

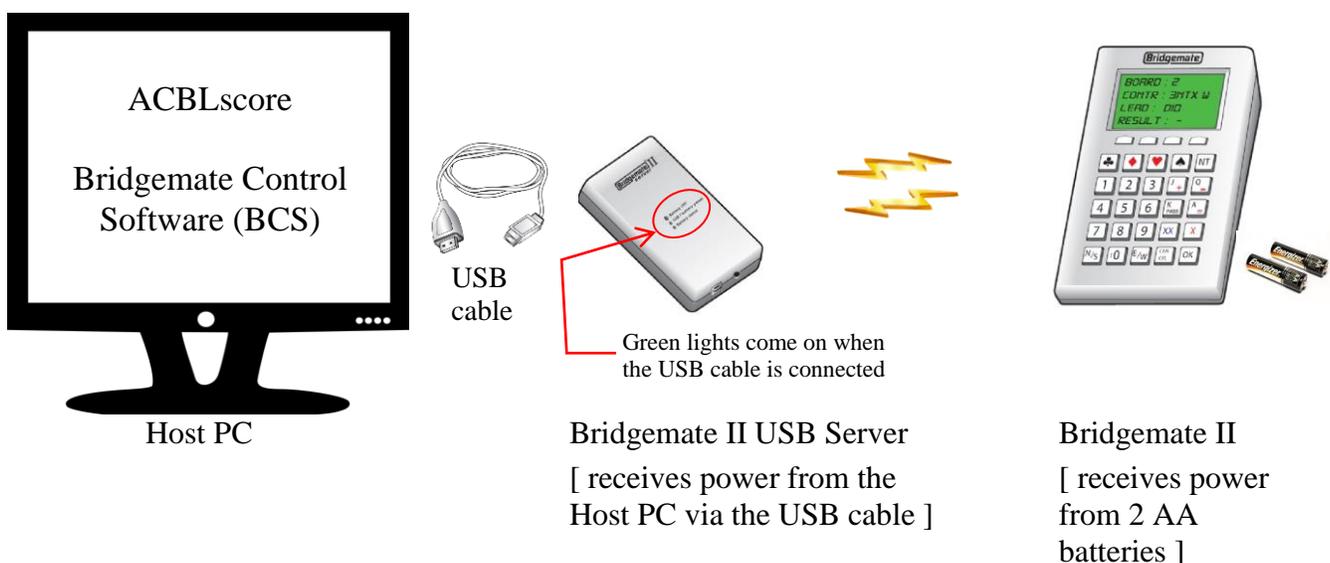


Director's Basic Operation of the Bridgemate System

by Bob Gruber

Before getting into the nuts and bolts of the Director setting up, starting and using the Bridgemate scoring system, some general, background observations may help. The Host PC and the Bridgemate server have a hard-wired connection (through which the server receives its power). The server and Bridgemate desktop units have a 2-way radio-frequency connection. On the Host PC, ACBLscore sends commands and information to the Bridgemate Control Software (BCS), e.g. BMS for BridgeMate Start, which may cause the BCS to pass that command or information to the server, which in turn may pass that command or information to the individual Bridgemate units.

Information also flows in the opposite direction—from the individual Bridgemate units to the server and from there into a “bws” file on the Host PC that the BCS and ACBLscore access. Examples of data flow in this direction are when all 4 player numbers are accepted and when a Result is Accepted.



When setting up the Bridgemate system, put a Bridgemate in the North position on each table in play and place the server flat on a level surface (near the Host PC) with a view of the Bridgemate units. Radio communication works best when line-of-sight between the Bridgemates and the server is achieved.

Normal operation is to start ACBLscore and let ACBLscore (at your behest) start the BCS. Before having ACBLscore start the Bridgemate BCS program, two conditions must be met:

- 1) the hardwired connection between the Host PC and the server must be made
 - a. When you connect the server to the Host PC with the USB cable, two green lights should come on, the *USB / battery power* light (indicating the server is now receiving power from the Host PC) and the *Battery status* light
- 2) the movement for the game (for all sections) must be defined in ACBLscore.

