PokDTC

User documentation

http://chouprod.sourceforge.net/
http://sourceforge.net/projects/chouprod

Checked by Eliz

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PokDTC GPL 2005 2007   by Alexandre CHOUVELLON

Introduction

PokDTC is a FREE Texas Hold'em Poker game translated into English, French and German.
The application was written by myself and tested by Cc, Eliz., Mister T and Crusher.
Design of cards, UI and German translations are due to the huge work of Crusher. Thanks a lot to all of them!
Due to this work, PokDTC allows you to:

- Play with friends and/or bots (artificial intelligence).
- Define what kind of Texas Hold'em you want to play (LIMIT/NO LIMIT/ POT LIMIT).
- Define the number of opponents.
- Define the way the blinds and antes will increase.
- Define the names of your opponents.
- Adding voices for each player at the table.
- You to keep track of your progress and analyze the way you play.
- Compute current odds.
- Profile your opponents.
- Display odds when showdown.
- Access the web's high score chart through survival and aggressive mode (see below)
- Detect who the cheater is in Hardcore mode.
- Chat with human opponents.
- Set the delay before increasing blinds.
- Set the maximum delay before taking action.
- Use the Speaker option describing action (Speech Microsoft technology).

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Properties panel: first steps

Name displayed at thetable

Chose a profile to load

Countdown before your turn is skipped

Each row is an increase in the value of the blinds

The first thing you have to do is to create a profile. You have to press the "Create profile" button (so easy!).

Game modes

Local game

Normal mode:

In this mode, you can do what you want. You can change properties during the game.

Hardcore mode:

You will be playing against a cheater, you have to discover which one of your opponents is cheating (he knows everybody's cards). Try to avoid heads up with him! This mode allows you to improve your way of detecting very good players (or cheaters…).

Survival and aggressive mode:

In this mode properties are set (NO LIMIT, 10 players, dynamic blinds). Each time you take a player down; you increase your takedown score. Each time you are the last player at the table; you advance to the next level. When you lose (because you will lose...), you are asked about generating a ranking file (.XOR) and to sending it by e-mail to access into the web's high score chart:

Your email address if you want me to respond

Smtp of your FAI:
Ex : smtp.free.fr
smtp.aol.com

MailSender

From : I_am_the_Winner@winner.org

Send

Smtp :

Your comments

Ranking file sender 1

If you do not know what your SMTP address is, you can send me the .XOR file by e-mail at "chouprod   a t   gmail.com". The .XOR file is located in the application path of PokDTC / "AggressiveMode" folder.

Network game

How to host a TCP/IP game?

Menu Net or LAN game - > create host.

Chose an IP address or enter one.
Local address is 127.0.0.1

Listening port. Check if your router/firewall allows access to this port. Maybe you have to do some port mapping. (=>google)
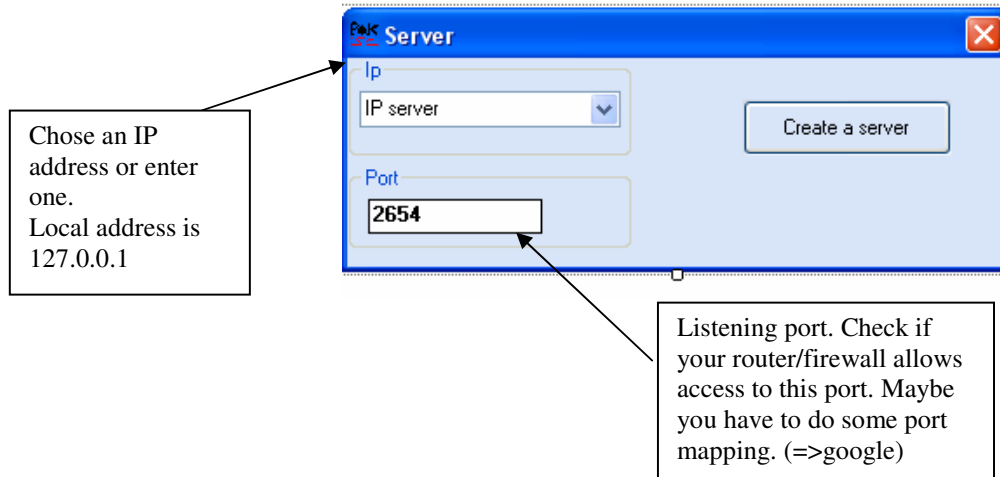
Wait for other players and press "New Game" when you want to begin.
Host player is the floor manager, you can modify properties when you want and kick human players out of the game if you want (a bot takes the place of player kicked out).

