

## *ACBLscore Cautions*

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### **Creating a game with the same name**

There are two conditions to watch for:

1. A game (that was enabled for wireless scoring) has been "kill"ed – perhaps because one-or-more section(s) weren't configured correctly – and a new game was created with the same file name.
  - a. When the new game is created, ACBLscore just writes the "new" game information into the already existing results (.bws) file. Sections that aren't in the new game will still be in the results file and will be activated when BCS is started. Also, if the new configuration of a Section has fewer tables, the original larger movement will be activated in the Bridgemates.
  - b. DO NOT use the F11 → Kill [nor Section → Delete section (K) ]
  - c. If it is felt necessary to create a new game file – using the same name:
    - Exit the ACBLscore game screen,
    - Go to the "Game file name" screen (as if setting up a new game),
    - Press F3 to view the available game files with newest on top,
    - Highlight the current game and press "D" to delete the game [This will also delete the results (.bws) file].
  - d. Once the ACBLscore game file and the results (.bws) file have been deleted – per c. above, a new game may be set up using a previous file name.
2. A new game is created - but there was a previous game (in the game file location "path" - with the same name. This is usually associated with tournament play where file names are "day/section(s)", i.e., 25ABC.ACA for an afternoon game on the 25th with Sections A, B and C. A new 25ABC.ACA file might be created (on the 25th - perhaps several weeks later).

Even though the original 25ABC.ACA game file is no longer in the active GAMEFILE folder, the original .bws file is probably there. As the new game is created, the new section movement will be written into the existing .bws file.

When BCS is started, it may look correct - if all the sections are larger than the original game – or there will be more tables in one-or-more sections that are now smaller than the original game. Also, when scores are posted into ACBLscore, they will be from the original game – not from the results entered by players in the current game.

### **Renaming a game file**

After a game has been created with "Remote scoring" enabled, **DO NOT** re-name the game! If the file is renamed:

- **before** BCS has been started: ACBLscore will create a "blank" results (.bws) file. When BCS is started, there will be no game data to load into the server. All of the Bridgemates will display "SYSTEM NOT ACTIVATED."
- **after** BCS has been started [F11 → BMS] and Bridgemates are working properly: ACBLscore will be unable to retrieve names and/or post scores. BCS will be writing the results into the results (.bws) file with the original name, and ACBLscore will be trying to retrieve information from a non-existent results file with the new game-file name.

The "solution" is to rename the ACBLscore game file back to its original name.

### **Editing a previous game**

After a game has been created and before starting the wireless-scoring system with the F11 → BMS command, **do not** go to a different game to make any changes. With some frequency, after making a change in a previous game and returning to the pending game (using Ctrl ← or →, when the BMS command is executed, ACBLscore will designate the wrong results file for use.

For example: The evening game has been created – but BCS has not been started. In ACBLscore, the afternoon game is opened and a change made (such as a score or name correction). After making the correction, Ctl → is used to go back to the evening game. Then, when F11 → BMS is used, the command line issued by ACBLscore will designate the

afternoon's game file. Thus, the evening game is being shown in ACBLscore and the afternoon game will have been opened for wireless scoring. In other words, BCS and ACBLscore are not working with the same results file!

**Note:** BCS (v2.5.1 & later) displays a note indicating there is data already in the .bws file and "are you sure you want to open this game?" This should be your alert that something is wrong!

## Using EDMOV during a game

If EDMOV is used during a game, be sure to **post all available scores** before making the EDMOV changes.


**Special Note:** Any subsequent movement change **WILL** erase the EDMOV action.

## Restarting BCS when a game is in progress

If it is necessary to restart the wireless scoring system, **BE SURE** to use the f11 → **BMR** command. This starts BCS and leaves the server data unchanged/

**Note:** If you use F11 → BMS to "restart" BCS, version 2.5.1 & later will display a note "The results file contains data – are you sure you want to reset the server?" This should alert the operator that (s)he has used BMS with a game file that already has data – ALERT something is wrong!

## ACBLscore reports "Remote is already active" or "Bridgmate Control is already running"

Click on the BCS icon  at the bottom of the PC screen and then close BCS. Sometimes Windows® will report that BCS is running but the BCS icon is not visible. If this is the case, use Windows® Task Manager to "find and close" BCS.

- Press CTRL-ALT-DEL (and - if there is a second screen - select Start Task Manager )
- Click on the "Applications" tab.
- Highlight Bridgmate® Control Software and click on End Task.
- If Bridgmate Control Software is not shown on the "Applications" tab, click on the "Processes" tab.
- If you see "BMPPro.exe" in the Image Name column, click on it and click the End Process button.
- As a "last resort," close all programs and reboot the PC.

## Incorrect scores posted into ACBLscore.

This condition occurs when there is a ½ table, but the movement was set up for full tables – and, results are posted (into ACBLscore) before the movement has been changed back to the ½ table. This happens when a movement has been set up as full tables – in order for the sit-out pair names to be displayed on the Bridgemates – and it was changed back to the ½ table before posting results.

When there is a sit-out pair and the game is set up a full tables (so the sit-out pair names will display on the Bridgemates), the movement must be changed back to the ½ table **BEFORE** any results are posted into ACBLscore.

The correct scores can be recovered – in one of two ways. It is not necessary to start the Bridgmate software.

1. Go in to the ACBLscore game file and erase all of the results for all boards.
  - a. The easiest is probably to use F11 → Round "x" and start with Round 1.
  - b. Go to the first board at the first table key "x" → Enter. This erases the score and moves to the next result.
  - c. Continue this on each board until all scores have been erased – for the round.
2. Repeat step 1 for each round – until all results have been erased.
3. Be sure the movement is set for the final ½ tables – as actually played.
  - a. If necessary use F11 → BME to 're-enable' the game for the Bridgmate commands.
  - b. Now use F11 → BMP (or Ctrl-P) to post results in the normal manner.
  - c. Note: Use F11 → BMP (or Ctrl-P) – again – to post the last round.

The alternate procedure is:

- When going to a game, use F3 → select the game file and then "R" to rename the file to something else. **DO NOT** delete the game file as this will also delete the results (.bws) file which has all of the correct game data.
- Create a new game file with the original game file name and the final, actual ½ table movement – as played.
- Use F11 → BMN to bring in the player names – do this for each section in play.
- Use F11 → BMP (or Ctrl-P) to post scores. This will bring in all rounds – except the last round.
- Use F11 → BMP (or Ctrl-P) – again – to post the last round.

The game will now be recovered with correct scores.