

BCS 5

What is BCS 5?

BCS 5 is the newer version of BCS, rewritten in .Net. It has some new features compared to BCS 4 (BmPro.exe). On the other hand BCS 5 does not support all functions that BCS 4 does. Scoring files (.bws) can be exchanged between the two programs, after, before and even during sessions.

BCS 5 supports data exchange with a scoring program using the .bws file, but also using a database independent API. For more information please read the Bridgemate Data Connector developer's guide.

New functions of BCS 5

BCS 5 has some features that BCS 4 has not.

- BCS 5 is a 64 bit application.
- It needs to be installed only once on a computer, but each Windows account can use its own version provided it is installed in a different folder.
- BCS 5 supports combined use of Bridgemate 2 and Bridgemate 3. The Bridgemates can be replaced during a session.
- BCS 5 on one hand mimicks the menu structure of BCS 4, but can show data in different ways.
- Data exchange using a database independent API. This is outside the scope of this document.

Functions that BCS 5 does not support

BCS 5 does not support some features that BCS 4 does.

- No support for Brigemate Pro
- Currently no support for reporting and .html files with the session's rankings.
- No support for the /h (handrecords) start-up parameter. Handrecords from the Handrecords table will always be uploaded to the servers if present.

Considerations for migration

The following considerations apply when deciding to migrate to BCS 5

- You want to use Bridgemate 2 and Bridgemate 3 together.
- You experience problems due to the fact that BCS 4 is a 32 bits application.
- You do not use reporting or live .html files for the rankings.
- BCS 5 will support all future functions of the Bridgemates, but not necessarily all of them through the .bws scoring file.
- You are writing a new scoring program or currently have no extensive code base for using the .bws scoring file for data exchange. At some point communication using the newer Data Connector process will offer features that using data exchange through the .bws file does not.
- At some point in the unforeseeable future 32 bits programs may cease to be supported by Microsoft. But this will be years away.
- BCS 5 will interact with your scoring program in exactly the same way as BCS 4 does. So apart from the considerations above your scoring program will not "know" that it is interacting with a new application.

How to use BCS 5

Installation

The installer for BCS 5 can be found on www.bridgemate.com or on the local version of it for your country,

You only need to install the application once on the computer.

Launching BCS 5

The installer will write the location of the application to HKEY_LOCAL_MACHINE\SOFTWARE\Bridge Systems BV\BCS.Net\InfoForExternalProgram\ExePath in the Windows registry. You can retrieve this value to launch BCS 5.

BCS 5 has the same name for its executable: "BMPPro.exe", so even when you cannot change the code launching BCS from your scoring program, it will be able to start BCS 5, provided it knows where the executable is located.

Start-up parameters

The start-up parameters for BCS.Net are similar to those of BCS 4, but the syntax is different. Between parameters there must be a space.

That said, BCS 5 supports the start-up parameters used for BCS 4 as well.

- -f: Make BCS.Net load a .bws file. The filename must follow within double quotation marks without a space. This option is mutually exclusive with -m.
 - Example: *BCS.Net -f"C:\My Folder\Bws Files\FridayEvening.bws"*
- -m: Use the Bridgemate Data Connector API to manage the Bridgemates. This option is mutually exclusive with -f. How to use this is outside the scope of this document.
- -s (only together with -f or -m) Reset the Bridgemates and load the data from the .bws file into them.
- -r (only together with -f or -m) start reading.
- -m: Start BCS.Net minimized.
- -c: Auto shutdown BCS.Net when all scores have been processed.
- -b: Use byte logging for all communication.
- -l: Sets the loglevel. Add the desired loglevel directly after the parameters without a space. Available levels are 'd' for "debug" and 't' for "trace". The default level is "info".
 - Example: *-ld for "debug".*

A typical commandline for starting a session would be:

BMPPro.exe -f"C:\My Folder\Bws Files\FridayEvening.bws" -s -r

A typical commandline for restarting BCS.Net minimized with a previously used .bws file would be:

BMPPro.exe -f"C:\My Folder\Bws Files\FridayEvening.bws" -r -m

Unsupported start-up parameters

The following start-up parameters for BCS 4 are not supported in BCS 5 and will throw an exception if used:

- -h (handrecords): BCS 5 checks the Handrecords table for data and will upload it to the Bridgemate if the -s (reset) parameter is set.
- -pi (second instance): BCS 5 cannot be run twice for different sets of Bridgemates.

