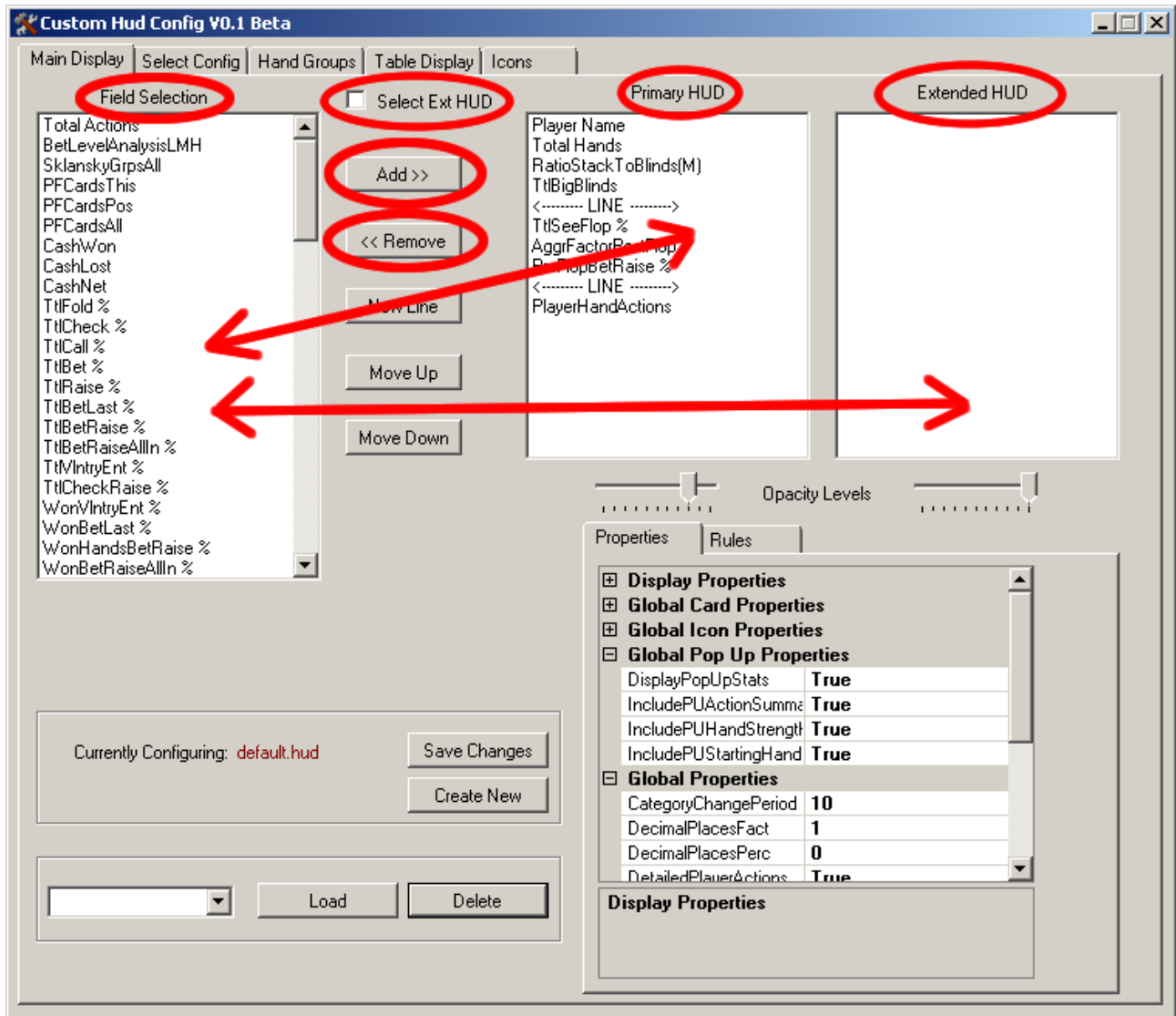


Configuration Instructions for CustomHUD

Page:

2. Main Display (Adding/Removing Fields in HUD)
3. Main Display (Moving Fields in HUD)
4. Main Display (Changing Statistic Properties)
5. Main Display (Changing Display Properties)
6. Main Display (Changing the Field Rules)
7. Main Display (Load/Save/New/Delete Config)
8. Select Config
9. Hand Groups (Setting Groups)
10. Hand Groups (Load/Save/New/Delete Groups)
11. Icon Configuration (Moving, deleting, changing and adding rules)
12. Icon Configuration (Editing Icon Rules)
13. Icon Configuration (Load/Save/New/Delete Icon Rules)

Configuration – Main Display (Adding/Removing Fields in HUD)

