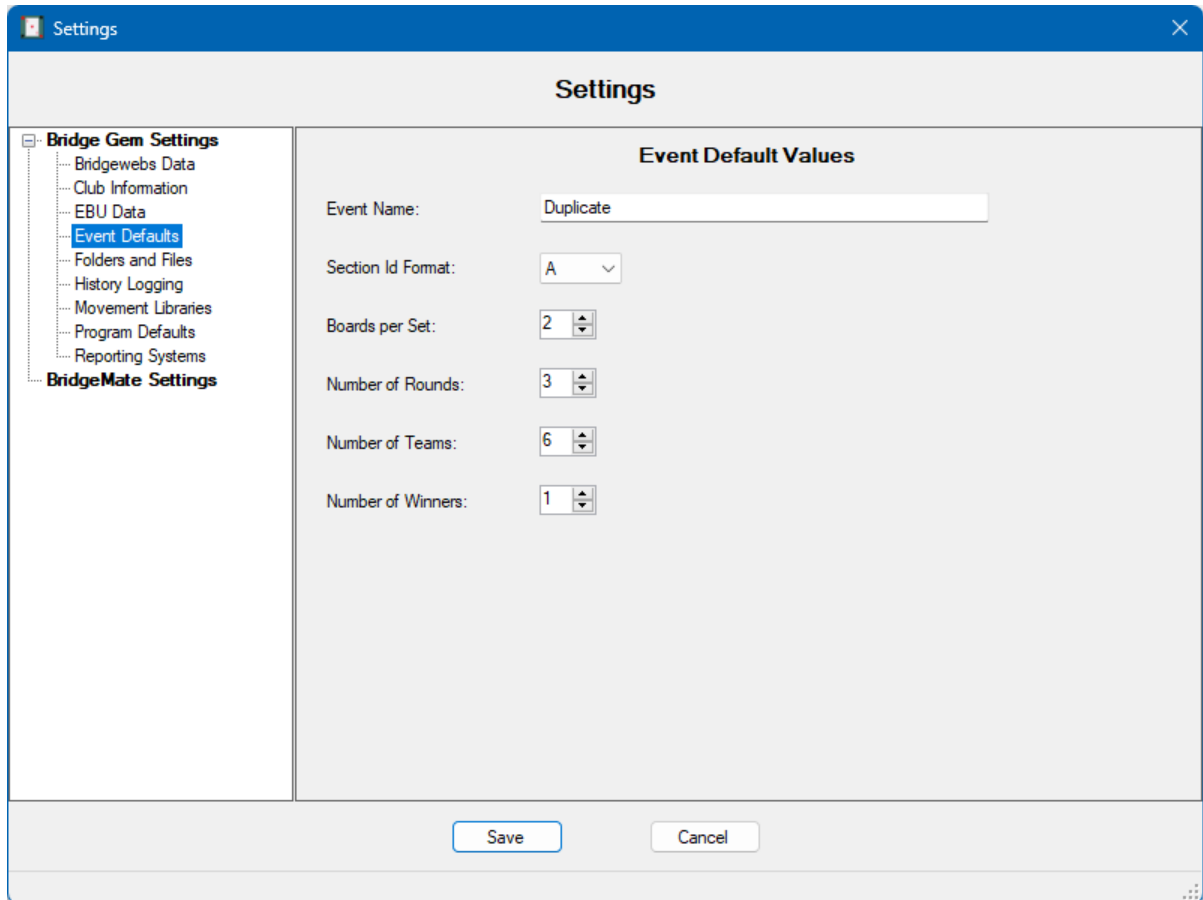


## Bridge Gem Settings

The way that **Bridge Gem** operates is controlled by a number of settings, which can be managed and modified through the **Settings** form. The **Settings** form is displayed by clicking on **Tools**, then **Settings** in the **Main** form:-



