



MViewer
for Mobile Devices

User Manual

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February 2025

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2 Copyrights and Disclaimer

2.1 Copyrights

This program and all its files are protected by copyright, the design of any article recorded in the program is protected by design right and the information contained in the program is confidential.

The program may not be copied, any design may not be reproduced, and the information contained in the program may not be used or disclosed except with the prior written permission of and in a manner permitted by the proprietor Benedykt Kubica (BQSoft@bqsoft.eu).

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2.3 NFC

This product includes software written by Brian Long (brian@blong.com).

3 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 MViewer** program.

Current version of the program handles only match plays (singles and pairs).

4 Requirements

The program requires a device with Android 6.0 or newer operating system and active Internet connection.

Please note that Internet Service Provider's fees may apply when the Internet is used.

5 Using the Program

When the program is started the previously viewed competition will be loaded.

If the program is started for the first time, then the **Log In** screen will be displayed (see page 6).

5.1 Toolbar



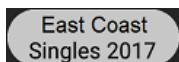
Menu – displays a list of available options and commands (see **Menu** on page 5).



Previous Tab – go to previous tab.



Next Tab – go to next tab.



Competition – a list of competitions available in the cloud (see **Log In** on page 6).



Downloading – is shown while the program is downloading competition data. Some program functions may not be available at this time.

5.2 Menu

- **Log In** – see **Log in** on page 6.
- **Refresh** – downloads from the cloud new competition data and displays it.
- **Competition** – displays a list of competitions available in the cloud (see **Log in** on page 6). Select one in order to display its results.
- **Players** – displays a list of all players with their home golf club and exact handicap (see **Players** on page 6).
- **Teams** – displays a list of teams with their average handicap (see **Teams** on page 7).
- **Matches** – displays a list of all matches with results (see **Matches** on page 8).

- **Qualification Groups** – displays a list of qualification groups (see [Qualification Groups](#) on page 9).
- **Starting Groups** – displays a list of starting groups (see [Starting Groups](#) on page 10).
- **Diagram** – displays competition diagram (see [Diagram](#) on page 9).
- **League** – displays league leaderboard (see [League](#) on page 11).
- **Leaderboard** – displays leaderboard (see [Leaderboard](#) on page 10).
- **Share** – allows sharing log in information and cloud access data with other users using NFC, QR codes or Bluetooth (see [Share](#) on page 13).
- **Settings** – allows changing program options and configuring the cloud (see [Settings](#) on page 15).
- **Manual** – displays program’s detailed manual.
- **Privacy** – displays the Privacy statement (see [Privacy](#) on page 16).
- **About** – displays information about the program, its version number and copyrights and disclaimer (see [About](#) on page 16).

5.3 Log In

Enter *Username* and *Password* in the appropriate fields.

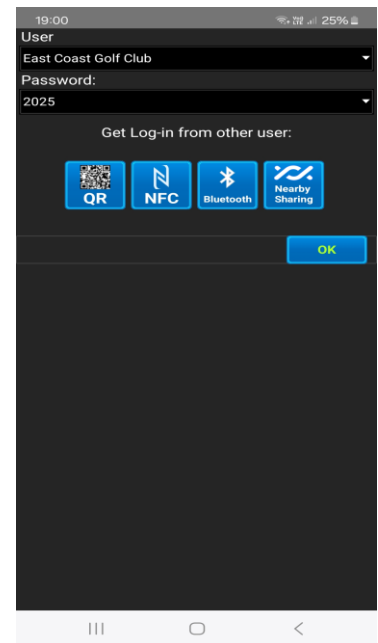
Username and password should be provided by the system administrator or the Committee.

If you have entered log in details for a competition before then you can reselect them by pressing down arrows on the right.

You can also get the log in information from a QR code, Smart Card,

Bluetooth or Nearby Share of another user’s device (see [Share](#) on page 10).

Then press **[OK]**. The program will download a list of available competitions and display the first one. To select a different competition see [Toolbar](#) on page 5.



5.4 Players

The window displays a list of all players with a name of their home golf club and handicap.

The players are sorted in alphabetical order.