How connect to a host?

Menu Net or LAN game - > Connect to host

Enter the IP address and port your host gave to you and wait for the game to begin. You can use the chat box if you want.

Main panel

Blinking box is the current player. Time displayed is the time left .

Hidden Splitter

All useful information about the game. Winning hands. Showdown odds…

Track bar to increase raise value

Bet/Raise button

Player will bet the amount of the displayed calling value plus the amount of the raise value in the textbox.

Raise*3 button

Player will bet 3 times the minimal total raise value.

Pot button

Player will bet pot value. If the bet pot value is not a valid raise, the amount of the raise will be increased (a valid raise is a raise worth at least the amount of the previous raise).

Top Menu Description

New Game Menu:

Client players do not have to launch the game. The host player does.
You have to load a profile before launching a game (through Properties menu).

Net or LAN game Menu:

Access this menu to set up the multiplayer mode (see above).

Profile

Useless menu. It will be used to build its own bot.

Properties

See above.

Stats

« Allins » number of allins.
« Won » number of victorious allins.

Number of takedowns during this game.

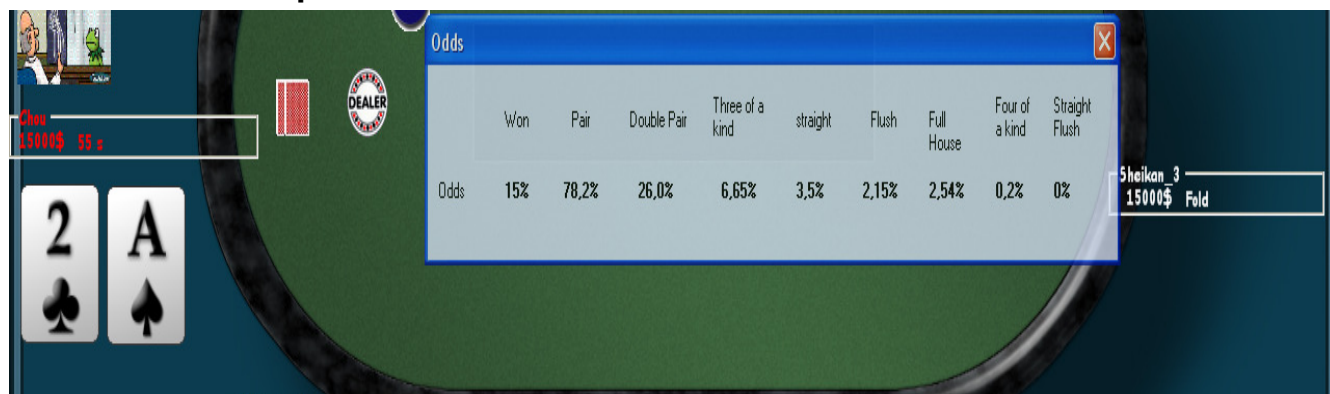| Player	Money	Flop/Hand/Won	AllIns/Won	Showdowns/Won	Takedowns
Chou	0	1/5/0	1/0	1/0	0
Harman_3	15250	1/5/1	1/1	1/1	0
Bruel_3	37500	2/5/2	1/1	1/1	1
Fahra_3	12000	1/5/0	0/0	0/0	0
Chris Moneymaker_3	13000	2/5/2	1/1	0/0	0
Johnny Chan_3	14750	1/5/1	1/1	1/1	0
Bluffalo Bill_3	13500	0/5/0	0/0	0/0	0
Phil Helmuth_3	14000	0/5/0	0/0	0/0	0
Cunningham_3	15000	0/5/0	0/0	0/0	0
Eliz_3	15000	0/5/0	0/0	0/0	0

