

Running a Bridge Gem Demonstration

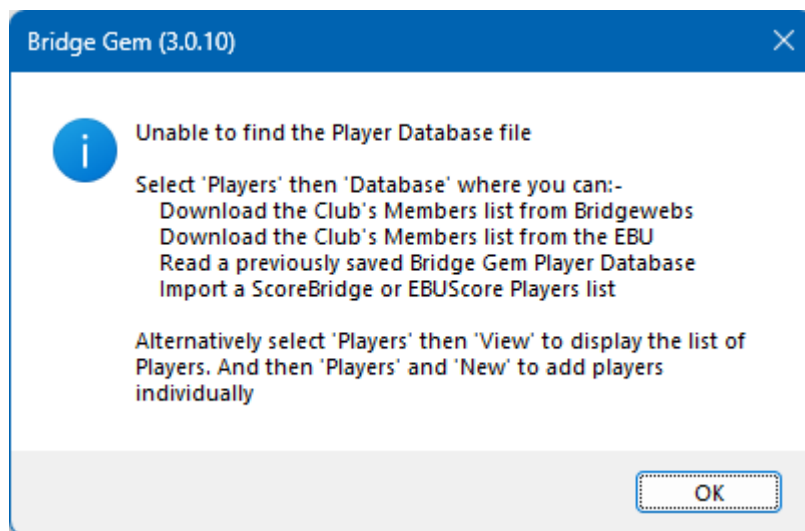
This user guide describes how to use Bridge Gem's **BridgeMate Simulator** program to run a **Bridge Gem** demonstration.

The user guides referenced in this document can be downloaded either from the **Help** page of Bridge Gem's website, <https://www.bridgegem.co.uk>, or from Bridge Gem's **Help** menu.

Setting up Bridge Gem

First download and install both the **Bridge Gem** and **BridgeMate Simulator** programs from the **Downloads** page of Bridge Gem's website:.

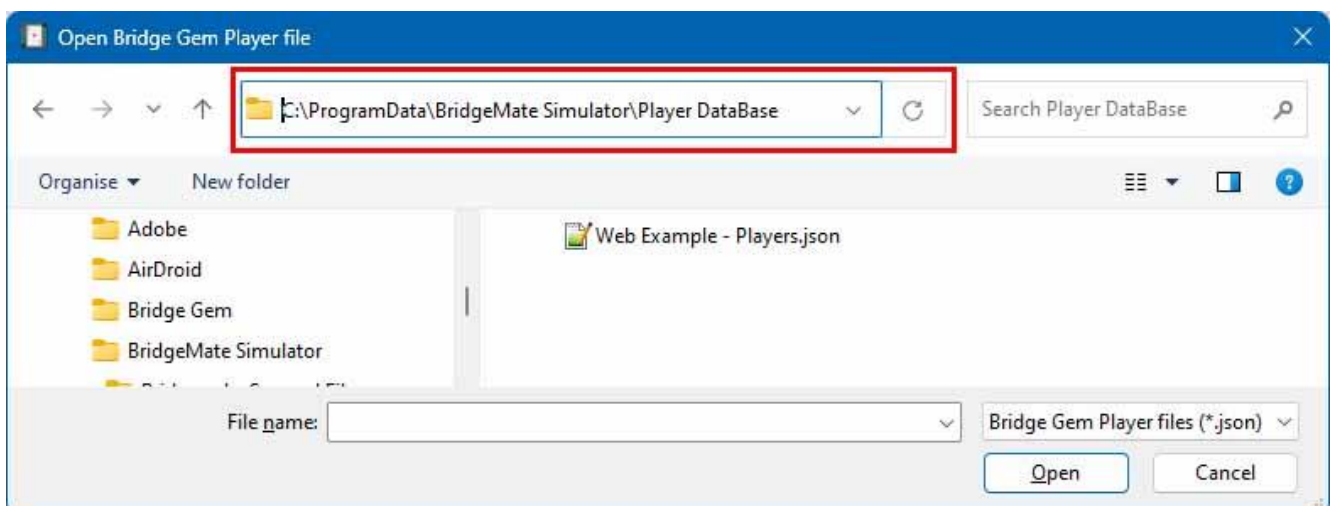
When **Bridge Gem** runs for the first time, it displays a message indicating that a **Player Database** is required.