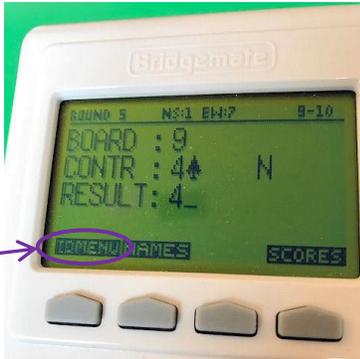
Meeting these conditions is to enable the server to pass the complete definition of the movement to the individual Bridgemates. If a movement is changed, the new/changed movement will be automatically transmitted at that time.



In addition, the BCS, in essence, taps into ACBLscore's Player database (DBASE) and passes all the names and ACBL membership numbers, AKA player numbers, to the server, which in turn broadcasts the data to the individual Bridgemate units.

Only when the two conditions have been satisfied does the Director press F11 and select the BMS (BridgeMate Start) command to start the Bridgemate Control Software (BCS) program. (The download of information in the prior paragraphs—movement description and player names & numbers—takes place at this time.) The Director should announce that the Bridgemates are active.

Starting the
Bridgemate
system



If a player calls the director to point out a Bridgemate is not ready to start the current game, possibly because it's displaying information from a prior game, go through the TDMENU (using the PIN code you've set up via *Tools, Options, Bridgemate, Bridgemate II* tab; see p. 4) to reset the Unit (Option 0). If the Unit responds with a "failure" message, you counterintuitively press *Cancel* to complete the reset action.

Resetting a
Bridgemate unit.
If the reset
initially fails,
pressing *Cancel*
completes the
reset action.

The BCS program can be displayed on the Host PC by clicking the BCS icon  in the system tray. The Director should wait until the status light for all tables has turned green indicating the table has logged in. Additionally, on the Round Monitor screen, check that all tables have completed at least one board. At that point it should be safe to make ACBLscore active¹, press F11 and select the BMN (BridgeMate Names) command to upload the names of the players in the game into ACBLscore.

Uploading
player names

With ACBLscore the active program on the Host PC, periodically the Director uses the <Ctrl>-P shortcut to request posting scores from the "bws" file. (Note, sometimes, rather than posting new scores, <Ctrl>-P triggers printing of a window in ACBLscore that has been minimized. That window must be closed before scores can be posted.)

<Ctrl>-P
normally posts
scores

<Ctrl>-P should be used for the first time after all tables have completed Round 1—based on the Round Monitor in the BCS. The Director should press <Ctrl>-P in ACBLscore to upload the results and verify the whole system is working. Thereafter, results should only be posted at key times.

If a result has been uploaded to ACBLscore and the Director is subsequently called to the table to make a correction to that result, the Bridgemate system will have the proper value but ACBLscore won't. Even doing a <Ctrl>-P will not get the proper score into ACBLscore. The Director must use ACBLscore's "Correct by Board" capability to synchronize the Bridgemate (contract and number made) and the ACBLscore result. Thus, it's best not to use <Ctrl>-P too often.

At the end of the game, unplug the server and press and hold the *Battery OFF* button until the green lights go out.

(server) *Battery
OFF* at game's end

¹ If the ACBLscore window is displayed but it doesn't respond to making entries, click on the ACBLscore title bar to make it the active program.



Summary

- Put a Bridgemate in the North position on each table in play
- Place the server flat on a level surface (near the Host PC) with a view of the Bridgemates
- Connect the Bridgemate server to the Host PC with the USB cable
- Define the movement (for all sections) in ACBLscore
- Press F11 and select the BMS (BridgeMate Start) command
- In the BCS Round Monitor screen, check that all tables have completed at least one board
 - In ACBLscore, press F11 and select the BMN (BridgeMate Names) command
- In the BCS Round Monitor screen, check that all tables have completed Round 1
 - In ACBLscore, press <Ctrl>-P (to upload results)
- Periodically, but not too often, press <Ctrl>-P to upload additional results
- At game's end, unplug the server and press and hold the *Battery OFF* button until the green lights go out

Erasing a result (to allow making a correction) is probably the most frequent task the Director performs on an individual Bridgemate desktop unit. The Director presses the function key for the TDMENU and enters the PIN, which can be found in the BCS program on the Host PC (*Tools, Options, Bridgemate, Bridgemate II* tab). After entering the PIN, the Director selects option "3," Erase result. The Director will be prompted for the Board Number.

