

BQGolf

Golf Courses *for Desktop/Laptop PCs*

User Manual

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4 Introduction

BQGolf is a system designed for organising golf competitions played in various formats and for collecting and presenting results of the competitions.

The system contains the following programs:

1. **BQGolf** – main program (desktop/laptop),
2. **BQGolf Viewer** – competition result viewer (desktop/laptop),
3. **BQGolf Players** – player databases editor (desktop/laptop),
4. **BQGolf GC** – golf course database editor (desktop/laptop),
5. **BQGolf MViewer** – competition result viewer (mobile devices),
6. **BQGolf MScorecard** – electronic scorecard (mobile devices).

Each program has a separate manual. This document applies to **BQGolf Golf Courses** program.

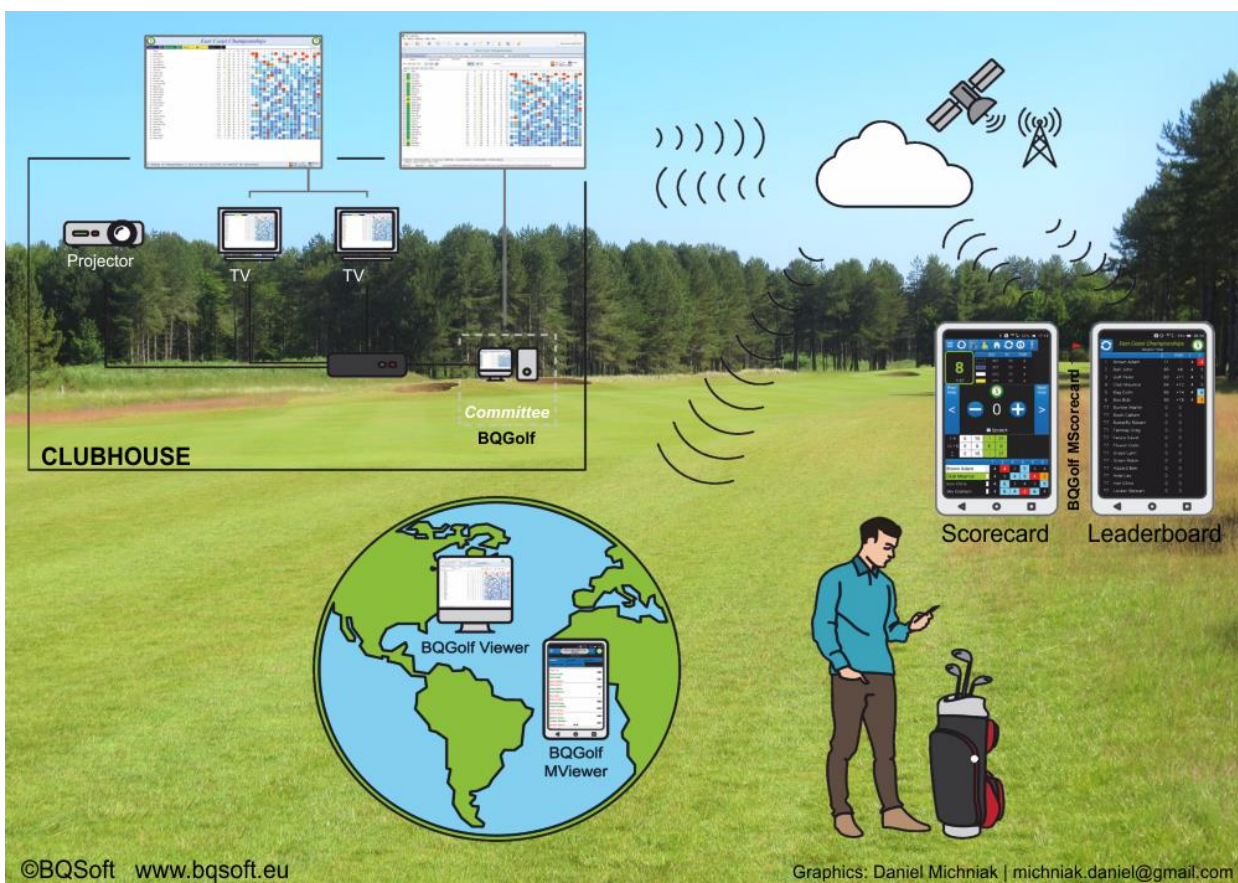


Figure 1: BQGolf System

The main program **BQGolf** is used by a Committee on the computer at the club house or scoring room.

