

Bridgemate Pager

Messaging system for tournament directors



Manual

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Introduction

The Bridgemate pager is a system for receiving TD calls or other messages on a special portable device that is carried by the tournament director. The system is an optional add-on for the Bridgemate II scoring system. The pager system consists of a small transmitting device and one or more receiving pagers. The system works fully on-site and does not require an internet connection or Wi-Fi network.

Requirements

The following is needed for the Bridgemate pager system to work:

- Bridgemate II scoring system with firmware version 2.3.1 or higher
- Bridgemate Control Software (BCS) version 3.5 or higher
- A pager USB transmitter, to be connected to the computer that is running BCS
- At least one Bridgemate pager

How the pager system works


Each tournament director carries a Bridgemate pager during the game. The pagers are wireless, communicating with the scoring computer through the special pager transmitter, which is connected to the computer. When players call the TD from the Bridgemate device at their table, a message is instantaneously sent to the pager. The pager either beeps or vibrates, notifying the TD. The message displays the time and table where the call was made. Multiple pagers can be used, and the messages can be sent to individual pagers or to every pager, depending on how the system is configured.

The following chapters explain how to set up and configure the pager system.

Installing the pager system

The following needs to be done in order to install the paging system:

Installation of Bridgemate Control Software (BCS) 3.5 or later

BCS 3.5 or later is required to run the paging system. To check which version is currently installed, start Bridgemate Control Software from the Windows Start menu, and go to Help  Info. If you are using software that is older than version 3.5, you must update the program first. The latest version can be downloaded from <http://support.bridgemate.com>.

Installing the software driver for the pager transmitter

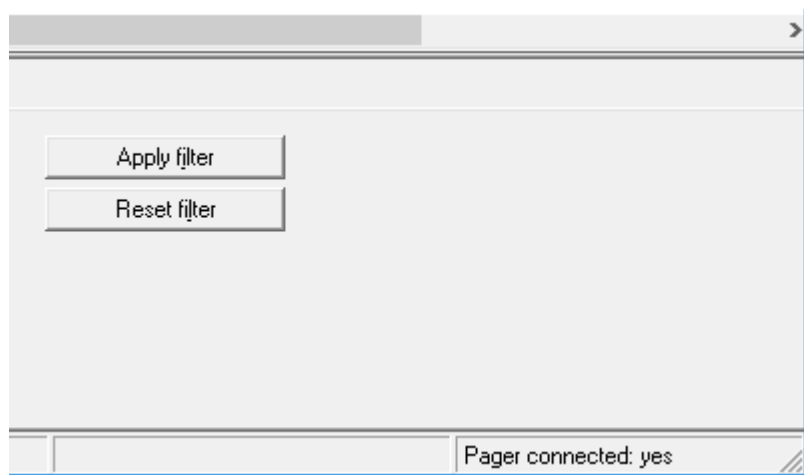
The pager transmitter is a USB device and requires the installation of a software driver before it can be used. The driver should preferably be installed before the transmitter is connected to the computer. The driver is installed as part of BCS 3.5 and later, or can be installed separately. To install the driver separately, go to <http://support.bridgemate.com> and click on Driver installation for pager transmitter.

Connecting the pager USB transmitter

Connect the pager transmitter to the computer that is running BCS. Once connected to the USB port, a blue LED should light up on the device. If your computer does not have a free USB port, you can use an unpowered USB hub to increase the number of available USB ports.

Verifying the pager transmitter is recognised by BCS

To check whether the transmitter is working correctly, run BCS and look at the bottom of the screen. If the message 'Pager connected: yes' is displayed, the pager is active.



Note: When the transmitter is connected to a computer, it can take up to 30 seconds before BCS recognises it.

Setting up Bridgemate Control Software

Enabling the TD call feature on the Bridgemate

TD calls are initiated by players through the Bridgemate II device at the table. The 'Call TD' feature must be enabled through the Bridgemate settings in your scoring program, or through the Bridgemate settings in BCS. To enable TD calls from BCS, follow these steps:

1. Start BCS and go to Tools → Options → Bridgemate.
2. Click on the second tab, Bridgemate II.
3. Enable the Allow TD calls from Bridgemate setting.



