

# Owner's manual

Duplimate Mark IV

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## Unpacking

Check that you have got:

- 1 Duplimate
- 1 Power supply cablet
- 1 Computer cable
- 2 Print examples
- 1 Dealmaster Pro software

## Installation

1. Download the appropriate WinDup software from the [Duplimate MkIV page](#) on the jannersten.com site. Note that you will need a special software if you are using NT-based Windows. (XP and 2000 Pro are examples of NT-based Windows.)

Run the SETUP.EXE and all files will be automatically installed onto your computer.

2. Connect the Duplimate, herinafter called the DM, to one of the computer's communication (RS232) ports with the computer cable. If your computer does not have a port fitting the Duplimate's com-cable, you can use a commonly available standard USB -> RS 232 adapter.

3. Connect the computer and the DM to an earthgrounded power outlet (this is important also for the function). (220/240 50Hz or 110-120V 60Hz doesn't matter.)

4. Start Windows and open the application "WinDup". Fill in your name and/or the machine number and the installation will be completed.

5. DEALMASTER is not needed to operate the Duplimate machine, but you are advised to install and use it as described on [http://www.jannersten.se/html/windup\\_dm.html](http://www.jannersten.se/html/windup_dm.html).

If you are an experienced Windows user, you can probably skip the following two sections; i.e. you can go to the headline "Dealing Methods".

## The Screen-layout

When the WinDup program is running you have a screen-picture consisting of four elements (from top to bottom):

- i. A standard (Windows) header.
- ii. Five drag-menus.
- iii. A tool-bar.
- iv. A display area
- v. A status-bar.

## THE DRAG MENUES

### File

Via "file" you can open/save/close etc a file.

### View

You can suppress the tool- and/or the status-bar, if you like (not recommended).

### Deals

With this menu you can regulate which deal the Duplimate shall duplicate and also *how* this shall be done.

**Auto duplication** should be your choice except in special cases, for example when you need an extra copy of a certain board when **Single duplication** is to prefer.

### System

**Document** is normally used to change the settings you made when you commenced an Auto Duplication.

**Duplimate** is useful for the following three purposes:

i. **Card identity.** If you must duplicate non-bar-coded cards (not recommended because the output can not be checked by the machine unless the cards are bar-coded).

ii. **Stop card.** Stop card = a joker to separate the decks. This is only recommended when all decks have the same backdesign and you are unexperienced (or if you get frequent error-messages). Our standard recommendation is that you should duplicate without stop cards, but use the "rodd" rule to separate the decks; i.e. put red decks in odd boards and blue (or green) in even numbered boards.

iii. **Com port.** Depending on which port you have connected the computer cable to, it might be necessary to change the default value.

**Deal Control** is explained on the next page.

### Help

Should be self-explanatory.

## THE TOOL BAR

The tool-bar is a quicker alternative to the drag-menus.

## THE DISPLAY AREA

The deals and the dialog boxes will appear in this area.

## THE STATUS BAR

The status-bar has two purposes:

- i. It explains the icons in the tool-bar. (Point at any symbol and read the explanation in the status bar.)
  - ii. It tells you the status of the duplication process.
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## Getting Started

Before you can do anything you have to open a "document". (A document is a temporary file where all information is stored until you save it in an ordinary WinDup file.) To open a file, click the icon to the far left of the tool-bar (or click File/New or Uppercase Ctrl+N).

Once you have saved some files, you can alternatively open an old file (second icon from the left hand side, or click File/Open, or Ctrl + O).

## Dealing methods

You can disregard this section and the following (Deal Control), if you are using WinDup for NT-based Windows. This is so because WinDup for NT use the superior BIGDEAL dealgenerator.

If we disregard the possibility to import the deals into the system using one of the methods mentioned under the headline *For a Class*, you have the choice between the following dealing methods:

- i. WBF's
- ii. WinDup's
- iii. WUD.