The screenshot shows a window titled "Settings" with a close button in the top right corner. The window is divided into two main panes. The left pane, titled "Bridge Gem Settings", contains a tree view with the following categories: "Bridge Gem Settings" (expanded), "Bridgewebs Data", "Club Information", "EBU Data", "Event Defaults" (selected), "Folders and Files", "History Logging", "Movement Libraries", "Program Defaults", "Reporting Systems", and "BridgeMate Settings". The right pane, titled "Event Default Values", contains the following settings: "Event Name" (text input field with "Duplicate"), "Section Id Format" (dropdown menu with "A"), "Boards per Set" (spin box with "2"), "Number of Rounds" (spin box with "3"), "Number of Teams" (spin box with "6"), and "Number of Winners" (spin box with "1"). At the bottom of the window are "Save" and "Cancel" buttons.

In the left hand pane of the form is a list of the categories of Bridge Gem Settings that can be controlled. Clicking on one of these categories, displays the corresponding settings in the right hand pane.

The categories available are:

- Bridge Gem Settings
  - Bridgewebs Data
  - EBU Data
  - Event Defaults
  - Folders and Files
  - History Logging
  - Movement Libraries
  - Program Defaults
  - Scoring Systems
- BridgeMate Settings

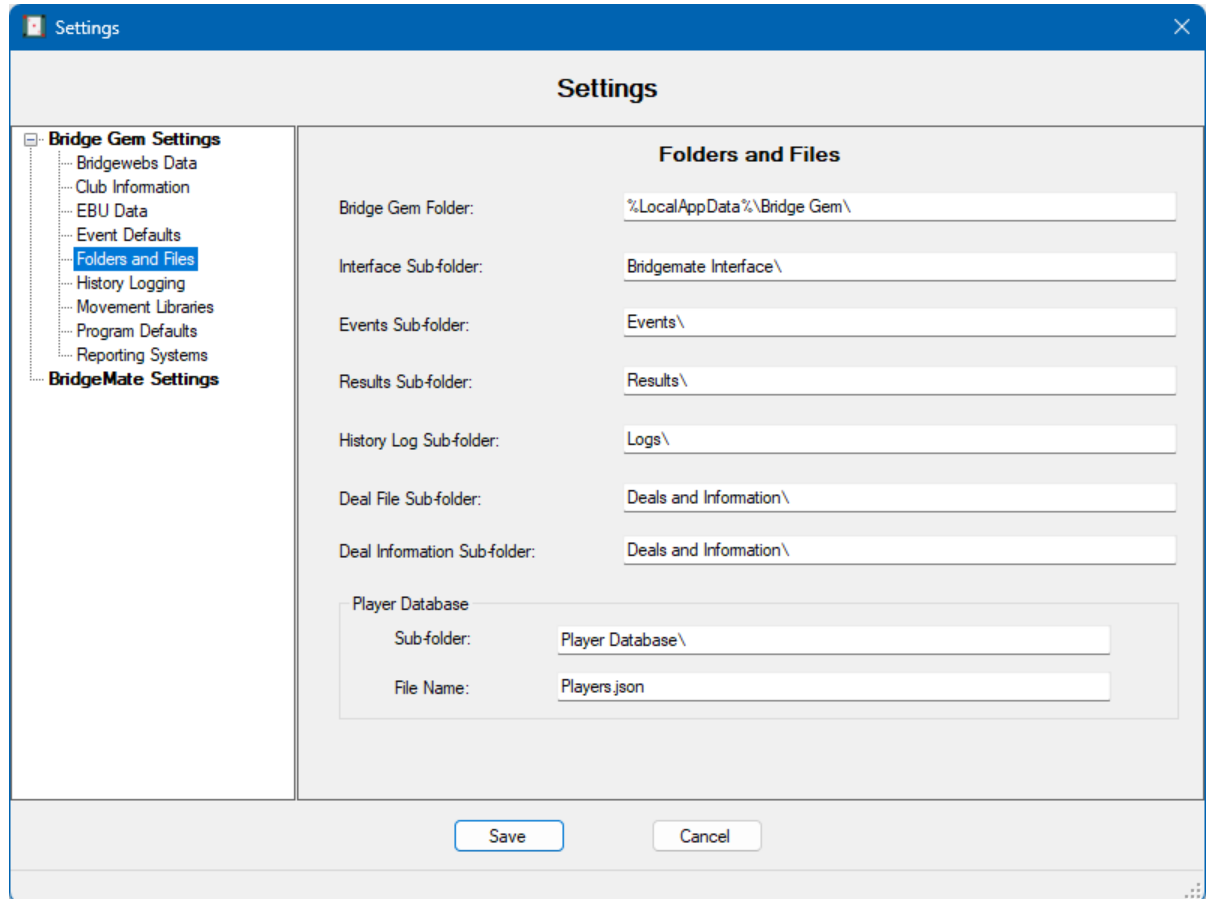
The first three categories: **Bridgewebs Data**, **Club Information**, and **EBU Data** are described in the user guide entitled, [Setting Up for the First Time](#), so are not described in this document. All the other categories are described below.

