

# RSVP Bridgemate Connector — User Manual

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## 1. Introduction

RSVP Bridgemate Connector is a Windows desktop application that connects **Bridgemate Control Software 5 (BCS5)** to the **RSVP Bridge** platform ([rsvpbridge.com](https://rsvpbridge.com)). It enables live, automatic uploading of scores entered on Bridgemate devices to an RSVP Bridge game in progress.

### What It Does

- **Validates** section credentials (Section ID and Key) against the RSVP Bridge server.
- **Retrieves** the player roster and movement (round/table assignments) from RSVP Bridge.
- **Initializes** BCS5 with the downloaded data via the Bridgemate Data Connector.
- **Polls** BCS5 every 5 seconds for new results entered on the Bridgemate terminals.
- **Uploads** those results in real time to RSVP Bridge.
- Supports **multiple sections** simultaneously within a single session.

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## 2. Requirements

Requirement	Details
<b>Operating System</b>	Windows 10 or Windows 11 (64-bit)
<b>Bridgemate Control Software</b>	BCS5 must be installed, and the <b>Bridgemate Data Connector</b> service must be running on the same machine.
<b>Internet Access</b>	A working internet connection is required to communicate with the RSVP Bridge server.
<b>RSVP Bridge Account</b>	The event director must have created a game on <a href="https://rsvpbridge.com">rsvpbridge.com</a> and assigned players and a movement to each section. A <b>Section ID</b> and <b>Key</b> will be provided for each section to connect.

**Note:** The installer includes all necessary runtime components (.NET 8). No separate .NET installation is required.

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## 3. Installation

### 3.1 Using the Installer (Recommended)

1. Obtain the installer file **RsvpBridgemateConnectorSetup-x.x.x.exe** from RSVP Bridge support.
2. Double-click the installer and follow the on-screen prompts.
3. Choose an installation directory (the default is **C:\Program Files\RsvpBridgemateConnector**).
4. Optionally select **Create a desktop icon** when prompted.
5. Click **Install** and wait for the process to complete.

6. Click **Finish**. You may choose to launch the application immediately.

The installer creates a Start Menu shortcut under **RSVP Bridgemate Connector** and, if selected, a desktop shortcut.

## 3.2 Running from a Portable Build

If you received a portable (non-installer) build:

1. Copy the **publish** folder to a location of your choice.
2. Run **RsvpBridgemateConnector.exe** directly from that folder.

No installation is required — the executable is self-contained.

## 3.3 Uninstalling

- Open **Settings > Apps > Installed apps** (or **Control Panel > Programs and Features**).
  - Find **RSVP Bridgemate Connector** and click **Uninstall**.
  - Alternatively, use the **Uninstall RSVP Bridgemate Connector** shortcut from the Start Menu.
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# 4. Getting Started

## 4.1 Before You Launch

Ensure the following are in place before starting the application:

1. **Bridgemate hardware** is connected — the Bridgemate server device is plugged in to the computer and powered on.
2. **BCS5 / Bridgemate Data Connector** is installed and its background service is running.
3. The **event director** has provided you with one or more **Section ID** and **Key** pairs from RSVP Bridge.
4. The section on RSVP Bridge has **players and movement assigned** and is in the **"entry"** state.

## 4.2 Launching the Application

- Double-click the desktop shortcut, or
- Launch from the Start Menu under **RSVP Bridgemate Connector**, or
- Run **RsvpBridgemateConnector.exe** directly.

The main window will appear with the header **RSVP Bridgemate Connector** and an empty Sections area.

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# 5. Using the Application

## 5.1 Overview of the Main Window

The application window is organized into the following areas from top to bottom:

Area	Purpose
<b>Header</b>	Displays the application name and logos. A red <b>DEV</b> label appears if running in development mode.

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Area	Purpose
<b>Sections</b>	Where you add, validate, and manage sections. Each section has its own row.
<b>BCS5 Control</b>	Buttons to start, reset, reconnect, and stop the BCS5 connection.
<b>Bridgemate Data Connector Control</b>	Additional controls for managing the Data Connector.
<b>Status Bar</b>	Shows the current overall status and color-coded messages.
<b>Activity Log</b>	A scrollable, time-stamped log of all application activity.

