

# Classic Scorer

## Control Desk

### User's Guide

August, 2001

57-900600-000

#### Statement of Intent

*This manual has been provided to be used by qualified bowling center personnel. Customer accepts responsibility for safety training of all personnel who operate this product.*

#### **Classic Scorer Control Desk User's Guide**

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Reorder Part No. 57-900600-000

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Brunswick Indoor Recreation Group  
525 West Laketon Avenue  
P.O. Box 329  
Muskegon, MI 49443-0329  
U.S.A.

231.725.3300

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# INTRODUCTION

## Welcome to Classic

Congratulations on choosing **Brunswick Classic** scoring and management system.



Development of this system has been very exciting. Our main goal is complete customer satisfaction. It is also our goal at Brunswick Indoor Recreation to provide the best possible service.

We want your input concerning this system. Please contact us with any feedback or suggestions about the system. Your input will be used for future developments or upgrades.

### Good places to start:

- Quick start:** If you haven't used **Brunswick Classic** before and want to start immediately.
- Control desk program:** If you want to read through how **Brunswick Classic** works thoroughly first.
- Menus:** If you know **Brunswick Classic**, and want to go through the functions.



#### **Brunswick Bowling Inc.**

525 West Laketon Avenue, Muskegon, MI 4944, USA

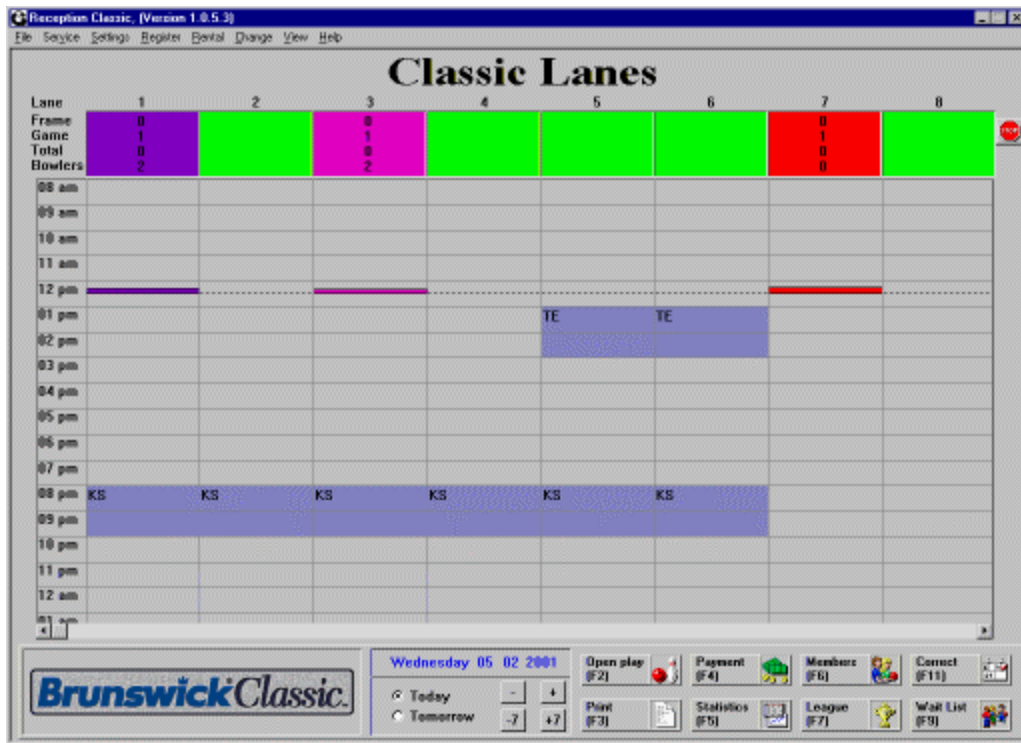
Telephone: 231-725-3300, Fax: 231-725-4655

Internet: <http://www.brunswickbowling.com>

# GETTING STARTED WITH BRUNSWICK CLASSIC

## Quick start

**Brunswick Classic** is a large and extensive **scoring** and **management system** with many different functions. To get started quickly, follow these guidelines:



The **Classic control desk program** starts automatically when the computer is turned on. The first screen displayed is the **lane diagram**, which includes red, scarlet, and violet **rental fields** and light blue **reservation fields**. In the upper left-hand corner are the **menus**, where all functions are available. Across the bottom, from left to right, are the **information panel**, **date panel**, and **function panel**. The function panel provides easy access to the most commonly used functions.

## How do I ...

### How do I start a lane?

To place a lane into single lane open play, place the pointer on the **green square** for the desired lane number and click the **primary mouse button**. The square turns red, the **pinsetter** starts, and the appropriate lane console activates to allow players to enter their names. At the same time, a **rental field** will appear, showing the selected lane number and the start time, in the **lane diagram** screen.

**NOTE:** For the purpose of brevity the term “click” replaces “click the primary mouse button on” and “double-click” replaces “double-click the primary mouse button on”, unless otherwise stated.

### How do I shut down a lane?

1. Click the square above the selected lane number and a confirmation window will appear.
2. Click **Yes**. The **pinsetter** shut downs and the lane console returns to locked mode. The selected lane number square turns **green** in the **lane diagram** screen and the **rental field** disappears.

### How do I start open play?

1. Choose one of the following methods to start Open play and the open play window will appear:
  - Click the **Open play** button in the **function panel**
  - Click **Rental** menu, then click **Open play**
  - Press function key **F2**
2. Enter the desired **Lane** number and select **Open** game type, **Number of players**, and **Player names**. Click **Automatic lanestop** to select that function. Enter the desired **Time** limit or number of **Games**. The payment window will appear when automatic lanestop is selected.
3. Click **Start**, and **Open play** starts on the selected lane. A **rental field** is displayed at the lane and time field in the **lane diagram** screen.

## How do I start league (match) play?

1. Choose one of the following methods to start League play and the **Selection of gametype** window will appear:
  - Click the **League play** button in the **function panel**
  - Click **Rental** menu, then click **Match play**
  - Press function key **F7**
2. Enter the information for **American league** then click either **Start** or **Start pair**. **Match play** starts and the **rental fields** are shown in the **lane diagram** screen.

## How do I make a reservation?

1. Select the desired type of play (open or league play) and enter all other information as if starting a game directly. Click **Reserve** in the **Open play** window and the window enlarges to show reservation boxes. The **American league** window already has reservation boxes.
2. Enter the **Day**, **Start**, and **End** information. A **Reservation name** or a **Remark** can also be entered in **Open play**. To make a **Standing** reservation, mark the box, then select the weekday and the date the reservation will end.
3. Click **Reserve** and a light blue **reservation field** is displayed in the **lane diagram** screen, the prompt will appear at the lane and time field. Change the date in **date panel** if the reservation is for another day.

## How do I start a reservation?

1. Double-click the light blue **reservation field** in the **lane diagram** screen or click **Reservation** under the **Change** menu and choose the desired reservation. Change the date in the **date panel** if the reservation is for another day.
2. Click **Start** and the same window used to make the reservation will appear.
3. Click **Start**. The **reserved game** starts, and a **rental field** is shown at the lane and time field in the **lane diagram** screen.

**NOTE:** In **Setup**, reservations can be set to delete automatically once play has started.



## How do I delete a reservation?

1. Double-click the light blue **reservation field** in the **lane diagram** screen, or click **Reservation** under the **Change** menu. Choose the desired reservation. Change the date in the **date panel** if the reservation is for another day.
2. Click **Delete**, and a confirmation window will appear.
3. Click **Yes**, and the **reservation** is deleted.

**NOTE:** In **Setup**, reservations can be set to delete automatically once play has started.

## How do I change a reservation?

1. Double-click the light blue **reservation field** in the **lane diagram** screen, or click **Reservation** under the **Change** menu. Choose the desired reservation. Change the date in the **date panel** if the reservation is for another day.
2. Click **Change**, and the same window used to make the reservation will appear. Click **Reserve** in **Open play**, and the window will enlarge.
3. Make the changes and click **Reserve**. The **reservation** and the light blue **reservation field** in the **lane diagram** screen are updated.

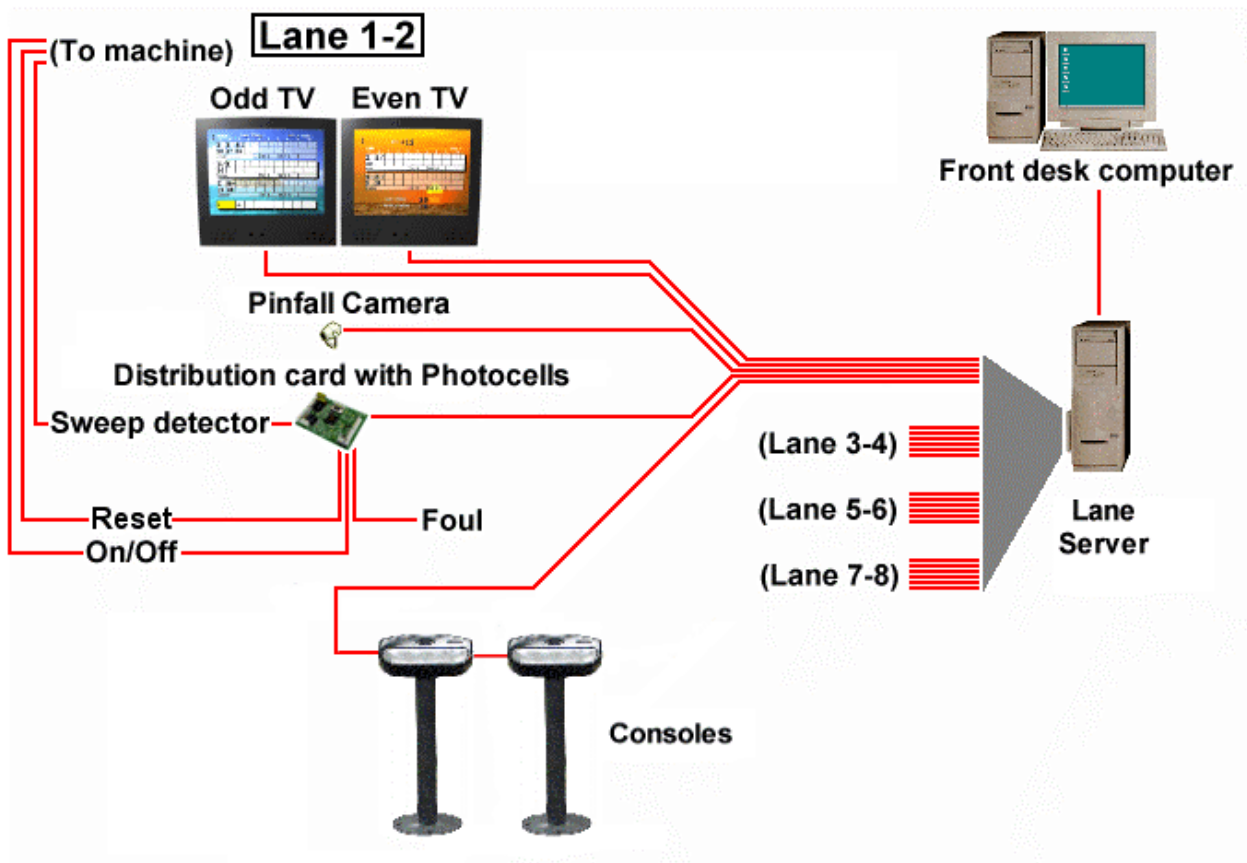
## How do I take payment?

1. Choose one of the following methods to take payment, and the **Payment** window will appear:
  - Click the **Payment** button in the **function panel**,
  - Click **File** menu, then click **Payment**
  - Press function key **F4**
2. To pay for bowling the lane(s) must be shut down first. Select the game(s) to be paid for from the **Not paid** games list. Then use the drop down box to choose the game rate. The computer automatically calculates the exact cost.
3. If the player buys anything else, e.g. coffee, add the item to the list either by entering an **Article** number from the **article register** or by choosing from the **Name** list. All related fields fill in automatically. Change the **Quantity** if the customer buys more than one of an article. The computer continuously calculates the amount due.
4. Enter the amount tendered in **Received** and the computer automatically calculates the exact change.
5. If the **Method of payment** is **Cash** or **Check** click **OK**, and the computer registers the payment.
6. If **Account** or **Invoice** is selected as **Method of Payment** the window enlarges to show more fields. If the player has an account enter their **Member number** and the related information fills in automatically. Click **OK** to draw the sum from the member's account and register the payment. To invoice companies or clubs, enter the information and click **Print invoice**. When the printout is ready, click **OK** and the computer registers the payment.

# SYSTEM OVERVIEW

## System overview

The **Brunswick Classic Scoring** system includes **lane pedestals** (one pedestal per lane) and **overhead monitors**, one or more **lane servers** (one server controls up to eight lanes), and a CCD Pinfall Camera for each lane pair. The lane servers are connected to a **control desk computer**, in an Ethernet networking environment.



Wiring diagram for **Brunswick Classic**.

# Components

**Brunswick Classic** consists of a number of different components such as **computers, overhead screens** and **lane consoles**. The functions of the various components are explained below.

## Computers

**Brunswick Classic** contains one **front desk computer**, one or more **Lane Servers (Also referred to as scoring computers)**, and can include a **back office computer**. The computers are normal **PCs**, with more than enough memory to perform all functions. All computers are interconnected through a ethernet network.

The **Lane Servers** have special circuit boards that handle scoring control for up to 8 lanes. The server receives data from the **CCD-cameras**, the **lane consoles** and the **triggering**, and controls the **scoring**, the **sound effects**, and what is displayed on the **overhead monitors**. All cables are connected to the lane server at a **connector panel** located on the side of the unit.

## Software

The **Brunswick Classic** software for the **control desk computer** and the **lane servers** comes pre-installed. The program that is normally running on the front desk computer is a program call **Reception Classic**. This program performs administrative tasks in the system such as **reservations, printouts**, and **member handling** and synchronizes transfer between lanes, computes results during competitions, etc.

## Lane consoles

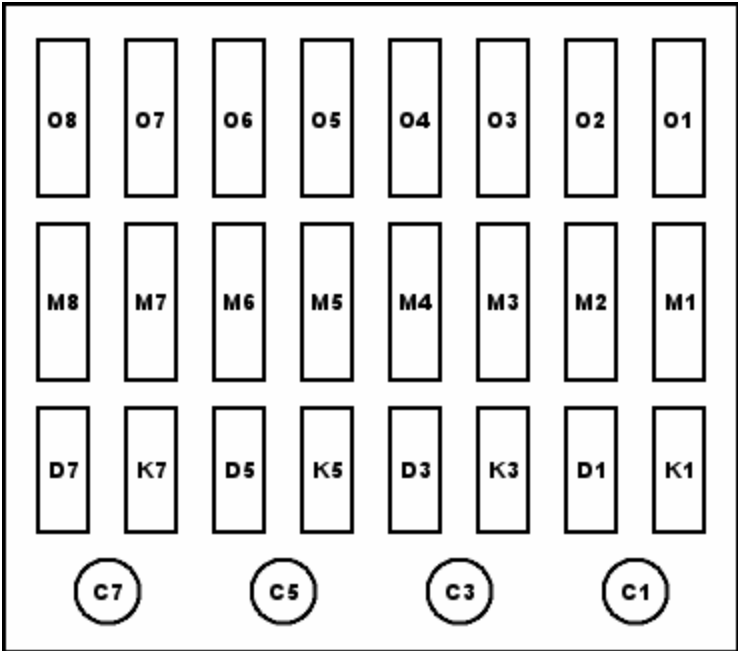
Players can use **lane consoles** to **begin games, add players, make scoring corrections** and other simple tasks, but can not remove players during a competition. The look of the lane console screen varies slightly, depending on which game method is selected. Most lane console functions can be controlled from the front desk as well.

## CCD-Cameras

The system uses **CCD-cameras** to score pinfall. Cameras are located at the ball return between the lanes of a lane pair, with one camera handling scoring for two lanes. The system takes a picture after the ball has passed the **ball sensor**, which is mounted just behind the camera. The computer analyzes the picture, calculates pinfall and the displays the information on the lane's overhead monitor.

# Connector panel

The lane server has one connector panel that contains the cable connectors for 8 lanes.



<b>Label</b>	<b>Contact for cable to:</b>
O1 - O8	Overhead monitors for lanes 1-8*
M1- M8	Not Used
K1, K3, K5, K7	Keyboards for lane pairs 1-2 (K1), 3-4 (K2), 5-6 (K3), and 7-8 (K4)*
D1, D3, D5, D7	Distribution Boards (or GS pinsetter RS232 Converters) for lane pairs 1-2 (D1), 3-4 (D2), 5-6 (D3), and 7-8 (D4)*
C1, C3, C5, C7	CCD-cameras for lane pairs 1-2 (C1), 3-4 (C2), 5-6 (C3), and 7-8 (C4)*. When installed with a GS-series pinsetter these connections are not used.

\* Lane Server 1 is used for lane numbers 1-8, Lane Server 2 is used for lane numbers 9-16, Lane Server 3 is used for lane numbers 17-24, and so on.

## Starting up the system

The **Brunswick Classic** system automatically starts when power is applied to the center's **control desk** and **lane server** computers. As the **lane server** is starting up, a version number will appear on the overhead monitors if the overhead is powered on (See note below). Once the lane server has completed its start up and is running (it takes about 7 minutes from power on), the Classic scoring logo or commercials will display on the overhead.

**NOTE:** The overheads will automatically switch off after an extended period of time if they don't receive a signal. When this happens, the overheads must be started manually with the remote control.

**Programs** on the control desk computer(s) begin automatically at start-up.

**NOTE:** It is important that the computer's floppy drive does not contain a disk at start-up or the computer will try to start programs on the disk instead of the **Brunswick Classic** software. If the program hangs up, for any reason, it must be terminated (End Task) using **task manager**, and then restarted.

## Shutting down the system

The easiest way to shut down the system is to select **Exit Windows NT** in the **exit window**.

**NOTE:** It is very important to wait until the computer is finished before switching off the power. Always wait until the "**It is now safe to turn off your computer**" text is displayed on the screen. Do not turn the front desk computer(s) off without exiting **Windows NT**. If this does happen, be sure to run the **ChkDsk** utility to check the hard disk for errors, the next time the system is powered up.

The **lane servers** are usually shutdown by simply switching off the power switch. A better and more convenient way to shutdown the server would be to use the **Reboot** option under the Service Menu.

**NOTE:** The computers should be restarted each day. If they run continuously for several days the memory becomes fragmented, performance is gradually lowered, and the risk of errors increases.

## How does the system work?

The **Brunswick Classic** system is extremely flexible, and allows for different looks, depending on customer needs. A **Lane Server** computer provides connectivity for up to 8 lanes, and is required in order to use both the **open play** and the **league** functions. A **control desk computer** is required to use the **league** function and all functions of Open play. Without a **control desk computer**, limited open play functions will be available at the consoles.

**Lane Server** computers provide the physical cable connections to all lanes via the **connector panel**. Connectivity is also provided for the **control desk computer**. The screws for the cables attached to the **connector panel** are tightened during installation and should only be loosened after contacting **Brunswick**.

Keyboard connectors as well as other connectors throughout the system can be handled without risk. But use caution when *reinserting* the lane console **keyboard** connectors because the pins can be short-circuited if the connector is not straight. If this happens, the computer's **power unit** will shutdown (much like a circuit breaker), or can possibly be damaged beyond repair. Some sensitive circuit cards can also be destroyed. Use the computer's **power button** to perform a system restart, if necessary.

The control desk computer controls **competitions and matches**, and runs the system administrative functions. Aside from the computers, lane consoles and overhead monitors, the following items are considered part of the system:

- **Photocells (Ball Sensor)**. These units send a signal to the Lane Server computer when balls have passed breaking their infrared beam. This signal is used to determine when to score and to calculate the ball speed.
- **Sweep (Rake) detector**. This switch, mounted on the machine for some installations, lets the Lane Server “know” when the machine has begun its cycle. It is used to determine the right time to take a picture of the pins.
- **CCD-cameras**. The camera that takes the pictures of the pins for both lanes of a lane pair.
- **Distribution board**. The Lane Server communicates to this board to get signal information from the photocells, foul units and sweep detectors, and to control the cycling of the machine. This board also supplies power to the camera.

## Scoring sequences

The normal scoring sequence is as follows:

- The **photocell** sends a signal to the distribution board.
- The **Lane Server** counts down the time period entered in **Trigg time** in **Setup**.
- The ball triggers the machine.
- The **sweep detector** sends a signal to the Lane Server indicating the Machine has begun its cycle.
- The **Lane Server** waits for a period of time (only milliseconds) as pre-set in **pin settings**.
- The **CCD-camera** takes a picture and sends it to the Lane Server.
- The **Lane Server** calculates the pinfall and displays the scorer on the **Overhead monitor**.

If a light weight ball is played the machine must be triggered:

- The **photocell** sends a signal to the distribution board.
- The **Lane Server** counts down the time period entered in **Trigg time** in **Setup**.
- The ball does not trigger the machine, so the Lane Server continues the Trigg time count down.
- The **CCD-camera** takes a picture and sends it to the computer.
- The **Lane Server** resets the **pinsetter**.
- The **Lane Server** calculates pinfall and displays the scorer on the **Overhead monitor**.



# CONTROL DESK

## Restarting the Control desk program

The **Brunswick Classic** control desk program automatically starts when the computer is turned on. If start-up is terminated, for any reason, restart by double-clicking the **Classic**-icon on the left of the desktop or clicking **Start button**, then **Program**, then **Classic**, then **Classic**.

## General

### Autodeleting

This function helps prevent the hard drive from becoming full. All **games** more than a week old and all **non-rented reservations** and **receipt rolls** more than a month old, are automatically deleted.

Individual game **statistics** are always saved, but this requires a small amount of hard drive space compared to the games themselves. The only information saved indefinitely is **invoices** and **statistics**.

## Screen settings

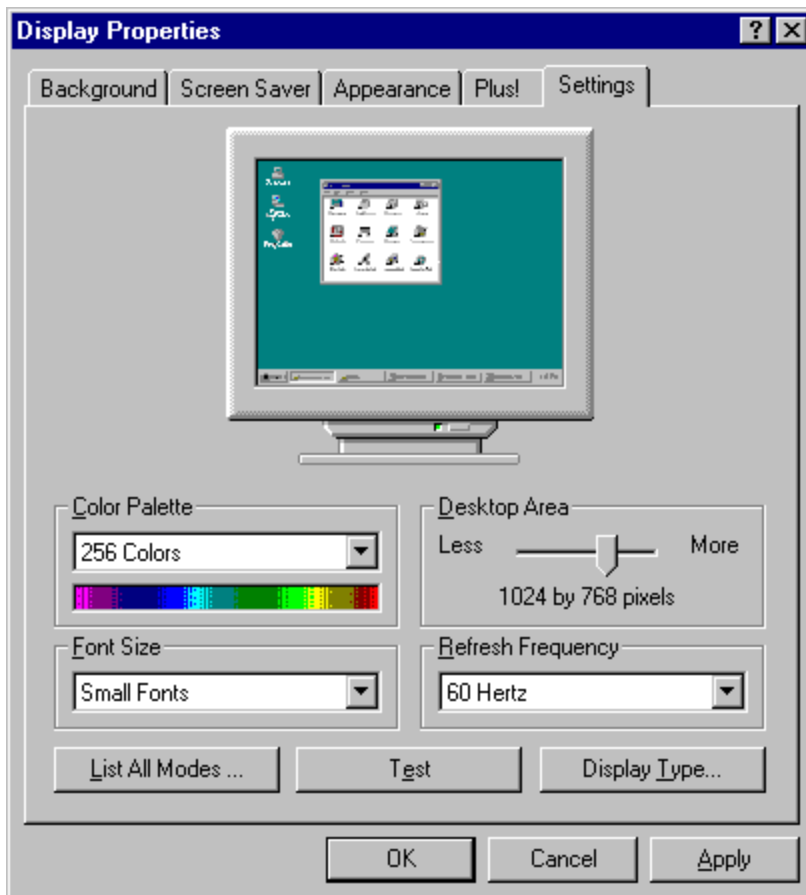
The front desk program *requires* a resolution of 1024x768 pixels or more, at least 256 colors, and small fonts. These settings are preset. Do not change these to lower settings.

To restore settings:

1. Right-click on the **desktop**
2. Click **properties**
3. Click the **settings** tab and make the changes.

Another option is to:

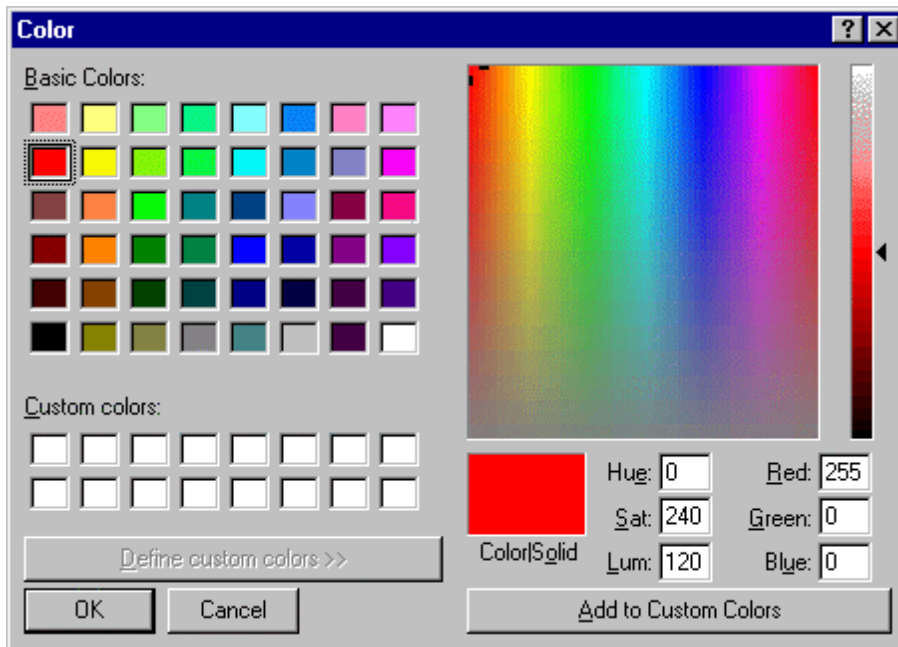
1. Click the **Start** button
2. Go to **settings**
3. Click **control panel**
4. Double-click the **display** icon and make the changes.
5. Click the **settings** tab and make the changes



## Setting colors

To change color settings for the windows desktop:

1. Right-click on the **desktop**
2. Click **properties**
3. Click the **appearance** tab
4. Click the **color** drop down box
5. Click **other**.

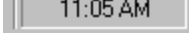


Several options are now available:

- Select one of the 48 preset **basic colors**, or
- Use the color box and slider to set the desired tint, or
- Type in the exact values in **RGB (Red, Green, Blue)**, or
- Type in the exact values in **HSV (Hue, Saturation, Value)**,

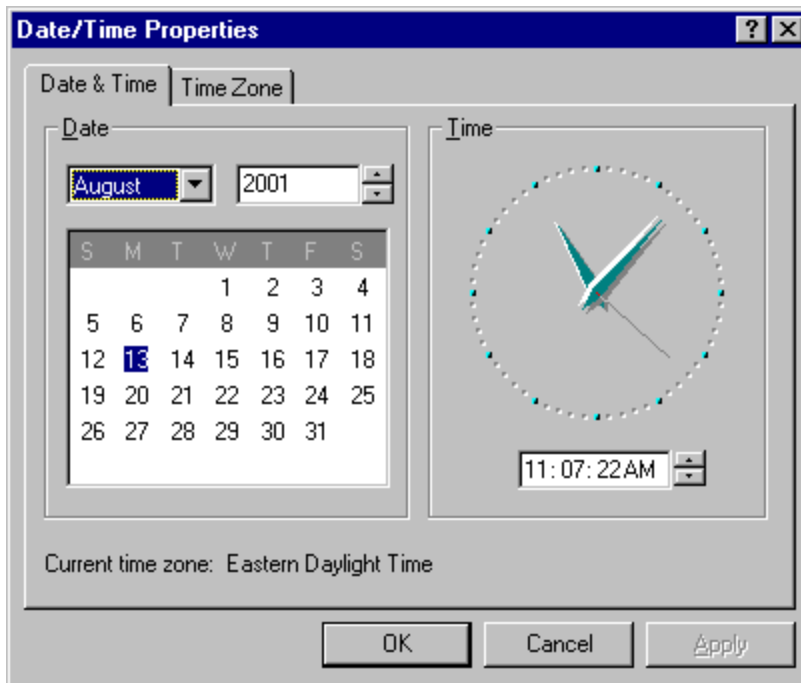
Then click **Add Custom Colors**. Click the **Custom Colors** box to reuse a stored color. Click **OK** when finished.


## Date

To set the system **date**, double click the date located on the Window's task bar , or select the



Select the Window's Control Panel Date/Time icon  .



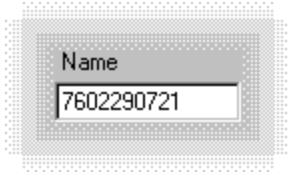
The **Date/Time Properties window** will open with the current date and time. The month and year are set from the drop down box menus, . To select any other day click the desired date. Dates and Days in blue are the current month and Day.

Change the **Time**, click the hours, minutes, seconds or AM/PM indicator. Increase or decrease the value by clicking the arrows.

Click **Apply** to save your changes.

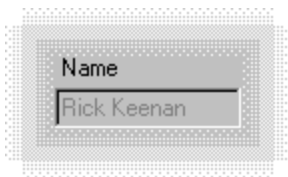
## Entering member numbers

A member number can be used in any **name** field. Input the number and all related member information fills in automatically. An optional barcode reader can be used to scan in the same information.



A screenshot of a form with a label "Name" above a text input field. The input field contains the number "7602290721". The entire form is surrounded by a dotted border.

Enter a member number instead of the actual name,





A screenshot of a form with a label "Name" above a text input field. The input field contains the name "Rick Keenan". The entire form is surrounded by a dotted border.

and the fields automatically fill with the member's information.


## Starting up lanes

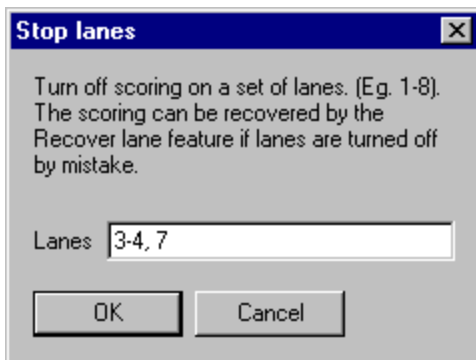
To start **open play**, click on a lane's square and the pinsetter for that lane starts. Once the pinsetter starts the players can enter their names etc. at the lane console. The information can also be entered at the front desk computer before turning the lane on (see **Open play**).

The lane's square will change color, from green, , to red, .

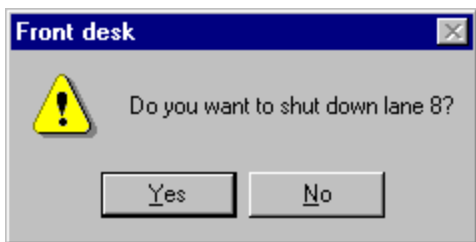
## Shutting down lanes

To shut down a single lane, click on that lane's number square, and then click **Yes** in the confirmation window. The lane's square returns to green.

To shut down several lanes at the same time, click the STOP button,  (at the far right) ) or press the ESC key on the keyboard, and the **Stop lanes** window will appear. Enter the desired lane numbers and click **OK**. Hyphens and/or commas can be used in this field.



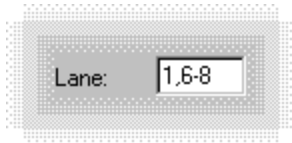
A confirmation window will appear. Click **Yes** to continue.



## Selecting lanes

To select a lane, click anywhere in its column on the **Lane diagram** screen. The lane number automatically appears in each subsequent Lane field when a main function is selected. If the lane number does not appear, enter it when required.

To select several lanes at the same time, simply type the numbers in the Lane field. Hyphens and/or commas can be used in this field. (This entry selects lanes 1, 6, 7, and 8.)



## Selecting members

When a plus sign (+), is put in a name field then the Enter button is pushed, the window **Select member** opens.



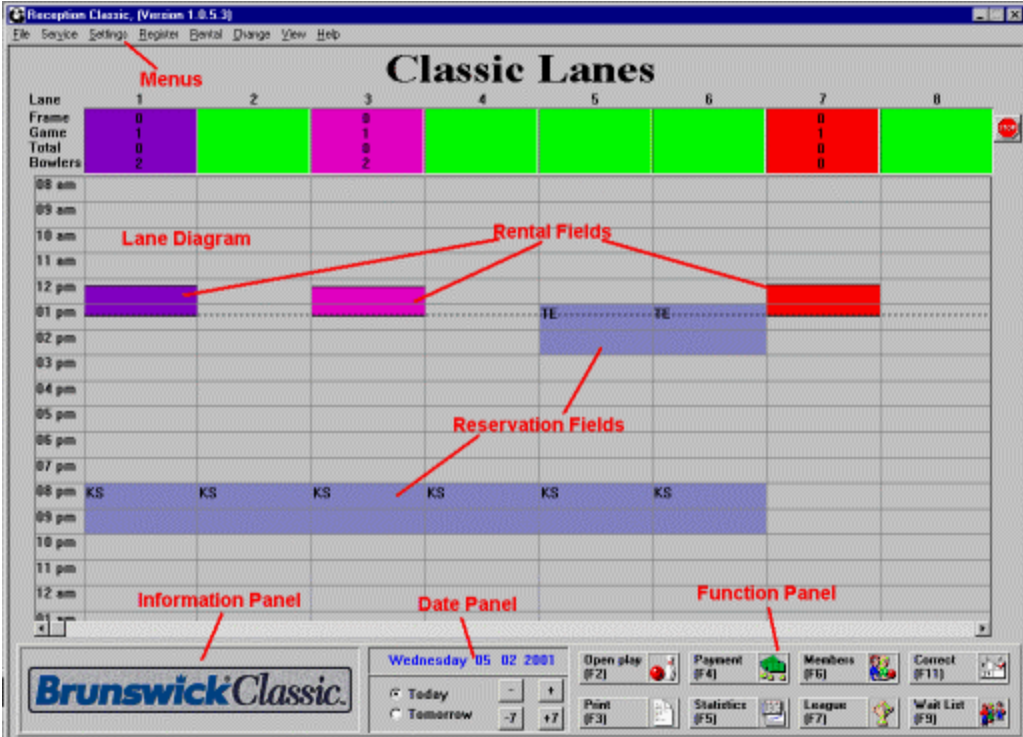
This enables a search of the member database, either manually or by entering a few letters in the upper field. Mark the desired member and click **OK** to return to the rental dialog. The name will now be in gray in the name field, and the played games will be stored in the member's personal statistics.



# The Control desk window

## The Control desk window: Overview

The front desk program consists of five clearly defined sections: At the top left are the **Menus**, in the middle is the **Lane diagram**, and below it from left to right are the **Information**, **Date**, and **Function** panels.



## **The menus**

The **Menus** section consists of several **pulldown menus**. From the left these are:

- **File**
- **Service**
- **Settings**
- **Register**
- **Rental**
- **Change**
- **View**
- **Help**

To select a command simply point to the desired menu or use the **acceleration keys** (key combinations shown to the right of some pulldown menu commands, e.g. Ctl+B). The most common commands have buttons in the **Function panel** section.

## **The lane diagram**

The **Lane diagram** section consists of fields for each lane and hour. A row of lane numbers will appear just above the lane diagram, at the top of each column. The time, in one-hour increments, will appear at the left of each row. Just below each lane number is a colored square showing lane status, the frame being bowled for the current game, the game number currently being played, the total number of frames bowled for the current rental, and the number of bowlers currently bowling on the lane. The **lane diagram** includes red, scarlet, and violet **rental fields** and light blue **reservation fields**.

## **The information panel**

The **Information panel** section normally displays the **Brunswick Classic** logo unless other, more detailed, information is selected by clicking on the reservation or rental fields.

## **The date panel**

The **Date panel** section displays the date and weekday, and has buttons to select date information for either a single day or up 7 days at a time. This feature is useful for looking at future reservations.

## **The function panel**

The **Function panel** section contains buttons for the eight most common functions.

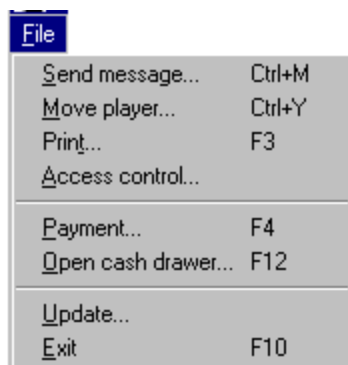
## The menus

The **Menus** section is on the **menu bar** and provides access to all program commands.



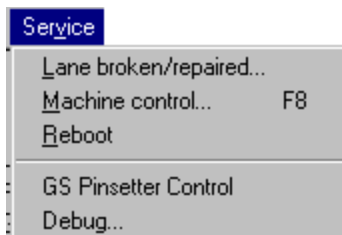
File Service Settings Register Rental Change View Help

Click on the various toolbar headings to access the pulldown menus:



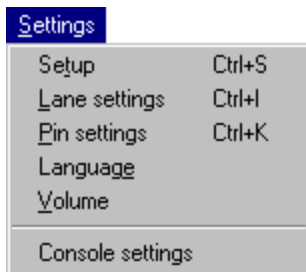
Under **File** are the commands:

- Send message**
- Move player**
- Print**
- Access control**
- Payment**
- Open cash drawer**
- Update**
- Exit**



Under **Service** are the commands:

- Lane broken/repaired**
- Machine control**
- Reboot**
- GS Pinsetter Control**
- Debug**



Under **Settings** are the commands:

- Setup**
- Lane settings**
- Pin settings**
- Language**
- Volume**
- Console settings**



Under **Register** are the commands:

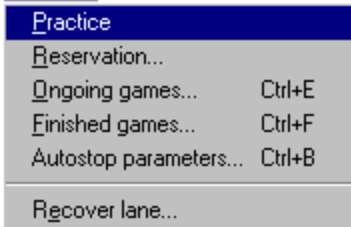
- Member register**
- Article register**
- Statistics**



Under **Rental** are the commands:

- Open play**
- Match play**
- Waiting list**
- Stop lanes**

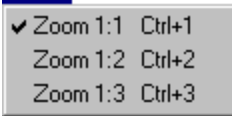
**C**hange



Under **Change** are the commands:

- Practice
- Reservation
- Ongoing games
- Finished games
- Autostop parameters
- Recover lane

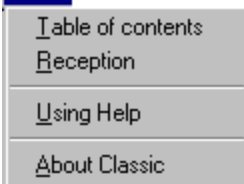
**V**iew



Under **View** are the commands:

- Zoom 1:1
- Zoom 1:2
- Zoom 1:3

**H**elp



Under **Help** are the commands:





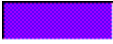
- Table of contents
- Reception
- Using Help
- About Classic

The **Menus** can be opened by simultaneously pressing *Alt* and the underlined headline letter. The pulldown menu commands can be selected by pressing *Alt* and the underlined command letter (e.g. *Alt+r* and then *a* for the article register).

# The lane diagram

The large grid in the middle of the front desk program is the **Lane diagram** section. The columns correspond with lane numbers and the rows correspond to hours. Column width varies according to the number of lanes in the center. If no specific hour-field height is set in **Setup**, the height automatically adjusts to suit the business hours of the center.


Just above the lane diagram is a row of lane numbers. Immediately below the lane numbers is the **frames** row with colored squares showing each lane's current status:


-  Green = available lanes.
-  Gray = lanes offline.
-  Red = rented lanes (postpaid).
-  Scarlet = rented lanes with automatic lanestop after a certain time.
-  Violet = rented lanes with automatic lanestop after a number of games.

The numbers in the colored square indicate frame, game, and bowler information for the session of bowling. The **Frame** row indicates the frame of the current game that is being bowled. The **Game** row indicates the current game number for the session. The **Total** row indicates the total number of frames bowled for the session. The **Bowlers** row indicates the number of bowler currently bowling. Clicking a square will start or stop the pinsetter for that lane.

Finally, at the far right, there is a **STOP** button, , used for **shutting down lanes**.

Lane	1	2	3	4	5
Frame	0		0		
Game	1		1		
Total	0		0		
Bowlers	2		2		
08 am					
09 am					
10 am					
11 am					
12 pm					
01 pm					TE
02 pm					
03 pm					
04 pm					
05 pm					
06 pm					
07 pm					
08 pm	KS	KS	KS	KS	KS

The lane diagram also displays red, scarlet, and violet squares, called **Rental fields**. These fields vary in size and show rented lanes. The height of the color bar shows how long the lane has been rented. Initially the bar will appear as a thin line, and as it increases in size it will have a light red color, . To see exactly how long a lane has been rented click in the rental field and the requested information is displayed in the **information panel** in the lower left corner. The shortest rental time is 10 minutes.

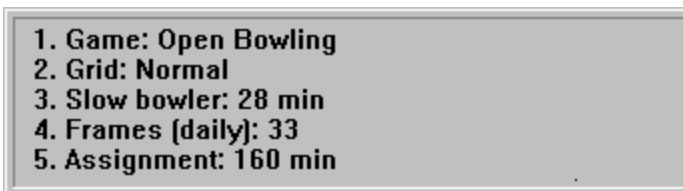
Reservations are displayed in light blue squares, , called **Reservation fields**. The reservation field includes the first two letters of the reservation name. Click on the reservation field and the information is displayed in the **information panel** in the lower left corner. Right-click to view any saved reservation remarks. Double-click to open the **Reservation** window and start, change, or delete the reservation. For any **zoom factor**, other than 1:1, a scroll bar will appear at the bottom.

## The information panel

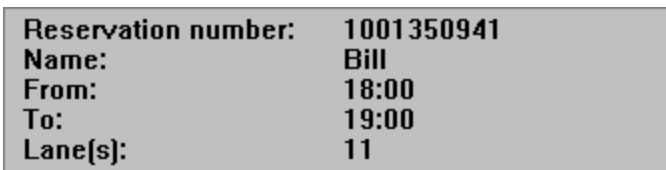
The **Information panel** is the square in the lower left corner of the front desk program. This section normally displays the **Brunswick Classic** logo unless more detailed information is displayed.



For example, click a rental field and the information panel displays information about the current rental session.



Or click a reservation field and the information panel displays the specific data. Right click and the remarks are shown instead.

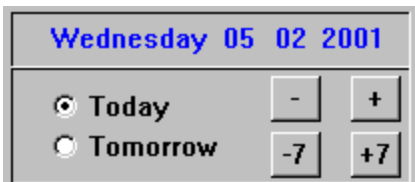


To restore the **Brunswick Classic** logo, click in another part of the front desk program.

