# Examples for the OneDown package\*

www.ctan.org/pkg/onedown

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## Introduction

This file (onedown-examples) contains (well, sort of includes) all the example files from the bundle. We use the 'include' mechanism of the package **subfiles**. This means that you can compile each example file as stand-alone, but they also form one document. The advantage is that you can copy one example file and edit it to your taste i.e. to experiment a little, and you can compile it without changing the preamble, provided the **ONEDOWN** bundle is in your  $T_EX$ -path.

For questions not covered in these examples or any further documentation, read the **ONEDOWN** package manual named onedown.pdf.

If you encounter difficulties in compiling adapted files, then please read the section about active characters in the manual.

To make it easy for you to decide which file to experiment with, all sections bear the file name, which can also be found in the list below. The examples are produced using the **tcolorbox** package. This enables us to show the code and the output of it side by side.

The explanatory text is always in the English language. But you can show the output of all commands in any of the supported languages.

These are: danish, dutch, english, french, (n)german, italian, norsk, spanish, swedish, turkish.

You obtain this output in YourLanguage by compiling onedown-examples.tex with:

pdflatex '\AtBeginDocument{\def\ExLang{YourLanguage}}\input{onedown-examples.tex}'
Beware: Copy&Paste may use wrong quotes! Replace them by the right ones from your keybord.

### This document shows the commands for the english language

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\$ pdflatex onedown-examples.tex

<sup>\*</sup>This file is part of the **ONEDOWN** bundle. To generate this file, use the following command:

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## 1 Hands

In the first example we show how the cards of a hand are entered. The hand can be displayed horizontally or vertically. It can also be centered. In general the token \* will center the diagram, whereas the token ! does something special. With the command **\hand** the token \* switches between the horizontal and vertical mode. In other situations the token \* can force the output of a short notation. With non-diagram commands the token \* prints the full expression rather than an abreviation. The token ! outputs the hand vertically. Please note that we enter a T to get e.g. **J109**. Entering 10 would yield **J109**, which looks really awful.

single hand $(hor/vert)+(left/centered)$	File: Hands
<pre>horizontal \par\noindent \hand{AQT2}{KQ3}{J98}{T98} horizontal centered \par\noindent \hand*{AQT2}{KQ3}{J98}{T98} vertical \par\noindent \hand!{AQT2}{KQ3}{J98}{T98} vertical centered \par\noindent \hand*!{AQT2}{KQ3}{J98}{T98}</pre>	horizontal • A Q 10 2 • K Q 3 • J 98 • 10 98 horizontal centered • A Q 10 2 • K Q 3 • J 98 • 10 98 vertical • A Q 10 2 • K Q 3 • J 98 • 10 98 vertical centered • A Q 10 2 • K Q 3 • J 98 • 10 98 vertical centered • A Q 10 2 • K Q 3 • J 98 • 10 98

This example shows how a mistake in entering the cards is detected.

single hand with error		File: Hands
\hand!{AQT2}{KKQ3}{J98}{T98}	Error: Hand has 14 cards Error: Card ♥K occurs 2 times ♠ A Q 10 2 ♥ K K Q 3 ♠ J 9 8 ♣ 10 9 8	

## 2 Suits

Here we show a single suit, with and without a suit symbol. You can observe the influence of changing the gamefont. In the 1st suit, card 4 occurs  $2 \times$  and an error message is printed. In the last suit the same happens for card 5 but now the suit is known and is named in the error message.

suit and errors I	File: Suits
<pre>\suit{AKT544}\hspace{1cm} \suit[\He]{AKT54} \gamefont{\sffamily\bfseries\Large} \par\vspace{1\baselineskip}\noindent \suit{AKT54}\hspace{1cm} \suit[\He]{AKT54} \par\vspace{1\baselineskip}\noindent \suit[\He]{AKT54}</pre>	Error: Card 4 occurs 2 times $A \ltimes 10544 $ $\checkmark A \ltimes 1054$ $A \ltimes 1054 $ $\checkmark A \ltimes 1054$ Error: Card $\checkmark 5$ occurs 2 times $\blacklozenge A \ltimes 10554$

In the 3rd diagram card 8 occurs  $2\times$ . In the 4th diagram card 4 is missing and a warning is raised. Card 5, which occurs  $2\times$ , raises an error. Errors are shown by default, warnings must be activated first. These consistency checks make it easy to spot typos in your diagrams.

suits and errors II	File: Suits
<pre>\resetfonts \onesuitNS{AK53}{JT6} \qquad \onesuitEW{87}{Q952} \qquad \onesuitEW{87}{Q852} \par\vspace{0.5\baselineskip}\noindent \setdefaults{warn=on} \onesuitAll{AK53}{JT6}{87}{Q952}</pre>	A K 53 $\square$ Q952 $\square$ 87J106Error: Card 8 occurs 2 timesQ852 $\square$ 87Warning: Card 4 failsError: Card 5 occurs 2 timesA K 53Q952 $\square$ 87J106

The other 'onesuit' diagrams, using a small box.

onesuitXX with box			File: Suits
<pre>\setdefaults{warn=off} \onesuitNE{AK43}{87} \qquad \onesuitNE{AK43}{Q952}</pre>	AK43 87	AK43 Q952	

Next we show how to use a compass instead of a small box by using token !.

onesuitXX with compass	File: Suits
<pre>\onesuitNS!{AK53}{JT6}  \onesuitEW!{87}{Q952}  \onesuitNE!{AK43}{87}  \onesuitNE!{AK43}{Q952}  \onesuitAll!{AK43}{JT6}{87}{Q952}</pre>	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

## 3 showNS-warn-I

If you do not define all cards of a deck, then a lot of 'missing card' warnings will appear. Therefore most of the time it is better that warnings are switched off. This is the default, but you can explicitly do that with \setdefaults{warn=off}. It is also the default to produce *error* messages, which you can also switch off with \setdefaults{err=off}. We recommend to have errors shown when you enter new diagrams. Please observe how the \smaller\smaller command shrinked the diagram. We did that to make all the warnings fit in the box. To avoid that all following diagrams are also shrinked you must call \gamefont{\bfseries\sffamily} again without the resizing. Calling \resetfonts has the same effect, but would also influence the other fonts.

### File: showNS-warn-I showNS with warnings Warning: Card $\bigstar$ 3 fails Warning: Card $\blacklozenge 4$ fails Warning: Card $\blacklozenge 6$ fails Warning: Card $\blacklozenge 7$ fails Warning: Card $\checkmark$ 3 fails Warning: Card $\checkmark$ 4 fails Warning: Card $\mathbf{\bullet}$ 6 fails Warning: Card $\mathbf{v}$ 7 fails Warning: Card **v**8 fails Warning: Card $\checkmark$ 10 fails Warning: Card ♥ J fails Warning: Card $\blacklozenge 2$ fails Warning: Card $\blacklozenge 3$ fails \setdefaults{warn=on} Warning: Card $\blacklozenge$ 5 fails \gamefont{\bfseries\sffamily% Warning: Card $\blacklozenge 7$ fails $\mbox{smaller}\$ Warning: Card $\blacklozenge 8$ fails Warning: Card $\blacklozenge$ 9 fails $\ \ AQT85}{A52}{64}{K96}$ Warning: Card $\blacklozenge 10$ fails \showNS Warning: Card $\diamond Q$ fails Warning: Card $\blacklozenge$ K fails Warning: Card $\blacklozenge$ A fails Warning: Card $\bullet$ 2 fails Warning: Card \* 3 fails Warning: Card $\clubsuit 4$ fails Warning: Card \$5 fails Warning: Card \$7 fails ▲ K J 9 2 ♥ K Q 9 ◆ J ▲ A Q J 10 8 W E ▲ A Q 10 8 5 ♥ A 5 2 ♦ 6 4 ♣ K 9 6

## 4 showNS-warn-II

In the previous example we enabled warnings and set a much smaller font to make the example fit on the page. As we compile these examples as one big file, **ONEDOWN** remembers these values. If you compile this file (showNS-warn-II) standalone with pdflatex showNS-warn-II and view the result, then you'll see no warnings and no shrinking.

showNS
<pre>showNS \northhand{KJ92}{KQ9}{J}{AQJT8} \southhand{AQT85}{A52}{64}{K96} \showNS</pre>

Now warnings are switched off explicitly and the size is reset by calling \resetfonts.





