Owner's manual

BridgeSorter® Mk III', Duplimate® Mk V' and HandyDup®, page 1

Unpacking

Check that you have got:
- Power adapter (not HandyDup)
- The machine
- USB cable
- BOS package on USB [memory] stick
- 1 set of board no. stickers (only BridgeSorter)

Installation

1. DupSoft will be installed automatically when you install the BOS package. Our recommendation is that you confirm the default values while installing the complete package.

2. Connect the Dealing Machine (DM) to power and to the PC (with USB cable).

3. Start BOS.

4. Start Duplication in BOS.

5. You can leave the "Demo" event and create a new event as soon as the DM has duplicated at least one (1) board.

You can probably skip the following two sections, if you are an experienced Windows user; i.e. you can go straight to the headline "*Avoiding Problems*".

The Screen-layout

From/to board defines the range of deals to be sorted.

Copies indicate how many of each board that you want. Asterisk (*) = indefinite number.

All copies before switch means that all copies will be duplicated before the deal number is changed. You should only tick this box if the boards are sorted with all number 1 in one pile, board 2 is another pile, etc.

Reversed order means that the board no. set under "To board" will be the first to be duplicated.

Auto board no. can be used when the board no. is indicated on an extra sticker on the back of the boards.

Sealed (default) means that the deals are invisible and not possible to view, manipulate or print.

Show displays the cards on the screen. Once you have shown the cards, you cannot seal the file again; but you can **suppress cards from the screen** (Ctrl + H).

Edit enables you to manipulate the deals in various ways. This is not recommended at tournaments and you should not have Edit enabled during duplication.

Start makable should be ticked if you want to have makable contracts on the hand records.

Deal & duplicate enables the dealing machine.

Import deals Note that dlm files can be imported by double-clicking on the file BEFORE BOS and DupSoft have been opened. The event name will then be taken from the source file.

.dup, .dlm, .lin and .pbn files can be imported into DupSoft, so long as no deal has been created or selected for the current event. You can use *Batchconverter* as an inbetween step if the source file would be in another format.

Hand Dealing means that the DM will NOT shuffle, only deal in the same way as you would deal by hand. The deals can be duplicated, analysed, printed, etc. once they have been (hand) dealt by the machine.

Reading means that you can read [played] deals into the system so that they can be analysed, printed, etc. Useful e.g. when the boards in a team match have been dealt at the table.

Restricted dealing is useful for creating deals with certain criteria.
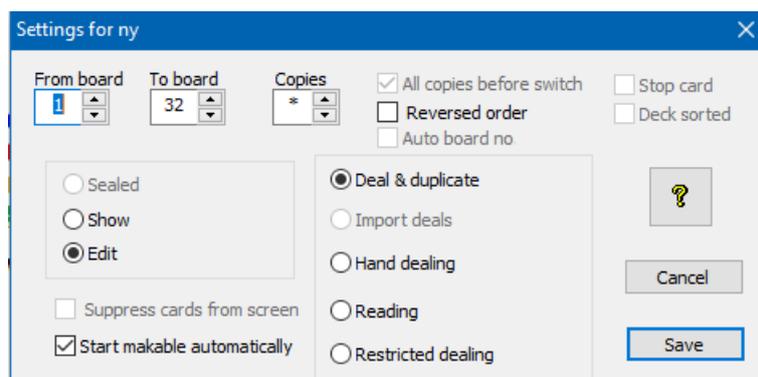
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DupSoft's main interface consists of four elements (from top to bottom):
i. Dropdown menues.
ii. Toolbar.
iii. The [deal] display area.
iv. Statusbar.

The Menues

FILE

Print
You can select another layout if you would not be happy with the outcome of the default print layout; i.e. what comes up when you type Ctrl + P, or click the printer icon.

You can change an existing layout, or create your own, via the *Edit* and *New* buttons in the print dialog. Click on the ? mark in the dialog for detailed advice.

Export deal
The program that you run (start) from BOS will get the same deals as you see in DupSoft automatically. You are advised to use BOS's *export* and *subscribe* functions if the deals need to be transferred to another PC (e.g. the PC used for scoring). DupSoft's export function puts copies of the deal files on the Desktop from where you can pick them.

EDIT
This option requires that you have selected Edit in SET-TINGS. See the inbuilt Help for advice.

Makable
You need to command makable manually if you have modified the deals in Edit mode.

SETTINGS
You can change most settings via this command. The alternatives that are dimmed can only be altered via the Default Setting dialog.

