# BRIDGEMATE II

Scorer – Failure Situations (in conjunction with PAIRSSCORER/EBUSCORE)

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

The main thing in these situations is **don't panic**. As a last resort you can always revert to travellers for the remainder of the movement. Data prior to the problem can always be retrieved from various sources (see diagram below, and document – 'BRIDGEMATE II – Data Storage and Flow').

wireless
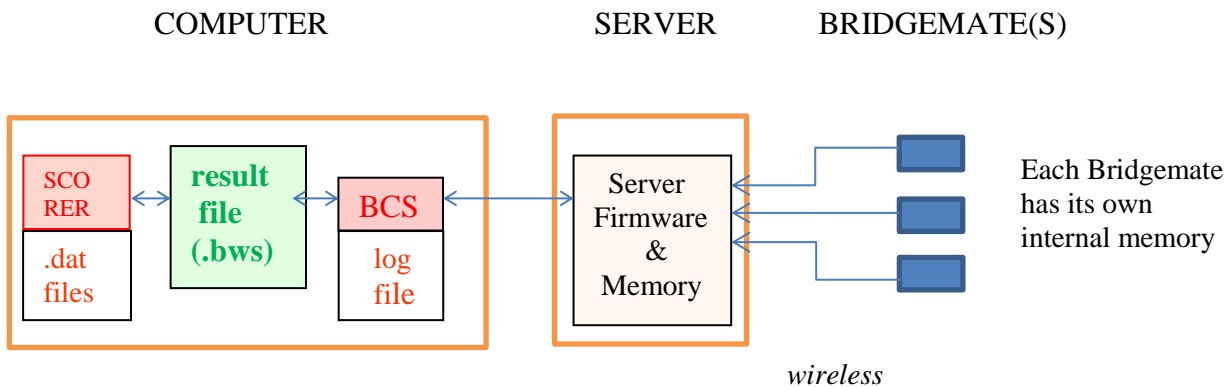
1. Component Descriptions

Most of the common recovery situations are detailed below, but users can recover from more unusual situations given an appreciation of what is actually happening to the data flow.

1.1 **Pairsscorer** – this generates the movement data, and collates the scores for results' calculation.
It transmits movement data to BCS, creating or amending the .bws results file (in 'Scoring Folder'/Databases), and it receives results data from BCS (via reference to the .bws). It also receives the player name codes from BCS and translates these into names.

Scores are never sent to BCS, so if an amendment is made to a result within Pairsscorer, this is not reflected on the .bws file.

It can indirectly reset the server, with two options: the .bws file can be retained or overwritten (see BCS below). Within Pairsscorer this process is initiated via the 'Restart' button.

It has a facility to update BCS, via the 'Update Movement From Round 'x'. Pairsscorer new movement data to BCS (no results are sent), which in turn sends to the server (from which the Bridgemates are then controlled). Rounds prior to 'x' will not be affected (i.e. .bws data will not be amended).
Take care if sending for the current round – the server will be set to the start of the current round, possibly requiring some results to be re-input. A report screen confirms the update – this can be closed.

1.2 **BCS** – this acts as the software controller between Pairsscorer and the server.
It functions primarily by reference to the .bws file. (BCS reads the file for movement data sent from Pairsscorer, and updates the file with results and player names code data from the server. For simple events, direct use of BCS is unnecessary, with the user controlling the event via Pairsscorer.

It is usually initially started via Pairsscorer, and should it fail, it should be re-started via Pairsscorer ('Restart' button).

Data within BCS (i.e. data on the .bws file, which is stored in the same folder as the scoring program) is retained until Pairsscorer resets it (e.g. automatically at the start of a new event). **Data is not lost should BCS close down** (accidently or deliberately).

When Pairsscorer resets the server, data on the .bws file can either be retained (necessary when merely amending the movement) – i.e. all movement and results data already entered is kept; or alternatively it can be overwritten (necessary when restarting the event) – i.e. all existing data is deleted from both BCS (the .bws file) and the server. If for whatever reason just the server data is deleted (normally accidently), then it will be necessary for BCS to send the existing .bws data down to the server……..

