Managing Players

Creating the Player Database

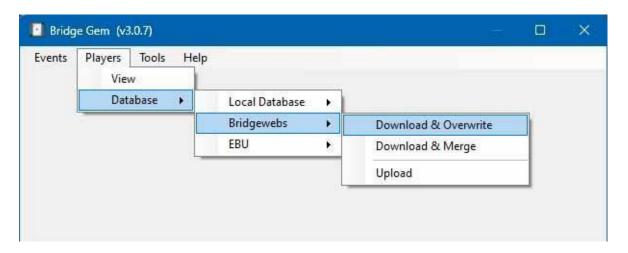
There are several ways to create the Player Database:-

- 1. Download the club's Player Database from Bridgewebs
- 2. Download the club's Player Database from the EBU
- 3. Import the club's Player Database from a ScoreBridge or EBUScore Database
- 4. Add Players manually

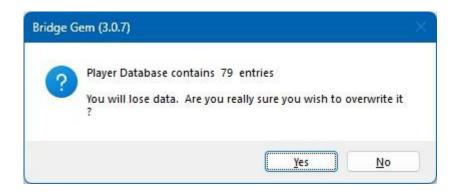
Downloading the Player Database from Bridgewebs

To download the player database from Bridgewebs:

In Bridge Gem's main window select Players, Database, Bridgewebs, then Download & Overwrite.



If there are any Players in the Player Database, Bridge Gem displays a warning message similar to that below:-



Click **Yes** to overwrite the existing Player Database with the contents of the Bridgewebs database. When this is complete the following message is displayed:-



As an altrenative to overwriting the existing Player Database, it may be merged with the Bridgewebs database by selecting the **Download & Merge** option instead of the **Download and Overwrite** option.

When dowloading the Player Database from Bridgewebs, Bridgewebs' **Player Id** field is mapped to Bridge Gem's **Club Id** field.

Downloading the Player Database from the EBU

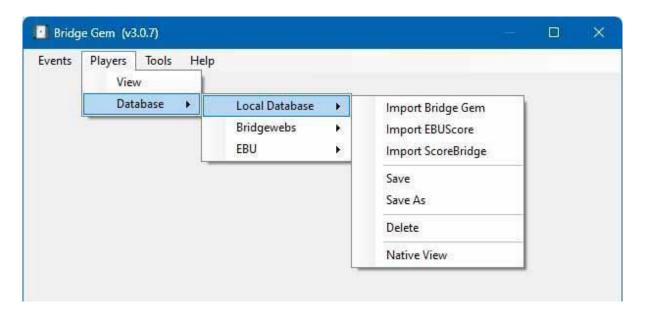
The club's EBU Player database contains somewhat less information than that of Bridgewebs, but it may be downloaded in a similar way to that of Bridgewebs.

In **Bridge Gem's** main window select **Players**, **Database**, **EBU**, then **Download & Overwrite**. The process is similar to that of downloading the player database from Bridgewebs.

As an alternative the EBU Database may be merged with an existing **Bridge Gem** database.

Importing the Player Database from Scorebridge or EBU Score

To import a ScoreBridge, EBUScore (or indeed a Bridge Gem) player database: in **Bridge Gem's** main window select **Players**, **Database**, **Local Database**, then **Import ScoreBridge** (etc.).



If there are any Players in the Player Database, Bridge Gem displays a warning message similar to that displayed when downloading databases from Bridgewebs or the EBU.

Click **Yes** to proceed. The standard Windows **File Open Dialogbox** is displayed which allows the selection of any file in the PC's file store.

When importing a Scorebridge player file, each player's **Scorebridge Id** is mapped to Bridge Gem's **Club Id** field.

Warning: importing a Scorebridge, EBUScore or Bridge Gem database, will overwrite the existing player database.

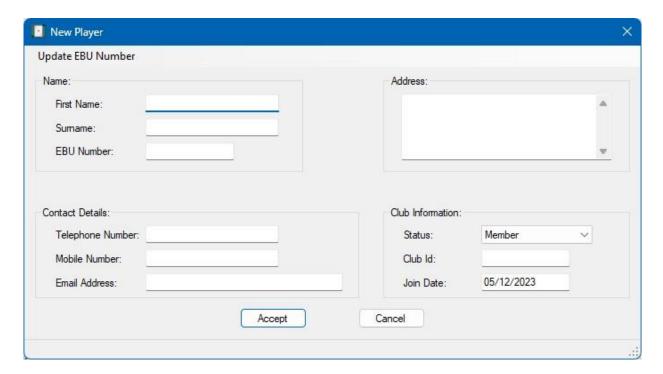
Adding Players Manually

To add Players manually, one by one:

In Bridge Gem's main window select Players then View. The Players form is displayed.



In this window, select **Players**, then **New**. The **New Player** form is displayed. This allows details of an individual Player to be added.



