Custom symbols from any font can be inserted in any text by inserting a special sequence. By way of example, the '100%' check mark is represented by this sequence:

\Webdings,1.4,97\

- The sequence always starts and ends with the backslash character (\).

- The 1st parameter is the name of any font installed on the Windows PC that PokerGFX Server is running on (note this is independent of the standard skin font embedded in the skin file, so you must ensure the font is installed on the PC that will be in production (as opposed to the PC the skin is created on). Webdings and Wingdings are good choices as they're always installed with the default Windows 10 installation).

- The 2nd parameter is the size you want the symbol to appear, as a multiple of the standard size (ie. 1.4 = 1.4x the normal size of the symbol).

- The 3rd parameter is the numerical code for the symbol in the font.

An easy way of figuring out the font and code is to use the 'Insert Symbol' function in Microsoft Word - select 'More symbols', select the font, click on the symbol and the code will be displayed.

Action Tracker

By default, when used with the RFID table, the PokerGFX Server operates in Auto display mode. This means that all active players are displayed from the start of a hand, and are removed as they fold. Board cards are displayed as they are dealt, along with each player's pot equity. At the end of the hand the display is cleared ready for the next hand to begin. All of this happens completely automatically, without any need for human assistance.

In Auto mode, the server can't display any betting or pot information as it has no way of following the action. To create the complete TV style viewing experience, it needs help in the form of the Action Tracker. Action Tracker is also required when using PokerGFX without an RFID table.

Action Tracker is a touch screen application that performs different functions depending on the needs of the person using it:

Game Tracker	Uses the main console of Action Tracker to enter chip counts and betting information as the game progresses, usually on a wireless touch tablet. If you're using PokerGFX in stand-alone mode, without an RFID table, Action Tracker is also used to enter hole and community cards.
Commentator / Director	Uses the Statistics console to monitor chip counts and player statistics in real time. The commentator can also use the Statistics console to display chip counts over the live video at any time, and operate the scrolling ticker.

🖉 *Action Tracker has a User Interface that has been heavily optimized for fast and convenient input using a touch screen device. While it is possible to operate it with a mouse this is NOT recommended as it is far slower.*

Installing Action Tracker

The Action Tracker software will run on any Windows 7, 8 or 10 device. The device you use it on depends on the needs of the user. A person using it to follow the action by entering bets, calls and folds might use it on a wireless tablet for portability. A commentator is more likely to run it on a desktop PC or laptop in the commentary booth.

Action Tracker is multi-user and can run on multiple devices simultaneously for any single table. Commentary mode is accessed by opening separate windows from the main application, which can be arranged on single or multiple displays connected to one PC, or across multiple PCs if required.

🖙 *All devices running Action Tracker must be connected to the same Local Area Network as the computer running PokerGFX Server.*

Installing Action Tracker is extremely simple, as it is fully self contained in a single executable program file (vpt_launcher.exe) which is found in the 'Remote' sub-folder of the main installation folder specified during server installation. Simply copy the file to the target computer and double click to run it.

Alternatively, install the full PokerGFX software suite and click the desktop Action Tracker icon to start.

🖙 *If multiple Servers are running on the local network, a list of available servers will be displayed for selection.*

🖙 *Action tracker contains an auto update feature. Once installed, it will automatically update itself to the latest version every time it is started.*

- ● If the selected table is password protected, enter the password to continue.

