

Poker Desk

Update History and Instructions

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Updating Poker Desk Software

Normally only the Poker Desk Data Server needs to have updates installed. The client download the latest version of the software when executed. Occasionally the clients will need to be updated, but this is rare and the instruction will specify.

- 1) Download Update from website “<http://www.pokerdesksoftware.com/Installation>”

Download Software

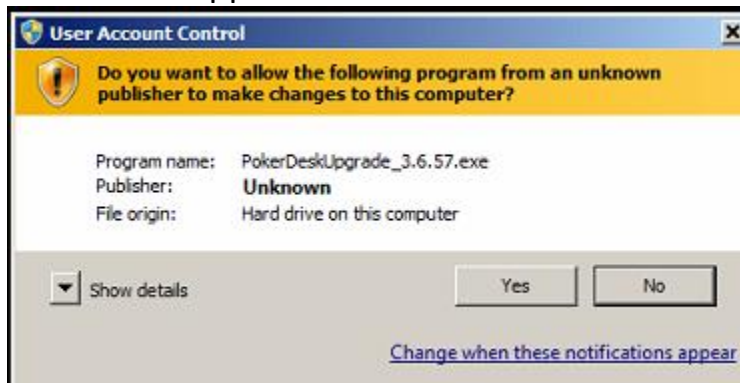
Use the following link to Download Installation Package then request a demo license by emailing sales@pokerdesksoftware.com. To Use window 8 start menu program is recommended for a windows 8 installation.

From <http://www.pokerdesksoftware.com/Installation>
Download lastest Version and Instructions
UnZip the zip file.

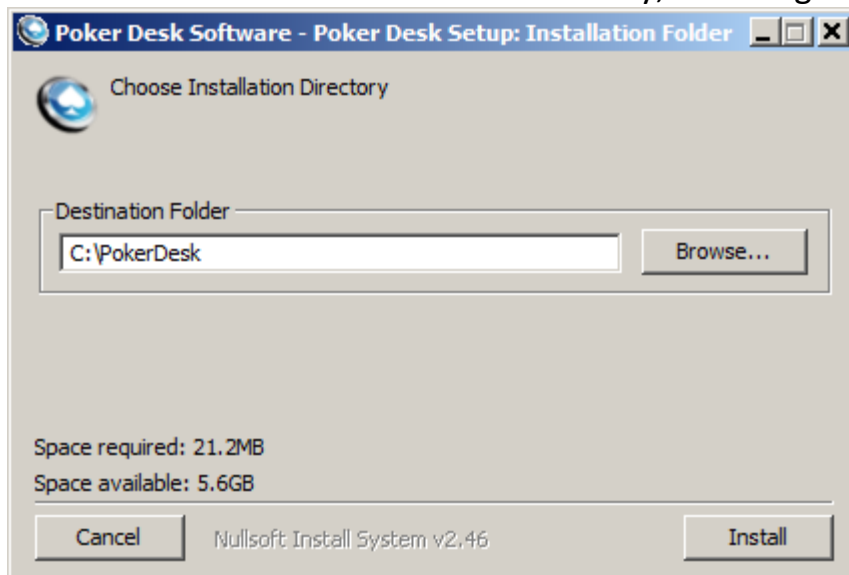
[Upgrade 3.x to Lastest Version](#)

[Update History and Instructions](#)

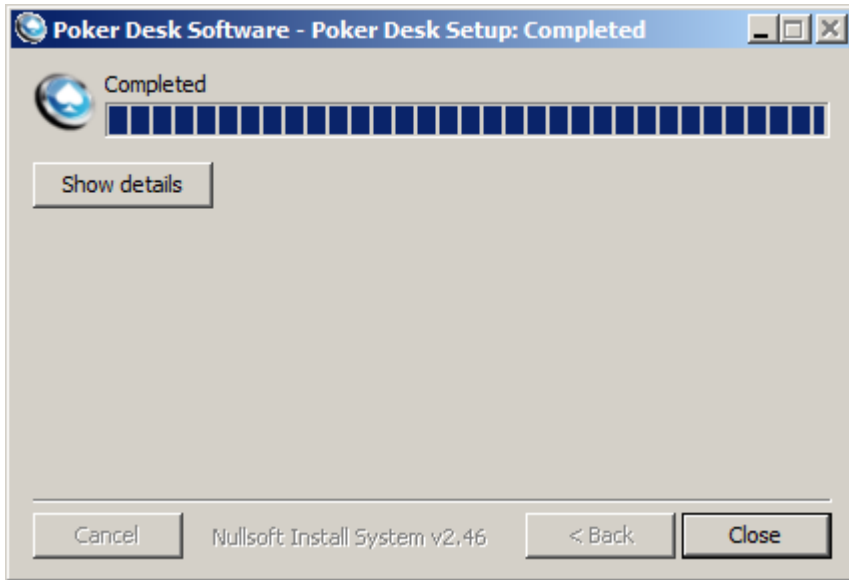
- 2) Unzip file:
- 3) Execute the unzipped file



