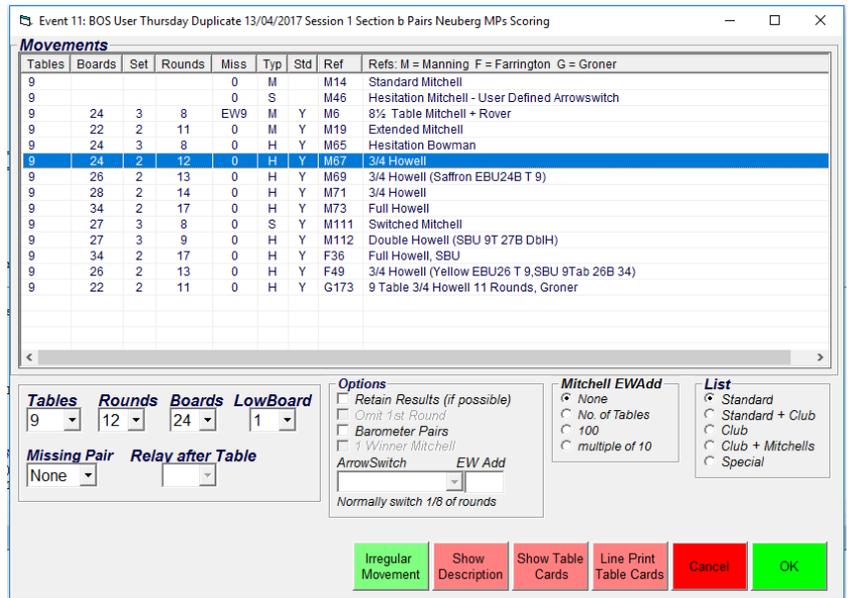


How to Use Bridgmate Test Simulator BMTTest (version 4.x.y)

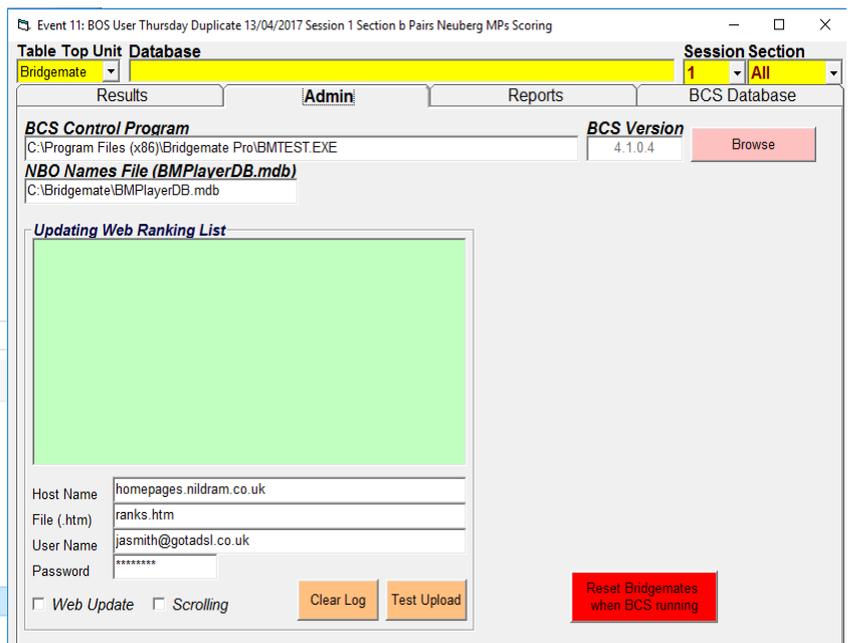
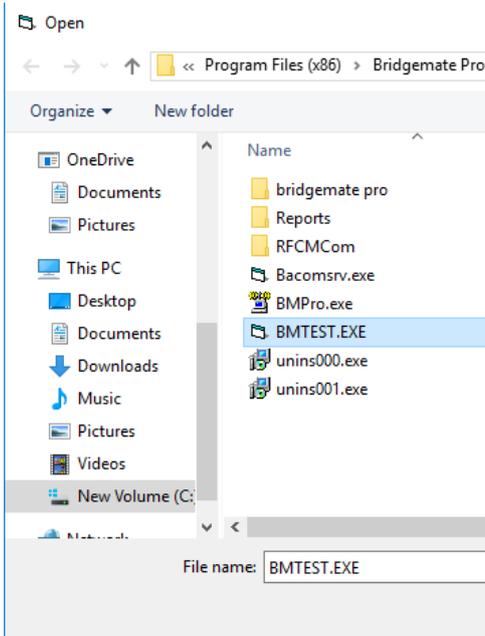
BMTTest is used to simulate Bridgmate results to a Scoring program. The normal method of using BMTTest is to set it as the Bridgmate Control Software program so it can be called from the Scoring program. Here is an example event:

- A. Using Jeff Smith's Pairs Scorer I set up a test 9 table $\frac{3}{4}$ Howell. (The program and event are arbitrary – calling up BMTTest is the same in each program.)



- B. Go to the *Event Menu* and select **Bridgmate Scoring** then click on the *Admin* tag.