Erasing a result

With the result erased, the Director selects the BACK function key and hands the Bridgemate back to the player who gave it to him/her, usually North.

While players learn to use the Bridgemates, they are often stumped by a couple of items: indicating a pass out, and indicating a No Play/Late Play. The pass out indicator—**PASS** in green—shares the "K" key on the Bridgemate keypad. The Late Play indicator is the zero (0) key.

FAQs from
players

Abbreviations

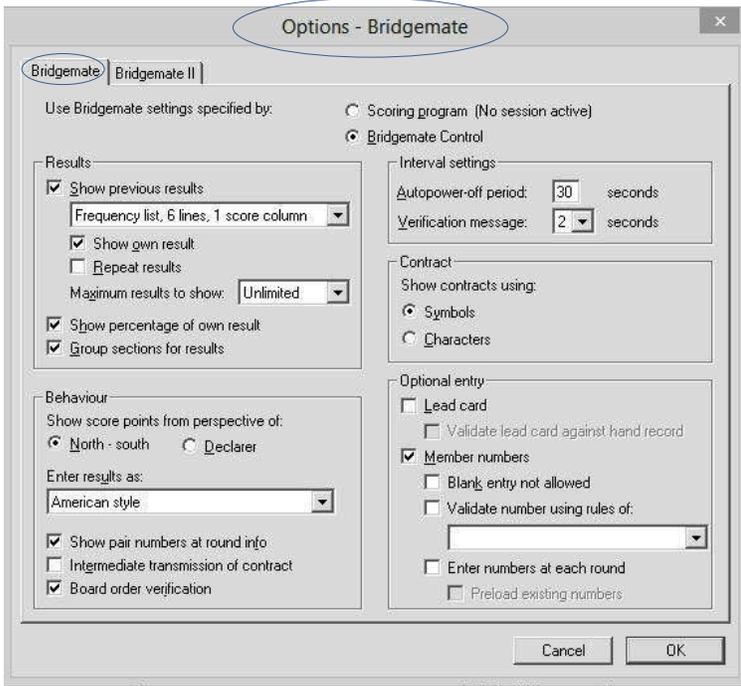
ACBL	American Contract Bridge League
BCS	Bridgemate Control Software
BMN	BridgeMate Names
BMP	BridgeMate Post— <Ctrl>-P is a short cut usually used instead
BMS	BridgeMate Start
bws	blank write system
IMP	Internat'l Match Point
PC	Personal Computer
PIN	Personal Identification Number



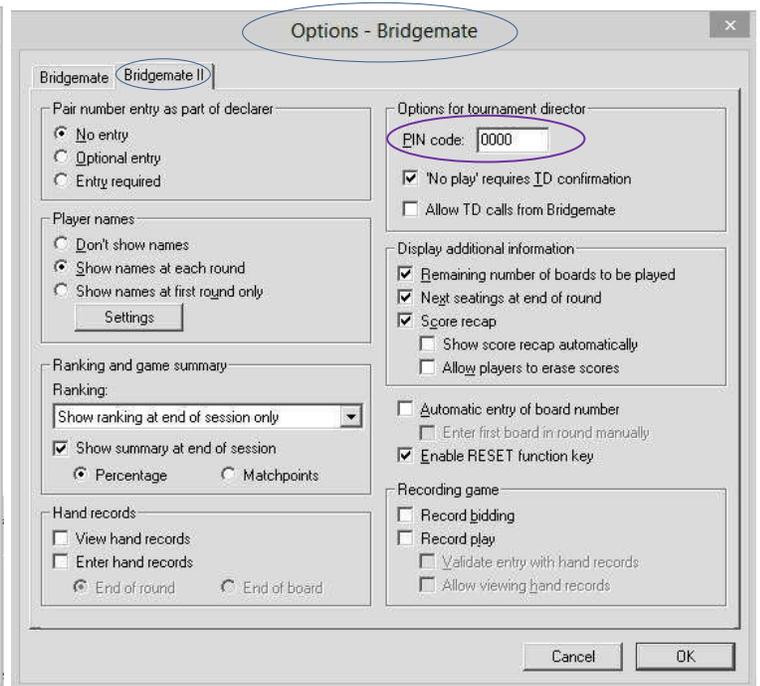
TD	(Tournament) Director
USB	Universal Serial Bus



