

BridgePal/ACBLScore Guide

ACBLScore Initial Setup	2
Connecting it up	2
Starting a Game in ACBLScore with BridgePals.....	2
Load player numbers into ACBLScore	4
Load results into ACBLScore.....	4
End of Session.....	4
Incomplete Movement	4
What if something goes wrong	4
Directors PIN	4
BridgePal doesn't display CONNECTED.....	5
Wrong Table/Section entered on BridgePal	5
A Table Has Been Taken by Somebody Else	5
Boards Played in Wrong Order.....	5
Faulty/Discharged BridgePal	5
Reset Table Performed after Several Rounds Played	5
Player Names Entered on the Previous Table and We Cannot See Them.....	5
BridgePal Freezes	6
Forgotten to Plug the Laptop into Mains	6
Laptop Crashes.....	6

ACBLScore Initial Setup

Currently BridgePal is not integrated into ACBLScore. If you have Bridgemates installed, rename BMLPro.exe to something else.

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.

Connecting it up

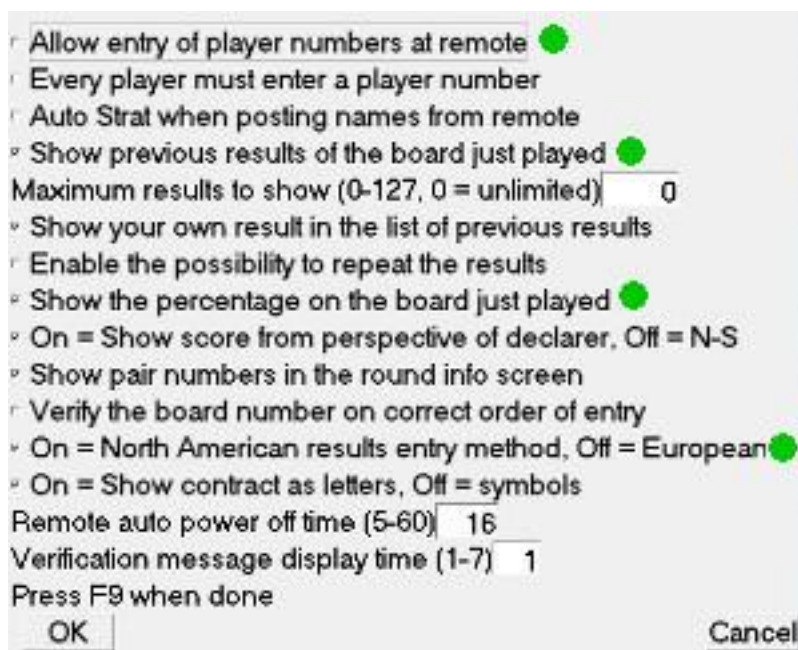
- Plug in / Switch on scoring router and laptop, don't forget to switch on the mains socket switch
- Switch on BridgePal scoring units and launch BridgePal app.
- Start ACBLScore. *Before starting ACBLScore, make sure that BridgePal server (BridgePal.exe) is not running. Look at the Task Bar at the bottom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

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

CONNECTED
Session not yet started

Starting a Game in ACBLScore with BridgePals

- Setup the event(s) in ACBLScore in the normal manner.
- 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.” Bridgemate options are normally controlled by ACBLScore. Typical 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
- 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

- If ACBLscore prompts „Use Remote Server for score entry?“ click Yes.
- Don't enter the player names into ACBLscore. They will be imported later from BridgePal scoring devices.
- Within ACBLscore do F11 then BMS to start interaction with BridgePals.
- BridgePal server will start with a pop up window, allowing you to check if the 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.

Actions View Settings PIN About

Section: A

Settings(Snapshot):

Event Type: Pairs

Scoring Type: Matchpoints

View Hand Records

Enter Hand Records

Play Hands

Lead Card Validation

PBN File

Save Cancel

Browse for the pbn file using the „PBN File“ button. Note that your pbn file should have makeable contracts calculated before you load it. Makeable contracts are not calculated in BridgePal server. If you click on Play Hands, the „Play“ button will be displayed on BridgePal traveller screen. This button will be functional only if you

have Bridge Solver app installed. Once you set hand record fields, click on Save. Again you can change any of these settings any time during the game.

- The system is now running, ready to read scores and names from Bridgepals.

Load player numbers into ACBLscore

At the end of the first round, load the player numbers into ACBLscore via F11 then BMN. 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.

Load results into ACBLscore

Every so often transfer results from BridgePals into ACBLscore via F11 then BMP or more conveniently 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, enter it in ACBLscore or in BridgePal server.

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.

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 directors PIN is 0000. - but can be changed via the menu

on the BridgePal Server application on the PC while BridgeScore 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 BridgePal 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.

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