## 5 showNS-align

These examples show the alignment of diagrams. The alignment is given as an optional argument to the showXX commands. It bears the usual name for alignments: t for top, b for bottom and c for centered. Note that the smallersmaller from a previous example is still in effect: The command  $\newgame$  does not reset any font. Please note the difference between diagram 1 and 3. The font used for the suits is **not** the same.



We do need to call \resetfonts (or \gamefont) explicitly to reset the font or size.

showNS center aligned	File: showNS-align
<pre>\resetfonts % \gamefont would do the job as well % \gamefont{\bfseries\sffamily} A \showNS[c] B</pre>	• K J 9 2 • K Q 9 • J • A Q J 10 8 A $w_{s}^{N}$ B • A Q 10 8 5 • A 5 2 • 6 4 • K 9 6



## 6 showAll

**\showAll** displays a card diagram with the 4 hands. Here the **East** hand is empty and is skipped completely from the diagram. If you want to show an empty suit explicitly (which is a good thing), just use a single hyphen. **ONEDOWN** will make an en-dash out of it. We added the dealer and vulnerability to the diagram, the value of which was calculated automatically from the given boardnumber(18). Please note that the vulnerable side is printed in red and that the dealer is underlined in the compass. With **\setdefaults{compmid=\boardtext}** we write the board number as mid text in the compass. If given this way, it will always print the *actual* board number, as you can see in the following examples.



This example shows how to add several conditions, such as declarer, lead etc. to a diagram. \boardtext just prints the plain board number and was called in \setdefault{compmid=\boardtext} (rather than using the hard-coded number) to set it in the middle of the compass. In \leftupper we use \boardtext\* to print the boardnumber behind an additional text.

You will have noticed that the right upper text does not fit well in the diagram: it collides with the **North** hand...

Board Number	File: showAll
<pre>\boardnr{19} \northhand{AK43}{AQJ83}{AJ98}{-} \southhand{87}{T5}{QT5}{K98654} \easthand{JT6}{764}{K43}{JT32} \westhand{Q952}{K92}{762}{AQ7} \leftupper{\boardtext*}%     {\dealertext}{\vulnertext} \rightupper{\contract: 3\NT}{\declarer         \south}{} \rightlower{\lead: \Di 7}{}{ \showAll* </pre>	Board: 19 Dealer: S Vulnerable: E-W $A \ A \ J \ B \ Beclarer \ South$ $A \ A \ J \ B \ Beclarer \ South$ $A \ J \ B \ B \ Beclarer \ South$ $A \ J \ B \ B \ B \ B \ B \ B \ B \ B \ B$

...so we add some (here 2ex) offset, to shift the text a bit to the right. One can shift the upper/lower and left/right texts independently. A positive offset shifts away from the compass, a negative offset would shift the text towards the compass.

Board Number	File: showAll
<pre>\boardnr{20} \northhand{AK43}{AQJ83}{AJ98}{-} \southhand{87}{T5}{QT5}{K98654} \easthand{JT6}{764}{K43}{JT32} \westhand{Q952}{K92}{762}{AQ7} \leftupper{\boardtext*}%     {\dealertext}{\vulnertext} \rightupper[2ex]{\contract:         3\NT}{\declarer \south}{} \rightlower{\lead: \Di 7}{}{} } </pre>	Board: 20 Dealer: W Vulnerable: All A = 4 = 4 = 2 A = 4 = 2 = 3 A = 4 = 3

Please note that the board number in the middle of the compass has been updated each time that we called **\boardnr**. More important however, is to see that the very long suit of the **North** hand collides massively with the right upper condition text. Shifting the text wouldn't help here.



A simple way to 'correct' this is by lowering the text: leave the first line of the right-upper text empty.

Correction by lowering the text	File: showAll
<pre>{\contract: 3\NT}{\declarer     \south} \northhand{AKQJT98765432}{-}{-} \southhand{-}{2}{2}{AKQJT987654} \easthand{-}{876543}{876543}{3} \westhand{-}{AKQJT9}{AKQJT9}{2} \showAll</pre>	Board: 21 Dealer: N Vulnerable: N-S A K Q J 10 9 8 7 6 5 4 3 2 Contract: 3 NT Declarer South A K Q J 10 9 A K Q X

Another problem with (very) long suits, is that the **East–West** hands can seem too close to a **North–South** hand, as can be seen in next example. Of course the hands are not any closer to each other as before, but the long suit in the unfavourable position make it clearly look so.

Very long suits 2	File: showAll
<pre>\rightupper{\contract: 3\NT}{\declarer     \south}{} \northhand{-}{2}{2}{AKQJT987654} \southhand{AKQJT98765432}{-}{-} \easthand{-}{876543}{876543}{3} \westhand{-}{AKQJT9}{AKQJT9}{2} {\lead: \Di 7}{} \showAll</pre>	Board: 21 Dealer: N Vulnerable: N-S *2 A K Q J 109 *A K Q J 109 *A K Q J 109 *2 *A K Q J 109 *2 *A K Q J 109 *2 *a K Q J 109876543 *3 *a K Q J 109876543 *a K Q J 109876543 *a K Q J 109876543 *a K Q J 1098765432 *a *a K Q J 1098765432 *a *a K Q J 1098765432 *a *a K Q J 1098765432 *a *a K Q J 1098765432

The solution is to add some offset. In a previous example we already showed how to use an offset with an annotation. Here we add an offset to the apropriate *hand*. This is done with the optional parameter in the **North** and the **South** hand. The **North** hand shifts upwards, the **South** hand downwards. As a little demonstration, we also shifted the **East** hand a bit to the right and the **West** hand a bit to the left. Negative offset values reverse the shift direction.

Very long suits 3 with extra offset	File: showAll
<pre>\northhand[1em]{-}{2}{2}%     {AKQJT987654} \southhand[1em]{AKQJT98765432}%     {-}{-}{-} \easthand[1em]{-}{876543}%     {876543}{3} \westhand[1em]{-}{AKQJT9}%     {AKQJT9}{2} \showAll</pre>	Board: 21 Dealer: N Vulnerable: N-S * 2 * A K Q J 10 9 * A K Q J 10 9 * A K Q J 10 9 * 2 * A K Q J 10 9 * 3 * 3 * 3 * 4 K Q J 10 9 * 2 * 3 * 3 * 4 K Q J 10 9 * 2 * 4 K Q J 10 9 * 2 * 3 * 3 * 3 * 4 K Q J 10 9 * 2 * 3 * 3 * 3 * 4 K Q J 10 9 * 2 * 3 * 3 * 3 * 4 K Q J 10 9 87 65 4 3 2 * 3 * 4 K Q J 10 9 87 65 4 3 2 * 4 K Q J 10 9 87 65 4 3 2 * 5 * 4 K Q J 10 9 87 65 4 3 2 * 5 * 4 K Q J 10 9 87 65 4 3 2 * 5 * 5

## 7 Select-Hands

Both the **\showNS** and **\showEW** have an extra optional parameter that controls which of the two hands will be printed and suppresses the other hand.