**WBF's dealer** is the dealing algorithm used by the World Bridge Federation. It will be used unless RNDEAL.EXE is removed from the WinDup folder.

**WinDup's dealer** has the advantage that the operator's speed is used as an additional random factor.

**WUD** is an abbreviation of World Unique Deals. WUD is a file containing unique deals. A deal has not, and will not, appear in any other WUD. WUD supersedes the WBF and WinDup dealers when activated in DEAL CONTROL.

## Deal Control

If you in Deal Control (under SYSTEM) tick WUD the deals will be picked (at random order) from the WUD-file (if it exists).

If you should use WBF's or WinDup's deal generator is a matter of taste. (Move the RNDEAL.EXE from the WinDup folder to activate WinDup's dealer.) Regardless of which of these two deal generators you use, WinDup will by default make an internal duplicate control (ddc). That is to say, WinDup will check that you do not deal the same deal twice. There is no guarantee that your deals will not coincide with deals made on another computer. But if you use WinDup's dealer you can be pretty sure that your deals will be unique. This is so because WinDup's dealer is dependant on a unique random factor: You.

If you have a very slow computer, and are not too worried about repeating old deals, you can disable the DDC.

If you find that the WinDup software becomes painfully slow after some time, we suggest that you decrease the value "Max number of deals in DDC". Note that you will wipe out ALL deals from the control file if you push the Reset button.

## For a Tournament

Under this headline we will describe the recommended procedure when preparing tournament boards.

1. Open [a new] document.
2. Fill in the parameters:
  - a. **Headline** = The headline on the hand-records.
  - b. **Sealed** (default) means that the deals will be kept secret. **Show** means that the deals will be shown to the operator (not recommended). **Edit** means that the deals can be altered; something you should never do if you want to call your deals "random".
  - c. **Duplicates** indicates how many (correct) duplicates the machine will prepare before switching to the next deal. How you should set this parameter depends on how your boards are organized.

If you have 10 sets of boards numbered 1-32, you should set "1", but if you have a pile with 10 board no. 1, another with 10 boards no. 2, etc (barometer style), you should set "10",

d. **"From board"** indicates the lowest board number, i.e. the board you intend to start with.

e. **"To board"** indicates the highest numbered deal. Note that after this board will follow the deal no. set in "from board". That is to say, the Duplimate will duplicate from board x to board y repeatedly so long as you are in Auto Duplication mode.

3. Click OK and select **Auto Duplication** (type Ctrl+A, or click the icon to the left of the question mark).

4. Follow the instructions under the headline "Duplimate".

5. When you have finished the duplication, you should **save** your document in a file. Click the diskette-shaped icon (or click File/Save, or type Uppercase Ctrl+S).

If you have installed DEALMASTER we suggest that you use that software for printing hand-records with makeable contracts.

6. **Print** hand-records. This should be done as late as possible (at championships it should not be done until the session has started). To be able to print the deals, you have to break the seal. Therefore you must go to System/Document and click the "Show" or "Edit" button (if not already done), before you can print.

To initiate the printing, click File/Printing or the Printer icon in the tool-bar. (The printer is set as usual under Windows.)

**Print method normal** means that you will get 15 deals on an A4 page (18 on US legal). **Print method compressed** means that there will be up to 32 deals on a standard A4 page.

**Statistics** means that some simple statistics of the deals will be printed with the deals.

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## For a Class

The main difference between the deals for a class and those for a tournament is that the latter should not be known to anybody, whereas you must have control over what your class is doing.

You can:

- i. Import hands made by a software creating specified deals.
- ii. Create hands to your liking yourself.
- iii. Read deals from boards into the system.
- iv. Type the deals from e.g. a textbook.

### i. Import

Duplicate files having the extension .DUP or .DLM can be read as they are. .BRI files can be converted by a (DOS) utility called CONVERT. If you have deals in an other file format, inquire for further information.

