Assign a Table Name & Password

This step is optional – locate the 'Table Name' and 'Table Pwd' boxes in the System Settings tab.

- Assign a name to the table. When Action Tracker is opened in a multi-table environment, the Table Name allows the user to select the correct table to connect to.

- If a password is specified, users will be required to enter the password when attempting to connect to the table with Action Tracker.

Register Playing Cards

Each card in a new deck must be initialized before it can be used. To initialize a new deck of cards:

- Ensure that there are no playing cards on the playing surface.

- Locate the 'Register Deck' button and click it.

- Follow the on-screen instructions by placing each card in the deck on a muck antenna, one at a time.

- The process is complete when all 52 cards have been scanned.

 This procedure only needs to be completed once for each new deck. Once complete, the configuration is stored permanently on the Server. This means that you never need to carry out the procedure again, unless re-installing PokerGFX Server on another computer.

 An unlimited number of decks can be registered at the same time, and cards from any deck can be used interchangeably in a game at any time.

 Deck registration can also be performed using Action Tracker on a wireless tablet.

Check Deck

A previously registered deck can be quickly checked to determine whether any cards are 'dead' (stopped responding due to damage or wear).

To check a deck, open Action Tracker, touch/click the CHECK button at the top of the console. A full deck of cards will be displayed. One by one, scan each card in the deck on the community card antenna. As cards are scanned they are dimmed, so by the end of the deck any cards that are still highlighted are dead and need to be replaced.

Playing a Game

Tag Player (Optional)

 Checking the 'Ignore Tags' box will cause the Server to operate in tag-less mode. In this mode, player ID cards are ignored and it is possible to manually enter player names using Action Tracker.

In order for the Server to display the correct player names on the graphic overlay, each player must identify where they are sitting at the table. This is done by issuing an identity card to each player. To make a new player identity card:

- Ensure that there are no cards on either of the Muck positions;

- Locate the input text box in the Server window underneath the 'Tag Player' button, and enter the new player's name;

- Click the 'Tag Player' button;

- Place a blank identity card on one of the Muck positions on the playing surface;

- A beep will sound and the text box will clear. The card has been registered with the player's name.

 When a player joins a game, he or she must place his or her identity card on the player antenna for a few seconds.

During the Game

A few rules must be observed to enable the Server to track the action correctly:

- Players must place their cards on the marked antenna area in front of them (except when peeking)

   Cards should be fanned out or placed side by side as much as possible for best reading performance.

- Metallic card protectors cannot be used

- Community Cards must be laid out within the rectangular Community Card area in the center of the playing surface.

- Folded cards must be passed over one of the marked Muck antennas on the playing surface (this is not required when operating in Action Tracker Mode).

- *Leave folded cards on the Muck antenna for a second before moving them to the muck pile. Don't leave folded cards on the Muck antenna as the table can only reliably detect 2 cards on the Muck antenna at a time.*

- *Players' hole cards, pot equity and community cards will all be automatically displayed on the video feed.*

- *To display bets and pots as well, this data must be entered manually 'as it happens' using a separate application (see the Action Tracker section). Alternatively, betting information can be added after the game using the Studio Feature.*

Game Graphics

Graphics are displayed according to the 'Reveal Players' setting:

Setting	Auto Mode	Action Tracker Mode
Immediate	Players are shown as cards are dealt.	Players are shown as cards are dealt.
On Action	Players are shown as cards are dealt.	Players are shown only when it is their first turn to act.
After Bet	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.

- When a player folds, that player's graphic is removed from the display.
- If at any point during a hand a player's pot equity is 100%, the individual cards that comprise the winning hand are highlighted. This can be toggled in the settings to happen Never, Immediately, At Showdown or Winner All-In, Showdown only

Player Photos

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

Player photos may be added to the on-screen graphics using one of two methods:

- **Direct image upload.** Set up a Media folder if you haven't already:

  - Create a new Media folder that will contain your player images;

  - Click the 'Media Folder' button in the Graphics settings tab and select the Media folder.

