EBA DEALER

Instruction Manual

June 2002

This manual has been provided to assist users become familiar with the Windows software for operating the card dealing machine (Autodealer 3) manufactured by Electronic Bridge Accessories Pty Ltd.

Introduction

This manual provides abbreviated instructions for users of the EBA card dealing machine known as the Autodealer 3. The Windows software is NOT compatible for version 2 of the Autodealer. If in doubt as to whether your Autodealer will work with the EBA Dealer software, please contact either Mr Dennis Yovich in Australia on 61-8-9420-2458, or by email on *dyovich@iinet.net.au.* Please note the Addendum for version 2.10 of this software.

EBA Dealer Software

(a)   Installation

The software comes in a CD. Insert the CD into your computer and click the file called AbleDeal. The installation routine will commence and it is a simple matter of following the instructions that appear on the screen. Within a few minutes the program will be installed and you can commence tailoring it to your particular needs.

(b)   Opening Screen

The screen shown below is the first thing you see upon starting the program. As you can see, there are four menu items; **File, View, Maintenance** and **Help.**
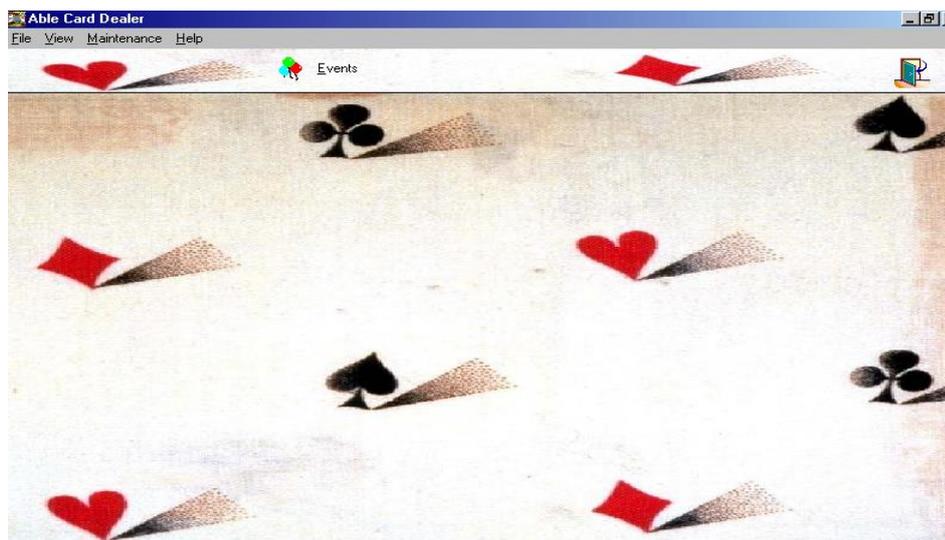

The first menu to open is the **Maintenance** menu. Click on this and a pull down item called with three options appears: **Categories, Default Settings** and **File Manager**. Click on the **Default Settings** and the following screen will appear.
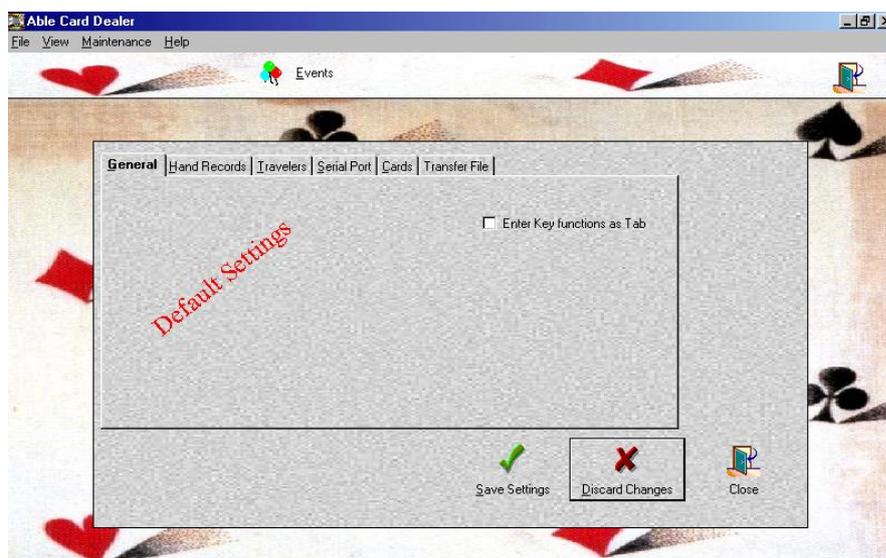
There are now six folders that enable you to configure your system, **General, Hand Records, Travelers, Serial Port, Cards,** and **Transfer File.** These will be described in detail below. (At the bottom of the main folder, there are three blocks; Save Settings, Discard Changes and Close. The purpose of these icons is reasonably self explanatory).

