

Daytona Metropolitan Bridge Club



Dealer4 Quick Start Guide

Dealer4

Quick Start Guide

Overview



The **Dealer4** machine is connected to the computer where the hands have been created via software (DealMasterPRO or Dealer4) or are imported files, such as those from Unit 128 for STaC games.

Cards are placed in the Dealer4 hopper and optically scanned. The computer will tell Dealer4 which slot to put the card ... North, East, West or South.



The dealing process is initiated when an empty board is inserted into the Dealer4 slot. Each card is optically scanned and routed to the correct hand based upon directions from the computer. When all 52 cards have been dealt, the board is removed and closed. A hand is dealt in about 8 seconds. The board is removed and the next board is inserted and the process is repeated.

Dealer4

Quick Start Guide

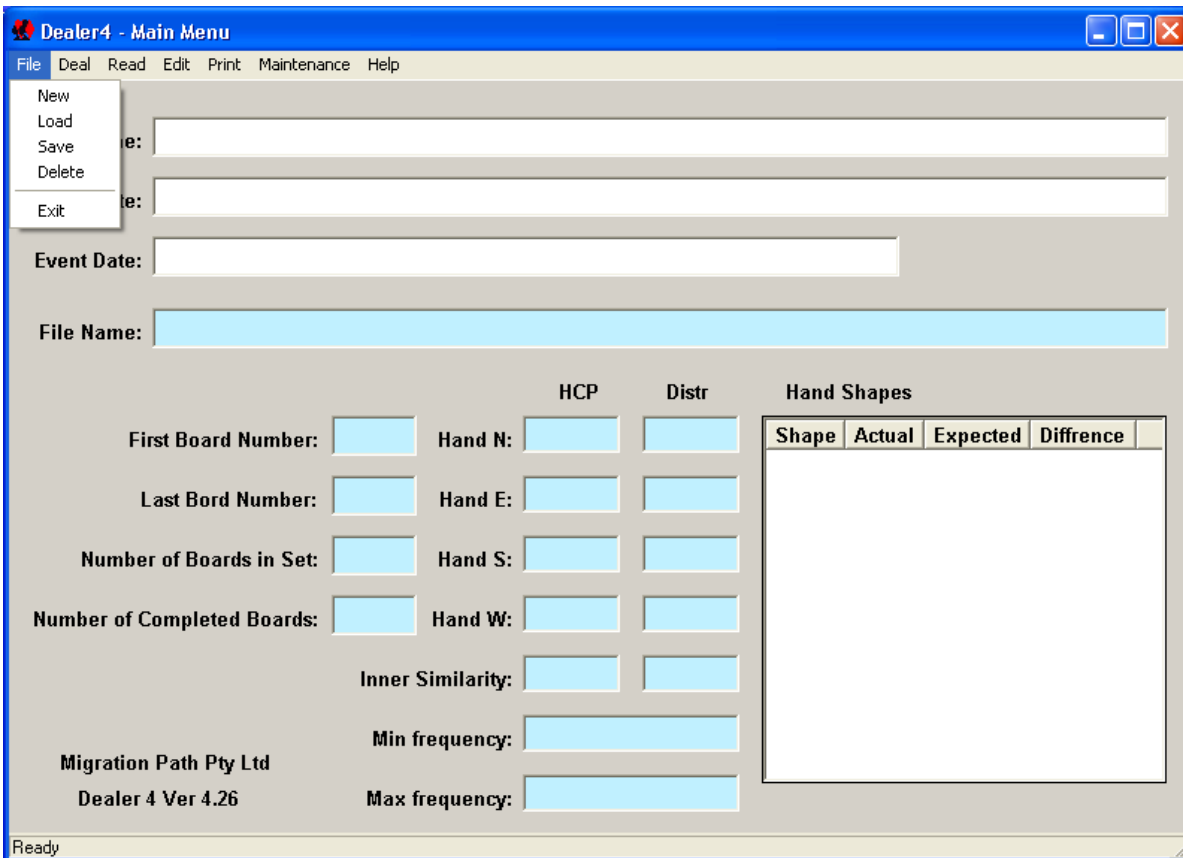
Start Dealer4 software.

Double click the Dealer4 icon.