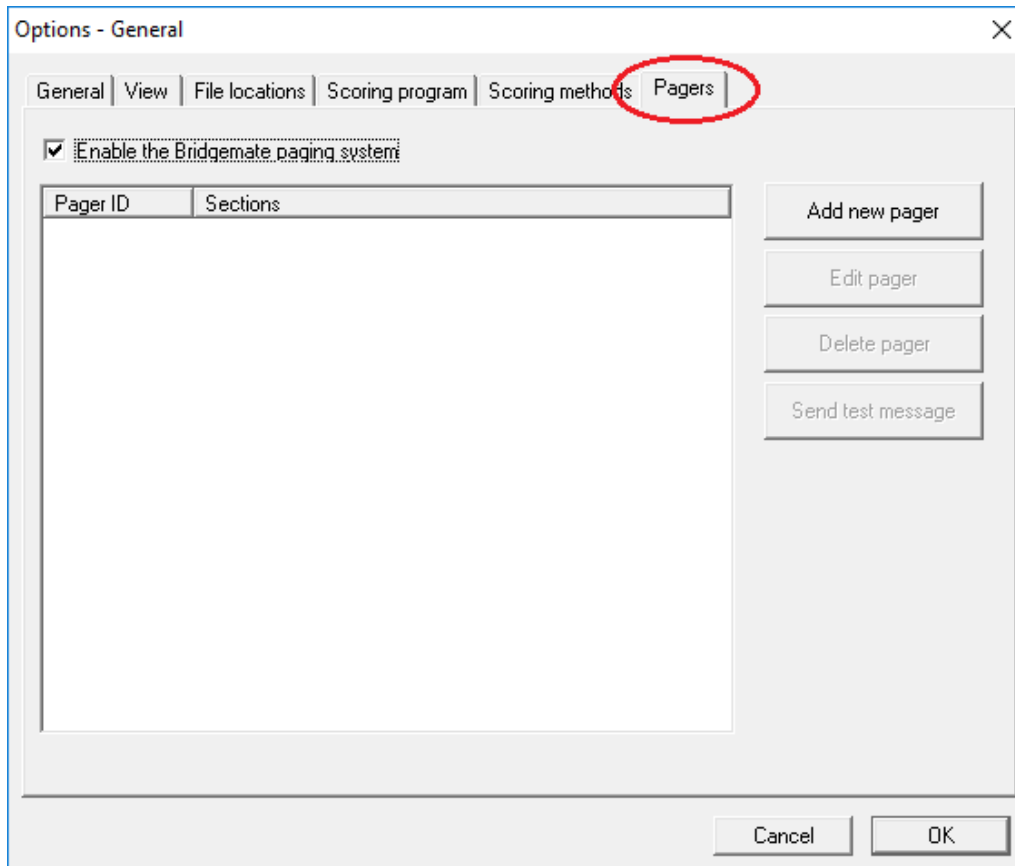
The Call TD button is now enabled on the Bridgemate and players can press it to call the tournament director.

Adding pagers and linking them to sections

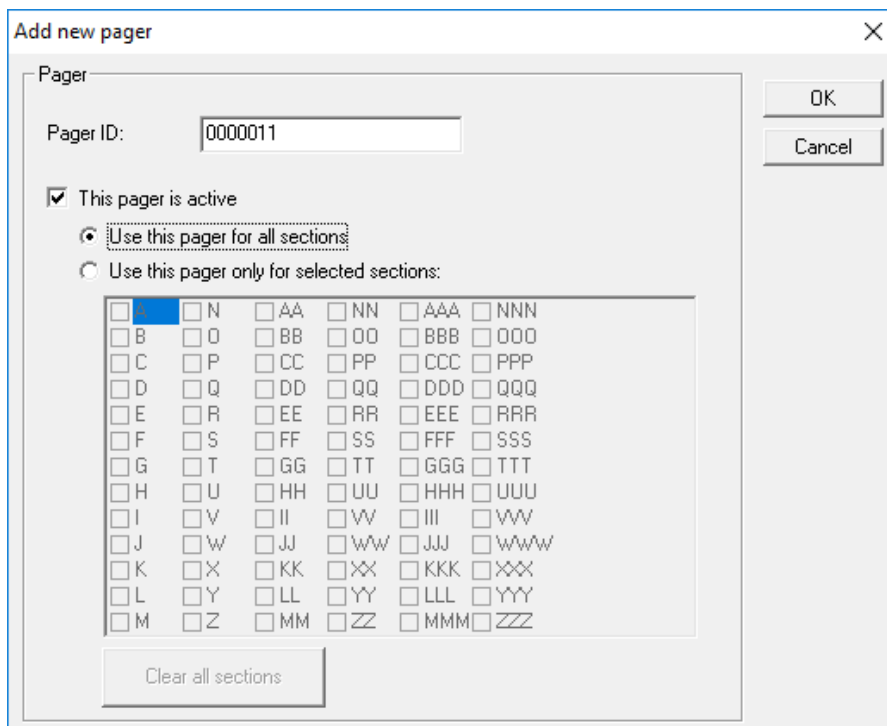
Each pager contains an ID to identify it. The factory default ID is 0000011 for each pager. See the final chapter to learn how to change the ID of a pager.