### ii. Creating hands

Make sure that "Edit" is selected in SYSTEM/DOCUMENT. If you do not like what you see on the screen, you can:

—replace the deal by a new random dealt hand by clicking on the icon to the right of the arrows in the tool-bar.

—modify the deal using the **edit function**. With the edit function you can:

- a. **Send** a card to N, S, E or W respectively (put the cursor on the card to be moved and type N, S, E or W).
- b. **Add** a card by writing the desired card's rank after the desired card symbol. (To add a ; K to North, type K anywhere on the row for North's spades.)
- c. **Drag** a card to the desired hand.
- d. **Home** all cards to N, S E or W. (Put the cursor in the desired direction and take the Home button.)

To move the cursor, you can either use the mouse, or the arrows on the keyboard. The tabulator will move the cursor from one hand to another (clock-wise).

### iii. Read deals

WinDup's read function is useful if you need to read a deal into the system.

Your first step should be to open a file (new or old) into which you want WinDup to write the deal(s). Note that the Document mode has to be set to "Edit" before you can activate Read.

Your next step should be to put the deal(s) that you want to read in the hopper. Seen from the bottom (the faces) the order must be: N-E-W-S (=the board's slots from left to right). You should (as usual) put at least two decks in the hopper before you start the machine.

You can either start Read from the Deal menu, or push the button with the card-symbols in the tool-bar.

## Duplicating

1. Switch on the power to the DM. (Green light in front panel indicates that the power is on and the Duplicate ready.)

2. Put at least two (preferably three) packs of cards into the hopper (at the Duplicate's far right end).

### IMPORTANT NOTE 1

The Duplicate machine must be switched off when you start (boot) the computer!

### IMPORTANT NOTE 2

Do not duplicate the last deck in the magazine and make sure that the cards are not convex (seen from the faces). Whenever needed, you should give a pack of convex cards a push in the center.

### IMPORTANT NOTE 2

In emergency you can use the space-bar to stop the duplication. After such a stop, you can use the space-bar a second time to start the duplication. (To pull/push the board out/into position will have the same effect.)

3. Make it a habit to organize the boards in the order they shall be duplicated before you start the duplication. (As the machine is quite accurate, you will have no excuse if for example deal no. 9 is put in board no. 8.)

4. Insert the first board to be duplicated in the machine.

5. If everything goes as it should, i.e. you get the message "Duplication OK", insert the next board to be duplicated, etc. Otherwise, see headline "Error-messages".

6. When you have duplicated the last board in the set, you get the question: Do another set? If you for some reason has come out of pace with the machine (i.e. you have boards left, while the machine says that you are finished), we recommend you to re-duplicate the whole set as this will be both quicker and safer than trying to correct the error(s) you have made with the boards.

### TIP FOR TOP

Top performance (maximum boards per hour) is reached by keeping the machine busy most of the time. This can be done in the following way:

- i. As soon as the machine stops, take out the duplicated board with one hand and insert the next with the other.
- ii. While the machine is working: Close the duplicated board and make the next one ready (put the cards in the next board into the hopper, open the board, and hold it ready for insertion).

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## Error-messages

### Sound

The sound-signals can be changed in WINDOWS regular settings. The sounds used by WINDUP are "System Default", "System Exclamation" and "System Hand".

### Communication error

If you get the msg: Unable to establish contact with Duplimate, check:

- That the power is on.
- That the computer cable is properly connected.
- That you have selected the correct com port in SYSTEM/DUPLIMATE.

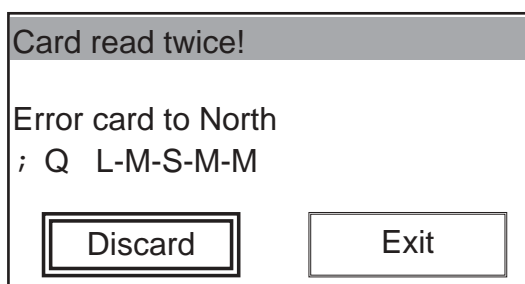
If none of this helps, please inquire.