Hand Records

This folder is displayed below:
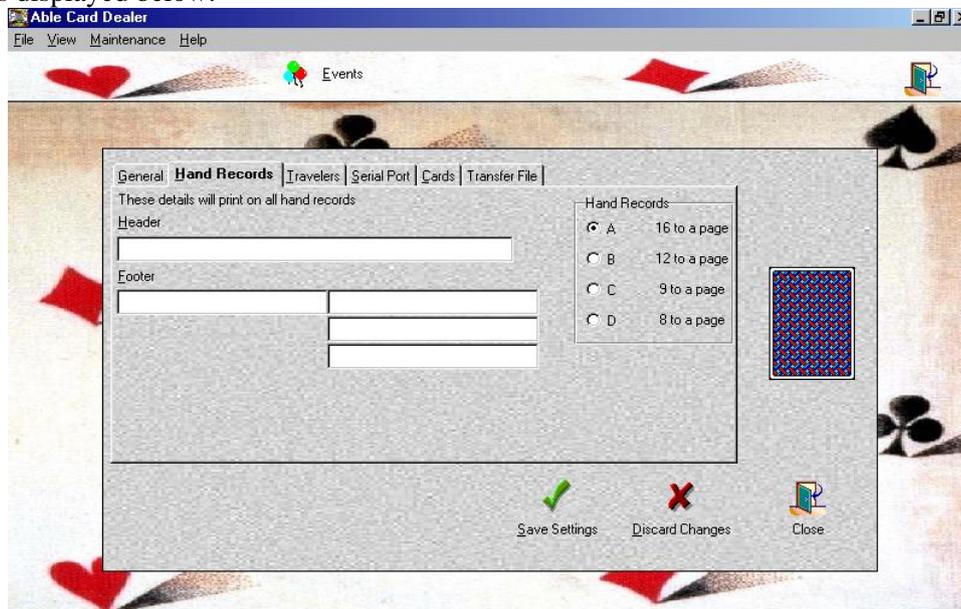
Its purpose is to enable you to enter information you wish to have printed on the hand record. (**Note:** the program is only set up to print in A4 mode, not letter or other US paper sizes). The hand record is a sheet of A4 paper containing the first 16, 12, 9, or 8 hand of the set. A second sheet of 16 hands is printed if more than 16 hands are dealt, and this is usually the case. A sample is shown at the end of the Manual.

The first entry block (called Header) is usually where you type in your club name. For example, Grand Slam Bridge Club. This will appear at the top of the hand record.

The second block (marked Footer) is for information that will appear on the bottom of the hand record. It can be used for sponsor information, advertising an up coming event that the club is running, etc.

To the right of this is another three blocks where additional information can be entered. Once entered, it can be saved by clicking on **Save Settings.**

Travelers
Click on the next setting, Travellers, to input information about what is to be printed on your travelling
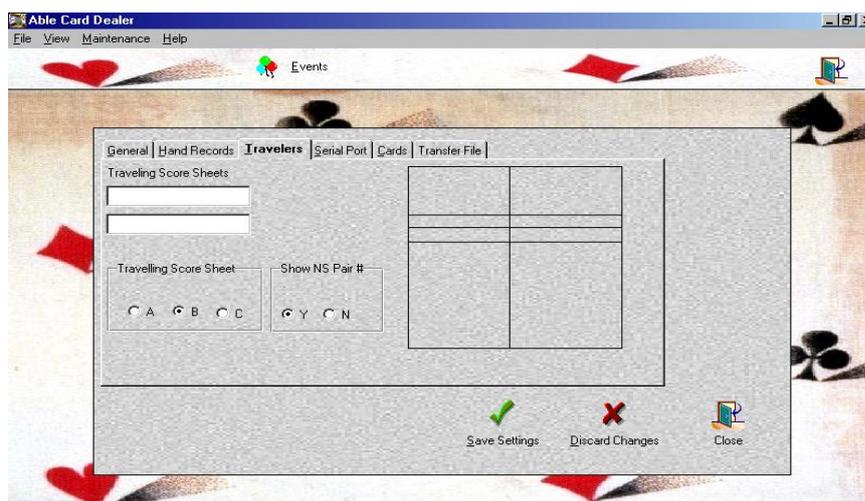
score sheets (these move with the board around the room during the session). The screen appears below:

There are two spaces to type the name of your club. Below the club name, are three examples of the printed format of the travelling score sheet (shown at the end of the Manual). Select your preferred style. The next choice is to have the N/S Pair # shown (for certain Mitchell movements where N/S pair numbers are numerically increasing from 1, 2 .... etc). When your selection is made, click on Save Settings and move to the next setting, Serial Port.

Serial Port

This folder is where you set up the serial port that connects your computer to the dealing machine. Generally your mouse is connected to Port 1, so generally select Port 2 for the dealing machine. If you have any doubts about whether it will work or not, click on the Test icon on the folder. Remember to click Save Settings when you have selected your choice.
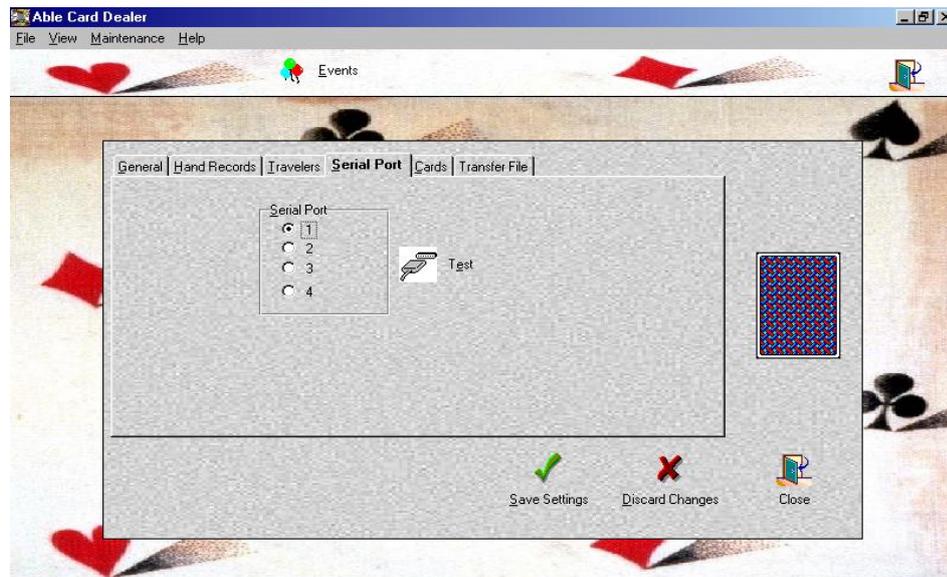
Cards
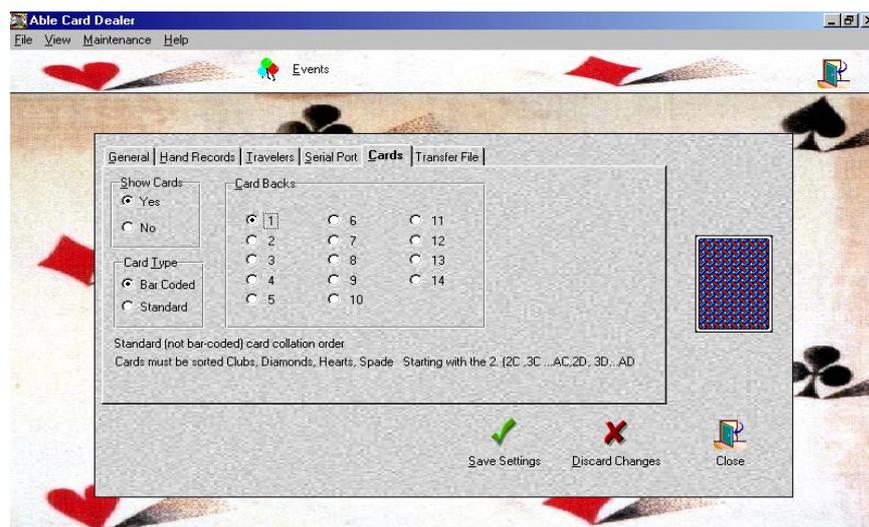
This is an important folder too. It allows you to select a number of functions:

(a)   Show Cards

Selecting **Yes** will allow the cards dealt by the computer for the session you are about to deal, to be seen by the person dealing. If you are dealing the hands, and wish to play in the session as well, you can select **No** and the cards will not be displayed during dealing.

(b)   Card Type

This selects either bar coded cards or non bar coded cards. If you select non bar coded cards, the order in which the cards are to be sorted is displayed at the bottom of the folder.

(c)   Card Backs

This gives you the choice of 14 different patterns on the back of the cards to be displayed.

Don't forget to **Save Settings** before exiting this screen.

Transfer File

This screen selects the type of file you wish to save the hands you generate as (that is as a file.bri, or file.dge or file.bor). Usually choose .bri as this is the most common and is available from other dealing machine formats such as that by Jannersten Forlag. Borel files are obtained from Borel software for hand generation. The directory where you wish to save the hand files is selected by clicking on Drive and Path. Save changes when finished. Select Close to exit from this window.
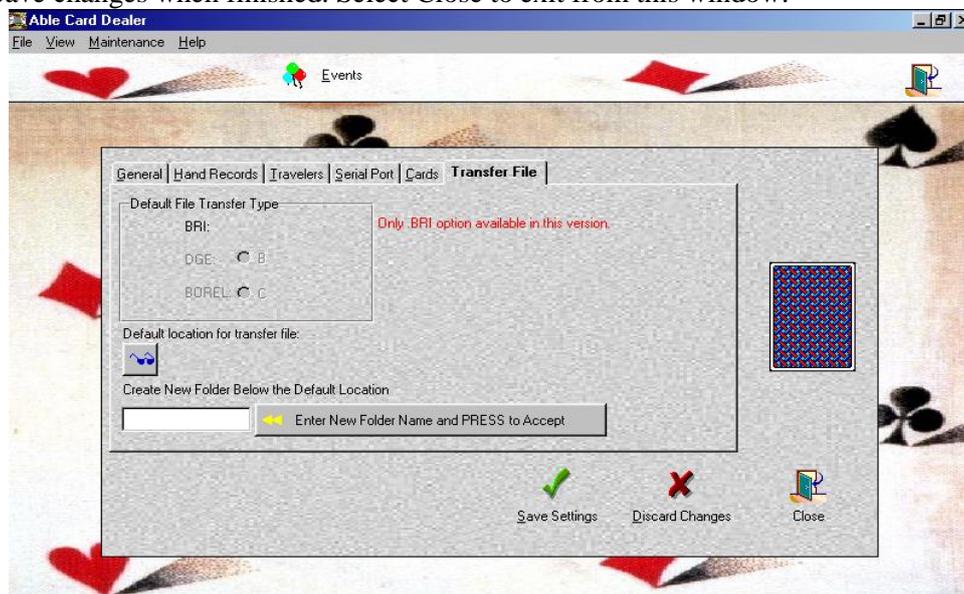

The bottom of the window shows a default location for storing the files to be transferred. It is in the AbleDeal directory. If you wish to define a new location for the files to reside (such as C:\ Bridge Files), type in a new Directory and press the greyed area to the right of this window to accept it.

When you have finalised all the settings under the **Maintenance** screen, it is important you now set up your printer so that hand records and travelling score sheets are printed properly.

To set up your printer go to the **File** menu item, click on it, and you will see the **Print Setup** menu. Click on this and set up your printer for the paper you are using, and *Portrait* orientation of the paper (not Landscape). Your printing should now be OK.

The final screen, and the one where you will do most of your work is the **View** menu. Click on this and it will show you a menu item called **Select Event**. Click on this item and the following screen will appear.