The Interface

The first time Action Tracker is opened it is in Auto mode by default. In this mode it operates mainly as a status display of the system.
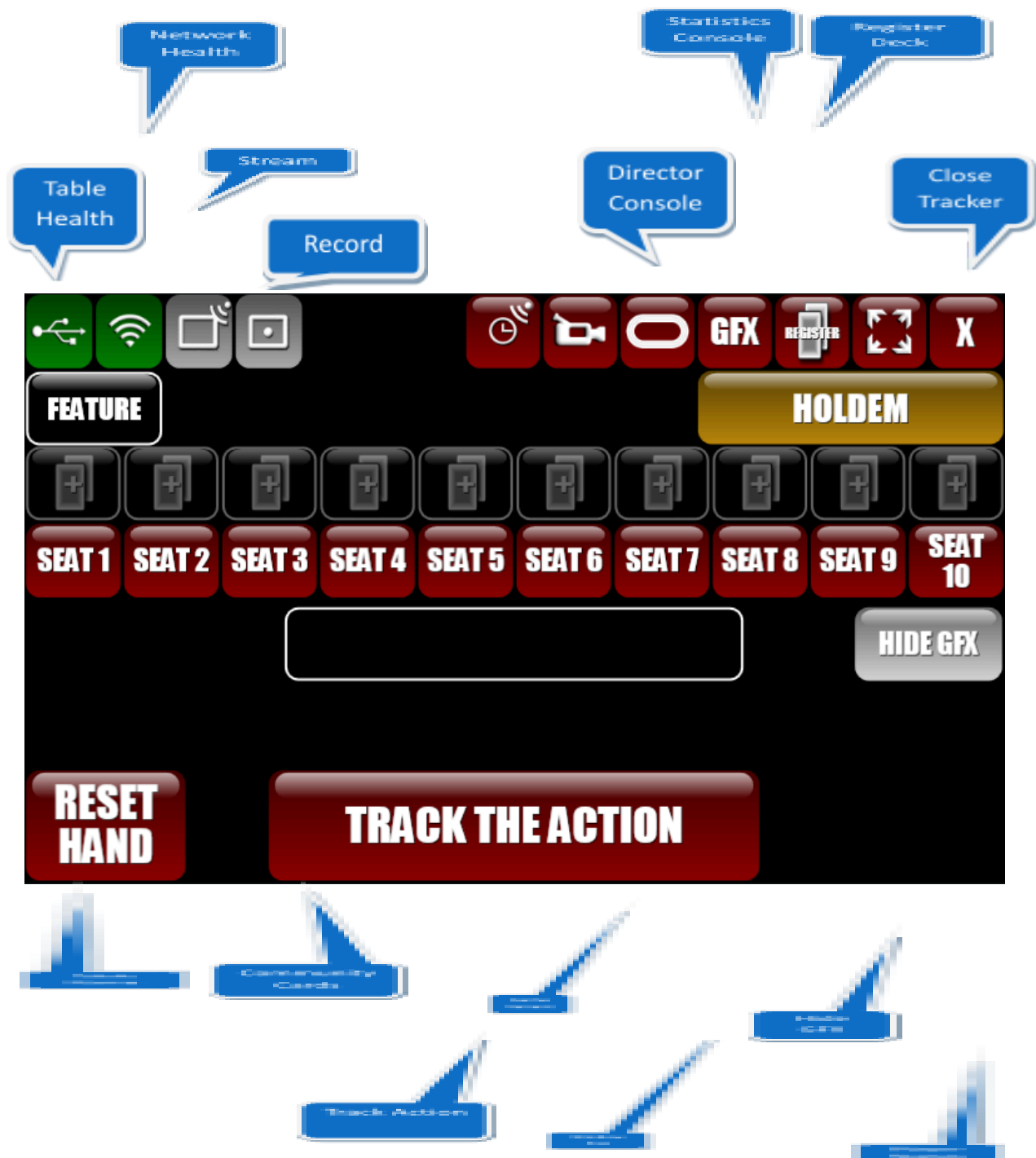
Table Health	Indicates the quality of the link between the Server and the table. Yellow or red means that cards are not being tracked accurately.
Network Health	Indicates the quality of the link between the Server and the Tracker. Yellow or red means that updates will be delayed or lost.
Stream Indicator	Green indicates that Secure Delay is active.
Record Indicator	Green indicates that recording is active; Grey indicates recording is not active.
Game Variant	Switch between game variants (Hold'Em, Omaha etc).
Director Console	Opens a new window that shows a graphical layout of the physical table and the status of each player.
Statistics Console	Opens a new window that shows player chip counts and statistics.
Close Tracker	Shut down the Tracker application.
Window Size	Action Tracker is designed for use on a touch tablet, and always starts in full screen mode. To facilitate use on a standard PC, touch the 'Window Size' icon to shrink the window to a smaller size.
Register Deck	Touch this icon to start the Playing Card registration procedure, as described at the start of the manual. Useful if the Server PC is not visible from the table.
Community Cards	Display of any community cards that have been dealt.
Track The Action	Switch into bet tracking mode. *If the 'Track The Action' button isn't visible, ensure the 'AT Updates' setting is enabled in PokerGFX Server.*