The **BQGolf Golf Courses (BQGolfGC)** application is a part the **BQGolf** system. However it is also distributed separately as free application for golf clubs that do not use the **BQGolf** system but want to attract users of electronic scorecards (**BQGolf MScorecard**) and let them use the scorecards on their golf course. Using this application the club can prepare a QR code or NFC Smart Card which can be scanned by **BQGolf MScorecard** users. The QR code and NFC Smart Card can be displayed at e.g. reception desk.

If you use the whole system **BQGolf**, then you do not need to install this application separately. It is installed with the system.

Golf Course Database contains all necessary information about golf courses you want to use. The same information is used by all desktop and mobile devices therefore it is sufficient to enter it only once.

You can have as many databases as you like, and each database may contain as many golf courses as you like. If you organize competitions in other countries or states you can have a separate database for each country, state or region.

5 Installing BQGolfGC

5.1 Requirements

1. Computer with Windows 10 or newer operating system,
2. 10 MB free disk space,
3. NFC card reader/writer (optional),
4. Acrobat Reader Installed,
5. Printer.

5.2 Running BQGolfGC

If the application is installed as standalone, then you can start it the same way you start any Windows-based application. Select Windows *Start* button and locate and click **BQGolfGC**.

If the application is installed as a part of **BQGolf** system, then in the main program (**BQGolf**) select *Databases / Golf Courses* menu item.

5.3 Quitting BQGolfGC

To quit the program select the *File / Exit* menu command or click the **[Close]** button in the top-right corner of the window or select **Close** command from the system menu or press **[Alt]+[F4]** (Windows command).

If the application was started from the **BQGolf** main program, then the database used by the main program will be automatically updated.

