DealMasterProPlus User Manual

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1 Introduction

Deal Master Pro Plus (called “DMPP” in this document) is latest version of the original DealMasterPro software (called “original DMP” in this document) – one of the best pieces of bridge software available.

DMPP has all the functionality of the original DMP and is built as in a modern Windows style which makes it easier to use then the original DMP.

This software can be used for preparing boards for everyday tournaments, preparing boards for teaching purposes or to create demonstrations.

2 Basic concept

DMPP is software that allows the generation and editing of bridge boards. Boards can be generated randomly or with certain conditions, can be edited, can have bidding, play information and comments added. Generated or edited boards can be stored in the internal database or saved as a file to transfer to the other software (for example BBO) or to duplicate them using the dealing machine.

3 Software installation

DMPP is installed from a single self-extracting installation file. It requires a minimum of Windows 10, and around 15MB of disk space plus some disk space for additional data storage.

To install DMPP just run installation file and everything will be done automatically. Follow the instructions on screen.

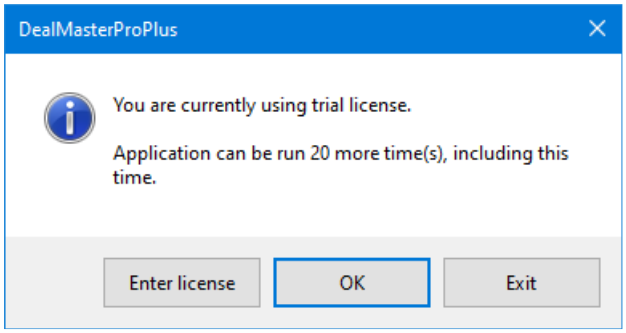
Because all prints are pdf files it is recommended to also install the free Acrobat Reader available from the Adobe website (https://get.adobe.com/reader/).

4 First run

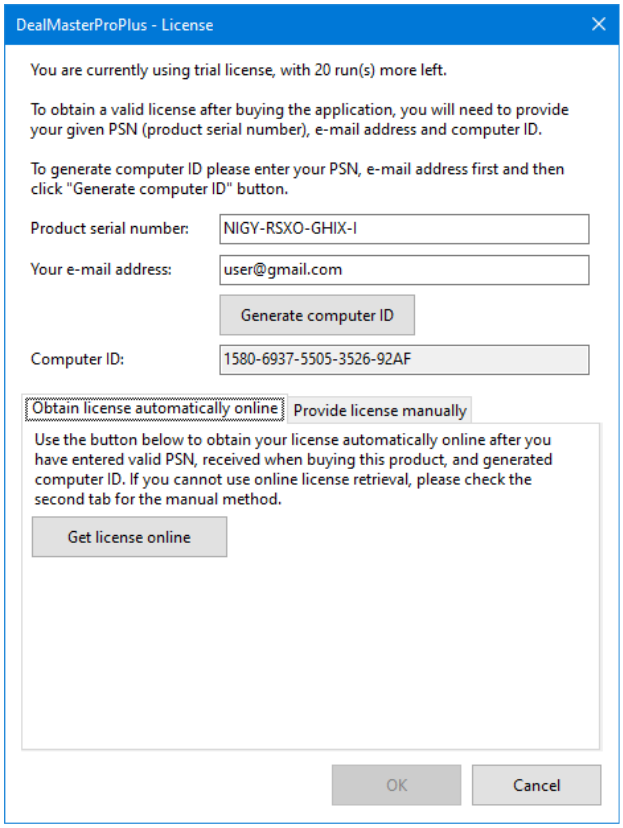
When running DMPP for the first time there are two actions which have to be completed: license registration and generating the Deals Pool.

4.1 License

When installed it is possible to start DMPP 20 times without valid licence. This allows a trial use of the program before obtaining a license. The following message will appear each time until a license is entered:

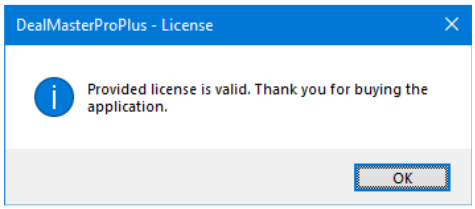


To get a licence click on **Enter license.** The following message will appear:

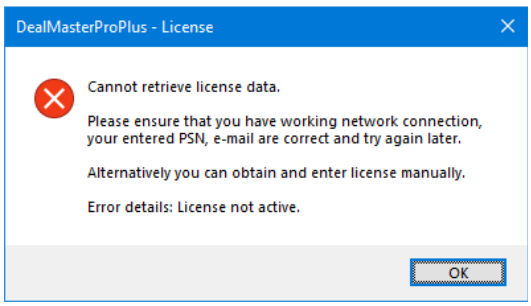


Enter your PSN (Product Serial Number) and email address and click on **Generate computer ID.** A Computer ID will appear below. Then there are two ways to obtain the license – automatic or manual. Automatic option should always be used first – if it fails – then the manual option can be used.

- ***Obtain license automatically online:***
    - Select **Obtain license automatically online** option
    - Click **Get license online –** DMPP will send request to the license server and if all details are correct a license will be obtained. This will be confirmed by following message:



If something goes wrong following message will be displayed:



Please try again and if still not ok – try to obtain license manually

- ***Provide license manually:***
  - Select **Provide license manually** option
  - Copy PSN, e-mail address and Computer ID to the email and send it to license@dealmasterproplus.com . For convenience **Copy info to clipboard** button is provided. It allows copy-paste operation for easy transfer of the required info into the email. Clicking on this email address will automatically open the default mail program and create a new email. The Licence number will be sent back via email. When received, enter it into the **License number** field at the bottom of this window – click **OK** to complete the license setup.

Please note that the license is locked to the computer – so if DMPP is installed on a different computer, a new license is required.

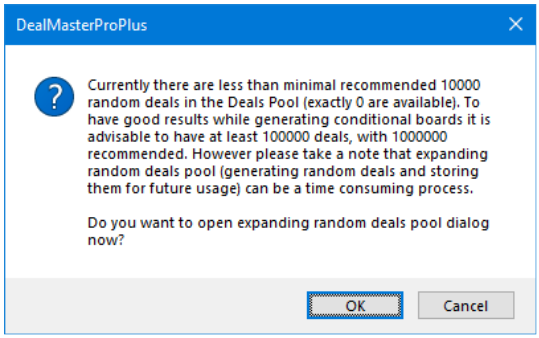
4.2 Random Deals Pool

When generating conditional boards DMPP uses a boards database called a Random Deals Pool. It is a randomly generated boards database. When conditional boards are generated DMPP searches this data base for matching boards and when it finds them, it puts them into the current BoardSet. If a matching board does not exist in the Random Deals Pool – that board cannot be generated. Therefore, the size of Random Deals Pool is very important. A minimum of 10,000 boards is suggested and 1,000,000 boards are recommended. The Random Deals Pool has to be generated once – after program installation. This task can take a long time, especially on a slower computer. So, when generating 1,000,000 boards it is recommend to do this overnight.

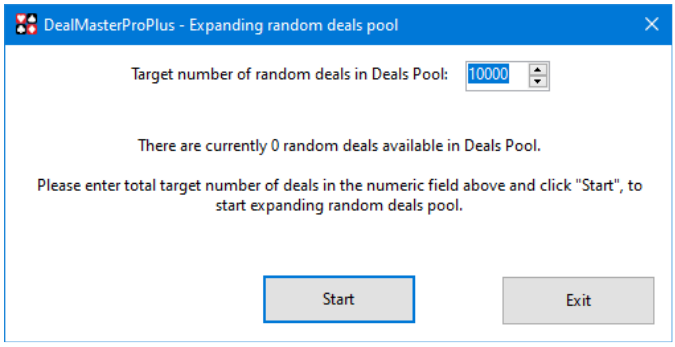
Please note that the Random Deals Pool can occupy a significant amount of disk space (1,000,000 deals take around 18GB) however this should not be a problem for more modern computers with larger hard drives.

This concept of generating conditional boards is much faster than generating them “on the fly” – (generating a board and checking it against the conditions) especially when the probability of the required board is low. But the disadvantage of it is that boards to be generated have to exist in the pool – that is why the Random Deals Pool size (number of boards) is important.

When DMPP is started for the first time or if Random Deals Pool is less than 10,000 boards following message will appear:



Click **OK** to bring up the next window:



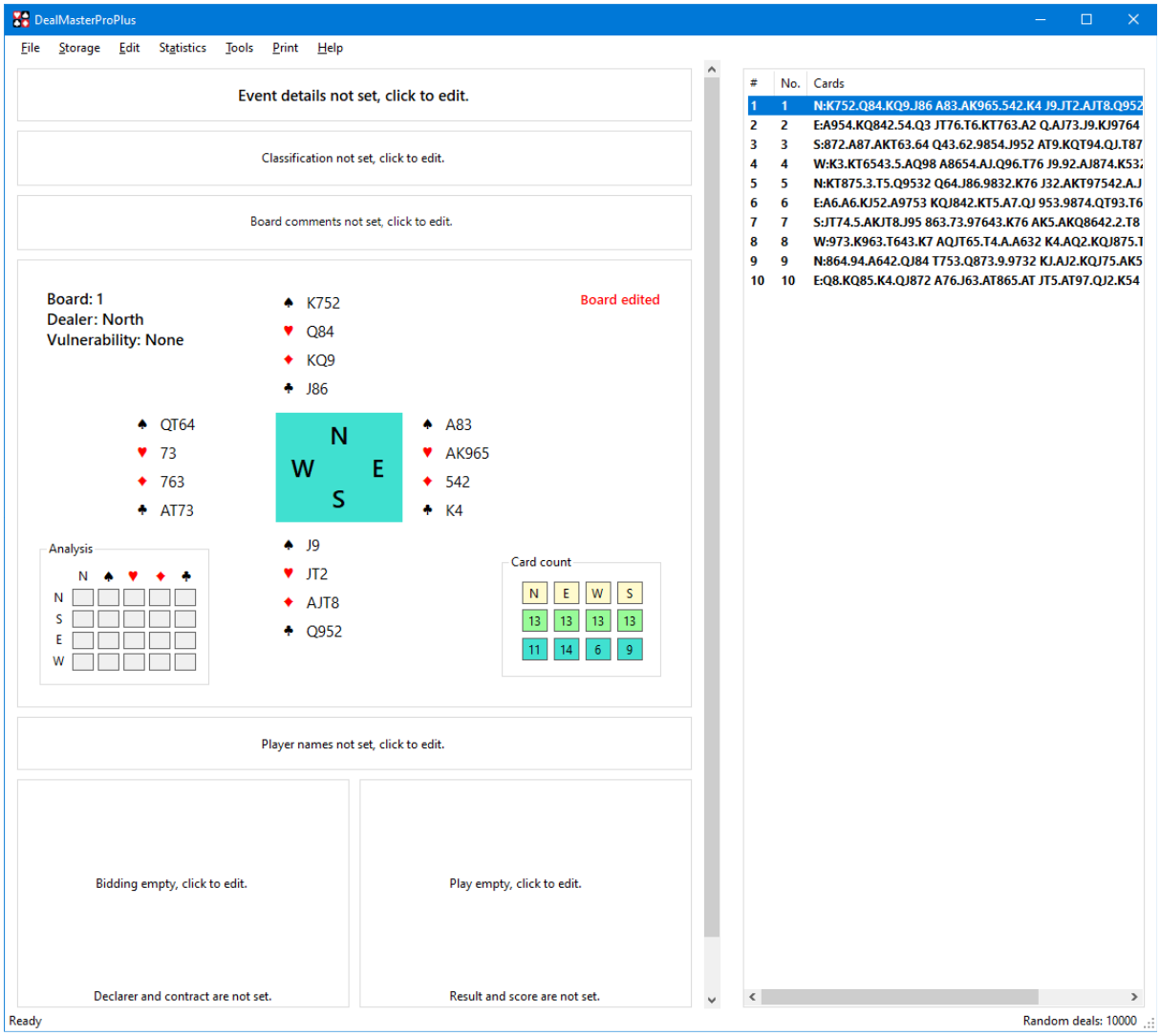
Please enter the desired number of boards and Click Start to generate them. Generating 10000 boards is relatively fast so please start with this number. This will enable the full functionality of the software very quickly. It is possible to expand number of deals later by going to **Tools-Expand random deals pool.**

5 Main Window.

DMPP operates on BoardSet. A BoardSet it is set of boards which can generated, edited and manipulated. The BoardSet is shown on the Main Window. The following functions will create a BoardSet:

- click on **New BoardSet** (or **File-New**)
- click on **Open BoardSet file** (or **File-Open file**)
- **Tools-Generate conditional boards**
- **Tools-Generate random boards**
- **Storage-Browse & Load**

Using any of the above functions will create new, load existing or generate a BoardSet and enter the Main Window:



The right panel of the Main Window shows a list of Boards in the current BoardSet. The highlighted board is displayed on the left panel with all board properties.

5.1 Boards list functions.

On the right panel clicking on any board will select that board and display its properties on the left panel. It is possible to select multiple boards by clicking while holding down the Shift or Ctrl keys. The selected board or boards can be deleted, moved to the different position in the list, copied or cut to the clipboard and pasted. It is possible to add more boards to the end of the list or insert empty boards in any position. All the functions can be executed from the Edit Menu or from the right click menu. For more details see chapter 9.

5.2 Board information functions.

The Left panel of the Main Window contains all the information (properties) of the selected board. Clicking on a particular area of the left panel will bring up the editing window which allows to modification of particular information.

These are the different areas in the Main Window:

- Event details
- Classification
- Board Comments
- Board Edit
- Players names
- Bidding
- Bidding comments
- Play
- Play comments

Clicking on any of these areas will bring up an edit window for that particular function – for description of each area please refer to chapter 9.

6 File operation

6.1 New command

File-New command creates a BoardSet with one empty board. This is a starting point to create a new BoardSet.

6.2 Open file and Save as command

File-Open file and **File-Save as** commands open existing files or store an existing BoardSet in various bridge formats. The available formats are:

- .pbn – most comprehensive and best format to store BoardSet. This is the only format which stores all the information about a board from the Main Window

- .bre – format used for Dealer4 machine – it stores/loads only board information and Event/Site Date.

-.bri - format used for Dealer4 and other similar machines – it stores/loads only boards information.

- .csv – format uses comma separate value format that are used by programs like Excel. Stores boards, board numbers, dealer and vulnerability information

- DEAL305 (.all) – another type of ASCII format which stores only board information.

- .dge – ASCII format stores only board information.

- .dup – format uses for Duplimate machines. It is a combination of .bri and .dge formats. It can have board number information.

- BBO (.lin) – format used by the Bridge Base Online platform. It is recommended to use this format only to transfer data between BBO and DMPP as it does not record all information available in DMPP.

When a BoardSet is loaded in one of the formats that do not include board number information, the boards are loaded in the positions according to their order in the file. To add numbers to the boards, use the **Tools-Auto renumber all boards** function or board numbers can be edited manually.

6.3 Append file command

Append command adds a BoardSet from the file to the existing BoardSet without deleting it. A BoardSet added from a file is added to the end of the existing BoardSet. This function allows the joining of two or more files together.

6.4 Recent command

File-Recent command displays recently used files for quick access.

6.5 Exit command

File-Exit command closes the program.