Some key BCS Settings
[Tools / Options]

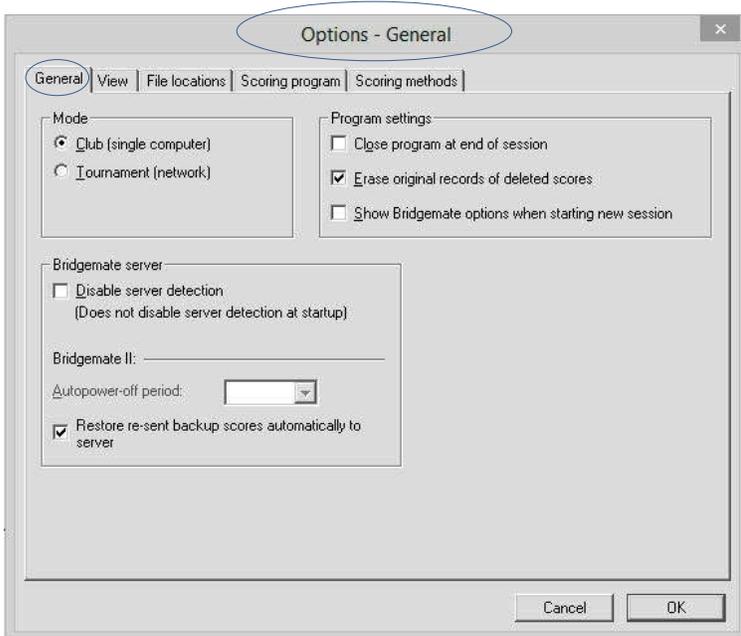


Bridgemate Options: *Bridgemate* Tab

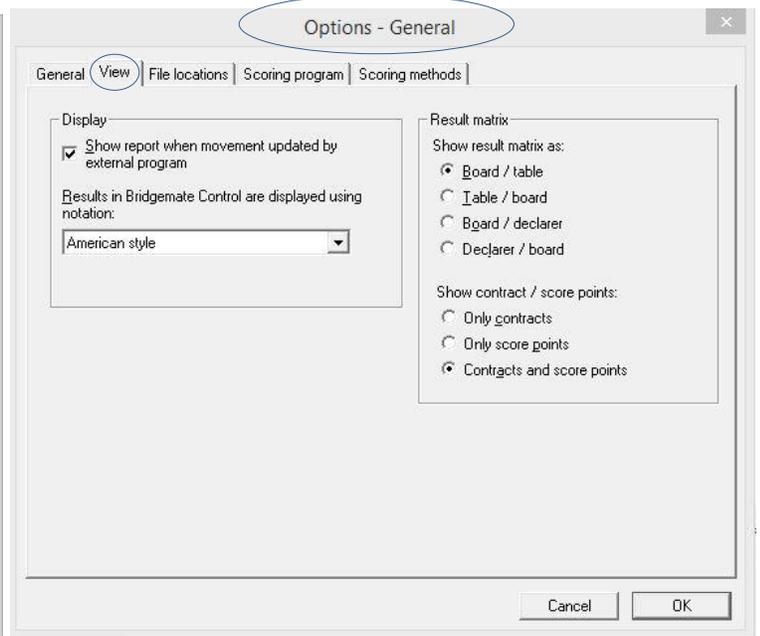


Bridgemate Options: *Bridgemate II* Tab

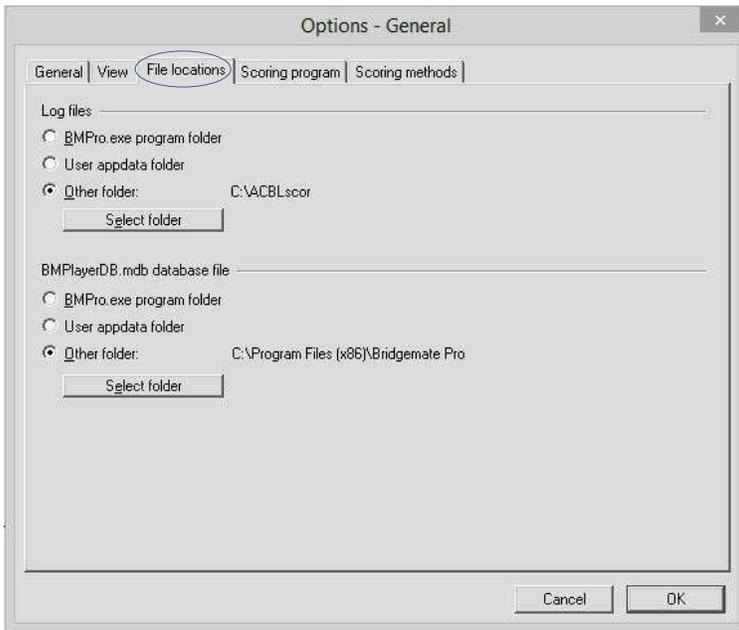
The PIN code is a 4-digit number used by the director to access the director's