If the new Player's EBU Number is not known, **Bridge Gem** can download it from the EBU as follows:- • Enter the Player's **First Name** (optional)

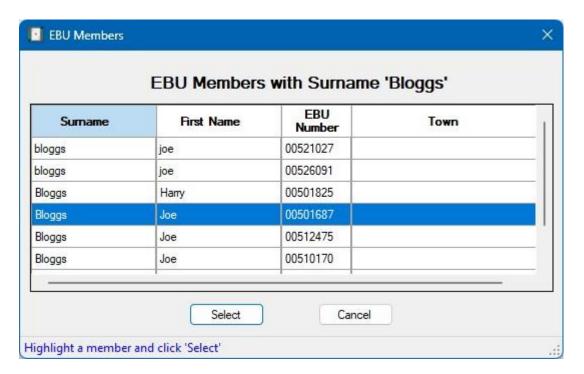
- Enter the Player's **Surname** (mandatory)
- Click the Update EBU Number menu item

Bridge Gem attempts to download the Player's EBU Number from the EBU website based on the Player's surname (and near matches).

When the download completes, **Bridge Gem** displays a window telling the user how many potential matches have been found.



Click **OK** to display the **EBU Members** form. This displays the list of the potential matches. There may be many of these (hundreds, if the surname is common). The names of the candidate players are displayed sorted by first Surname, then First Name, and finally by Town. This makes it much easier to select the correct player.

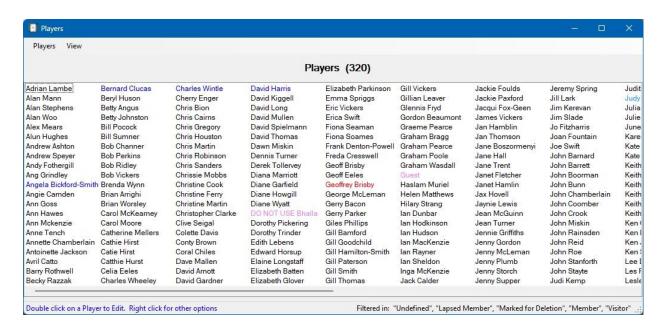


Scroll down the list of candidate players to find the one you want. Select (click on) this Player and then click on the **Select** button. The Player's EBU number is added to the player's details in the **New Player** form.

A single click on a column header sorts the candidate players by that column. A second single click reverses the sort order.

Managing the Players

Players are managed using the **Players** form which is displayed by clicking on the **Players** menu in **Bridge Gem's** main window.



Players listed in the Players form are colour coded to denote their Club Status:- •

Blue indicates the player is a paid up Club Member

- Light Blue indicates the player is a lapsed member
- Pink indicates the player is a visitor
- Red indicates the player is marked for deletion
- Black indicates that the player's club status is undefined

The following 'shortcuts' are available in the Players form:- •

Clicking on a player selects the player

- **Double-clicking** on a player, edits the player
- Pressing the Enter key with a player selected, edits the player
- Pressing the **Delete** key with a player selected, deletes the player

The Players form contains 2 menu items:-

• Players menu

This is used to manage individual players and sets of players

View menu

This is used to control what is displayed in the Players form



The Players menu is used to manage individual players and sets of players:- •

Add a new player

- Copy an existing player
- Delete a player
- Edit a player
- Edit the status of a set of players ('club member', 'visitor', 'lapsed member' etc.)
- Mark (or Unmark) a set of players for subsequent deletion from the database (see below)
 Purge (delete) the 'marked' players from the database

Most of these options are also available from a 'context' menu available by Right-clicking on a player.

A **set of players** consists of 1 or more players. Sets of players are selected using the standard Windows methods of:-

- Clicking on a player, selects a single player
- Control + Clicking on a player, adds the player to the selection
- Shift + Clicking on a player, selects all the players between the selected player and the player
 Shift-clicked on

Sets of Players may be 'Marked for Deletion' or have their 'Club Status' edited. Once a set of players has been defined (as above), use the appropriate item from the Players menu (or the context menu) to mark the set for deletion or to change their club status.

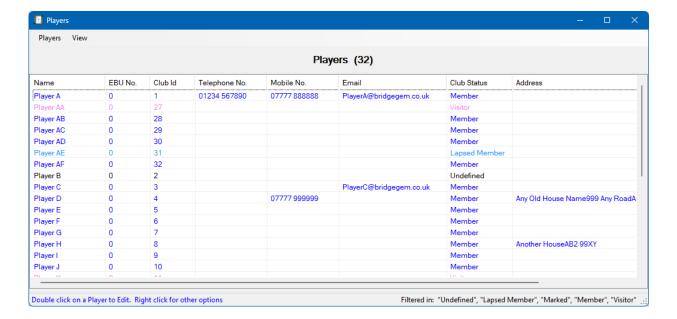
View Menu



The **View** menu controls what is displayed in the **Players** form:

- Detail displays the important details of each player in the database (line by line)
- Filter filters the list based on the players' Club Statuses
- List displays just the name of each player in the database (as in the example above)

Selecting the **Detail** option from the **View** menu displays the Player's List in the format below:-



In the **Detail View** shown above, single clicking on a column header, such as **EBU No.**, re-orders the players by that column. Single clicking a second time reverses the display order.

Selecting the **Filter** option from the **View** menu displays the **Filter Players** form that allows the selection of the set of players to be displayed. One or more of the player statuses may be selected.



The filter may be applied to either the **List** or **Detail** view of the **Players** form.