EBUScore

EBUScore

EBUScore is the scoring program provided by the English Bridge Union (EBU). EBUScore can work with BCS 5 considering the points below.

Main considerations

- BCS 5 uses drivers for MS Access 2000 to access the scoring (.bws) file and the BMPlayerDB.mdb files. Make sure to use a version of EBUScore that uses these drivers as well. The standard version of EBUScore uses the MS Access '97 drivers. This will not work.
- The installer will place an empty BMPlayerDB_Template.mdb file and an empty BMPlayerDB.mdb file in the local appdata at C:\Users\<username>\AppData\Local\BCS.Net. The latter file can be filled with data from the EBU's member administration from EBUScore.
- Scoring (.bws) files can be opened from the "File" menu on the top left of the application. Server initialization and reading has to be activated manually.

Configuration steps after installation

Follow the steps below when planning to use the function described,

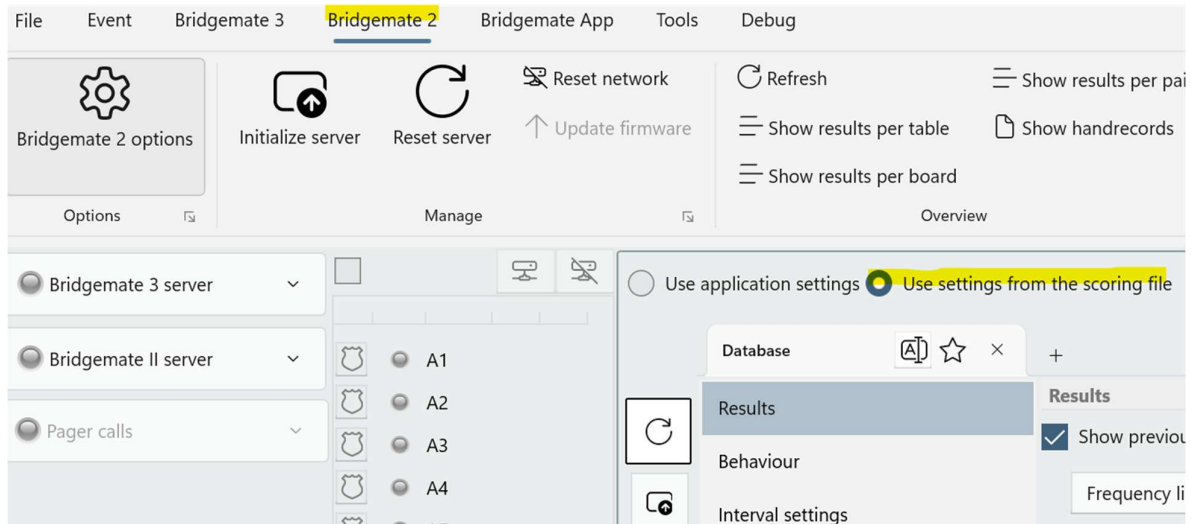
Point EBUScore to BSC 5's executable

In EBUScore make sure to set the location for BCS to BCS 5's "BMPro.exe" executable on the Bridgemate scoring window, Admin tab.

Bridgemate 2 settings

Ensure that the Bridgemate 2 settings as specified by EBUScore are used by indicating that BCS should send the Bridgemate 2 settings from the scoring file.

