

Commentary Booth

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

Commentary Booth is a fully integrated commentary solution. It is a separate application that can be installed on any Windows compatible device connected to the same local network as PokerGFX Server. It has the following functionality:

- Provides high quality video and audio of the game for the commentator to view.
- Mixes commentary audio from a mic attached to the Commentary Booth computer into the game stream.
- Optionally mixes video from a commentary camera also attached to the Commentary Booth computer into the game stream in either PIP (Picture in Picture) or full screen mode.
- Displays real time player statistics (chip count, cumulative winnings, VPIP etc) to the commentator, and allows the commentator to control the display of these leaderboards to viewers in the stream.
- Operates either in Live (game time), Delayed (synced with the secure delay) or External Delay mode.
- When you're using an external delay device, use this mode to feed player statistics and hand histories to the Commentary Booth with a delay that can be manually changed at any time to sync with your external delay. This feature operates independently of Secure Delay mode (Secure Delay can be off or even on with a different delay period) and displays only game statistics without video or audio.

□ Example: Secure Delay is configured for 5 minutes, with an external delay device adding an extra 60 minutes. Configure External Delay mode for 65 minutes for correctly synced statistics of the broadcast stream.

- Commentary Booth does all this over the local network, with no dedicated AV cabling to the server required. All video, audio and data is encrypted for maximum security.

To use Commentary Booth, first configure it in PokerGFX Server:

- Select the commentary mode (live, delayed or external delay).
- Enter a password (minimum 10 digits) that will be required for the remote application to connect.

Download the application to the desktop of the target computer or laptop. After installation, ensure PokerGFX Server is running on the same local network and start the Commentary Booth application. Enter the password in the highlighted dialog box and click the ‘Connect’ button.

Stream Deck

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

An Elgato Stream Deck can be used to remotely control PokerGFX. To enable this feature:

- In System Settings, select the Stream Deck mode (Live or Delayed).
- On the computer where the Stream Deck is connected, download and install the PokerGFX Stream Deck plugin from
<https://videopokertable.net/Download.aspx>
- The Stream Deck can now be configured by dragging and dropping PokerGFX Actions onto an empty key.

The actions available are:

Leaderboard	Toggle display of the Leaderboard graphic. Drag the action to an unused button then select the type of Leaderboard to display from the selection box.
Hide GFX	Toggle all on-screen graphics ON / OFF.
Camera Control	Manually switch camera views. Works with both internally mixed sources (cameras connected directly to PokerGFX) and cameras connected via an ATEM switcher when ATEM control is active. Drag this action to an unused button multiple times and the source input names will be populated automatically. When manually selecting a camera view, the FOLLOW PLAYERS, FOLLOW BOARD and CYCLE camera control features are all disabled and must be re-enabled manually using one of the below buttons.
Follow Players	Toggle the FOLLOW PLAYERS feature.
Follow Board	Toggle the FOLLOW BOARD feature.
Cycle / Static Camera	Switch between CYCLE and STATIC cameras.
Heads-Up Layout	Manually toggle Heads Up layout, where the heads up player graphics are moved to the far left and right of the display.

Skins

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

A skin is a visual theme for the graphic overlay. It is consistent across all of the individual graphic elements and gives your production an overall ‘look and feel’. Skins contain definitions for all of the graphics, the font, and positioning of each individual element, and are easily transportable as a single file across multiple computers. To use a skin all you have to do is copy the skin file to the server computer and import it.

Access the Skins Manager by clicking the ‘Skin’ button in Graphics settings. The bottom buttons perform various administrative functions:

Reset to Default Reset the current skin to default values. This will cause the current skin settings to be overwritten.

Export Export the current skin to a skin file that can be imported on another computer.

Import Import a skin file. This will cause the current skin settings to be overwritten.

Use Save the skin settings and close the Skin Manager. Use this option to test the look of your skin.

Discard Discard any changes to the current skin and close the Skin Manager.

- All prebuilt skins are available in the Downloads section of the PokerGFX website. All **Pro** and **Enterprise** users have access to all skins at no additional cost.

The top buttons provide access to the functions which are used to modify the visual look of each graphic element.