### No board

The DM won't start until you have inserted an empty board.

### Card read twice

The msg-box looks like this:



The faulty card is the last card dealt to North. If you turn the top card in North's slot upside down and it is a spade queen (as indicated in the msg-box) you should check the other cards in the board and most probably you will find another queen of spades.

If the last card dealt to North was not the card indicated on the screen (; Q), or if you can not find two spade queens in the pack, you had a mis-read. If you have several mis-reads, see "Avoiding problems".

In any case you must reject the duplicate once you have got an error-message. **DO NOT EVEN THINK OF CORRECTING THE DUPLICATE YOURSELF AS THIS COULD RESULT IN A FAULED BOARD.**

To reject a duplicate we recommend that you discard it. **Discarding** means that the DM will finish the deck. Note that if you had a deck containing 53 cards, the 53rd card will be left in the magazine. (To avoid problems, you can make it a habit to put discarded decks back at the *bottom* of the hopper.)

**Exit** means that you will leave the Auto duplication mode. This is not recommended unless you do intend to quit.

The sequence L-M-S-M-M indicates (from left to right) how the five bars (three black bars and two white) were read. S indicating a thin bar, L indicating a broad bar and M an in-between bar, cf the bar-code on a ; Q. This is nothing you need to know, but we need this information when you are asking for advice.

### Invalid bar-code

means that the last card dealt to North could not be identified. Put the deck back in the hopper and try again. If the same problem occurs with the same card, there is something wrong with the bar-code. Replace the card (or turn it so that the bar-code on the other edge will be read next time).

If you get this error-message frequently and/or with different cards involved, see "Avoiding problems".

## Avoiding problems

When we designed the DM, we had to make some assumptions. For example that the cards should be reasonably flat and not curled like corn-flakes.

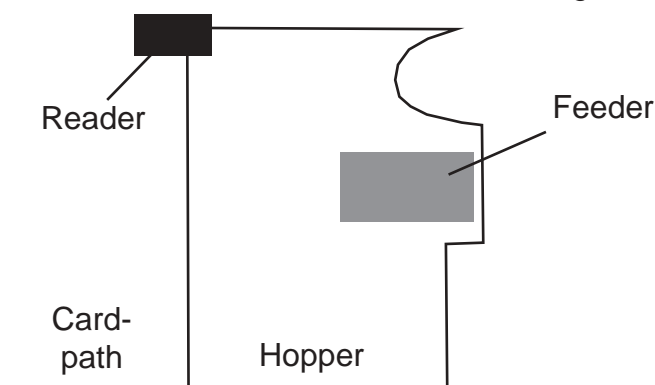
There are tolerances, of course, but to ensure a high output you should try to keep duplicating conditions as constant as possible. Generally speaking you should follow the standard recommendations for electrical equipment. That is to say, you should avoid extreme cold or heat (and direct sun-light). Extremely damp, or dusty, environments should also be avoided.

Regardless of the environment, the machine will collect dust coming with the cards. So long as you do not get any error-messages, we do not expect you to do anything. But if you get error-messages frequently, you will no doubt agree that something should be done.

MESSAGE: Invalid bar-code.

REMEDY: Clean the reader with a dry "Tops" stick. (Tops is a stick with cotton at the end.) If this does not help, ask a technician to dismantle the reader for cleaning with Isopropanol.

The reader is best reached from the magazine:

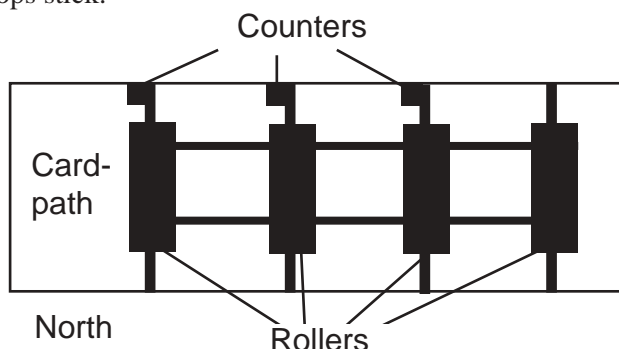


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MESSAGE: Counters out of range

REMEDY: Clean the three counters in the card-path with a Tops stick.