Select only one hand	File: Select-Hands
<pre>\northhand{AK43}{AQJ83}{AJ98}{-} \southhand{87}{T5}{QT5}{K98654} \easthand{JT6}{764}{K43}{JT32} \westhand{Q952}{K92}{762}{AQ7} A \showNS(N)  B \showNS(S)</pre>	A K 4 3 $A Q J 8 3$ $A J 9 8$ $A - B$ $B 87$ $V E S$ $V B 87$ $V 10 5$ $Q 10 5$ $K 9 8 6 5 4$
C \showEW(E)  D \showEW(W)	C $M$ $H$

The same, but here the compass is suppressed, showing only the selected hand

Only hand, compass suppressed	File: Select-Hands
<pre>\setdefaults{compshow=off} \northhand{AK43}{AQJ83}{AJ98}{-} \southhand{87}{T5}{QT5}{K98654} \easthand{JT6}{764}{K43}{JT32} \westhand{Q952}{K92}{762}{AQ7} A \showNS(N)  B \showNS(S) C \showEW(E)  D \showEW(W)</pre>	<ul> <li>▲ A K 4 3</li> <li>▲ A Q J 8 3</li> <li>▲ A J 9 8</li> <li>▲ -</li> <li>A</li> <li>B</li> <li>▲ 87</li> <li>♥ 105</li> <li>♥ Q 105</li> <li>▲ K 9 8 6 5 4</li> </ul> C <ul> <li>● J 106</li> <li>● Q 952</li> <li>♥ 764</li> <li>♥ K 92</li> <li>♥ K 43</li> <li>♥ 762</li> <li>♥ J 10 32</li> <li>♥ A Q 7</li> </ul>
Only N-hands	File: Select-Hands
<pre>\newgame \setdefaults{compshow=on} \northhand{AK43}{AQJ83}{AJ98}{-} \showNS(N) \northhand{87}{T5}{QT5}{K98654}</pre>	$ \begin{array}{c} \bullet A K 4 3 \bullet 8 7 \\ \bullet A Q J 8 3 \bullet 10 5 \\ \bullet A J 9 8 \bullet Q 10 5 \\ \bullet - \\ \end{array} \begin{array}{c} \bullet K 9 8 6 5 4 \bullet J 10 3 2 \\ \bullet - \\ \end{array} \begin{array}{c} \bullet K 9 8 6 5 4 \bullet J 10 3 2 \\ \bullet \\ \end{array} \begin{array}{c} \bullet \\ \bullet \\ \end{array} \begin{array}{c} \bullet \\ \bullet \\ \bullet \\ \bullet \\ \end{array} \begin{array}{c} \bullet \\ \bullet $
Only N-hands, compass suppressed	File: Select-Hands
<pre>\newgame \setdefaults{compshow=off} \northhand{AK43}{AQJ83}{AJ98}{-} \showNS(N) \northhand{87}{T5}{QT5}{K98654}</pre>	♦ AK43 ♦ 87 ♦ J106 ♦ Q952 ♥ AQJ83 ♥ 105 ♥ 764 ♥ K92 ♦ AJ98 ♦ Q105 ♥ K43 ♥ 762 ♥ - ♥ K98654 ♥ J1032 ♥ AQ7

## 8 Bidding

The first diagram reflects the default: the first column is for West, full names are shown, the alignment is c and the long form is used: The lowercase p yields Pass and an uppercase P yields All pass. X yields **Double** and R yields **ReDouble**. One can use 'mixed-mode' for the entries in the table: both the abreviation C or the command \Cl for clubs are possible. ONEDOWN takes care of the spacing between the rank and the nomination, so you do not have to fiddle around with \thinspace, \, or the like.

In the second diagram we use the short form of the non-bid calls, by calling \setdefaults{bidlong=off}. The alignment is t and we have put North in the first column. Please observe that the change to bidfirst=N is made local by the surrounding {...}

In the third diagram we also use the short form for the table header by calling the bidding table with the token !. The alignment is **b**.

In the first example we also added an \alert and an \announce, just to show their layout.

bidding, alignment and long/short forms	File: Bidding
<pre>%\gamefont{\smaller\smaller} A \begin{bidding}% default= [c] 1\Cl\announce &amp; 1D &amp; 1H &amp; 1S\alert \\ 1N &amp; X &amp; p &amp; p \\ R &amp; &amp; P \\ \end{bidding} B \\[2\baselineskip] A {</pre>	West North East South A 1♣ <sup>A</sup> 1♦ 1♥ 1♠* 1NT Double Pass Pass ReDouble All pass
<pre>\setdefaults{bidlong=off,bidfirst=N} \begin{bidding}[t] 1C &amp; 1D &amp; 1H &amp; 1S \\ 1N &amp; X &amp; p &amp; p \\ R &amp; P \\ \end{bidding} }</pre>	A North East South West B 1♣ 1♦ 1♥ 1♠ 1NT X p p XX AP
<pre>}B \\[2\baselineskip] A %\setdefaults{bidlong=off} \begin{bidding}![b] 1C &amp; 1D &amp; 1H &amp; 1S \\ 1N &amp; X &amp; p &amp; &amp; p \\ R &amp; p &amp; p &amp; p \\ R &amp; p &amp; p &amp; p \\ end{bidding} B</pre>	W N E S 1 ▲ 1 ◆ 1 ♥ 1 ▲ 1NT Double Pass Pass A ReDouble Pass Pass B

We now show bidding diagrams with the real names of the players. In every of the four diagrams we have a different first column. Please observe that the association of the individuals with the North, East etc. direction is preserved.

## bidding, names and first column

## File: Bidding

<pre>\namesNS{Jan}{Joris} \namesEW{Piet}{Corneel} \setdefaults{bidfirst=N} \begin{bidding} 1S &amp; p &amp; 3C &amp; p\\ 3D &amp; p &amp; 3H &amp; p\\ 3S &amp; p &amp; p &amp; p \\ \end{bidding} \par\hrulefill\par \setdefaults{bidfirst=E} \begin{bidding} 1S &amp; p &amp; 3C &amp; p\\ 3D &amp; p &amp; 3H &amp; p\\ \sstdefaults{bidfirst=S} \begin{bidding} \par\hrulefill\par \setdefaults{bidfirst=S} \begin{bidding} 1S &amp; p &amp; 3C &amp; p\\ 3D &amp; p &amp; 3H &amp; p\\</pre>	NorthEastSouthWestJanPietJorisCorneel1▲Pass3▲Pass3▲Pass3▲Pass3▲PassPassPass3▲PassPassPassEastSouthWestNorthPietJorisCorneelJan1▲Pass3▲Pass3▲PassJess3▲PassPassSouthWestNorthLiPass3▲APassJanJorisCorneelJanJetJanPiet1▲Pass3▲3▲PassJess3▲PassJess3▲PassJess3▲PassJess3▲PassJess3▲PassJess3▲PassPass3▲PassPass3▲PassPass3▲<
<pre>3S &amp; p &amp; p &amp; p \\ \end{bidding} \par\hrulefill\par \setdefaults{bidfirst=W} \begin{bidding} 1S &amp; p &amp; 3C &amp; p\\ 3D &amp; p &amp; 3H &amp; p\\ 3S &amp; p &amp; p &amp; p \\ \end{bidding}</pre>	West North East South Corneel Jan Piet Joris 1♠ Pass 3♣ Pass 3♠ Pass 3♥ Pass 3♣ Pass Pass Pass

Here we show the bidding diagram for only 2 bidders, with 4 different first columns. Observe that also here the real names stay in connection with their directions.

biddingpairs, names and first column	File: Bidding
<pre>\namesNS{Jan}{Piet} \namesEW{Joris}{Corneel} \setdefaults{bidfirst=N} \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \end{biddingpair} \par\hrulefill\par \setdefaults{bidfirst=E} \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \end{biddingpair} \par\hrulefill\par \setdefaults{bidfirst=S} \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \end{biddingpair} \par\hrulefill\par \setdefaults{bidfirst=W} \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \begin{biddingpair} \setdefaults{bidfirst=W} \begin{biddingpair} 1S &amp; 3C \\ 3D &amp; 3H \\ 3S &amp; p \\ \end{biddingpair}</pre>	North South Jan Piet 1 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ Pass East West Joris Corneel 1 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ Pass South North Piet Jan 1 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ 3 $\bullet$ Pass West East Corneel Joris 1 $\bullet$ 3 $\bullet$ 3 $\bullet$ 7 ass West East Corneel Joris 1 $\bullet$ 3 $\bullet$ 3 $\bullet$ 7 ass

### onedown-examples.pdf (ONEDown v1.7, 2023/12/07)

The next example shows how one can put a marker to a call with \markit and refer to it with by calling \explainit. These explanations must appear in the optional argument of the bidding table. You yourself are responsible that the order in which they appear corresponds with the order of the markers. The explanations are typeset like a footnote mechanism below the table and they will never extend beyond the right edge of the table, as you can see in the 2nd diagram. The width in a biddingpair table is even more limited, that's the reason why we use raggedright to obtain a result that is typographically acceptable. The last diagram shows that we can get an annotation without the need for \markit or \explainit.

