

- Configure the Follow Players, Follow Board and Crossfade settings in the right hand side panels (Heads Up split screen is not supported in this mode).*
- If the 'Board Cam Hide GFX' feature is enabled, on screen graphics will be automatically hidden if the BOARD camera is selected manually by using ATEM switcher controls, and restored when any other camera is selected.*

## Outputs

<b>Size / Frame Rate</b>	<p>Select the desired resolution and frame rate of the video output.</p> <ul style="list-style-type: none"><li><i>□ The maximum achievable video settings will be determined by your PC specification. Higher resolutions and frame rates require more processing power.</i></li><li><i>□ All video sources will be converted to the size and frame rate specified. Note that Blackmagic Decklink cards do not support output of every possible combination of size and frame rate.</i></li><li><i>□ Output video is always progressive; interlaced video output is not supported. Interlaced video sources are always converted to progressive format.</i></li></ul>
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<b>Video Preview</b>	<p>Sends the live and/or delayed video feed to an additional video display attached to the graphics card.</p>
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<b>Audio Preview</b>	<p>Sends the live and/or delayed audio feed matching the above video previews to any of the standard Windows audio output devices.</p>
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<b>Output Device</b>	<p>Sends the live and/or delayed video and audio feed to a Blackmagic Decklink device output (if installed), or to an NDI stream on the local network.</p> <p><b>NOTE: This option is only available with an Enterprise license.</b></p> <ul style="list-style-type: none"><li><i>□ When an output device that supports external keying is selected, the 'Key &amp; Fill' checkbox is enabled. Activating this feature causes separate key &amp; fill signals to be sent to 2 SDI connectors on the device.</i></li></ul>
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<b>Virtual Camera</b>	<p>Sends the video and audio feed (live OR delayed, depending on this setting) to the POKERGFX VCAM virtual camera device, for use by 3<sup>rd</sup> party streaming software such as OBS or XSplit.</p>
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### Vertical Video (9x16)

Vertical video is a mobile phone friendly format supported by YouTube and some other streaming platforms. It's popular with content creators shooting POV (Point of View) content.

PokerGFX supports vertical video natively by enabling the '9x16 Vertical' checkbox in the Outputs settings tab. With vertical video enabled you can stream POV-style content complete with graphics and secure delay.

- When vertical video is enabled, all camera sources are rotated on their side. This allows you to use a regular NDI camera app on your phone held vertically.*
- There are skins in the Skin Download Centre that are optimized for the vertical format. These are typically labelled with 'POV' or 'Vertical'.*
- It's recommended to disable 'Board Cam Hide GFX' in Sources settings, and select the Horizontal player layout in GFX1 settings for the best results.*
- Vertical video is supported on all outputs including the Virtual Camera, however be aware not all hardware supports it (Blackmagic Decklink cards don't).*

### Secure Delay

This feature causes a security delay to be introduced to the live video stream. For example, to delay the stream by 20 minutes, enter the value '20'. Start the delay by clicking the 'Secure Delay' checkbox.

As the live stream is stored for playback, a clock below the 'Secure Delay' checkbox setting shows the length of the time shifted video.

When Secure Delay is active:

- The padlock indicator will lock and turn green to indicate hole cards are secure.
- The live preview window shows hole cards DOWN, but the delayed output shows hole cards UP.
- The live preview is safe for real time display at the venue, showing all action except hole cards, equities, outs and any other information that might indicate what the hole cards are.
- (Optional) In the live preview, hole cards blink until they have been scanned. Blinking cards have either not been placed on the antenna by the player, or one or more of the cards is dead and needs replacement.
- Hole cards may be scanned at any time before the end of the hand without affecting the GFX display. This allows you to offer players the additional security of not scanning their cards until folding or at showdown, and provides the additional benefit that hole cards are displayed from the start of the hand even though they might not be scanned until later.
- Player photos can be added any time before a hand is replayed at the end of the delay. They will be added to previous hands retrospectively.
- Corrections made by the Action Tracker UNDO key show in the live preview, but are automatically tidied up before the delayed output, so you don't need to use the HIDE GFX button.