To set up BCS to send messages to pagers, you need to tell BCS which sections should be linked to which pager IDs. Follow these steps to configure the pagers in BCS:

1. Run BCS and go to Tools → Options → General.
2. Click on the Pagers tab. The following screen appears:



3. Tick Enable the Bridgemate paging system.
4. Click Add new pager. The following screen appears:



5. Fill in a pager ID. A pager ID consists of seven digits. Leading zeros are entered automatically if you enter fewer than seven digits.

6. By default, the pager is set to 'active'. If you want to add it but not make it active, make the settings as desired, then deselect This pager is active. (If you deselect this option, you still add the pager to BCS, but the pager ID is not enabled and is not linked to any section.)
7. Select the section for which this pager should receive TD calls. You can select all the sections, or specify one or more sections.
8. Press OK to confirm your settings and add the pager to BCS.

Please note the following:

- The sections listed are all the sections that can be used in the Bridgemate II scoring system. These are not necessarily sections that are associated with a current game.
- A pager ID cannot have multiple entries in BCS. If it already exists, you can't add it again.
- Sections can be assigned to multiple pager IDs. For example, when you configure pagers with the IDs 0000011 and 0000022, you can assign section A to both pager IDs. Pager settings are saved in a .csv file. You can configure the location of this file by going to Tools → Options → General → File locations.

Disabling the paging system

If you wish to disable the paging system temporarily, simply go to Tools → Options → General, click on the Pagers tab, and untick the Enable the Bridgemate paging system checkbox. The paging system is now disabled. Note that the Call TD button is still active on the Bridgemate, unless you also disable the Allow TD calls from Bridgemate setting from the Bridgemate settings window.

The pagers

There are two kinds of Bridgemate pager: a pocket pager and a watch pager. The functionalities are similar, but there are some differences in usage.

The pocket pager



The pocket pager runs on one AAA non-rechargeable battery. Remove the battery cover on the back of the pager and insert a battery. When done, the pager should start vibrating. Put the battery cover back on.

There are four buttons on the pager on the right-hand side, from top to bottom:



Up button

Down button

Function button

Exit button

To switch the pager on, hold down the Exit button for a few seconds. The pager should now switch on. If it doesn't, try another battery.

When the pager is turned on, 'Bridgemate pager' is displayed, along with the date and time.

The watch pager



The watch pager has an internal rechargeable battery. It comes with a USB cable that can be used to charge it. The mini USB connector can be used with a computer USB port or a USB charger. Plug the charger into the pager at the bottom (under the wrist band). When connected and charging, it displays a charging battery symbol. When fully charged, the pager displays a full battery symbol.

The watch pager has four buttons on the right-hand side, from top to bottom:



Exit button

Up button

Down button

Function button

If the pager's screen is not on, and it doesn't turn on when you press any button, you can turn on the pager by holding down the Exit button for a few seconds. If it still doesn't turn on, recharge the pager.

