Searching in the log file

RX = Received message (from the BSC's point of view)
TX = Transmitted message

Messages are sent in hexadecimal format.

A. Searching messages to/from a certain table

Ordinary log in
Search for "18 XX YY" where

XX is section
A=01
B=02 etc.

YY is table no.
1=01
2=02

Search for table 5 section A: => search "18 01 05" vill show the row where the table (A5) logged on.

IP no.
The aforementioned search might lead to a line looking like this:
2013-04-15 19:03:37.415 : RX <= FF 07 EB 03 18 01 05 01 13

Table A5's IP no. is found immediately after "FF", in the examle 07 EB

Log in via replace unit
Search for "64 XX YY" where

XX is section no.
YY is table no.
as described above.

Search for the tables IP as described above.
A=01
B=02 etc.

YY är bordsnummer enligt
1=01
2=02
Sök sedan på IP enligt vanliga inloggningen.

Searching a tables messages
Search for the desired tables IP (07 EB in the example) and all messages to/from this unit will show.

B. Type of message

The type of message is denoted in byte 5. Some common types of messages:

1. Reported results from 07 EB (=table A5)
2013-04-15 20:01:34.463 : RX <= FF 07 EB 07 34 12 1C 26 05 05 04 01 8F
34 = Msg type 52 = result sent from table (A5)

2. Unsent result(s)
ex. 2012-12-11 09:58:13.656 : RX <= FF 08 44 07 48 06 14 28 07 02 15 00 FB
48 = Msg type 72 = unsent result
06 14 28 07 02 15 = Each result is 6 byte. The first byte indicates the table no.

C. Extracting results

C1. Message 52

Payload size:	7
Flow:	TBS to Base station
Description:	Submit board result for PAIR game

Byte position	Bit position	Description
1	1 to 8	Payload header (message type), see headline and refer Payload header byte
Board result		
2	1-8	Board number
3	1-8	Contract, refer contract data byte conversion table
4	1-8	Declarer and Tricks won, refer declarer and result data byte conversion table
5	1-8	Lead, refer card data byte conversion table

| 6 | 1-8 | NS pair number |
| 7 | 1-8 | EW pair number |

e.g. RX <= FF 07 EB 07 34 12 1C 26 05 05 04 01 8F
34 = Msg type 52 = result from table (A5)
12 = Board no.
1C = Contract, see below
26 = Declarer and tricks, see below
05 = Lead, see below
05 = NS no.
04 = EW no.

2.5.1 Board result data byte conversion table

2.5.1.1 Contract data byte conversion table

Bit position	Description
8	Flag for redouble: 0,No; 1: Yes
7	Flag for double: 0, No; 1: Yes
4-6	Suit/Notrump: 0=C, 1=D, 2=H, 3=S, 4=NT; 7=No play
1-3	Level (1 to 7): 0 = PASS

2.5.1.2 Declarer and result data byte conversion table

Bit position	Description
3-8	Tricks won (0 to 13)
1-2	Seat (0 to 4): 0=N, 1=E, 2=S, 3=W

The maximum value in this byte is only 55 (Hx00110111), the remaining values are now used for ruling entries:

60 (Hx00111100) = 60%-40%
61 (Hx00111101) = 50%-40%
62 (Hx00111110) = 50%-50%
63 (Hx00111111) = 40%-40%
124 (Hx01111100) = 40%-60%
125 (Hx01111101) = 40%-50%
126 (Hx01111110) = 60%-60%
127 (Hx01111111) = 60%-50%
188 (Hx10111100) = 50%-60%

2.5.2 Card data byte conversion table

2.5.2.1 Card assignment conversion

Bit position	Description
8	Not used
7	Represent dash "--", blank
3-6	Card number: 1=A, 2=2, 3=3......, 11=J, 12=Q, 13=K, 15=x (small card)
1-2	Card suit: 0=C, 1=D, 2=H, 3=S

Last revised 130619