

Setting up Bridge Gem for the First Time

This chapter defines both the information required to set up **Bridge Gem** for the first time, and how to enter this information into **Bridge Gem**.

Bridge Gem is able to upload results to both Bridgewebs and the EBU, however if this is not a requirement, some of the sections in this document can be ignored.

Required Information

Bridgewebs Information

This information is required to allow Bridge Gem to log into Bridgewebs as your club and upload Results to Bridgewebs and to upload/ download Player information to/from Bridgewebs:-

- Club's Bridgewebs Code
- Club's Bridgewebs Password

If you do not enter this information into Bridge Gem, it will be unable to upload Results to Bridgewebs. You can ignore this section if you do not wish to upload results to Bridgewebs.

EBU Information

This information is required to allow Bridge Gem to log into the EBU's website as your club and upload Results to the EBU and to upload/download Player information to/from the EBU:-

- Club's EBU Name
- Club's EBU Number
- Club's EBU Password
- Club's EBU Status (defaults to "Club")
- Club's Universal Membership Subscription (UMS) Code (defaults to "Normal Session")

If you do not enter this information into Bridge Gem, it will be unable to upload Results to the EBU. You can ignore this section if you do not wish to upload results to the EBU, or your club is not a member of the EBU.

Event Default Information

Defaults for the following properties can be set up for all new events. The 'Out of the Box' default values for these properties are shown below:-

- Event Name (defaults to "Duplicate")
- Section Id Format (defaults to "A")
- Number of Winners (defaults to "1")
- Number of Pairs (defaults to "6")
- Number of Rounds (defaults to "3")
- Boards per Set (defaults to "2")

Results Reporting System

Bridge Gem is set up to default to the **Bridgemate Control System** (*BMPro*) app, which is normally found at:- %ProgramFiles(x86)%\BridgeMate Pro\BMPro.exe

where %ProgramFiles(x86)% is folder ..\ProgramFiles(x86)\ on your PC's system disk

If any other Results Reporting System is used or the BMPro app is located somewhere else, this information must be set up.

Bridge Gem also supports 'Manual Scoring', if this option is required, you do not need to worry about setting up where are Result Reporting applications are located.

Player Information

A **Player Database** must be created. This can be created by any of the following methods:

- **Longhand**, by creating each Player individually using the **New Player** form. There are however 3 much quicker ways to create the Player Database:-
- **Download** the Player Database from the club's **Bridgewebs** site. Bridgewebs maintains a record of Players registered with it. When downloading Player details from Bridgewebs, there are 2 options: **overwrite** the existing Player Database or **merge** new details into it.
- **Download** the Player database from the **EBU**. The EBU maintains a more limited record of the club's members. When downloading Player details from the EBU, there are also 2 options: **overwrite** the existing Player Database or **merge** new details into it.
- **Import** the Player Database from any existing Bridge Gem, ScoreBridge or EBUScore player file. This option will **overwrite** all existing Player details with those of the imported file .

WiFi Information

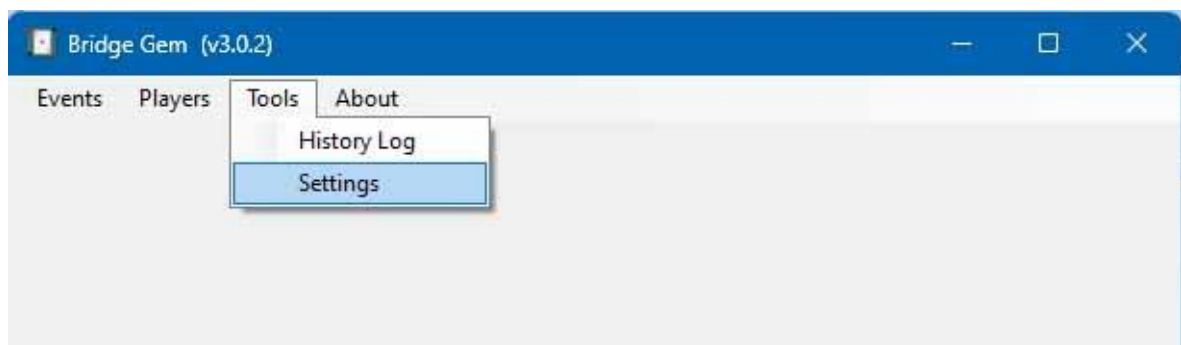
This information is required to enable connection to the Internet and thus enable communications with Bridgewebs's and the EBU's websites.