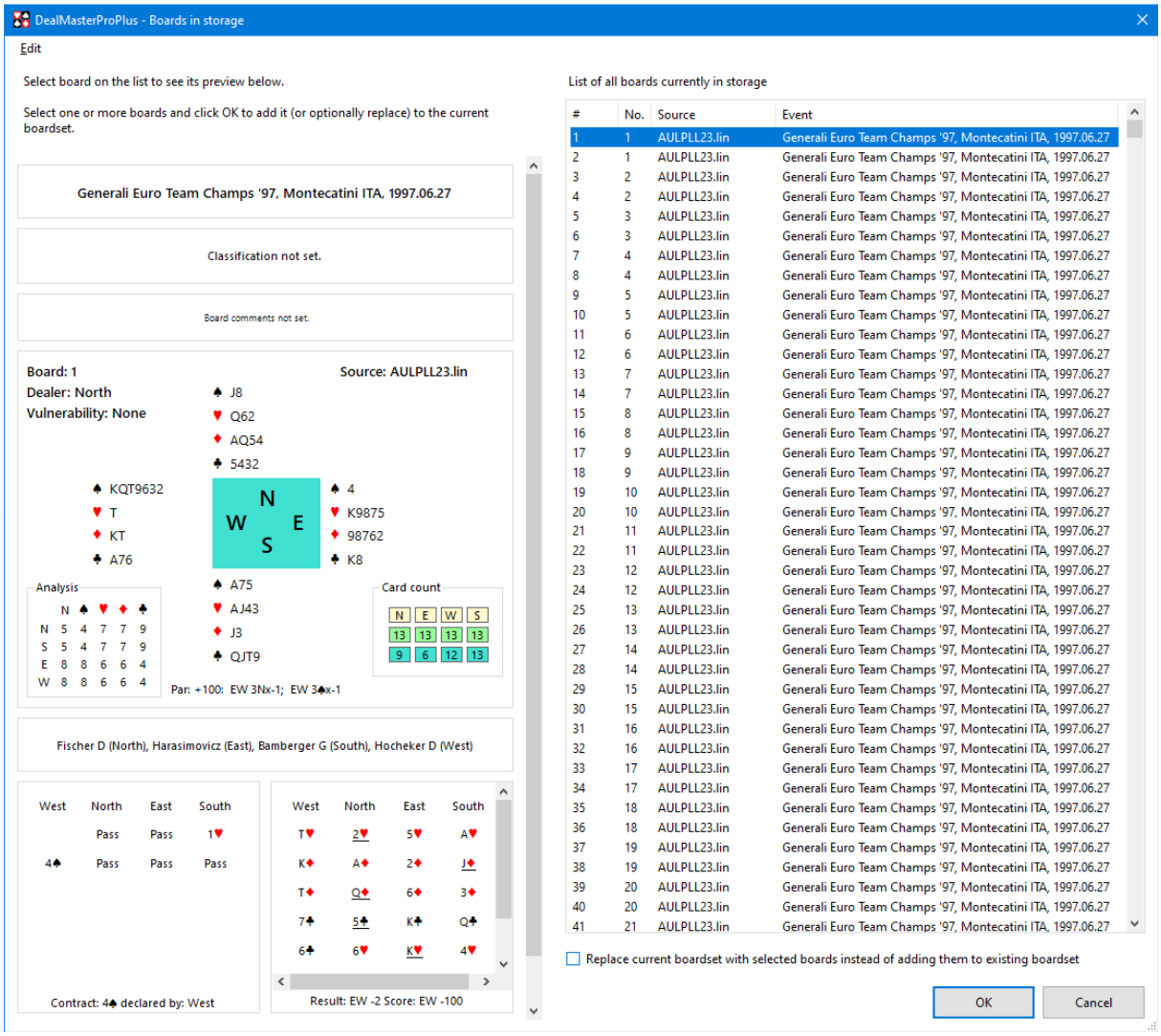
7 Storage

Apart from saving the BoardSet to a file, it is also possible to save it to the internal built in boards database (called Storage). It allows the storage of an edited BoardSet or part thereof for future use. The following commands are available for Storage:

7.1 Browse & Load

Storage-Browse & Load command has two options:

- All – open the Storage-Browse & Load window



On the left side of the Browse window there is a list of the all boards currently in the storage database. On the left side – there is preview of the selected board. Clicking OK will load the selected board or boards to the current BoardSet. Selected board or boards can also be deleted from Storage using the right click menu and selecting the Delete command.

- Filter… - the second option in Browse & Load command allows the filtering of boards in Storage using four properties:

- Classification – the most important property when looking for particular boards in Storage. More information about classification is in chapter 9.6

- Event name – event name field. More information is in chapter 9.5

- Event date – event date field. More information is in chapter 9.5

- Source –is the file name from which a particular board originated.

It is possible to select more than one property from each group by opening the pull-down list and clicking on **Add**. All properties from a particular group are listed if they exist in storage. Clicking **OK** will advance to the Browse & Load window but only boards which meet the selected filters will be listed.

7.2 Save selected

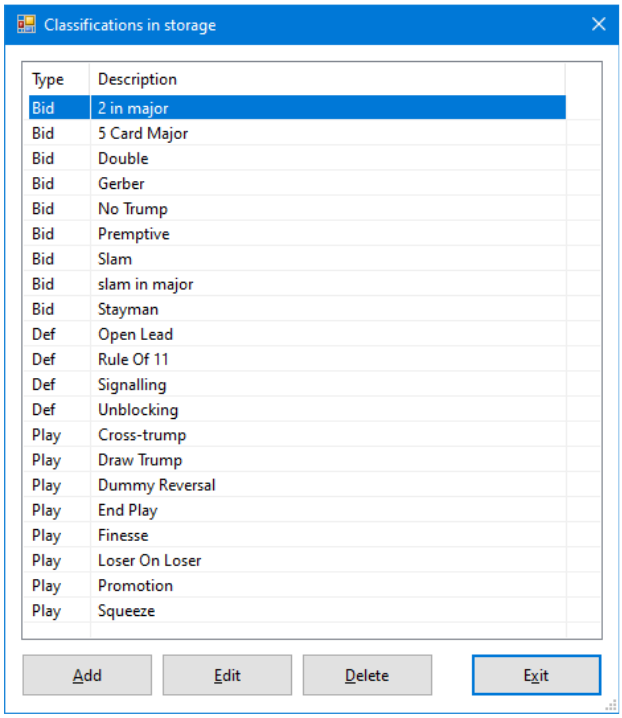
Storage-Save selected command saves selected boards from the BoardSet to Storage.

7.3 Save All

Storage-Save all command saves the whole BoardSet to Storage.

7.4 Manage classification

Storage-Manage classification command allows the editing of the classification list by adding new classifications and editing or remove existing ones. There are 21 predefined classifications which can be used or new ones can be created. Predefined classifications are listed below:

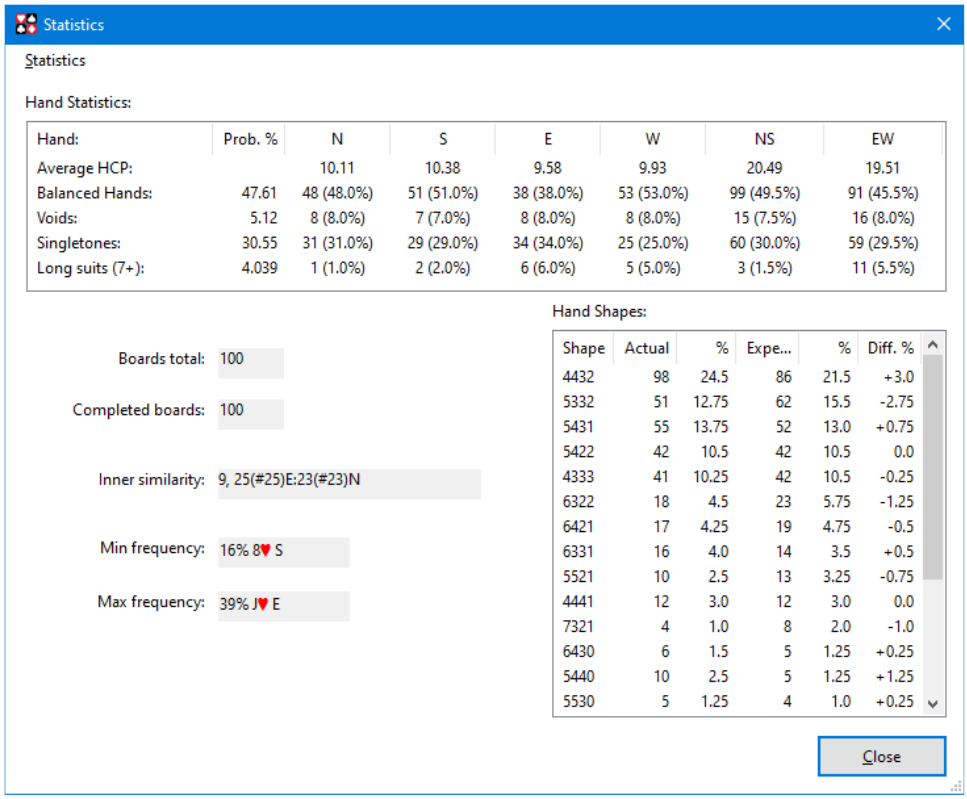


8 Statistics

The Statistics function shows basic statistics information about current BoardSet (Board Statistics) or all BoardSet from the particular directory (Batch Statistics).

8.1 Board Statistics

Board Statistics shows basic statistics about current BoardSet:



The Hand Statistics table consist of information for all hands and for NS and EW combined hands. First column shows theoretical probability.

The Hand Shapes Table shows information about each hand shape. The actual number and percentage of each shape is shown as well as expected (theoretical) number and percentage. The percentage difference between actual and expected value is also shown.

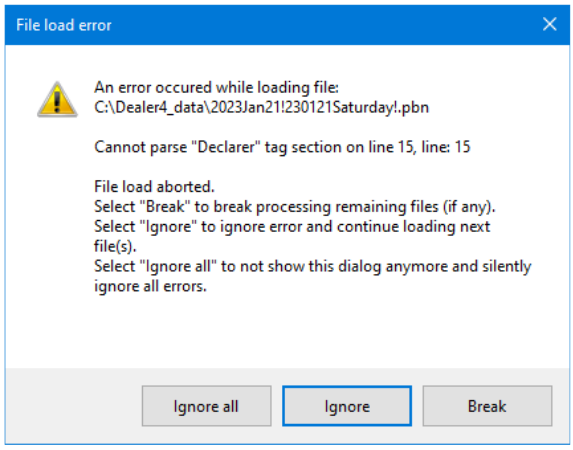
The following additional information is also shown:

- **Boards total** - Number of boards in the current BoardSet
- **Completed boards** – Number of boards consisting of 13 cards in all hands. Only completed board are used for statistics calculation.
- **Inner similarity** – shows two hands which have maximum number of the same cards. For example – 9. 25(#25)E:23(#23)N means that 9 cards are the same in hand E of board 25 and hand N of board 23.
- **Min frequency** – shows which card appears the minimum number of times in a particular hand. For example: 16% 2♥ S - means that 16 percent of the S hands have a 2 of diamonds.
- **Max frequency** - similar to Min Frequency but shows maximum number.

8.2 Batch statistics

Similarly, to the BoardSet statistics it is possible to calculate statistics from all BoardSet from the particular subdirectory. First, a subdirectory must be selected then the statistics are calculated and results are shown in a similar table as for BoardSet Statistics.

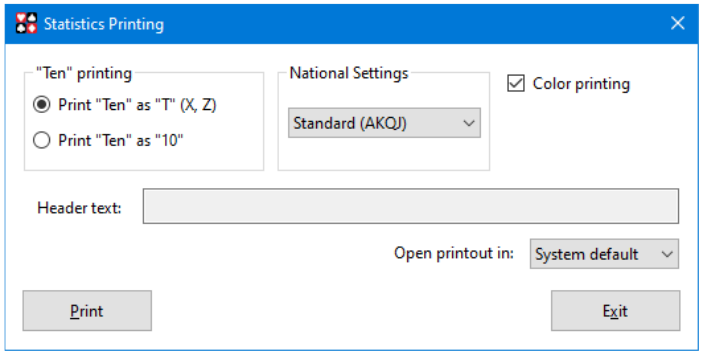
All supported bridge files from the selected directory are included for the calculation. If any file has a format or syntactic error, the following message will appear:



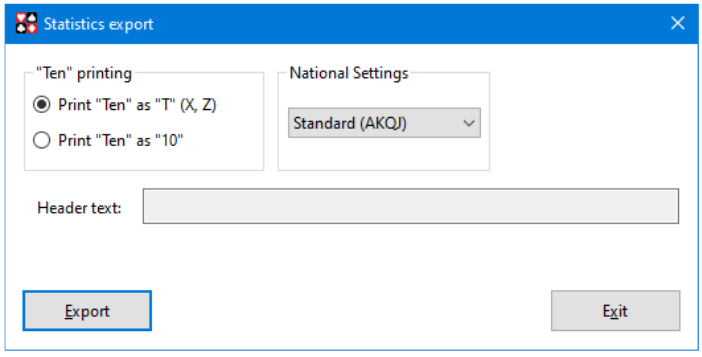
To skip this file – click **Ignore**, to break statistic calculation - click **Break.** Click **Ignore all** will continue calculation and will automatically ignore all further files with errors.

8.3 Statistics print and export.

From the top menu it is possible to print a statistics result – select **Statistics – Print. A** Print window will appear where basic print parameters can be setup. Please refer to chapter 11 for more information about printing.



To export statistic results, select **Statistics-Export** from the top men a window with basic parameters selection will appear:



Click **Export** to export statistics results to a .csv file which can be loaded to Excel for further analysis.

9 Edit

The Edit functions group allows navigation thru the BoardSet, editing it by adding or deleting boards and access to all other edit functions for the selected board.

9.1 Go to

Edit-Go to function navigates thru the BoardSet by moving the selection to next or previous board or to the First or Last board in the BoardSet.

9.2 Cut, Copy, Paste

Edit-Cut command copies selected boards from the BoardSet to the clipboard and then delete them from the BoardSet.

Edit-Copy command copies selected boards from the BoardSet to the clipboard.

Edit-Paste command inserts boards from clipboard to the BoardSet. Boards are inserted before the selected board.

These commands are also available under the right click menu on the BoardSet list.

9.3 Add, Insert, Delete Board

Edit-Add Board command adds an empty board to the end of the BoardSet.

Edit-Insert Board command inserts empty board before the selected board in the BoardSet.

Edit-Delete Board command deletes the selected board from the BoardSet.

These commands are also available under the right click menu on the BoardSet list.

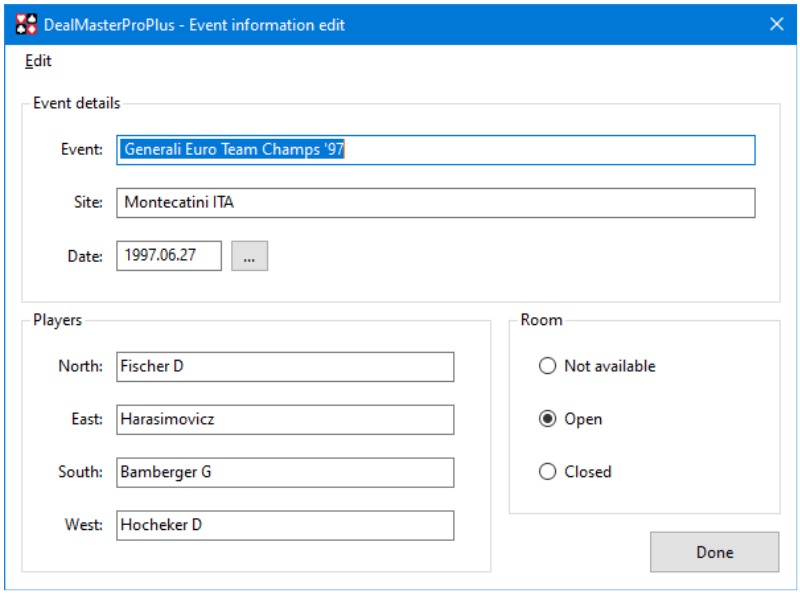
9.4 Select All

Edit-Select All command selects all boards in the BoardSet.

This command is also available under the right click menu on the BoardSet list.