1.3   **Synchronise/Recover** – This is actioned directly through BCS ('Session'; Synchronise/Recover'; 'Recovery'). This procedure reads the results and the movement data from the .bws file in BCS (note – not those within Pairsscorer) and sends to the server to bring it in-line with BCS. The Bridgemates are then able to show the current situation as held on the server. (This process can synchronise the other way round – but not relevant for simple events)

 The detailed BCS procedure is:

- Click 'Recover Server'.
- Answer 'Yes' to '…are you sure you want to recover the server'.
- Answer 'Yes' to '…are you sure you want to reset the server'.
- Enter the security number as requested.
- Click 'Close' on the pop-up box

1.4   **Server** – This device controls the Bridgemates using internal firmware.
It is primarily powered by the computer, and is automatically turned-on when connected to the computer. It can also run on battery
It receives movement data from BCS and transmits results back to BCS.
If the server is turned off (computer power and battery), **all data in the server will be lost**.
The server can be reset via Pairsscorer (see above).
In controlling the Bridgemate operation, no raw data is sent to the Bridgemates.
When disconnecting from the computer, the server doesn't turn-off automatically, but continues to run on battery power. Press the push-button to permanently turn-off.
When powered through the computer, the battery status light is green, whereas when powered by battery, the status light is red.
(If running on battery power, the server will also automatically turn-off if no activity for a period of time (default 1 hour)).

1.5   **Bridgemates** – These devices (one per table), provide the players with a 'window' to the server. Results are input to the device, and then wirelessly transmitted to the server.
The results data is stored in each Bridgemate's internal memory until a new session is started (the **first result entered in the new session deletes all previous data**).
Bridgemates are primarily un-intelligent devices, merely displaying the relevant server data (the results in its internal memory are not displayed). Raw data is never sent down to the Bridgemates from the server.

2. **Change Of Movement**

If you need to alter the movement having activated the Bridgemates, then the actions you take depend upon the timing of the change, and to what extent the movement is changed.

2.1 If you need to **change in the first round** (e.g. late arrival creating a new table, or the movement is wrong), it's best to totally restart:

- Close BCS
- Return to the 'Select Movement' and re-define the movement (Pairsscorer will ask for confirmation - Press OK). Untick 'Retain Results'
- Go to 'Bridgemate Scoring'.
- Click on 'Restart' to activative the 'Create Database' button.
- Click on 'Create Database' – reply 'Yes' to overwrite the database.
- 'Launch BCS' , and confirm
- Ask pairs to re-enter names and any first round results already entered.

2.2 An alternative, if a **late pair** is filling-up a half table, or appending a table with **no change to existing boards or pair numbers** is:

- Return to the 'Select Movement' and re-define the movement. **Ensure 'Retain Results' is ticked** (if you do forget to retain the results, or the system doesn't accept the retention, you can later 'Read All Results') - Confirm.
- Select 'Bridgemate Scoring'.
- Use 'Update Movement' button from round 1 – Note: this does not send the existing results to BCS. The server will be reset to the start of round 1, so….
- Within BCS, click 'Session'; 'Synchronise/Recover' 'Recovery'. Follow on-screen instructions. This will send the results from BCS (not those from Pairsscorer which may be different if they've been manually adjusted) to the server, which will now be brought up-to-date with the correct in-round 1 situation.
- Note – the Bridgemate at the previous half-table will now allow the new pair to input their name codes.

Alternatively - if the new names, nor round 1 scores at the new table, are not required to be entered through the Bridgemates, proceed as above, but 'Update Movement' from Round 2, and then there is no need to Synchronise/Recover.

2.3 If an expected **pair doesn't turn-up**, or a pair leaves part-way through a round and any of their existing results are to be cancelled, and the movement is only minimally affected (e.g. leaving a half-table):

- 'Select Movement' and amend the movement (i.e. define a missing pair). **Ensure 'Retain Results' is ticked**.
- 'Update Movement' from the next round.
- On the relevant Bridgemates enter 'No Play' for any remaining boards in the current round (Enter '0' which will require TD approval if set in the BCS Options). This will give error messages in Pairsscorer for the current round – but these can be ignored.

2.4 If a **pair leaves** and their results to date are to be retained, this cannot be actioned through Pairsscorer (amending the movement would erase all their Pairsscorer results already entered). The scorer could enter 'no play' into the relevant Bridgemate units for the remainder of the session, but alternatively the pair can be deleted through BCS.

- In BCS select 'Session'.

- Select 'Edit Movement'.
- Enter '0' in place of the now absent pair for the remaining rounds, and then close this panel.
- Select 'Update Movement', and click on the confirmation.