  - Copy your PNG image files into the Media folder. Files can be named by seat position (**player1.png**, **player2.png, ...**) OR by player name (**smith.png, jones.png, ...**) When using player names, either the players regular name or 'Leaderboard Name' can be used.

     Only PNG image files are supported.

     The special image file DEFAULT.PNG will be used for any player who doesn't have an individual image file.

     The player name button in Action Tracker will take on a rounded appearance to indicate an active photo.

- **Snap a photo with Action Tracker.** If you are using Action Tracker on a tablet or other device that has a built-in camera, simply use Action Tracker to take the photo. See the chapter on Action Tracker for more details.

     In your Media Folder, create a sub-folder named 'Action Tracker Photos' to have Action Tracker photos saved permanently.

Player Country Flags

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

Flags for player countries are displayed on the player and leaderboard graphics. To enable this feature:

- Open Action Tracker, click on the Player Name button;
- Click the COUNTRY button;
- Select the country for that player.

Switching between different games

PokerGFX supports a wide variety of poker variants. By default, the Server always starts in Texas Hold'Em mode. There are two ways to switch between game variants:

1. Touch the 'HOLDEM' button in Action Tracker, or

2. Follow the 'Tag Player' procedure to create special Player ID cards with specific names (see table below).

   To switch to a game, place one of the ID cards on the muck antenna for a second:

Player ID Tag Name	Game Variant RED = Pro license only	Type	Auto Mode
HOLDEM	Texas Hold'Em	FLOP	YES
OMAHA	Omaha	FLOP	YES
OMAHAHL	Omaha Hi/Lo	FLOP	YES
6PHOLDEM	6-Plus (Short Deck) Hold'Em (Straight > Trips)	FLOP	YES
6THOLDEM	6-Plus (Short Deck) Hold'Em (Trips > Straight)	FLOP	YES
PINEAPPL	Pineapple, Crazy Pineapple	FLOP	YES
OMAHA5	5 Card Omaha	FLOP	YES
OMAHA5HL	5 Card Omaha Hi/Lo 8 Or Better (Big O)	FLOP	YES
OMAHA6	6 Card Omaha	FLOP	YES
OMAHA6HL	6 Card Omaha Hi/Lo 8 Or Better	FLOP	YES
COUR	Courchevel	FLOP	YES
COURHL	Courchevel Hi/Lo 8 Or Better	FLOP	YES
5DRAW	5 Card Draw	DRAW	NO

27DRAW	2-7 Lowball Draw	DRAW	NO
27TRIPLE	2-7 Lowball Triple Draw	DRAW	NO
A5TRIPLE	A-5 Lowball Triple Draw	DRAW	NO
BADUGI	Badugi	DRAW	NO
BADEUCY	Badeucy	DRAW	NO
BADACEY	Badacey	DRAW	NO
7STUD	Seven Card Stud	STUD	NO
7STUDHL	Seven Card Stud Hi/Lo 8 Or Better	STUD	NO
RAZZ	Razz	STUD	NO

The second method may be more convenient in mixed games as the dealer can set the game variant in between rounds.

Additional Notes for Specific Games

- The MUCK antenna is disabled for all DRAW type games (this is the equivalent of enabling the 'AT No Muck' setting). All folding players must be manually folded using the FOLD button in Action Tracker. Discarded cards do not need to be dragged over the MUCK antenna.

- 6-Plus (Short Deck) Hold'Em uses different hand rankings, where a flush beats a full house, and trips beats a straight, however there is a sub-variant of the game where a straight beats trips. Both sub-variants are supported and are indicated in Action Tracker as '6+ HOLDEM TRIPS > STR' and '6+ HOLDEM STR > TRIPS' respectively.

- In PINEAPPLE games, discarded cards must be dragged over the MUCK antenna by the dealer (whether in Auto or Action Tracker mode).

- Unless optional player UPCARDS antennas have been installed in the table, STUD games require all face up cards to be manually entered in Action Tracker. Downcards ONLY should be placed on player antennas. As the starting player in a STUD game is determined by the value of exposed player cards, every player upcard must be entered in Action Tracker or placed on a player UPCARDS antenna before a hand, and every subsequent betting round, can start.