To jump to a group of players whose names begin from a different letter, tap a line that contains any blue letter and select the letter you want to jump to.

Double-tap or long-tap a name to display detailed information about the selected player (see below).

5.4.1 Player Info

The window displays information about the selected player:

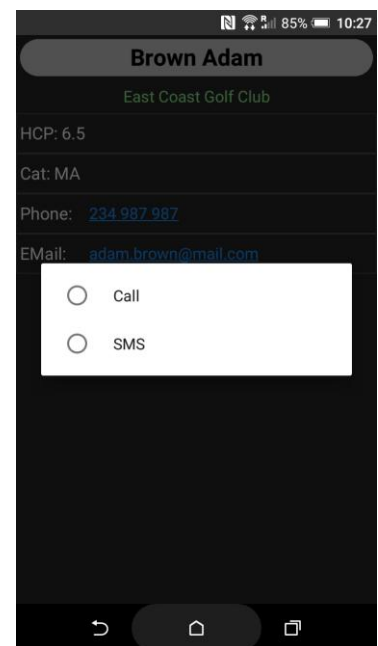
- surname and name,
- home golf club,
- handicap,
- category,
- phone number,
- e-mail address.

Tap the phone number in order to make a phone call or send a text message (SMS) to the selected player.

Tap the e-mail address in order to send an e-mail to the selected player.

Both the text message and the e-mail will be pre-configured and will contain text to make it easy to enter information about the match result.

If you want to send different text, then just delete the predefined text.



5.5 Teams

The window displays a list of all teams with their average handicaps.

The teams are sorted in alphabetical order. In each team a player with the lowest handicap is on the first place.

To jump to a group of players whose names begin from a different letter, tap a line that contains any blue letter and select the letter you want to jump to.

Double-tap or long-tap a name to display detailed information about the selected team (see below).

5.5.1 Team Info

The window displays a list of all team members with their home golf club and exact handicap.

Team's average handicap is shown at the top of the window.

Double-tap or long-tap a name to display detailed information about the selected player (see above).

5.6 Match Play

5.6.1 Matches

The window displays a list of all matches in selected round. To select a round tap the round name button above the list.

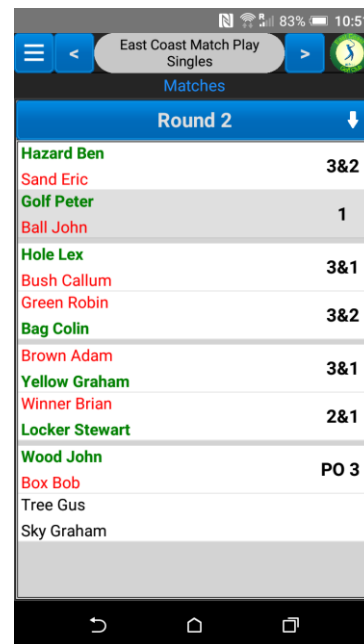
Each row contains names of the players and the match result. The name of the winner (leader) is painted in green whereas the name of the loser is painted in red. If the match is even, then both names are painted in blue. If both names are painted in red, it means that both players have been disqualified and none of them has qualified for the next round. If the names are painted in black it means that the match has not been played yet.

If a match is in progress, then the current result is displayed in the form *HolesUp / HolesToPlay*.

The results for all finished matches are shown in typical form described in the Rules of Golf R&A/USGA and may contain additional information:

- **PO n** – the match has ended after the n^{th} hole of play-off,
- **CO n** – the match has been conceded after the n^{th} hole,
- **DQ** – disqualification.

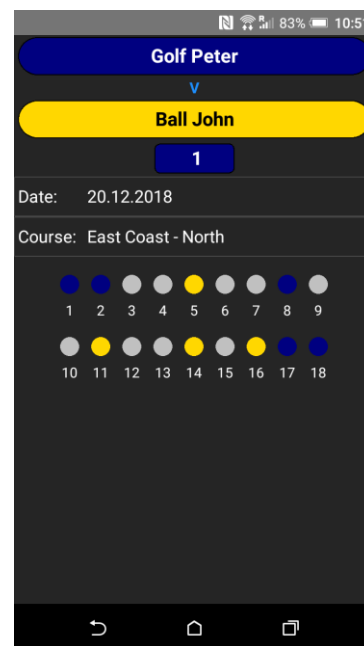
Double-tap or long-tap the player names in order to display detailed information about the selected match (see below)



