API A065 series
Interfacing
Via Bowling/Switch pinsetters
(Wins/Focus Scoring System)

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General about A.P.I. A065 Series

The A.P.I [Advanced Pinsetter Interface] is the latest Steltronic designed pinsetter interface; it has two boards, which are contained in one box. One A.P.I. controls one or two pinsetters (one pair of lane).

The CPU board is the " logic " part of the interface, it communicates with the lane computer via a serial connection. The interface software is installed onto local EEPROM (flash memory), this can be updated via software from the Front Desk. The pinsetter selection is made using dipswitches as well as through software.

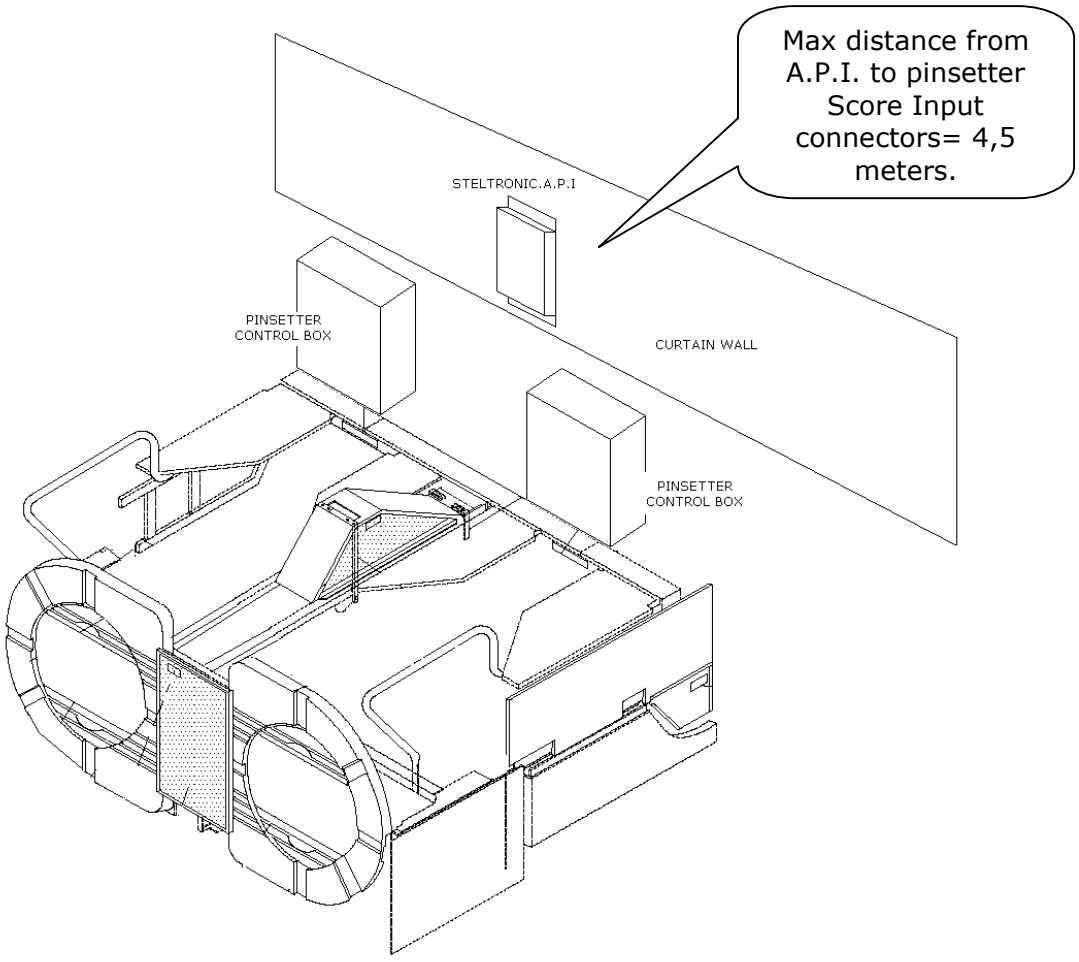
The I/O board constitutes the "physical interface" which changes depending on the type of pinsetter; the model A065 series is a standard for vary pinsetter, included Via Bowling (MC2) and Switch pinsetters

As all models of A.P.I. the A.p.i. modle A065 use the **CAB-Y-CA0092** cable to interface and receive power from the lane computer.

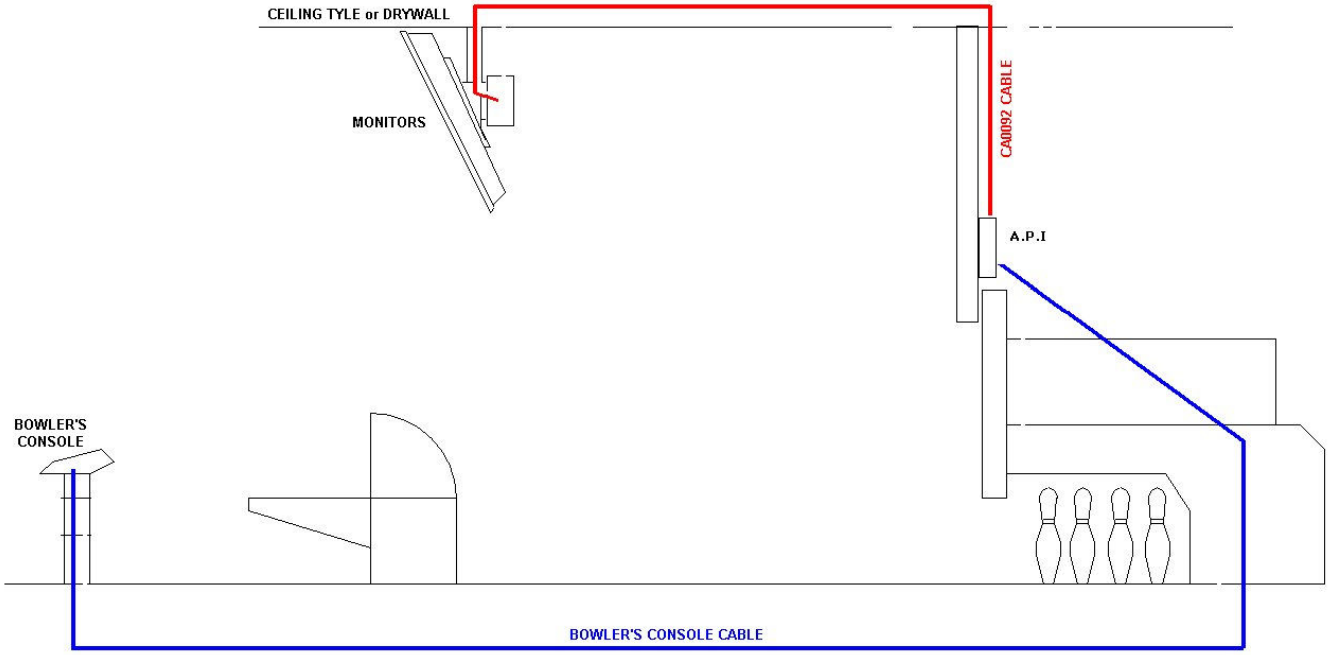
General installation notes

- Position the A.P.I. interface near the pinsetter (example, on the curtain wall), keeping the connectors on the way to facilitate the installation.

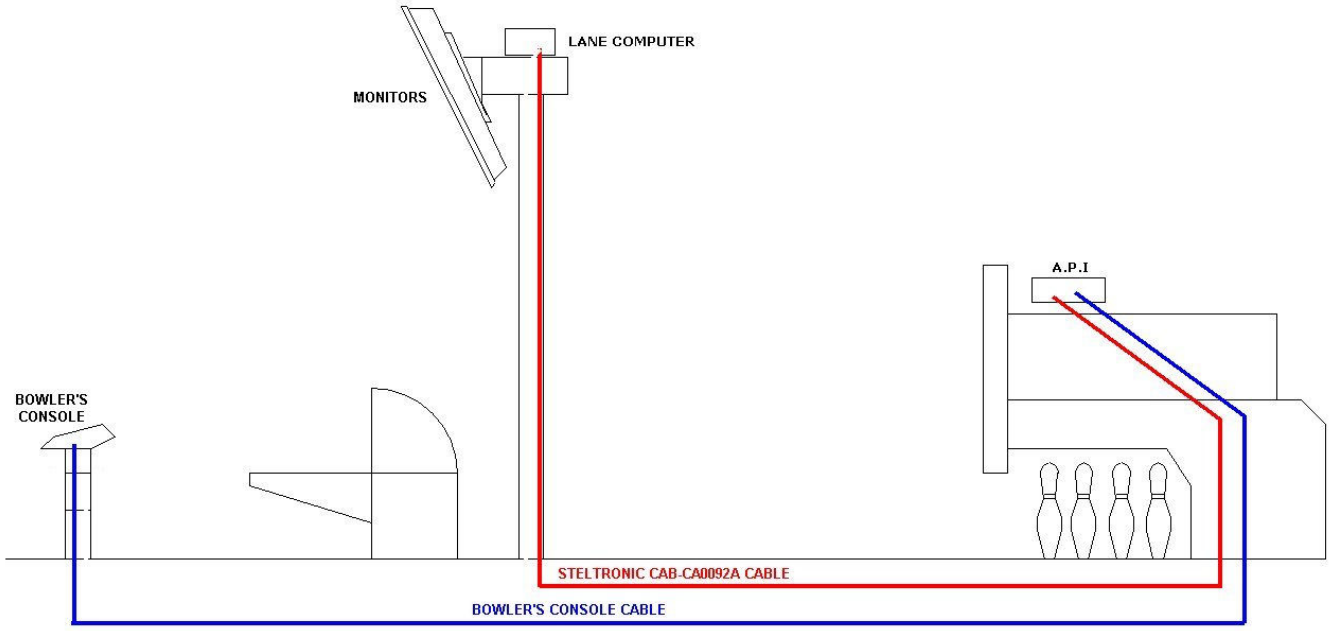
- Optional: Position a plastic conduit near the API, (about 4 x 2 cm or 1½ x 1 inches in size) to run all cables through.



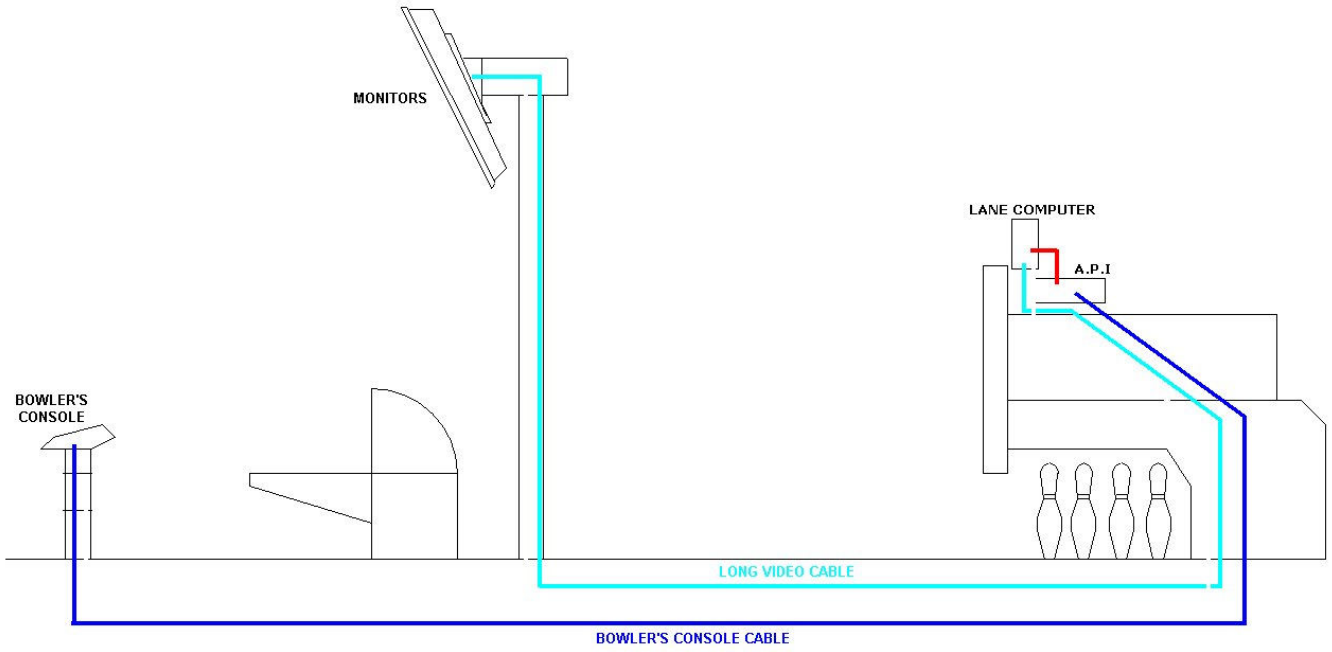
Long Cable installation



Installation method [1]: lane computer installed near the monitors, CA0092 cable pass in a conduit trough the ceiling, bowler's console cable in a conduit across the ball return channel



Installation method [2]: lane computer installed near the monitors, CA0092 cable and bowler's console cable pass in a conduit across the ball return channel



Installation method [3]: lane computer installed near the A.P.I., long cables pass in a conduit trough the ball return channel, a long video cable is necessary

CA0092 CABLE: RS232 + DC cable for communication between lane computer and pinsetter interface. The model of the cable and the length depends by choose of Lane computer installation method. This cable is reversible, same connector in each side. This cable requires min. 4cm-2" Conduit for Low Voltage cable.

