QUICKSTART

bookmaker5

www.bookmaker5.com

... the future-proof solution for the modern bookmaker

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Version 5.5.43

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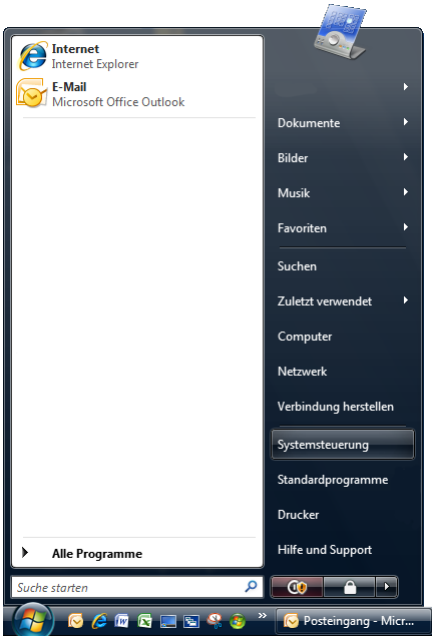
1. Quickstart INSTALLATION GUIDE

In this chapter you will learn

- how to make preparations for the installation under Windows Vista
- how to install ***bookmaker5*** on your PC

1.1 Preparations for the installation of *bookmaker5* under Windows Vista™ :

▶01.



Open the Windows **CONTROL PANEL**.

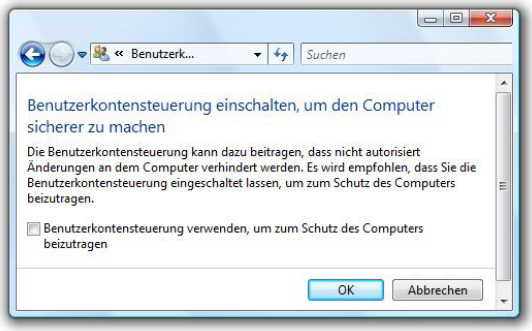
▶02.

Select **USER ACCOUNTS.**

▶03.

Select **TURN ON/OFF USER ACCOUNT CONTROL**.

▶04.



Uncheck the flag at **USE USER ACCOUNT CONTROL TO CONTRIBUTE TO THE SECURITY OF THE PC**.

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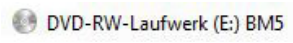
▶05.



Ensure yourself that the ***bookmaker5***-CD is loaded in the drive. Open the Explorer by clicking on the - symbol with the right mouse key and select **EXPLORER** from the list.

▶06.

Select the directory of your CD-drive and and change to the sub-directory **RES** and from there on to the sub-directory **DOTNET-1.1-EN**. Double click on the file **DOTNETFX.EXE**.

▶07.

Change from directory **RES** into the sub-directory **WIBU5** and double click on the file **SETUP32.EXE.**

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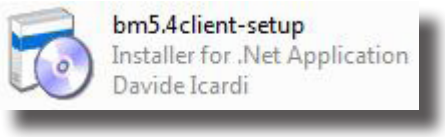
1.2 Install *bookmaker5* on your PC:

▶01.



Put the CD into the drive of your PC and open the file **bm5.4client-setup.exe.**

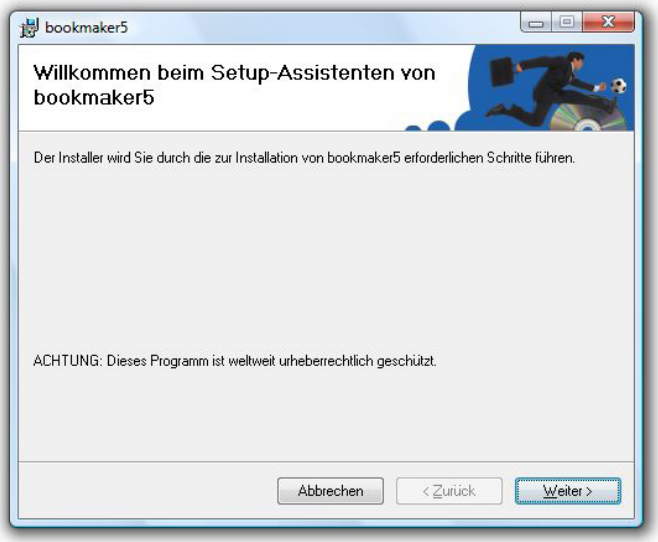
▶02.

