



This document contains specific information about Bridgemate II - the follow-up to the popular Bridgemate Pro. The general handling is the same, so you need to read the Magic Bridgemate documentation to understand the basics.

If you already own Bridgemate and consider buying Bridgemate II it is worth knowing that the two systems can be run parallel to each other. This means you can take small steps in upgrading the your Bridgemates as old machines are retired. Read the separate chapter below.

Some of the many improvements are the following:

- Larger display
- Shows player names every round
- Better overview of results from other tables
- Shows whereto the pairs move for the next round
- Use Bridgemate II and Pro simultaneously

General hints

When you enter results all the information is shown on the same display. This is what is shown:

- Board
- Contract
- Lead
- Result

The clever part is that you do not always have to press OK. If you have seen old Bridgemates you know that the OK button is worn down over time, so less OK presses is good.

Result entry is done the following way:

- The board number is shown automatically. Press OK or change to the correct board number.
- Enter contract and press N/S or E/W.
- Without pressing OK, enter the lead card. You will notice that the cursor automatically changes lines.
- Without pressing OK, enter the result. Also here the cursor automatically changes lines.

Just as before you can use OK between the steps, but as described above that is not necessary.

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Basic information

Here comes some useful information about Bridgemate II. You should of course read the official documentation that is included in the delivery to learn everything about Bridgemate II and the new server.

PIN codes

You do not need any TD key anymore. Instead special PIN codes are used to set section and table numbers as well as make score changes.

There are three PIN codes in the system:

- Set section and table number
- Change channels swiftly
- Use the TD menu

The two first PIN codes are 749 and 769 respectively. The first can be used for all settings (section, table number, channel, etc) while the latter is used to swiftly get access to specifically changing channels.

The last PIN code is used to access the TD menu when entering results in case you want to delete a result or enter a ruling. That PIN code can be entered either in Bridgemate Control or in the Bridgemate settings in Magic Contest. Read more about this in *New settings* below. The default setting is 0000.

Upgrade Bridgemate Control

At the time of writing (March 2012) the current Bridgemate Control version is 2.6.1. If you have an earlier version you must upgrade to the latest version to enable all new features.

Later in this document there is a chapter about player names in team events. This may require you to actually downgrade to version 2.5.1.

Upgrade firmware (Bridgemate)

As opposed to before no cable is required to upgrade the Bridgemate firmware. Instead, wireless upgrade is activated by your computer after which you press a few buttons on Bridgemate II to start the transfer to each machine.

First go to the Bridgemate website to download the firmware file you want to install:

- Go to www.bridgemate.com
- Select *Support*
- Select *Downloads Bridgemate II*
- Select *Firmware*

Here you can download the BM2 file you want to install. Save it on your computer.

Do the following in Bridgemate Control:

- Select *Tools-Bridgemate*
- Select *Upgrade Bridgemate II firmware*
- Click *Select firmware file* and select firmware file
- Click *Upload firmware*
- Finish by clicking *Transmit firmware*

Now the server continuously transmits the new version. Next step is to activate the reception of the new version.

Do the following in each Bridgemate:

- Press *OK* to start Bridgemate
- Press *SETUP* in the main screen. Enter the PIN code.
- Press *INFO*
- Press *UPDATE*

Follow the on-screen instructions. After a little while the Bridgemate is updated. You can update multiple Bridgemates simultaneously.

Upgrade firmware (Bridgemate server)

At the same place where you find the Bridgemate firmware you also find the latest Bridgemate server firmware. At the time of writing this is 1.3.107d.



New settings

You find the following settings through *Contest menu-Properties-Bridgemate* and the *Bridgemate Control* tab.

Reset Bridgemate after upload to server

When you use Bridgemate II there are certain situations when it can be useful to reset one or more Bridgemates.

If you want to do this manually you can use Bridgemate Control and the menu item *Server-Show tables* and there use the option *Reset Bridgemate*.

If you instead activate this option in Magic Contest the reset is automatic after all tables have been sent to the server.

Show round monitor (instead of detailed results)

In Bridgemate Control you can find the following five tabs:

- Results
- Round monitor
- Board monitor
- Result matrix
- Players

The first tab (*Results*), that is normally active, contains all results in plain writing. This means that if a player walks past the computer he could see results for boards he has not yet played.

By activating this Magic Contest option (*Show round monitor...*) the round monitor is instead shown every time Bridgemate Control is launched. There you can continuously see how many boards has been entered in every round. Just as in Magic Contest the tables are colour coded to indicate if the round is complete or not.

This option as activated by default in Magic Contest. If you prefer to see the real results in Bridgemate Control you must deactivate this option.