DUPLICATION
Auto duplication should be your choice except when you need an extra copy of a certain board.

Single duplication is to prefer if you want only one board.

DECK sorted in chronological order
You can use "Deck sorted" if the card recognition does not work for some reason. The order of the cards must be: Spade Ace, King, Queen...2, Heart Ace, King...2, Diamond Ace, King...2, Club Ace, King...2. That is to say, the first card that the machine shall pick up must be the deuce of clubs and the last card (on top of the deck) the Ace of Spades.

HARDWARE
c.f. the the inbuilt Help and the chapter *Hardware Diagnostics* in the BOS Manual for detailed advice.

VIEW
Hide deals (Ctrl + H) has the same effect as *Suppress deals from screen* in SETTINGS. You can overrule the settings that you entered in Settings via this command.

SYSTEM

OWNER & HARDWARE
You need to tell what type of hardware that is connected before you can duplicate.

DEFAULT DOCUMENT SETTINGS
The default settings will come up in the Settings dialog every time you create a new event.

Information messages & warnings
We recommend that all warnings are enabled (ticked).

SOUND
We recommend that you use a relative loud sound level while duplicating.

HELP
You should choose on-line help (tick this alternative in HELP SETTINGS) if your computer is connected to the Internet (as this will give you up to date help).

Please submit a Report Problem from the Help menu when the event that you have problems with is active, if you need more help than you get from the ? mark buttons. This is crucial to get good advice.

THE TOOLBAR
The toolbar is a quicker alternative to the dropdown menues. The fastest is, however, to use the keyboard shortcuts as shown to the right-hand side in the menues. Alt+A, for example, is the fastest way to start the duplication and Ctrl+P is useful for printing.

THE DISPLAY AREA
The deals and the dialog boxes will appear in this area.

THE STATUS BAR
The status bar has two purposes:
i. It explains the icons in the toolbar. (Point at any symbol and read the explanation in the status bar.)
ii. It tells the status of the duplication process.

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Dealing method

DupSoft's *BigDeal* is considered to be the ultimate dealing method. BigDeal uses a very sofisticated dealing algorithm and in the DupSoft version the operator's speed is used as the random factor.

For a Class

The main difference between the deals for a class and those for a tournament is that the latter should not be known to anybody before game start, whereas you must have control over what your class is doing. You can:
i. Import the deals.
ii. Create hands to your liking.
iii. Read deals from boards into the system.
iv. Type the deals from e.g. a textbook.

i. Import
Importing is only possible so long as there are no deals in the event. The fastest method is to close BOS (or not open it) and simply double click on a .dlm file. You can alternatively open an event that does not contain any deals and select *Import* in SETTINGS. The source file can either be dragged into the message box that appears, or located with standard Windows (browse) methods.

You can use Convert Deal File function if the source file would be in another format than .dup, .dlm or .lin.

ii. Restricted dealing
Restricted dealing generates deals meeting certain criteria.

iii. Read deals
DupSoft's read function is useful if you need to register deals that are (only) found in boards.

Note that if you first tick *Deal & Duplicate* in SETTINGS, and then switch to *Read* mode, you risk to end up with a mix of computer dealt hands and registered (read) hands.

a. Reading a **whole set**. If you need to import a whole set of hand dealt deals, you should first select *Reading* in SETTINGS, then run the *Auto Cycle*.

b. Reading a **single deal**. This option is useful when you need to read a fouled board into the system, (to get the fouled board printed in the handrecords). First switch to *Reading* in SETTINGS, then select the command single duplication (Alt+S).

iv. Edit
You can modify a deal by typing, dragging, or sending, one or several cards to another hand.

You will find a more detailed description on how to edit the deals in DupSoft's inbuilt *Help*.

IMPORTANT NOTE 1

Duplicate with at least three decks in the hopper. Make sure that the cards are not curled.

The cards should preferably be flat or slightly concave (i.e. the way the players tend to bend them).

Duplicating

1. Switch on the power.

2. We recommend that you have four decks, plus a fifth deck from the board to be duplicated, in the hopper at start.

3. Make it a habit to organize the boards in the order they shall be duplicated BEFORE you start the duplication.

4. Put the cards from the first board to be duplicated in the hopper and insert the board in the machine.

5. You can insert the next board to be duplicated after successful duplication. Otherwise, see headline "*Error messages*".

6. You will get the question: *Do another set?* when you have duplicated the last board in the set, If you for some reason have come out of pace with the machine (i.e. you have boards left, while the machine says that you are finished), we recommend that you re-duplicate the whole set as this will be both quicker and safer than trying to correct the error(s).

