

Overlay Maker 9

Overview

The Josh Farler Foundation, a 501c3 charity, holds an annual poker tournament as a fund raising event. The final table is a hole card camera table with additional cameras overhead and surrounding the table for a total of 15.

The editing of the multiple video feeds is done in a televised poker show style. (think World Series of Poker) As such the player graphics (name, picture, action, % to win, and obviously the cards the player holds) were needed. While this could be done in PhotoShop there are a LOT of graphics. Example: in the 2020 poker tournament 268 graphics were used to create the final table video series.

This software allows for the generation of all of the onscreen graphics (player, community cards, ante, hand, table, blinds) in a very fast manor.

Screens

Holdem Game Screen



Omaha Game Screen

Overlay Maker - 1 Images Saved

| | | |
|--|--|--|
| Select Player P1 P2 P3 P4 P5 P6 P7 P8 P9 | Select Card to Change P1 P2 P3 P4 F1 F2 F3 T R Player Card 1 | Choose Card Value X 2 3 4 5 6 7 8 9 10 J Q K A ♠ ♥ ♣ ♦ ? Choose Card Suit |
|--|--|--|

Controls

Action By Player: Win %:

Small Blind: Big Blind:

Hand / Ante: Pot Size:

Save Player

B 2 3 X X %
R DT
C Seat 1

Save Community Cards

Flop Turn River

Save Ante Save Hand

Ante 0

Save Blinds / Pot Size

Blinds 0 0

Launch Hand Calc

Potsize 0

Josh Farler Foundation

Config Screen

Overlay Maker Config Screen

12

1 DT

2 Terry

3 Player 3

4 Player 4

5 Player 5

6 Player 6

7 Player 7

8 Player 8

9 Player 9

Photos

Show

Hide

Game Type

HoldEm

Omaha

1

2

3

4

5

6

7

8

9

9

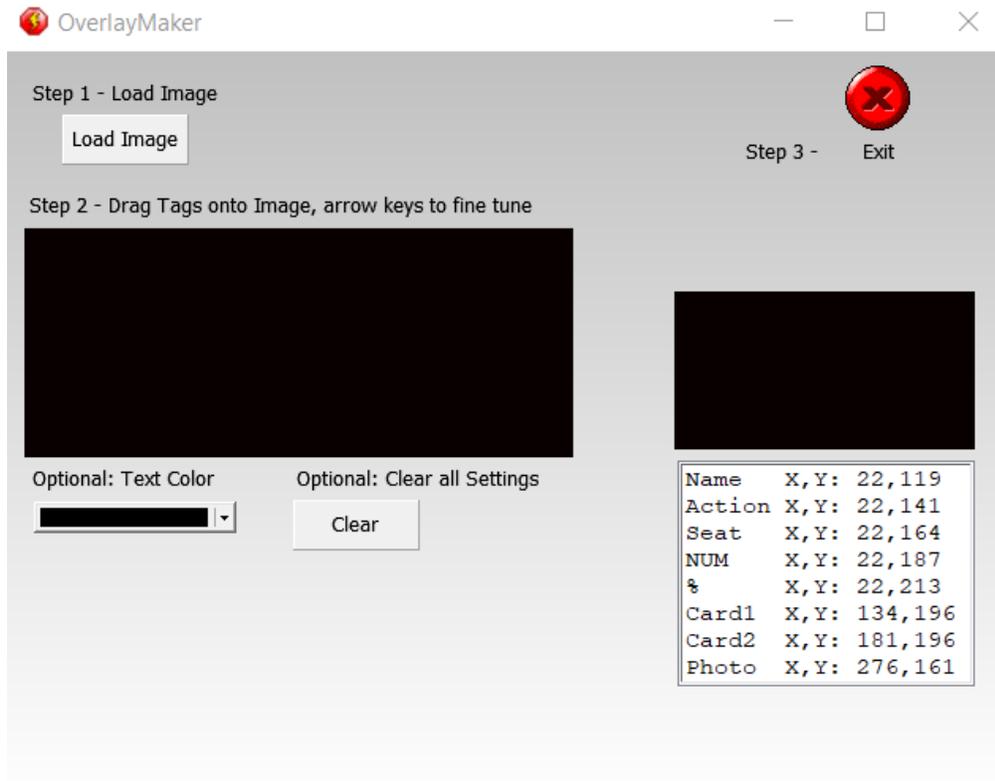
10

Sample

Click on table to identify seat 1

Version 9

Custom Graphic Screen(s)