Player Status	Each player is represented by a player status icon.
	The player icon turns red to indicate a player is sitting in that seat, and grey when the seat is vacant.
	A card graphic will appear to indicate that a player has been dealt cards. When the player folds, the card graphic is greyed out.
	When a player sits out, the player icon is dimmed.
	If a player sits out or leaves the game, touch that player's icon. This is important in Action Tracker mode because any named player will be displayed on the graphic overlay even if he/she hasn't been dealt any cards.
	In Auto mode, players are only displayed on the graphic overlay only if they are named AND have been dealt cards.
	To add a new player, touch the grey numbered icon and enter the new player's name.

Additional functionality is available by touching a player icon:

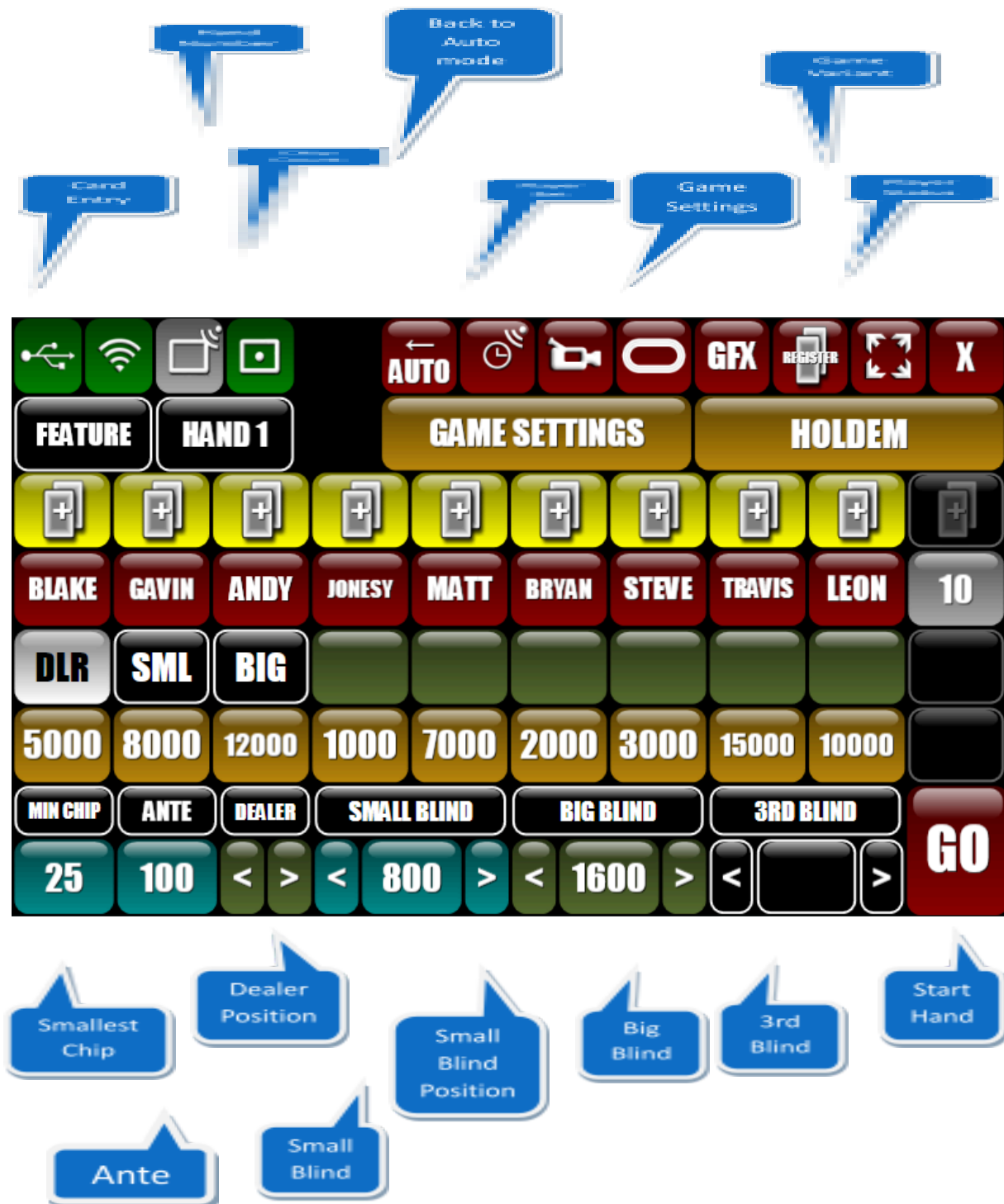| Delete	Remove the player from the game.
Move Seat	Move the player to another seat (eg for heads up play).
Sit Out	Temporarily sit the player out.
Change Name	Change the player's name.
Leaderboard Name	An option extended name to display in the Leaderboard for this player.
Photo	Touch the camera button to snap a player photo. Player photos will be automatically displayed on screen during the game. **NOTE: This option is only available with a Pro license.**
Country	Select the player's country for display of a country flag in the player and leaderboard graphics. **NOTE: This option is only available with a Pro server license.**