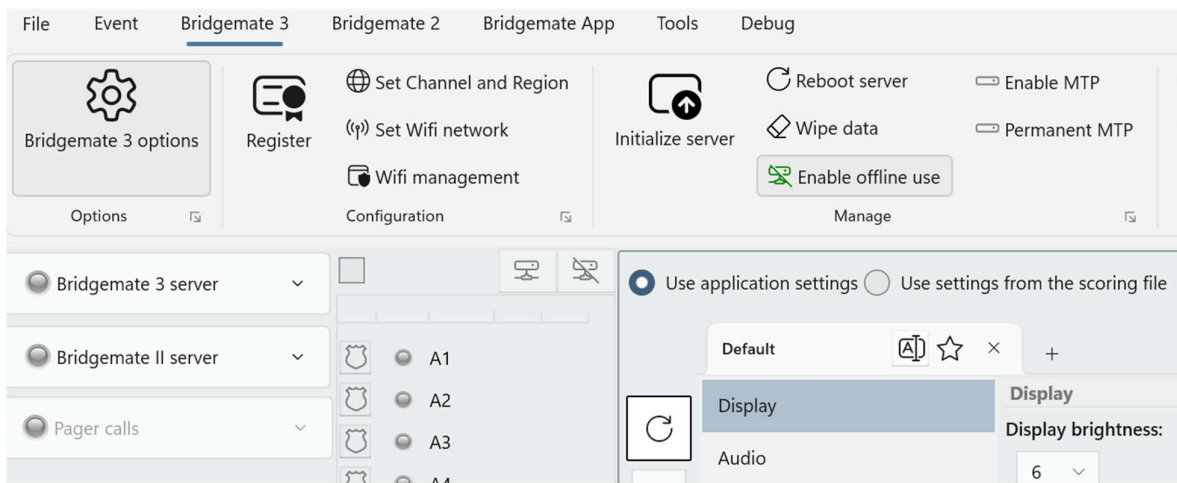
Note: for this to work a Bridgemate 2 server has to be attached to the computer and a scoring (.bws) file has to be loaded from the File menu.



Bridgemate 3 settings

EBUScore does not support administering the settings for the Bridgemate 3. BCS will derive some of the Bridgemate 3 settings from those for the Bridgemate 2, but the recommended approach is to indicate in BCS 5 that the application's Bridgemate 3 settings should be used

Note: in order for this to work a Bridgemate 3 server must be attached to the computer.

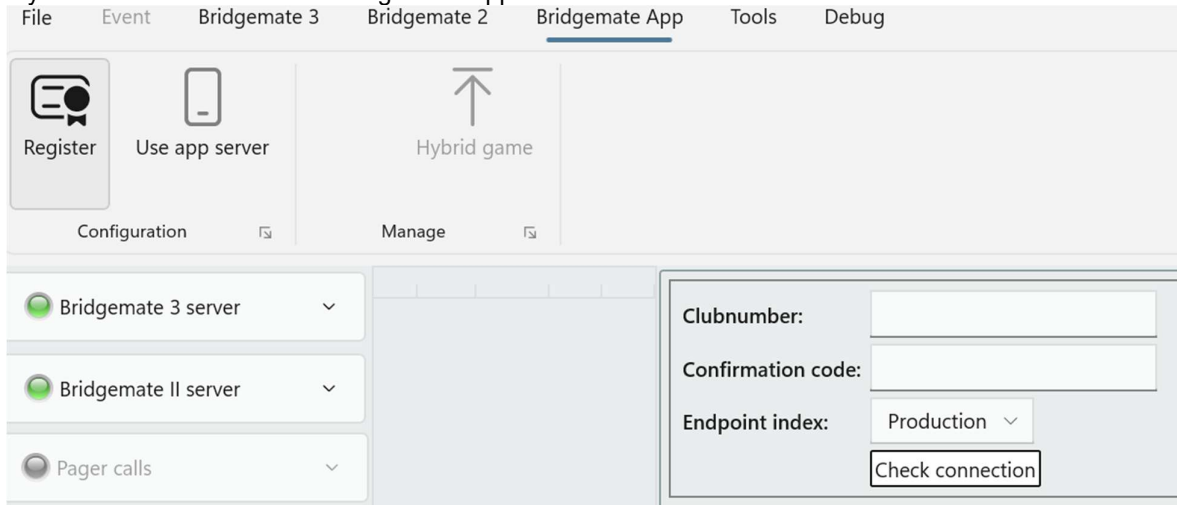


Activating the Bridgemate App

To activate use of the Bridgemate app take the following steps:

Register for the App server

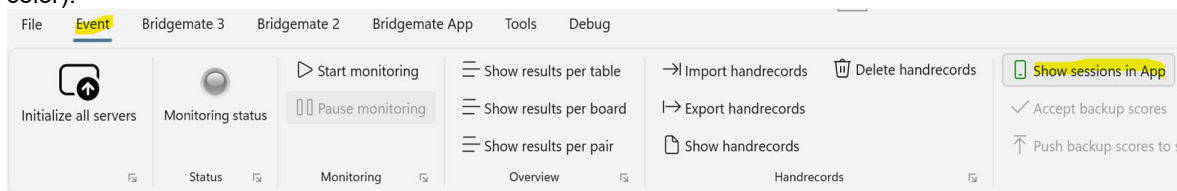
If your club makes use of the Bridgemate App:



- Enter your clubnumber and confirmation code.
- Set the endpoint index to "Production"
- Press "Check connection"
- On success click the "Use app server" button.

