

BMTTest

The BMTTest program is a utility program to emulate Bridgemate scoring by inputting player numbers and random bridge scores into the result (.bws) file shared by SwissTeamwScorer or TeamsScorer and Bridgemate Control Software (BCS) at the user's request.

Install BMTTestInstall 2-1-2.exe

This creates a C:\BMTTest folder with these files.

Name	Type	Size
BMTTest.exe	Application	28 KB
BMTTestNumbers.csv	Microsoft Excel Comma Separated Values File	384 KB
unins000.dat	DAT File	2 KB
unins000.exe	Application	699 KB

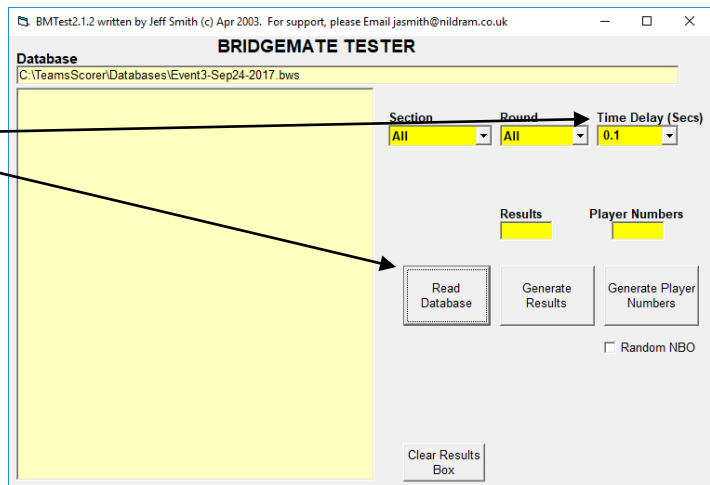
During installation, there will be an option to Create a desktop icon

The BMTTestNumbers.csv file is populated with 50,000+ EBU player numbers. To create your own player-number file, see the "Create .csv Player Number File for BMTTest" on the www.bridgemate.us website.

To use the BMTTest program, open the software:

Select the current result (.bws) file in use.

- Select "Time Delay (Secs)" to be 0.1
- Click on Read Results
- Go to the C:\TeamsScorer\Databases, or C:\SwissTeamScorer\Databases folder. The Result (.bws) file will be shown in the Database box.



Player Numbers (for both TS and STS)

To emulate players entering their player numbers at their home tables, click on Generate Player Numbers. You may wish to check the

Random NBO box.

The Player Numbers box will confirm the number of player numbers that were written into the .bws file.

Results – Use the "Generate Results" button

- TeamsScorer
 1. Since the entire game movement is created (as in Pairs games) the "Generate Results" button will write results for all of the boards at all of the tables.
 2. Optionally, the "Round" box may be selected to instruct BMTTest to write results for only a specific round.
- SwissTeamsScorer
 1. Initially the 1st "Read Results" will show – and the "Generate Results" button will write results for Round 1 into the Result (.bws) file.
 2. In STS – after the Round 2 assignments have been – use the button to update BCS.
 3. Return to BMTTest
 - Use the button to condition BMTTest to generate results for the next round
 - Go to the "Round" cell → click on the drop-down arrow → select the next round
 - Click on "Generate Results" to write results for this next round into the Result (.bws) file.
 4. Repeat steps 2 and 3 until the game is completed.