Fonts

Any TrueType font may be used. To use a font, install it on the computer that the skin is being created on, then select it in the font selection window.

Once a font is selected and saved in a skin, that font does not need to be installed on any other computer that the skin will be used on.

□ To install a font in Windows 10, right-click on the font file and select “Install for all users” from the context menu.

□ Up to 2 fonts can be used in a skin.

Chroma Keying semi-transparent skins

Some video mixers do not handle semi-transparent graphics well when chroma keying, and semi-transparent images often become partially invisible.

When the ‘Remove Partial Transparency When Chroma Key Enabled’ checkbox is enabled, all semi-transparent portions of images in the skin are made opaque by adjusting the alpha channel only for those areas. This effect is only applied when the Video Sources -> Chroma Key feature is enabled.

□ This feature does not completely disable transparency; parts of the image which are 100% transparent will remain transparent, preserving the look of deliberately see-through areas (for example rounded corners).

UHD 4K (3840 x 2160) skins

Skins developed before support for 4k video resolution was added were designed to fit a 1920 x 1080 display, and are auto downscaled to fit lower resolutions such as 1280 x 720 as required. These older skins are upscaled when 3840 x 2160 is selected as the video resolution, but this results in an unavoidable loss of quality.

All new skins should be designed to fit a 3840 x 2160 display, which will result in the best possible quality at all resolutions. Skins that contain graphic elements sized to fit 4k should have the ‘Designed for 4K (3840 x 2160)’ checkbox enabled.

Size Adjustment

Click and drag the ‘Adjust Size’ trackbar to quickly adjust the size of all the graphic elements in the skin without modifying the actual images.

Ticker Editor

This feature places a horizontal scrolling message on the display. To customize the appearance of the ticker, click the ‘Ticker’ button:

- First select a background image and opacity for the ticker (lower opacity = more see through). Set the text colour and drop shadow if desired.
- Select the speed at which the text is to scroll from right to left, and the position of the ticker (top or bottom of the display).
- Enabling the loop option causes the current message to be displayed forever. If this option is turned off, the ticker will disappear as soon as the message has scrolled across the display once.

□ Use Action Tracker to enter the message text. Start Action Tracker, open the GFX Console and touch the Ticker button.

Player, Board, Action Clock, Field & Blinds Editor

A graphic element comprises multiple text and image elements composited on top of a background image.

□ Use the ‘In’ and ‘Out’ settings to override the default system-wide transitions for each individual graphic.

To select a new background image click the ‘Import’ button and select any image file.

□ Only PNG image files are supported.

- Select an element from the dropdown box in the ‘Element’ panel. A yellow rectangle highlights the space it occupies.
- To move an element, click and hold the LEFT mouse button and move the mouse.
- To resize an element, click and hold the RIGHT mouse button and move the mouse.
- Exact dimensions can be entered in the Left, Top, Width & Height boxes for pixel accurate sizing and positioning of elements.
- Elements can be positioned relative to any edge of the background image using the ‘Anchor’ dropdown boxes. This can be useful in maintaining correct positioning when the background image can change size during a game; for example, the player element with a photo is wider than one without. If the photo is positioned to the left of the element, all other elements should be positioned relative to the right hand edge to maintain correct positioning regardless of which background image is displayed.
- When a text element is selected, additional attributes (font, colour, alignment, margins & drop shadow) can be changed. To hide a text element, deselect the ‘Visible’ checkbox. Hidden text elements are highlighted with a grey rectangle (instead of yellow).
- Individual background images can be added to any text element. Images are resized to fit the text bounding box. By default the image is displayed whenever there’s text visible in the element, however enabling ‘Triggered by

'Language Text' causes the image to be made visible ONLY when specifically enabled in individual language texts. This allows you to show the background image only when a certain action is displayed, for example 'ALL IN'.

□ In the Language Editor, to enable an image configured as 'Triggered by Language Text', RIGHT-CLICK on the 'BkImage' column of the text. The word 'Element' will be displayed to show this mode is active.