"Flop" is the number of Flops seen. "Hand "is the number of hands played. "Won" times of winning hands.

Showdowns done and victorious showdowns number.

Odds panel

Odds panel displays current odds according to the number of players in game and your own cards. These odds are computed with a heuristic method so they are not as accurate as a complete method (=> Straight Flush odds are wrong here not exactly null). However, you can put your trust in it.

Sound Options menu

It allows disabling the speaker and/or the voices.

Own data menu:
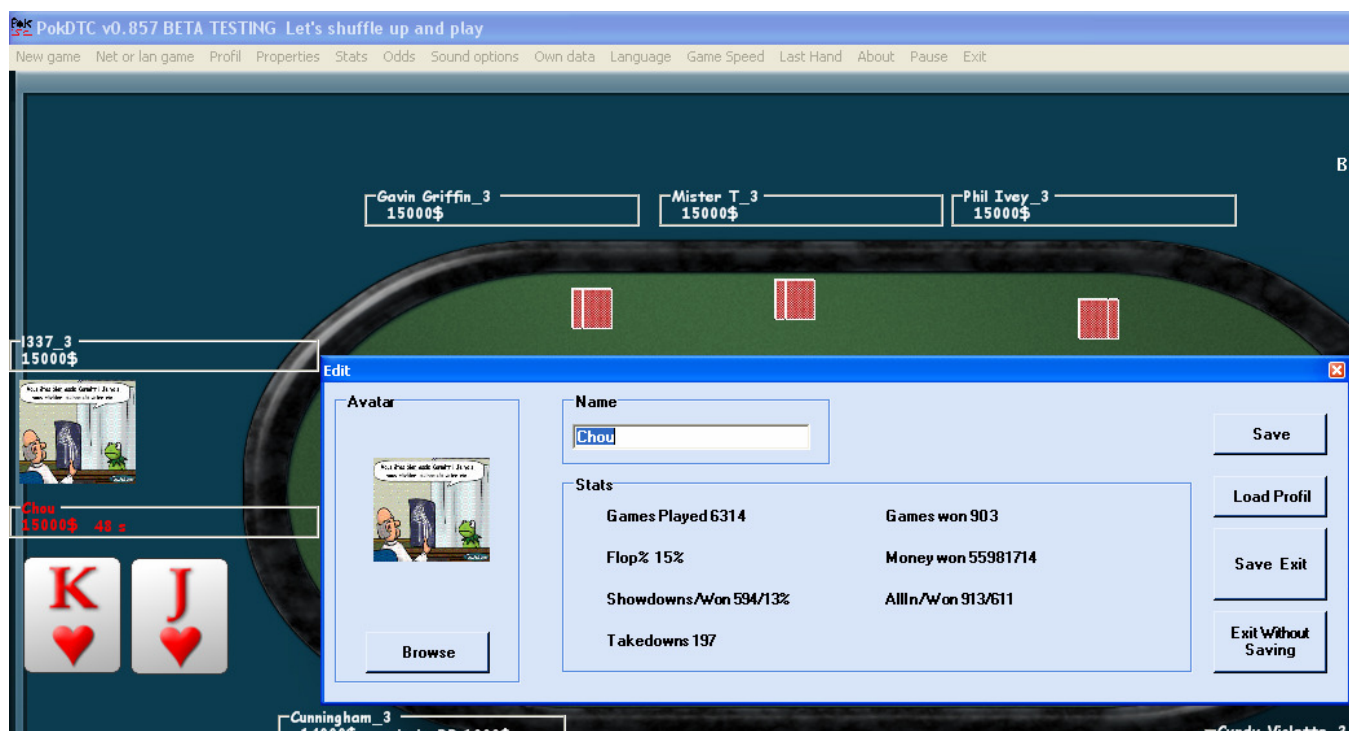
This panel allows you to edit your avatar and display your name. It displays and keeps track of the profile's stats. You can use animated GIF as an avatar.