- At any time during a STUD hand, Action Tracker can be used to manually enter every card in the players hand. This might be necessary if a player who makes it to the showdown has not placed their downcards on their antenna correctly.

⬚ ***Player card buttons will illuminate YELLOW in Action Tracker whenever manual entry of any card is needed. In a STUD game, a player card button will illuminate ORANGE if upcards have been entered or scanned correctly, but one or more downcards have not been scanned by the player antenna.***

Video Preview

A live video preview is shown in the main Server window. For security, the preview can be hidden by unchecking the Preview check box.

 The Preview window can be password protected by clicking the Lock symbol next to the Preview check box.

Recording a Game

- Click the REC (●) button.

- You will be prompted for an empty folder to store the game files. Select or create an empty folder and click 'OK'. Recording is now active.

- Click the REC button again to stop recording.

 Each game requires a separate empty folder. All files relating to a single game are stored in the same folder. If recording is interrupted, or stopped for a break, the same game can be resumed simply by selecting the same folder when restarting the recording.

 The recording format is MP4, using the H264 codec.

Supported recording modes

The recording mode can be selected from the 'Outputs' settings tab:

Game data only (no video). Typically used for rendering hands in post production where game video has been recorded outside PokerGFX.
Game data with video and GFX. This is the same as the live stream.
Game data with video but no GFX. This is commonly used when the game is streamed live with graphics, but 'clean' video is recorded with no graphics. Graphics are added in post production using the recorded hand data.

 When the Secure Delay feature is enabled, the delayed output is recorded.

 When Secure Delay is disabled, the live preview output is recorded.

Splitting the recording into individual hands

A previously recorded game can be split into individual videos for easy searching and playback or upload to social media.

- Record the game as described in the previous section;

- During the game use Action Tracker to tag individual hands of interest (see the chapter on Action Tracker for more information on how to do this);

  - *Hands can also be tagged by the dealer at the table:*

    - Create a special player name tag called 'TAG' (see the above section on tagging players for detailed information on how to do this);

    - To tag a hand, move the special name tag over the muck antenna for a second.

- When the game has finished click the REC button again to stop recording;

- Click the 'Split Recording' button and select the folder that the game is saved in;

- To generate files for only tagged hands, enable the 'Tagged hands only' checkbox, otherwise every hand played will be generated;

- Click the 'Start Split' button.

The Server will generate lots of small video files in the same folder, one for each hand played. Each video file is named according to the hand number, the players in the hand and the cards they had. Clicking on an individual hand file in Windows Explorer will play a small video of the selected hand only.

Action Clock

Action Clock is an app that can be downloaded separately and run on a low cost Windows tablet. It is a lightweight yet fully featured player shot clock designed to be controlled directly by the dealer. Extremely simple to use with large buttons and a clock display that can be oriented either towards the dealer or towards the players, it only has 4 functions – Start/Reset Clock, Pause Clock, Stop Clock and Add Time.

Action Clock can either be used continuously in turbo games where each player has a maximum amount of time to act, or on an as needed basis when someone 'calls the clock' on another player. It is fully configurable, with optional warning sounds.

Action Clock does not require a PokerGFX Server to operate, however when a server is detected on the same local network, the clock status is automatically shared with the Server.

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

In this mode, PokerGFX will automatically display the number of seconds players have left to act whenever the timer reaches the number of seconds specified in the Graphics Settings -> Action Clock setting. The timer is also displayed if the Action Clock 'Add Time' button is used.

Action Clock can be downloaded from the videopokertable.net website.

Settings

Click the 'Settings' button to expand the Server window and reveal the Settings tabs.

 Hold the CTRL key while starting the Server to reset all settings to their default values.

 Click the Lock symbol next to the Settings button to password protect the Settings Window.

 Settings are the same regardless of which Windows user account the Server is run from.

