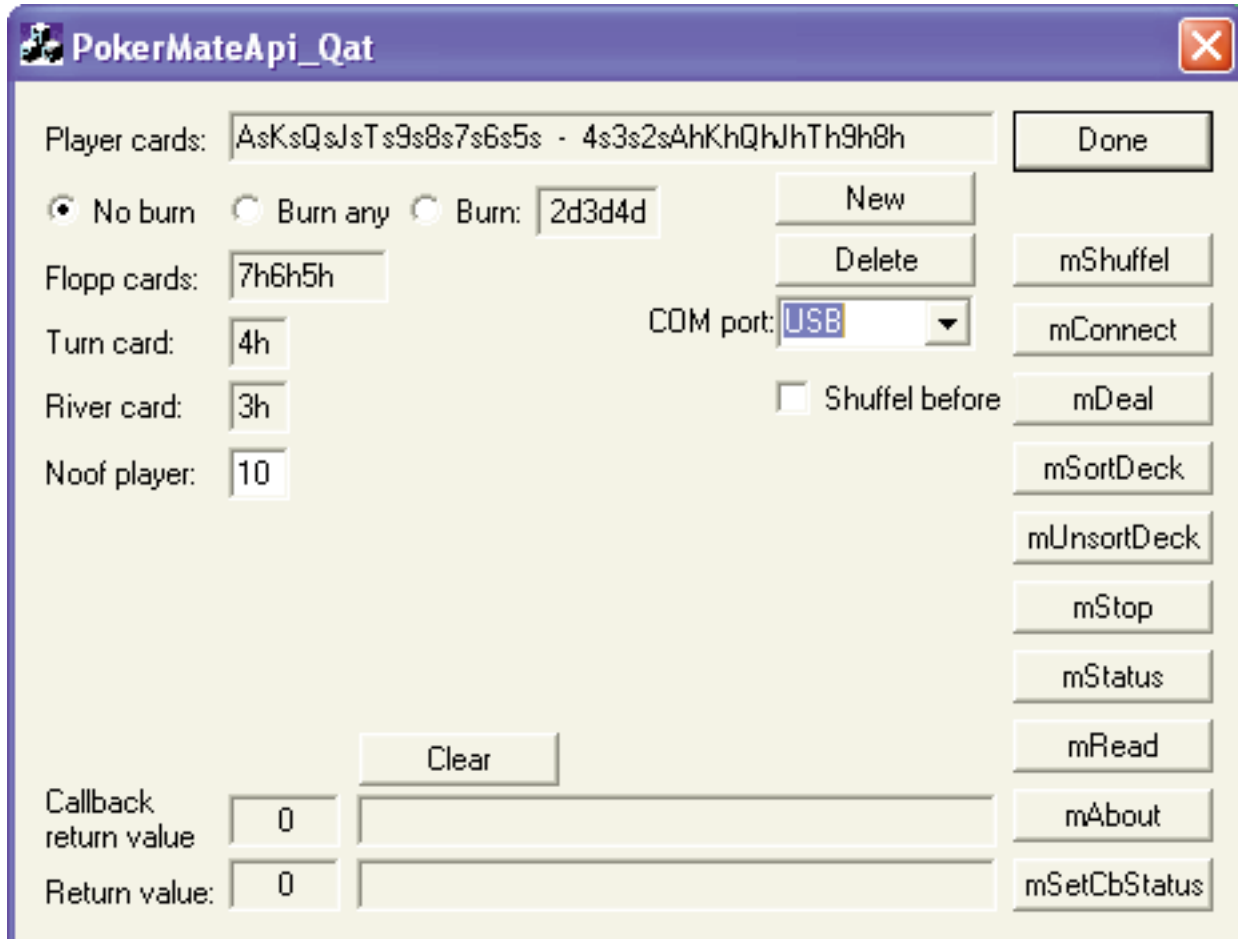


# Quick Poker Setup Guide

## FIRST START (ONLY)

1. Copy the files on the CD to any directory on your computer
2. Double click the file CDM20828\_Setup.exe (installs USB drivers)



The screenshot shows the 'PokerMateApi\_Qat' application window. It features a purple title bar with a close button. The main area is light yellow and contains several input fields and buttons. On the left, there are fields for 'Player cards' (AsKsQsJsTs9s8s7s6s5s - 4s3s2sAhKhQhJhTh9h8h), 'Flopp cards' (7h6h5h), 'Turn card' (4h), 'River card' (3h), and 'Noof player' (10). Below these are 'Callback return value' and 'Return value' fields, both set to 0. A 'Clear' button is positioned above the 'Return value' field. In the center, there are radio buttons for 'No burn', 'Burn any', and 'Burn: 2d3d4d', along with 'New' and 'Delete' buttons. To the right, a 'COM port' dropdown menu is set to 'USB', and a 'Shuffel before' checkbox is unchecked. On the far right, a vertical column of buttons includes 'Done', 'mShuffel', 'mConnect', 'mDeal', 'mSortDeck', 'mUnsortDeck', 'mStop', 'mStatus', 'mRead', 'mAbout', and 'mSetCbStatus'.

## ALL SUBSEQUENT STARTS

1. Double click the PokerMateApi\_Qat.exe file.
2. Choose "USB" in the COM port list.
3. Click "New"
4. Click "mConnect"
5. Click mShuffel to generate a new deal
6. Click mDeal to start the machine

## ERROR HANDLING

Put all cards back in the hopper and click mDeal (again) in case the machine would stop before the deck has been completed.