Dealer4 & ACBLmerge Procedure

Purpose:

This is a guide to generating a board set and dealing with the Dealer4 software and hardware and producing an enhanced results file for posting to the web. You may use the same procedure with a minor change to generate a board set based on a file provided by the ACBL, the Western Conference for STaC Week games or other sources.

Contents:

Notation Legend:

[…] Click on a soft button, example: [Generate Boards]
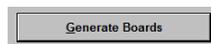
{ … } Click on a menu item, example: {File}
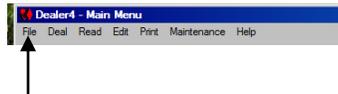
➔   Click on a submenu item, example: {File} ➔ {New}
{New} is a submenu under {File}

All clicks are left-mouse clicks unless otherwise stated.

File Types:

The procedure uses three different file types:

1a. **YYMMDDS.HTM**: This is a results file generated by ACBLscore.

1b. **RYYMMDDS.HTM**: This is a results file generated by ACBLmerge.

2. **RYYMMDDS.PDF**: This is the hand record file which may printed out on 2 pages.

3. **YYMMDDS.pbn**: This is the deal file in **P**ortable **B**ridge **N**otation format.

Last Updated: November 12, 2010

Setup Dealer4

1. Remove the Dealer4 from the box, being careful to lift grabbing only the blue metal; <u>avoid touching the silver camera mounting piece</u>.
2. Use the aerosol dust remover to clear any dust from the camera area.
3. Plug USB cable into Dealer4 then plug in the Dealer4 power cord.
4. Organize your boards in sequential order.
5. If using New Generation[1] boards, remove the dealing platform from the Dealer4 by pinching the two thick cardboard pieces together and squeezing the form center; otherwise check to ensure that the dealing platform is in the Dealer4.
6. Load the decks from Board 1 and then Board 2 face-down in the loading slot. <u>Always maintain two decks in the loading slot while dealing</u>.

❶ **Double-Click Dealer4 on the desktop;** ❷**Dealer4 starts**
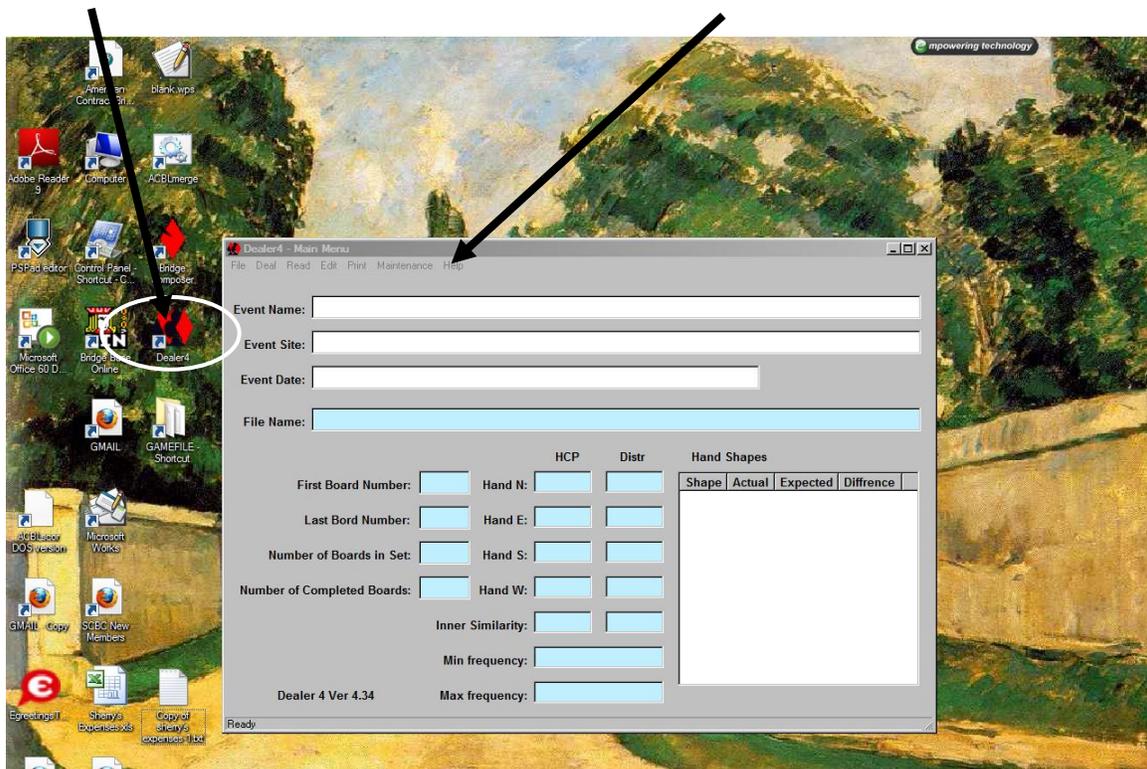
If you are generating a typical random board set for a regular game, skip to the next page now.