The Player Database required for the demonstrations was downloaded when the **BridgeMate Simulator** was installed. To install this database, first click on the **OK** button in the above message, and then select the following options from Bridge Gem's menu bar:-

Players → Database → Local Database → Import Bridge Gem

The **Open Bridge Gem Player file** form is displayed.



Navigate to **%ProgramData%\BridgeMate Simulator\Player Database** (this is case sensitive)

where **%ProgramData%** is normally **C:\ProgramData**

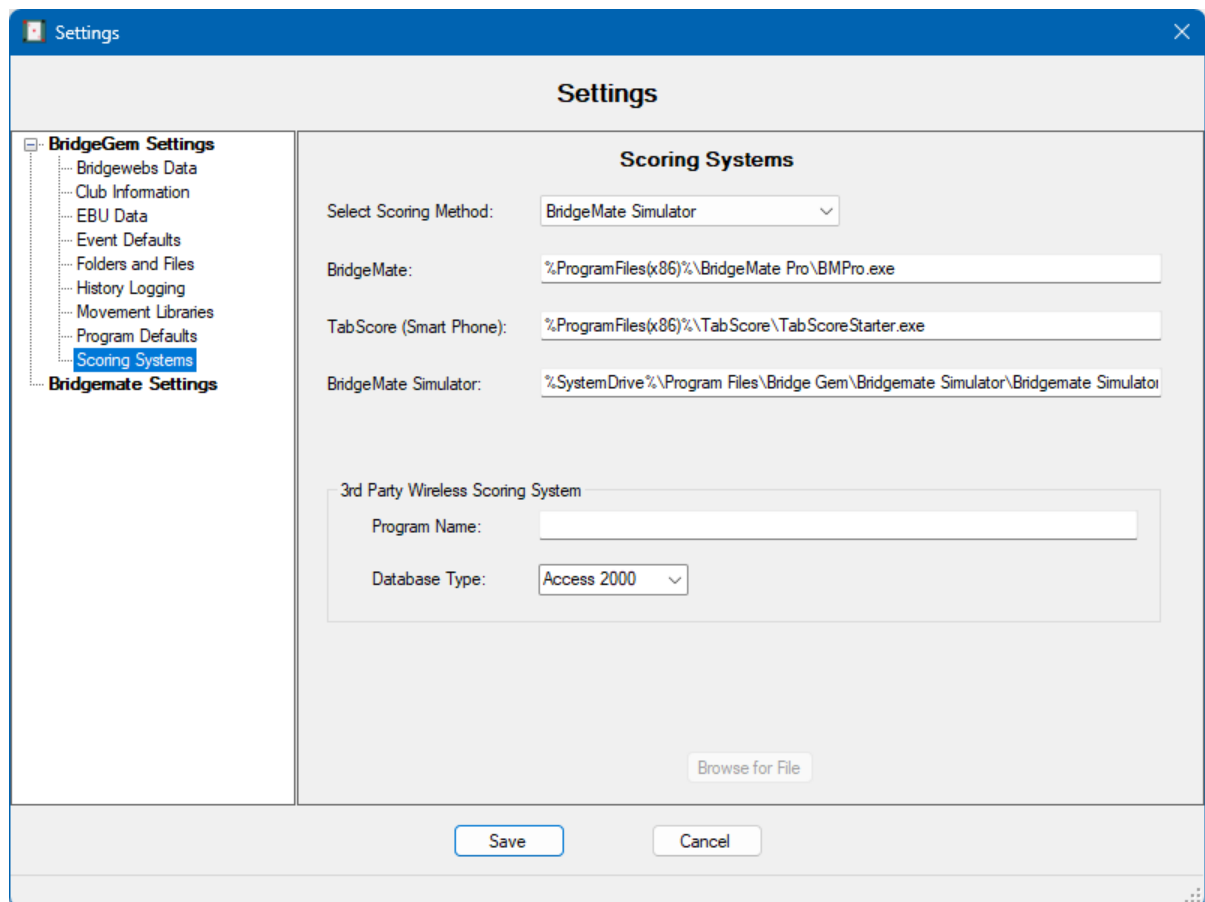
(%ProgramData% is a Windows Environmental variable, which may be different on different PCs).