functions on the individual Bridgemate Units.



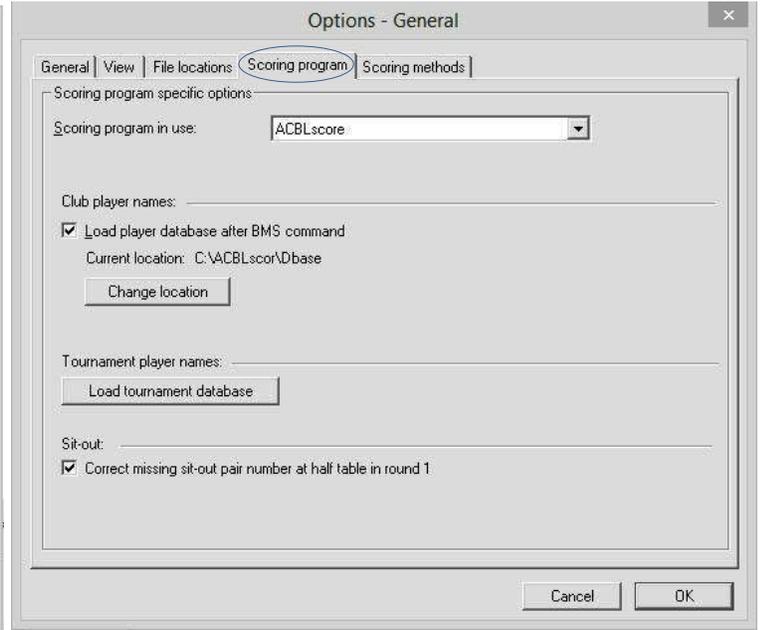
General Options: *General* Tab



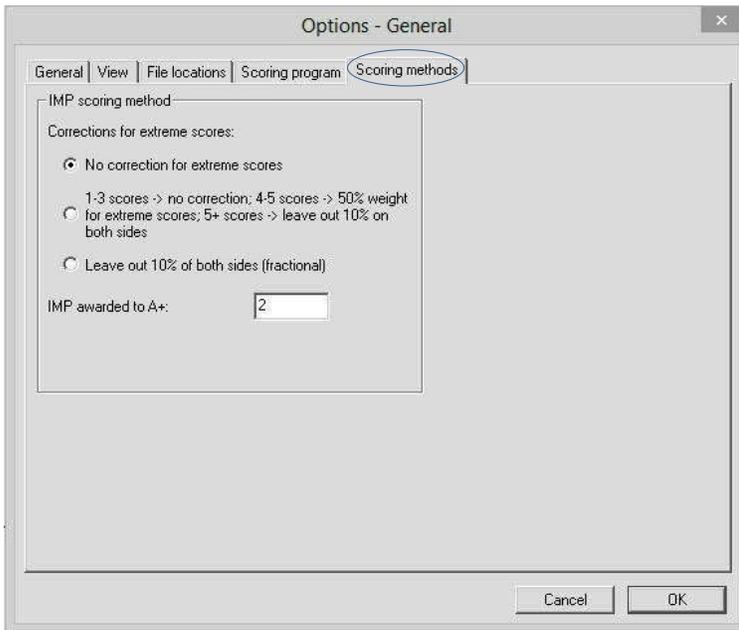
General Options: *View* Tab



General Options: *File Locations* Tab



General Options: *Scoring Program* Tab



General Options: *Scoring Methods* Tab