Main Screen Details

Save Player overlay:

Select Player

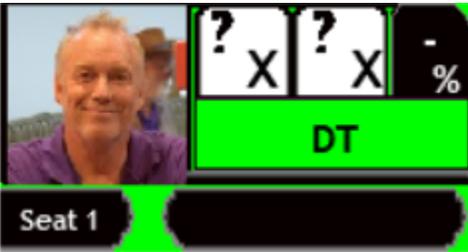
| | | |
|----|----|----|
| P1 | P2 | P3 |
| P4 | P5 | P6 |
| P7 | P8 | P9 |

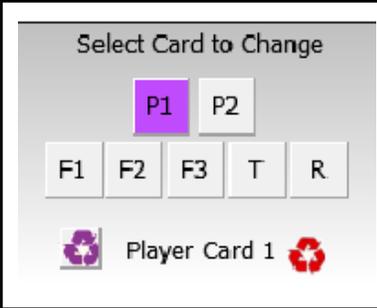
Select Player

| | | | |
|----|----|----|-----|
| P1 | P2 | P3 | P10 |
| P4 | P5 | P6 | |
| P7 | P8 | P9 | |

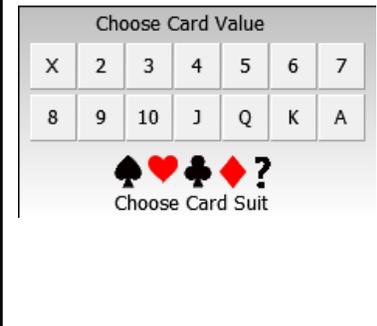
Step 1: Select the player Image/Name via the Select Player buttons. The number of players is selectable on the Config Screen (see below)

You will see the player name, photo (if activated, see Config Screen below), and players cards (see below) change as you change Selected Player.





Step 2: Select which card to change the Card buttons.
 NOTE: the Purple "recycle" button clears the community cards, the Red "recycle" button clears all set items.



Step 3: Select the card value via the Card Value buttons. Click on the suit icon to set the selected cards suit.



Double Right Click on a player card will reset to unknown value and unknown suit. **Note:** this option is not available when using custom player graphics.

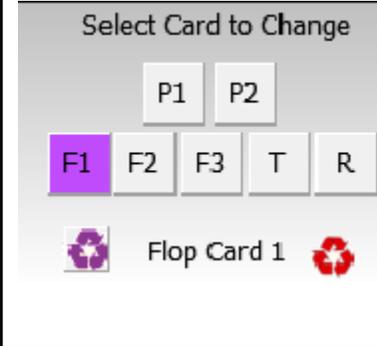


Step 4: Set Player Actions and % to Win (Use "-" when unknown). See Option Items for Odds Calculator.




Step 5: Click the Save Player button. Left click on button to use file selector, Right click to use auto name function (name/card values/win %. EG: "DTQsJh82). (see notes below for more information on auto name function)

Save Community Cards



Step 1-X: Same as setting player card values and suits, simply select the desired community card to update

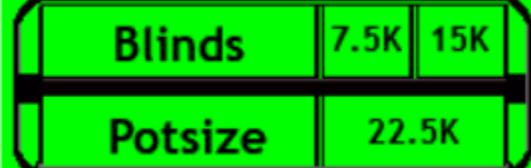


Double Right Click on a community card will reset to unknown value and unknown suit.