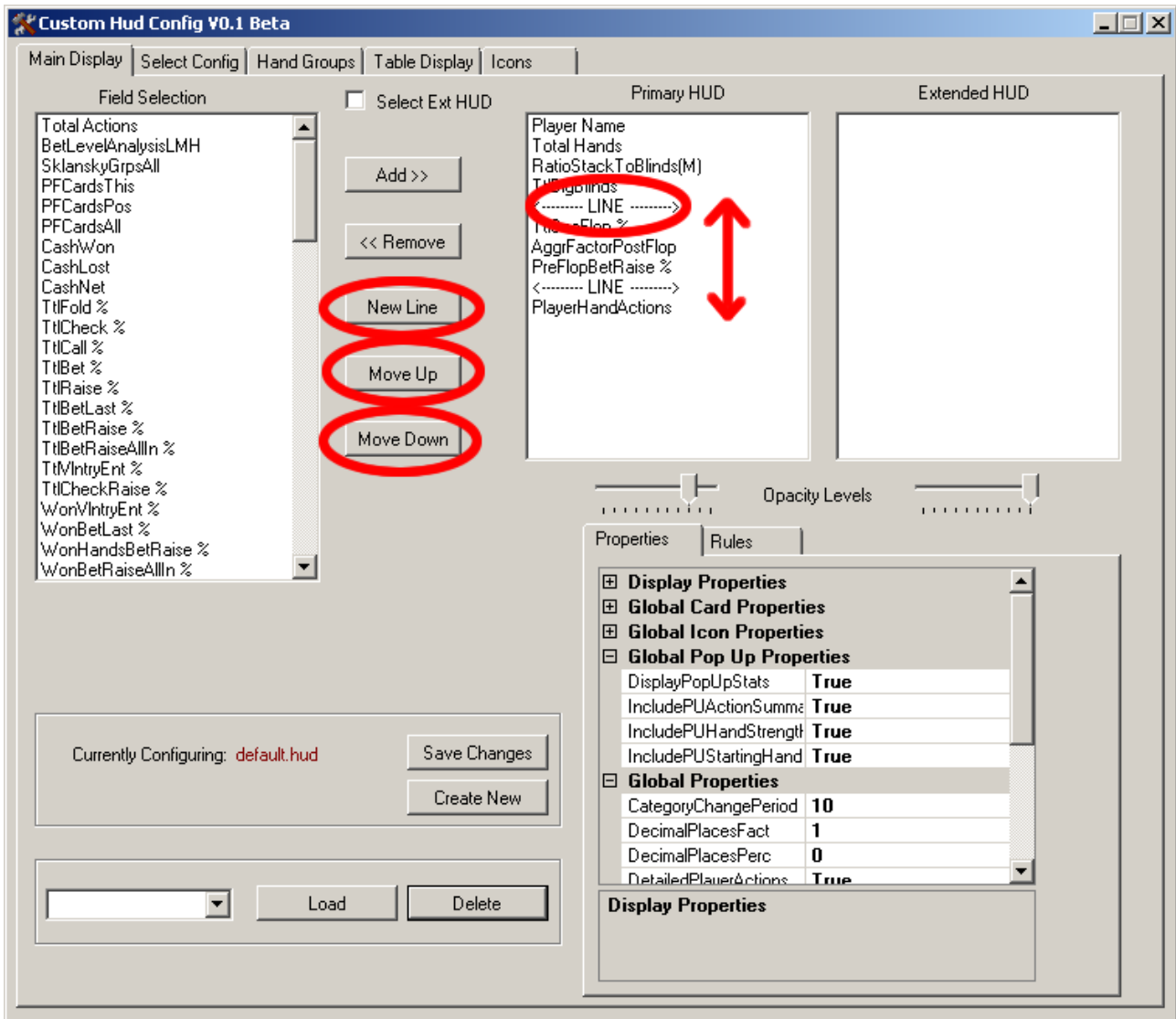


Add Field – select field in Field Selection list and click [ADD>>] or double click on name in field selection to add to HUD.

Remove Field - select field in HUD list box and click [<<REMOVE] or double click on entry in HUD list box to remove from HUD.

Select Ext HUD – tick this box to add and remove to/from the extended HUD.

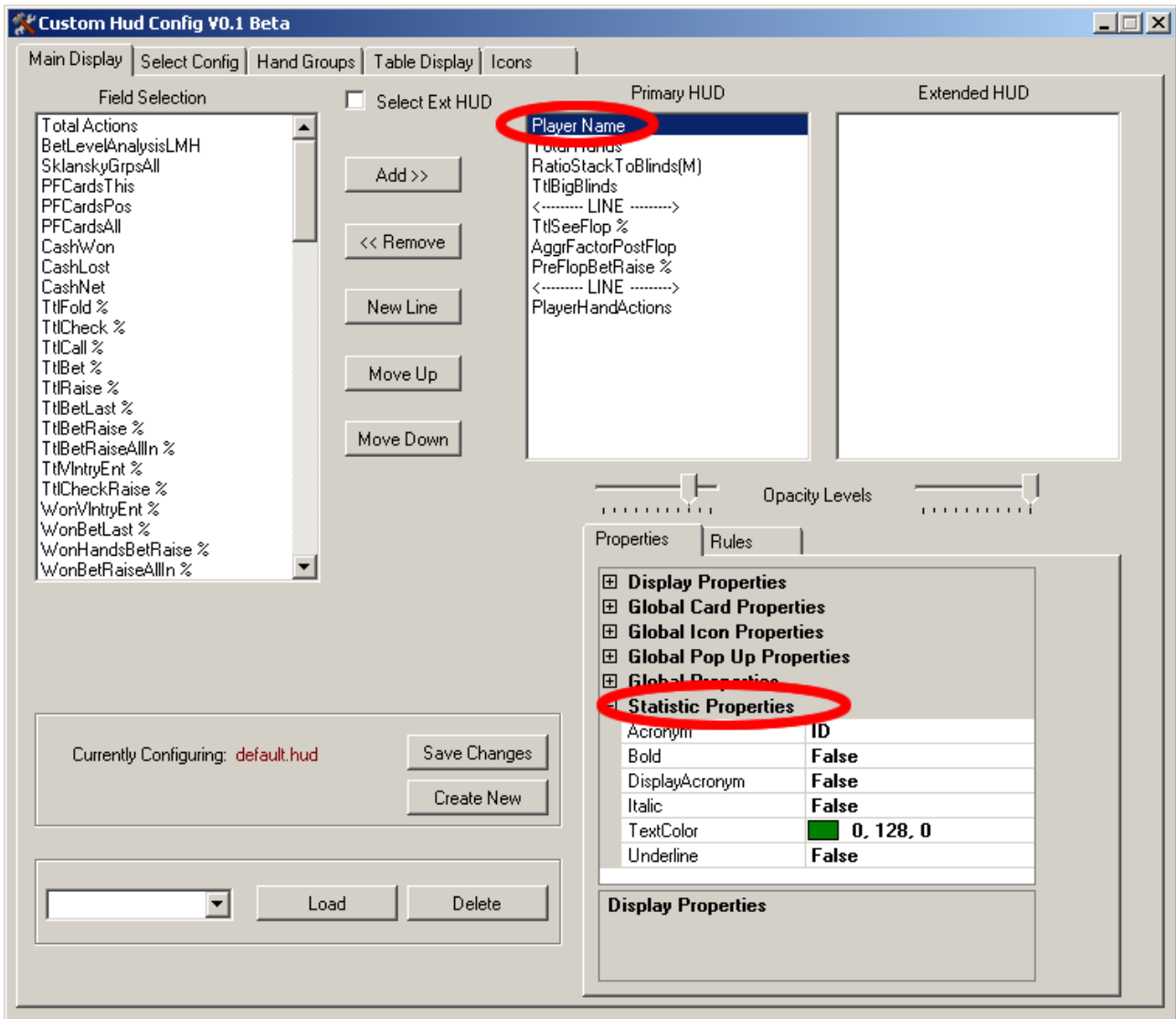
Configuration – Main Display (Moving Fields in HUD)



New Line – select where you want the New Line in the HUD list box and click [New Line] to insert. These can be removed the same way as fields.

Move Up/Down – select the Field in the HUD window to be moved and click on either the [Move Up] or [Move Down] buttons.