## The date panel

The **Date panel** consists of two fields. One field displays the date and the weekday. The second field has four buttons to select other dates. Today's date is shown in **blue** and all other dates are shown in **black**. To view lane reservations:

Click **+** or **-** to move one day at a time, or click **+7** or **-7** to move a week at a time. To view a specific date, click on the date field and type the desired date. To quickly select either **Today** or **Tomorrow**, click the appropriate circle.



The program automatically returns to today's date after a user-defined period of time. Go to **Setup** to change the time period.

## The function panel

The **function panel** is located in the lower right corner of the front desk program. It consists of eight quick click buttons for the most common functions. These functions can also be accessed from the corresponding keyboard function keys or the pulldown menus.



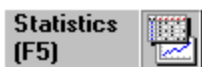
The **Open play** window appears.



The **Print reports** window appears..



The **Payment** window appears.



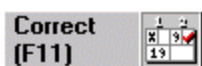
The **Lane statistics** window appears.



The **Member register** window appears.



The **American league** window appears.



The **Change ongoing game** window appears.



The **Waiting list** window appears.



# The Function Menu

## File Menu

### Send message

To display messages on the overhead monitors, click **File** menu, then click **Send message**,



or use the accelerator key **Ctrl+M**, to open the **Send Message** window.



Use this function to send messages to the bowlers. Enter the lane number(s), or click **Send to all lanes** if desired (see **Selecting lanes**) and enter the duration for the message. If the message should appear more than once click **Interval** and enter how often the message should appear. Select **Full Text**, **Single character** or **Banner** in the Type box.

**Full text** – The complete message will appear on each selected overhead.

**Single Character** – One character in sequence will appear on each overhead monitor for the selected range of monitors.

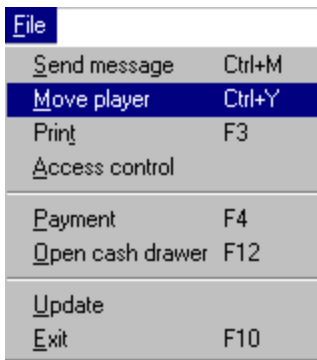
**Banner** – The message will scroll through the selected overheads.

Type the message in **Message** text, and click **Add** to save it. The field at left displays the first row of previously saved messages. Click on a message to select it. Click **Remove** to delete a message from the list. Click **OK** when finished.

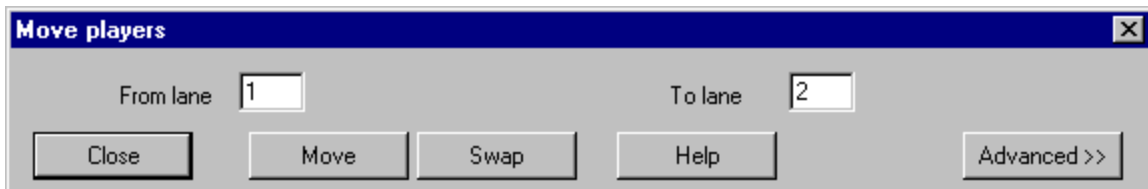
The message is displayed until another message is sent or the **Cancel sent message** button is clicked.

## Move player

To move a player to another lane once a game has started, click **File** menu, and then click **Move player**,

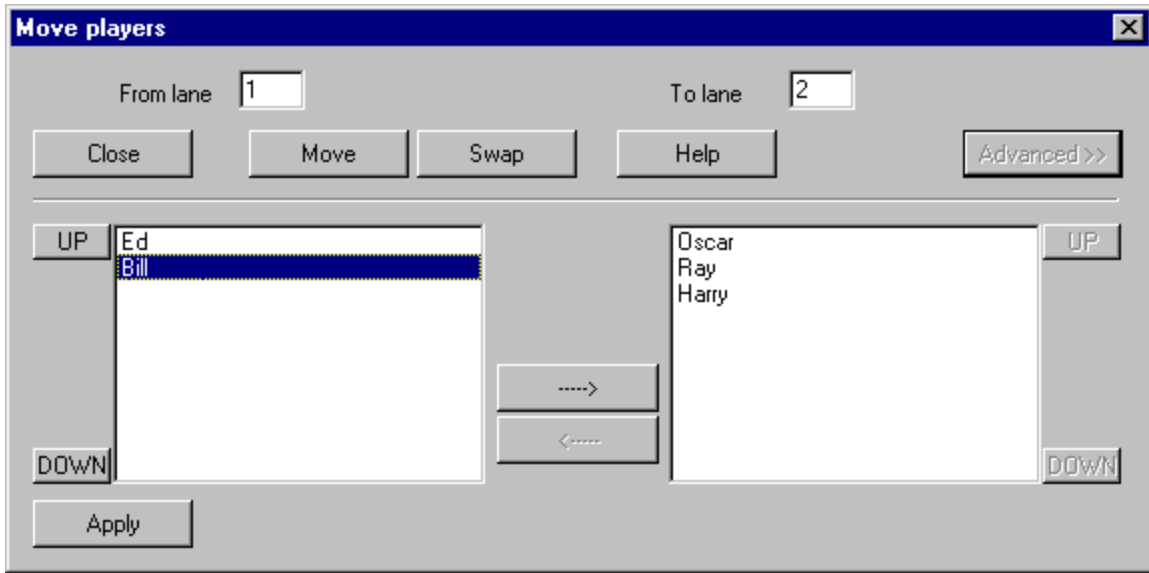


or use the acceleration key **Ctrl+Y** and the **Move players** window will appear.



Enter the **From lane** (the number will appear if pre-selected in the lane diagram) and **To lane** information, then click **Move** to transfer the game to the new lane.

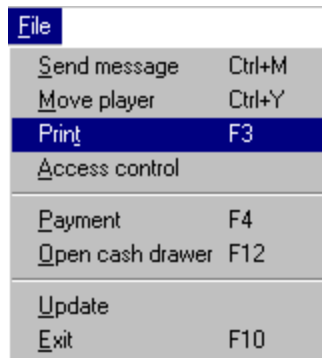
Click **Advanced >>** to move specific players. The window will enlarge to show two fields, listing all the players at each lane.



Select the player(s) and click the arrow buttons, → or ←, to transfer them to the new lane. Use the **UP** and **DOWN** buttons to change the order of play between the players. Then click **Apply** to make the changes.

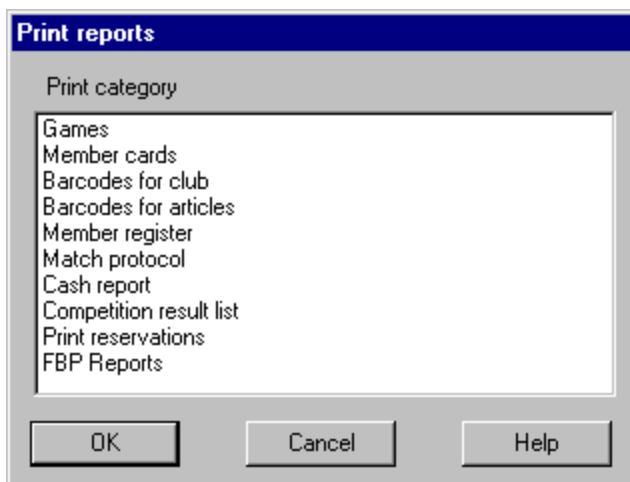
## Print

Click **File** menu, then click **Print**, or



Click the **Print** button, , on the **function panel**, or Press function key **F3**

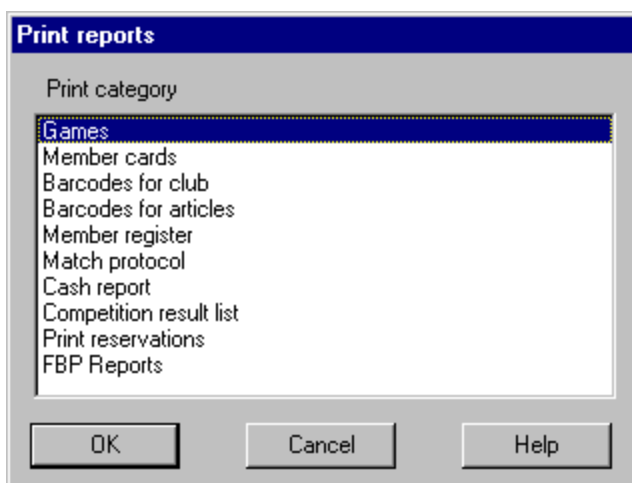
The **Print reports** window will appear.



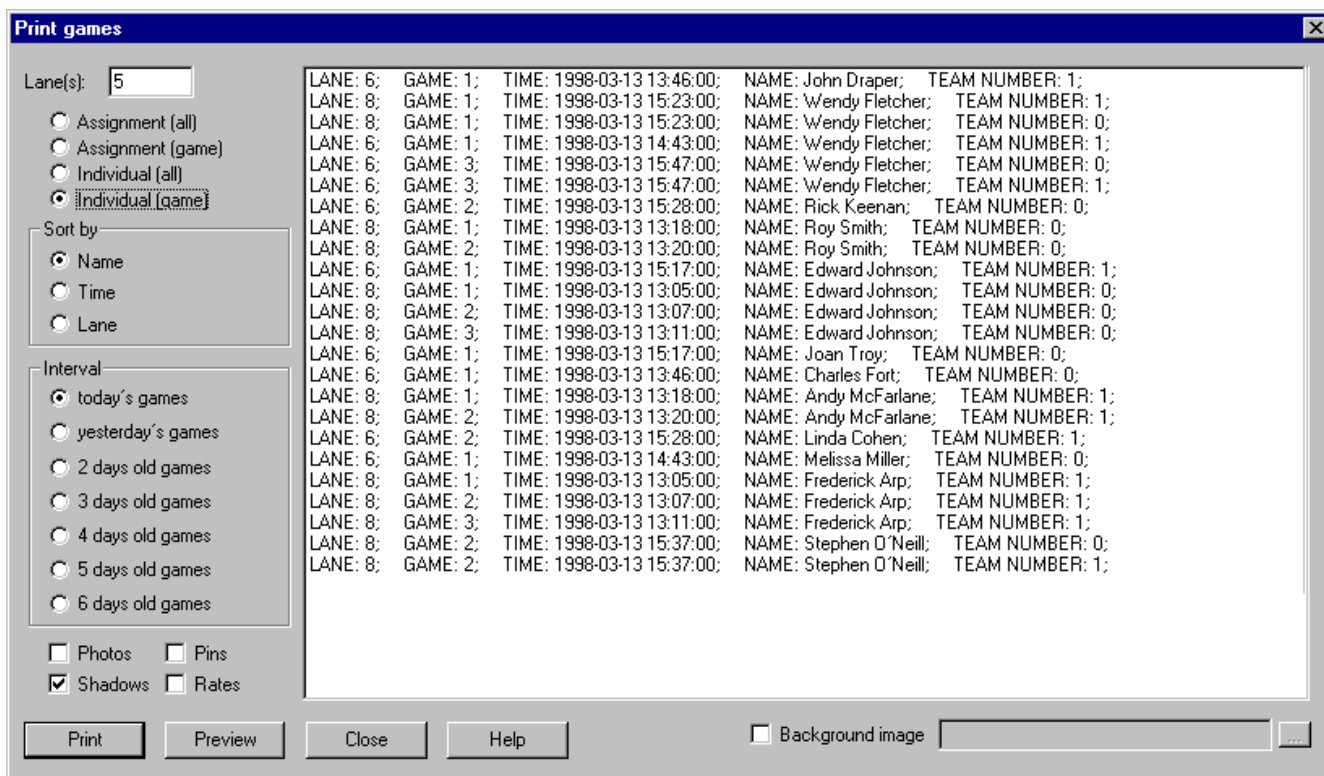
Click on the **Print category**, then click **OK** or double-click the desired category.

- Games**
- Member cards**
- Barcodes for club**
- Barcodes for articles**
- Member register**
- Match results**
- Cash report**
- Competition result list**
- Print reservations**
- FBP Reports**

## Printing games



Click **Games**, then click **OK** and the **Print games** window will appear.




Use this function to print scoresheets. Enter the **Lane(s)** (see **Selecting lanes**), and the desired game type and **Interval**. Select today's games or any of the previous six days games to view. Click **Sort by** Name, Time or Lane, and then select the desired game(s) to view.

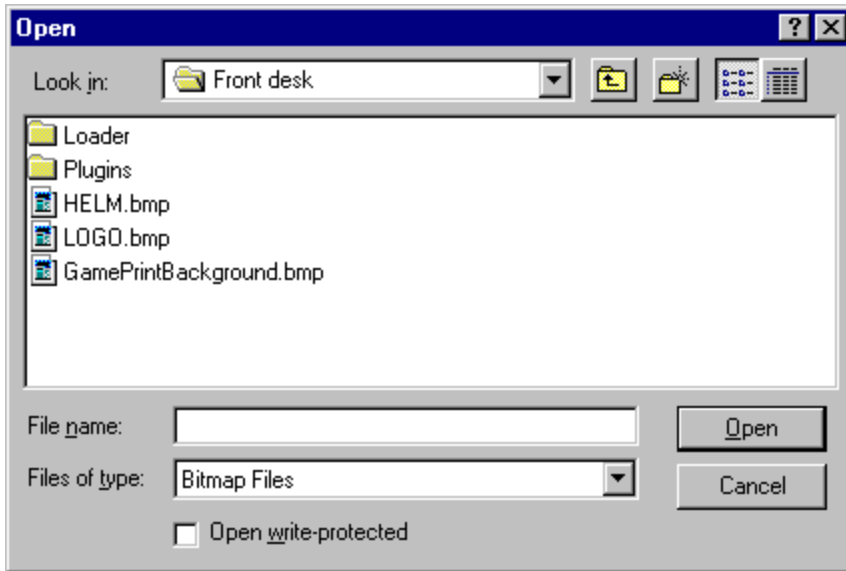
If the **Save camera images** option is selected in **Setup**, pin **photos** (taken with the CCD cameras) can be printed. However, this option is only available for the current day's games.

Select the option, **Pins** to display a pin triangle on the scoresheet showing the pinfall for both first and second ball.

To add payment information to the scoresheet printout, select the option **Rates**

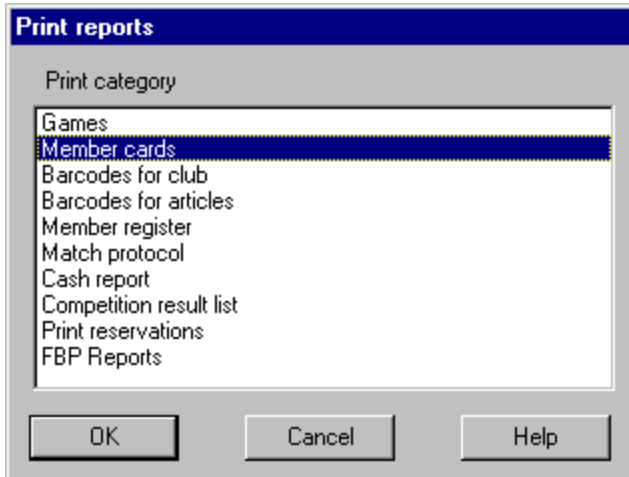
To add **Shadows** beneath the games, select the option Shadows.

To display a graphic behind the scoresheet, select the option **Background image**, and click the  button.



Choose the desired picture, and click **Open**. Click Preview to view the printout before printing, otherwise click **Print**.

## Printing member cards



Click **Member cards**, then click **OK** and the **Print member cards** window will appear.



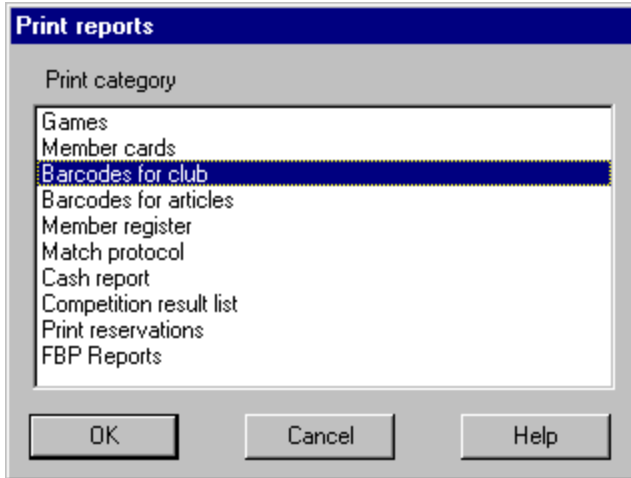
Use this function to create and print credit card size member cards. Use the optional front desk camera or a scanner to insert a photo directly on the card print. Use of an image file is also an option. The back of the card contains a barcode, which when scanned into the computer fills in most fields where member number, player name or team name information is required.

The system automatically fills in **Forename**, **Surname**, **Club**, **Average**, **HCP**, and **Period of validity**, if a valid **Member number** is entered (see **Entering member numbers**). Enter comments in the **Remark** field.

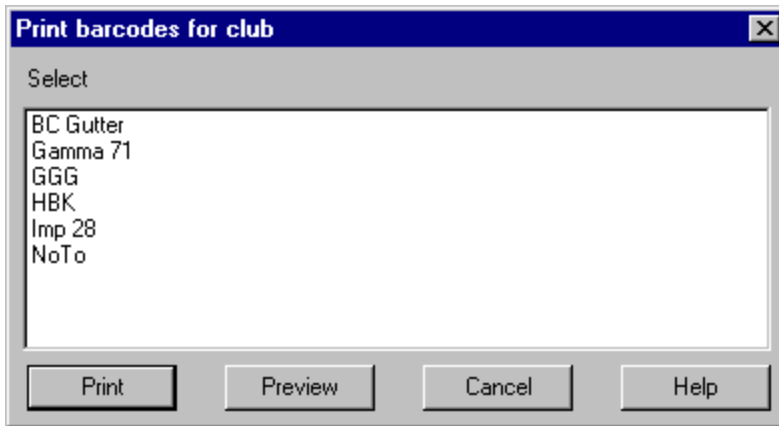
A front desk camera or a scanner is required to use the **Snap pic** function. Click on **Select source** and choose an available **TWAIN**-compatible device from the list. To load a previously saved picture, click the **...** button.

**NOTE:** It is possible to input more characters in the fields than can fit on the card. Click Preview to view the printout before printing, otherwise click **Print**.

## Printing barcodes for club



Click **Barcodes for club**, then click **OK** and the **Print barcodes for club** window will appear.

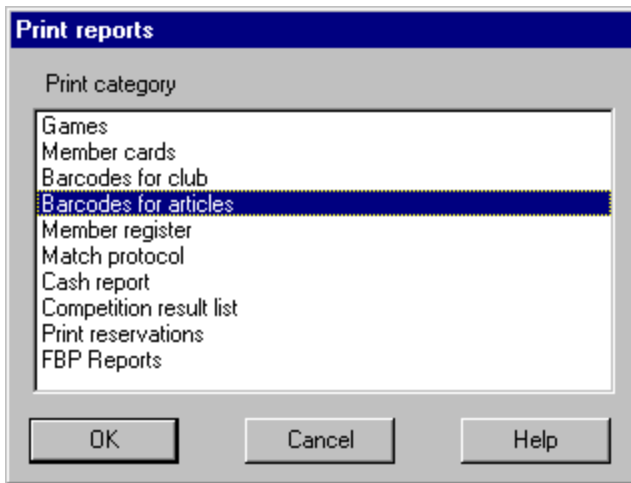


Use this function to print barcodes for all club members. A list of all member barcodes allows player's names to be added to dialog windows quickly and easily. This is convenient at e.g. start-up of competitions and matches.

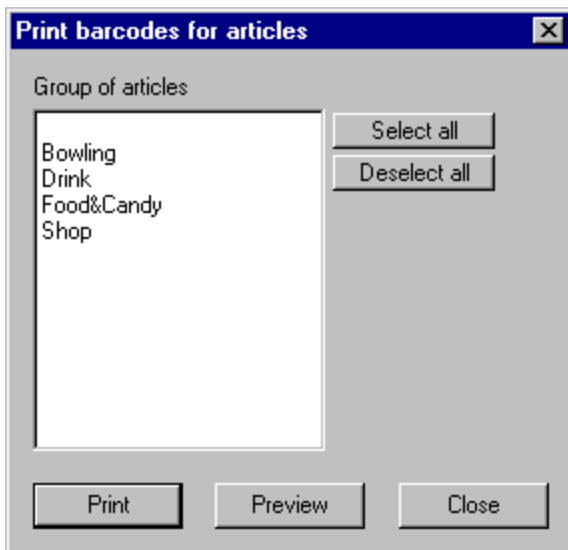
Select the desired club to print from the list. To view before printing, click **Preview**. Otherwise click **Print**.



## Printing barcodes for articles



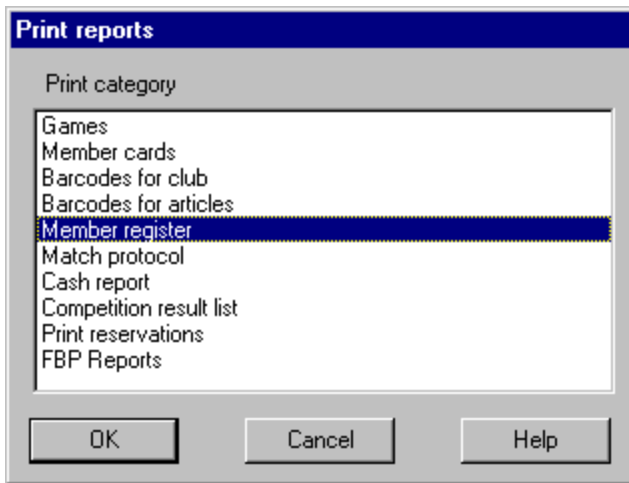
Click **Barcodes for articles**, then click **OK** and the **Print barcodes for articles** window will appear.



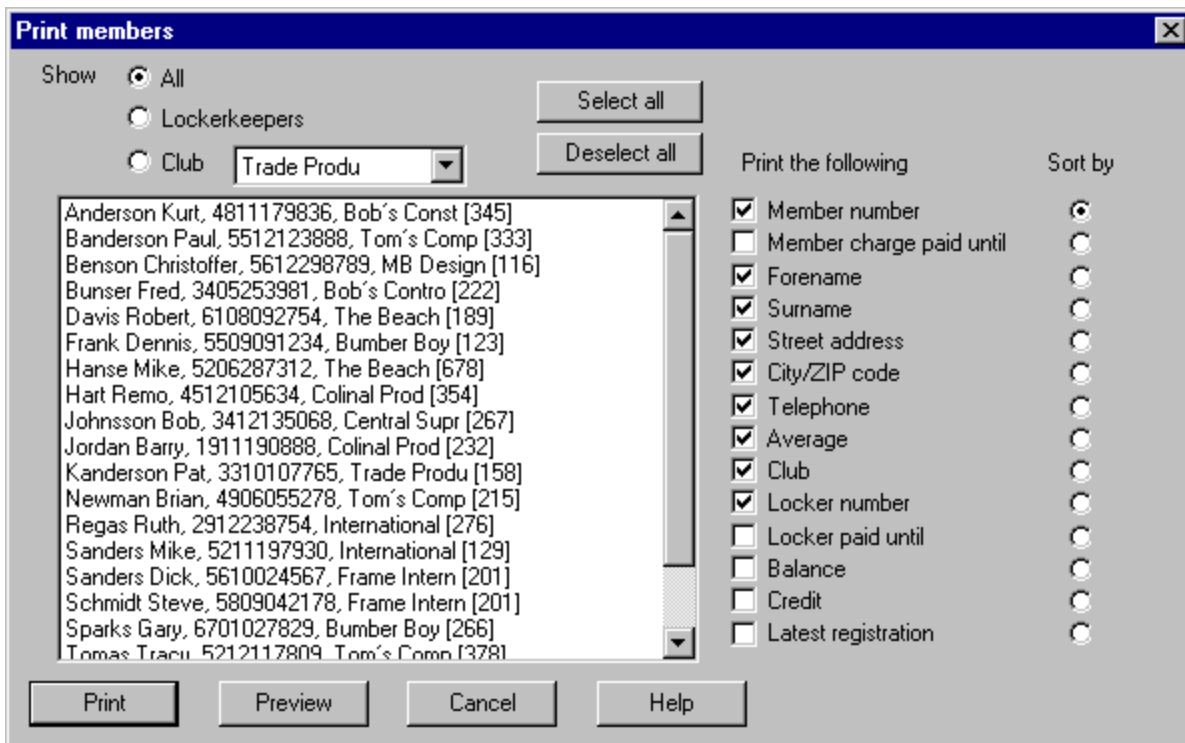
Use this function to print barcodes for various articles sold in the center. The barcode list can then be scanned (instead of entering all the numbers) when a customer buys an item.

Select the desired **Group of articles** to print. Use **Select all** and **Deselect all** to select more than one group at a time. To view before printing, click **Preview**. Otherwise click **Print**.

## Printing member register



Click **Member register**, then click **OK**, and the **Print members** window will appear.

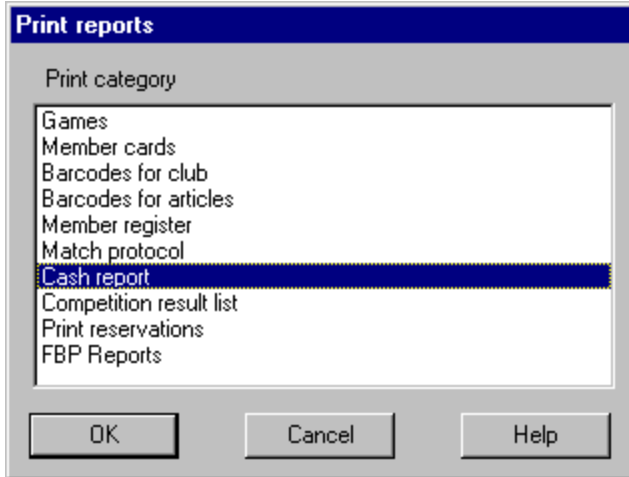


Use this function to print selected information from the member register. By selecting various fields, a variety of information combinations can be sorted for printing.

Selecting **All** members, or those that have **Lockers**, or even those belonging to a certain **Club**, is optional. This creates a printout of specific member(s) from the list. Use **Select all** and **Deselect all** to select more than one group at a time. To view before printing, click **Preview**. Otherwise click **Print**.



## Printing cash report



To open the **Report of the day** window, click **Cash report**, then click **OK**.



Use this function to print reports for games or sales during specific days. Today's date is pre-selected. To create a report for another day, click **Date**, and the **Date window** will appear.

To create a report of games played on specific lanes, click **Game report**. This report also indicates if payment has been received for any games so far. Use **Break 1** and **Break 2** to set hours. This divides the day into three parts, e.g. morning, afternoon and evening.

To get a complete report of that day's sales, click **Cash report 1** or **Cash report 2**. To group the report, click **Group of articles** or **Article**.

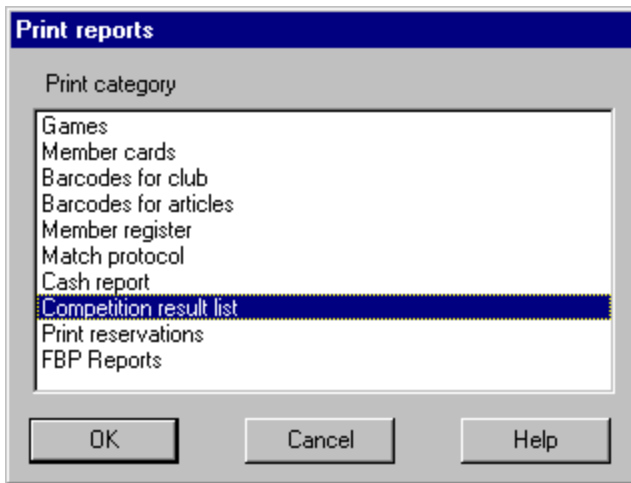
To get a report of every transaction during the day, in chronological order, with article, price, sales tax and clerk specified, click **Transaction report**.

To document transactions during different shifts, mark **Cash report** and/or **Transaction report**, then click **Print shift report**, in the **Shift report** frame.

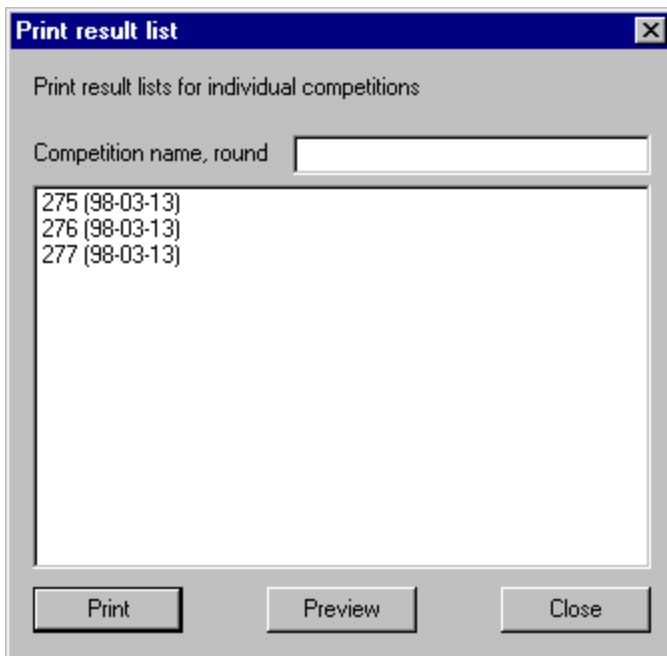
To clear the **Shift report**, click **Clear shift report**

To view before printing, click **Preview**. Otherwise click **Print**. To export the report as a text file, click **Export**.

## Printing competition result list

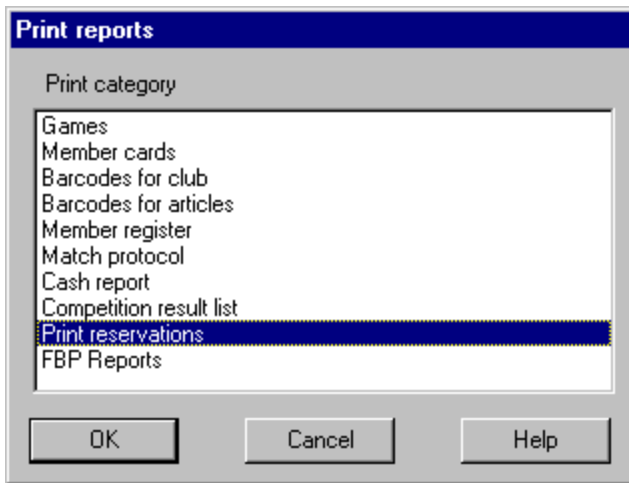


To open the **Print result list** window, click **Competition result list**, then click **OK**.

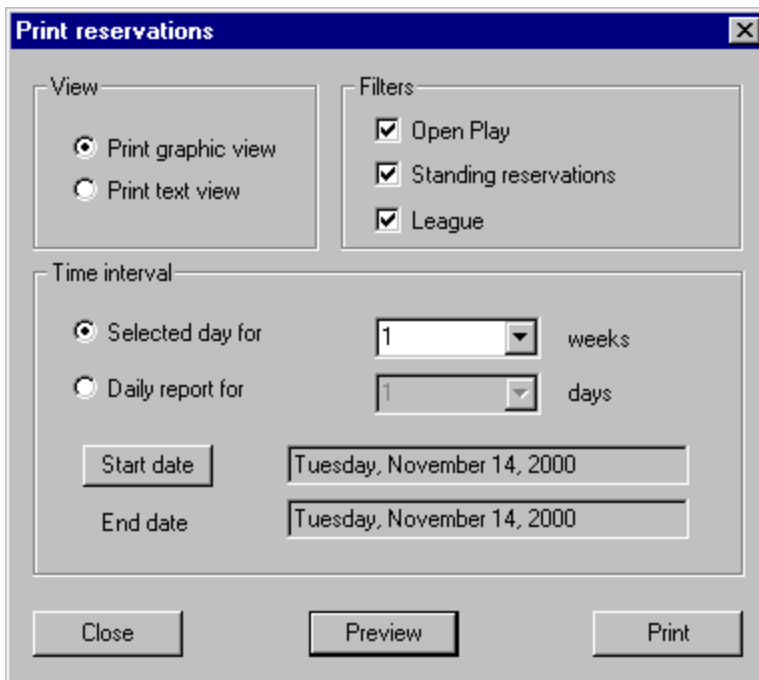


Use this function to print result lists for specific competitions. To view before printing, click **Preview**. Otherwise click **Print**.

## Printing reservations



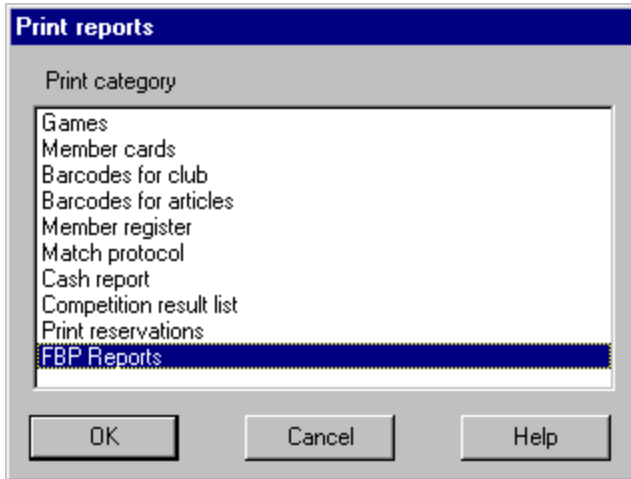
To open the **Print reservations** window, click **Print reservations**, then click **OK**.



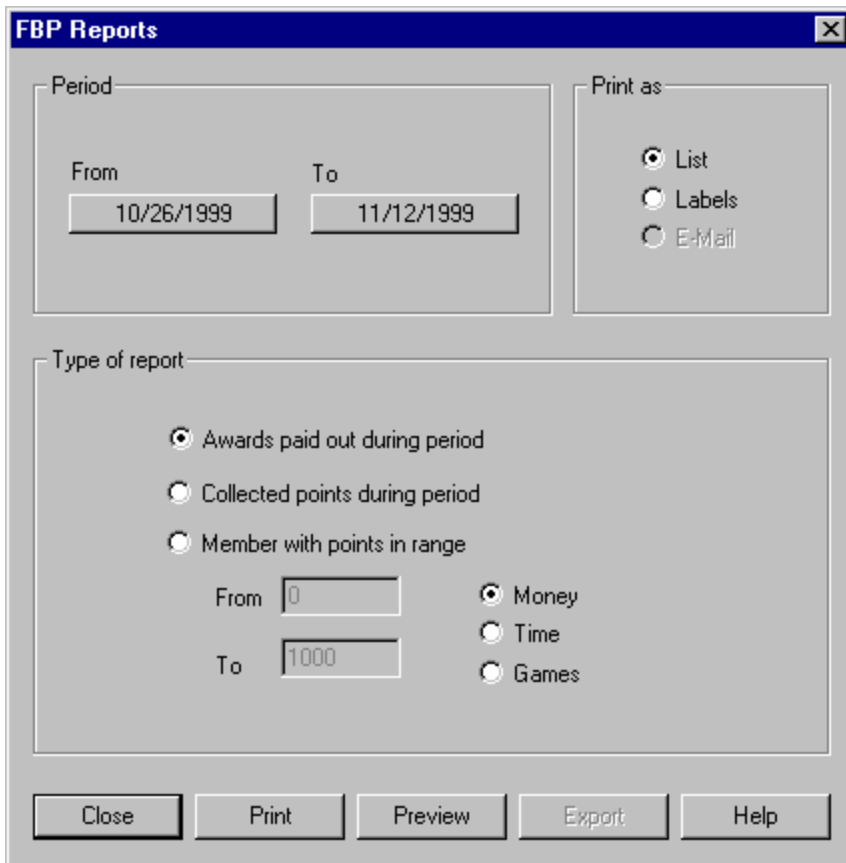
Use this function to print reservation reports. Today's date is pre-selected. To create a report for another day, click **Date** and the Date window will appear. Reservations can be printed in either **graphic** or **text** view.

To view before printing, click **Preview**. Otherwise click **Print**.

## FBP Reports



To open the **FBP Reports** window, select **FBP Reports**, then click **OK**.



Set the dates in the **Period** frame, then mark either List or Labels in the **Print as** frame. Next, mark the desired options in the **Type of report** frame, including if the points should be calculated from **Money**, **Time** or **Games**.

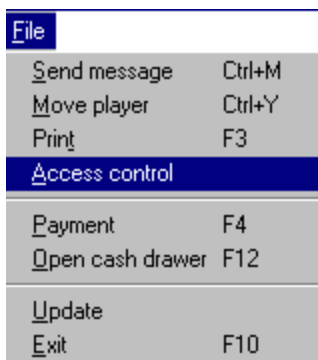
To view before printing, click Preview. Otherwise click **Print**.



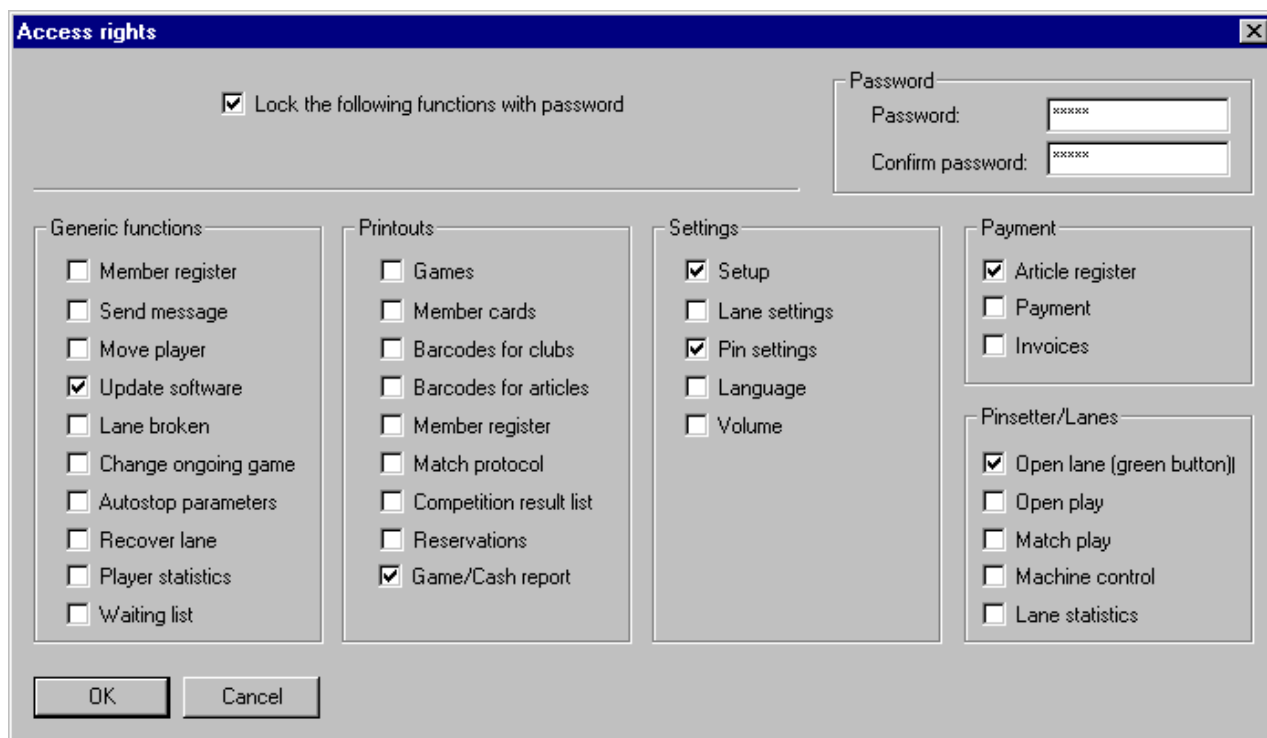
## Access Control

This feature allows an administrator to password protect certain operating functions. If a user selects a password protected function he/she must enter the appropriate password to continue.

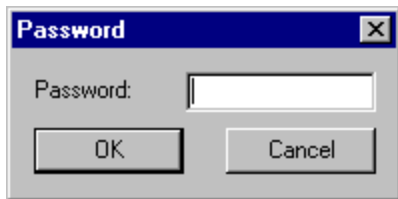
To use a password to protect functions, click **File** menu, and then click **Access control**.



The **Access rights** window will appear.



To activate password protection mark the **Lock the following functions with password** box, then click the desired function(s) to protect. Enter the password twice; in **Password** and **Confirm password** (to change a password enter the new one in both places). For security reasons the password field displays \*\*\*\*\*. Click **OK** when finished.



**NOTE:** When **Lock the following functions with password** is selected, the password is required to access the **Access rights** screen.

## Payment

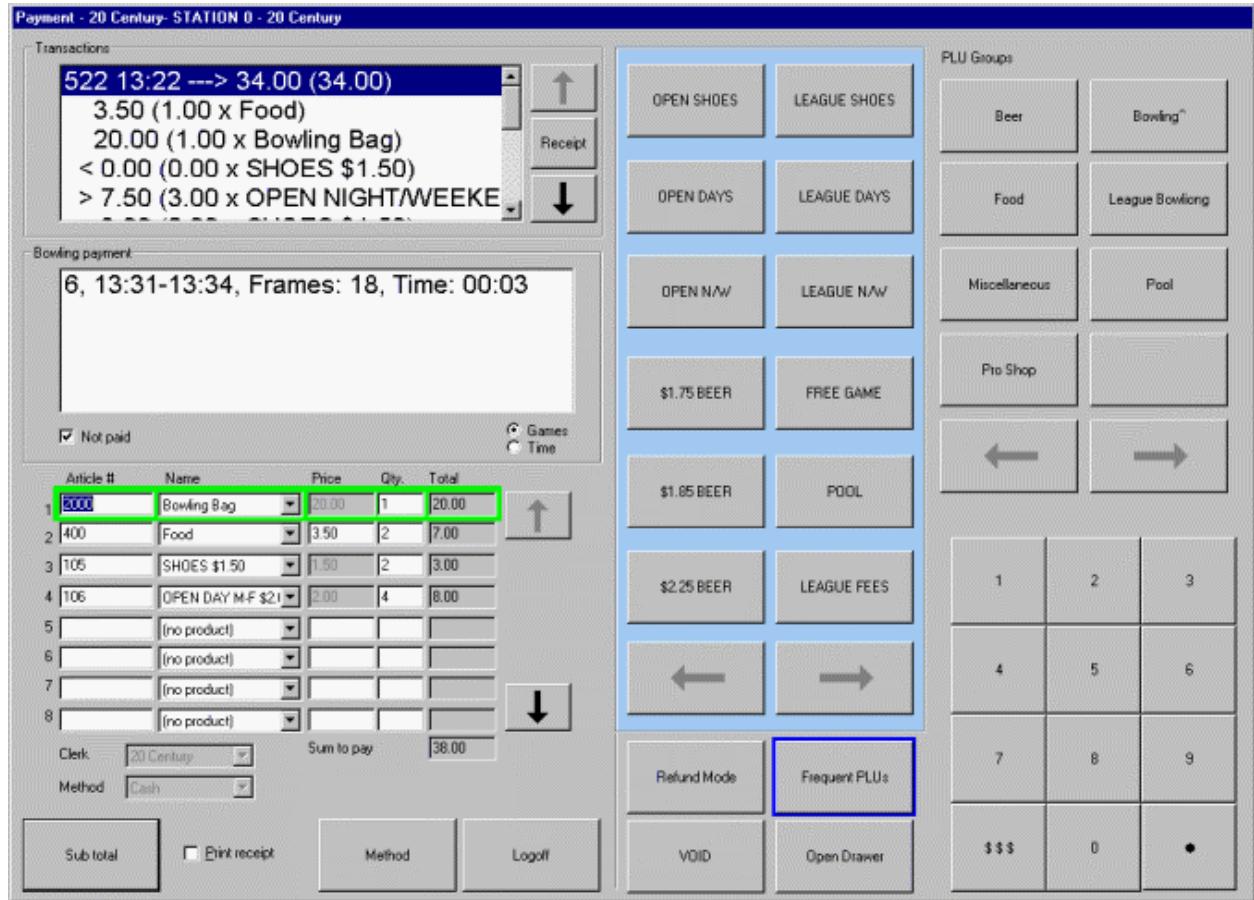
Choose one of the following methods to process payment:

Click **File** menu, then click **Payment**, or



Click the **Payment** button, , on the **function panel**, or Press function key **F4**


If the clerk codes option is selected in **Setup**, the **Select clerk** window will appear first. Enter the clerk's personal code, click **OK**, and the **Payment** window will appear. If the clerk option is not selected, the **Payment** window will appear.



