

Dealer Version 2

Description

Dealer is a program to generate bridge deals that meet certain criteria, as specified by the user. It can be used to generate hands for bidding practice, simulation, post-mortem discussion and such. Per the original documentation it should not be used to generate hands for tournament play. There are better options, also free software, for that purpose.

This version of Dealer is a Linux application. It has been verified that it is straightforward to get it to run on Windows Subsystem for Linux (WSL-2.0). See the files WSL_Install.txt and WSL_Build_Notes.txt in the docs sub-directory.

Version 2.0 has been created starting from Version 1.4 by JGM.

Date: 2022-Feb-17 Last Update: 2024-June-30

V2.0 Release Notes

Major Changes (2022)

The Double Dummy Solving function is now 5 times faster than the previous version. Instead of using GIB it uses Bo Haglund's Double Dummy Solver routines.

The program can now report the Par result on a deal using DDS.

There is the ability to evaluate a pair of hands together, using the Optimal Point Count developed by Patrick Darricades.

Dealer can now process the enhanced shapes from François Dellacherie's Pre Processor. The user can now enter in compact form, shape specifications that expand to well over 150 traditional Dealer distributions. A more powerful shape function has been the most requested new feature of Dealer for some time.

Dealer can now export the hands in a format suitable for predealing in a subsequent Dealer run. The predeal holdings can be specified on the command line allowing this feature to be shell scripted.

The user can now use a script to run Dealer, and have it study or simulate a variety of conditions without modifying the Input File for each run, by passing variables to the parser from the command line.

Dealer can now export its results to a disk file in CSV format, for analysis by other programs.

This CSV export does not replace or interfere with the regular Dealer output which can now also be in CSV format.

There is an added printprt function which duplicates what CSV can do, but outputs to the screen only. This allows both a csv and a screen report to be generated without interfering with each other.

Some input statements are now handled directly in the Lexer without involving the parser.

Subsequently (2023, 2024) there have been many new features in addition to the above added to Dealerv2. Consult the Users guide in the docs directory for more details.

Extra Functionality

Dealer can now accept some numbers with decimal fractions. This is useful in the Optimal Point Count evaluation, the CCCC evaluation, the Suit Quality evaluation, and the Modern Losing Trick Count evaluation functions.

The evalcontract feature has been fixed so that it works properly and it can also evaluate Doubled and Redoubled contracts (which it could not do before.)

A new Losing Trick Count function has been added.

Variable names can now include the Underscore character.

The user can now specify a Title to be printed on the various reports, and in the PBN file. This helps document how the output was generated and for what purpose.

The user can now specify a seed in the Input File, providing better documentation for simulation runs.

Minor Bug Fixes

The code for the altcount feature has been cleaned up so that the number used in the altcount command matches the numbers used in the pt0 to pt9 commands.

Several of the reports has been 'prettied' up with board numbers and seat names, and if available a title.

Removed Functionality

All the code conditionally included under 'FRANCOIS' aka Exhaust Mode has been removed.

All the code related to Windows portability has been removed.

The code that searched for a library of GIB deals has been removed. This library does not seem to be available anymore, and the new DDS functionality probably supplants it.

Hans van Staveren's clever hack that avoided modulo division, and thus sped up random number generation by a factor of two, has been removed. See the maintenance documentation if you want to know why.