Bridgemate Pager

Messaging System for Tournament Directors

Bridgemate II Pager Manual

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Adapted for North American use
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Contents

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

- Bridgemate II Scoring System with firmware version 2.3.1 or higher
- Bridgemate Control Software (BCS) version 3.5.50 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 II 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.

Pagers work with so-called addresses, a 7-digit code that is set in BCS and the pager. Transmitter and pager addresses can always be changed, as desired.

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 BCS from the Windows Start menu, and go to **Help → About**. If the software is older than version 3.5, BCS must be updated. The latest version can be downloaded from www.bridgemate.us.

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 www.bridgemate.us → Answers – Support → Support / Downloads and click on **Driver installation for pager transmitter**.

Connecting the pager USB transmitter

Connect the pager transmitter to the computer that is or will be 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 recognized by BCS

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

Notes:
- When the transmitter is connected to a computer, it can take up to 30 seconds before BCS recognizes it.
- The BCS screen may need to be maximized in order to see the notice.
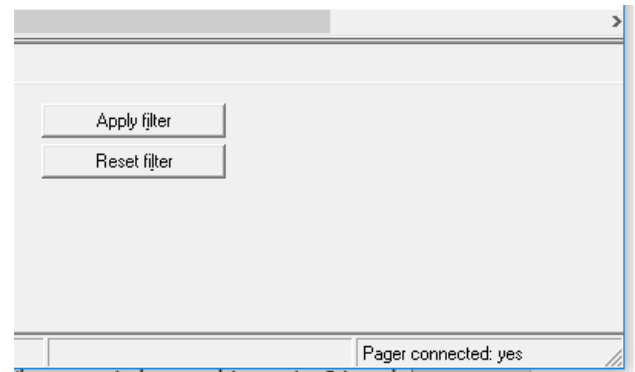
Setting up Bridgemate Control Software

## 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 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 Bridgemates' **Call TD** button is now enabled and can be used to call the Director.
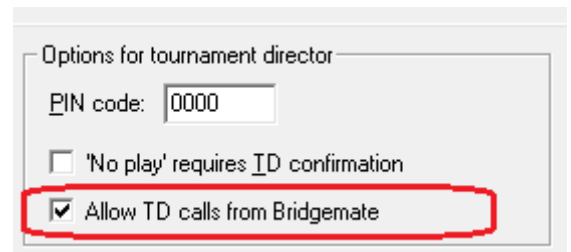
Adding pagers and linking them to Sections
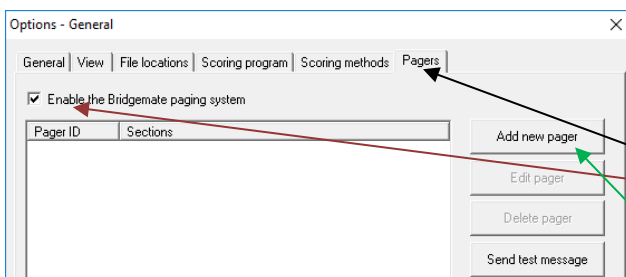
To set up BCS to send messages to the pagers you need to tell BCS which sections' TD Calls should be sent to which addresses.

In BCS →**Tools → Options →General**
1. Click the tab **Pagers**
2. Check "**Enable the Bridgemate paging system**"
3. Check "**Add new pager**"
4. Enter a pager ID – i.e., the "**address**" to be used.
5. Click the sections that you want

For IDs (addresses) with fewer than 7 digits, the leading zeroes will be added automatically. The standard values are 5 zeroes followed by: 11, 22, 33, 44, 55, 66, 77 or 88.

The "Add new pager" button brings up this screen. Select the address to be used – in the "Pager ID" field. With "This pager is active" selected, specify:
- Use the pager for all sections
- Use the pager only for selected sections

A scoring computer may transmit TD Calls to multiple IDs (addresses); similarly, a director's pager may "listen" to more than one ID (address).
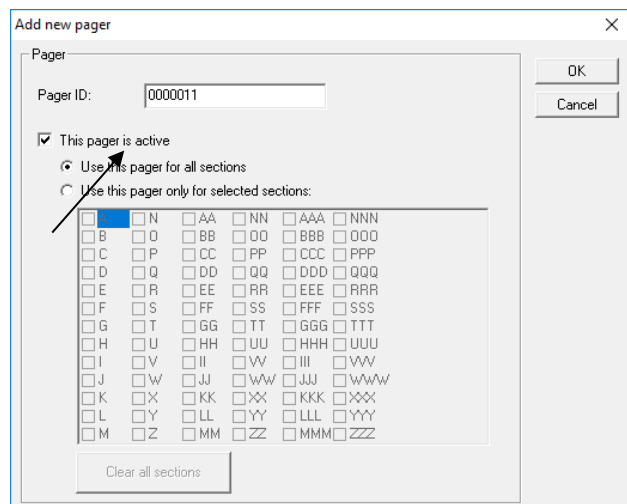
Notes:

- By default, the pager is set to 'active'. To add a pager ID but not make it active, make the settings as desired, then deselect **This pager is active**. (With this option deselected, the pager is still added to BCS, but the pager ID is not enabled and is not linked to any section.)
- Select the section for which this pager ID (address) should receive TD calls. All sections can be selected, or one-or-more individual Sections may be specified.
- Press **OK** to confirm the settings and add the pager to BCS.
- A pager ID (address) must be unique in BCS. If an ID already exists, it can't be added again.
- Sections can be assigned to multiple pager IDs (addresses). For example, when you configure pagers with the IDs 0000011 and 0000022, section A can be assigned to both pager IDs.