Run Bridgemate Pro concurrently with Bridgemate II

Later in this document you will find a description on how to use old Bridgemate Pro at the same time as new Bridgemate II.

More settings

When you open Bridgemate Control you should open the option *Tools-Options-Bridgemate*.

Ensure that the option *Use Bridgemate settings specified by:* is set to *Scoring program*. It is easier to administer the settings through Magic Contest.

Then, still in Bridgemate Control, select the *Bridgemate II* tab. Here you can find a number of settings that only concern Bridgemate II.

Since it is easier to administer the settings in Magic Contest you should instead in Magic Contest select *Contest menu-Bridgemate-Properties*. (If you want to save permanent settings you select *Contest menu-Options for all new contests-Pair contest-Bridgemate*.)

After that, select the *Bridgemate control (settings)* tab. If you scroll the page down a couple of pages you reach the Bridgemate II settings. If you look carefully you will find the same settings as in Bridgemate Control.

Apart from the options on the next page there are a few more options that are only theoretically interesting for a club. They are mainly interesting for major championships, so they are not described here.



Bridgemate II settings

Possible options (* = default)

Show

Player names		No	Yes, every round *	Yes, round 1 only
Name source	#1	.bws	BMPlayer.mdb	Magic Contest *
Create BMPlayerDB database		Every time *	Pause 1/2/3... times	
Automatic board numbers		No	Yes *	
Score recap	#2			
Remaining number of boards to play		No	Yes *	
Next seatings at the end of the round		No	Yes *	
Current standing	#3	No *	Yes, after every round	Yes, at the end ...
All boards at the end of the session		No	Yes, percentage *	Yes, matchpoints

Options for the tournament director

4-digit PIN code for TD menu access	#4	→		
Requestion confirmation for 'No play'		No	Yes *	
Enable RESET function key		No	Yes *	
Allow players to see the round's score recap		No	Yes *	
Show the results automatically		No *	Yes	
Allow players to change results		No *	Yes	

Hand record

Enter hands at the end of the round	No *	Yes
Show hands after entered result	No *	Yes

#1 The options to *Magic Contest* may seem a little cryptic. If you are interested you have to read the separate Bridgemate documentation. It is all about Bridgemate Control using external data sources to find the player names. Magic Contest only supports the *Magic Contest* option.

#2 Here you can find a few alternate ways of showing score recaps or frequency tables. They are all about whether one or two columns are shown, and how many results are shown on one display. Note that score tables are only shown when the normal Bridgemate setting *Show results from other tables* is activated.

#3 Worth mentioning is that it is actually the Bridgemate server that calculates the current standing and that this is not necessarily the same as the current standing in Magic Contest.

#4 Just as for normal Bridgemate settings the → symbol is used to indicate that this setting is controlled by Bridgemate control. The default setting for changing results is 0000. You are recommended to change this PIN code either in Bridgemate Control or in Magic Contest.

#5 You can let Magic Contest create a random PIN code for allowing the tournament director to make changes. If you enter PIN code=10000 a new PIN code will be generated every time you create a new Bridgemate database. The code will display on the screen after having been created.



Show player names

When this option is active the player names are shown on the display at the beginning of every round (or in the first round only; this is an option). It works like this:

- If you have prepared a starting list it is automatically saved in the Bridgemate database when it is created. After that the names are shown in every round.
- If you let the players enter their member numbers in Bridgemate they will most likely not see the names in the first round (see also next page; depends on if the name lookup feature is used or not), but probably starting from the second round depending on when you import the names. When you select *Contest menu-Bridgemate-Import names* the member numbers are imported, the numbers are converted into names, and the names are immediately exported back to the database.

At any point in time you can manually export the names to the Bridgemate database through *Contest menu-Bridgemate-Export names to Bridgemate II*. You have to do this in case you have made manual updates and want them to show in Bridgemate.

Special letters

At the time of writing (December 2010 and April 2012) names with "funny" letters (éïô) can not be shown but are exchanged with normal letters (eio).

The above applies when Magic Contest exports the names to the Bridgemate database. If you use one of Bridgemate's possibilities to look up names in the player database no letters will be used at all in the above cases. This applies until Magic Contest imports the member numbers and exports the names back to Bridgemate. This will again allow converted special letters to show just as above.

There are currently no specific plans to correct this. The problem is entirely a Bridgemate issue.

Individual event

As you may know you can use Bridgemate for individual events in spite of this not officially being supported by Bridgemate.

There are only marginal drawbacks such as only two *pair* numbers (North and South) are shown instead of four player numbers, and player names only showing in the first round.

Bridgemate II also has support for current standing and movement instructions for the next round. This is also something that does not work for individual events, so this is automatically disabled when creating the Bridgemate database.