Use this function to take payment for various articles and services. The **Bowling payment** frame is used for payment of lane rentals. The lane must be shut down before payment can be taken for **Games or Time**. Select the desired game from the list (only non-paid games are displayed when the **Not paid** box is checked, otherwise all games for that day are shown).

To pay for several games at the same time, select all the games from the list. If games with **automatic lanestop** are selected the payment window will appear, and payment can be made in advance for games or time. The played time is automatically converted to hours. Use the **article register** to enter costs for different kinds of bowling, or bowling at different times, per hour. For example, if someone has bowled for 30 minutes the computer multiplies the selected bowling type with 0.5 (30 min. = 0.5 hour).

The **Transactions** frame, in the upper left corner, displays the cash register history. All payments registered in the past 30 minutes are displayed, showing the time, article, number and price. Use the scroll bar or the **arrow** buttons, to view a specific transaction. Use the **Receipt** button to print a receipt. The entire day's receipts can be printed out from **Cash report**.

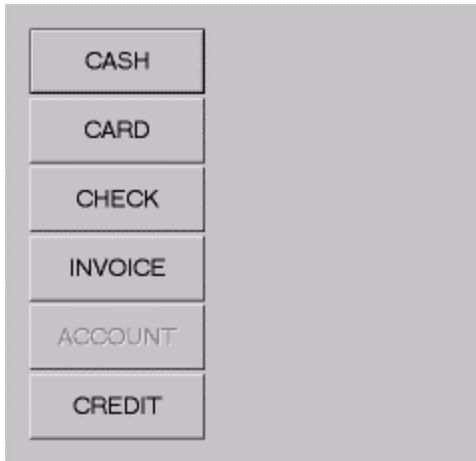
To take payment for articles such as food, drinks or candy click the drop down box, , in the **Name** column at a free row and choose an article from the register. The remaining fields are automatically filled in. Or enter the article number in **Article #**, or use the optional barcode reader. If the customer buys more than one of an article make the change in the **Quantity** box. **Price** changes must be made manually, and only if that option is marked for that article in the Article register. If eight or more rows are filled in use the **Previous** and **Next** buttons to move up or down the list. A green frame displays the selected article.

The computer continuously calculates the **Total** column, and the **Sum to pay** box. Enter the amount tendered from the customer in **Received**, and the computer calculates the exact change. If clerk codes are not used current **Clerk** can still be selected (clerks are created in **Setup**.) If **Method of payment** is **Cash** or **Check** click **OK** when ready. If the center has a receipt printer and cash register controlled by the computer, the register will appear and the receipt is printed (when **Print receipt** is checked).

Function buttons **F1 – F12** are located on the right side of the payment window. These buttons can be programmed for up to three different articles in the **Article register**. The articles are sorted into three **PLU groups**. Click the left and right arrow buttons to select the various **PLU groups**. A blue frame indicates the active PLU group. Click the **Frequent PLUs** button to reset button functions to the default settings.

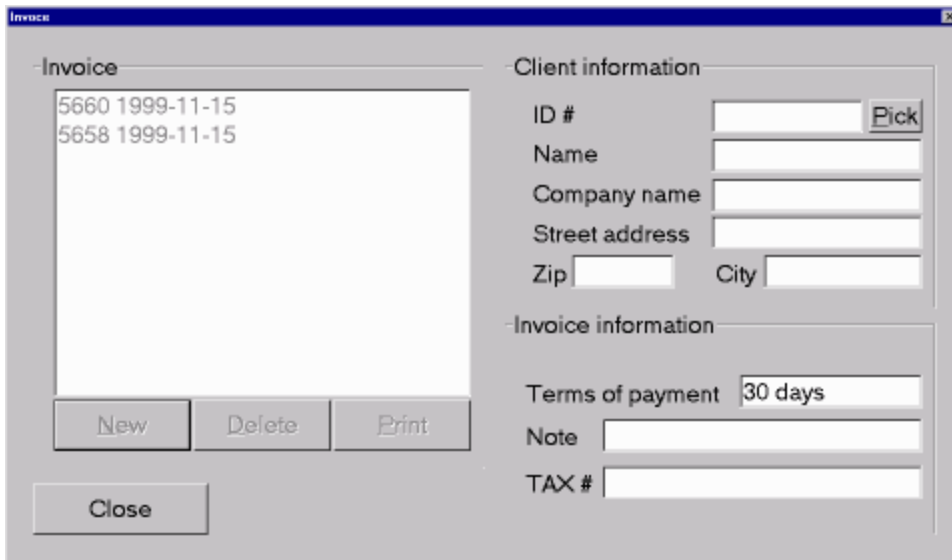
The payment window is optimized for terminals with touch screen, with large, prominent buttons. At the bottom right there are number buttons for use with touch screen; The **.** button is used for a decimal point.. Press **\$\$\$** to activate the price field for change (works only if this is preset in the article register), and **###** to activate the number field. To remove an erroneous input, move the green marker to the desired article and click **VOID**. **Refund mode** is used to buy back an item. Then the button will turn red; then select the incorrect article and click **Sub total** for a negative registration.

Click **Method** to select other payment options, and the window will change.



A vertical stack of six buttons with the following text from top to bottom: CASH, CARD, CHECK, INVOICE, ACCOUNT, and CREDIT.

Choose **Cash**, **Card**, **Check**, **Invoice**, or **Credit**. When **Invoice** is selected a new window will appear.

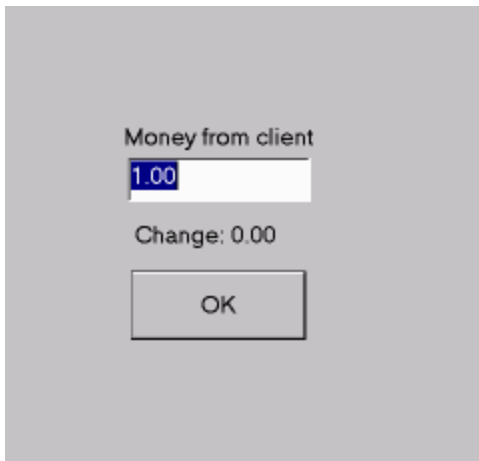


The screenshot shows a window titled "Invoice" with a blue title bar. On the left is a list box containing two entries: "5660 1999-11-15" and "5658 1999-11-15". Below the list box are three buttons: "New", "Delete", and "Print". At the bottom left is a "Close" button. On the right side, there are two sections: "Client information" and "Invoice information". The "Client information" section includes fields for "ID #" (with a "Pick" button), "Name", "Company name", "Street address", "Zip", and "City". The "Invoice information" section includes fields for "Terms of payment" (set to "30 days"), "Note", and "TAX #".

To create a new invoice, press **New**. Enter **ID #**, **Name**, **Company name**, **Street address**, **Zip**, **City**, **Terms of payment**, possibly **Note**, and **TAX #**. Click **Close**, and then click **Sub total**. Click **Yes** to print.

Previous invoices are listed in the **Invoice** frame. To **Delete** or **Print** simply select an invoice. Click **Close** when finished.

When all entries have been made, click **Sub total**, and the window will change.



If **Money from client** is correct, click **OK**. If a receipt printer and a cash drawer are connected to the computer the drawer automatically opens, and a receipt is printed (when the **Print receipt** box is marked). Click **Logoff** to cancel.

### **FBP-registering**

If FBP is activated in **Setup**, the **Frequent bowler promotion** window will open. Then the point total for the transaction is displayed.

Use one of the following methods to select the desired member:

Enter the member's number

Scan the member's number using a barcode reader

Click the **Pick** button to search the member register

Click **Cancel** if FBP is not activated in **Setup**

**Frequent bowler promotion**

Total resources

Money	Time	Games
37	0	0

Card/Member number  
4506173241

Name: Andy Weber  
Points: Money: 95.00 Time: 0 Games: 0.0  
Awards: 1  
Last registration: 11/12/1999

Register following on member

Money	Time	Games
37	0	0

The **Total resources** frame displays the point total. Points can be registered to one member, or can be shared by several members. Select the point total to be registered to each member, and click **Register**. If points are left over, a **Bonus payout** window will appear.

**Bonus payout**

Level 1 is reached (Coca-cola 33 cl can), would you like to make the payout now or save it for later?

Or, if a member exceeds the bonus level, the **Bonus payout** window appears. Choose either **Do payout**, or **Save for later**. If Save for later is selected, this window will reappear the next time a transaction is registered to that member.

## Open cash drawer

To open the cash drawer, click **File** menu, then click **Open cash drawer**, or use function key **F12**.

File	
S <u>end message</u>	Ctrl+M
M <u>ove player</u>	Ctrl+Y
P <u>rint</u>	F3
A <u>ccess control</u>	
P <u>ayment</u>	F4
<b>O<u>pen cash drawer</u></b>	<b>F12</b>
U <u>ppdate</u>	
E <u>xit</u>	F10

**NOTE:** This function only works if the center has a cash drawer connected to the front desk computer. The drawer automatically appears when **Payment** or **F4** is selected.

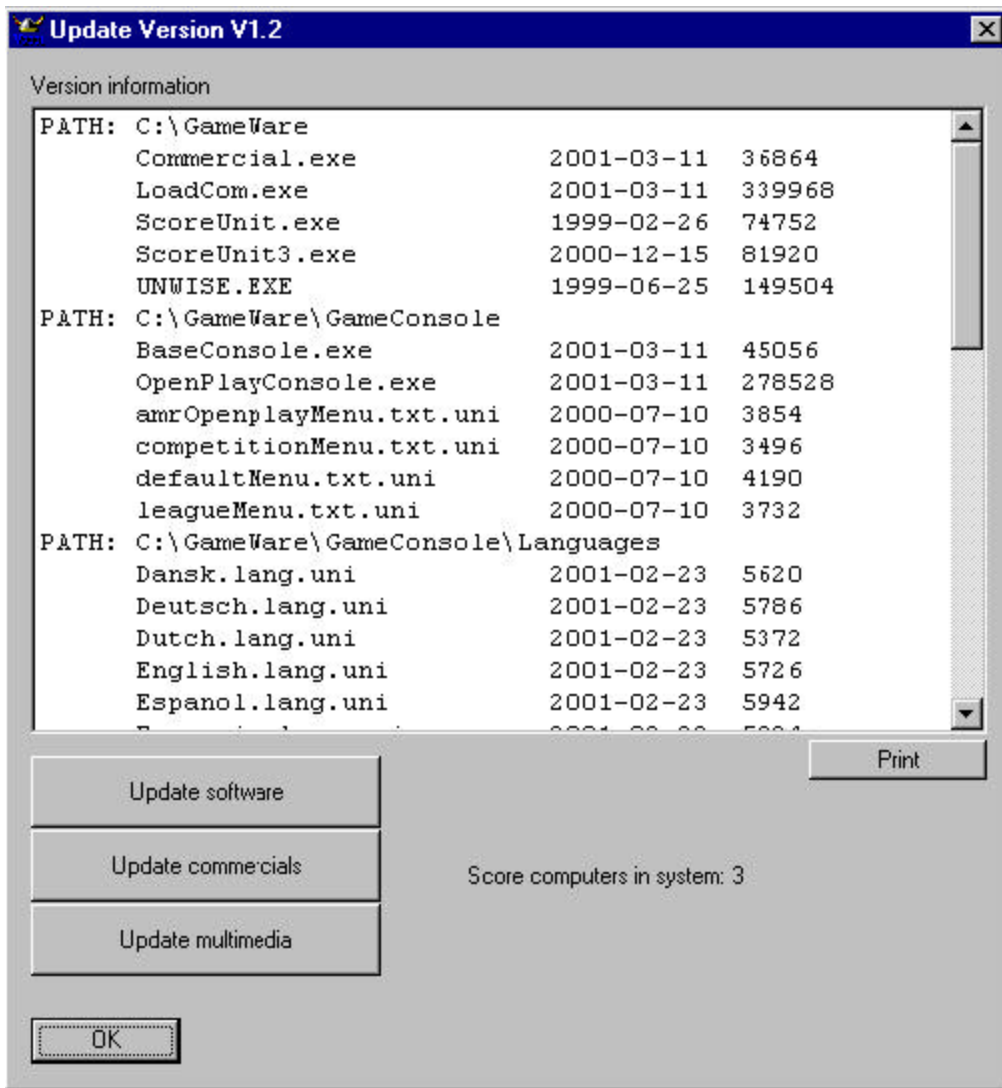
## Update

To update the **scoring computers** with new software, commercials, or graphics after they has been loaded into the front desk computer, select **File** menu, then **Update**,

File	
S <u>end message</u>	Ctrl+M
M <u>ove player</u>	Ctrl+Y
P <u>rint</u>	F3
A <u>ccess control</u>	
P <u>ayment</u>	F4
O <u>pen cash drawer</u>	F12
<b>U<u>ppdate</u></b>	
E <u>xit</u>	F10

and the **Update Version VX.X** window will appear. (X.X represents the current version number).



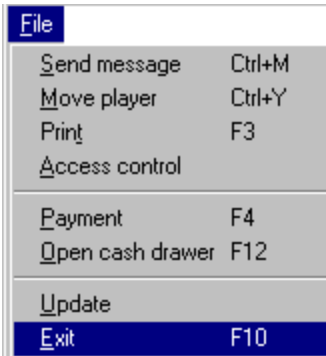


Use this function to copy new files from the **control desk computer** to the **Lane Servers**. The **Version information** field shows what program version (with dates) is installed. To get a printout of the version list, click **Print**.

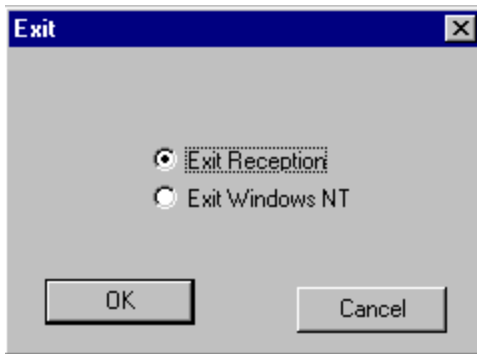
To install a new program version, click **Update software**. To install new commercial pictures (background or pause images), click **Update commercials**. To install new multimedia files, click **Update multimedia**.

## Exit

To exit (or restart), click **File** menu, then click **Exit**, or



use function key **F10**, and the **Exit** window will appear.



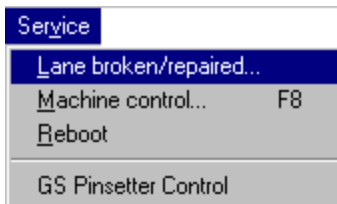
Choose between **Exit Reception**, which shuts down the control desk and **Exit Windows NT**, which shuts down the system. Click **OK** when finished.

**NOTE:** Only the control desk computer is affected by this shutdown procedure. Scoring is not affected.

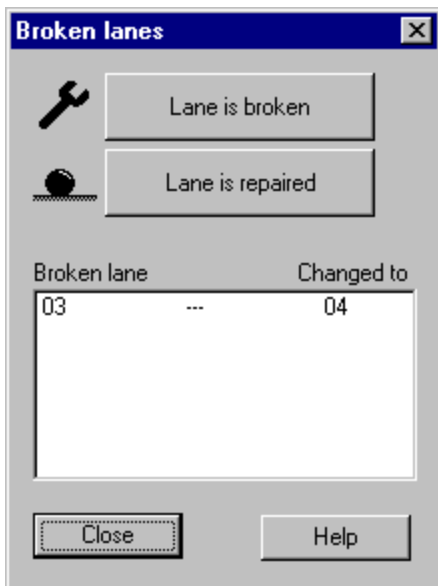
## Service Menu

### Lane broken/repaired

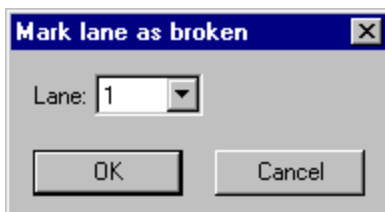
If a lane breaks while in use, click **Service** menu, then click **Lane broken/repaired**,



and the **Broken lanes** window will open.



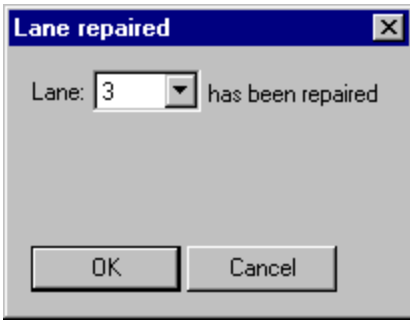
Use this function to track broken lanes in the control desk program. To transfer a game to another lane, use the **Move player** function. The list shows which lanes are broken, if any, and which lane the game was moved to. If a lane doesn't work click **Lane is broken**, and the **Mark lane as broken** window will appear.



Select the broken **Lane**. Click **OK**, and then click **Close** the Broken lanes window.

The broken lane will appear in the **Lane diagram** with a big red **X**. After the lane is repaired, open the

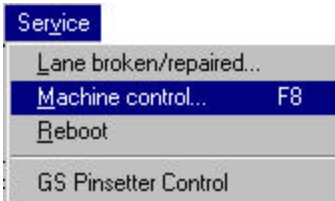
Broken lanes window and click **Lane is repaired**. The **Lane repaired** window will open:



Click on the lane (if its not already selected), click **OK**, and then click **Close** the Broken lanes window.

## Machine control

To control the pinsetters, click **Service** menu, then click **Machine control**, or press accelerator key **F8**,



The **Machine control** window will open.

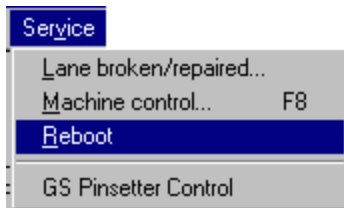


Use this function to turn on, turn off, or reset (cycle) the pinsetters. Pinsetters can be stopped temporarily, allowing players to take a short break, and then continue bowling. Scores will continue to be displayed on the overhead monitors during this time. To control more than one lane at the same time, enter each lane number in the **Lane** field using hyphens and/or commas. Then click **Start**, **Stop**, or **Reset**, as needed. Click **Close** when finished.

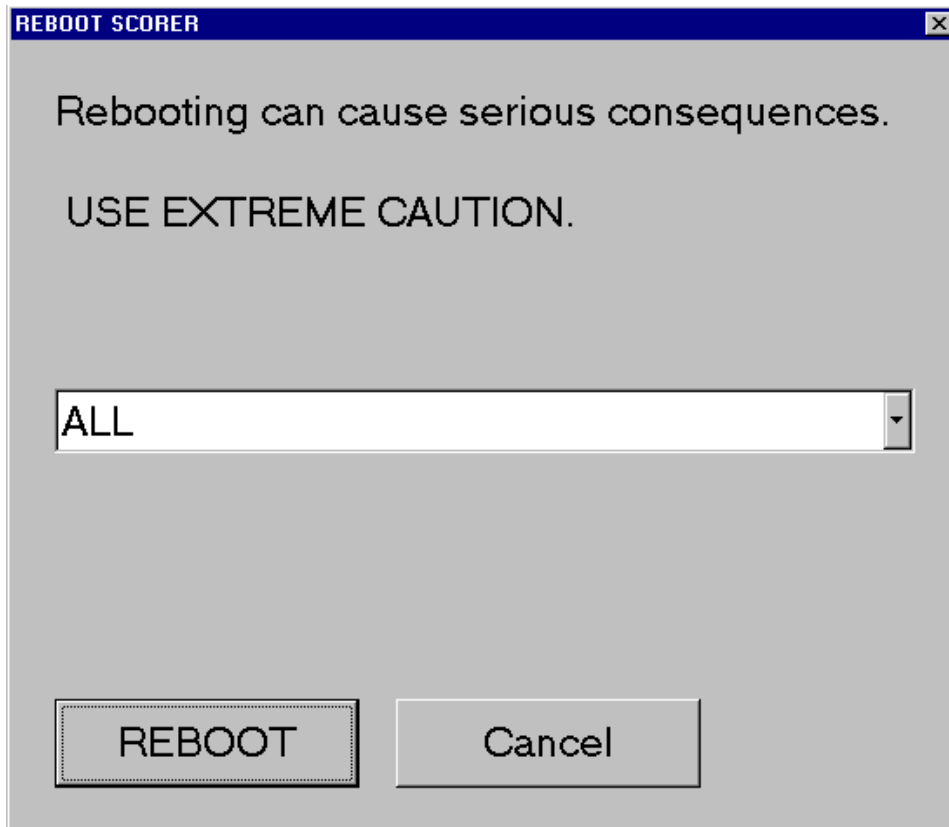
## Reboot

The Reboot Function allows a user to shut down and restart the **Windows NT** system for one or all the lane servers.

To reboot the lane server click **Service** menu, then click **Reboot**.



The Reboot Scorer window will open:



Use the down arrow to select the **Lane Servers** to reboot, then select **Reboot**. To exit without rebooting select **Cancel**.

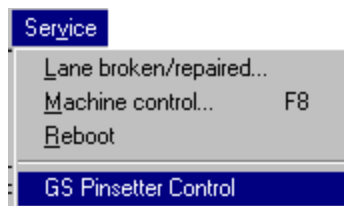
**Note:** Before rebooting a lane server, make sure that all activity has stopped for the lanes connected to the server.

### GS Pinsetter Control

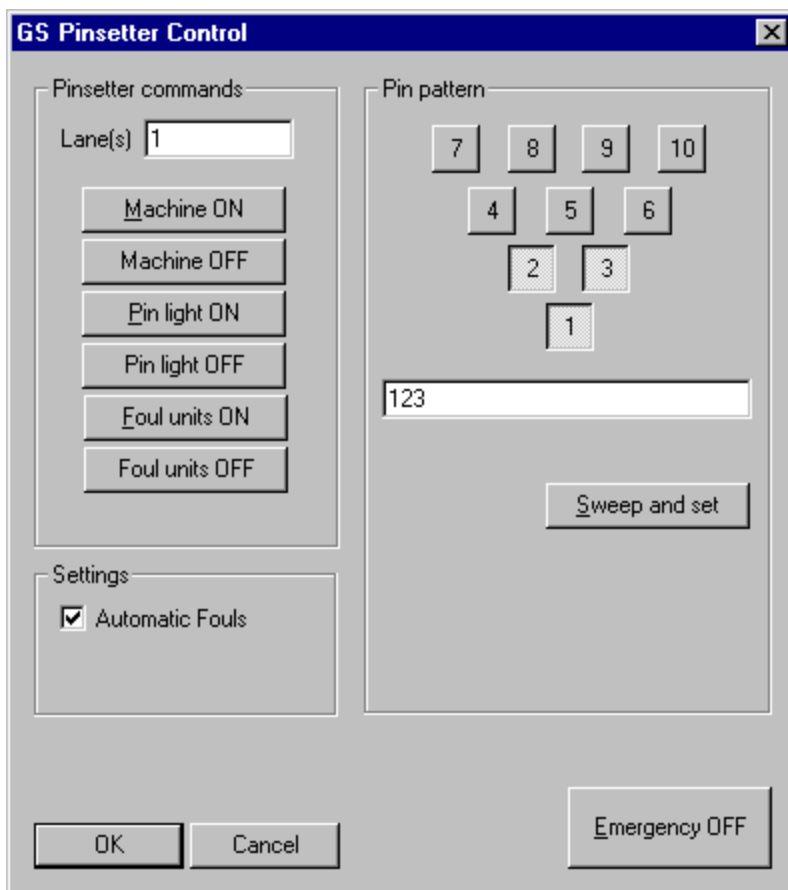
The GS Pinsetter Control Function allows a user to control the Brunswick GS-Series pinsetter from the control desk. Available controls include:

- Turning the machine(s) on/off.
- Turning the pinlight(s) on/off.
- Turning foul units on/off.
- Enabling/Disabling foul signal input to the machine.
- Setting/Resetting specific pin combinations.
- Emergency off.

To control a GS-Series pinsetter, click the **Service** menu, then click **GS Pinsetter Control**.



The **GS Pinsetter Control** window will appear.



## Debug

The Debug option under the service menu becomes available when the CTRL, Shift, and F12 buttons are pushed at the same time. Pressing these buttons, again, removes the option from the menu.

The debug utility is usually reserved for Brunswick testing, but can also be used by the bowling center to send keyboard commands to a lane. This can be helpful in the event that a keyboard for a lane is not working properly.

To open the Debug utility window, click the **Service** menu, then click **Debug**.

In the **Lane** field enter the lane number that you wish to control. Select the Checkbox **Auto increment after bowl** to have the lane number advance to the next available lane after a score has been sent to the lane.

To send a score to the lane enter a value in the value field and click on the **Bowl** button. Use the value 10 for a strike. The value -1 sends a random score to the lane.

Click on the **Foul** checkbox to send a foul to the lane.

Click the **Auto Bowl** button to send continuous scores to the selected lane at the interval rate specified in the **rate (ms)** box. If the **Auto increment after bowl** checkbox is selected, each lane will receive scores in sequence. Clicking the **Auto Bowl** button again turns off the function.

The **Space** button sends a keyboard space to the lane. This is useful for starting a new game if the keyboard at a lane is not working.

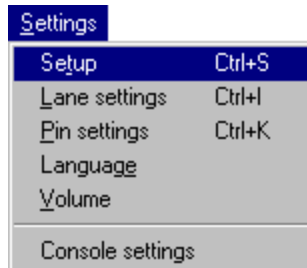
The **Monitor** and **Keyboard** buttons are reserved for Brunswick testing.

The **Pinsetter trigg time** and **Activity log** areas are also reserved for Brunswick Testing.

## Settings Menu

### Setup (Basic settings)

To set the basic settings for the bowling center, click **Settings** menu, then click **Setup**, or



Press accelerator key **Ctrl+S**, and the **Brunswick Classic – Setup** window will open, with the **Scorer** tab active.





Mark the following optional boxes, if desired:

**Foul** - to have the system register fouls.


**Save camera images** - to store all CCD camera pin shots on the hard drive during the next day.


**Night bowling** - to use the night bowling level for scoring instead of the normal level. Reference Pin settings for more information.

**Hide strike sequences** – to delay strike sum until the sequence is over.

**Show full screen pin triangle** – to display a large graphic of pinfall on the overhead monitor after the first ball.

**Show pop-up pin triangle** – to show a small graphic of pinfall on the overhead after the first ball.

**Play lane turn off sound** – to select which sound will play on the front desk computer when a lane is shut down. Select the sound (.wav file) by clicking the button .

**Service button (Lane consoles)** – to change the lane background image click the button .

End of Game Options:

**Auto** – to activate a 10-second delay before starting a new game in open play.

**Throw Ball** – to start a new game when the bowler throws a ball.

**Press Space (Auto open after \_\_ sec.)** - to start the next game when the bowler pressed the space button. Select the time (in seconds) to automatically start a new game if the bowler does not press space.

**Quit/Continue** – to display message to the bowler allowing them to either continue or quit bowling.

When lane is turned off then display options:

**Screen Savers** – Select this option to display screen savers (commercials) on the overhead when the lane is not assigned to bowling.

**TV** – Select this option to display a television picture on the overheads when the lane is not assigned to bowling.

## Front Desk tab

To enter specific front desk information, click the **Front desk** tab

The screenshot shows the 'Classic - Settings' dialog box with the 'Front Desk' tab selected. The dialog is divided into several sections:

- Rental:** Includes radio buttons for 'Time' (set to 60 min) and 'Games' (set to 4 games). Below are input fields for 'Time deducted' (0 min) and 'Frames deducted' (0 pcs).
- Reservation schematic:** Includes a checked box for 'Show today's date after' (5 seconds), 'Height of hour fields' (0), 'Business hours' (0 until 0), and checkboxes for 'Remove reservation after started' (unchecked) and 'Quick reservation' (unchecked). The 'Initials only' checkbox is checked.
- Open Play:** Includes checkboxes for 'Ballwall option selectable' (unchecked) and 'Rates selectable' (checked).
- Default values:** Includes a checkbox for 'Ballwall on' (unchecked), 'Rate' (100), and 'Mode' (Normal).
- Multiple Front Desk Operation mode:** Includes radio buttons for 'Run in server mode' (selected) and 'Run in client mode'. Below is a 'Server name' field. To the right, 'Range of lanes to handle by this terminal' is shown with 'From lane: 1' and 'To lane: 8'.

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

The **Rental** frame displays the pre-selected values that will be used for **Open play** at automatic lanestop, and **Payment**. Choose between having either **Time** or **Games** as the standard, and set the appropriate values in the **Time** and **Frames deducted** fields.

The **Reservation schematic** frame will have **Show today's date** marked. This indicates that once someone browses through the **calendar**, the system will automatically return to today's date (after a user defined time period). **Height of hour fields** indicates how high the hour fields will be in the **lane diagram**. Set the value to 0 and the system adjusts the height automatically by the center's business hours (recommended). For **Business hours** choose the earliest opening hour and the latest closing hour during the week, respectively. Mark the box **Remove reservation after started** to cause reservations to delete once they have been begun.

Mark **Quick Reservation** to allow simple reservation of a lane by double clicking the lane at the Lane Diagram, then filling in the needed information on the Open play window.

Mark **Intials only** to display the initials of the reservation party instead of the full party name on the Lane diagram screen.

The **Open Play** frame determines whether automatic bumper selection and selectable bowling rates are available to the control desk operator.

The **Default values** frame sets the article rate and the mode of bowling to used automatically when bowling is assigned to a lane. If Ballwall option selectable is marked in the Open play frame, select Ballwall on to automatically assign bumpers when the lane is turned on.

The **Multiple Front Desk Operation mode** frame sets up the computer for multiple control desks. If the control desk computer is the main computer (The computer named DATOR) or it is the only control desk computer, select Run in server mode. If the control desk computer is not the main computer, select Run in client mode and enter DATOR in the Server name field.

## Center information tab

To enter specific center information, click the **Center information** tab.

The screenshot shows a dialog box titled "Classic - Settings" with a close button (X) in the top right corner. The dialog has a tabbed interface with three tabs: "Center information", "Payment", and "FBP Configuration". The "Center information" tab is selected. Inside this tab, there is a sub-section titled "Center information" containing several input fields:

- Name: Classic Lanes
- Street address: 525 W. Laketon Ave.
- City/ZIP code: Muskegon, Mi 49443
- Telephone: 231-725-3300
- Fax: (empty)
- Invoice number: 2643
- Bank account number 1: (empty)
- Bank account number 2: (empty)
- Tax resale #: (empty)

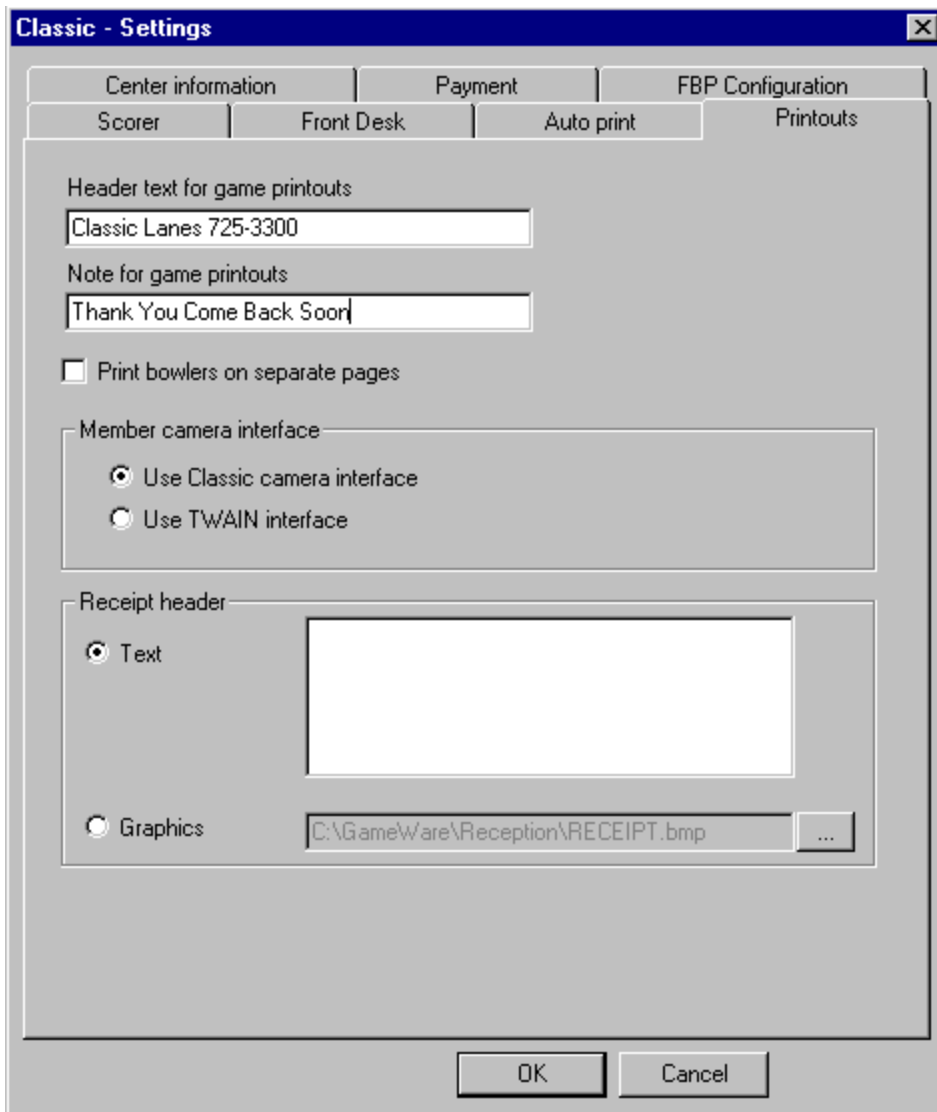
Below the "Center information" sub-section, there is a "Front Desk title:" label followed by an input field containing "Classic Lanes". At the bottom of the dialog box, there are two buttons: "OK" and "Cancel".

Enter **Name**, **Street address**, **City/State/ZIP Code**, **Telephone**, **Fax**, **Bank account number 1** and **2**, and **Tax resale #**. **Invoice number** is a running series of numbers beginning with 1 when the program starts in the center for the first time.

Enter the title to appear at the top of the Lane Diagram screen

## Printouts tab

Use the **Printouts** tab to preset text that will appear on each game printout.




The screenshot shows the 'Classic - Settings' dialog box with the 'Printouts' tab selected. The dialog has a title bar with a close button. Below the title bar are four tabs: 'Center information', 'Payment', 'FBP Configuration', and 'Printouts'. The 'Printouts' tab is active and contains the following fields and options:

- 'Header text for game printouts' text box containing 'Classic Lanes 725-3300'
- 'Note for game printouts' text box containing 'Thank You Come Back Soon'
- 'Print bowlers on separate pages' checkbox, which is unchecked.
- 'Member camera interface' group box containing two radio buttons: 'Use Classic camera interface' (selected) and 'Use TWAIN interface'.
- 'Receipt header' group box containing two radio buttons: 'Text' (selected) and 'Graphics'. Below the 'Text' radio button is a large empty text box. Below the 'Graphics' radio button is a text box containing the file path 'C:\GameWare\Reception\RECEIPT.bmp' and a dot button to its right.
- 'OK' and 'Cancel' buttons at the bottom.

Enter **Header text for game printouts** and **Note for game printouts**.

To print bowlers on different pages, select **Print bowlers on separate pages**.

If a **Member camera** is installed select **Use Classic camera interface** or **Use TWAIN interface**. In the **Receipt header** frame, select either a **Text** header with any text, or a **Graphics** header to appear on each printout. Enter the text to be printed on every receipt in the **Text on receipt header** field.

Select an image file by pressing the dot button, . The image file should be in BMP-format, only black and white, with 256 tint gray-scale, and have 288 x 128 pixels.

## Payment tab

Use the **Payment** tab to preset all payment information.

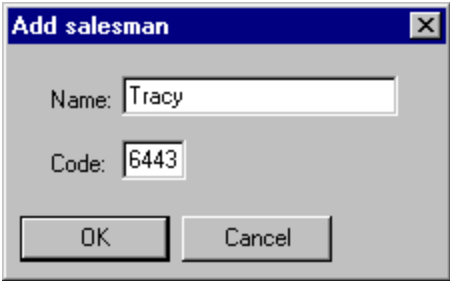
The screenshot shows the 'Classic - Settings' dialog box with the 'Payment' tab selected. The 'Generic settings' section includes a 'Receipt printer on port' field set to '2', several checkboxes for system and display settings, a 'Banner on customer display' text field, a checkbox for 'Go to payment after an auto lane shut down rentout', and a 'Games played per hour' field set to '6'. The 'Clerks' section features a table with two entries: 'Tom' with code '12' and 'Cheryl' with code '1111'. Below the table are 'Add' and 'Remove' buttons. To the right of the table are checkboxes for 'Use second currency', 'Symbol', and 'Divisor' fields. The 'Pay by' section has radio buttons for 'Lane' (selected) and 'Bowler'. A 'Grand total' field shows '0'. At the bottom are 'OK' and 'Cancel' buttons.

Name	Code
Tom	12
Cheryl	1111

Click **Go to payment after an auto lane shut down rentout** to select it. If the center has a cash register system connected to the front desk computer, mark the **Cash register system installed** box. If so, set the serial port number (either 1 or 2) in **Receipt printer on port**. **Customer display connected** should be marked also, and then enter the **Banner on customer display** to be displayed in rest-mode.

When **Force pre-selection of payment type** is selected no lane can be rented unless a payment category is entered. Select **Print receipt as default**, to automatically print receipts for payments. Select **Use clerk codes** to force the cashier to enter their code before entering the payment screen. Select **Round off number of played frames** to have the computer round down to the nearest ten whenever the number of played frames is slightly more (or less) than an even ten. ( 9 frames = 0 games, 19 frames = 1 game.)

Click the **Add** button to add a clerk to the **Clerks** list, enter the **Name** and **Code**, and click **OK**. To remove a clerk click the **Remove** button, select the name from the list, and click **OK**. To modify information, click the desired name and edit the data. Click either the heading **Name** or **Code** to sort.





## FBP Configuration tab

The **FBP** tab is used for settings for Frequent Bowler Promotion.

The screenshot shows the 'Classic - Settings' dialog box with the 'FBP Configuration' tab selected. The dialog has several tabs: Scorer, Front Desk, Auto print, Printouts, Center information, Payment, and FBP Configuration. The 'Settings' section contains the following options:

- Enable FBP
- Print receipts for payouts
- Money
- Time
- Games

The 'Logotype path (for receipt)' field contains the text 'C:\GameWare\Reception\FBP.bmp' and a browse button (...). The 'Start date' field contains '05/02/2001'.

The 'Level' section is a table with 10 rows, each representing a bonus level. The first two rows are filled with values, while the others are empty.

Level	Amount	Prize
1	0.00	FREE GAME
2	10.00	SHOES \$1.00
3		[not used]
4		[not used]
5		[not used]
6		[not used]
7		[not used]
8		[not used]
9		[not used]
10		[not used]

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

**FBP** is a marketing tool; a way of rewarding faithful customers with a bonus when they have spent a certain amount of money, played for a certain amount of time or play a certain amount of games.

First, select whether you want to **Enable FBP**, and then, if the count is to be based on **Money, Time** or **Games**. If you want to **Print receipts for payouts** you mark that box. If you want to change the logo printed on the receipt adjust the **Logotype path (for receipt)** as needed. Start date means when the computer should start summing the "points".

Fill in each **Level**: how much money, minutes, or games) is required for reaching the various bonuses. Select the desired prize level from the drop down box.

When finished entering the settings press **OK**.

## Auto print tab

The final tab is the **Auto print** tab. This tab is used to set when or if scoresheets print automatically for a bowler and which printer will print the scoresheet.

The screenshot shows the 'Classic - Settings' dialog box with the 'Auto print' tab selected. The dialog has a title bar with a close button. Below the title bar are four tabs: 'Center information', 'Payment', 'FBP Configuration', and 'Auto print'. The 'Auto print' tab is active. The main content area is divided into two sections: 'Default auto print mode' and 'Printer assignments'. The 'Default auto print mode' section contains three radio buttons: 'Game by game during assignment (Game)', 'Individual scores at the end of the assignment (End)', and 'None (None)'. The 'None (None)' option is selected. The 'Printer assignments' section contains a table with two columns: 'Printer' and 'Range (E.g. 1-8 or 1,3,9-18)'. There are five rows, each with a dropdown menu in the 'Printer' column and a text input field in the 'Range' column. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Printer	Range (E.g. 1-8 or 1,3,9-18)

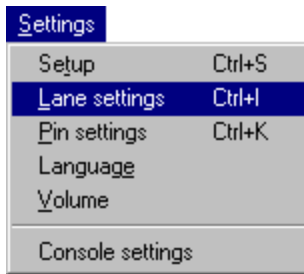
In the Default auto print mode select when the automatic printout should occur.

If multiple printers are installed use the Printer assignments panel to assign the printers desired lane range.