### Auto Delay

This feature will turn secure delay on as soon as the first hand is detected, then stop it after a period of inactivity. To enable, set the 'Auto' box to the number of minutes of inactivity (zero disables the feature). This is useful in environments where access to the Server is restricted – the only action required to start the secure delay is to start a game.

*□ You should set the inactivity period to a value greater than the longest break in the game, to prevent the stream being stopped before the game has ended.*

### Delay Countdown

When a secure delay is started, a countdown clock is displayed to viewers that indicates when the video will start. To display a custom still image behind the clock, click the 'Countdown Background' box and select a background image. The countdown clock can be disabled by unchecking the 'Countdown' option.

*□ Selecting a video file from the 'Countdown Lead-Out Video' dropdown box will cause that video to play automatically when the delay countdown reaches zero. Video files are stored in the Media folder (see the section on Player Photos for more information on how to configure this).*

### Dynamic Delay

**NOTE: This option is only available with a Pro server license.**

The Dynamic Delay feature automatically skips tourney breaks during a delayed stream by starting with a much longer delay which is progressively reduced every time there's a break.

To use this feature, enable the 'Dynamic Delay' checkbox in Output Settings and enter the starting delay in minutes. The starting delay is the total length of all breaks expected to occur during the stream PLUS the normal security delay you use.

When this mode is active, the 'Secure Delay' value which normally determines the fixed security delay (typically 15 - 30 minutes) becomes the MINIMUM delay. Every time there's a break between hands of greater than 10 minutes, the delay is reduced until the minimum delay value is reached.

*□ Example: You're streaming a tourney that has a 15 minute break every 2 hour level. The stream will last 5 hours, and your 'Secure Delay' setting is 30 minutes. The 'Dynamic Delay' value should be  $(2 \text{ breaks} \times 15 \text{ minutes}) + 30 \text{ minutes} = 60 \text{ minutes}$ . Your delay will start at 60 minutes and gradually reduce to 30 minutes by the end of the session.*

*□ Dynamic Delay is disabled when Chroma Key is enabled, as it would be impossible to sync externally delayed video to a changing delay.*

## **Twitch Integration**

**NOTE: This feature is only available with a Pro server license.**

PokerGFX includes a fully functional ChatBot that is compatible with the Twitch video streaming service. The ChatBot can respond to viewer queries about the game currently in progress. The commands that are supported are:

!event	Displays the event name
!blinds	Displays current blinds and antes
!players	Lists players in seating order
!delay	Displays the stream delay, in minutes
!chipcount	Lists all player chip counts, in descending order
!cashwin	List all player cash game net cumulative winnings (-ve or +ve)
!payouts	List all tournament payouts
!vpip	List VPIP% for all players
!pfr	List Pre Flop Raise% for all players

To configure the ChatBot, click the 'Twitch Account' button in Outputs Settings to display the Twitch settings window. Click the 'Twitch Account' button (a web browser will open), and follow the prompts. When the web browser window closes, enter the Twitch Channel name. Click OK to close the Twitch settings window, and enable the checkbox next to the 'ChatBot' button. The ChatBot will activate whenever the Secure Delay is started.

***☐ All game information displayed by the ChatBot is automatically synced with the delay.***

- Enabling the 'Channel Title' checkbox will cause your Twitch channel title to be automatically updated to match the event name entered in Action Tracker, and the channel game to be set to 'Poker'.

### Graphics (GFX 1, GFX 2 & GFX 3)

Use these settings to customize the graphic overlay.

