

The CardStuffer™ Manual

- For Macintosh™ 64 Bit OS X 10.6 and Greater

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Installing CardStuffer™:

MAKE A BACKUP COPY OF YOUR PROGRAM NOW!!!

You must be using 64 bit OS X 10.6 or greater .

Start Up:

When you boot up CardStuffer™ for the very first time, an information Dialog Box will be presented to you. You MUST enter at least three characters in the Name text box. You MUST enter your registration number correctly. [If your registration number has not yet available, you may proceed by leaving the registration number blank and clicking OK. As soon as you receive your code, enter it at the next available log in.]

Upon entering all information correctly, the mandatory copyright data is presented, and then your name, and organization/address. The game will then begin. You will NOT ever need to enter this information again unless you reinstall the game. Then it is imperative that you have your registration number. PLEASE safely store this number. It cannot be replaced at a later time.

Registration Number:

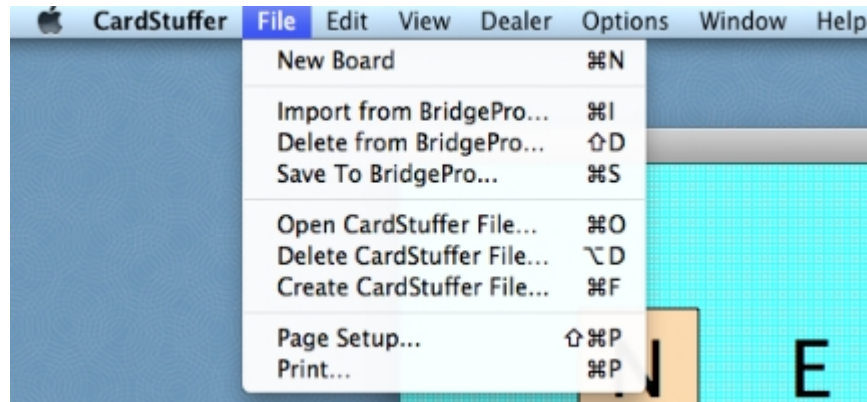
Your registration number is unique. You have the ONLY copy of this number. Secure this number in a safe place. It will be required if support service is needed, or you reinstall your game onto a new or re-initialized hard disk. [There are no letters “O” or “L” in the registration code so as to avoid confusion with the numbers “zero” and “one.”]

Introduction:

CardStuffer™ is a companion application for the rubber contract bridge game, BridgePro™. You must own BridgePro™ in order that CardStuffer™ work properly. BridgePro™ must be opened and its registration number properly entered prior to opening CardStuffer™. If you try to open CardStuffer before opening and registering your bridge game, an error message will appear. This will tell you that a file created by BridgePro™ has not been found.

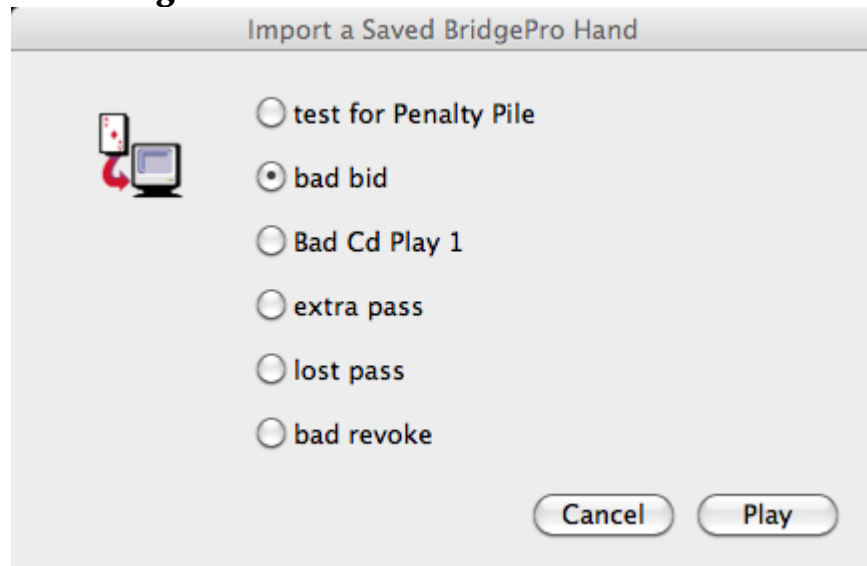
CardStuffer™ is a program that will allow you to construct all four hands in a bridge game. You may alter the cards in any hand at any time. You can change the vulnerability. You can change the dealer’s position. The program allows you to then send a hand to BridgePro™ so that the game can play it out. You may also import a previously saved hand from BridgePro™. This hand can then be altered in any manner stated above and can be resubmitted for play in the game. The board can also be saved as a separate file with its own distinctive icon and placed a folder of your choice. You can delete any of the files, hands or boards at will.