- The hilite colour of a text element may be specified in addition to the standard colour. The circumstances under which the hilite colour is used depend on which element is selected – for some text elements, the hilite colour is not used at all. The following hilite colours are supported:

Element	Text field	Condition
Player	Name, stack, action, position, equity	Action is on the player
Leaderboard	Chip count & Payouts with Rank option enabled	Player has been eliminated
Strip	Name, stack, position, VPIP, PFR	Player has been eliminated

- The Z (front to back) position can be specified. Elements with a higher Z value are rendered in front of elements with a lower Z value. The background image is always located at Z position 0, so an element with a Z value of -1 or lower will display behind the background image.
- The angle button (<) can be used to rotate graphic elements counterclockwise (negative number) or clockwise (positive number) a specified number of degrees.
- Click OK to save changes or Cancel to discard.

□ Player flags are always clipped (cropped) to the bounds of the background image.

Colour Adjustment

Clicking the ‘Adjust Colours’ button displays a dialog box that enables adjustment of the red, green and blue levels for every graphic element in the skin with a single click. This is a handy way of quickly re-colouring a skin to match a specific colour palette without needing to modify the actual images contained in the skin.

Circular Player Photos

If the ‘Crop player photo to circle’ checkbox is enabled, all player photos will automatically be cropped to a circle that fits wholly inside the bounds of the player photo position in the player graphic.

Support for Mixed Games

Multiple unique player graphic element layout ‘sets’ can be defined within a single skin, with a specific player layout being automatically selected depending on the game variant being played.

This enables player elements to be optimized according to the display requirements of each game variant without needing to manually load a new skin. PokerGFX supports a large selection of game variants, each variant requiring the display of between 2 (Hold’Em) and 7 (Stud) cards.

The default PokerGFX skin defines 4 layouts (one for each of the 2, 3/4, 5, & 7 card game variants), however it’s possible to define a separate layout for every variant if desired (or even one default layout for all variants).

- Open the Skin Editor and select the game variant from the VARIANT selection box. The player layout assigned to that game will be displayed in the PLAYER SET selection box.
- Player layout sets may be added modified or deleted with the NEW, EDIT, and DELETE buttons.
- Select a game variant, then select the desired layout set to have that layout automatically used whenever the game variant is selected before a hand starts.

□ The first DEFAULT layout cannot be deleted.

□ A NEW player layout set will automatically inherit the currently selected layout as a starting configuration.

Custom Animations

Many graphic elements support custom animation from a sequence of user supplied PNG images. Custom animations can be used to achieve effects like player graphics ‘unfolding’ onto the screen, and then animating a moving bar while waiting for a player to act. Where supported, up to 3 separate animations can be configured for each element background image:

AnimIn	Custom animation that replaces the default ‘Transition In’ animation (Slide, Pop, Fade, Expand). Runs when the element first appears on screen. <i>□ The automatic glint and optional bounce effects that are normally applied after the ‘Trans In’ animation has completed are disabled when a custom AnimIn animation is enabled.</i>
Loop	Custom animation that runs continuously while the element is on screen, after AnimIn or the selected ‘Transition In’ animation has completed.
AnimOut	same as AnimIn, but replaces the default ‘Transition Out’ animation. Runs when the element is removed from the screen.

Custom animations are available for most graphic elements:

	AnimIn	Loop	AnimOut
Blinds	Yes	Yes	Yes
Board	Yes	Yes	Yes
Player	Yes	Yes	Yes
Action Clock	Yes	Yes	Yes
Field	Yes	Yes	Yes
Outs	No	No	No
Heads Up History	No	No	No
Leaderboard	Yes	Yes	Yes
Ticker	No	Yes	No

To add a LOOP animation to an element:

- Click the IMPORT IMAGE button as if importing a single static background image;
- Use CTRL or SHIFT-LEFT CLICK to select multiple images that make up the animation sequence then click OK;
- Once imported, the trackbar to the right of the IMPORT IMAGE button can be used to scroll through the animation sequence;
- To remove the animation and revert to a single static image, click the IMPORT IMAGE button and select a single PNG file.