5.6.1.1 Match Info

The window displays detailed information about the selected match:

- player names –each side has a colour assigned by the Committee (see the main program **BQGolf** manual). Default colours are blue and yellow. Colours are used to present the current state of the match
- match result – if the match is in progress, then its result is shown in the form *HolesUp / HolesToPlay*. If the match is completed, then its result is shown in a typical form *HolesUp & HolesToPlay*. The result's background colour indicates the winning side
- match date
- golf course where the match has been played
- hole grid – displays a grid of all holes indicating the winner of each hole using the colour assigned to the particular side (see above). Even holes are shown in grey whereas not-played holes are shown in black.



5.6.1.2 Watching Matches in Real Time

If the players use electronic scorecards (see **BQGolf MScorecard**) then match results can be watched in real time. The players enter result after each hole. The result is then transmitted to the system for further processing and distributed to all mobile, desktop and laptop devices using **BQGolf Viewer**.

Current results will appear in the match list (see above) in the form *HolesUp / HolesToPlay*.

If you want to watch the particular match then you can open the **Match Info** window (see page 8) and both the match result and holes grid (hole results) will be updated in real time.

Note that if *Send Notifications* is set and *Finished Matches Only* option is not set (see **Settings** on page 15) then a notification will pop up after each match result change.

5.6.2 Qualification Groups

The window displays a list of all qualification groups in the selected round. To select a round tap the round name button above the list.

Each group contains a list of players in the group.

For each player the following information is displayed:

- *Position*
- *Player name*
- *M* – number of matches played
- *W* – number of matches won
- *L* – number of matches lost
- *E* – number of even matches
- *P* – total number of points received
- *S* – total number of small points received. Small point calculation is based on a number of holes won/lost in each mach. For instance, if the result of the match is 4&2 then the winner receives +4 and the looser -4 small points.

Players qualified to the next round are painted in green.

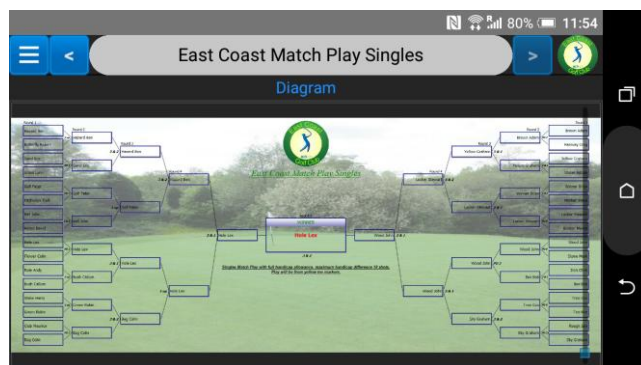
Round 1						
Group: A						
	M	W	L	E	P	S
1 Bag Colin	4	4	0	0	4	4
2 Green Robin	4	2	2	0	2	-1
3 Sand Eric	4	2	2	0	2	0
4 Rule Andy	4	2	2	0	2	1
5 Fairway Greg	4	0	4	0	0	-4
Group: B						
	M	W	L	E	P	S
1 Ball John	2	2	0	0	2	2
2 Sky Graham	2	1	1	0	1	0
3 Rough Iain	2	0	2	0	0	-2
Group: C						
	M	W	L	E	P	S
1 Box Bob	3	3	0	0	3	3
2 Pitchwork Rudi	3	2	1	0	2	1
3 Stake Harry	3	1	2	0	1	-1
4 Fence David	3	0	3	0	0	-3

5.6.3 Diagram

Diagram is a graphical presentation of the course of the competition.

Round descriptions are shown at the top of each column whereas match results are shown between two lines linking boxes with player names. Diagram may be zoomed by using standard gesture or by moving a tracker bar on the right of the screen.

Double tap the picture to zoom it to full screen size.



5.7 Stroke Play

5.7.1 Starting Groups

Shows a list of all starting groups.