## bidding with (very long) annotation

```
\begin{bidding}(%
  \explainit{Bergen}
  \explainit{How strong?}
  \explainit{Minimum hand})
1\Sp
          & p & 3C\markit & p\\
3D\markit & p & 3H\markit & p\\
3S
          & p & p
                          & p\\
\end{bidding}
\par\vspace{2\baselineskip}\noindent
\begin{bidding}(%
  \explainit{Here we have a very very
             long annotation that does
             not fit on one line})
          & p & 3C\markit & p\\
1\Sp
\end{bidding}
\par\vspace{2\baselineskip}\noindent
\begin{biddingpair}(%
  \explainit{Here we have a very very
             long annotation that does
             not fit on one line})
      & 3C\markit \\
1S
\end{biddingpair}
\qquad
\begin{biddingpair}(%
  no explain/markit here but still an
    annotation)
      & 3C \\
1S
\end{biddingpair}
```

#### West North East South Piet Corneel Jan Joris 3**♣**ª Pass Pass 1 3**•**<sup>b</sup> Pass 3**♥**<sup>c</sup> Pass 3♠ Pass Pass Pass <sup>a</sup> Bergen <sup>b</sup> How strong? <sup>c</sup> Minimum hand Wast North East South

1♠	Pass	3♣ <sup>a</sup>	Pass
Corneel	Jan	Joris	Piet
vvest	North	⊑asi	South

 $^{\mathbf{a}}$  Here we have a very very long annotation that does not fit on one line

West East Corneel Joris 1♠ 3♣ª

<sup>a</sup> Here we have a very very long annotation that does not fit on one line

no explain/markit here but still an annotation

Corneel Joris

West

1

East

3.

File: Bidding

In this examples we'll change some fonts to see what it accomplishes.

By default the bidderfont is \mdseries\sffamily and the namefont is \mdseries\slshape, as you can clearly see in the header of the bidding diagram.

- \gamefont{...\Large} enlarges everything, also where other fonts are active, e.g. in the header. (1st diagram)
- \scalefont scales all fonts, not only the \gamefont controlled stuff. (2nd diagram)
- If you change only the *size* of e.g. the **\namefont**, without giving a font description, you 'lose the font' and the current font will be used instead of **namefont**. In diagrams most of the time this will be the gamefont. (3rd diagram)

We also used **\setdefaults{bidline=1}** to separate the header of the bidding table from the bidding sequence with a **\hline**.

Same but with changed font	File: Bidding
<pre>\gamefont{\sffamily\bfseries\Large} \setdefaults{bidline=1} \begin{bidding}[c](\explainit{Bergen}) 1S &amp; p &amp; 3C\markit &amp; p\\ 3D &amp; p &amp; 3H &amp; p \\ 3S &amp; p &amp; p &amp; p \\ \end{bidding} \gamefont{\sffamily\bfseries\normalsize} \gamefont{\sffamily\scalefont{2}} \begin{biddingpair}[c] % (\explainit{Bergen}) 1S &amp; 3C\markit \\ 3D &amp; 3H \\ 3S &amp; p \\ \end{biddingpair} \gamefont{\sffamily\bfseries\normalsize} \namefont{\sffamily\bfseries\normalsize} \namefont{\sffamily\bfseries\normalsize} \namefont{\sffamily\bfseries\normalsize} \namefont{\sffamily\bfseries\normalsize} \setdefaults{bidline=off} \setdefaults{bidline=off}</pre>	West       North       East       South         Corneel       Jan       Joris       Piet         1 ●       Pass       3 ●       Pass         3 ●       Pass       3 ●       Pass         3 ●       Pass       Pass       Pass         * Bergen       West       East         Corneel       Joris       Pass         1 ●       3 ●       3         3 ●       3 ●       3         3 ●       3 ●       3         3 ●       3 ●       3         3 ●       3 ●       3         3 ●       3 ●       3         3 ●       3 ●       3         3 ●       Pass       3         3 ●       Pass       3         * Bergen       West       North       East         Vest       North       East       South         Corneel       Jan       Joris       Piet         1 ●       Pass       3 ●       Pass         3 ●       Pass       3 ●       Pass         3 ●       Pass       3 ●       Pass         3 ●       Pass       Pass       Pass

Normally one uses shorthands in bidding tables. We already showed that one can use macros calls like C1. If a macro uses tokens, or if a shorthand appears as argument of another macro, one has to be careful. Note that the first entry ( $frame{2H}$ ) of row 2 does not produce the correct result, but { $frame{2H}$ } does: We have to enclose these specials in braces ({...}) and not use the shorthand notation.

Special effects	File: Bidding
<pre>{}{} \begin{bidding} p &amp; X &amp; &amp; R &amp; P \\ {\frame{2H}} &amp; {\frame{2\He}} &amp; {\textit{R}} &amp; {\textit{\redouble}} \\ {\Pass*!} &amp; {\Redouble*!} &amp; \Allpass\\ \end{bidding}</pre>	West North East South Pass Double ReDouble All pass 2H 2¶ <i>R ReDouble</i> P ReDbl all pass

## 9 bidAll

Here is a diagram with four hands. We get rid of the past by calling \newgame. Then we define our hands and set the first bid column to **South** and we show only one pair of bidders. Because the bidding table does not fit on the same line, it appears below the compass. (In fact it actually would fit on the line. But to illustrate the point we used \handskip to widen the diagram a bit). Note that the token - in the bidding environment suppresses the output of it. Only when calling \showAll+ (with a + token), the saved bidding diagram is printed together with the card diagram.

not fitting on the line	File: bidAll
<pre>\newgame \handskip{2em} \northhand{KJ82}{KQ9}{J32}{JT8} \southhand{AQ953}{A85}{Q84}{K6} \easthand{T6}{764}{KT9}{Q5432} \westhand{74}{JT32}{A765}{A97} \setdefaults{bidfirst=S} \begin{biddingpair}- 1S &amp; 4S \\ p &amp; \\ \end{biddingpair} \showAll+</pre>	$\begin{array}{c} & K J 82 \\ & K Q9 \\ & J 32 \\ & s J 1032 \\ & A765 \\ & A765 \\ & A97 \end{array} \stackrel{N}{\overset{E}{\overset{S}{\overset{G}}{\overset{G}{\overset{G}{\overset{G}}{\overset{G}{\overset{G}{\overset{G}{\overset{G}}}}}}}}}$

Here the hands and the bidding are the same as previous, but the complete diagram (biddingtable inclusive) is centered and we use the short notation for the players in the bidding table (by using the token !). Being shorter now, the bidding table does fit on the same line.

centered and fitting	File: bidAll
<pre>\setdefaults{bidfirst=S} \begin{biddingpair}!- 1S &amp; 4S \\ p &amp; \\ \end{biddingpair} \showAll*+</pre>	$\begin{array}{c} * K J 8 2 \\ * K Q 9 \\ * J 3 2 \\ * J 10 8 \end{array}$ $\begin{array}{c} * 74 \\ * J 10 3 2 \\ * A 7 6 5 \\ * A 9 7 \end{array} \xrightarrow[]{W \ E} \\ * A 9 7 \end{array} \xrightarrow[]{W \ E} \\ * A Q 9 5 3 \\ * A 8 5 \\ * Q 8 4 \\ * K 6 \end{array}$

The same deal, but now we show all bidders in the bidding table with the long notation. Again it is to wide to fit on the line.



