

# **pst-poker**

v.0.03a

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This document illustrates the possible variations in displaying playing cards available in the L<sup>A</sup>T<sub>E</sub>X **pst-poker** package.

**pst-poker** is based on the package **poker** from Olaf Encke (<http://web.mit.edu/foley/games/Arcadia/sr/poker/pokersty>).

Thanks to:  
Karl Berry

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## 1 Introduction

`pst-poker` itself loads the following packages:

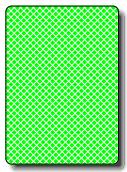
```
\RequirePackage{pstricks,pst-blur,multido}
\RequirePackage{graphicx}
\RequirePackage[tiling]{pst-fill}
```

If you want to pass some optional arguments to one or more of these packages you have to use the macro `\PassOptionsToPackage` before loading `pst-poker`. The best way is before the document class. For example

```
\PassOptionsToPackage{graphicx}{xetex}
\documentclass{article}
\usepackage{pst-poker}
[...]
```

## 2 Inline Poker symbols

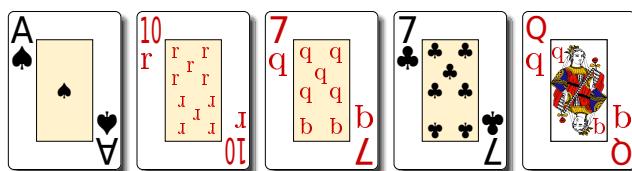
There are several possible styles for inline cards. The default way is as small cards, i.e. A ♠ K ♦ Q ♣ J ♠ 10 ♣. They can also be displayed as simple symbols A♣ Kr Qq J♠ 10♣ or as boxed symbols A♣ Kr Qq J♠ 10♣.

 A card back is available, too.

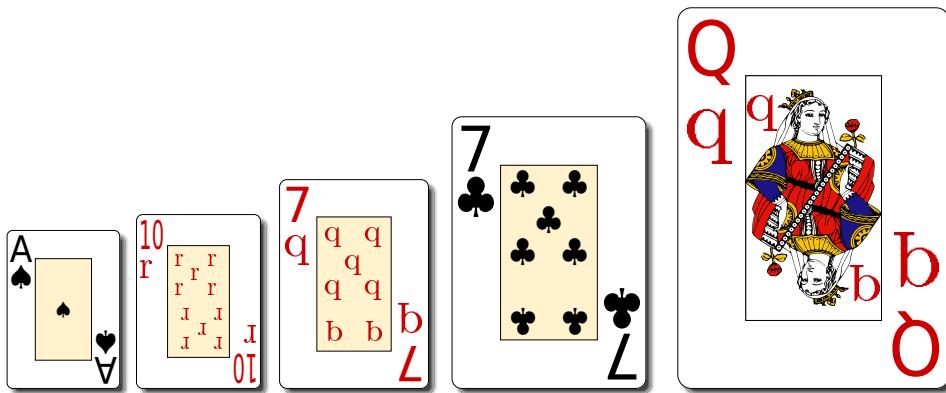
It is also possible to variate the used colorset. In addition to the standard red/black colors, a four color set A♣ K♦ Q♦ J♦ as often used in online poker can be chosen. When colors are not desired, i.e. for printing purposes, the possible alternatives are a grayscale version A♣ Kr Qq J♠ 10♣ or complete black/white A♣ Kr Qq J♠ 10♣ with outlined red symbols.

## 3 Poker cards

The big cards offer a lot of options for design. The default design looks like this.