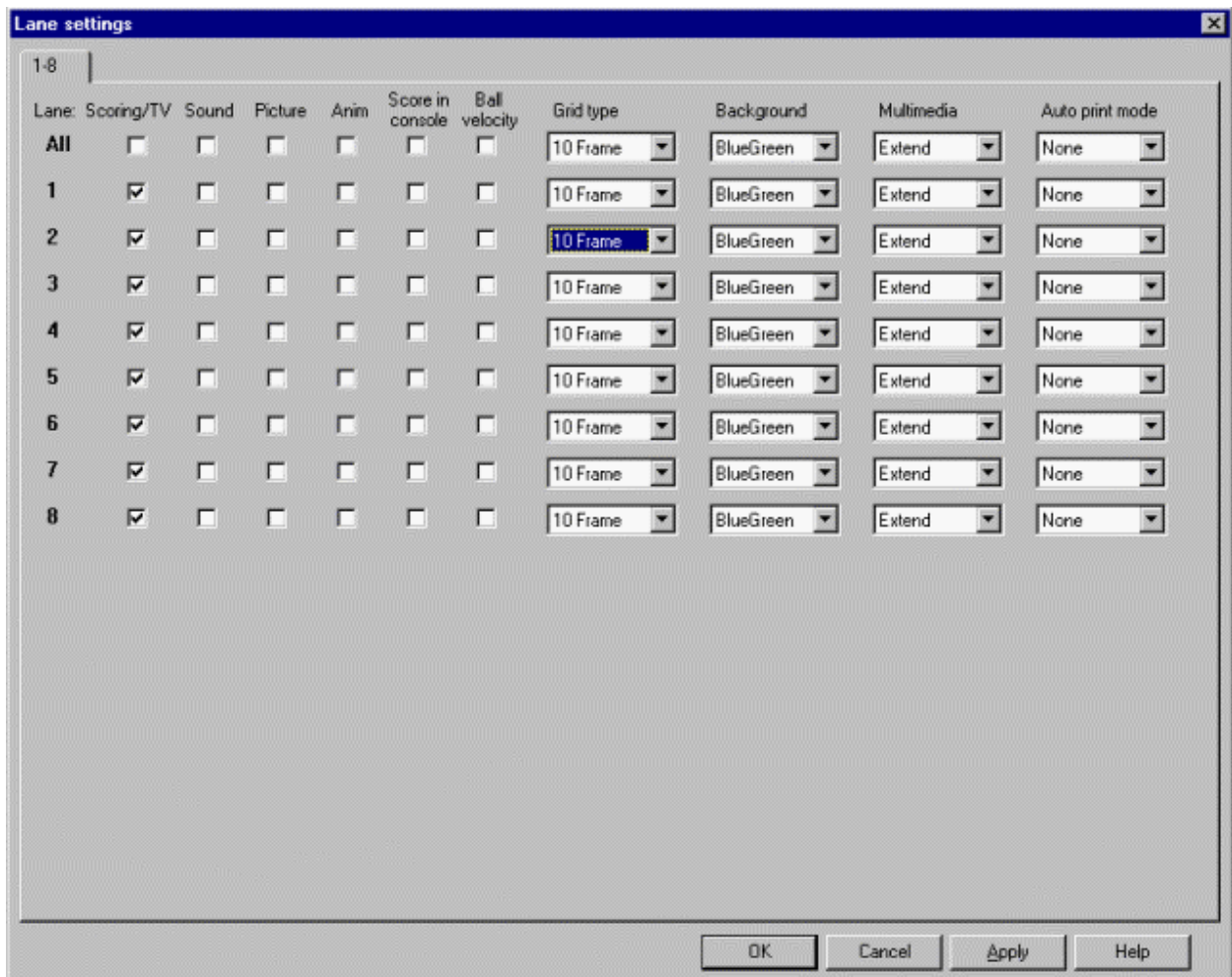
**Note:** If the **Default auto print mode** selection is enabled make sure that a printer is assigned in the Printer assignments window.

## Lane settings

To set lane parameters, click **Settings** menu, then click **Lane settings**, or



Press accelerator key **Ctrl+I**, and the **Lane settings** window will open.



Use this function to select separate settings for each lane. Each tab stores up to 16 lanes. Beneath every headline there are boxes to set separate parameters for each lane. Settings made in the **All** row will affect every lane.

Mark or select the following settings for each lane:

**Scoring/TV** – an X indicates the overhead monitor will display a television image instead of scoring results.

**Sound**, **Picture**, and **Anim** respectively, are used to switch off sound effects, still pictures, and animations at strike, spare etc. on the lane overhead monitor.

**Scorer in console** indicates if the scoring results will be displayed on the small screens on the **lane consoles**, as well as on the overhead monitors. Select this setting only if lower monitors are present.

If **Ball velocity** is selected, the ball's speed will be shown on the lane. This only applies if ball speed measuring equipment is installed in the center

The **Grid Type** drop down box switches the scorer display between 10 and 5 frame display. **5 frames** means that the results will be displayed using the most recent 5 frames; during **10 frames** the results will be shown using all 10-frames. The 5-frame mode can only be used with up to three bowlers on each lane. 10 frames will always be displayed when there are more than three bowlers.

**Background** is used to select the image that will be displayed behind the scoring results. Choose a picture from the images provided, or the center can easily make its own. The picture *must* be saved in ordinary *BMP*-format, must have 500 \* 280 pixels and contain 256 colors, and may *not* be compressed. To save a picture in the correct format, it should have a size of 141078 or 141080 bytes. Background images can be painted in the *Paint* program. Click Start button, then Program, then Accessories, and then Paint, or import an image from another source. The background images must be saved in the *C:\GameWare\Backgrounds\* directory, on *all* computers in the center.

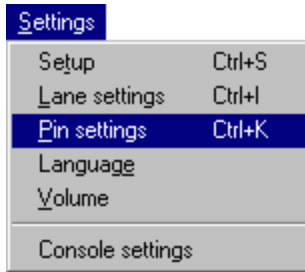
**Multimedia** permits each center to choose between various animation packages.

**Auto print mode** determines if and when an automatic game print out will occur. Options include **None**, after every **Game**, and after the **End** of the bowling session.

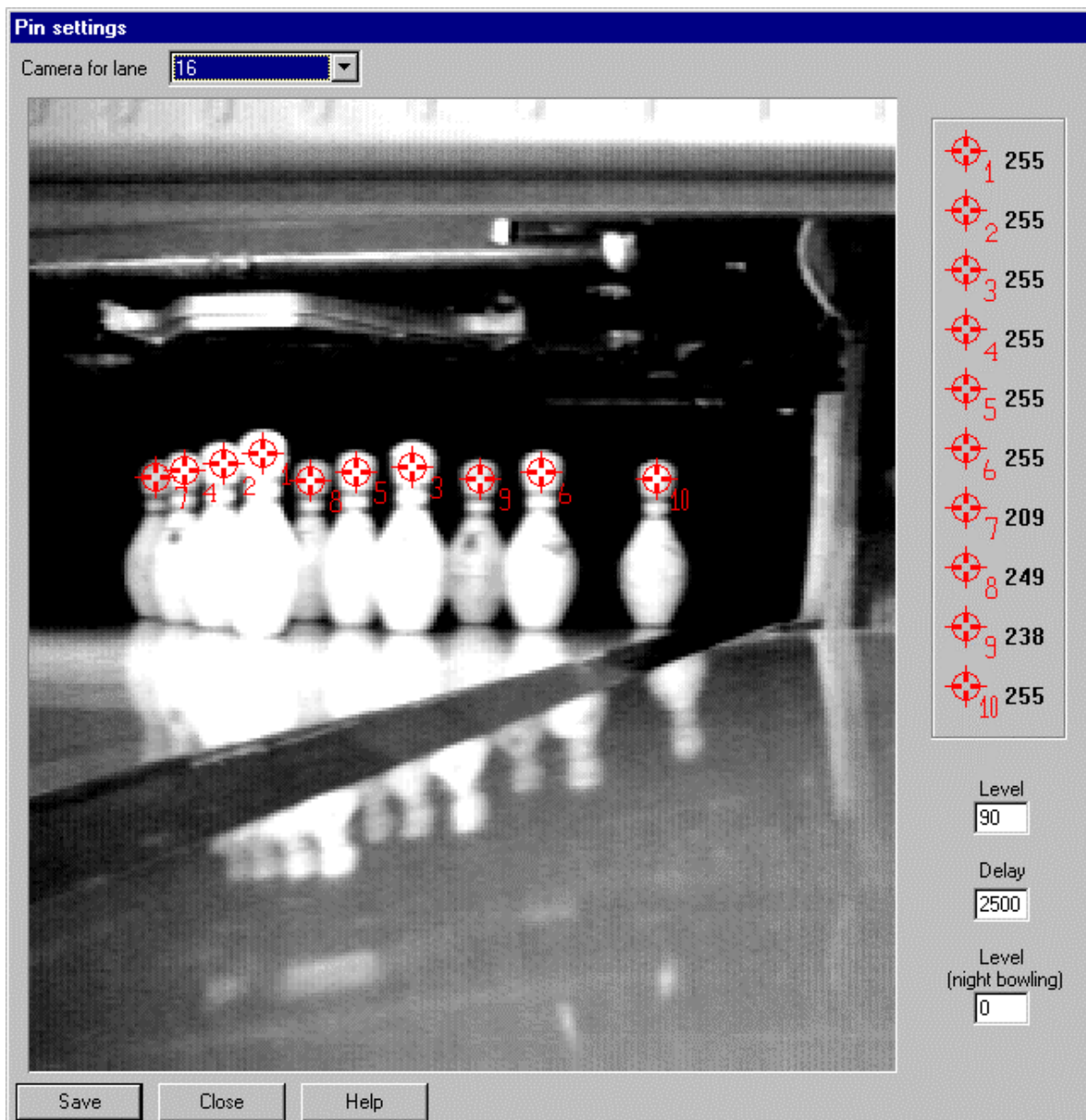
**Apply** is used to test a setting without closing the window. Click **OK** when finished.

## Pin settings

To adjust the CCD camera pin pictures, click **Settings** menu, then click **Pin settings**,



Or press accelerator key **Ctrl+K**, and the **Pin settings** window will open.



Use this function to pre-select the pin counting settings. Select the desired lane in the **Camera for lane** drop down box.

**NOTE:** The pinsetter must be turned on to provide enough light for the camera shot, otherwise the picture will be too dark and it will give incorrect results.

The camera shot is black-and-white, with grayscale settings from 0 (total black) to 255 (bright white). The picture displays ten markers, numbered 1 through 10. To adjust the picture, place the marker in the middle of the top portion of each pin.

**NOTE:** It is important to place the correct marker on the corresponding pin; if not, the overturned pins will be incorrectly marked and scored. To the right of the picture is a column showing the brightness of each marker's center. To measure the light at different locations, move the marker and watch the displayed number at right. Placing the marker on the top of the pin is a good place to start, but may not be the optimum position for every pin.

The **Level** setting is very important because it marks the border between black and white. If the value for a certain area is below the preset level, it is counted as black, otherwise as white. It is very important to preset the level to a suitable value. *A good rule of thumb is to place it in the middle between the level of light in the darkest pin top and the background.* Normally the preset level will be in the 80 to 100 range, but if the lighting is fainter or brighter than normal, it may fall outside these values.

The **Level** should be set to a substantially lower value than the light level for all pins, particularly pins in the back rows, where there is less lighting. For example, two camera shots of the same lane, taken immediately after each other, can have different lighting levels. For this reason it is a good idea to take several shots, in order to see how much the light can vary. Also remember that the camera shots are taken when the sweep is down. This makes live shots somewhat darker than the settings. It is important to allow for this when setting the levels.

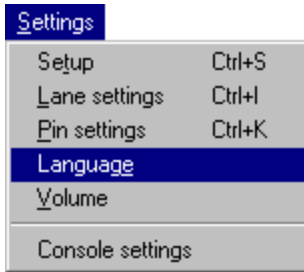
The **Delay**, given in milliseconds, refers to the interval between when the sweep board starts to go down and the camera takes a shot. 2500 ms is an average settings. If the interval is too short it may include pins just about to fall. If it's too long, the sweep board may be down far enough to block some pins from the camera. The optimal interval would allow the camera to take a shot just before the sweep board blocks the pins. This setting can vary from pinsetter to pinsetter.

Set the **Level (night bowling)** lighting conditions to an optimal value for **night bowling**. In order to use night bowling its box must be marked in **Setup**.

**NOTE:** Once all settings have been made for a lane, click **Save**, *before* switching to another lane, or the changes will not be saved.

## Language

To switch languages on the lane consoles, click **Settings** menu, then click **Language**,



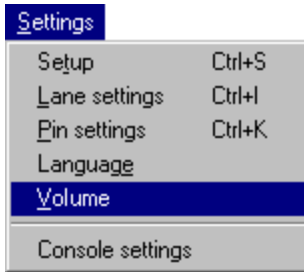
And the **Choose language in lane console** window will open.



Use this function to select which language will be used on the lane consoles. Select the **Lane** (or lanes, see **Selecting lanes**), then select the desired language from the list, and click **OK**. (**Language** can also be changed from the **lane console** itself.)

## Volume

To adjust the effects sound volume, click **Settings** menu, then click **Volume**,



And the **Volume adjustment** window will open.



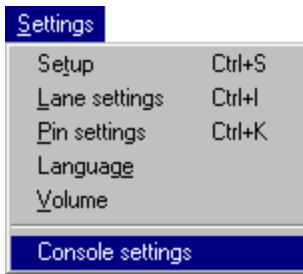
Use this function to adjust the sound effects volume played at strike, spare, split and miss. The control changes the *Wave-out* signal (which also can be adjusted from the operating system's own volume control). The sound volume is simultaneously changed on every scoring computer in the system. The control desk computer's volume is not affected by this setting. Click **OK** when satisfied.

**NOTE:** In order for the volume change to be saved on all **scoring computers**, the system must be restarted using the **Reboot Function**. Otherwise, the scoring computers will revert to previous volume settings, the next time they are restarted.

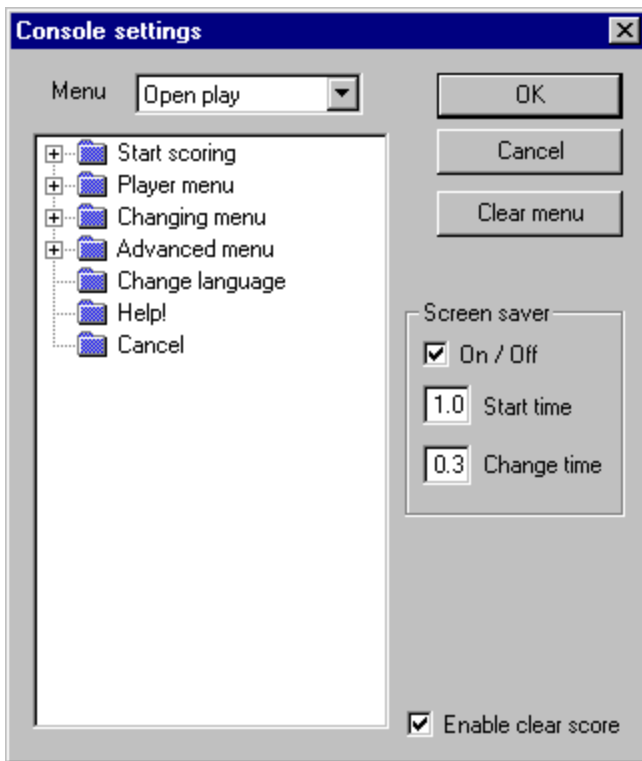


## Console settings



To set available **lane console** functions, click **Settings** menu, then click **Console settings**,

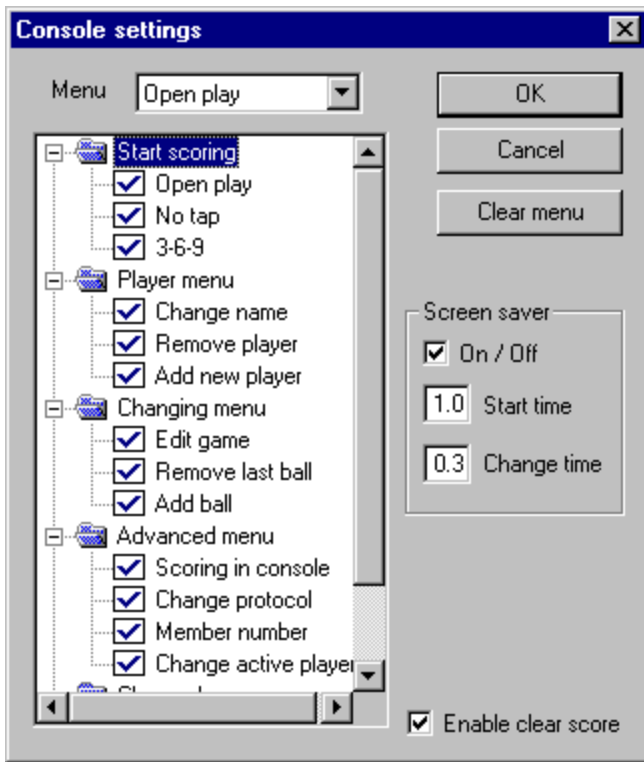


And the **Console settings** window will open.



Use this function to set the menus and functions that will be available on the lane consoles.

First, select the type of game: **Open play**, **Competition**, **American League**. To select **American Open play**, click the drop down button, . To open the menus, double-click the blue folders, , or click the plus sign to the left of the folders.



To deselect a function, click in the appropriate box. To deselect all functions, click the **Clear menu** button.

The screen saver selection is used for centers that have lower monitors located inside the consoles. To activate lane console **Screen saver**, click in the **On / Off** box. **Start time** refers to the time, in minutes, that it takes for a screen saver to start on an inactive lane. **Change time** is the time between each change, also in minutes.

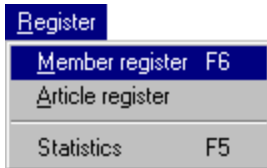
Click **OK** when finished.

## Register Menu

### Member register

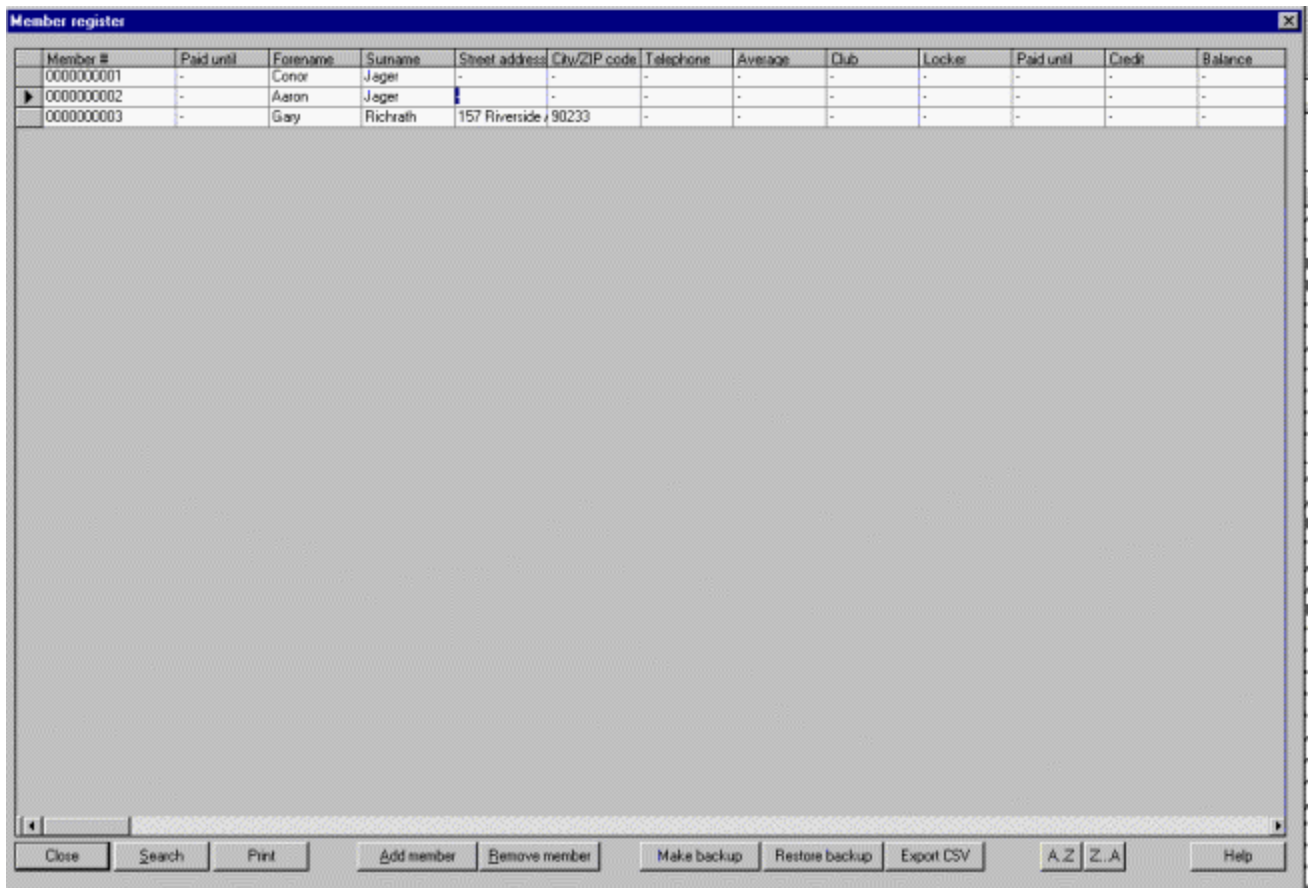
Choose one of the following methods to open the member register:

Click **Register** menu, then click **Member register**, or



Click the **Members** button, **(F6)**, on the **function panel**, or  
Press function key **F6**,

And the **Member register** window will open:



A screenshot of the "Member register" window. The window title is "Member register". It contains a table with the following data:

Member #	Paid until	Forename	Surname	Street address	City/ZIP code	Telephone	Average	Dub	Locker	Paid until	Credit	Balance
000000001	-	Conor	Jager	-	-	-	-	-	-	-	-	-
000000002	-	Aaron	Jager	-	-	-	-	-	-	-	-	-
000000003	-	Gary	Richrath	157 Riverside	90233	-	-	-	-	-	-	-

At the bottom of the window is a toolbar with the following buttons: Close, Search, Print, Add member, Remove member, Make backup, Restore backup, Export CSV, A.Z, Z.A, and Help.



Use this function to create and edit a **member register**. It is primarily intended for the following functions:

Club register

Barcode database

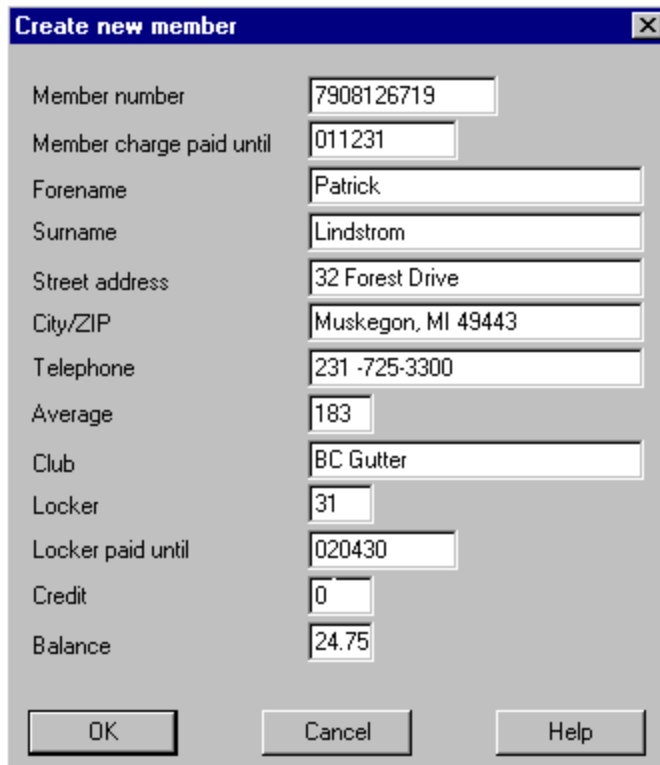
Locker register

Account and credit register

To sort the register by any field, Click the desired column heading and select  or .  
To edit existing member information, double-click in the desired box, and modify the content.

## Creating a new member

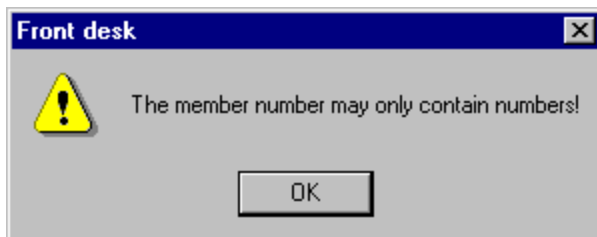
To enter a new member, click **Add member**, and the **Create new member** window will open.



Member number	7908126719
Member charge paid until	011231
Forename	Patrick
Surname	Lindstrom
Street address	32 Forest Drive
City/ZIP	Muskegon, MI 49443
Telephone	231 -725-3300
Average	183
Club	BC Gutter
Locker	31
Locker paid until	020430
Credit	0
Balance	24.75

OK Cancel Help

The only field that *must* be filled in is **Member number**, which requires a ten-digit number.



All other fields are optional. However, when entering information into certain fields, the following rules apply:

**Member number.** Must be unique, 10 digits, no spaces or hyphens.

**Member charge paid until:** Enter dates using a YYMMDD format. Indicates how long the member charge is good.

**Average:** The bowler's average. Enter numbers only.

**Club:** Make sure spelling is correct. For a uniform look both upper- and lower-case letters should be used.

**Locker:** Only numbers. If any box contains one or more letters all locker numbers will sort incorrectly. If a field contains a minus or is empty, the system decides that locker has not been rented.

**Locker paid until:** See **Member charge paid until**.

**Balance:** Only numbers, with a minus sign if necessary.

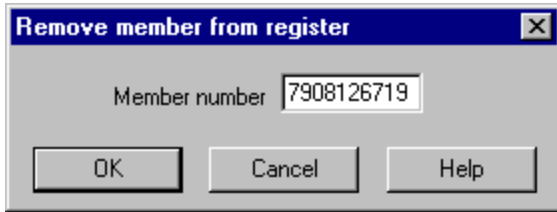
**Credit:** Only numbers.

**Latest registration:** Should not be changed. This field automatically updates when a member has been registered at play or payment.

Click **OK** when finished.

## Removing a member

To remove a member, click **Remove member**, and the **Remove member from register** window will open.

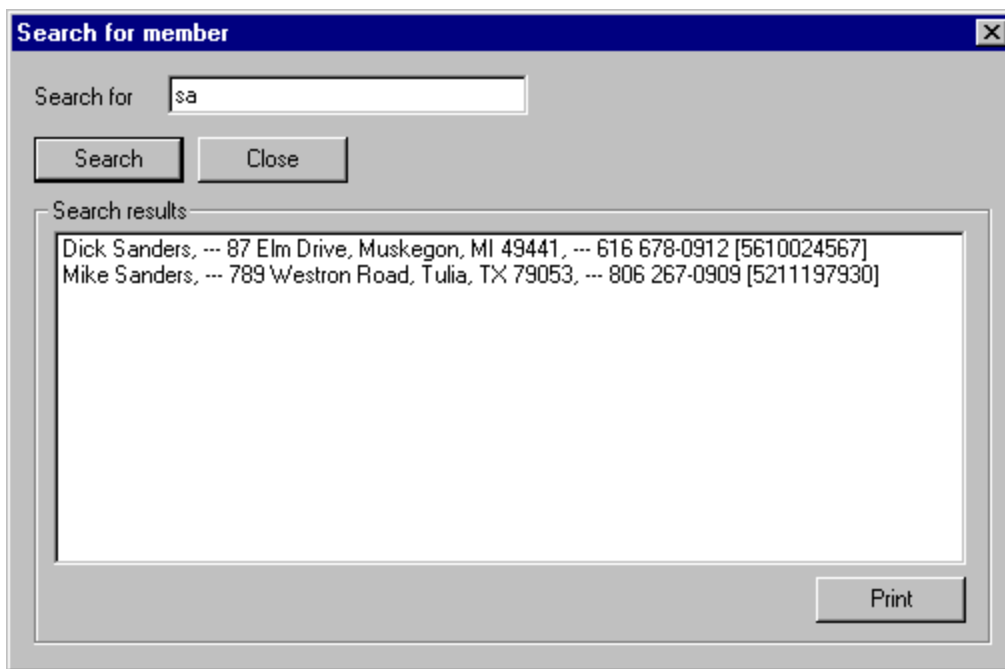


Enter the member number to be removed, and click **OK**. Only members, whose **Balance** is 0 can be removed.

To register all changes, click **OK**. To print the member register, click **Print**.

## Searching for members

To search for a member in the register, click the **Search** button and the **Search for member** window will open.



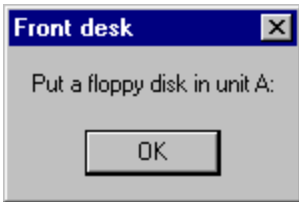
Enter one or more letters from the desired name (forename or surname) in the **Search for** field, and click **Search** (or **ENTER**). The **Search results** field displays any member(s) fitting the parameters.

**NOTE:** The computer displays results according to either forename or surname. However, the letter(s) used to search must be at the beginning of the name. To print out members, mark the desired member(s) and click **Print**. Otherwise click **Close**.

## Backup copying

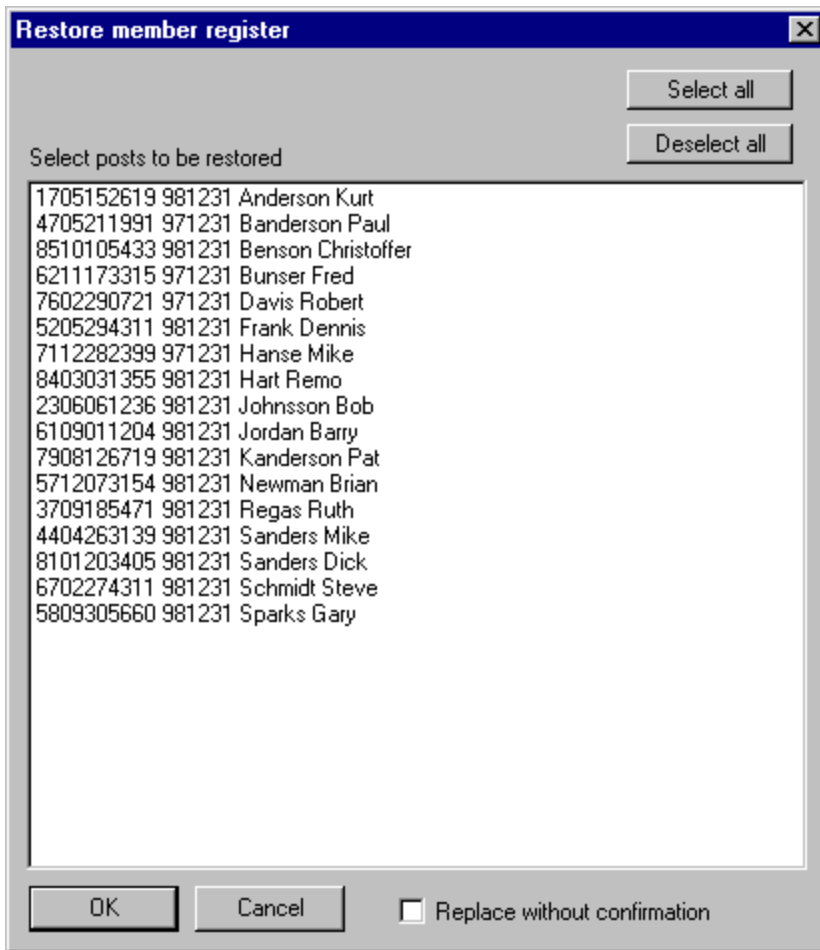
Create a backup copy of the member register regularly. This will help to avoid the register being deleted or lost during a possible system crash. *If the **Balance** and **Credit** columns are used, then backup copying should be performed daily.* A 3.5" floppy disk is required. If the backup copy function is used daily, a separate disk should be used for each day of the week (i.e. one for Monday, one for Tuesday, etc.). This helps to minimize the risk of losing information.

To make a backup copy of the member register, click **Make backup copy**. A **Front desk** window will open, requesting a floppy disk be inserted into unit A:



Click **OK** when ready, and the backup copy is saved. Click **Fetch backup copy** to restore the register from a saved copy. Follow the directions, and the **Restore member register** window will open.





Select the posts to be restored, or use the **Select all** or **Deselect all** buttons. Then click **OK**.

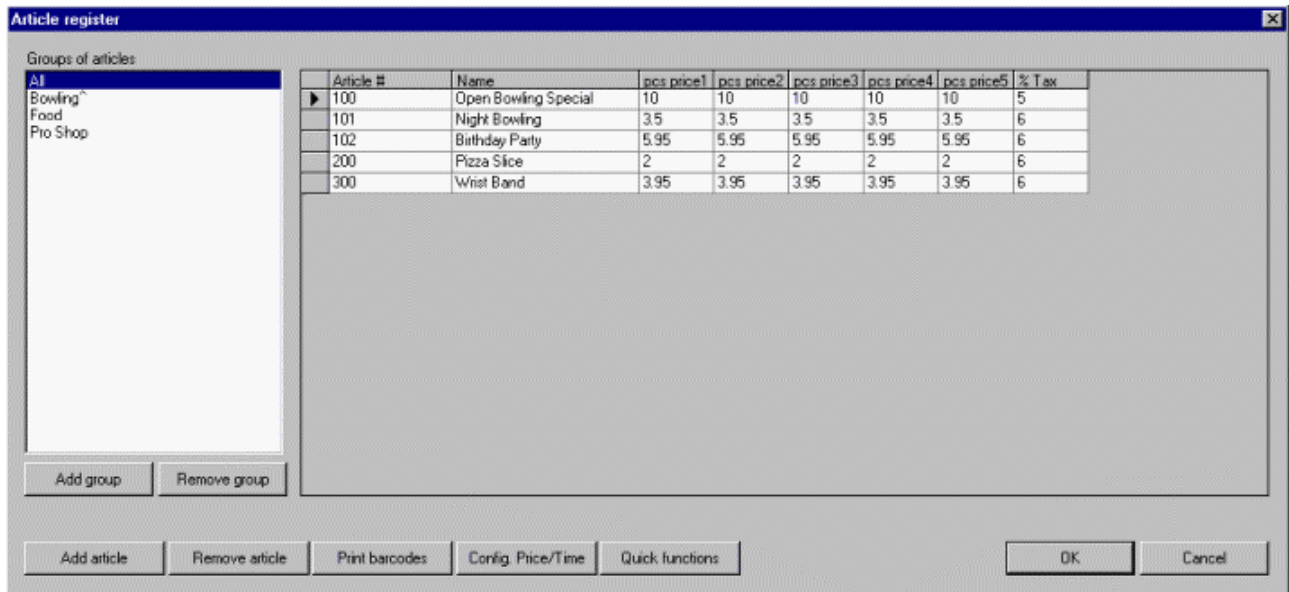
The **Export CSV** button is also an option. When the window opens enter the file name (with the file extension *.txt*), and the location where it is to be stored.

## Article register

To open the article register, click **Register** menu, then click **Article register**, and



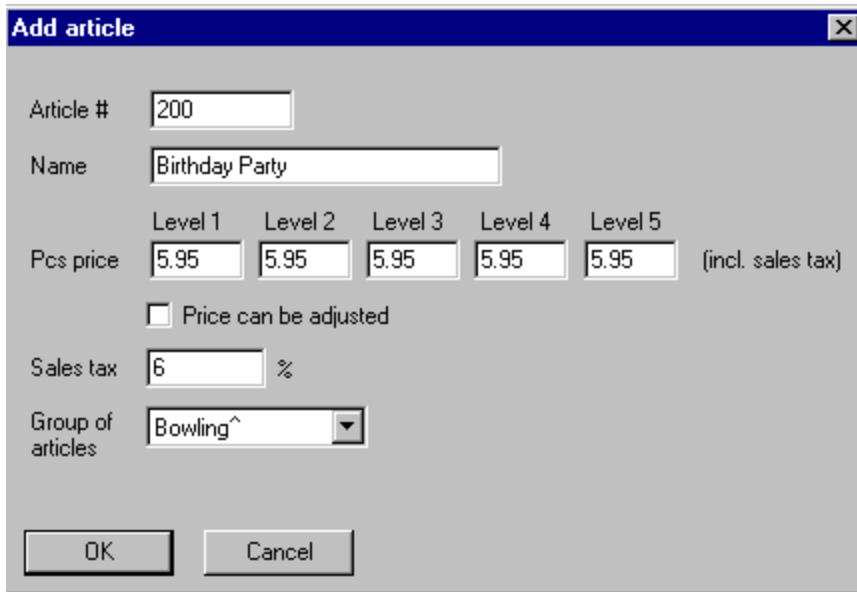
The **Article register** window will open.



Use this function to create or modify an **article register**. The register consists of various articles and services sold in the center. To edit information about existing articles, double click in the desired article to open the **Add Article** window. Edit the contents as needed.

## Creating a new article

To enter a new article, click **Add article**, and the **Add article** window will open.

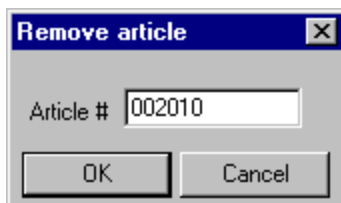


Level 1	Level 2	Level 3	Level 4	Level 5	
5.95	5.95	5.95	5.95	5.95	(incl. sales tax)

Data is optional for most fields, but the **Pcs price (Level 1)** and **Sales tax** fields must have values. Only numbers, decimal point and minus sign are allowed in these boxes. Level 1, Level 2, and Level 3, Level 4, and Level 5 are three different price levels for e.g. different times of the day. If only one or two price levels are entered, the program will use that value to fill in the remaining levels. **Name** and **Group of articles** are optional. Mark **Price can be adjusted** (from the payment window), to select this option. Click **Add** when finished.

## Removing an article

To remove articles, click **Remove article**, and the **Remove article** window will open.



Enter the article number, and click **OK**.

## Setting time schedule for prices

To set the time schedule for prices, click **Config. Price/Time**, and the **Time schedule for prices** window will open.

Price level	Type	Start	End
Price level 1	Normal	7	9
	Holidays	7	7
Price level 2	Normal	9	10
	Holidays	7	7
Price level 3	Normal	10	11
	Holidays	7	7
Price level 4	Normal	11	13
	Holidays	7	7
Price level 5	Normal	13	6
	Holidays	7	7

**Holidays**

- All sundays are holidays
- All saturdays are holidays

20010704 Wednesday, July 04, 2001

Buttons: Add, Remove, OK, Cancel, Disable time-rates

Use this window to set the time limits for the five price levels. In the columns **Start** and **End** enter the hours, between which the different price levels apply, for **Normal** and **Holidays**. Enter the same time in start and end hours if no price level is desired for holidays.

**NOTE:** Only whole hours can be used.

Use the Holidays frame to treat Saturdays or Sundays as holidays. To select **All Sundays are holidays** or **All Saturdays are holidays** mark those options. Special dates can also be defined as holidays. To add another day to the list click **Add**, and the Date window will open. Then select the desired day, and click **OK**. To remove any day from the list, select it and click **Remove**.

To disable time-rates select the Disable time-rates box.

Click **OK** when finished.

## Setting quick functions

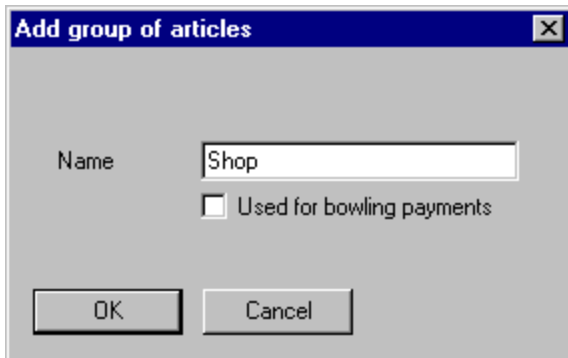
To set quick function keys in the **Payment dialog**, click **Quick functions**, and the **Function key definition** window will open.

Function Key	Description	Article #	Name	Qty.
F1	Open play 1h	001004	Open play 1 h	1
		001030	Shoes, rental	1
F2	Open play Kids 1h	001006	Open play Kids 1 h	1
		001030	Shoes, rental	1
F3			(no product)	
			(no product)	
			(no product)	
F4			(no product)	
			(no product)	
			(no product)	
F5	Coffee + Donut	002001	Coffee, cup	1
		003038	Donut	1
F6			(no product)	
			(no product)	
			(no product)	
F7			(no product)	
			(no product)	
			(no product)	
F8			(no product)	
			(no product)	
			(no product)	
F9			(no product)	
			(no product)	
			(no product)	
F10			(no product)	
			(no product)	
			(no product)	
F11			(no product)	
			(no product)	
			(no product)	
F12			(no product)	
			(no product)	
			(no product)	

Use this function to assign articles to the quick function buttons. Up to 3 articles can be selected for each button. There is one box for each function button, **F1 – F12**. Enter the information to open on the function button in **Description**. Select which article(s) to be assigned to that function button by entering its **Article #** or clicking the drop down button  in **Name**. Set the desired quantity in the **Qty.** field. Repeat for every function key to be set. Click **OK** when finished.

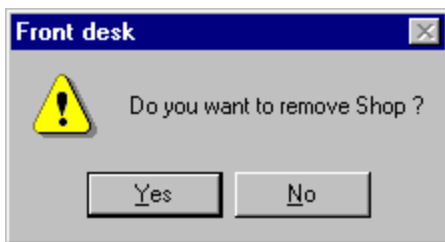
## Groups of articles

Articles can be divided into different **Groups of articles** to make the system easier to use. To create a new group of articles click **Add group**, and the **Add group of articles** window will open.



Enter a **Name** for the new group of articles, and click **OK**. Mark the box **Used for bowling payments** for article groups used in the bowling part of the payment dialogue.

To remove a group of articles, click on the group, and click **Remove group**. A **Front desk** window will open to confirm removal. Click **Yes** to continue.

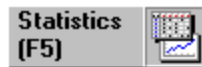



Click **OK** for the changes to take effect. To print the articles with accompanying barcodes, click **Print barcodes**.

## Statistics

Choose one of the following methods to view statistics:

Click the **Register** menu, then click **Statistics**, or



Click the **Statistics** button, , on the **function panel**, or  
Press function key **F5**

And the **Select type of statistics** window will open.



Choose the desired type of statistics from the list and click **OK** (or double-click).

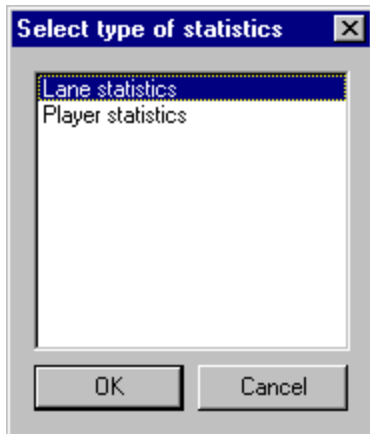
**Lane statistics:** provides lane comparison data, with respect to time.