Hand Pre-Start

Touch the 'Track The Action' button to put the system into Action Tracker mode. The Hand Pre-Start screen is displayed:

● Touch the SETTINGS button to enter the Event Name, Ante Type, Number of Blinds, Game Type (Cash Game, Feature Table, Final Table, Sit N Go), Game Variant (Hold'Em, Omaha etc), and Payouts.

   Both flavors of the Big Blind Ante are supported; depending on this selection, either the ante or the Big Blind amount is taken first from the player's stack.

   A LIVE ANTE is a special type of ante that is treated as a live bet. This is essentially the same as every player posting a blind of the same amount in addition to any other blinds that are payable. When this type of ante is selected, straddle bets cannot be used.

   When the FIXED LIMIT betting structure is selected, bet and raise amounts are set automatically as follows. For FLOP & DRAW games, Pre and Post-Flop – BB; Turn & River - BB x 2. For STUD games, 3rd & 4th streets – Low Limit; 5th to 7th streets – High Limit.

   VPIP statistics can be reset from this screen. This is handy for tracking players in games where there's a penalty or bonus for achieving a certain VPIP over a fixed period of time.

● Ensure the Ante and Blind amounts are correct;

● Bets across all streets may be capped by entering a value in the CAP box;

● A BUTTON BLIND (common in Short Deck Hold'Em games, commonly called an extra button ante) may be configured.

● When playing TEXAS HOLD'EM, entering a value in the 7-DEUCE box will cause that amount to be deducted from every losing player in the hand when a hand is won by a player that has 7-2, whether by fold or showdown (the player must scoop the main pot).

● For FLOP and DRAW games, when a value is entered in the BOMB POT box, the value of the bomb pot is deducted from each players stack at the start of the hand as if it were a Big Blind, and the first betting round is skipped. Blinds,

Antes and Straddle bets are ignored and the action goes immediately to the flop or first draw.

- Select a SINGLE, DOUBLE or TRIPLE board.

- Enter the value of the lowest denomination chip on the table into the 'Min Chip' box. This ensures that split pots are rounded correctly.