Finally the same, but the diagram is centered. We also set the extra handskip to 0 again.

centered	File: bidAll
\handskip{0em} \showAll*+	<ul> <li>▲ K J 82</li> <li>♥ K Q 9</li> <li>◆ J 32</li> <li>▲ J 10 8</li> <li>▲ 74</li> <li>♥ J 10 32</li> <li>▲ A 765</li> <li>▲ A 765</li> <li>▲ A 97</li> <li>▲ A Q 9 5 3</li> <li>▲ A 85</li> <li>◆ Q 84</li> <li>▲ K 6</li> </ul>
	South West North East Pass Pass All pass 1♠ Pass 2♣ P 2NT <sup>a</sup> Pass 3NT ap <sup>a</sup> 15-17 HLP

## 10 bidNS

We show a couple of diagrams without comment, with the exception of number 4.



2: showNS pair centered	File: bidNS
<pre>\begin{biddingpair}!-(\explainit{splinter}) 1S &amp; 4D\markit \\ 4H &amp; 6S \\ \end{biddingpair} \showNS*+</pre>	• K J 8 2 • K Q 9 • J • A Q J 10 8 S N $\boxed{\mathbb{W} \ E} \ 4 \bullet^{a}$ • A Q 10 9 5 • A Q 10 9 5 • A 5 2 • 86 4 • K 6

3: showNS	File: bidNS
<pre>\begin{bidding}!-(\explainit{splinter} \explainit{control}) 1S &amp; p &amp; 4D\markit &amp; p \\ 4H\markit &amp; p &amp; 6S &amp; &amp; p \\ \end{bidding} \showNS+</pre>	• K J 8 2 • K Q 9 • J • A Q J 10 8 S W N E $\begin{bmatrix} N \\ W \\ S \end{bmatrix}$ • A Q 10 9 5 • A Q 10 9 5 • A S 2 • 8 6 4 • K 6

Here we show the influence of command \handskip, that adds some extra space between the card diagram and the bidding diagram. In the 2nd diagram the negative value diminishes the distance. Because it is within braces, the length change is local and the normal value is automatically restored afterwards. In the 4th diagram we add **3em** extra space



5: showNS pair	File: bidNS
<pre>\gamefont{\sffamily\bfseries\scriptsize} \begin{biddingpair}!- 1S &amp; 4D \\ 4H &amp; 6S \\ \end{biddingpair} \showNS+</pre>	• K J 82 • K Q9 • J • A Q J 108 W = 1 + 4 + 5 • A Q 10 9 5 • A 5 2 • 8 6 4 • K 6

Because the previously saved bidding diagram is used, setting **bidfirst** has no influence on the output...



...But when setting the next bidding diagram, it has!

7: showNS	File: bidNS
<pre>\begin{bidding}-(\explainit{splinter} \explainit{control}) 1S &amp; &amp; p &amp; 4D\markit &amp; p \\ 4H\markit &amp; p &amp; 6S &amp; &amp; p \\ \end{bidding} \showNS+</pre>	• K J 8 2 • K Q 9 • J • A Q J 10 8 West North East South $ \begin{bmatrix} N \\ S \\ S \end{bmatrix} $ • A Q 10 9 5 • A Q 10 9 5 • A Q 10 9 5 • A S 2 • 8 6 4 • K 6

8: showNS centered	File: bidNS
\showNS*+	• K J 82 • K Q 9 • J • A Q J 108 West North East South 1 • Pass 4 • a Pass • A Q 10 9 5 • A

## 11 bidEW

In the previous example we changed the gamefont to scriptsize, which is still in effect here, as you can see in this example. You wonder why the bidding is shown for North and South, but the hands are those of East and West? Well, if you say \showEW you get the East-West hands. And if you say \setdefaults{bidfirst=S}, then the first column is of South! (BTW: if you want to get South! as output, you must write \south{};, then \south! and even \south ! will regard the ! as a token to \south and will produce S).

We reset the game font before we draw the 2nd diagram. Please note that we have to redefine the bidding. The saved version from the 1st diagram will not change its font!





## 12 bidNE

Here we show some examples without comment.



showNE centered		File: bidNE
\showNE*+	<ul> <li>▲ K J 82</li> <li>♥ K Q 9</li> <li>◆ J</li> <li>▲ A Q J 108</li> <li>▲ 63</li> <li>♥ J 764</li> <li>◆ K Q 10 9</li> <li>▲ 432</li> </ul>	$ \begin{array}{cccc} S & N \\ 1 & 4 \\ \bullet^{a} \\ 4 \\ \bullet^{b} & 6 \\ \end{array} $ <sup>a</sup> splinter <sup>b</sup> control

showNE		File: bidNE
<pre>\begin{bidding}!-(\explainit{splinter} \explainit{control}) 1S &amp; p &amp; 4D\markit &amp; p \\ 4H\markit &amp; p &amp; 6S &amp; &amp; p \\ \end{bidding} \showNE+</pre>	<ul> <li>KJ82</li> <li>KQ9</li> <li>J</li> <li>AQJ108</li> <li>63</li> <li>J764</li> <li>KQ109</li> <li>432</li> </ul>	S W N E 1♠ Pass 4♠ª Pass 4♥ <sup>b</sup> Pass 6♠ Pass <sup>a</sup> splinter <sup>b</sup> control



## 13 bidNW



showNW pair centered	File: bidNW
\showNW*+	<ul> <li>▲ K J 82</li> <li>♥ K Q 9</li> <li>◆ J</li> <li>▲ A Q J 10 8</li> <li>▲ 74</li> <li>♥ 10 8 3</li> <li>▲ A 7 5 3 2</li> <li>♥ 957</li> </ul>
	South North 1 ← 4 ← <sup>a</sup> 4 ♥ 6 ← <sup>a</sup> splinter





## 14 Legends

In this section we will investigate how we can add certain annotations to card diagrams. We start with \newgame and \resetfonts in order to 'forget the past'.

With \dealer one can denote which player is the dealer and with \vulner which side is vulnerable. This data is stored and with \dealertext (or \vulnertext) one can retrieve it. The macros \leftupper (and also the right- and the lower- versions) puts its 3 arguments, each on its own line, in the diagram. If you wonder why we use the command \by instead the text by in \rightupper: \by gets automatically translated into the active language.

If you look at the diagram, you will notice that the *left-* and *right-*annotations can extend to the left of the **West** hand and the right of the **East** hand.



In the next example we show all possible annotations. Here you can see that the \upper-versions align the text with the topline, whereas the \lower-versions align with the bottomline. Because the legendfont can differ from the gamefont and the rows in a hand get some extra space, the legend lines will normally not align with the rows of a hand.

We can add an offset (as shown in section showAll) to the **West** hand in order to make the hand align to the left with the left-upper legend. But this enlarges the gap between the **West** hand and the compass. It is perhaps better to have only very short legends. But it is up to you to decide that.

Legends: full overview	File: Legends
<pre>\leftupper{LUp:Line 1}{and line2}{last Line} \rightupper{RUp:Line 1}{and line2}{last Line} \leftlower{LLo:Line 1}{and line2}{last Line} \rightlower{RLo:Line 1}{and line2}{last Line} \headlinetext{Here you put some headtext\ldots\par on 2 lines} \footlinetext{\ldots here goes foottext} \showAll</pre>	Here you put some headtext on 2 lines LUp:Line 1 $\Leftrightarrow$ AK43RUp:Line 1 and line2 $\Leftrightarrow$ AJ98 and line2 last Line $\Leftrightarrow$ AQJ last Line $\Leftrightarrow$ J106 $\heartsuit$ 764 $\Leftrightarrow$ 764 $\Leftrightarrow$ K109 $\circledast$ J1032 LLo:Line 1 $\Leftrightarrow$ 87 RLo:Line 1 and line2 $\Leftrightarrow$ 8432 and line2 last Line $\Leftrightarrow$ K986 last Line here goes foottext

The next examples show wich legends are output/suppressed for the other card diagrams. Note also that the head/foot-linetext does not extend beyond the width of the diagram, and can get real narrow when only the N-S-hands are shown. In that case it might be better to put a **\raggedright** in. If you do so, then don't forget to **\protect** it.

