

BridgePal / ACBLscore Guide

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BridgePal/ACBLscore Guide

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1. ACBLscore Initial Setup

BridgePal is not integrated into ACBLscore but you can run it as Bridgemate.

Start ACBLscore and click on ALT-L for command list, then select 'BML Locate Remote Server'. Browse for c:\BridgePal\BridgePal.exe. Note that this needs to be done only once, for the very first session. This will remain set for the subsequent sessions. (ALT-L seems to work only once you start an event – see below)

2. Connecting it up

- Plug in / Switch on scoring router and laptop, don't forget to switch on the mains socket switch
- Switch on BridgePal scoring units and launch BridgePal app.
- Start ACBLscore. *Before starting ACBLscore, make sure that BridgePal server (BridgePal.exe) is not running. Look at the Task Bar at the bottom of the computer screen to verify.*

The app may take up to 20 seconds to connect and display –

CONNECTED
Session not yet started

3. Starting a Game in ACBLscore with BridgePals

Setup the event(s) in ACBLscore in the normal manner, familiarity with ACBLscore is assumed.

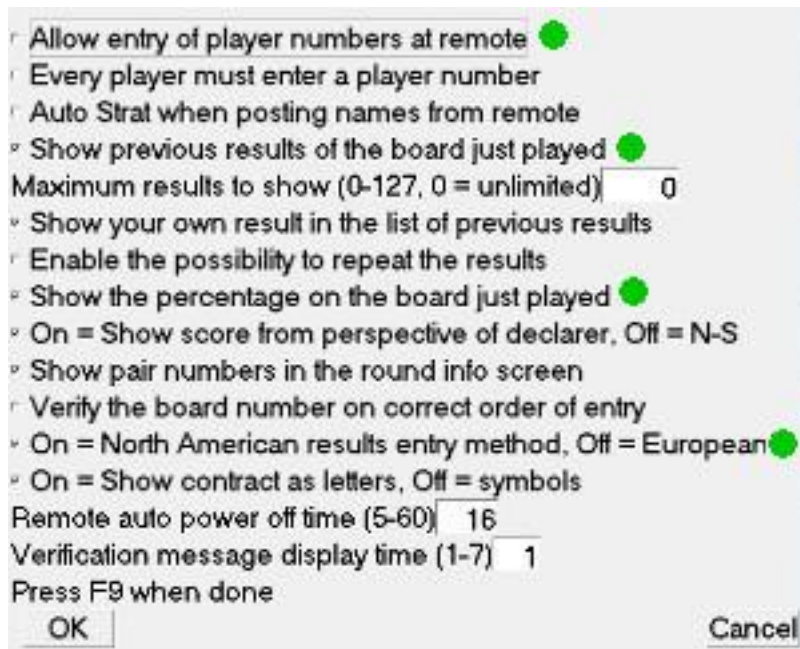
- Start ACBLscore and click OK on the Welcome screen.
- Click on Setup and select Tournament mode OR select Club Mode and enable wireless scoring from the main screen, i.e. Setup > Game Options > Allow Remote Score Entry
- Click on "Game" and define an event in a usual manner
- If at any point ACBLscore prompts „Use Remote Server for score entry?“ click Yes.
- Click on ALT-L and select 'BML Locate Remote Server'. This needs to be done only once for the very first session – see Initial Setup above

- **BridgePal Options**

To setup some of the BridgePal options press F11 (or Alt+L) to display the „Select Command“ screen. Highlight the „BMO Remote Options“ – press ENTER, or click “OK.”

Although Bridgemate options can be controlled from ACBLscore, it is probably simpler to do it in the BridgePal Server – see Appendix I.

Typical ACBLscore options are shown below.



Once the Bridgemate Remote Options have been selected, they remain in effect for all future games – or until they are changed. Green blobs indicate options supported by BridgePal. The other options are either not supported or are irrelevant to BridgePal.

For example –

- **Every player must enter player number** – this is not compulsory, players can skip number entry
- **Show your own results in the list of previous results** - ignored as own result is always shown
- **Show pair numbers in round info screen** – always shown
- **Allow entry of player numbers at remote** – supported, can be checked or unchecked. *Note that the BMN command (as in paragraph 4) will be shown only if this option is checked.*
- Tournaments – and many clubs – do not allow players to see results of boards played at other tables. This is often used in teams. To disable viewing – uncheck options
 - **Show previous results of the boards just played** and
 - **Show the percentage of the board just played.**

Check the above two options if you want to show the results of the boards played at other tables. If playing teams you may wish to show cross-imps – select Scoring type Cross IMPs on the BridgePal server Settings screen.