**Player statistics:** provides performance data for each player.

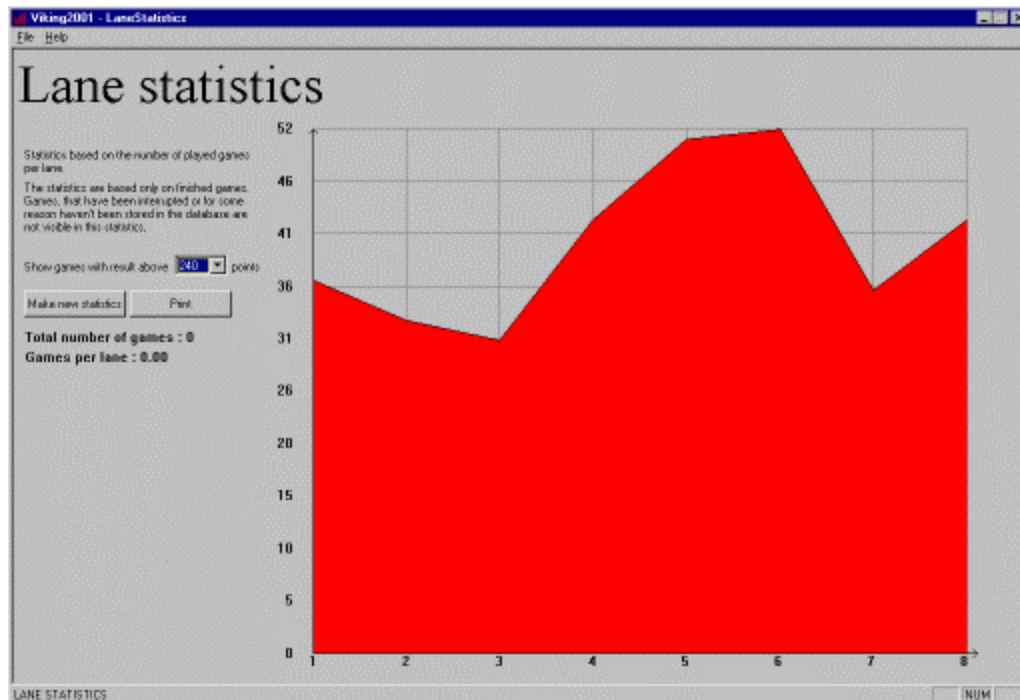
## Lane statistics

This part of the program registers statistics on the number of games played in the center during a given time period. Statistics are based on finished games only. Games that have been interrupted, cleared, played without scoring, or for some other reason haven't been stored in the database, are not included.

To open the **Brunswick Classic – Lane statistics** window (as a separate part of the front desk program), select **Lane Statistics**, then click **OK**.

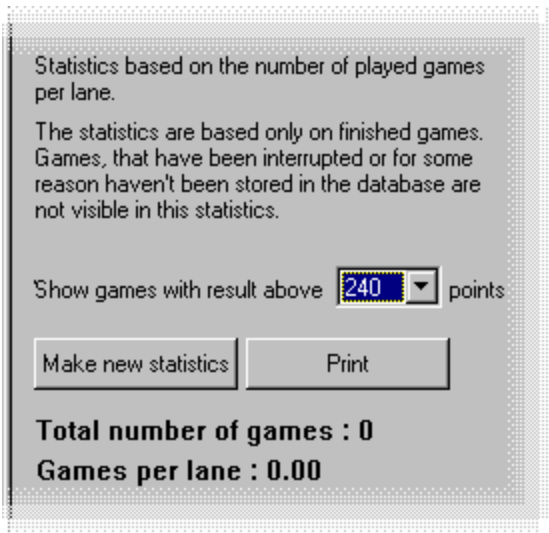


And the **lane statistics** window will open.

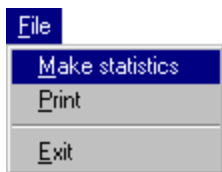


To show only games above a certain score (in twenty-point intervals), use the drop down box to select a total in the points field.

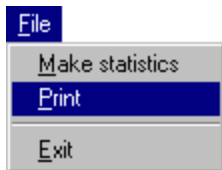




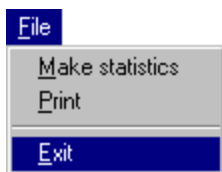
## The menus



Click **File** menu to start a new calculation of lane statistics, then click **Make statistics**, or click **Make new statistics** (This is automatically selected when the statistics part of the program is started.)



Click **File** menu to print the lane statistics, then click **Print**, or click the **Print** button.



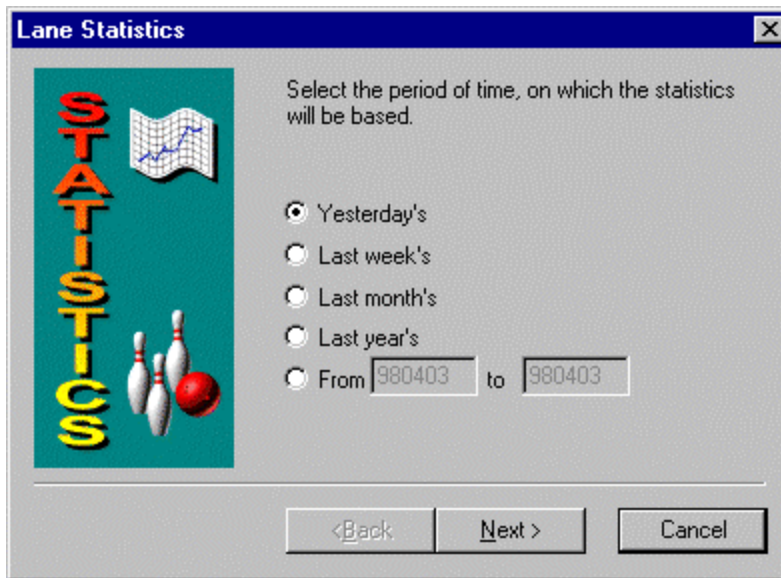
Click **File** menu to exit the lane statistics, then click **Exit**.



Click **Help** menu for information about the lane statistics program, and then click **About Lane statistics...**

## Creating new lane statistics

When the **Lane Statistics** window opens,



Select the period of time the statistics will cover.

**Yesterday's**

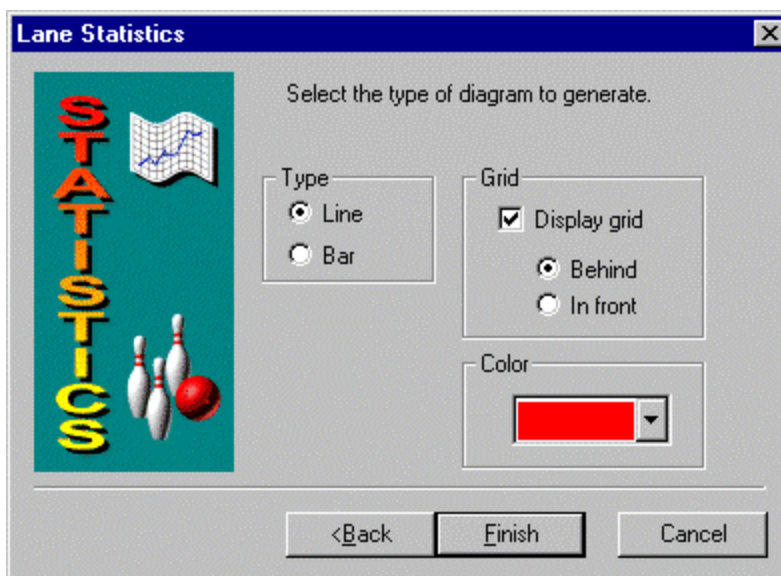
**Last week's**

**Last month's**

**Last year's**

**Or a specific period of time**

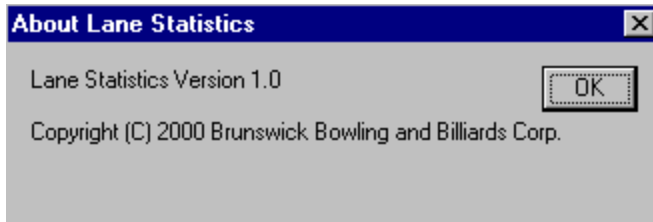
Then click **Next**.



Choose either a **Line** or **Bar** diagram and then select to display a grid either “behind” or “in front” of the data. Finally, choose what **Color** it will be. Click the **Back** button to change anything in the previous window. Then click **Finish**.

## About lane statistics

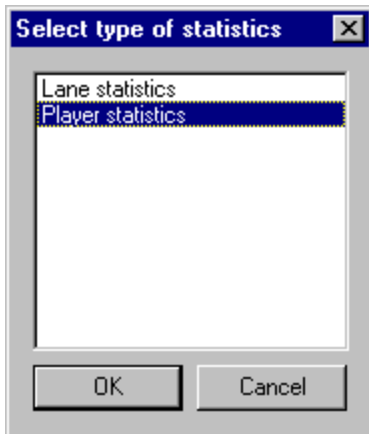
When **About Lane Statistics** is selected, a small program information window will open.



## Player statistics

This part of the program registers statistics for separate players during a specific time period. Statistics are based finished games only. Games that have been interrupted, cleared, played without scoring, or for some other reason haven't been stored in the database, are not included.

To open the **Brunswick Classic – Bowler statistics** window (as a separate part of the front desk program), select **Bowler Statistics**, then click **OK**,



And the **Bowler statistics** window will open.

Surname	Firstname	Avg Score	Avg X	Avg /	Avg -	Avg 0	# Games
Jordan	Barry	87.0	0.7	1.7	7.7	0.0	3
Trunen	Bob	75.5	1.5	1.5	7.0	0.0	2
Sperks	Gary	89.0	0.7	1.7	8.0	0.0	3
Devis	Robert	90.0	1.0	1.0	8.0	0.0	1
Schmidt	Steve						
Benson	Christoffer	85.4	0.4	1.7	8.0	0.0	3
Sanders	Dick	72.0	1.0	0.0	9.0	0.0	1
Sanderson	Paul	206.4	6.0	4.7	0.7	0.0	3
Frenk	Dennis	90.5	1.5	0.5	8.0	0.0	2
Tomas	Tracy	96.0	2.0	1.0	8.0	0.0	1
Sanders	Mike						
Hanse	Mike						
Newman	Brian						
Anderson	Kurt	74.3	0.5	1.0	8.5	0.0	4
Hart	Reno						
Weber	Andy	73.0	1.0	0.0	9.0	0.0	1
Johnsson	Bob	83.8	0.5	1.3	8.3	0.0	4
Bunser	Fred						
Kanderson	Pat	60.0	1.0	0.0	9.0	0.0	1
Regas	Ruth						

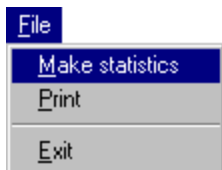
Only bowlers in the member database can get personal statistics. To use this function, bowlers must enter their **member number** on the **lane console**, or have it entered at the front desk, in order for their games to be registered.

Surname	Forename	Avg. Score	Avg. X	Avg. /	Avg. -	Avg. 0	# Games
---------	----------	------------	--------	--------	--------	--------	---------

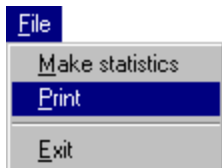
The parameters are **Surname**, **Forename**, **Avg. Score**, **Avg. X**, **Avg. /**, **Avg. -**, **Avg. 0**, and **# Games**. Click on the desired box to sort the statistics.



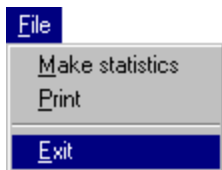
## The menus



Click **File** menu to start a new calculation of player statistics, then click **Make statistics**, or click **Make new statistics** (This is automatically selected when the statistics part of the program is started.)



Click **File** menu to print the player statistics, then click **Print**, or click the **Print** button.



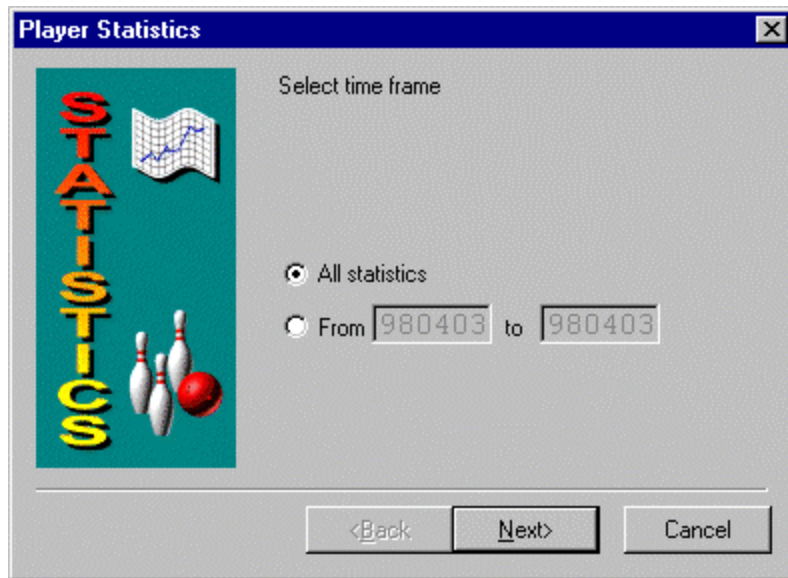
Click **File** menu to exit the player statistics, then click **Exit**.



Click **Help** menu for information about the player statistics program, and then click **About Player Statistics....**

## Creating new player statistics

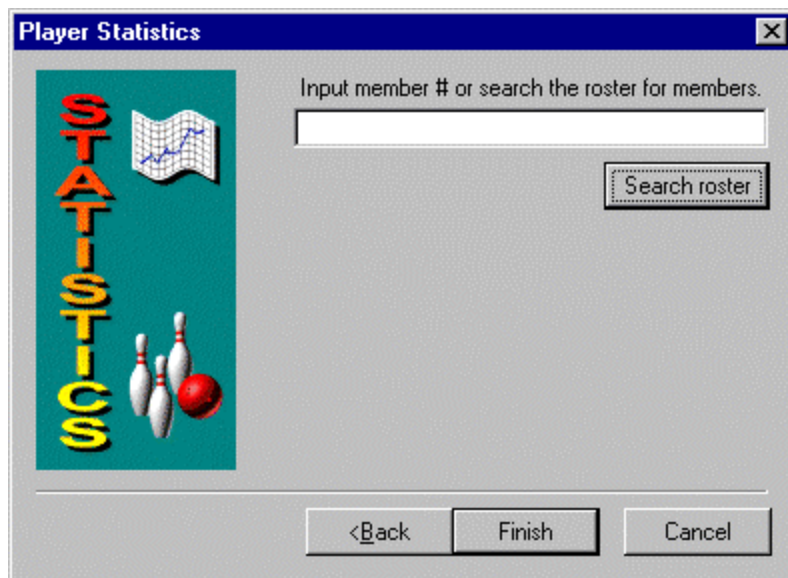
When the **Player Statistics** window opens,



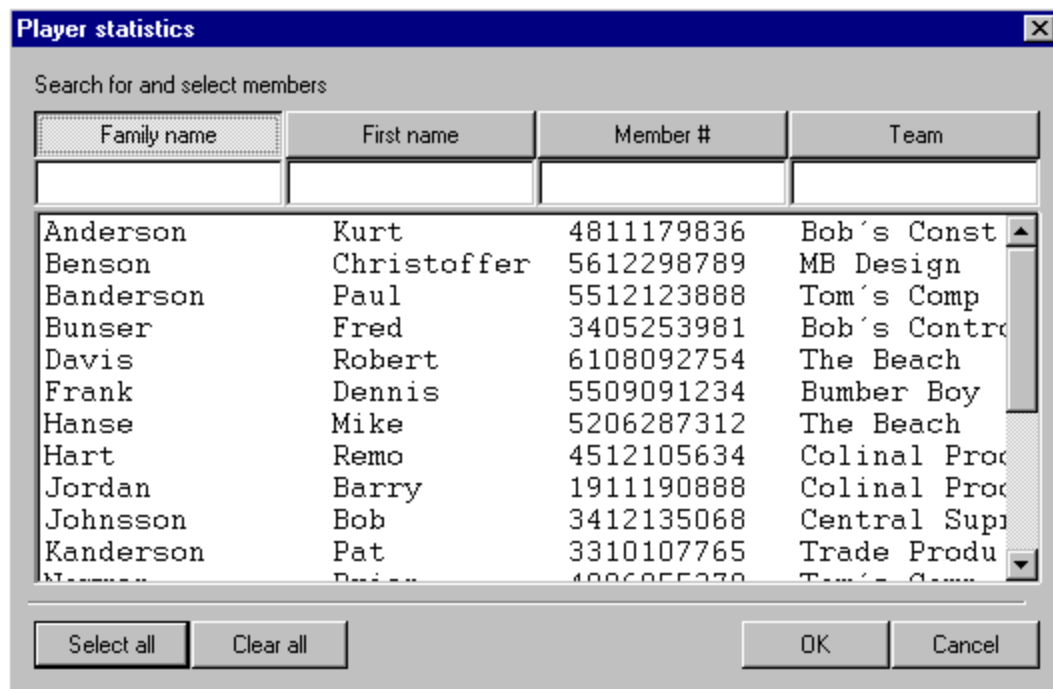
Choose either **All statistics**, or a specific time period, then click **Next**.



To choose the type of game to base the statistics on, click on the desired game types, or click either the **Select all** or **Clear all** button. Use the **Back** button, at any time, to change previous selections, otherwise click **Next**.



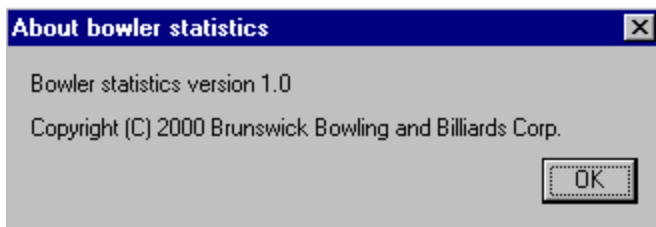
Enter the member number in the new window, then click **Find**, and the following window will open.



Select the desired member, or click the **Select all** or **Clear all** button. To sort by **Family name**, **First name**, **Member #**, or **Team**, click the corresponding button. Click **OK** to return to the previous window. Then click **Finish**.

## About player statistics

When **About Player Statistics** is selected, a small program information window will open.






## Rental Menu

### Open play

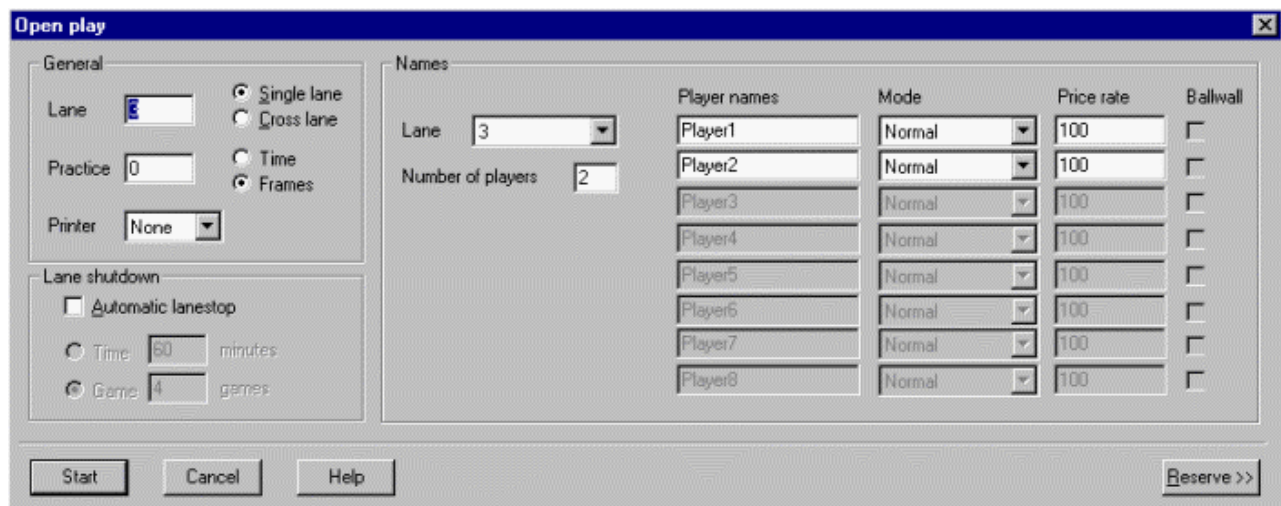
#### Starting open play

Choose one of the following options to start or reserve open play on one or more lanes:  
Click the **Rental** menu, then click **Open play**, or



Click the **Open play (F2)** button, , on the **function panel**, or  
Press function key **F2**

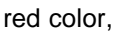


The **Open play** window will open.



Enter the **Lane** number in the **General** frame (see **Selecting lanes**), then enter **Practice** information, if any (**Time** or **Frames**), and choose either Single lane or Cross lane play style. Select **Normal** or various 3-6-9 and No Tap combinations. Enter the **Number of players** (up to eight) and **Player names** (see **Entering member numbers**). Enter a plus sign (+) in the name field to search the member database and the Select member\_window will open.

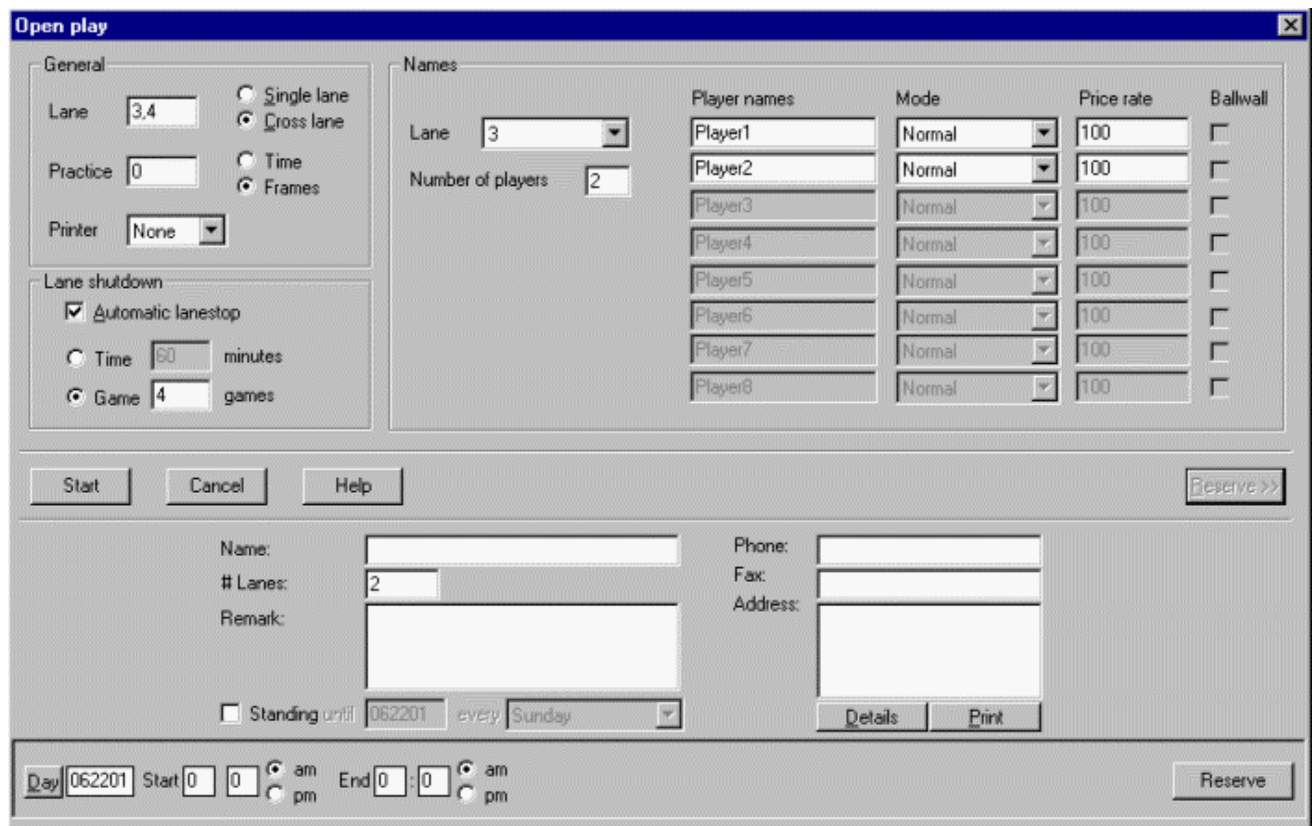
**NOTE:** Cross lane play can only be started on whole lane pairs, so the number in **Lane** must be odd.

Select **Automatic lanestop** by clicking its box. Next, choose if the lane is to be shut down after a certain time or number of games, and enter the desired value. When a player reaches the pre-selected number of minutes or frames remaining, the warning colors are displayed on the overhead monitor at the lane. The player can then go to the front desk and ask to have play extended (**Change Autostop parameters**), otherwise the scoring and the pinsetter will switch off when the time is up.

Click **Start**, once all information is entered or click **Reserve**, if it is a reservation. Payment must be made in advance for **Automatic lanestop** and then a **Payment** window will open. In the lane diagram, the **rental fields** get the same color as the square above. The height of the square represents the time a rental has been running. If a rental has been running for less than 10 minutes, it is displayed in a light red color, . For **Automatic lanestop** the squares become scarlet, , or violet, , to indicate shutdown after a certain time or number of games, respectively.

## Reserving open play

To reserve a lane(s), click **Reserve**, and the window will enlarge.



The screenshot shows the 'Open play' window with the following settings:


- General:** Lane 3.4, Practice 0, Printer None. Radio buttons for Single lane, Cross lane, Time, and Frames.
- Lane shutdown:**  Automatic lanestop. Radio buttons for Time (60 minutes) and Game (4 games).
- Names:** Lane 3, Number of players 2.
- Player list:**

Player names	Mode	Price rate	Ballwall
Player1	Normal	100	<input type="checkbox"/>
Player2	Normal	100	<input type="checkbox"/>
Player3	Normal	100	<input type="checkbox"/>
Player4	Normal	100	<input type="checkbox"/>
Player5	Normal	100	<input type="checkbox"/>
Player6	Normal	100	<input type="checkbox"/>
Player7	Normal	100	<input type="checkbox"/>
Player8	Normal	100	<input type="checkbox"/>
- Buttons:** Start, Cancel, Help, Reserve >>
- Form fields:** Name, # Lanes (2), Remark, Phone, Fax, Address.
- Standing:**  Standing until 062201 every Sunday.
- Footer:** Day 062201, Start 0:00 am/pm, End 0:00 am/pm, Reserve.

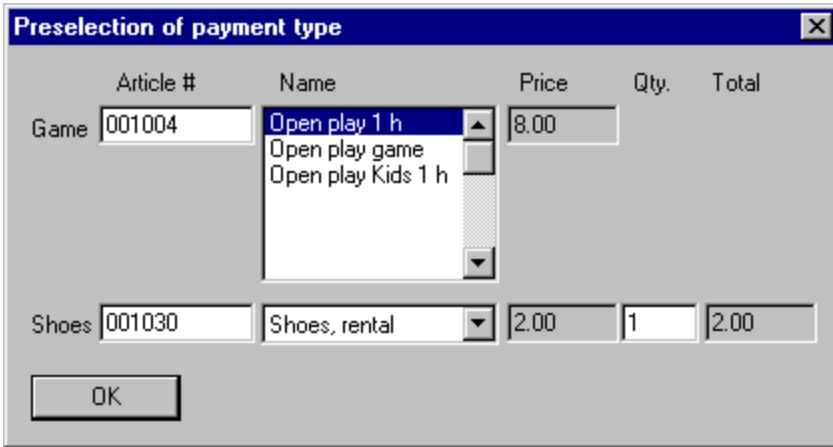
Click **Day**, unless the reservation is for today, and enter the **Start**, and **End** time. Enter the appropriate date once the Date window opens. Enter a comment in **Remark**, if desired. Remarks can be special wishes, phone numbers, etc. Enter a name in **Reservation** (either initials or the two first letters of the last name) to make it easier to distinguish the **reservation fields** in the **Lane diagram**.

Mark **Standing** to make a recurring reservation, then enter the end date and desired weekday. The program will scan through all requested times and warn of any conflicts. No reservation is made on days that have conflicts. Other reservations will still be made in the series.



When all information has been entered click **Reserve**, and the corresponding light blue reservation field, , is created. All reservations, including standing reservations, are stand alone and can be **changed or deleted** separately. It is not possible to delete all reservations with just one command.

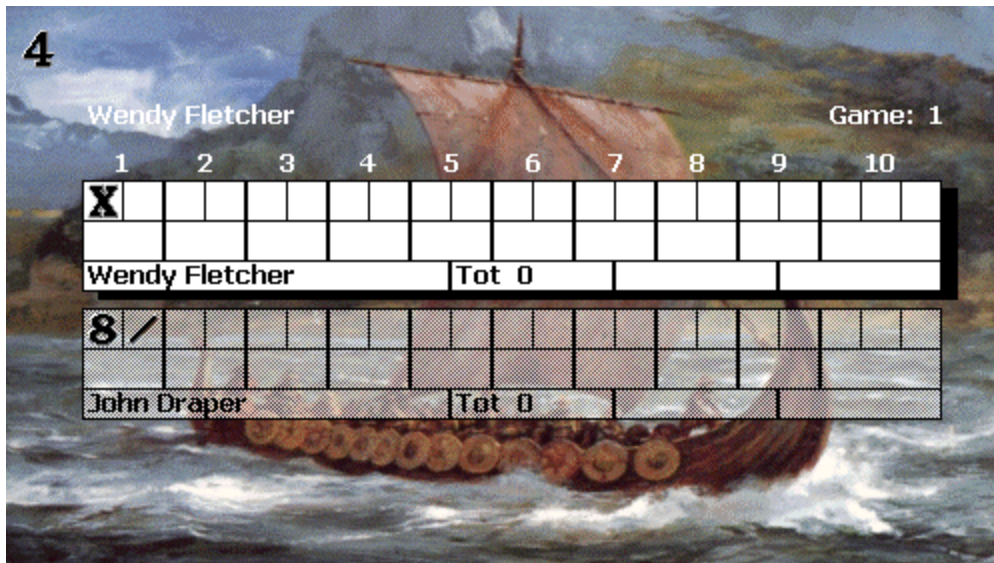
If the option **Force preselection of payment type** is selected in **Setup**, the **Preselection of payment type** window will open once **OK** is clicked in the **Open play** window.



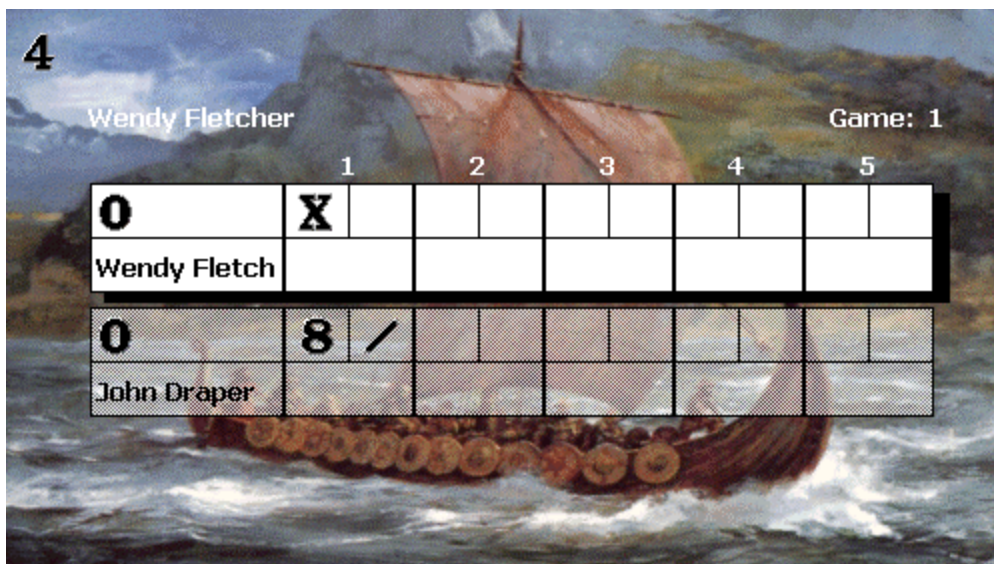
A game type **must** be selected in the **Game** field or the program will not continue. The **Shoes** field is optional. Click **OK** when ready.

## The scoring screen

The scoring screen can show up to eight players per lane at the same time and is displayed on the overhead monitor. The number of players determines the font size.



Scoring information can be displayed on top of any stored theme color or background image. Games can be displayed in the normal 10-frame mode or in a 5-frame mode for viewing ease.



## Match play

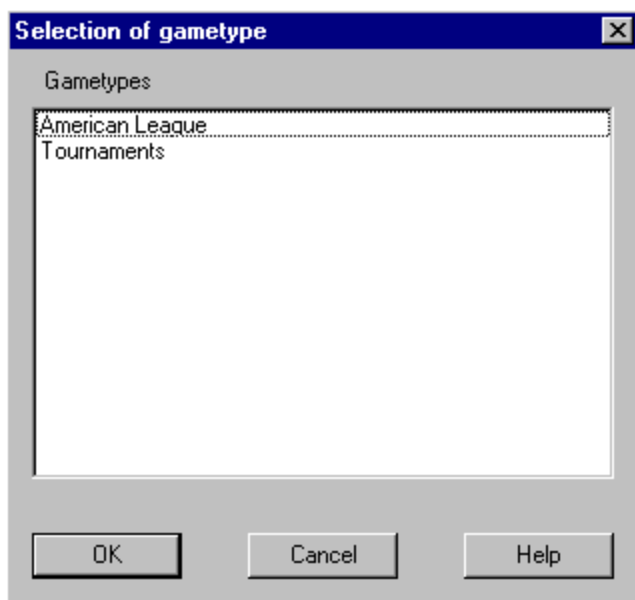
Choose one of the following options to start Match play:

Click **Rental** menu, then click **Match play**, or



Click the **League (F7)**  on the **function panel**, or Press function key **F7**

And the **Selection of gametype** window will open.



Select a **Gametype** from the list and click **OK** (or double-click on the selection).

**American League  
Tournament**

## Waiting list

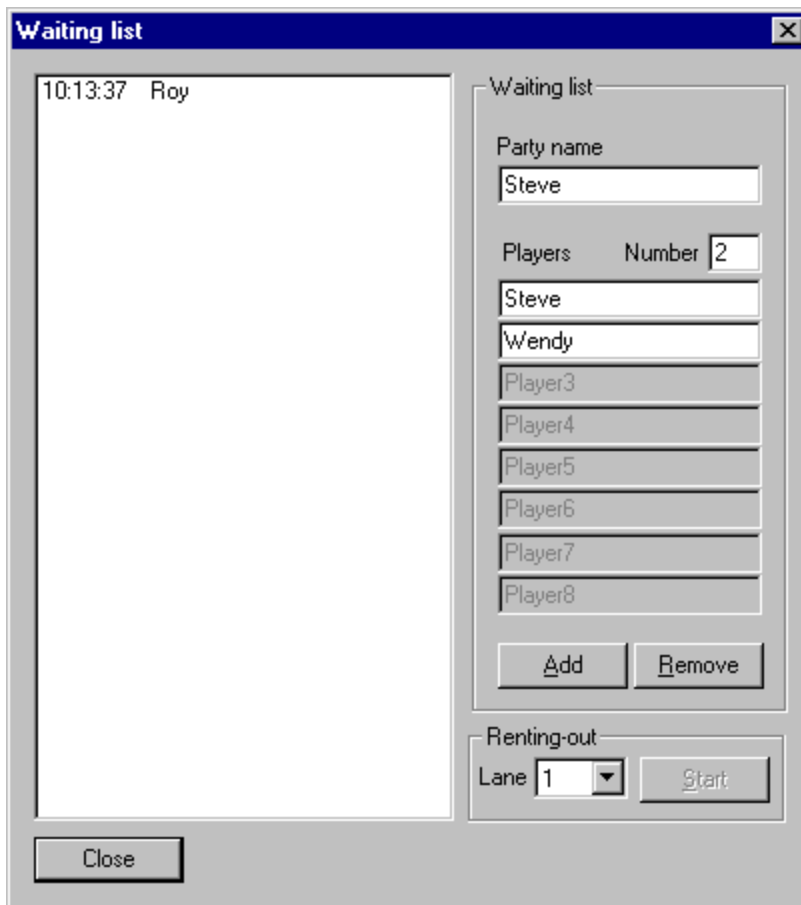
Choose one of the following options to access the **waiting list**:

Click **Rental** menu, then click **Waiting list**, or



Click the **Wait list (F9)** button, , on the **function panel**, or Press function key **F9**

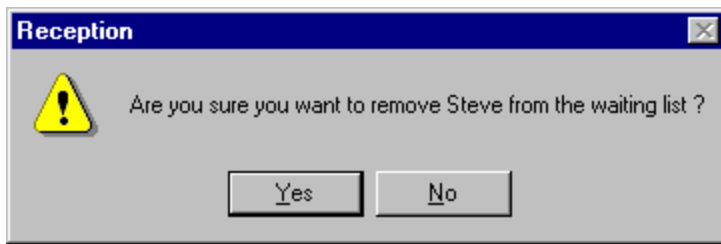
And the **Waiting list** window will open.



Use this function to create a waiting list when all lanes are busy.

**NOTE:** Only **open play** can be started from the waiting list.

The left field shows each party on the list, in chronological order. To add a new party, enter the **Party name**, **Number** of players, and the **Players** names, then click **Add**. To remove parties, mark the desired party and click **Remove**. A confirmation window will open. Click **Yes**.




Select parties from the waiting list, as lanes become available. Then select **Lane**, and click **Start**. The **Open play window** will open, with the names and lane automatically transferred. Click **Close** when finished with the waiting list.

## Stop lanes

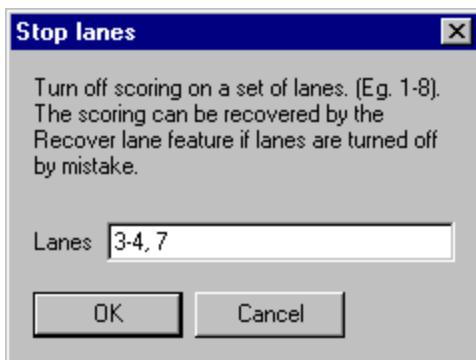
Choose one of the following methods to stop a lane:

Click **Rental** menu, then click **Stop lanes**, or

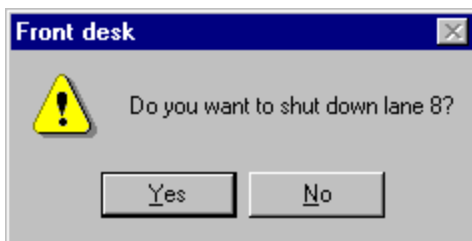


Click the **STOP** button, , at far right hand side of the Lane diagram, or Press accelerator key **ESC**,

And the **Stop lanes** window will open.

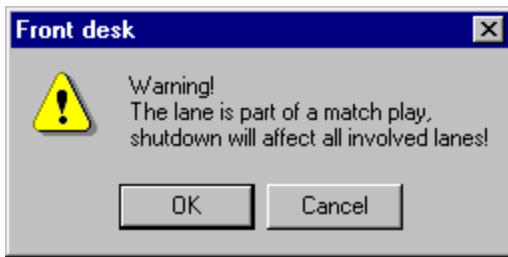


Enter the desired lane number and click **OK**. To shut down more than one lane at the same time, enter each lane number in the **Lanes** field using hyphens and/or commas (see **Selecting lanes**), then click **OK**. A confirmation window will open.



Click **Yes** to continue.





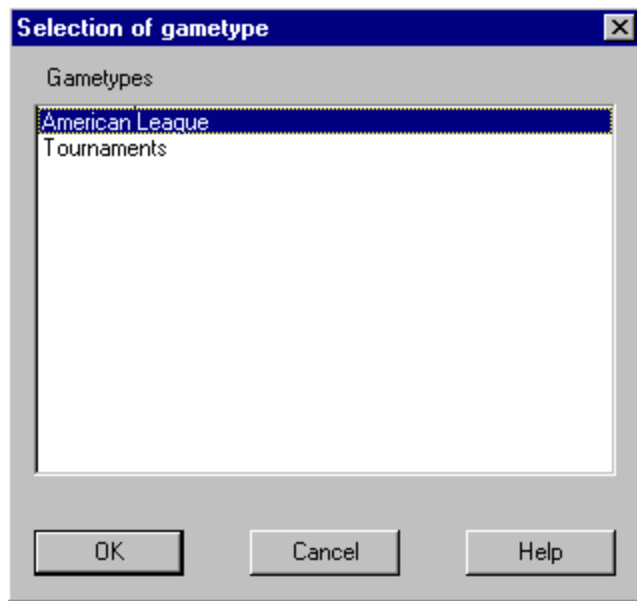
A warning window will open. If the lane is part of a match game, all involved lanes must be shut down. Click **OK** to shut down the lanes.

If a lane was shut down by mistake, use **recover** to retrieve the scoring data and game information. Match game results can not be recovered.

## Forms of play

### American League

Normally American League is played over three or four games.



After selecting **American League** and **OK**, the window **League, Tournament and Bracket** will appear.

**League, Tournament and Bracket, V1.1**

Monday Tuesday Wednesday Thursday Friday Saturday Sunday

Name	Lanes	Time	Date	Week
=== Stand Alone Mode ===				

Lanes: 3-4  
 Teams: 2  
 Players/Lane: 4  
 Games: 3  
 Style: American  
 Method: Normal

Practice: 0  Frames  Minutes

Lane 3: Team 1  Forfeit  
 Name: Player1T1 Regular, Player2T1 Regular, Player3T1 Regular, Player4T1 Regular, Player5T1 Regular, Player6T1 Regular, Player7T1 Regular, Player8T1 Regular

Lane 4: Team 2  Forfeit  
 Name: Player1T2 Regular, Player2T2 Regular, Player3T2 Regular, Player4T2 Regular, Player5T2 Regular, Player6T2 Regular, Player7T2 Regular, Player8T2 Regular

Day: 7/ 2/01 Start time: 12:00:00 AM End time: 12:00:00 AM Reserve

Start Start pair Cancel Config Help

This function is used in conjunction with any or several of the following software packages:



**Perfect Secretary Deluxe<sup>â</sup>** from **Treasure Software<sup>â</sup>**.



**Tournamator 3<sup>â</sup>** from **CDE Software<sup>â</sup>**.



**BLS X/32<sup>â</sup>** from **CDE Software<sup>â</sup>**.




**T-Brac<sup>â</sup>** from **CDE Software<sup>â</sup>**.

Select weekday by pressing the yellow day-of-week buttons, and then select the competition in question. The **Name**, **Lanes**, **Time**, **Date**, and **Week** for available leagues are displayed in the fields below the buttons. When you have selected an available league, the icon of its parent league software program appears at left.