For each group a group number, tee time, starting tee number and a list of players in the group are shown.

Press a round button above the list to display a list of available rounds in a multi-round competition.

Like in *Players* list (see page 6), you can double-tap or long-tap a name to display detailed information about the selected player.

Group	Time	Tee	Player	Club	Score
Group: 1	10:00	1	Tree Gus	Green Park Golf Club	11.1
			Ball John	North Scotland Links	13.1
			Box Bob	East Coast Golf Club	16.5
			Pitchwork Rudi	Green Park Golf Club	18.6
Group: 2	10:00	2	Hazard Ben	Haddington Golf Club	6.0
			Sand Eric	North Scotland Links	15.3
			Bush Callum	East Coast Golf Club	16.5
			Green Robin	East Coast Golf Club	21.3
Group: 3	10:00	3			

5.7.2 Leaderboard

The *Leaderboard* contains a list of all players/teams with their current scores. In standard *Stroke Play*, *Four Ball* and *Best Ball* (with one score counted) formats if *Gross* scoring method is used then additionally 'to par' score will be shown, and scores will be coloured as follows:

- Eagle (-2) or less
- Birdie (-1)
- Par (0)
- Bogey (+1)
- Double Bogey (+2) or more
- Hole Scratched

In *Best Ball* (with 2 or more scores counted), *Yellow Ball* and *1-2-3* game formats the *Leaderboard* will show points won by each team.

The scoring method is shown above the list.

Press a round button above the list to display a leaderboard for a different round in a multi-round competition.

See main manual (*BQGolf*) for more information on game formats.

The leaderboard is refreshed at time intervals defined in *Settings* (see page 15) or when the *Menu / Refresh* is pressed.

Rank	Player	Club	Gross	Par	Points
1	Hazard Ben	Haddington Golf Club	69	-3	3
2	Iron Chris	North Scotland Links	75	+3	4
3	Sky Graham	North Scotland Links	77	+5	4
4	Club Maurice	Green Park Golf Club	78	+6	4
5	Brown Adam	East Coast Golf Club	79	+7	3
6	Butterfly Robert	East Coast Golf Club	87	+15	5
7	Tree Gus	Green Park Golf Club	88	+16	4
8	Flower Colin	North Scotland Links	88	+16	4
9	Stake Harry	Green Park Golf Club	88	+16	5
10	Fairway Greg	North Scotland Links	89	+17	4
11	Locker Stewart		89	+17	5

5.8 League

5.8.1 Match Play

In league match play competitions the players play regular match plays and receive number of points that depends on the match result. Typically the winner receives 1 point and the loser 0 points. In case of a tie both players receive 0.5 points.

Two lists are displayed on the **League** page.

The top list is the league table which shows all the players and league info:

- *M* – number of matches played
- *W* – number of matches won
- *L* – number of matches lost
- *E* – number of even matches
- *P* – total number of points won
- *SP* – total number of small points won. Small point calculation is based on a number of holes won/lost in each mach. For instance, if the result of the match is 4&2 then the winner receives +4 and the loser -4 small points.

The winner of the league is a player who collects the biggest number of points

(*P*). If two or more players have the same number of points, then the winner is a player who has the biggest number of:

1. matches won, then
2. matches played, then
3. small points.

A list of matches played by the player selected in the top list is shown at the bottom.

The name of the selected player and golf course name will be shown above the list. The list contains:

- *Match Date*
- *Opponent's Name* – the colour of the name indicates:
 - red – the selected player has won
 - green – the opponent has won
 - blue – A/S
- *Result* – match result or
 - *CO n* – match has been conceded on the *n*th hole
 - *PO n* – match has been decided after *n*th play-off hole
 - *DQ* – disqualification.

5.8.2 Match Play With Rounds

If a league competition is played over predefined rounds, then a **Schedule** can be created.

The **Schedule** will show a list of all rounds and all players split into rounds (i.e. all possible pairings). The rounds are created in such a way that one player can play only one match during a round.

Double rows are painted in alternative colours indicating starting groups of four players.