Enter member number, show names, and name source

- Select *Contest menu-Bridgemate-Properties*
- Select the *Bridgemate Control settings* tab

Show

--- *Player names*

----- *Name source*

Since dawn of time you have been able to enter member numbers in Bridgemate and Bridgemate II. After that Magic Contest has imported the numbers, searched for them in the member file, and last, for Bridgemate II, exported the names back to the Bridgemate database so the players can see the correct names every round.

Now there is a feature where Bridgemate II does the name lookup and immediately shows them to the players for verification. In case of a mistake the players can press *CANCEL* and enter the member numbers again.

For the name search to work you need to activate a so called name source. There are two types:

- Bridgemate database
- BMPlayerDB database

Actually, the options are completely irrelevant to the normal user. Without too much detail you are recommended to use the second option (BMPlayerDB database). Read more about this in the Bridgemate documentation.

When you create the Bridgemate databas Magic Contest will, depending on the name source selection, export the entire member file to the right location so that Bridgemate Control can enable the name searches in the correct name source.

A word of warning:

If you use BMPlayerDB there is a new Bridgemate Control option that allows you to store files in different locatations. The BMPlayerDB database is one such file that is possible to move.

The warning is that this does not work in Magic Contest. Magic Contest assumes that the BMPlayerDB database is placed in the same folder as BMPro.exe. Options to change this are not available.

Extra information

Since a few versions back, there is an option where you can make the following happen:

- Magic Contest creates the Bridgemate database
- Magic Contest creates a separate Bridgemate player database
- The players enter their member ID in the Bridgemate
- The Bridgemate server and Bridgemate Control Software look up the member ID and sends back the player name
- The Bridgemate displays the player name

The player database that Magic Contest creates is normally created every time a Bridgemate database is created. With up to 40000 members this is not a problem as the delay is marginal.

However, with 150000 members the delay is around 15 seconds which can be tiresome if this happens every time a Bridgemate database is created. With a slow computer the delay can of course be noticed with less players than that.

There is a setting in *Contest menu-Properties-Bridgemate* and the *Bridgemate Control settings* tab that deals with this problem:

Create BMPlayerDB database

The options are to create the player database every time or pause up to 10 times between creating it.

This option is only available if you select the *BMPlayerDB* option in *Show-Player names-Name source*. If you create the player database inside the Bridgemate database you need to do it every time.

If you use the BM2 feature to look up names in a player database, this player database is only created if you simultaneously launch Bridgemate Control Software.



Player names in team events (never-ending story)

There have been many twists and turns concerning player names in team events. The only way to describe them is to do it chronologically.

Remember that later facts cancel earlier, so read all the way to the end.

Version 4.3 - 15 April 2011

In the list of changes for version 4.3 in April this year I proudly wrote the following:

If you score a team event the player names are always shown, regardless of the setting in the team window. What is shown is either player names (if you have made the line-up prior to creating the database) or team numbers and team names (if there is no line-up available).

Version 4.3.2 - 2 July 2011

This remains if no member numbers are entered. However, combined with entering member numbers, nothing is shown since name searches are never performed in team events.

It turned out that what Magic Contest did (enter member number but show something completely different) was an undocumented feature that no longer works in Bridgemate.

Tough negotiations are in progress to get this functionality back. However, I cannot say anything to when (or if) it really will come back.

If you absolutely need this feature you can install version 2.5.1 of Bridgemate Control and then downgrade the server and the Bridgemate II, but then you lose all the new features. Hopefully a solution is available within a few months.

Newsflash 10 - 14 September 2011

The story regarding Bridgemate II and team names instead of player names continues (see Version 9 to your left).

The permanent solution will be as follows:

Bridgemate II will not be able to show team names instead of player names. This is something that is no longer supported by Bridgemate, and the fact that it worked for a while is only because Magic Contest used non-documented features that happened to work for a while.

New Bridgemate II functionality will be developed that will solve this (and many other) problems. This will most likely take place in February 2012. A dedicated Magic Contest version will be published that will include all new Bridgemate II functionality.

The temporary solution is this:

If you downgrade your Bridgemate equipment you can again score team events in Magic Contest and show team names in Bridgemate II. If you select this solution you should use the following version numbers that can be downloaded from www.bridgemate.com:

Bridgemate Control Software:	2.5.1
Bridgemate II USB Server firmware:	1.3.101d
Bridgemate II firmware:	1.5.5

Version 4.5.1 - 27 March 2012

In this version name lookup in the player database works if that option has been activated in the team window.



Show results

There are numerous settings that control whether results are shown or not. You find all those through *Contest menu-Properties-Bridgemate* and the *Bridgemate Control settings* tab.