Activate the events to use the App server

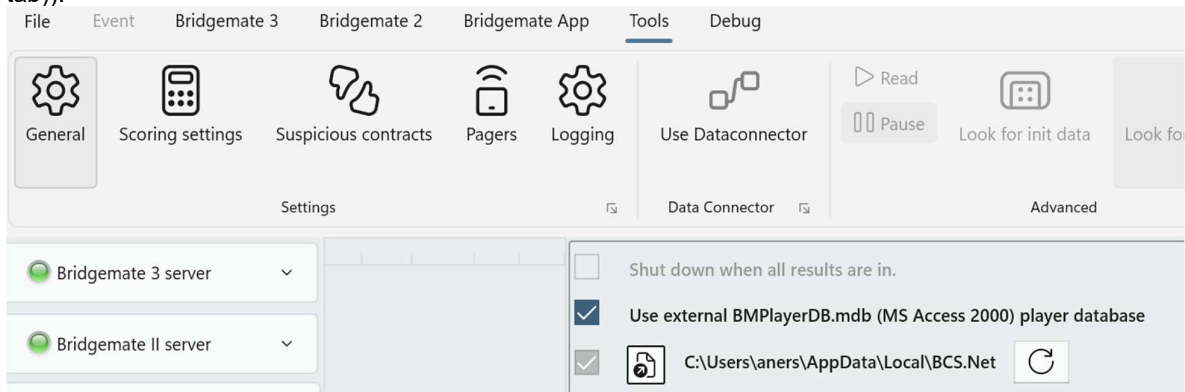
On the "Event" tab click the "Show sessions in app" button if it is not already pressed (and has a green color).



Activate use of the BMPlayerDB.mdb file

On the "Tools" tab check the "Use external BMPlayerDB.mdb" option if you plan to use this. Take note of its location as this location needs to be updated in EBUScore (on the Bridgemate scoring window (Admin

tab)).



Note: this file can be moved to a different folder if so desired.

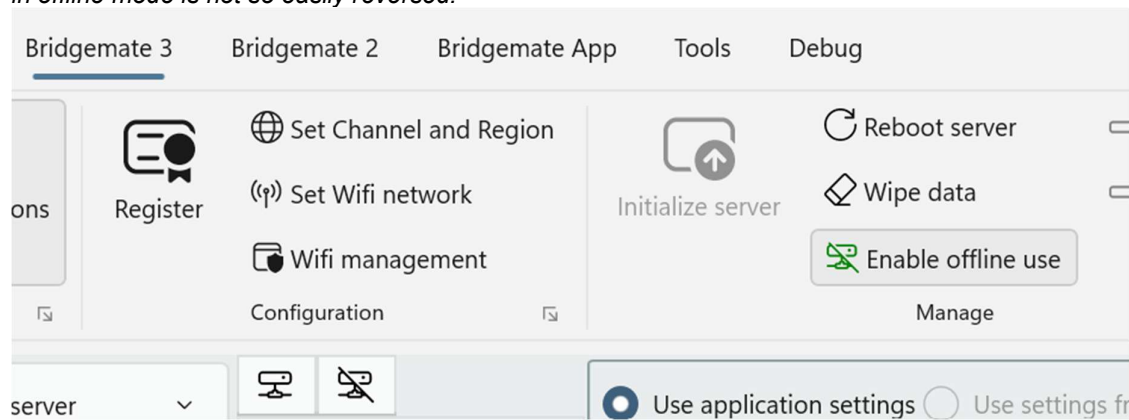
Note: refer to the EBUScore documentation on how to fill the database with EBU player data.

Activate offline use of the Bridgemate 3

The Bridgemate 3 can be used in offline mode. To enable this click the button for this on the Bridgemate 3 tab.

Note: for this to work a Bridgemate 3 server must be attached to the computer.