For installation method [1] and [2] the available choose are:

- Standard CA0092A length 33 meters
- Extended CA0092B, length 40 meters

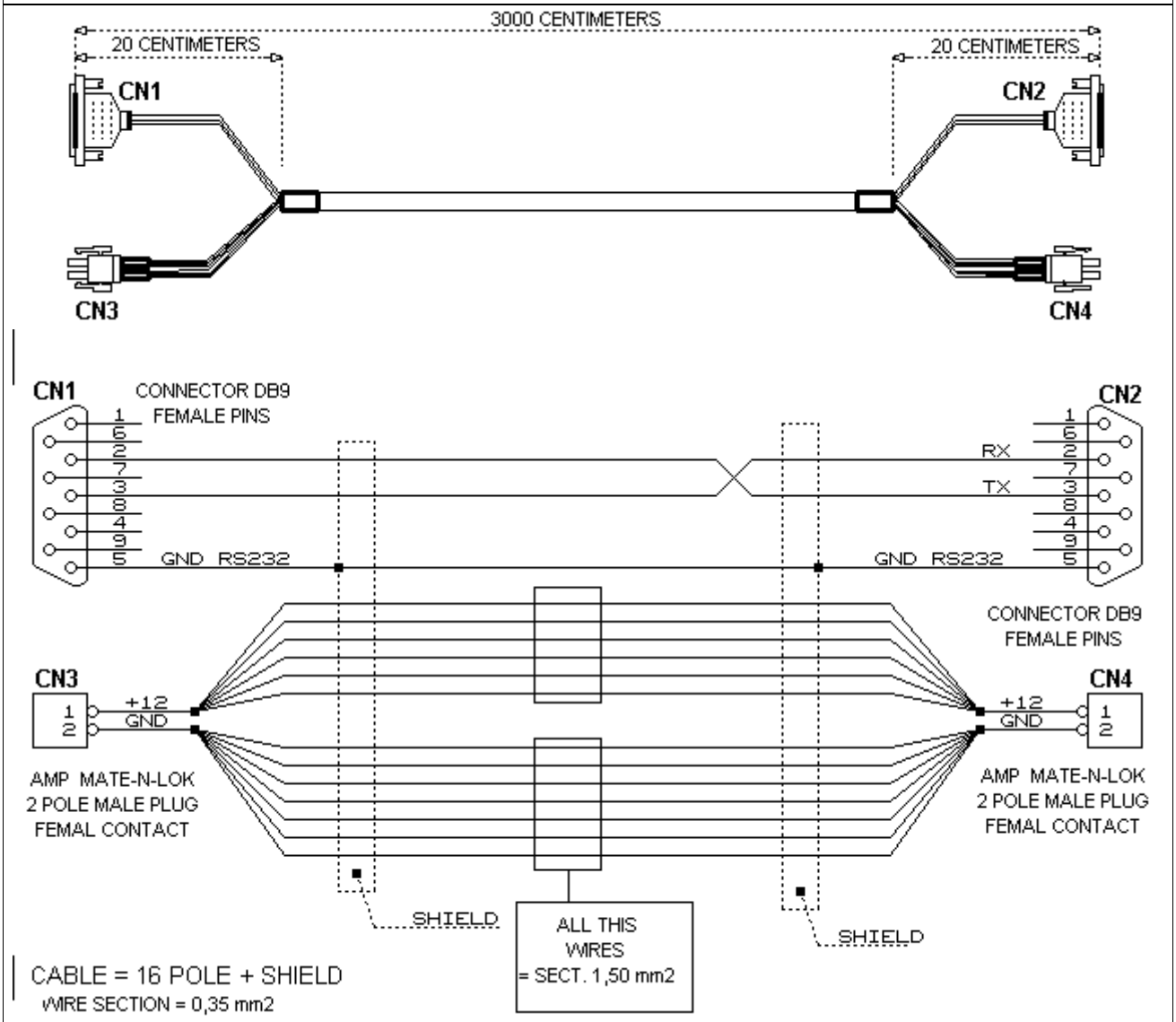
For installation method [3] the available cable is = CA0092C,length 1 meter.

BOWLER'S CONSOLE CABLE: RS 232 + DC cable for communication between Bowler's Console → A.P.I. This cable is not necessary for installation with wireless or Touch Screen Bowler's Console. The length and the cable model depends by kind of Bowler's Console. both cable models require min. 4cm-2" Conduit for Low Voltage cable.

NEW LOOK – WINVISION JOYSTICK/KEYPAD/ABC KEYBOARD: use **CAB-FSAS9A** Cable. The length is 33 meters, cable is reversible, same connector in each side.

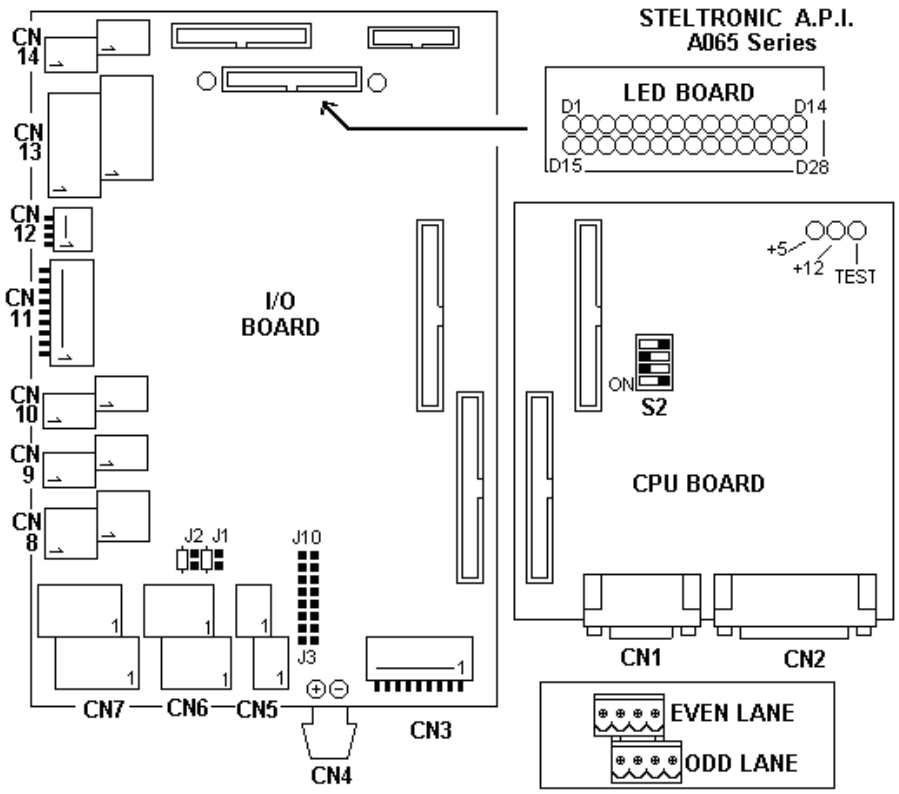
UFO JOYSTICK/QWERTY: use **CAB-FSAS9A** Cable. The length is 33 meters, cable is reversible, same connector in each side.

CAB-Y-CA0092A



CAB-Y-CA0092A view

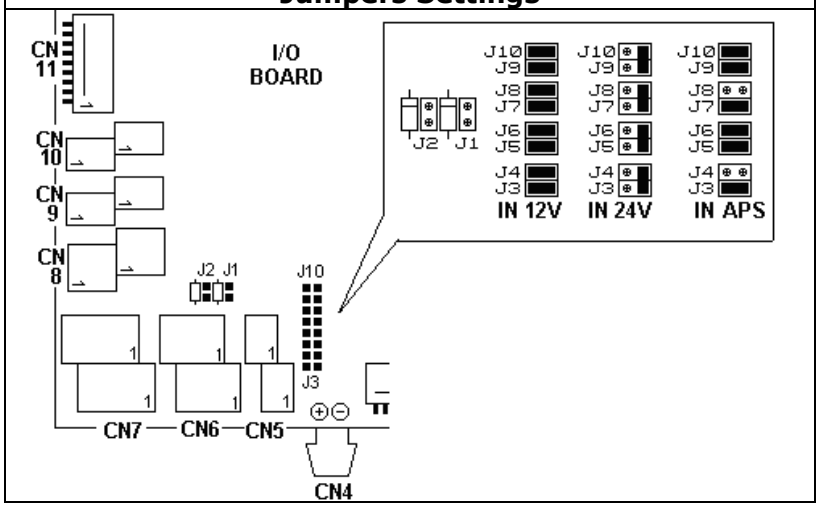
A.P.I. A065 boards layout



API A065 series layout

LED INDICATION					
D1	ODD FOUL [IN]	**D2**	ODD SPEED [IN]	**D3**	ODD TRIGGER [IN]
D4	ODD 2ND BALL [IN]	**D5**	ODD CYCLE [OUT]	**D6**	ODD CHANGE BALL [OUT]
D7	ODD STRIKE [OUT]	**D8**	ODD GUTTER [OUT]	**D9**	ODD FOUL [OUT]
D10	ODD MGR ON [OUT]	**D11**	ODD MGR PRACTICE [OUT]	**D12**	ODD BUMPER [OUT]
D13	INSTANT GLOW [OUT]	**D14**	ODD MAINT. CALL [OUT]	**D15**	EVEN FOUL [IN]
D16	EVEN SPEED [IN]	**D17**	EVEN TRIGGER [IN]	**D18**	EVEN 2ND BALL [IN]
D19	EVEN CYCLE [OUT]	**D20**	EVEN CHANGE BALL [OUT]	**D21**	EVEN STRIKE [OUT]
D22	EVEN GUTTER [OUT]	**D23**	EVEN FOUL [OUT]	**D24**	EVEN MGR ON [OUT]
D25	EVEN MGR PRACTICE [OUT]	**D26**	EVEN BUMPER [OUT]	**D27**	BAR CALL [OUT]
D28	EVEN MAINT. CALL [OUT]				

Jumpers Settings



PIN IN/OUT CONNECTORS DESCRIPTION

CN1 (rs232 for Lane computer)	
2	Rx
3	Tx
5	Gnd

CN2 (rs232 for BOWLER'S CONSOLE)	
10-11	Vdd (+12)
14-15	Rx1
18-19	Tx1
13-24-25	Gnd

CN3 (MAIN Sciba)	
1	Vdd (+12)
2	Odd Speed in
3	Gnd
4	Odd trigger in
5	Even trigger in
6	Even speed in
7	RXD (rs232 line 1)
8	TXD (rs232 line 2)
9	Gnd

CN11 (AUX Sciba)	
1	Vdd (+12)
2	-
3	Gnd
4	-
5	Even trigger in
6	Even speed in
7	RXD (rs232 line 2)
8	TXD (rs232 line 2)
9	Gnd

CN12	
1	Vdd (+12)
2	Odd Shoes In
3	Even shoes In
4	Gnd

CN5	**1**	Instant glow OUTPUT	N.O. relays contact
	2	Instant glow OUTPUT	N.O. relays contact
CN6 (EVEN/ODD)	**1**	Foul signal INPUT (parallel to foul light)	12-24 AC/DC
	2	Foul signal INPUT (parallel to foul light)	12-24 AC/DC
	3	2nd ball signal INPUT (parallel to 2nd ball light)	12-24 AC/DC
	4	2nd ball signal INPUT (parallel to 2nd ball light)	12-24 AC/DC
CN7 (EVEN/ODD)	**1**	Pinsetter ON (parallel to MGR switch)	N.O. relays contact
	2	Pinsetter ON (parallel to MGR switch)	N.O. relays contact
	3	Pinsetter practice (GND to pinsetter)	GND to pinsetters
	4	Pinsetter CYCLE (parallel to 10th frame switch)	N.O. relays contact
	5	Pinsetter CYCLE (parallel to 10th frame switch)	N.O. relays contact
CN8 (EVEN/ODD)	**1**	-	APS code
	2	-	APS code
	3	-	APS code
	4	-	APS code
CN9 (EVEN/ODD)	**1**	Bumper OUTPUT	N.O. relays contact
	2	Bumper OUTPUT	N.O. relays contact
CN10 (EVEN/ODD)	**1**	Maintenance OUTPUT	N.O. relays contact
	2	Maintenance OUTPUT	N.O. relays contact
CN13 (ODD)	**1**	Odd BAR CALL OUTPUT	N.O. relays contact
	2	Odd BAR CALL OUTPUT	N.O. relays contact
	3	ODD STRIKE OUT	N.O. relays contact
	4	ODD STRIKE OUT	N.O. relays contact
	5	ODD GUTTER OUT	N.O. relays contact
	6	ODD GUTTER OUT	N.O. relays contact
CN13 (EVEN)	**1**	Even BAR CALL OUTPUT	N.O. relays contact
	2	Even BAR CALL OUTPUT	N.O. relays contact
	3	EVEN STRIKE OUT	N.O. relays contact
	4	EVEN STRIKE OUT	N.O. relays contact
	5	EVEN GUTTER OUT	N.O. relays contact
	6	EVEN GUTTER OUT	N.O. relays contact
CN14 (EVEN/ODD)	**1**	-	N.O. relays contact
	2	-	N.O. relays contact
CN15	**1**	Bar Call OUTPUT	N.O. relays contact
	2	Bar Call OUTPUT	N.O. relays contact

Connecting Bumpers, Glow, Bar- Maintenance call light

Note: Steltronic supply only the Phoenix connectors for connecting the outputs. Installer must provide Cables, ties and other accessories.

