

**BridgePad™
Wireless
Bridge Scoring System**

BridgePad™ Directors Guide

BridgePad™ Software Installation

Before the BridgePad™ system can be used, BridgePad™ software must be installed on the scoring computer. This software controls the wireless network that is used to communicate with the BridgePad™ tabletop terminals and to communicate with the ACBLscore scoring program. Begin by inserting the BridgePad™ Installation CD into the computer's CDROM reader and clicking on the "Setup.exe" icon to start the installation program.

The installation program will determine whether or not the Microsoft .NET 2.0 library has already been installed on the system. Under Windows XP and Windows VISTA this library will usually already be installed and a popup window will appear to tell you that the .NET library V2.0 has been found already installed.

If the library has not been installed, the installation program will automatically install it. The .NET library is very large and installing it takes approximately 15 minutes.

After the .NET library is installed, the installation program will install a driver to allow communication with the BridgePad™ base station through one of the computer's USB ports. On most computers this should happen automatically, but on some systems problems may be encountered. If so, please see the section "**Manual Driver Installation**" (on page 10).

At this point the "BridgePad" icon should appear on your desktop. Before you start any game using the BridgePad™ system, you should start the BridgePad program. During the game all the results from the BridgePad™ tabletop units will be displayed in real time by this program so you will be able to see the progress of the game at each table. If you do not want to view this display, you may *minimize* the program but **DO NOT CLOSE IT**. If the BridgePad program is closed, there will be no communication with the tabletop BridgePad™ units. If you close it accidentally or if there is power failure, restart it and, when asked if you are continuing a game already in progress, click on the button indicating that this is a continuation of the game. All the previous scores will be restored.

ACBLscore Configuration

The latest version of ACBLscore for Window (version 7.49 or later) is required for the BridgePad™ system to work. (BridgePad™ will not work with the DOS version of ACBLscore. ACBLscore for Windows uses the same Control keys as the DOS version (F1 to F12) and many of the screens look the same.)

Once ACBLscore for Windows is installed, the electronic scoring feature must be enabled. To do this, select "Setup" from the main menu of ACBLscore and then, under "Tournament/Club mode", select "Club Mode". Return to the main menu and again select "Setup". Go to Option tab and select the Remote Score Entry

option. You may, at this point, either change back to the Tournament mode or stay with Club mode.

Before setting up your first game with BridgePad™ ACBLscore must be configured with the location of the BridgePad™ software. Press F11 and go to the last entry on the list of commands - Locate Server (BML). You should enter the following path:

C:\Program Files\BridgePad\ACBLscoreLink

and then select ACBLscorelink.exe by highlighting it and clicking on the Open button. This process should not have to be repeated ever again.

PREPARING For a GAME

- During the initial setup of each game, ACBLscore will ask if you are using Remote Data Entry – answer YES.
- ACBLscore will then ask if you want to use Maximum Round Number from remote – answer NO
- Once the whole section is configured, you can enter the next section. If the next section is also using the BridgePad™ scoring system, repeat the same responses.
- Once all sections are entered, press F11.
- At the bottom of the list of commands (on the second screen) there are a few commands related to remote data entry. Select the Option Menu (BMO) command and select all of the options you see. The BridgePad™ system will use only those options that have been enabled in the BridgePad™ scoring software. Once these options have been selected, they will remain selected until they are changed.
- Finally, select Start Server to connect ACBLscore with the BridgePad™ program.

At this point the message “BridgePad™ 1.8” will be visible in the active program area of the taskbar at the bottom of the screen. This indicates that the BridgePad™ program which provides communication between ACBLscore and the BridgePad™ scoring software is running. **Do Not close this program.** It must stay running throughout the game.

Configuring the BridgePad™ Software

To start the game the BridgePad™ must be started on the scoring computer. It can be started by clicking on its icon or from the ACBLscore program. When it starts, the program will ask if this is a continuation of an interrupted game or a new game. If the BridgePad™ program was stopped during a game due to an error or power failure you should answer that this is a continuation of the game. The BridgePad™ program will start at the point in the game where it was terminated.

Before starting a game, several options must be selected from the main screen. Once these options have been selected, they will be stored and, unless you change them, used as the default for the next game.