## 5.2 Adding and Validating a Section

1. Click the **Add Section** button in the Sections area.
2. A new section row appears with fields for **ID** and **Key**.
3. Enter the **Section ID** (4–8 digits) and **Key** (4 uppercase letters) given to you by the event director.
4. Click **Connect**.
  - o The application contacts the RSVP Bridge server to verify the credentials.
  - o On success, the section name and event information appear, and the row turns blue/green with a ✓ status.
  - o On failure, a red ✗ status is shown. Check that the ID and Key are correct, and that the section is in the "entry" state on RSVP Bridge.
5. Repeat for additional sections if the event has more than one.

**Tip:** You can remove a section that has not yet been loaded by clicking the **Remove** button on its row.

## 5.3 Starting BCS5

Once at least one section has been validated:

1. Click the **Start BCS5** button in the BCS5 Control area.
2. The application will:
  - o Fetch the player roster and movement for each validated section from RSVP Bridge.
  - o Build the initialization data for BCS5.
  - o Connect to the Bridgemate Data Connector service.
  - o Send the initialization data (players, tables, rounds, boards) to BCS5.
3. On success, the status turns **green** and shows the active section letter(s).
4. **Automatic polling** begins — the application checks BCS5 for new results every 5 seconds.

Each loaded section row will display statistics:

Statistic	Meaning
<b>Players</b>	Number of players in the section.
<b>Tables</b>	Number of tables.
<b>Rounds</b>	Number of rounds in the movement.

Statistic	Meaning
<b>Received</b>	Number of results received from the Bridgemate terminals.
<b>Submitted</b>	Number of results successfully uploaded to RSVP Bridge.

### 5.4 Automatic Result Upload

Once BCS5 is started, the application works automatically:

- Every 5 seconds, it polls BCS5 for new results.
- New results are sent to the RSVP Bridge server.
- The **Received** and **Submitted** counts update as results flow through.
- Each result is logged in the Activity Log with details (table, round, board, contract, declarer).
- Duplicate results are automatically skipped.

**No manual action is required during normal play.** Players enter scores on the Bridgemate terminals, and the application uploads them in the background.

### 5.5 Adding a Section After BCS5 Has Started

If you need to add another section while the event is already running:

1. Click **Add Section**, enter the credentials, and click **Connect** to validate.
2. A **Load into BCS5** button will appear on the validated section row.
3. Click **Load into BCS5** to add this section to the running BCS5 session.
4. The new section will begin polling for results alongside the existing section(s).

### 5.6 Per-Section Actions

Once a section is loaded, three additional buttons appear on its row:

Button	Description
<b>Push Results</b>	Manually reads all results from BCS5 for this section and uploads them to RSVP Bridge. Use this to force a full re-upload, for example after recovering from an internet outage.
<b>Pull Results</b>	Fetches results from RSVP Bridge and injects them into BCS5. Useful if scores were entered directly on the RSVP Bridge website and need to appear on the Bridgemate system.
<b>Update Players &amp; Movement</b>	Re-fetches the player roster and movement from RSVP Bridge and sends the updated data to BCS5. Use this if the director has made changes to player assignments or the movement on the RSVP Bridge website.

### 5.7 BCS5 Control Buttons

Button	Description
<b>Start BCS5</b>	Initializes BCS5 with all validated sections and begins automatic polling.

Button	Description
<b>Reset BCS5</b>	Clears the Bridgemate servers and re-uploads all section data from scratch. Use if BCS5 gets into an inconsistent state.
<b>Reconnect BCS</b>	Reconnects to BCS5 if communication was interrupted (e.g., the Data Connector service was restarted). Resumes polling automatically.
<b>Stop BCS5</b>	Stops polling and disconnects from BCS5. All sections return to a stopped state. You can start again by clicking Start BCS5.

## 5.8 The Activity Log

The Activity Log at the bottom of the window shows a time-stamped record of all operations:

- Section validation results
- Data fetches (players, movement)
- BCS5 connection and initialization
- Each result received and submitted
- Any errors encountered

Use the **Clear** button to empty the log. The log holds the most recent 500 entries.

Log files are also saved to disk in the **logs** folder next to the application executable, with filenames like **RsvpBridgemateConnector-2026-02-23.log**. These can be useful for troubleshooting after the fact.

