

MultiGFX

The MultiGFX feature allows you to generate multiple video streams simultaneously from a single RFID table, each with its own independent graphics, delay and video settings.

This is achieved by running multiple copies of PokerGFX on separate computers which are networked together. Enabling the ‘MultiGFX’ option forces PokerGFX to use another running copy of PokerGFX as a data source instead of a physical RFID table.

To get started with a MultiGFX configuration, follow these steps:

- Connect the RFID table via USB and start PokerGFX normally (this will be the primary PokerGFX that controls the other secondary PokerGFXs).
- Ensure that both a table name and password have been configured in the primary PokerGFX.
- Start PokerGFX on another computer (the secondary PokerGFX) that is networked on the same Local Area Network as the primary PokerGFX.
- Ensure the table name and password settings in the secondary PokerGFX match the settings configured in the primary PokerGFX.
- Enable the ‘MultiGFX’ check box (on the secondary server only, not the primary). The table USB icon will indicate a link symbol.

The table USB icon should turn green, indicating the link is now active. Any game event that occurs in the primary PokerGFX will be transmitted to the secondary PokerGFX, as if the secondary were directly connected to the RFID table itself.

You can now modify any settings in the secondary PokerGFX to customize the secondary stream as required, including when to show hole cards, graphics ‘skin’ (**Pro version only**), video resolution and stream delay (or none, if you want a live stream).

Limitations and requirements for MultiGFX mode

- Action Tracker won't connect to a secondary PokerGFX. Action Tracker always connects to the primary PokerGFX and all player actions are propagated to the secondaries from the primary. Manual control of graphics via Action Tracker is also propagated (for example displaying a player Leaderboard graphic).
- Only game data is transmitted to the secondaries over the network. The background video must be fed separately to each secondary. This means the video and camera input settings will usually be different on each secondary. Here are two common scenarios:

Dedicated Vision Switcher	Connect a second output of the program feed from the switcher to a capture device in the secondary. This ensures that the video background on both secondary and primary is synchronized.
Single Camera for the secondary	Connect a stand-alone camera to the secondary, which will provide a static video background for the graphics.

- Each copy of PokerGFX requires a separate computer. It's not possible to run both primary and secondary on the same physical computer.
- All primary and secondary computers must be networked on the same Local Area Network.
- There is no limit to the number of secondaries that can be connected to a primary; it would be possible for example to run 100 secondaries simultaneously from a single table, each generating a unique video stream with different resolutions, graphics settings and delays.
- The primary and all secondaries must be the same version of PokerGFX.
- Each copy of PokerGFX must be separately licensed. **A separate software-only license is required for each secondary.** The software-only license is provided on a USB security key, which must be plugged directly into the secondary computer.

- ATEM switching and Twitch ChatBot features are automatically disabled on secondary servers if the primary server is configured identically for these features, for maximum configuration flexibility:
 - Prevents both servers trying to control the same ATEM switcher simultaneously but permits simultaneous control of different switchers.
 - Prevents both servers from responding to chat commands in the same Twitch channel but permits both servers to respond to commands in different channels.
- The following settings are automatically propagated to the secondary server:
 - Show as eliminated when player loses stack
 - Show knockout rank in Leaderboard
 - Currency symbol On/Off
 - Move button after Bomb Pot
 - Straddle not on the button or UTG is sleeper
 - Sleeper straddle gets final action
- The secondary server can be configured to automatically start and stop the secure delay whenever the primary starts and stops.
- When Secure Delay is enabled on any one PokerGFX, live preview on every other PokerGFX is automatically switched to hole cards DOWN.
- The secondary server can be configured to automatically synchronize its skin from the primary server.

Table Icon colour codes

Normally, the USB table icon indicates the status of the link between PokerGFX and the RFID table. In MultiGFX Secondary mode, this icon indicates the status of the link between the secondary and the primary:

Green	The primary-secondary link is operating normally.
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Yellow Secondary and primary passwords do not match, or secondary and primary are running different versions.

