

## ***USB Server LED's and Switch***

When a game is in progress, there should **always** be TWO **green** LEDs on the top of the server.

### Upper Switch: **Black**

When the server is running on battery power (USB / battery power LED **red**), holding this switch down for 3 or 4 seconds will reset the server – erasing all game data and extinguish both LEDs.

**Use with caution!**

### "USB / battery power" LED:

- **Green** confirms the server is running on USB power from the PC.
- **Red** confirms the server is operating on battery power with game data in its memory.
- No light. There is no USB power and no data in the server memory.

"Battery status" LED: When server is connected to an active USB port – or there is game data in its memory:

- **Green** = sufficient power available.
- **Orange** = batteries are half full.
- **Red** = batteries have less than 25% power left.
- **Blinking red** = immediate battery replacement needed.
- No light. There are no batteries in the server, or they are completely drained.

### Server disconnect procedure

When the server is disconnected from the computer during a game or after the game has been completed, the two LEDs will normally remain lighted – confirming there is still movement data in the server. The **red** "USB / battery power" LED indicates the server is running on battery power, and the "Battery status" LED reflects the strength of the batteries.

- ***During a game:***
  - As long as Bridgemates are being used and data is being recorded, the USB server will continue to operate on battery power.
  - Normal operation will resume when the server is reconnected to the same PC or a different PC.
- ***After a game:*** The server will remain active for the period of time (typically 1 hour) specified in the BCS Options: Tools → Options → General → "Autopower-off period."
  - Now that the game is over, the LEDs should be extinguished to "reset" the server and conserve battery power.
  - Disconnect the server from the PC. The USB / battery power LED will change to **red**.
  - Press and hold the black switch down for 3 or 4 seconds until both LEDs are extinguished. This resets the server – erasing all game data.