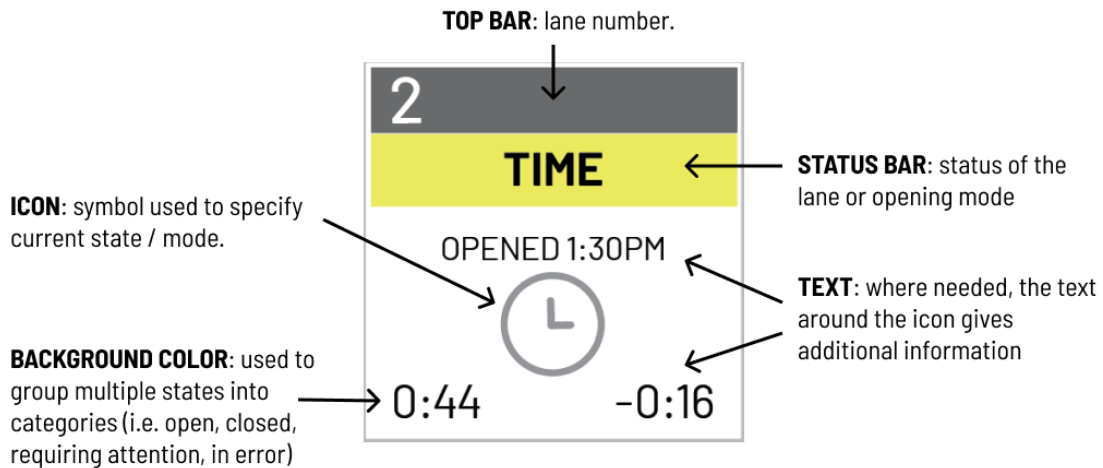


Lane Status Layout

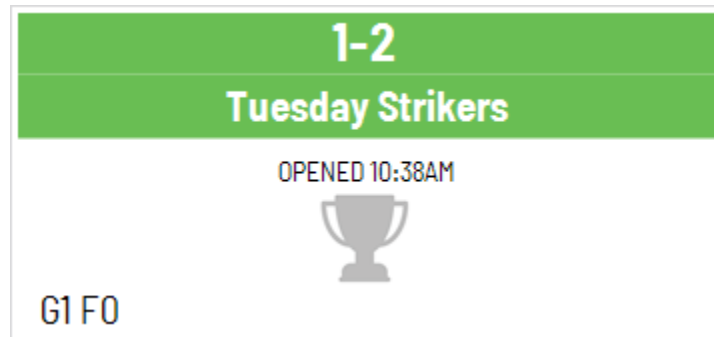
As part of the new layout of the Lane Status module, new lane tiles have been designed, with the intention of making the module clearer and easier to understand. A new set of icons, colors and labels have been used, as follows in this document.

Below is a representation of a single lane tile and its components. Each component has a name assigned for future reference in this document.



Top Bar

Usually, all top bars are gray, as displayed in the image above. However, the top bar of the lanes reserved for Leagues are green to easily recognize them, as displayed below.








Status Bar

Each color represents a lane's state or opening mode type:

Color	Lane State	Meaning	Possible Labels
 LIME #ECEA5F	Open	Open lane	GAME / TIME / UNLIMITED / SLOW PLAY / SIGN-IN / WALK DOWN
 BLUE #4050A2	Closed	Closed lane	CLOSED/RESERVED
 GREEN #69BE53	Open	Open lane with League	League's name
 LIGHT BLUE #50C3C2	Open	Opened lane with Tournament	Tournament's name
 FUCHSIA # D44B9B	Open	Pre-assigned ended	TIME OUT
 YELLOW # F8BA16	Open	Warning state	WARNING
 ORANGE # F26A27	Closed	Lane unavailable	BOOTING... / BOOTING 90% / CLEANING / WORKSHOP / NO COMM. (no communication)
 RED # ED2124	Open	Tilt / Boot error	TILT, BOOT ERROR/ BAD STRUCT
 LIGHT RED # F15845	Open	Service call	LANE CALL / SERVICE CALL (SOS, Virtual waiter or Intercom)
 DARK RED # BC2129	Open / Closed	TCS Error	TCS ERROR

Background Color







The background color represents the status of the lane or its opening mode:









Color	Lane State
 GRAY #696A6B	Closed lane
 WHITE	Open lane
 RED #ED1F2E 80% transparency	Tilt / Boot Error
 YELLOW # F8BA16 20% transparency	Warning status
 DARK RED #ED1F2E	Lane Error – Mechanic Required

Icons

The following table lists all the icons used in the Lane Status module, with their meaning and whether the lane is open or closed when used:

Icon	Meaning	Lane State
	Time	Open
	Game	Open
	League	Open
	Tournament	Open
	Reservation	Closed

Icon	Meaning	Lane State
	Unlimited	Open
	Keyboard	Open
	Slow Play	Open
	Walk down	Open
	Redemption tickets are about to finish	Open/Closed
	Redemption tickets are finished	Open/Closed
	Extended Bowling session (Time Mode)	Open
	Extended Bowling session (Game Mode)	Open
	Service call	Open
	Lane call Intercom or virtual waiter	Open
	Call in progress Intercom or virtual waiter	Open
	Lane without communication	Closed
	Closed lane	Closed

Icon	Meaning	Lane State
	Lane in workshop mode (scheduled maintenance)	Closed
	Warning	Open
	Tilt	Open
	Cleaning mode	Closed
	Trouble call system	Open/Closed
	Trouble call system – Work in progress	Open/Closed
	Coin mode	Open
	MMS / TV	Closed

Text Above the Icon

The following table lists the possible labels which can be displayed above the icon:

Text	Meaning
OPENED 1:30 PM	Opening time
MECHANIC CALL	A lane requires mechanic assistance
WORK IN PROGRESS	Mechanic assistance is in progress

Text Under the Icon

The following table lists the possible labels which can be displayed underneath the icon:

Text (Under the icon)	Meaning
0:44 (L)	Elapsed time in pre-assigned/ post-assigned time mode
-0:16 (R)	Time left in pre-assigned time mode
G1F0 (L)	Elapsed frames, in pre-assigned/ post-assigned game mode
-F020 (R)	Frames left, in pre-assigned game mode *Information not available for Leagues
... (L)	Time/ Frames left, in post-assigned game mode
<i>Name Surname for reservations</i>	The name and surname used for a reservation
REFILL TICKETS	Redemption tickets are about to finish
OUT OF TICKETS	Redemption tickets are finished
DISPENSER ERROR	The ticket dispenser does not work as expected as an error occurred