Dealer4 PC Software User Manual ver: 0.1
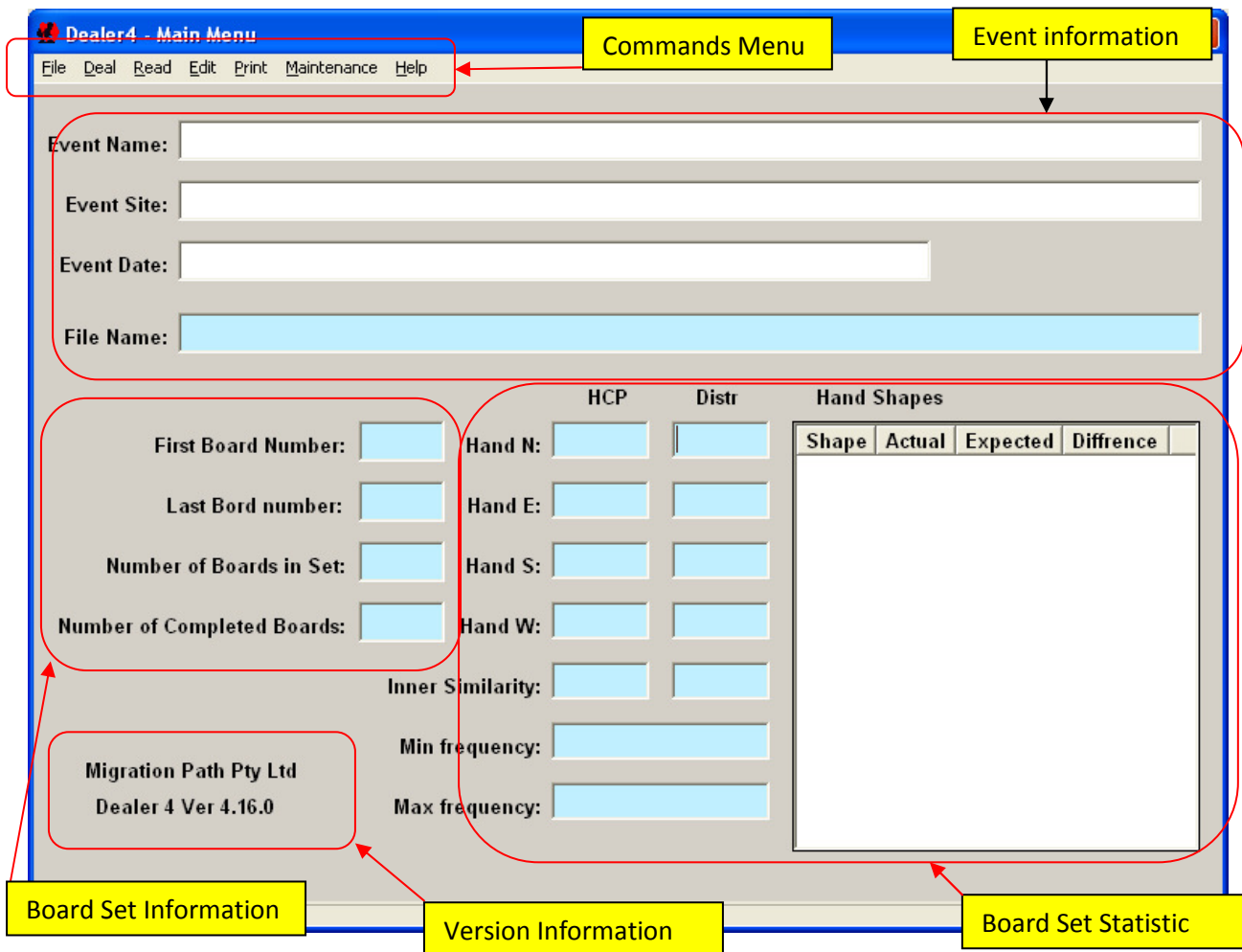
1 Introduction

This manual provides basic information about the Dealer4 PC software version 4.16 and above. This manual will be updated in the next few months to provide more details and information.

2 Main Menu

Main Menu window is displayed after Dealer 4 software starts. From this window all functions can be accessed:


When started, all the text boxes will be empty as shown above. They will be filled when a new Board Set is generated or loaded.

There are few a different groups of controls in the "Main Menu" window:

- Commands Menu – from here all commands can be executed

- Event information – shows information about current Board Set

- Board Set information   – shows first and last board number in the current set and number of total and completed boards in the current set.

