

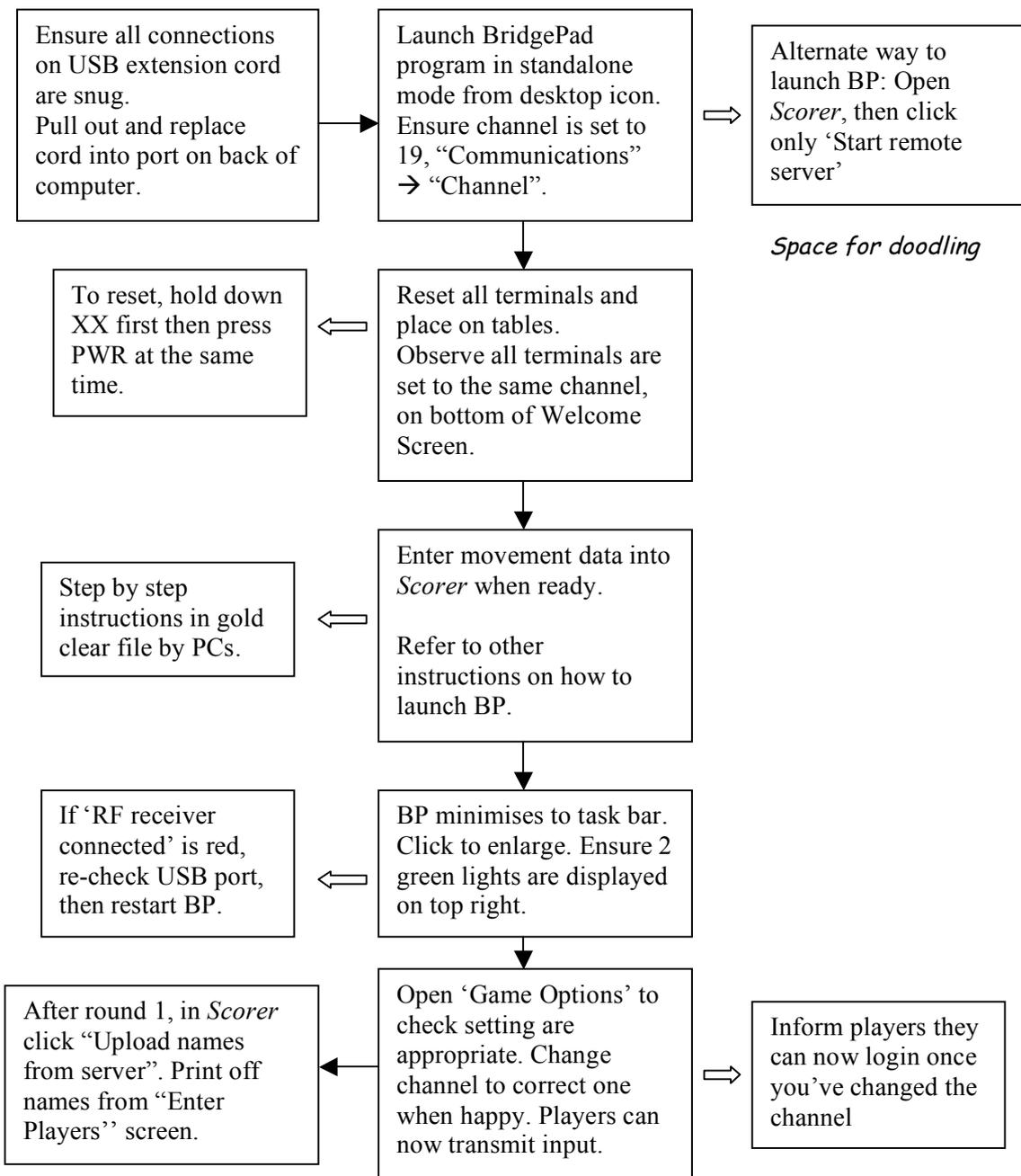
## **BridgePad Seminar – Otago Bridge Club**

**Jared Fudge 31 January 2011**

---

- Setting up for a session
- Entering movement data
- At the end of the session
- Troubleshooting: battery replacement, computer freeze/restart, incorrect computer number, incorrect movement data, incorrect table number, phantoms pairs

*Suggested workflow for running a session with BridgePad at OBC*



*Space for doodling*

*Entering movement data*

*Space for doodling*

Step by step instructions for this are found in a gold clear file with screen shots and annotations. This will be demonstrated on screen.