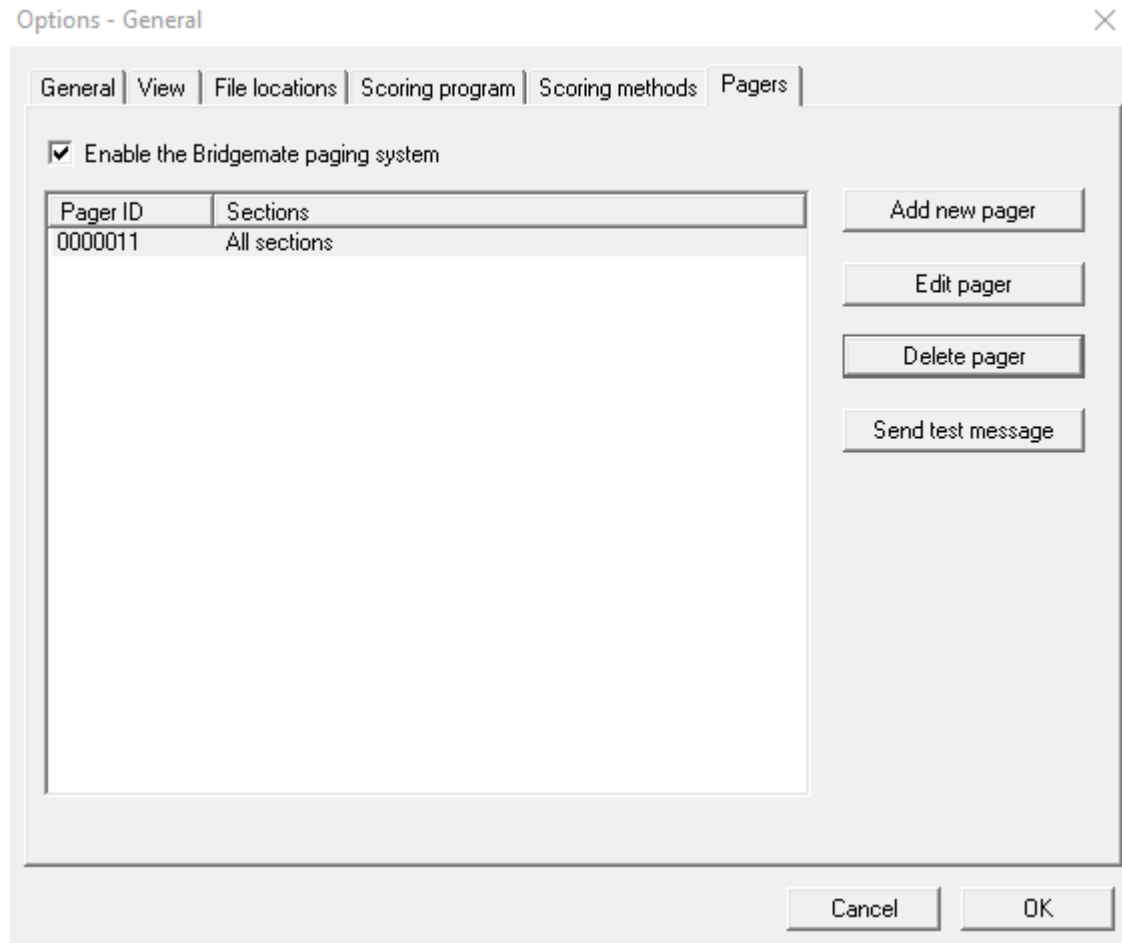
If the pager shows 'pager off' mode, you can switch it on by holding down the Exit button for a few seconds.

When the pager is turned on, 'Bridgemate pager' is displayed, along with the date and time.

Note: Initially, the watch pager is either turned off or in 'pager off' mode. If there is no response, even after holding down the Exit button for a few seconds, try charging the pager first.

Testing the pager(s)

Before you start using the pagers in your games, you should test your setup. Go to the Pagers tab in the General options window to test your pager system.



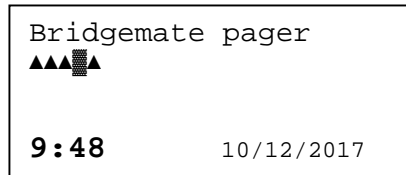
Make sure the pager transmitter is connected to the USB port. If it is not connected or not recognised, the Send test message button is disabled.

Select a pager ID and click on Send test message. All active pagers with the selected ID will receive a test message containing the pager ID – for example, 'Test message for pager 0000011.' If a pager does not receive the message, verify that the pager is turned on and it is set to the selected ID. (See the final chapter about reprogramming the ID.)

Once your pagers have received the test message, the setup is complete. TD calls will now be sent to the pagers.

Viewing messages

Incoming messages are immediately displayed on the pager. The message is shown for about six seconds, then the main screen is visible for another eight seconds. The main screen indicates the number of messages and their status:



Each black triangle ▲ represents a message. The message status can be as follows:

- Flashing triangle: the message is unread.
- Non-flashing triangle: the message has been read.
- Black box with lock: the message has been locked.

Incoming messages are marked as unread, even though the message was displayed on the pager when it was received.