- **North American / European entry method** – supported, select as required

- Click on ALT-L and select 'BMS Start Remote Server' to start interaction with BridgePals.
- Check that Event Type and Scoring Type is correct. Do any changes as necessary and click on Save. You can change any of these settings any time during the game.
- If you wish to use the hand records, you can set them up on BridgePal server Settings screen. See APPENDIX I – BridgePal server Settings.
- The system is now running, ready to read scores and names from BridgePals.

Don't enter the player names for this event into ACBLscore. They will be imported later from BridgePal scoring devices.

BridgePals will display ACBL Player Names after Player IDs are entered.

BridgePal Server loads player names table in the wireless scoring database from ACBL's Player Names file (C:/ACBLSCOR/DBASE/PLAYERN.DAT). If there are more than 10,000 entries in this database, BridgePal Server will offer to store these names in the external names database (C:/BridgePal/xdb/BMPlayerDB.mdb) rather than in the wireless scoring database.

Use Tools menu in BridgePal server to repopulate BMPlayerDB.mdb from ACBL names file. This would be used if new names are added to the ACBL names file after a wireless scoring session has been started.

4. Load player numbers into ACBLscore

At the end of the first round, load the player numbers into ACBLscore via F11 (or ALT-L) to bring up the command list, the relevant command is BMN. However, this command is not visible in the command list unless you tick "Allow Entry Of Player Numbers At Remote" in the options as above. Check the pair names in ACBLscore to see that it worked. If you change any names later on via BridgePals, you can reload them into ACBLscore again.

5. Load scores into ACBLscore

Every so often transfer scores from BridgePals into ACBLscore via F11 (or ALT-L) to bring up the command list, then choose BMP - or more conveniently load scores via Ctrl+P keyboard shortcut. Monitor the result entry progress via the BridgePal server.

Results can be changed at the table, for the current round by the player and for an earlier round using the director's menu on BridgePals. Results can also be changed in BridgePal server in which case the change will be shown on BridgePals and retrieved by ACBLscore. The result can also be changed within ACBLscore itself, but in this case the contract will not be updated in the BWS file or on BridgePals.

If an average has to be awarded, use BridgePal director's functions or enter it in ACBLscore or in BridgePal Server.

6. End of Session

As the last round begins, use F8 – to printer to show preliminary standings. Ranking list on BridgePals will also show these, depending on how the ranking parameters have been set in ACBLscore.

When BridgePal server (or BridgePal ranking list) shows that all scores have been entered for the last round, press Ctrl+P in ACBLscore to do the last import.

Close the BridgePal server program.

Score the game in ACBLscore and print the results. Exit ACBLscore.

The ACBLscore game file (YYMMDD.ACA), the PBN file (YYMMDD.PBN) and the BWS file (YYMMDDA.BWS) are available in c:\ACBLSCOR\GAMEFILE for posting the results.

Incomplete Movement

At the end of the session, depending on the ranking setting the Ranking button will be displayed on BridgePals. However if the system was set, say, for 9 rounds and only 8 were played, BridgePal user has to enter No Play until this gets the unit to the end of the session when the BridgePal ranking list will be displayed.

7. What if something goes wrong

There are many ways in which things can go wrong. Here are a few examples.

Directors PIN

When the system is first installed director's PIN is 0000. - but can be changed via the menu on the BridgePal Server application on the PC while ACBLscore is running.

BridgePal doesn't display CONNECTED

If it does not, then:

- check the computer is connected to the router's wifi network
- check wifi is enabled on the BridgePal and that it is connected to the same wifi network
- go to the BridgePal app menu and select "more" and "Find BridgePal Server". This will cause the app to listen for a further 20 seconds for a broadcast message telling it the ip address of the PC.

Wrong Table/Section entered on BridgePal

A BridgePal user entered wrong table and then called you to correct it. - Via directors menu on BridgePal unit click on Reset Table. You will need to enter directors PIN.

A Table Has Been Taken by Somebody Else

A user calls you saying that they cannot enter their table number as somebody is already using it. Use directors menu – Acquire Table function. This will disconnect the offender and allow your user to enter their table number. Any scores entered by the offender won't be deleted from the computer until overwritten by new scores.

Boards Played in Wrong Order

Tap on Board number on the contract entry screen and select the required board.

Faulty/Discharged BridgePal

If a BridgePal stops functioning, either because the battery has discharged or for any other reason, get a new BridgePal and perform a takeover procedure on the new unit – via Directors menu click on Replace Failed Unit. It will ask for a confirmation "Do you want to take over the active session of a failed BridgePal unit ?" Tap the OK button and you will be asked to enter the section/table number of the failed unit. Do this and tap on OK. The replacement unit will now resume the session at the screen where the other unit failed.

Reset Table Performed after Several Rounds Played

Say you accidentally perform Reset Table – unlikely (especially as you now need director's pin to do this) but can happen!

This is where BridgePal server comes useful. Click on the Actions on the menu and select Restore Table. Set Section/Table/Round to the desired values.