Main Menu Commands

FILE

- **Score**
The BridgePad™ scoring program saves all of the results of a game in a small (approximately 10Kbytes) file which is automatically assigned a name based upon the date and time of the game. A saved game may be reloaded using the Load Old Game option, so it can be studied. A saved game may also be deleted using the *Remove Old Game* option.
- **Display Security Codes**
This command is used to display the EAST-WEST authorization codes that have been entered by the EAST-WEST pairs at the start of the game if the use of these security codes has been enabled (see *Game Options – Enable EW Security Code*).
- **Reset Table**
If two different BridgePad™ terminals have identified themselves at the start of the game as being in the same section at the same table, then this command will allow the Director to clear the information for these terminals. Once the information has been cleared, the correct information can be entered at the terminals.
- **About**
Display an information window with information about this program.
- **Quit**
Exit the program. This should only be selected after the end of the game. It should NEVER be selected during the game.

Communication

Under “Communications” in the main menu, you will find a list of wireless communication parameters that are used to communicate through the USB port and the BridgePad™ base station with the BridgePad™ tabletop terminals. These parameters should normally be left with their default values.

Game Options

Once the first BridgePad tabletop unit is connected to the BridgePad™ software, these options cannot be changed.

- **Club Mode**

If club mode is selected, the section letters available to players to enter when they start the first round will be A, B, C, D,E, F, or G. The player will select the letter corresponding to their section as assigned by the Director.

- **Tournament mode**

If tournament mode is selected, the Director must configure all the sections being serviced by the BridgePad™ server before the players can enter their section and table numbers at the start of the first round. The Director should use the Add Section menu entry to configure a section for use with the BridgePad™ system or the sections are loaded from ACBLScore movement information. A section number may be either one or two letters. Players will select their section from this list indicating the section in which they are playing.

- **Send data**

This set of options selects a number of features of BridgePad™ that can be enabled or disabled. These options will affect the display of information on the BridgePad™ tabletop units as well as how the players view and enter information.

- **ACBL Member #** - this allows players to enter their ACBL 7 digit membership number directly into the BridgePad™ terminals from the tables instead of having this done by the Director using ACBLScore. The data is transmitted to the computer and can be picked up by ACBLScore program. Nonmembers should use the member number 0. If this option is disabled players will not be asked to enter their member numbers.

The ACBL Member # option will only cause the terminals to request players' member ids if the same option has ALSO been enabled in the Option menu in ACBLScore.

- **Hand records** – If this option is chosen, at the end of the first round a message is displayed on each BridgePad™ tabletop

terminal asking players to enter the hand records. Each player will enter the cards for each of the boards played. The hand record data will be transferred to Deal Master software so it can be printed and given to players at the end of the game with double dummy analyses.

- **Intermediate results display** – This option allows the players to see a display on the BridgePad™ terminal that shows how good their results are during the game. With this option enable, after each round, the BridgePad™ terminal will display each board's score with a comparison of their results with results obtained by other teams' previously played hands on the same boards at other tables (from the NORTH-SOUTH point of view). The display will indicate that each score is Top, Above Average, Average, Below Average, or Bottom score.
- **EW Password**
When enabled, this option enables the EAST-WEST pair to enter a private approval code into their terminal before the start of the first round. EAST-WEST can select any 2-digit number except 00 as their code. That code is transmitted and stored on the computer. After each round, before the scores are sent from the BridgePad™ terminal to the BridgePad™ base station, the EAST-WEST pair must enter their approval code after verifying the contracts and results. The score will be transmitted only if the approval code matches the saved code value for the specific EAST-WEST pair.

If an EAST-WEST pair forgets their code, the Director can check it for them using the Display Security Codes command under the FILE menu where all the codes are stored. The Director also has an overriding password (99) that will be always be accepted by the base station. If this option is disabled, the EAST-WEST pair approves the results shown on the BridgePad™ terminal by simply pressing the NEXT key.

- **Final results**
With this option enabled, at the end of the game, after a pair enters the pair number and direction, they will be able to see their final result for each hand.(under development)

ADD SECTION

In Tournament mode, all the sections that will be played using the BridgePad™ scoring system on this computer must be entered. If there might be a need to add an additional section at the last minute, an extra section identifier should be added before starting the game.