- WiFi Network Name (aka SSID)
- WiFi Network Password

If you do not connect Bridge Gem's PC to a WiFi Network that has access to the internet, Bridge Gem will not be able to upload Results or download Player Information.

Setting Up the Required Information

Select **Tools** then **Settings** from the **Main** form

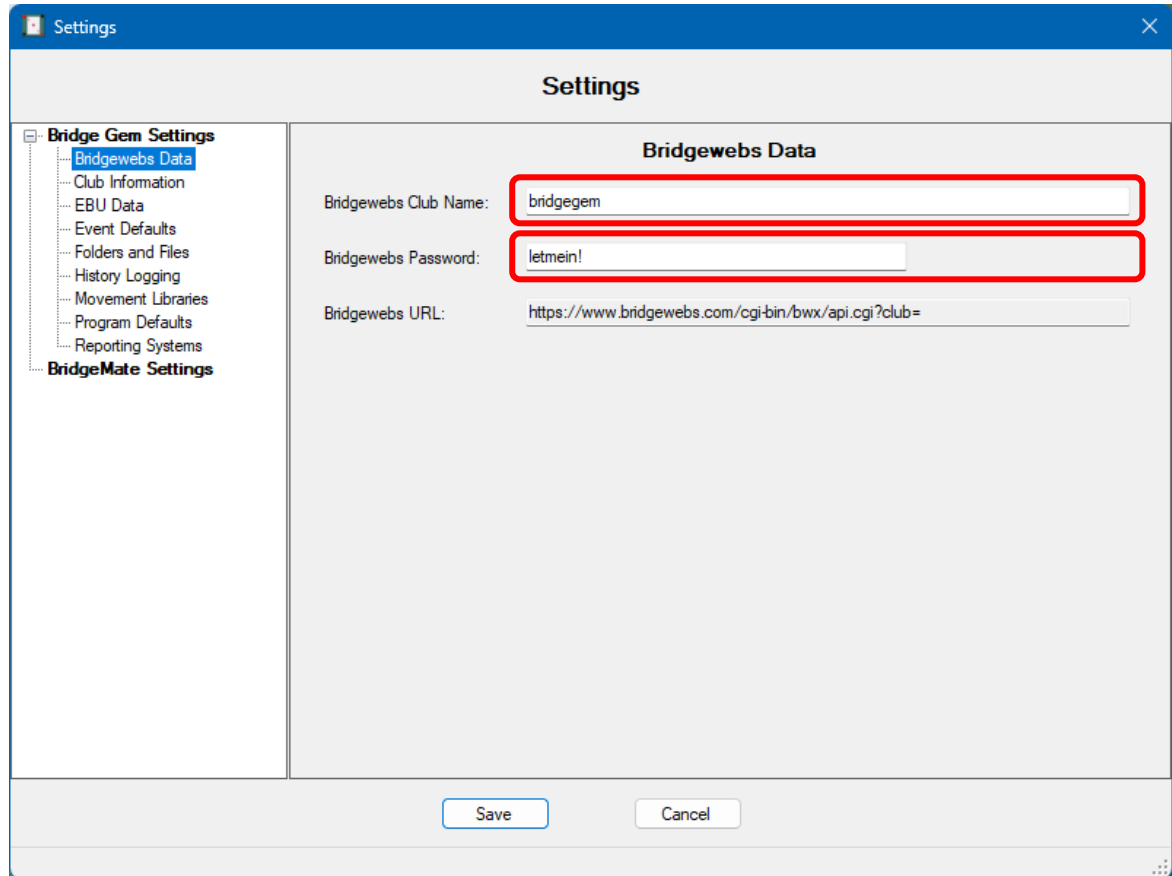


The **Settings** form is displayed.

Bridgewebs Information

This section can be ignored if it is not intended to upload Results to Bridgewebs, or download Player information from Bridgewebs.

Select **Bridgewebs Data** in the lefthand pane to display the **Bridgewebs Data** panel. The club's Bridgewebs Name and Password can be entered. These are required to log on to the Club's Bridgewebs website.



The screenshot shows a 'Settings' window with a sidebar on the left containing a tree view of settings categories. The 'Bridgewebs Data' category is selected and highlighted. The main area of the window is titled 'Settings' and 'Bridgewebs Data'. It contains three input fields: 'Bridgewebs Club Name' with the value 'bridgegem', 'Bridgewebs Password' with the value 'letmein!', and 'Bridgewebs URL' with the value 'https://www.bridgewebs.com/cgi-bin/bwx/api.cgi?club='. At the bottom of the window are 'Save' and 'Cancel' buttons.