Dealer4.exe

The Main Menu will appear as shown below. We will use the **File** menu to create new deals or open deals created by another program such as DealMasterPRO or deals sent electronically for STaC games. For example, the STaC deals are sent as **.BRI** files but many formats are handled by the Dealer4 software.



| Shape | Actual | Expected | Difference |
|-------|--------|----------|------------|
|-------|--------|----------|------------|

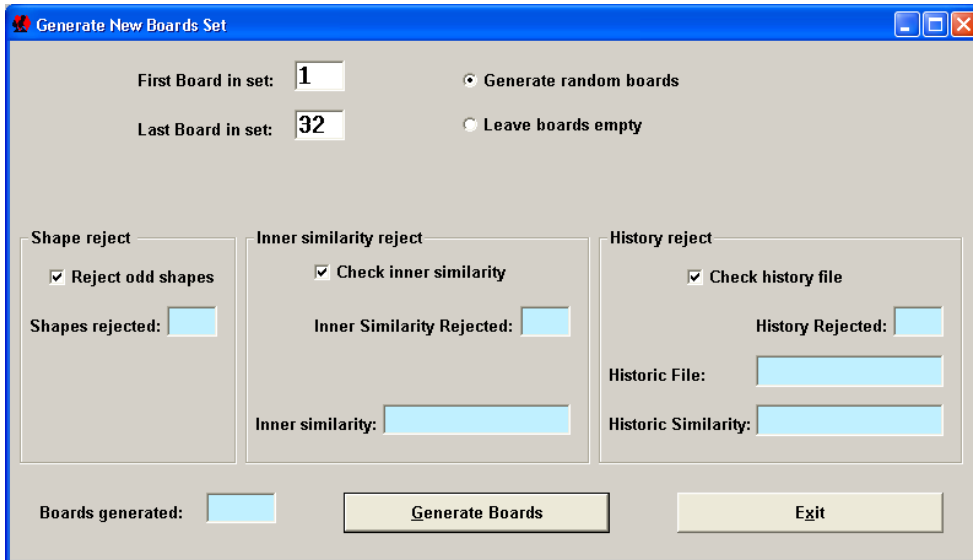
The items on **File** menu are: **New**, **Load**, **Save**, Delete and Exit. **New** is used to create a new set of boards; remember, after you generate a new set of boards, you must **Save** them before they can be dealt. The Dealer4 software always deals from a file on your disk. In the middle of the screen please note the field **File Name** followed by an area for the file name. If the name is blank, you have not selected a file to deal.

The **Load** item is used to load a previously created set of boards so you can deal them.

Dealer4

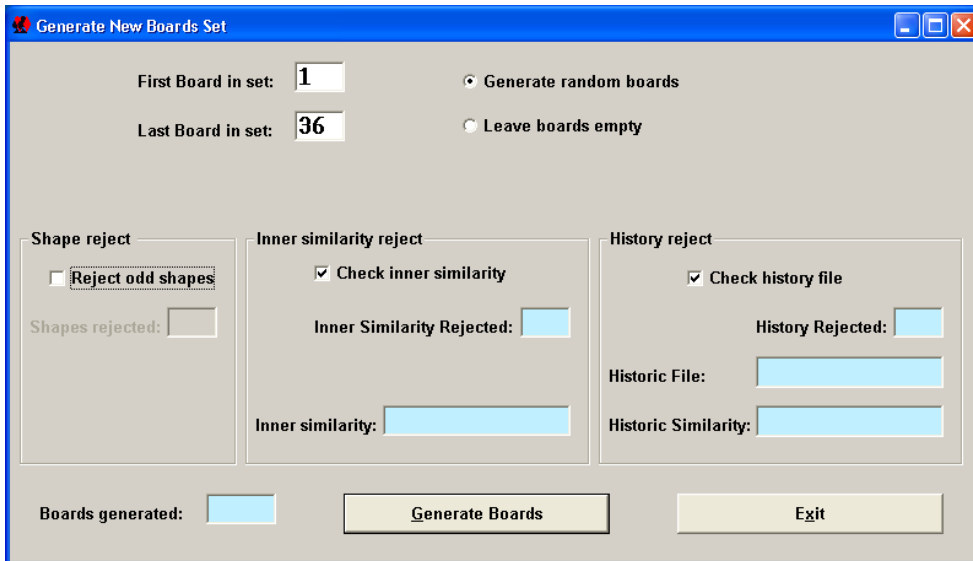
Quick Start Guide

When you select **New** the Generate New Boards Set screen will appear. Here you specify the number of boards in a set, normally 36. So change the Last Board in set from 32 to **36**. Next, uncheck the “Reject odd shapes” box ... it is best to have completely random hands.



