

CBA Dealer 4 Operation

The Back Room computer has the software for our Dealer 4 dealing machine. Below are instructions on how to use the program. At the bottom is a section on troubleshooting listing some of the more common errors and how to recover from them.

Broad Strokes

1. We are going to generate a set of 36 random deals
2. We are going to calculate makeable contracts for those hands.
3. We are going to save a .PBN (portable bridge notation for the acronymically curious) file for later use.
4. We are going to deal the boards.
5. We are going to print hand records

Details

Start the program by clicking on the Dealer 4 icon on the desktop to see this:

Dealer4 - Main Menu

File Deal Read Edit Analyze Print Maintenance Setup

Event Name:

Event Site:

Event Date:

File Name:

Hand Statistics:

Hand:	N	S	E	W	NS	EW
[Empty table body]						

First Board: Inner Similarity:

Last Board: Min frequency:

Boards in Set: Max frequency:

Completed Boards:

Hand Shapes:

Shape	Actual	Expected	Difference
[Empty table body]			

Dealer4 ver: 4.54

Ready

Click File and then New to create a new set of hands.

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Generate New Boards Set

First Board in Set: Generate Random Boards

Last Board in Set: Leave Boards Empty

Shape Reject

Reject Odd Shapes

Shapes Rejected:

Inner Similarity Reject

Check Inner Similarity

Inner Similarity Rejected:

Inner Similarity:

History Reject

Check History File

History Rejected:

Historic File:

Historic Similarity:

Boards generated:

BigDeal code is provided by courtesy of Hans van Staveren

I have never changed any of these settings. Just click Generate and it will very quickly create the boards. Once the boards generated block fills in with 36, you may exit.

Now we are going to Analyze the hands (calculate makeable contracts). To do this simply click the Analyze menu choice (see first screen).

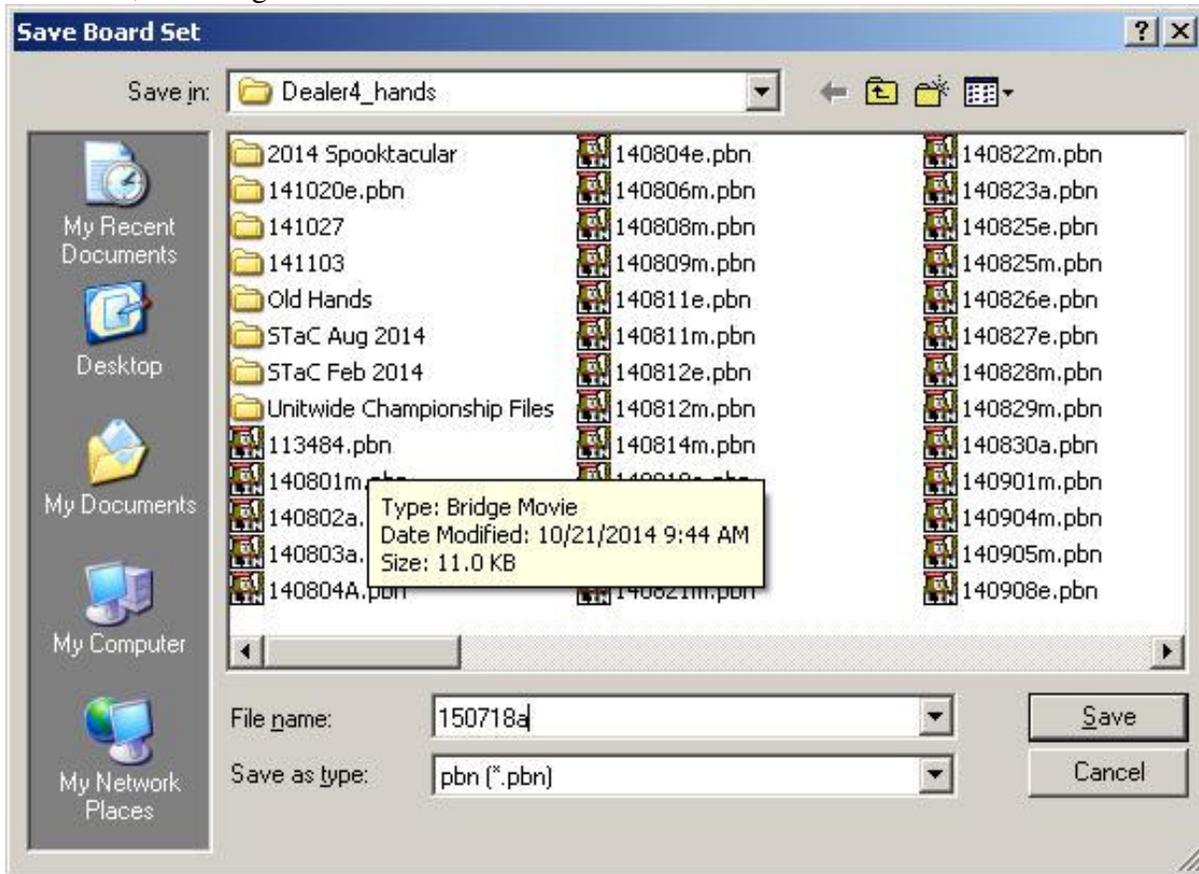
On the old computer it will take a while and the screen will switch to a new black ugly screen 36 times. On newer computers it should show you its progress (which will be faster).

