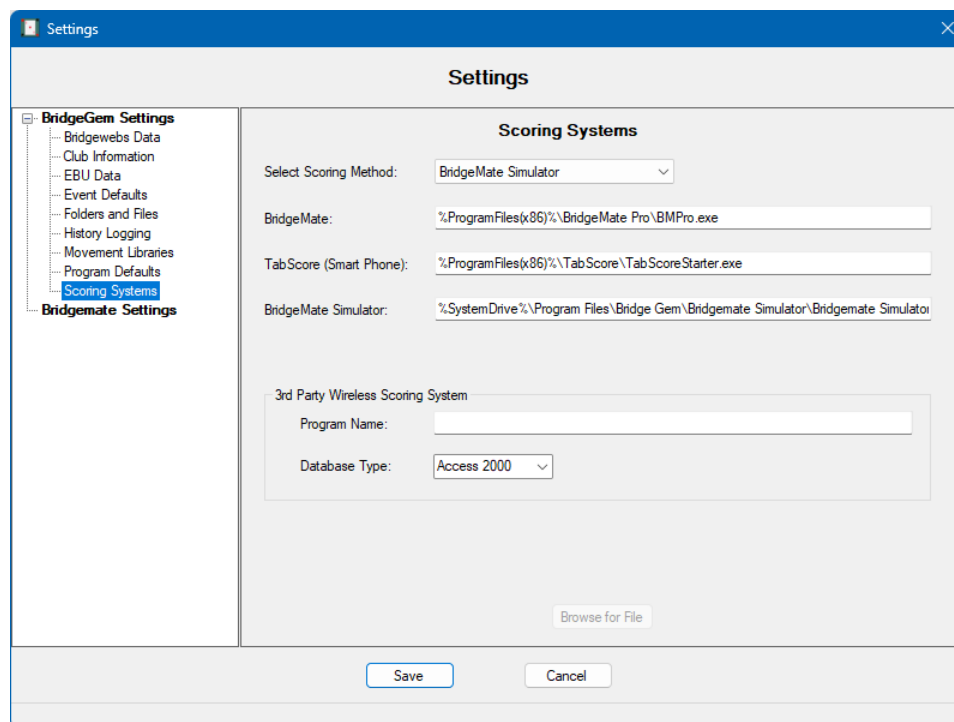# Working with the Bridgemate Simulator

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.

To get Bridge Gem to launch 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.

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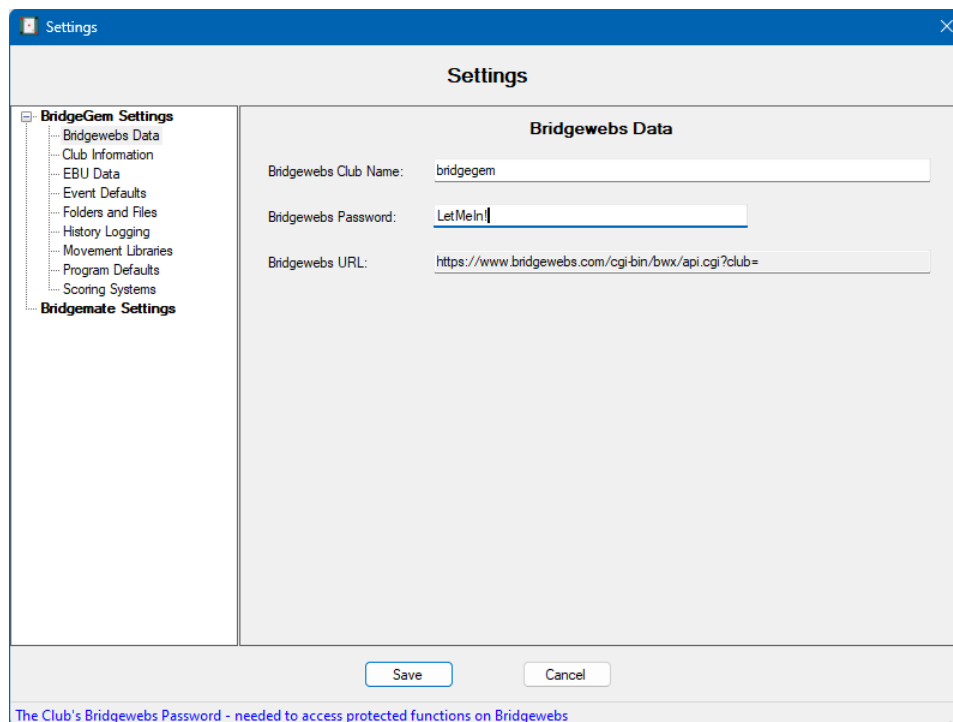

Select '*BridgeMate Simulator*' as the **Scoring Method.**

Click on the **Save** button.

