

BridgePal Developers Guide

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Revision History

Document date: 02 Jan 2019

BM2Ranking description changed, ranking shown at the end of round

BM2GameSummary changed – it is supported and can be enabled irrespective of the setting of BM2Ranking

BM2NumberEntryEachRound – detailed description added

BM2NumberEntryPreloadValues– detailed description added

BM2TextBasedNumber – use of strID field clarified

Document date: 28 Dec 2018

BM2NumberEntryEachRound now supported

Document date: 15 Dec 2018

Paragraph ‘Closing down BridgePal server’ added

Document date: 30 Nov 2018

Original Release

Summary

BridgePal communicates with scoring programs through the Bridgemate bws database. The BridgeMate Developers Guide documents a large number of fields in the "Settings" and "Section" tables. BridgePal recognises values or states set by the scoring program for a subset of these fields. There are also several new fields as listed below.

From “Settings” Table:

ShowResults

ShowPercentage

EnterResultsMethod

MemberNumbers

BM2PinCode

BM2NextSeatings

BM2ValidateLeadCard (also settable on BridgePal Server)

BM2Ranking

BM2GameSummary

BM2NumberEntryEachRound

BM2NameSource

BM2ViewHandRecord (also settable on BridgePal Server)

BM2EnterHandRecord (also settable on BridgePal Server)

*BSOLPlayHand (**new field** added for BridgePal, settable on BridgePal Server)

From “Section” Table:

*EventType (**new field**, also settable on BridgePal Server)

ScoringType (also settable on BridgePal Server)

*HandRecordFilePath (**new field**, also settable on BridgePal Server)

The above lists define three new fields which are not in the BridgeMate Developer Guide. If these are not created by the scoring program they will be created by BridgePal Server. The new fields are also settable from the BridgePal Server "Settings" screen. If the scoring

program does not define EventType and/or ScoringType BridgePal Server will pop up when it is started by the scoring program to request the user to change/verify the settings (default assumption is matchpointed pairs).

“Settings” Table Details

BridgePal support is shown in bold font below:

ShowResults - Show previous results of the board just played (true/false - **supported**)

ShowOwnResult - Show your own result in this list of previous results (**not settable - always true**)

RepeatResults - Enable the possibility to repeat the results after all previous results have been shown (**not settable - always true**)

MaximumResults - Maximize the number of shown previous results (**unlimited**)

ShowPercentage - Show the percentage obtained on the board just played (true/false).

Supported

GroupSections -Group all sections together. If grouped, results of boards played in other sections will also be shown and the percentage will be calculated across all sections (**not settable - always false**). This means that travellers and ranking on the BridgePal will reflect only the section to which the table belongs. Results calculated by the scoring program will of course still be correct.

ScorePoints - Show score points from perspective of North-south or from declarer (north-south = 0; declarer=1. **Not settable - always from point of view of NS**)

EnterResultsMethod - Enter results as number of tricks won/lost compared to the contract (=0) or as total tricks won (=1), or as American style (=2). **Supported**

ShowPairNumbers - show pair numbers in the round information screen (**not settable - always true**)

IntermediateResults - Send the contract and leadcard directly after entry (true/false). (**not settable, always false, i.e. EW must always Accept the contract/score**)

AutopoweroffTime - Set the autopower-off time (5 through 60. **Not relevant, hence not supported**)

VerificationTime - Set the time that the verification message is shown on the screen (**not relevant**)

ShowContract - Show contract as symbols (=0) or letters (=1). **Not settable, always letters**

LeadCard - Enter leadcard (true/false. **Not Settable, the lead card can always be entered, but can be skipped by tapping OK while the cursor is on the Lead Card field on the Contract entry screen**)

MemberNumbers - Enter member numbers (true/false). **Supported, but treated as false if BM2NameSource is set to 2 (No Name Source)**

MemberNumbersNoBlankEntry - Indicate if blank member number entry is allowed (true/false. **Not settable. Blank entry is always allowed**)

BoardOrderVerification - Verify the board number on correct order of entry (true/false. **Not settable - always false**)

HandRecordValidation (recorder use only. **Recorder use not supported**)

AutoShutDownBPC - Automatically shut down BCS after all tables have logged off (true/false. **Not settable - always false (tables don't log off)**)

Bridgemate II settings:

BM2PINcode - Pin code to access TD-menu (string, always containing 4 digits. **Supported**)

BM2ConfirmNP - Confirm entry of No Play by TD pin code (true/false. **Not settable - always false**)

BM2TDCall - Allow TD calls from the Bridgemate (true/false. **Not settable, always false**)

BM2RemainingBoards - Show remaining number of boards to go after each entry (true/false. **Not settable, always false**)

BM2NextSeatings - Show seatings for next round at end of round (true/false. **Supported**)

BM2ScoreRecap - Allow players to retrieve the round scores they have entered (true/false. **Not settable. Players can review for the current round, for boards they have already played**).