<b>Board Position</b>	Position of the Board graphic (shows community cards, pot size and optionally blind levels). Choices are LEFT, CENTRE and RIGHT. The Board is always positioned at the bottom of the display.
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<b>Player Layout</b>	<p>Select one of 5 layout options, which determine the positioning of player graphics:</p> <p><b>Horizontal</b> – players are arranged horizontally along the bottom of the display, board cards centred above players. This setting is optimised for use with the split screen webcam mode.</p> <p><b>Vert/Bot/Spill</b> – Players are arranged vertically starting from the bottom left corner of the display. When the left side is full, players fill up from the bottom right corner.</p> <p><b>Vert/Bot/Fit</b> – Players are arranged vertically starting from the bottom left corner of the display. If necessary, players are reduced in size to ensure they all fit on the left hand side.</p> <p><b>Vert/Top/Spill</b> – Players are arranged vertically starting from the top left corner of the display. When the left side is full, players fill up from the top right corner.</p> <p><b>Vert/Top/Fit</b> – Players are arranged vertically starting from the top left corner of the display. If necessary, players are reduced in size to ensure they all fit on the left hand side.</p> <p><i>□ In all vertical layout modes, players are always displayed in clockwise table order starting from the first player to act, provided the system is running in Action Tracker mode.</i></p>
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<b>Heads Up layout Left / Right</b>	Overrides the player layout when players are heads-up. In this mode, the board graphic is positioned at the bottom centre of the display with each player positioned either side. This layout is great for Heads Up tournaments or final tables where the final 2 heads-up players are relocated so they're on opposite sides of a single camera shot.
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**Heads Up custom Y-position** Use this to specify the vertical position of player graphics when Heads Up layout is active. Handy for productions that use a triple panel view with Heads Up players in the top half of the display and the flop underneath.

**Leaderboard Position** Selects the position of the Leaderboard graphic.

**Reveal Players** Determines when players are shown:

Setting	Auto Mode	Action Tracker Mode
<b>Immediate</b>	Players are shown as cards are dealt.	Players are shown as cards are dealt.
<b>On Action</b>	Players are shown as cards are dealt.	Players are shown only when it is their first turn to act.
<b>After Bet</b>	Players are shown after the flop.	Players are shown only after their first bet or call. A player that folds pre-flop will not be shown.
<b>On Action + Next</b>	Players are shown as cards are dealt.	Same as 'On Action', with the addition that the next player to act is also shown.

**Skin Editor** Open the Skin Editor (see the 'Skins' section for more information).

**Media Folder** Configures the location of the Media folder, which contains player photos and other videos.

**X Margin** This setting controls the size of the horizontal margins. Valid values are between 0 and 1. When in any vertical layout mode, larger values cause all graphics to move towards the centre of the display. This is useful for cropping the entire layout into a smaller zone in the centre of the video.

**Y Margin (Top & Bottom)** This setting controls the size of the vertical margins. Valid values are between 0 and 1. Larger values cause all graphics to move towards the centre of the display.

**Transition In Animation** Method and speed used to transition players on to the display. Select from Slide, Fade, Pop and Expand.

**Transition Out Animation** Method and speed used to transition players off the display. Select from Slide, Fade, Pop and Expand.

**Vanity** Custom text displayed on the Board Card / Pot graphic.

**Replace Vanity** When this option is enabled, the name of the currently active game variant will be displayed instead of the Vanity text. Useful in mixed games to remind viewers which game is being played.

**Show Blinds** Blinds and Antes will be displayed for 10 seconds:

<b>Never</b>	Never.
<b>Every Hand</b>	At the start of every hand.
<b>New Level</b>	Only when the blinds or antes change.
<b>With Strip</b>	Blinds and antes are displayed whenever the Strip is visible.

**Show Hand # Blinds** Whether to display the hand number when blinds are shown.

**Max BB multiple** Whether to show Big Blind multiples in the chip count display. The amount is the maximum BB multiple to show + 1. For example, a value of 21 will cause the BB multiple to be displayed for players with fewer than 21 big blinds. A value of zero disables BB display.

**Show  
leaderboard  
after each  
hand**

Automatically show chip counts, and other player statistics in between hands. If the PIP feature is also enabled, the PIP is shown when the leaderboard is removed from the display. Click the Configure button to select which statistics to show, for how often and for how long. Enter a value of zero seconds to keep the stats on screen until the start of the next hand.

□ *The PIP is never shown if the leaderboard feature is configured without a timeout.*

□ *Leaderboard only displays when in Action Tracker mode. Chip counts and statistics are alternately displayed.*

**Show player  
stats in the  
ticker after  
each hand**

Automatically insert updated player chip counts and other statistics in the scrolling ticker at the top or bottom of the display, after each hand. Click the Configure button to select which information to show.

