# Dealer4 - Producing Deal Files and Hand Records

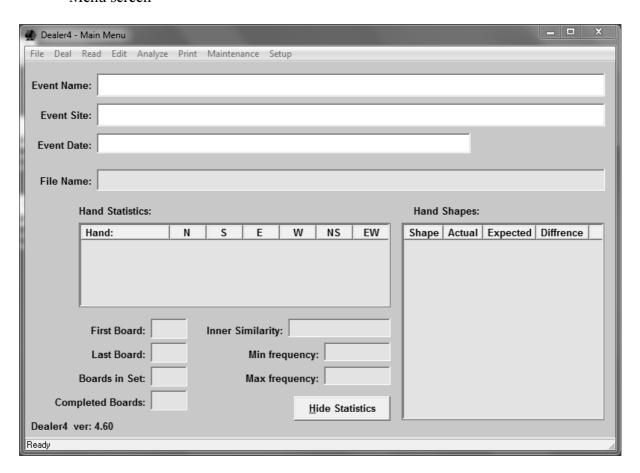
#### 1. Downloading

Go to www.dealer4.com

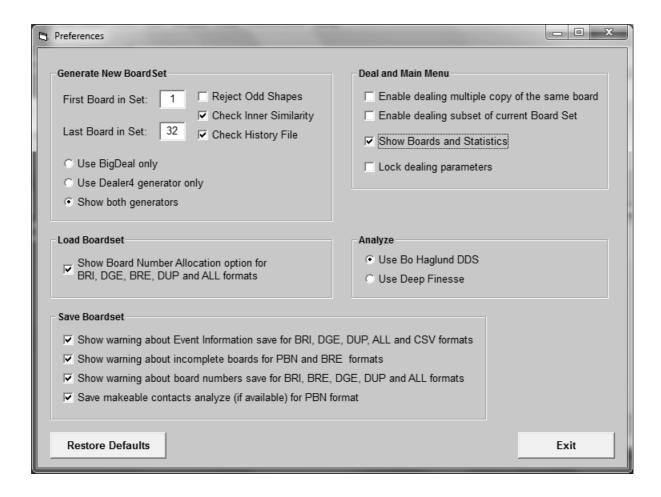
Usually on the right-hand side of the web page under News there is a link to the latest version. Failing that select Support > Dealer4 PC Software. The installation file (eg Dealer4\_setup\_4.60.exe) will then be downloaded to your computer.

#### 2. Installation & Set-up

Double-click on the installation file to start the installation process. A Dealer4 shortcut appears on your desktop. The first time you double-click on it, you may get a very short additional installation process, after which Dealer4 opens at the Main Menu screen



On the Menu bar, click on Setup > Preferences >



Click on the Restore Defaults button and then select Show Boards and Statistics so that the screen is the same as shown above > Exit > Main Menu

# 3. Producing Deal Files

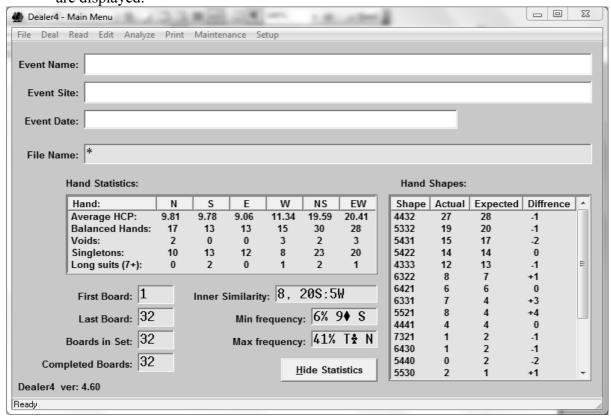
From the Main Menu > File > New > Generate New Board Set screen

∰ Generate New Boards Set □ X		
First Board in Set: 1 © Generate Random Boards		
Last Board in Set: 32 C Leave Boards Empty		
Shape Reject	Inner Similarity Reject	History Reject
☐ Reject Odd Shapes	✓ Check Inner Similarity	Check History File
Shapes Rejected:	Inner Similarity Rejected:	History Rejected:
	Inner Similarity:	Historic Similarity:
Generate Boards using BigDeal		
Boards generated: <u>G</u> enerate Boards using		g Dealer4 generator E <u>x</u> it
BigDeal code is provided by courtesy of Hans van Staveren		

If necessary, the number of boards in the Boards Set can be changed by amending the entry in the Last Board box. Accept the default options as shown above, then click on > the Generate Boards using BigDeal button > Exit

You are then returned to the Main Menu screen.

If the statistics are not shown, click on Show Statistics and the statistics of the deal are displayed.



If the statistics of the deal are suitable for your purposes, you can either save it or proceed to carry out an analysis to produce the Makeable Contract data and then print out the hand record.

**Note**: If a deal file is considered to be unsuitable, do not tweak individual hands. Deal another set by File > New (a message will appear asking if you wish to save the current set > select NO) and then deal a complete new set.

## 4. Saving a Deal File

From the Main Menu screen shown above > File > Save >



Select a suitable place to save it (here I have chosen Desktop), give it a suitable name (I have called my file testA32; event called test, board set A which has 32 boards) and select an appropriate type of file from the drop-down list (a range of file types is available; but not .dlm). - .dup is as good as anything.

## 5. Loading an Existing Deal File

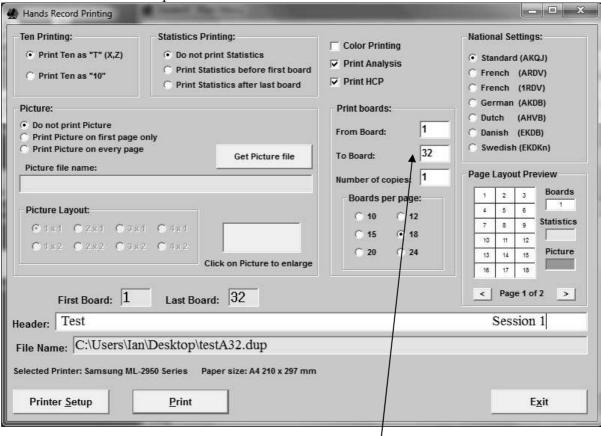
From the Dealer4 Main Menu > File > Load > in the window which appears, select the appropriate file type in the drop-down menu, then browse to the file's location. Once the file is located, select it (left-click) > click the Open button > the file is loaded and its statistics are displayed.

#### 6. Analysing a Board Set

With the deal file loaded, select Analyse from the Menu Bar > Yes to message. When the analysis is complete (a few minutes) you are returned to the Main Menu. **Note:** If you analyse a set then save it as a dup file, the analysis is not saved and if you loaded up the file again, you would have to carry out the analysis again. The only file type which saves the analysis is pbn.

## 7. Printing a Hand Record

With the deal file loaded and analysed, click on Print from the Menu Bar > Print Hands Record to printer.



A range of options is available - select as appropriate. You do not have to print off the whole set. By changing the values in the Print boards section you can print out any range (1-32; 1-16; 17-32, ...). Similarly a range of options is available for the number of boards per page.

Lastly there is an option to insert a header at the top of the printout. The two items shown in the screenshot above are separated by inserting spaces.

When everything is setup as required >Print.

Exit > Main Menu.