Language menu

It allows you to change the current language.

Game speed menu

It changes time between two bots actions from 0 to 5 sec.

Last hand menu

When you are bored with the game and want to end it (in aggressive mode for instance), just leave the table with this option.

About menu

It displays some information about the game and my mailing address if you want to send me a postcard :o)

Pause menu

This option allows resuming or stopping a game in a none multiplayer action. The game is paused after the current player has played.

Export Game events menu

This option allows exporting all that game events window contains into UNICODE encoding. Open it with Wordpad for example.

Exit menu

Just try to guess…

How personalizing PokDTC?

Changing AI names:

Try to find the files IA_names.xml in the folder [POKDTC]/IA_names.
It should look as below:

```xml
<?xml version="1.0" encoding="UTF-8"?>
<IA>
<name>Mister T</name>
<name>Eliz</name>
<name>Rebol</name>
<name>Greg Raimer</name>
<name>Chris Ferguson</name>
<name>Bruel</name>
<name>NoOb</name>
<name>l337</name>
<name>Noname</name>
<name>Las Vegas</name>
<name>Daft Punk</name>
<name>Bluffalo Bill</name>
<name>Johnny Chan</name>
<name>Greenstein</name>
<name>Fahra</name>
<name>Harman</name>
<name>Brunson</name>
<name>Forrest</name>
<name>Negreanu</name>
<name>Phil Helmuth</name>
<name>Gavin Griffin</name>
<name>Cunningham</name>
<name>Sheikan</name>
<name>Cyndy Violette</name>
<name>NGuyen</name>
<name>Phil Ivey</name>
<name>Chris Moneymaker</name>
<name>Lederer</name>
<name>Hansen</name>
<name>Matusow</name>
<name>Luske</name>
<name>Mira</name>
<name>Angle Mort</name>
<name>Quinte Flush</name>
</IA>
```

You can modify/delete a line. Keep the syntax <name> the name of my AI</name>.
Keep at least 10 names and avoid using weird characters (alphanumeric and space only).

How can I add new voices?

You can add different voices/sound in PokDTC.

Players' voices:

Try to find folder [POKDTC]/MEDIA/
Add a folder named from 0 (local player voice) to 9.
Let's say 4: You should have something like that:
[POKDTC]/MEDIA/4

In this folder you can create these folders:
· ALLIN, when player is all in
· RAISE, when player raises
· CHECK
· CALL
· FUNNY when player has finished playing
· INSULT when player has finished playing
· LOSE when player has lost
· SUCCESS when player wins the pot
· FOLD

In these folders you could add the .WAV you want whatever the name. The name of the folder is the most important.
You can find some home made packs on sourceforge chouprod website.

Adding Sounds

 You can add some new sounds too!
It is the same way as before; create in the folder [POKDTC]/MEDIA/
these folders below:
· Chips occurs when somebody bet/call/raise
· Flop occurs when Flop is dealt
· Turn
· River
· Money occurs when somebody wins some chips
· Newcards occurs when hole cards have been dealt
· Newlevel occurs when you advance to next level
· Out of money
· Split pot
· Takedown

Modifying cards

You want to change Crusher's beautiful cards? You just have to change/modify them from [POKDTC]/cards path. Keep the same name of cards and the same extension!