- 4) Confirm can make changes
- 5) Should have installed in standard directory, no changes



- 6) Click Install



- 7) Click Close
 - 8) Check to following for update specifics to see if any data needs to be imported or corrected
-

4.0.2 October 28, 2014

Enhancements

- Multi-Pay Breakout
- Started new reports
- SMS Message when paging player
- Added Margin to PlayerView and Clocks
 - "PlayerView" "Margin" "20" or "20,10,20,10"
 - "left", "top", "right", "bottom"
 - "Tournament", "Clock Margin"
 - "DeskView" "Margin"
- Added Background Images to PlayerView and Tournament Clock
 - "Tournament" "Tournament Clock Background Image"
 - "PlayerView" "Background Image"

Fixes

- None

Instructions

- Need to be manually updated to database version 4.0
- For Tournament to allow multiple payments for a single entry add configuration values
 - "Tournament" "Multi-Pay Breakout" "True"
- For Paging setup texting service
 - Services Supported
 - www.twilio.com
 - www.nexmo.com
 - www.plivo.com
 - www.hoiio.com
 - "Paging" "Account Id" "{your account user/id/name}"
 - Twilio: Account SID
 - Nexmo: Key
 - Plivo: Auth Id
 - Hoiio: App Id
 - "Paging" "Token" "{your account key/password/authtoken}"
 - Twilio: Auth Token
 - Nexmo: Secret
 - Plivo: Auth Token

- Hoio: Access Token
- “Paging” “From” “{phone number from (specified by service)}”
- “Paging” “Indicator” “>”
 - This will split and input name between name and text number
- “Paging” “Max Message Length” “160”
 - Services will take longer message, but will sometimes split to multiple text messages, this control the max you wish to send
- “Paging” “Message Template” “{0:t} :: {1} table is available, seat will be forfeited 10 minutes from timestamp in message”
 - Template of the message values include
 - {0} DateTime (usually 0:t just for time)
 - {1} Game Short Name
 - {2} Game Long Name
 - {3} Game Information
- “Paging” “Provider” “{Twilio, Nexmo, Plivo, Hoio}”
- “Paging” “URL” “different for each provider”
 - Twilio: not used
 - Nexmo: <https://rest.nexmo.com/sms/json>
 - Plivo: <https://api.plivo.com/>
 - Hoio: <https://secure.hoio.com/open/sms/send>
- “Paging” “Debug” “True”
 - To help with setup

4.0.1 October 15, 2014

Enhancements

- Added Server License verification
- Finished Json restful upload option
- Added remote logging for errors
- Changed Label on Kiosk
- Added Active Directory Support for Employees

Fixes

-

Instructions

- All clients must be updated changed web address from \PokerDesk to \PokerRoom

3.7.2 September 15, 2014

Enhancements

- Cleanup Driver's License import.
- Started Json restful upload option
- Changed Kiosk button wording

Fixes

- Modified Setup (old reports) to export/import with '~'

Instructions

- Web Service and web database must be updated

3.7.1 September 14, 2014

Enhancements

- Added options to Player Kiosk.
- Added enhancements to Player Import

Fixes

- Fixed Player import to handle updates

Instructions

- Following are new options to Player Kiosk
 - PlayerKiosk|Background Color|Green
 - PlayerKiosk|Background Image|Card_Background.png
 - PlayerKiosk|Choices Left Margin|400

- PlayerKiosk|Player Registration|False
- PlayerKiosk|Title|{Poker Room Name}
- PlayerKiosk|Title Font|../Fonts/NotoSerif-Regular.TTF#Noto Serif
- PlayerKiosk|Title Font Color|Black|0
- PlayerKiosk|Title Font Size|55|0
- PlayerKiosk|Title Font Weight|Bold|0
- PlayerKiosk|Title Height|70|0
- PlayerKiosk|Vertical Choices|True|0
- PlayerKiosk|Wait List Entry|False|0

3.7.0 September 04, 2014

Enhancements

- Added time a tournament player was entered to list view.
- Started External Data Player import

Fixes

- Rebuilt source code project (just in case creates an issue)

Instructions

- Has automatic update to Database Schema 3.34
- Mapping of Player Driver's License Scan
 - PlayerNumber = Text
 - LastName = Horizontal_Alignment;
 - FirstName = Vertical_Alignment
 - Address = Align
 - City = Background_Color
 - State = Font
 - Zip = Font_Size

3.6.81 August 23, 2014

Enhancements

- Improved unhandled except capturing.

