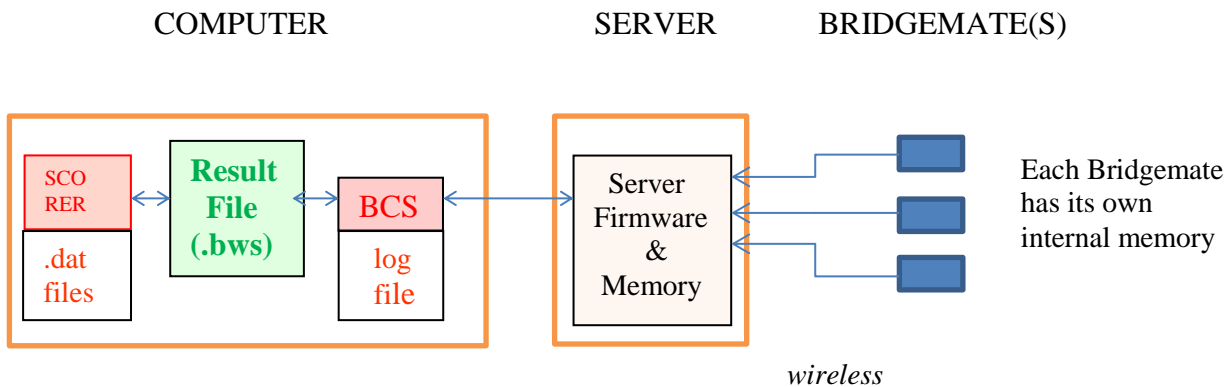# BRIDGEMATE II

Data Storage and Flow

(References within this document to Pairsscorer also apply to EBUScore).

Following problems in the system operation, it may be necessary to retrieve data which has been inadvertently 'lost' during the recovery procedures.

The system stores data in five separate locations.

1. Bridgemate Memory

As results are entered into the Bridgemates, they are also stored in the Bridgemate's internal memory. They are stored until the Bridgemate is re-started for a new session (i.e. the first result of the new session is accepted), at which time they are overwritten. The data remains stored in the internal memory of the Bridgemate, even if no batteries are installed.

Results and movement data is never sent to the Bridgemates. The Bridgemates are merely acting as a window onto the server, so scores shown on the Bridgemates are those held on the server, not those in the Bridgemate internal memory.

2. Server Memory

As results are entered into the Bridgemate they are sent to the server, and stored in the server's internal memory. It is essential that the server is connected to a power source (batteries and/or power adapter). If there is no power source, or in the event of power failure, all data will be lost.

3. BCS Result File

BCS continuously reads the new results from the server and processes these into its own .bws results file. This file is stored in the same folder as Pairsscorer. The BCS display is effectively the .bws results file.

4. BCS Log File

BCS also has a log file, containing all the relevant events. All received results are written to this log file. To view the log file, go to the 'Tool's – 'Show log file menu', or use Notepad to display the text file from 'Program Files (x86)' – 'Bridgemate Pro' – 'BMProLog' (alternatively it may be stored in users//Appdata/Local/Bridgemate control/Logs/Bmprolog.log).

5. Pairscorer

Pairsscorer initially sends the movement details to BCS, which creates the .bws results file. As play progresses, Pairsscorer retrieves the results from the .bws result file, and stores them in its own files (.dat) accessible from the 'Enter Scores' in Pairsscorer.

Pairsscorer data loss

In the event of data loss in Pairsscorer, check whether the results are still stored in the BCS result file. Launch BCS from Windows (icon), or 'Start Menu' - 'All Programs' – 'BridgematePro'. Once BCS has started, go to 'File' – 'Open', and select the result file for the session. If the results appear on the screen, they have been stored in the result file. The results can now be reprocessed from Pairsscorer using the 'Read All Results' button on the 'Bridge Unit Scorer' display.

Bridgemate Control Software data loss

If the BCS result file contains no results (see the above-mentioned step), it is possible to retrieve them from the server and to recreate the results file. Firstly check whether the results are still stored on the server. In BCS use 'Server' – 'Show All Scores'. All the results stored in the server will now be shown. If the correct results are shown, it is possible to read them manually using 'Server' – 'Show Tables'. Select all tables (hold down the left mouse button and the Shift key) and press 'Retrieve Scores'. The results of the selected tables are retrieved from the server and stored in the result file. This can now be read by Pairsscorer as above.

Server data loss

If neither the server, nor the result file, nor Pairsscorer contains any data, you may be able to retrieve the results from the Bridgemates. All results entered in the Bridgemate are stored in the internal memory of the Bridgemate, and can be re-sent to the server as follows:.

Results can be resent from both the TD-menu and the Setup menu (note that in either situation, the re-sent results are not stored in the server - they merely pass-through).

1.	Ensure the server is connected, and is loaded with the session data (tables, movements).

2.	When all data in the server was lost as well, restart the Bridgemate II scoring system from Pairsscorer in order to load the session data back onto the server.

3.	Bridgemates which are still in result entry mode can resend the results from the TD-menu. Access the TD-menu with the TDMENU function key and PIN code, and press RESEND function key.

4.	Bridgemates which show the main screen can resend the results from the setup menu. Press SETUP function key to access the setup menu, press INFO function key, followed by RESEND function key.

5.	The number of board results in the Bridgemate memory is displayed. Press OK to start the retransmission. Retransmission will only succeed when the server is activated and contains the session data.

6.	After retransmission, the board results can be posted in Pairsscorer using the normal procedures.