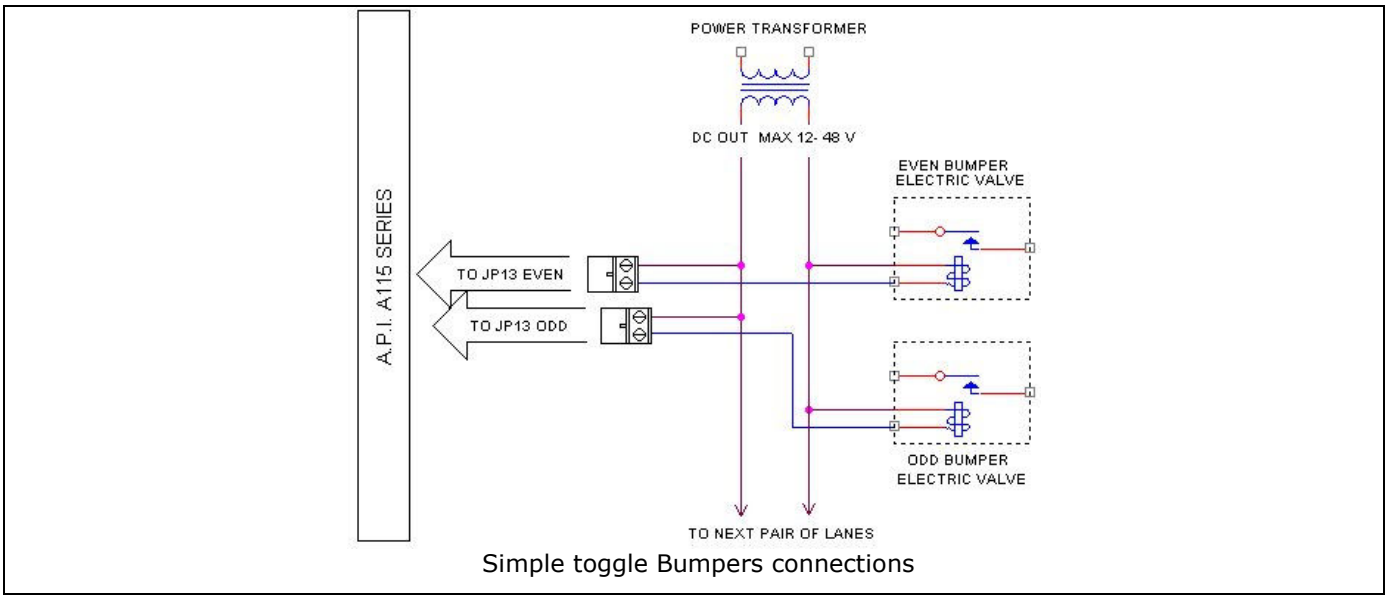
Warning! The A.P.I. provide a N.O. LOW VOLTAGE DRY CONTACT RELAY, do not connect directly to high voltage to do not damage the interface. Please order an Steltronic H.V.B. or refer to the High voltage diagram connection for high voltage devices connection.

BUMPER INTERFACING (LOW VOLTAGE CONNECTION)

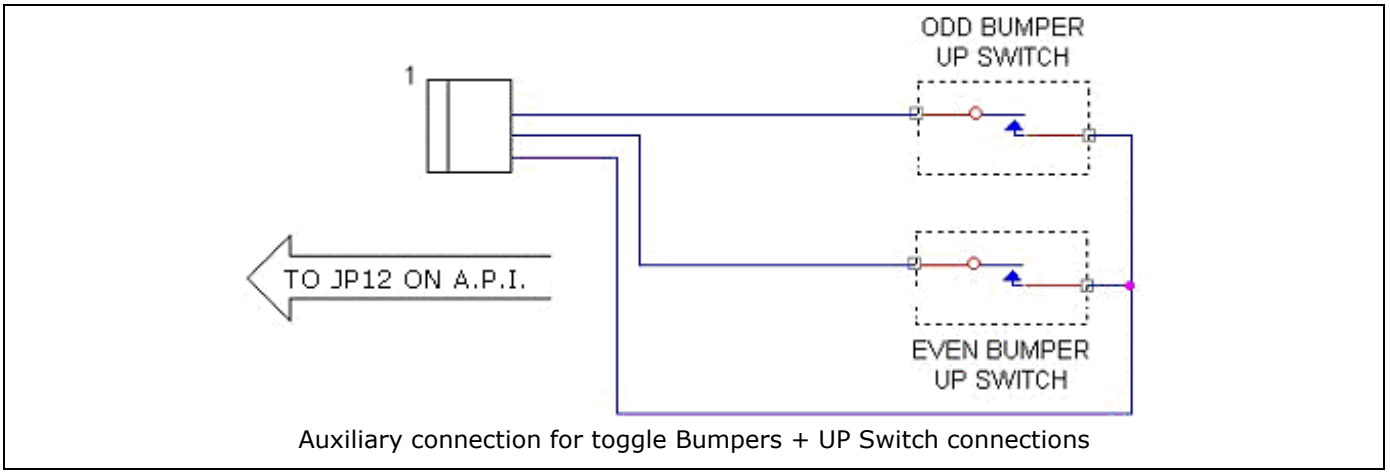
Generally there are 3 model of Bumpers:

- **Simple Toggle bumpers** – this bumpers require a contact close when bumper Up or a pulse for UP/Down the bumper
- **Bumper Toggle + UP SWITCH** – this bumper require a pulse for UP/Down the bumper and 2 or 1 switch for control the bumpers position.
- **Bumper Toggle + UP/DOWN SWITCH** – this kind of bumpers has 2 different motors and it required the Steltronic H.V.B. for drive it.

Note: A.P.I. Bumpers output is always an N.O. Dry contact relays, working mode is selectable by Front Desk software settings.



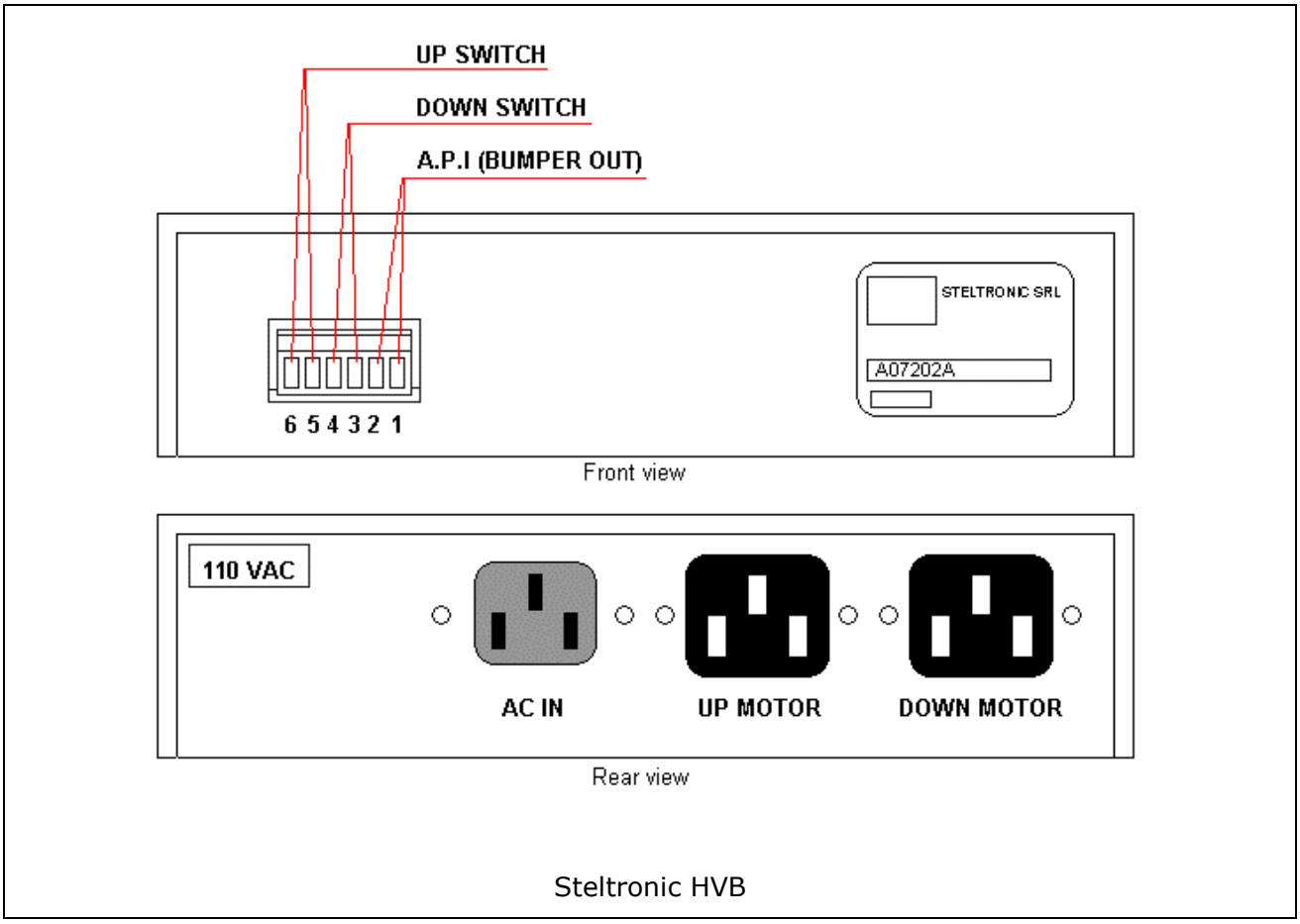
Simple toggle Bumpers connections



Auxiliary connection for toggle Bumpers + UP Switch connections

STELTRONIC HIGH VOLTAGE BOX [H.V.B]

The Bumpers with Toggle + UP/DOWN Switch need a High Voltage box to be drive by Scoring. Steltronic developed an High voltage box (H.V.B.) ready to be used for bumpers, Glow light, Maintenance call. Max current for external devices: 10 A. The HVB must be specifically ordered for the right AC input: 110/220/240 VAC. VDE plug or cable are not included and need to be ordered separately.



Steltronic HVB

HVB connection for Bumpers with UP –DOWN Switch

Connect the UP and DOWN motor and the Up and down Switch.

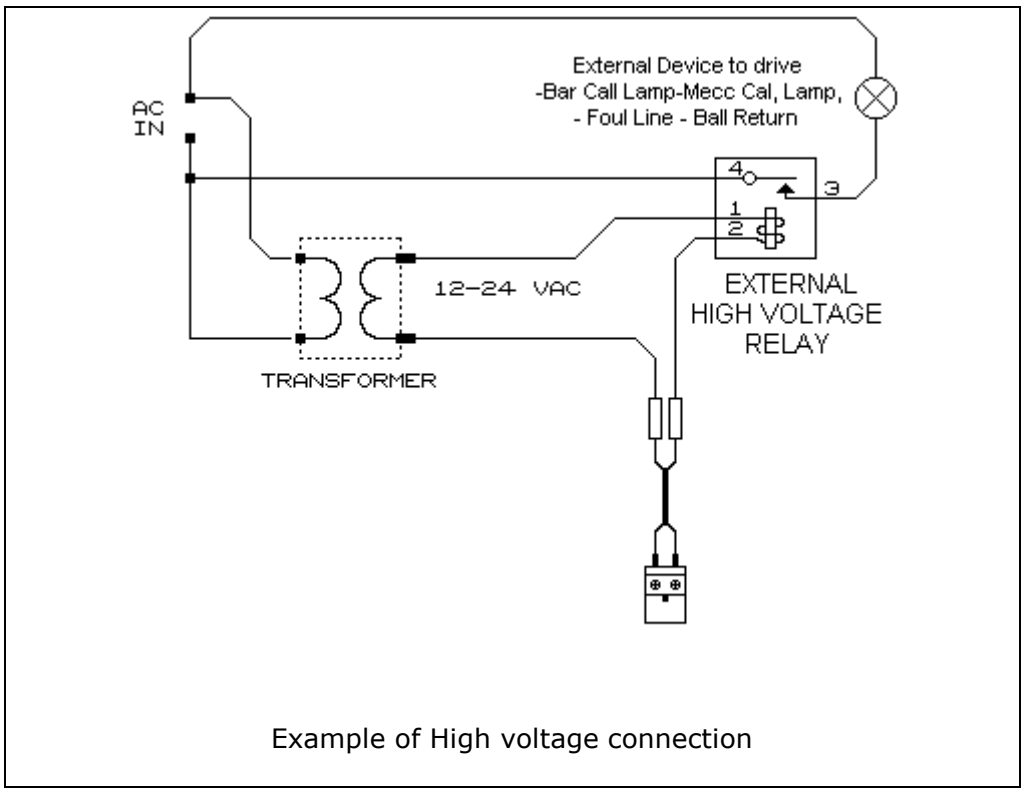
HVB connection for driving White and glow pinsetter light

Short the Up switch (pin 6 and 5) .
Short the Down switch (pin 4 and 3).
Connect the AC power to the pinsetter using the pinsetter AC output for standard white light.
Connect the GLOW light to UP MOTOR output.
Connect the WHITE light to the DOWN MOTOR output.