The data that appears in white fields can be changed from within the Classic program. Data in gray fields must be edited from their parent league software program. If you want to change anything in a grey field, click on the league software icon to start the parent program.

**Note:** After having changed anything in parent program, you must reselect the competition to update the screen with the new changes. A pop-up reminder window will appear after any changes are made to remind you of this.


If you want to remove a competition from the list, select it, then click **Delete**. A pop-up window asks if you are sure. If you are, click **OK**.

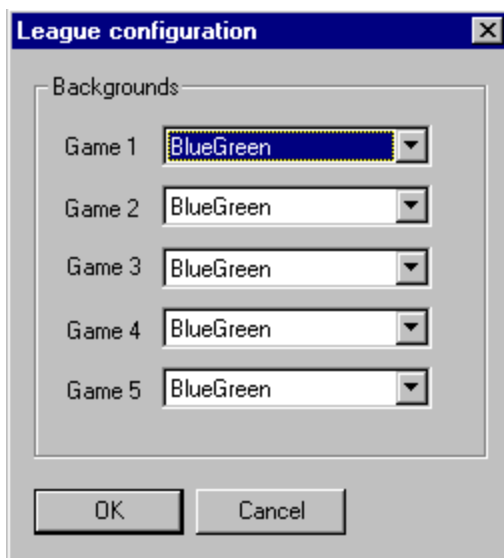
The button  is used to specify the path where the league files are stored. Typically the C:\Gameware\League directory is used.

You can also select **Stand Alone Mode** and enter data manually. Enter **Lanes** (the odd number), **Players/Lane** (default to 4) and **Games** (usually 3). **Teams**, **Style** and **Method** cannot be changed from this mode. Enter **Practice**, if any, choosing **Frames** or **Minutes** **Date** is changed below.

Then enter the names of the teams, and mark **Forfeit** if it applies to the situation. Also enter **Name** for all players and select type of player: **Regular**, **Blind**, **Pacer**, **Substitute**, or **Vacant** (referring to the **ABC Rulebook** for an explanation of these terms).

If you want to start the match at once you press **Start pair**, otherwise you press **Day**, at which a small calendar is opened, and set the appropriate date there (unless the date was correct to start with). Then enter **Start time** and **End time**, and press **Reserve**. At reservation all entered data is stored, so that they easily can be fetched when the competition is started.

Select the **Config** button  to assign different backgrounds to each game.

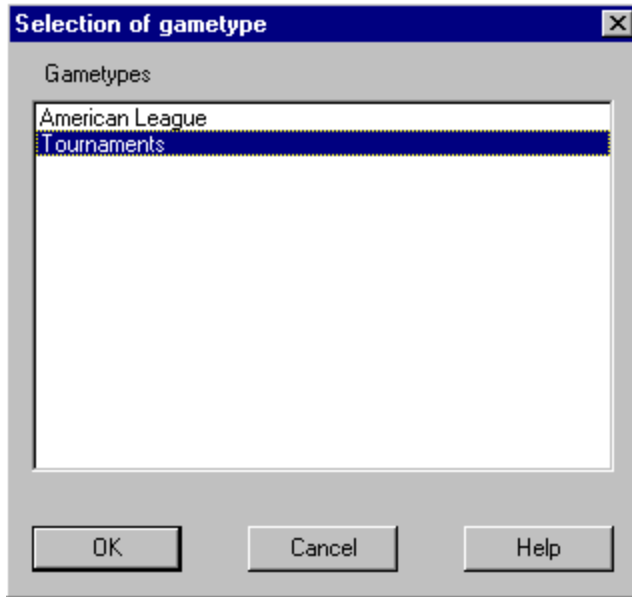


## The scoring screen

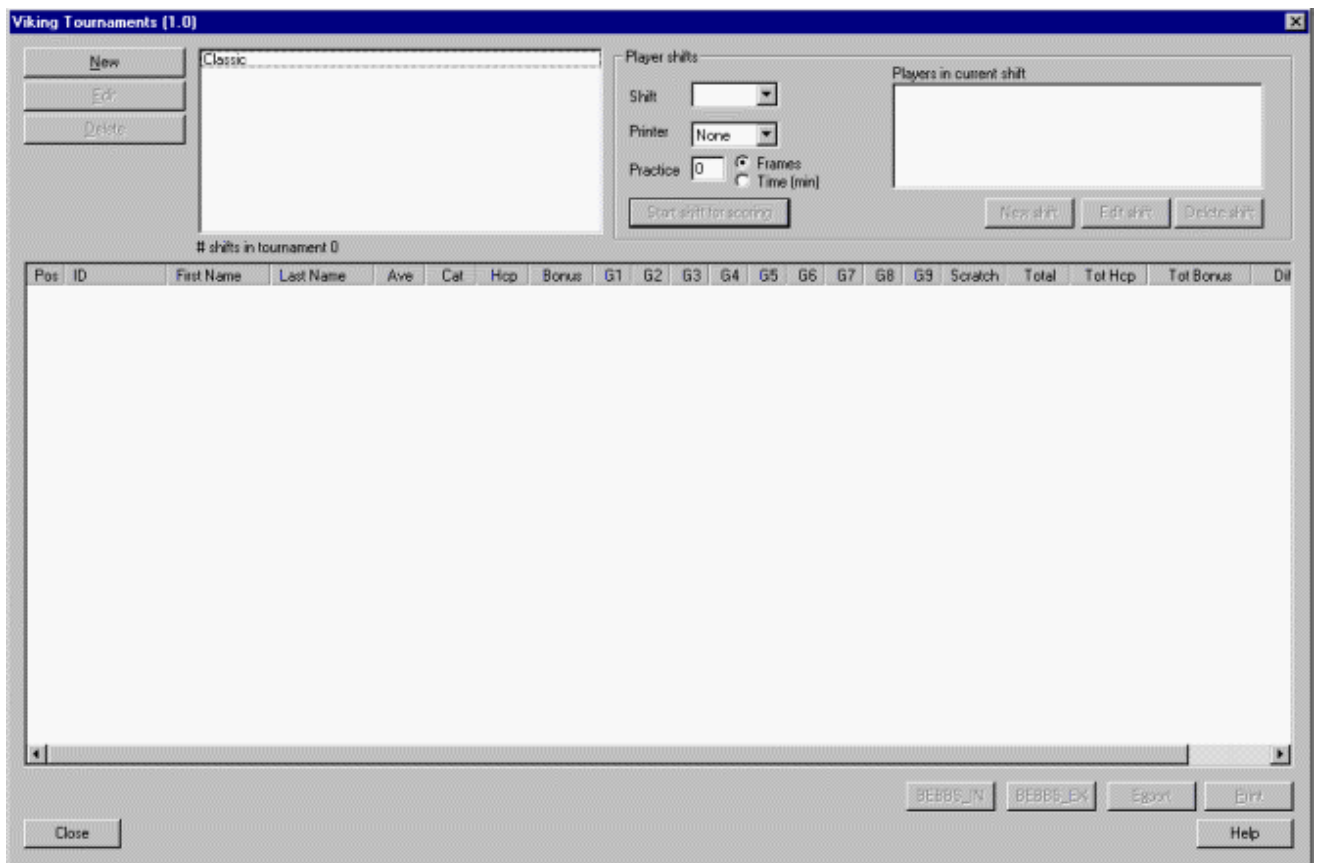
During **American league** the league, the scoring screen is displayed on the overheads. In addition to the typical scoring information, the team name, handicap (HCP), player types, running team totals, and arrows to guide the bowler will be displayed.

TEAM: BC Viking		HCP: 0		=●---		1/3			
1	2	3	4	5	6	7	8	9	10
8 / X									
20									
Brad				0/0		SER 0		Tot 20	
Bowler									
0	0								
Phil				0/0		SER 0		Tot 0	
X									
Ron				0/0		SER 0		Tot 0	
9									
9									
Hal				0/0		SER 0		Tot 9	
49									

## Tournaments



After selecting **Tournaments** and **OK**, the window, **Tournaments** will appear.



This dialog contains a system for creating different types of tournaments, and the shifts within the tournament. At the top there is a list of the current tournaments. You can **Edit** or **Delete** them, or create a **New** one.

The large field in the center shows the various parameters for the players in the selected shift of the selected tournament. Fields displayed include: **Pos** (position), **ID**, **First name**, **Last name**, **Ave** (average), **Cat** (category), **HCP** (handicap), **Bonus**, **G1-9** (score in games 1-9), **Scratch** (excl. HCP/Bonus), **Tot HCP**, **Tot Bonus**, **Diff** (best minus worst game), and **High** (best game).

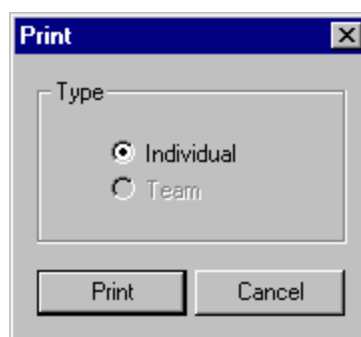
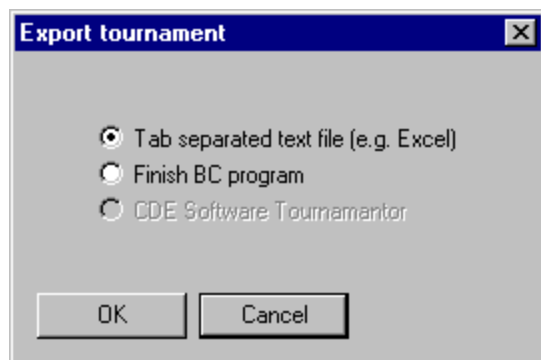
On the right side of the window, you can create, edit, or delete **Shifts** for the **Tournament**. When a previously created shift is selected, an amount of practice can be assigned. Also, when the results for the shift should print can be specified. At the far right of the window a list of the players assigned to the shift and what lane they are assigned to is displayed.

If all is correct and you want to begin the shift click **Start shift for scoring**

Start shift for scoring

otherwise click **Close**.

Close



You can **Export** the lists as a **Tab separated text file** (intended for *Excel* or a similar program) or to a **Finish BC program**. Select **Print** to send the list to any printer configured on the computer.

## Create new tournament

**Tournament** [X]

Tournament name:

**Configuration**

Number of lanes to move:   Use HCP  Single

Number of games to move after:   Use bonus  Double

First lane used:  Number of bonus levels used:   Triple

Last lane used (turning lane):  Number of categories used:   Single lane

Number of games:   Cross lane

Cross lane with shift

**Bonus**

Bonus/Group	A Interval	B Interval	C Interval	D Interval	E Interval
<input type="text" value="1"/>	<input type="text" value="200"/> · <input type="text" value="191"/>	<input type="text" value="210"/> · <input type="text" value="201"/>	<input type="text" value="220"/> · <input type="text" value="211"/>	<input type="text" value="200"/> · <input type="text" value="191"/>	<input type="text" value="200"/> · <input type="text" value="191"/>
<input type="text" value="4"/>	<input type="text" value="190"/> · <input type="text" value="181"/>	<input type="text" value="200"/> · <input type="text" value="191"/>	<input type="text" value="210"/> · <input type="text" value="201"/>	<input type="text" value="190"/> · <input type="text" value="181"/>	<input type="text" value="190"/> · <input type="text" value="181"/>
<input type="text" value="7"/>	<input type="text" value="180"/> · <input type="text" value="171"/>	<input type="text" value="190"/> · <input type="text" value="181"/>	<input type="text" value="200"/> · <input type="text" value="191"/>	<input type="text" value="180"/> · <input type="text" value="171"/>	<input type="text" value="180"/> · <input type="text" value="171"/>
<input type="text" value="10"/>	<input type="text" value="170"/> · <input type="text" value="161"/>	<input type="text" value="180"/> · <input type="text" value="171"/>	<input type="text" value="190"/> · <input type="text" value="181"/>	<input type="text" value="170"/> · <input type="text" value="161"/>	<input type="text" value="170"/> · <input type="text" value="161"/>
<input type="text" value="13"/>	<input type="text" value="160"/> · <input type="text" value="151"/>	<input type="text" value="170"/> · <input type="text" value="161"/>	<input type="text" value="180"/> · <input type="text" value="171"/>	<input type="text" value="160"/> · <input type="text" value="151"/>	<input type="text" value="160"/> · <input type="text" value="151"/>
<input type="text" value="16"/>	<input type="text" value="150"/> · <input type="text" value="141"/>	<input type="text" value="150"/> · <input type="text" value="141"/>	<input type="text" value="150"/> · <input type="text" value="141"/>	<input type="text" value="150"/> · <input type="text" value="141"/>	<input type="text" value="150"/> · <input type="text" value="141"/>
<input type="text" value="19"/>	<input type="text" value="140"/> · <input type="text" value="131"/>	<input type="text" value="140"/> · <input type="text" value="131"/>	<input type="text" value="140"/> · <input type="text" value="131"/>	<input type="text" value="140"/> · <input type="text" value="131"/>	<input type="text" value="140"/> · <input type="text" value="131"/>
<input type="text" value="22"/>	<input type="text" value="130"/> · <input type="text" value="121"/>	<input type="text" value="130"/> · <input type="text" value="121"/>	<input type="text" value="130"/> · <input type="text" value="121"/>	<input type="text" value="130"/> · <input type="text" value="121"/>	<input type="text" value="130"/> · <input type="text" value="121"/>
<input type="text" value="25"/>	<input type="text" value="120"/> · <input type="text" value="111"/>	<input type="text" value="120"/> · <input type="text" value="111"/>	<input type="text" value="120"/> · <input type="text" value="111"/>	<input type="text" value="120"/> · <input type="text" value="111"/>	<input type="text" value="120"/> · <input type="text" value="111"/>
<input type="text" value="28"/>	<input type="text" value="110"/> · <input type="text" value="101"/>	<input type="text" value="110"/> · <input type="text" value="101"/>	<input type="text" value="110"/> · <input type="text" value="101"/>	<input type="text" value="110"/> · <input type="text" value="101"/>	<input type="text" value="110"/> · <input type="text" value="101"/>

OK Cancel Help

Click the **New** button in the main window to open the **Tournament** dialog box. Here you set the various parameters for the competition.

First enter a **Tournament** name, and then enter **Number of lanes to move**, **Number of games to move after**, **First lane used**, **Last lane used (turning lane)**, and **Number of games**. Choose if the play form is to be for **Single**, **Double**, or **Triple**. Also set whether you want Single lane, or Crosslane play style, or Crosslane with shift.

There are two different bonus systems: Either **Use HCP** (normal handicap), or **Use bonus** (or both). Set desired **Number of bonus levels used** and **Number of categories used**, adapting the diagram below.


The categories (**A-E**) are used for groups of players that could be expected to have different skill (For example. **A** for men, **B** for women, and **C** for juniors). Then enter how much **Bonus/Group** should be awarded for obtaining the different **Intervals**. When finished, press **OK** to return to the main window. Previously created tournaments are edited in the same way.



## Create shift

Pos	Lane	ID Code	First name	Last name	Team name	Category	HCP/Game	AVE	G1	G2	G3	G4	G5	G6	G7	G8	G9
1	1		John			C	0	177	0	0	0	0	0	0	0	0	0
2	1		Curt			A	0	185	0	0	0	0	0	0	0	0	0
3	2		Margaret			B	0	199	0	0	0	0	0	0	0	0	0
4	2		Eric			A	0	172	0	0	0	0	0	0	0	0	0
5	3		Bob			A	0	195	0	0	0	0	0	0	0	0	0
6	3		Julia			B	0	182	0	0	0	0	0	0	0	0	0
7	4		Ann			C	0	163	0	0	0	0	0	0	0	0	0
8	4		Fred			A	0	208	0	0	0	0	0	0	0	0	0

By selecting **New shift** in the main window you access the window; **Create/Edit shift**. Enter **Number of players in shift**, and if desired, the **Active game** (the game which is to be played now). Enter **# Players per lane** at top right and press **Apply**, to automatically change the contents of the column **Lane**.

Enter names (**First name** and/or **Last name**) and **Team name** if used. The button with a tiny man on it, , lets you search the member register. Enter the **HCP/Game**, if it is used, as well as **Category**, if you are using bonus, and **ID Code**, if the bowler is identified by a unique id. Enter the bowler's average in the **AVE** field. **G1** to **G9** contains the score in the games (up to 9). The arrow buttons, **<< Back**, and **Next >>**, are used if there are more players than 8.

If you want to reserve the shift select a date (**Day**), enter a **Start** and **End** time, then click **Reserve**. Click **OK** to return to the main window.

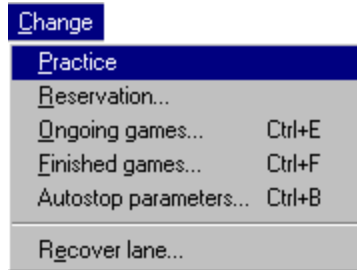
Use the same procedure to change an existing shift.

## Change Menu

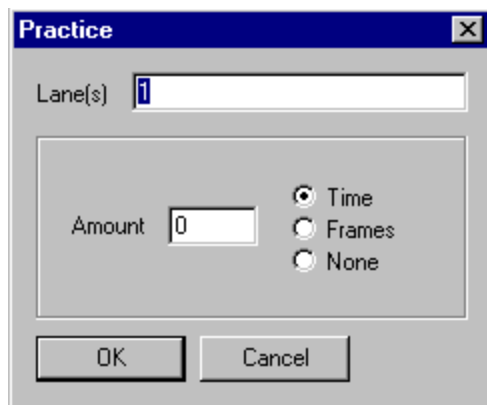
### Practice

The Practice function allows the user to alter the amount of practice assigned to a lane.

To change the practice amount for a lane, click on the **Rental Field** for the lane to be altered. Click **Change** menu, then click **Practice**.



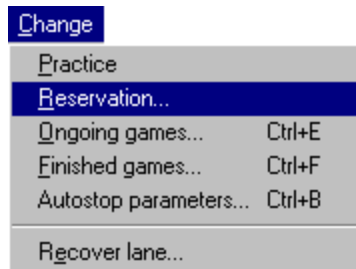
The **Practice** window will appear.



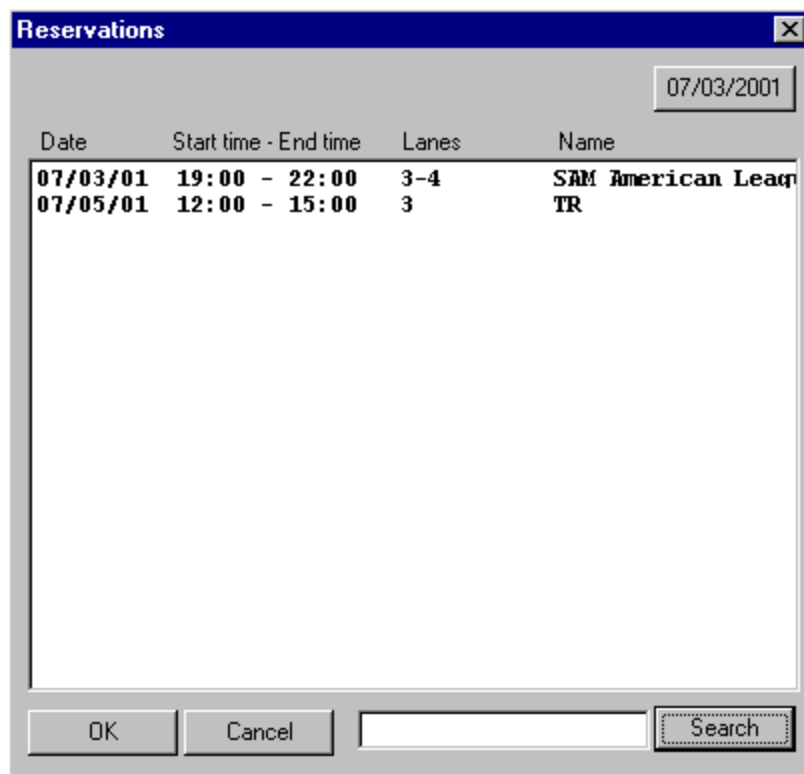
Enter the lane number to be altered. Select the type of practice, Time or Frames, and enter the amount of practice, and click OK. To end a practice session early, enter a value of 0.

## Changing reservations

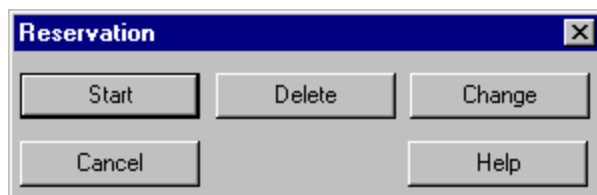
To change (start, delete, or edit) a reservation, click **Change** menu, then click **Reservation**.



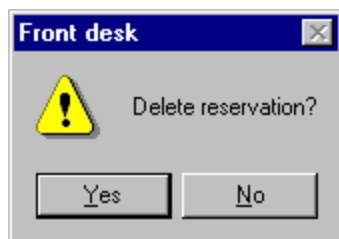
Today's date is selected as default when the **Reservations** window opens. Change the **Date** if the desired reservation is for another day or select **Search** to display all reservations.



Select the desired reservation and click **OK**. Or double-click on the reservation. The **Reservation** window will open.



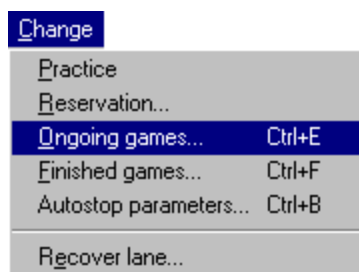
Several options are available. Click **Start** or **Change** and the same window that was used to make the reservation will open (see **Open play** or **Match play**), then click **Start**, or perform the changes and click **OK**, respectively. Click **Delete** and a confirmation window will open. Click **Yes** to continue.




## Changing ongoing games

Choose one of the following options to edit ongoing games, e.g. if someone has played out of turn:

Click the **Change** menu, then click **Ongoing games**, or

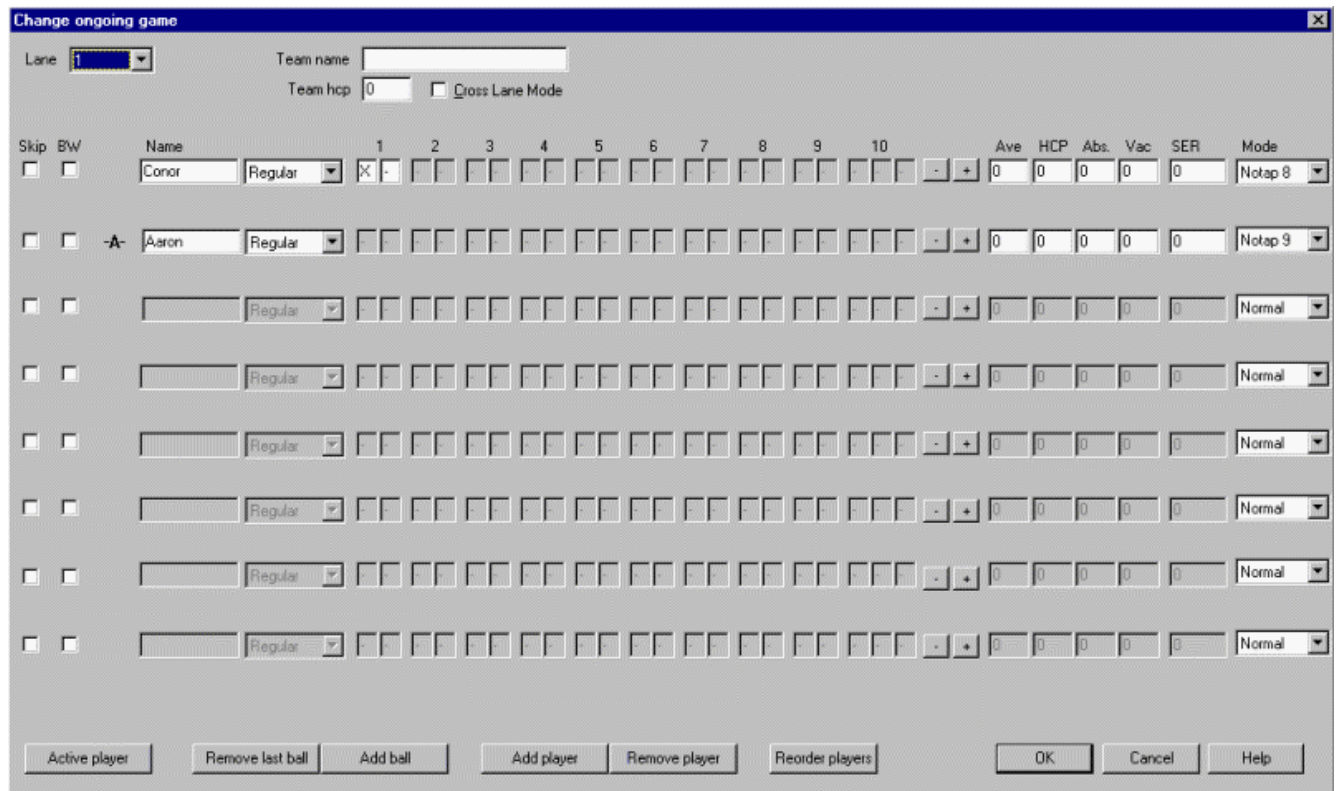


Click the **Correct** button, , on the **function panel**, or

Press accelerator key **Ctrl+E**, or

Press function key **F11**

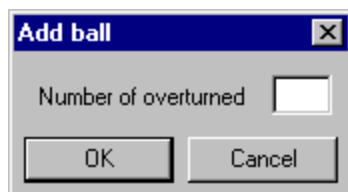
And the **Change ongoing game** window will open.



Use this function to edit ongoing games, e.g. if players have bowled out of turn, if the machine was in second-ball mode at the beginning of a game, or if there are illegal balls. Select the desired lane if the number does not already open in the **Lane** field. Then the player names on that lane will be displayed.

Information in the white fields, **Name**, player type, handicap (**HCP**), **Mode**, **Cross lane mode**, and the score in the different boxes can be edited. **Team name**, **Team HCP**, player type, **Average**, **Blind**, **Vacancy**, and **SER** fields only apply to **Match play**. For strike and spare use **X** and **/** respectively.

To remove a ball, e.g. if the photocell registers a ball when there is none, wait until the affected player becomes **Active**, then click **Remove last ball**. Click **Add ball** when a ball passes the photocell but doesn't register, and the Add Ball window will open. Fill in the number of pins that were knocked down, then click **OK**.

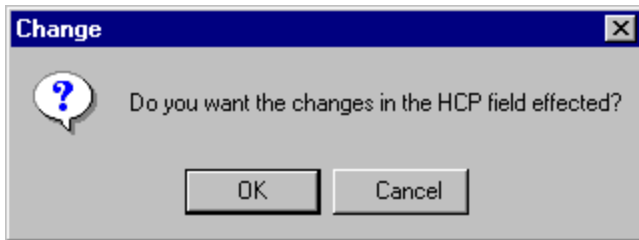
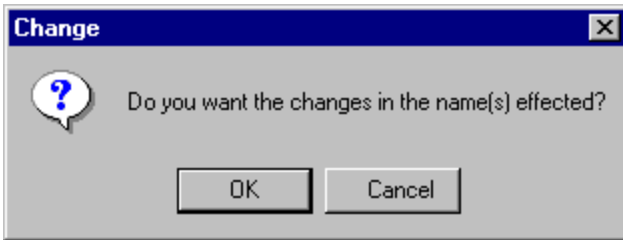


Another option is to use the plus, **+**, or minus, **-**, buttons to add or remove thrown balls. Click **Add player** or **Remove player** to change the number of players. For **Remove player**, a window will open asking which player is to be removed.



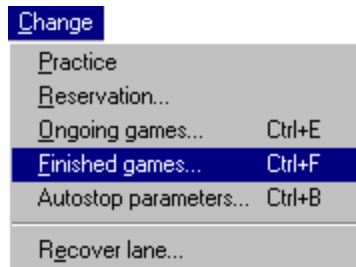
Click **OK** when finished.

If information in the **Name** or **HCP** field was changed a confirmation window will open. Click **OK** to make the changes.

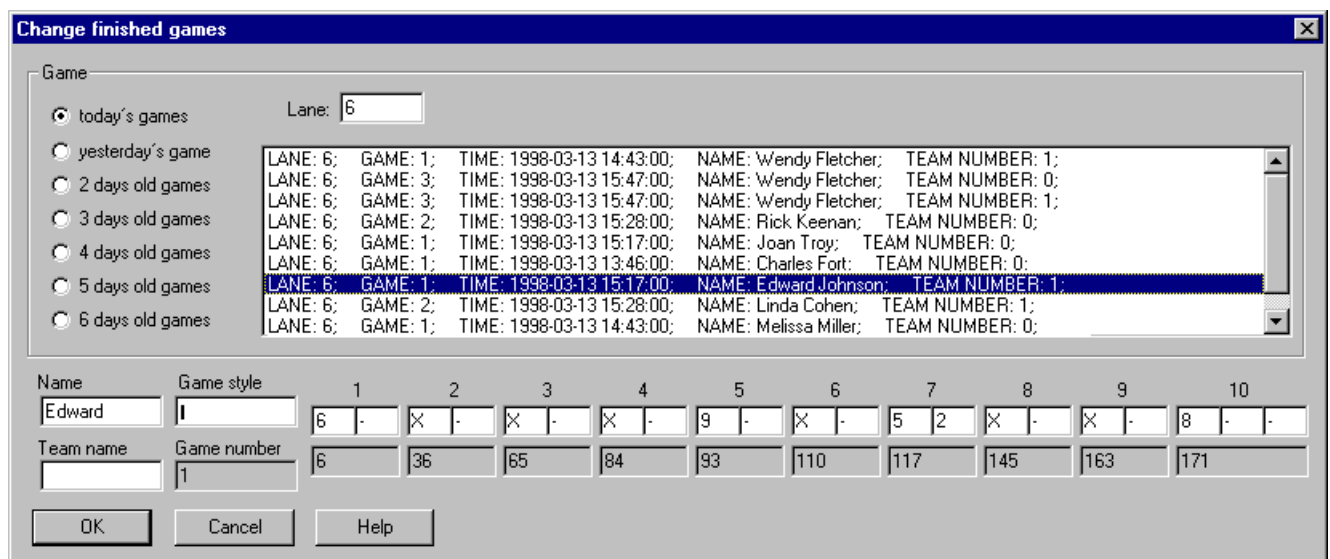


## Changing finished games

To edit finished games (if e.g. an error has occurred), click **Change** menu, then click **Finished games**,



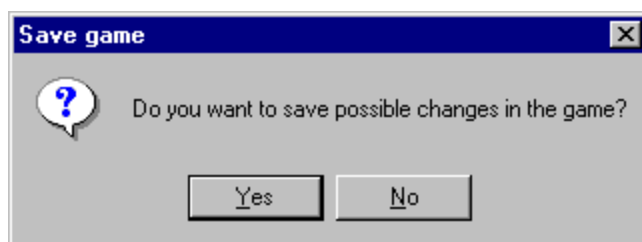
Or use accelerator key **Ctrl+F**, and the **Change finished games** window will open.



Select the games to be changed. If the lane number does not already appear in the **Lane** field, select the desired lane (see **Selecting lanes**). Then select a game from the list shown.

Any information in a white field can be changed.

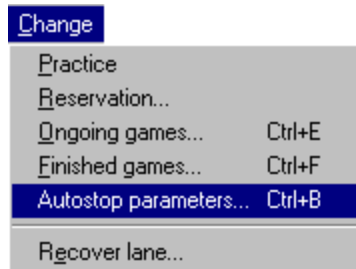
Click **OK** when finished, and a **Save game** window will open.



Click **Yes** to save the changes.

## Changing autostop parameters

To change the auto lane stop parameters, click **Change** menu, then click **Autostop parameters**,



Or use accelerator key **Ctrl+B**, and the **Change lane shutdown** window will open.



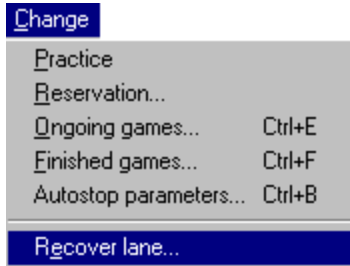
Select a lane or lanes (see **Selecting lanes**). Then change **Time** or **Game**, or remove the auto shutdown entirely (or add it if not previously selected) by marking the **Automatic lanestop** checkbox. Click **OK** when finished.



## Recover lane

If there is something wrong with a lane (e.g. it displays red despite nothing on the scoring screens) or it was shut down by mistake, it can be recovered. However, a lane that was shut down in a **match play** can not be recovered.

To recover a lane, click **Change** menu, then click **Recover lane**,



And the **Recover lane** window will open.

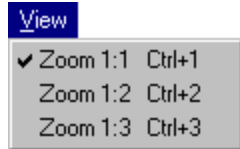


Select the lane to be recovered, and click **OK**.

## View Menu

### View (Zoom factor)

To set the screen **Zoom factor**, click **View** menu, then click the desired zoom factor, **Zoom 1:1**, **Zoom 1:2**, or **Zoom 1:3**, or use accelerator keys **Ctrl+1**, **Ctrl+2**, or **Ctrl+3**. A checkmark indicates the zoom factor currently in use.



This function is primarily used in large centers. If any zoom factor other than **1:1** is selected, a scroll bar will open in the lower edge of the **lane diagram**. This is because not all lanes can be seen at the same time.

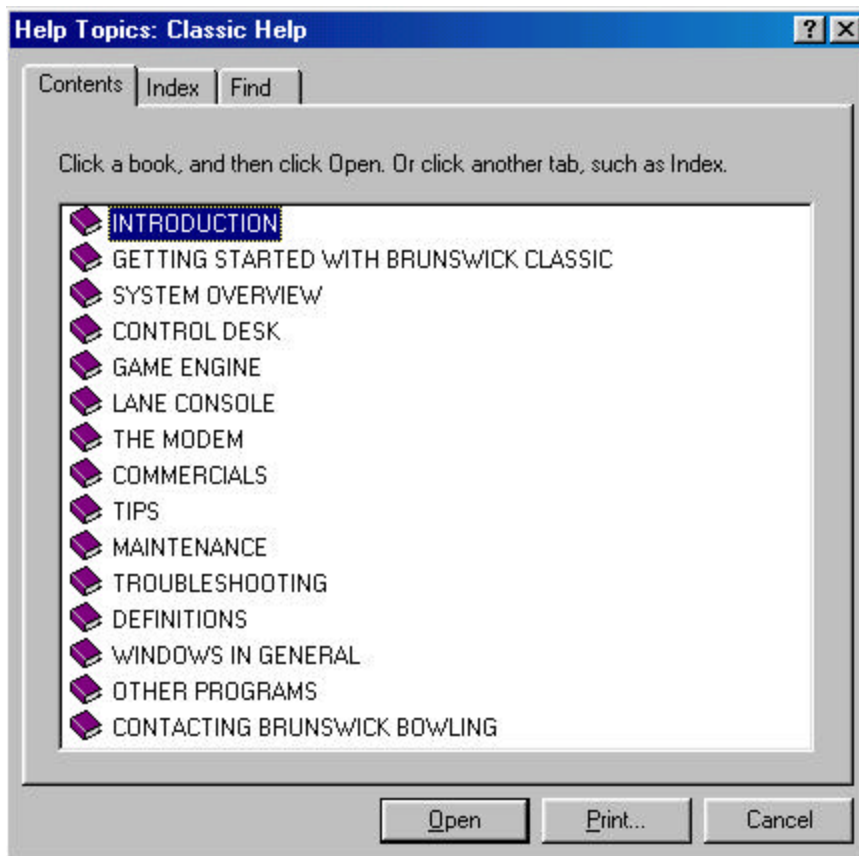
## Help Menu

### Table of contents

To access the help text, click **Help** menu (what you are reading right now), and then click **Table of contents**,



Or press function key **F1** and the **Help topics: Windows NT Help** window will open.



## Front desk

To access the help text for the front desk program, click **Help** menu, and then click **Reception**,



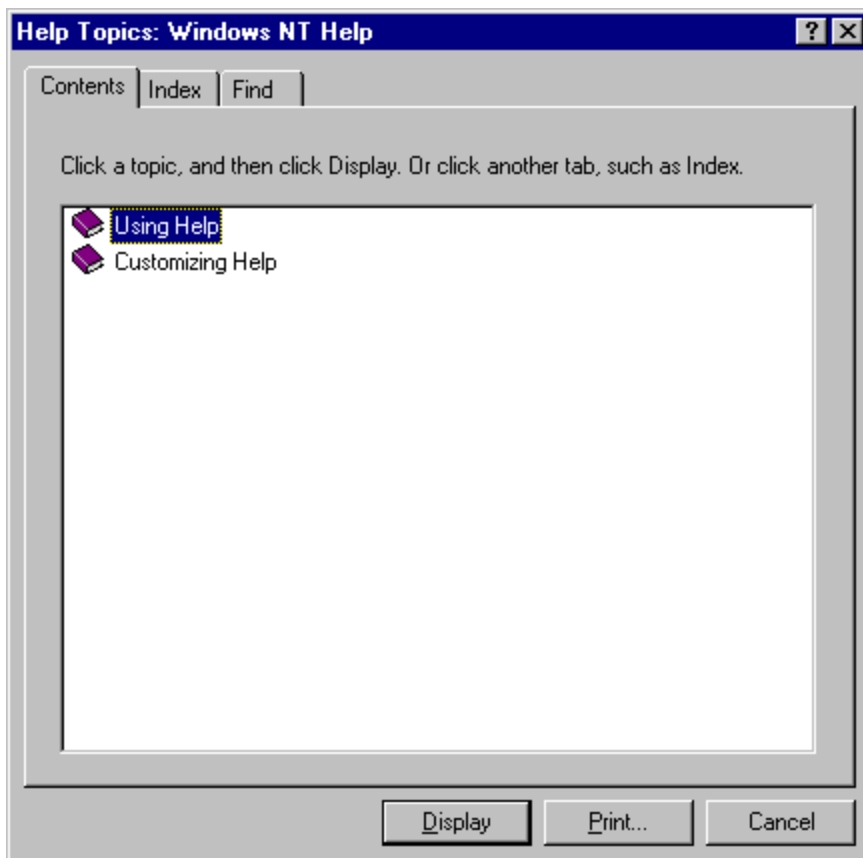
And **The front desk window: Overview** help topic will open.

## Using help

To access help topics in Windows, click **Help** menu, and then click **Using Help**,



And the **Windows NT Help** window will open.

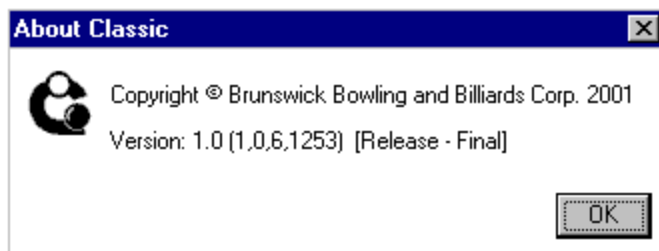


## About Classic

To access basic information about the **Brunswick Classic** management system, click **Help** menu, and then click **About Classic**,



And the **About Classic** window will open.



# LANE CONSOLE

## Lane console

Each **Classic** console has a keyboard mounted in a pedestal. A console is used for each lane allowing each lane it's own keyboard. The overhead monitors are used to guide the bowler during name entry and setup and to display scoring results.

The **lane console** keyboard has **touch keys** covered by a durable plastic film. It has letters, numbers, and a few special keys, including **split**, **miss**, **spare**, and **strike** keys. The four **arrow keys** and the **ENTER**-key are used to navigate the **function menus**. The **Left** and **Right** keys are not used for the Classic console.



The screen shots below shows the **lane console** screen after it has been assigned to open play bowling. The **right** and **left arrow keys** on the keyboard are used to navigate between fields. After changing the information in a field select **ENTER**.



If an entry is not made within a few seconds the following instruction screen will appear on the overhead monitor. The monitor will continue to switch between the entry screen and the instruction screen until a keyboard entry is made.

# Starting Open Play

1. Type in number of players, then press **ENTER**
2. Type in the name of player 1, then press **ENTER**
3. Repeat for each player
4. Move blue cursor to **ENTER** then press **ENTER**



## Start menu



Start Menu – Open Play



Start Menu – League Play

The **start menu** has seven selectable buttons. Buttons with arrows after the title, ▶, lead to sub-menus. The button, marked in dark blue is the current selected button. The **Changing menu** button is the default selection. Use the **arrow keys** to move the cursor to the desired button, then press **ENTER** to activate its function. Sub-menus automatically appear when their button is selected.



The buttons appearing on the menu will depend on whether the scorer is in league or open play. The letters in the top left corner of the buttons are **accelerator keys**. These can be used to select a button and quickly navigate through the system.

**NOTE:** The following information describes the lane console function and button default configuration. The **Console settings** function at the control desk can be used to activate or deactivate some of the lane console buttons.

<b>A</b> Player menu ▶	Opens the <b>Player menu</b> sub-menu.
<b>B</b> Changing menu ▶	Opens the <b>Changing menu</b> sub-menu.
<b>C</b> Next Bowler	Opens the <b>Next Bowler</b> function
<b>D</b> Change language ▶	Selects the <b>Change language</b> sub-menu. <i>(Available when scorers are in open play mode)</i>
<b>D</b> Skip bowler	Opens the Skip bowler function. <i>(Available when scorers are in League mode)</i>
<b>E</b> Advanced menu ▶	Opens the <b>Advanced menu</b> sub-menu.
<b>F</b> Help!	Selects the <b>Help</b> menu.
<b>G</b> Cancel	Cancels and returns the screen to <b>scoring screen</b> .

# Functions

## Next Bowler

To select a play style, move the cursor to the **C Next Bowler** button on the **Start menu** and press **ENTER**, or use the specified accelerator key (in this case **C**).



Move the cursor to the desired **bowler** then press **ENTER**.

## Change language

Use this function to change the language displayed on the lane screens. Use the arrow keys to move the cursor to select the language to be displayed on the lane console, then press **ENTER**. The lane console will then return to the **scoring screen**. The next time the **Start menu** is selected, it will appear in the selected language.

### Open Play Mode

To select available languages when in open play mode, move the cursor to the

**D Change language** button on the **Start menu** and press **ENTER**, or use specified accelerator key (In this case **D**).

**NOTE:** This button will always appear in English, to enable bowlers to choose other languages.



Open Play Start Menu

**League Mode**

When in league mode, move the cursor to the **E Advanced menu** button on the start menu.

