Using BMPlayerDB to recognise names when entering by ABF / NZ Bridge Number

When launching a session using Bridgemate II's, you can set the player names to show on the Bridgemate immediately after they enter their player numbers, and also at the start of each new round. This happens automatically when players enter their club number to the Bridgemates, but not when they enter their ABF or NZ Bridge Number.

If they enter their ABF/ NZ Bridge Number at your Club, you need to create another special database for the Bridgemates if you want player names to appear immediately. Once built, it will remain in place, and will be automatically updated whenever you update the Masterpoints player list.
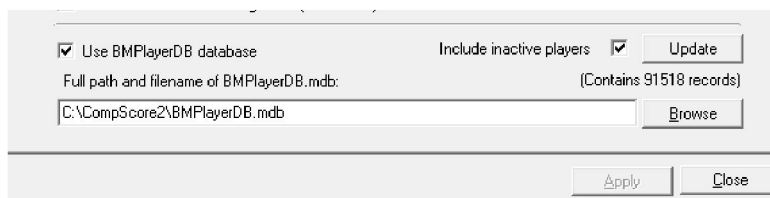
The file is **BMPlayerDB.mdb**. This is installed into the Compscore2 folder automatically when you install Compscore2, and another copy is provided when you install the Bridgemate Control Software. If there is no such file in your Compscore2 folder, copy it from the Bridgemate Control Software program folder (usually C:\Program Files\BM Pro).

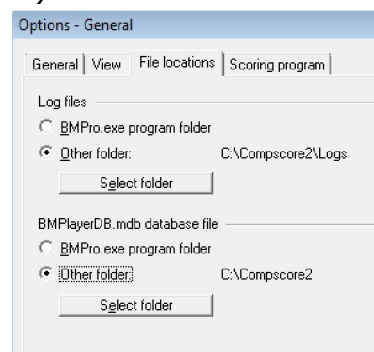To link this file into the system, do the following:

- In Compscore2, under **Setup | Preferences – Bridgemates**, on the **Bridgemate II Extras** tab, tick the box at the bottom **[x] Use BMPlayerDB database**.

- Navigate to the location of the BMPlayerDB.mdb file, and click **Apply**.

- Click the **Update** button. This will populate the database with the full list of players from the latest Masterpoints list on your system, and may take a few minutes.

- Next, you need to tell the Bridgemate Control Software (BCS) where the file is located. To do this, open the BCS program and select **Tools | Options | General**, and select the **File Locations** tab. Under the **BMPlayerDB.mdb database file** heading, click **Other folder**, and navigate to the location of the file we just loaded, typically c:\Compscore2.

That's it. Now whenever players enter their ABF Number or their Club Number, the Bridgemates will recognise them immediately.

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