**Leaderboard  
Logo**

Displays a sponsor logo at the top of the Leaderboard.  
**NOTE: This feature is only available with a Pro license.**

**Board Logo**

Displays a sponsor logo to the side of the Board.  
**NOTE: This feature is only available with a Pro license.**

**Strip Logo**

Displays a sponsor logo at the left-hand end of the Strip.  
**NOTE: This feature is only available with a Pro license.**

□ *This logo is not resized in any way. It's your responsibility to ensure it's the correct size as it affects the layout of many other on-screen elements.*

**Add Seat #**

Automatically display the physical seat number in front of the player name in the player graphic.

□ *Chip count and stats displays are not affected by this setting.*

**Reveal Cards** Determines when hole cards are shown:

<b>Immediate</b>	Hole cards are shown as soon as the player graphic appears.
<b>After Action</b>	Hole cards are shown after the player's first action (including a fold, if the 'Fold' setting is set to 'Delayed').
<b>End of Hand</b>	Hole cards are shown when all betting for the hand has finished.
<b>Showdown Cash</b>	Reveals cards of players if they win the hand, or are the first aggressor on the last betting round (or in the case where the last betting round is checked around, the first player to act).
<b>Showdown Tourney</b>	Reveals cards per Showdown-Cash PLUS cards of all players still in the hand if there's at least one all-in and there's no more betting action to the end of the hand.
<b>Never</b>	Hole cards are never shown.

**How to show a Fold** Determines when a folded player's graphic is removed from the display:

<b>Immediate</b>	Player is removed immediately.
<b>Delayed</b>	Player graphic displays 'Fold', then disappears after a few seconds.

**Show Outs** When play is heads up, all cards remaining in the deck that could improve the worst player's hand are displayed.

Never	Never show Outs
Heads Up	Show Outs when play is Heads Up
Heads Up All In	Show Outs when play is Heads Up and a player is All In.

*☐ Outs that might result in a tie are included*

*☐ Runner-runner outs are not included.*

**Outs Position** Display Outs either on the left or right hand side of the screen.

**True Outs** When enabled, mucked cards are counted when computing pot equity and outs. Disabling this option causes mucked cards to be ignored, so theoretical pot equity and outs are displayed instead.

*□ Pot equity is calculated as follows:  
probability of a win + (probability of a tie / # players in the pot)*

**Indent Action** When this option is enabled, the 'Action On' player is indented towards the centre of the screen.

**Chipcount Precision**

Exact Amount	Exact number of chips is displayed.
Smart Amount ('k' & 'M')	Large amounts are automatically abbreviated with 'k' (x 1,000) and 'M' (x 1,000,000).
Smart Amount, extra precision	Same as Smart Amount, but with up to 3 decimal places for extra precision.

**Currency Symbol** When this option is enabled, all chip amounts are displayed with the local currency symbol (useful for some cash games).

**Trailing Currency Symbol** Displays the currency symbol to the right of the amount, instead of to the left.

**Divide all amounts by 100** Causes all chip amounts to be divided by 100 before display. This permits the use of very small denomination chips (0.25, 0.50 etc). In this mode, enter all chip amounts in Action Tracker in cents (eg. \$0.25 would be entered as 25; \$10 would be entered as \$1000).

**Show knockout rank** Displays the rank of eliminated players on the chip count display. If Payouts have been entered, payouts for each eliminated player are also displayed.

**Show as Eliminated** Displays the message ELIMINATED on a player graphic if that players stack is reduced to zero.

<b>Show eliminated players in Leaderboard stats</b>	When disabled, only players still active are displayed in the Leaderboard. When enabled, players that have left the table or been eliminated are displayed using the alternate colour.
<b>Heads Up History</b>	When players are heads-up, a graphic element appears that shows a history of all actions made by the heads up players in the current hand.
<b>Allow Rabbit Hunting</b>	When a hand has finished that didn't go to a showdown, additional cards placed on the community card antenna will show as 'rabbit hunt' cards, ie. cards that would have come out had the hand continued.
<b>Show Chipcount %</b>	Shows each player's stack on the Leaderboard as a percentage of total chips on the table, unless that player's Big Blind multiple is shown.
<b>How to display amounts</b>	Display chip counts, pots and bets in the player element as chips, BB multiple or both.
<b>Unknown cards blink in Secure Mode</b>	When Secure Delay is enabled, the live preview window always displays hole cards down. When this option is enabled, cards that have not been scanned are indicated by blinking.
<b>Limit raises to the Effective stack size</b>	If a player makes a bet (including an ALL IN) that exceeds the size of the largest stack of any other player active in the hand, the bet will be limited to the size of the largest stack. This results in a more accurate representation of the total pot size prior to a call.
<b>Move button after Bomb Pot</b>	At the end of each hand, the button and blinds are automatically moved in readiness for the next hand. If this option is disabled, when a Bomb Pot hand finishes the button and blinds are not moved.
<b>Show hand equities</b>	Hand equities for each player can be displayed either from the start of the hand, or from the end of the first betting round.
<b>Display Side Pot Amount</b>	When a player is all-in, and there is side action, PokerGFX can display both the main and side pot separated by a "/"