- Version information   – shows current software version and the software vendor.

- Board Set Statistic   – shows information about current Board Set point and shapes distribution.

After generating or loading Board Set, the Main Menu will look like this:
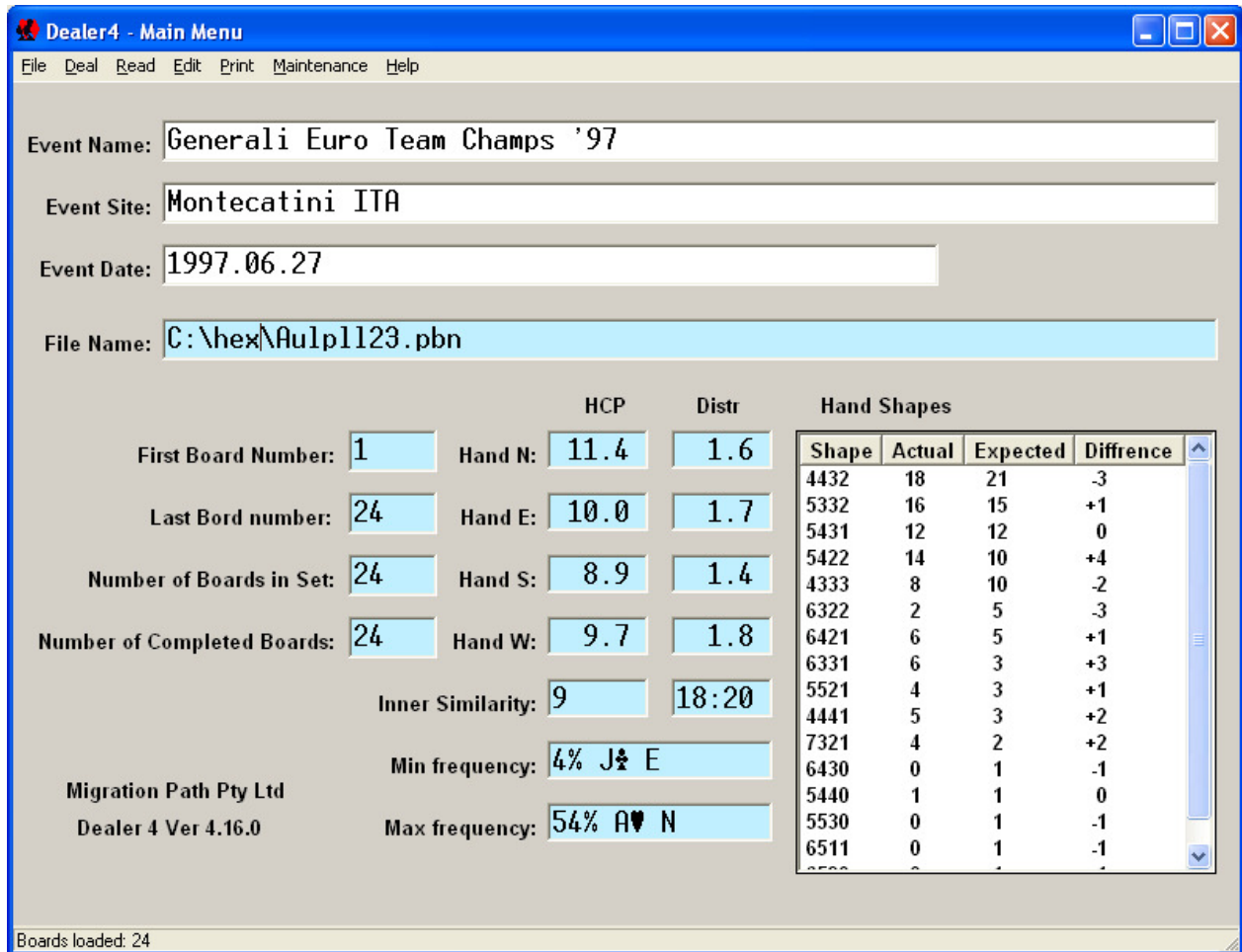
On the Main Menu window there are three fields which can be edited: Event Name, Event Site and Event Date. Any text can be entered to these fields. This information will be saved with the Board Set when using BRE or PBN file formats. Also the Event Name will be printed on the top of the Hand Records document.