The program will check if all necessary components are installed on your PC. You can install all components again if you set a flag to **Reinstall all components**. All components not yet installed will be installed automatically. Please confirm all appearing messages (e.g. **NEXT**) during the installation process. If the note **INSTALLED** appears in brackets besides the listed components it is sufficient to press the **INSTALL**-button now.

▶03.

Click on **NEXT**.

▶04.



Click on **NEXT**.

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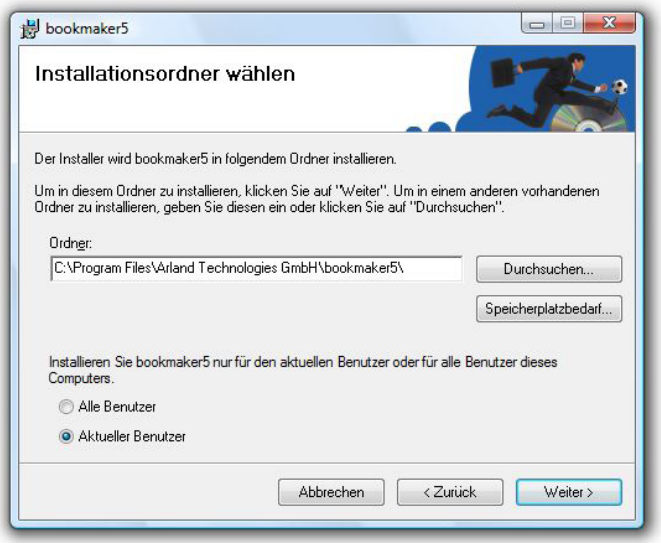
05.



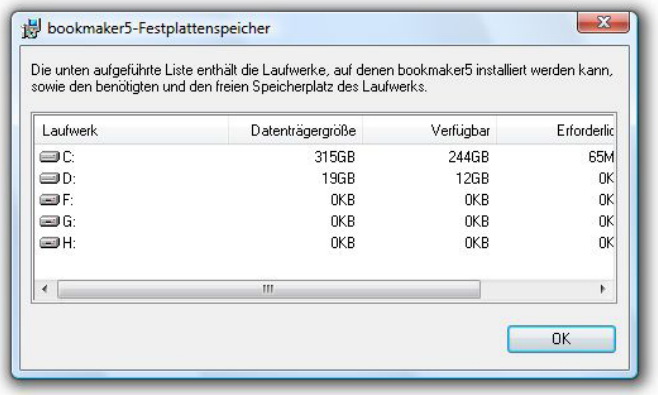
Select the desired **FOLDER** on your PC where ***bookmaker5*** is to be installed. Click on **BROWSE** if you want to install the program into a different directory.

Click on **MEMORY SPACE DEMAND** to get an overview about the free space on each hard drive required for the installation.

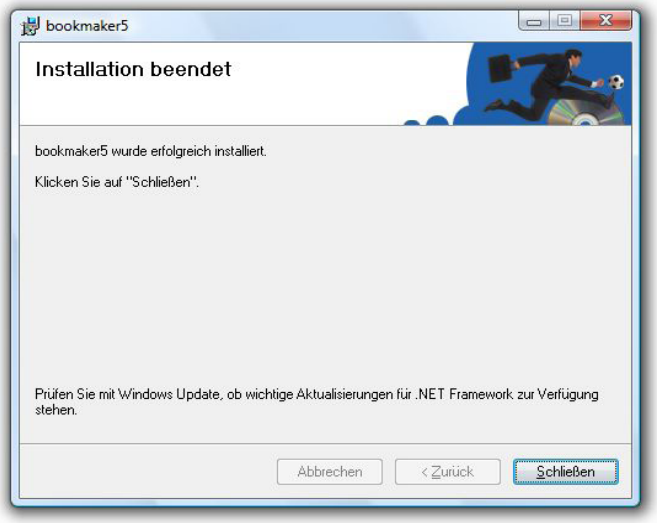
Determine if ***bookmaker5*** is to be installed for **all users** of this PC or just for the **current user**.

