

The VSM Android and iOS Remote App, Version 1.1.3



Now you can remote control your VSM systems from your phone. Control all the setup and referee functions of VSM and VSM Tournament Version over your Wi-Fi network.

What you need:

- An iOS device (iOS 7 or later, including the iPhone, iPod Touch, and iPad) or any Android phone or tablet (OS 4.2.2 or later.)
- VSM (Release J) or VSM-TV (Release C) or later. Preferably VSMTV Release E1b or VSM Release K1b or later.
- A Wi-Fi router and a local area network to connect your phone or tablet via Wi-Fi to your VSM fencing strip PCs. The VSM PCs can be connected with cables or via Wi-Fi (best if they are cable connected.) Internet access is **not** required; just a local network to provide the data connectivity between your phone and the scoring machine.
- And this app installed on your phone/tablet (the VSM Wi-Fi Remote App.) Available at the App Store for \$6.99, and Google Play store for \$4.99. There is also a 10-Day free trial version for both operating systems.

Buttons

There are two types of controls on the app: simple click-to-operate, and long-press controls. These most commonly used functions are simply "clicked:" the "Go" button, the "+/-" and "Card" buttons, and the "Reset or Next" button. The "Volume" button is clicked to mute, and long-pressed to set the volume level. The other four main controls ("Strip #," "Touch Pad," "More Buttons," and "About" are operated by long-press (about a one second press.) This is to reduce the likelihood of inadvertent actuation. All the controls with white lettering are the long-click controls, and the controls with black lettering are just short-clicked.

Getting Connected

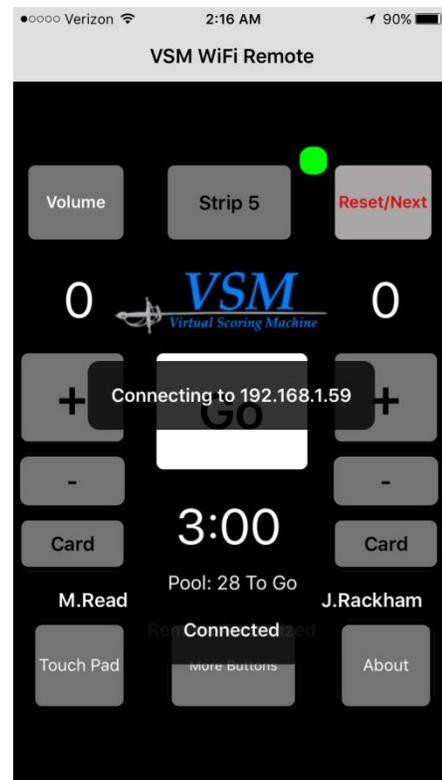
First, make sure that your device is on the same network as the VSMTV strip PCs, and that you have network passwords or sign-ins accomplished. Then choose the strip you wish to control.

As of release 1.1 (September 2015) the numbering scheme for strips has been expanded. Previously you could number your strips from 1 to 128. Now, there are actually three different numbering schemes that co-exist. The normal integer range (now set as 1 to 127,) "Pod" numbers such as the USFA likes to use at NAC events (a letter and a number such as A1 through Z4,) and finally, pre-defined named strips (like Red, or Podium, or Amarillo) like are sometimes used at FIE events.

To select between these numbering schemes, you simply tap the strip selector button (which will initially show "Off-Line" and the strip selector legend will step through "OFF-LINE," "STRIP #," "POD," and "NAME." When the scheme you wish to use is displayed, long-press the strip selector button and now a list of strips of that name-type will be displayed. Scroll to the one you want. Using an iOS device, the centered strip identifier will be selected when the control movement stops. However, when using an Android device, you must click the strip you want to select.

Each of your VSM Strips needs to have been assigned a strip ID (this is now true for the Standard Version of VSM as well as for VSM-Tournament Version.) The connection process takes about 5-10 seconds, and you should see a series of bubble messages as the process takes place. First you should see "connecting," then "connected" followed finally by the "Remote Authorized" or "Remote Not Authorized" message.

If you see a "Remote Not Authorized" message, it means that another phone has already been connected to this strip. Only one device at a time may control a strip. As of VSM Tournament Version E1b, and VSM Standard Version K1b, an indicator has been added to the remote app display: green indicates that your device has been authorized to control the selected strip; while a red indication indicates that it is not and that another device already is authorized. If the indicator is gray, that indicates that the selected strip has disabled control via WiFi devices. Also, as of these versions (August 2016,) the connection process has been improved, yielding much quicker connections.