To add an AnimIn or AnimOut animation to an element:

- Click the AnimIn or AnimOut button to show the file selection window;
- Use CTRL or SHIFT-LEFT CLICK to select multiple images that make up the animation sequence then click OK;
- Once imported, the trackbar to the right of the AnimIn and AnimOut buttons can be used to scroll through the animation sequence;
- While scrolling the trackbar, clicking the RIGHT mouse button sets the position at which text elements are revealed (AnimIn) or removed (AnimOut);
- The animation sequence can be removed by clicking the 'X' button.

□ All images in animation sequences must be PNG format, and the same size as the background image.

□ Animated PNG sequences are assumed to run at 60 frames per second, and are played back to maintain a constant speed regardless of the actual frame rate used in PokerGFX.

□ PNG frames are imported into the animation sequence in alphabetical order.

Leaderboard Editor

The Leaderboard editor works in the same way as the Player, Board and Blinds editors, with one notable difference. The Leaderboard element dynamically resizes itself to exactly fit the number of players to be displayed.

The leaderboard element comprises 3 separate images; a header, a repeating section and a footer. The header is composited at the top of the leaderboard, the repeating section is replicated as many times as is necessary to exactly accommodate the number of players to be displayed below that, and finally the footer is added to the bottom.

- Design 3 separate images – header, repeating section and footer. The repeating section must be sized to fit a single line or player.

 ***These 3 images must be the same width.***

- Import these background images one at a time by selecting the type of image and clicking the ‘Import’ button.
- For the header image position the Title, Game Title and Player Photo elements. For the repeating image position the Left, Centre, Flag & Right columns, and finally position the footer text on the footer image.

A custom AnimIn sequence will only be enabled when AnimIn sequences are added to all 3 images (header, repeat & footer). It's not possible to add an AnimIn sequence for only the header and not the repeat section and footer. The same rule applies to AnimOut sequences, but not the Loop animation.

Strip Editor

The Strip is graphic element that displays all players across the top of the screen along with chip counts and position. It is resized dynamically based on the number of players to be displayed.

The Strip editor is the same as the Player, Board and Blinds editor. The composited element you produce will be replicated in a horizontal row and scaled if necessary to accommodate the number of players to be displayed.

Outs Editor

The Outs element works in the same way as the Player, Board and Blinds elements, except the Outs element dynamically resizes itself horizontally to exactly fit the number of outs cards that are shown.

The way this is handled in the editor is as follows:

- Edit the background image and position the various elements on it in the same way as the Player, Board and Ante elements;
- Design your background image to fit exactly 1 playing card, and position the card element accordingly.

When the graphic is resized, a vertical slice of the entire height of the background image, bounded by the left and right edges of the playing card will be stretched along the x axis to fit the required number of cards. This means the portion of the background image behind, above and below the card element must be uniform along the x axis so the stretch does not appear to distort the image.

If there are so many outs that the resulting image is too wide to fit the display without overlapping other elements, the card images will be scaled down in size so that the overall image fits. If this happens, the smaller cards will be re-positioned on the y axis. There are two positioning options to choose from:

- If the Top setting for the card element is anchored to the top of the background image, the cards will be centred vertically relative to their original position;
- If the Top setting for the card element is anchored to the bottom of the background image, the cards will be aligned vertically so the bottom edge is in the same location as the original.

History Editor

The Heads-Up Hand History graphic is another element that is dynamically resized depending on the number of lines of text to be displayed. It is configured the same way as the Leaderboard element, except it has two repeating sections instead of one, plus a master header and footer. The repeating header section applies to the name of the betting round (Pre-Flop, Flop, Turn, etc), and the repeating detail section applies to the player actions.

Cards

A skin can contain multiple card sets. A card set consists of 52 fronts or faces, a card back and a special ‘rabbit’ overlay.

- The rabbit overlay should be an image the same size as the rest of the card images, with a mainly transparent or semi-transparent background and a bold ‘X’ or similar symbol to indicate a card is not valid. It is composited on top of another card under certain circumstances.*

Skins commonly contain 1 or 2 card sets (however there’s no limit to the number of sets). Where there are 2 card sets, typically one will contain black and red cards and the other will contain four colour cards.

Create a card set by placing 53 PNG images in an empty folder, named according to the below table.