Click on **NEXT**.

06.



Click on **OK**.



Click on **CLOSE**.

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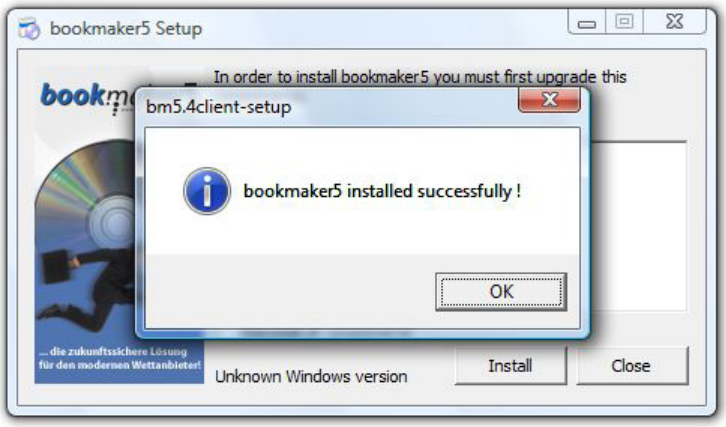
▸07.



Confirm the message about the successful installation with **OK**.

▸08.

Plug the delivered **Dongle** into a free USB slot on your PC!

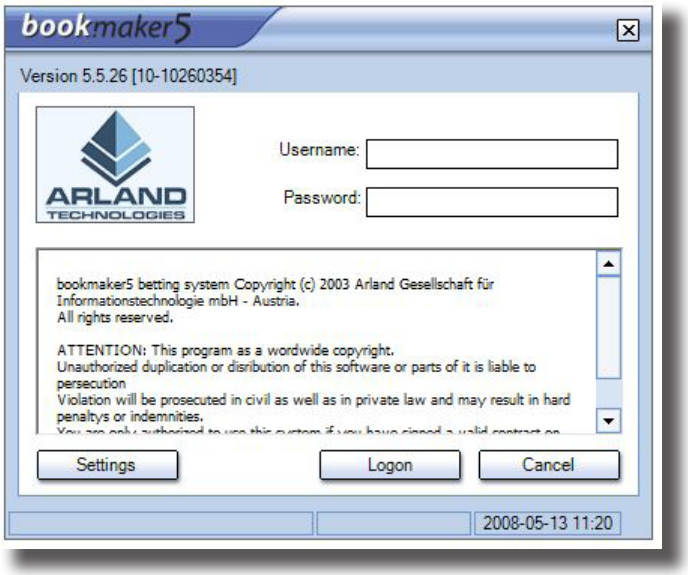
⚠ Now install the latest Hot-Fixes (Windows-Updates) via http://windowsupdate.microsoft.com or according to the specifications of your IT consultant.

⚠ Then restart you PC. The newly installed drivers will be activated automatically.

▸09.

Double click on the symbol to start ***bookmaker5***.

▸10.



Click on **SETTINGS** to adjust the configurations for server, printer, and scanner in ***bookmaker5***.