HVB for driving Bar Call, mechanic calls AC high voltage lamps

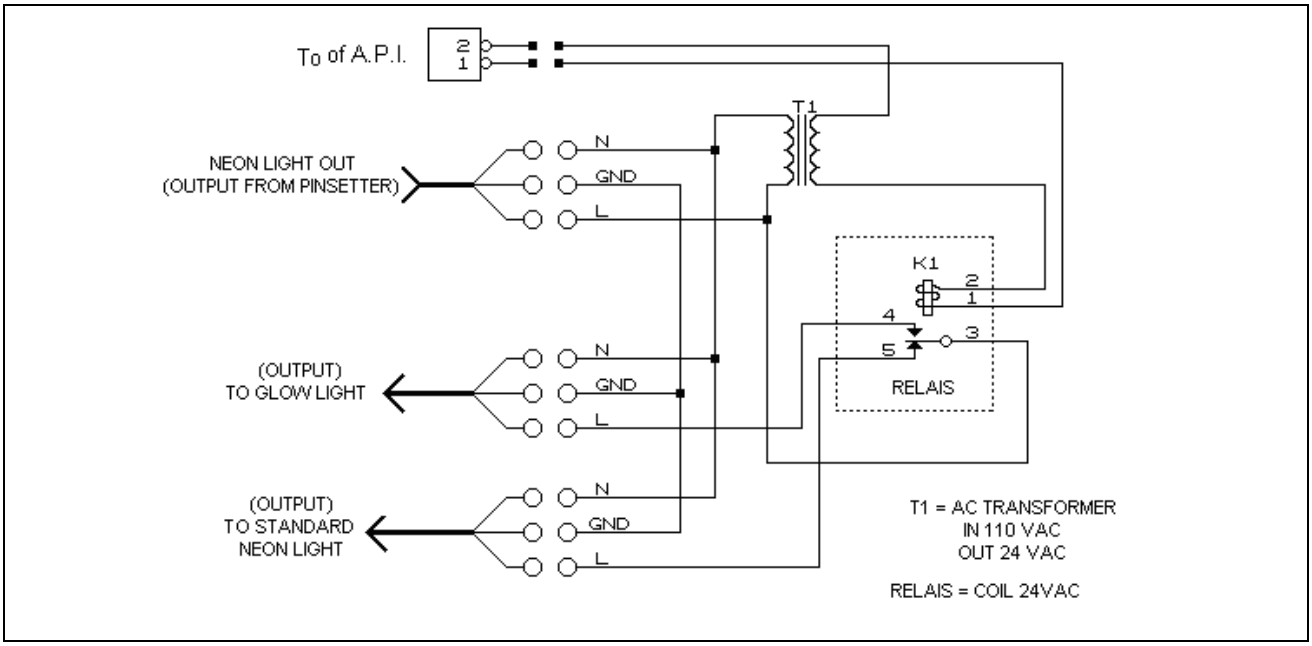
Short the Up switch (pin 6 and 5) .
Short the Down switch (pin 4 and 3).
Connect the AC power to the standard plug.
Connect the LAMP using the UP MOTOR output.

SAMPLE DIAGRAM FOR MECHANIC AND BAR CALL LIGHT CONNECTION

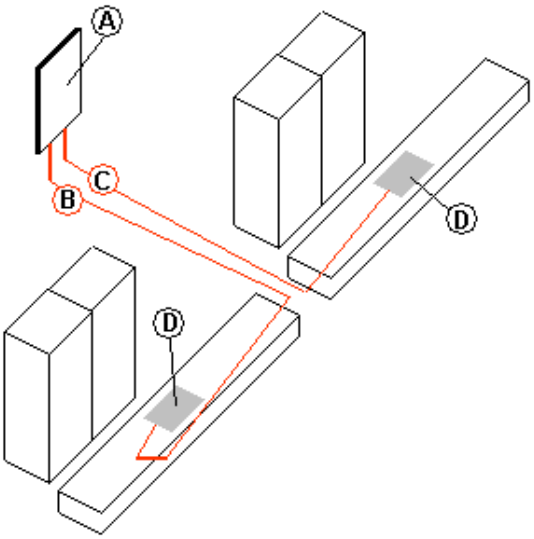


Example of High voltage connection

SAMPLE DIAGRAM FOR INSTANT GLOW CONNECTION



VIA Bowling (MC2) pinsetter Interfacing

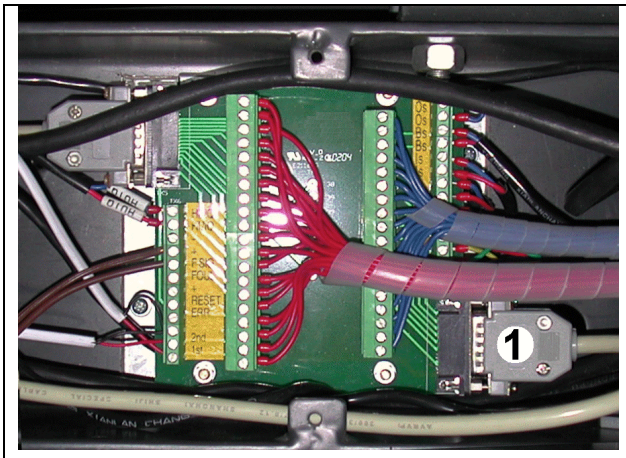


A = A.P.I. A065 series

B = CAB-Y-CA0232A
Scoring signal cable (ODD pinsetter)

C = CAB-Y-CA0232B
Scoring signal cable (EVEN pinsetter)

D = VIA MC2 Scoring interface board

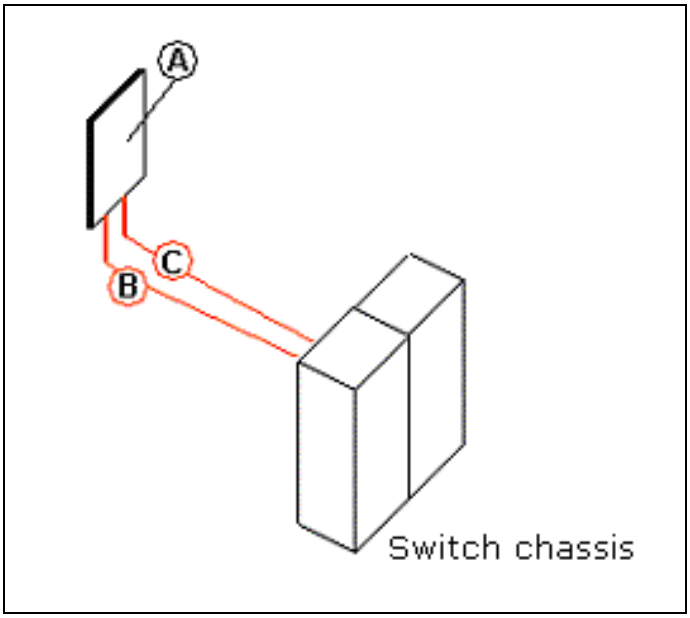


Via MC2 Scoring interface board

1 = Scoring interface connector

- Set the A.P.I. input jumpers for 24V input (2nd ball and foul).
- Open each pinsetter front channel and look for MC2 Scoring interface board.
- Lay the cable **CA0232A** from A.P.I. to ODD MC2 Scoring interface board.
- Lay the cable **CA0232B** from A.P.I. to EVEN MC2 Scoring interface board.
- Place the **Sciba** like the standard installation.

Switch pinsetter chassis Interfacing



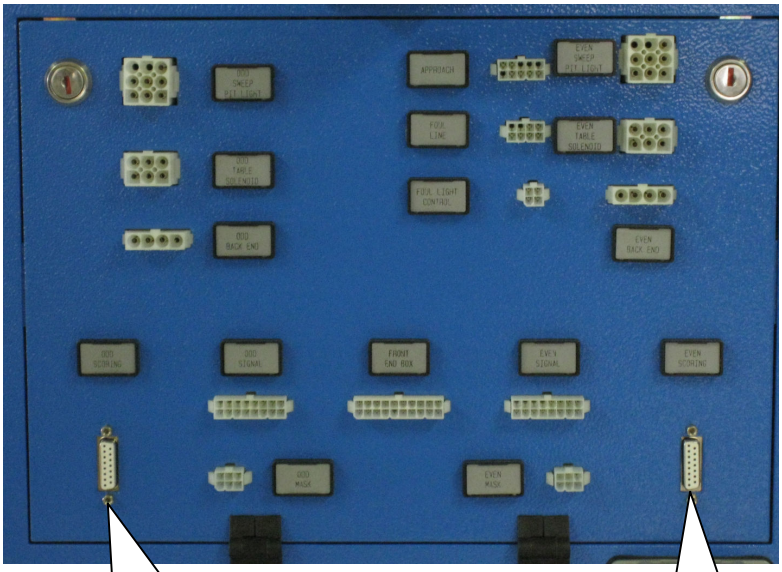
A = A.P.I. A065 series

B = CAB-Y-CA0232A
Scoring signal cable (ODD pinsetter)

C = CAB-Y-CA0232B
Scoring signal cable (EVEN pinsetter)

Switch pinsetter Chassis
(1 chassis control one lane pair)

Switch chassis rear view

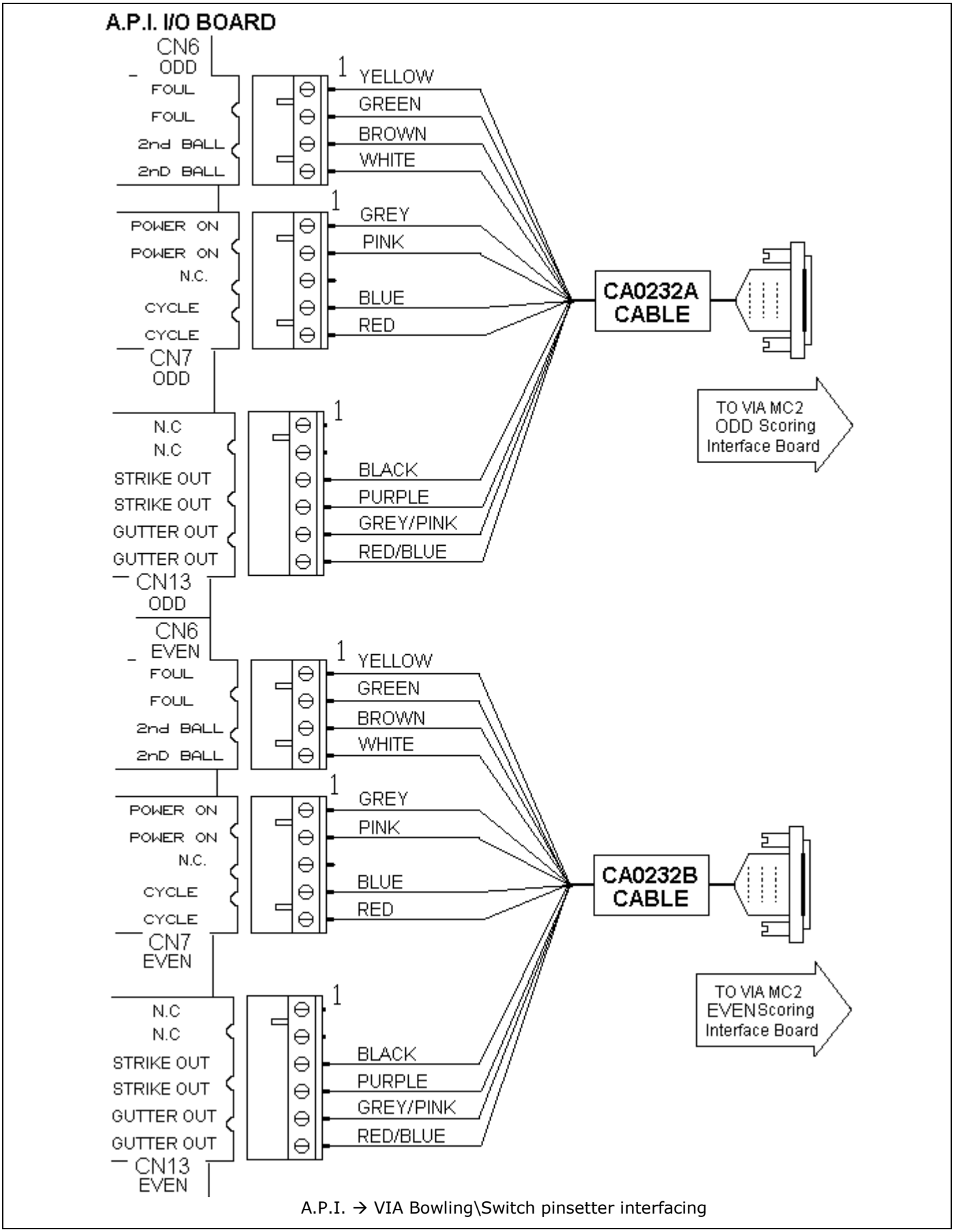


Odd Score input

Even Score input

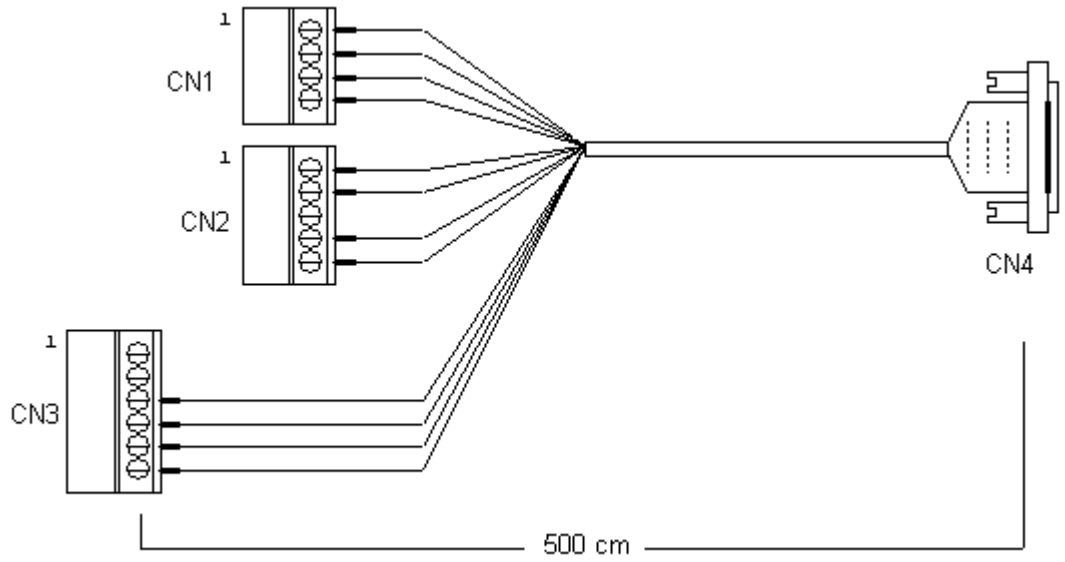
- Set the A.P.I. input jumpers for 24V input (2nd ball and foul).
- Open each pinsetter front channel and look for MC2 Scoring interface board.
- Lay the cable **CA0232A*** from A.P.I. to the chassis, connecting the DB15 on ODD score input connector.
- Lay the cable **CA0232B*** from A.P.I. to the chassis, connecting the DB15 on EVEN score input connector.
- Place the **Sciba** like the standard installation.

