

## [3.28] Bowler's Console Menu

### REMARKS:

Steltronic made vary model of bowler's console: the Lane menu aspect depends by the model of bowler's interface, Joystick or Keyboard.

Access to the bowler console functions depends on the enabled features from the Front Desk.

Bowler console is NOT active unless there are bowlers on the lane.

It's not necessary to interrupt the game to use the bowler's console; bowler's can keep on bowling.

### JOYSTICK: Activate the menu option from bowler's Console

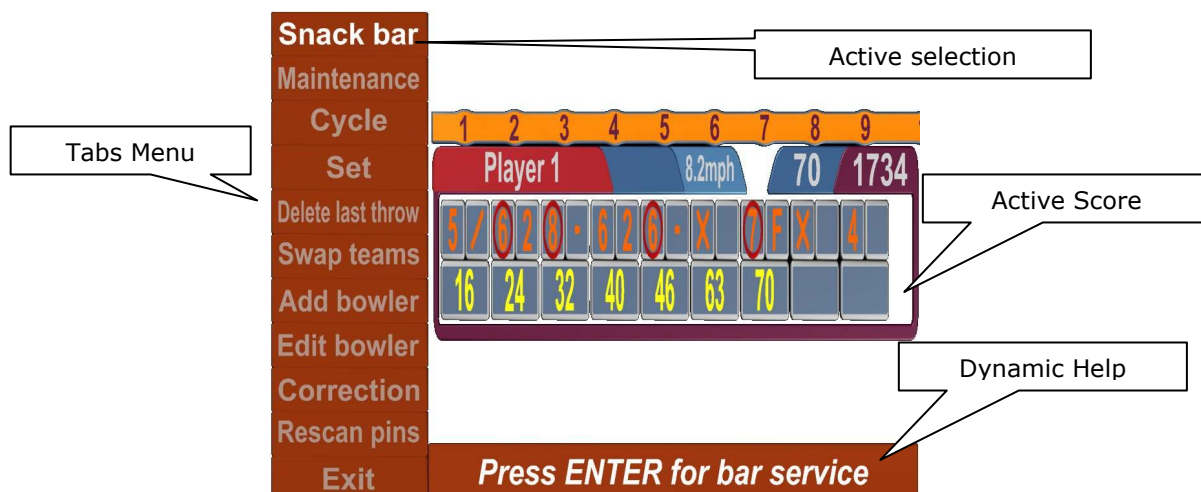
- Press **ENTER** to activate the menu.
- Use the joystick to move in the menu over the button and press ENTER button for selection.
- Follows the indications of help message.

### Keyboard: Activate the menu option from bowler's Console

On the QWERTY keyboard there are 6 "shortcut" button that active immediately a sub-function. For others option, do the same way of joystick:

- Press **ENTER** to activate the menu.
- Use the arrows to move in the menu over the button and press **ENTER** key for selection.
- Follows the indications of help message.
- Use ABC keys when required.
- At the end of most operations, move on big **OK** button it's save and close, move on **Exit** or use the **Esc** key on keyboard quit from the menu without saving.

In the following instructions the term "USING THE ARROWS TO MOVE ABOUT" means use the joystick, directional button or arrow keys on the keyboard to move the flashing frame onto the required command button.




Warning: the Add bowler function and change team are not available

## BAR CALL



**Joystick:** move on **snack bar** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key  or use arrows to move on **snack bar** tab and press **Enter** to confirm.

To clear the Bar call from bowler's console repeat the previous steps.

## MAINTENANCE (MECHANIC CALL)



**Joystick:** move on **maintenance** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key  or use arrows to move on **maintenance** tab and press **Enter** to confirm.

To clear the Maintenance from bowler's console repeat the previous steps.

## CYCLE (PINSETTER CYCLE)

**WARNING:** this command send a cycle pulse to pinsetter. Use only if strictly necessary.

**Joystick and Keyboard:** To activate the cycle, move on the **CYCLE** tab and press **Enter** to confirm.

## SET (pinsetter Set – only for GS or some string pinsetter)

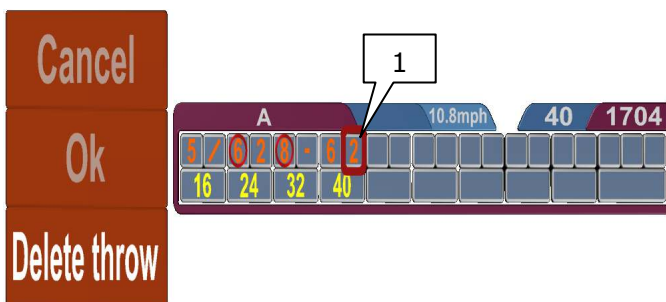
**WARNING:** this command send a SET pulse to pinsetter. Use only if strictly necessary.