Red No connection to the primary. Check that the primary server is running, the table names match and both computers are networked correctly.

High Availability

The MultiGFX feature can be used to guarantee high availability – that is, a configuration where downtime can be eliminated in the case of a catastrophic failure on the primary server.

Assuming the MultiGFX feature has been configured and is active when the primary server fails, the link status icon on the secondary PokerGFX will turn red. Follow this procedure to promote the secondary PokerGFX to primary status:

- If applicable, ensure the primary server is completely shut down.
- If the table is connected via USB cable to the primary server, unplug it and plug it into the secondary server (skip this step if using a WIFI table connection).
- On the secondary server, go to System Settings and disable the MultiGFX Secondary checkbox. This will reconfigure it as the primary server and force it to connect directly to the recently connected table.
- On all remaining secondary servers (if any), disable and then re-enable the ‘MultiGFX’ checkbox in System Settings. This will cause them to reconnect directly to the recently promoted primary server.
- Close and restart all copies of Action Tracker. This will cause Action Tracker to reconnect directly to the recently promoted primary server.

The secondary server will now be running as the primary, with all game data and unaired delayed video preserved.

D *Playing card registration data is automatically propagated from the primary server to all secondary servers, so cards only need to be registered on the primary, not secondaries.*

Studio

****Pro Software License Required**

Introduction

The Studio is a fully featured editing environment that allows you to fit the automatically generated graphics to the edited video of the game. This is necessary because the final version of the video is different to the raw footage; boring hands are removed, and the hands that are included are usually edited so the timing of the original game is changed and no longer matches the live data.

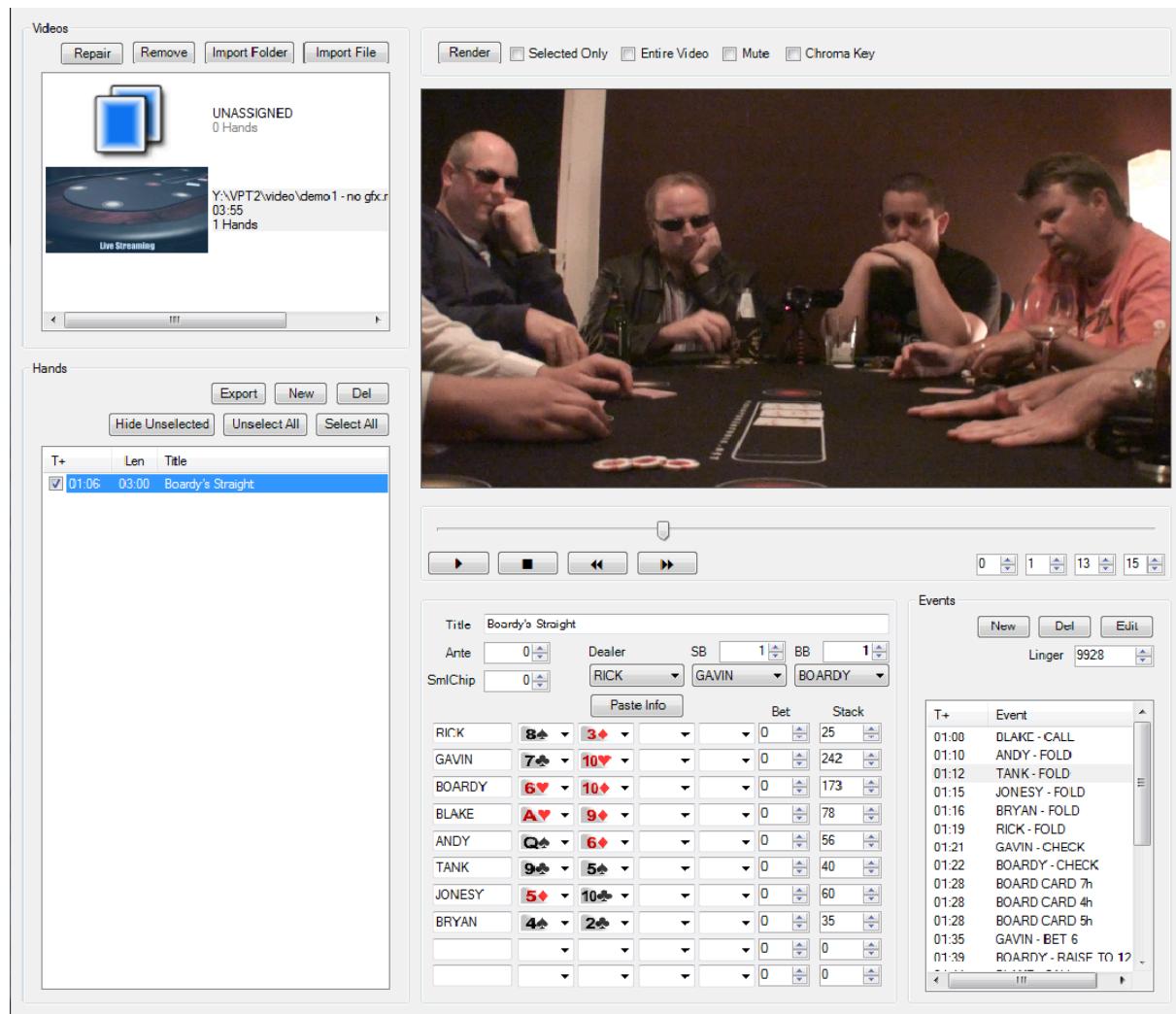
- As the game is played, the PokerGFX Server captures all of the live data coming from the table and saves it into a database;
- The final video edit of the game is assembled using standard 3rd party tools;
- The final video edit is loaded into the Studio, where all the data that was captured during the game is manipulated to ‘fit’ the edited video;
- The finished hand timeline is used to render the graphics on to the video.