Player Names Entered on the Previous Table and We Cannot See Them

The current table moved to the next round before the names (and scores) were entered on the previous table. Click on menu – Refresh.

BridgePal Freezes

This can happen if there was an error in transmission between the computer and the unit, for example. Try Refresh on the menu, or exit the BridgePal app using the back key and start it again. This should continue from the screen where the freeze happened. If neither works, reboot BridgePal, again it will continue from the correct screen.

Forgotten to Plug the Laptop into Mains

If you have forgotten to plug the laptop into mains, you might find that the computer goes into hibernation half way through the session. BridgePals connection is lost.

- Plug the laptop into mains and after a few moments switch it back on.
- The wireless scoring will continue from the point of failure.

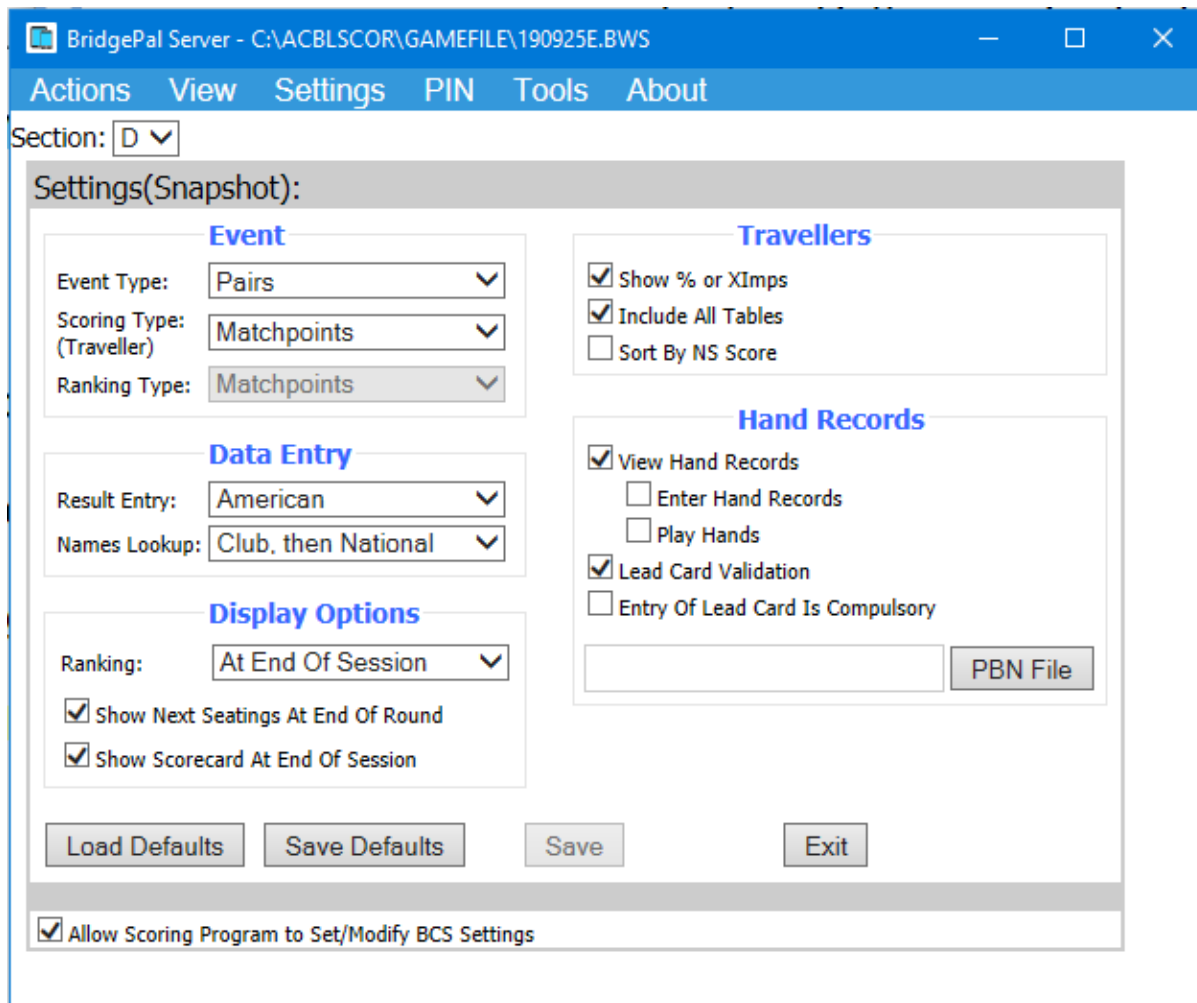
Laptop Crashes

- Reboot laptop.
- Start ACBLscore.
- 'Restart' the latest event.