Set up a section as usual in Scorer. The extra buttons on the right hand side are pressed in descending order at different times when running a session with BridgePad.

*At the end of the session*

- Wait for all results to appear on the grid. Allow a moment for players to check their rough scores.
- Sever the connection between BP units and the computer. “Communications” → “Channel” → change back to 19. This is the default channel it should be set to when communication is undesired.
- Open *Scorer*. Click “Upload results from server”. A dialogue box will display in green font “Please wait...”. This may take several moments to disappear. If nothing appears to be happening after a while, press Control + Alt + Delete and end BP program. Re-open BP via *Scorer* and re-try. Often goes OK on the second attempt. Not sure why.
- In *Scorer*, click “Enter Scores”. Artificial adjustments are done at this point. Scroll through all boards to ensure a result for all tables on each board appears. Occasionally if communication problems occur during a session, a majority of tables on one or more boards may display no scores. Not sure why, even though they eventually all appear on the grid anyway. Enter manually into *Scorer* by printing off BP grid - easier to do than flicking backwards and forwards between screens.
- In *Scorer*, click “Calculate Results”. Print off one copy of personal score sheets and four copies of results. Process these as usual.
- Once scores are calculated, in *Scorer* click “XML”. This creates a file that is detected by John Shanks’ web server which produces ‘Individual Data’ that appears on the web site. If you have pressed “XML” and then need to make a correction(s), press it again after the correction – this overwrites the previous file and contains the updates.
- Exit BP and *Scorer* when you’re done.
- Collect up terminals in the bag and reset them all, ready for the next session.

*Frequently occurring problems and what to do about them*

*Space for doodling*

**Battery low warning:** Players will receive a warning message that batteries are getting low. Tell them to continue until they run out. Data is retained in memory, so don’t panic. Change batteries, turn on and then press the 3 key, to resume current game. The terminal should restart to the board when it cut out. At the time of writing (late January 2011) batteries appear to last about a year, when used at the frequency we use them.

**Computer freeze/restart:** Units won't transmit to computer while BP software is closed, but retain in memory until it is reset. Login to Scorer, ensure the "Start new session" box is **unticked**, then click "Start remote server". Ensure the right channel is set under the "Communications" menu in BP program.

**Incorrect computer number:** For players that don't have a computer number ("Member ID") ask them to enter 99999. Record their name to enter manually in *Scorer* under "Players". **Visitors** that have a NZB computer number enter it as usual. For **phantom pairs** enter zero for both the missing players. This will display as 'phantom' in the names file. Often, players who have a number that starts with zero will enter the leading zero, when they shouldn't. When the names are uploaded, a box will appear stating which table number and compass point is 'wrong'. If a zero is present at the start of the incorrect number, note it down, press OK, then enter the 4 digit number manually in *Scorer* under "Players".

**Incorrect movement data:** In *Scorer*, click the appropriate section, press the black line button beside 'Delete section'. You will be prompted to retain or discard the names for this section. Then enter the right data again by creating a new section. If you are already through a session, the units will need to be reset and boards already played will need re-entered. This will annoy everyone but just say the computer crashed or something, and don't make it obvious it was your own 'operator error' – they will all believe you.

**"Incorrect table number" or "Login" part way through a session:** Often, after a restart of the BP program, or just randomly, some units will crash and ask players to login with their table number. When they do this, the boards and opponents for round 1 will display. Reset the unit (PWR + XX) to bring it to the 'Welcome screen'. Press 'Back', then choose option 4 '**Replace failed unit**'. Enter the table number, then data will be back-loaded from the computer to restore the unit to the round when the crash occurred. It will display "Sending data: packet x". 'x' refers to each round, and changes as the data flows. If it goes back to round 1, repeat the procedure.