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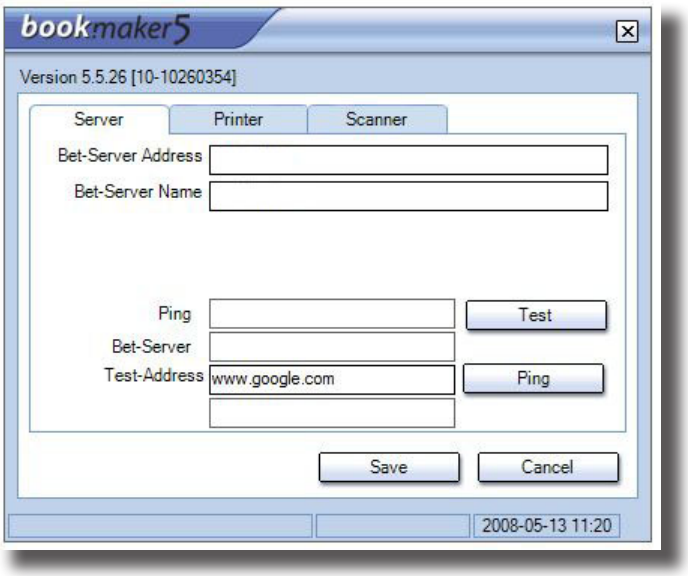
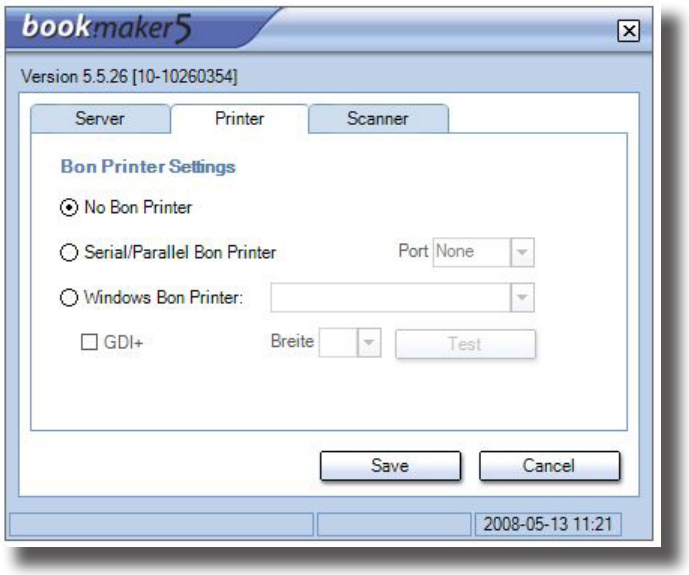


Enter the **IP ADDRESS OF YOUR SERVER** in the field **BET-SERVER-ADDRESS***. Enter the **NAME OF YOUR SERVER** in the field **BET-SERVER-NAME***.

Save your settings with a click on the button **SAVE**.

To determine the settings for the **PRINTER** or **SCANNER** click on the corresponding **TAB**.

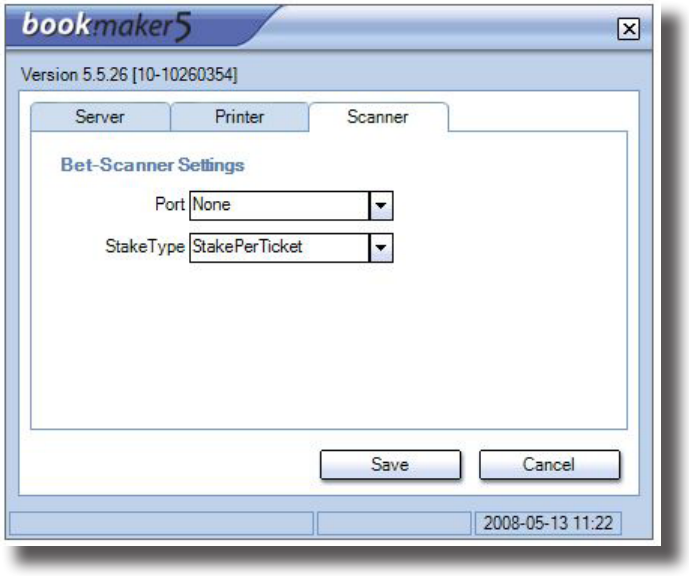
* Please ask the IT consultant of your branch in case your are not aware of the **IP-Address**- or **Name** of your server.



Enter the **CONFIGURATION SETTINGS** to your printer in the **TAB PRINTER****.

** Please ask the IT consultant of your branch to get information about which **SETTINGS** are to be determined for your printer.

Save your settings with the button **SAVE**.



Enter the configuration settings of your **BETSLIP SCANNER** in the **TAB SCANNER*****.