9.5 Edit Event details and Players names

Edit-Edit Event details and **Edit-Edit Players names** commands open the following window:



On this window the following information can be entered:

- Event: Name of event where this BoardSet is played – it can also be used as a major title for the BoardSet – for example “Lesson 13, basic rules of cue-bids” or “Tuesdays Pairs”

- **Site:** Location where the event is played – sometimes this is used for additional information such as session number.

- Date: Date of the Event.

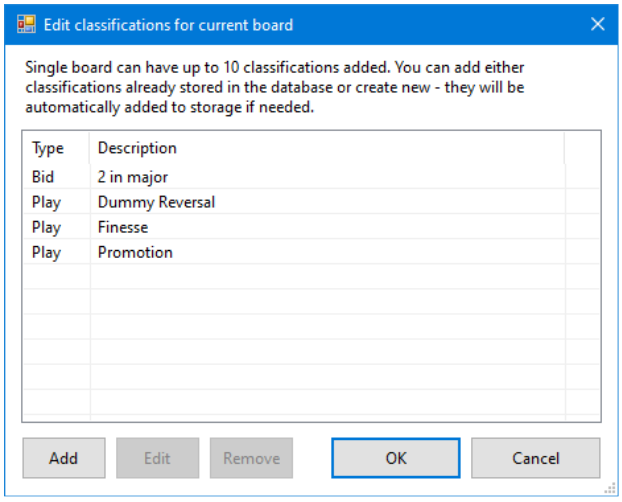
Player names can be entered below the Event Details and Room Information for team events can be entered on the right side.

Event, site, date, player names and room information can be edited individually for each board in the BoardSet or can be set for a specific number of bords or all boards. The function **Edit-Multi-edit Player and event details...** is used for this purpose.

9.6 Edit Classification

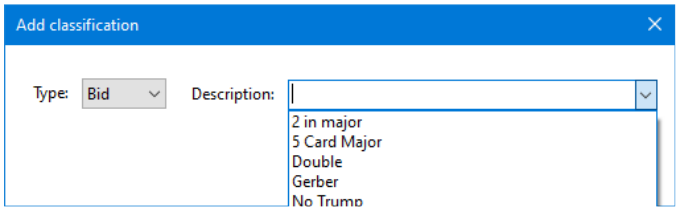
Classification is an attribute which can be added to boards. This attribute can be used to search/filer particular boards in the internal storage. There are three types a classification: bid, def (defence) and play. Classifications can be selected from predefined values or can be set as a specific text. Up to 10 classifications can be added to a board.

Clicking on the classification area will bring up the classification window:



Here classifications can be added, edited or removed.

Clicking on **Add** will bring up the following window:



First, select the Classification Type (Bid, Def or Play) then on the right side, select the required classification form the pulldown list or enter a new one.
Then Click **OK** to add the selected classification to the board.

Classification can be edited individually for each board in the BoardSet or be set the same for multiple boards or all boards. The function **Edit-Multi-add Classification** is used for this purpose.

9.7 Edit comments

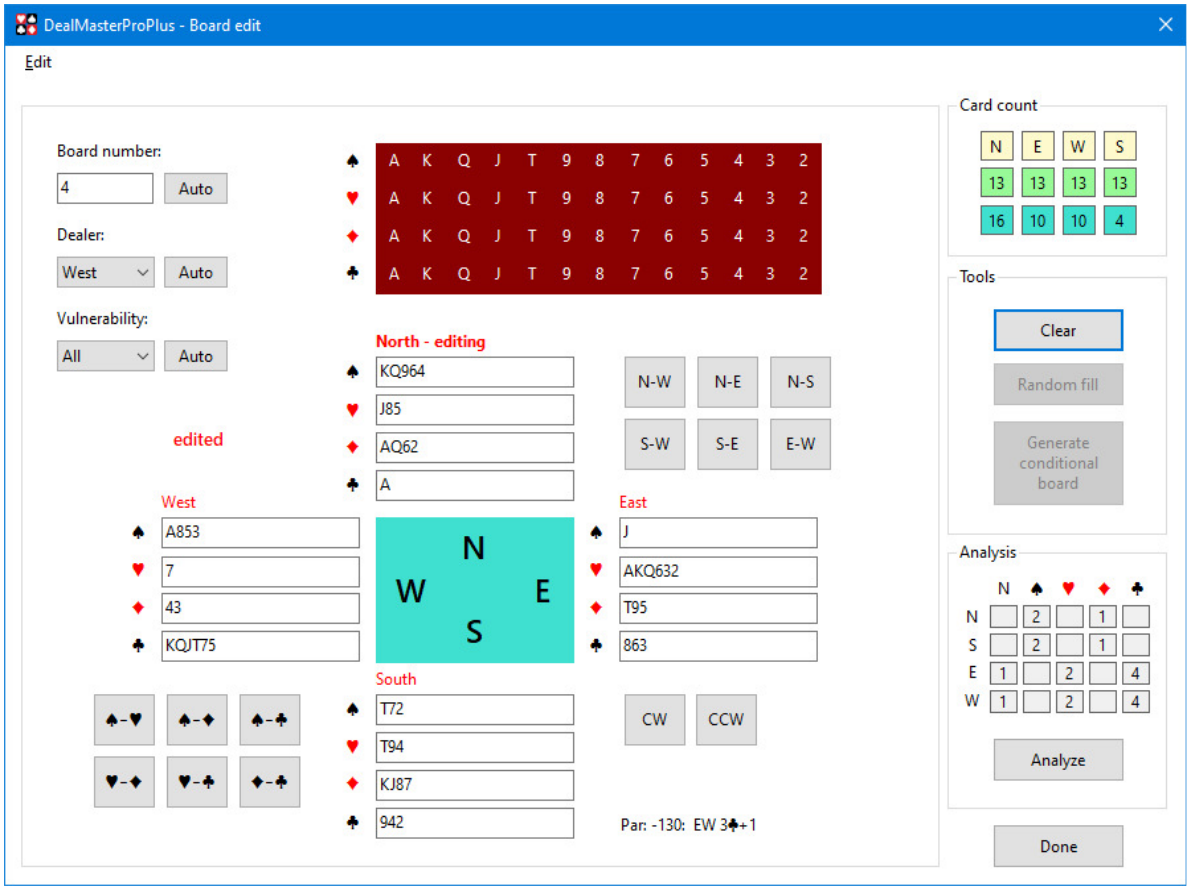
Comments are text fields which can describe a whole board or its parameters. They provide additional information for the board. There are three predefined comment areas in the Main Window – board comment, bidding comment and play comment – however these are not strict definitions but rather suggestions for how to use these comment areas. Any text can be entered as a comment.

9.8 Edit Board

Entering this function (or clicking on the Board area on the Main Window) will bring up the Board Edit window. This is where manual board editing is possible:

On the top left corner, the Board Number, Dealer and Vulnerability can be edited. Clicking on **Auto** will set the Board Number according to the board position in the BoardSet list. Clicking on **Auto** for Dealer and Vulnerability will set these properties according to the entered Board Number.

A card can be entered for every hand by clicking on a specific card in the top panel or using keyboard the. Buttons **N-W**, **N-E**, **N-S**, **S-W S-E** and **E-W** swaps hands and buttons **CW** and **CCW** rotate hands. Buttons ♠-♥, ♠-♦, ♠-♣, ♥-♦, ♥-♣, ♦-♣ swaps particular suits in all hands.



The number of cards and HCP for each hand is displayed in the top right corner labelled "Card Count". The "Tools" area contains the **Clear** button, which empties the board and the **Random fill** button to randomly add all unmodified cards to the board.

Generate conditional board button is used for conditional board generation. To use this function the board must be empty.

When the board is completed, it can be analysed by Bo Haglund DDS. Analysis results are displayed in the grid above the **Analyse** button. It is displayed in two formats:

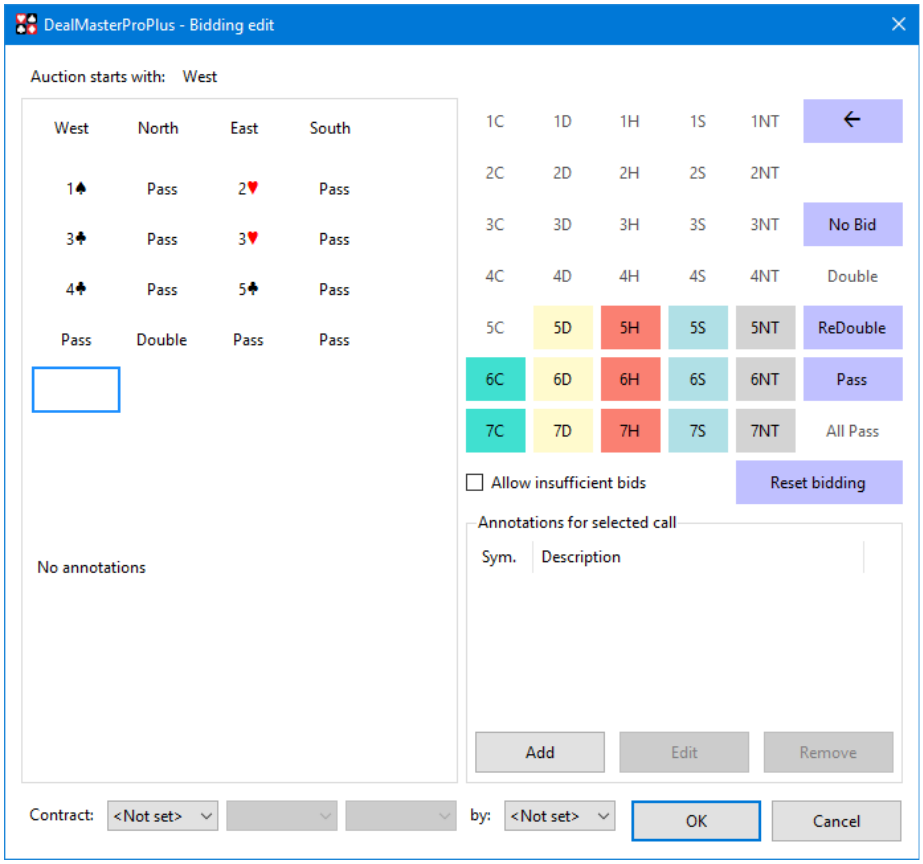
- as makeable contracts (values 0 – 7)
- or as number of tricks possible to win (values 0-13)

The required format can be set in **Tools-Preferences.** Also, the PAR (optimum contract) is calculated and displayed in the bottom-left corner of the board area.

When editing is complete – Click **Done** to close the edit window and return to the Main window.

9.9 Edit Bidding

Entering this command or clicking on the bidding area in the Main Window will bring up the Bidding Edit window:



On the left top corner of this window there is bidding list. Bids can be entered by clicking on the buttons on the right side. Active buttons have a coloured background. The current bid is marked by a blue rectangular cursor. It is possible to go back (back arrow button) and cancel the last entered bid. Bidding is completed by entering 3 passes or clicking on the **All Pass** button. When bidding is completed, the bid **Contract** is automatically set on the bottom of the window.

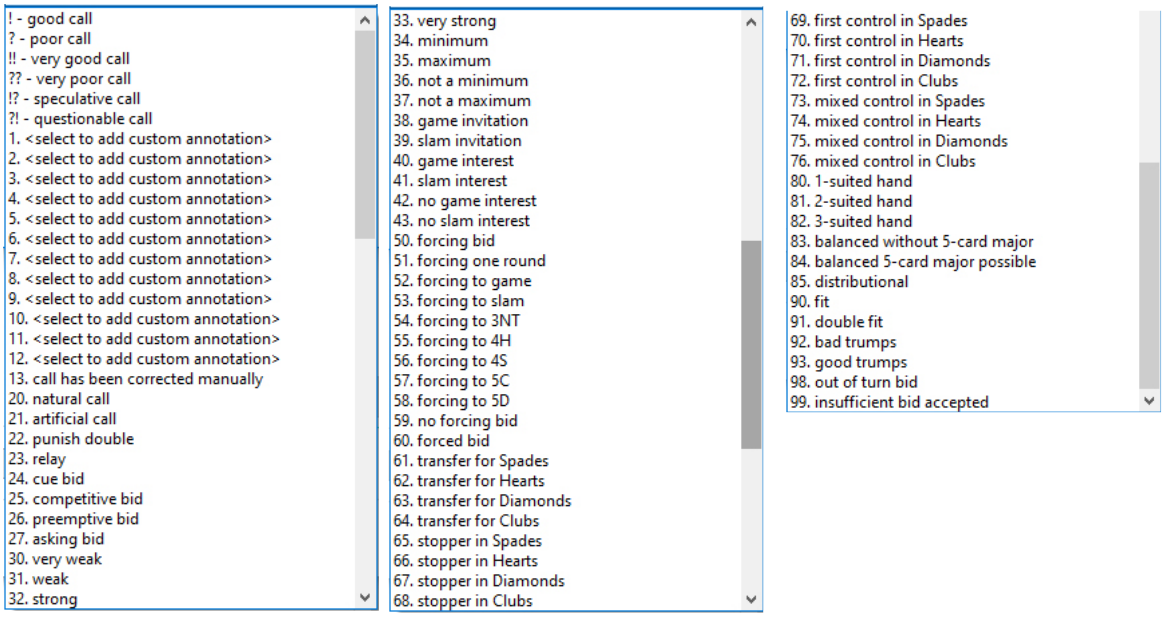
For each bid, an annotation can be added. It is done by clicking on the particular bid (a green cursor will appear) and then clicking **Add** in the annotation area. There are three types of annotations:

- simple symbols (! ? !! ?? !? ?!) – only one such symbol can be added to the bid

- user defined annotation (superscripts 1-12)

- predefined annotation (superscripts 13-99)

Annotations are displayed below bidding. The full list of possible annotations is shown below:



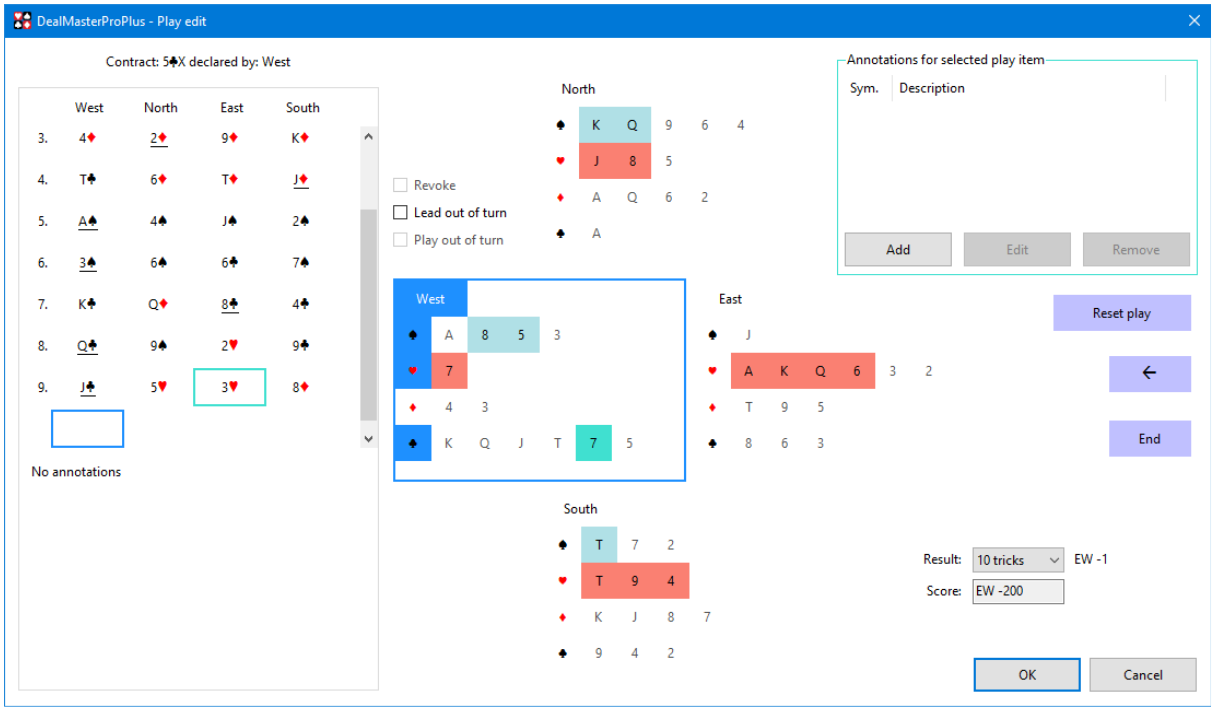
The **No bid** button is used to enter an out of turn bid. If an out of turn bid needs to be entered is possible to advance to the bidding player without entering bids for the skipped players by using the **No bid** button. When an out of turn bid is entered it automatically gets the following annotation “98. out of turn bid”.