*NOTE: remove the foul input wires from CA0232A and CA0232B cable if the chassis make continues the foul cycle



A.P.I. → VIA Bowling\Switch pinsetter interfacing

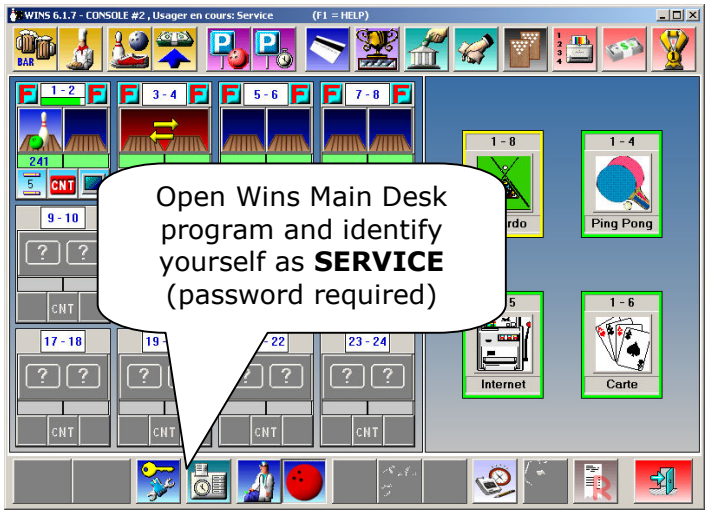
CAB-Y-CA0232A – CAB-Y-CA232B cables

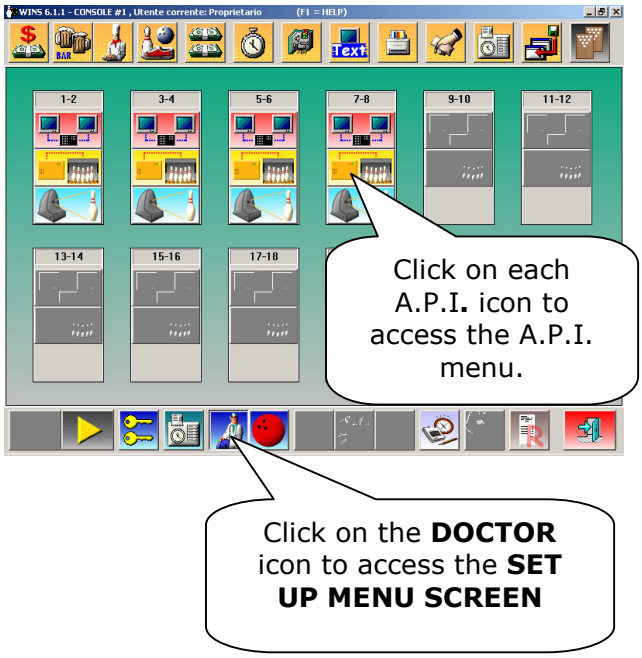


Phoenix Connector	PIN	SIGNAL	WIRE COLOUR	15 DB male connector
CN1 (Phoenix Combicon Female 4pin p. 5.08	1	Foul input	Yellow	6
	2	Foul input	Green	15
	3	2nd ball input	Brown	7
	4	2nd ball input	White	14
CN2 (Phoenix Combicon Female 5 pin p. 5.08	1	Pinsetter ON Output	Grey	2
	2	Pinsetter ON Output	Pink	11
	3	-	-	
	4	Pinsetter CYCLE Output	Blue	1
	5	Pinsetter CYCLE Output	Red	10
CN3 (Phoenix Combicon Female 6 pin p. 5.08	1	-	-	-
	2	-	-	-
	3	Strike Output	Black	3
	4	Strike Output	Purple	9
	5	Gutter Output	Grey/Pink	4
	6	Gutter Output	Red/Blue	12

A.P.I. Software settings (Wins)

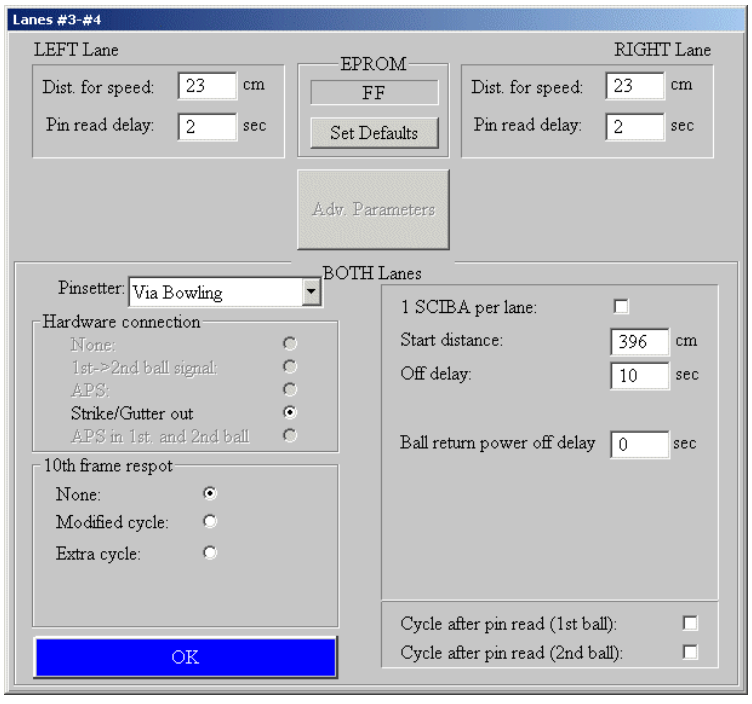
The following operation must be performed from WINS Front DESK, lane by lane or using the multiple commands for A.P.I. LOGIN AS SERVICE BEFORE BEGIN.





MANDATORY

Via bowling MC2 pinsetter/switch chassis need at least FF version as A.P.I. software.
If the A.P.I. software is previous of FF version, proceed with A.P.I. Firmware upgrade.



The first MANDATORY operation is set the Pinsetter model (VIA BOWLING) from the available list, than click on SET DEFAULT. Note: choose **VIA Bowling** as pinsetter setting even if is installed Switch pinsetter chassis.

1. Select **VIA BOWLING** from **Pinsetter list**.
2. Click on **SET DEFAULT** button to load the default parameters.
3. Verify that Hardware connection is **Strike/Gutter out** and 10th Frame Respot is **Modified cycle**.

Adjust the Pin read delay if necessary, but do not exceed 2.8 seconds or the pinsetter will not execute correctly the Strike and Gutter cycle.

The most standard parameters will be selected automatically, like the pins read delay, distance for speed etc. Vary the parameter only when needed.

Following: list of the editable parameters

DISTANCE FOR SPEED [LEFT - RIGHT LANE]

Clearance in centimeters between Speed and Start photocell. Default value 23 CM.

PIN READ DELAY [LEFT-RIGHT LANE]

Delay for scan the pins after ball passes trough the start photocell. Time is in seconds; do not exceed 2.8 seconds or the pinsetter will not execute correctly the Strike and Gutter cycle

Note: The **PIN READ DELAY** could be adjusted as need, it's important scan the pins when they are standing correctly on deck, before pinsetter table run.

START DISTANCE

Clearance, in centimeters, between Steltronic trigger sensor and last row of pins. The default value is 396. Change this parameter (increasing the value) when the Sciba is installed with the extra support for rise the Bumpers because photocells will see only a "cord" when the ball pass trough.

OFF DELAY

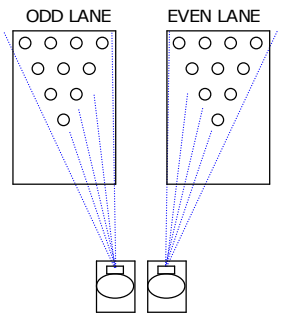
Timeout in second for switch off the pinsetter after the end of the game.

NOTAP+10FRAME RESPOT

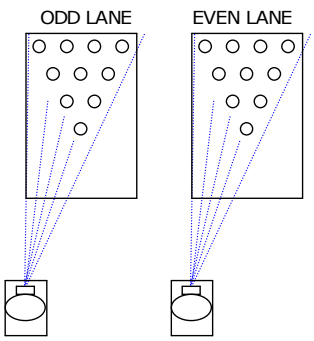
For automatic 10th frame reset: the selection is **MODIFIED CYCLE:** pinsetter will receive a fake fast strike pulse.

1 CAMERA PER LANE

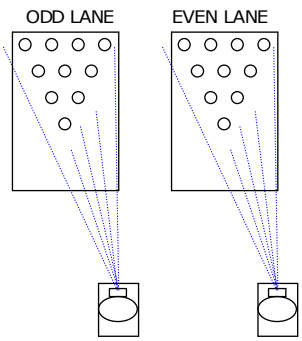
Selection for ODD or Multiple Sciba. Tag the checkbox only if necessary. When a single camera or 2 camera for 2 lanes are installed, tag the checkbox 1 **CAMERA PER LANE** and set the selection referring to the next samples:



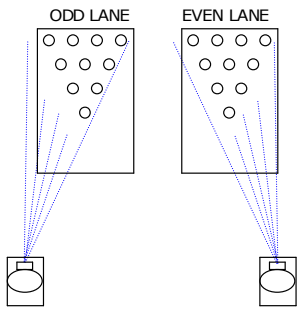
LEFT SCIBA = STANDARD
RIGHT SCIBA = STANDARD



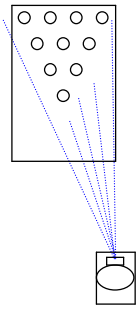
LEFT SCIBA = CROSSED
RIGHT SCIBA = STANDARD



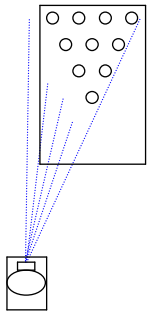
LEFT SCIBA = STANDARD
RIGHT SCIBA = CROSSED



LEFT SCIBA = CROSSED
RIGHT SCIBA = CROSSED

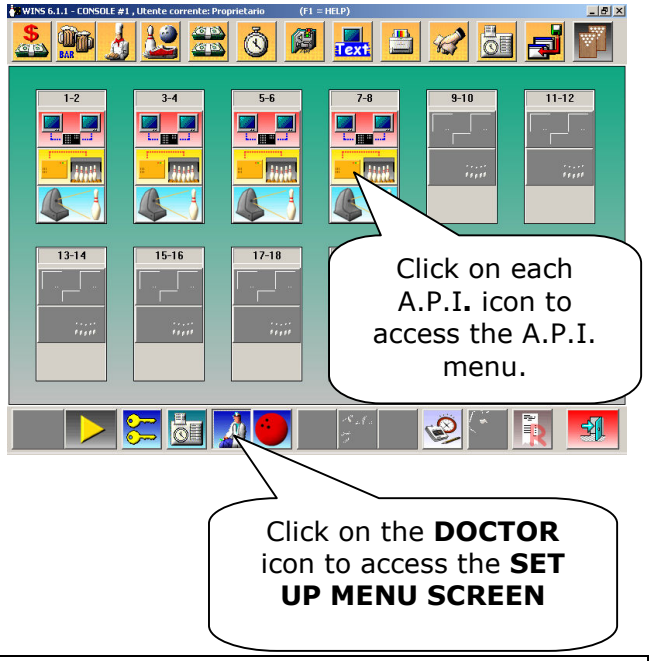


LEFT SCIBA = STANDARD
RIGHT SCIBA = NONE

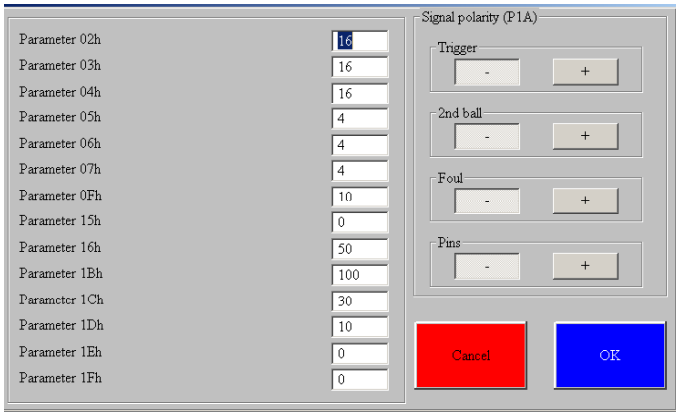


LEFT SCIBA = CROSSED
RIGHT SCIBA = NONE

Wins Advanced A.P.I. settings for Bumpers



WARNING: Vary the suggested parameters only; do not edit the other fields



WAIT until the window dialogue is open, than click on **ADV Parameter**s button to load the Advanced Parameters.

SETTINGS BUMPERS MODE

PARAMETER_15H = 0	[Bumper ON/OFF] – default - Bumper out ALWAYS CLOSE until the next player begin
PARAMETER_15H = 1 to ..	[Bumper Toggle] One pulse= Bump UP, next pulse = Bump Down Value indicate length of close pulse (1 unit= 100 ms)
PARAMETER_15H = 1 to ..	[Bumper Toggle + UP SWITCH] Value indicate length of close pulse (1 unit= 100 ms) For UP switch detection mandatory set the 16H parameter
PARAMETER_16H = ..	Indicate the timeout for UP Switch detect. Time starts after parameter 15H, if a UP/DOWN switch is not detected before 16H time expires, score give another pulse for bumper. Unit in 100 ms.

- At the end of modification, confirm with **OK**, save and exit.