*** Please ask the IT consultant of your branch in case you do not have information about which **SETTINGS** are to be determined for your **BETSLIP SCANNER**

Save your settings with the button **SAVE**.

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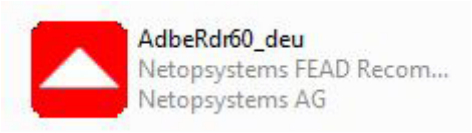
▸11.

⚠ **Do NOT login now!**

Quit the program with the button ☒ on the upper right edge.
Restart the program.
With the new start a connection to your server is established and you should get an **Update** with the adapted reports etc. Then the login window will appear.

▸12.

A **complete documentation** for each module and functionalities of ***bookmaker5*** is available in the folder **DOKU** on the CD.



If necessary install the **Adobe-Reader** to be able to **open**, **read**, and **print** the files of the documentation.

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2. Quickstart LOGIN and STARTUP

In this chapter you will learn

- how to login to ***bookmaker5***
- how to determine the first settings

01.

Be sure that the delivered **Dongle** is plugged-in at a free USB slot on your PC.

02.

Click on the symbol to open ***bookmaker5***.

03.

In the area **SETTINGS** you already have carried out the settings for server, printer, and scanner (see “Quickstart installation guide”). You have closed ***bookmaker5*** and the new **Updates** have been automatically installed during the restart.

Enter **username** and **password** and click on **LOGON**.

04.

Click on **SETTINGS** on the start screen.

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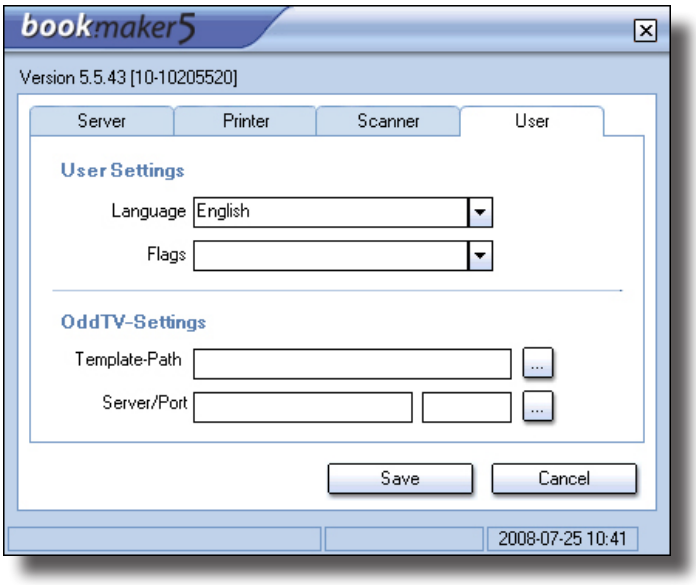
▸05.



Additionally to the already determined settings for server, printer, and scanner (see "Quickstart installation guide), you can define settings for your user account in the tab **USER**.

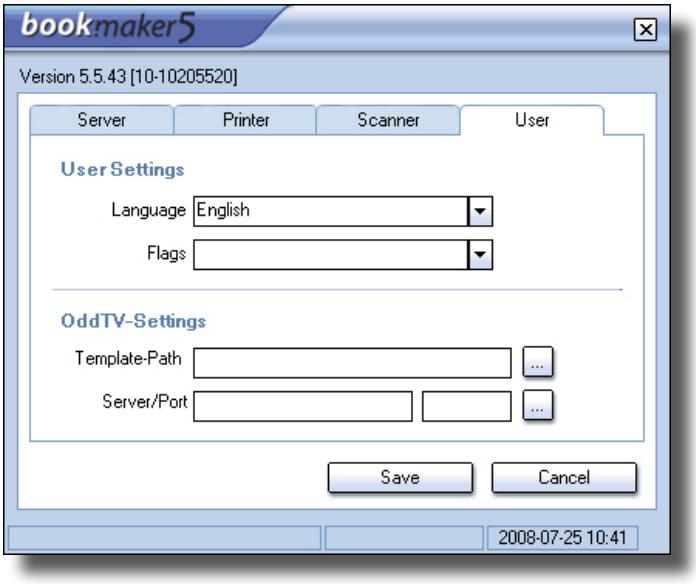
User settings:

▸a Select the desired language you want to work with in ***bookmaker5*** via the pull-down menu in the area **LANGUAGE**.