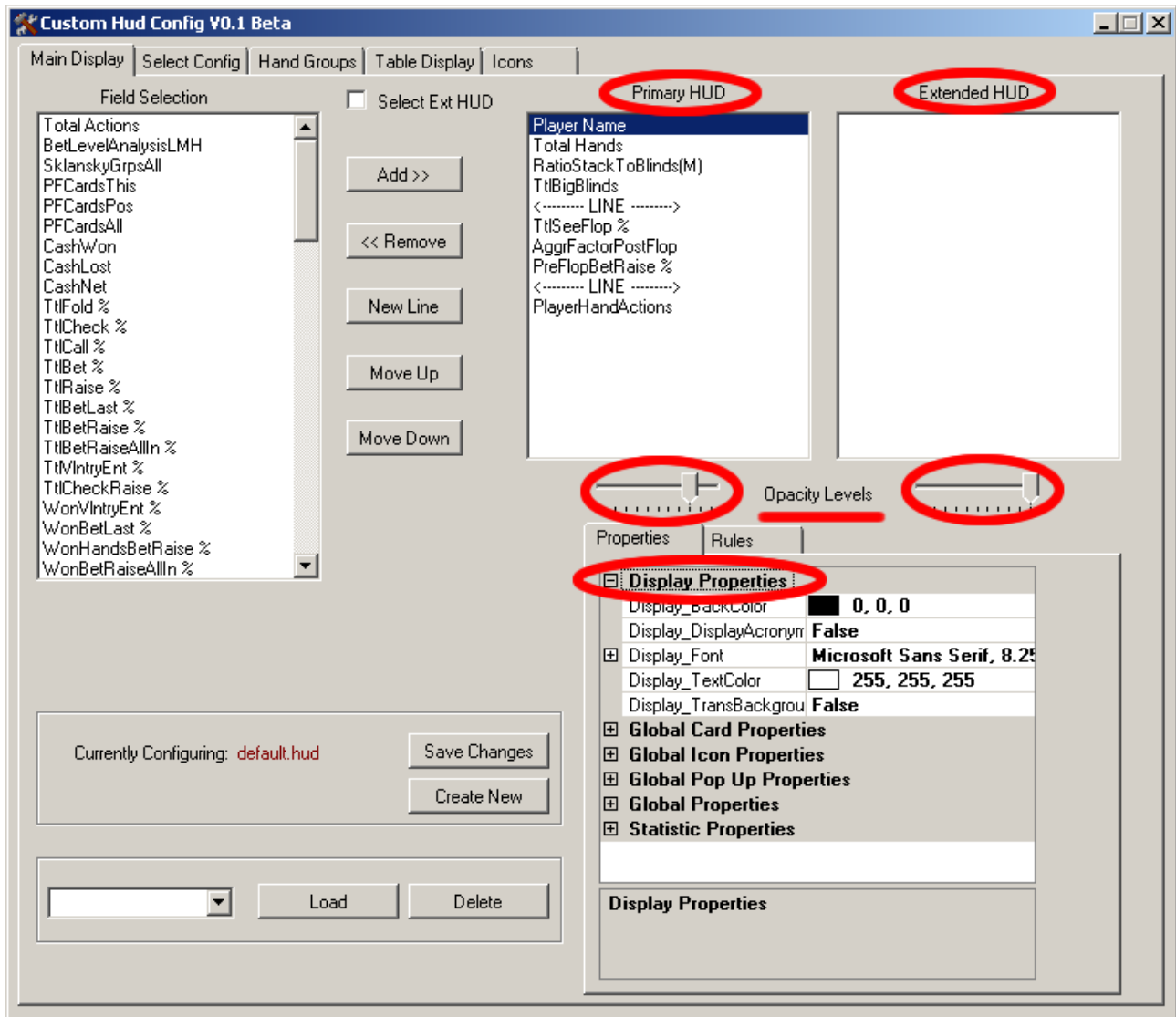
Configuration – Main Display (Changing statistic properties)



To change either Acronyms, Text color, Bold, Italic and Underline for a statistic in the HUD, select the statistic in the HUD list box.

Then expand the 'Statistic Properties' in the lower right hand property window to reveal settings.

Configuration – Main Display (Changing display properties)



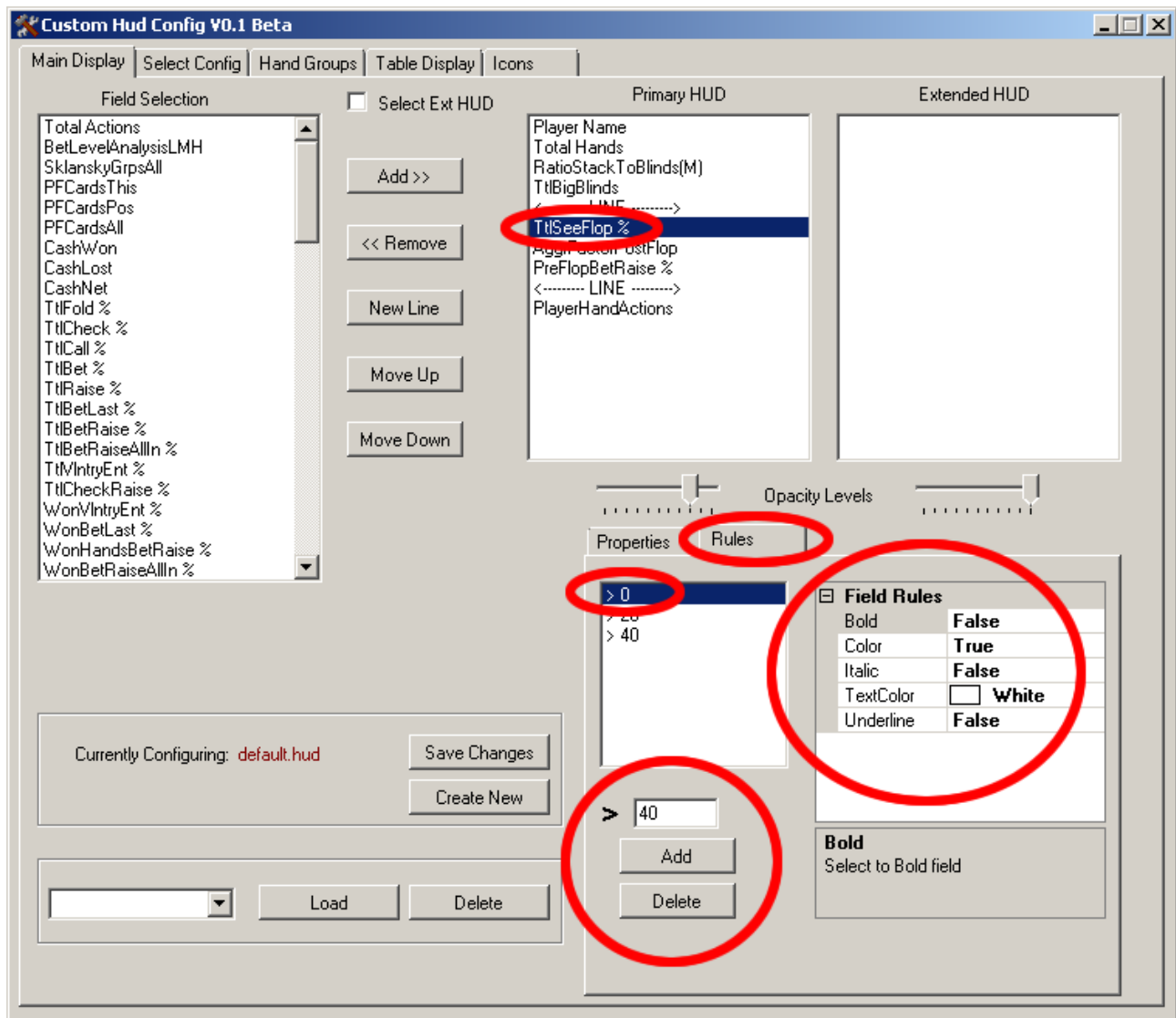
To change either Display Acronyms, Background Color, Font, Default Text Color or Transparent Background for the display, expand the 'Display Properties' in the lower right hand property window to reveal settings.