If you dealing a board set based on a distribution from another source, e.g. a STaC game, perform the following steps, after saving the distributed file in any convenient directory:

1. Select {File}→{Load}
2. Select the distributed file and click [Open]
3. Skip the next page

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[1] New Generation boards flip open

Select {File} ➔ {New} Type in the First Board in set, e.g. "1" and the Last Board in set, e.g. "32" in this example.	
Uncheck the boxes: ❒ Reject odd shapes ❒ Check inner similarity ❒ Check history file These selections allow a completely random board set. **Click [Generate Boards]** **Click [Exit]**	
The main Dealer4 screen is uncovered again, this time with the Hand Shapes and other data filled in. **(Optional) Type in your Event Name and "SCBC" for Event Site.**	
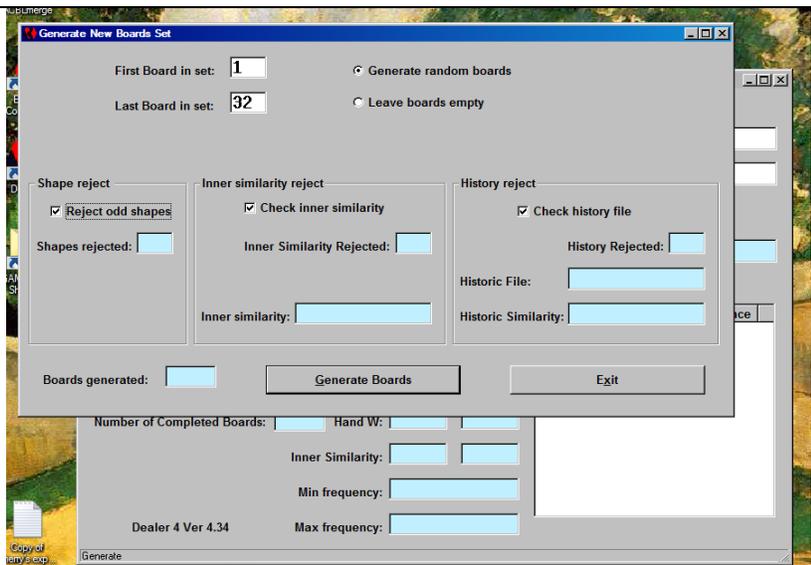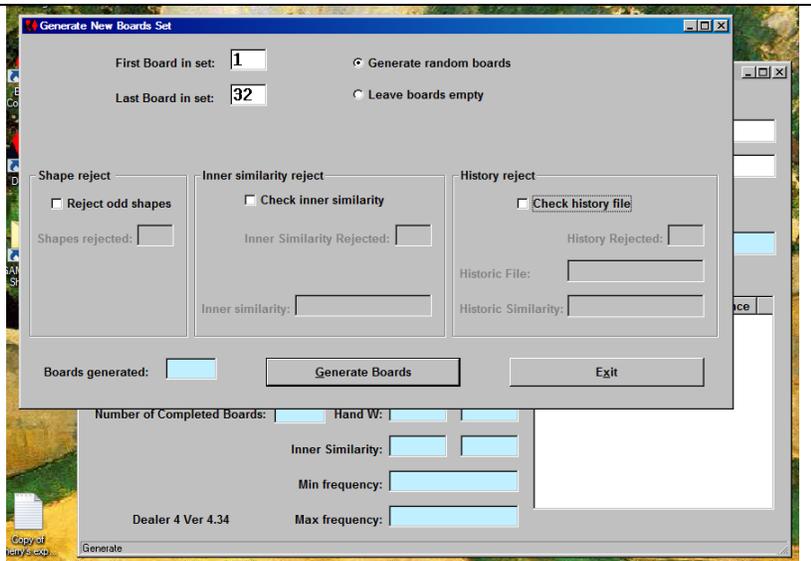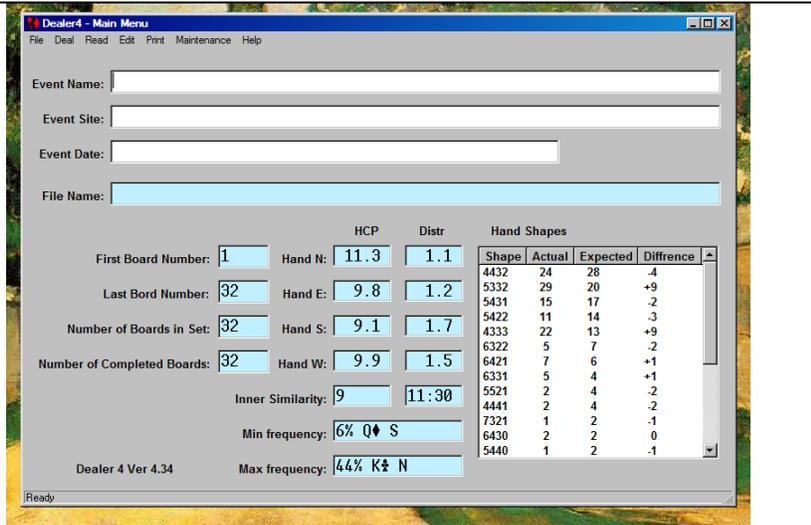
Click [File]➔[Save]