Player	M	W	L	E	P	SP
1 Bag Colin	8	7	1	0	7	14
2 Club Maurice	7	5	2	0	5	7
3 Winner Brian	5	4	0	1	4.5	14
4 Brown Adam	6	3	2	1	3.5	3
5 Bunker Martin	6	3	3	0	3	5
6 Flower Colin	6	3	3	0	3	0
7 Sand Eric	6	3	3	0	3	-7
8 Green Robin	5	3	2	0	3	8
9 Tee Ken	5	3	2	0	3	5

Bag Colin		East Coast - North
Date	Opponent	Result
1 10.05.2016	Yellow Graham	2 & 1
2 17.05.2016	Winner Brian	2 & 1
3 01.06.2016	Tee Ken	3 & 1
4 17.08.2016	Sand Eric	3 & 2

5.8.3 Stroke Play

In league stroke play competitions the players play regular stroke play rounds. Scores from all rounds are summed up and presented in the appropriate columns.

The order of players depends on the scoring type. For instance, in *Gross* scoring all players will be sorted by total gross score with the lowest score being the best. In *Stableford (STBF)* scoring all players will be sorted by total STBF score with the highest score being the best.

Additionally each round can have a certain number of points assigned to it. The player will receive points relative to the place he/she won. The winner of the league is a player who collected the largest number of points.

Two lists are displayed on the **League** page.

The top list is the league table that shows all the players and league info:

- *R* – number of rounds played
- *G* – total gross score
- *N* – total nett score
- *GS* – total gross Stableford score
- *NS* – total nett Stableford score
- *P* – total number of points won.

The winner of the league is a player who has the best score (lowest gross/nett or highest Stableford) or collects the biggest number of points.

The bottom list shows a list of all rounds played by the player selected in the top list.

The name of the selected player and the golf course name will be shown above the list. The list contains:

- *Round Date*
- *Round Description*
- *G* – round gross score
- *N* – round nett score
- *GS* – round gross Stableford score
- *NS* – round nett Stableford score.

East Coast League - Stroke Play

League (Gross)

Player	R	G	N	GS	NS	P
1 Bunker Martin	10	841	710	244	373	11
2 Brown Adam	10	842	782	239	298	13
3 Box Bob	10	848	724	234	357	10
4 Ball John	10	853	751	228	330	6
5 Bush Callum	10	878	744	209	341	0
6 Bag Colin	9	835	711	215	323	20
7 Butterfly Robert	1	84	49	24	59	0
8 Club Maurice	1	89	76	20	33	0

Bunker Martin East Coast - North

Date	Round	G	N	GS	NS
1 31.08.2017	Round 1	81	64	27	44
2 31.05.2016	Round 2	89	75	21	34
3 30.06.2016	Round 3	82	68	26	40
4 31.07.2016	Round 4	83	70	25	38
5 15.08.2017	Round 5	84	71	24	37

5.9 Share

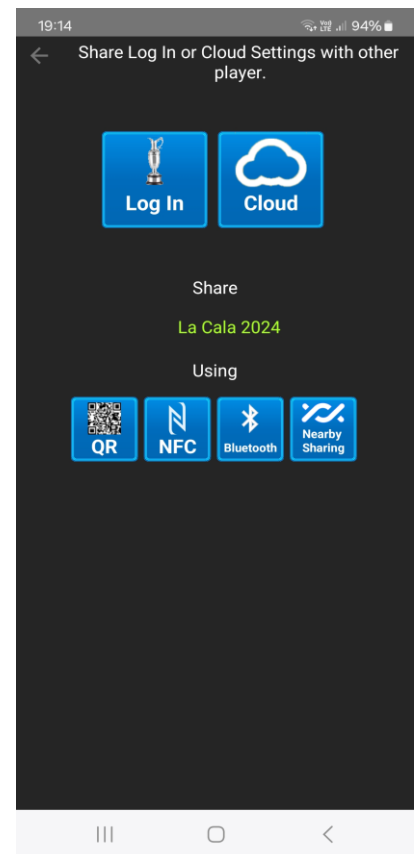
Log in and cloud access data can be shared with other users. The sharing can be done using NFC, QR codes or Bluetooth.

First select what data is to be shared by tapping the appropriate button.

If a drop down list does not display after tapping **[Cloud]** then there is no data to share in that option.

