

Bridgemate Control Software – Revision History

Note: Firmware detail is at the end of this file.

Version 3.7.6 Date: 11-18-2018

- New:
- Bridgemate II firmware 3.1.1 supported.
 - Extended team features for games allowing Team scoring across sections and EW pairs returning to their home table.
 - Team players can enter their numbers on a home table and review the names before starting round 1.

Bugs fixed:

- Messages were not sent to the Bridgemate pagers – when specific sections were selected for pager notification – and the section letter has a trailing space in the Result (.bws) file – i.e., ACBLscore.
- Group numbers higher than 63 were not accepted.
- Hand records were not uploaded to all calculation groups when multiple calculation groups belong to the same section.
- Occasionally board 0 and pair 0 were uploaded to the Bridgemate app.
- Double dummy analysis was performed multiple times when the same hand records were used in multiple sections.

Version 3.6.10 Date: 3-8-2018

- New:
- Due to various incompatibilities of scoring programs (other than ACBLscore), a new version of BCS was released to prevent error messages that block the program from running properly. PC's that have already been updated to BCS 3.6.9 need not change to 3.6.10.

Version 3.6.9 Date: 2-22-2018

- New:
- Bridgemate II firmware 3.0 supported
 - Bridgemate paging system added
 - Average cross-imp and total cross-imp score method added
 - Improved upload to Bridgemate App – to prevent upload failures
 - Bridgemate II settings (only) can be stored in configuration files and easily reloaded or distributed
 - Setting “EW moves before play in Round 1” added (for ACBLscore only)
 - Support for teams scoring using Bridgemate II firmware version 3.0
 - Imported hand-record analysis upgraded to a much faster version.

Bugs fixed:

- Minimizing window to the minimum size possible resulted in error 360
- BCS could crash on older Windows computer when validating a suspicious result
- BCS could crash on Windows XP computers when validating a suspicious result
- Exporting hand records to .dup/.pbn caused an error
- Rankings of sessions with multiple scoring methods were not correctly uploaded to the Bridgemate App
- Score method in Bridgemate was not updated when a new section was added
- Error while editing a score in the Result Matrix while the score is not in filtered result list.
- Default game name containing apostrophe gave an error when starting a new game.
- An error occurred when the option “Intermediate transmission of contract” was enabled.

Version 3.4.4 Date: 6-30-2017

- New:
- Improved USB data error correction should reduce the possibility of the USB Server being “Not connected.”
 - Existing makeable contract information can be overwritten after a reanalysis of the hand records.
 - Filter (on Results screen) to display only suspicious contracts.
 - Marking a suspicious contract as valid automatically marks identical contracts on the same board as valid.
 - A suspicious contract marked as valid is excluded from subsequent suspicious-contract analysis.
 - Import hand records in .bri and .dge file formats.

Bugs fixed:

- “Group sections” (if checked with Bridgemate control active) was also active when Scoring program selected to control the basic Bridgemate options.

Version 3.3.2 Date: 5-29-17

- New:
- Incoming TD-calls from Bridgemate II are displayed *
 - TD-call option added to Bridgemate II settings window *
 - Score-overview option to “Repeat results” also functional for Bridgemates II *
 - Makeable contract information is uploaded to Bridgemate II *
 - Suspicious contracts are uploaded to Bridgemate app for display on the app of TD/managers **
 - TD-calls are uploaded to the Bridgemate app for display on the app of TD/managers **
 - Live ranking and Bridgemate app support IMP and cross-IMP scores and rankings

* These new features require Bridgemate II firmware version 2.3.1 or later.

** Requires Bridgemate app version 1.2 or higher.

Changes:

- Value of setting for uploading hand records to Bridgemate II in the import hand records window is maintained.
- Communication with Bridgemate app server through alternative server port.

Bugs fixed:

- Occasionally a wrong score record was updated when a score was manually edited.
- Live ranking was not calculated properly when pairs played in opposite direction.
- Session names with apostrophes were not accepted in Bridgemate app upload.
- List of tables was not visible in tournament (network) mode.

Version 3.2.23 Date: 11-10-2016

- New:
- Suspicious contracts are highlighted in the Results and Result Matrix pages.
 - When hand records have been manually entered – or pre-dealt hands have been imported into BCS, hand record and makeable contract analysis is shown on the Edit-score screen.

Changes:

- Improved the “failed” notice in case a game has already been uploaded to the Bridgemate App.

Bugs fixed:

- Names were not uploaded to Bridgemate App if round 1 did not exist at a table.
- Updating Bridgemate settings (from scoring program) cancelled the ‘waiting for next round assignment’ mode (used in team games).
- Names are preserved when numbers are entered on the Bridgemate – but name lookup is not being used.
- Scores with comments in the comment field were excluded from final ranking calculation.
- Adjusted scores were not calculated correctly in the final ranking calculation.