- Added new Metro theme

Fixes

- Corrected some of the theme colors.
- Changed Application to use same Font for the entire application
- Added better error logging in Tournament Seat function
- Removed the “level changing too fast to check” to see if it fixes level freezing problems

Instructions

- none

3.6.80 August 8, 2014

Enhancements

- Added check to dis-allow same player entered to tournament twice in a row.

Fixes

- Fixed auto busted tournament player not getting reseated

Instructions

- Changed Setup Value: “Tournament”, “Auto Bust Player”, “false” (or true)

3.6.79 August 6, 2014

Enhancements

- Updated data server to Entity Framework 6.0

Fixes

- Added non-blocking queries to help prevent dead locks on database
- Clock Status wasn't handling null properly
- Added checks for zero duration on breaks
- Fixed Unknown to function for Tournament Tables

Instructions

- None

3.6.78 July 25, 2014

Enhancements

- Add snap shot of tournaments information when a tournament is closed.

Fixes

- More fixes to tournament clock
- Modifications that improve tournament switching clocks and clock refreshing to display currently configured tournaments

Instructions

- Has automatic update to Database Schema 3.33

3.6.77 July 14, 2014

Enhancements

- Added Cashier Report.

Fixes

Instructions

- Has automatic update to Database Schema 3.32

3.6.76 July 8, 2014

Enhancements

- Added Seat Number to Player Activity Records

Fixes

- Added extra debug to try stop clock Silverlight clock errors

Instructions

- Has automatic update to Database Schema 3.31

3.6.75 July 7, 2014

Enhancements

- Added business day to promotions and point searches

Fixes

- Added extra debug to try stop clock Silverlight clock errors

Instructions

- None

3.6.74 June 18, 2014

Enhancements

- Added Tournament Clock marquee speed controls
 - “Tournament” “Clock Marquee Speed Calc” “70”
 - This is used to adjust the speed based on the length of message
 - “Tournament” “Clock Marquee Speed”, “20”
 - This overrides and makes the message scroll across screen in this many seconds
- Old marquee setting are used as defaults:
 - “Marquee”. “Height”
 - “Marquee”. “Font Size”
 - “Marquee”. “Font”

- “Marquee”. “Font Weight”
- “Marquee”. “Font Color”

Fixes

- Waitlist Analytics bug fixes

Instructions

- Has automatic update to Database Schema 3.30

3.6.73 June 13, 2014

Enhancements

- Added rounded border options for Silverlight clock
- Reworked all clocks
- Added messages for Android promotion support

Fixes

- Fixed errors tournament setup not adjusting currency correctly
-

Instructions

- Load all the new clock definitions
 - First take all existing clock definitions and proceed the name with z_ or some other standard (z_ will put the old definitions at the end of the list)
 - Load the following new definitions located c:\pokerdesk\defaults\updates\clocks
 - Clock.pde – Standard Clock
 - Clock_Box.pde – Standard Clock with boxes around areas
 - Dual.pde – Clock to display two clocks on one screen (was split clock)
 - Horse.pde – Clock to display a horse tournament
 - Limit.pde – Clock for a limit tournament
 - MultiFlight – Example clock displaying multi-flight information
 - After comfortable with new clocks you can remove the old clock definitions

3.6.72 May 12, 2014

Enhancements

- Added Player Marketing Reports
-

Fixes

- Fixed errors with player exports
- Fixed error with card swipe replacing player alias

Instructions

- Has automatic update to Database Schema 3.29.

3.6.71 May 1, 2014

Enhancements

- Added tournament structure to tournament message
- Added optional logging to tournament clock timer on server
- Added optional refund receipt when deleting players from tournament
 - “Receipts” “Player Refund”
- Enhanced Website features and functionality to support new Poker Desk Live

Fixes

-

Instructions

- Setup Maintenance for player refunds
 - Receipts” “Player Refund”
-

3.6.70 March 30, 2014

Enhancements

- Added ability to print Dealer copy if no seat selected.
 - Type: "Tournament" Name: "PrintDealerIfNoSeat" Value : "True"
- HTML clock Marquee added
- Added new html clocks

Fixes

- Adjust table title height pointed to correct setup value.
-

Instructions

- Load the new clocks if needed
- Add new Setup Values if appropriate
 - "Tournament", "Clock Promotional", "OnClocks"
 - "Tournament", "Clock Promotional Marquee" "Marquee"
 - "Tournament", "Clock Marquee Always", "True"
 - "Tournament", "PrintDealerIfNoSeat", "True"

3.6.69 March 20, 2014

Enhancements

- Last Install for XP

Fixes

Instructions

3.6.68 March 3, 2014

Enhancements

- Multi-Flight Tournament Support
- Tournament specific messages
- Added Tournament Registration/Re-entry end to tournament setup
- Modified tournament clock give countdown to end of rebuy period
- Multi-Flight support for allow/dis-allow tournament entry

Fixes

- Lots of changes for html tournament clocks.