Legends for: North–South: may need ragged	lright	File: Legends
<pre>\showNS \hrulefill \headlinetext{\protect\raggedright Here you    put some headtext\ldots\par on 2 lines} \footlinetext{\protect\raggedright \ldots     here goes foottext} \showNS</pre>	Here you put some head- text on 2 lines • $AK43$ • $AJ98$ • $AQJ$ • $54$ v = s • $87$ • $Q105$ • $8432$ • $K986$ here goes foottext Here you put some head- text on 2 lines • $AK43$ • $AJ98$ • $AQJ$ • $54$ v = s • $87$ • $Q105$ • $8432$ • $K986$ here goes • $AK43$ • $AJ98$ • $AQJ$ • $54$ v = s • $87$ • $Q105$ • $8432$ • $K986$ here goes foottext	

${\bf Legends:} \ {\bf North-East}, \ {\bf North-West}, \ {\bf East-West}$	File: Legends
\showNE \hrulefill \showNW \hrulefill \showEW	Here you put some headtext on 2 lines • AK 43 RUp:Line 1 • AJ98 and line2 • AQJ last Line • 54 • J106 • 764 • K109 • J1032 here goes foottext Here you put some headtext on 2 lines LUp:Line 1 • AK 43 and line2 • AQJ last Line • 54 • Q952 • K 32 • 765 • AQ7 here goes foottext Here you put some headtext on 2 lines • Q952 • K 32 • 765 • AQ7 here goes foottext Here you put some headtext on 2 lines • Q952 • K 32 • 765 • AQ7 here goes foottext Here you put some headtext on 2 lines

## 15 Wrapping

The package **ONEDOWN** renounces to implement so called *hanging hands*. To achieve such you will have to use external means, e.g. the package **wrapfig**. The advantage of an external package is that 1) you can wrap anything you like and 2) you have more control over the result. Here follow some examples to show how to do that.

You need a new paragraph before the **wrapfig** stuff. For details, refer to the documentation of the package wrapfig.

Wrapping a hand	File: Wrapping
<pre>\blindtext \begin{wraptable}{1}{0cm}% nat. width \hand!{AQ852}{AKQ3}{-}{AQKJ} \end{wraptable} \blindtext</pre>	<ul> <li>Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.</li> <li>AQ852</li> <li>AQKJ</li> <li>AQKJ</li> <li>Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.</li> </ul>

### Wrapping a bidding table

### File: Wrapping

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

West East 1♠ 3♠ 4♠ 5♠ 6♠ Pass

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is

there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

#### \blindtext

\begin{wraptable}{l}{0cm}% nat. width
\begin{biddingpair}
1S & 3S \\
4S & 5S \\
6S & p \\
\end{biddingpair}
\end{wraptable}
\blindtext

With a small diagram there is enough space for the wrapped text.

### Wrapping a card diagram

### File: Wrapping

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

Hello, here is some text without a ▲ AQ92 meaning. This text should show • 873 what a printed text will look like at • A 5 4 this place. If you read this text, \* 752 you will get no information. Re-W ally? Is there no information? Is ▲ J7543 there a difference between this text 🛡 Q 4 2 and some nonsense like "Huardest • 63 + AKQ gefburn"? Kjift – not at all! А blind text like this gives you infor-

mation about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

\newgame \blindtext

\begin{wraptable}{l}{0cm}% nat. width
\gamefont{\sffamily\bfseries\footnotesize}
\northhand{AQ92}{873}{A54}{752}
\southhand{J7543}{Q42}{63}{AKQ}
\showNS
\end{wraptable}
\blindtext

With real big diagrams there is not enough space for the wrapped text.

Show wrapping of hands, Large size	File: Wrapping
<pre>Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. \newgame \resetfonts \begin{wraptable}{1}{0cm}% nat. width \northhand{AQ92}{873}{A54}{752} \southhand{J7543}{Q42}{63}{AKQ} \gamefont{\sffamily\bfseries\scalefont{2.5}} \showNS \end{wraptable} \blindtext</pre>	Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information.

alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

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With \raggedright or RaggedRight from package ragged2e it looks much better.

### Same, with RaggedRight

### File: Wrapping

\RaggedRight

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information.

\begin{wraptable}{l}{0cm}% nat. width
\showNS
\end{wraptable}
\blindtext

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information.



Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the orig-

inal language. There is no need for special content, but the length of words should match the language.

## 16 Play

Here we show the playing tricks diagram. For the user, the environment play is like a 4 column table. Its mandatory argument denotes the player with the opening lead. With the optional argument the user can specify the trump suit. The default is N for NT. All leads must have a suit, although this is not checked by ONEDOWN. If a suit is followed, you don't have to repeat the suit: a rank suffices to specify the card. Of course at discards or when ruffed, the suit must be entered too.

The play diagram has a special feature: it knows which player wins the trick and thus 1) you do not have to specify who has the lead, except of course the opening lead, and 2) it calculates (and displays) the tricks won by each side.

Playing tricks table. Trump is *							File: Play
\newgame\resetfonts \begin{play}{W}[C]	N≏	Lead	2nd	3rd	4th	N S	E W
H3 & 4 & K & 6 \\	1	W: ♥3	4	κ	6	0	1
C3 & 5 & Q & 2 \\	2	E: #3	5	Q	2	0	2
H5 & 2 & A & 8 \\	3	W: ♥5	2	Α	8	0	3
C7 & D9 & J & K \\	4	E: <b>♣</b> 7	♦9	J	к	1	3
S3 & 4 & Q & 6 \\	5	N: <b>≜</b> 3	4	Q	6	2	3
SA & C4 & 2 & T \\ \end{play}	6	S: ♠A	<b>\$</b> 4	2	10	2	4

It is possible to use either the shorthands (C, D, H, S) for the suits as well as the code (e.g. \Cl itself, as you can see here. Refer to Bidding examples for further details.

In the environment play the consistency of the cards played is checked. As an example the error about card  $\blacklozenge$  5 (ocurring 2× in the same trick) is reported.

Same, but with suit commands	File: Pl
\begin{play}{W}[C] \He3 & 4 & K & 6 \\	Error: Card ♥5 occurs 2 times № Lead 2nd 3rd 4th s w
\Cl3 & 5 & Q & 2 \\	1 W:♥3 4 K 6 0 1
\He5 & 5 & A & 8 \\	2 E: #3 5 Q 2 0 2
\Cl7 & \Di9 & J & K \\	3 W:♥5 5 A 8 0 3
\Sp3 & 4 & Q & 6 \\	4 E:♣7 ♦9 J K 1 3
\Sp A & K & 2 & T \\	5 N: <b>▲</b> 3 4 Q 6 2 3
\end{play}	6 S: A K 2 10 3 3

In the next example for a NT contract, we have changed the language. Here the double occurence of  $\clubsuit 6$  in two different tricks is shown.

Playing tricks table for NT in Dutch	File: Play
\begin{otherlanguage}{dutch} \begin{play}{W} C3 & Q & K & 2 \\	Error: Card ♣ 6 occurs 2 times № Uitk. 2de 3de 4de Z W
SJ & A & 4 & 2 \\	1 W: <b>*</b> 3 V H 2 0 1
C4 & 6 & T & 5 \\	2 O: •B A 4 2 1 1
CA & ST & 6 & 9 \\	3 Z: #4 6 10 5 2 1
C7 & HT & D5 & S5 \\	4 N: <b>*</b> A <b>*</b> 10 6 9 3 1
$D2 \& T \& 3 \& 4 \setminus$	5 N:♣7 ♥10 ♦5 ♠5 4 1
\end{play} \end{otherlanguage}	6 N: •2 10 3 4 4 2

$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	The same table in German	File: Play
CA & ST & 6 & 9 \\       3 S: $*4$ 6 10 5 2 1         C7 & HT & D5 & S5 \\       4 N: $*A$ $*10$ 6 9 3 1         D2 & T & 3 & 4 \\       5 N: $*7$ $*10$ $*5$ $*5$ 4 1         \end{play}       6 N: $*2$ 10 3 4 4 2	<pre>\begin{otherlanguage}{german} \begin{play}{W} C3 &amp; Q &amp; K &amp; 2 \\ SJ &amp; A &amp; 4 &amp; 2 \\ C4 &amp; 6 &amp; T &amp; 5 \\ CA &amp; ST &amp; 6 &amp; 9 \\ C7 &amp; HT &amp; D5 &amp; S5 \\ D2 &amp; T &amp; 3 &amp; 4 \\ \end{play}</pre>	Error: Card $\bigstar$ 6 occurs 2 times         Nº       Aussp.       2.       3.       4.       N       O       O         1       W: $\bigstar$ 3       D       K       2       0       1         2       O: $\bigstar$ B       A       4       2       1       1         3       S: $\bigstar$ 4       6       10       5       2       1         4       N: $\bigstar$ A $\bigstar$ 10       6       9       3       1         5       N: $\bigstar$ 7 $\blacktriangledown$ 10 $\bigstar$ 5 $\bigstar$ 5       4       1

## 17 ExpertQuiz

A special feature of **ONEDOWN** is the so called **expertquiz**. It essentially displays a hand with a (partial) bidding sequence. The reader has to guess the best next bid with respect to the hand and the bidding so far. The different answers are rewarded with points.