Also, it is possible to enter insufficient bids by checking the **Allow insufficient bids** box. When an insufficient bid is entered this box is automatically unchecked and the bid gets the following annotation ”99. insufficient bid accepted”.

It is possible to manually correct contract and declarer information or enter them without entering bidding.

9.10 Edit Play

Enter Edit – Play command or clicking on the Play area of the Main Window brings up the Play window. Here it is possible to enter play information for the board:



To enter the play window, it is required to have the Contract and Declarer information entered first in the Bidding window. In the top left corner, there is a tricks list. Each trick is recorded in a separate line with leading card underscored. The board is shown in the middle. A Blue square indicates which hand should play a card next and the blue background indicates the suit from which the next card can be played. Cards already played do not have a coloured background. A Card is played (and moved to the tricks list) when it is clicked.

After entering all 13 tricks, Results and Score are automatically set. Also, it is possible to manually set them in case of a claim or if only a few first tricks are entered.

Similarly like in bidding it is possible to add annotations to each card. This can be done by clicking on the card in the tricks list (a green square will appear around this card), click **Add** and select the desired annotation. A full list of possible annotations is shown below:

! - good card
? - poor card
!! - very good card
?? - very poor card
!? - speculative card
?! - questionable card
1. <select to add custom annotation>
2. <select to add custom annotation>
3. <select to add custom annotation>
4. <select to add custom annotation>
5. <select to add custom annotation>
6. <select to add custom annotation>
7. <select to add custom annotation>
8. <select to add custom annotation>
9. <select to add custom annotation>
10. <select to add custom annotation>
11. <select to add custom annotation>
12. <select to add custom annotation>
14. card has been corrected manually
200. highest of series
201. third best lead
202. fourth best lead
203. fifth best lead
204. third best or fifth best lead
210. positive signal for Spades
211. positive signal for Hearts
212. positive signal for Diamonds
213. positive signal for Clubs
214. negative signal for Spades
215. negative signal for Hearts

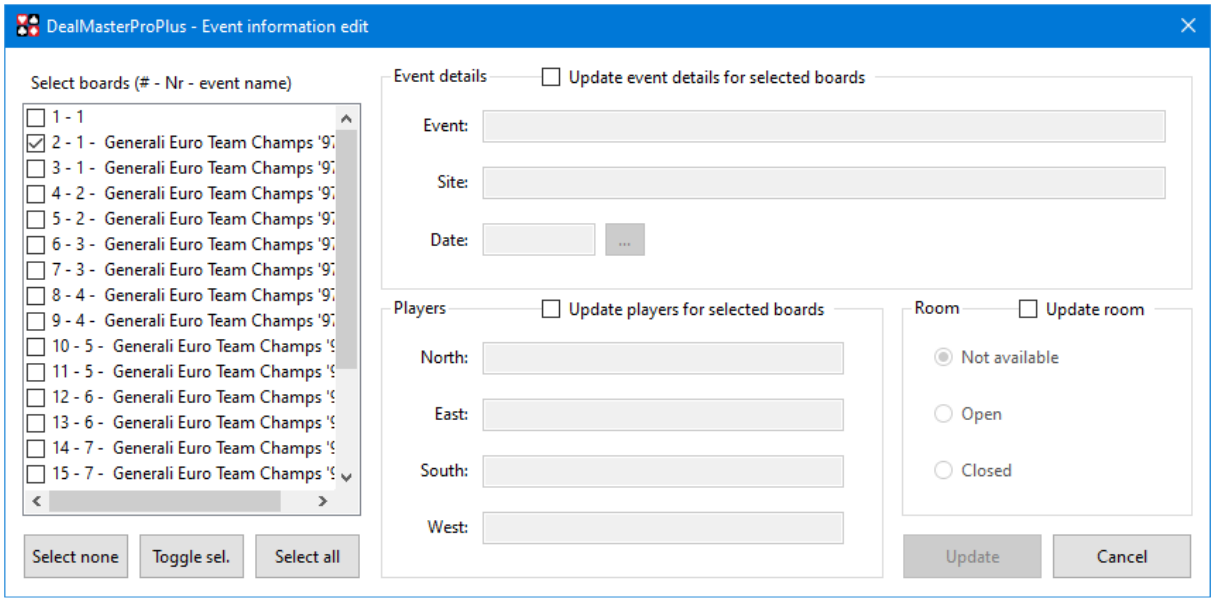
216. negative signal for Diamonds
217. negative signal for Clubs
220. even number of cards in Spades
221. even number of cards in Hearts
222. even number of cards in Diamonds
223. even number of cards in Clubs
224. odd number of cards in Spades
225. odd number of cards in Hearts
226. odd number of cards in Diamonds
227. odd number of cards in Clubs
230. asking card
231. give suit length signal in Spades
232. give suit length signal in Hearts
233. give suit length signal in Diamonds
234. give suit length signal in Clubs
235. give preference signal in Spades
236. give preference signal in Hearts
237. give preference signal in Diamonds
238. give preference signal in Clubs
239. revoke card
240. out of turn lead
241. out of turn play

Revoke option, when enabled, will allows a card to be played without following the lead suit. This card will automatically get the following annotation “239. revoke card”

Lead out of turn and **Play out of turn** allows cards to not be played in the correct order. The following automatic annotation will be added to these cards. “240. out of turn lead” or “241. out of turn play”.

9.11 Multi Edit event and players details

This command allows the editing of Event and Player information for more than one board in at same time. The Following window will appear:



On the left side of this window, it is possible to select which board will have the details applied to it. The details can be edited/created on the right side of this window.

9.12 Multi add classification

Similarly, like Multi Edit Event and Player details command, it is possible to add the same classification for multiple boards.

9.13 Revert current Board edits

Revert current Board edits reverts all changes to the current board since it was last saved.

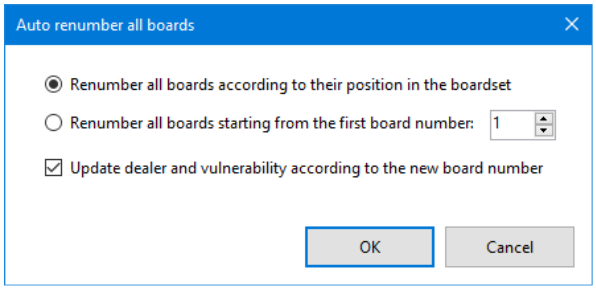
9.14 Revert all BoardSet edits

Revert all BoardSet edits reverts all changes to the all Boards in the BoardSet since it was last saved.

10 Tools

10.1 Auto renumber all boards

This command renumbers all boards in the BoardSet according to their position in the boards list. The number for the first board is 1 by default but this can be set to any number. Also, Dealer and Vulnerability can be updated according to the board number:



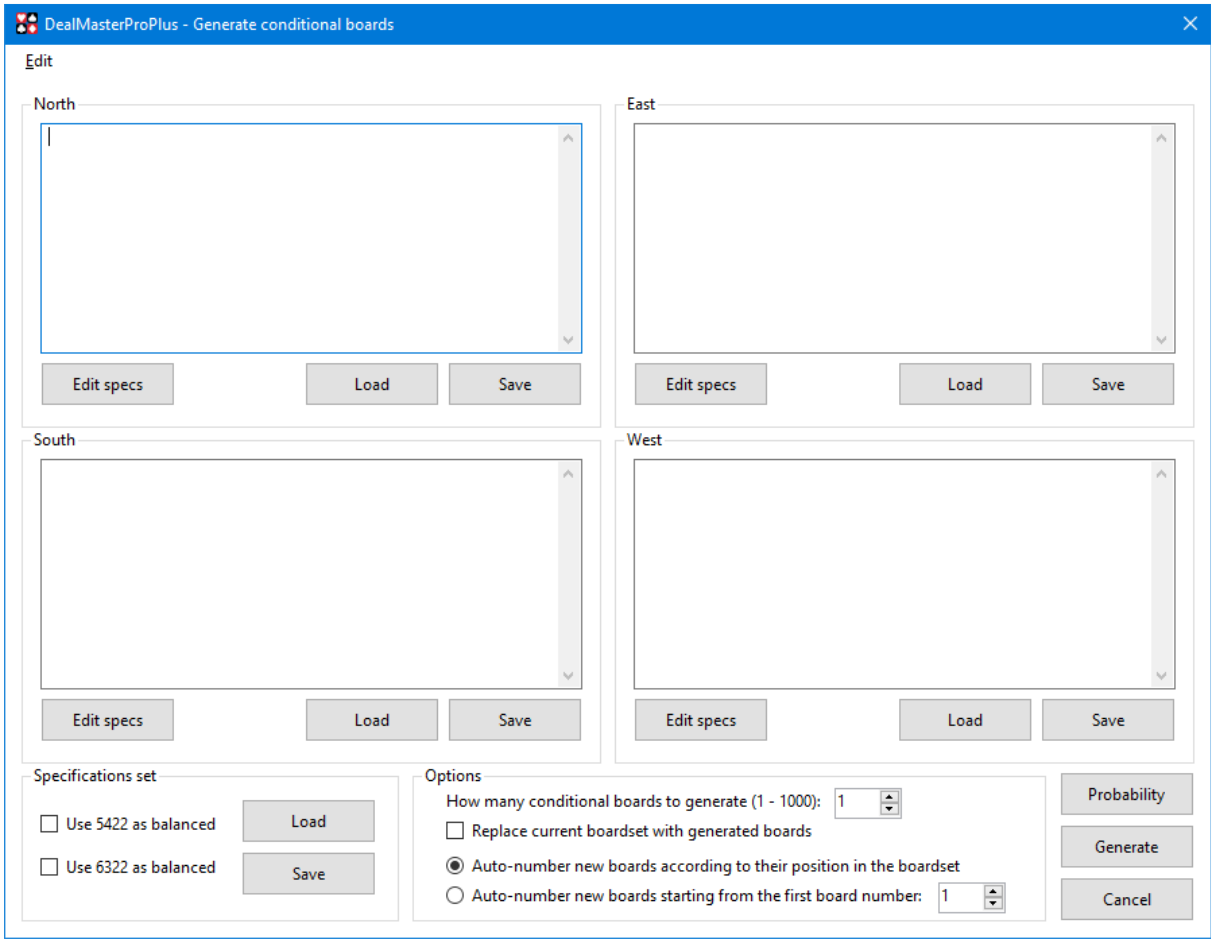
10.2 Generate conditional boards

Generating conditional boards is most powerful but also most complicated functionality of DMPP. It is almost identical like in the original DMP (where it was called Simulator) – so for current DMP users there should be no problems using it in DMPP.

This manual only gives a brief description of Conditional board generation. A more comprehensive description including detailed functionality and examples can be found in a separate manual.

10.2.1 Generate conditional boards window

Entering the Generate Conditional Boards function will bring up following window:



This window has four areas where specifications for each hand (North, East, South and West) can be entered. Each area consists of a window where specifications are displayed and three buttons:

- **Edit specs** –open the specification edit window.

- **Load** – load specification for this hand from a saved file.

- **Save** – save current specification.

The “Specifications Set” area contains functions for all specifications – two options to include or not include shapes 5422 and 6322 as balanced hands and **Save / Load** buttons. Unlike the Save/Load buttons for each hand, these buttons save or load specifications for all hands.

In the “**Options**” area, the following functions can be found. The number of boards which will be generated, the option of setting if generated boards should be added to the existing boards in the BoardSet or replace them and auto numbering options.

On the right there are 3 buttons:

- **Probability** - calculate probability of specified boards

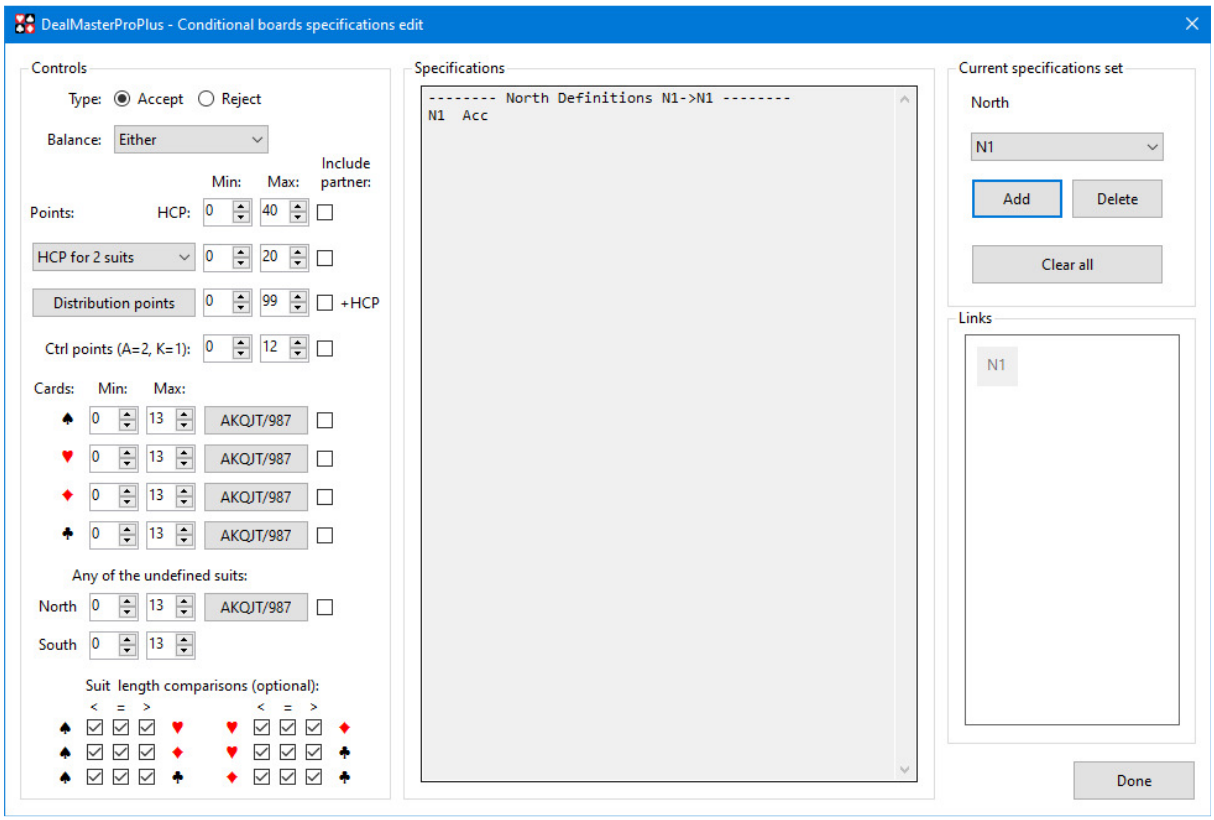
- **Generate** – generate boards which meet specification and add them to the BoardSet.

- **Cancel** – go back to the Main Window without generating boards.