6 Main Screen

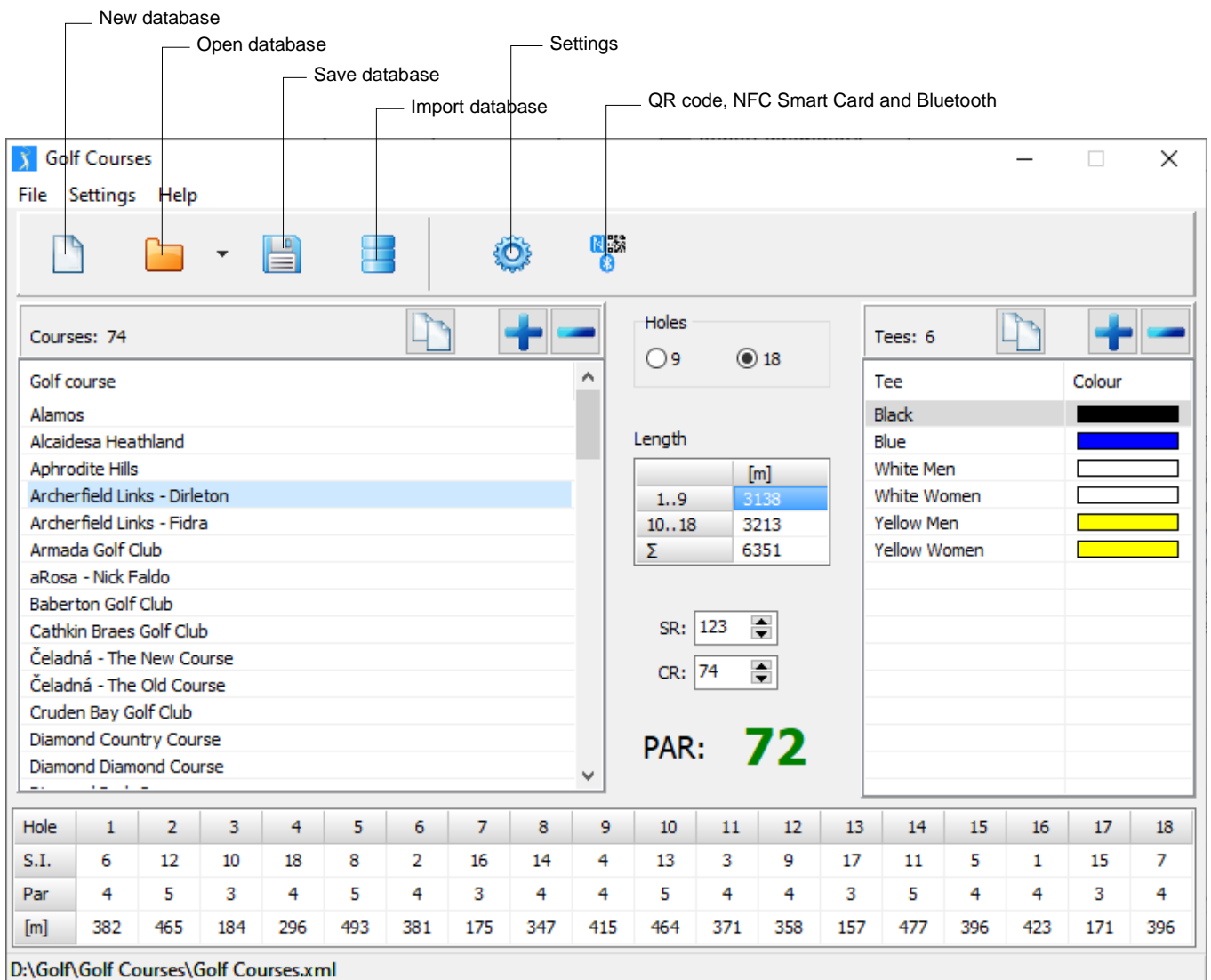


Figure 2: Main Screen

Click **[New database]** in order to create a new database or **[Open]** to open an existing one.

Click **[Save]** if you have modified any golf course.

To import golf courses from another database click **[Import database]**. Select a database and a list of golf courses will appear. Select golf courses you want to import and click **[OK]**.

A list of existing golf courses is displayed on the left. Select a golf course in the list to display its data.

Click **[-]** in order to delete selected golf course.

Click **[+]** in order to add a new golf course to the database. Enter its name and press **[Enter]**.

Click **[Duplicate selected golf course]** in order to duplicate the selected golf course for further editing.

Then enter the following golf course information:

1. *Holes* – number of holes (9 or 18).
2. *SR* – Slope Rating. 113 is default.
3. *CR* – Course Rating. 72 is default.
4. *Tees*:
 - a. to add a tee position click **[+]** in *Tee Positions*, enter its name and press **[Enter]**. Then select tee colour.

- b. to delete a tee position select it and click [-],
 - c. to duplicate a tee position select it and click **[Duplicate selected tee]**. The selected tee position will be duplicated. Enter its name and press **[Enter]**.
5. *Holes* – for each hole enter its SI (Stroke Index), Par and Distance.
Distances must be entered in measurement units selected in *Program Settings* (see page 9), i.e. metres [m] or yards [yd].
When you add a second tee position all data from the first tee position will be copied to the new one. Therefore if SIs and Pars are the same, then only new distances will have to be entered.
While entering distances the total distances for the front nine, back nine and the whole golf course will be shown in *Length* grid.
For proper program execution all information but distances provided here is compulsory. Distances are for information purposes only, although it is strongly recommended to enter them as well, because they will appear on electronic scorecards (*BQGolf MScorecard*) on players' mobile devices.