**Joystick and Keyboard:** To activate the cycle, move on the **SET** tab and press **Enter** to confirm.

## DELETE LAST THROWN

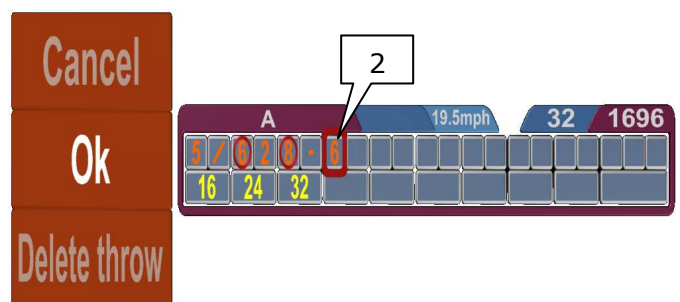
**Joystick:** move on the **Delete last throw** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key **Delete last throw** available on the keyboard or use arrows to move on **Delete last throw** tab and press **Enter** to confirm.




**Press ENTER to delete selected throw**

To delete the selected throw [1]  
press **ENTER** button.



**Press ENTER to confirm and exit**

Cursor [2] move on previous throw.  
To confirm and Exit press **ENTER** button,  
otherwise use joystick to move down or  
press  key on keyboard to start  
another thrown deletion.

## SWAP TEAMS (only with lane in crossed mode)

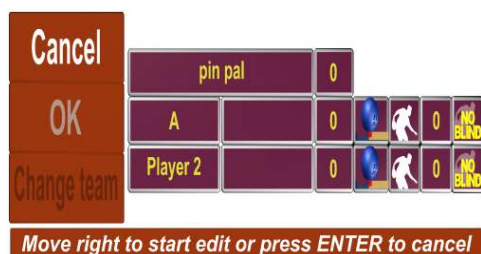
**Joystick:** move on the **Swap team** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key **Swap team** available on the keyboard or use arrows to move on **Swap team** tab and press **Enter** to confirm.

## EDIT BOWLER (standard menu)

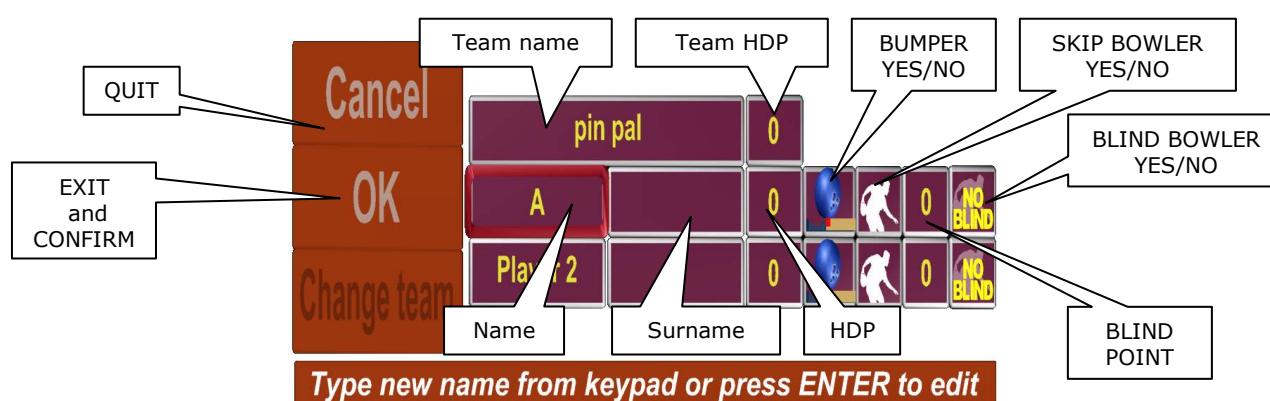
**Joystick:** move on the **Edit bowler** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key **Edit bowler** available on the keyboard or use arrows to move on **edit bowler** tab and press **Enter** to confirm.



As default the selection is on **CANCEL** button.

Use the **↵** key to move on the first player name frame then press **ENTER** to begin the name edit; to select a different player use **⬅** and press **ENTER** when ready.



To change the active field name \ Surname \ HDP \ Bumpers \ Skip \ Blind point \ Blind use TAB key on keyboard or use **⬅** **➡** for joystick.

