

PokerGFX

RFID Video Poker Table

User Manual

GameTracker

- Supplement your video stream with live chip counts and hand histories with the GameTracker widget embedded in your website
- Social media buttons to share hands and direct more traffic to your website

MultiGFX

- Run unlimited multiple copies of PokerGFX from a single table, for multiple video streams each with their own individual graphics and stream delay settings (requires multiple PokerGFX licenses)

Action Clock

- Stand-alone, lightweight Windows app that is fully featured shot clock
- Integrates with PokerGFX to show the countdown timer on screen

System

Check for Updates	Force the Server to check to see if there's a software update available.
AT Kiosk Mode	<p>When the Server starts, Action Tracker is automatically started on the same PC on the secondary display in kiosk mode. In this mode, AT cannot be closed or minimised, and the Video and Delay Insert consoles are disabled.</p> <p>When used in conjunction with a touch enabled display, this is a cost effective and secure way of making AT available without the need for a secondary PC, laptop or tablet.</p> <p>All in one USB touchscreen displays are perfect for this application, such as the Mimo monitors available from:</p> <p>http://www.mimomonitors.com</p>
AutoStart	Automatically start the PokerGFX Server when Windows starts. Useful for unattended installations.
AT Updates	Enhanced mode can only be started from Action Tracker if this option is enabled. When disabled, Action Tracker may still be used but only in Auto mode - player names can be edited but Enhanced mode cannot be started.
AT GFX	Determines whether the player and board graphics are displayed on the live video preview in Action Tracker. This setting does not affect streaming, preview, or recording.
ClubManager	Support for ClubManager, a third-party card room manager application. PokerGFX can automatically exchange player names, chip counts and level information with ClubManager when this option is enabled. See the ClubManager documentation for detailed instructions.
MultiGFX	Forces PokerGFX to sync to another primary PokerGFX running on a different, networked computer, making it possible to generate multiple live and delayed video streams with different graphics, from the same table. See the chapter on 'MultiGFX'.
Sync Stream	When in MultiGFX mode, forces streaming to start and stop in synchronization with the primary server.

MultiGFX – Multiple Video Streams

The MultiGFX feature allows you to generate multiple video streams simultaneously from a single RFID table, each with its own independent graphics, stream and video settings. A common use of this feature would be to produce a delayed stream with hole cards for a webcast, and a higher resolution live stream without hole cards, for display at the local venue.

This is achieved by running multiple copies of PokerGFX on separate computers which are networked together. Enabling the 'MultiGFX' option forces PokerGFX to use another running copy of PokerGFX as a data source instead of a physical RFID table.

To get started with a MultiGFX configuration, follow these steps:

- Connect the RFID table via USB and start PokerGFX normally (this will be the primary PokerGFX that controls the other secondary PokerGFXs).
- Ensure that both a table name and password have been configured in the primary PokerGFX.
- Start PokerGFX on another computer (the secondary PokerGFX) that is networked on the same Local Area Network as the primary PokerGFX.
- Ensure the table name and password settings in the secondary PokerGFX match the settings configured in the primary PokerGFX.
- Enable the 'MultiGFX' check box (on the secondary server only, not the primary). The table USB icon will indicate a link symbol.

The table USB icon should turn green, indicating the link is now active. Any game event that occurs in the primary PokerGFX will be transmitted to the secondary PokerGFX, as if the secondary were directly connected to the RFID table itself.

You can now modify any settings in the secondary PokerGFX to customize the secondary stream as required, including when to show hole cards, graphics 'skin' (**PRO version only**), video resolution and stream delay (or none, if you want a live stream).

Limitations and requirements for MultiGFX mode

- Action Tracker won't connect to a secondary PokerGFX. Action Tracker always connects to the primary PokerGFX and all player actions are propagated to the secondaries from the primary. Manual control of graphics via Action Tracker is also propagated (for example displaying a player Leaderboard graphic).
- Only game data is transmitted to the secondaries over the network. The background video must be fed separately to each secondary. This means the video and camera input settings will usually be different on each secondary. Here are two common scenarios:

Dedicated Vision Switcher	Connect a second output of the program feed from the switcher to a capture device in the secondary. This ensures that the video background on both secondary and primary is synchronized.
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Single Camera for the secondary	Connect a stand-alone camera to the secondary, which will provide a static video background for the graphics.
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- Each copy of PokerGFX requires a separate computer. It's not possible to run both primary and secondary on the same physical computer.
- All primary and secondary computers must be networked on the same Local Area Network.
- There is no limit to the number of secondaries that can be connected to a primary; it would be possible for example to run 100 secondaries simultaneously from a single table, each generating a unique video stream with different resolutions, graphics settings and delays.
- The primary and all secondaries must be the same version of PokerGFX.
- Each copy of PokerGFX must be separately licensed. A separate software-only license is required for each secondary. The software-only license is provided on a USB security key, which must be plugged directly into the secondary computer.