To import the cards, add a new card set by clicking the ‘Add’ button. Replace the currently selected card set by clicking the ‘Replace’ button.

- You can specify a different card set for individual game variants by enabling the ‘Override Card Set’ checkbox.*

□ All the files with the exact names below must be present.

File Name	Description
as.png	Ace of Spades
2s.png	
3s.png	
4s.png	
5s.png	
6s.png	
7s.png	
8s.png	
9s.png	
10s.png	
js.png	
qs.png	
ks.png	
ac.png	Ace of Clubs
2c.png	
3c.png	
4c.png	
5c.png	
6c.png	
7c.png	
8c.png	
9c.png	
10c.png	
jc.png	
qc.png	
kc.png	
ad.png	Ace of Diamonds
2d.png	
3d.png	
4d.png	

File Name	Description
5d.png	
6d.png	
7d.png	
8d.png	
9d.png	
10d.png	
jd.png	
qd.png	
kd.png	
ah.png	Ace of Hearts
2h.png	
3h.png	
4h.png	
5h.png	
6h.png	
7h.png	
8h.png	
9h.png	
10h.png	
jh.png	
qh.png	
kh.png	
rabbit.png	This card is overlaid on top of cards that are rabbit-hunted or discarded, so it should have a transparent or semi-transparent portion.

Card Backs

Card backs are displayed briefly when a known card animates on to the display, or when a card is unknown. The default back can be replaced with a custom logo. Click the ‘Card Back’ button and select a valid PNG image file.

Flags Importer

The Country Flags feature displays the flag of each players country in the player and leaderboard graphic elements, once a country has been selected for the player in Action Tracker.

The default skin contains up to date flags for every country. Use this feature to customize the flag images.

- In an empty folder, place PNG image files that contain the flags of the countries that will be available for selection. The name of each file is the country name that will appear in Action Tracker (eg. Australia.png is an image of the Australian flag).
- Click the ‘Flags’ button and supply the path to the folder.

□ The Flags feature can be used for any affiliation (you might use team names and logos instead of country flags).

□ When a country is assigned to a player in Action Tracker, the ‘with photo’ version of the player graphic element is always enabled (as if a photo was active for that player).

Split Screen Divider

This is the graphic that is displayed in the centre of the screen when Heads Up Split Screen mode is active. Normally this would be a thin vertical line to separate the left and right camera views, but can be any screen overlay. Custom animations are supported by selecting a range of PNG files.

Language Editor

The Language Editor allows you to customize any text that is displayed with your onscreen graphics.

- Click in the ‘Active’ column to change the text.
- By default, the colour of the text is determined by the graphic element in which it appears. It’s possible to override the colour of individual text items by clicking the ‘ForeCol’ and ‘BackCol’ columns. These colours are used in preference to the graphic element colour setting.

□ In the default skin, this feature is used to change the colour of the ‘All In’ action text (and others), so it’s displayed in a different colour to other actions.

- Click a foreground or background colour to remove it.
- Click in the ‘BklImage’ column to add a background image which will be displayed behind the text. Images are resized to fit the text bounding box and only display when the text is visible. An image added in the Language editor will override an image defined as a text background anywhere else in the skin.

□ RIGHT-clicking on the ‘BklImage’ column enables the display of a background image that has been added to a text field in an element (for example, the ACTION field of the PLAYER element) and configured as ‘Triggered by Language Text’.

- Click ‘Save’ to make your changes permanent.
- Click ‘Cancel’ to discard your changes.
- Click ‘Reset to Default’ to override the current settings with the default ones.

□ Some text items contain a ‘#’ symbol. This symbol is automatically replaced with the amount that relates to the text. For example, “All In #” would appear as “All In 1,000” (or whatever the all in amount is). If you don’t wish the amount to appear, simply omit the ‘#’ symbol from the text.

□ Game variant names use the '#' symbol differently. In these language fields, a '#' is replaced with the betting structure (Fixed Limit, Pot Limit or No Limit). For example, '# Hold'Em' would be displayed as 'NL Hold'Em' or 'Limit Hold'Em' and so on, depending on the betting structure that is active.