This screen allows you to generate a new set of hands for an event (**Add Event**), change details of an event already generated (**Edit Event**), delete an event already existing (**Delete Event**), print the hand record (**Hand Record**), print the travelling score sheet (**Travelers**), print probability statistics on the event of interest (**Statistics**) and transfer or import files to deal (**Export** and **Import**), and of course to begin dealing the hands from the dealing machine (**View and Deal**).
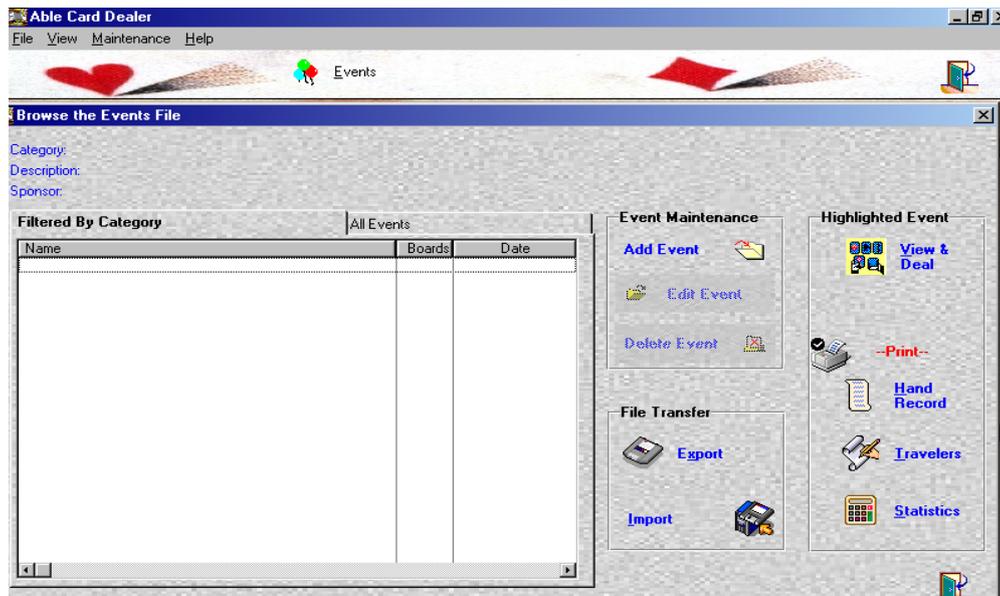
Add Event

Here you can generate a new random set of hands, with the description and date included. It also allows you to import a file of hands already prepared from elsewhere. Under **Name**, type in the event name; for example Mixed Pairs, Session 1. The number of boards to be generated is entered under **Boards**. There is a pull down calendar under **Date**. Boards that already exist can be imported from a Category already set up under the Maintenance screen. You can add further descriptions of the event under **Description**, as well as putting a sponsor name under **Sponsor** (this will appear at the bottom of the hand record. Or you can import the file you wish by typing the directory and file number in the **Transfer File** window. Click on **OK** when the details are finished and the file will be generated.

The **Edit Event** and **Delete Event** windows is self explanatory.

To Print hand records, select **Hand Records**. A pop up will appear asking for a number of hands to be printed from 1 to the maximum number on the set. Select what you want and click OK. Another screen will appear and you can proceed with the various options listed to view or print or cancel it.

A similar process is followed to print one or more travelling score sheets (as **Travellers**). Note that it will ask for a Section first. This is used when you have a large field with one or more Sections in the field (say 36 tables in play, with an 18 table Green Section and an 18 table Blue Section. It allows you to print the Travelling score sheets for each section for ease of scoring).

To View the hands you are about to deal, select **View and Deal** and the following screen appears:

This screen allows you to look at all hands in the set (**Navigate Hands** via *First, Next, Previous, Last*), or deal the cards in the set (**Deal Cards**, either *from Here* or *One Only*). Also at the bottom right corner of this screen there are four boxes marked N, S, E and W. As the cards are being dealt, these numbers will increment as the cards go to each of the four slots in the board. If the number 13 does not appear in each box at the end of dealing, you know there is something wrong. Remember, you can select not to see the faces of the cards if you are dealing a set of boards that you will later play.

Note the hand number, dealer and vulnerability also displayed on the right hand side of this screen.

The event selected appears in the box at the top of the screen.