Open the file **Web Example – Players.json**.

This will install the demonstration Player Database, which has 32 players in it.

To get Bridge Gem to work with the **BridgeMate Simulator** instead of the Bridgemate Control Program, click on the **Tools** menu in the **Main** form and then on the **Settings** sub-menu. The **Settings** form is displayed.

Select **Scoring Systems** from the lefthand pane. The **Scoring Systems** panel is displayed in the righthand pane.



Select '**BridgeMate Simulator**' as the **Scoring Method**.

Next select **Club Information** from the lefthand pane. The **Club Information** panel is displayed in the righthand pane. Change **Players Logon Using** to '**Club Id**', and click on the **Save** button.

Bridge Gem is now set up run the demonstrations downloaded from the website.

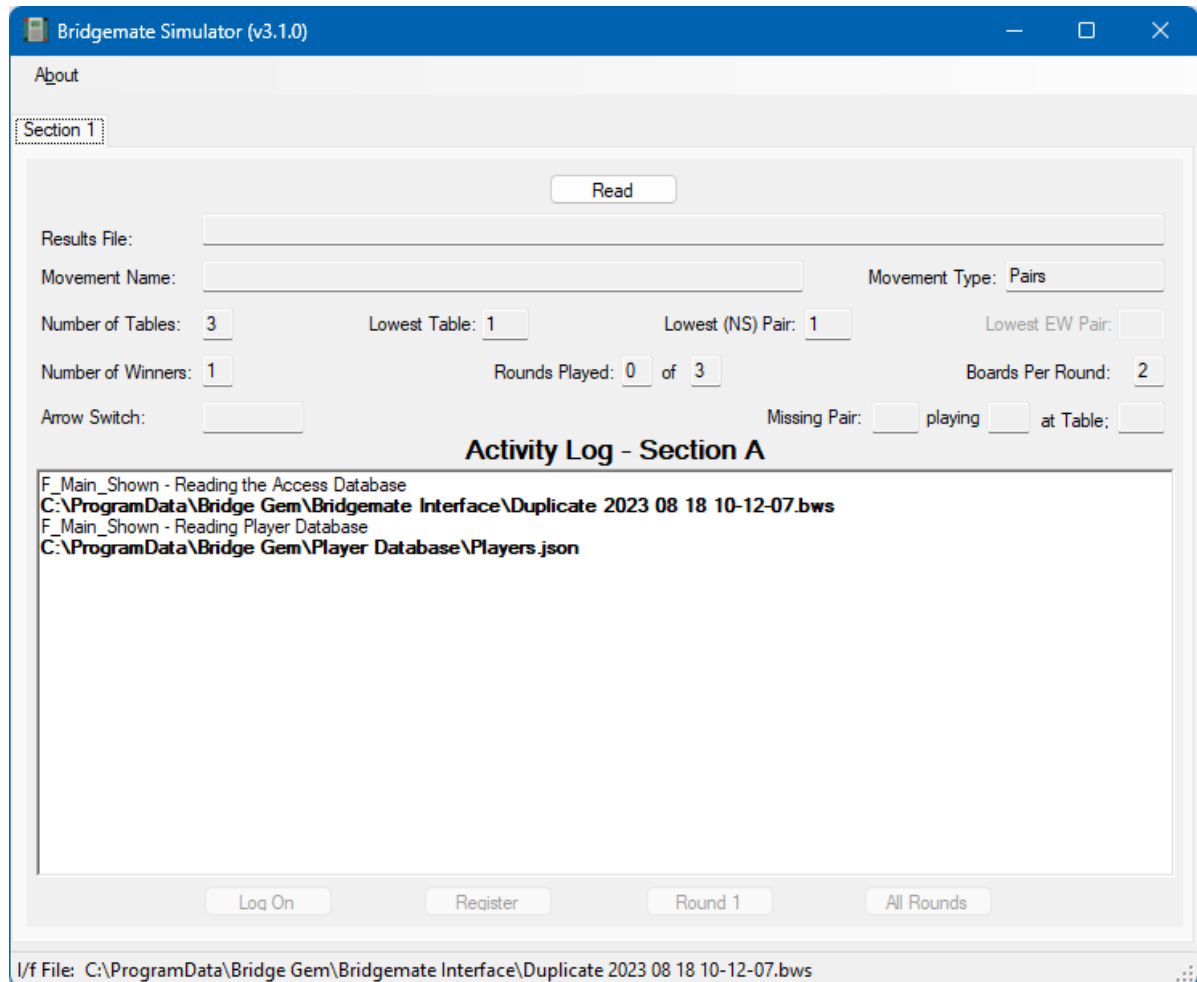
Running the First Demonstration

Select the following options from **Bridge Gem's** menu bar:-

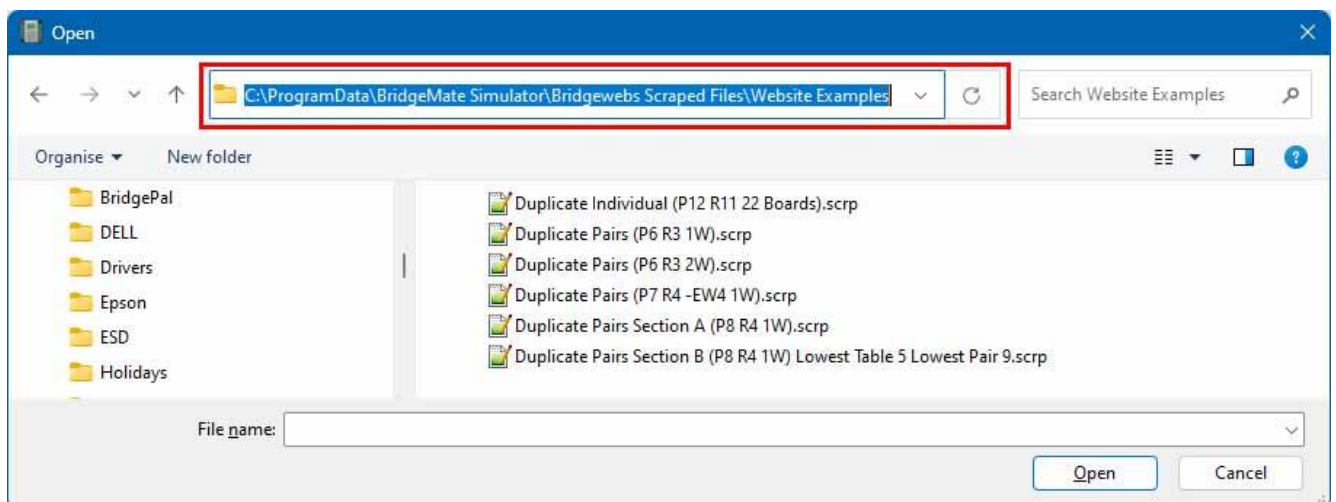
Event → New

The **Event** form is displayed. There is no need to alter anything in the Event form, just click the **Start** button. (See the user guide [Running an Event](#) for more information).