If the whole game is entered into ACBLScore and BridgePad software is connected to ACBLScore software, the sections numbers are automatically set from the movement data.

SECTION DISPLAYED

In a multiple section game this option controls which section's results matrix is displayed on the BridgePad™ program screen.

STATUS BOXES

Two status boxes are displayed in the menu bar.

- **CONNECTED TO RF UNIT** – If this box is green, the scoring computer is communicating with the BridgePad™ base station unit. If the box is red, there is a communication problem. Among the reasons for the box to be red are:
 - The BridgePad™ base station unit is not connected to one of the computer's USB ports. Check the cable.
 - The BridgePad™ base station unit has been set to a different communications rate from the server software. Unplug BridgePad™ base station unit from the USB port, set the baud rate in the COMMUNICATION options to 2400, re-connect the BridgePad™ base station unit to the computer's USB port, and restart the program.
 - The WINDOWS driver for the port is not installed correctly. Please check with the Windows Device Manager, under PORTS to confirm that there is a Port named *CP210x USB to UART Bridge Controller (COMx)* (where x is a port number). If you do not see the controller listed, then there was a problem installing the driver. Please see the section "**Manual Driver Installation**" (on page 10) for instructions.
 - In some instances it may also help unplugging RF transmitter, plugging it back to USB port and restarting BridgePad program.

- **CONNECTED TO ACBLScore** – If this box is turn green, then ACBLScore is started and connected to the BridgePad™ scoring program. If the box is red, the BridgePad™ scoring program will still work. It can collect scores from BridgePad™ terminals but since the system does not have any information about movement, the players will have to enter their pair numbers and boards they have played at the end of each board. If at any point in the game (typically during the first round) ACBLScore software starts and connects to BridgePad™, the movement info will be sent to the BridgePad™ terminals. From that point on it movement data from ACBLScore will be used to check for correct pair and boards at each table.

Running the Game

As each BridgePad™ terminal unit sends its section number and table number the BridgePad™ program will display the word “Initialized” in the display matrix in the row corresponding to the table number. All the table rows should display “Initialized” as the first round starts.

If two units try to register as the same table or the same unit tries to register twice as two different tables or tries to register as an invalid table number, a popup alert box with an error message will appear on the screen. The table or tables involved will have to be reset (using the Reset Table command under File in the main menu). The BridgePad™ terminal(s) should be restarted (see Appendix TBD) and the correct table number and section number entered.

As each table sends its results, the scores are displayed in the appropriate cell showing round number and the score (from the NORTH-SOUTH point of view). Scores may be posted to ACBLscore at any point in the game. Scores are posted simply by pressing **CTL-P** in the ACBLscore window.

- **Posting Scores before the end of the Game**

If the Director chooses to post scores to ACBLscore prior to the end of the game, the scores that have been accumulated up to that point will be posted to ACBLscore. Traditionally, scores are printed by Directors from ACBLscore at the end of the penultimate round for players to view when they complete the game, so players don't have to wait for the final round's results to be posted in ACBLscore to know if they have done miserably in the game.

Using the BridgePad™ Wireless Bridge Scoring System there is no delay while scores are entered into ACBLscore. Final scores are ready to be printed within seconds of the completion of the last game. If, however, there are late plays, the Director may still wish to post the scores to ACBLscore for printing so players don't have to wait to see their results until after the completion of the late playing boards.

- **Posting Scores at the end of the Game**

If the Director decides to wait to post the scores until the end of the final round, CTL-P must be pressed TWO TIMES in order for ACBLscore to receive the results of the entire game. The first time, it will accept only those scores from boards in rounds up to but not including the last round. The second time, it will accept the scores from the final round.

REPROGRAMMING the BridgePad™ Terminal

The BridgePad™ terminal has several functions that are available only to the Director. These features are available to change the communications parameters for that the terminal uses as well as to deal with unusual conditions.

- **RESET**

The terminal must be reset if the wrong section or table number has been entered at the beginning of the game. The terminal is reset by pressing both the XX key and the PWR key at the same time. In response, the display will show two numbers – channel number (ch=16) and software revision (rev= 0.75).