View messages

To view messages, press the Exit button. The last received message is displayed first. For each message, the time it was received is displayed. Press the Up and Down buttons to scroll through the messages. All messages that are now displayed are marked as read.

From the main screen, it is also possible to select another message by pressing the Up or Down buttons, then pressing the Exit button to read the selected message.

Delete or lock messages

When a message is being viewed, press the Function button to access the message menu. Use the Up or Down buttons to scroll through the options:

- Escape. Return to the main screen.
- Delete message. Deletes the selected message.
- Delete all messages. Deletes all messages that are read.
- Lock message. Locks the message and prevents it from being deleted.

Once you have moved to the desired task, press the Function button to select that task, then press the Function button again to perform the selected task.

Locked messages can be unlocked by pressing the Function button and choosing Unlock message. Confirm the action by pressing the Function button once more.

Switch off pager and standby

Standby

After eight seconds of inactivity, the pager automatically goes into standby mode to save battery power. The screen switches off, but the pager can still receive messages and respond to buttons being pressed. Press any of the buttons to wake the pager up and activate the display.

Switch off pager

When the game has finished, it is advisable to switch the pager off completely. If it isn't switched off, the pager continues to consume battery power unnecessarily. To switch the pager off, press the Function button, use the Up or Down buttons to scroll to Turn pager off, then press the Function button twice. The pager is now completely switched off. This can be easily verified by briefly pressing any of the buttons; the pager will not switch on. To switch the pager on again, hold down the Exit button for a few seconds, until the screen is activated again.

Change settings on the pager

Press the Function button to display the Function menu. It has the following options, from left to right:

- Choose alert
- Set time and alarm
- Alert mode
- Turn pager off
- Escape

Use the Up and Down buttons to scroll through the options. The Up button moves the selection to the left and the Down button moves it to the right. When an option is selected, press the Function button again to access it.

Choose alert

In the Choose alert menu, you can choose the sound that is played when a message is received. Use the Up and Down buttons to scroll through the sounds. Press the Function button to save the selected sound. Press the Exit button to leave the menu and make no changes.

The Choose alert menu is only available when Audible alert is enabled in Alert mode. The standard setting is Vibrate only, so Choose alert might not be available when the pager is first switched on.

Set time and alarm

The pager time can be changed from the Set time and alarm menu. Select the value to be changed using the arrow buttons; use the Function button to change the value. Press the Exit button to save the new time and return to the start screen.

Alert mode

Use Alert mode to change the type of alert the pager makes when a message is received. The following alert types are available:

- Audible alert (sound only)
- Vibrate only alert
- Beep + vibrate alert
- No message alert (no sound, no vibration)

Select the desired alert type and press the Function button to save your selection.

Turn pager off

This option turns the pager off. To confirm, press the Function button again.

Escape

Returns the pager to the start screen.

Reprogramming the pager ID

To access the programming menu to reprogram the pager ID, press the Exit and Up buttons for a few seconds on either type of pager. On the pocket pager, these are the top and bottom buttons; on the watch pager, these are the top two buttons.

A password is displayed, which is 0000. Scroll through the password without changing it by pressing the Down button four times. The next screen displays the pager IDs:

A:	[ON]	0000011
B:	[OFF]	0000022
C:	[OFF }	0000033
D:	[OFF }	0000044
E:	[OFF }	0000055
F:	[OFF }	0000066
G:	[OFF }	0000077
H:	[OFF }	0000088

Each pager can work with multiple pager IDs. The default pager IDs are as displayed in the above image. Only 0000011 is enabled by default. The default pager IDs can be modified, and multiple IDs can be enabled at the same time, which makes the pager work with more than one ID.

Use the Up or Down button to scroll through the table. To enable or disable an ID for the pager, move the selection to the ON/OFF column of the desired ID, and press the Function or Exit button to toggle between ON or OFF. To modify an ID, move the selection to the ID, and change the number using the Function or Exit button.

When the changes have been made, press the Up or Down button repeatedly until you reach the top or bottom of the screen to exit the programming menu and go to the Exit screen:

BAUDRATE:	1200 BPS
POLARITY:	NORMAL
FREQ	: 433.0000 M
PROGRAM	EXIT

Select PROGRAM and press the Function button to save the changes made to the pager IDs. Select EXIT and press the Function button to discard any changes.

Note: baudrate, polarity and frequency should not be changed.