Bridge Timer version 1.25

Bridge Timer has the following features:

- 1. times each round of a session
- 2. allows for an optional break
- 3. shows the time remaining for each round (and the break)
- 4. optionally shows the current time, the estimated finish time and the estimated time of the break
- 5. warns of a skip move (if used)
- 6. warns of an arrow switch round (if used)
- 7. you can choose whether Bridge Timer calculates the finish time from the round time or calculates the round time from the required finish time
- 8. optionally gives two audible warnings in the round the display colors change as a visual warning, e.g. 1st warning when you should have started the last board
 - 2nd warning when the end of the round is close and you shouldn't be starting another board
- 9. gives an audible warning to move for the next round the display colors change as a visual warning
- 10. optionally gives a message that the break is about to start
- 11. there are 60 sounds files, spoken with a choice of a female or male voice
- 12. you can pause and resume the timer
- 13. you can add extra time or subtract time for a round
- 14. the timer continues even when minimized
- 15.the settings are saved and will be reloaded next time you use Bridge Timer
- 16. you can change the fonts, colors and sounds
- 17. copes with a remote second monitor (we need to learn how to implement this!)
- 18. you can save up to 20 favorite game settings, e.g. for 2-board rounds, 3-board rounds, beginners' session, etc.
- 19. each favorite can have a different set of sound options
- 20. you can choose whether to have "Move for next round" after the break
- 21.keyboard shortcuts (e.g. + to add 1 minute, p to pause/resume etc.)
- 22. auto-shutdown of computer on exiting Bridge Timer (as an option)
- 23. full screen mode for Windows 10 does not overlap the task bar
- 24.the screen setting is saved so if you use full screen mode, that will be used next time but if you use normal screen mode, then the position and size of the window will be saved for next time
- 25. Optional title at the top of the window for each favorite
- 26. Time can be shown as 12-hour or 24-hour clock (VBC will use 12-hour clock)

Calculate: Finish time from minutes per round Minutes per round from finish time	Start Timer from round 1	Favourites Existing favourites
Rounds Number of rounds 9 Minutes per round 21	Stop Activate by 07 Sep 2019 Activate Start time for round Current round 1 Start time 9:30 Second monitor Vuse second monitor	Delete:
Minutes between each round 1 Estimated Finish Time 1:02 Early warning (min before round end) 5 Last warning (min before round end) 2 Skip after round Arrow switch (e.g. 8,9)		Save as a new favourite
Image: Contract of the second sec		Options General options

This dialog box appears when you click on the "Bridge Timer" icon on the PC-2 desktop:

You can modify any of the settings and then start the clock by clicking on "*Start Timer from round 1*" at the top center of the control panel.

Or, you can call up a saved set of parameters. Up to 20 pre-sets are available. The one shown above is "9R-3bd-brk_after5." It is for 9 Rounds of 3 boards with a break after 5 rounds.

There is a drop-down menu for selecting your "favourite" pre-set. Then start the timer.

The clock operations can be modified when running if necessary.

This display appears when you start the "Bridge Timer" by clicking "Start Timer from round 1":



When the Bridge Timer is running, you have the following eight functions available:

- 1. Restart round
- 2. + or -1 minute
- 3. Pause
- 4. Next round
- 5. Close *
- 6. Display options
- 7. Sound options
- 8. Full screen

Note: the buttons to invoke these functions are normally hidden. To display them, just position the mouse cursor anywhere on the display.

Move the timer from the desktop by grabbing it at the top bar and dragging it from left to right until it reaches Display-3. Then it will be visible to the players on the TV.

* You can't stop the clock by trying to close the window. To stop it, click on the #5 Close button.