Make sure the Folder line reads: ACER(C:) ⍷ ACBLSCOR⍷ GAMEFILE⍷

> If the Folder line is not as above, click on Browse Folders, click on Computer, click on ACER, click on ACBLSCOR, click on GAMEFILE.

Make sure the "Save as type": is pbn (*.pbn)
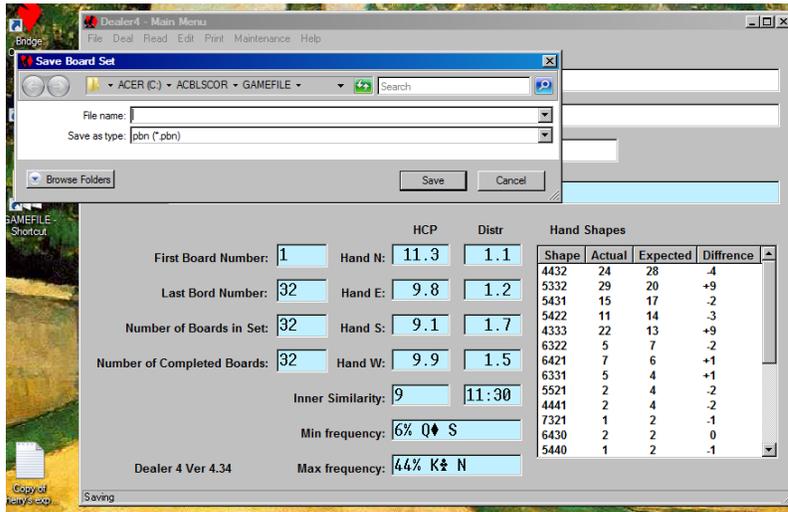
Enter the File name in the ACBLscore format, YYMMDDS, where YYMMDD is the game date and S is the letter of the Session (M, A, E, or L).

This is a critical step; double check that the file name is the game date and the session is entered correctly[2]. Later, your ACBLscore output file must match this name, except that ACBLscore file type is .HTM. If you don't successfully save here, you entire board set will not have hand records because the .pbn file is used to create them.