Observe the token '-' in \hand- and \begin{bidding}- that suppresses the output.

With the optional argument we add some extra information to the quiz.

```
File: ExpertQuiz
expertquiz
\newgame\setdefaults{bidfirst=W}
\dealer[\east]\vulner[\eastwest]
hand! - {Q952} {K32} {765} {AQ7}
\begin{bidding}-(\explainit{gameforcing}
                                                              Team: Dealer: East, Vulnerable: East-West
 \explainit{natural, 6-card})%
                                                                             West North East South
        & 2D\markit & 2H\markit \\
  &
                                                               ♦ Q952
                                                                                             2 🔶 a
                                                                                                    2•<sup>b</sup>
p & 3H & 4D
                       & p \\
                                                               🛡 K 3 2
? \\
                                                                             Pass
                                                                                             4 ♦
                                                                                                    Pass
                                                                                      3,
                                                               ♦ 765
\end{bidding}
                                                                               ?
                                                               🜲 A Q 7
\expertquiz[Team: \dealertext,
                                                                            ^{\mathrm{a}} gameforcing ^{\mathrm{b}} natural, 6-card
    \vulnertext]{%
                                                              Award: 4 \neq = 10, 4 \neq = 7, 6 \neq = 4, 4 \text{NT} / 5 \text{NT} = 3,
  4 \leq 10, 4 \leq 7,
                                                              5 \blacklozenge = 1
  6 \equiv 4,
  4\NT/5\NT= 3, 5\Di=~1
}
```

Here we show the same quiz, but the layout resembles the one used by the  $DBV^1$  in their monthly, called *Bridge Magazin*. We get this special layout by using the token '!'. Of course we set it in the German language.

expert quiz a la DBV	File: ExpertQuiz
<pre>\begin{otherlanguage}{german} \expertquiz![Team: \dealertext,</pre>	Team: Teiler: Ost, Gefahr: Ost–West $\diamond$ Q 9 5 2 $\diamond$ K 3 2 $\diamond$ 7 6 5 $\Rightarrow$ A Q 7 West North East South $2 \diamond^a 2 \checkmark^b$ Pass 3 $\checkmark$ 4 $\diamond$ Pass ? a game forcing b natural, 6-card Bewertung: 4 $\checkmark$ = 10, 4 $\diamond$ = 7, 6 $\diamond$ = 4, 4 SA/5 SA = 3, 5 $\diamond$ = 1

## 18 Languages

As a demonstration of the multilingual features of the  $O_{NE}D_{OWN}$  package we show a diagram with turkish annotations.

Note:

Due to an quirk in the babel implementation of the turkish and some other language, you must either call \shorthandoff{=!} after loading the language, or load it with e.g.

\usepackage[turkish,shorthands=]{babel}.

Refer to the  ${\scriptstyle \mathsf{OneDown}}$  manual for details.

Languages (Turkish)	File: Languages
<pre>\boardnr{32} \northhand{AK43}{AJ98}{AQJ8}{4} \southhand{87}{QT5}{432}{K9865} \easthand{JT6}{764}{KT9}{JT32} \westhand{Q952}{K32}{765}{AQ7} \leftupper{\boardtext*}%     {\dealertext}{\vulnertext}     \rightupper[1ex]{\contract: }%     {3,NT}{\by \south} \rightlower[1ex]{\lead: \Di 7}{}{} \begin{otherlanguage}{turkish}     \showAll*     \end{otherlanguage}</pre>	Oyun Tahtası: 32 • A P 43 Kontrat: Dağıtan: B Zonda: D-B • K 952 • P 32 • 765 • A K 7 • K 105 • 4 • K 105 • K

Here we switch to the Norwegian language. As we use the same settings for the diagram, we simply call \showAll to display it, after we changed the language. The Jack is coded with Kn rather than J, so the hand is now closer to the right upper legend. (We already discussed ways to solve this!)

Languages (Norwegian)	File: Languages
\begin{otherlanguage}{norsk} \showAll* \end{otherlanguage}	Spill: 32 Giver: V Sone: Ø-V * K32 * 765 * ED7 * K106 * K109 * K109 * K109 * K109 * K109 * K109 * K1032 * K105 * K106 * K106 * K106 * K109 * K106 * K106 * K106 * K106 * K106 * K106 * K106 * K106 * K109 * K1032 * K105 * K106 * K105 * K106 * K106 * K106 * K106 * K106 * K106 * K106 * K106 * K105 * K10

## 19 Compass

Here we show the 16 possible combinations of dealership and vulnerability. We use the default colors=2 (black & red) and so the vulners appear in red. The command \CP is to be defined in every V- or HBox.



With \setdefaults we can influence the look of the compass in detail. The keys that control this are compline to set the thickness of the frame, compshow to hide/show the compass, compsize to multiply the compass size with a factor and compturn with which the letter 'E' and 'W' can be rotated over 90°. With the key compass one can set the font that is used for the letters in the compass.

First we enlarge the compass  $1.5 \times$ . Note that this does influence neither the fontsize nor the frame thickness. Then we enlarge the fonsize. As you see, this does influence the size of the compass too. Finally we set the size factor back to 1. Notice the difference with the first compass.



As you see, we can make the frame very thick, very thin or let it disappear completely when we use factor 0.

controlling the compass II	File: Compass
<pre>\makeatletter   \def\CP{\ODw@Compass} \makeatother   \setdefaults{compsize=1.5}\CP   \setdefaults{compline=3}\CP   \setdefaults{compline=0.1}\CP   \setdefaults{compline=0}\CP</pre>	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

If you watch the first compass carefully, you'll notice (maybe you must enlarge it to see what is meant) that the small x is exactly in the middle of the compass. Nevertheless the impressesion is that the x is closer to the 'W'. This is because a 'W' is wider than an 'E'. It simply looks unbalanced. We can diminish this by enlarging the compass. Another trick is to rotate the W and E 90°, as shown in the third compass. In the second line we see a diagram with compass, but its frame is supressed. Finally we see a diagram where the total compass is suppressed. For clarity's sake we have added the **East** and **West** hand.

controlling the compass III	File: Compass
<pre>\makeatletter \def\CP{\ODw@Compass} \makeatother \boardnr{0} \setdefaults{compsize=1,compmid=x}\CP \setdefaults{compsize=1,compturn=on}\CP \setdefaults{compsize=1,compturn=on}\CP \setdefaults{compturn=off,compline=0} \gamefont{\footnotesize} \easthand{JT6}{764}{K43}{JT32} \westhand{Q952}{K92}{762}{AQ7} \showEW\hfill \setdefaults{compshow=off} \showEW</pre>	$\begin{bmatrix} N \\ W \times E \\ S \end{bmatrix} \begin{bmatrix} N \\ W \times E \\ S \end{bmatrix} \begin{bmatrix} N \\ S \times W \\ S \end{bmatrix}$ • Q 9 5 2 • K 9 2 • K 9 2 • 7 6 2 \\ • 7 6 2 \\ • A Q 7 \end{bmatrix} \begin{bmatrix} \bullet J 10 6 \\ • 7 6 4 \\ • K 4 3 \\ \bullet J 10 3 2 \end{bmatrix} \\ \bullet A Q 7 \end{bmatrix} \begin{bmatrix} \bullet J 10 6 \\ • K 9 2 \\ • 7 6 4 \\ • K 4 3 \\ \bullet J 10 3 2 \end{bmatrix} \\ \bullet A Q 7 \end{bmatrix} \\ \bullet J 10 3 2

On the next page we show the compass for all available sizes. In order to get all diagrams in one color box, we combined the smallest with the largest etc. The first line gets out of the frame, but you'll get the idea all the same. Using \scalefont you can get even bigger diagrams.