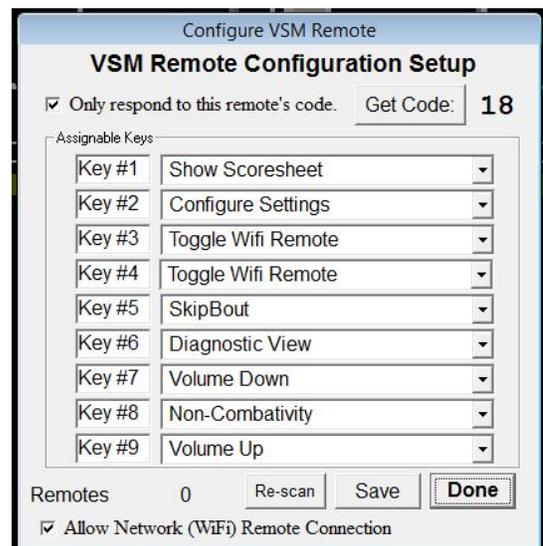


If you have trouble connecting, please check to make sure that the check box on the VSM strip has been set to allow Wi-Fi Network remote control. This setting is found on the VSM Remote Configuration settings. (On VSM-TV: "Settings", then click the "Clock" icon, followed by the "VSM Remote" button to access this

Graphic at right is from the VSM Tournament Version

configuration page. On Standard VSM: click the "Clock" icon, then the "VSM Remote" button.) Save (if desired) to make this setting the default.

Note that there is now an "assignable" command in VSM that allows the IR VSM Custom Remote to select and deselect Wi-Fi Remote authorization. This lets the possessor of the paired and dedicated VSM Custom



Remote able to insure that only it can control the scoring machine, if desired.

Once the iOS or Android device Wi-Fi remote app has connected to the desired strip, the data on the scoring machine (scores, time, cards, etc.) will appear on the phone app. Hits will also be shown, and if your phone is capable, a vibration will be felt with each hit. There is also vibration feedback when the buttons are clicked (but only if the device supports vibration.)

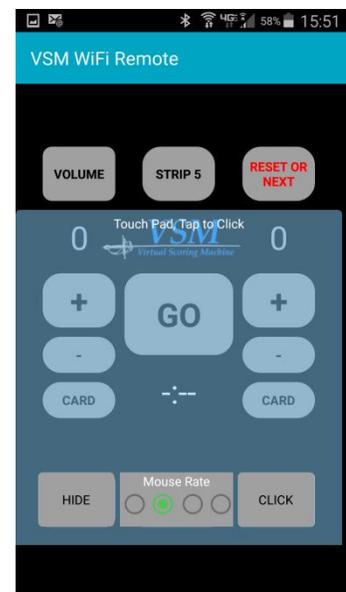
Along the bottom of the VSM Remote App are three white-labeled buttons that can be actuated with a long-press. The center of these is labeled "More Buttons," and as you might expect there are a host of other buttons that appear in a horizontally scrolling control that will let you operate almost every other feature available in either Standard VSM, or VSM-Tournament version. If your VSM Remote App is not yet connected to a VSM strip, only the set of additional buttons and functions appropriate to the Off-Line mode will be presented within this control. When connected to a VSM strip, the additional buttons will be color coded for clarity. The Gray buttons and Red buttons are applicable to both versions of VSM. The magenta colored buttons are specific to VSM-Tournament Version, while the Cyan colored buttons are for Standard VSM. Once your VSM Remote App gets connected to a VSM strip, it will detect which version of VSM is running and only display the appropriate buttons. The Red colored buttons are controls which cause VSM program to exit or clear the bout data. There is an addition confirmation step prior to the action taking place as a safety precaution.



Touch Pad

Long pressing the "Touch Pad" button will alter the display to look like this:

Dragging your finger over the blue tinted overlay will allow you to move the mouse cursor on your VSM display via remote control over Wi-Fi. Tapping the screen or pressing the "Click" bottom at the bottom will send generate a mouse click where ever the mouse pointer is on your VSM system. This feature allows you to change any of the settings or controls that do not have a dedicated VSM Remote App button (there aren't many.) Note that while occasionally useful, especially at clubs that have inaccessible VSM pcs or systems without a keyboard and mouse, this remote-controlled mouse is not as accurate and smooth as a normal directly connected mouse. The four "Mouse Rate" radio buttons allows for different movement rates. Find the one that works best for your combination of hardware. Press the "Hide" button when done.



About Button

The "About" button contains the current version number of the app, a few basic setup reminders, and a button at the bottom right that lets you select audio feedback for starting and stopping the clock. Pressing the "Go" button already feedback in the form of a vibration, letting you know that you did, in fact, press "Go." If "Beeps" is selected, then the IOS device will also give you a "Beep" to confirm that the command was received by the VSM system and echoed back to the IOS. Press "OK" to exit the "About" screen.