Then select:

- QR** – after tapping **[QR]** the program will generate and display a QR code that will contain the selected data.
 On the receiving device select *Menu/Log In* or *Menu/Settings/Cloud* and tap **[QR]**. A QR code scanner will be started. Point the device's camera at the screen of the sending (sharing) device. After successful scan the scanner will be turned off.
- NFC** – both devices (sending and receiving) must be equipped with NFC and on both devices the NFC function must be turned on (see *Settings* on devices).
 After tapping **[NFC]** a window with the information what has been sent will be displayed.
 On the receiving device select *Menu/Log In* or *Menu/Settings/Cloud* and tap **[NFC]**. Then place both devices back to back and when sound is played and the screens on both devices will scale-down, touch the screen on the sending device. Selected data will be sent to the receiving device.
 Note that this feature may not work on some Android 11 and above devices.
- Bluetooth** – both devices (sending and receiving) must be equipped with Bluetooth and on both devices the Bluetooth function must be turned on (see *Settings* on devices).
 After tapping **[Bluetooth]** a list of available devices (devices within range of Bluetooth) will appear. Select a device you want to send shared data to and tap **[Send]**.
 On the receiving device select *Menu/Log In* or *Menu/Settings/Cloud* and tap **[Bluetooth]**. Select the sending device from the list and tap **[Receive]**.
 Note that **[Receive]** on the receiving device must be tapped before **[Send]** on the sending device and **[Send]** must be tapped within 30 seconds after tapping **[Receive]**. After that time the channel will be closed.
- Nearby share** - both devices (sending and receiving) must have *Nearby share* enabled (see *Settings* on devices).
 After tapping **[Nearby share]** an OS window with available devices will appear. Select the device you want to send data to. On the receiving device tap **[Accept]**. Then on the log-in screen of the receiving device tap **[Nearby share]**.
 Note that for this feature to work, the following must be enabled (see *Settings* on your device):
 - Nearby share (Device visibility must be set to Everyone or Contacts),
 - Bluetooth,
 - Location.



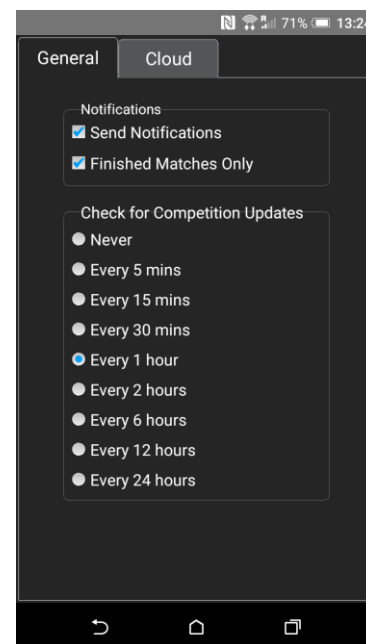
If data is successfully received by the receiving device, then on this device if received data contained:

- log in data – then received data will appear in the appropriate fields of the log in window (see [Log In](#) on page 6).
- cloud access data – then new cloud will be configured according to the received data.

5.10 Settings

5.10.1 General

- **Notifications**
 - *Send Notification* – if checked the program after receiving updated competition data will check which results have changed since last update and then will send notifications to the user about all new results. See [Notifications](#) on page 16.
 - *Finished Matches Only* – if checked, only notifications about finished matches will be sent. Otherwise notifications about all result changes will be sent, including result changes of matches that are in progress.
Set this option in order to suppress notifications that may pop up while matches are played using *BQGolf MScorecard* (see [Watching Matches](#) on page 8).
- **Check for Competition Updates** – defines time interval between two competition data updates (1 hour is default). In order to stop automatic updates select **Never**. Then to update competition data manually select **Refresh** from the menu (see [Menu](#) on page 5).