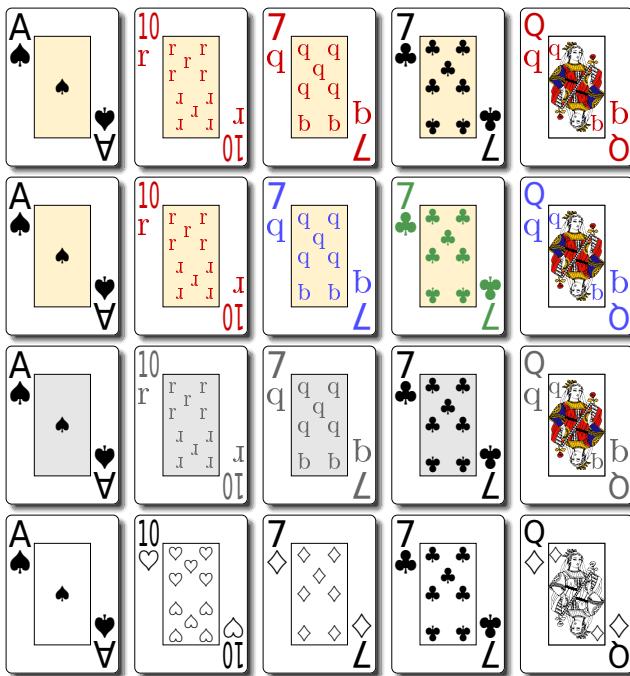


The most basic variation is the size set by unit.



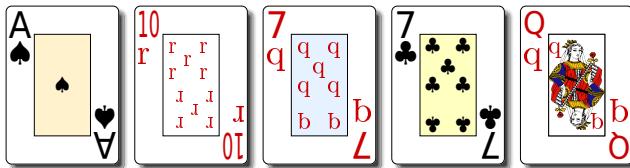
```
\crdAs  
\psset{unit=1.1}  
\crdtenh  
\psset{unit=1.2}  
\crdsevd  
\psset{unit=1.3}  
\crdsevc  
\psset{unit=1.4}  
\crdQd
```

As with the inline cards we can choose the colorset.



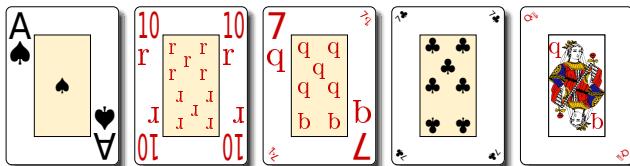
```
\psset{framebg=beige}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\\
\psset{colorset=4c}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\\
\psset{colorset=gs}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\\
\psset{colorset=bw}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd
```

The frame background can be varied separately by the optional argument `framebg`, either with predefined colors as shown here or by using a selfdefined color.



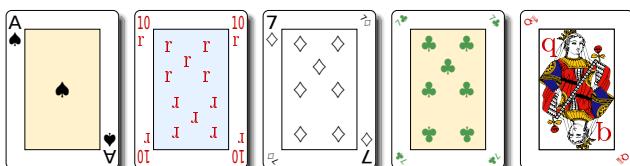
```
\psset{colorset=2c}
\psset{framebg=beige}\crdAs
\psset{framebg=white}\crdtenh
\psset{framebg=blue}\crdsevd
\psset{framebg=yellow}\crdsevc
\psset{framebg=beige}\crdQd
```

It is also possible to place indices in all **four corners** or use **peek indices**.



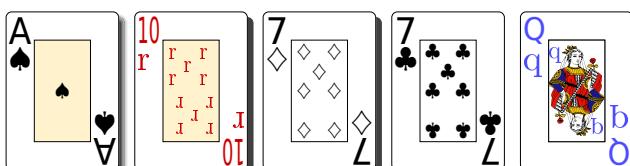
```
\psset{corners=2}\crdAs
\psset{corners=4}\crdtenh
\psset{peek=right}\crdsevd
\psset{peek=both}\crdsevc
\psset{corners=2, peek=left}\crdQd
```

Besides the **jumbo indices** a **regular index** can be used. All other options remain available.



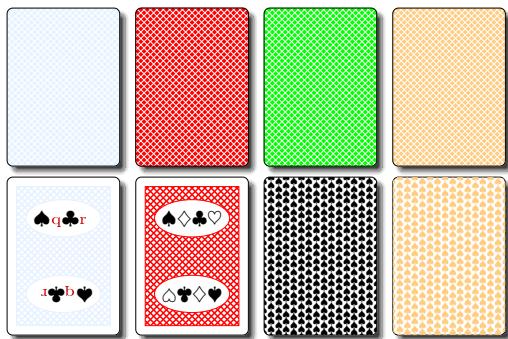
```
\psset{corners=2}\crdAs
\psset{corners=4, framebg=blue}\crdtenh
\psset{peek=right, framebg=beige, colorset=bw}\crdsevd
\psset{peek=both, colorset=4c}\crdsevc
\psset{corners=2, peek=left, colorset=2c}\crdQd
```