**Straddle not on the button or UTG is sleeper** When disabled, any straddle not considered by be a standard live straddle (that is a straddle placed by UTG, or re-straddled by UTG+1 etc) is treated as a Mississippi straddle. When enabled, these straddles are treated as Sleeper straddles.

*□ A button straddle is always treated as a Mississippi straddle regardless of this setting.*

**Sleeper straddle gets final action** Determines whether a sleeper straddle gets the final action.

**Order players starting with..** In flop and draw games, the first player to act will usually be different pre-flop vs post-flop. Players can be arranged on screen starting with either the first player to act for the current round (in which case the order will be changed at the end of the pre-flop betting round), or the first player to act post-flop regardless of the current round, in which case no re-ordering is necessary.

**Score Strip** The Strip is a graphical element that's displayed across the top of the screen showing players and their chip counts. Select from 'Off', 'Stack' or 'Winnings'.

**Order Strip by** Players in the Strip can be ordered either by physical seating order or chip count order.

**Show eliminated players** When enabled, players with a zero chip count will still be displayed in the Strip (but these players will be greyed-out).

**Clear previous action** When the action returns to a player after a bet or raise, the previous action is cleared and 'x TO CALL' or 'OPTION' is displayed.

**Equity & Outs – Ignore split pots** Select whether split pot scenarios are included when displaying Outs and hand equities.

*□ The correct combination of the 'Rank', 'Eliminated' and 'Currency' options are automatically set when one of CASH GAME, SIT N GO, FEATURE TABLE, FINAL TABLE game types is selected in Action Tracker.*

### **PIP Remote Display**

A remote computer screen can be shown as a PIP (Picture-in-Picture) on the video output. Use this feature to show viewers a clone of your tournament clock display in between hands.

To enable this feature:

- Install the small capture program on the remote computer by copying vpt\_pipcap.exe from the installation folder. Run it by double-clicking. This program captures the screen output and sends it to the Server.

***□ The remote computer must be connected to the same Local Area Network as the Server.***

- Start the PokerGFX Server and enable the checkbox next to the PIP button.

***□ The PIP will be displayed automatically every time a hand ends, and will be hidden when a new hand starts. If the Auto Stats feature is enabled, the PIP will be shown after the Leaderboard is hidden.***

To customize the appearance of the PIP:

- Click the 'Configure' button in the Graphics settings. At the top of the PIP Editor, an image of the video output is displayed. At the bottom is a clone of the display on the remote computer.
- Select the capture area on the remote computer (by default the full screen is selected). A yellow rectangle shows the capture area. Click the left mouse button to set the top left corner, then the right button to set the bottom right corner. Both corners can be 'dragged' by moving the mouse while a button is held down.
- Select the area on the video output on the top image where you would like the the display (PIP) to appear. The PIP area is shown with a red rectangle. Use the same mouse buttons to select the PIP area.

***□ Only the height of the PIP can be changed. The width is automatically selected to maintain the same aspect ratio as the capture area on the remote computer. This ensures the image does not look 'stretched'.***



- Click 'OK' to save settings and close the editor. Enable the PIP checkbox in the Graphics settings to turn the feature on.