- Enter player names by touching the player buttons numbered 1-10.

- Ensure the starting chip count for each player is accurate. Enter chip counts by touching the orange button below each player.

  ⬥ *Winnings are automatically distributed to players at the end of each hand according to the game being played, but must be adjusted manually to take into account external events such as rake, add-ons and rebuys.*

  ⬥ *A player without chips is considered to be inactive, and will be skipped as if sitting out. The Big Blind position may not be moved to a player without chips.*

- Ensure that the system has detected cards for each active player (card entry button will turn BLUE;

- If Action Tracker is being used without an RFID table, and you have a conventional hole card camera table, enter players' hole cards using the card buttons.

  ⬥ *The card buttons stay visible throughout the entire hand, so cards don't have to be entered before the hand starts.*

  ⬥ *When an RFID table is not connected, you will also be prompted to manually enter the community cards as the hand progresses.*

- If Action Tracker is being used with an RFID table, it's still possible to manually enter player cards during a hand, in case they have not been automatically detected by the table (for example if a player does not place their cards on the player antenna).

The system will not display the NEXT HAND button until enough player cards are known for the pot to be correctly allocated.

- Ensure all player positions are correct. Use the Position arrow buttons to move the Dealer Button, Small Blind and Big Blind to the correct seats for the hand that is about to start.

At the end of each hand, the DLR, SML & BIG positions will be automatically advanced to the next active player using the dead button method, however these positions may not be correct if a player has left the game, or a new player has entered.

- Enter any additional blind bets by touching the green STRADDLE buttons.

Straddles that are entered for players where the preceding player (the player to the right) has posted any pre-flop bet (blind or straddle), are considered LIVE. The player is given the final option to check on the first betting round. This would include the UTG player, and UTG+1 if re-straddling is allowed.

If there is no pre-flop bet posted by the preceding player, the straddle is treated as a SLEEPER straddle or a MISSISSIPPI straddle, depending on the setting in GFX2 settings. Sleeper straddles are taken back, or cancelled, by any previous player calling or raising the Big Blind. The straddling player may or may not get final action. This behaviour can also be configured in the GFX2 settings tab.

Straddling players are indicated by the '|S' symbol appended to the player position graphic.

The player seated in between the button and the small blind may 'buy the button' by posting a blind equal to the Small Blind + Big Blind before the start of the hand. The SB portion of the bet goes into the pot and is considered dead, the BB portion is live, the players in the SB and BB positions don't post, and action starts with the player in the SB position.

● When all the information is correct, touch the 'GO' button to start the hand. The Action screen is now displayed.

⧠ *Touch the 'Back to Auto mode' button to exit Action Tracker mode. Graphics will be displayed automatically again.*

During the Hand

While the hand is being played, the Action screen is displayed:

When the player has acted, touch one of the green Action Buttons:

- If the player folds, touch the 'Fold' button;

- If the player calls, touch the 'Call' button;

- If the player makes a bet or raise, touch the 'Bet/Raise To' button and enter the amount.

  ▯ *Raise amounts are always entered as the total 'raise to' amount, not the size of the additional bet.*

- If the player goes all in, touch the 'All In' button.

- *If you touch the wrong button in error or enter an incorrect amount, touch the 'UNDO' arrow button to undo the most recent action.*

- *Touch the 'MISS DEAL' button to return the hand to the Pre-Start screen. All stacks and positions will be restored as if no actions had occurred.*

- *Touch the 'Hide GFX' button to temporarily hide on screen graphics while using the Back Arrow button to undo errors. Touch 'Hide GFX' again when the action is correct to re-enable the graphics.*

● Touch the 'Next Hand' button to clear the graphic overlay and advance the dealer, small and big blinds ready for the next hand.