The **crdshadow** of the cards can be shown blurred, solid or deactivated.



```
\psset{index=jumbo, corners=2, colorset=4c}
\psset{crdshadow=blurred}\crdAs
\psset{crdshadow=solid}\crdtenh
\psset{crdshadow=solid, colorset=bw}\crdsevd
\psset{crdshadow=none, colorset=bw}\crdsevc
\psset{crdshadow=none, colorset=4c}\crdQd
```

**Card backs** are also available in various styles and customizable in color.



```
\psset{crdshadow=blurred,colorset=4c}
\psset{backcolor=blue}\crdback
\psset{backcolor=red}\crdback
\psset{back=simple,backcolor=green}\crdback
\psset{back=simple,backcolor=orange}\crdback\
\psset{colorset=2c,back=suits,backcolor=blue}\crdback
\psset{colorset=bw,back=suits,backcolor=red}\crdback
\psset{back=spades,backcolor=black}\crdback
\psset{back=spades,backcolor=orange}\crdback\
```

## 4 Usage

To make the poker package available within a L<sup>A</sup>T<sub>E</sub>X document you have to add

```
\usepackage{pst-poker}
```

to the preamble. Then you can change the options used with the command

```
\psset{option=value[,option=value]}
```

anywhere within the document.

### 4.1 Inline cards

To print inline cards you just need to call the macro associated with the card you want.

```
\As\tenh\sevd\sevc\Qd
```

creates the cards .

They are coded by their value and suit. Use this table to select the value

Ace	King	Queen	Jack	10	9	8	7	6	5	4	3	2
A	K	Q	J	ten	nine	eig	sev	six	five	four	tre	two

and the next to select the letter for the suit:

Spade	Heart	Diamond	Club
s	h	d	c

You can influence the display of the inline cards with the options `inline` and `colorset`.

Option	Values	Description
inline	symbol	uses simple symbols to depict cards
	boxed	draws rounded boxes around the symbols
	card *	draws simplified cards with value and suit stacked vertically
colorset	2c *	suits in red and black colors
	4c	suits in black/red/blue/green colors
	gs	grayscale suits
	bw	black/white and outlined suits

\*: default

### Options

Here we have a lot of options available to change the appearance of the cards. They are explained in table 1.

Since the `peek` option modifies the `corners` setting which in turn resets `peek`, it is advisable to first declare the `corners` option and then use the `peek` option if necessary.

The same applies to the `framebg` and `backcolor` options modifying the `colorset` option.

### Advanced constructs

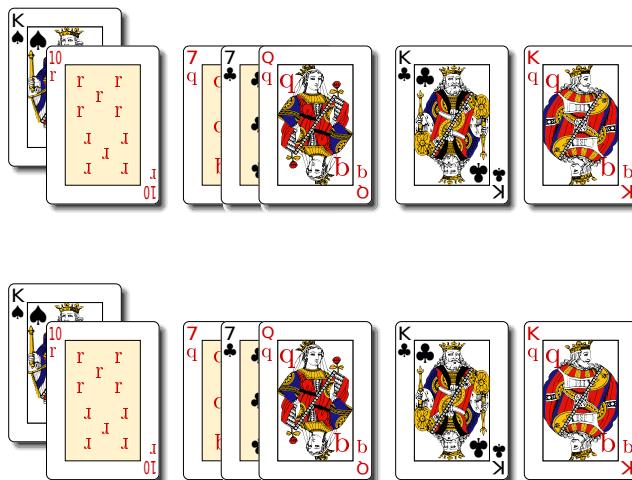
There are several commands available for the advanced placement of cards.

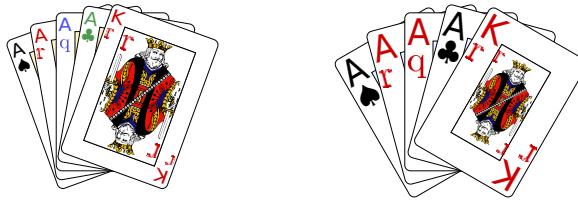
```
\crdpair{\crdKs}{\crdtenh}%
\crdflop{\crdsevd}{\crdsevc}{\crdQd}%
\crdKc\crdKd%
```

