

# Re. PLAYER NAMES

## A. NO ASSIGNMENTS MADE

The BridgeScorer system offers a unique validation when the players register at the tables. A basic requirement for immediate validation is that the name corresponding to the entered ID number is available at the start of BridgeScorer control (BSC).

### 1. SOURCES OF NAMES

The description below is for names written with standard ASCII letters (as the ones used in this document). Languages with special characters can be entered via a name file written in Unicode. Note that Unicode names are NOT loaded into BridgeScorer Control but into BridgeTab Admin. See further the headline *Unicode names in BridgeTab* below.

#### 1.1 Text file

The recommended procedure is to keep a list of all possible IDs and names in a comma separated text file in the BridgeScorer folder. The file can contain all registered players in the world, if you would so wish. The process to create such a text file is automatic with some scoring software and semi automatic with other.



The IMPORT PLAYER NAMES OPTION can be used to create a names (text) file in the BridgeScorer folder. Note that you must perform IMPORT PLAYER NAMES BEFORE you click the START button (F2). BSC loads the names on file automatically at every start. So there is no need to perform IMPORT PLAYER NAMES repeatedly, unless you want to update the names list.

#### 1.2 Database

There is no need to use a text file (as described above) if the scoring software writes the players names to the database BEFORE start. The drawback with a large number of names in the database is that it takes long to load the names when there are many entries.

### 2. MERGING NAME LISTS

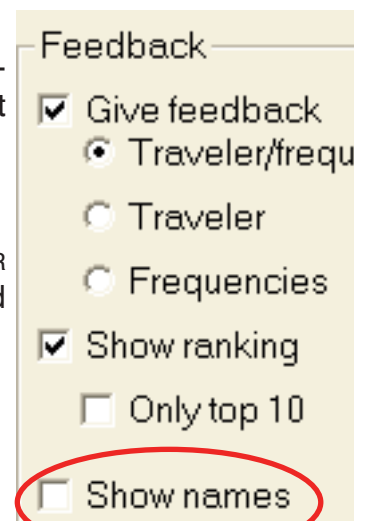
The BridgeScorer control (BSC) software will merge entries found in the text file with names found in the database automatically. We therefore recommend that you let your scoring program write your own members' names to the database and that all possible visitor's names are imported once and for all into BSC. BSC will assume that the database contains the most up to date entries.

### 3. DISPLAYING

You can untick the alternative SHOW NAMES in the GAME SETTINGS dialog anytime if the players have messed up things to the extent that the names that are shown at the tables do more harm than good.

### 4. UPDATING NAMES DURING GAME

You can change IDs and/or names anytime in BSC/FILE/DISPLAY PLAYER NAMES. The Scorers will use the amended entry from the next round and onwards.



## B. ASSIGNMENTS MADE

The names will be shown at the tables without the players having to enter their member IDs if the scoring program has written their start order to the database. Provided that you have selected SHOW NAMES in GAME SETTINGS, that is.

If, finally, you have assigned starting positions in the SP, but your SP does not handle names, then you can consider to enable ASK PLAYERS FOR ID in GAME SETTINGS. This will make the player names appear at the tables (if you have IMPORTED PLAYER NAMES).

### SUMMARY

- i. Names file is used **BEFORE START** (F2).
- ii. <eventname>.bws is merged with imported names **AT START** (F2).
- iii. FILE/DISPLAY PLAYER NAMES is used **AFTER START** (F2).

Related help pages: [import\\_names](#), [player\\_names](#) and [show\\_names](#).