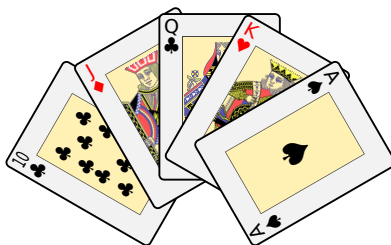


# pdf\_poker for L<sup>A</sup>T<sub>E</sub>X

Christopher Donham

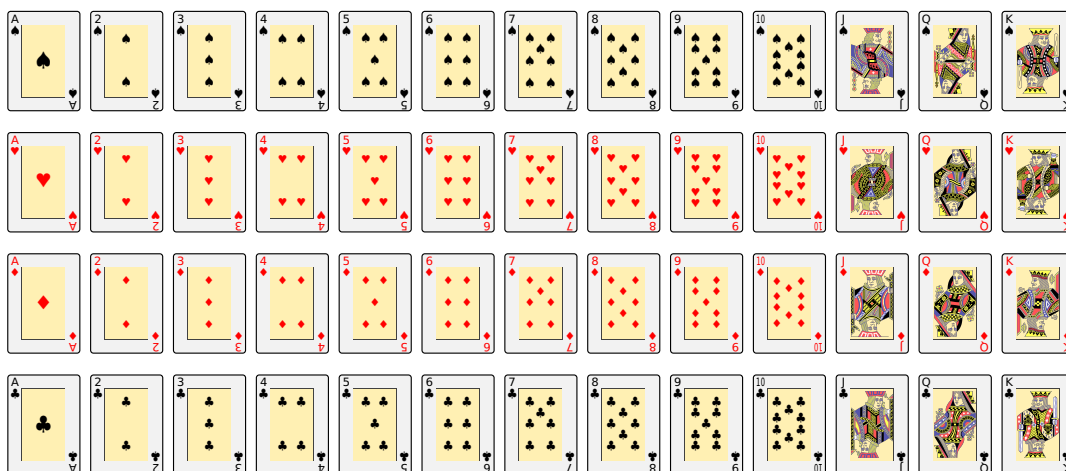
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## 1 Introduction

I am a statistics teacher and use pdf<sub>l</sub>at<sub>e</sub>x with Beamer to create slides for my lessons. Playing cards are commonly used to explain probability, and feature in some of my slides. A fine library of playing cards is available in pstricks. However, Beamer, pdf<sub>l</sub>at<sub>e</sub>x and pstricks do not interact well. I also occasionally find other times when packages I am using in pdf<sub>l</sub>at<sub>e</sub>x do not allow me to use pstricks. I wrote this package so that I could use playing cards without having to fight with pstricks.

Currently, the package provides the 52 that comprise a standard deck of cards. There is no provision for drawing the back of a card. There are currently no jokers or other special cards.



## 2 Installation

The files needed to install this package consist of the the **pdf\_poker.sty** file and the files in the **images directory**. The images are the center portion of the face cards. There are currently two versions of each image: 1) a tex version that will render the face card image using tikzpicture, and 2) a png version that is a pre-rendered image of the face card generated from the tex version. Technically, you do not need both version of each image if you will only be using one of the operating modes of the package.

## 3 Usage

The default operation of the package uses the pre-rendered versions of the face cards. This introduces a dependence on the graphicx package. If the pre rendered versions of the face card images are insufficient for your application, then the “render” flag will cause the package to draw all face cards using tikzpicture. Rendering the cards with tikzpicture is significantly slower than using the pre-rendered versions.

```
\usepackage{pdf_poker}
```

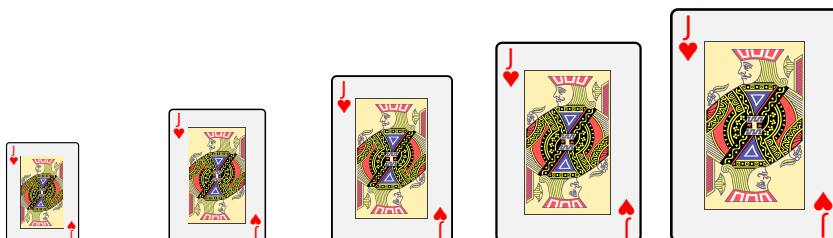
Example using typical, faster, image mode.

```
\usepackage[render]{pdf_poker}
```

Example using slower, memory intensive, rendering mode.

Each card has an optional scale factor to increase or decrease the size of the card.

Scale = 0.3   Scale = 0.4   Scale = 0.5   Scale = 0.6   Scale = 0.7



Shown below are the names for all of the cards in the deck.

<code>\CardAceSpades</code>	<code>\CardAceHearts</code>	<code>\CardAceDiamonds</code>	<code>\CardAceClubs</code>
<code>\CardTwoSpades</code>	<code>\CardTwoHearts</code>	<code>\CardTwoDiamonds</code>	<code>\CardTwoClubs</code>
<code>\CardThreeSpades</code>	<code>\CardThreeHearts</code>	<code>\CardThreeDiamonds</code>	<code>\CardThreeClubs</code>
<code>\CardFourSpades</code>	<code>\CardFourHearts</code>	<code>\CardFourDiamonds</code>	<code>\CardFourClubs</code>
<code>\CardFiveSpades</code>	<code>\CardFiveHearts</code>	<code>\CardFiveDiamonds</code>	<code>\CardFiveClubs</code>
<code>\CardSixSpades</code>	<code>\CardSixHearts</code>	<code>\CardSixDiamonds</code>	<code>\CardSixClubs</code>
<code>\CardSevenSpades</code>	<code>\CardSevenHearts</code>	<code>\CardSevenDiamonds</code>	<code>\CardSevenClubs</code>
<code>\CardEightSpades</code>	<code>\CardEightHearts</code>	<code>\CardEightDiamonds</code>	<code>\CardEightClubs</code>
<code>\CardNineSpades</code>	<code>\CardNineHearts</code>	<code>\CardNineDiamonds</code>	<code>\CardNineClubs</code>
<code>\CardTenSpades</code>	<code>\CardTenHearts</code>	<code>\CardTenDiamonds</code>	<code>\CardTenClubs</code>
<code>\CardJackSpades</code>	<code>\CardJackHearts</code>	<code>\CardJackDiamonds</code>	<code>\CardJackClubs</code>
<code>\CardQueenSpades</code>	<code>\CardQueenHearts</code>	<code>\CardQueenDiamonds</code>	<code>\CardQueenClubs</code>
<code>\CardKingSpades</code>	<code>\CardKingHearts</code>	<code>\CardKingDiamonds</code>	<code>\CardKingClubs</code>

## 4 Requests for Enhancement

RFE's for the future include:

- Draw the back of a card.
- The code is fragile because the symbol for diamonds and hearts comes from a different font than the clubs and spades. Unfortunately, the symbols are slightly different sizes resulting in a hard coded scale factor.