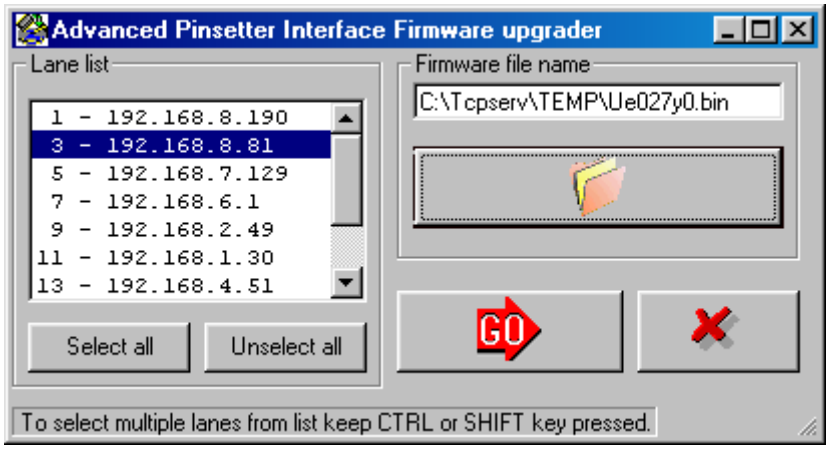
A.P.I. Software Update (WINS Scoring)

Contact Steltronic Customer Service (+39 030 2190830 or service@steltronic.com) requiring the last API Software update compatible with your pinsetter. The Steltronic customer service will send a zipped file contained the BIN file for update.

Copy the file onto Main Desk C drive and explode into a temporary directory

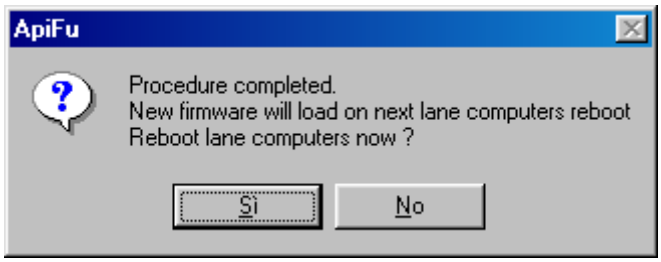
WARNING
Wins program must run before to proceed with next steps

Open the folders PROGRAMS / STELTRONIC and launch the **API FIRMWARE UPGRADE** application.



Select the destination lanes from LANE LIST window

Browse the folders to find the firmware file (bin file) (use the 🗁 button to browse the C drive), then click on **GO** button.



A warning window will remind the following operations: lanes need to reboot before to begin the update.

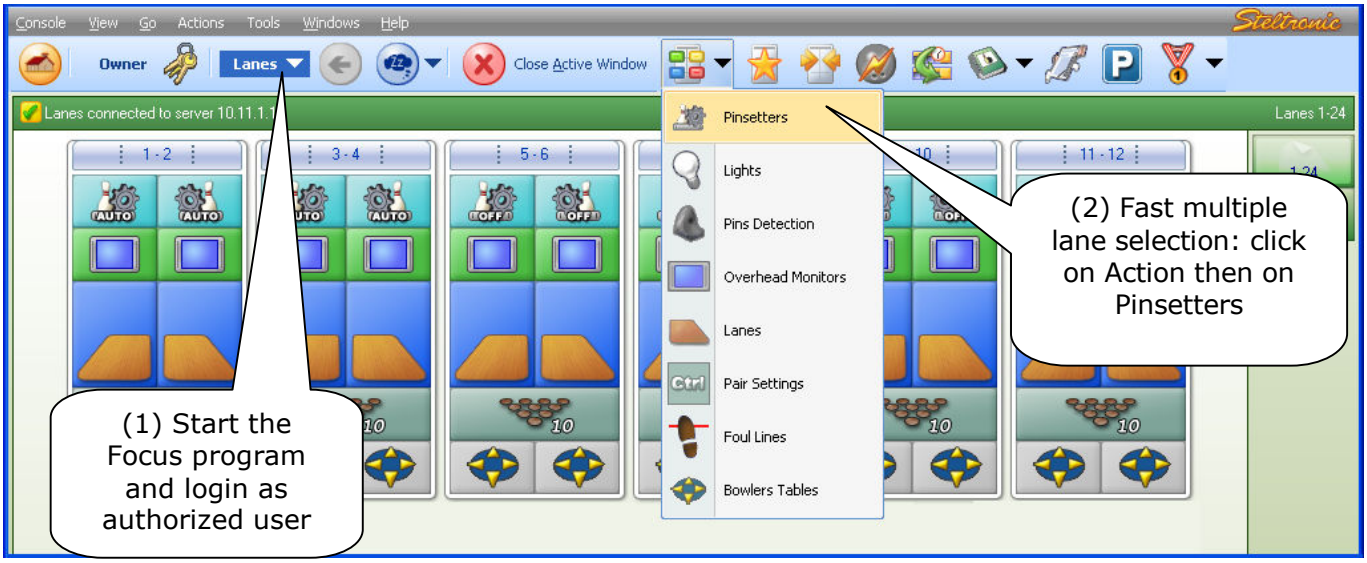
THE LANES REBOOTING IS AUTOMATICALLY.

At the next start, the lane computer will load the new file and start the procedure to update the A.P.I. On lane monitor, the procedure is displayed on blue screen.

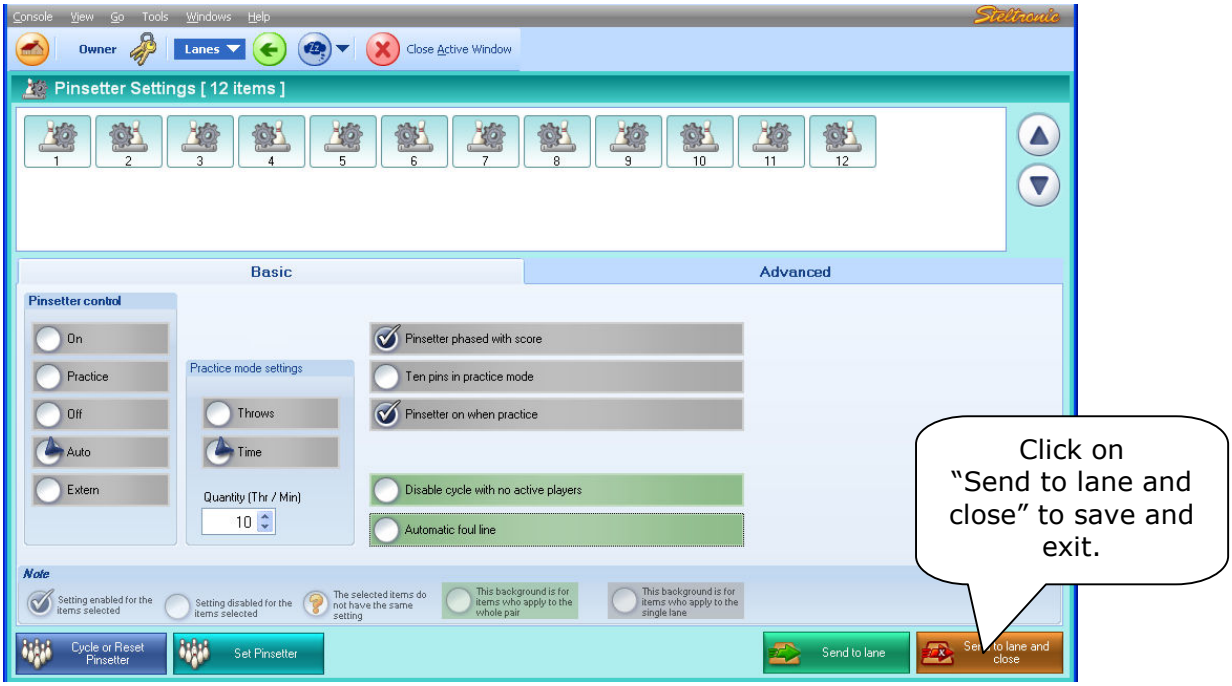
The lane computer must transfers 9 blocks on A.P.I., the operation require several minutes.

At the end of the loading, the lane monitors will display the message "**ALL OK, IN 20 SECONDS THE LANE WILL START"** and the lane computer will restart by itself. The update operations are finished, now it' s possible to use the score.

A.P.I. Software settings (FOCUS Scoring)



BASIC PINSETTER SETTINGS



PINSETTER CONTROL

As default suggest status choose **AUTO**; the pinsetter will switch and stay ON when the lane is in use by bowlers; pinsetter will be turned and kept OFF after the Game/Time is over.

PINSETTER ON WHEN PRACTICE

Forces the pinsetter to normal on status when in practice

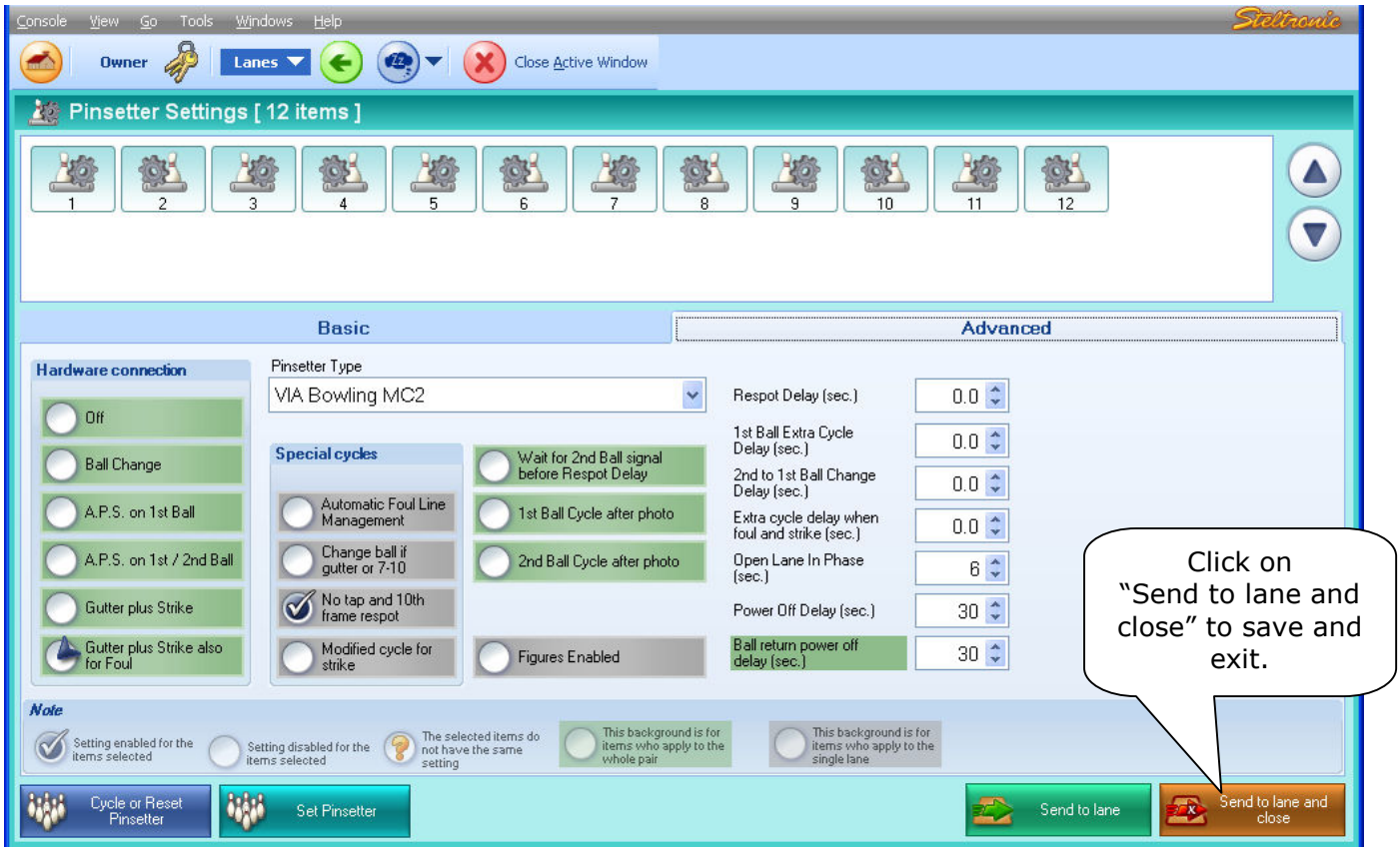
TEN PINS IN PRACTICE MODE

During practice mode, the score sends a fake strike pulse to the pinsetter that will replace a new set of pins after every shot.

PINSETTER PHASE WITH SCORE

when enabled, the score checks the 2nd Ball signal before detecting the second shot of the frame. KEEP ENABLE: disable this tag only if pinsetter is damage and can't provide the 2nd ball information to the score.

