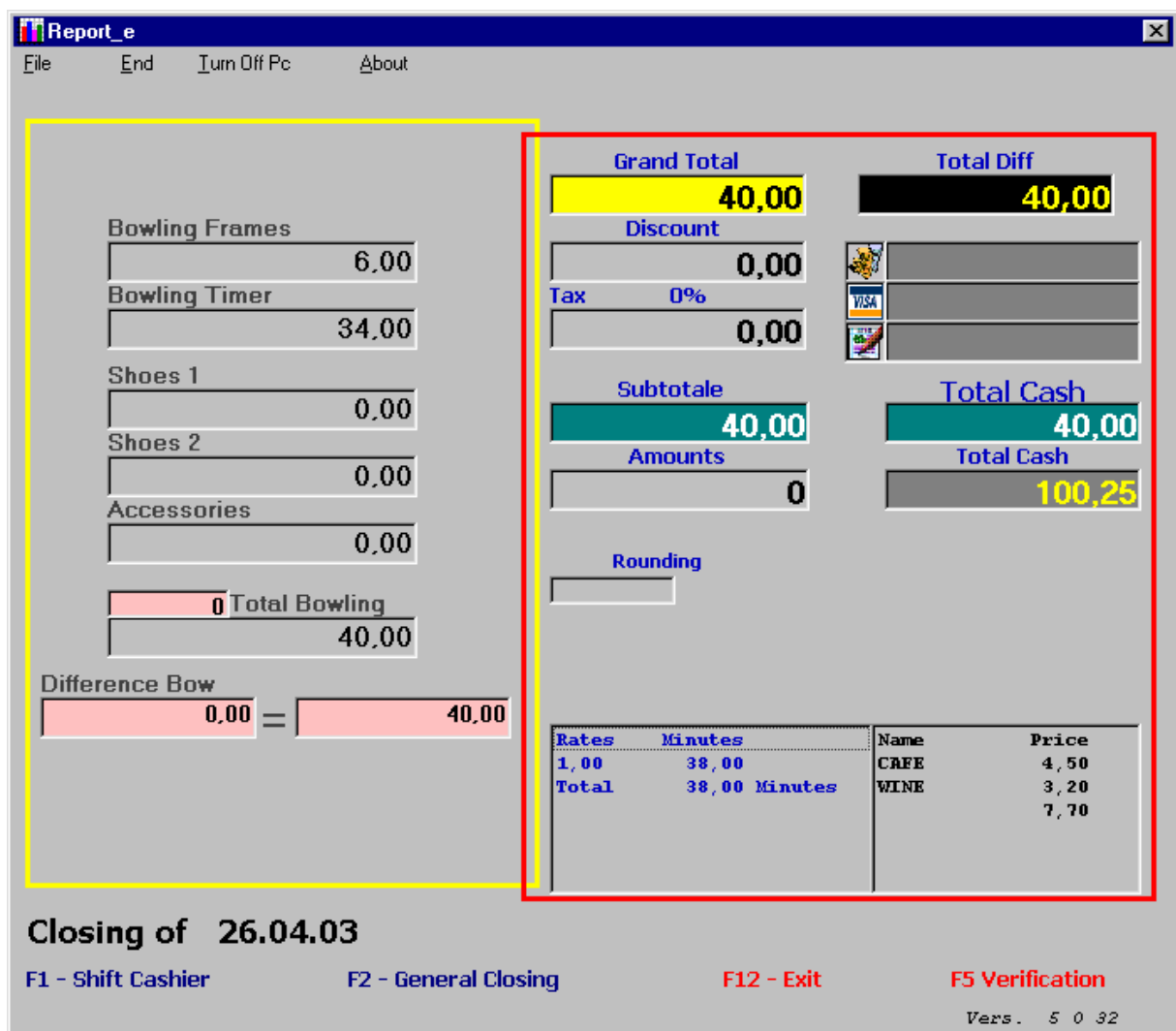
- F1 – Shift Cashier**
- F2 – General Closing**
- F5 – Verification**
- F12 – Esc = Exit**

Shift Cashier

Press key F1 then key in the password: the following screen is prompted.



Input the “counted” amount of the cash drawer, here 100,25, then press **OK** .
 The effective amount which should have been “cashed” will be prompted. Press on **OK** if the printout is required, else **Exit**.

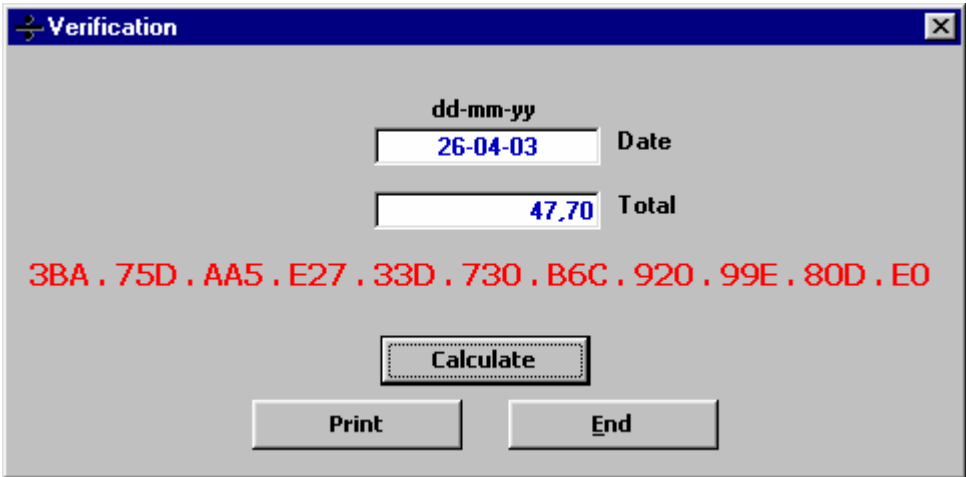


GENERAL CLOSING

Click on key **F2** then enter the password. All receipts of the day will be listed in detail and may be printed out.

VERIFICATION

Press key **F5** then key in the password: the following screen is prompted.



Type in the date, the total sum according to the report. Click on **Calculate**. A code consisting of a row of numbers and letters is prompted. This code must match the code printed in the manager report, otherwise the printout has been falsified.

06.06.03ME