Below you can find an overview. In all cases I refer to the Bridgemate documentation on how the settings really work.

There are a number of settings that apply to both Bridgemate Pro and Bridgemate II. Those are the following:

Display results after verification by East-West
 --- *Show results from other tables*
 ----- *Show result from this table*
 ----- *Repeat results*
 ----- *Maximum number of results to show*
 --- *Show your own percentage*

The other settings are only for Bridgemate II. These are the first:

Options for the tournament director
 --- *Allow the players to see the round's score recap*
 ----- *Show the results automatically*

In the former case there is a button at the end of the round where the players can go back to see the round's results. In the latter case this happens automatically. There is also a setting (*Allow players to change results*) that gives the players the possibility to change results, but this is of course not recommended.

Then there are a couple of options for showing current standing that are described more in detail below:

Show
 --- *Current standing*
 ----- *All boards at the end of the session*

Show current standing

If you activate the Current standing setting you can see the pairs' current standing after every round or only after the last round.

It is worth mentioning that Bridgemate and not Magic Contest does the scoring, so possible deviations, incorrect scores for rulings, missing penalty points, etc, depend on that. The printed final result will always be produced by Magic Contest.

You can also activate the option to show all boards at the end of the contest. This is shown either as percentages or as matchpoints.

The settings are found here:

- Select *Contest menu-Bridgemate-Properties*
- Select the *Bridgemate Control settings* tab
- Select *Show-Current standing* or *Show-Current standing-All boards at the end of the session*



Hand record

Bridgemate II offers a number of options that concern hand records:

- The players can view the played hand after they have entered the result.
- The tournament director can view a hand through the Bridgemate TD meny.
- The players can enter played hands at the ent of the first round if they are not duplicated.
- Hand records can be imported from and exported to Bridgemate.

Export hand record

You can export the hand record to Bridgemate II. There are two ways to use this:

- The tournament director can through TD menu and option 7 inspect any hand of his choice. This means as a tournament director you no longer have to print the hand record. This is extra useful if you also allow the players to enter the hands at the end of the first round.
- Through a setting (see below) you can allow the players to view the hand after the result has been entered.

There are two ways to export the hand record to Bridgemate:

- Automatically
 - Import the hand record into Magic Contest
 - Create the Bridgemate database
 - Now the hand record is automatically exported
- Manually
 - Create the Bridgemate database
 - Import the hand record into Magic Contest
 - Select *Contest menu-Bridgemate-Export hand record*
 - Go to Bridgemate Control
 - Select *Session-Upload hand record*

The first option is of course recommended.

Show hands after entered result

Do like this if you want to show the hands after entered result:

- Select *Contest menu-Bridgemate-Properties*
- Select the *Bridgemate Control settings* tab
- Select *Hand record-Show hands after entered result*

This is not dependent on whether the players have entered the hands or if you have exported the hand record automatically or manually.

Enter hands at the end of the round

You can let the players enter the hands at the end of the round. In a regular pair event where all boards are in circulation every round every pair will only enter the first round's boards.

To enable hand record entry you must activate a Bridgemate setting found here:

- Select *Contest menu-Bridgemate-Properties*
- Select the *Bridgemate Control settings* tab
- Select *Hand record-Enter hands at the end of the round*

Import hand record

When all hands are entered you can import the hand record from Bridgemate into Magic Contest through the menu option *Contest menu-Bridgemate-Import hand record*.



Swiss with movement instructions

If you play Swiss Pairs it is especially interesting to show the next seating at the end of the round (see *New settings* above). Then the players can immediately go to the next table without having to find the seating on the published printout.

Next seating in Bridgemate works almost as good if you use 95% Swiss (see separate Swiss documentation):

Assume you create the new round five minutes before the end of the round. At that point the pairs that have not finished will be able to see the next seating at the end of the round. Other pairs have time to locate the published seatings for the next round.

Run Bridgemate Pro concurrently with Bridgemate II

If you in Magic Contest select *Contest menu-Bridgemate-Properties* and then the *Bridgemate Control* tab you will find the following option:

- *Run Bridgemate Pro concurrently with Bridgemate II*

What happens when you check that options is the following:

- Start the contest as usual. Create the database.
- First Bridgemate Control is started. Connection is established with the Bridgemate II server. All tables are uploaded to the server.
- Then another Bridgemate Control is started. This time the connection is established with the Bridgemate Pro server. Again, all tables are uploaded to the server.

Now you can mix your machines and channels.

Some Bridgemates can be controlled by one server and some by the other. There are no special settings where you specify what Bridgemate belongs to what server, and you do not have to bother with both systems having the same channel.

Regardless of which, all results end up in the same database and Magic Contest will import them without problems.