3 File command group

File command group consists of four commands: New, Load, Save and Exit.

3.1   New command

New command is used to randomly generate a new Board Set or to generate empty Board Set for Read or Edit functions. The new window looks like this:

Before generating a new Board Set the following parameters need to be set:

- **First Board in set** – defines the number of the first board in the generated set – usually will be board number 1 but any another number (from 1 to 640) can be entered.

- **Last Board in set** – defines the number of last board in set – maximum number is 640 and must be equal or higher than the First Board.

In most cases Board Set will have boards in ranges of 1 to 32, 1 to 33, 1 to 24, 1 to 16, 17 to 32 etc. Maximum number of boards in the Board Set is 640 (from 1 to 640). Such a large Board Set has no practical use – but it can be used for example to check the statistics of the random generator.

- **Generate random boards** – when this option is selected all boards in the Boards Set will be randomly generated.

- **Leave boards empty** – this option will generate an empty Board Set. Choose this option if Read cards or manual setup using "Edit" function is required.

Below there are three controls which allow setting of some of the parameters for random generation:

- **Shape reject** - when selected only a certain number of boards with a particular shape are allowed. This threshold is set to double of the statistical expected number of boards. For example if for a Boards Set of 32 boards statistically shape 5521 is expected to happen 4 times – only 8 such boards will be allowed. If a ninth identical board is generated it will be rejected. Number of rejected board is displayed in the "Shapes rejected" text box.

- **Inner similarity reject** – this option check all hands in the current Board Set. If selected and if two identical hands happened – that board will be rejected. "Inner similarity" shows maximum similarity between two hands in the generated Board Set. 9, 21:17 means that in board 21 and 17 there are hands which have 9 of the same cards.

- **History reject** – similarly to Inner Similarity but this option checks hands against previously generated or loaded Boards Sets. Any time a Board Set is saved or loaded all hands are saved in a special file (history.dat). The hands stored in this file are checked with the current generated boards. If the same hand is found – that board will be rejected.

To generate a new Board Set the following actions need to be taken:

1. Set First Board and Last Board number

2. Select **Generate random boards** or **Leave boards empty**

3. If generated random boards decide which controls are required – check required control boxes.

4. Click **Generate Boards.**

5. Click **Exit** to return to the **Main Menu** window

When **History reje**ct option is checked, especially for large Board Sets and on a slow PC, generating boards can take some time. Progress of the generation can be observed on the **Boards generated**: box.

It is recommended to save the newly generated Board Set to prevent data lost due a power failure for example.

3.2   Load command

Load command is used to load previously saved Board Sets or Board Sets downloaded from the Internet or any another source. Five different file formats are supported:

- BRI -

- DGE -

- BRE – extend form of DGE file used in AutoDealer3 machines. Allows save/load Event information and not completed boards

- DUP – file format used for Duplimate DOS machines

- PBN – Portable Bridge Notation – most comprehensive format. Allows save/load Event information, board numbers, dealer and vulnerability information.

BRI, DGE and DUP formats do not support Event information. Fields **Event Name**, **Event Date**, and **Event Site** will be empty after such files are loaded.

BRI, DGE, BRE and DUP formats do not support board number information. When loading these files the software will assume that the First Board number is always board number 1. After loading following window appear. It allows the user to shift the loaded Board Set to the required board number range.

For BRI, DGE, BRE and DUP formats Dealer and Vulnerability information will always be set according to the board number. For PBN files these parameters will be set according to the information in the file.

3.3 Save command

Similarly like in the Load command available formats are BRI, DGE, BRE, DUP and PBN. Limitations of these formats are:

- BRI, DGE, DUP and BRE do not save board numbers.

- BRI, DGE, DUP do not save Event information.

- BRI, DGE, DUP do not allow to save empty or incomplete boards.

- BRI, DGE, DUP, BRE do not save Dealer and Vulnerability.

3.4 Exit command

This command closes the Main Menu window and closes the program.