Version 3.2.17 Date: 7-19-2016

- New:
- Time-out added to Bridgemate App settings. Default time-out increased to 120 seconds.

Changes:

- Makeable contract analysis is only done once for boards that are identical across sections.

Bugs fixed:

- Ranking upload to Bridgemate App could be stopped if member numbers were manually edited in BCS.
- Blank member numbers entered on Bridgemates Pro resulted in read errors.
- Incorrect movement type was used for a section in case the movement contained only 1 round.

Bridgemate App Options: See “App Configuration” on the App server’s Club Account page.

- Hide percentages in the ranking while the game is still ongoing.
- Display results only after player has completed the round, or
- Display results only after all players have completed the round.
- Events that have been deleted can be uploaded again.

Version 3.2.6 Date: 4-22-2016

- New:
- Option to restore re-sent backup scores automatically back into the Bridgemate II USB Server.
 - Bridgemate II option to enter member numbers each round (mainly used for team games – requires Bridgemate II 2.2.2+firmware)

- Bridgemate II option to verify lead card against hand record (requires Bridgemate II 2.2.2+ firmware).
- Bridgemate app: Connection test button added to Bridgemate app settings window.

Changes:

- Server “**Not connected**” is shown in **red**.
- Bridgemate app: Default game name is stored.
- Bridgemate app: Improved data upload to app server.
- Makeable contract analysis is imported from .PBN file when available.

Bugs fixed:

- PBN or DUP files could not be imported when file extension was not in lower case, e.g., upper case.
- Live ranking / Bridgemate app did not calculate result properly when boards were marked as “Not played.”
- “Validate lead card” and “Member number entry each round” settings in score file were not recognized by Bridgemate options window.
- New rounds were not uploaded to Bridgemate app.
- Recording of Bidding/play resulted in a ‘subscript out of range’ error when reading this data from the server.
- Query syntax error (error 3075) appeared when uploading results of combined sections in multiple groups to the Bridgemate app.

Version 3.1.2 Date: 7-1-2015

- New:
- Support for Windows 10. (Previous BCS versions will not work correctly on Windows 10)
 - Integration of Bridgemate app – for smart phones – expected to be released in a few months.
 - Import of hand records in .PBN format and Big Deal .CSV format.
 - Results screen: menu-option added to “delete score (+ erase original record).”
 - High-card points are included in the hand-record reports.
 - Default location of log files changed to C:\Users\<Windows_user>\AppData\Local\Bridgemate Control\Logs
 - Default location of BMplayerDB.mdb changed to C:\Users\<Windows_user>\AppData\Local\Bridgemate Control
 - In case the game has a sitout and the number of the sitout pair is not included in the movement data, BCS will add this number (applies to ACBLscore only).

Changes:

- Printing Hand Record Analysis – makeable contracts section enlarged.

Bugs fixed:

- Board 0 record was exported to .pbn or .dup file when there was a sitout in the game.
- Live ranking did not show double/triple section letters.
- Live ranking did not show names when the internal group number was not starting from 1.

Version 2.8.29 Date: 12-23-2013

- New:
- Round monitor uses yellow color (instead of **red**) when only one board remains to be played in the round.
 - Automatic double-dummy analysis (makeable contracts) added for hand records. This may be for hand records entered on the Bridgemates at the table as well as for hands imported from a .dup file.
 - Added printing of hand records - including makeable contracts.
 - Language of report viewer changed to English. Due to restrictions in the viewer, it is not possible to change the interface language when the viewer is running.
 - USB Server driver software is now digitally signed – acceptable for Windows 8 and 8.1 computers.

Bugs fixed:

- BCS could produce an error message at startup - when the report file was not conforming to the latest version.
- Error 91 at startup fixed.

Version 2.7.9 Date: 7-24-2012

- New:
- Hand record operation updated - to accommodate un-entered boards.
 - Optionally, Bridgemate system will wait at the end of the last-available round for new movement information. (Useful for Swiss team games; can only be controlled by the scoring program.)
 - The first board of a round can be excluded from automatic board-number-entry and board-order validation.
 - Setting added to specify if hand records to be entered at "end of round" or "end of board" (after each board is played).
 - The "Reset table(s)" and "Update settings" actions (Server → Show tables) now also work when the member-number-entry or hand-record-entry screen is being displayed on the Bridgemate II.

Bugs fixed:

- Showing names in first-round-only now works.
- Possible wrong direction in adjusted score resolved.
- After a remote "reset" (Server → Show tables) of a Bridgmate which was not logged on, the Bridgmate could reset at a later stage.

Bridgmate II USB Server firmware & Bridgmate Terminal – Revision History

Server Version 3.3.1d – with Bridgmate II terminal firmware version 3.3.1 Date: 11-18-2018

- New:
- Allow teams to move across sections in the next round.
 - EW pair returning to home table in team games and getting next-round assignments at the home table.
 - Number of boards compared are displayed in team games.
 - Teams can enter their player numbers at home table and review their names before start of round 1.