In the edit name/surname field, the cursor appear at the end of the name\surname. To delete the previous letters, use **BACK SPACE** key on keyboard. A virtual keyboard appear in case of joystick use. Use the alphabetic or numeric key for enter the new name, press **CAPS LOCK** key to change the letter in "capital".

The field **Bumpers\Skip\blind** are toggle buttons: when selected press **ENTER** to activate\deactivate.

To select a different player use **⬅** and press **ENTER** when the active field is positioned on the desiderated player.

To **EXIT and confirm** from the Edit name menu, move with **⬅** **➡** **⬅** on **OK**. To **QUIT without changes** move on **CANCEL** or use the **ESC** key on keyboard.

## EDIT BOWLER (Help bowler wizard Menu)

There is an option that can be activate for load a "wizard menu" on bowler's Console for name edit of "conventional player". As mention at chapter 3.13, the "conventional player" is a bowler send on lane form Front Desk with the default name using the quick open or the **Add conventional player** button without name changes (example:player1,player2, etc).

When the bowler's go on the bowler's console, the screen shows "player 1 enter your name or press Enter". Next choice is for bumpers YES/NO (if active) or the next player.

When last player finish, the score is displayed as usual. Player could edit they name again if they want, this time using the standard edit name menu.

**NOTE:** the Wizard menu is a setting of Lane computer and could be activate by installer or Service people only, contact the service for post-sale activation.

## RESCAN PINS

**Joystick:** move on the **Rescan pins** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key **Re-Scan** available on the keyboard or use arrows to move on **Rescan pins** tab and press **Enter** to confirm.

The rescan is used to take a second picture and therefore automatically correct scores when the first ball score is incorrect. Note: the score can only be corrected if the camera can see the pin in correct position.

## SCORE CORRECTION

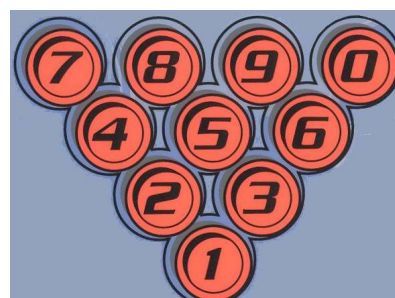
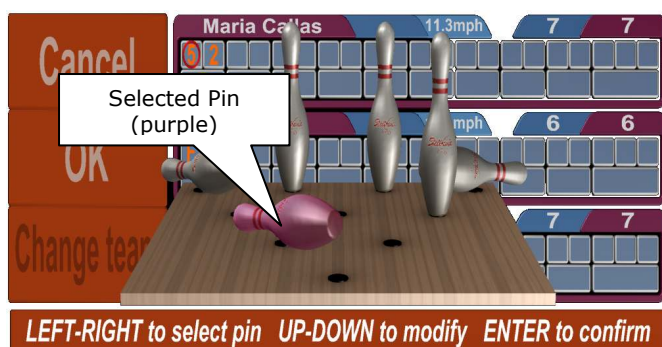
**Joystick:** move on the **Score Correction** tab and press **Enter** to confirm.

**Keyboard:** use the shortcut key **Correct Score** available on the keyboard or use arrows to move on **Score correction** tab and press **Enter** to confirm.



Use **↑↓** to move on the players and **←→** to browse the score and move the thrown selection on the desiderated position.

When ready, press **ENTER** to start the score correction.

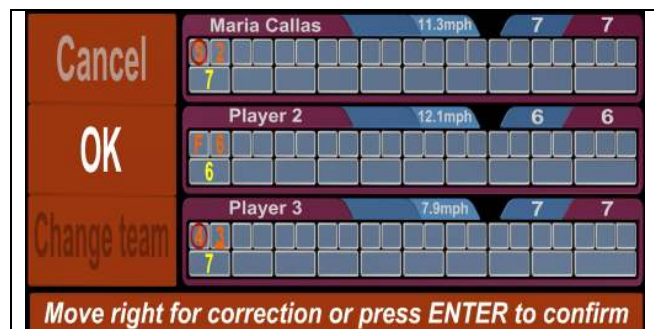


Qwerty keyboard pins selection

The screen shows the pin configuration calculated by the Score, as default one pin is already selected (the selected pin is highlight in purple).

**Joystick:** To toggle the pin status (UP -DOWN) use the **↑↓** to select another pin use **←→** and/or press **ENTER** to confirm the Score correction

**Keyboard:** press **1 2 3 4 5 6 7 8 9 0** to toggle the pin status (one click= UP next click=DOWN). At the end of score correction press **ENTER** to confirm.



Move on **→** to start again a score correction or press **ENTER** to exit and confirm.