**Table 1:** Options for cards using the cards environment

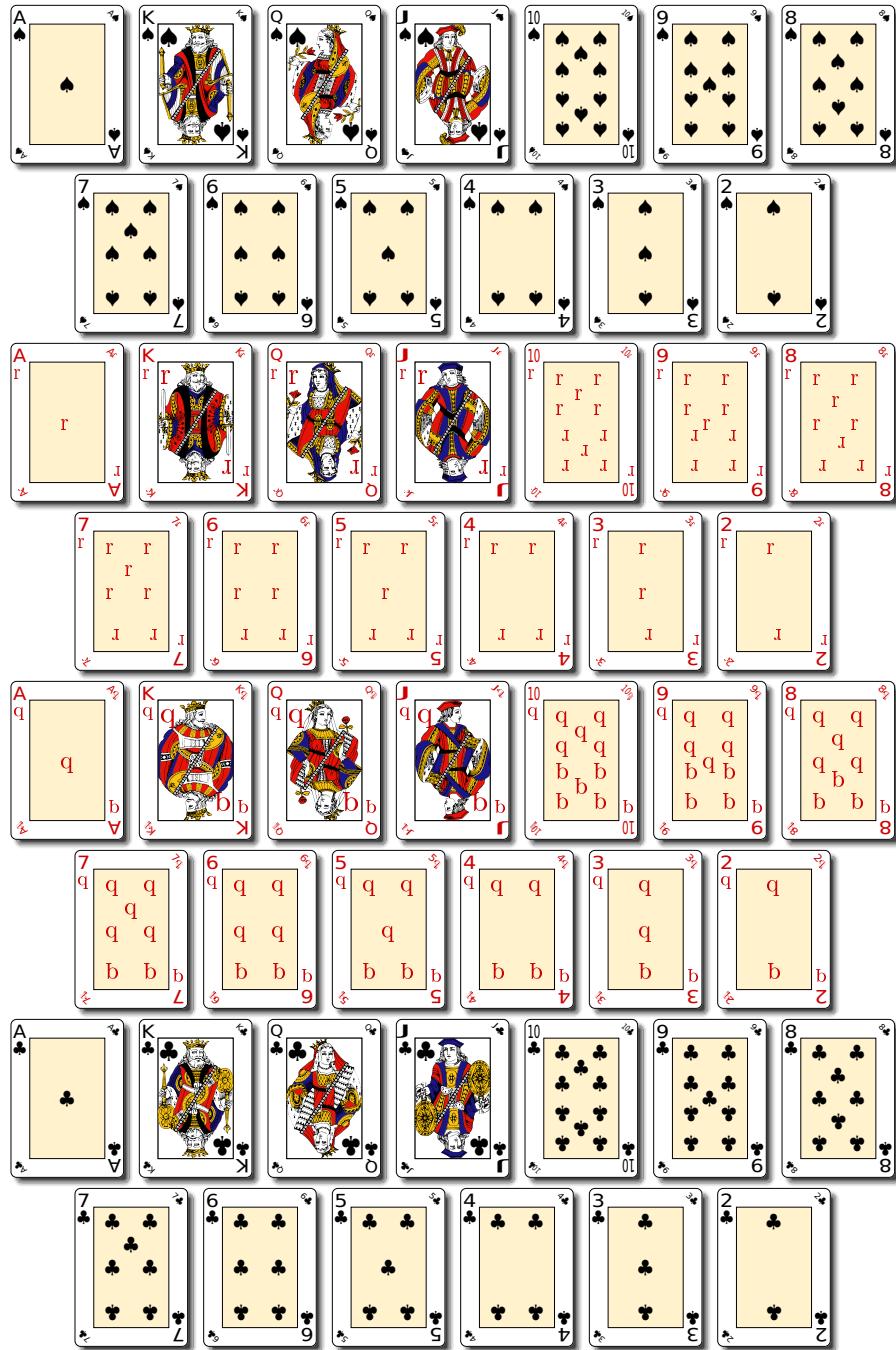
Option	Values	Description
index	jumbo *	jumbo size indices
	regular	regular size indices
corners	2 *	indices in upper left and lower right corners
	4	indices in all four corners
peek	right	add peek indices to right corners
	left	add peek indices to left corners
	both	add peek indices to all corners
colorset	2c *	suits in red and black colors
	4c	suits in black/red/blue/green colors
	gs	grayscale suits
	bw	black/white and outlined suits
framebg	beige *	color choices for inner frame background
	blue	
	white	
	yellow	
	<user>	user defined color
back	simple *	diamond/squares styled card back
	suits	suits in ellipse on net background
	spades	spades filled background
backcolor	blue *	color choices of main background elements
	red	
	green	
	orange	
	<user>	user defined color
crdshadow	blurred *	gradient shadow
	solid	solid black shadow
	none	no shadow