Finally click **[NFC/QR/Bluetooth]** in order to produce golf course NFC Smart Card or QR code or send golf course data over Bluetooth. See *NFC/QR/Bluetooth* on page 7 for more information.

Tip: while entering values in hole grid the cursor is automatically moved to the next cell allowing you to edit data quickly, provided that data entered in the cell is unambiguous. Otherwise you have to press **[→]** or **[←]** keys in order to proceed to the next/prior cell. This may happen while entering a stroke index of 1 (1 can be on its own or it can be followed by another number) or a less than three digit hole length. To avoid this and speed up data entering you can precede the entered number with 0, e.g. for stroke index 1 enter 01 instead and for short lengths instead of e.g. 95 enter 095. The cursor will move to the next cell and the leading zeroes will be trimmed.

7 NFC/QR/Bluetooth

Data created by the program must be transferred to mobile devices when electronic scorecards are used (see *BQGolf MScorecard*).

Data can be transferred to mobile devices in three ways:

- NFC (Near Field Communication) Smart Card,
- QR Code,
- Bluetooth.

For NFC you must have an NFC card writer installed and connected with the computer. Mobile devices must have NFC available and turned on.

Using NFC is the easiest and the quickest method for transferring data to mobile devices.

However, if a mobile device does not have NFC, then QR code or Bluetooth may be used instead. A QR code created by the program can be printed, send via e-mail or shown on a club's web site.

When players arrive and check in at the reception desk, they just start *BQGolf MScorecard* application on their mobile devices and scan a NFC Smart Card or QR code or download the golf course data from the computer at the reception desk over Bluetooth. No Internet connection is required.

Golf Course data can also be exchanged between mobile devices using NFC, QR code or Bluetooth.

See *BQGolf MScorecard* documentation for more information on electronic scorecard usage.

See *Writing Data To NFC Smart Cards* on page 9 for more information on preparing NFC cards.

See *Sending Data Over Bluetooth* on page 10 for more information on sending data over Bluetooth.

When you are done with editing data, click **[NFC/QR/Bluetooth]**. A QR code will be generated and displayed for the selected golf course.



Figure 3: Golf Course QR Code

The code can be scanned from the screen, saved to an external file (BMP) or printed.

- **[NFC Card]** – saves the golf course data to an NFC Smart Card. See [Writing Data To NFC Smart Cards](#) on page 9 for more information on creating NFC Smart Cards.
- **[Bluetooth]** – sends data over Bluetooth. See [Sending Data Over Bluetooth](#) on page 10 for more information.
- **[Save QR]** – saves the QR code as a bitmap (BMP) file in the golf courses folder as *<GolfCourseName>_QR.BMP*.

When a confirmation message box appears, select *Open Folder* in the lower left corner in order to open file explorer and select the newly created file.

- **[Print QR]** – prints the QR code in four sizes. The largest (x 8) is default. The following information will be printed:
 - *Golf Course Name*
 - *QR Code*
 - *Print Date and Time.*

8 Program Settings

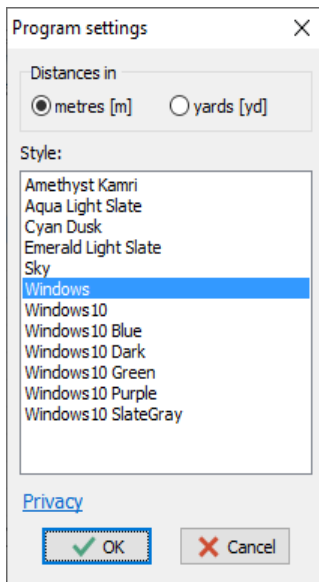


Figure 4: Program Settings

- *Distances in* – measurement units you want to use, i.e. metres [m] or yards [yd].
- *Style* – select a style that matches your taste. The program will be repainted using the selected style.