TIP FOR TOP

Top performance (maximum boards per hour) is reached by keeping the machine busy most of the time. This can be done in the following way:

i. As soon as the machine stops, take out the duplicated board with one hand and insert the next with the other.

ii. While the machine is working: Close the duplicated board and make the next one ready (put the cards from the board GENTLY into the hopper and hold the board ready for insertion).

Note that the boards are easy to close by pushing just inside the edge.

See further the video clip found on the web site. Note that the speed of the computer sets a limit of the speed of the dealing machine.

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Error messages

COMMUNICATION PROBLEM

If you get *a communication* message, please check:
•That the power is on.
•That the USB cable is properly connected.
•That you have the correct selection in HARDWARE SETTING. Restart BOS if the problem persists.

NO BOARD

The DM won't start until you have inserted a board.

CARD ALREADY DEALT

You should check the distributed cards in the board if the bottom card in hopper is the card indicated on the screen. It is indicated in the message where the duplicate card is to be found.

See *Avoiding problems* if the bottom card is not the card indicated on the screen, or if the indicated card is not found in the board.

In any case: DO NOT EVEN THINK OF CORRECTING THE DUPLICATE YOURSELF when you have got an error message as this could result in a fouled board.

Retry

Put the distributed cards back in the *bottom* of the hopper BEFORE clicking retry.

Flush

Flush means that the remaining cards are moved from the hopper to the board. Note that the deal has to be re-sorted after a flush.

Exit

You will leave the Auto duplication mode with this choice. Again: put cards back in the bottom of the hopper if the deck was not finalized.

CARD NOT RECOGNIZED

See *Avoiding problems if* you get this error type frequently with different cards involved. There is something wrong with that card if the same problem occurs with the same card repeatedly. Replace the card (or turn it so that the other edge will be read).

You can Flush or Exit (see above) but you can also *Continue* after a Card not recognized stop.

Continue

Check that the bottom card has not moved, but is in its normal start position before clicking Continue.

IMPORTANT NOTE 2
Do NOT use any detergents, oil or spray on or in the machine as this can damage the equipment!

Avoiding problems

Be careful when you put cards in the hopper while the machine is working. i.e. avoid to press on the stack.

We had to make some assumptions when we designed the machine. For example that the cards should be reasonably clean and flat. Stained cards and cards with worn off print that cause problems should be replaced.

The machine will collect dust and dirt coming with the cards. The dust/dirt needs to be removed when it has built up to the extent that it disturbs the duplication. c.f. the Maintenance pages below.

HELP!

You will find more detailed Help advice instantly on the problem in question, when you click on the ?-mark in the error message that is displayed on the screen.

You will get personal advice if you use the Report Problem (in BOS's Help menu) when the event that you need help with is active.

Support

You should make it a habit to use the Report Problem that you find in BOS´s Help menu when you need further advise than you find in the inbuilt help.

You may communicate your problems in any way you like, of course, but please note that our staff will have to write an email to the technicians if you would call, and you might not have the best advice. For obvious reasons it is better that you, if at all possible, communicate the relevant information directly to the technicians.

D. DAILY MAINTENANCE

We do not expect you to do the "daily maintenance" described below daily, but when needed. The machine will indicate when you need to act.