If problems persist, the machine probably needs a more thorough cleaning, see

<http://jannersten.com/WinDup/serviceinstruction.pdf>

## Cards without bar-codes

Cards without bar-code should only be processed in emergency as the output will not be cross-checked. (If a deck has been sorted in incorrect order, you will have a faulty board.)

Another factor to consider is the dimensions of the cards. Fournier cards of bridge size (57x88 mms) will do, but cards of other brands might not be properly processed by the machine. Do not struggle with cards that do not run through the machine without problems as this could damage the equipment and result in incorrect duplicates.

If you despite our warnings do decide to duplicate non-bar-coded cards, you must change the settings in SYSTEM/DUPLIMATE/CARD IDENTITY to either "Fournier" or "Chronological".

Fournier = Fournier's original sort order (only remember to remove the Jokers).

Chronological = Spade Ace, King, Queen...2, Heart Ace, King...2, Diamond Ace, King...2, Club Ace, King...2. That is to say, the first card that the machine shall pick up must be the deuce of clubs and the last card (on top of the deck) the Ace of Spades.

## Test functions

There are two tests that you can carry out yourself:

### FUNCTEST

For this test you do not need any computer.

Switch off the power to the Duplimate. Fill the hopper with at least two decks of cards. Put a card in the last counter in the card-path. (There are three black sugarlump-

sized counters sitting on the back wall in the card-path. It is the one above East's slot that we are referring to.) Switch on the power to the Duplimate WHILE HOLDING the card in the counter as described above. The Duplimate shall, after a few seconds, sort a deck in suits. If it does, the WinDup is OK.

### DUPDIA

If the Functest does not perform, you can use DupDia to find out where the problem is.

To execute DupDia you have to specify if you are using com-port 1 or 2. Type RUN DUPDIA.EXE 1 or RUN DUPDIA.EXE 2 respectively. Then follow the instructions on the screen.

## Extras

**CONVERT** is a stand alone tool for:

- Converting .BRI files to .DUP files or vice versa.
- Converting .DUP files to text-files (ASCII), which can be imported into any other program

**CREATE** is a simple tool for selecting random dealt hands with certain criteria. Once you have prepared a selection of deals, you can duplicate them as usual. See also DEALMASTER.

**DEALMASTER** is a very comprehensive tool for e.g. restricted dealing, see [www.jannersten.com](http://www.jannersten.com) for more info.

**PAIRS** is a separate software for registration of contestants, movements (guide-cards), printing of score-sheets with player numbers, scoring etc. That is to say, a very comprehensive scoring software. In addition, PAIRS can read the Duplimate files and present the deals with the scores.

**PBN** (Portable Bridge Notation) is a file format which is useful for transferring deals and other bridge-related data between various softwares. You can for example transfer the deals to/from Duplimate and various play softwares via PBN. For more information see [www.jannersten.com](http://www.jannersten.com).

**TEAMS** is a software of the same style as PAIRS, but for teams.

**TOPS** means that you get the hands on a diskette and commented scores on paper.

**VUGRAPH**. The deals made by the Duplimate system can be presented [automaticly] by several vugraph systems. Enquire for further information.

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# WinDup Warranties

## **12 MONTHS “No Excuse” WARRANTY**

The rules are simple: You can within 12 months after purchase claim your money back for the machine, would you not be happy with your WinDup (MkIV Duplimate). That is to say, if you return your machine within 12 months, we will refund what we charged you for it.