System Status Icons

The icons on the **left** indicate CPU and GPU usage. If they turn red, usage is too high for the Server to operate reliably. Usually this is because you have too many other programs running, or your Server settings are too high. Try reducing the output video size and frame rate, or reduce the number of cameras to lower usage.

The **centre** icon indicates the status of the link between the Server and the RFID Reader:

Green	RFID Reader is operating normally.
Grey	PokerGFX Server is establishing a secure link with the RFID Reader.
Blue	RFID Reader is operating normally, however there are playing cards on the table that have not yet been registered.
Black	RFID Reader is operating normally, however more than one card of the same rank and suit has been detected. This indicates a card registration error, or cards from more than one deck on the table at the same time.
Magenta	RFID Reader is operating normally, however duplicate cards have been detected on the table. This usually indicates a serious configuration problem with the physical layout of antennas or cables causing a single card to appear as if present on multiple antennas at the same time.
Orange	RFID Reader is connected but not responding. May indicate an overloaded CPU or USB link, which could be caused by too many webcams or no table power.
Red	RFID Reader is not connected.

The icon to the **right** indicates whether Secure Delay is enabled. Secure Delay adds a security delay to your stream and makes it impossible for hole cards to be viewed in real time. See the section on Secure Delay for more information on this feature.

Sources

The Sources tab contains a list of available video sources. These include USB cameras, video capture cards installed in the system and NDI sources detected on the local network.

Network cameras can't be auto detected, so to configure one of these as a source click the 'Add network camera' button, scroll down to the new camera at end of the Sources list and enter the stream URL for the camera by clicking in the 'Input / Format / URL' column.

- To assign to a video source a meaningful, custom name (eg 'Flop Cam'), click on the name of the device in the 'Device' column and enter a new name.

- To select the video format, click on the 'Input / Format' column.

  Blackmagic capture devices automatically detect the correct input video format, so the format isn't selectable for these devices.

- To edit the properties of the video source, click on the 'Settings' keyword. A properties window will open enabling additional camera settings to be changed.

The properties available will depend on the device.

To select how the video sources are displayed:

- To select a single video source as the display background, click both the Left and Right columns for the desired source. (An 'X' will confirm your selection).

  To select one source with a single click, hold down the 'Shift' key and click either the 'Right or 'Left column.

- To select a split screen view, select the left-hand window by clicking in the Left column for one source, and the Right column for a different source.

- To display video sources in rotation, select 'Cycle' mode instead of 'Static'. Enter the number of seconds that each video source should be displayed in the 'Cycle' column. A value of zero will exclude that source from the rotation.

    ◻ *If a hand is in progress and 'Follow Board' (see below for information on this feature) has been enabled, the Board Camera is automatically skipped from the normal cycle sequence, even if a non-zero value has been entered.*

Auto Camera Switching

Video source switching can be performed automatically in response to game events. To configure this 'follow the action' feature:

- First, associate each player position with a camera. Select 'Seat 1' from the 'View' dropdown box, and then select the camera which covers that seat from the box immediately to the right. Repeat this step for each seat, and then if you have a dedicated camera covering the community card area (a 'flop cam'), select 'BOARD' and then the appropriate camera name.

    ◻ *If a player is covered by more than one camera, select the one that provides the best view of that player.*

To activate the feature, first enable the 'Auto Camera Control' checkbox then enable one or more of the 'Follow Players', 'Follow Board' and 'Heads Up Split Screen' checkboxes:

- When 'Follow Board' is enabled, the video will switch to the community card close-up for a few seconds whenever flop, turn or river cards are dealt. The number of seconds can be configured in the box next to this checkbox.

    ◻ *If the 'Hide GFX' option is enabled, all player graphics will be made invisible while the board cam is active.*

    ◻ *The Linger on Board setting sets the number of seconds the board cam is active before returning to the next view.*

- When 'Follow Players' is enabled: If Action Tracker is enabled, the video will switch to ensure that the player whose turn it is to act is always displayed. If Auto mode is enabled, the video will switch only if all active players remaining in the hand are covered by the same camera.