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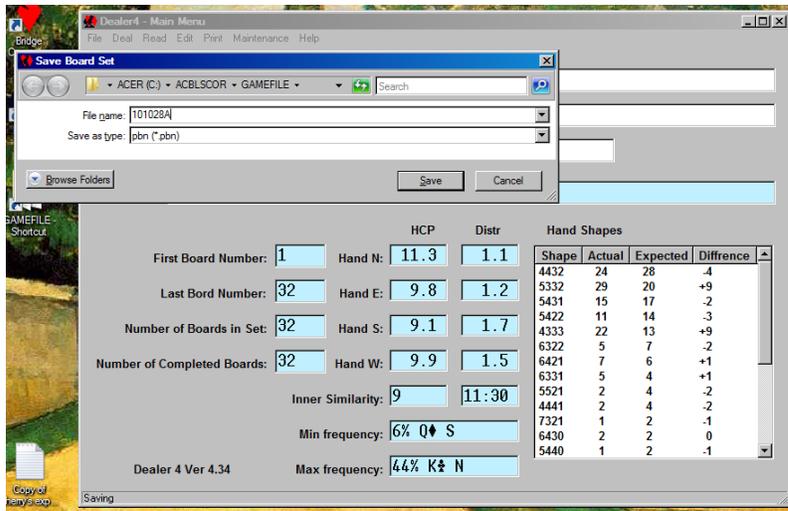
[2] The graphics used in this section were generated on a different day than those that follow in these instructions. Nonetheless, all your game file names, YYMMDDS, must match through-out the process.

Click [Save]

Select the {Deal} menu item

Board 1 (typical) dealing screen appears:
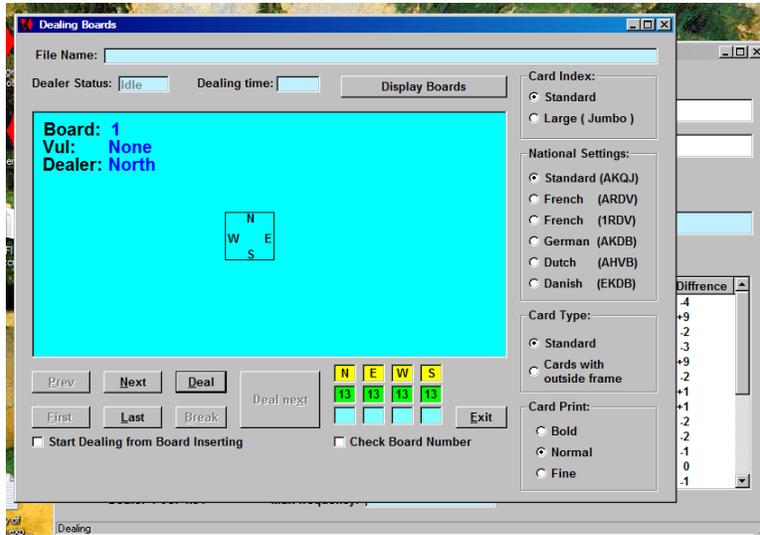
Loading Decks

You should always have two decks in the loading slot. Ensure that the cards are positioned correctly with none sticking out by gently tapping on the outside of the decks.

Not using "New Generation" boards:

Uncheck the boxes:

☐ Start Dealing from Board Inserting
☐ Check Board Number

For each board, press the Start button on Dealer4 to deal the board.

When the board is dealt, the screen shows 13 for each direction and the board just dealt. For board 2 on, hitting the Start button advances to the next board automatically.

Double-check that you are dealing to the correct board and that you are inserting the cards in the correct slot.

Using "New Generation" boards:

Simply insert the proper board in the Dealer4.

Error on board:

When there is an error, the Dealer4 software will stop dealing, display an error message and let you correct the error. The LED light on the front of the Dealer4 will go red.

Most problems are obvious and can be easily corrected. Examples:

Card Cannot Be Read: Typically the card is not positioned correctly in the loading slot or the card is bent. Make sure there at least two decks in the loading slot when you start and that the cards are in a uniform stack. If it happens again, check the card for warp or bends.

Extra card in the deck (from a second deck): Dealer4 will catch it and stop dealing. Remove the card on the bottom of the cards in the loader and click [Continue] or press the *Start* button on the front of the machine.