1. CARD SENSORS
The machine will in some cases tell which sensor is blocked. Anyhow: clean all when you are at it.
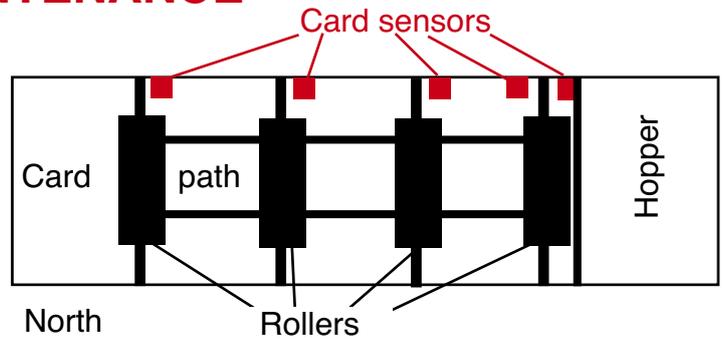
The counters are numbered in the same way as the cards move from the hopper to the left. i.e. in the cards' direction.
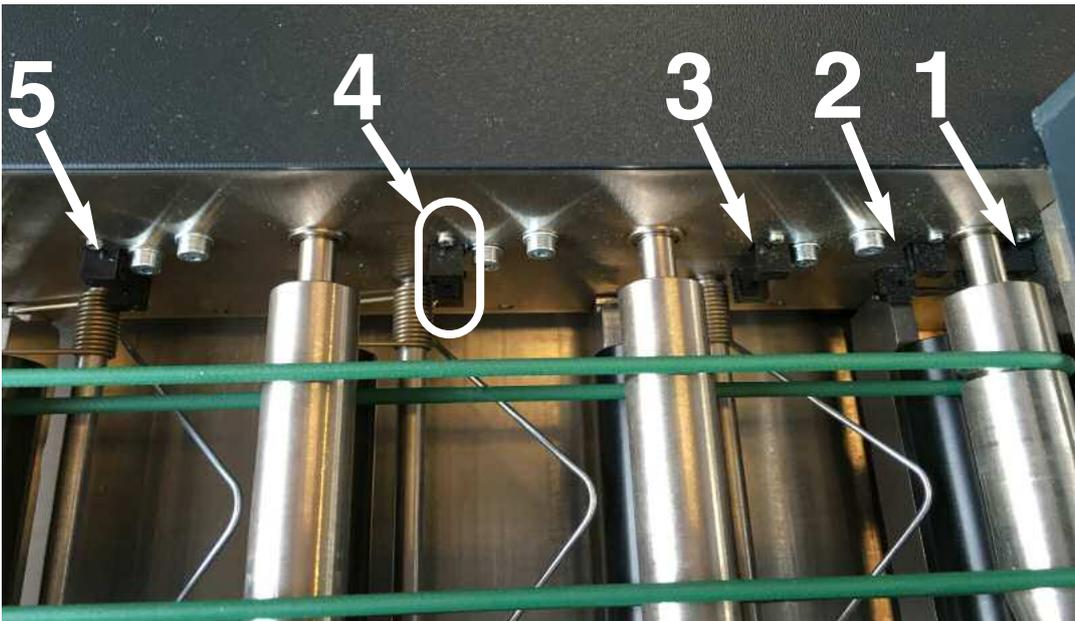
The 1st sensor is close to the hopper and easily missed if you do not know that it sits there.
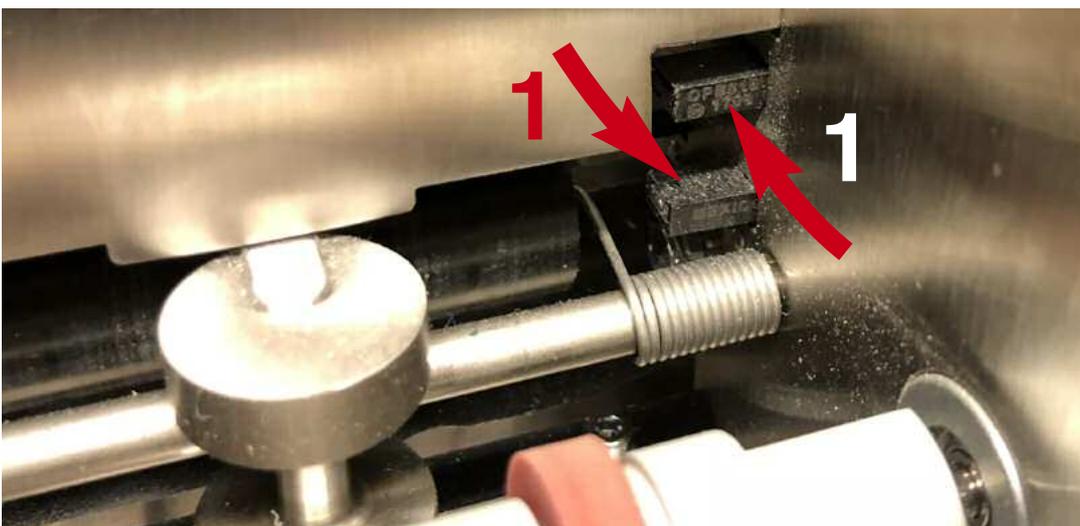
Make sure that you clean all five sensors with compressed air while you are at it. You can use a small soft brush (e.g. a childs tooth brush) if you do not have access to compressed air.

Note that you also have to clean the upper part of the sensors.

E. OCCASIONAL MAINTENANCE

1. FEED ROLLER
You will need to clean the roller with Isopropyl Alcohol, if it for some reason would pick up grease (or oil).

2. CAMERA
Dust should be blown off the camera (2) if it is totally covered (=when the machine has problems to recognize the cards).