4 Deal command

Deal command is used to deal the current Board Set. When selected, the following window will be opened:
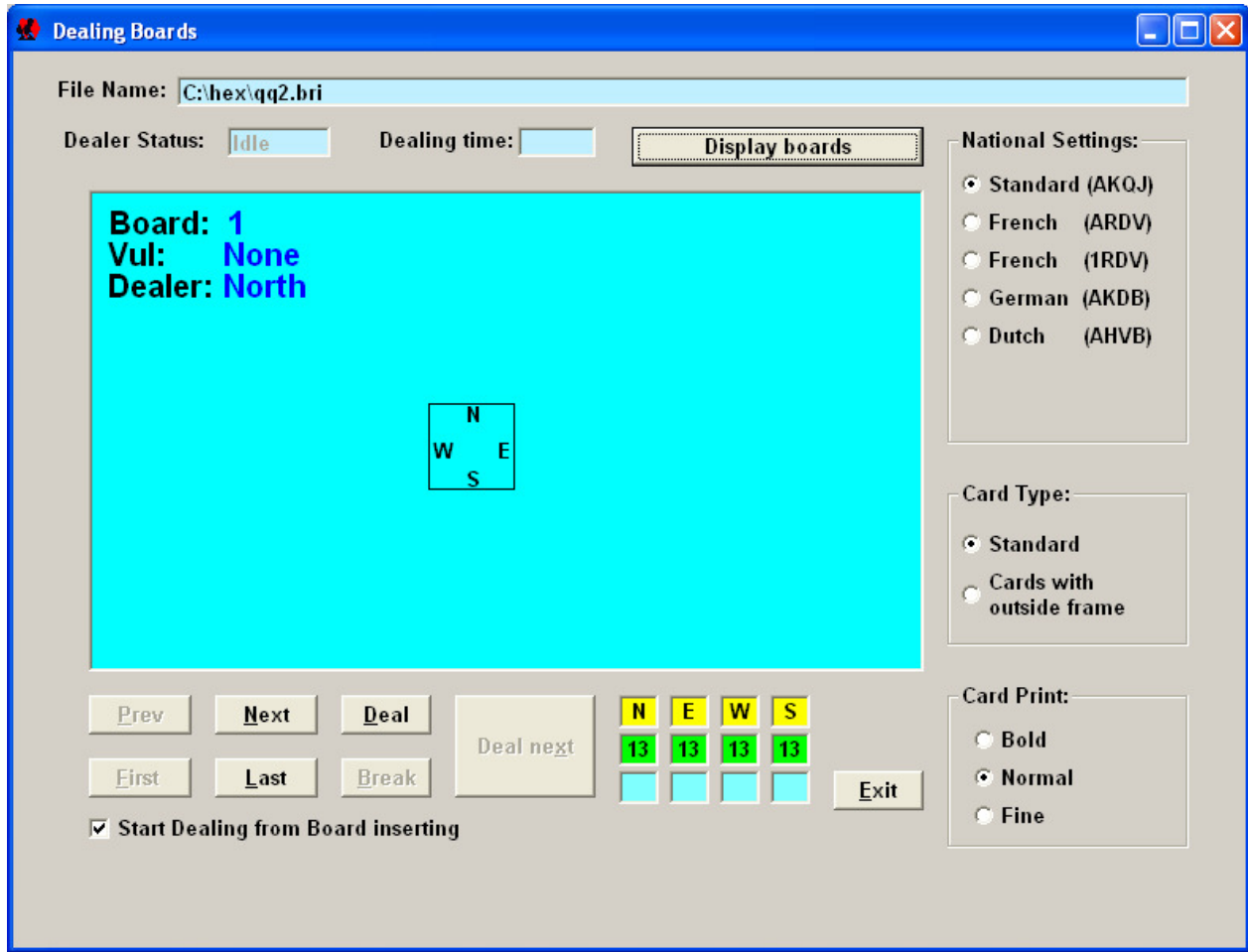