Please refer to **Tools-Preferences-Conditional boards** (chapter 10.2) for more information about generating and probability calculation.

10.2.2 Edit specification

To edit a specification for each hand, click on the **Edit specs** button under the desired hand:



To start, click on **Add** in the top right corner to add a specification. For example, for the North hand, the specification N1 will be added. It is possible to add up to 20 specifications for each hand. On the left side of window all the controls to set specifications can be found:

Firstly, each specification has to be either an Accept or Reject type. Hands meet the specification if any of the accept type is true and none of Reject types are true.

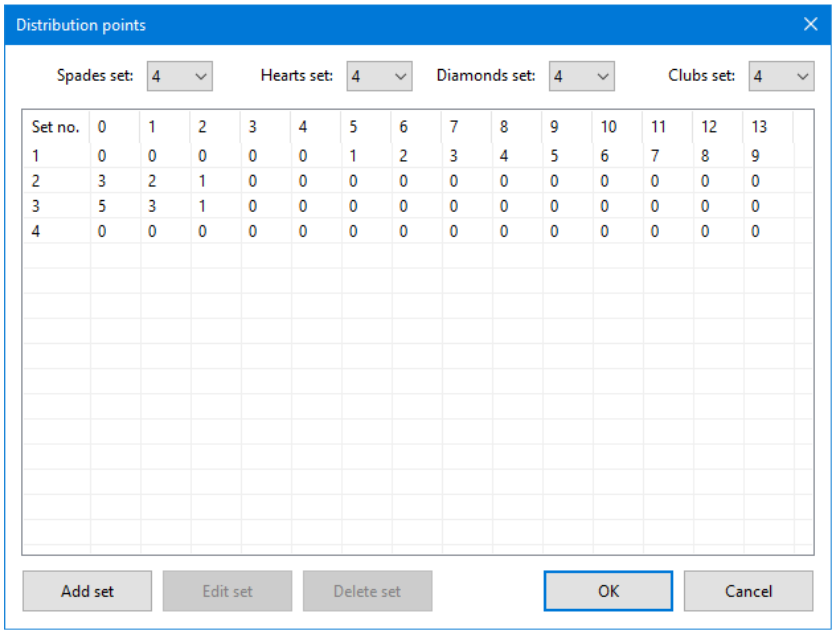
Then following parameters can be defined:

- **Balance**: can be Either, Balanced (shape 4333, 4432, 5332 and eventually 5422 or 6322 if these options are selected) or Not Balanced

- **HCP** – high cards points can be set from 0 to 40 including partner points if this option is checked.

- **HCP for two suites** – two suits can be set and the number of points in these two suits can be defined

- **Distribution points** – points for the number of cards in each suit – when selected the following widow will appear:

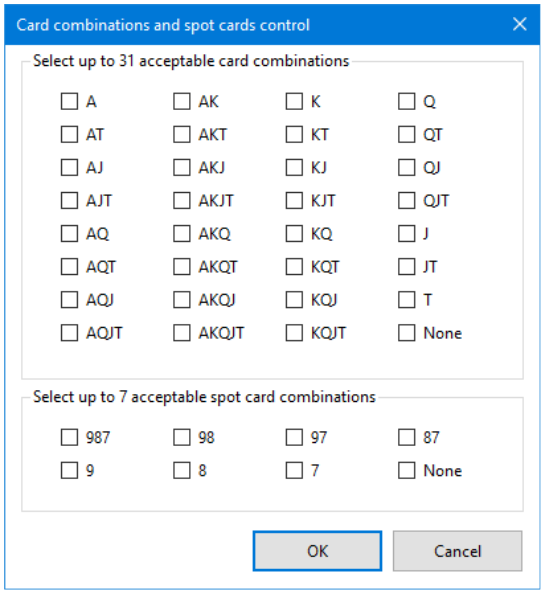


There are several Distribution Points Sets – 4 of them are predefined and other sets can be defined. For each suit a different set can be defined. This functionality can define shapes of the hand.

- **Ctrl points** – alternative to HCP – points are defined only for A=2 and K=1.

- **Card Combinations**

Every suit the number of cards can be defined from 0 to 13. The **AKQJT/987** Button will open a window with checkboxes to define particular card combinations for each suit:



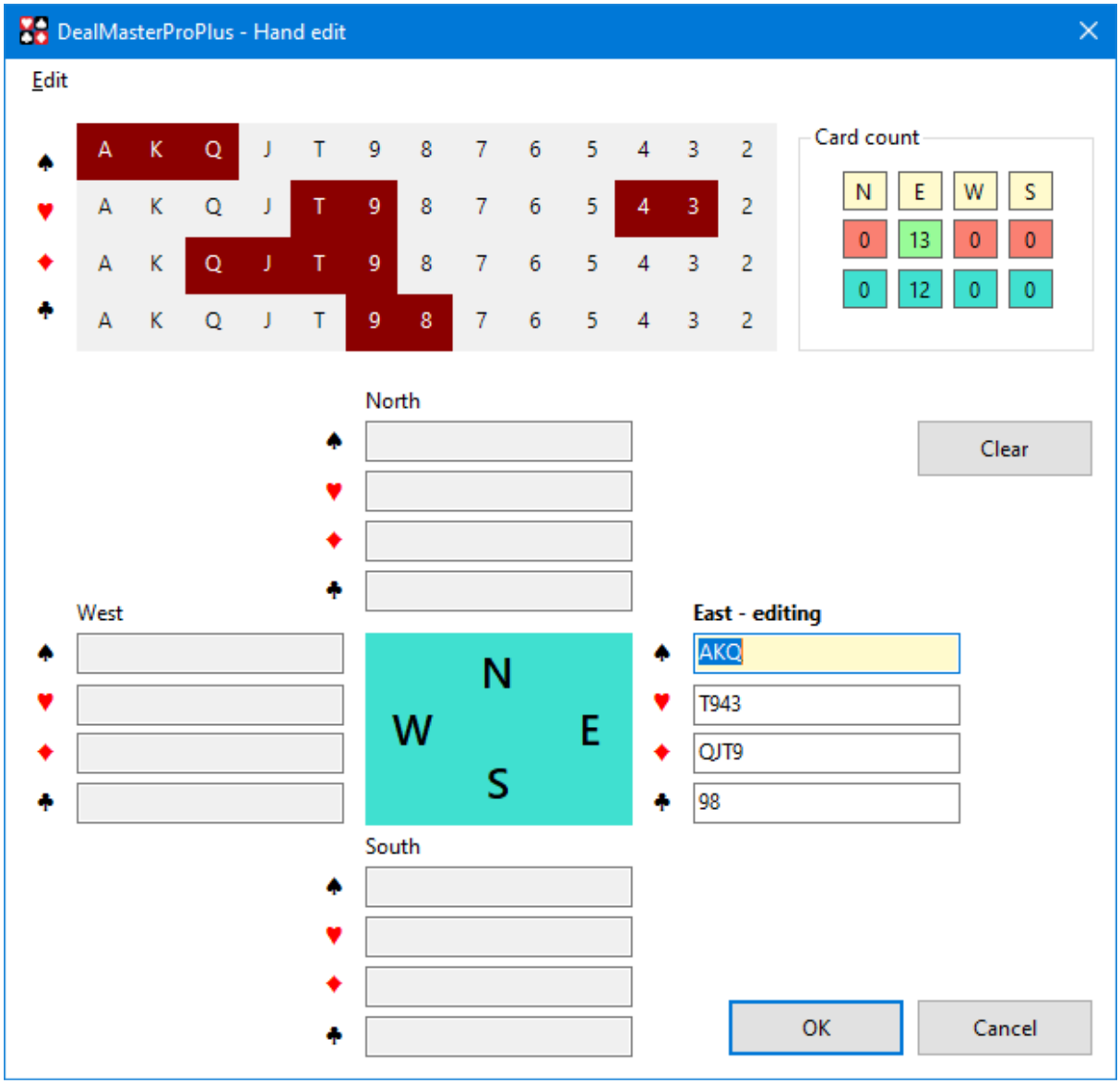
-**Undefined Suits** - this option will define the number of cards for each suit which is not defined in the individual suit settings.

-**Suit length comparations** – defines the length of the suit compared to other suits.

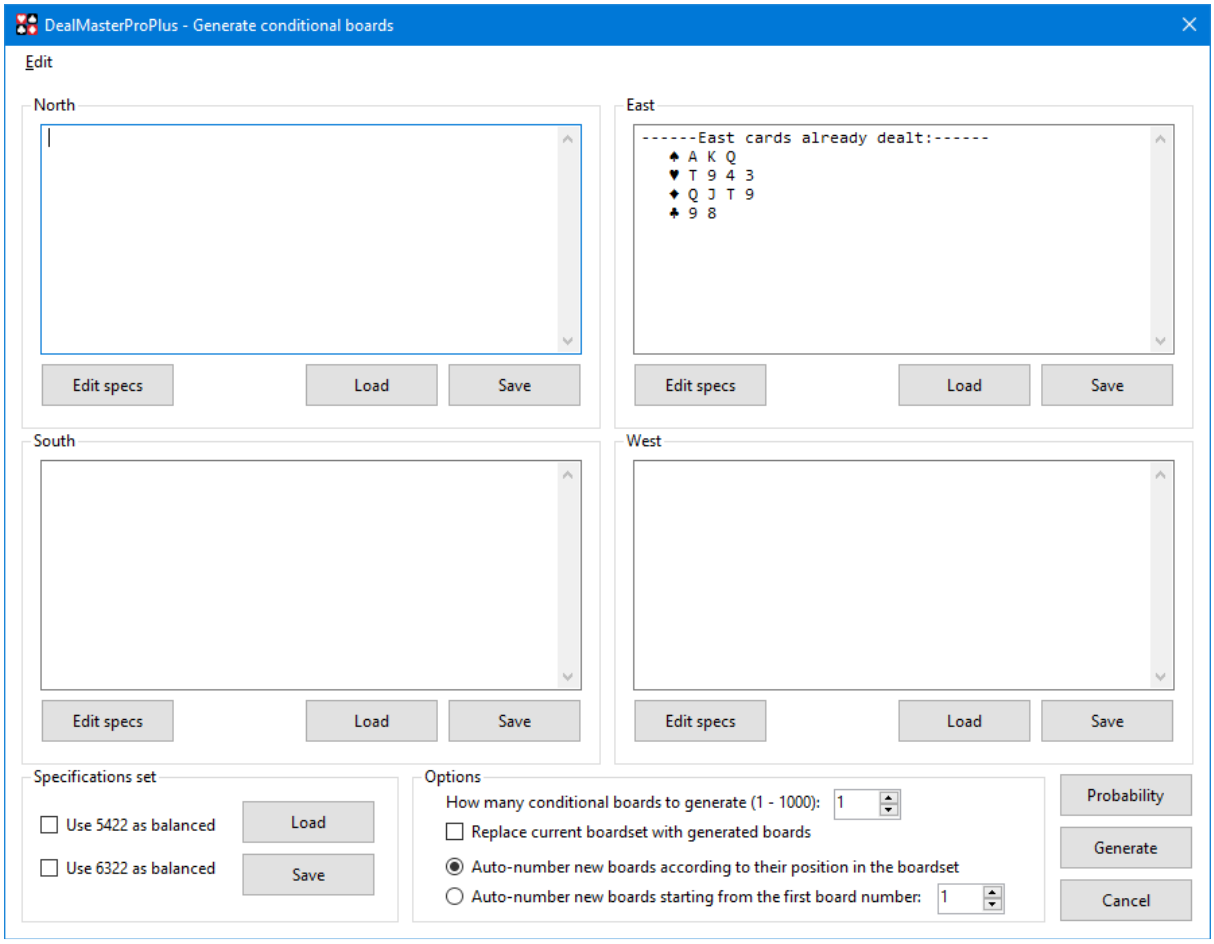
On the right side there is a "**Links**" area. Links allow to link specification between hands. See example in chapter for more information.

When all definitions are set, clicking the **Done** button will finish specification editing and go back to the previous window.

From the top menu it is possible to define one or two hands and set specification for other 2 or 3 hands. To do so, go to Edit – Edit pre-dealt cards. Then select which hand will be defined. Then on the next window this hand can be defined:



All 13 cards have to be defined. Click OK to come back to the Main specification window – the defined hand will appear in the spec. Then it is possible to define specs for other hands as required.

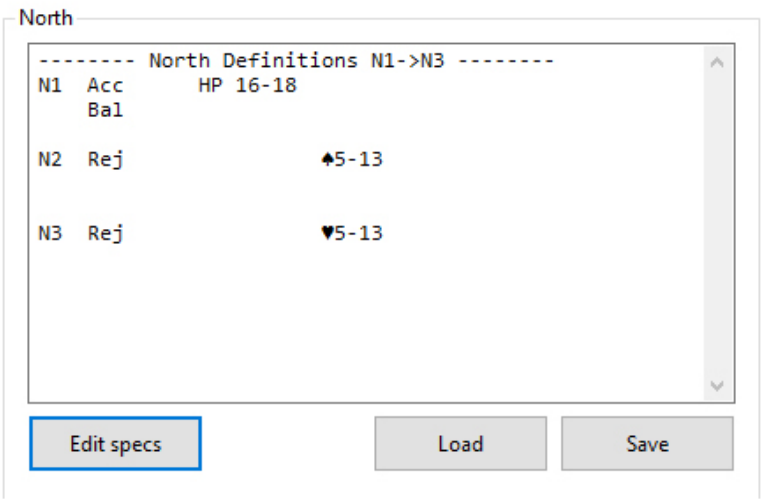


10.2.3 Example of specifications – 1NT opening.

We want generate boards for a 1NT opening – so a balanced hand 16-18 points, 5332 shape is allowed but 5 can be only in diamonds or clubs. To do this, follow these steps:

- Open specs for N, add N1 spec,
- define spec as Accept type, select Balanced hand, select HCP from 16 to 18 – that will define most of the required conditions however we have to remove hands with 5 cards major:
- add N2 spec, set as Reject, define for Spades number of cards from 5 to 13
- add N3 spec, set as Reject, define for Hearts number of cards from 5 to 13
- click Done to finish editing spec

So overall we will have following spec for the North hand:



10.2.4 Example of specifications – 1 in major opening – rise to 2.

To generate boards for 1 in major opening and rise to 2 responds, perform the following steps. Open editing on North hand and add:

- spec N1, type Accept, HCP 12-21, Cards Spade 5-13

- spec N2, type Accept, HCP 12-21, Cards Hearts 5-13

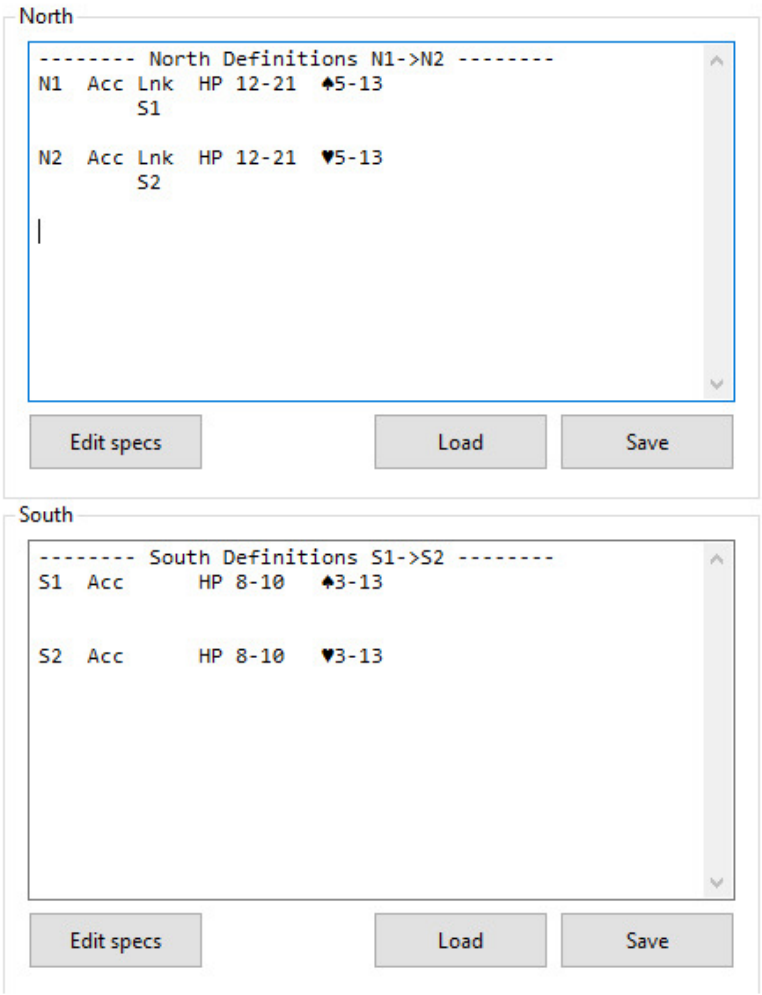
Then click Done. Open South hand and add:

- spec S1, type Accept, HCP 8-10, Cards Spade 3-13

- spec S2, type Accept, HCP 8-10, Cards Hearts 3-13

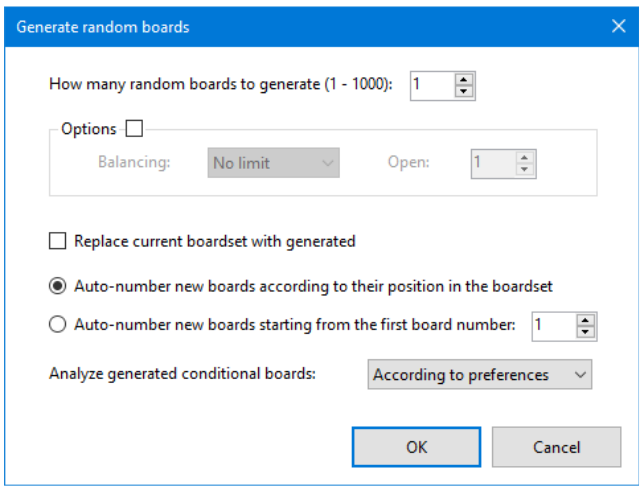
Click Done – This looks right but it is not guaranteed that if N hand has 5+ spades S hand will have 3+ spades too! It may have 3+ hearts and board will meet the spec. To fix this we have to add links. Open North spec again, select spec N1 and below click on S1 in the link area to link N1 with S1. Then select N3 and click S2 to link N3 and S2 specs. This creates following equations:

(N1 and S1) or (N2 and S2) so if hand N has 5+ spade hand S must have 3+spade or if hand N has 5+ hearts hand S must have 3+ hearts:



10.3 Generate random boards

This command is used to randomly generate a BoardSet:



On this screen additional options can be enabled. The first option can limit differences in HCP balancing between NS and EW hands. The second option can be used to set the minimum HCP for one hand to prevent a situation where 4 passes may occur. Please note that when these options are used boards will be not be purely random so use these with caution.

When **Replace current BoardSet with generated** is checked, the existing BoardSet will be deleted and the newly generated boards will become the new BoardSet. When it is unchecked – new boards will be added to the end of the existing BoardSet.
Generated boards can be numbered according to the position in the BoardSet or from a set number.
There is also an option to automatically analyse generated boards.

Big Deal generator is used for boards generation. Big Deal is one of the best generators available. It is approved by WBF and has a strong mathematical background. It uses a cryptographic hash RIPEMD-160 and a 320 bits seed to generate boards. 160 bits of the seed is generated by the RtlGenRandom function and 160 bits come from mouse movement. This provides a truly random and unrepeatable seed.
The Big Deal was provided by Hans von Staveren. More information can be found on his website http://sater.home.xs4all.nl/doc.html

10.4 Analyse all boards

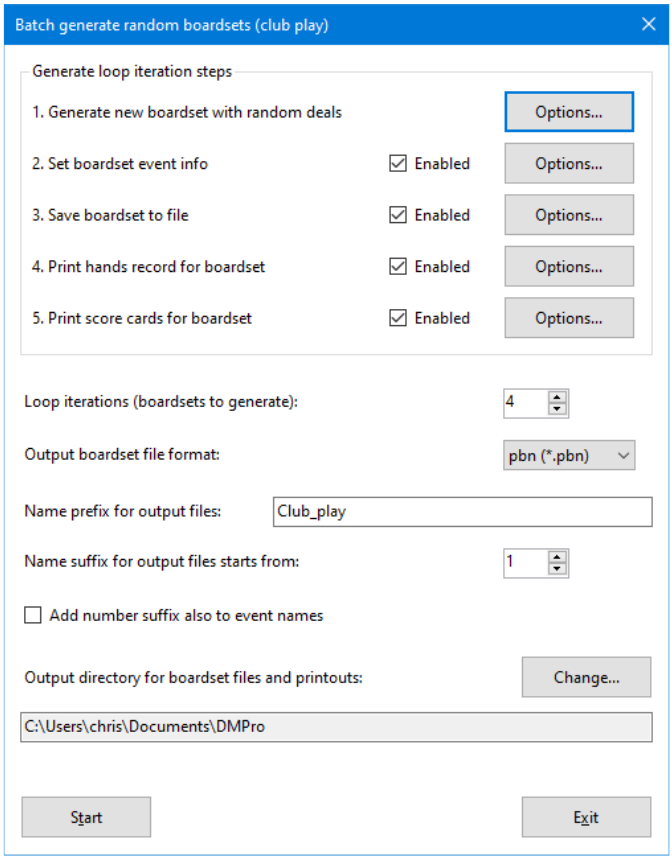
Completed boards in the BoardSet can be analysed for possible number of tricks (or contract) using Bo Haglund DDS. Analysis results are displayed in the bottom left corner of the board area in the Main Window. It can be displayed in two formats: as possible contracts (values 1-7) or as possible number of tricks (values 0-13). See chapter 10.11.1 for more information.

Desired format can be setup in **Tools-Preferences-General** (see chapter 10.11.1).

10.5 Batch generate random BoardSet (club play)

With this function it is possible to randomly generate BoardSet, setup event info, save BoardSet to a file and print hand records and travellers all with one click.

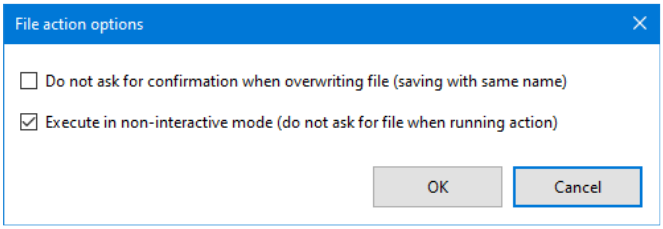
When entered the following window will appear:



- There are 5 steps. Each step has its own parameters to setup. All parameters are stored so next time this function is started;the parameters will not change. Each step except the first one can be enabled or disabled. If a particular step is not enabled it will be not executed. Each additional options window has an **Execute in non-interactive mode** checkbox. If unchecked, this option window will not appear during batch generation.Step1 – Generate new BoardSet with random deals.
  Same as **Generate Random boards** see chapter 10.3 for details.

- Step2 – Set BoardSet event info:
  Same as **Edit Event details and Players** names – see chapter 9.5 for details.

- Step3 – Save BoardSet to file:



  This save BoardSet window has two checkboxes. One to disable file overwriting confirmation pop-ups and one to not show up during batch execution as described above.

- Step 4 – Print hands record for BoardSet:
  See chapter 11.2 for details

- Step 5 – Print score cards for boards:
  See chapter 11.4 for details.

The other options on this window are:

- **Loop iteration** – set number of BoardSet to be generated.
- **Output BoardSet file format** – set BoardSet files format. All available formats are supported.
- **Name prefix for the output files –** Define the prefix for files names.
- **Name suffix for output files starts from –**each iteration of board generation adds a consecutive number to the file name. The first number can be defined here.
- **Add number suffix also to event names –** if checked, the iteration number is added to the Event name field.
- **Output directory for BoardSet files and printouts –** define directory where generated files will be saved.

To generate BoardSet – click the **Start** button. All settings are stored all settings will be the same next time this function is opened.

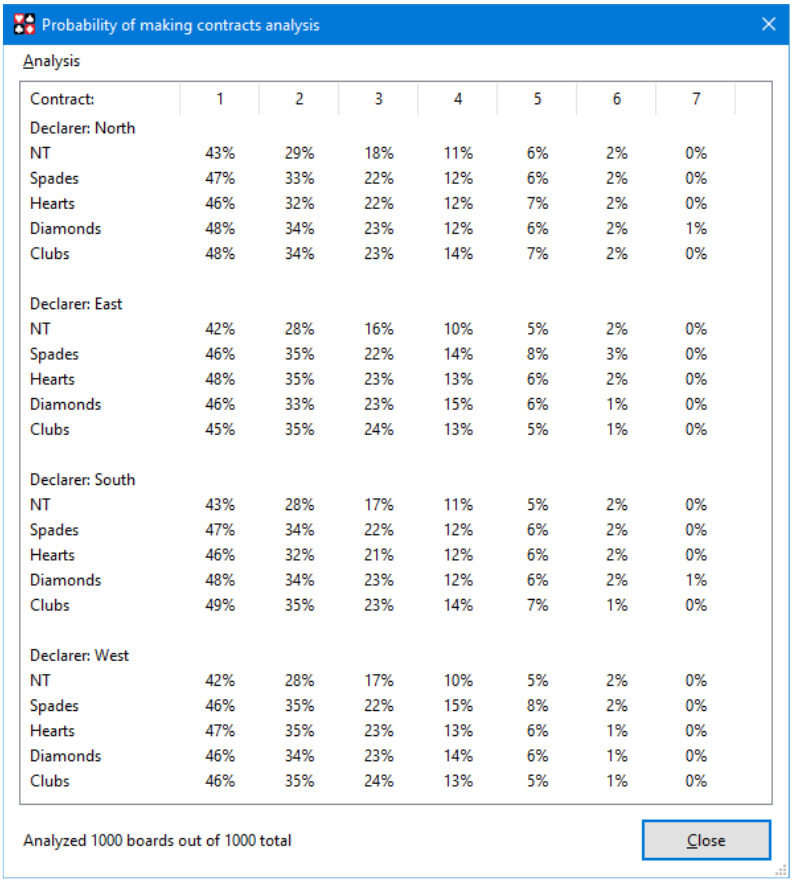
For example, the settings shown on the above screenshot will generate the following files in the given directory:

Club_play0001.pbn –1st BoardSet file.
hr_Club_play0001.pdf – hands record printout for 1st BoardSet
sc_Club_play0001.pdf – score cards printout for 1st BoardSet
Club_play0002.pbn –2nd BoardSet file.
hr_Club_play0002.pdf – hands record printout for 2nd BoardSet
sc_Club_play0002.pdf – score cards printout for 2nd BoardSet
Club_play0003.pbn –3rd BoardSet file.
hr_Club_play0003.pdf – hands record printout for 3rd BoardSet
sc_Club_play0003.pdf – score cards printout for 3rd BoardSet
Club_play0004.pbn –4th BoardSet file.
hr_Club_play0004.pdf – hands record printout for 4th BoardSet
sc_Club_play0004.pdf – score cards printout for 4th BoardSet
hr_Club_play_full.pdf – combine hand records printout for all files
sc_Club_play_full.pdf – combine score cards printout for all files

10.6 Probability of making contracts

This function analyses all boards in the current BoardSet and how many of them (in percentage) can do a particular contract. All declarer hands and all possible contracts are shown.

Results are listed in the following table:



Contract:	1	2	3	4	5	6	7
Declarer: North							
NT	43%	29%	18%	11%	6%	2%	0%
Spades	47%	33%	22%	12%	6%	2%	0%
Hearts	46%	32%	22%	12%	7%	2%	0%
Diamonds	48%	34%	23%	12%	6%	2%	1%
Clubs	48%	34%	23%	14%	7%	2%	0%
Declarer: East							
NT	42%	28%	16%	10%	5%	2%	0%
Spades	46%	35%	22%	14%	8%	3%	0%
Hearts	48%	35%	23%	13%	6%	2%	0%
Diamonds	46%	33%	23%	15%	6%	1%	0%
Clubs	45%	35%	24%	13%	5%	1%	0%
Declarer: South							
NT	43%	28%	17%	11%	5%	2%	0%
Spades	47%	34%	22%	12%	6%	2%	0%
Hearts	46%	32%	21%	12%	6%	2%	0%
Diamonds	48%	34%	23%	12%	6%	2%	1%
Clubs	49%	35%	23%	14%	7%	1%	0%
Declarer: West							
NT	42%	28%	17%	10%	5%	2%	0%
Spades	46%	35%	22%	15%	8%	2%	0%
Hearts	47%	35%	23%	13%	6%	1%	0%
Diamonds	46%	34%	23%	14%	6%	1%	0%
Clubs	46%	35%	24%	13%	5%	1%	0%

From the top menu it is possible to print this table or export it to a .csv file.

10.7 Expanding random deals pool

Expanding random deals pool command allows the addition of random boards to the deals pool. Having a larger deal pool is important for generating conditional boards. When conditional boards are generated, they are removed from the deals pool, therefore, random boards should be periodically added to keep the deals pool large enough.

On the Expanding random deals pool window, set the number of desired boards and click on Start. This will begin the generation process. Adding 1000 boards can take 5-20s (depending on the speed of the computer) so if a large number of boards are to be added it will take some time. It is recommended to do this during spare time, for example overnight.

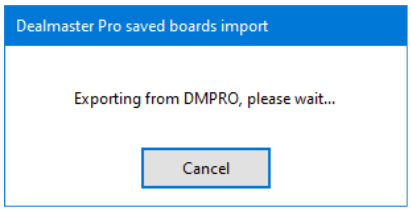
10.8 Optimize deals pool

When conditional boards are generated, they are removed from the deals pool. With time the deals pool become less “fresh” which can lead to increasing time for board generation. So, from time to time it is recommended to optimize the deals pool to bring it to a good condition. This procedure takes some time so it is recommended to run this overnight.

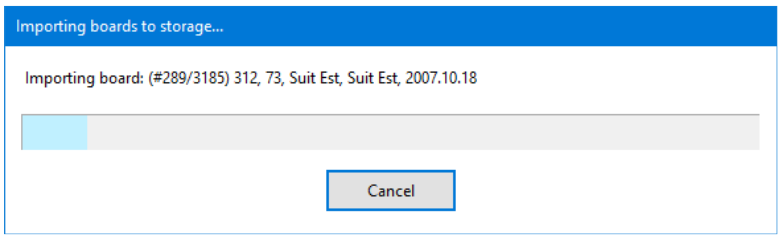
10.9 Import from DealMasterPro

10.9.1 Boards from Saved deals file

Boards from the original DealMasterPro can be imported into DMPP Storage. When this function is used, the folder where the original DMP is installed has to be selected (typically C:\DMPRO) and the import process will start. First, boards are exported from DMP to temporary files:

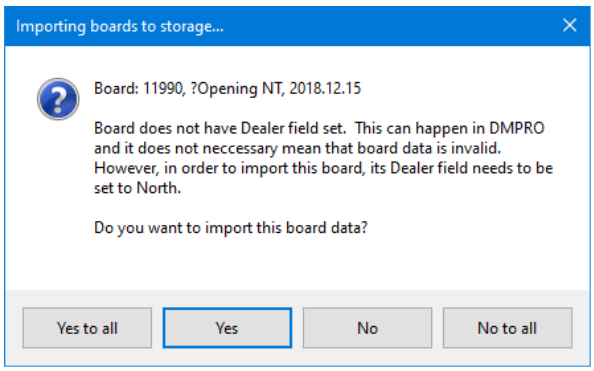


Then from the temporary files, boards are imported into DMPP Storage:



For the import to be successful, the following files bridge.dbf, bridge.fpt and clasmast.dbf have to be present in the selected directory and DMP must not be currently running.

