

Bridgemate Control Software – Revision History

Note: Server and Bridgemate Firmware information is at the end of this file.

Version 3.9.6 Date: 1-21-2022

Bridgemate Play Hybrid game added

Version 3.8.21 Date: 2-19-2021

- New:
- Upload speed to Bridgemate App server has been further improved.
 - Various improvements to uploading data to the Bridgemate App server.
 - After a Windows 10 update, BCS should not show the message “Program files corrupted. Re-install BCS” anymore when uploading data to the Bridgemate App server.
 - This BCS version no longer supports Windows XP or Vista. Use earlier versions of the software.

Bugs fixed:

- Modified session names were not saved in a multi-session score file.

Version 3.7.19 Date: 10--25-2019

- New:
- Re-sent scores from Bridgemate II are now only processed after a checkbox has been enabled in BCS.
 - Number of calculating groups increased to 127. This also allows for 127 team matches in one server.
 - Log file folder location can be easily accessed from the Tools menu.

Bugs fixed:

- Live ranking moves back to top after fully scrolled down.
- PBN export failed when .bws file contained bidding data.
- Sections with different hand records were cumulatively saved in PBN export files.
- A score could not be edited when declarer number contained four digits.
- A+/A- in total cross-imps are now added up correctly.
- Section with all tables removed is now handled correctly.

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.

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 Bridgemate which was not logged on, the Bridgemate could reset at a later stage.

Bridgemate II USB Server firmware & Bridgemate Terminal – Revision History

Server Version 3.3.1d – with Bridgemate 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 Bridgemate 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 Bridgemate II terminal firmware version 2.3.1 Date: 5-10-2017

- New:
- "Call TD" option added
 - Makeable contracts can be displayed on the Bridgemates (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 Bridgemate 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.
 - Bridgemate 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 Bridgemate went into standby while in score recap.