Once this process is complete, it is time to fill in the Event Name. Put whatever you want but be reasonably descriptive since this will print at the top of the hand records. For Tuesday evening July 21 I kind of like "Tues Eve 7/21/15" as an event name but feel free to indulge your inner muse.

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Now it is time to save the file. After the game we will use this file for preparing the results for the CBA website.

Click File; Save to get to this screen:



Now it matters what file name you use. Here is our naming convention:

2 digits for the year – 15 for 2015

2 digits for the month – 07 for July. Note that it must be 2 digits so add a leading zero if needed.

2 digits for the day – 18 for the 18th. Note that it must be 2 digits so add a leading zero if needed.

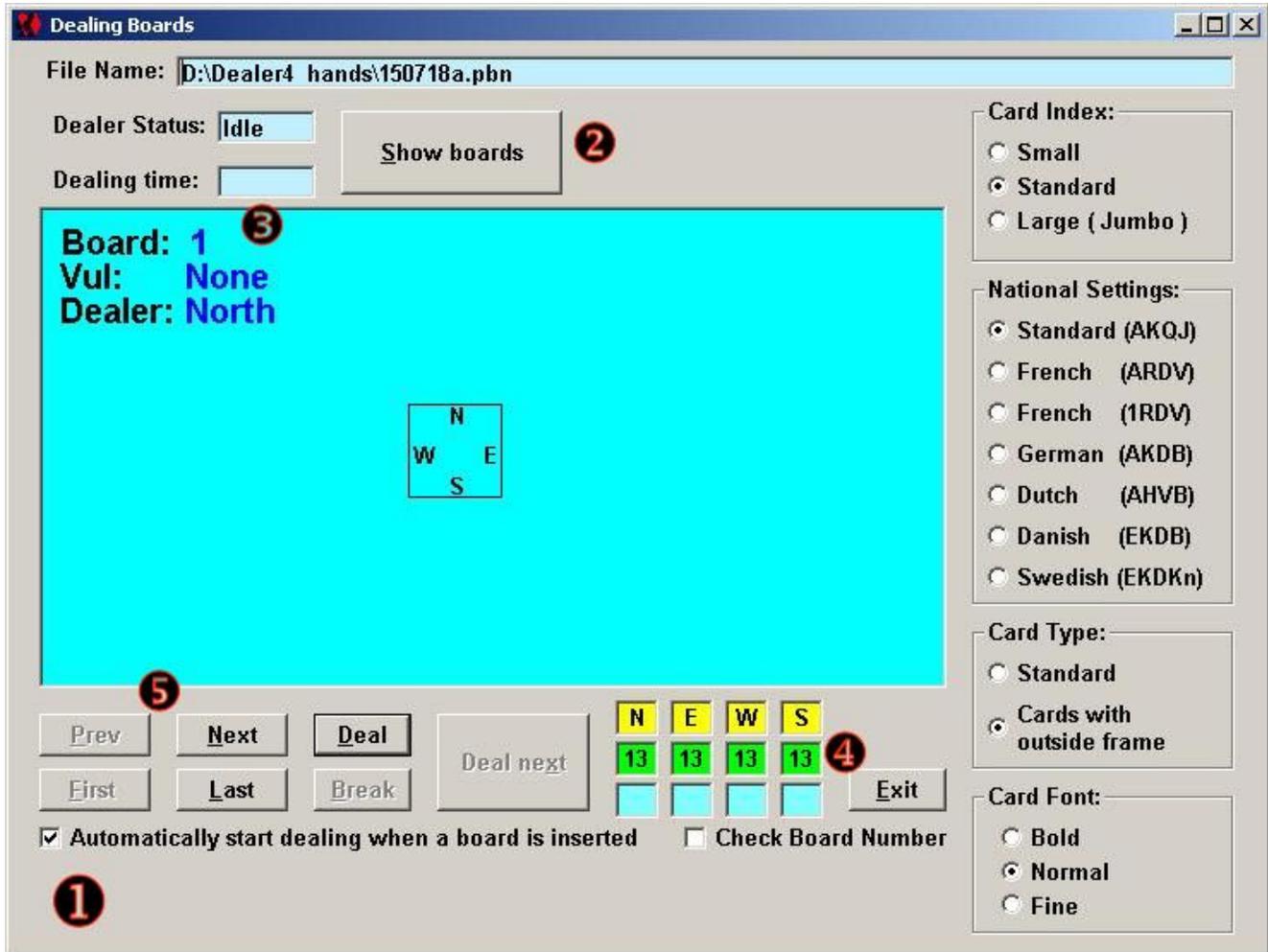
1 letter to indicate m -> morning, a -> afternoon, e -> evening

Now you can press enter. The program defaults to .PBN and will add that automatically.

