

# Transfer of hands to/from your Duplimate

We will first give a general description of how a DUP file is organised. Each hand in the DUP file takes 156 bytes. These 156 bytes are structured in the following way:

78 bytes .BRI	68 bytes .DGE	10 bytes
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We call the first 78 bytes of the DUP file the BRI part. The BRI part consists of 39 (3x13) random numbers defining North's, East's and South's hands. Each card in the deck has a number from 01 to 52. Spade ace has no. 01 and the club deuce no. 52.

We call the next 68 bytes (no. 79-146) of the DUP file the DGE part. In the DGE part the same deal is sorted in suits and ranks. The first 17 bytes define North's hand (4 cardsymbols and 13 cards = 17 bytes). The next 17 bytes describe East's hand, etc.

The last 10 bytes of the DUP-file are needed for the duplicating process.

Byte 147 gives the answer to the question: Random dealing?

Byte 148 gives the answer to the question: Duplicate in descending order?

The last bytes must be right aligned [and padded with zero, i.e. hex20]

Bytes 149-151 denote the lowest board no. in the set

Bytes 142-153 denote number of duplicates [to duplicate totally]

Bytes 154-156 denote the highest board no. in the set

## Example

Sets 1-32 randomly dealt to be duplicated in 3 copies in descending order.

The last 10 bytes should read: YY00103032

	NORTH	EAST	SOUTH	
BRI	18043727240822422106250717	51503215164929412640314645	43351128302039140152133403	
	NORTH	EAST	SOUTH	WEST
DGE	♠J987♥JT7643♦A4♣Q	♠♥KQ2♦QT9♣AK98543	♠AQ42♥A8♦KJ762♣J2	♠KT653♥95♦853♣T76

(18 = HJ, 04 = SJ, 37 = DA, etc.)

## INPUT

We suggest that you organise your deals in the BRI format if the deals would be in a format that BOS's Convert utility cannot handle. The BRI file can be converted to a .dlm file using the Convert utility. Double-click the .dlm file and you are all set.

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