To Upload Results to Bridge Gem's Test Bridgewebs Website

Select **Bridgewebs Data** in the lefthand pane. The **Bridgewebs Data** panel is displayed in the righthand pane.
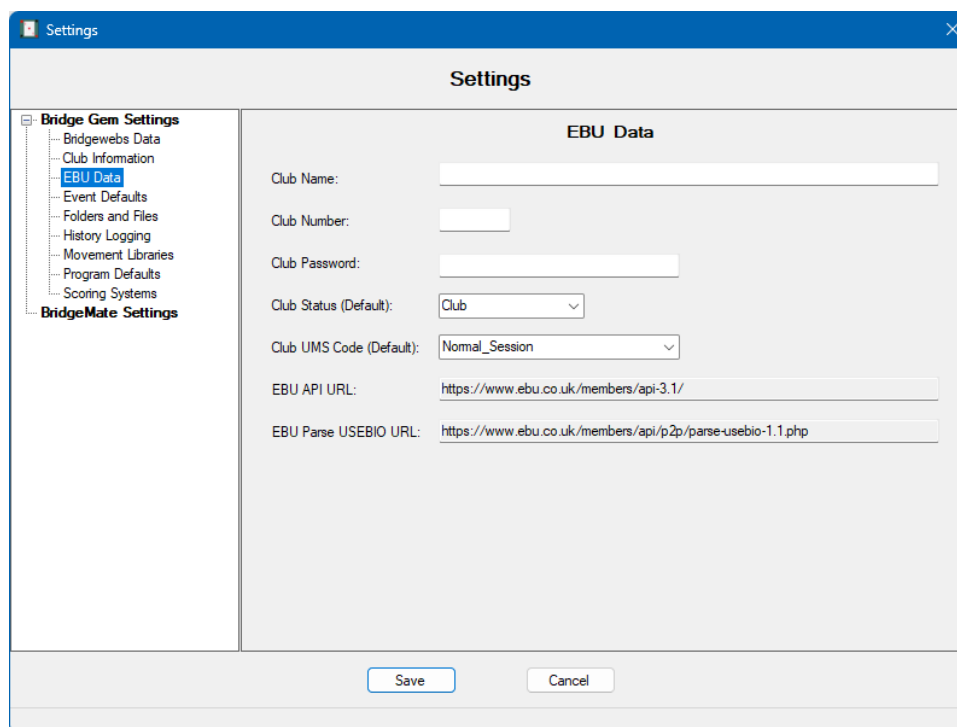

Enter '***bridgegem***' as the Bridgewebs Club name and '***letmein!***' as the password. These settings direct Bridge Gem to upload Results to Bridge Gem's Bridgewebs website – a test website for Bridge Gem.