The appearance and behaviour of the PIP can be modified in the Editor:

<b>Max Time</b>	This setting limits the amount of time the PIP is active when there are long gaps between hands. Setting this value to zero will cause the PIP to show at all times in between hands. A value of 5 will hide the PIP after 5 seconds.
<b>Border</b>	A border of any colour and thickness can be drawn around the PIP area by selecting a non-zero 'size' value.
<b>Opacity</b>	Use the slider bar to set the opacity of the PIP. Lower values make the PIP more 'see through'.
<b>Auto Centre</b>	When enabled, this setting forces the PIP output area to be automatically centred in the video window at all times.
<b>Refresh</b>	Refreshes both the local video and remote computer images.

## System

<b>Check for Updates</b>	Force the Server to check to see if there's a software update available.
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<b>Action Tracker Kiosk</b>	<p>When the Server starts, Action Tracker is automatically started on the same PC on the secondary display in kiosk mode. In this mode, AT cannot be closed or minimised, and the Video and Delay Insert consoles are disabled.</p> <p>When used in conjunction with a touch enabled display, this is a cost effective and secure way of making AT available without the need for a secondary PC, laptop or tablet.</p> <p>All in one USB touchscreen displays are perfect for this application, such as the Mimo monitors available from:</p> <p><a href="http://www.mimomonitors.com">http://www.mimomonitors.com</a></p>
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<b>Auto Start</b>	Automatically start the PokerGFX Server when Windows starts. Useful for unattended installations.
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<b>Allow Action Tracker access</b>	'Track the action' can only be started from Action Tracker if this option is enabled. When disabled, Action Tracker may still be used but only in Auto mode - player names can be edited but Action Tracking mode cannot be started.
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<b>MultiGFX</b>	Forces PokerGFX to sync to another primary PokerGFX running on a different, networked computer, making it possible to generate multiple live and delayed video streams with different graphics, from the same table. See the chapter on 'MultiGFX'.
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<b>Sync Stream</b>	When in MultiGFX mode, forces secure delay to start and stop in synchronization with the primary server.
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<b>Sync Skin</b>	Causes the secondary MultiGFX server skin to auto update from the skin that is currently active on the primary server.
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<b>No Cards</b>	Enable this on the primary MultiGFX server as an additional layer of security. When enabled, no hole card information will be shared with any secondary server.
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<b>Ignore Name Tags</b>	When enabled, player ID tags are ignored; player names are entered manually in Action Tracker.
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<b>UPCARD antennas read hole cards draw &amp; flop games</b>	Enables all antennas configured for reading UPCARDS in STUD games to also detect hole cards when playing any flop or draw game, expanding the size of the effective card reading area for each player to include both the regular hole card antenna as well as the UPCARD antenna. When this feature is disabled these antennas are only active during STUD games.
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<b>Disable Muck</b>	Causes the muck antenna to be disabled when in Action Tracker mode. This can make following the action more intuitive when in certain card reveal modes.
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<b>Secure Delay Folder</b>	By default the files that are generated when the Secure Delay feature is active are stored in the current user's Windows temporary files folder. These files occupy approximately 50 GB of space for a video size of 1920 x 1080, which can cause a problem if the Windows drive is small or low on space. Click the 'Secure Delay Folder' button to specify a storage folder on a different drive.
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*☐ Only local fixed drives can be selected. Network and removable drives cannot be used.*

<b>Export Folder</b>	When the Developer API is enabled, use this to specify the location for writing the JSON hand history files.
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<b>Action Tracker Predictive Bet Input</b>	Action Tracker will auto-complete bets and raises based on the initial digits entered, min raise amount and stack size. Takes a little getting used to but improves speed and accuracy.
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Additional table settings are also available in the 'System' tab:

<b>Table Name</b>	Enter an optional name for this table. This is required when using MultiGFX mode, or there are multiple tables connected to the same local area network.
<b>Table Pwd</b>	Password for this table. Anyone attempting to use Action Tracker with this table will be required to enter this password.
<b>Calibrate Table</b>	Perform the once-off table calibration procedure, which 'teaches' the table about its physical configuration.
<b>Table Diagnostics</b>	Displays a diagnostic window that displays the physical table configuration along with how many cards are currently detected on each antenna.
<b>Setup WIFI</b>	Configure WIFI settings on the RFID Reader.
<b>Reset</b>	Resets the RFID Reader connection, as if PokerGFX had been closed and restarted.