- The 'Post Bet' option determines what happens at the end of each betting round (but not at the end of the hand):

Player	The view remains on the last action player.
Default	The view switches to the default camera.
Board	The view switches to the BOARD camera without waiting for board cards to be detected. ⮿ *This feature is only active for FLOP games. In STUD and DRAW games, the camera always switches to the Default view at the end of each betting round.*

The 'Post Hand' option determines what happens at the end of the hand:

Default	The view switches to the default camera.
Player	The view remains on the last action player.
Winner	The view switches to the winner of the hand. If the pot is split, the view switches to the default camera.

- When 'Heads Up Split Screen' is enabled: When play is heads up, and both players are covered by separate cameras, a split screen view showing each player will automatically be displayed.

⮿ *The camera configuration can be switched 'on the fly' during a game to change the audience's view of the action at any time.*

To disable a video source, click the 'ON' property in the 'Status' column. This is useful for disabling video devices that cannot be removed, such as a built-in webcam.

Camera Transitions

When the 'Crossfade' setting is zero, camera sources transition with a hard cut. Setting this value to a higher value between 0.1 and 2.0 causes sources to crossfade, resulting in a softer, more fluid transition. The value of the setting is time taken for a crossfade to complete, in seconds (ie. higher value is slower).

Board Sync

Delays the detection of community cards by the specified number of milliseconds. This can be used to compensate for the problem where community card graphics are displayed before the cards are shown being dealt on video. This phenomenon is caused in some environments with high video latency introduced by external switching and conversion equipment.

Using an External Switcher

When using a camera source for video capture from an external vision switcher, select this capture device using the 'External Switcher Source' dropdown box. This disables the built-in multi-camera switching features (except when using ATEM control, where an external video switcher can be controlled by PokerGFX).

Audio Input

Select the desired audio capture device and volume. The Sync setting adjusts the timing of the audio signal to match the video, if required.

External Keying

2 types of external video keying on the output signal are supported:

- Chroma key is supported by outputting graphics on a solid colour background (usually blue or green). To enable chroma key, enable the 'Chroma Key' checkbox then repeatedly click the 'Background Key Colour' button until the desired colour is selected.

- Key & Fill is supported on specific Blackmagic devices that support external keying including the Decklink Duo 2, Quad 2, 8K Pro & 4K Extreme 12G. To enable this feature, go to the Output Settings tab, select the correct Decklink output device then enable the 'Key & Fill' checkbox.

Decklink cards that support more than one channel (Decklink Duo 2, Quad 2 & 8K Pro) must be configured to use 2 SDI connectors for the output to be used for key & fill. Open the Blackmagic Desktop Video application and select an output channel. Go to the CONNECTORS tab and select the option that specifies 2 connectors (eg SDI 1 & SDI 2). Save and exit, then restart PokerGFX.

Remote Control of ATEM TV Video Switchers

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

PokerGFX can control a Blackmagic ATEM Video Switcher to automatically switch camera inputs to follow the action. This means you retain most auto camera switching features without having to compromise on video quality or number of cameras. Because the switching is done externally with PokerGFX only controlling the switcher rather than mixing multiple camera inputs internally, a large number of cameras can be used without any performance penalty on the server PC.

To configure ATEM control:

- Configure the ATEM switcher normally and ensure it is connected to the local network with a valid IP address (see the ATEM user manual for instructions on how to do this).

- Install the Blackmagic ATEM Switcher software on the PokerGFX Server PC.

- Start PokerGFX Server, select the Settings -> Sources tab.

- Use the 'External Switcher Source' setting to select the capture device the switcher's output is connected to so the switcher's program output is visible in the video preview window.

- Enter the ATEM's IP address and enable the 'ATEM Control' checkbox. The checkbox will turn green to indicate ATEM control mode is active.

- A list of all camera inputs on the ATEM will be displayed. Configure the auto camera settings as described in the previous section 'Auto Camera Switching':

  - *Clicking on a camera's name allows the name to be customized (name changes are automatically propagated to the ATEM switcher).*

  - *Click on the 'X' column to make a camera the default view when no action is pending.*