### Event Defaults

See the figure above for details of what can be controlled in this category. Essentially it controls the default values displayed in the **Event** form when a new Event is set up.

## Folders and Files

Clicking on **Folders and Files** in the lefthand pane displays their settings in the righthand pane:



A normal user may not be concerned where the various files associated with an Event are stored. However an advanced user may wish to alter the defaults displayed above.

All the **Bridge Gem** files associated with the running of Events are stored in sub-folders of the **Bridge Gem Folder**. By default the **Bridge Gem Folder** is:-

***%LocalAppData%\Bridge Gem\***

where *%LocalAppData%* is a Microsoft Windows' environmental variable, whose default value on most PCs is:-

***C:\Users\<UserName>\AppData\Local\***

The use of this environmental variable allows multiple users (clubs) to use the same PC to run **Bridge Gem**. This arrangement keeps the files associated with each club's use separate, in separate folder chains (provided the clubs log onto Windows with different user names).

The following sub-folder categories are displayed:

- Interface sub-folder contains the Access Database used to communicate with the Results Reporting System (normally BridgeMate)
- Events sub-folder contains the \*.event files of previous (historic events)
- Results sub-folder contains the Resul file that were uploaded to Bridgewebs and the EBU
- History Log sub-folder contains any History Logs and Crash Logs that have been saved
- Deal File sub-folder for future use
- Deal Information sub-folder for future use
- Player Database sub-folder contains the Player Database
- Player Database file name the name of the Player Database file (JSON format)

## History Logging

Clicking on **History Logging** in the lefthand pane displays their settings in the righthand pane.

These enable or disable the various levels of logging:

- Level 1 Normal level, always enabled
- Level 2 Logs the contents of messages sent to Bridgewebs and the EBU, ie the uploading of Results, the downloading and uploading of databases, and the retrieval of player names from the EBU

## Movement Libraries

Clicking on **Movement Libraries** in the lefthand pane displays the **MovementLibraries** settings in the righthand pane.

The righthand pane lists those sub-folders of the **Movement Library** that **Bridge Gem** interrogates to find its **Recommended Movements**. The **Movement Library** itself is in folder:-

***%ProgramData%\Bridge Gem\Movement Libraries\***

where %ProgramData% is a Microsoft Windows' environmental variable, whose default value on most PCs is:-

***C:\ProgramData\***

Advanced users of **Bridge Gem** can 'tune' which movements are recommended by Bridge Gem by modifying the names of movement library sub-folders and the content of those folders. The user guide [Movement Libraries](#) explains how to do this.

## Program Defaults

Clicking on **Program Defaults** in the lefthand pane displays their settings in the righthand pane.

The following program defaults may be changed:

- Result Accuracy Controls the number of decimal places to which the Results in the **Results** tab of the **Section In Progress** form are displayed
- Http Request Time-out Controls the time (in milliseconds) that **Bridge Gem** waits to receive a reply to an internet request before it times-out the request. Internet requests are used to:-
  - Report Results to Bridgewebs and the EBU
  - Upload and download the Player Database to Bridgewebs and the EBU
  - Retrieve Player Names from the EBU
  - Delete EBU Sessions
- Database Poll Interval Controls the time interval (in milliseconds) that **Bridge Gem** polls the Access Database to retrieve Results reported by the Results Reporting System (normally BridgeMate).  
**Changing this setting should be done with caution**
- Developer Mode Checking the Developer mode checkbox enables the saving of Events (\*.evnt files) to non-default locations.