## **24 MONTHS GUARANTEE**

There is also a standard 24 months guarantee. The standard guarantee covers repair/replacement of faulty parts and incorrect manufacturing. Note that the guarantee does not cover normal wear and tear. Nor does it cover the shipping costs for sending the machine back to us.

## **10 YEARS PARTS GUARANTEE**

We guarantee that all parts will be available for at least 10 years after purchase of a new machine.

## **POLICY**

Our policy is that you during the 12 months “No excuse” warranty period, may send the machine to us as many times as you like. The freight to us must be paid from your end, however, unless otherwise agreed with Jannersten in advance.

If the machine was returned to us within the 12 months “No excuse” warranty period, because of faulty parts or incorrect manufacturing (i.e. repair falling under the 24 months guarantee), we will pay the costs for shipping the machine back to you. Otherwise the (return) freight has to be paid from your end.

JANNERSTEN FÖRLAG AB  
BRIDGEAKADEMIN

# Addendums

to Duplimate Mark IV

## **ADDENDUMS**

There are a number of supplementary, *gratis* softwares that you can download from the web. Just follow the links on the Duplimate Addendums page

([http://www.jannersten.se/html/duplimate\\_addendums.html](http://www.jannersten.se/html/duplimate_addendums.html))

Another useful address, which you should bookmark, is

<http://m1.185.telia.com/%7Eu18515438/DuplimateClub/>

## **DEALMASTER**

Dealmaster Pro is included in this package. Dealmaster is a very comprehensive software. The drawback with this is that you can easily lose your bearings. If you are not familiar with Dealmaster, we recommend that you download the introduction. (Follow link from the [Addendums page](#).)

## **CUSTOM BUILT SOFTWARES**

There are also a number of custom built softwares for various purposes, e.g. printing of the deals on curtain cards, statistics etc. If you do not find what you need among the freewares listed on the [Addendums page](#), or the [Duplimate Club library](#), you can ask [support@duplimate.com](mailto:support@duplimate.com) if they know if/where you can find a third party software. But please study what Dealmaster can do BEFORE you contact our support.

# The boards

Please copy this to those who are to handle the boards

## LABELING

i. Make sure that you put North in the right direction. (You can **not** rotate the label 180 degrees.)

ii. You should also put the small number on the edge of each and all boards, as shown on the back of the sheets carrying the stickers. It is worth while to bother about this, because it will make it easier to check that the boards in a pile are put in order.



## PREPARATIONS

You are strongly advised to organize your boards in the way they are going to be duplicated BEFORE you start the duplication. If you for instance are going to duplicate 3x32 boards, you should verify that you have three piles 1-32 in strict numerical order on one side of the machine. If, for example, the boards happen to lie in the order: 1, 2, 3, 4, 6, 5..., you will most probably end up with two fauled boards even though the machine duplicates the deals correctly.

## HANDLING THE BOARDS

The recommended procedure is as follows:

- i. Put the sets of boards to be duplicated on the right hand side of the machine.
- ii. Have at least two decks in the hopper when you start.
- iii. Open the first board to be duplicated and put the cards in the hopper.
- iv. Insert the just emptied board.
- v. Open the next board and put the cards in the hopper\*.
- vi. When the machine stops, remove the just duplicated board, close it, and put it upside down to the left of the machine.
- vii. Insert the emptied board (according to v.)
- viii. Open the next board and put the cards in the hopper\*, etc.

\*The standard advice is that you should not put the cards in the hopper while the machine is working as it could disturb the duplication. Experienced duplicators do put the cards in the hopper with care while the machine is working as this saves time. If you find that you are causing read-errors by doing so, you should wait until the machine has stopped.

Note that the boards are easiest to close by pushing inside the edge (white spots in the illustration above).

## TRAVELLERS

You are advised to instruct the players the first time you use travellers how these are inserted under the strap on the back of the boards. You will save time if you show them that they should press (where is says "PRESS"), while inserting the traveller (in the arrow's direction).