## 6. Typical Session Workflow

Here is a step-by-step walkthrough for a typical game session:

1. **Set up hardware** — connect the Bridgemate server to the computer and power on the Bridgemate terminals.
2. **Launch** RSVP Bridgemate Connector.
3. **Add a section** — enter the Section ID and Key provided by the director.
4. **Connect** — click Connect to validate. Confirm you see a green checkmark and the event name.
5. **Add more sections** if applicable, and validate each one.
6. **Start BCS5** — click the Start BCS5 button. Wait for the green "Running" status.
7. **Play the game** — players enter scores on Bridgemate terminals as usual. Results upload automatically.
8. **Monitor** — watch the Received/Submitted counters and the Activity Log for confirmation.
9. **End of game** — when all boards have been played, click **Stop BCS5**.
10. **Close** the application.

## 7. Troubleshooting

### Connection Validation Fails

Symptom	Possible Cause	Solution
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Symptom	Possible Cause	Solution
Red <b>X Failed</b> after clicking Connect	Incorrect Section ID or Key	Double-check the credentials with the event director. The Key is 4 uppercase letters and is case-sensitive.
"Not ready for entry" message	The section is not in the "entry" state on RSVP Bridge	Ask the director to verify the section status on the RSVP Bridge website.
Network or timeout error	No internet connection	Check your internet connection and firewall settings. The application needs HTTPS access to <a href="https://rsvpbridge.com">rsvpbridge.com</a> .

### BCS5 Won't Start

Symptom	Possible Cause	Solution
"BCS5 connection failed"	Bridgемate Data Connector service not running	Ensure BCS5 is installed and its Data Connector service is running. Check Windows Services for "Bridgемate Data Connector".
"No validated sections"	No sections have been connected	Add and validate at least one section before clicking Start BCS5.
"No players" or "No movement"	Section data incomplete on RSVP Bridge	Ensure the director has assigned a movement and that players are registered on the RSVP Bridge website.

### Results Not Uploading

Symptom	Possible Cause	Solution
Received count increases but Submitted stays at 0	Internet connection lost	Check your internet connection. Once restored, use <b>Push Results</b> to manually upload.
Results appear on Bridgемate but Received stays at 0	Polling interrupted	Click <b>Reconnect BCS</b> to re-establish the connection with BCS5.
Some results missing	Results entered on RSVP Bridge directly, not via Bridgемate	Use <b>Pull Results</b> to fetch results from RSVP Bridge into BCS5.

### Recovering from Errors

- **Reconnect BCS** — Use this if the connection to the Data Connector service was interrupted. This resumes polling without losing data.
- **Reset BCS5** — Use this if the Bridgемate servers need to be cleared and reinitialized. This re-uploads all section data.

- **Push Results** — After recovering from a network issue, use this on each section to ensure all results have been uploaded.

## Log Files

If issues persist, check the log files in the **logs** folder (located in the same directory as the executable). Each day generates a new log file. These contain detailed information that can help the developer diagnose problems.

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## 8. Frequently Asked Questions

**Q: Do I need to install .NET separately?** A: No. The application is self-contained and includes all required runtime components.

**Q: Can I run multiple instances of the application?** A: No. Only one instance should connect to the Bridgemate Data Connector at a time.

**Q: What happens if I lose internet during the game?** A: Results will continue to be collected from the Bridgemate terminals, but uploads will fail. Once internet is restored, use the **Push Results** button on each section to upload all collected results.

**Q: Can I add a section after the game has started?** A: Yes. Add the section, validate it, and then click **Load into BCS5** to add it to the running session.

**Q: What if the director changes the movement or player assignments during the game?** A: Click **Update Players & Movement** on the affected section to re-fetch the latest data from RSVP Bridge and update BCS5.

**Q: Where are the log files?** A: In the **logs** subfolder next to the application executable. File names follow the pattern **RsvpBridgemateConnector-YYYY-MM-DD.log**.

**Q: What does the red "DEV" label in the header mean?** A: The application was launched with the **--dev** flag, which connects to a development server instead of the production RSVP Bridge API. This is used for testing only and should not appear during normal use.

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## 9. Contact & Support

For questions or issues, contact the RSVP Bridge team at [rsvpbridge.com](https://rsvpbridge.com).