During the import process, a number of errors can occur. An example is shown below:



Click on **Yes to all** to import all boards with this specific problem, click **Yes** to import only the listed board. Similarly click **No** to skip this board, click **No to all** to skip all boards with the same problem.

Importing from DMP is a preliminary function and can create some problems. The deals will always be imported correctly but other fields like comments, event details, players bidding can

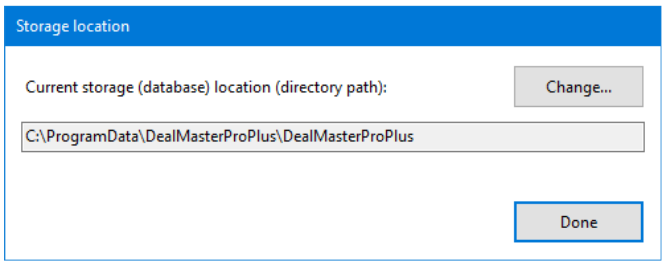
have some issues, so it is recommended to verify imported boards and potentially correct them manually.

10.9.2 Specifications sets

Similarly, like boards, Simulator specifications can be imported to DMPP to use for generating conditional boards. Both specifications – for separates hands and for full boards will be imported. DMP directory (typically C:\DMPRO) has to be selected and this directory must contain specifications files simpts.dbf, simhist1.dbf, simhist2.dbf and simhist2.fpt.

10.9.3 Change storage location

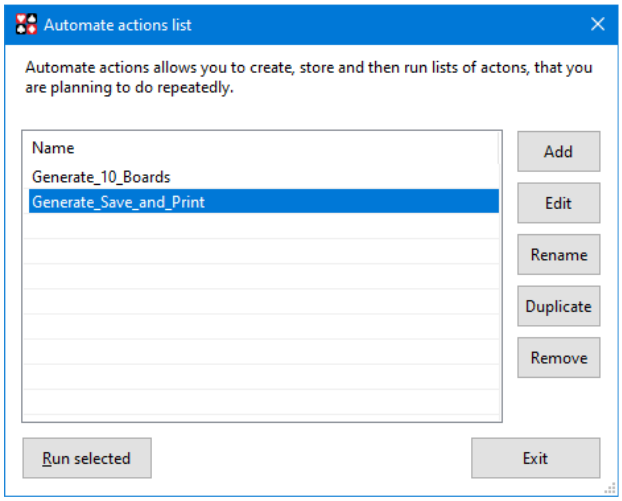
Change the hard drive directory where Storage, Deals Pool Specifications storage and other DMPP files are located:



Default location is C:\ProgramData\DealMasterProPlus\DealMasterProPlus. It can be changed to any location on the hard drive.

10.10 Automate action

Automate action allows the execution of multiple functions with one click. If properly setup this may be more convenient, especially for less familiar users. This functionality is commonly referred to as the use of "Macros".



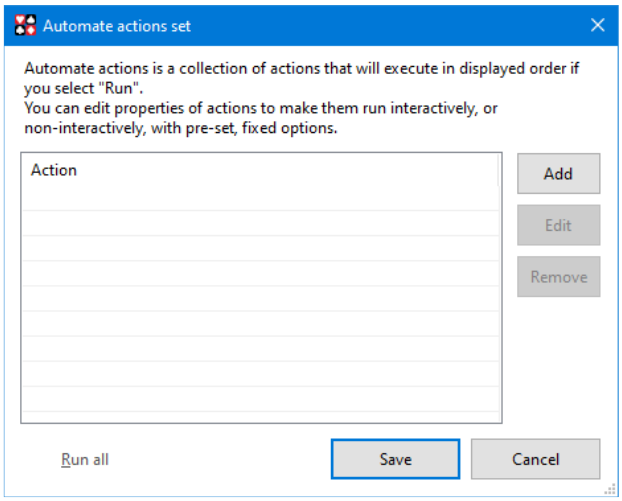
This window lists all the action sets which have been created. On the right side, 5 buttons are located which edit these actions:

- **Add** button – is used to add new actions set to the list.
- **Edit** button – change selected actions set
- **Rename** button – rename selected actions set
- **Duplicate** button – duplicate selected actions set
- **Remove** button – remove selected actions set from the list.

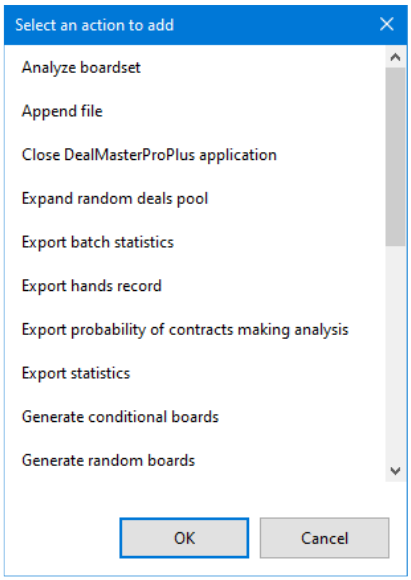
On the bottom of the window there is a **Run Selected** button – click on it to run selected actions.

10.10.1 Creating new actions set.

On the **Automate actions list** click **Add**. This brings up the following window:



To set required action click **Add.** This brings up a list of available commands which can be added to this action:



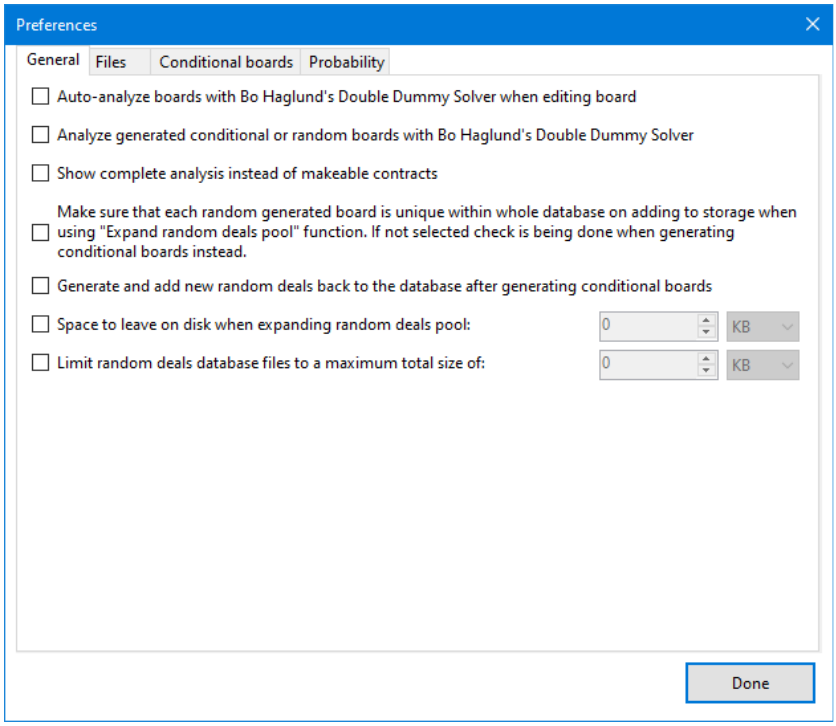
Click on the required command to add it to the action.

When all commands are added it is possible to set parameters for them. This can be done by selecting the command one by one and clicking the **Edit** button. The parameters windows are the same as for the commands itself. The only difference is the option to **Execute in non-interactive mode.** When this option is checked, the parameter window is not shown during execution and stored parameters are used.

After setting up all parameters click on Save to store action and parameters. Then the actions set is ready to use.

10.11 Preferences.

Preferences are sets of options which can be selected for various functions within the program:

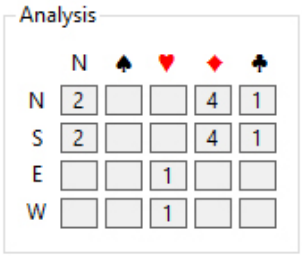


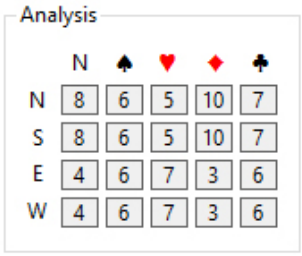
There are 4 tabs in the window:

10.11.1 General tab

General tab has the following options:

- **Auto – analyse boards with Bo Haglund's Double Dummy Solver when editing board.** If this option is checked when a board is edited, once completed it will be automatically analysed.
- **Analyse generated conditional or random boards with Bo Haglund Dummy Solver**. If this option is checked, boards will be automatically analysed after being generated.
- **Show complete analysis instead of makeable contracts**. Analysis can be shown in two ways:
- **Display possible contract** – values 0 – 7 (zero is show as blank space). Option unchecked- display possible number of tricks to be taken – values 0 – 13. Option checked.





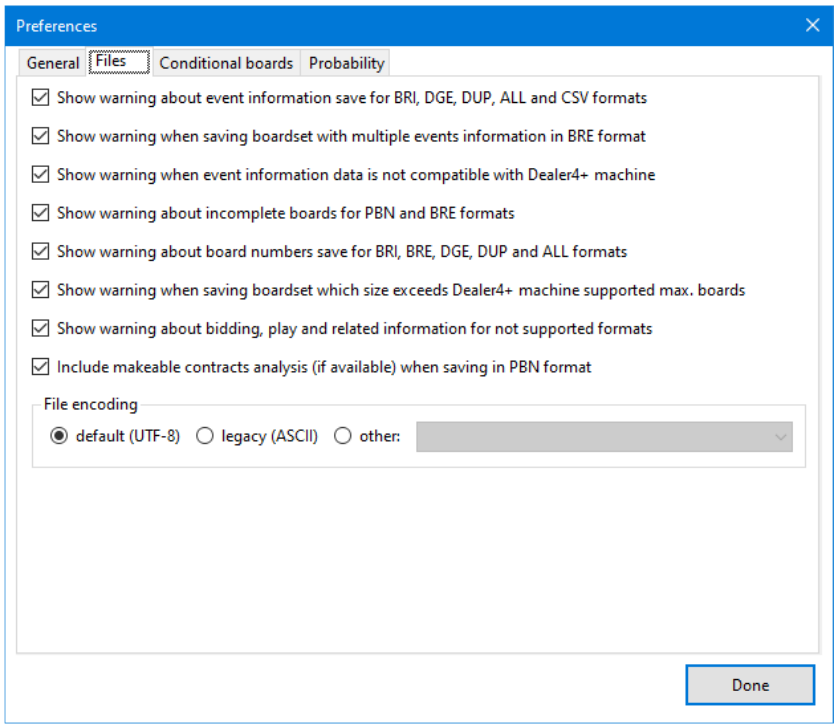
- **M** **n gen** If n the' function is used, each b ure it' checked, this inspection w boarc ; to make surethat there w rds in ow probability but not zero) however this significantly increases the time it takes to generate boards.
- **Generate and add new random deals back to the database after generating conditional boards.** During generating conditional boards when a matching board is found it is taken out of the deals pool. This prevents the use of the same board twice. If this option is checked,

after removing such board, the deals pool is automatically replenished with a new random board.

- **Space to leave on the disk when expanding random deals pool.**
  Disk pool data base can occupy large portion of the hard drive. One board in the deal pool takes around 1.5kB so 1 million boards occupy 1.5GB of disk space. Using this option, it is possible to define how much space should be left free on the disk after expanding the deals pool. This is to prevent running out of space.
- **Limit random deals database files to the maximum size of.**
  Similar as above but instead of defining free space it is possible to define the maximum size of deals pool files on the disk.

10.11.2 Files tab

Under **Files** tab there are options related to BoardSet file save.

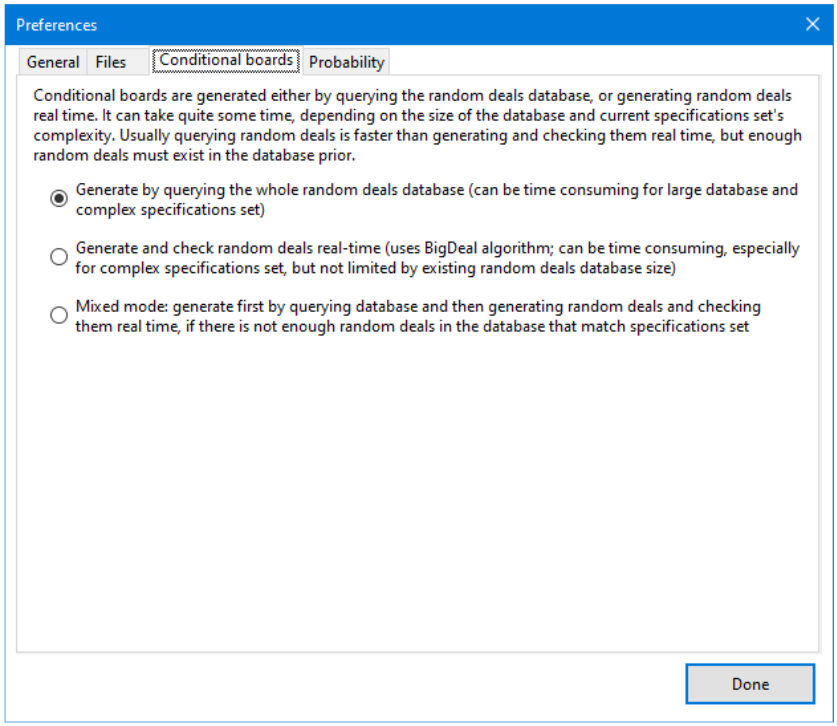


First seven options define which file save warnings will be shown during the file save operation. DMPP can save BoardSet in a number of file formats but not all formats can save all information about boards (see chapter 6.2 for more info). If the selected format cannot save particular board information, a warning will be shown unless it is unchecked on this tab.

Also, in this tab it is possible to select which file encoding will be used for save files. As default **UTF8** is selected. For compatibility with the older programs **ASCII** format is available. Under **other** it is possible to select all remaining Windows encoding formats.

10.11.3 Conditional boards tab

Under **Conditional boards** tab it is possible to select how conditional boards are generated.



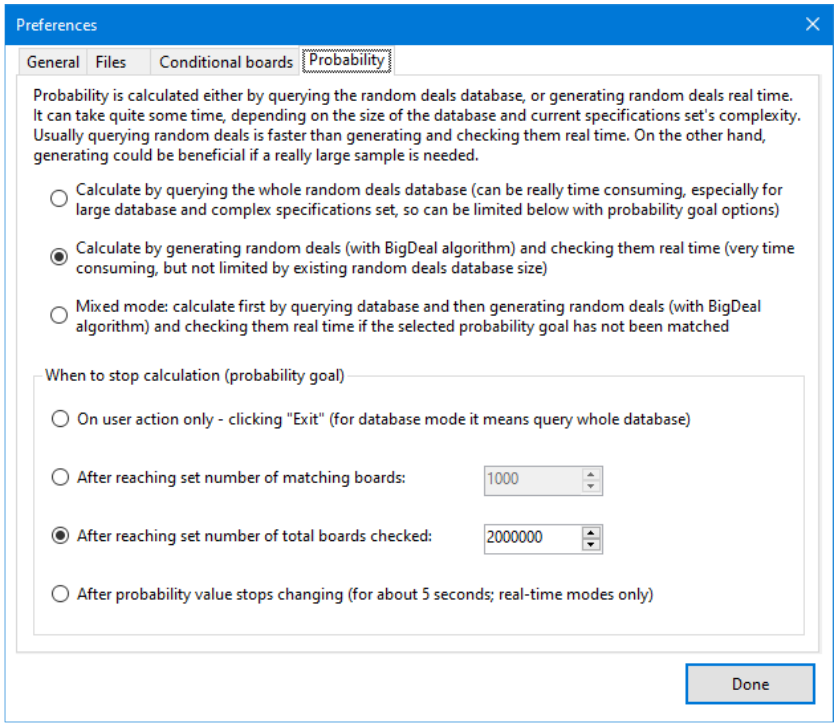
By default, conditional boards are generated using the Deals Pool database of random dealt boards. It provides the fastest possible generation however if not enough boards maching the desired specifications are available in the deals pool such boards cannot be generated.