Instructions

- Has automatic update to Database Schema 3.28. Adds new fields for multi-flight support and re-entry/registration ending.

3.6.67 February 18, 2014

Enhancements

- Html Update changes
- Added Html displays of Wait List and Tournament Clock
 - Accessed by “<http://localhost/PokerDesk/Html/MainMenu.html>”

Fixes

-

Instructions

-

3.6.66 February 3, 2014

Enhancements

- Further Live Update changes

Fixes

- Fixed some Scan Card errors with Id2, Id3
- Added auto restart server tournament timers on reboot

Instructions

- Must change data upload site to match new code.

3.6.65 January 27, 2014

Enhancements

- Further Live Update changes
- Added Formatting specification for blinds (only work future html and android)
 - "Tournament", "Blind Formatting",
"{0:0,0}~/~4000~1000~K"
 - Format with commas {0:0,0}
 - Separate with "/"
 - Convert if value > 4000
 - Break in increments of 1000
 - Add "K" at the end if summarized

Fixes

- Fixes to support newer Android program

Instructions

- This release requires changes to Poker Desk Web Server for wait list uploads

3.6.64 January 25, 2014

Enhancements

- Further Live Update changes

Fixes

- Fixes to support newer Android program

Instructions

3.6.63 January 9, 2014

Enhancements

- Further Live Update changes
- Improved the picture capturing, and conversion
- Added tournament timer on server
 - Tournament Clock are time adjusted and don't require syncing.
- Modified Payout calculations to have guarantee payouts by position (\$1000.00 for first guaranteed)
 - If a payout has a percentage and amount, the greater of the two is used as payout amount.
- Added QuickSupport from teamviewer

Fixes

- Fixed tournament guarantee not to require min. players
- Fixed player maintenance to require Professional Poker Desk license
- Many changes to support "Timer on Server" allowing computers from different time zones and times out of sync to display tournament clock
- Fixed Seat Available to sell with auto busting a player and selling seat to busted player when other players waiting.

Instructions

- Tournament Timer on Server. Requires the following setups:

- Type: "Tournament", Name: "Timer on Server", Value: "True"
 - All level advancing will be controlled from the server (vs. by an instance of Clock)
 - All Clocks become display only
- Quick Support URL can be changed:
 - Type: "Support", Name: "URL", Value: "http://get.teamviewer.com/34sk6d7"

3.6.62 November 15, 2013

Enhancements

- Starting Live Update improvements

Fixes

- Make changes to stop double seating players.

Instructions

- Has automatic update to Database Schema 3.27. Changes tournament seats to be unique to Table/Seat

3.6.61 November 8, 2013

Enhancements

- Added membership Tier fields to player import
- Added more information for Android Tournament Clock

Fixes

- Extra null check added to Report Maintenance List add function
- Fixed tournament entry source field not populating with card scan or player lookup

Instructions

- None

3.6.60 Oct 27, 2013

Enhancements

- Added Tournament security enhancements that limit the functionality of the Tournament Registration Screen. Requires the following setups:
 - Type: "Security", Name: "Tournament Registration", Value: "True"
 - Removes tournament control from registration screen
 - Type: "Security", Name: "Tournament Tables", Value: "True"
 - Registration cannot open and control tournament tables
 - Type: "Security", Name: "Tournament Seats", Value: "True"
 - Registration cannot unselect seats on hold
- Improved the create registered player from tournament screen and renamed button to Create Player

The screenshot shows a web form titled "Create Registered Player". At the top right of the form are three buttons: "Create Registered Player", "Cancel", and "Enter Tournament". The form contains several input fields arranged in a grid-like structure. On the left side, there are fields for "Last Name", "First Name", "Email Address", "Street", "City", "Region", and "Notes". On the right side, there are fields for "Alias", "Phone", "Birthday" (with a date picker set to 15), "Other", "Id1", "Id2", and "Id3". In the middle, there are fields for "State" and "Zip".

- Resized and moved several fields on Tournament Registration
- Added Ad Support
 - Tournament Clock Ads
 - Player View Ads
 - Ad Maintenance
 - Ad Tracking
-

Fixes

- Made correction changing "DriverLicense" to use Id1 multiple places.