==If cards are jamming the machine (more than once in a deck), please replace the deck with a new deck.==

This is the screen after dealing **Board 1**:	
This is the screen after dealing **Board 2**:	
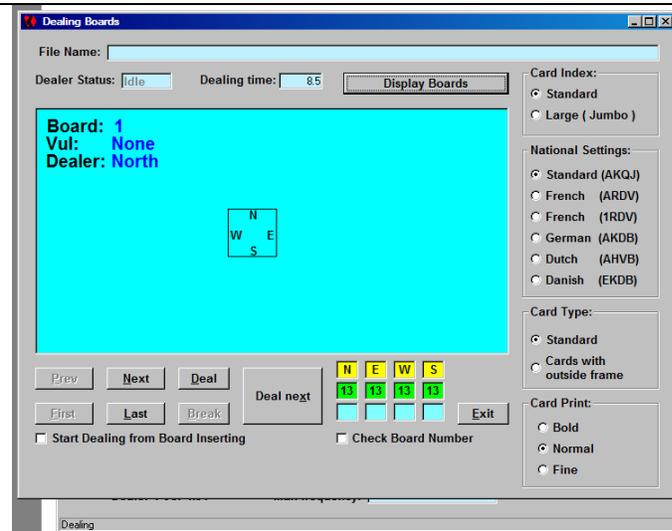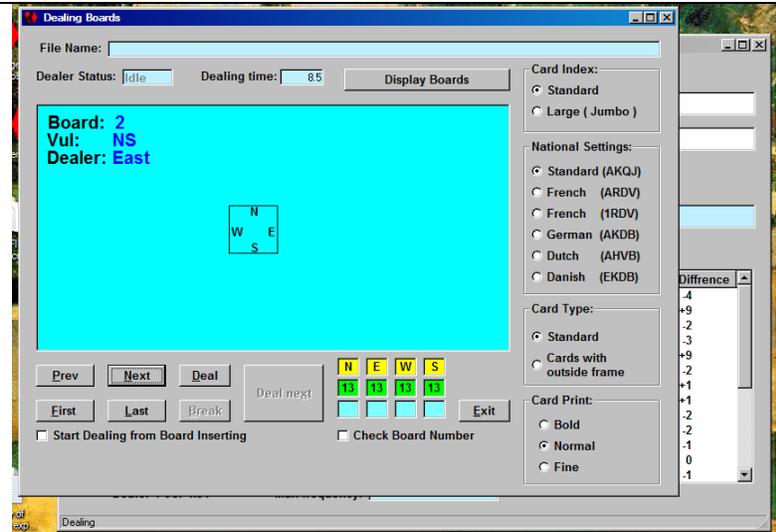
Continue dealing all your boards….

This is the screen after dealing your last board, in this example **Board 32**:
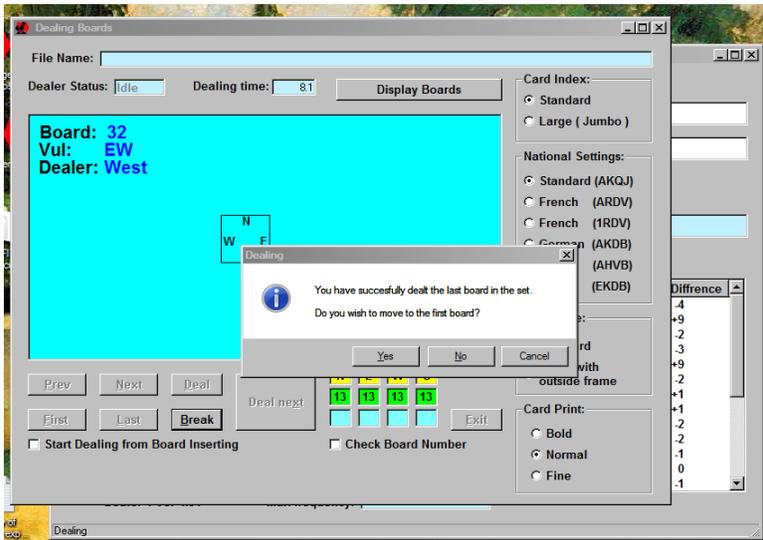
Click [No]