OK, our file has been analyzed and saved. We are ready to deal.

Click on the Deal menu choice at the top of the screen

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- This screen will step you through each board. Note that it is set to start dealing ❶
- By default, the cards will not be shown ❷. This is handy if you are going to play or might play to fill in.
- To start, load 2 decks in the hopper. The second deck is needed to provide enough weight for the cards to feed properly.
- Now insert an empty board and dealing will start.
- When the board is complete you will see 4 green 13s ❸. Note the program will also show how long it took to deal the board ❹. If this goes above 7.5 seconds on a regular basis, it is time to clean the feed roller.
- If you have to move forward or backward among hands to fix a problem, you can do Next, Prev ❺

When this process is complete, click exit to return to the main screen. To print hand records.

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Click the Print menu choice on the main screen to see this:

Printing

Printing Mode:

- Print Hand Records to printer
- Print Hand Records to the text file
- Print Score Cards

Ten Printing:

- Print Ten as "T" (X,Z)
- Print Ten as "10"

Statistics Printing:

- Do not print Statistics
- Print Statistics before first board
- Print Statistics after last board

Color Printing Print Analysis Print HCP

Header: Sat PM 7/18

File Name: D:\Dealer4_hands\150718a.pbn

First Board: 1 Last Board: 36

Boards per Page:

- 10
- 12
- 15
- 18

National Settings:

- Standard (AKQJ)
- French (ARDV)
- French (1RDV)
- German (AKDB)
- Dutch (AHVB)
- Danish (EKDB)
- Swedish (EKDKn)

Print boards:

From Board: 1 To Board: 36

Number of copies: 24

Score Cards settings:

- Print NS Pair Number
- Print Boards

First NS Pair: 1

Printer Setup Print Exit

The only thing you should need to change here is the number of copies (just above the Print button). Since you will have access to the .PBN file to print more, print only just enough.

The printer in the back room is preset to print on both sides of the paper. If you need additional copies and are printing the from the front computer, you will have to adjust the printer properties to get printing on both sides.

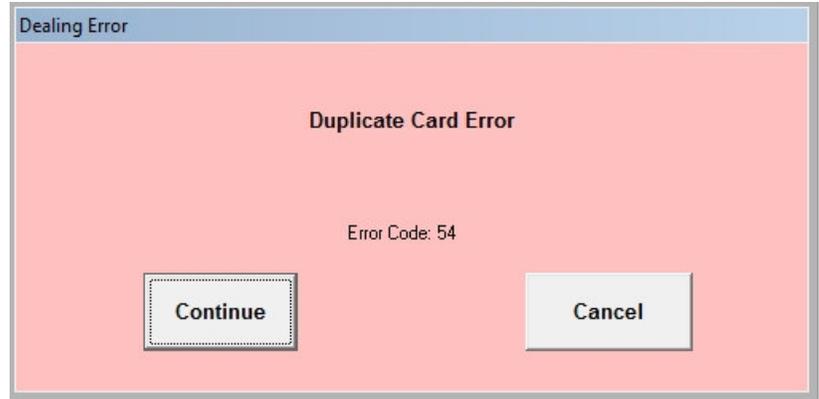
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Troubleshooting

- Lost communication with the dealing machine. This is caused by random computer devils (unless the cord has been unplugged. To fix, unplug the cable at the left end of the dealing machine, count to 10 in Spanish and plug it back in.
- Pink screen: Card Feeding error. Strangely, this error means just what it says. The next card did not feed in as it should. Pull the entire stack of cards from the hopper, flex, stack and put back in. Click Continue. Sometimes it helps to turn the deck around before putting it back.

- Pink screen: Duplicate Card (or something like this). This indicates that the dealer fed the card in and either could not determine which card it is OR read it and found that that card had already been used.

- Make sure the card is not a joker
- Make sure the card is right side down
- Make sure that you have not started in on the second deck.



- Pink screen: Card Recognition error. This means that the dealer could not identify the card.

- Face up?
- Joker?
- Dirty or unclear markings in the corner of the card.