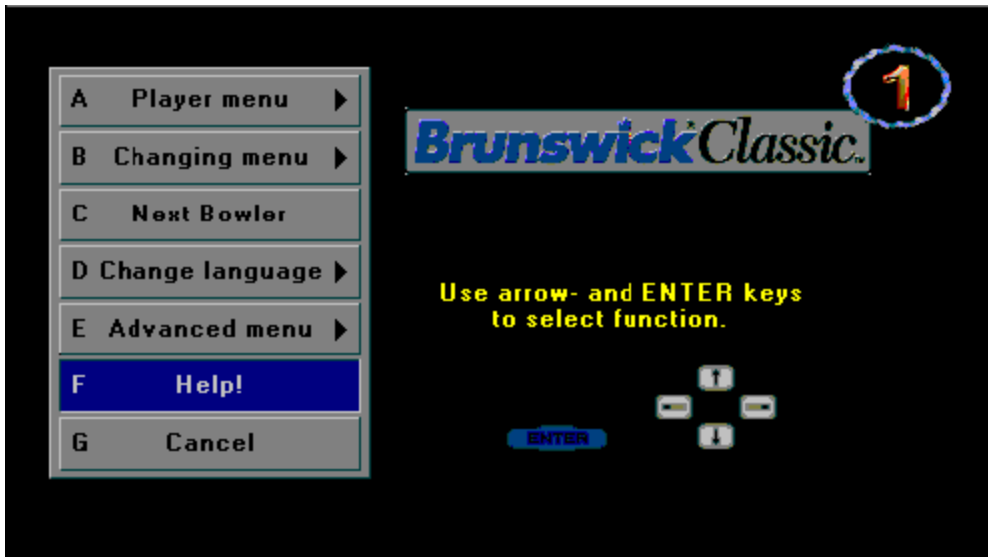
Then move the cursor to the **J Change language** button and press **ENTER**, or use the accelerator keys **E** then **J**.



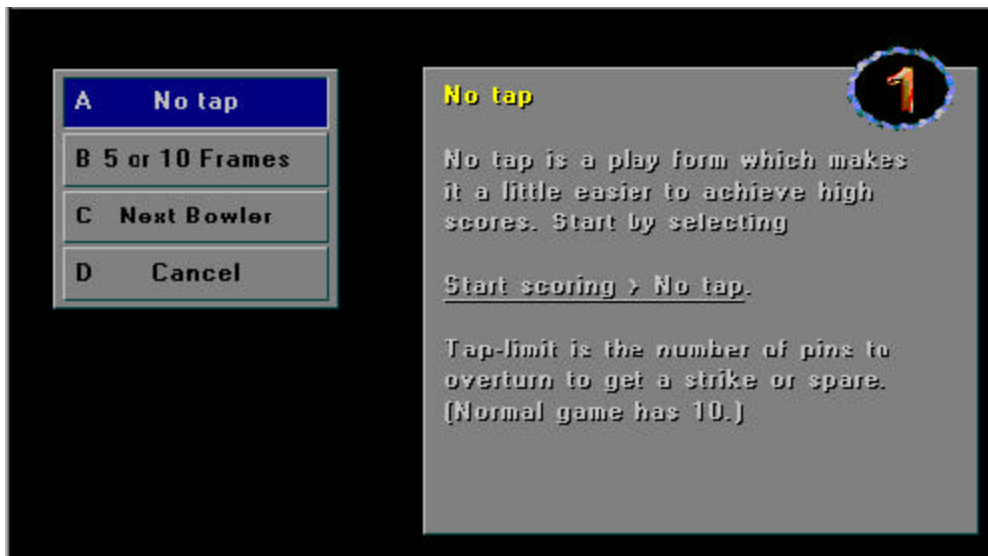
League Mode Start Menu

## Help menu

To open **Help**, move the cursor to the **F Help!** button on the **Start menu** and press **ENTER**, or use accelerator key (In this case **F**).

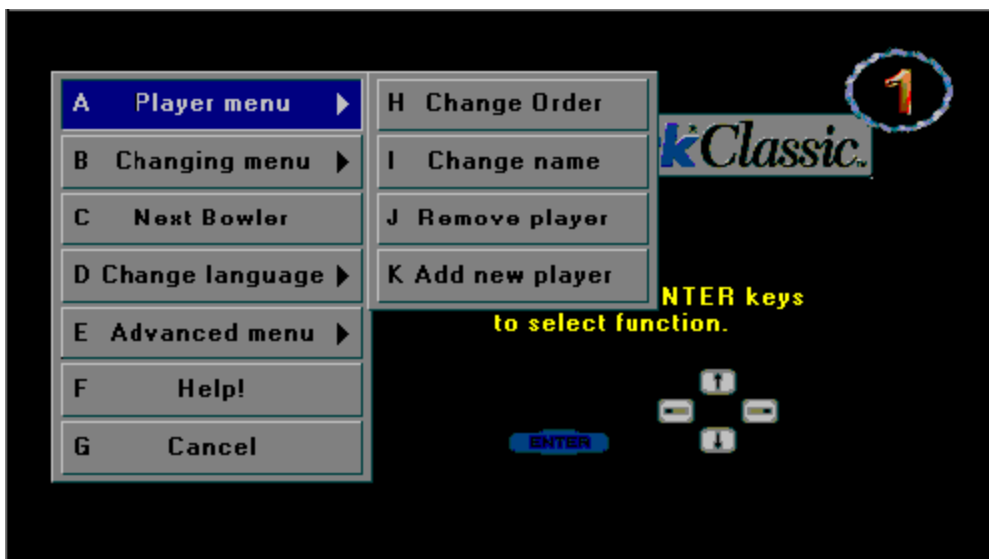


This selection helps to explain the concepts and functions of the **lane console**. Use the arrow keys to navigate the menu. When the cursor moves over a button, the appropriate **Help topic** will appear. Use **Cancel** to return to the **Scoring screen**.



## Player menu

To edit player information, move the cursor to the **A Player menu** button on the **Start menu** to open then **player sub-menu**, or use accelerator key A.



Move the cursor to the desired **Player sub-menu** button then press **ENTER**.

**H Change Order**

Starts the Change Order function

**I Change name**

Starts the **Change name** function.

**J Remove player**

Starts the **Remove player** function.

**K Add new player**

Starts the **Add new player** function.

The functions **Remove player** and **Add new player** are disabled for **match play**.

## Player menu League

To edit league play, move the cursor to the **A Player menu** button on the **Start menu** and press **ENTER**, or use accelerator key **A**.



Move the cursor to the desired **Player menu** button and press **ENTER**.

- H Admin players**
- I Add new player**

Starts the **Admin players** function.

Starts the **Add new player** function.

## Changing menu

To use this option, move the cursor to the **C Changing menu** button on the **Start menu** and press **ENTER**, or use accelerator key **C**.



Move the cursor to the desired **Changing menu** button and press **ENTER**.

<b>H</b>	<b>Edit game</b>
<b>I</b>	<b>Remove last ball</b>
<b>J</b>	<b>Add ball</b>
<b>K</b>	<b>Move score</b>

Starts the **Edit game** function.

Starts the **Remove last ball** function.

Starts the **Add ball** function.

Starts the **Move score** function.

## Advanced menu

To use this option, move the cursor to the **E Advanced menu ▶** button on the **Start menu** and press **ENTER**, or use accelerator key **E**.



Advanced Menu – League



Advanced Menu – Open Play



Move the cursor to the desired **Advanced menu** button and press **ENTER**.

<b>H</b> 5 or 10 Frames	Starts the <b>5 or 10 Frames</b> function.
<b>I</b> Skip bowler	Starts the <b>Skip Bowler</b> function. <i>(Available when scorers are in open play mode)</i>
<b>I</b> Reverse arrows	Causes the bowling sequence arrows to switch to the opposite lane. <i>(Available when scorers are in league mode)</i>
<b>C</b> Next Bowler	Starts the <b>Change Language</b> function. <i>(Available when scorers are in league mode)</i>

## Start scoring

### Open play

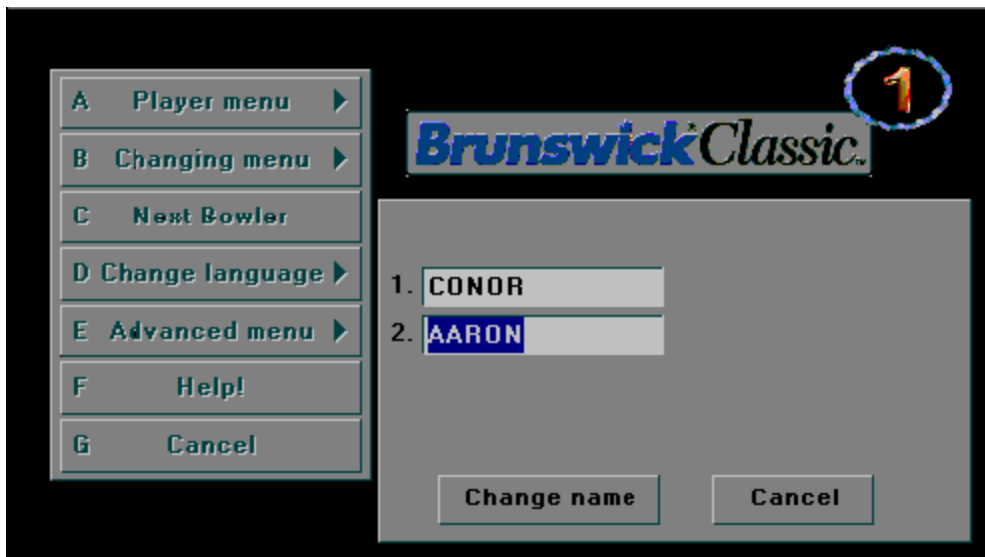
**Open play** is automatically started when the lane is assigned to bowling. Use the arrow keys to move the cursor through the boxes. Enter the number of **Players** (up to 8), and the names of the players. Then move the cursor to the **OK** button and press **ENTER**. Open play can also be **started from the front desk** with the player names already entered.



## Player menu

### Change name

To select this function, move the cursor to the **I Change name** button in the **Player menu** sub-menu and press **ENTER**, or use accelerator keys **A** and **I**.



This function is used to change the names of the bowlers, from the **lane console**. Using the arrow keys you move the cursor among the boxes and change the names where desired. Then move the cursor to the button **Change name**, and press **ENTER**.

## Remove player

**J Remove player**

To select this function, move the cursor to the **J Remove player** button in the **Player menu** sub-menu and press **ENTER**, or use accelerator keys **A** and **J**.

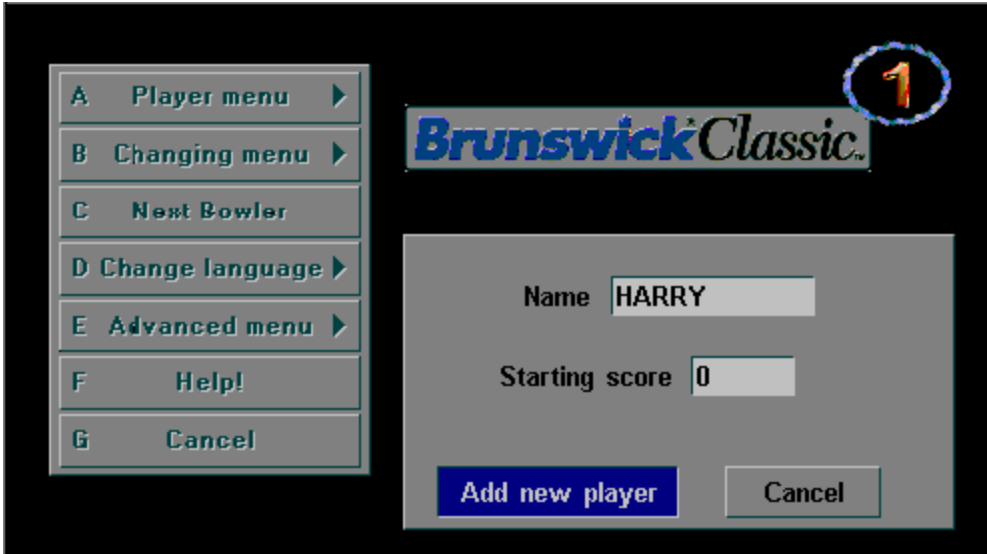


Use this function to remove players, from the **lane console**. Use the arrow keys to move the cursor through the buttons. Select the player(s) to be removed and press **ENTER**. The name of the selected player becomes highlighted in red. Then move the cursor to **Remove player** and press **ENTER**.

**NOTE:** this function is disabled in **match play**.

## Add new player

To use this function, move the cursor to the **K Add new player** button in the **Player menu** sub-menu and press **ENTER**, or use accelerator keys **A** and **K**.




Use this function to add players, from the **lane console**. Use the arrow keys to move the cursor through the boxes. Enter the **Name** of the new player and any possible **Starting score**. Then move the cursor to **Add new player** and press **ENTER**.

**NOTE:** This function is disabled in **match play**.

## Player menu American League

### Admin players

To select this function, move the cursor to the  button in the **Player menu** sub-menu and press **ENTER**, or use accelerator keys **B** and **H**.



#Players	Pos	Name	Type	hcp	Ave	Absent
4	1	Player1T1	REGUL	0	0	0
	2	Player2T1	REGUL	0	0	0
	3	Player3T1	REGUL	0	0	0
	4	Player4T1	REGUL	0	0	0
	5			0	0	0
	6			0	0	0
	7			0	0	0
	8			0	0	0

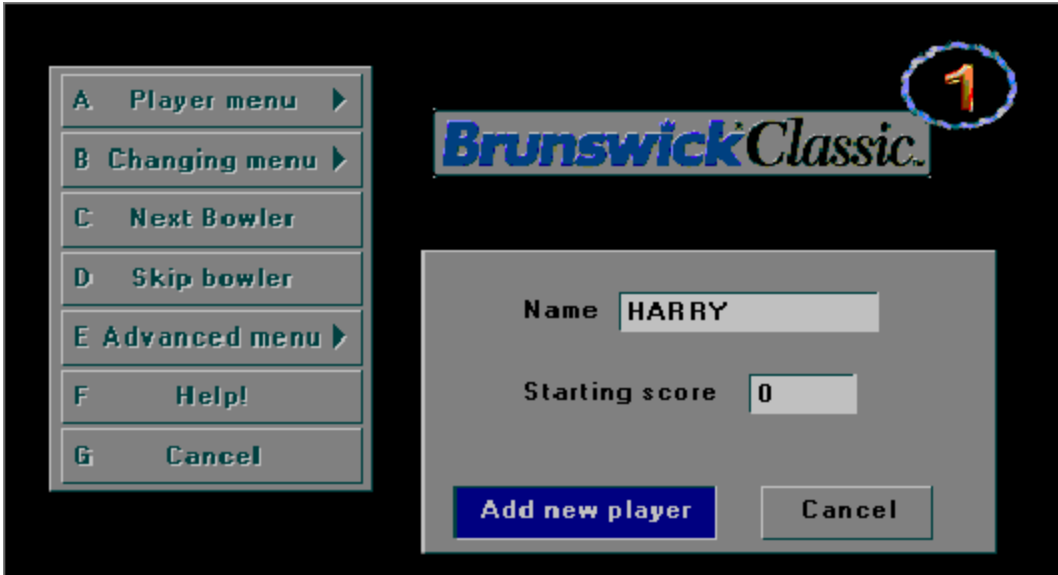
Change bowler type by pressing ENTER

OK Cancel

Use this function to administer player parameters in League play. Use the arrow keys to move the cursor through the boxes. Changes can be made to the **# Players**, **Pos** (swaps the position of the bowler with the bowler number entered in the Pos box), the bowler **Name**, the bowler **Type** (press **ENTER** to change type), **Hcp** (Handicap), **Ave** (Average), and **Absent** score. Then move the cursor to **OK** and press **ENTER**.

## Add new player


To select this function, move the cursor to the **Add new player** button in the **Player menu** sub-menu and press **ENTER**, or use accelerator keys **A** and **I**.

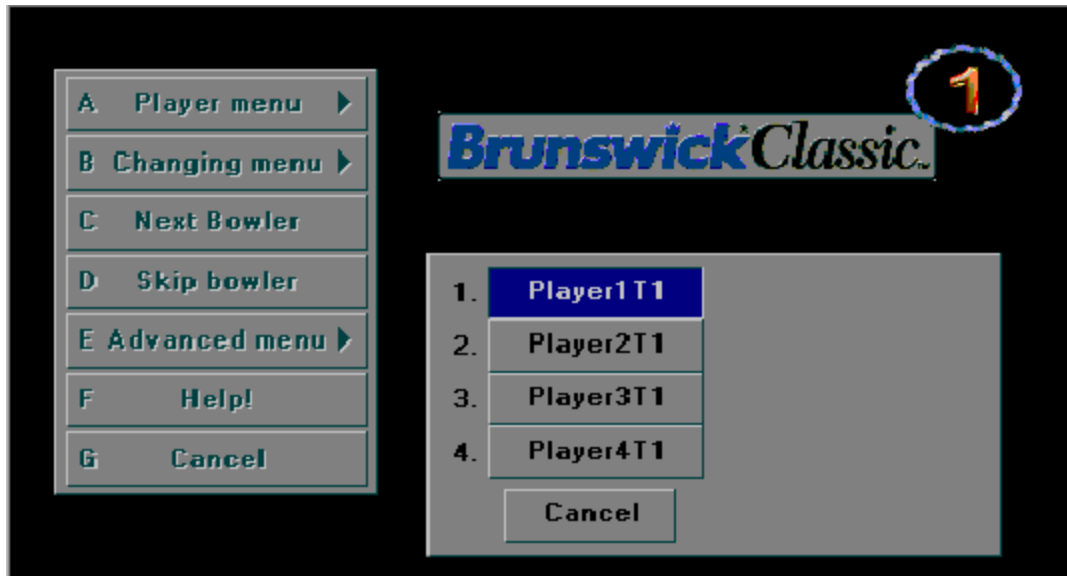


Use this function to add players, from the **lane console**. Use the arrow keys to move the cursor through the boxes. Enter the **Name** of the new player and any **Starting score**, if necessary. Then move the cursor to **Add new player** and press **ENTER**.

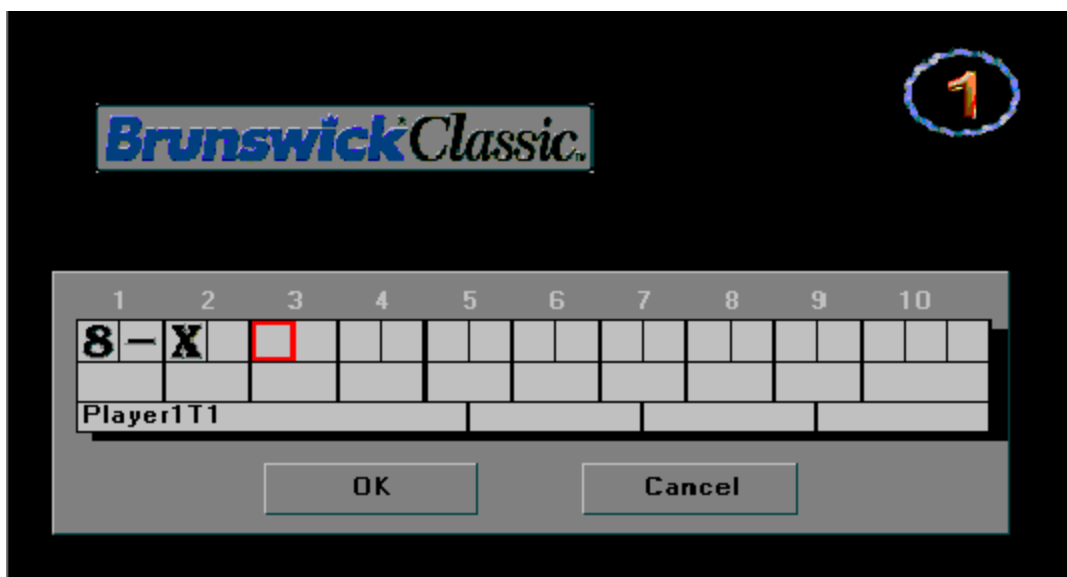
## Changing menu

### Edit game

To select this function, move the cursor to the  button in the **Changing menu** sub-menu and press **ENTER**, or use accelerator keys.

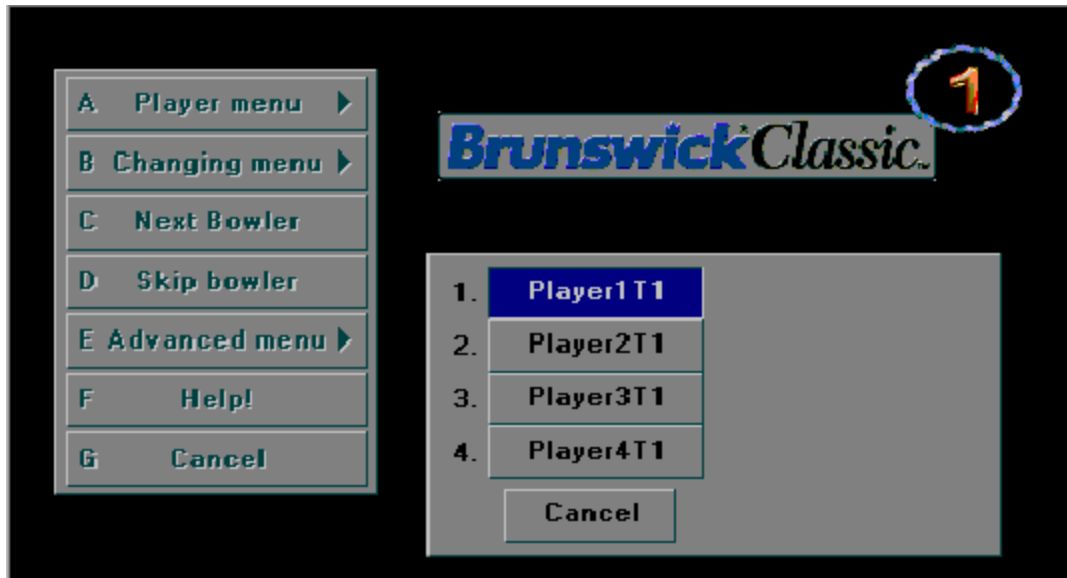


Use this function to change scores in an ongoing game, e.g. if players have bowled out of order. Use the arrow keys to move the cursor through the buttons. Select which player's game to change, and then press **ENTER**. Once the game score window opens, move the cursor to the desired frame(s) and enter the correct value(s). To save the changes, move the cursor to **OK** and press **ENTER**. (Games can also be changed from the front desk.)



## Remove last ball

To select this function, move the cursor to the **Remove last ball** button in the **Changing menu** sub-menu and press **ENTER**, or use accelerator keys **B** and **I**.



Use this function to remove the last ball. When the player selection window opens, move the cursor to desired player and press **ENTER**, otherwise choose **Cancel**.

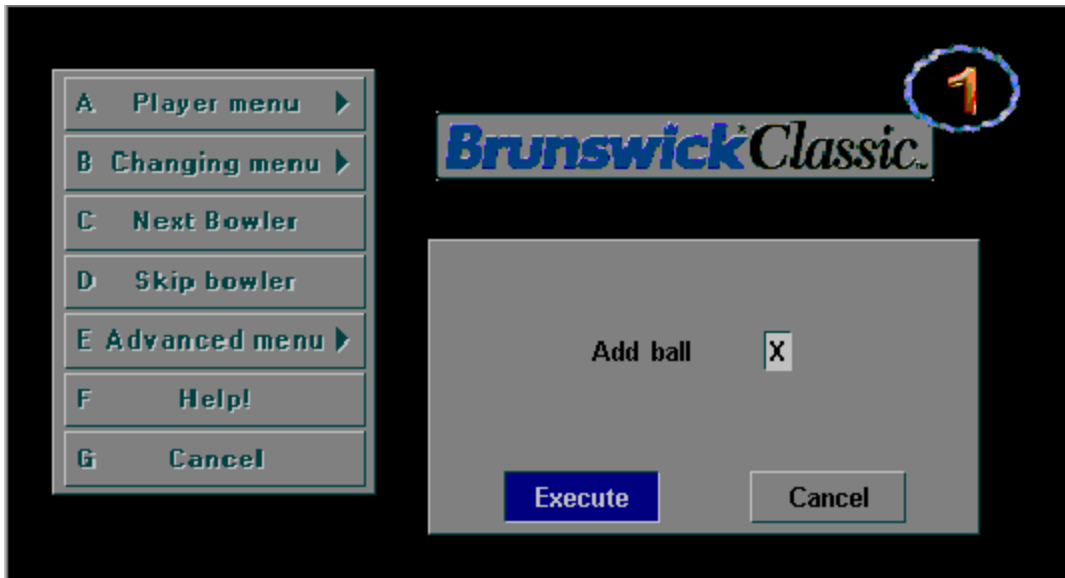
**Warning:** The last ball, for the player selected, will automatically be removed when **ENTER** is pressed.

**NOTE:** If nothing is entered in a short time period, the window closes automatically. (The last ball can also be removed from the front desk.)



## Add ball

To select this function, move the cursor to the **J** **Add ball** button in the **Changing menu** sub-menu and press **ENTER**, or use accelerator keys **B** and **J**.



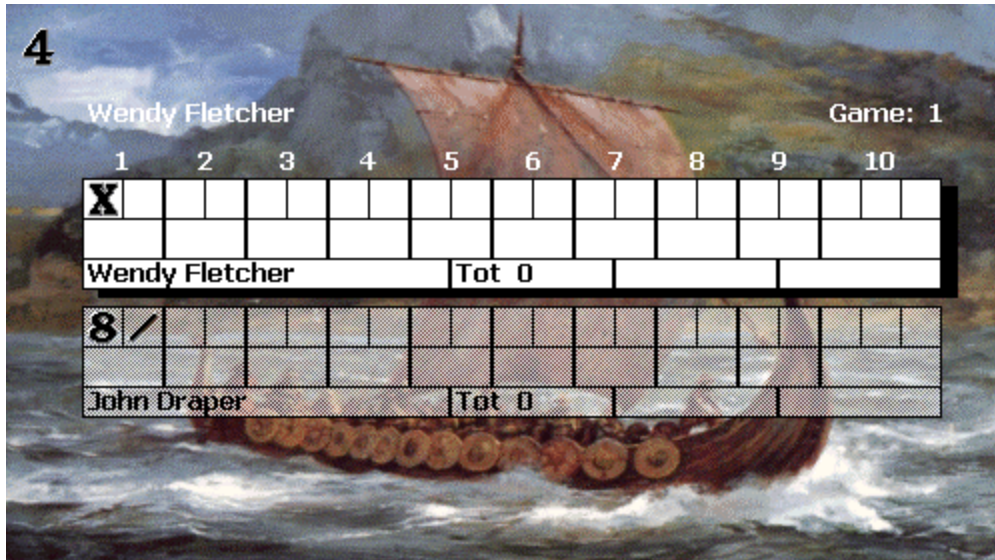
Use this function to add balls, e.g. if players have bowled out of order (after having **removed incorrect balls**). Enter the correct value in the box (for ten, use an **X**), then move the cursor to **OK**, and press **ENTER**. (Balls can also be **added from the front desk**.)

# Advanced Menu

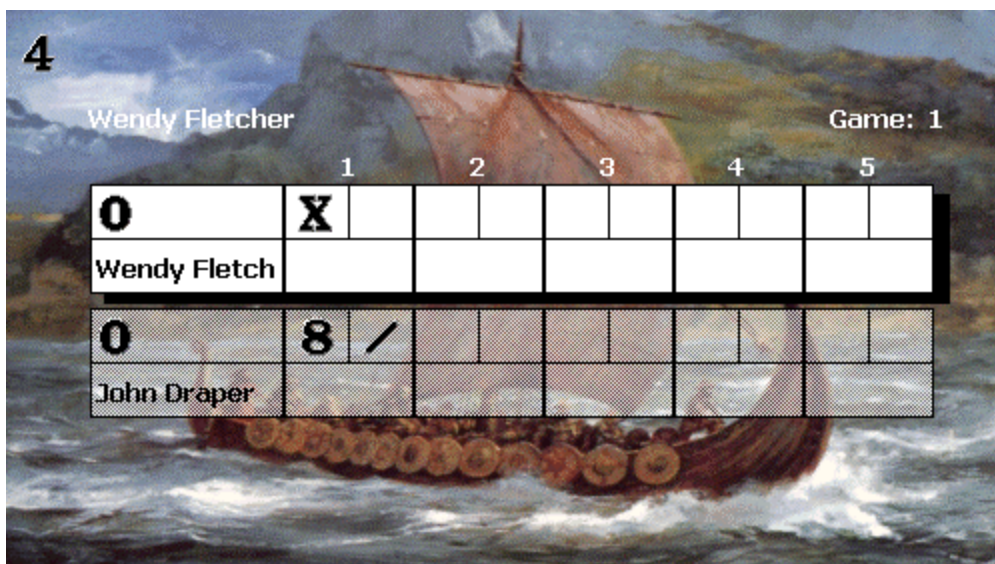
## 5 or 10 Frame Display

H 5 or 10 Frames

To select this function, move the cursor to the button in the **Advanced menu** sub-menu and press **ENTER**, or use accelerator keys **E** and **H**.



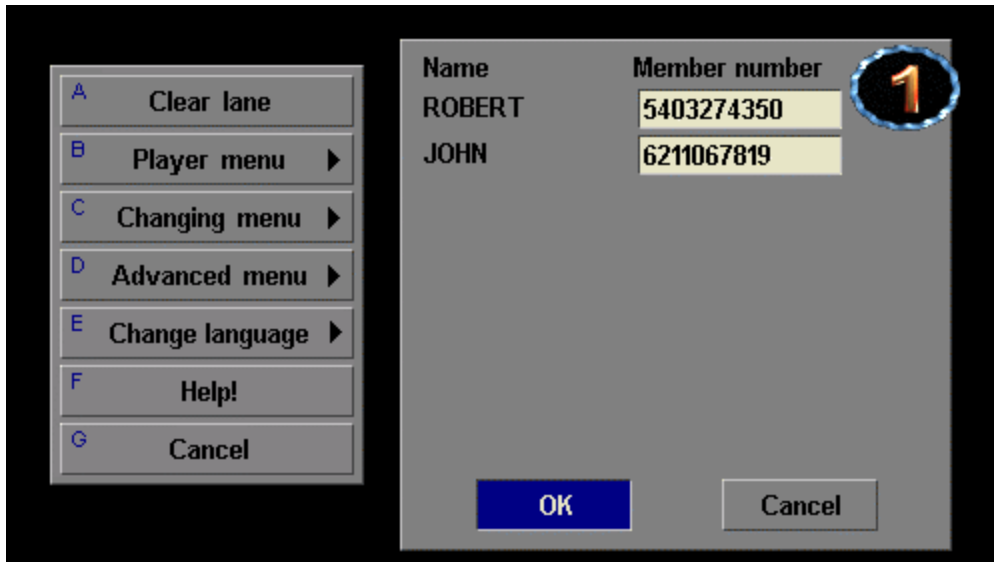
Use this function to switch between **10-** and **5-frame display** of the **scoring results**, from the **lane console**. The 5-frame display is larger and easier to read. 5-frame display is only available when the number of players is less than 4. (This function can also be set from the front desk in **Lane settings**.)



## Member number

Using member numbers (entered here or **from the front desk**) enables played games to be stored in the player's **personal statistics**.

To select this function, move the cursor to the  button in the **Advanced menu** sub-menu and press **ENTER**, or use accelerator keys **D** and **J**.

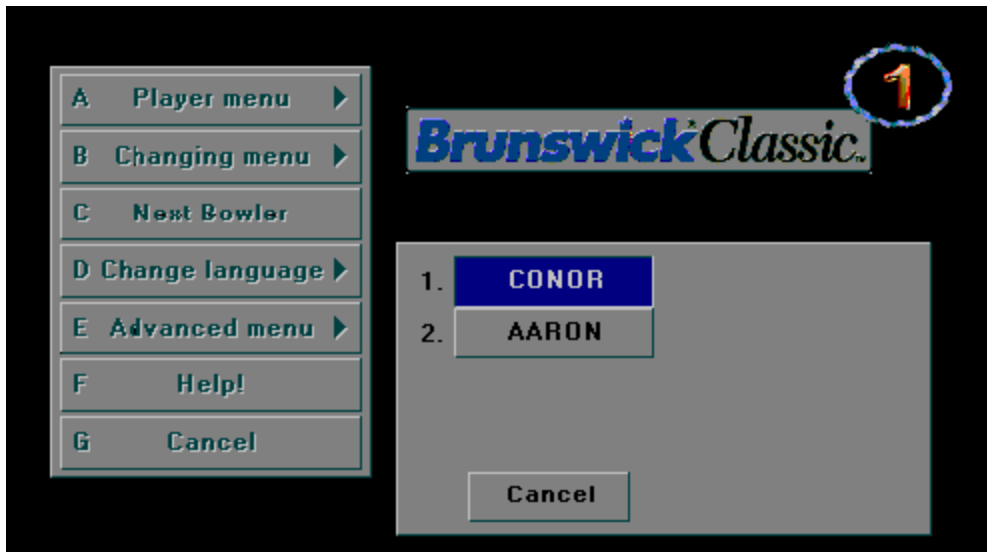


To enter member numbers, from the **lane console**, move the cursor to the desired player box and enter the number. When all numbers are entered, move the cursor to **OK** and press **ENTER**.

## Change active player

Use this function to change the active player, e.g. if a player is absent when it's his/her turn to bowl. When a player has been skipped, their score is offset from the other players, and they finish their game after the other players finish bowling.

To select this function, move the cursor to the **Change active player** button on main menu and press **ENTER**, or use accelerator keys **C**.



Use the arrow keys to move the cursor to the desired bowler, then press **ENTER**. Use the **cancel** button to leave the screen without changing the active bowler.

# THE MODEM

## Remote access

It is possible to connect several computers to a **network** through the telephone, using **Remote access**. This gives **Brunswick** direct connectivity with bowling center computers and access to the computer's directories and infrastructure. By the use of e.g. **Winfile**, updates such as new software or new strike pictures can be made.

**Remote access** does require a **modem** connection at the center and necessary **software**. Required programs are pre-loaded and all settings are preset when the computer system is delivered.

Simply ensure the center **modem** is switched on to receive **software** updates.

**NOTE:** If another device (such as a **Fax machine**) uses the same phone line as the modem, it is important to ensure that the device is switched off. Otherwise there is a risk that the fax machine will answer the incoming call, and the remote access will not be established.

### Using the remote access

Software programs necessary to use **remote access** are always running on the computer. The only action that needs to be taken at the center is to switch the **modem** on. Check that at least one **LED** lights up.

**NOTE:** If the modem is connected to the same line as a telephone it is *very* important that no one lifts the hook and tries to call at the same time data is being transmitted. If this happens the information transfer is interrupted, and the data received may be corrupted.

The **modem** will give a visual indication when it is in use. If the modem **LED's** are flashing then data is being transferred. When we are connected to the modem there are always a larger number of LED's glowing. The number of LEDs varies, depending on modem model.

Switch off the modem to close the remote access. If the center has only one phone number a confirmation call will be received once the software update is finished.

**NOTE:** Only the **front desk computer** can be updated remotely. Once an update is complete, use the **Update** function to copy the new files to the **scoring computers**.

Once a software update has been received the **front desk program** must be restarted before the changes will take effect. To do this, log out and then log back in. The same dialog box that is used to **Shutdown** the system is also used to log in and out. Or choose **Quit Classic** and then **restart the front desk program**.

# COMMERCIALS

## Commercial and information pictures

### Pause graphics

The center's **Classic scoring screens** can show **still pictures** or **animations**, with commercial or information content. Center advertising is a common use. Pictures show on the overhead monitors when scoring is not running on the lane. The pictures change every 20 seconds.

**Stills** use the filenames *PauseX.bmp*, while **animations** have the names *PauseX.dlt*. (X is any whole number greater than 0). Each number, i.e. X, can only occur once, regardless of whether it is assigned to a still or an animation (*meaning Pause5.bmp and Pause5.dlt can not be used at the same time*). The first four numbers are reserved (*Pause1.xxx through Pause4.xxx*).

New **stills** for advertising or information can be created easily with the in the *Paint* program. Just click the Start button, then Program, then Accessories, then Paint. Stills can also be imported from other sources. However, pictures *must* be stored in ordinary *BMP*-format, with 500 \* 280 pixels, contain 256 colors, and can *not* be compressed. A picture stored in the correct format should be 141078 or 141080 bytes in size.

Pictures should be saved in the C:\GameWare\Media\Commercial directory on the **front desk computer**. Save as *PauseX.bmp*, where X is a whole number. Verify the previous high number then use the next highest number. Always verify the filename is correct before saving. Use **Winfile** to verify stored pictures on the hard drive, or to delete pictures. Once a picture has been saved, use the **Update** function to copy it to all **scoring computers**.

**NOTE:** All pictures must be numbered consecutively. If a number is skipped, the computer assumes that the number is the last picture. This means pictures numbered after the skipped number will not be available. Each computer must be re-booted before new pictures will be available for use.

### Background images

Background images can be imported from other sources or custom made. Images also *must* be stored in ordinary *BMP*-format, with 500 \* 280 pixels, contain 256 colors, and can *not* be compressed. An image stored in the correct format should be 141078 or 141080 bytes in size.

Images should be saved in the C:\GameWare\Backgrounds directory on the **front desk computer**, and may have any name. Once an image has been saved, use the **Update** function to copy it to all **scoring computers**. Go to **lane settings** to select a new image. The computer does *not* have to be re-booted to use new images.

## TIPS

### Pre-selection of lanes

To pre-select a lane number, click in the lane's column (on the **lane diagram**) before selecting other lane-dependent functions. The **Lane** number will then open in any field where lane information is shown. This step will save the time it takes to enter the lane number in each window.

### Double-click

**Double-clicking** the primary mouse button can save time. In windows, for example, when choosing between various categories, such as **Print**, double-click on the desired item instead of selecting it with a single click then clicking **OK**. (Also double-click to start, delete, or change **Reservations**.)

# MAINTENANCE

## Maintenance and care

The computer system must be properly cared for run well. Refer to the links below, for specific care instructions.

- [Computers](#)
- [Photocells and CCD-camera](#)
- [Keyboard on lane console](#)
- [TV-sets](#)
- [Foul unit](#)
- [Ballspeed adjustment](#)
- [Lane Server Configuration](#)
- [Restoring autobackup database](#)

## Computers

The **computers** should be in as dust-free an environment as possible. Carefully vacuum around the computers but be careful not to damage the cables. Dust sucked into the computer by the fan will eventually impede the cooling air, and the computer may break due to overheating.

## Photocells and CCD-camera

When the lanes are cleaned or oiled, the electronics out in the lanes should be covered with a towel. If **photocells** or **reflexes** become too dirty the system could **miss balls**. A dirty **CCD-camera** could cause **incorrect scoring**.

The photocells can be cleaned with a damp rag. Consider all parts out at the lanes to be sensitive to moisture. The cameras also require cleaning periodically. Use special optic cleaning cloth to clean the lenses. After cleaning photocells or cameras the **pin settings** should be reverified to ensure everything is correct.

## Keyboard on lane console

The **lane console keyboards** are coated with a durable plastic film to protect the surfaces. However, the film will not prevent damage caused by pointed pencils, coffee, or similar abuse. The keyboard is moisture-resistant, but can be damaged if a large amount of fluid is spilled on it. Normal cleaning requires only a slightly dampened rag. Keyboards damaged by fluids can often be rinsed clean. Contact **Brunswick** before rinsing a keyboard.



# Overhead Monitors

Monitors are cleaned using a slightly dampened rag to wipe the screen and a vacuum to clean the outer surfaces. The most common cause of **overhead monitors** breaking is overheating due to dust. Make sure dust does not accumulate on or in the air-vents. The TV-screens in the **lane consoles** do not normally require vacuum cleaning to remove dust, but should be wiped off to clean the screen surface.

# Foul unit

To work properly, the **foul units** should be cleaned whenever the gutters are swept. In general it is enough to vacuum near the **photocells** and **reflectors**. Remove the cover and carefully vacuum the electronics at least twice a year.

# Ballspeed adjustment

Use the following steps to adjust the ballspeed:

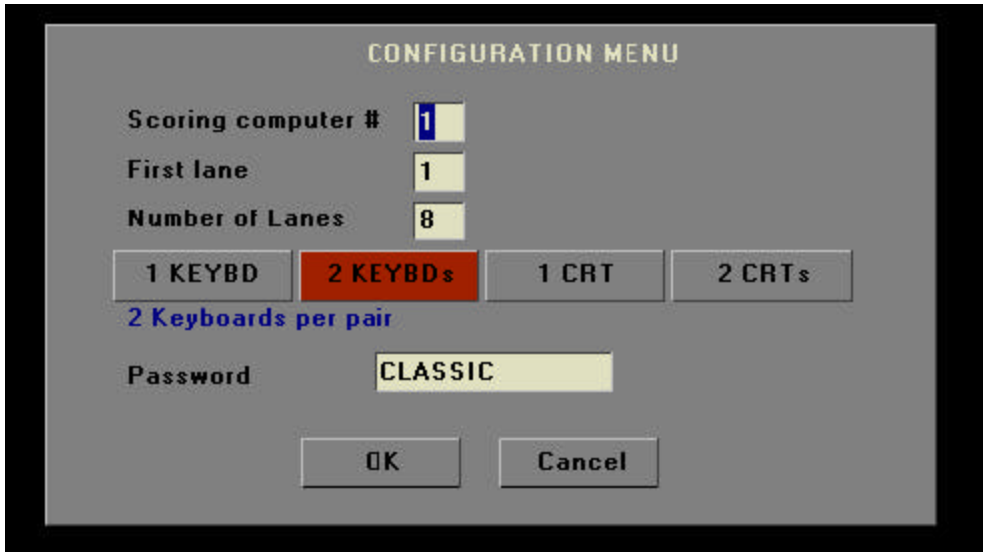
1. Go to the **Front desk computer** and start **Regedt32** by clicking **Start** and **Run**, and then type **Regedt32**. Click **OK**.
2. Select the **Register** menu and click **Close** until all windows have disappeared.
3. Select the **Register** menu, click on **Select computer**, and select the desired **Scoring computer**.
4. Select the window called **HKEY\_USERS**.
5. Open the folder with lots of numbers in the name.
6. Open the folders **Software**, then **Resultatsystem**, and then **Viking2001**.
7. If a value called **ISABusSpeed** can not be found, it must be added by:
  - A. Opening the **Edit** menu.
  - B. Selecting **Add a value**.
  - C. Typing in **ISABusSpeed** and selecting **REG\_DWORD**.
8. Double-click on the **ISABusSpeed** line to edit the value.
9. To decrease the speed visible on the TV type in a value lower than **18123**. This is a decimal number. Be sure to have the **Decimal** radio button selected.
10. Use the **Reboot** option under the Service Menu to re-boot the scoring computer and activate the changes.