## Reporting Systems

Clicking on **Reporting Systems** in the lefthand pane displays their settings in the righthand pane.

These settings control which Results Reporting System is launched when an Event is started. The following Results Reporting Systems are supported by **Bridge Gem**:

- BridgeMate This is the default Wireles Scoring System
- TabScore A Smart Phone based Results Reporting System
- Bridge Pal Another Smart Phone based Results Reporting System
- A 3<sup>rd</sup> Party Reporting System As defined by the groupbox **3<sup>rd</sup> Party Results Reporting System**
- Manual Scoring Board results are entered directly into **Bridge Gem** via the **Boards** tab in the **Section In Progress** form
- BridgeMate Simulator This is a tool for testing **Bridge Gem**, which is normally only used by application developers

The **Results Reporting System** settings also define the names and locations of the application program files for each of the above scoring systems (except, of course, for the Manual Scoring System).

If the club wishes to use a Results Reporting System other than BridgeMate, TabScore or Bridge Pal, its details are entered in the **3<sup>rd</sup> Party Results Reporting System** groupbox:

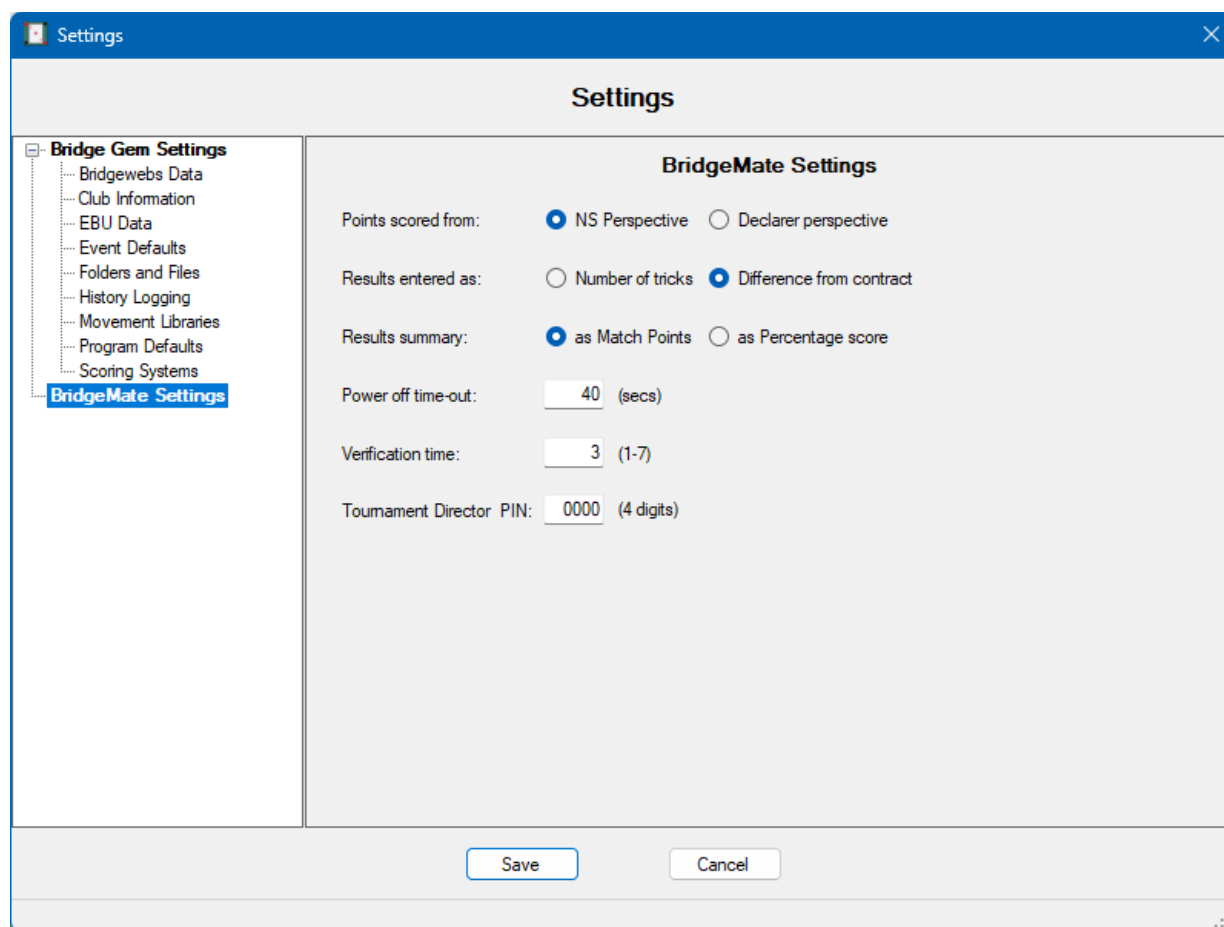
- Program Name The name of the application's program file (\*.exe)
  - Database Type Access 2000 or Access 75
- Bridge Gem** can interwork with any 3<sup>rd</sup> Party Results Reporting System that uses the standard BridgeMate Interface as described in the document, '*Bridgemate developer's guide*'.