To Upload Results to the EBU's Test Website

Next select **EBU Data** in the lefthand pane. The **EBU Data** panel is displayed in the righthand pane:
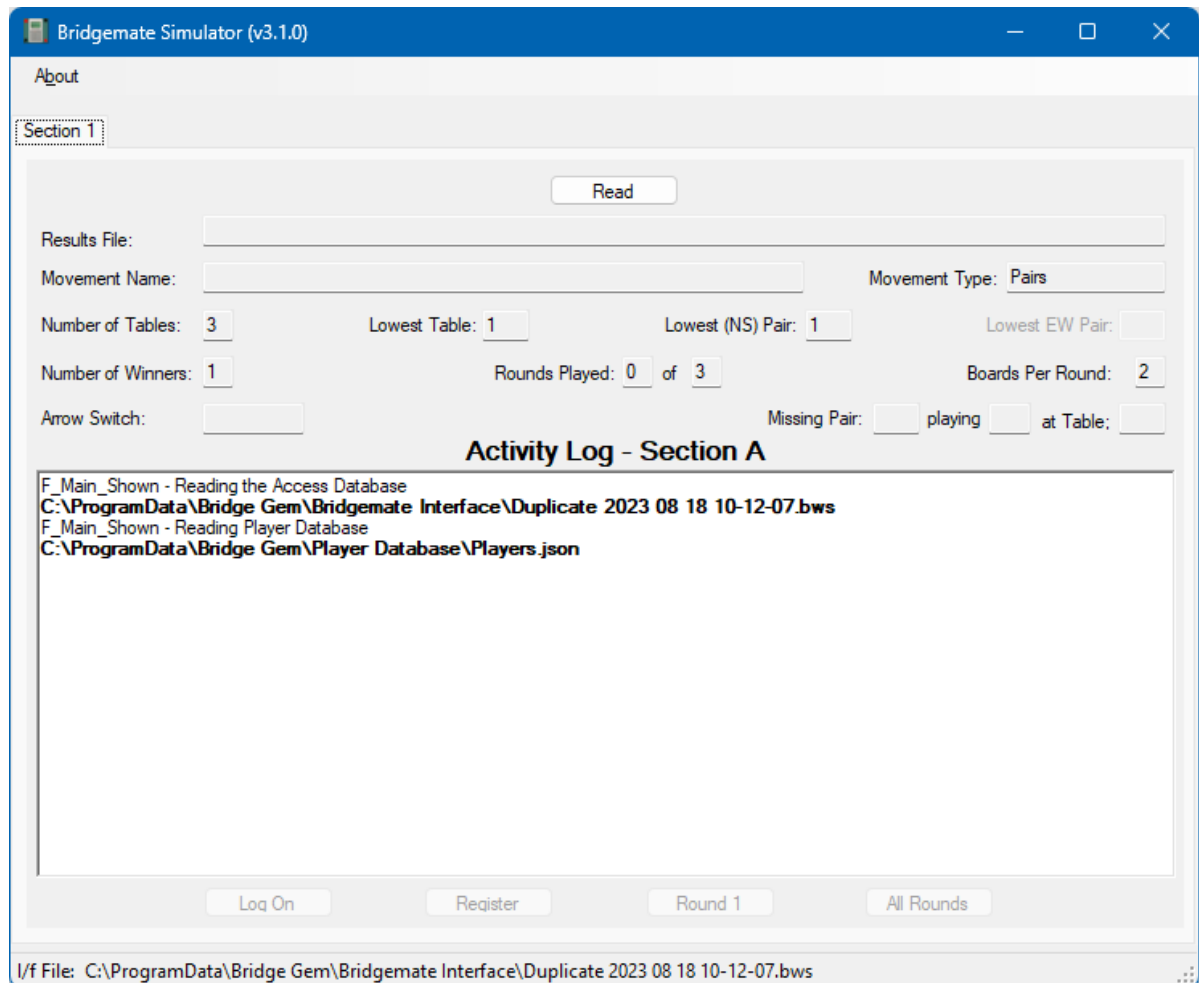

Enter the EBU Id of the EBU's **Test Club** and the corresponding password. Request these from the EBU. They will enable upload of 'Results' to the EBU's Test Club webpage.

Using the BridgeMate Simulator

Bridge Gem launches the BridgeMate Simulator when an Event is started. It only has one window:

Click the **Read** button to read a 'scraped' file. The scraped files are found on:

> *%PROGRAMDATA%***Bridge Gem\Bridgeweb Scrapings\ … .scrp**

Where *%PROGRAMDATA%* is normally **C:\ProgramData**

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

Select a **.scrp** file that has the same '*vital statistics*' as Bridge Gem's selected movement. The vital statistics are:

- Movement Class (Pairs or Individual)
- Number of Winners
- Number of Pairs
- Number of Rounds
- Missing Pair

These are indicated in the name of the .scrap file by sequences like '*P6 R3 1W*' and '*P5 R3 -NS3 1W*' in the file name.

If a mis-matching file is selected, **BridgeMate Simulator** normally displays error messages in the **Activity Log**.

Once a .scrp file has been read in the **Log On** button is enabled. Click it to log on the Tables.

Next click the '**Register'** button to register the players and after that one of the **Round** button to report Results.

The **Activity Log** displays details of the data that has been sent to **Bridge Gem**.

The Way BridgMate 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 'contacts' 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 interval 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':-
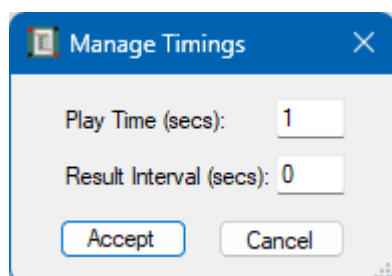
.scrp Files

.scrp files are created by reading real results that have been published on Bridgewebs by Bridge Clubs. This process is known as '*web scraping*', hence the name Scraped files.

.scrp files are XML files, and they can therefore be easily displayed and interpreted. Any Browser, eg Chrome, Edge, Firefox etc., can display them, well set out, in human readable form. To do this launch a Browser and type **Ctrl+O** to select the file to be read. Alternatively, for Firefox, select **File** from the main menu and then **File Open.**

Notepad++, a freeware text editor, is another app that displays .scrp files in a nicely set out fashion. **.scrp** files can be created by hand using a text editor such as Notepad++.

The content displayed is easily interpreted.

See the Appendix for an example of a simple **.scrp** file.

Other Bridge Gem Files

Most BridgeGem files other than the Player Database, eg Event file, Result files etc, are XML files and can therefore be read by a Browser.

The Player Database is a JSON file which can also be read with a Browser.

Appendix – An Example of a .scrp File