▸b Activate your settings in the area **CHOICE** by putting a flag to the setting in the pull-down menu:

- **Use of userdefined odd short-signs** (quick input for tip types in the betting module)
- **Extended scanner** (quick bet input via OMR ticket scanner)
- **Enable Partnerweb** (allow the user to access the partnerweb)
- **SortLeaguesAlphabethical** (Leagues will be listed alphabetically)

▸06.



OddTV settings:

▸c In case you are using OddTV for displaying various information (e.g. odds lists, dog races, browser ...), enter here the **TEMPLATE PATH** and **SERVER** provided by ARLAND (Start OddTV via the icon on your desktop).

To confirm your settings click on the button **SAVE**.

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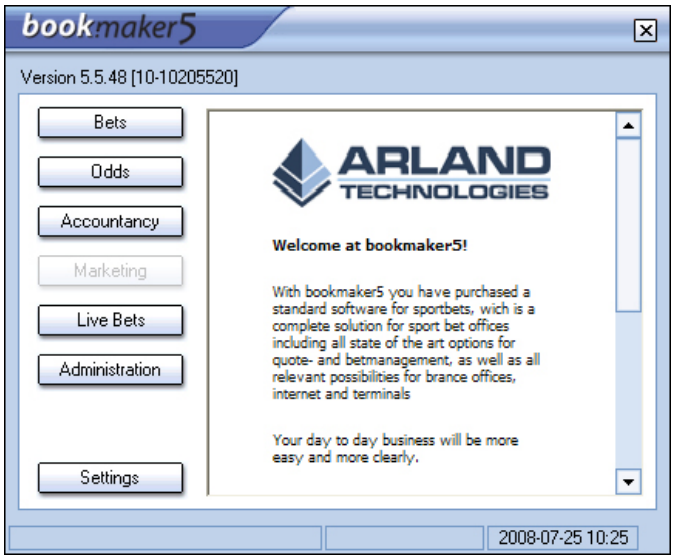
3. Quickstart STRUCTURE and HANDLING

In this chapter you will learn

- how to find your way in ***bookmaker5***
- how to navigate in the system and to operate the most important navigation elements

01.



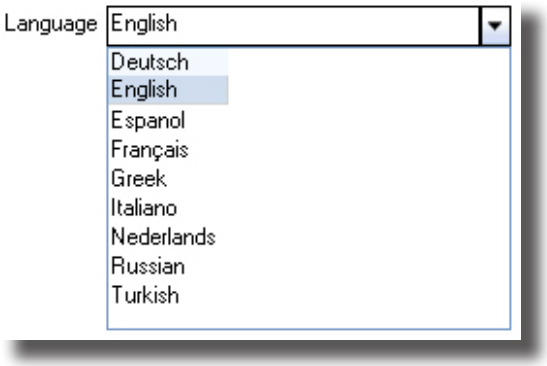
After the successful installation of ***bookmaker5*** (see "Quickstart installation guide"), login, and configuration of your user account (see "Quickstart login and startup"), the ***bookmaker5*** start screen will appear.

The software is divided into six modules:

- **BETS** (accept bets, customer account management, cash management and various reports)
- **ODDS** (administration of bet offer and risk management)
- **ACCOUNTANCY** (reports for accountancy, controlling and finance)
- **MARKETING** (will be available in a later version of ***bookmaker5***)
- **LIVE BETS** (administration of your live bets)
- **ADMINISTRATION** (administration of your branches, rules, users, documents, data, events and dongles)

02. To open a module click on the corresponding button.

03. **Pulldown menu:**



With pulldown menus you have the possibilitiy to choose from a list of predetermined values.

Click on the button to open a list or click in the field and confirm with the **"Arrow down"**-button of your keyboard.