The second method is generating boards in the real time. It is a slower method but not restricted to the existence of particular boards in the deals pool.

The third method is a mixed mode – first, the program checks the deals pool and take appropriate boards from it. If not enough boards are available, continue to generate them using the real time method.

10.11.4 Probability tab

Probability tab contains settings for probability calculations:



The first section is the same as for Conditional boards and defines how boards used for probability calculation are generated. Probability is calculated by generating a random number of boards, checking how many boards match the desired specifications and dividing this number by number of generated boards. To get accurate probability, a large number of boards (for example 100000) should be generated.

The second section defines when probability calculation should stop. There are 4 possibilities:

- **On user action only** – calculation stops when Exit is clicked.
- **After reaching set number of matching boards** – if this option is selected probability calculation stops when a set number of matching boards is found.
- **After reaching set number of total boards checked** - similar as above but calculation continue until a set number of generated boards is checked.
- **After probability value stops changing** – during probability calculation current probability, which is the number of matching boards divided by the number of generated boards (in percentage) is displayed. When more boards are generated, the probability becomes more accurate and if the accuracy reaches 1/1000th , the value stops changing. If this option is selected this is point when probability calculation stops.

If **Calculate by querying the whole random deals database** is selected calculation also stops when all matching boards in the deal pool are found even if matching or generated boards did not reach the set numbers required.

11 Print

When print command is clicked five submenu options appear:

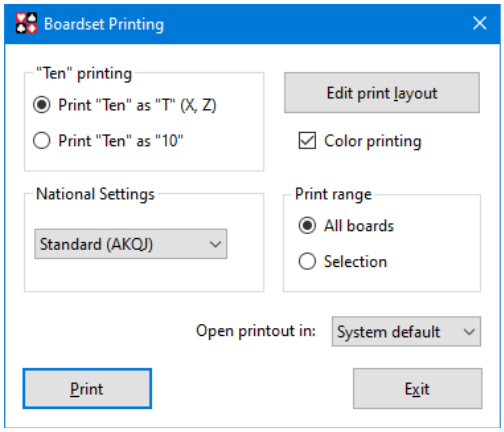
- Print BoardSet
- Print hand records
- Export hand records
- Print score cards

- Print bidding practice

DMPP always prints to the pdf file and opens the printout in a pdf reader. The printout can then be saved or can be sent to a printer. Because of this, a PDF reader is required to print boards. Usually, it will be Acrobat Reader. Acrobat Reader is required if the Internal viewer option is selected, or any PDF reader can be used if System default option is selected.

11.1 Print BoardSet

Print BoardSet is used to print boards from the current BoardSet including all available information like events details, comments, player name, biding and play:



There are a few options for BoardSet printing:

- **Ten printing** – ten can be printed as “10” or as a single letter (T, X ,Z). Letter depends on National Settings.

- **Colour printing** – check if colour printer is to used, uncheck if B/W printer is used.

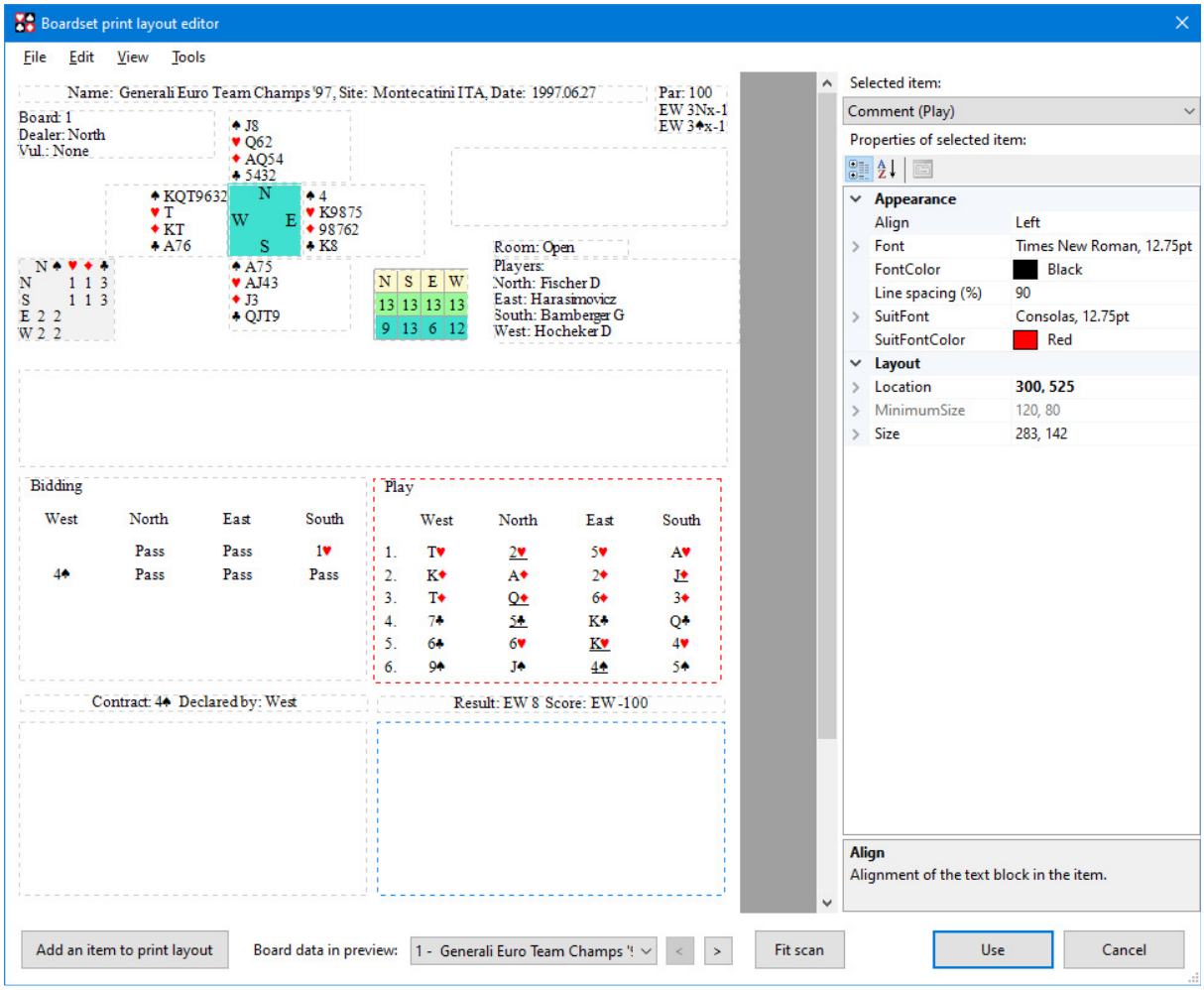
- **National Settings** – select in which language the Ace, King, Queen, Jack and Ten characters will be printed.

- **Print range** – select which boards will be printed – all boards or selected boards

Other printing options like printer selection, paper size, number of boards per page, other page setup option etc. are selectable from the print menu of the pdf reader.

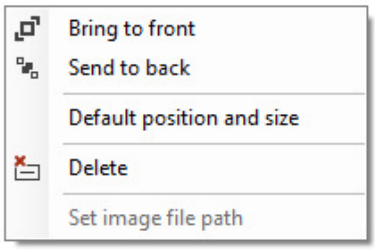
11.1.1 Edit print layout

This button opens Edit print layout window which allows editing of the printing layout:



Each board is printed on a separate page. The whole page is divided into several areas. Each area is represented by a doted square and is used to print particular information about a board. This is similar to the view on the Main Window. Clicking on each area shows a parameter list on the right-hand side. Here it is possible to change the font, font size, fonts colour, alignment, location and size of the area to personalize print layout. Position and size can be also changed by dragging the whole area or its borders.

Right clicking on the area shows additional options:

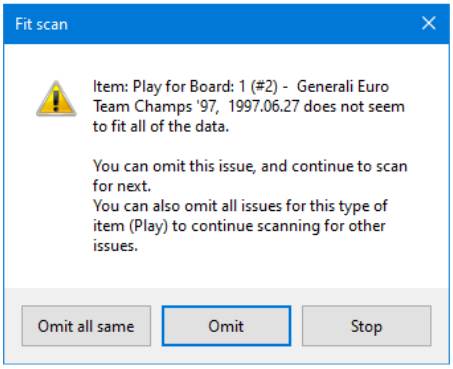


Bring to front and **Send to back** is used when areas overlap each other. These functions define which area will be visible.**Default position and size** changes these parameters to the default value. **Delete** remove selected area from the printout. **Set image file path** define file path for an image to be added to the layout.

Add an item to print layout button allows the user to bring back areas which are not visible or were deleted from the layout or add additional graphic items, such as: Image, line, rectangle or text.

When Board print layout is entered, the current board is displayed. Because each board in the BoardSet can have a different print size for particular areas and because the print layout is common for all boards in the BoardSet there are two functions to solve this issue:

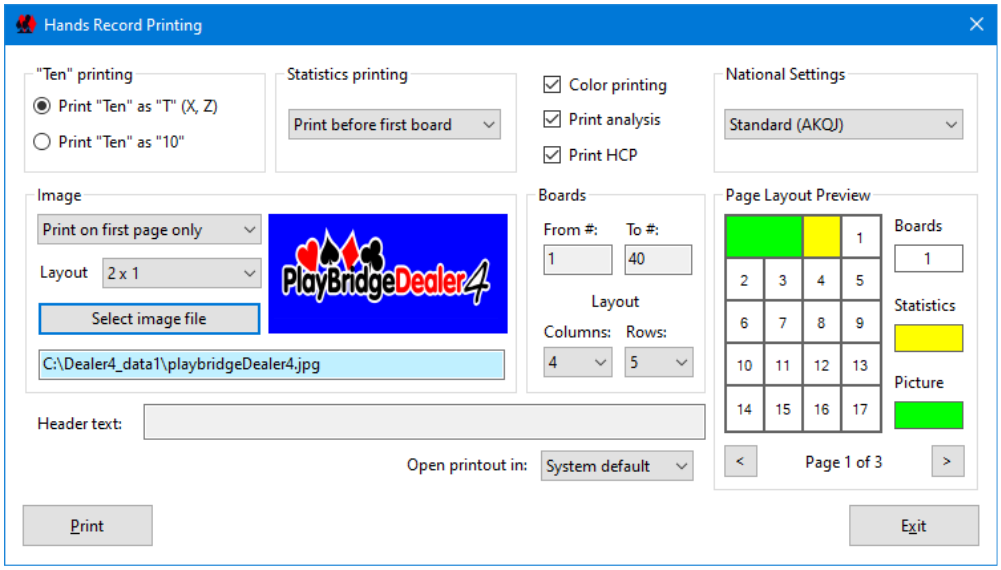
- On the bottom of the window there is an option to choose the displayed board and there are two buttons **(< >)** to scroll between boards
- If the text or images in any area does not fit because the area is too small that area is marked in red. In such cases this area should be increased in size or smaller fonts should be used so that the contents fit.
- To check if the designed areas are ok for all boards in the BoardSet, the Fit scan function can be used. It shows which boards have areas with size problem:



From the top menu it is possible to **Open** and **Save as** the current print layout. This way it is possible to design a number of different print layouts for use. Files are saved as a DealMasterProPlus Print Layout with a .dppl extension.

11.2 Print hands record

Print hands record is used to print boards, analysis and HCP in various formats – from 12 to 40 boards per page. Only boards, analysis and HCP are printed. Event information is used as a header. The hand records printing window is shown below and additional options are described:



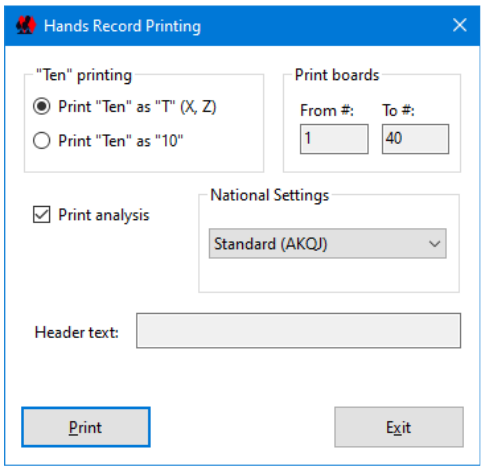
- **Image** – in addition to the boards any image can be added to the print. The Image can occupy from 1x2 to 2x4 boards spaces (green box). It can be printed on the first page only or on all pages. Typically, image printing is used for additional information about the event or advertising.

- **Layout** – select how many boards per page should be printed. Layout of the pages is shown on Page Layout Preview.

- **Statistic printing** – Current BoardSet statistics can be printed in two formats: occupying one board space (yellow box) or as a footer on all or the last page.

11.3 Export hands record

This function exports hands records to a text file. It is implemented for legacy reasons as some users use this format to transfer data to scoring programs or to their websites. Typical printing options can be selected from this window:



Clicking on Print will produce text file with boards and analysis information. Example shown below:

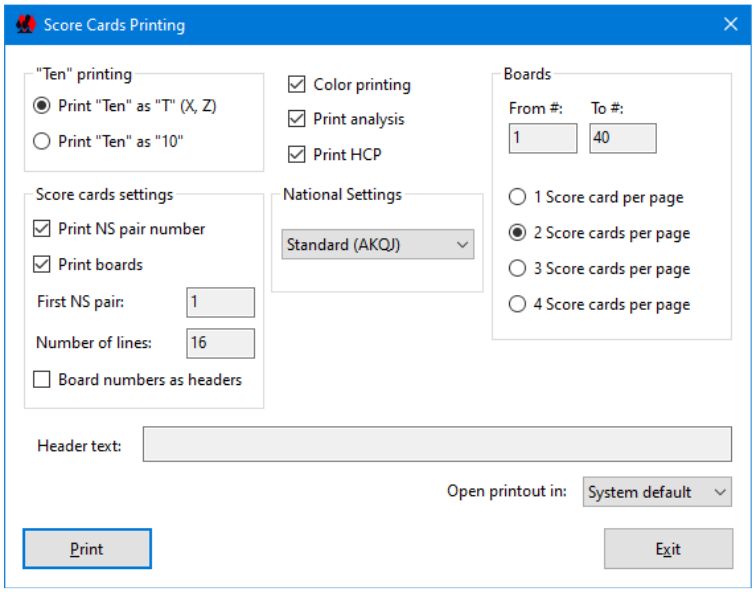
```
Saturday, 11 December 2021

BD:  1          S-K4                Dlr: N
                H-QJ65              Vul: None
                D-T6
                C-A8752
S-QT52                    S-AJ963
H-AK8                     H-T2
D-K542                    D-AQ9
C-Q6                      C-KT3
                S-87
                H-9743
                D-J873
                C-J94

<-Makeable contracts->
     C   D   H   S  NT
     =   =   =   =  ==
 N   -   -   -   -   -
 S   -   -   -   -   -
 E   2   5   2   6   6
 W   2   5   2   6   6
=======================================
```

11.4 Print score cards

Print score cards is used to print cards (travellers). It can print 1 to 4 cards per page. NS pair number can be pre-printed and number of lines per card can be selected:



11.5 Print bidding practice

Print bidding practise function prints hands N S W E from the current BoardSet on separate pages. Every player will see only their own hands which allows players to bid each board for practise.