During the editing process, some of the things you can do include:

- Changing the start and stop time of a hand, and the times at which each individual action occurs within a hand;
- Fix any incorrect betting data that was entered into the Action Tracker during the game;
- Remove unwanted hands;
- Add new hands that weren’t originally recorded;
- Work with multiple videos and seamlessly move hands between them;

Using the Studio

Start by clicking on the 'Studio' button. Select the folder of the saved game you wish to work on and click 'OK'. The Studio window is displayed:



Video Player

The middle-right section of the Studio contains the player video display and controls. When a video is selected in the Video Library, the controls can be used to play, pause, stop and position the video. The track bar is a convenient way to quickly seek to any position in the video.

The following keyboard shortcuts may also be used to control video playback:

J	Play reverse
JJ	Play reverse x2 speed
JJJ	Play reverse x4 speed
K	Pause
L	Play
LL	Play x2 speed
LLL	Play x4 speed

The video position can also be changed by entering a value in the numerical boxes that represent hours, minutes, seconds and frame number.

Video Library

The Video Library is used to organise your video files. These are the edited game videos to which you will fit individual hands. To add a video, click the ‘Import File’ button and select the file to import.

Each video in the library is represented as a thumbnail image, the file name, duration and number of hands currently assigned to it.

- To remove a video, select it by clicking on it and click the ‘Remove’ button.

□ The first entry in the library, represented by the card icon, is a special item that cannot be removed. Any hands that are not assigned to a real video are stored here.

Select an entry that contains some hands by clicking on the thumbnail image, and a list of hands is displayed. This is the Playlist.

Playlist

- To delete a hand, click on the hand to delete and then click the ‘Delete’ button.
- To add a new, empty hand, click on the ‘New’ button. The new hand is inserted immediately below the currently selected hand.
- To move a hand to another video, click and hold down the left mouse button on the hand to be moved, and drag it into the Video Library. Release the mouse button when the pointer is on top of the video to which the hand is to be moved.

□ Multiple hands can be moved by using the CTRL or SHIFT key to select more than one hand before dragging and dropping.