The screenshot shows the 'Generate New Boards Set' dialog box. At the top, there are two input fields: 'First Board in set:' with the value '1' and 'Last Board in set:' with the value '32'. To the right of these fields are two radio buttons: 'Generate random boards' (selected) and 'Leave boards empty'. Below these are three sections: 'Shape reject' with a checked checkbox for 'Reject odd shapes' and a 'Shapes rejected:' field; 'Inner similarity reject' with a checked checkbox for 'Check inner similarity', an 'Inner Similarity Rejected:' field, and an 'Inner similarity:' field; and 'History reject' with a checked checkbox for 'Check history file', a 'History Rejected:' field, a 'Historic File:' field, and a 'Historic Similarity:' field. At the bottom, there is a 'Boards generated:' field, a 'Generate Boards' button, and an 'Exit' button.

The suggested changes have been made on the screen below.



The screenshot shows the 'Generate New Boards Set' dialog box with the following changes: 'Last Board in set:' is now '36'. In the 'Shape reject' section, the 'Reject odd shapes' checkbox is now unchecked. All other settings, including the 'Generate random boards' radio button and the various reject/rejected fields, remain the same as in the previous screenshot.

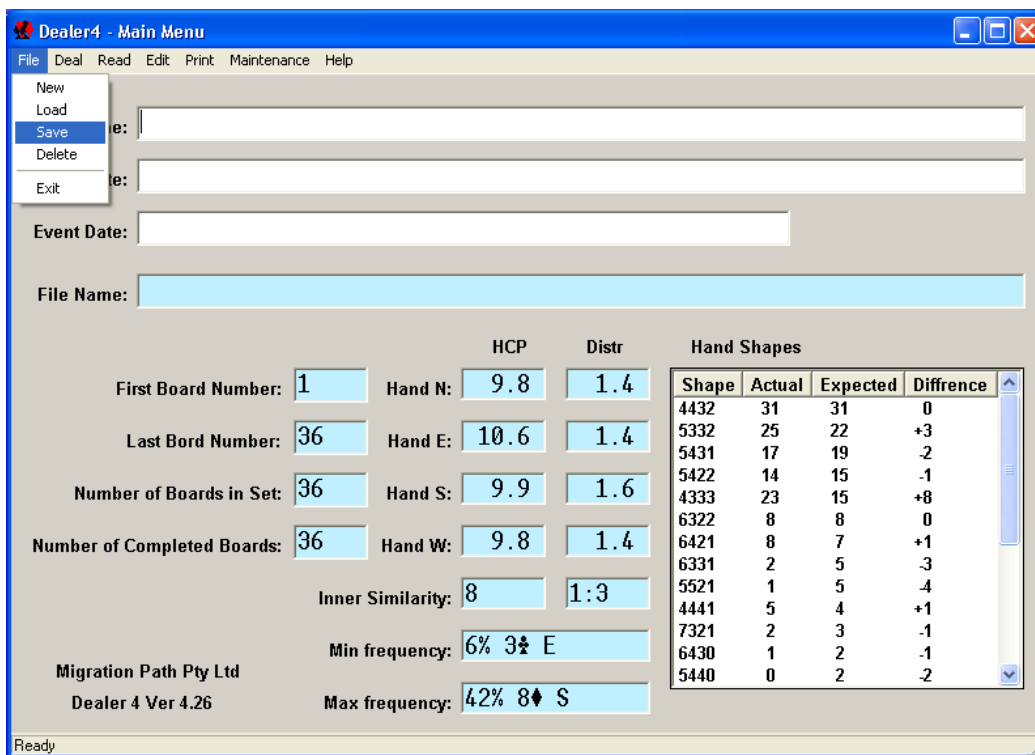
You are ready to click the **Generate Boards** button. You may press it multiple times and new sets of boards are generated on each click, replacing the previous set.

Next, click **Exit** to return to the Main Menu where you will save the set of boards you have just generated. Remember, you cannot Deal a set of boards until you have saved them.

Select **Save** from the **File** menu.

Dealer4

Quick Start Guide



You'll see a window to specify the file name, file type and location for the set of boards you generated. After doing so, click the **Save** button.