The dealing window is always opened in "blind" mode when boards are not visible. This allows the operator to play because he will not be able see the boards. To display/hide boards it is required to click on the **Display boards** or **Hide boards** button.
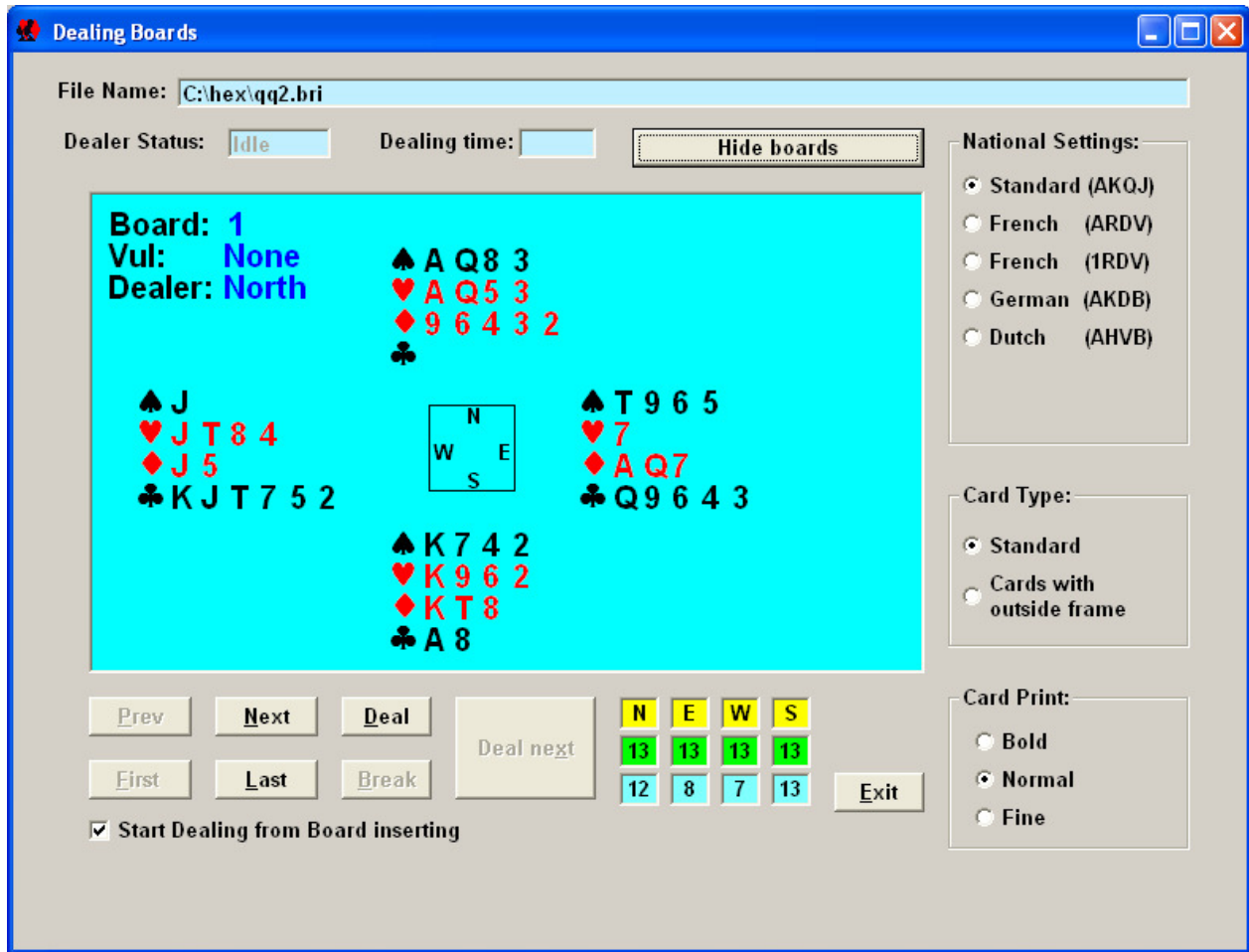
The Dealing Boards window has the following control and information fields:

- **File name: -** information about the current Board Set file name.

- **Dealer Status: -** shows current status of the Dealer4 – can be Idle, Busy or Error

- **Dealing Time: -** shows dealing time of one board.

- **Prev, Next, First, Last –** buttons allow user to navigate through the Board Set

- **Deal –** start dealing of the current board

- **Deal next** – advance to the next board and start dealing.

- **Exit –** finish dealing and go back to the Main Menu

- **Start Dealing from Board inserting** – when checked dealing will be started when a Board is inserted into machine.