Fat Fingers

The VSM Remote App can be run on hundreds of different Android/iOS devices, all with various sizes and aspect ratios. Some may have the main active-bout-control buttons spaced rather closely. And some referees prefer to be able to start and stop the clock without looking. Just long-press the VSM logo and get the "Big Go" button. Note that even though the big button covers up the +/- and card buttons, the scores can still be incremented and decremented by clicking or long-pressing the Score numbers as well. To issue a warning card you must momentarily return to the normal "go" button to click the "Card" button. On the subject of operating the "Go" button (and all the simple "Click" buttons) note that placing your finger on the button will cause it turn blue, but it is not actually "Clicked" till you remove your finger. This lets you look at the "Go" button, place your finger on it, look up at the bout and say "Allez" when you lift your finger to start the clock.



Reset or Next, Go, etc

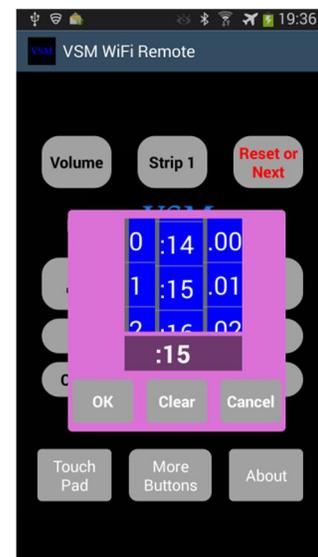
Just like with the (IR) VSM Custom Remote, when using VSM-tournament Version and a Pool/DE/Team has been set up, to proceed to the next pair of fencers you click the Reset/Next button. In fact all the IOS VSM Remote App does is to send commands to VSM that either duplicate an existing keystroke or button push, or select a setting. But the beauty of the App is that there is no limit to the number of buttons, and they can be re-organized or revised anytime.

Resetting the Clock

To set the time remaining to any value (to 1/100 of a second,) long-press the clock. You'll see something like this:

To set the clock to 15 seconds, click the 15 seconds selection and then click "OK" and the clock will be set. You only have to select the numbers you actually need.

My coach suggested that it would be nice to be able to rapidly repeat a clock setting in the course of doing time-limited drills, say for example score is tied in priority with 15 seconds to go. So if you have use the time



setting clock already, the time is preserved so you can just re-enter it. In that case the next time you long-press the clock display, it will come up like this with the previous time already set. All you have to do to re-enter it is click "OK." In the Off-Line mode, manually setting the clock becomes the new default time after a "Reset".

More Buttons List

These are the buttons that are (in general) used to set up a bout, or to take an infrequent administrative action. Here's the list (as of Release 1.1.3):

All VSM Versions:

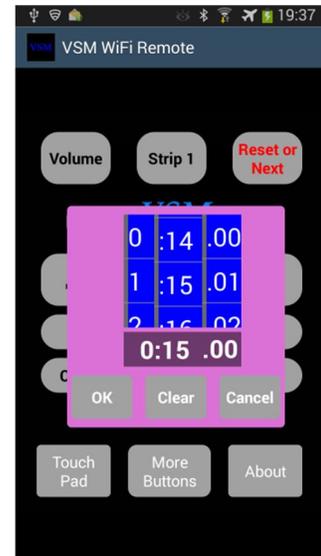
- Foil
- Epee
- Sabre
- 1 Min Rest
- 3 Min Rest
- 10 Min Rest
- Set to 1 Period
- Set to 2 Periods
- Set to 3 Periods
- Flip Sides
- Reset Clock to Default (Normally 3:00)
- Toggle Epee Auto Score On/Off
- Force Priority to be Set or Canceled
- Force VSM to Advance to the Next Period
- Turn on/off Diagnostic View
- Switch from VSM to VSM-TV or back
- Shut down the PC
- Exit VSM to Windows

VSM-Tournament Version only buttons:

- Clear all Bout data
- Show Score Sheet
- Shoe Configuration Settings
- Skip This Bout
- Apply Non-Combativity Rules

Standard VSM only buttons:

- Turn On Self-Start mode



- Toggle Auto Weapon On/Off
- Toggle Big/Small Light Size
- Turn EIDs On/Off
- Select Team Mode
- Reset Team to Round 1
- Toggle Auto-Mute on/off

Off Line Mode:

As of the 1.1 version, there is the "Off-Line" mode. (Thanks for the idea, Tai.) In this mode, the app works like many of the other stand-alone apps for keeping time and score. This lets you use it for other scoring machines that don't have integrated score and time keeping. And also for "dry" fencing. And the best part is that if you get the 10-day free trial version, Off-Line mode continues to work even after the demo has expired!