- *The 'Next Hand' button will only be visible after all cards have been gathered in, and valid hole cards are known for all remaining players in a showdown. This means that any unknown cards must be entered manually before the next hand can start.*

- *If a player folds out of turn, or a player still in the hand mucks unknown cards at showdown, touch the yellow player cards button as if entering known cards, and then touch the red MUCKED button, folding the player.*

● Touch the 'Adjust Stack' button to manually update the chip count for the current player (eg. Before an All In, if the chip count has become inaccurate).

● To mark the current hand as a favourite, touch the 'Tag Hand' button. Enter a note for the hand (eg. 'Bryan's Flush'), and the Tag Hand button turns yellow to indicate that the current hand is tagged.

- *Tagged hands are automatically pre-selected in the Studio for easy identification. You can use the tagging feature to pre-select only the interesting hands from a game.*

Run It Twice or Three times

When no more betting can occur in a hand and all players still involved agree, the remaining community cards can be dealt more than once, creating multiple separate boards from that point in the hand. The pot is split in equal proportions between the winner(s) of each board. To 'run it twice', touch the 'RUNNING IT X1' button any time before the first river card is dealt. Boards may be run X1, X2 or X3.

When each board has been dealt and there's another board still to come, the community card graphics can be manually cleared in preparation for the next board by using the NEXT RUN OUT button. If this button isn't used the graphics will automatically clear when the first card of the next board is dealt.

Double & Triple Boards

When playing a hand with a double or triple board, touch the SINGLE / DOUBLE / TRIPLE BOARD button on the hand pre-start screen to enable this feature. The dealer should first deal the community cards to the normal single board position on the table, followed by the second board above these cards, and the third board (if applicable) below.

🖳 *There's no sensor under the second and third boards, so these cards must be entered manually in Action Tracker by touching the 'ENTER CARDS' button.*

🖳 *'Run It Twice' can't be used in a hand that has a double or triple board.*

Chops

In a cash game, players might agree to 'chop the pot' at any time there's no action pending. In this case, use the CHOP button. The hand will end immediately with the pot being split equally between players still in the hand.

The Nit Game

In the Nit game (also called the Stand Up game), the last player to win a hand pays a bounty to each other player. To start a Nit game, enter a bounty amount in the NIT GAME box in the hand pre-start screen. The bounty amount and number of players left in the game are displayed. To cancel a Nit game in progress, touch the NIT GAME box again.

 All players with an active stack when the Nit game is started are included in the Nit game, regardless of their SIT OUT status. Players who enter the game after the Nit game starts are not included.

 To win a hand and be marked as safe, a player must scoop the main pot. Split pots and side pots do not count. Double, triple and 'run it twice' boards are all counted normally.

 If the losing player does not have enough chips to pay the bounty it is assumed the shortfall will be paid out of his own pocket to the other players' stacks.

 When a Nit game is active, an individual player's status may be manually toggled between SAFE and AT RISK by touching the player name button.

Adjusting Chip Counts & Cumulative Winnings

Chip counts can be adjusted either during a hand when action is on a player (for example a player goes all in, there's a chip count and it's different to the stack size in PokerGFX), or between hands (chip count updates during a break, or when a new player enters the game.)

To adjust a player stack size, use the appropriate button with the chip icon.

Adjusting chip counts in this way does NOT change the Cumulative Winnings player statistic. Cumulative Winnings is adjusted automatically at the end of each hand, however sometimes you will want to make an adjustment manually. The most common reason for this is a side bet or game feature that isn't directly supported by PokerGFX.

For example, the 7-Deuce bounty is supported by PokerGFX and Cumulative Winnings are automatically updated to reflect this when there's a winner, but the 10-Deuce bounty isn't supported. In this case, use the TRANSFER CHIPS button. This is the chip button next to the START HAND button in the hand pre-start screen in Action Tracker.

Using this feature allows you to quickly transfer chips between players while keeping Cumulative Winnings up to date.