Note: only activate this option when you are really planning to use this. Accidentally setting a Bridgemate 3 in offline mode is not so easily reversed.



Advanced procedures

Usually BCS will be launched from EBUScore, If the configuration steps above have been followed things will "just work".

Below follow descriptions for advanced scenario's.

Manually loading a scoring file.

To manually load a scoring file:

- Click the "File" tab and select either a recently used scoring file or browse to a scoring file.
- Click the "Initialize all servers" button twice.
- Click the "Start monitoring" button.

Inspecting the server contents

On the Bridgemate 2 and Bridgemate 3 tabs overviews of the event's movements and board results can be viewed. Mind that the buttons are toggles: to hide a particular view click its governing button a second time. Moreover, it is possible to download a server's contents to the scoring file and it is possible to close the current round (filling the unplayed boards with "No Play").

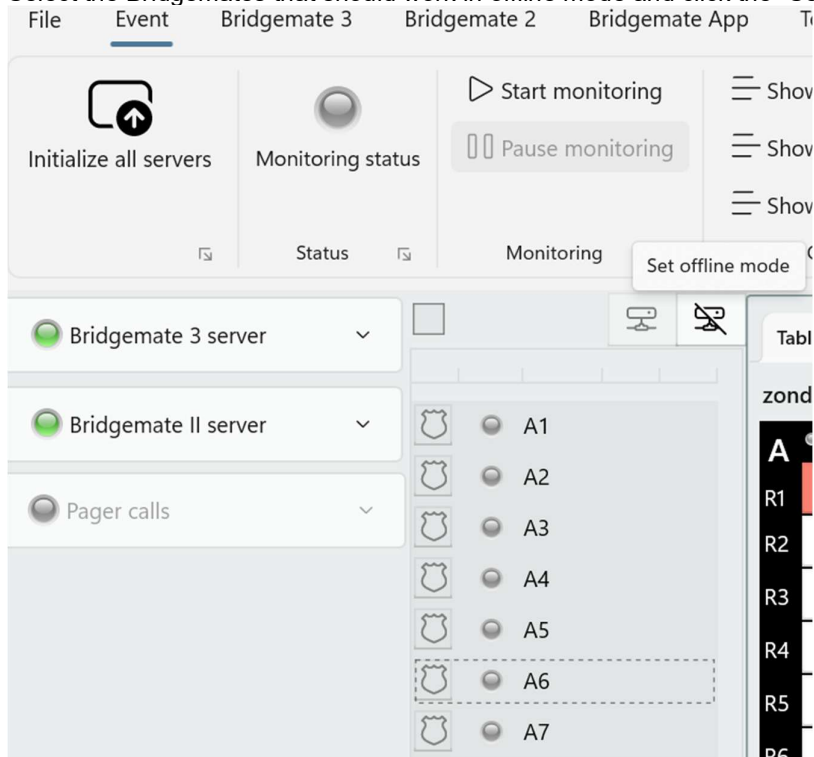
Last: it is possible to reinitialize the Bridgemate 2 server, the Bridgemate 3 server or the App server separately. The other servers will keep their data.