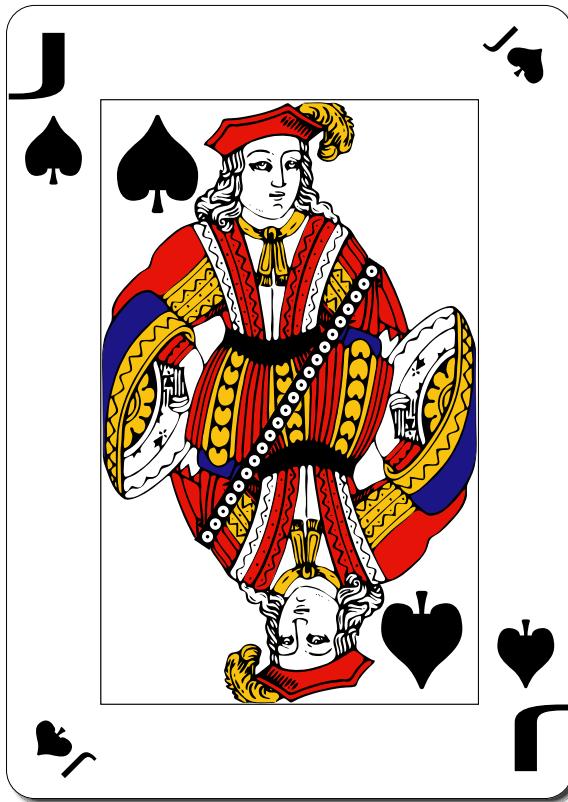
\*: default

**Figure 1:** card pair, flop and two cards



**Figure 2:** Advanced display variations for floating cards



**5 List of all optional arguments for *pst-poker***

Key	Type	Default
colorset	choice	2c
colorset	choice	[none]
inline	choice	symbol
inline	choice	[none]
corners	choice	4
corners	choice	[none]
peek	choice	r
peek	choice	[none]
framebg	ordinary	blue
backcolor	ordinary	red
index	choice	regular
index	choice	[none]
crdshadow	choice	blurred
crdshadow	choice	[none]
back	choice	suits
back	choice	[none]
cardsuit	choice	[none]
cardvalue	choice	[none]

## References

- [1] Denis Girou. "Présentation de PSTRicks". In: *Cahier GUTenberg* 16 (Apr. 1994), pp. 21–70.
- [2] Michel Goosens et al. *The L<sup>A</sup>T<sub>E</sub>X Graphics Companion*. 2nd ed. Reading, Mass.: Addison-Wesley Publishing Company, 2007.
- [3] Alan Hoenig. *T<sub>E</sub>X Unbound: L<sup>A</sup>T<sub>E</sub>X & T<sub>E</sub>X Strategies, Fonts, Graphics, and More*. London: Oxford University Press, 1998.
- [4] Nikolai G. Kollock. *PostScript richtig eingesetzt: vom Konzept zum praktischen Einsatz*. Vaterstetten: IWT, 1989.
- [5] Frank Mittelbach and Michel Goosens et al. *The L<sup>A</sup>T<sub>E</sub>X Companion*. 2nd ed. Boston: Addison-Wesley Publishing Company, 2004.
- [6] Herbert Voß. *PSTRicks Grafik für T<sub>E</sub>X und L<sup>A</sup>T<sub>E</sub>X*. 7th ed. Heidelberg and Berlin: DANTE – Lehmanns, 2016.
- [7] Herbert Voß. *PSTRicks Graphics for L<sup>A</sup>T<sub>E</sub>X*. 1st ed. Cambridge: UIT, 2011.
- [8] Timothy Van Zandt. *multido.tex - a loop macro, that supports fixed-point addition*. 1997. URL: [/graphics/pstricks/generic/multido.tex](#).
- [9] Timothy Van Zandt. *PSTRicks - PostScript macros for generic T<sub>E</sub>X*. 1993.
- [10] Timothy Van Zandt and Denis Girou. "Inside PSTRicks". In: *TUGboat* 15 (Sept. 1994), pp. 239–246.

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