- **National Settings -** select which type of cards are used for dealing

- **Card Type** – additional setting improving card recognition of cards with frames outside the symbols (typical for French or Dutch cards). Normally this should be set to **Standard** but for cards like the ones shown below it works better if it is set to **Cards with outside frame:**
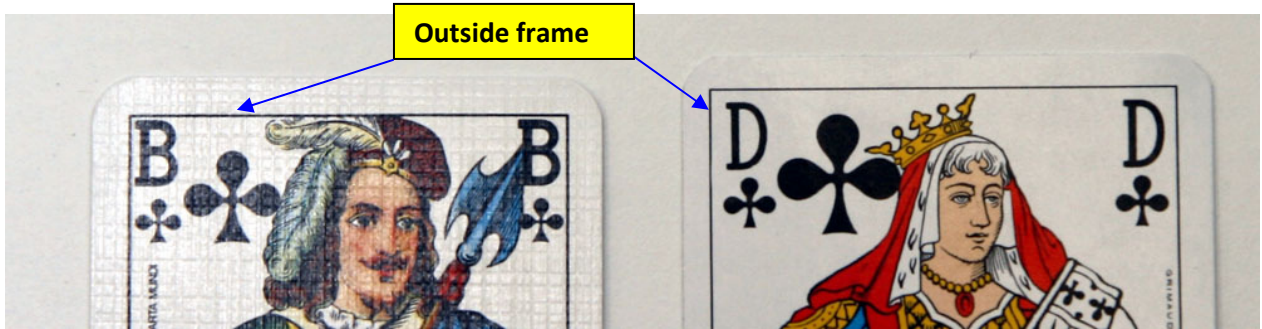
- **Card Print** – should be set to **Normal** because this parameter is automatically adjusted in the machine firmware. However for the cards with very fine prints better results can be achieved when this is set to **Fine.** Similarly for the cards with very thick lines this parameter can be set to **Bold:**

This Card has very fine club suit symbol – set **Card Print** to **Fine**

This card has bold prints – set **Card Print** to **Bold**

Bold is required only in very rare situations. The need to select the **Fine** option may happen more frequently.

It is intended that the next revision of the Firmware will adjust this parameter automatically so this setting will be omitted.

To deal boards please follow these steps:

1. When entering Dealing Boards window for the first time, select which cards are being used in **National Setting**, **Card Type** and **Card Print**.

2. Start dealing by:

 - clicking on **Deal**

- insert board into machine (when **Start Dealing from Board inserting** is selected)

- press START key on the front panel on the Dealer4

3. After the first board is dealt the **Deal next** button will be activated. Pressing it will advance to the next board and start dealing.

The START key and Board inserting act as **Deal next** button if it is active – otherwise they act as **Deal**

5   Read command

Read command allows reading previously played card to produce hand records or deal manually shuffled card for the user who does not believe in computer generated boards. The Reading Boards window is very similar to the Dealing Boards window with a couple of additional controls:
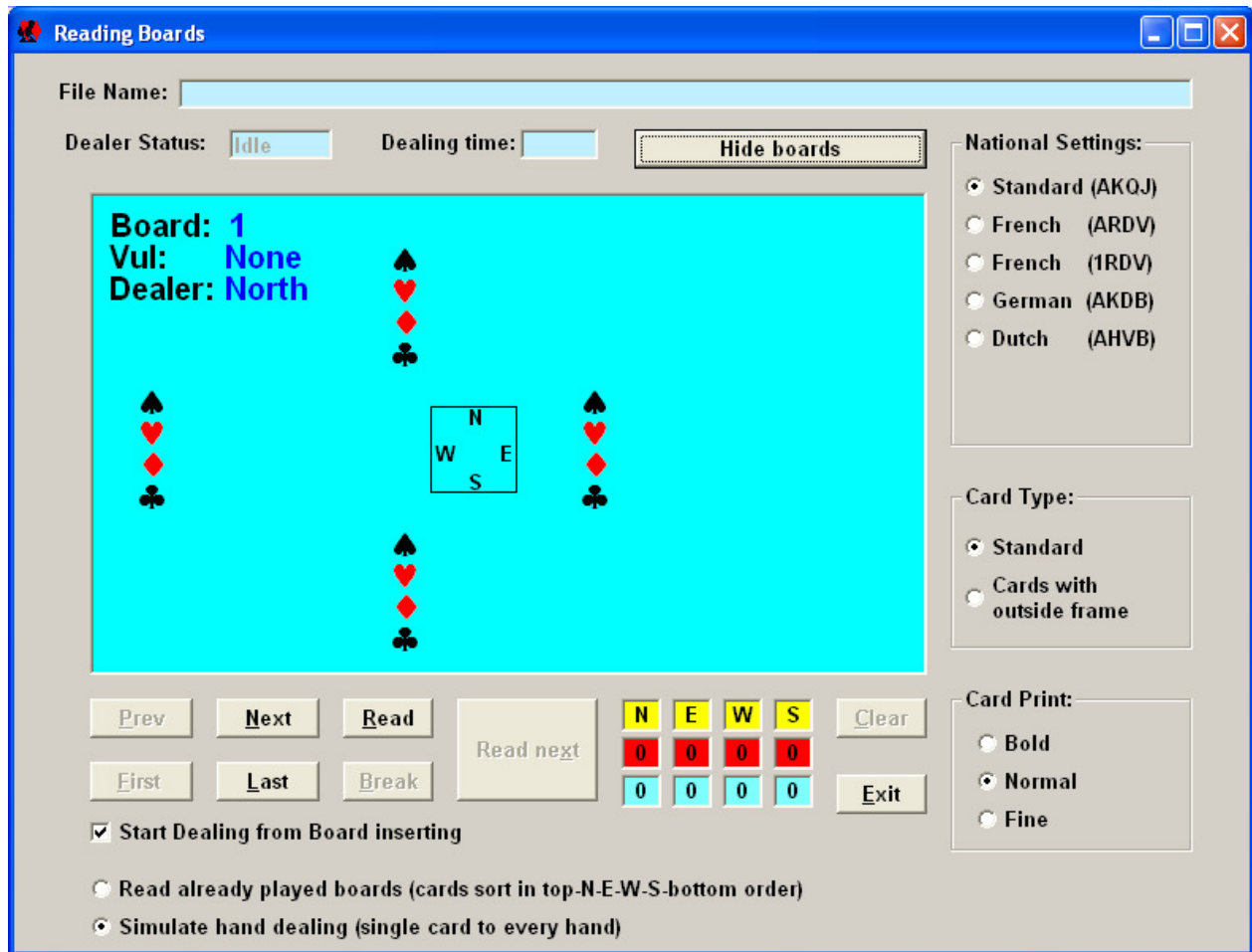
There are two modes available selected on the bottom on the screen:

1. **Read already played boards** – used when board was already played and hand record needs to be produced. Cards have to be put in the Feeder in a certain order – first (on the bottom) S hand, then W,

then E and last on the top N hand. Card will be read and directed to the same pocket so the board before this process and the one after will be the same.

2. **Simulate hand dealing** – to deal manually shuffled cards – in this mode the card will be directed to the hand pocket the same way as manual dealing – e.g. if Dealer is W – first card from the top will go to N, then to E, then to S etc. During dealing card will be read and when the last card goes through the board will be displayed on the screen.

Read function requires empty Boards Set which can be generated using the File-New command. There is a **Clear** button which allows clearing current boards without leaving the **Reading Boards** window. It is especially useful when a Dealing Error happens and it is required to reread partially read board.

The other controls are the same as in the **Dealing Boards** window.

After reading the last board in the Board Set it is recommended to save Board Set using File-Save command.

6   Edit command

Edit command description will be included in the next issue of this manual.

7   Print command

Print command allows printing current Board Set as well as Score Cards. The window of this command is shown below:

There are two printing modes selectable on the top of the window:

- **Print Hand Records** – will print current Board Sets' hand distribution

- **Print Score Cards** – will print Score Card for the current Boards Set.

The other controls have the following functions:

- **Event Name** – shown here for information – will be printed on the top of the Hand Record pages.

- **File Name** – shown for information – will be printed on the bottom of the Score Cards

- **First Board** – shows first board number in the current set – for information only

- **Last Board** – shows last board number in the current set – for information only

- **Print Boards: From Board** – first board to be printed – by default set to the First Board in Board Set

- **Print Boards: To Board** – last board to be printed - by default set to the Last Board in Board Set

- **Print Boards: Number of copies** – number of copies of the print

- **Boards Per Page:** - number of boards to be printed on the one page - settings active only for Print Hand Records

- **Score Card Settings: Print NS Pair Number** – when selected NS pair number will be printed on the Score card – active only for Print Score Card.

- **Score Card Settings: First NS Pair** – set NS pair number to be printed in the first row of the Score Card - active only for Print Score Card.

- **Score Card Settings: Print Boards –** if selected Boards will be printed on the Score Card - active only for Print Score Card.

- **Printer Setup** – open standard Windows Printer Controls – allow selection of printer and setting it's parameters.

- **Print –** start printing button

- **Exit –** finish printing and come back to the **Main Menu**.

8   Maintenance command

This command allows checking the operation of the Dealer4 and downloading new firmware. Description of the Maintenance command will be included in the next issue of this manual.