Instructions

- Has automatic update to Database Schema 3.26. Add the Setup Value necessary for your installation

Type	Name	Value (Example)	Position	Comments
Security	Tournament Registration	True		Inactive all tournament controls from registration screen
Security	Tournament Tables	True		Inactivate tournament table functionality from registration
Security	Tournament Seats	True		Inactivate controlling tournament seats held from registration

3.6.59 Oct 13, 2013

Enhancements

- Added manual player tier selection, and automatic tier upgrading and downgrading

Setup Maintenance values for Membership Tiers

Type	Name	Value (Example)	Position	Comments
Membership	Calculation Automated	True		Automate Calculation
Membership	Calculation Automated Ran	06/2013		Last month calculated
Membership	Calculation Method	Rolling / YTD	4	For Rolling Position is number months
Membership	Calculation Valid Months	12		How long is the tier valid
Membership	Tier 1	Silver	0	Starting Tier
Membership	Tier 2	Gold	2000	Tier 2: Position has min required points
Membership	Tier 3	Silver	4000	Tier 3: Position has min required points
Membership	Tier x	Name	Xxx	Can have as many tiers as necessary

Fixes

- Fixed Print Server and printing images

Instructions

- Has automatic update to Database Schema 3.25. Changed column names for membership tiers columns and id fields

3.6.58 Oct 6, 2013

Enhancements

- Enhanced messages to Android to include more player information including picture
- Added Email Only check to email export
 - Changed to use PlayerView to allow export of additional fields

Fixes

- Fixed export of player points was combining tournament and promotional points
- Fixed payout printing was printing extra ticket

Instructions

- Has automatic update to Database Schema 3.24

3.6.57 Oct 1, 2013

Enhancements

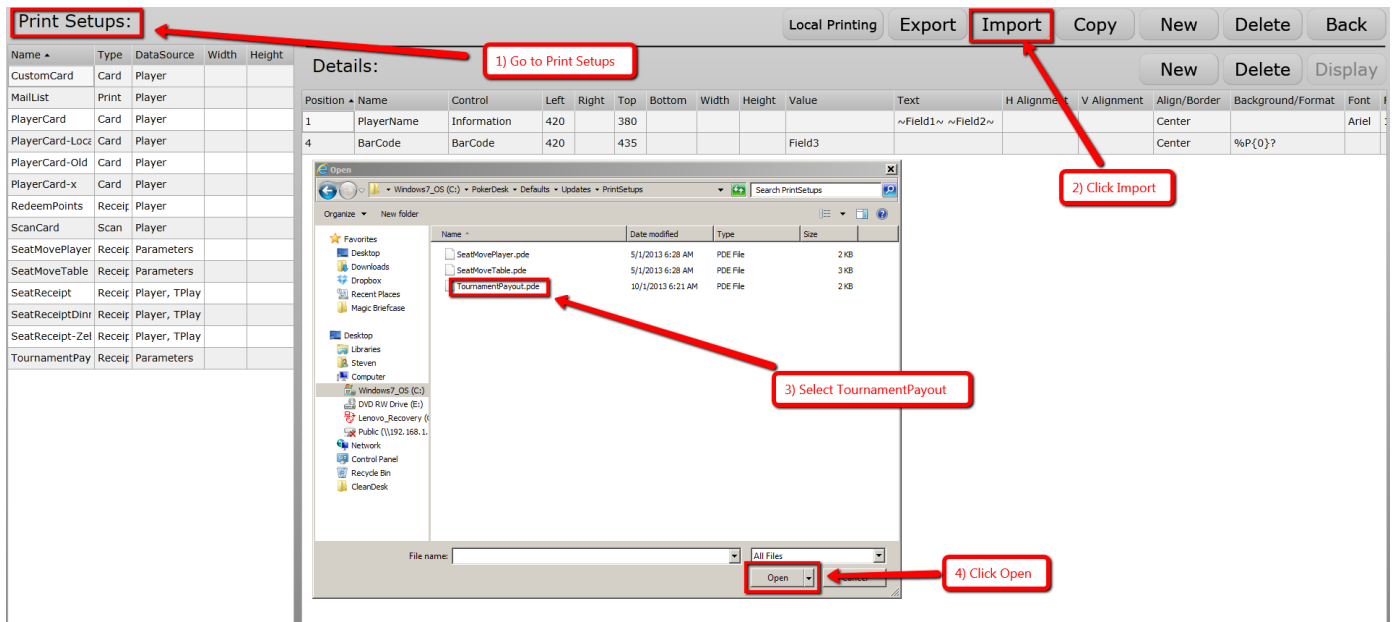
- Modified player import to use id1, id2, id3,...
- Added Payout Receipt Printing
 - Requires loading Tournament Payout print definition

Fixes

- Fixed error in Player import with city

Instructions

- Load new Print Setup: TournamentPayout.pde from
“C:\PokerDesk\Defaults\Updates\PrintSetups\TournamentPayout.pde”