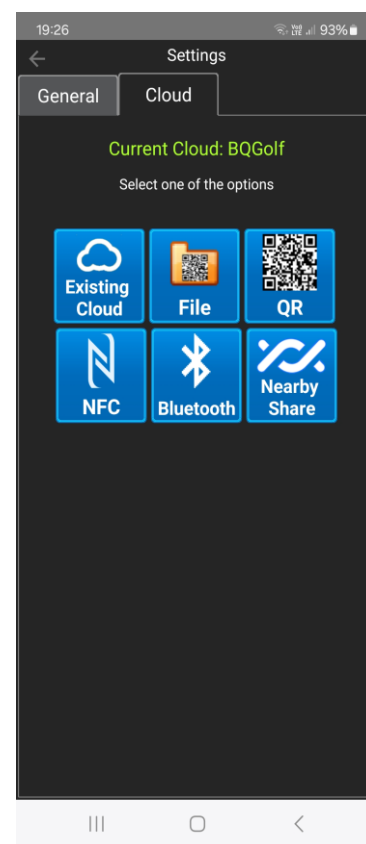


5.10.2 Cloud

The name of the currently used cloud is displayed at the top of the screen. System administrator should inform all users which cloud the program should use. Default cloud is **BQGolf**. The default cloud does not need any configuration.

To connect to a different cloud select one of the following options:

- **Existing Cloud** – a list of clouds to which access data has been received before. Select one that is needed.
- **File** – for clouds for which access data is very large, the device does not have NFC built in and scanning QR code is impossible the administrator (Committee) of the competition, or the golf course can generate on their console (using the main program **BQGolf**) graphical QR code file and send it to users by e-mail. A user opens a received e-mail and must save the QR file in device's memory (see e-mail software manual). Then the user must tap **[File]** and select the just saved QR file from the drop down list. The program will read the necessary data and configure the new cloud accordingly.
The graphical file has a predefined name *CLOUDQR.PNG*.
- **QR** – QR code scanner will be started. Point the device's camera at the QR code. After successful scanning the program will configure the new cloud accordingly.
NOTE: cloud access data in some cases can be very large and scanning such QR codes may be difficult.
- **NFC** – After tapping **[NFC]** the program will be waiting for a connection with another device or a Smart Card.



When data is to be received from:

- a Smart Card – place the Smart Card at the back of the device (Smart Card is prepared by the Committee using the main program **BQGolf**).
- other mobile device - – both devices (sending and receiving) must be equipped with NFC and on both devices the NFC function must be turned on (see *Settings* on devices).

Place both devices back to back and when sound is played and both screens scale-down, touch the screen on the sending device. Selected data will be sent to the receiving device.

Note that this feature may not work on some Android 11 and above devices.

- **Bluetooth** – on the sending device (the Committee's computer (see the main program BQGolf manual) or a mobile device (see *Share* on page 13)) cloud data must be sent.

On this device tap **[Bluetooth]** and from the list of available devices select a sending device and then tap **[Receive]** button.

Note that **[Receive]** on this device must be tapped before tapping **[Send]** on the sending device.

- **Nearby share** - after sending cloud data by the sending device (see *Share* on page 13) tap the **[Nearby share]** to read the data.

Note that for this feature to work, the following must be enabled (see Settings on your device):

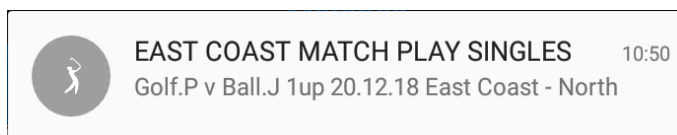
- Nearby share (Device visibility must be set to Everyone or Contacts),
- Bluetooth,
- Location.

After receiving cloud access data the program will configure the new cloud accordingly.

5.11 Notifications

If notifications are turned on (see *Settings* on page 15) then the program upon receiving updated competition data will compare newly received data with the previous data and will send notifications if new results have been received. Each notification contains the following information:

- name of the competition,
- player names: the winner name will be shown at the first position,
- match result,
- match date,
- golf course where the match took place.



In order to display the particular competition and match open the notifications and tap the appropriate notification.

The way of displaying notifications and the layout of the notification window depend on your mobile device and may vary from device to device.

You can find more information on notifications in the user manual of your device.

5.12 Manual

Displays this document.

5.13 Privacy

Displays the Privacy Statement.

5.14 About

Displays information about the program, version number, copyrights, and disclaimer.