Keyboard Shortcuts

When Action Tracker is running on a device that has a keyboard, the keyboard can be used to enter player names and any numerical amount such as stack size or a bet. Additionally the following keyboard shortcuts can be used instead of buttons:

C	Call or Check
B or R	Bet or Raise
A	All In
F	Fold
[BACKSPACE]	Undo previous action
[ENTER]	Next Hand / Start Hand / Enter Amount
. OR ,	Adds '000' when entering a bet or stack amount.

Payouts

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

When running a final table tourney, player payouts (prizes) can be displayed.

● Touch the 'Payouts' button on the Action Tracker Hand Pre-Start screen to enter the payout amount for each finishing position.

● Payouts can be displayed automatically at the end of each hand using the 'Show leaderboard' feature (Server Graphics Settings), or manually from the Action Tracker GFX console.

● If the 'Rank' feature (Server Graphics Settings) is enabled, already eliminated players will be displayed in the Payout and Chip count leaderboard graphics.

GFX Console

Touch the GFX button at the top of the display to open the GFX Console.

Player and game statistics are displayed and updated in real time. To superimpose this information on the video at any time, touch one of the buttons. Touch the button again to remove from the display.

The display overlays available are:

Seat	Displays a list of active players by seat number, with chip counts.
Stack	Displays player chip counts, sorted in descending order. If the 'Rank' option is enabled, eliminated players are also displayed in order of elimination. If Payouts have been entered, the payout for each eliminated player is displayed.
VPIP%	Displays VPIP (Voluntary Put In Pot) = pre-flop calls divided by total hands played, as a percentage.
PFR%	Displays Pre Flop Raise% = number of pre-flop raises divided by total hands played, as a percentage.
AGRfq%	Aggression Frequency% = number of bets & raises divided by the total number of bets, raises, calls and folds.
WTSD%	Displays Went To Showdown% = number of times went to showdown divided by flops seen, as a percentage.
WIN	Displays net winnings / losses for each player (cash game only). Effectively the same as each player's stack less their buy-ins.
Field	Displays the number of entrants in a tourney, and players remaining. Use the REMAIN and TOTAL buttons to enter the correct player numbers, then the FIELD button to display or hide the Field element.
Payouts	[Pro only] Displays a list of all player payouts. If the 'Rank' feature is enabled in the Server Graphics Settings tab, players already eliminated are also displayed.
PIP	Forces display of the Picture In Picture (PIP) feature. See the section titled 'PIP Remote Display' for detailed information on this feature.

Ticker	Touch this button and enter a message to display the scrolling ticker. Your message will scroll from right to left across the display. *The keyboard can be used to enter your message. Use the Ctrl-V key combination to paste the contents of the Windows clipboard.*

 Player statistics are calculated over every hand played since the current game was started by touching the START NEW GAME button in the GAME SETTINGS screen.

Delayed Commentary Stats & GFX

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

When the secure delay feature is active, touch the 'LIVE' button to toggle between Live and Delayed stats. This enables commentators to commentate on a delayed stream while seeing matching player statistics that are synced with the delay.

For example, if the secure delay is 30 minutes, commentators see 'live' stats from 30 minutes ago. In this mode, when a button is touched to superimpose a leaderboard over the video, the graphic appears live (with stats that are 30 minutes old), not delayed by 30 minutes.

Director Console

Touch the camera button at the top of the display to open the Director console. The Director console shows a graphical representation of the action at the table and allows the operator to manually control the switching of video sources by temporarily overriding the auto camera switching features.

● Touch a camera button to switch the display to that source.

□ *The 'Auto camera control' setting in the Sources settings tab in PokerGFX Server is disabled when a camera is manually selected and can be re-enabled using the appropriate button in the Director Console. This ensures the camera view doesn't change in response to in-game events until auto camera control has been explicitly re-enabled by the operator.*

Touching the OVL button at the top of the console toggles Overlay mode. Overlay mode is designed to be superimposed on a live birds-eye camera vide of the table.

□ *In Overlay mode the background is green suitable for external chroma keying.*

□ *Players and the Board graphic can be dragged and dropped to any position to match the physical layout of the table.*