

# Bridgmate Scoring System – Names Display at Table

- Large “Local” database

If the local Club database is too large to load the player-name file each time a game is started by the BMS command, the “Load Tournament Database” procedure may be used instead. This creates a special Microsoft® Access® database file – BMPlayerDB.mdb. This is a “static” file which needs to be updated whenever the “Local” ACBLscore database is changed; such as when new player(s) are added and/or when player Master Points are updated from ACBL.

## File locations

### • New Installations:

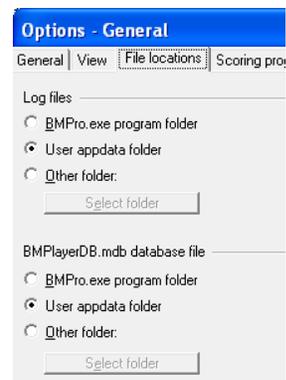
When BCS v3.1.2 (or later) is installed, the BMPlayerDB.mdb “seed” file is placed the User’s normally-hidden «Username»\AppData\Local\Bridgmate Control folder. If there is already a BMPlayerDB.mdb file in that folder, BCS will not overwrite it. Since there is normally no need to view this file, the location works well for single-User PC’s.

### • Upgrade from previous BCS version:

The User’s previous “Other folder” setting is retained when BCS is upgraded. Thus, it is probably easiest to keep the “old” setting and not change to “User AppData folder.” It should be noted that BCS will still place a BMPlayerDB.mdb “seed” file in the normally-hidden «Username»\AppData\Local\Bridgmate Control folder.

### • PC’s with multiple BCS Users.

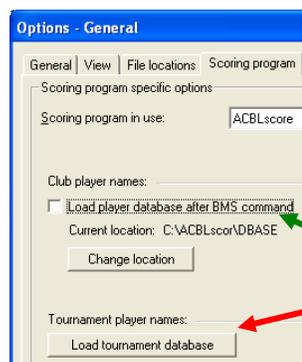
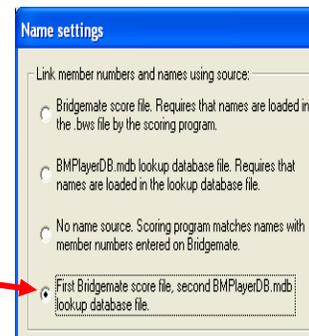
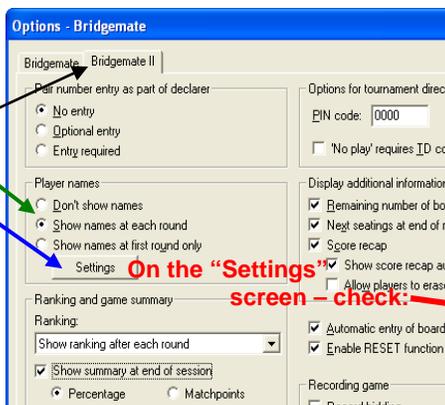
**Note:** Each Windows® User has his/her own, unique BCS options; there is no one, “common” set of BCS options. The most practical approach is to use “Other folder → Select folder” → specify C:\ACBLSCOR\Player”. Thus, every User uses the same lookup database. For new installations, it will be necessary to first copy the BMPlayerDB.mdb “seed” file into C:\ACBLSCOR\Player folder – from the Flash Drive’s “Added User TD Database” folder.



When the local database is very large, (typically 10,000+ names) and ACBLscore is in “Club” mode:

1. BCS: Tools → Options → Bridgmate → Bridgmate II tab

Enables player names display  
Click on Settings for options:



2. BCS: Tools → Options → General → Scoring Program

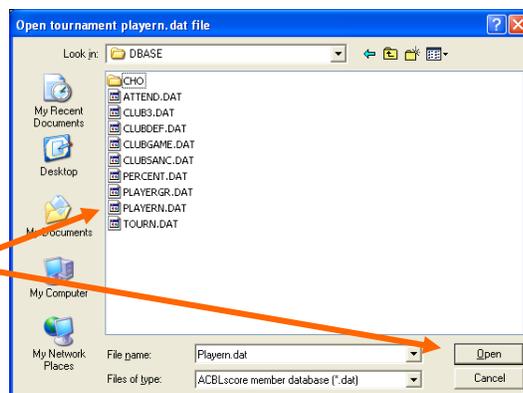
Use the “Tournament player names” feature:

Uncheck “Load player database after BMS command”  
Click on “Load tournament database”

3. On the “Open tournament playern.dat file” screen – be sure the “Look in” window shows DBASE. There should be a playern.dat file name displayed in the “File name” box.

Select (highlight) the **playern.dat** file and click on “Open.”

The conversion program takes several minutes to update the special, “searchable” Access® database BMPlayerDB.mdb file.



The “searchable” database file enables Bridgmate Control Software to quickly find player numbers/names.

The **LOAD TOURNAMENT DATABASE** procedure should be used to create the special, player file initially and whenever the local database is updated (i.e., new player added; monthly update from ACBL; etc.).