BM2AutoShowScoreRecap - Show score recap automatically at end of each round and end of session (**Not settable - always false**)

BM2ScoreCorrection - Allow players to make corrections to their scores (true/false. **Not settable. Players can make corrections to any board during the current round, otherwise requires input of TD Pin**)

BM2AutoBoardNumber - Automatic input of board number in the entry screen (true/false. **Not settable. Automatic unless movement requires board sharing. Can be overridden by North to input a different board number for current round.**)

BM2FirstBoardManually - Disable the automatic input of board number when no boards are entered yet in current round (true/false; true = override automatic input, false = automatic input). This setting has no use when BM2AutoBoardNumber is set to false. **Not relevant - see explanation of BM2FirstBoardManually above.**

BM2ValidateLeadCard - Validate the lead card using known hand record and declarer (true/false. **Supported**)

BM2ResultsOverview - **Not settable. Traveller shows unlimited number of lines. Does not show frequency list.**

BM2ShowPlayerNames Show the names of the players. **Not settable. Player Names are always shown at beginning of each round.**

BM2Ranking. **Supported.**

BM2GameSummary. Enable/disable the summary after end of session. **Supported (and can be enabled irrespective of the setting of BM2Ranking)**

BM2SummaryPoints. **Not supported**

BM2PairNumberEntry. Setting for entering pair number as part of the declarer (**Not supported**)

BM2ResetFunctionKey. **Not supported. Can reset table via director function on BridgePal (required PIN)**

BM2RecordBidding. Enable the recording of the bidding. **Not supported**

BM2RecordPlay - Enable the recording of the cards. **Not supported**

BM2ValidateRecording. Activate validation of the recording against the hand records. **Not supported**

BM2ShowHands. Allow the hand record to be shown during the recording process. **Not supported**

BM2NumberValidation. Use validation for member numbers. **Not supported**

BM2NumberEntryEachRound. Ask for entry of player numbers each round (true/false). **Supported - If set to "false", player numbers are recorded against the tables that the users occupied at Round 1 (irrespective of the round in which the numbers are entered or corrected). If set to "true" a separate record is created/maintained in PlayerNumbers for each round. This caters for the possibility that in certain types of events player substitutions may occur.**

BM2NumberEntryPreloadValues. If player numbers are entered each round, preload known player numbers (true/false). **Not settable (always false), i.e. player ids must be re-entered even if no players have been substituted. Note that if BM2NumberEntryEachRound is false, previously entered player ids WILL be preloaded if players elect to enter/correct player ids in a subsequent round.**

BM2NameSource - Setting for where to source for names. **Supported**

BM2TextBasedNumber. Specifies whether name lookups should be performed based on number comparison (false) or text comparison (true). **Not settable, always number based (i.e. leading zeroes are ignored when matching). Does not use the strID field in the PlayerNames table.**

BM2ViewHandRecord - Allow the players to view the hand record of the board they just played. **Supported**

BM2EnterHandRecord - Enable manual entry of the hand record of the boards played in a round. Entered hand records are stored in the HandRecord table. **Supported**

BM2EnterHandRecordWhen - Specifies when the hand records are entered. **Not settable. Hands can be entered either at end of board or end of round (if BM2EnterHandRecord is true)**

BM2RecordBidding, BM2RecordPlay, BM2ValidateRecording, BM2ShowHands - **Recorder use is not supported**

*BSOLPlayHand – true/false. **BridgePal specific function. Allows use of "Play It Again" on BridgePal for hands already played in current round, providing Bridge Solver app is installed on the BridgePal android device.**

New Fields in "Section" Table

EventType/ScoringType determine how the result is calculated by BridgePal Server for the traveller and ranking displays for BridgePal. If either if these is not set by the scoring program they can be set on the BridgePal Server's Settings display. If they are not set correctly it does not affect the contracts/scores that are submitted to the scoring program via ReceivedData. In other words the results presented by the scoring program will still be correct.

EventType - integer

- 1 = pairs
- 2 = teams
- 3 = swiss pairs
- 4 = swiss teams
- 5 = individual

HandRecordFilePath text 255 char

If not blank, this field contains the absolute path and filename of a .pbn file containing the records and makeable contracts for this section. The inclusion of makeable contract information is optional, but the BridgePal Server will not calculate them - it will, however, load then from the file if they are present.

Also the existing field ***ScoringType*** should be set to

- 1 = Pairs (matchpoints)
- 2 = Butler (IMP)
- 3 = cross-IMPs
- 4 = Team games (cross-imp scoring with only two results per board)
- ... as per Bridgemate spec

Using command line parameters at startup of BridgePal Server

The following command line parameters can be used at startup of BridgePal server:

/f:[path + database file name]

Opens the database specified between [].

The server starts minimised unless EventType and/or ScoringType are missing. It then comes up with a pop-up window, prompting the user to set these fields.

Closing down BridgePal server from scoring program

In order to perform an orderly shutdown of BridgePal server the scoring program needs to:

1. Kill BridgePal.exe
2. Execute BPSessClose.exe – this closes down the wireless session.

Both exe's reside in C:/BridgePal/ and are installed by BridgePalServices.

Alternatively the BridgePal server can be closed manually. This will close down the wireless session and no further action is necessary.

BridgePal Server and Lookup File Paths

The paths for BridgePal Server is C:\BridgePal\BridgePal.exe and for the National Database Lookup File is C:\BridgePal\xdb\BMPlayerDB.mdb.