3.6.56 Sept 29, 2013

Enhancements

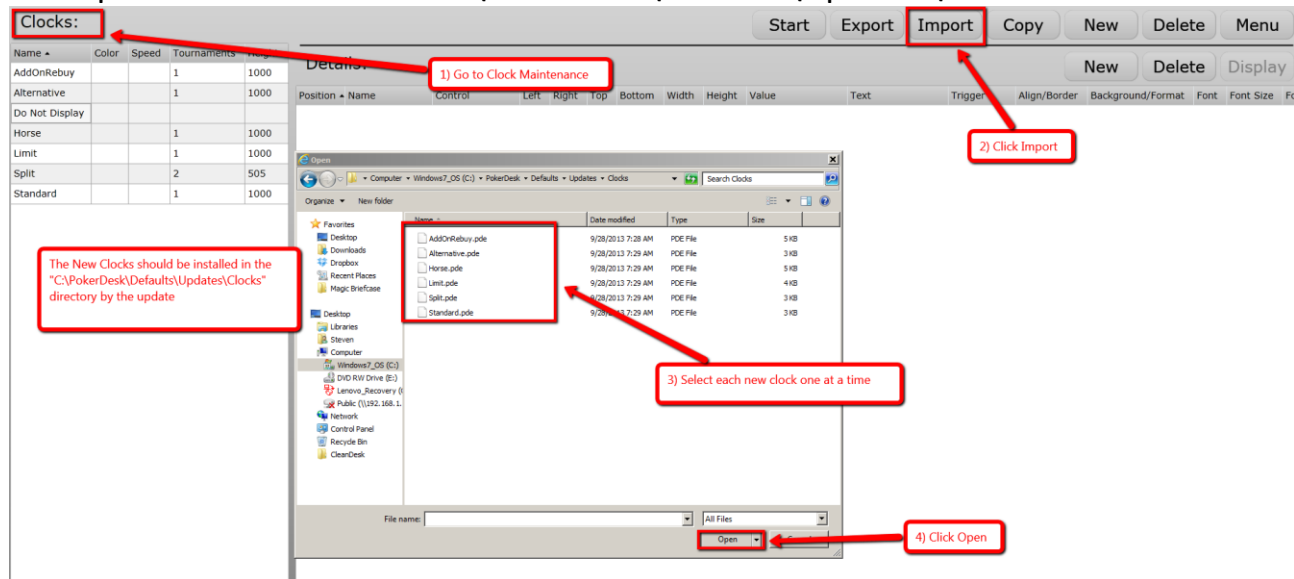
- Added Tournament transfer functionality for multi-flight tournaments
- Changed Clock Promotional values reading to use “~” instead of “|” to separate Type and Name
- Reworked all the clocks
- Added flag for use Tournament Points as cash points
 - Type: Points Redeem
 - Name: Use Tournament
 - Value: True
- Changed point search added promotion points
 - Changed stored procedure for points search
- Added standard promotion setup values displayed on Players View and Tournament Clock
 - Promotion: OnClock and OnPlayer setup values

Fixes

- Fixed error with analytics when two games have the same name
- Found problem with payout list not clipping correctly
- Fixed android only seeing normal tournaments

Instructions

- Add new Setup Maintenance
 - “Points Redeem”, “Use Tournament”, “True”
 - “Promotion”, “OnClock”, “Any String”
 - “Promotion”, “OnPlayers”, “Any String”
- Import new clocks from “C:\PokerDesk\Defaults\Updates\Clocks”