2.5 If you need to change in the **latter stages** (the most likely situations are you forgot to define the movement with an arrow switch on the last round(s), or you wish to add an extra round), there are slight complications in that the pairs will possibly be re-numbered if NS and EW numbers are not unique, but these will be handled automatically.

- Return to the 'Select Movement' and re-define the movement. **Ensure 'Retain Results' is ticked**. (Pairsscorer will ask for confirmation. Press OK).
- Go to 'Bridgemate Scoring'.
- Use 'Update Movement' button from round 'next round'.

3. **Exit 'Bridgemate Scoring'** - but stay within the current event (e.g. going to 'Player Names').

Just re-enter Bridgemate scoring with no further action. Results will resume automatically (if they don't, click on 'Read All Results' – but this will override any results manually entered into Pairsscorer).

4. **Pairsscorer Stops/Program Exited/Event Exited**

If you exit the event that you are scoring, or exit Pairsscorer completely, BCS, the server (possibly on battery), and the Bridgemates, will continue to work, with results being stored by BCS in the .bws file.

- Re-start Pairsscorer.
- Retrieve the event being scored.
- Go to 'Bridgemate Scoring'.
- Click on 'Create Database' – 'Resume Existing Event'
- The results will re-start to come into the program (if for some reason they don't, click on 'Read All Results').

5. **BCS Goes Down**

This would normally occur if the operator inadvertently closes BCS.

- Click the 'Restart' button (this merely re-enables the 'Create Database' button).
- Enter 'Yes' to the confirm restart.
- Click on 'Create Database' – 'Resume Existing Event'
- Click on 'Launch BCS'.
- (If you inadvertently created the database and reset the server, this can still be recovered by):

  - On each Bridgemate; TDmenu, RESEND (having inadvertently cleared the .bws database, this will re-populate the BCS .bws database with all the results to-date). Note, it is the original result that is sent, so if any result has previously been amended within BCS this will not now be actioned.

  - Even though the scores are now in BCS, the server has been reset to the start of the event. So within BCS: 'Session'; 'Synchronise/Recover'; 'Recovery'; verification number (this will bring the server to the correct situation).

  - The Bridgemates will go back to the names entry (if set). This can be ignored, and they will then revert to the correct status prior to BCS failing.

6. **Total Computer Failure**

Assuming that the server has not been turned off (it has continued to run on battery), all existing results will have been retained in the server's memory.
In this situation you will need to revert to another machine. You will need to recreate a new (blank) .bws file and read the results from the server into it:

On the new machine:

- Start Pairsscorer
- Recreate the event, and the movement
- Start Bridgemate Scoring
- Create Database. **Ensure the 'Reset Server' is un-ticked**
- Launch BCS. **Ensure the 'Reset Server' is un-ticked** – confirm 'Yes'
- Within BCS, select 'Server' tab
- Select 'Show Tables'
- Select all the tables (select the top one, and with the 'shift' key depressed, select the bottom one)
- Click on 'Retrieve Scores' – all server results will be read by BCS and the .bws file will be re-populated (and hence Pairsscorer). (Note – this does not read the results from the Bridgemates internal memory) – Confirm.
- To re-send the names from BCS, within the 'Names' tab 'Read Numbers From BCS'

7. **Faulty Bridgemate**

- On the replacement Bridgemate, use the SETUP key to set to the table number of the faulty Bridgemate.
- (Warning message 'Table Started By Another Bridgemate').
- Press OK.
- Enter PIN.
- Press CONTIN button (fourth button)
- Confirmatory message.
- The old Bridgemate can now be removed (eventually it will also have to be re-numbered).

8. **Server Disconnected/Switched Off**

If the server is disconnected from the computer (USB lead detached), the server will continue to run on battery, but data will not be sent to BCS on the computer. The USB lead can be reconnected, and BCS will automatically retrieve any delayed data from the server.

A highly unlikely situation can occur, if for some reason the server has become unplugged and the batteries have run-down, or the server has been switched off. The Bridgemates will no longer operate, and data will need to be re-sent from BCS (.bws file) to the server.

To recover this situation:

- Re-connect/Turn On Server.
- Go to the BCS program.
- Click 'Session', 'Synchronize/Recover'.
- Click 'Recovery'.
- Follow the on-screen instructions