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History

```
********************
***RLZ HISTORY***
********************
09/05/07 PokDTC 0.86
```
■■
```
                New features:
                        Export Game events into Unicode txt
                        Auto fold and auto check / call BB
                Improvements:
                    "Splittable" bottom menu
                        Better AI  ( however not good enough)
                        After Hardcore DTC mode, you are told which one was cheating.
                        Clearer game events
                        User documentation changed
                        Welcome panel font fixed
                        Menu reorganized
                        Documentation Updated and check by Eliz
```

21/03/07 PokDTC 0.857
        New features:

                        Blinking box
                        Pause
                        Showdowns stats
                New graphs:
                        New UI and cards design by crusher

                Bugs fixed:
                 Ranking files in normal mode.
                 Stats first time opening
                 Windows overlapping

26/02/07 PokDTC 0.856 BETA TESTING => New beta tester Crusher
                Mail Sender embedded
                New AI
                Dynamic blinds
                Chrono by player
                Game speed
                Remove button Raise*3 in limit
                New Sound features
                Translation into English/French/German
                Cards Pictures in game events
                Avatar bugs fixed
                Stats fixed
                Triple Raise button added
                Bet pot button added
                Playing with keyboard
                AI play more on heads up
                Hand comparison fixed
                GUI changed
                Kick button on LAN game for host
                Key shortcuts
                Voices option (mute)
                Some tiny issues fixed
                German translation by crusher

16/01/07 PokDTC 0.841
                Can disabled speaker
                Survival mode fixed

09/01/07 PokDTC 0.84
                Add speaker
                bug fixed on straight flush thanks to KALI

12/11/06 PokDTC 0.83
        New IA motor
        Survival/Aggressive Mode added
        Online High Score Opened
        Bots names can be edited
        Bug fixed on full evaluation (thx to Kjell)

First dealer is randomized
Multipot process rewritten
IP is editable
Add chatting with pressing return key
Host does not need anymore to finish last

23/08/06 PokDTC 0.82
Mode hardcore added

13/08/06 PokDTC 0.81
Fix bugs in hand comparison   => thanks to gklein283 and tm91 for reporting
Source code released

02/07/06 PokDTC 0.8
Fix raise problem for network game

06/05/06 PokDTC 0.7 testing purpose with French voice
Installer
New SOUND feature, you can personalize your sound.
Fix hand comparison bug
Fix raise problem for network game

12/06/05 PokDTC version 0.6 build 104 beta version
IA modified, some bugs fixed

12/04/05 PokDTC version 0.6 build 101-103 beta version
Add table stats, odds, own avatar.
Add profile so you can follow your skills along your games.
Waiting for beta testers to release 0.6 stable

10/13/05 PokDTC version 0.5b
Add new graphics, some bugs fixed, network feature enabled.

10/10/05 PokDTC version 0.5a
Add graphics, IA shows its hand if necessary, some bugs fixed, network feature not available

10/02/05 PokDTC version 0.42abis
Fix fatal error when you fold.
10/02/05 PokDTC version 0.42a
Fix infinity loop when you win, allow ante, show community cards in order.

10/02/05 Second Major PokDTC version 0.42
-New features :
No/Pot/Limit Poker
Properties are editable
-Others
Client and server is on the same application
All code sources have been rewritten
A summary shows the winner hand and your best hand
-Fix
Hand evaluation, raise ...
-Stuffs to do:
IA to develop
Make the close of the application cleaner
Add a time to wait
Disconnection do not crashed the game
Make the summary working over the net

09/14/05 PokDTC version 0.41
no more ALLin, Big bling can be raised, auto scroll down,
names can be changed during the game
+ some fix

09/10/05 Major release 0.4
-New features:
Network game, Chat.
-Fix:
AIs are not so dumb,
More stability.
Plenty of game bugs

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08/23/05 PokDTC version 0.3
08/20/05 PokDTC version 0.2
08/19/05 First Release   PokDTC version 0.1a