Individual hands can be hidden by turning off their checkmarks and then clicking on the ‘Hide Unselected’ button.

□ Hands that have been selected as favourites in Action Tracker with the ‘Tag Hand’ button appear as selected by default.

□ When a hand is hidden, it is completely disabled, and will not be rendered.

- To synchronize the start time of a hand with the video, use the Player controls to move the video to the correct position, and then click on the hand while holding down the ALT key.

It is possible to export the hand data to a text file, for use in other applications. To export:

- Select the hand(s) to export from the Playlist;
- Click the ‘Export’ button and enter the name of the file to export to.

Hand Editor

When a hand is selected in the playlist, detailed information for the hand is displayed. The Hand Editor shows the initial set up for the hand, and can be used to adjust the ante, blinds, player names, cards and starting chip counts.

- The numerical box immediately to the right of the player's cards should be used to indicate any initial bet made before the hand starts which is NOT a blind or ante – for example a straddle or missed blind.*
 - Starting chip counts are entered in the next box to the right.*
 - The information in the Hand Editor is exactly the same as the 'Hand Pre-Start' screen which is described in detail in the Action Tracker section.*
- Click the 'Paste Info' button to copy the ante, blinds and player name information from the current hand into every subsequent hand in the Playlist.

Event Editor

To the immediate right of the Hand Editor, the Event Editor displays a list of every action that occurs during the currently selected hand.

- To add a new event, click the ‘New’ button. The new event will be inserted immediately after the currently selected event, if any.
- To delete an event, click the ‘Del’ button.
- To change an existing event, click the ‘Edit’ button.
- The ‘Linger’ value determines how long the graphics remain on-screen after the last event has occurred – for example after a final CALL event. The default period is 3,000 milliseconds.

□ To make the graphics disappear at a specific moment in the video, navigate to the correct moment with the Player controls, and then click on the ‘Linger’ box while holding down the ALT key.

- To change the time an event occurs, use the Player controls to move the video to the correct moment in the video, and then click on the event to move while holding down the ALT key.

□ No checking is performed on the validity of events.

Rendering the Video

The final stage is to produce the finished video by rendering the graphics. Ensure the correct video to render is selected from the Video Library and click the ‘Render’ button.

□ The video will be rendered using the current settings in the main PokerGFX window.

- To render the graphics over a green screen background instead of the video, check the ‘Chroma Key’ option.

□ The background colour can be selected by clicking the ‘Background Key Colour’ button in the Sources Settings window.

- To render only hands that have been checked in the Playlist, check the ‘Selected Only’ option (un-checking this option will cause all hands, including those unchecked, to be rendered).
- If the ‘Entire Video’ box is checked, the rendered output will contain the entire source video from start to finish. If un-checked, the rendered output video will start at the same time as the first rendered hand, and finish at the end of the last rendered hand. This option is useful if you only want to render a small portion of the video that contains only a few hands.
- Audio from the source video can be muted from the output video by enabling the ‘Mute’ option.

□ The rendering process can be stopped at any time by clicking the ‘Cancel’ button.

□ The Studio window cannot be closed while rendering is in progress.

□ During rendering, a preview of the final output is displayed in the main Preview window.

FCC WARNING

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception,

which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

To maintain compliance with FCC's RF Exposure guidelines, This equipment should be installed and operated with minimum 20cm distance between the radiator and your body: Use only the supplied antenna.

IC Caution

English:

This device complies with Industry Canada licence-exempt RSS standard(s).

Operation is subject to the following two conditions:

- (1) This device may not cause interference, and
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

To maintain compliance with RSS-102 RF Exposure guidelines, This equipment should be installed and operated with minimum 20cm distance between the radiator and your body: Use only the supplied antenna.

French:

Le présent appareil est conforme aux CNR d' Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes:

- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Pour être conforme aux lignes directrices d'exposition RF RSS-102, cet équipement doit être installé et exploité à une distance minimale de 20cm entre le radiateur et votre corps: n'utilisez que l'antenne fournie.