The Menu:



File:

Import From BridgePro:

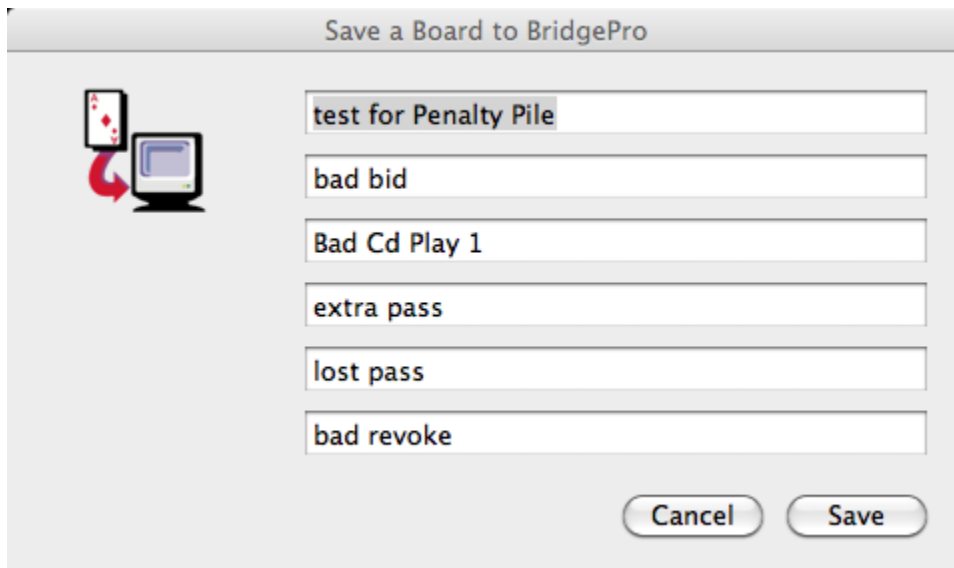


This menu item will again present the save dialog box. By selecting a named board that has been saved in the game it will appear at the top of your screen. You can now manipulate the cards, change the vulnerability, change the dealer position or you can simply save the hand as a file by now choosing Create CardStuffer File from the menu or re – export it to BridgePro™ using the “**Save to BrigePro**” command.

Delete From BridgePro:

This will bring up the CardStuffer's dialog box that contains your six saved hands from the game. By selecting one of these hands and selecting **Delete**, the hand will be erased forever and the caption will then read: "No Cards Are Saved."

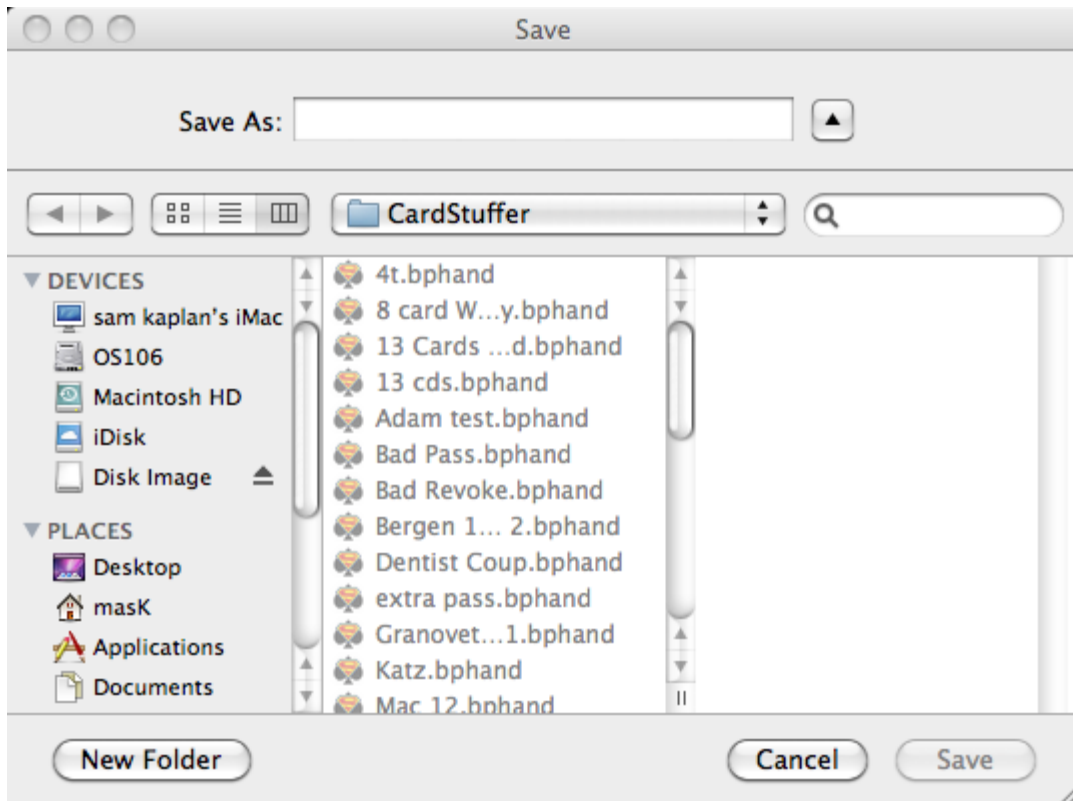
Save to BrigePro:



Once all 52 cards have been placed in their respective hands this menu selection will bring up a familiar dialog box that will allow you to save the hand in any one of six positions. If all six positions are filled, you must select a position to replace. If you want to save a board that you are going to replace, go to "Create CardStuffer File" first. Save the hand as a file and then proceed with saving a new hand in the already occupied space. Once the file is saved in this menu selection, you can then return to the BridgePro™ game, select The Play menu and go to Saved Hand. The board you just saved will now be transferred to your game for play and analysis.

Create CardStuffer File:

This will bring up the systems "Save A File Dialog Box." You may then save this board with its own caption. A file with a distinctive CardStuffer™ icon will be created and stored in a folder of your choosing. You may retrieve this file by using the **Get CardStuffer File** from this menu.



Get CardStuffer File:

This menu item calls the system file retrieval dialog box and allows you to scan all of your saved CardStuffer™ files. You can select any one and it will appear at the top of your screen. You can then alter the individual hands by changing the cards, the vulnerability or the dealer's position. You can restore it with the **Create CardStuffer File** or you can export it to the BridgePro™ game for analysis and play using the **"Save to BrigePro"** command.

Delete A CardStuffer File:

This brings up the system save dialog box. When you select an appropriate file it will allow you to delete a file from the program menu rather than quitting and physically placing the file in the Trash. Be very careful. This deletion is permanent. Make sure you really want to erase this file forever before selecting **Open**. "Open" will perform the deletion.

Quit:

This will close the CardStuffer™ program and return you to the desktop [ + Q]. This command can be found in the CardStuffer™ menu.

Edit:

Undo:

This will undo any previous action that you have performed. If you had selected a card, it will be move back to its prior position. If you had changed seats, it will take you back to the previous position. Similar actions will occur with suit selection.

Cut, Copy, Paste:

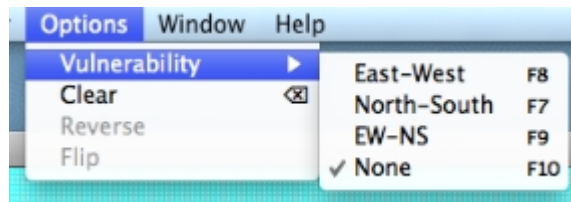
These items are all permanently deactivated.

Dealer:



This allows the user to select the dealer's seat. The default position is south.

Options:



Vulnerability:

This will allow you to set the vulnerability. When the board is cleared from menu, the vulnerability will automatically be set to none. The North-South, East-West, NS-EW and none are check mark type options.

Clear:

This will clear the top of your screen and all cards will return to the deck in suit and numbered order. Be careful when using this item as it is permanent. If you have not saved the hand, it will be gone!

Reverse Hands:

This allows the user to switch the North-South teams for the East-West team. It is functional only when all the hands are filled.

Flip Positions:

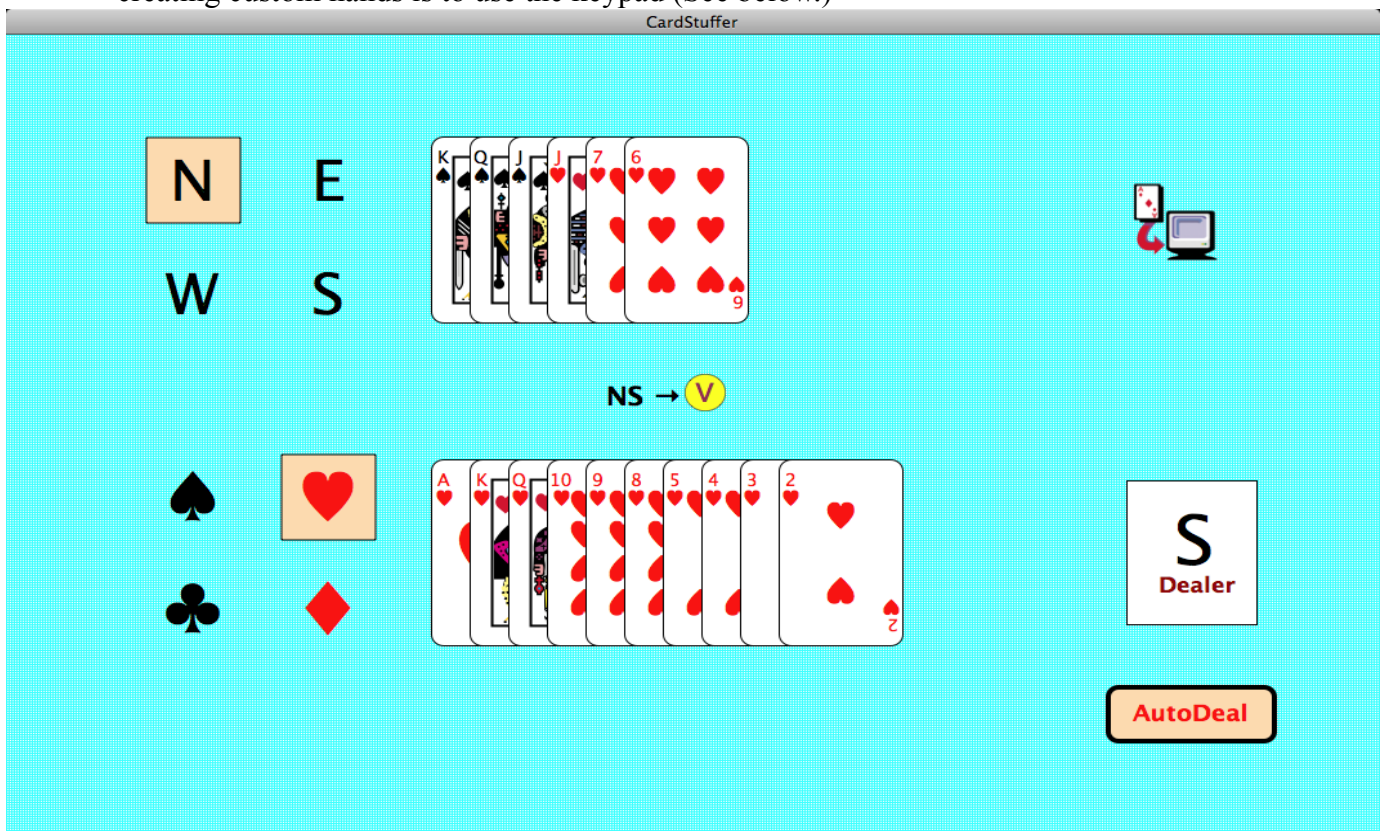
This allows the South seat to become the North seat and the West seat to become the East seat. It is functional only when all the hands are filled.

About:

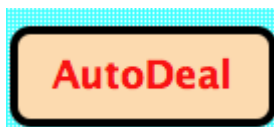
This shows the mandatory copyright wording.

To Construct a Custom Hand:

The custom hand to be constructed will appear at the top of your screen. By using the mouse, you can left click and select any card from the lower display. The lower display is always a solitary suit. You may change the suit by left mouse clicking on the appropriate suit symbol at the left lower portion of your screen. The seat position is selected by left mouse clicking on the symbols at the top left of your screen. It is unnecessary to complete all four hands if you have completely filled three of the hands. You may then select “**AutoDeal**.” This will automatically fill the final hand. (See AutoDeal for more details.) The fastest method for creating custom hands is to use the keypad (See below.)



AutoDeal:



At any time you may left click on the AutoDeal button in the lower right hand corner of the screen. This will deal out the remaining cards in a random manner. If you are only interested in filling some hands in a partial manner, this button will save time. The button can be activated by

key selection. Either the asterisk key or the multiply key will cause the Autodeal function to activate.

Keypad Selection of Cards:

[This is the fastest method to enter cards to a hand.]

Pressing the appropriate key enters cards 2 – 9. To enter a 10, press the zero key. To enter the honor cards, “1” for the ace; “/” [Divide Key] for the king; “*” [Multiply Key] for the queen and “-” [Subtract Key] the jack. You can change suits by pressing the Add Key (+). You can change hands and set the suit to be viewed as spades by pressing the Enter Key once all 13 cards have been placed in the top screen array. If all hands are filled then the Enter Key simply moves from one seat to the next.

If you enter an incorrect card, the Decimal Key will **Undo** the last entry.

Keyboard Use:

You can change the seat position by pressing the “w” for west; “e” for east; “s” for south and “n” for north. The number keys will act similar to the description noted above for the keypad input. In addition, “a” will select the ace, “k” the king, “q” the queen, “j” the jack and “0” [zero] the ten. If you look at the individual menu items, most have command key shortcuts to their function. These include changing the vulnerability, and changing the dealer’s position. The Up Arrow Key will activate the **AutoDeal** feature. . By selecting Delete Key or the Backspace Key, you will **Clear** the entire board and no cards will be left in the upper section of the screen in any of the hand positions. The suit field will be spades.

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