9 Writing Data To NFC Smart Cards

To write data to NFC Smart Cards and tags a NFC card reader/writer must be installed and connected with the computer.

The program uses MIFARE Smart Cards Ultralight and Classic.

Ultralight cards have the smallest amount of memory thus can be used only to share competition data. These cards are compatible with most, even old, mobile devices.

Basic Classic cards have 1 kB of memory available and are suitable for most uses. They are compatible with most relatively new devices. They are good enough to share golf course data.

Using NFC is the easiest and the quickest method for transferring data to mobile devices.

You just create one or more Smart Cards and then by placing a card at the back side of the mobile device you transfer data stored on the card to player's mobile device. Moreover, using the NFC technology you can also share the NFC data between two mobile devices. For instance, once you get golf course data using NFC or QR at the reception desk you can share it with another player (even on the tee) by just selecting the appropriate options on the mobile devices and placing them back to back. See **BQGolf MScorecard** documentation for more information on sharing data using NFC technology.

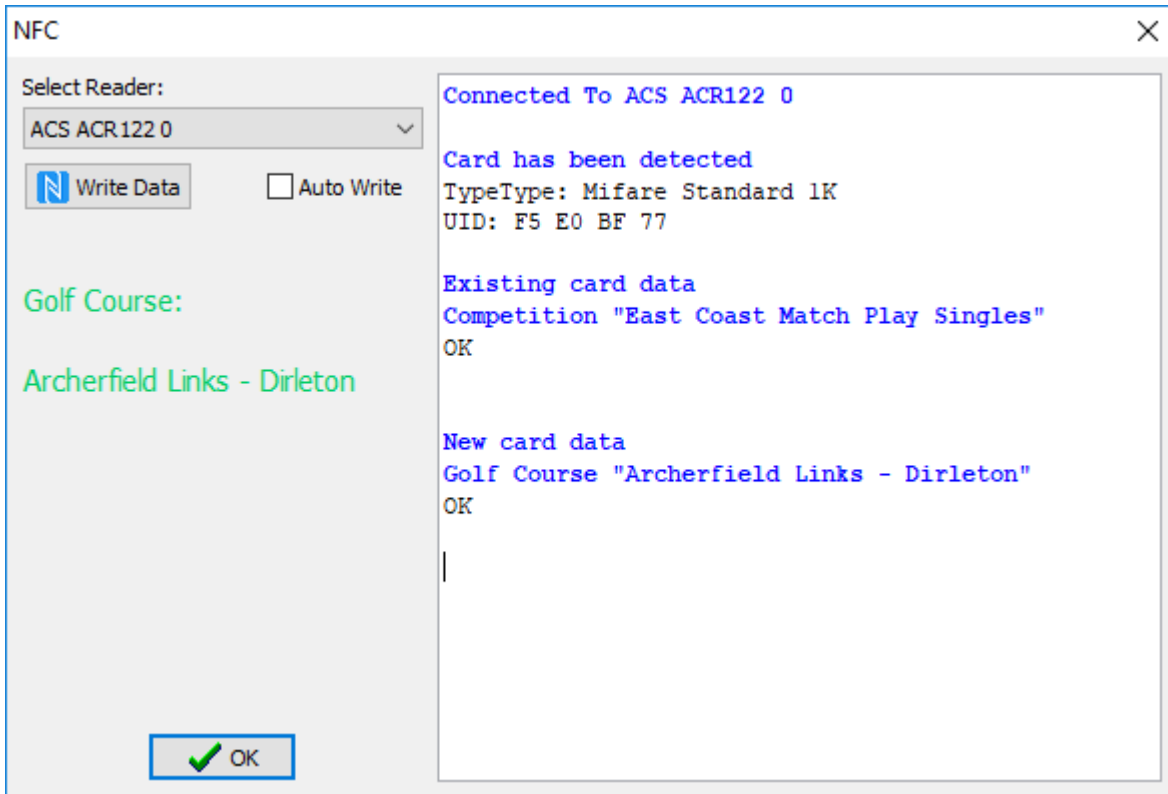


Figure 5: NFC Reader/Writer

When the *NFC* dialogue box opens, select a reader/writer that you want to use (if you have more than one reader/writer installed). The name of the connected reader/writer will appear at the top of the log list.