The **Browse for file** button is enabled whenever one of the fields specifying an application program's filename is selected. Clicking this button displays the standard *FileOpen dialog box* from which the PC's filestore can be searched for the required application program.

## BridgeMate Settings

Clicking on **BridgeMate Settings** in the lefthand pane displays the **BridgeMate** settings in the righthand pane.

Only a sub-set of all the possible **BridgeMate Settings** are controlled by **Bridge Gem**. All the others are controlled by the BridgeMate Pro Control application.



The following BridgeMate settings can be controlled:-

- **Points scored from** Points are displayed by BridgeMate terminals scored either from the perspective of the NS Pair, or from the perspective of the Declarer.
- **Results entered as** Results are entered into BridgeMate terminals either as the number of tricks made, or as the difference from the contract ( $\pm$ ).
- **Results summary** When a Results has been entered, the BridgeMate terminal displays the Result either as the number of Match Points awarded to each team, or as the Percentage Score of each team.
- **Power off time-out** Controls the time (in seconds) that must elapse before the BridgeMate terminal powers off due to lack of activity.
- **Verification time** Controls how long the opposition is given to verify a Result
- **Tournament Director PIN** The 4-digit PIN that must be entered to make available the features in the BridgeMate Terminal reserved for Tournament Directors.

## Persistence of Settings

When **Saved** all the **Bridge Gem** Settings in the **Settings** form persist, but some are more persistent than others.

The following settings persist forever, ie over upgrades to the **Bridge Gem** application:-

- Bridgewebs Club Id from the Bridgewebs Data category
- Bridgewebs Password from the Bridgewebs Data category
- Club Name from the Club Information category
- EBU Club Id from the EBU Data category
- EBU Password from the EBU Data category
- EBU Club Status from the EBU Data category
- EBU UMS Code from the EBU Data category
- Bridge Gem Folder from the Folders and Files category
- Scoring Method from the Scoring Systems category
- BridgeMate File Name from the Scoring Systems category
- Smart Phone File Name from the Scoring Systems category
- BridgeMate Sim Name from the Scoring Systems category
- Tournament Directors PIN from the BridgeMate Settings category
- Power off time-out from the BridgeMate Settings category
- Verification Time from the BridgeMate Settings category
- Points scored from from the BridgeMate Settings category
- Results entered as from the BridgeMate Settings category
- Results summary from the BridgeMate Settings category

All other settings persist until Bridge Gem is upgraded. After an upgrade these settings revert to their default values.