Please do not use any liquids or tools on the camera!
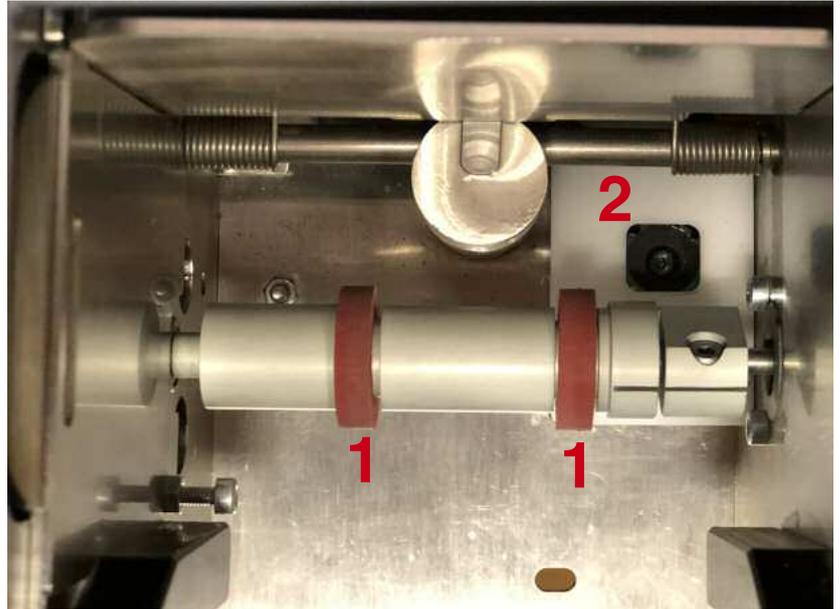
Warranties

"NO EXCUSE" WARRANTY

We only want happy customers and therefore offer a unique "No Excuse" warranty. The rules are simple: You can claim your money back for the machine, would you not be happy with your choice. That is to say, we will refund what we charged you for the machine, if you return it to us within the stipulated time limit (see below). The machine must be complete with its accessories and not damaged when it is returned for refund.

STANDARD GUARANTEE

There is also a standard guarantee. The Standard Guarantee covers repair/replacement of faulty parts and/or incorrect manufacturing. Note that the guarantee does not cover normal wear and tear. Nor does it cover cleaning that you are expected to do yourself, or shipping costs for sending the machine back to us. See further "Policy" below.

10 YEARS PARTS GUARANTEE

We guarantee that parts will be available for at least 10 years after purchase of a new machine.

POLICY

Our policy is that you during the "No Excuse" warranty period may send your machine to us as many times as you like. The freight to us must be paid from your end, however, unless otherwise is agreed in writing with Jannersten *in advance*.

We will pay the costs for shipping the machine back to you when we, within the "No Excuse" warranty period, have corrected a fault that is covered by the Standard Guarantee. The freight has to be paid from your end in all other cases.

BridgeSorter and Duplimate	HandyDup terms
The following terms apply when you buy a new BridgeSorter III or a Duplimate V: • 12 months "No Excuse" warranty. • 60 months Standard guarantee.	The following terms apply when you buy a new HandyDup: • 6 months "No Excuse" warranty. • 12 months Standard Guarantee. • can any time be used as part payment for

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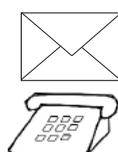
The boards

Please give a copy of this page to those who are to handle the boards

LABELING

i. Make sure that you put North in the right direction. (North shall be to the left hand side when you have the hinges towards you.)

ii. You are advised to put the small number on the edge of each and all boards, as shown on the back of the sheets carrying the stickers. It is worth while to bother about this, because it will make it easier to check that the boards in a pile are complete and stacked in numerical order.

Board number barcode

You must be careful to put the (optional) sticker showing the board number in barcode (digital) form at NORTHS end. The indent on the stickers must match the indent on the board. (Verify that you got it right by testing the first set before continueing.)

HANDLING THE BOARDS

The recommended procedure is as follows:

i. Put the sets of boards to be duplicated on the right hand side of the machine.

ii. Have at least three (preferably more) decks in the hopper when you start.

iii. Open the first board to be duplicated and put the cards in the hopper.

iv. Insert the just emptied board.

v. Open the next board and put the cards in the hopper.

vi. When the machine stops, remove the just duplicated board, close it, and put it upside down to the left hand side of the machine.

vii. Insert the emptied board (according to v.)

viii. Open the next board and put the cards in the hopper, etc.