Please note that Font sizes should be selected from the available sizes in the pop up font box, rather than manually entered.

Opacity slider bars can be moved to select the appropriate level, min to max (left to right).

Opacity is how solid the HUD will look, less will result in being able to see more of the windows beneath it.

Configuration – Main Display (Changing the Field Rules)



Field Rules are used to change the appearance of the statistic depending upon the current value. This is only available to numeric fields. For example, player name cannot have rules, where as total actions can.

To change the Rules for the Field, select the Rules Tab in the lower right hand property window to reveal the field rules window.

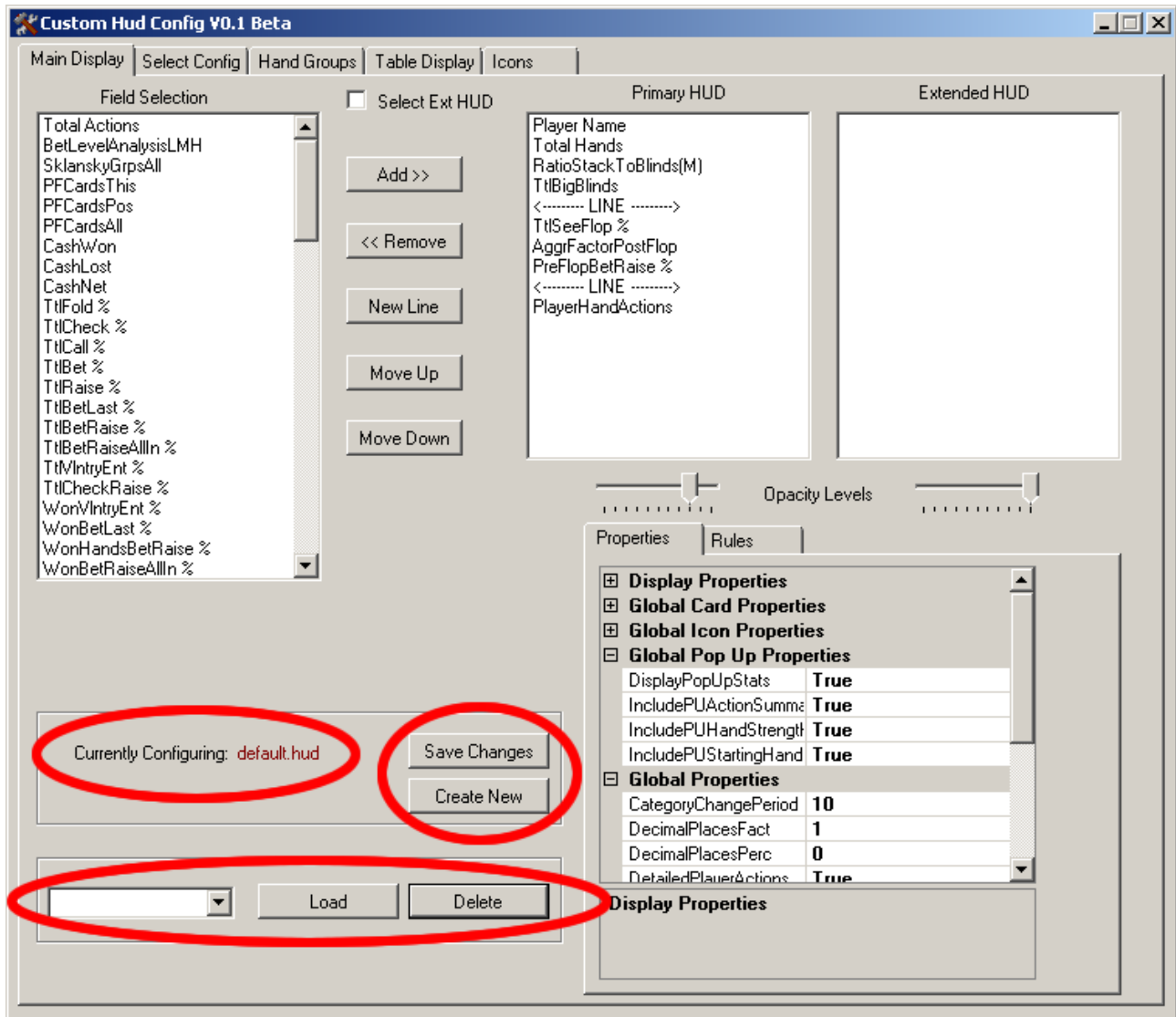
You can see any existing rules in the window.

Add Rule – type in the value of the limit in the textbox and click [Add], the rule should appear in the window.

Remove Rule – select the Rule value in the window and click [Remove], the rule should disappear from the window.

Edit Rule – use the property window to the right to configure the rule, you can set formatting and color here that is performed when this rule value is equal or exceeded.

Configuration – Main Display (Load/Save/New/Delete Config)



Currently Configuring – This displays the current name of the config that is loaded and being edited.