APPENDIX I

BridgePal Server Settings

When wireless scoring is started, the Settings window of BridgePal server is shown. A warning message is displayed telling you to check Event Type and Scoring Type and amend if necessary:



Set as desired – see detailed description below – and click on Save. You can change any of these settings any time during the game.

Event

Event Type – If not playing pairs, set as appropriate. The options available are *Pairs*, *Teams (Multiple)*, *Swiss pairs*, *Swiss Teams*, *Individual*.

Scoring Type (Traveller) - This is set to Matchpoints initially, but you can change it if so desired. Scoring type is shown on the traveller. The options are:

- Matchpoints – result shown as percentage
- Butler (Not Displayed)
- Cross-Imps – result shown as cross-imps. If running teams, this will be the only

option available.

RankingType - This is set by the scoring program and you cannot change it. It determines the values displayed on the BridgePal ranking list. The possible options are:

- Matchpoints – result shown as percentage
- Butler (Not Displayed) – if you run Butler pairs the ranking list will have no values, so select Ranking as Not Displayed – see below. This means you can run Butler pairs using BridgePals, but the ranking will not be calculated by BridgePal. Use the scoring program scrolling screen instead.
- Cross-Imps – ranking list is in cross-imps
- Imps – results shown as IMPs – e.g. if running teams. This is the only value available if running teams.

Traveller

Show % or Ximps – Tick to show percentage or cross-imps as defined by Scoring Type above

Include all tables – Untick to disallow players to see results from other tables.

Sort By NS Score – Tick to sort traveller on BridgePal by NS Score rather than by Pair number (default).

Data Entry

Result Entry – results can be entered as *number of tricks, Up/Down Tricks or American style*.

Names Lookup – The options are:

- *Club Database* - players can enter either their Player ID or EBU number, either will be retrieved from the local club database
- *National Database* - players enter their EBU number and the name is obtained from the file BMPlayerDB.mdb mentioned above
- *Club, then National* - players can enter either their Player ID or EBU number. If EBU number, the name is obtained from the file BMPlayerDB.mdb mentioned above.
- *Names Pre-Assigned* - the Enter Names screen won't be shown on BridgePal as the names will be entered by the scoring program

Display Options

Ranking – this controls when the 'Ranking' button is displayed. Choose as appropriate.

Show Next Seating at the End of Round – this controls whether next seatings at the end of round is shown or not. Might not be needed in Swiss Teams or Swiss Pairs.

Show Scorecard at the End of Session – if ticked the scorecard/game summary will be shown at the end of session.

Hand Records

View Hand Records - if ticked you will see the hands that you selected with the PBN file button below

Enter Hand Records - if ticked user can enter hands on BridgePal. These will be stored in the file with the same name as the session bws file with the section number appended and in the same place as the session bws file.

Play Hands - if ticked the 'Play' button will be displayed on BridgePal traveller screen and the user will be able to play the hand on BridgePal, provided that Bridge Solver app is installed.

Lead Card Validation - if ticked the lead card will be validated using known hand record and declarer. Very useful in detecting not just a wrong lead card but if a contract has been entered in the wrong direction (e.g. NS instead of EW) or a board has been fouled. You need to select the PBN File for this option to work.

PBN File – browse for the pbn file with the hand records in it. Note that your pbn file should have makeable contracts calculated before you load it. Makeable contracts are not calculated in BridgePal server.

Entry of Lead Card is Compulsory – Tick to force BridgePal users to enter the lead card. Otherwise they can skip over the Lead Card field on the score entry screen by typing OK.

Load Defaults / Save Defaults

The current settings can be saved as defaults for future sessions. There is one set of defaults per event type (Pairs, Teams, Swiss Pairs, etc). When the 'Save Defaults' button is clicked the current settings will be saved as the defaults for the current event type. Similarly, if the 'Load Settings' button is clicked, the current settings will be replaced by the defaults for the current event type. If changes are required for the current session only, then after changing the settings on the screen click on the 'Save' button, rather than 'Save Defaults'.

Note also that when BridgePal Server is launched by the scoring program for a new event these defaults are applied selectively. It is likely that the scoring program provides setting for some of the fields on the above screen. If so, the settings for those particular fields are accepted from the scoring program and the remainder are initialised from the BridgePal Server defaults for the above event type. If the scoring program does not initialise the event type it will be necessary to use the dropdown list under the Event heading on the above screen to select the correct event type. When this is done, any settings which were not initialised by the scoring program will be initialised from the defaults for the new event type.

If you find this too complicated – see the next item...

Allow Scoring Program to Set/Modify BCS Settings

Users may find it simpler to make all settings changes in BridgePal server rather than in the scoring program. This can be achieved by clearing the checkbox 'Allow Scoring Program to Set/Modify BCS Settings' and clicking on 'Save'. This is a global setting and will take effect for subsequent sessions for all event types.