The Dealer4 main screen re-appears.
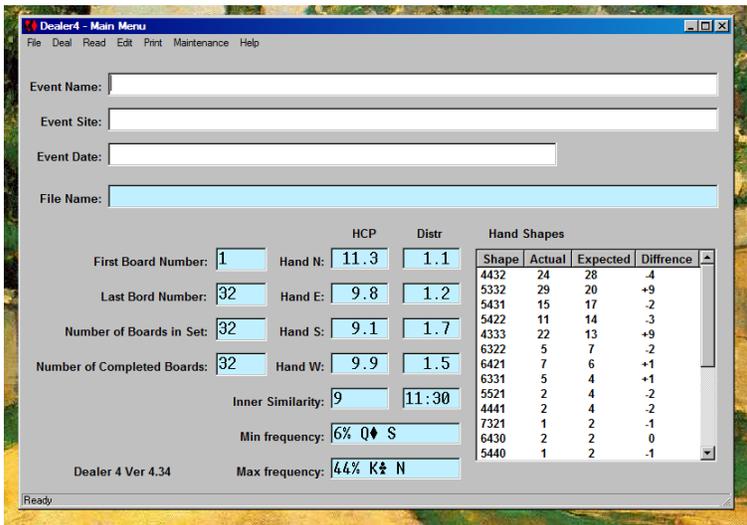
Click {File} → {Exit}

Dealer4 closes.

II. Creating Hand Records

There is no change to your standard procedure for setting up ACBLscore and your game. However, most Directors will prepare the hand records before starting their game. This means running the ACBLmerge program twice: first to create hand records and second to generate the enhanced results output.

The ACBLmerge program has three options:
- (c)omplete: Generate hand records and reformatted results.
- (h)and records only.
- (r)esults only: You have already generated hand records.

The "h" option allows you to prepare the hand records in advance of your game or while the game is underway.

Recommendation: Generate the hand records before or during your game.

The following directions follow the recommended path.   You can also wait until the game is over and run the complete ACBLmerge process, but be aware that the double dummy analysis will take several minutes to complete.

❶ **Double Click ACBLmerge on the desktop;**   ❷**ACBLmerge starts**
                                                        ⬇

The "black window" that opens is a "DOS window" which does not accept mouse clicks; <u>use the keyboard only</u>. Note: If you accidently move your mouse cursor out of this window and click, the top border will turn gray. In order to communicate with this window, you must move the cursor back to the window and click; the top border will turn blue.

This graphic shows the "hand records only" run for ACBLmerge.	
During this run, you will see a window showing process of Double Dummy analysis. This is for the hand record PDF. There will also be the same Double Dummy analysis for the .HTM results file later. Both of these use the same program and are required so that Double Dummy analysis appears on both outputs.	
This is the screen you get on an error, in this case, you entered two different game file names. For example, when using Dealer4, you entered 101104A and then when running ACBLmerge, you selected today's Morning session, which generated a game file name of 101104M. Fix the problem and rerun ACBLmerge. If you entered an incorrect game file name when using Dealer4, you can rename the .pbn file to the correct name and rerun ACBLmerge. If you saved the Dealer4 file in a format other than .pbn, you cannot simply rename the file. See the end of this document for a solution.	
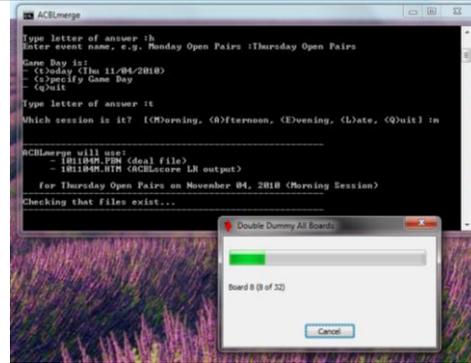
Printing Hand Records

The "h" option generated a .PDF file for your game, RYYMMDDS.PDF, which may be used to create a hand record print out. To print it out, double-click on the GAMEFILE folder on the desktop, select and double-click on your game's .PDF file. Click the printer icon to print out the hand records.

