

# Electric Power / Software during a Game

## Server:

- **Power:** There are 4 AA batteries provided with each server. The batteries **must be in** the server to protect against any loss of data. The USB server receives its' power from the PC's USB port, whereas the power adapter provides normal power for a serial server. When there is a power failure, the server runs on battery power.
- **Batteries:** Four AA batteries are to be placed in each server that is being used during a session/game. This may be confirmed as follows: i) USB Server – when connected to a PC that is running, the "Battery status" LED should be **green**; ii) Serial Server – when **not** connected to the PC, with the batteries in place and the "battery switch" turned on, verify that the LED on the top of the server is **red**. The USB server's **green** LED confirms there is adequate battery power; the serial server **red** LED only confirms that the batteries have been inserted correctly.
- **Server not in use:** Whenever a USB server is not being used, it should be disconnected from the PC and the black "off" switch should be held down for 3 to 4 seconds to stop battery use. When a serial server is not being used, the battery switch should be turned OFF – or, one of the batteries should be removed to prevent draining power from the batteries.

## Computer Power Loss (or inadvertent shutdown of ACBLscore and/or Bridgemate Control Software):

- **Bridgemate Control Software (BCS):** When the computer loses power – or BCS is purposely shut down during a game – board results continue to be recorded in the server's volatile memory – either because the server power adapter still has power or the server batteries are being used. The session may continue without interruption.
- **Restarting BCS:** The Bridgemate program may be restarted from ACBLscore – BUT, it **must be with** the F11→**BMR** (Bridgemate Restart) command. The BMR command, restarts BCS but does not reset (i.e., erase) the server's memory. The Bridgemate program will immediately start polling the server and write board data into the results file. No scores will be lost.
- **ACBLscore:** ACBLscore (Windows) may be closed without affecting Bridgemate operation. At tournaments, for example, the Windows program may be closed and the DOS version opened for activities that may be more comfortable being handled in DOS. Also, it will be stopped if there is a power outage requiring a computer restart.
- **Restarting ACBLscore (Windows):**
  - **BCS not running:** When both ACBLscore and BCS have been stopped – either on purpose or because of a power outage – BCS must be restarted **without resetting the server** using the F11→BMR command.
  - **BCS is running:** When the scoring program is restarted (and BCS has remained operational), normal posting of member names (F11 → BMN) and scores (Ctrl-P) may be resumed when the game screen appears.

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## Power Outage / Computer "Freezes" = Recovery Summary

1. Restart computer.
2. Restart ACBLscore (Windows) and open the session/game that was in progress.
3. Restart BCS using F11 → BMR
4. Open BCS and confirm the server is **Connected**.
5. Check the BCS "Round Monitor" to confirm that the received results reflect the actual status at the tables.
6. Check to see that results recorded during the outage/freeze are now posting (Ctrl-P) into ACBLscore.

**Note:** Batteries must always be in the server – and verified to have adequate power – during every session/game.

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## Complete Computer Failure during a Game

Play may continue with results being entered into Bridgemates; the server remains active with batteries (or the serial server's power adapter). **MAINTAIN POWER TO THE SERVER!**

- If the failed computer is sufficiently operational to copy files onto a memory stick or floppy disk:
  1. Disconnect the server from the "failed" computer.
  2. Copy the game file and .bws file from C:\ACBLSCOR\GAMEFILE folder.
  3. "Paste" the game and .bws files into the replacement computer's ACBLSCOR\GAMEFILE folder.
  4. Connect the server to the new PC.
  5. Open ACBLscore to the transferred game file and start BCS using **BMR**.
  6. Normal operation resumes; scores recorded during the transfer will be automatically read from the server.
- If unable copy game and .bws files from the failed computer:
  1. Create the same game on the new computer – selecting "Use remote server for score entry."
  2. **DO NOT** connect the server to the new computer – but start BCS using ACBLscore's **BMR** command.
  3. In BCS go to: Tools → Database → Database editor. Open the "Tables" table and change the "UpdateFromRound" value to "0" for each table.
  4. Exit the Database editor, and connect the server to the PC.
  5. Results "queued" since the failure will be written into the results (.bws) file automatically.
  6. To read scores previously written into the old .bws file: Server → Show Tables → select all the tables (Ctrl-A) → click on "Retrieve scores."
  7. Member numbers will not be recovered; names will need to be entered into ACBLscore manually.