The **BridgeMate Simulator** program is run and displayed on the top right hand side of the display. See the screenshot below:-



Click the **Read** button to display the **FileOpenDialogbox** and select a 'scraped' file.



The scraped files are found on:

%ProgramData%\BridgeMate Simulator\Bridgewebs Scraped Files\Website Examples

Select the file '**Duplicate (P6 R3 1W).scrp**'; this represents a 6 Pair, 3 Round, 1-Winner Pairs Event.

To run the Event through Bridge Gem, click on the **Log On Tables** button in the **BridgeMate Simulator** to log the 3 Tables onto Bridge Gem. Click the **Tables and Rounds** tab in **Bridge Gem**, this displays the state of each table in the Event. They should all be logged on.

Click the **Players** tab in **Bridge Gem**; this shows that no Players have, as yet, been registered for the Event. Now click the **Register** button in the **BridgeMate Simulator**, to register the Players with Bridge Gem; note how the Players tab in **Bridge Gem** changes.

Next click the **Tables and Rounds** tab in **Bridge Gem**; this shows that no Rounds have been played. Now click one of the **Round** buttons in the **BridgeMate Simulator** to start reporting Results to Bridge Gem. Bridge Gem displayed the status of Rounds as they are started and completed.

BridgeMate Simulator's Activity Log displays details of the data that has been sent to **Bridge Gem**.

Track the progress of the Event in the Bridge Gem window by selecting one of the 4 tabs:-

- Tables and Rounds
- Players
- Boards
- Results

These can be selected at any time and in any order.

When all the Results from all the Rounds have been reported, the Event can be ended by clicking on the **End** button in the **Bridge Gem**. This closes the BridgeMate Simulator window. See the user guide [Running an Event](#) for details on how to Save, Close, and Upload (to Bridgewebs and the EBU) an Event.

The Way BridgeMate Simulator Works

BridgeMate Simulator, simulates an Event by mimicking what actually happens in a real Event. First it reports 'contracts' and then it reports 'results' on a Round by Round basis.

The 'contracts' for the first set of Boards in Round 1 for all Tables are reported together, one after another, back to back, with no time interval between them. **Bridgemate Simulator** then waits for a user defined time period before reporting the 'results' for those Boards. (This simulates the play time). It also waits for a user defined time between reporting each result. (This simulates results being reported at different times).

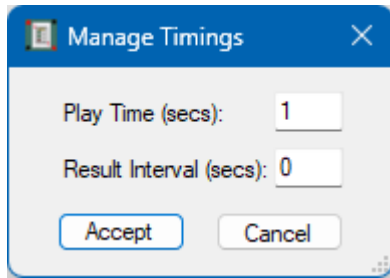
After all the 'results' for the first set of Boards in the Round have been reported, it immediately repeats the above process for the next set of Boards in the Round. When all sets of Boards have been reported for Round 1, it repeats the process for each of the rest of the Rounds.

The user can control whether a single Round is reported, or all Rounds are reported, by using the **Round** buttons on the Main window.

To control the 2 user defined time intervals:-

- **Play Interval**, which controls the delay between the reporting of 'contracts' and 'rounds'
- **Result Interval**, which controls the gap between the reporting of each 'result'

click on the **Manage** menu in the **Main** window. The **Manage Timings** window is displayed:-



Other Demonstrations

There are 5 other Bridge Gem demonstrations available:-

- 6 Pair, 3 Round, 2-Winner Pairs Event
- 7 Pair, 4 Round, 1-Winner Pairs Event with the Missing Pair sitting EW at Table 4
- 8 Pair, 4 Round, 1-Winner Pairs Event
- 12 Player, 11 Round Individual Event
- 2-Section 1-Winner Pairs Event with each Section having 8 Pairs, 4 Rounds

See the user guide [Running an Event](#) for how to set up Bridge Gem to run these events.