The blue beam displays the currently active choice. Select an entry from the list by mouse click. Alternatively you can also select the desired entry via the cursor keys "**arrow up**" or "**arrow down**" on your keyboard and then confirm with **ENTER**.

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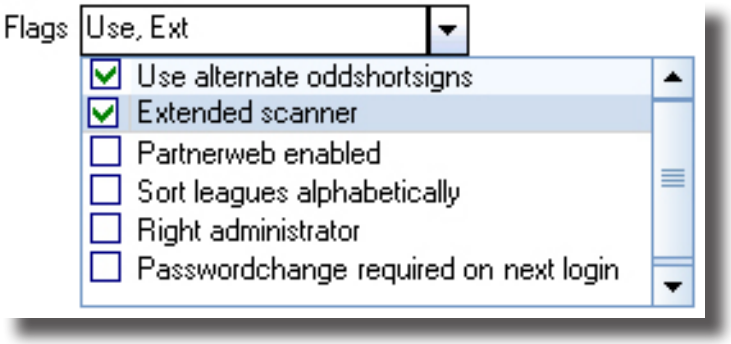
You can also type one ore more starting letters in the field. Automatically the corresponding data record is recommended.

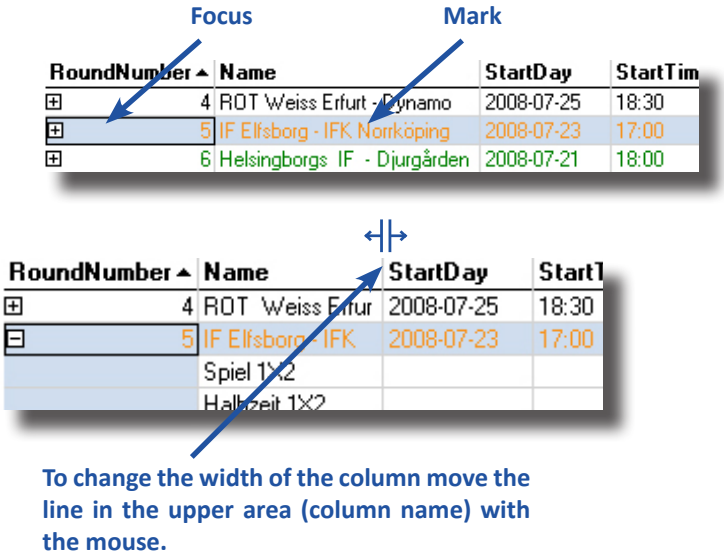
In case you want to close a pulldown menu without changing the selection, simply press ESC.

▸04. Pulldown menus with flags:



Some pulldown menus allow multiple choices by activating **FLAGS**. Open the list and click in the box to activate the flag.
You can also navigate with the keyboard to the single entries and mark them with **SPACE**.
Deactivate the entries with the reverse procedure. Confirm your selection with **ENTER**.

▸05. Lists:



In ***bookmaker5*** you will find lists in chartform containing data records at different places.

To **navigate** in a list use the mouse and click into the desired field, or use the **cursor keys** on your keyboard. Thus you can easily and quickly reach the desired data records.

In order to get to the **DETAIL DISPLAY** of data records, double click on the "**+**"-symbol at the beginning of the line. If you are navigating with the keyboard, go to the corresponding line and press the **SPACE** bar.

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ID	Name	ShortSign	SportType	Availability	State
⊞59	American Football	af	Team	S, T, I	Active
⊞71	Aussie rules	ar	Team	S, T, I	Active
⊞80	Badminton	bm	Single	S, T, I	Active
⊞72	Bandy	bd	Team	S, T, I	Active
⊞52	Baseball	ml	Team	S, T, I	Active

Double click on the corresponding entry to **OVERWRITE** or **CHANGE** the cell content. The original content is highlighted (marked) and you can overwrite it. If you are using a keyboard then go to the desired field and **OVERWRITE** the old content.

Changed or newly created fields must get confirmed with **ENTER** or **F9-SAVE** after leaving the entry field. Changes within the list will be active immediately after the confirmation with enter and no further saving is necessary.

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