Disabling the paging system

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

The Pagers

There are two kinds of Bridgemate pagers: a pocket pager (with belt clip) and a watch (wrist) pager. The functionalities are similar, but there are some differences.

The pocket pager

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

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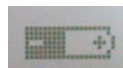
Up button

Down button

Function button

Exit button

If the pager's screen is not turned on – and doesn't turn on by pressing any key – press and hold the Exit button for a few seconds. It should turn on after that. If that doesn't work, check the battery.

When the pager is turned on, it will display "Bridgemate Pager" along with the date and time as well as a battery status indicator showing the battery status.

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   Battery status indicator

Down button

Function button

If the pager's screen is not on, and doesn't turn on pressing any button, press and hold the Exit button for a few seconds. If it still doesn't turn on, recharge the pager battery.

If the pager shows 'pager-off' mode, press the Exit key for a few seconds. When the pager is turned on, it will display "Bridgemate pager", the time and date as well as a battery-status symbol.

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

Change settings on the pager

Press the **Function** button to display the **Function** menu. It has 4 options, from left to right:
- **Choose alert** (only available if an "audible alert" has been selected as the **Alert mode**.)
- **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, one can choose the sound to be played when a message is received. Use the **Up** and **Down** buttons to scroll through the sounds; then, 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 whether the pager is to make sound, vibrate, do both or be silent when a new message is received. Select the desired option and press the function key to save.

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, press the **Exit** and **Up** buttons for a few seconds on either 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 should be 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 ID (0000011) is displayed in this image. Pager IDs can be modified, and multiple IDs can be enabled, so the pager receives messages for more than one ID (address).

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 to exit the programming menu and go to the "Exit" screen:

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.

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

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

Testing the Pager(s)

With a pager turned on and the transmitter is connected to the scoring computer, a test message can be sent from BCS. If there is only one pager ID (address) active, the test message will be sent to all pagers set to receive messages for that ID. If there are multiple pager IDs set up in BCS, the highlighted ID (address) will be used to send the test message.

If **Send test message** is clicked, all active pagers – set for the selected ID (address) – will get the test message. The message should show "Test message for pager 00000xx."

In this screenshot, TD Calls from all sections will be sent to ID (address) 11; additionally, TD Calls from Sections CC and DD only will be sent to ID (address) 22.
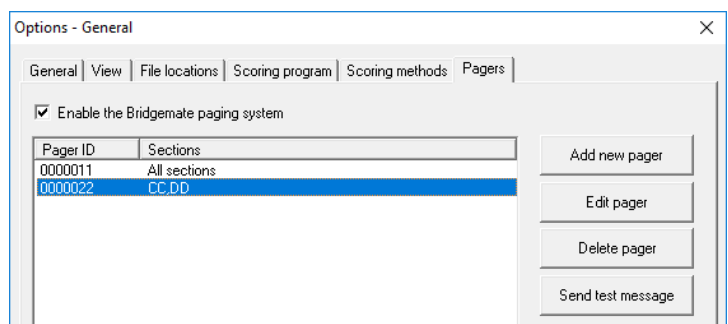
Setup is now complete. TD Calls will now be sent to the pagers.

Special Note: In the above example, all pagers set to receive ID 22 messages, will receive any ID 22 test message. However, during a game those pagers will only receive TD Calls from Sections CC and DD; they will not receive TD Calls from other sections unless they are also configured to receive ID 11 messages.

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. Each message is deleted 5 minutes after it was received.

The main screen indicates the number of messages and their status:

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

```
Bridgemate pager
▲▲▲▓▲


9:48PM       01/12/2018
```

- Flashing triangle: the message is unread.
- Non-flashing triangle: the message has been read.
- Black box with lock: the message has been locked.
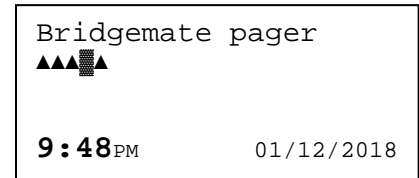
Note: Messages (read and unread) are deleted from the pager after 10 minutes.

View messages

To view messages from the main screen, press the **Exit** button. (If the Page r screen is blank, press the **Program** and then the **Exit** button – or the **Exit** button twice.) 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 displayed are marked as "read."

From the main screen, it is also possible to select another message by pressing the **Up** or **Down** buttons (scrolling left or right); press 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.
    Note: Pagers automatically delete each message after 10 minutes.
- **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.