- **Option Menu**

The remaining terminal settings are accessed via the Option Menu. These options are set to default values at the factory and should not normally need to be changed. You should consult with BridgePad Technical Support before changing any of these options.

To access the terminal options menu press the BACK key when the welcome message is displayed on the terminal. The display will show a request for a password. Press the Q key followed by the K key. The following menu will be displayed:

1. **Set communication speed (baud rate)**
2. **Channel number**
3. **Screen time out**
4. **S/W upgrade**
5. **Take over failed unit**
6. **Show RF settings**
7. **Screen contrast**

APPENDIX A – DRIVER INSTALLATION

Manual Driver Installation

If automatic driver installation has failed, follow these steps to isolate and fix the problem:

First you must determine whether or not the driver have been installed on your computer

- Go to Control Panel
- If you are using Classic view select *SYSTEM*
- If you are using Category View select *Printer and Other Hardware* and in the left window select *SYSTEM*
- In the *SYSTEM* window, select *Hardware*, and then select *Device Manager*.
- On the list of the Hardware devices you should see *PORTS (COM & LPT)*
- If you do not find *PORTS* listed, you will have to install this device type manually Continue at **No Port Showing Under Windows Device Manager**). Otherwise, you have a port but the driver did not install. Continue at **No Driver Installed** below.

1. No Port Displayed Under Windows Device Manager

If no port is installed on your computer, one must be installed manually.

- a) On the *SYSTEM* screen, go to *ADD NEW HARDWARE* and then start the *ADD HARDWARE WIZARD*
- b) The wizard will ask you if your hardware is already connected to the computer.
- c) Answer *YES* (even if it is not connected).
- d) The wizard will display a long list of device types. Go all the way to the bottom of the list.
- e) The last entry is “*Add a new hardware device*” – please select this entry.
- f) On the next screen the wizard will ask you if you want to install hardware automatically or manually.
- g) Select *Manually*
- h) The wizard will again display a long list of hardware devices –select *PORTS*.
- i) The wizard displays a list of different types of ports
- j) Select Manufacturer “*Standard port types*”, Model “*Communication Port*” and click *Next* and *Next* again on the following screen.
- k) You have completed the installation of a serial port.
(Microsoft does not make this easy.)

2. No Driver Installed

If the driver is installed under *Unknown Devices* (look under *Device Manager*, hardware devices list) and there is a question mark next to it the driver must be reinstalled, using the Hardware Update Wizard.

- a) Double click the question mark in the device manager and the Hardware Update Wizard will start.
- b) Select manual installation and point to the location of the driver:
C:\SiLabs\MCU\CP210x\Windows_2K_XP_S2K3_Vista

If you are still unable to get the driver installed properly, or if you are unable to communicate with the BridgePad™ terminals, contact BridgePad Company Technical Support at 800.373.8181

APPENDIX B – COMMUNICATION WITH THE BridgePad™ TERMINALS

Communication

Under “Communications” in the main menu, you will find a list of wireless communication parameters that are used to communicate through the USB port and the BridgePad™ base station with the BridgePad™ tabletop terminals. These parameters should normally be left with their default values.

- **Port**
The serial port number that is used for communication with the BridgePad™ base station. Normally there is no reason to change this value. Do not change this value unless you have already changed the communication port with the Windows Device Manager.
- **Baud Rate**
The speed of data transmission over the wireless network. The only reason to change the default value is if there is a long distance between transmitter and the receivers (over 300 feet). The reliability of the communications are improved with lower transmission rates. In this case all the BridgePad™ s units will have to be reprogrammed to the same baud rate.
- **Channel selection**
Any of 16 communication channels are available for the network that connects the BridgePad™ terminals and your computer. The default channel is channel 16. If there are many (>5) sections using the same channel, some delays may be experienced in communications between the tabletop units and the scoring system. To correct this, it may be necessary to install two different scoring computers with each one configured to use a different channel. All the BridgePad™ terminals that will communicate with each computer will have to have the same channel programmed into them.

If you are using two or more scoring computers within the same space, but there are fewer than 100 BridgePad™ terminals in the game, all the computers may use the same channel without a problem.