ADVANCED PINSETTER SETTINGS

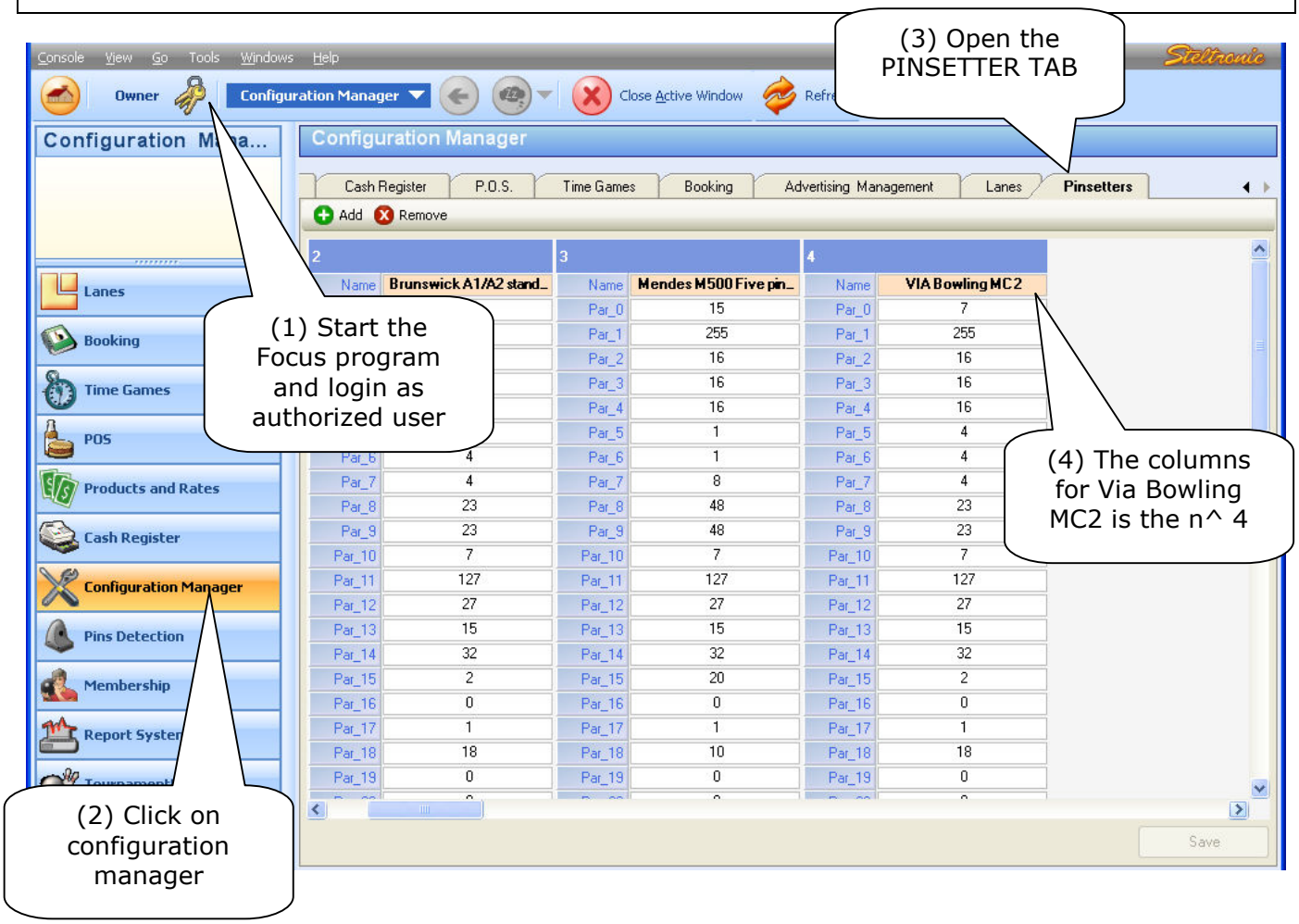


- Select as Pinsetter type **Via Bowling MC2** (same choice also for Switch pinsetter chassis)
- Tag the checkbox "**Gutter plus Strike also for Foul**"
- To enable the 10th frame respot, tag the checkbox "**Notap and 10th frame respot**"
- **Open lane in phase:** type **6** seconds (approximately) in the filed to enable this feature: the score send a "cycle" pulse to pinsetter if detect the lane in 2nd ball phase while lane opening
- **Power off Delay:** Timeout in second for switch off the pinsetter after the end of the game.

A.P.I. Database settings (FOCUS Scoring)

REMARKS

The most standard parameters are selected automatically choosing the Pinsetter type in the Advanced pinsetter configuration. To change some parameters, like pin read delay, bumpers, 1 Sciba per etc lane etc. it's necessary edit the Database table from Focus Configuration.
The following chapter describes how and which parameters can be editable, change only if is strictly necessary.



EDITABLE PARAMETERS

PAR_18 (START DISTANCE)

This parameter, multiplied by the ball Diameter (22 cm), corresponds to the distance between Sciba Start sensors and last row of pins. The default value is 18. Change this parameter (increasing the value) when the Sciba is installed with the extra support for rise the Bumpers because photocells will see only a "cord" when the ball pass trough

PAR_21 (BUMPER ENABLE/DISABLE/TOGGLE)

0= ON (Default) Bumper out ALWAYS CLOSE until the next player begin
1 to..= [Bumper Toggle] One pulse= Bump UP, next pulse = Bump Down. Value indicates length of close pulse (1 unit= 100 ms).

PAR_22 (BUMPER UP SWITCH DETECT)

50=(default) Indicate the timeout for UP Switch detect; time starts after parameter 21, if a UP/DOWN switch is not detected before 16H time expires, score give another pulse for bumper; (1 unit= 100 ms).

PAR_24 (LEFT PIN READ DELAY)

DEFAULT= 130 (2,5 Sec.) Delay for scan the pins after ball passes trough the start photocell. (1 time unit= 19,2 ms) do not exceed "145" or the pinsetter will not execute correctly the Strike and Gutter cycle

Note: The **PIN READ DELAY** could be adjusted as need, it's important scan the pins when they are standing correctly on deck, before pinsetter table run.

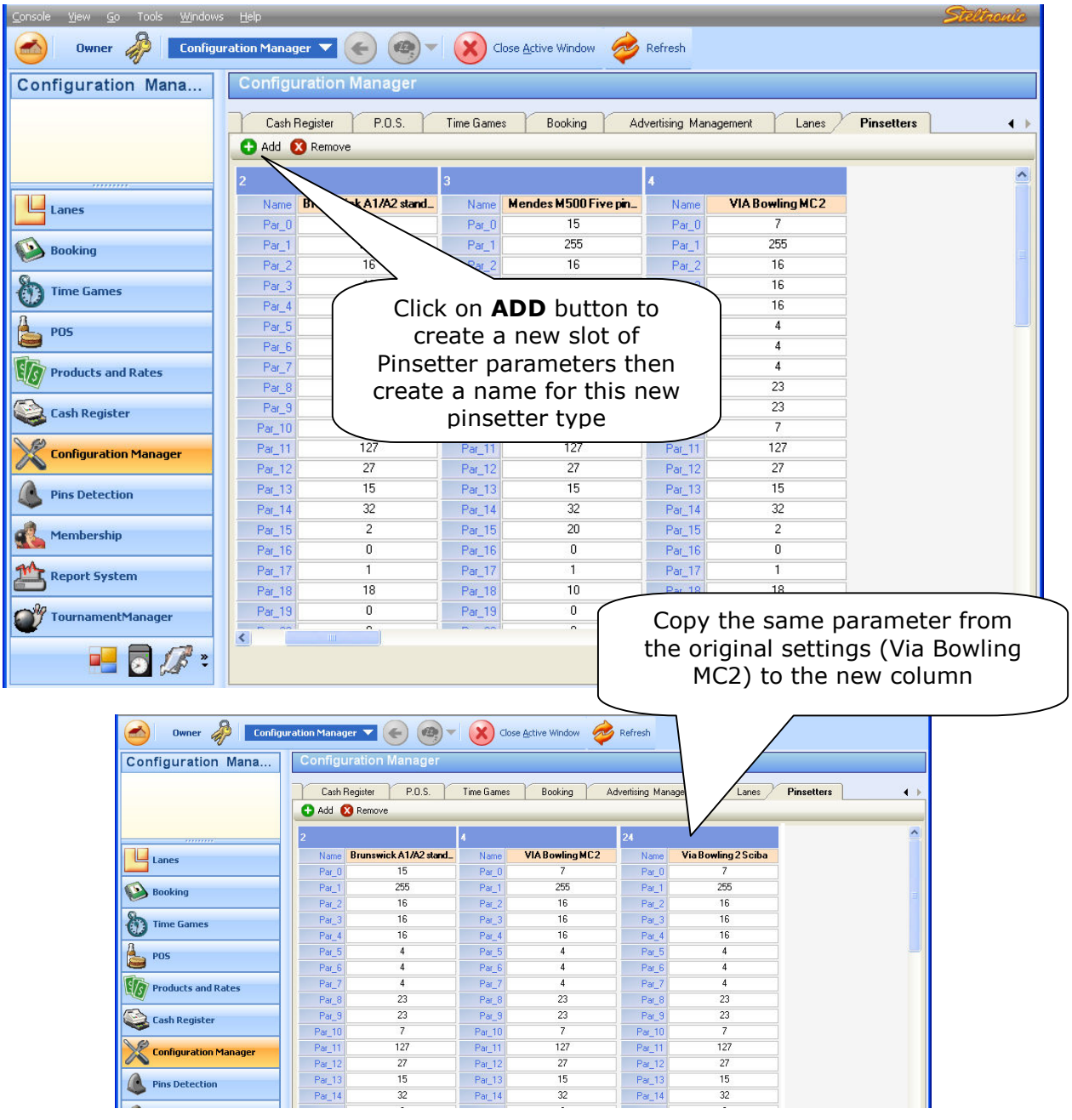
PAR_25 (RIGHT PIN READ DELAY)

DEFAULT= 130 (2,5 Sec.) Delay for scan the pins after ball passes trough the start photocell. (1 time unit= 19,2 ms) do not exceed "145" or the pinsetter will not execute correctly the Strike and Gutter cycle

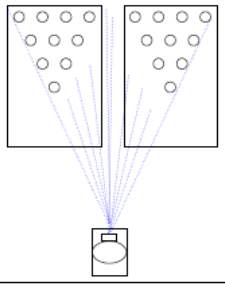
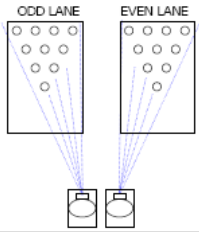
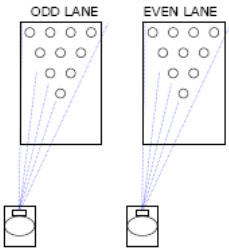
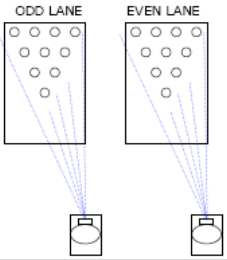
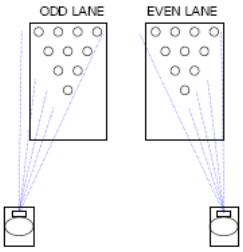
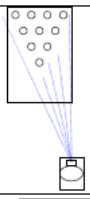
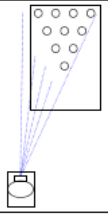
Note: The **PIN READ DELAY** could be adjusted as need, it's important scan the pins when they are standing correctly on deck, before pinsetter table run.

PAR_23 (SCIBA INSTALLATION)

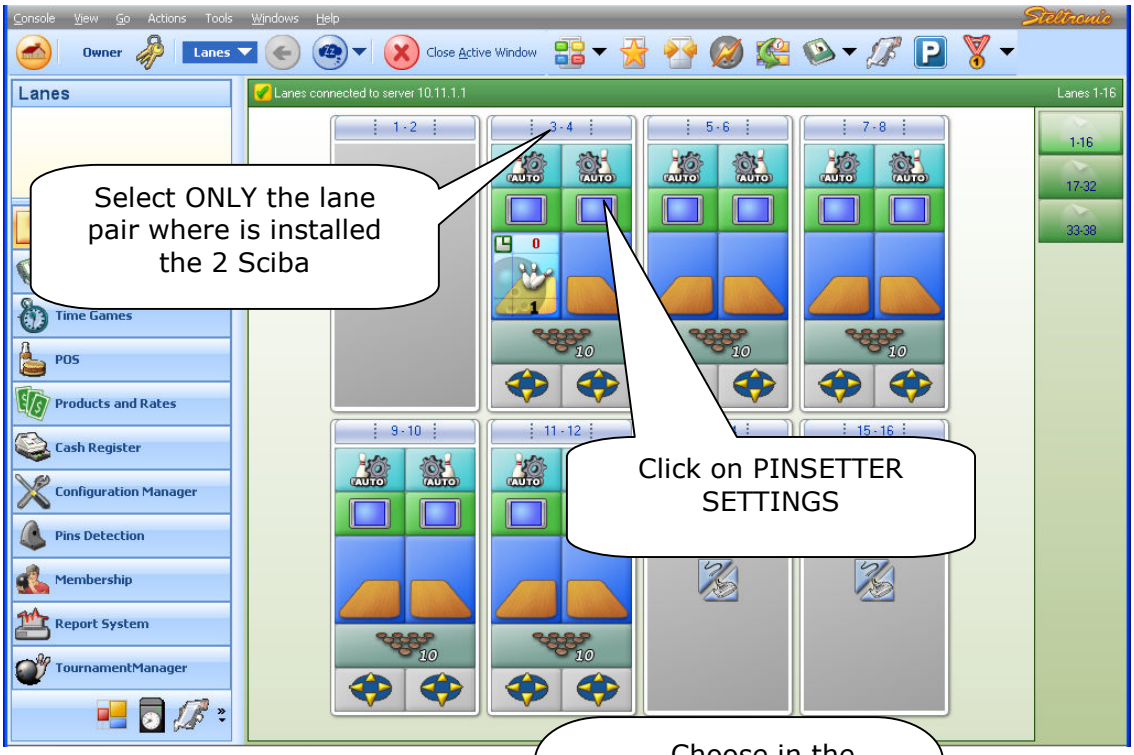
Some installation requires 2 Camera (Sciba) for a pair of lanes instead of one. To do this, it's necessary create a new PINSETTER set in the Database:Open FOCUS program as authorized user, then open the CONFIGURATION MANAGER plug-in. Click on the PINSETTER TAB.