%

%

%

%

%

#### onesuitAll for all sizes File: Compass J1062 \setdefaults{compshow=on} Q 9 4 N 87 Q 94 \gamefont{\sffamily\bfseries\tiny} \setdefaults{compmid=~t} \onesuitAll!{JT62}{AK53}{87}{Q94} \gamefont{\sffamily\bfseries\HUGE} \setdefaults{compmid=U} AK53 \onesuitAll!{JT62}{AK53}{87}{Q94} \gamefont{\sffamily\bfseries\ssmall} J1062 \setdefaults{compmid=~s} \onesuitAll!{JT62}{AK53}{87}{Q94} \gamefont{\sffamily\bfseries\Huge} \setdefaults{compmid=H} 87 \onesuitAll!{JT62}{AK53}{87}{Q94} Q 9 4 W<sup>S</sup><sub>S</sub>E 8 7 \gamefont{\sffamily\bfseries\scriptsize} \setdefaults{compmid=c} **AK53** \onesuitAll!{JT62}{AK53}{87}{Q94} \gamefont{\sffamily\bfseries\huge} \setdefaults{compmid=h} J1062 \onesuitAll!{JT62}{AK53}{87}{Q94} J 10 6 2 \gamefont{\sffamily\bfseries\footnotesize} W c E 87 Q94 87 \setdefaults{compmid=f} Q94 \onesuitAll!{JT62}{AK53}{87}{Q94} AK 53 \gamefont{\sffamily\bfseries\LARGE} **AK53** \setdefaults{compmid=A} \onesuitAll!{JT62}{AK53}{87}{Q94} J1062 \gamefont{\sffamily\bfseries\small} J 10 6 2 \setdefaults{compmid=s} \onesuitAll!{JT62}{AK53}{87}{Q94} Q94 87 WſE 87 WAE Q94 \gamefont{\sffamily\bfseries\Large} S AK53 \setdefaults{compmid=L} **AK53** \onesuitAll!{JT62}{AK53}{87}{Q94} J1062 \gamefont{\sffamily\bfseries\normalsize} J1062 \setdefaults{compmid=n} Ν \onesuitAll!{JT62}{AK53}{87}{Q94} Q94 87 87 Q94 Wг Ε \gamefont{\sffamily\bfseries\large} ς \setdefaults{compmid=1} **AK53 AK53** \onesuitAll!{JT62}{AK53}{87}{Q94} \setdefaults{compmid=} J1062 J1062 87 Q94 Q94 87

**AK53** 

**AK53** 

# 20 FancyColors

Fancy colors for card symbols	File: FancyColors
<pre>Due to the definition of the card symbols, a simple redefinition like:\\ \verb \let\MyClub\Cl \\ \verb \renewcommand{\Cl}{%//\ \verb \textcolor{green}{\MyClub}} \\ will \textbf{not} change the color of the symbol. For details refer to the \OneDown manual, section 6.2.1 \emph{Suit Symbols}.</pre>	Due to the definition of the card symbols, a simple redefinition like: \let\MyClub\Cl \renewcommand{\Cl}{% \textcolor{green}{\MyClub}} will not change the color of the symbol. For de- tails refer to the ONEDOWN manual, section 6.2.1 Suit Symbols.
<pre>Instead put in your preamble e.g. this code    to get \textcolor{green}{green} clubs, \textcolor{orange}{orange} diamonds,</pre>	Instead put in your preamble e.g. this code to get green clubs, orange diamonds, red hearts and blue spades.
<pre>\textcolor{red}{red} hearts and \textcolor{blue}{blue} spades. \\[\baselineskip] \verb \makeatletter \\ \verb \renewrobustcmd%/\\ \verb \textcolor{green}%/\\</pre>	<pre>\makeatletter \renewrobustcmd\Cl{% \textcolor{green}% {[0.3]\ensuremath{% \ODw@clubsuit}}\xspace}%</pre>
<pre>\verb {[0.3]\ensuremath{%/\\ \verb \0Dw@clubsuit}}\xspace}%/\\[2mm] \verb \renewrobustcmd\Di{%/\\ \verb \textcolor{orange}%/\\ \verb {[0.3]\ensuremath{%/\\ \verb \0Dw@vardiamond}}\xspace}%/\\[2mm]</pre>	\renewrobustcmd% \textcolor{orange}% {[0.3]% \ODw@vardiamond}}\xspace}%
<pre>\verb \renewrobustcmd\He{%/\\ \verb \textcolor{red}%/\\ \verb \textcolor{red}%/\\ \verb \0Dw@varheart}}\xspace}%/\\[2mm] \verb \renewrobustcmd%/\\</pre>	<pre>\renewrobustcmd\He{%   \textcolor{red}%   {[0.3]\ensuremath{%   \ODw@varheart}}\xspace}%</pre>
<pre>\verb \textcolor{blue}%/// \verb {[0.3]%//\ \verb \0Dw@spadesuit}}\xspace}%//\ \verb \makeatother  \\[\baselineskip] Now you will get yor own fancy colors:</pre>	<pre>\renewrobustcmd\Sp{%  \textcolor{blue}%  {[0.3]\ensuremath{%  \ODw@spadesuit}}\xspace}%  \makeatother</pre>
$1\Cl, 2\Di, 3\He, 4\Sp\$	Now you will get yor own fancy colors: $1 \bigstar, 2 \diamondsuit, 3 \heartsuit, 4 \bigstar$
<pre>\setdefaults{bidlong=off,bidfirst=N} \begin{bidding}[t] 1C &amp; 1D &amp; 1H &amp; 1S \\ 1N &amp; X &amp; p &amp; p \\ R &amp; P \\ \end{bidding}</pre>	North East South West 1 1 1 ↑ 1 ↑ 1 ↑ 1NT X p p XX AP

## 21 CardSymbols

Use card symbols like  $\bullet, \diamondsuit, \heartsuit, \bullet$  directly as input

If you want to use the card symbols  $\bullet, \Diamond, \heartsuit, \bullet$  within your LATEX-document, then put these lines in your preamble. That's all.

\DeclareUnicodeCharacter{2660}{\Sp} \DeclareUnicodeCharacter{2661}{\He} \DeclareUnicodeCharacter{2662}{\Di} \DeclareUnicodeCharacter{2663}{\Cl} \DeclareUnicodeCharacter{2664}{\Sp} \DeclareUnicodeCharacter{2665}{\He} \DeclareUnicodeCharacter{2666}{\Di} \DeclareUnicodeCharacter{2667}{\Cl}

If you put them in a file *onedown.symbols*, somewhere where LATEX can find it, then the **ONEDOWN** package will take care of loading it. An appropriate place would be in your .texmf directory.

To enter these card symbols on your keyboard, use this with Linux

Add following lines to your .*Xmodmap* and run **xmodmap** .**Xmodmap** keycode 38 = 0x0061 0x0041 0x0061 0x0041 0x1002663 0x1002667 0x00e6 keycode 39 = 0x0073 0x0053 0x0073 0x0053 0x1002662 0x1002666 0x100017f keycode 40 = 0x0064 0x0044 0x0064 0x0044 0x1002661 0x1002665 0x00f0 keycode 41 = 0x0066 0x0046 0x0066 0x0046 0x1002660 0x1002664 0x01f0 keycode 65 = space nobreakspace space nobreakspace nobreakspace NoSymbol

Now you can enter , 0, 0, with Shift + AltGr a,s,d,f