BRIDGEMATE II

Summary Overview and Initial Set-Up

These notes are primarily for the System Administrator and the Scorers, but may be of interest to any other persons having a general interest in the overall Bridgemate operation. The overall system is discussed in conjunction with EBUScore.
(More detailed information is available from the supplied manual off the set-up disc or the Bridgemate website).

System Components (Summary)

The major system components are:

1. Windows based PC.

2. Scoring Software – EBUScore

3. Bridgemate Control Software – BCS.

    Latest version download from www.bridgemate.co.uk ('Support' –' BCS'). The download includes the necessary driver software, and is stored in c:/Program Files/Bridgemate Pro/BMPro or c:/Program Files (x86)/Bridgemate Pro/BMPro. (If initially EBUScore can't find the software, set the source via the 'BCS Admin' tag within 'Bridgemate Scoring')

    The software runs on the PC (Windows 2000 or higher), controlling the data exchange between the PC and Server (and hence the Bridgemates). EBUScore creates the movement data in a .bws file (in the same folder as EBUScore). The movement data in this file is then read by BCS and sent to the server. The server also sends back the results data to BCS, which then stores it in the .bws file for use by EBUScore.

4. Server

    The Bridgemate II server is connected to the PC via a USB cable. It acts as a bridge between the PC and the Bridgemates. It contains a transmitter and receiver to communicate wirelessly with the Bridgemate devices. Having received movement data from BCS, it sends this data to the Bridgemates, controls the Bridgemates, and subsequently receives back results and pair name (number) data from the Bridgemates, and then relays to BCS on the PC.

    The server is powered from the PC, but has four AA batteries, to maintain service in the event of computer failure - i.e. the server can continue to accept results data from the Bridgemates during temporary PC down time. (The battery life is about 50 hours- when the Battery Status light turns orange or red, replace the batteries). The server automatically switches on/off when connected/disconnected from the PC, but can be manually switched-off by pressing the OFF button for a few seconds.

5. Bridgemates

    Each unit is placed on the table top for results entry, and communicates wirelessly with the server. The units are powered by two AA batteries (lasting for a few hundred sessions).

Setup

1.   EBUScore

The WBU/EBU member list needs to be downloaded for access by BCS to determine names when using the six-digit WBU/EBU number.

Start EBUScore.
Choose 'Player Database'
'Player Management' tab
'Download/Setup WBU/EBU Member List
Reply 'Yes' to 'Convert WBU/EBU List For Bridgemate Use'

2.   EBUScore/BCS

The BCS Options can be set-up directly through BCS, but it is preferable to set the options via EBUScore. Define an event in EBUScore and from the 'Event Menu' choose 'Bridge Scorer Unit'. The second tab is 'BCS Options'. Two further tabs are then available: 'BM Options', and 'Extra Options for BM2'. Whilst there are numerous options for most of the parameters, the following choices seem to offer the best options for club level events, but experiment with alternatives (by then choosing 'Store Options As Club Defaults' all the settings will be retained for future events until amended. If you need to return to 'factory settings' press 'Restore EBU Pairs Defaults').

Whilst on the 'Bridge Scorer Unit', select the 'Admin' tab and check that the' Full Path and Filename' is the correct location for BCS (3) above.

BM Options

Results

Show Previous Results	- tick
Traveller, 6 Lines, 2 Score Columns	
Show Own Result	- tick
Repeat Results	- untick
Maximum Results To Show	- unlimited
Show % Of Own Result	- tick
Group Sections for Results	- untick

Behaviour

Show Points from Perspective	- North – South
Enter Results as	- Up/Down Tricks
Show Pair Numbers at Round Info	- tick
Board Order Verification	- untick

Interval Settings

Autopower-off	- 20 seconds
Verification Message	- 1 second

Contract

Show Contracts Using	- Characters

Optional Entry

Lead Card	- untick
Member Numbers	- tick
Blank Entry Not Allowed	- untick
Validate Number Using Rules of	- no validation

Shutdown

Automatically Close BCS at End	- tick

Extra Options

Pair Number Entry

No entry

Player Names

Show Player Names At Each Round

Name Source

Player and NBO Database	
Text based number search	- untick

Ranking and Game Summary

Ranking – Show Ranking At End of Session Only	
Show Summary at End of Session	- untick
Percentage	- bullet

Hand Records

View Hand Records	- untick
Enter Hand Records at End of Round	- untick
End of Round	- bullet

Options for Tournament Director

PIN Code	- enter memorable code
No Play Requires TD Confirmatiuon	- tick

Display Additional Information

Remaining Number of Boards to be Played	- untick
Next Seatings at End of Round	- tick
Score Recap	- tick
Show Score Recap Automatically	- tick
Allow Players to Erase Scores	- untick
Automatic Entry of Board Number	- untick

Enter First Board in Round Manually - untick
Enable BM2 Reset Function Key   - tick

Recording Game

- All unticked

BCS Admin

Names Retrieval

- Poll for Numbers every 20 secs.   - tick

3.   Bridgemates

All the Bridgemates require 2 AA batteries. Before first time use, each unit needs to be configured with the correct settings. Press the SETUP function key to access its internal settings menu. In case the menu is protected with a PIN code, enter one of the following fixed 3-digit PIN codes: 749 or 769.
To set the Section (to A), use SETUP and then use the +/- keys to adjust the section (they would normally be set to Section A by default).
To set the correct table number locate the TABLE entry with the down arrow, and then CANCEL any existing number and type in the new table number.
Check the other settings, but the Defaults should be correct: EUROPE; 0; ENGLISH; OFF.
The contrast can be adjusted with the last parameter (but default is usually best).

It is recommended to either label the Bridgemates with their number (use temporary labels since the unit number can change). Alternatively mark the battery cover on the rear. This is easily detachable, and would therefore be detached (swapped) if the unit number changes.

4.   Server

Insert 4 AA batteries

5.   **Computer**

Ideally ensure any power saving features (e.g. hibernate, turn-off, screen fade), are set to greater than the session length (say 4 hours).

Tony Haworth