3.6.55 Sept 18, 2013

Enhancements

- Disable delete all Tables from tournament table view

Fixes

- Change Search to match exactly for scanning

Instructions

- None

Older Updates

- 3.6.6, January 3, 2013
 - Fixed bug in Activity Logging.
- 3.6.7, January 5, 2013
 - Updated Json library, to fix web socket errors
- 3.6.8, January 8, 2013
 - Modified WebSocket Receive Code to fix bugs
 - Added Value to Clock Display Types for promotional information
- 3.6.9, January 9, 2013
 - Modified WebSocket Receive Code to fix bugs, changed to DataFrame RFC6455
 - 3.6.10, January 10, 2013
 - Changed to new protocol for web socket
 - Added catch to check for null tournament in tournament list
- 3.6.11, January 11, 2013
 - Changed Socket Interface – Startup delay.
 - Started Memory Leak fixes
- 3.6.12, January 18, 2013
 - More Memory Leak fixes
 - Added Opt-Out to Player Export/Import
- 3.6.13, January 19, 2013
 - Emergency fix of Player Move up
 - Added more null checks to PlayerWindow.UpdateChanges_Click
 - Added more null checks to OpenTableButton_Click
- 3.6.14, January 23, 2013
 - Added Email List Export (Need to Create c:\\PokerDesk\\Reports Sub Directory)
- 3.6.15, January 26, 2013
 - Fixed issue with payout average encountering null record
 - Changed Tournament Maintenance Web Information
- 3.6.16, January 27, 2013
 - Added Clear all spool files and stop and start window print spooler to print server
 - Added Status and Id Fields to PlayerEdit
- 3.6.17, January 29, 2013
 - Made stop spooler also stop print server and delete files
 - Added more code to be sure printing starts and stops cleanly
- 3.6.18, February 3, 2013
 - Added option for print spooler to not check on printer status or print job
 - Added ability to stop and start server processes from Silverlight
- 3.6.19, February 9, 2013
 - “Show Seated Button” option replaced with “Promotion Button” with value of “Seat”, “Alert”, or Defaults to “Promo”
 - Added more error checks to Service Status Form
- 3.6.21, February 23, 2013
 - Fixed error with export tournament information when guarantee entered.
 - Changed Table picture
 - Extra Error Capture during low level socket reads/writes added
 - Added extra code to print spooler restart
- 3.6.22, March 19, 2013
 - Added Player Analytics
 - Added Unique Player Reports
 - Added Daily Player Report
 - Modified Database

- New Stored Procedures
- New fields for Tournament, Tournament Setup, Tournament Player
- Fixed Errors in Tournament Setup with entering decimal values
- Changed Point Search, Added Last Cash Played, and last Tournament Played
- Added last Cash Date and last tournament date to players point list
- Changed Layout of Player points
- Added Winners Tips to Tournament Results and tournament detail and changed width of Tournament results
- Added Promotional Data Upload to web site
- Fixed error in Band Tournament player registration
- 3.6.23, March 26, 2013
 - Modified tournament setup, added Dealer Add-on, points buy-in and fixed max re-entry
 - Modified printer to use for Vouchers
 - Added Dealer Add-on to Registration
 - This requires a change to the receipt definitions.
 - SeatReceipt – Change
 - Add-On Amount - Parameters.TotalAddOnAmount
 - Add-On Chips - Parameters.TotalAddOnChips
 - Changed Tournament Details to include payment distributions
 - Added an on demand player analytics button (if auto execute fails)
- 3.6.24, March 31, 2013
 - Corrected Player Analytics ETL autoexec start date
 - Added Table Break, need to add the following Receipts:
 - SeatMovePlayer – for individual player moves
 - SeatMoveTable – for one receipt for all of table
- 3.6.25, April 4, 2013
 - Added Tournament Reseat, Select “Do not seat” for the table not to survive.
 - Tournament, PlayerMove = default player move option (probably used for android)
- 3.6.26, April 7, 2013
 - Added Tournament specific Receipt functionality
- 3.6.27, April 10, 2013
 - Added new code to try and restart if the policy server stops
 - Added reload all tournament clocks if the promotional information changed
 - Added possible fix for double seating
- 3.6.27, April 10, 2013
 - Added web socket message to create or update player
 - Widen search input fields
 - Added Auto Voucher printing and points deductions
 - "Tournament", "DeductPoints" : True / False
 - "Tournament", "DeductPoints:Payment" : Payment Type
 - "Tournament", "DeductPoints:Amount" : Default Amount (overridden by tournament setup)
 - “Receipts”, “Redeem Points” : Default Voucher Receipt definitions, (overridden by tournament)
 - "Receipts" , "Customer Voucher" : print customer copy too
- 3.6.29, April 19, 2013
 - Added Customer Voucher for Tournament auto voucher as optional
 - Fixed house calculation for tournaments (was deleting fees twice for add-on and rebuy)
- 3.6.30, April 24, 2013
 - Fixed Copy Button on Points
 - Changed Points Import/Export to use ‘~’
 - Default new tournament to Today as Starting time
 - Added Dealer-Add-on to control popup