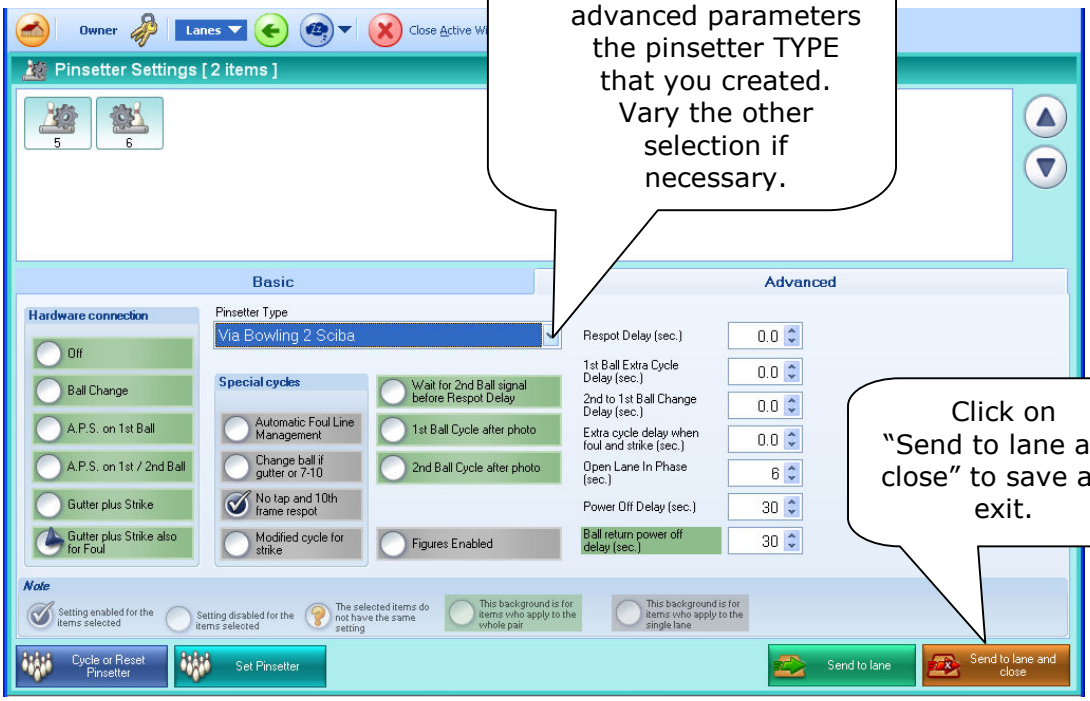


CHANGE THE PARAMETER 23 OF THE NEW COLUMN AS FOLLOWING; SETTINGS DEPENDS BY THE SCIBA INSTALLATION:

PARAMETER 23 = 0	1 Sciba per one pair of lanes (Standard Installation)	
PARAMETER 23 = 88	2 Sciba for one pair of lane ODD →LEFT, EVEN →RIGHT	
PARAMETER 23 = 120	2 Sciba for one pair of lane ODD →RIGHT, EVEN →RIGHT	
PARAMETER 23 = 216	2 Sciba for one pair of lane ODD →LEFT, EVEN →LEFT	
PARAMETER 23 = 248	2 Sciba for one pair of lane ODD →RIGHT, EVEN →LEFT	
PARAMETER 23 = 24	1 Sciba for one single lane ODD → LEFT	
PARAMETER 23 = 56	1 Sciba for one single lane ODD → RIGHT	

After the edit of the table, SAVE and EXIT from FOCUS


Select ONLY the lane pair where is installed the 2 Sciba
Click on PINSETTER SETTINGS

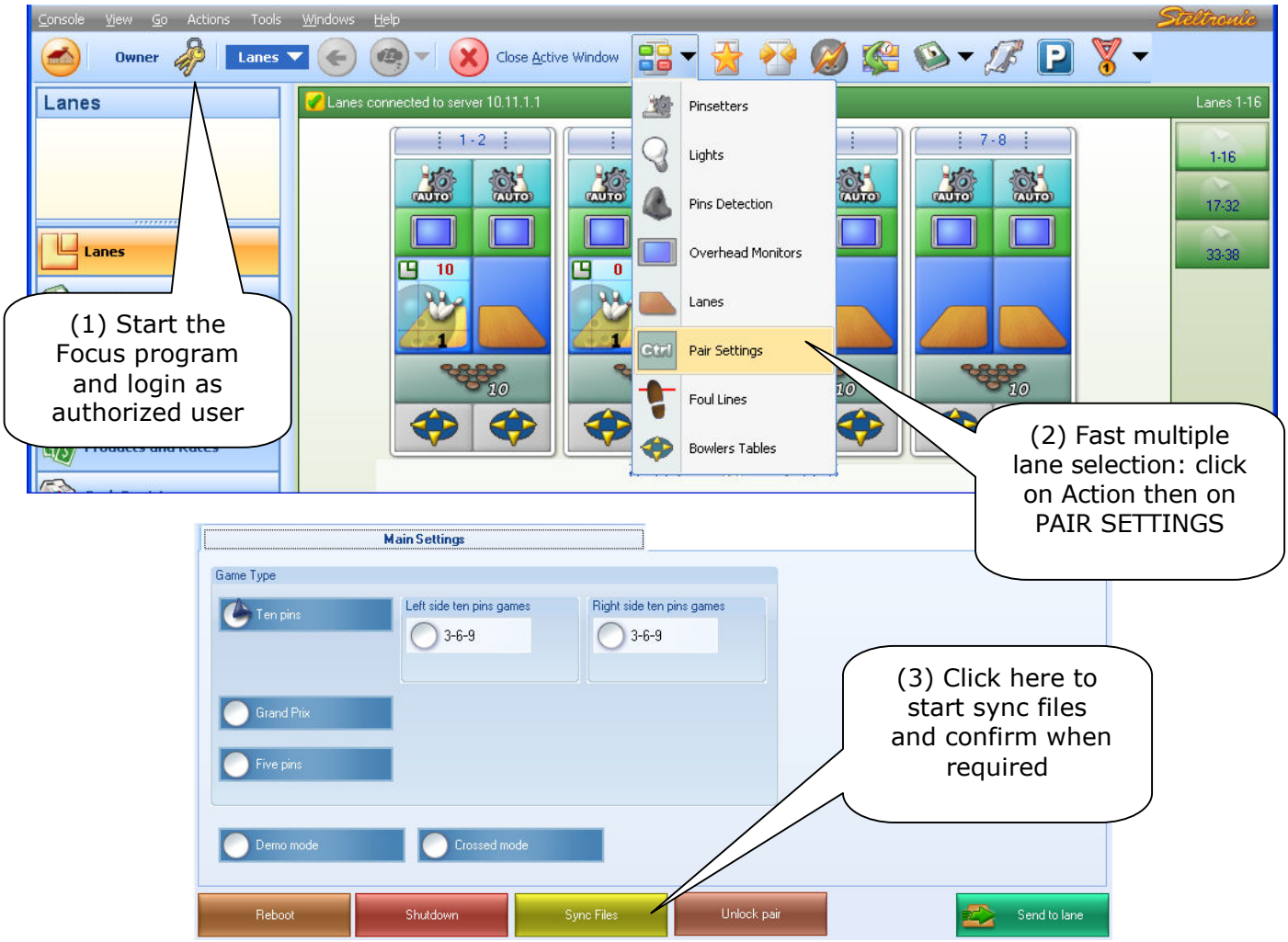

Choose in the advanced parameters the pinsetter TYPE that you created. Vary the other selection if necessary.
Click on "Send to lane and close" to save and exit.

A.P.I. Software Update (FOCUS Scoring)

- Browse the Focus Server C drive to find the folder C:\Program Files\Steltronic\Vision
- If not exist, create a sub folder API**_Loader** into the directory Vision
- Copy in the API**_Loader** directory the file **API_Loader.exe** and the **UE028xx.Bin** file received from Steltronic Service

- **Now is necessary sync the Lane Computer for upload the API file on each Vision Lane Computer:**

[1] Open the Focus program

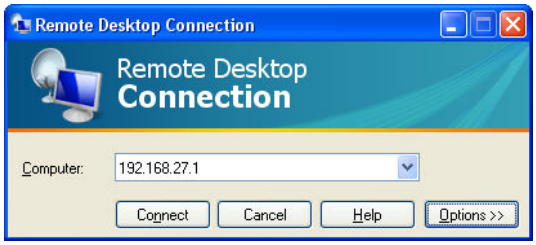


- The lane icon became grey, on the lanes screen will be visible the sync operation sequence:

- At the end of file sync, the lane computer reboots by self. Now it's possible proceed with the API update.

To proceed with A.P.I. firmware upgrade, it's necessary works directly on the lane computer, one by one. It's possible reach the Lane computer easily using the Remote Desktop connection from Main Desk:

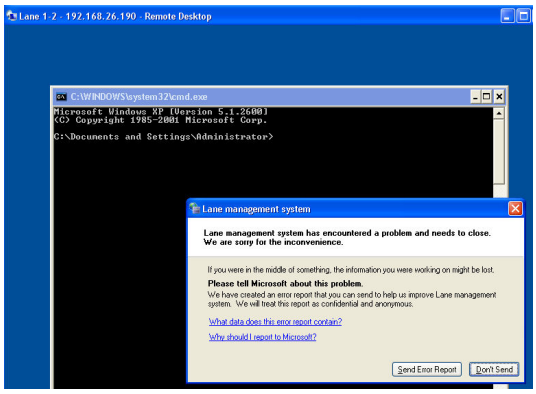
From Main Desk click on.. Start → programs → Accessories → Remote Desktop Connection



[1] Type the VLC IP address for the connection, click on connect

User name: **administrator**

Password: **(please contact Steltronic Service for password)**



[2] At soon the Remote Desktop begin, the VLC gives and error because the Main program it's interrupt by RDP.

[3] Ignore the error and close the windows without sending the report.

Note: if the window remains white for more than some seconds, press ZERO key on the numeric side of the keyboard to unlock.

Remote Desktop Command list (use in case of necessity, at cmd prompt)

Taskmgr = open the Windows Task Manager

Control = open the Control Panel

Explorer = open the windows explorer

Cmd = open a command prompt window

Shutdown –r –t 0 = reboot the lane computer immediately

Ewfmgr c: -commit = "freeze" and backup the VLC version (command starts at next boot)

Ewfmgr c: -restore = restore the VLC version from last backup (command starts at next boot)

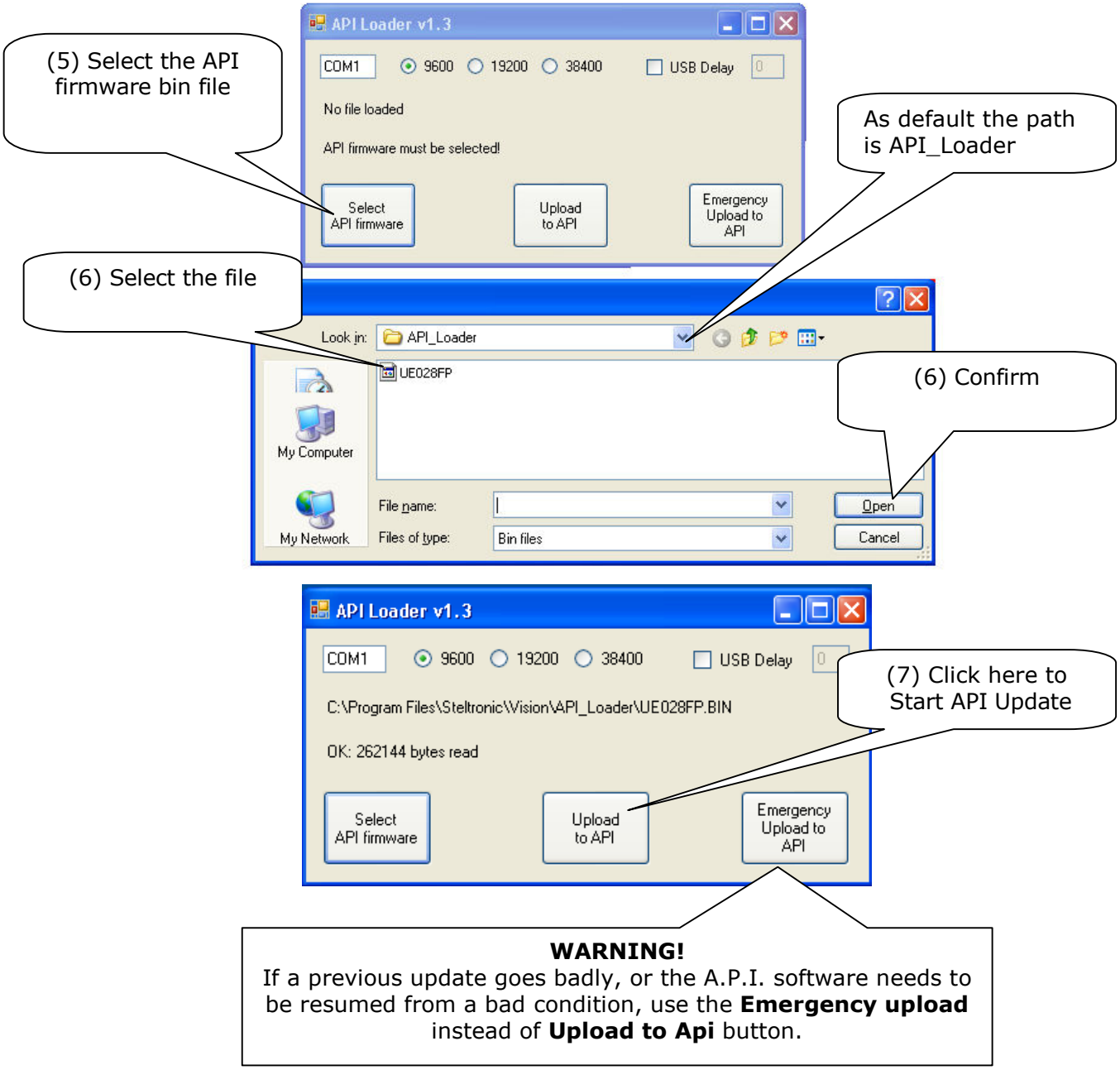
KEYS COMBINATION (from Main Desk keyboard)

Ctrl+Alt+End = Send Ctrl+Alt+Del to the VLC

0 = (on numeric Keyboard side) if pressed vary time; stop the Pinscore.exe program running and Vision root starts.

The Vision Root program Starts

(4) Click on API LOADER



(8) Back on Vision Root click on **Reboot button** to Restart the Lane computer

A.P.I. A065 series interfacing with Via Bowling MC2 pinsetter\ Switch pinsetter chassis July 2009

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