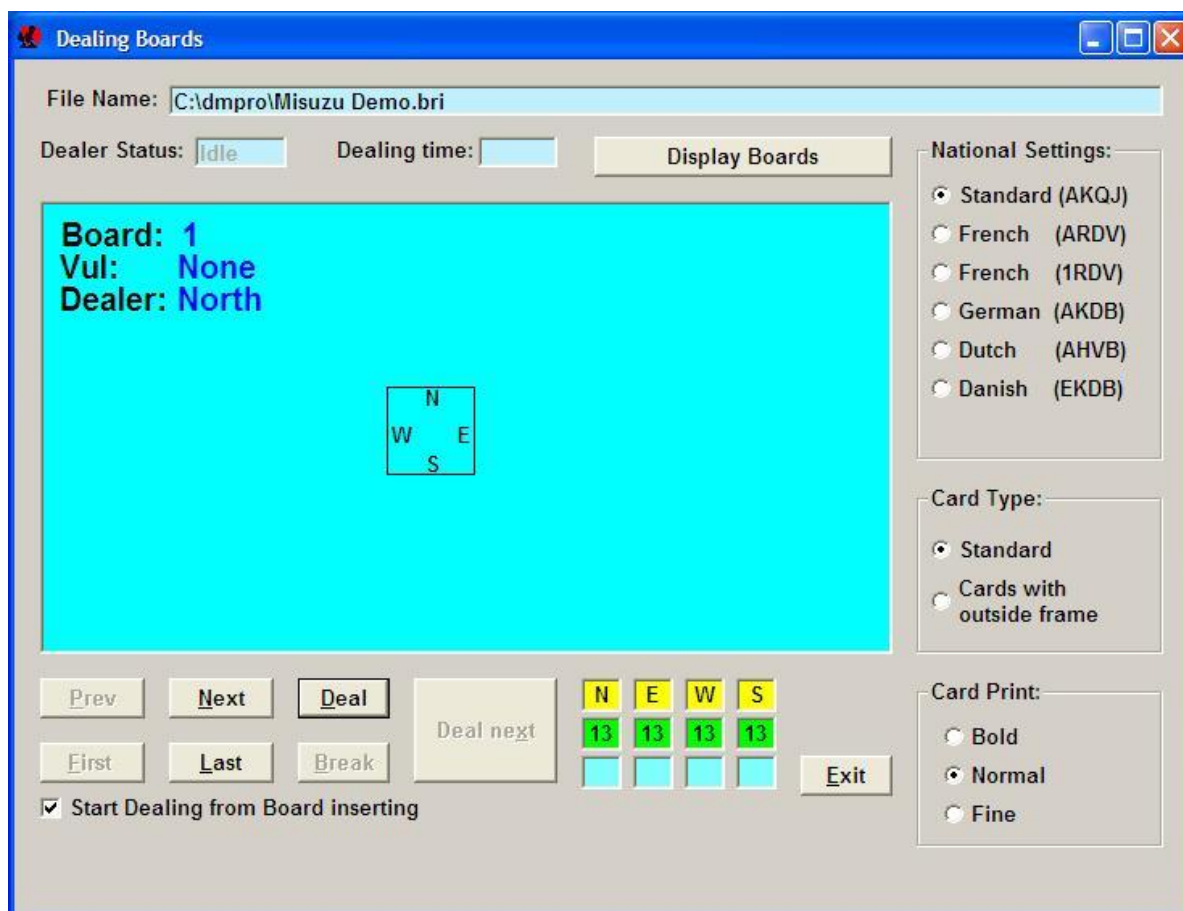


You are ready to deal the hands.

Dealer4

Quick Start Guide

Select the **Deal** from the Main Menu and the Dealing Boards screen appears. The file that you are dealing is shown at the top. An important option is to insure the **Start Dealing from Board Inserting** box at the bottom is checked. The board that is currently being dealt (or just finished) is shown on the center part of the screen. Any error messages occurring during the dealing will pop-up and offer you options such as continue or cancel. Please be very careful that the Board number being dealt is the same as the board inserted in the Dealer4. This is especially important after error messages have occurred. The buttons **Prev** (previous), **Next** and **Deal** may be used to reset the boards if they get out of sequence and need to be re-dealt.



When the last board is dealt, a message will appear asking if you want to move boards around. Reply No.

You are finished.

If you wish to deal another set of boards or the same set for a two section game, select the file to be dealt and repeat the above steps.