III. Reformatting Results with ACBLmerge

You now run your game. When completed, DBADD and LR generating a results file, with the name of YYMMDDS.HTM. Now, run ACBLmerge again, this time selecting "results only", the "r" option. The next screen shows ACBLmerge when choosing the "r" option and selecting "today's game". Note that the Session must be input and must match the Session suffix you used during the Dealer4 Save File step.
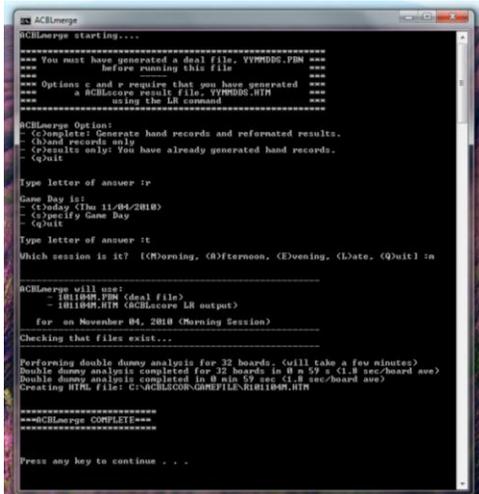
IV. Posting Results to Web

You can now post the results to the website.

Click on Post Game Results and select the proper files for posting. In this example, the game file name is 101104M for the November 4, 2010 Morning Session.	
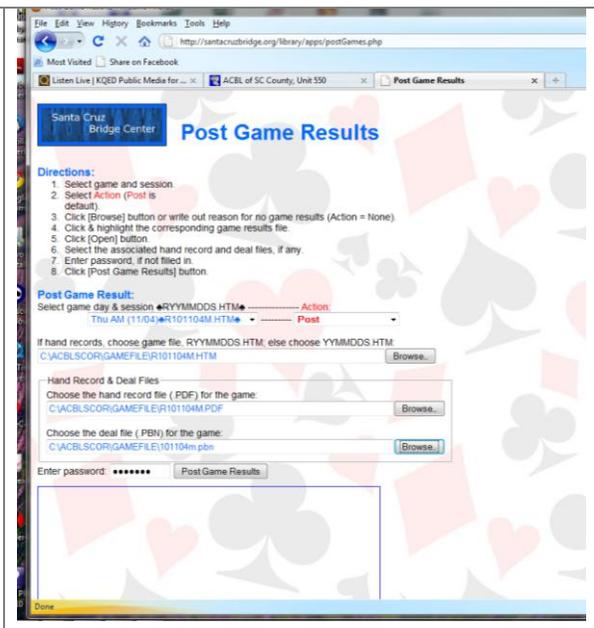
After selecting and verifying the game file names, click [Post Game Results] to complete the process.

Note that the .PBN game file name does not have an "R" prefix.

Post Games will update the website and provide success messages for each file.
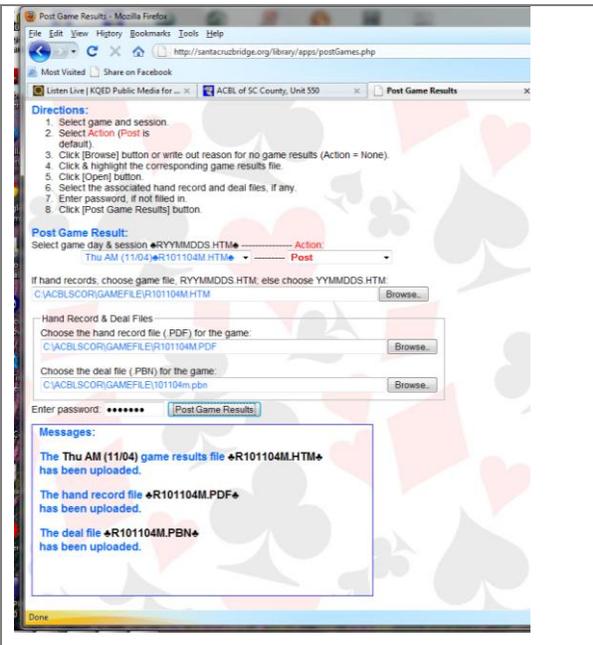
You may wonder why you must specify each file to upload when the names are "known". That is a requirement of the internet to ensure that a program on the internet cannot upload your files without your knowledge and consent.

Posting Errors

There is one type of potential common error the system cannot catch: If you have generated hand records and an ACBLmerge results file ("R" prefix), but when posting you select the ACBLscore results file (no "R" prefix) and do not select any PDF or PBN file, Post Games will assume there are no hand records , no reformatted ACBLmerge results and post only the ACBLscore results file. If you make this mistake, you will not see Post Game Results showing the three success messages for the files. To correct this mistake, select the "Revise" option on Post Game Results and select the results file with the "R" prefix and the associated .PDF and .PBN files. Click [Post Game Results].

