

## Combining multiple ACBLScore Game Files and Result (.bws) Files – after games on all PC's are completed.

There are times when more-than-one computer will be used – running different Sections (or even the same section(s) – and you want to combine everything into a single ACBLScore game file with a single Result (.bws) file. The following procedures describe how this can be done.

### Remote (additional) PC

1. Set up the Section(s) to be controlled by the “remote PC.” Typically, you will use the same game configuration information as the main PC – **but with different Section letters.**
2. Run the game normally using F11 → **BMS** to start.
3. At the end of the game:
  - Use F11 → Back to copy ACBLScore game file and the Result (.bws) file to a flash drive.
  - Be sure the two **green** lights are on the USB Server. Battery backup of the data is paramount!
  - Take the Server – now with a **red** and a **green** light - and the flash drive to the Main PC.
4. If there were more-than-1 “Remote PC” – repeat steps 1, 2 and 3 for each additional PC – saving the ACBLScore game file and Result (.bws) files on different flash drives or in different, unique folders.

### Main PC

- A. Set up the game normally – minimally including the Sections to be controlled by this “Main PC.” If it is a tournament, the applicable tournament information should be entered.
- B. Run the game normally using F11 → **BMS** to start things.
- C. After the game is finished, F11 → Back is suggested – to save the Main PC's game file and .bws file in a separate location, in case there are any difficulties with the following. CAUTION: Do not use the flash drive with a Remote PC's game data to save the Main PC's files.
- D. **Use F8 to view the final results.** This is needed in order to active the IMP command needed for the next steps.
- E. Use F11 → IMP to import the Remote (additional) PC's ACBLScore game file – names and results. The file will probably be on a flash drive.  
Repeat this step to “Import” the game data from each additional Remote PC that was used.
- F. With BCS still running - after importing the Remote PC's game(s), use F11 → BME to “Enable” each added Section(s). This writes each Section's configuration into the Main PC's Result (.bws) file.
- G. Disconnect the Main PC Server and connect the Remote PC's server to the Main PC.
- H. In BCS confirm that the Remote PC's server is being shown as “connected.”
- I. In BCS → Server → Show tables → Highlight all of the tables (Ctl-A or hold left mouse button down and roll over all of the tables) → Retrieve scores → Click YES to confirm that you want to retrieve the results. This writes the Remote PC's results (contract-declarer-tricks taken) into the Main PC's .bws file.
- J. If there are multiple servers from more-than-one Remote PC, connect another Remote PC's server to the Main PC and then steps F, G and H.
- K. The combined results (from all PC's used for the game) are now in the “original” Result (.bws) file.
- L. Close BCS. The original ACBLScore game file already has all of the results – from F11 → IMP.

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Alternate Procedure. Substitute the following – starting with step F.

- f) If the Bridgmate Control Software (BCS) is closed, use F11 → **BMR** to restart BCS (with the Main PC's original server attached to the PC); this leaves the original Main-PC game data in the server.
- g) Go to BCS. The original game data will be visible along with the Section(s) that were added..
  - File → Close [This “disconnects BCS from the original Main-PC result (.bws) file.]
  - File → Open → Navigate to the flash drive (or unique separate folder on the Main PC). Select the result (.bws) file from the Remote PC → Click OPEN.
  - The results of the Section(s) played on the Remote (additional) PC will be displayed.
  - Session → Synchronize / recover → Recover server: Accept both warning messages → enter the Verification code → OK. This loads the Remote PC's game data into the Server replacing the Main's results that were in the server.
  - File → Close [This disconnects BCS from the Remote PC's game data.]
- h) File → Open → Navigate to the original Main PC's .bws file → Click OPEN. The game data from the Main PC will now be visible in BCS.
- i) Server → Show tables → Highlight all of the tables (Ctl-A or hold left mouse button down and roll over all of the tables) → Retrieve scores → Click YES to confirm that you want to retrieve the results.  
This writes the results from the Remote PC's game into the original Result (.bws) file.
- j) If there was more-than-one Remote (additional) PC used, repeat g), to i) to retrieve the results from any additional PC's Result(.bws) file and load those results into the Main PC's .bws file.
- k) The combined results (from all PC's used for this game) are now in the “original” Result (.bws) file.
- l) Close BCS. The original ACBLScore game file already is already complete.