- Added move tournament players to tournament winners
 - Fixed null reference in Payout list
- 3.6.31, May 1, 2013
 - Fixed error in tournament detail print
- 3.6.32, May 5, 2013
 - Made Desk View self-adjust
 - Added "DeskView" "Page Min Width" "1680"
 - Added "DeskView" "Page Height" "1024"
 - Made lot of little cleanup changes
 - Change Chop Display option to "Auto Chop Amount" and defaults to False
 - Added Tournament Results Printout
- 3.6.33, May 8, 2013
 - Deerfoot update
 - Added PlayerView Title Height
 - Added DeskView Flipped
- 3.6.34, May 9, 2013
 - Removed Waitlist player on Page from web wait list, this is for using paged as must move.
- 3.6.35, May 11, 2013
 - Fixed issue with new Title Height and Player View
 - Added code to remove table player status if not table seating
 - DeskView Table Seating
 - Fixed PlayerView transfer table problem
 - Added another socket check (may 12th build)
- 3.6.36, May 20, 2013
 - Fixed issue with Refresh All if no active tournaments
 - Fixed player point search return >= points available
 - Added Reset time to reset time on waitlist to player window
 - Added check so that if not opening current level could not be setup to 0
 - Made Promo Window wider
 - Fixed tournament structure print on receipt to be redirected to printer to use
 - Fixed When payout amount too large
 - Added register with print option for android
 - Added print server code for receipt player card
 - Changed some static variables on printer classes
- 3.6.37, May 27, 2013
 - Fixed table not showing used seats in tournament even if not table seating
 - Reworked all waitlist, moved waitlist ordering to Wait_Time
 - Changed Created be actual created datetime.
 - Fixed reset button on player to reset Created Date to now
 - Made Tournament Registration Source, free form or pick list
- 3.6.38, May 29, 2013
 - Changed player reset button to reset or added specific time
 - Added optional move player to bottom on reset button
- 3.6.39, June 2, 2013
 - Changed picture of players on table
 - Added back translation for interest
 - Added Printer looping, check spool, and delay options
 - PrintDriver, CheckSpool, False
 - PrintDriver, NumberOfLoops, 6
 - PrintDriver, SleepMillSecond, 500
 - Removed Stopping Spool when error if CheckSpool false

- 3.6.40, June 21, 2013
 - Changed Clock Execute from Start to Run, added instructions
 - Removed the picture from the TableView and Tournament TableView
 - Delete Game List when exiting Game Maintenance (possible memory leak)
 - Added "Close All Tables" to Game Maintenance
 - Added "Delete all Tables" to Table Maintenance
- 3.6.41, July 8, 2013
 - Changed Tournament Dates to include 12AM as previous day
 - Fixed Local Player Report to make ending date same as web site
 - Added Name and Comments to Player Points Redemption
 - Added Clear Cash Points functionality
- 3.6.42, July 12, 2013
 - Added Total Tournaments Played to Tournament Player Reports
 - Added Percentage (Cashes / Tournaments Played) to Player Reports
 - Changed the export to include new fields and removed empty fields
 - Added optional print Alias and Print Total Tournaments Played to Printout
 - Added Administrator require for clock sync
- 3.6.43, July 17 2013
 - Fixed error with uploading tournament entries counting the deleted entries
- 3.6.44, July 25 2013
 - Added ability to print player picture on player cards
- 3.6.45, Aug 11, 2013
 - Merged Code for Seated activities
 - Started Adding promotional system
 - Database changes for Ad Server
 - Add Promotion Setup Values!
 - Fixed when tournament players > 11
 - Fixed If no source or payment with tournament registration
- 3.6.46, Aug 19, 2013
 - Finished Promotion, added rewards
 - Made Active read-only in tournament maintenance
 - Made modification to help with 10-9 handed changes to tournaments
 - Changed Player button functionality in desk view
- 3.6.47, Aug 26, 2013
 - Fixed Tournament Copy to not copy deleted tournaments
- 3.6.48, Sept 1, 2013
 - Added more traps for print spooler errors
 - Changed all the tournament queries to not include single table
 - Increased size of WebText fields from 50 to 250.
- 3.6.49 Sept 8, 2013
 - Started Single Tournament functionality
 - Single Tournaments are Single Table and Private Tournament
 - Neither are uploaded to Web Site
 - Single Table Tournament Results are separate
 - Private Points are included in Regular Multi-Tournaments if entered
 - Added repeating private tournaments
 - Changed Picture on Tournament Player Select Seat
 - Changed some colors on Tournament Table Players
 - Changed the buttons on tournament control to autosave (details, results)
 - Fixed player's window game name not showing
 - Added promotion button to player window and table window

- 3.6.50 Sept 10, 2013
 - Added CharSet, File, UTF8 & Unicode to all file reading and writing
- 3.6.51 Sept 11, 2013
 - Add pause after level
 - On Clock Screen
 - Correct refresh error with control buttons
 - Changed Refresh to Save
 - Added Dealer Add-On
- 3.6.52 Sept 12, 2013
 - Changed private “Repeating” tournament to “Copy”
 - Fixed bug where repeating tournaments disappeared
- 3.6.53 Sept 17, 2013
 - Added back custom point redemption
 - Added Tournament Results to Tournament Registration
 - Changed OnDemand to On Demand
 - Changed File Readers back to OpenText so Elevated not Required
 - Fixed bug with table maintenance
- 3.6.54 Sept 18, 2013
 - Removed restriction on card scan being > 4 character to > 0 character
if we need this restriction in the future, let’s add to regexp

3.x.x Oct x, 2013

Enhancements

- None

Fixes

- None

Instructions

- None