The screen shot below one kind of error message when you have selected a game file which does not have hand records, i.e. a game file name without the "R" prefix but also selected a hand record file. Also shown is the GAMEFILE directory after specific steps.

This screen shows the error messages when you have selected the .HTM results file without the "R" prefix, i.e. generated by ACBLscore not ACBLmerge and also selected hand record files.
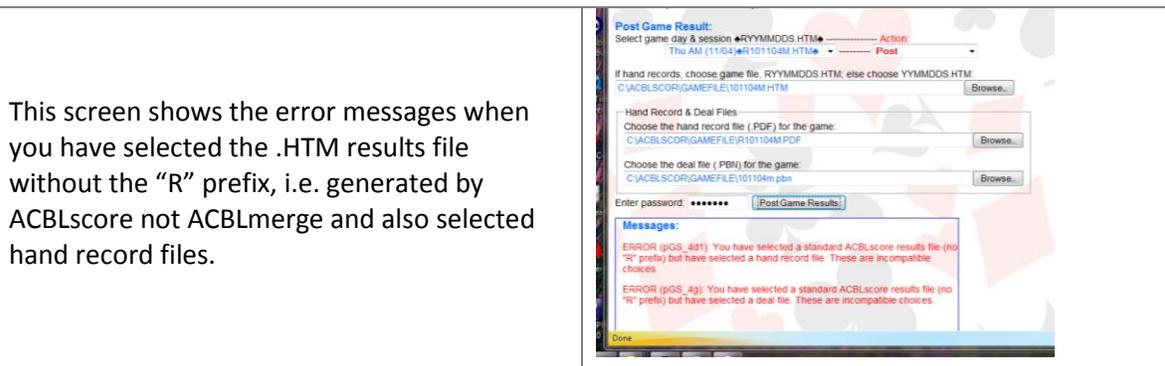
The GAMEFILE directory after running Dealer4 and ACBLmerge with the "h" option for the Thursday Morning game on November 4, 2010, game file name: 101104M The PDF file and the PBN files are present; the .HTM results file would not exist since ACBLscore has not been run yet.	
Here is the GAMEFILE directory after running your game, LR in ACBLscore and ACBLmerge. Note that there are two .HTM files, one without the "R" prefix and one with a "R" prefix. The "R" prefix is the one you will select for posting with hand records.	

V. Changing ACBLscore Results after Posting

If you have to change the ACBLscore result after running ACBLmerge, for example an error was found after you clicked [Post Game Results], follow these steps:

1. Delete the YYMMNNS.HTM game file from the GAMEFILE directory; notice this is the results file without the "R" prefix.

2. Rerun ACBLscore, DBADD and LR again.

3. Rerun ACBLmerge using the "r" option

4. Post Game Results using the "Revise" option

VI. Recovering From Deal File Errors

Each Deal file (.pbn) is uniquely generated and cannot be reproduced if lost or damaged. However, certain kinds of errors can be recovered.

Incorrect File Type

If you have saved a Deal file using the wrong file type, e.g. saved as a .BRI file, you can recover by:

1. Start the Dealer4 program (Double-click on the desktop icon)

2. Click {File}→{Load}

3. Select the file with the wrong file type and click [Open]

4. Click {File}→{Save}

5. Select the .pbn file type and click [Save]

Incorrect Game File Name

If you have saved a Deal file with an incorrect Game File Name, e.g. you typed "121005A" but you meant "101205A" you can simply use the Rename function of the operating system: select the file, right-click on the file icon, select Rename and type the correct name. Be careful not to change the file type when renaming.

Incorrect Directory

If you have saved a Deal file into a directory other than C:\ACBLSCOR\GAMEFILE, simply move the file to the C:\ACBLSCOR\GAMEFILE directory:

- Locate the Deal file, .pbn
- Right-click on the Deal file icon, select Copy
- Go to the C:\ACBLSCOR\GAMEFILE directory
- Right-click in the file area, select Paste

File area is anywhere in this white space