# Lane Server Configuration

If a Lane Server computer is replaced or if the hard drive is changed on any **Lane Server computer**, the configuration and programming for the computer must be configured.

1. Disconnect all other Lane Servers from the Network leaving the new server connected to the LAN.
2. At the **Front Desk computer** select the **File** menu and then **Update**. Click on each part to be updated (software, commercials, and multimedia). When finished, re-boot the scoring computer.
3. Disconnect the LAN from the new Lane Server and reconnect the LAN to other Lane Servers.
4. Reboot the new Lane Server.
5. After the new Lane Server is back up, press **ENTER** and follow the prompts to enter at least one bowler name.
6. Once the scoresheet appears, press **ENTER** to enter the menus.

7. Type **/classic** (be sure to include the Slash (Spare) first).
8. A menu will appear, showing the current configuration.



9. Configure the lane server using the following settings:
  - Scoring computer #** - The value entered in this field depends on where the Lane Server is located in relationship to the other Lane Servers. To determine the number, simply count the number of Lane Servers in the system, starting at Lane 1.
  - First lane** – Enter the first lane that is controlled by this lane server. (Usually, the number entered here will be 1,9,17,25 etc.)
  - Number of Lanes** – Enter the total number of lanes controlled by this Lane Server. The maximum number that can be entered is 8.
  - Configuration Buttons** - The four buttons below the number of lanes field determines the lane console configuration. Use the 2 Keybds button to set the configuration to 2 keyboards per pair.
  - Password** - The **Password** field is not editable.
10. Once the desired changes have been made, select **OK** and press, **ENTER**.
11. The Lane Server computer will restart automatically. This should take about five to ten minutes.

After the Lane Server has been restarted, the programming of the hard drive must be updated.

12. Select **Settings** and then **Pin Settings**. Save the settings for each lane to the Lane Server computer.
13. Select **Settings** and then **Setup**. Press **OK**.
14. Select **Settings** and then **Lane Settings**. Press **OK**.

## Restoring autobackuped database

At each successful start of the **Front desk computer** a backup of the database is created and stored on **Lane Server 1** using the filename **Monday.mdb**, **Tuesday.mdb** etc. Thus there are database backups for the seven latest days.

1. Close Classic software by selecting **File** and then **Exit**. Selecting **Exit Reception** and press **OK**.
2. Start the file manager program, **Winfile**, by clicking on the **Windows start button** then on the **Run** menu option. Enter **Winfile** and click **OK**
3. Open the folder **C:\GameWare\DataBase\**
4. Rename the file **BOWLDB.mdb** as **Old.mdb**.
5. Select the menu **Disk** and then, **Connect network drive**.
6. Select **\\Slave1\c\$** from the list in **Path:** (If it's not in the list, you'll have to enter in manually in the Path field.) Enter **GameWareUser** in the **Connect as:** field.
7. Open the **GameWare** folder on the **Slave1\c\$**.
8. Copy the file e.g **Monday.mdb** (or **Tuesday.mdb** etc.) to **C:\GameWare\DataBase\**.
9. Open the folder **C:\GameWare\DataBase\**.
10. Rename the file **Monday.mdb** (or **Tuesday.mdb** etc.) as **BOWLDB.mdb**.
11. Close **Winfile** and **restart the Classic software**.

# TROUBLESHOOTING

## What's the problem?

If an error does occur the first step is to use the help function. Often the problem is easy to fix.

Unfortunately, computerized scoring system errors will occur at times. They may be the result of faulty hardware or software, or can be caused by incorrect use or handling. Because the system is partitioned into modules, some parts can be closed down without affecting others. If, for example, something goes wrong with the **front desk program**, it can be restarted without affecting the **scoring**.

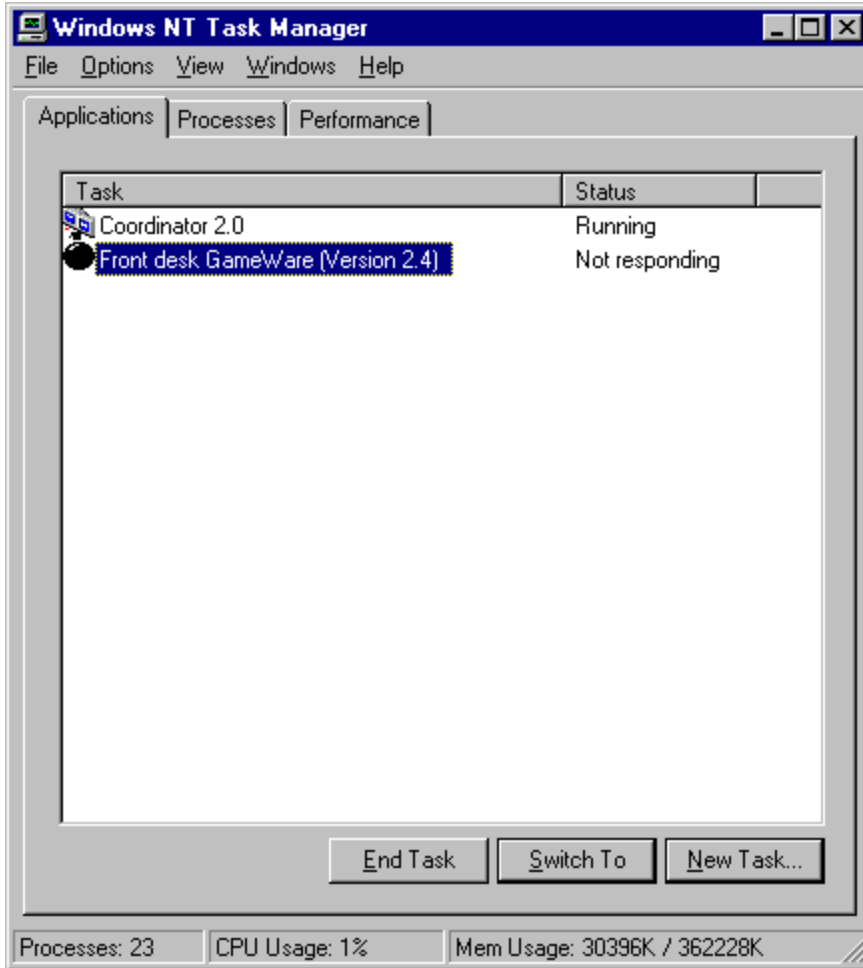
A common error is a fault in the sensor at the **CCD-camera** or the **machine**. These faults are often caused by build-up of dust or dirt, or by someone pushing the **photocell** or the camera out of alignment. Simple hardware faults, like e.g. misaligned photocells, are easy to fix, while others may require a little more effort. Also make sure that all cables and connectors are tight and properly connected.

Some of the more common problems are:

- The Front desk computer doesn't start**
- A Lane Server computer doesn't start**
- The Front desk program doesn't start**
- Programs are hung-up**
- Programs crash**
- The computer scores incorrectly**
- The computer triggers the machine unexpectedly**
- Keyboard on lane console does not work**
- TV-set shows no or erroneous image**
- TV-set is frozen**
- Other errors**

# Windows NT Task Manager

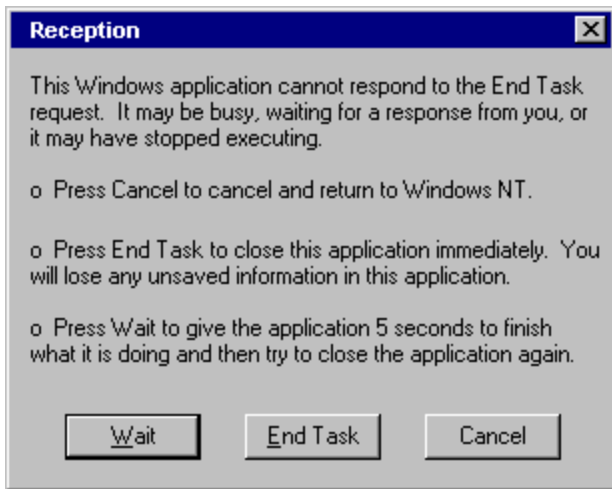
Use **task manager** to close programs that seem to freeze up. Simultaneously click **Ctrl, Shift,** and **Esc,** at far left on the keyboard and the Windows NT Task Manager window will open.



The three available tabs are **Applications**, **Processes**, and **Performance**. The **Applications** tab should be opened. If not, click on the tab to select it. Programs currently running on the computer are shown in the window. If a program is frozen, the **Status** column will show **Not responding**.

**NOTE:** A **Not responding** in the status column does not necessarily mean a program is frozen. It could be busy with an extended process, e.g. working on the hard drive. However, if a program continues to show **Not responding** for several minutes without the hard drive running, it is probably frozen and must be closed.

To close a frozen program, click on its name (so it turns dark blue), and then click **End Task**. Usually the frozen program will close, or the following window will open:



Click **End Task** and the frozen program will close.

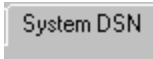
If a program will not close using **task manager**, shut down **Windows NT**, and then restart it. As a last resort use the **reset button** or turn the power off with the **power switch**. Always run **Chkdsk** to check the hard disk for errors, after a reboot.

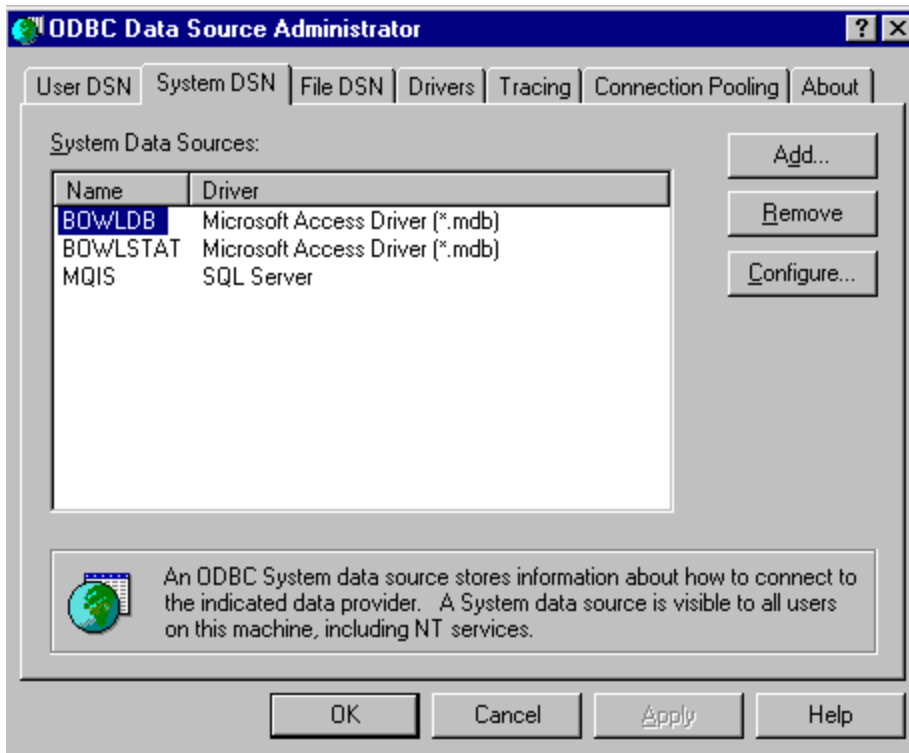
# Repairing Databases


Classic Reception uses Microsoft Windows' standard ODBC (Open Database Connectivity) to access its bowling databases. If these databases ever become damaged or the information corrupted, they can normally be repaired using the repair utility available in Windows ODBC Data Source Administrator applet.

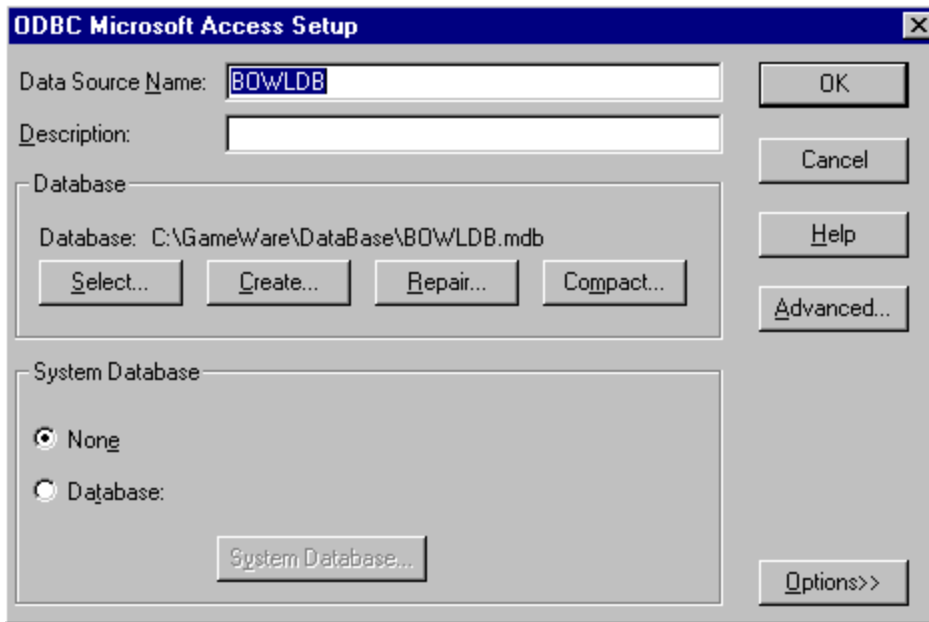
To repair a database, **exit** the Reception Program then click on the ODBC Data Sources icon located in the Windows NT Control Panel.

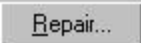


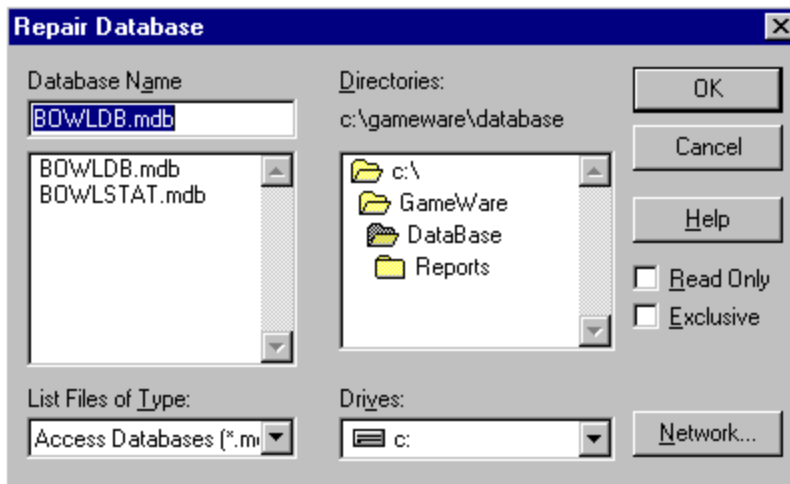
When the ODBC Data Source window opens, select the System DSN tab  and one of the bowling data sources.

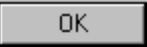


Then click the  button to open the ODBC Microsoft Access Setup window.

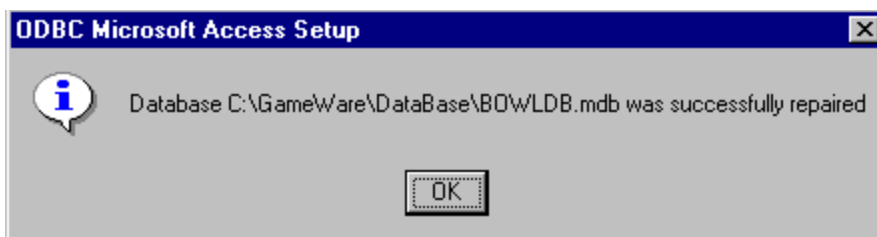


Click on the  button to open the Repair Database Window.



Select the database to be repaired from the databases listed in the Database Name box, Then click on the  button.

If the database is successfully repaired, a message indicating the repair was successful will appear.



If a problem occurs when repairing the database, an error message describing the problem will be displayed.



ODBC Microsoft Access Driver Login Failed



You attempted to open a database that is already opened exclusively by user 'admin' on machine 'DATOR'. Try again when the database is available.

OK

Cancel

# Chkdsk

**Chkdsk** is a program used to check for errors on the hard drive. It will repair damaged files.

Run **Chkdsk** whenever the computer has been shut down incorrectly , e.g. if the computer has been switched off or reset without the screen *"It's now safe to turn off your computer"* displayed.

## Front Desk Computer

If it is available, Double-click the Windows desktop icon **CheckDisk** to run the program. Otherwise, click

the **Windows start button** then on the **Run** menu option. Enter **chkdsk** and click **OK**.

**NOTE:** The program may take a while to run.



## Lane Servers

To shut down the **Lane Servers**, switch off the power. They are configured to run Chkdsk every time they are started.

**NOTE:** *Never* switch off or reset any computer while it is running Chkdsk. This can corrupt the hard disk.

# Reporting errors

If a major error does occur, notify **Brunswick** to correct the problem. An **error report** must be completed with as much accurate and detailed information as possible.

It is important to note exactly what happened. Which error message(s) were displayed on the screen, if any? Which lanes were in use? What was showing on the overhead monitors when the error occurred?

If the error has occurred more than once look for commonalities. Were the same lanes in use each time? Did someone use the same lane console? Be sure to include as much information as possible in the **error report**. Fax the complete report to **Brunswick** as soon as possible. The goal is to get the center management system operating error free as quickly as possible.

# Error report

Which center:..... Name:..... Date:.....

Program version:.....

Which lanes were active at the time?  1  2  3  4  5  6  7  8

9  10  11  12  13  14  15  16

Which lane(s) did the error occur on?  1  2  3  4  5  6  7  8

9  10  11  12  13  14  15  16

Error description: .....

.....

.....

.....

How often does the error occur?.....

Which forms of play were running when the error occurred?.....

Was a lane console used at the same time?  Yes  No If Yes, which?.....

Were sound effects on where the error occurred?  Yes  No

Were there pictures on where the error arose?  Yes, stills  Yes, animations  No

Did anyone work at the front desk?  Yes  No

Were any error messages displayed?  Yes  No If Yes, what did it say?

.....

You could also fax in the error message, as described in **reporting errors**.

What happened at the same time the error arose? (Strike picture on lane 2, the TV flashed etc.)

.....

Have you had problems earlier during the day?  Yes  No If Yes, what problems?

.....

Send to **Brunswick**: Fax 231-725-4667, Telephone 800-323-8141, or International 231-725-3220.

# Different faults

## The Front desk computer doesn't start

The computer not starting up when you turn the power switch on can be caused by many different things; some very simple faults, or much more serious errors. Messages that have an **OK**-button are usually harmless to press.

### Symptom

### Cause/remedy

**The computer does not start at all.**

- Check that all power cords are connected.

**Windows NT doesn't start.**

- Remove possible floppy disk in drive.
- Check that the monitor, mouse, and keyboard are properly connected to the computer.

**Blue screen with some text is shown. At least one line is changed continuously.**

- **Checkdisk.** This is a normal check of the computer's hard drive and may take some time to complete. **NOTE:** Do not switch off or restart the computer while **Chkdsk** is running. If it takes more than half an hour call **Brunswick**.

**Blue screen with a lot of numbers. The screen does not change at all in several minutes.**

- The operating system has crashed. Restart the computer and try running **Chkdsk**. If it isn't possible or doesn't help: contact **Brunswick**.

## The Scoring computer doesn't start

The **scoring computers** normally take about 8 to 10 minutes to start-up, and can take even longer in some cases. Particularly if the **Save camera images** option in **Setup** is or has been marked, it may take some time. If they do not start-up properly, refer to the chart below.

<b>Symptom</b>	<b>Cause/remedy</b>
<b>The computer does not start at all</b>	<ul style="list-style-type: none"><li>• Be sure to wait at least 20 minutes to allow time for the scoring computers to boot-up.</li><li>• Check that all power cords are in, and that the LEDs on the front are lit.</li><li>• Connect a computer monitor (keyboard and mouse too, if necessary) to the scoring computer. Observe exactly what is displayed on the screen.</li></ul>
<b>Blue screen with some text is shown. At least one line is changed continuously.</b>	<ul style="list-style-type: none"><li>• <b>CheckDisk</b>. This is a normal check of the computer's hard drive and may take some time to complete. <b>NOTE:</b> Do not switch off or restart the computer while <b>Chkdsk</b> is running. If it takes more than half an hour, call <b>Brunswick</b>.</li></ul>
<b>Blue screen with a lot of numbers. The screen does not change at all in several minutes.</b>	<ul style="list-style-type: none"><li>• The operating system has crashed. Restart the computer and try running <b>Chkdsk</b>. If it isn't possible or doesn't help: contact <b>Brunswick</b>.</li></ul>

## The front desk program doesn't start

The front desk program (Reception) not working when the front desk computer is started up, could be caused by several different things. The database may be damaged, see **Other errors**, or it could be caused by **other installed programs**. **Brunswick** is not responsible for errors caused by user installed third party software applications.

**NOTE:** Play can be started from the lane consoles, but this only applies to **Open play** as a temporary solution. In order to start bowling from the console, the Front desk computer must be shut down completely, or the network connection must be removed. When a lane is started in this manner, the pinsetter must be turned on manually.

## Programs are frozen

Sometimes a program freeze up may occur. There can be several different reasons for this: errors in the program, interference from other programs etc. If a program freezes, terminate it with the **task manager** (and then, if you need to use the program, restarting it).

If the program does not let itself be closed from the task manager you should close **Windows NT**. As a last resort there are the **reset button** and the **power switch**. In this case you should run a **Chkdsk** to check the health of the hard disk. Most often the program functions properly again after a restart. If it does become frozen again, there probably is something wrong with it.

If the frozen program is a part of **Brunswick Classic**: contact **Brunswick Bowling** (see **Reporting errors**). **Brunswick** accepts no responsibility for problems in other programs, whether the operating system or possible other installed programs. Contact the third part software maker.

## Programs crash

When serious errors occur, programs may crash. This can expressed in different ways. Sometimes a "Dr Watson"-window appears. On other occasions the program simply closes. If a program crashes, try to start it again. If it crashes again, in the same manner, there is something wrong with it. If the crash is serious enough that a **blue screen** with a lot of numbers is displayed you should run **Chkdsk** to check the hard disk.

If the crashed program is a part of **Brunswick Classic**: contact **Brunswick** (see **Reporting errors**). **Brunswick** takes no responsibility for malfunction in other programs, including the operating system or other installed programs. Contact the third party software maker.

## The computer scores incorrectly (General)

**Incorrect scoring** can be expressed in several ways. Most often the cause is erroneous **settings** or **hardware faults**. If incorrect scoring problems occur at all lanes at the same time, it may be due to **software errors**.

**Brunswick** recommends that a printout be made of the pin camera shots, in order to see what the computer sees, whenever incorrect scoring occurs. This is done by marking the **Save camera images** box in **Setup**, and then **print out the game** with the **Include photos** box marked.

**NOTE:** Only games played after the **Save camera images** option was marked can be printed out with camera shots.

- The computer scores specific pins incorrectly.**
- The computer scores all pins incorrectly.**
- The computer does not score at all.**

## The computer scores specific pins incorrectly

**Brunswick** recommends that a printout be made of the pin camera shots, in order to see what the computer sees, whenever incorrect scoring occurs. This is done by marking the **Save camera images** box in **Setup**, and then **print out the game** with the **Include photos** box marked.

**NOTE:** Only games played after the **Save camera images** option was marked can be printed out with camera shots.

<b>Symptom</b>	<b>Cause/remedy</b>
<b>The computer scores specific pins incorrectly (general).</b>	<ul style="list-style-type: none"><li>• Open <b>Pin settings</b> and check that all <b>markers</b> are in the right places for the lane in question.</li><li>• While in <b>Pin settings</b>, press <b>Save</b> to ensure the front desk and scoring computers are the same.</li><li>• Check that the <b>Level</b> value is correct.</li></ul>
<b>The computer scores too low</b>	<ul style="list-style-type: none"><li>• The camera sees one or more pins too much. Raise the <b>Level</b> value in <b>Pin settings</b> for the desired lane.</li><li>• Ensure that <b>Delay</b> is not set too low. Late-falling pins could be counted.</li><li>• Curtain reflections behind the pins could be so bright that the computer thinks pins are left. Clean the curtain of oil and possibly raise the <b>Level</b> value.</li><li>• Check that <b>Night bowling</b> is not selected in <b>Setup</b>.</li></ul>
<b>The computer scores too high</b>	<ul style="list-style-type: none"><li>• The camera sees less than the correct number of pins. Lower <b>Level</b> value in <b>Pin settings</b> for the desired lane.</li><li>• Ensure <b>Delay</b> is not set too high. The table could shade the back pins so that they aren't counted.</li><li>• When playing <b>Night bowling</b>: Check that it is selected in <b>Setup</b>.</li></ul>

## The computer scores all pins incorrectly

**Brunswick** recommends that a printout be made of the pin camera shots, in order to see what the computer sees, whenever incorrect scoring occurs. This is done by marking the **Save camera images** box in **Setup**, and then **print out the game** with the **Include photos** box marked.

**NOTE:** Only games played after the **Save camera images** option was marked can be printed out with camera shots.

### Symptom

### Cause/remedy

**The computer scores totally incorrectly.**

- Check that the CCD-camera's lens isn't dirty. If so, clean it (see **Photocells and CCD-cameras**).
- Open **Pin settings** for the lane in question and check on the image that the CCD-camera isn't askew. If the camera has been moved, you must aim it so it sees all the pins for both lanes. After that the pin settings for those lanes must be redone.
- While in **Pin settings**, press **Save** to remove possible difference between front desk and scoring computers.
- Check that **Delay** is not set too low or high. With a too small value late-falling pins could be counted in, and with a value too high the table could shade the back pins so that they weren't counted in.

**The computer scores too late, and it doesn't help to set down the time.**

- The microswitch that senses when the sweep starts may be faulty. This is called sweep detector and is mounted on the pinsetter. Contact **Brunswick**.



## The computer does not score at all

If the computer does not score at all on any lane, the **photocells** are probably not working properly. To check, place a hand in front of the photocell. If it is working correctly, the sweep should go down. If it doesn't, take the cover off and take a closer look at the photocell. On the backside there is an **LED** (Light-Emitting Diode) that glows when the photocell is blocked. Some newer photocells have two LEDs, one red and one green.

### Symptom

### Cause/remedy

**The LED(s) on the photocell glows all the time.**

- The photocell is misaligned. For a photocell with two LEDs red light means that the photocell is slightly misaligned, green that it is severely misaligned. Align it towards the reflector until the LED(s) goes out. If any LED still glows when the photocell is straight, turn down the adjustment screw until the LED goes out. Take the opportunity to tighten the mounting screw as well.

**The LED(s) on the photocell never glows, not even when you put your hand in front of it.**

- The photocell doesn't get any power. Check the connections at the Distribution board for that lane pair. Contact **Brunswick**.

## The computer triggers the machine unexpectedly

If the computer suddenly triggers the machine (apparently for no reason), the cause is most likely a broken or misaligned **photocell**. Photocells can be jolted out of alignment if the platform is hit by a bowling ball.

To check, place a hand in front of the photocell. If it is working correctly, the sweep should go down. If it doesn't, take the cover off and take a closer look at the photocell. On the backside there is an **LED** (Light-Emitting Diode) that glows when the photocell is blocked. Some newer photocells have two LEDs, one red and one green.

### Symptom

### Cause/remedy

**The LED(s) on the photocell glows all the time.**

- The photocell is misaligned. For a photocell with two LEDs red light means that the photocell is slightly misaligned, green that it is severely misaligned. Align it towards the reflector until the LED(s) goes out. If any LED still glows when the photocell is straight, turn down the adjustment screw until the LED goes out. Take the opportunity to tighten the mounting screw as well.

**The LED(s) on the photocell never glows, not even when you put your hand in front of it.**

- The photocell doesn't get any power. Check the connections at the Distribution board for that lane pair. Contact **Brunswick**.

## Keyboard on lane console does not work

If a **lane console** keyboard doesn't work it could be frozen. Pull out and reinsert the connector to the lane console to verify connection.

**NOTE:** This refers to the console connector, not the computer connector. Or try to **recover** the lane.

## TV-set shows no or erroneous image

If the TV is totally black it may have entered into **standby**-mode. This can happen if the TV hasn't received image information for a few minutes. Some TV-sets can be reactivated by simply turning them off, then on. For other models, the remote control is used to reactivate.

If the correct picture is displayed but it rolls or flickers sideways, the TV-set must be set in **extern-mode** with the remote control. If TV programs are shown on the screen, instead of scoring information, it could be caused by the wrong **Lane settings**. Remove the mark from the square in the **TV/Scoring** column.

It is possible for the TV-sets to start in the wrong mode. This can be caused by voltage fluctuations on the power grid. Sometimes the picture will have strange colors around the edges. If that happens, cut the power to the sets, let them rest for about 20 minutes, and then switch the power on again. Also, if the TV-sets are started before the computer they may not be in **extern-mode**. Use the remote control to correct this problem.

## TV-set is frozen

If the image on a TV-set is frozen **recover** the lane.

## Other errors

Other errors can happen to the computer, e.g. under certain circumstances the database can be damaged. It is also possible to have unknown errors or bugs in the software.

### Symptom

### Cause/remedy

**The computer behaves strangely:  
The Front desk refuses to start, or  
Some functions don't work well.**

- Could indicate damaged database; can happen if the computer is switched off without Windows NT having been closed properly.
- If you suspect a damaged database replace it with the latest backup file *Safe.mdb* in the *C:\Gameware\Database\Backup\* directory. A copy of the database is created after every successful start of the **front desk**. The backups are named after the current weekday, hence you have up to seven backups stretching back a week in time. **NOTE:** All reservations and all statistics, etc. that have been input after the latest start of the front desk will be lost.

**Errors appearing in such a way that  
you suspect program errors.**

- In order for us to be able to correct errors we need to know what happened when the error was detected, and what happened just *before* the error arose.
- Program errors usually result in an error message, which is important to save. Error messages that show addresses and/or a line of numbers are most interesting. It is advisable to save or print these messages.
- Since it is easy to inadvertently enter incorrect values or texts in the dialog windows there are **error checks** to avoid serious consequences. Because they are large programs with many complex functions there could still exist certain values that, when entered, cause serious errors to occur e.g. the **scoring** ceases to function. Notify **Brunswick** as soon as possible so it can be fixed.
- Contact **Brunswick** (see **Reporting errors**).

# DEFINITIONS

## 3-6-9 play

**3-6-9** is a form of play designed to make it easier to get high scores. It gives all players three strikes from the start, in frames 3, 6, and 9. Therefore only seven frames are bowled in each game played. The graphic below shows the scoresheet for 3-6-9.

**1**

										369
										Game 1
1	2	3	4	5	6	7	8	9	10	
		X			X			X		
Conor					Ser 30			Tot 0		
		X			X			X		
Aaron					Ser 30			Tot 0		

## Crosslane

**Crosslane** bowling is played on a pair of lanes. The players at on lane pair change lane with each other after every frame. Arrows showing which lane the current player is going to bowl on are shown on the system's scoring screens. When bowling more than one game, the player should start each game on the opposite lane. (I.E. If a player begins game one on the left (odd) lane, they should start game two on the right (even) lane, game three on the left (odd), etc.)

## Single Lane

**European style** play means that the entire game is played on the same lane, and only when it is finished, is the next game started (one step to the right).



## Crosslane with Shift

**Crosslane with Shift** is used in tournaments or leagues where bowling is played on multiple pairs of lanes. A player starts on one lane pair and then moves to a different lane pair after a specified number of games. While bowling on a lane pair the player follows the typical rules for crosslane bowling (I.E. If a player begins game one on the left (odd) lane, they should start game two on the right (even) lane, game three on the left (odd), etc.). When the player moves to a different lane pair they can be forced to start their new series of games on the same side (odd or even) that they did on the original lanes or they can **Shift** and begin the new series of games on the opposite lane.

## Lane terms in individual competition

**Number of lanes from start** denotes the number of lanes that will be used in the first game. **Starting lane** specifies the first lane to be used. **Turning lane** is the lane where players are moved back to the start.

Individual competition	
Number of players/lane	2
Number of lanes from start	2
Number of games	4
Starting lane	1
Test frames	2
Turning lane	4

**Example:**     *Number of lanes from start =2*  
                  *Starting lane = 1*  
                  *Turning lane = 4*

If the above settings are typed in scoring will open on lanes 1 and 2. After the first game the play will move to lanes 2 and 3, and after the second to 3 and 4. After the next transfer scoring will open on lane 4 and 1, since 4 is turning lane.

## Lane terms in team play

**Starting lane** denotes the first lane that will be used. **Turning lane** is the lane where teams are moved back to the start.

Team play / Baker	
Type of play	Play settings
<input checked="" type="radio"/> Team play	Test frames: 0
<input type="radio"/> Baker	Number of teams: 4
	Number of players/team: 4
	Starting lane: 1
	Number of games: 4
	Turning lane: 4

**Example:**     *Starting lane = 1*  
                  *Turning lane = 4*

If the above settings are typed in team 1 will after the first game be moved to lane 2, after the second to 3, and then to 4. After the next transfer the team will be moved back to lane 1, since 4 is turning lane.

# No tap play

**No tap** is a form of play designed to make it easier to get high scores or provide handicapping for a bowler. The center may select to have 6, 7, 8 or 9 pins knocked down with the first ball, scored as a strike. The setup is done at the control desk when the lane is assigned to bowling. Each player can be assigned a different **No tap** value. The **No tap** value a bowler is assigned will appear on the scoring screen when they are selected to bowl.

**1**

**NoTap9  
Game 1**

1	2	3	4	5	6	7	8	9	10	
ANT										
Conor					Ser 0			Tot 0		
Aaron					Ser 0			Tot 0		

## Player handicap

**Handicap** (for separate players) is the number that is added to the player's score after each game in competition play. The better the player, the lower handicap they receive.

## Team handicap

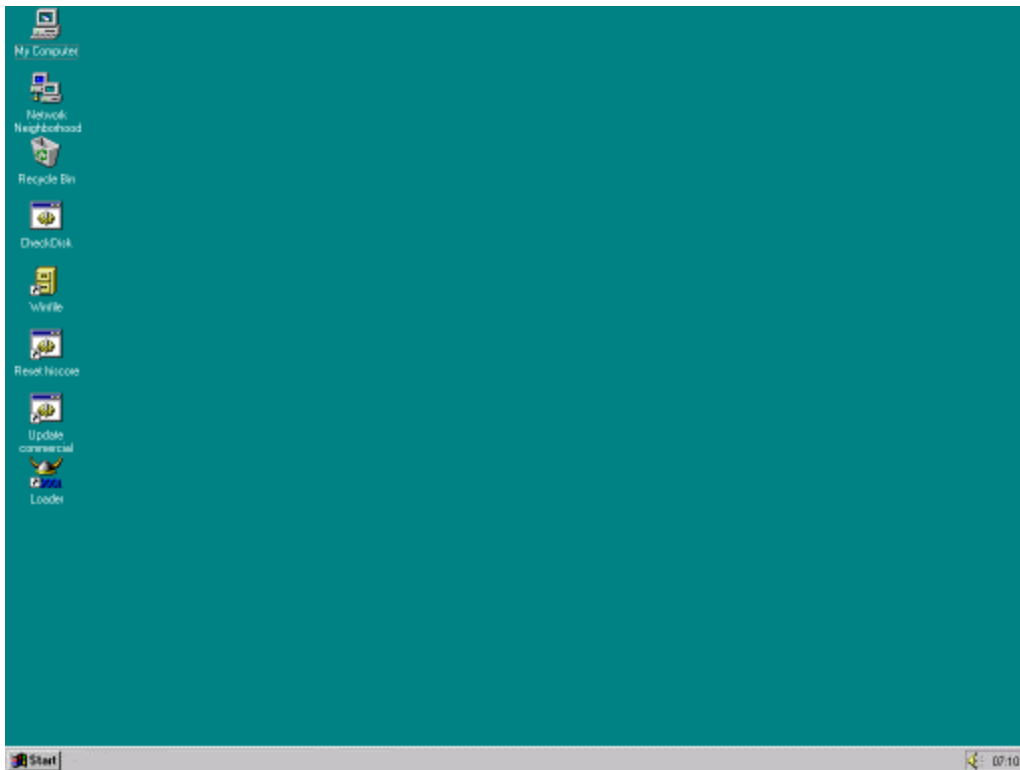
**Handicap** (for teams) is the number that is added to the team's score after each game in competition play. The better the team, the lower the handicap the team receives.



# WINDOWS IN GENERAL

## Desktop

The **desktop** is the normal blue-green (can be changed) background screen in Windows. Icons are normally located to the left and the taskbar with the start button at the bottom.




## Error messages

It is important to save Error messages, when possible. To save an error message press *Alt* and *PrintScrn* keytops at the same time. This allows the active window (the error message) to be "copied" to the clipboard.

Next, select **Paint** from the **Accessories** in **Program**. Under **Edit** click **Paste** and the "cut" window is pasted into a **Paint** file as a picture. If the program prompts to enlarge the bitmap image, click **Yes**.

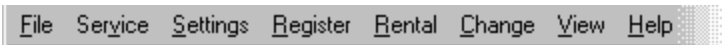
Print the picture from **Paint**, and fax it to **Brunswick**. This will help in finding the cause of the error. If **Paint** is not an option just send the exact error message wording.

## Icons


**Icons** are small images, like e.g.  , that symbolize different programs or other files. (Icons opening on the desktop are really shortcuts to programs.)

## Menu bar

The **menu bar** is the long gray bar across the top of the program (just under the dark blue title bar). Click the mouse primary button to activate the various pulldown menu commands.

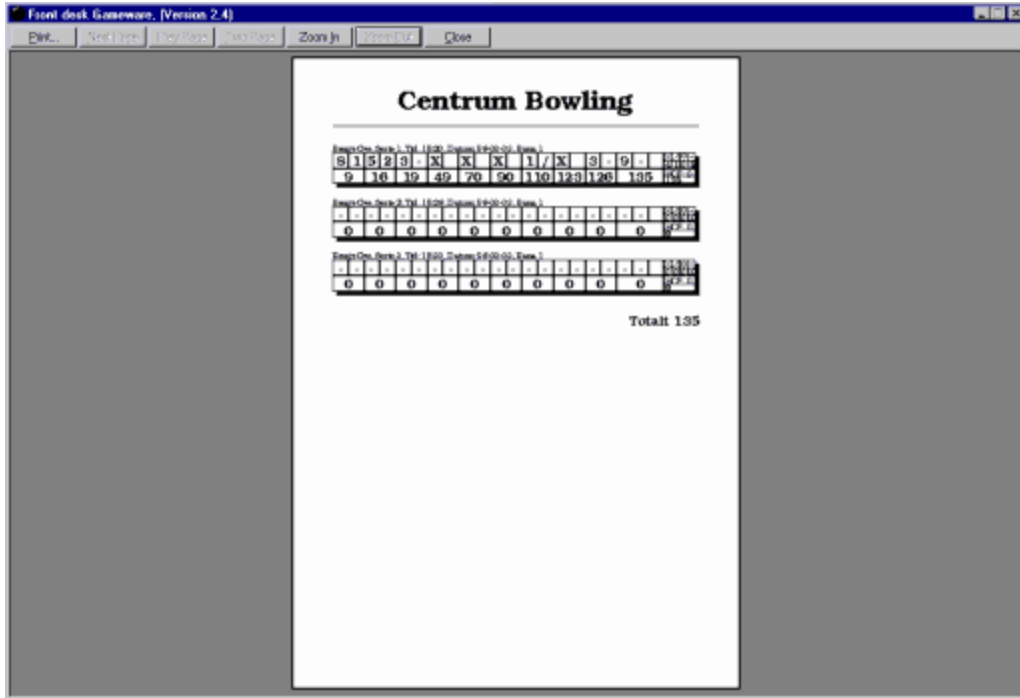


## Mouse pointer

The **mouse pointer**,  , is the small white arrow on the screen. The pointer tracks the mouse's movement and is used to select programs or commands, or to place the cursor (by moving the pointer and clicking the primary mouse button).

## Print preview

When the **Preview** button is clicked a large window opens, to show exactly what the printout will look like. This window is not a part of **Brunswick Classic**, and its exact look depends on the printer driver installed.

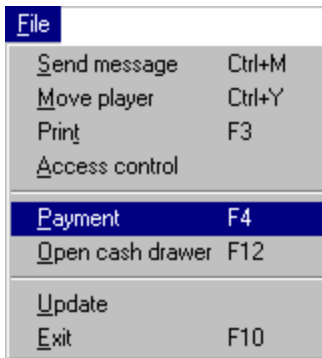


Click **Print** if everything looks correct. **Next Page**, **Prev Page** and **Two Page** only apply if the document consists of more than one page. **Zoom In** and **Zoom Out** are used to increase or decrease the magnification view. Click **Close** to exit.



## Pulldown menu

A **pulldown menu** consists of different commands and opens (or lowers) when selected from the menu bar. Select a command by moving the mouse pointer to it, so that it changes to a dark blue color, then click to activate. Commands can be activated by **accelerator keys** (certain keytop combinations, found to the right of the commands), or function keys instead.




A pulldown menu can contain **sub-menus**. They look like commands, but have a black triangle, ►, to the right. They open when the pointer is momentarily placed over a command. Then move the pointer to the sub-menu and select a command. Sub-menus can also contain other sub-menus.

## Scroll bar

A **scroll bar** is a vertical or horizontal bar with a button that can be moved back and forth. To move the button, click, then drag and release it, or click at any point within the empty bar, or click the arrow buttons at the ends of the bar.



## Start button

The **start button**, , is found in the lower left corner of the taskbar. Click on the button and a pulldown menu will open. Then choose between the various commands.

## Taskbar

The **taskbar** is the gray bar across the bottom of the desktop. The start button is located at the left end of the taskbar. Quick shortcuts to open programs are shown as icons next to the start button. Open programs are shown as buttons on the taskbar and quick reference symbols (such as the date) are located at the right end of the taskbar. To bring a program into the active window, click the on its button.



## Title bar

The **title bar** lies across the very top in every window. It is dark blue and displays the program's title in white and often shows the program's symbol at far left.



## OTHER PROGRAMS

### Other installed programs

The computers in **Brunswick Classic** are intended for **scoring** and **management** of the bowling center. **Brunswick** accepts no responsibility for any problems in conjunction with or due to other installed software, particularly if run at the same time as the scoring.

Another more serious fault could be that a program, when installed, changes some of the shared *dll*-files in the *System32*-library to versions other than those that the scoring system was developed for. This can cause the **front desk** to not work at all.

## CONTACTING BRUNSWICK BOWLING

### Brunswick



**Brunswick Bowling**, 525 West Laketon Avenue, Muskegon, MI 49441, USA  
Telephone: 231-725-3300, Fax: 231-725-4655  
Internet: <http://www.brunswickbowling.com>

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