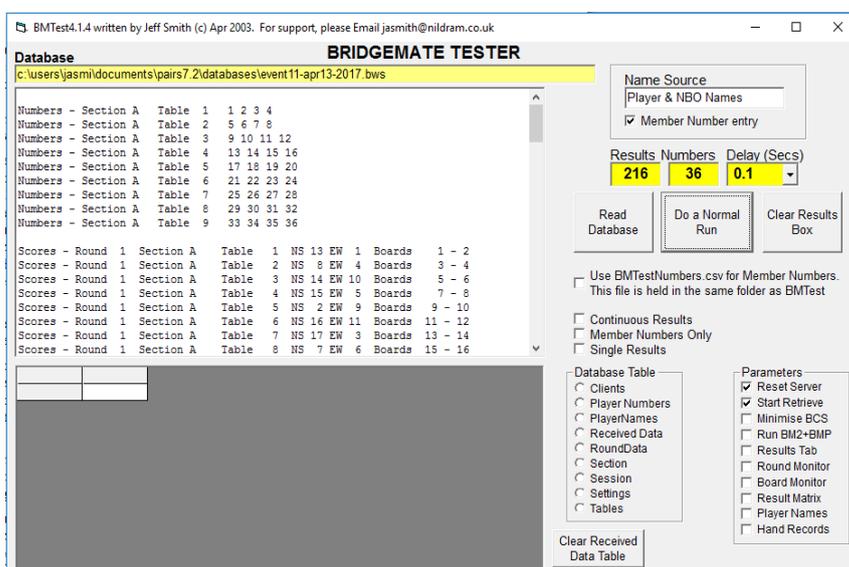
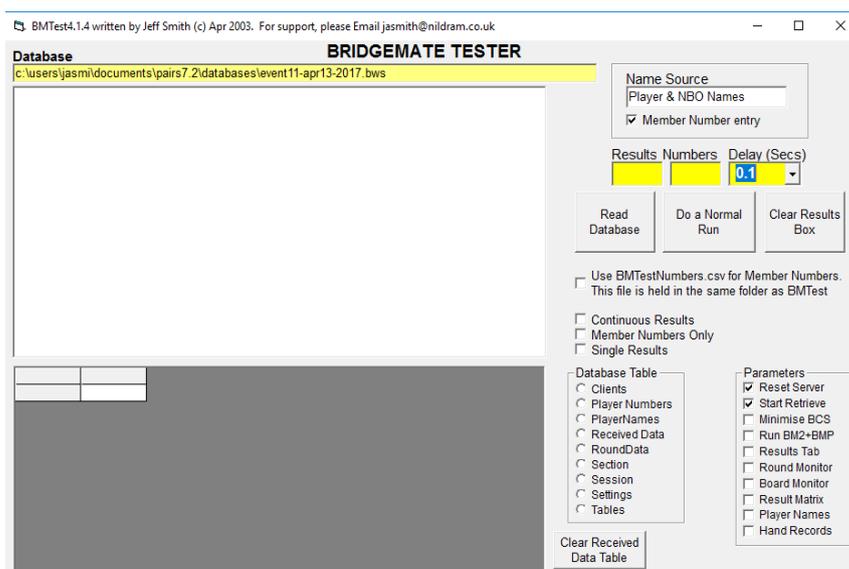
- C. Take a note of the Current location of BMPro.exe as you will want to restore this at the end of the test event. Click on the “*Browse button*” tab and navigate to select **BMTTest.exe**



D. Click on the **Results** tab to return to the Scoring screen and click on **Create Database**.

E. Click on **Launch BCS**. Now you will be taken to **Bridgemate Tester** instead of the usual BPro startup screen.

1. Set the delay (top right) to 0.1 to save time.
2. There are options to do a continuous run, to do just Member Numbers, to generate single board results (rather than rounds) and for the source of Member Numbers., For this example, we can leave them unticked
3. Now click on “**Do a Normal Run**”. For Pairs/Teams this will generate all the results. For Swiss Pairs/Teams you would need to do 1 round at a time to replicate the draw/receive procedures. See below).
4. The program first creates player number entries (which I ignore). It then creates the results as requested.
5. Return to the Scoring screen and the results will flow in.



F. If you have finished the exercise, select the **BCS setup** tab and restore the original settings for BPro.

SWISS PAIRS/TEAMS variations.

The only real difference between ordinary Pairs/Teams and the Swiss varieties is that you need to produce results for each new round. As for the Pairs/Teams, start with C, D & E above to get the Round 1 scores. The program will do this for you automatically when you make each next round assignment and Update the Database during the current session. However, when starting a new session you will have to close down BMTes, close the current session then restart, do the next Assignment and create the database for Session 2, then Launch Server again and proceed as you did for Session 1.

Running BMTes in Freestanding Mode

BMTes may be run as a freestanding program in exactly the same way. Instead of replacing the Bridgemate Control Software program by BMTes, you can run the program separately in exactly the same way. The only extra step is to use the Read Database button to access the Database file at the start. Also in Swiss events, you have to do another Normal Run after each Assignment.