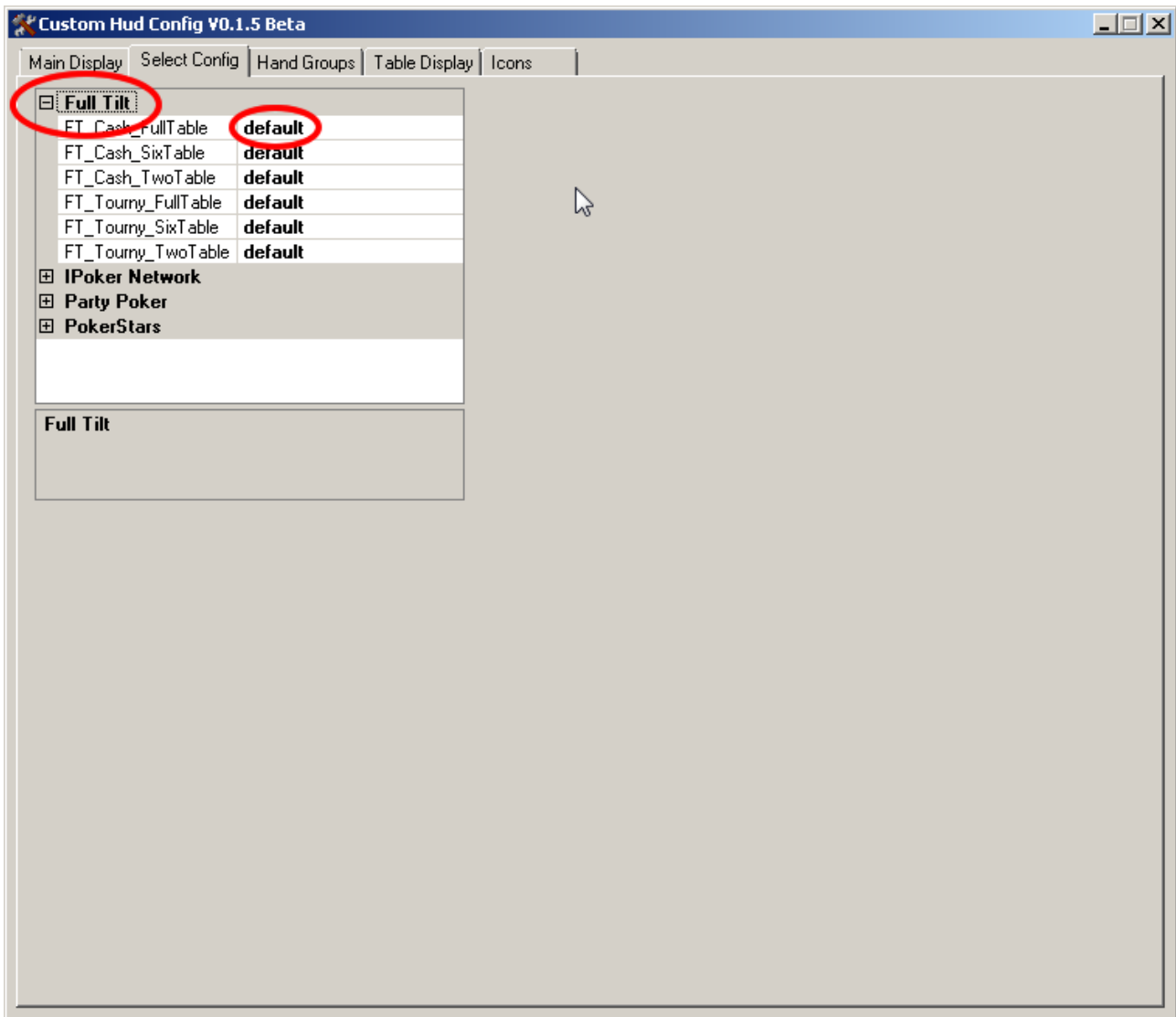
Load – select the config to load from the drop down box on the left and click [Load]

Delete - select the config to load from the drop down box on the left and click [Delete]

Save - click [Save] to save the currently configuring file.

New - click [Create New] and type in the name for the config file. This will copy the default configuration and load it to be edited.