Server Version 3.0.1d – with Bridgmate II terminal firmware version 3.0.1 Date: 2-20-2018

- New:
- Imp scoring added
 - X-IMP scoring added
 - Team games functionality added. Teams can review scores from both matches and view their match results in IMP at the end of the match. (Requires scoring program that supports this feature.)

Server Version 2.3.1d – with Bridgmate II terminal firmware version 2.3.1 Date: 5-10-2017

- New:
- “Call TD” option added
 - Makeable contracts can be displayed on the Bridgmates (Option setting)
 - Open to “repeat” overview of scores added

Bug fix: Score recap was not automatically shown at last round.

Server Version 2.2.1d – with Bridgmate II terminal firmware version 2.2.2 Date: 4-1-2016

- New:
- Option added to enter player numbers at each round
 - Player names can be reviewed from the score-entry screen and modified – if necessary.
 - Up /down keys added in the player-number entry screen.
 - Option added to verify lead card against declarer and hand record.
 - Bridgmate returns to main screen when it is in score-resend screen and device goes into standby.

Bug fixed: Unauthorized access was given to TDMenu if the Bridgmate went into standby while in score recap.

Version 2.1.2 Date: 2-14-2014 Requires: Bridgmate II USB Server firmware version 2.1.2d or 2.1.3d

Bug fixed: Option to disable pair numbers in round info screen did not work in v2.1.1

Version 2.1.1 Date: 12-23-2013 Requires: Bridgmate II USB Server firmware version 2.1.2d or 2.1.3d

- New:
- New round assignments will now also appear on the Bridgmates that have ended the session when pairs must play in the next round.
 - Bridgmate will indicate "SITOUT" when there is no play in a round.
 - "Boards to go" text modified to "Boards to play."
 - A+/A/A- can now also be entered using the + / = / - keys
 - Disconnect problem of the server (hopefully) solved.

Version 2.0.1d(2.0.2d) Date: 7-24-2012 Requires Bridgmate II terminal firmware version 2.0.1

- New: After a server recovery, Bridgmate will not ask for player numbers anymore – if player numbers have been uploaded by BCS — and written into the results (.bws) file.
- Optionally, Bridgmates will wait at the end-of-last-available round for new movement information (Swiss events).

Version 2.0.1 Date: 7-24-2012 Requires: Bridgmate II USB Server firmware version 2.0.1d or 2.0.2d

- New:
- Ranking & personal score recap (at end of session) can be retrieved for any pair from any Bridgmate II.
 - Optionally - hand records can be entered directly after the board is played.
 - TD has the option to delete a hand record, or enter a hand record manually on the Bridgmate.
 - "Reset table(s)" and "Update settings" actions (Server → Show tables) now also work when Bridgmate II is displaying the member-number-entry or hand-record-entry screen.

- After a server recovery, Bridgemate will not ask for player numbers anymore - if player numbers have been uploaded by BCS — and written into the results (.bws) file.
- Optionally, Bridgemates will wait at the end-of-last-available round for new movement information (Swiss events).

Serial interface on Bridgemate II enabled to accommodate external connection to [Bridge Card Reader](#) for use at special tournaments.



Bridgemate Pro Server firmware – Revision History

Version 1.2.6 Date: 11-14-2007 Requires: Bridgemate Pro Firmware version 2.3.2a US

Bugs fixed:

- Pair numbers higher than 63 were not correctly displayed in the TD-menu option 2 – Overview of previous results.
- NP (not played) was not displayed in the TD-menu option 2 – Overview of previous results.
- When two scores were registered on one board and one of the two scores was a PASS, the player's overview of results showed an * for both scores.

Bridgemate Pro firmware – Revision History

Version 2.3.2a Date: 07-27-2008 Requires: Server firmware version 1.2.6

New: Prompts “Enter Declarer N/S or E/W” – when OK is pressed before Declarer is entered.

Version 2.3.1a Date: 05-01-2008 Requires: Server firmware version 1.2.6

New: Added setup option for player entry of Section and Table number at the beginning of each session.

Version 2.2.2a Date: 11-14-2007 Requires: Server firmware version 1.2.6

Bugs fixed:

- Pair numbers higher than 63 were not correctly displayed in the TD-menu option 2 – Overview of previous results.
- NP (not played) was not displayed in the TD-menu option 2 – Overview of previous results.
- When two scores were registered on one board and one of the two scores was a PASS, the player's overview of results showed an * for both scores.

Version 2.2.1a Date: 11-30-2006 Requires: Server firmware version 1.2.3 or later

New: • "System not activated yet" text is shown when a Bridgemate cannot connect to the server.

- “American style” of recording (and displaying) results added.
- Option added: “Every player must enter a member number.