The **Bridgewebs Club Name** is the text that is appended to the **Bridgewebs URL** that directs the caller to the club's webpage in Bridgewebs (see screenshot above).

EBU Information

This section can be ignored if it is not intended to upload Results to the EBU, or download Player information from the EBU.

Select **EBU Data** in the lefthand pane to set up the EBU data. The **Name** the club has registered with the EBU, its **EBU Number** and its **EBU Password** can be entered here. These are required to log on to the EBU website and upload Results or download information (such as a Player's EBU Number) from the EBU website.

The EBU Data pane also allows the entering of the club's **Status** and **Universal Management Code** which are used by default when, respectively, assigning Master Points to Players and uploading Results to the EBU. These values may be overwritten when running an **Event**.

Event Default Information

Select **Event Defaults** in the lefthand pane to set up Event defaults.

The values set up this panel are used as defaults when a new **Event** is created. They may be overwritten when running the Event.

Club Information

If you wish to change the way in which players are identified to Bridge Gem, select **Club Information** in the lefthand pane. There are 2 ways by which players can be identified:-

- by their EBU Number
- by their Club Id (see the Player Details form)

Results Reporting System Information

Select **Reporting Systems** in the lefthand pane to set up the Results Reporting System that Bridge Gem will launch in order to interact with the Tabletop terminals.

Select **Manual Scoring** if Tabletop terminals are not used to report results.

Setting Up WiFi Access to the Internet

If your WiFi connection to the Internet is not already setup you should follow the steps in this [link](#) to set it up.

Creating the Player Database

To create a Player Database longhand, use the **Main** form's **Players→View→Players→New** menus. The **New Player** form is displayed. Player details can be added and Players inserted into the Player Database one-by-one.

To use the quicker methods: from the **Main** form (see above):-

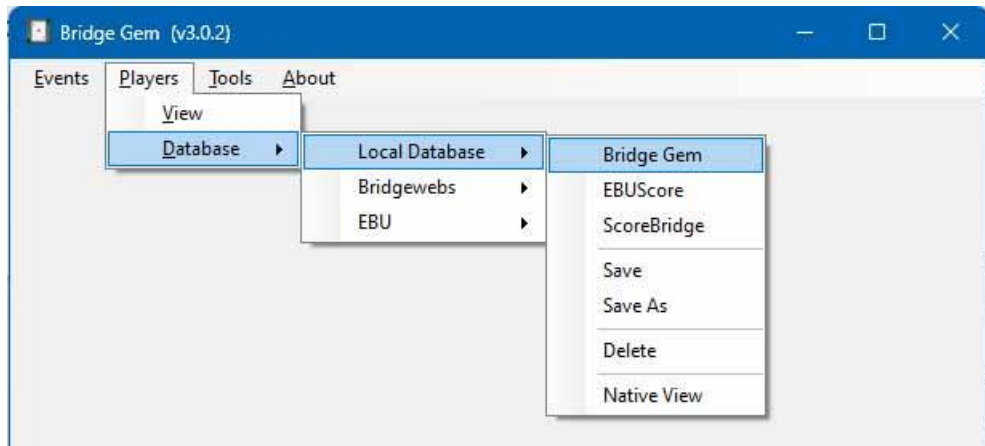
- a) Download the Player Database from the club's Bridgewebs site using the **Players→Database→Bridgewebs→Download & Overwrite** (or Merge) menus.
- b) Download the Player database from the EBU using the **Players→Database→EBU→ Download & Overwrite** (or Merge) menus.

If you use either of these methods to download Player information over the Internet, status information concerning the transfer is displayed on the bottom righthand side of the Event Form. This allows the monitoring of the progress of the request. When all the Player information has been received, a message is displayed.

If the retrieval of information fails for any reason, an error message is displayed, and the existing Player details are retained.

Note that you must have internet access to use either of the above 2 methods.

- c) The third method of importing Player information in bulk is to import the information from any existing Bridge Gem, ScoreBridge, or EBUScore player files, using the Main form's **Players→Database→Local Database** menus, as shown below:



Bridge Gem can import native ScoreBridge player files (*.txt) and native EBU Score Player files (*.dat).

Using any of these options **overwrites** the existing Player details with those in the imported file.

A confirmation window is displayed. This allows confirmation, or otherwise, that the existing Player details are to be overwritten.

A **File Open** dialogue box is displayed. This allows the selection of the Player file to be imported.