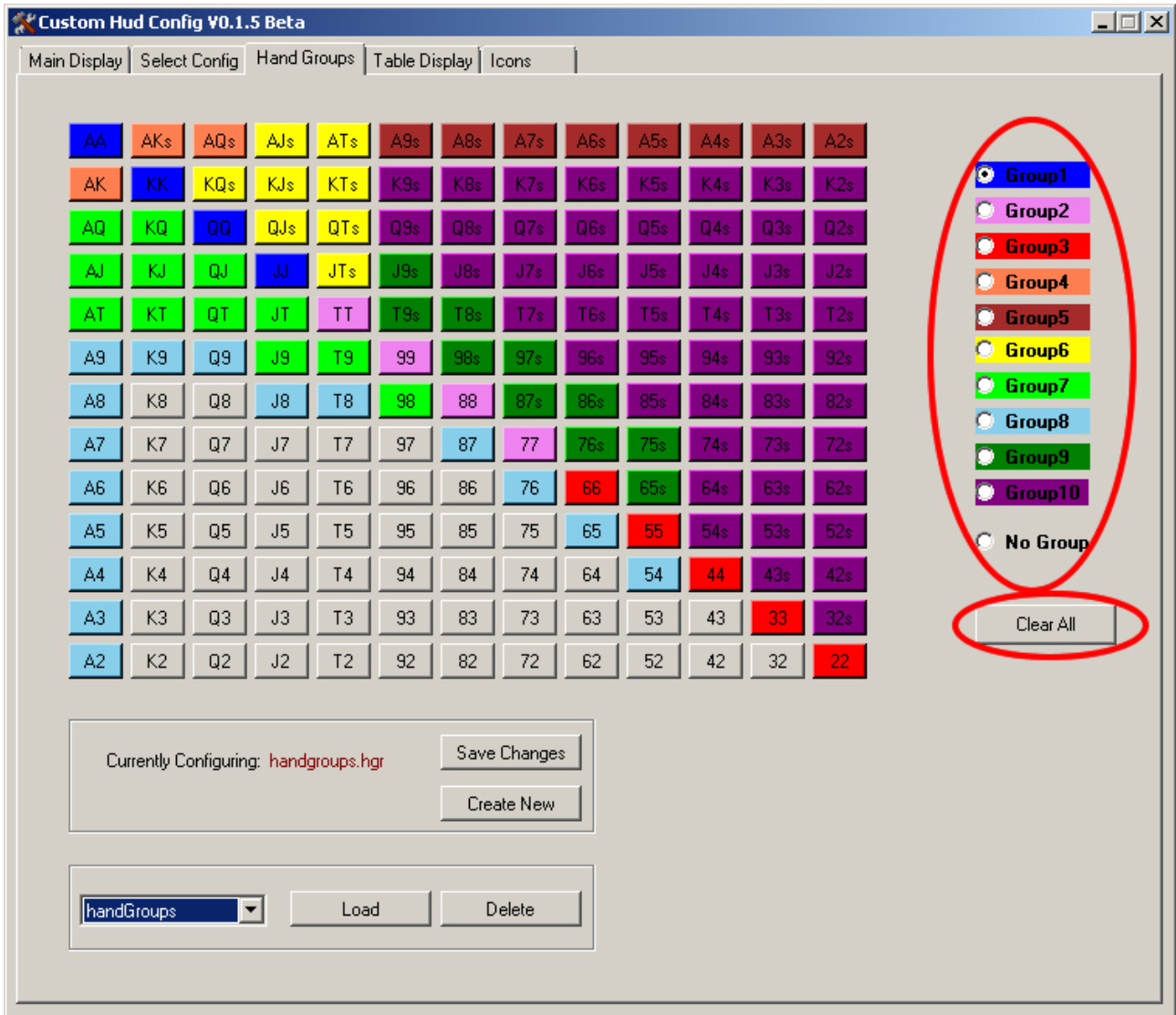
Select Config Tab



This screen is used to select which config is to be used depending upon the Poker Site, the type of game and the number of seats at the table.

To change the setting expand the appropriate site list and select from the available configurations.

Hand Groups Tab (Setting Groups)



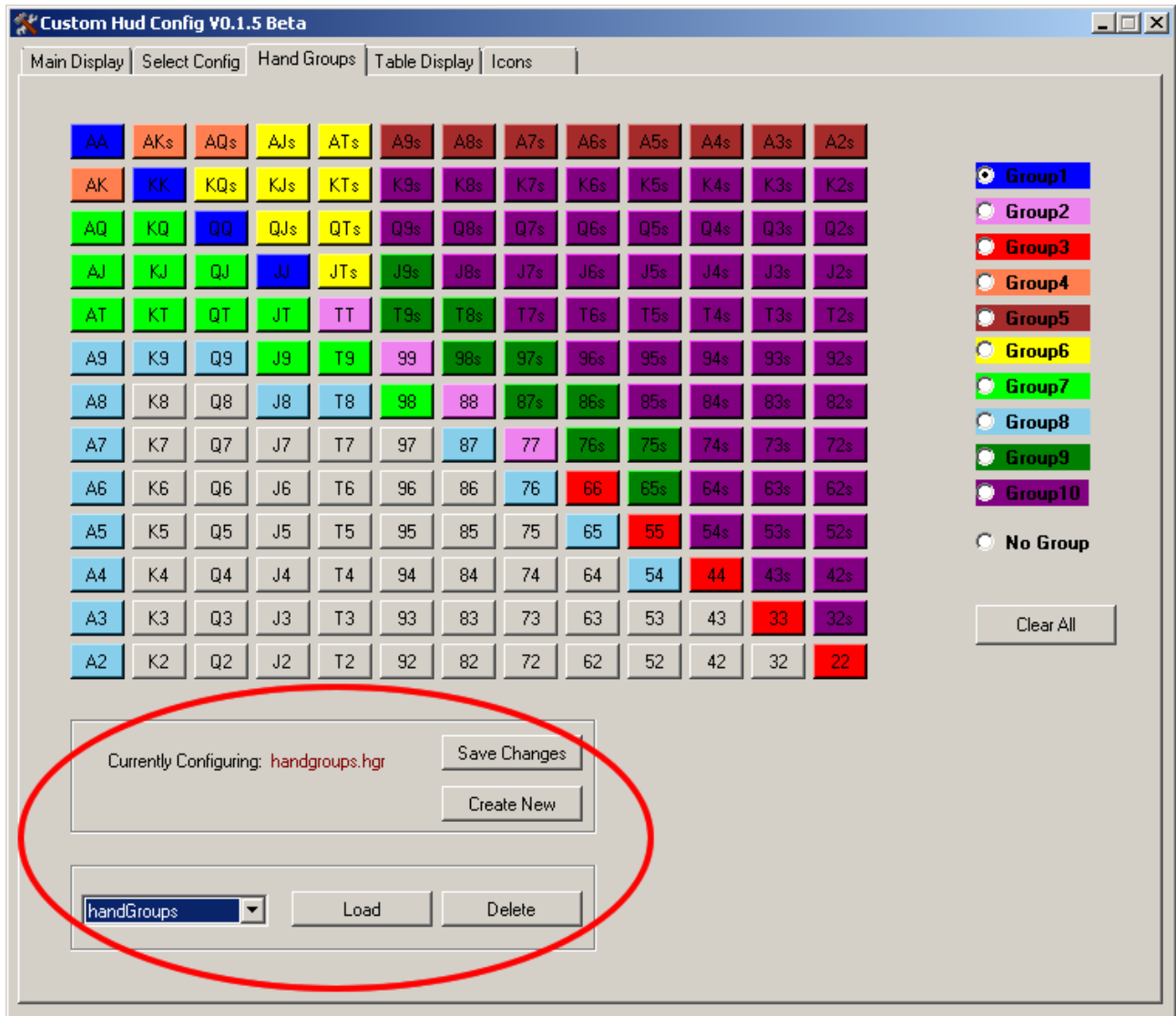
This screen is used to configure Hand Groupings, which are used to split players starting cards in to pre-defined groupings. Like for instance, Sklansky groupings, which are included in the install of CustomHUD.

This enables you to see quickly and more efficiently what type of hands a player is playing.

In the example there are 10 groupings, each has its own color, blank card selections are in 'no-group'

Color can be selected on the left and then clicking the appropriate card button puts it in to that group. Clear All, clears all the cards so you can start from scratch.

Hand Groups Tab (Load/Save/New/Delete Groups)



Currently Configuring – This displays the current name of the hand grouping that is loaded and being edited.