Place a Smart Card or a tag on the reader/writer. The type of the detected card will be shown and then the contents of the card will be read and displayed as *Existing Tag Data*.

Data that will be written to the card is shown on the left. Click **[Write Data]** in order to write it to the Smart Card or tag. If the process is successful, then the newly written data will be shown as *New Tag Data*.

If you need to write the same data to several cards, then you can either place a new card on the reader/writer and click **[Write Data]** again or check the *Auto Write* checkbox and the data will be automatically written as soon as a new card is placed on the reader/writer and successfully detected.

Smart Cards and tags are reusable therefore you may use them many times.

10 Sending Data Over Bluetooth

To send/receive data over Bluetooth both the sending and receiving devices must have Bluetooth turned on. See the device's manual on how to turn Bluetooth on.

To send data click **[Bluetooth]**. A *Bluetooth* window will open, and the program will discover all available devices, i.e. devices that are within Bluetooth range.

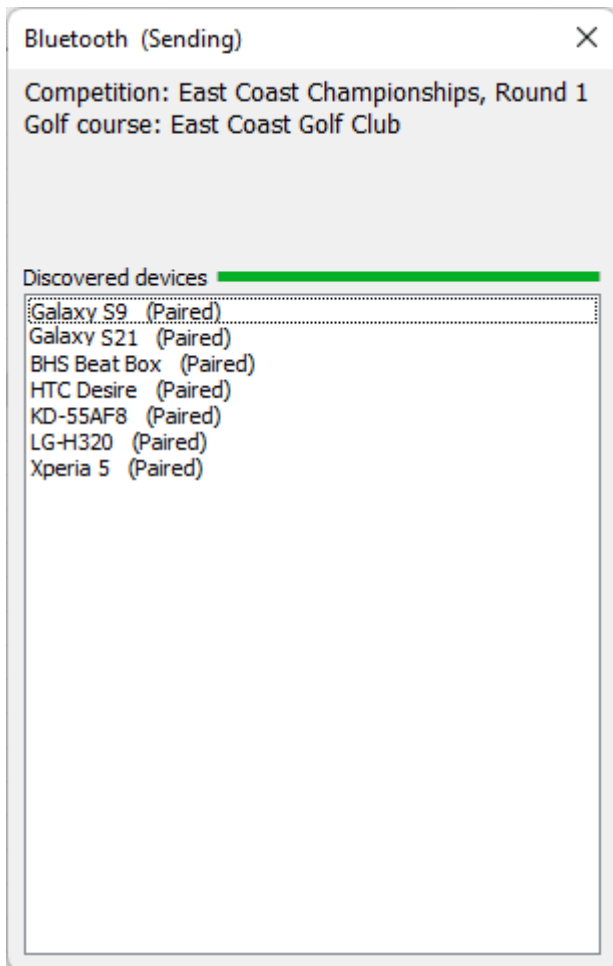


Figure 6: Bluetooth

On the receiving device in the **BQGolf MScorecard** application tap **[Bluetooth]**, select a sending device (i.e. this computer) from the list and tap **[Receive]**.

On this computer just click a device you want to send data to.

If the devices have been paired before then (Paired) description will follow the device's name.

If the devices have not been paired, then after clicking the device name or **[Receive]** the programs will attempt to pair them. See the device's OS help for details on pairing Bluetooth devices.

The receiving device name must be clicked within 30 seconds after tapping **[Receive]** on the mobile device.

After that time the channel will be closed.

See **BQGolf MScorecard** documentation for more information on sending and receiving data over Bluetooth.