Using the Bridgemate 3 in offline mode

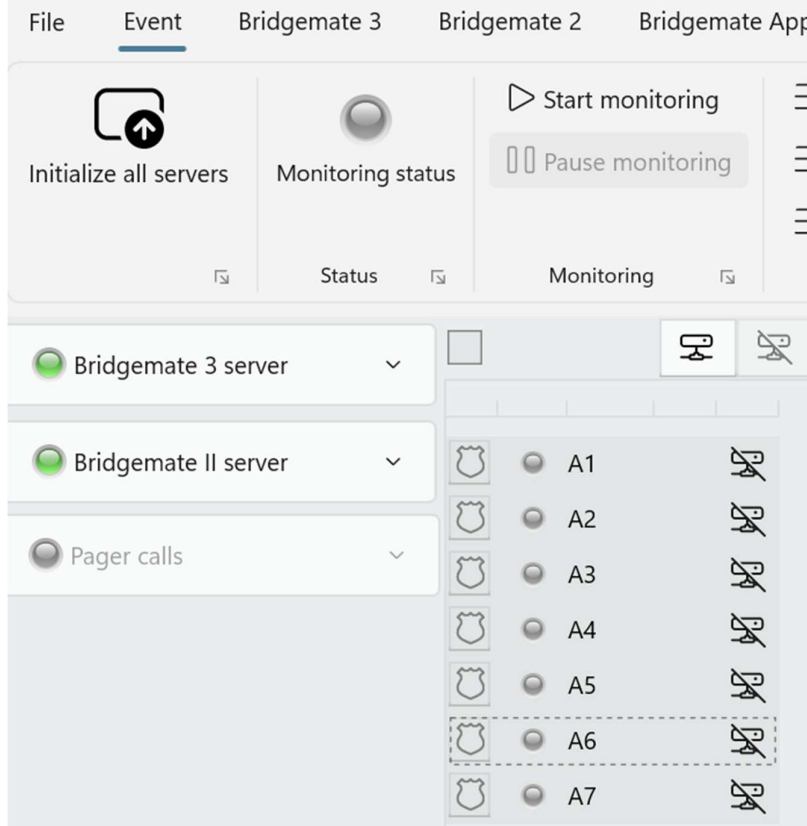
Starting a Bridgemate in offline mode is only possible at the event's start. Once the Bridgemate has logged on in online mode this can only be changed by clicking the "Initialize all servers" button, thereby erasing all data.

Note: once a Bridgemate has been started in offline mode BCS will be unable to communicate with it until the Bridgemate has received all board results as expected by its movement. By resetting the Bridgemate communication can be reestablished as well.

- Enable offline use of the Bridgemate 3 on the "Bridgemate 3" tab.
- Manually load the scoring file. If the file has been created (and BCS been launched) from EBUScore it can be found in the recent files of the "Files" tab.
- Select the Bridgemates that should work in offline mode and click the "Set offline" button twice.



- The Bridgemates will be marked as offline. Now click the "Initialize all servers" button.

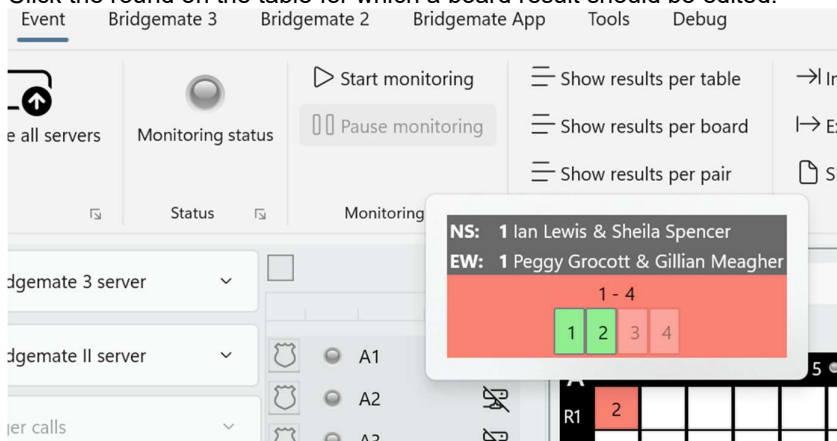


- On starting the Bridgemate and selecting an offline table it will operate in offline mode.

Editing a board result

A board result can be edited from the table monitor:

- Click the round on the table for which a board result should be edited:



- Click on the board to edit:

☐ Show results per board ☐ Export handrecords ☐ Accept backup scores ☐ Spread sh

☐ Show results per pair

NS: 1 Ian Lewis & Sheila Spencer

EW: 1 Peggy Grocott & Gillian Mea

1 - 4

1

2

3

4

R1	2			
R2				
R3				
R4				
R5				
R6				
R7				

Section: A

Table: 1

Round: 1

Board: 2

NS: 1

EW: 1

Declarer: 1

NS/EW: N

Contract: Pass

Result:

Leadcard:

Remarks:

Date/time: 12-5-2025 23:16:54

☐ Wrong direction

Rnd	Tbl	NS	EW	Contract	By
1	A1	1	1	Pas	N
2	A7	7	6		
3	A6	6	4		
4	A5	5	2		
5	A4	4	7		
6	A3	3	5		
7	A2	2	3		

By clicking the "eye" button on the lower left side the handrecord for the board can be inspected.

- After editing the result click the "Save modified result" button twice.