Load – select the hand grouping to load from the drop down box on the left and click [Load]

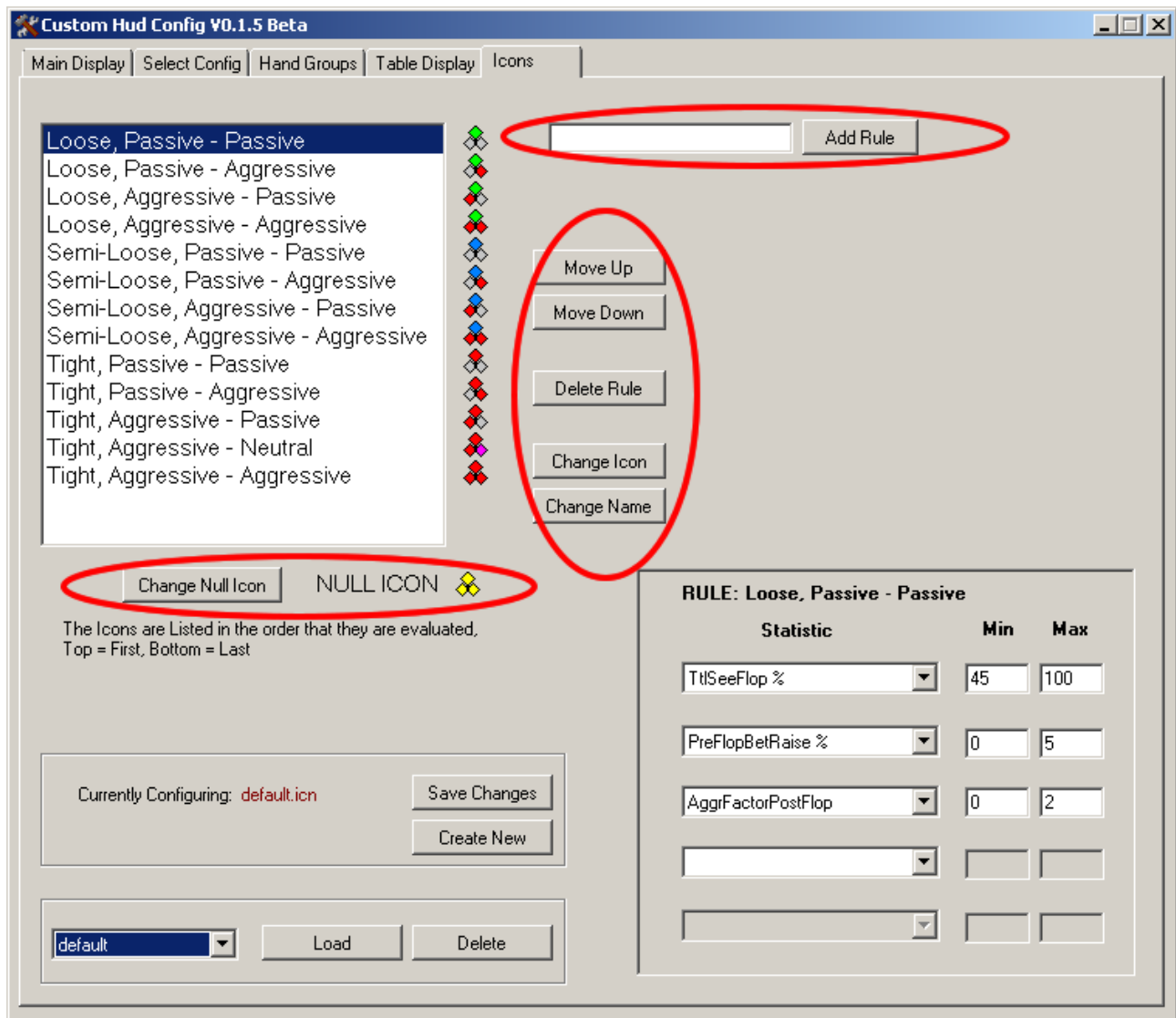
Delete - select the hand grouping to load from the drop down box on the left and click [Delete]

Save - click [Save] to save the currently configuring file.

New - click [Create New] and type in the name for the hand grouping file. This will copy the default hand grouping and load it to be edited.

The pre-configured hand grouping to be used in a config can be then selected in global properties in the properties box in the Main Config Tab.

Icon Configuration (Moving, deleting, changing and adding rules)



Move Up/Down – select the Rule in the window to be moved and click on either the [Move Up] or [Move Down] buttons. The Icons are listed in order that they are evaluated (Top to Bottom).

Delete Rule - select the Rule in the window to be deleted and click the [Delete Rule] button.

Change Icon - select the Rule in the window to change its Icon click the [Change Icon] button and select the image to use.

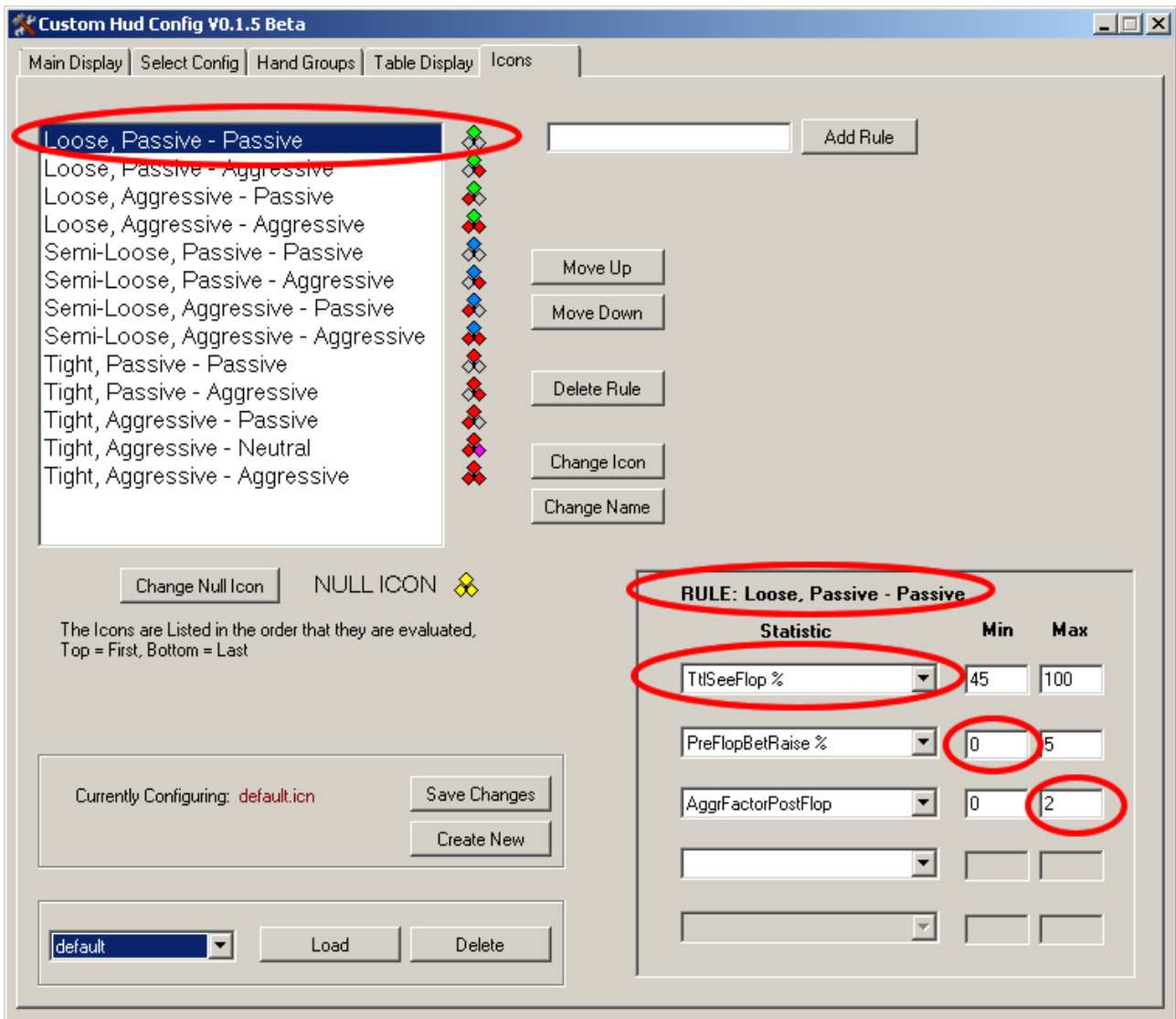
Change Name- select the Rule in the window to change its Name click the [Change Name] button.

Change Null Icon - to change the Null Icon (default Icon) click the [Change Null Icon] button and select the image to use.

Add Rule – to Add a new rule, enter the rule name and click the [Add Rule] button.

Icons used must be 16x16 pixels in size and saved in the icons directory.

Icon Configuration (Editing Icon Rules)

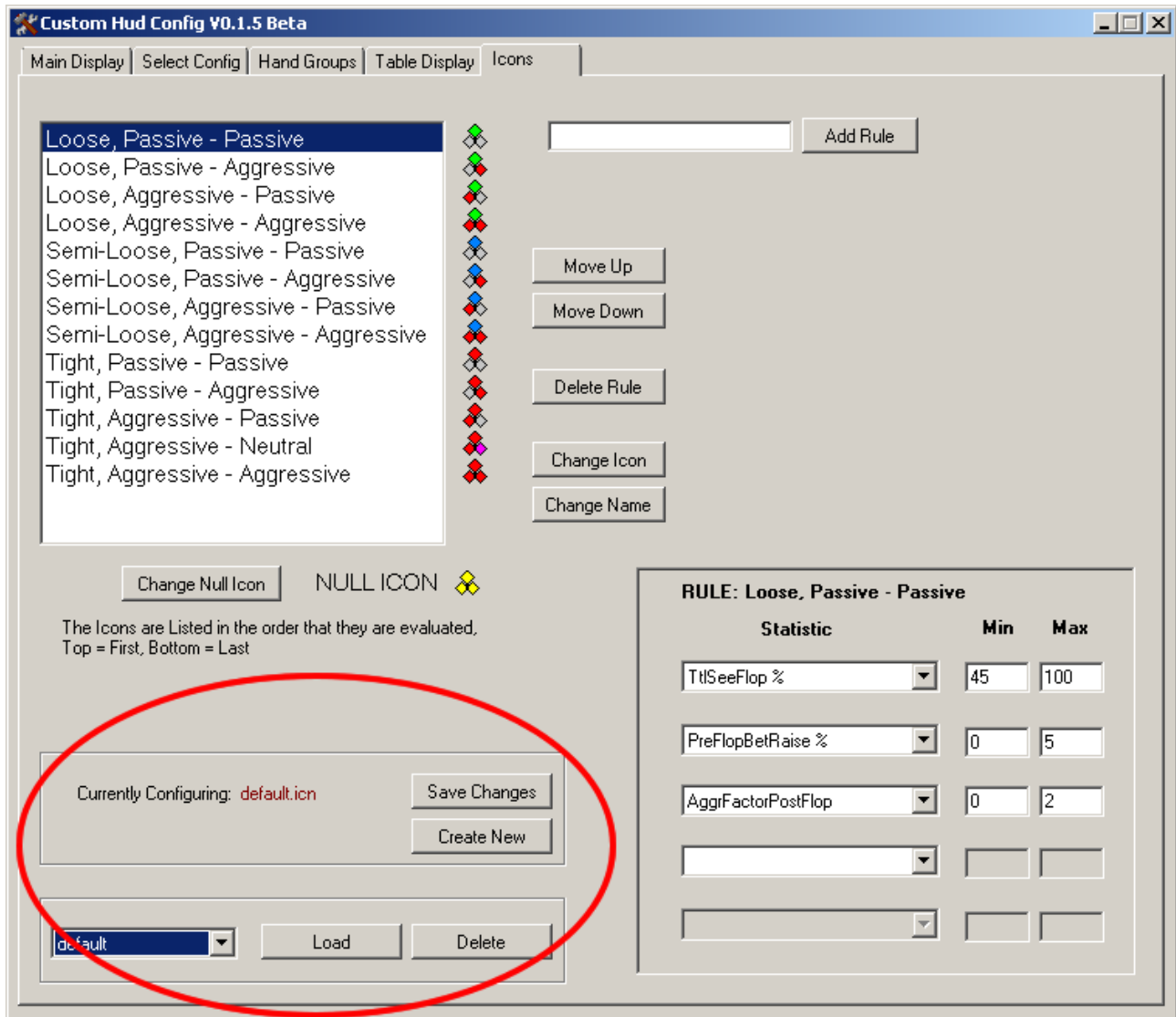


Icons are displayed depending upon the evaluation of a set of rules, these are defined in the bottom right panel when the rule is selected.

Select the statistic and enter the minimum and maximum values required for that rule.

To delete a rule select 'remove icon rule' from the drop down statistic box.

Icon Configuration (Load/Save/New/Delete Icon Rules)



Currently Configuring – This displays the current name of the Icon Ruleset that is loaded and being edited.

Load – select the Icon Ruleset to load from the drop down box on the left and click [Load]

Delete - select the Icon Ruleset to load from the drop down box on the left and click [Delete]

Save - click [Save] to save the currently configuring file.

New - click [Create New] and type in the name for the Icon Ruleset file. This will copy the default Icon Ruleset and load it to be edited.

The pre-configured Icon Ruleset to be used in a config can be then selected in Icon properties in the properties box in the Main Config Tab.