Step Y: Click on the Save Community Cards button. NOTE: right click to autosave the image, in the application root

directory, with name reflective of the cards. EX:
9h8sQc7d7h.bmp

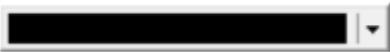
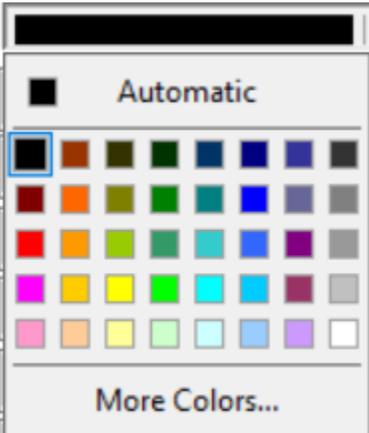
| | |
|---|--|
| Save Blinds and Pot Size Small Blind <input type="text" value="7.5K"/> | Step 1: Enter Small Blind value. (can be alphanumeric, EG: 7.5K) |
| Big Blind <input type="text" value="15K"/> | Step 2: Enter the Big Blind value. (can be alphanumeric, EG: 7.5K) |
| Pot Size <input type="text" value="22.5K"/> | Step 3: Enter the Pot Size (can be alphanumeric, EG: 7.5K)  |
| <input type="button" value="Save Blinds / Pot Size"/> | Step 3: Click the Save Blinds / Pot Size button. Left click on button to use file selector, Right click to use auto name function ("BlindsPot"/small value/ pot value) |

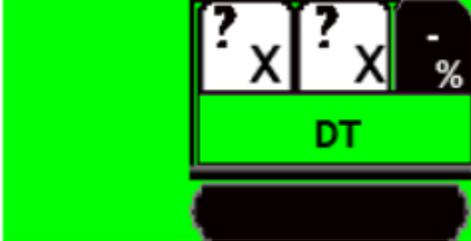
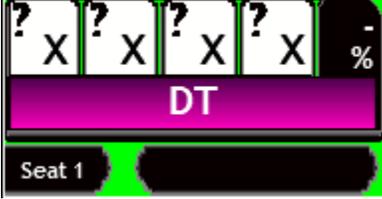
| | |
|--|---|
| <p>Save the Ante/Hand</p> <p>Hand / Ante</p> <input data-bbox="207 331 386 388" type="text" value="500"/> | <p>Step 1: Enter Ante value (also used for the Hand number).</p> |
|  | <p>Step 2a: Click the Save Ante button. Left click on button to use file selector, Right click to use auto name function ("Ante"/ante value)</p>  |
|  | <p>Step 2b: Click the Save Hand button to save the same graphic but with the title changed. Right click to use auto name function ("Ante"/ante value).</p>  |

| | |
|--|---|
| <p>Option Items:</p>  | <p>To access the Config Screens - click on the controls “tab” on the left side of the screen. Click the same to close the controls tab. The buttons on the tab are self documenting.</p> |
|  | <p>To access the local help file double click the document icon. (this will only be displayed if the file is found in the app directory)</p> |
|  | <p>To access the web help file double click the Internet icon. (this will only be displayed if your computer has an Internet connection)</p> |
|  | <p>To access the Josh Farler PayPal donate page double click the credit card icon. (this will only be displayed if your computer has an Internet connection)</p> |
|  | <p>Launch a browser to access the CardPlayer.com hand odds calculator. This is invaluable in Step 4 above.. This button will only appear if there is an Internet connection.</p> |
|  | <p>The default background color is Green but can be changed to Red or Blue. This may be needed due to player photos being to close the the chroma key color.</p> <p>NOTE: you will only see 2 of the 3 as the selected color icon is hidden. While in custom mode the Purple C will be replaced with an S for “Standard Mode”</p> |
| <p>Custom Graphic</p> | <p>Click the Purple C button to display user created custom graphics. Custom Graphics are not used in Omaha Game Mode. (see below)</p> |
|  | <p>The length of the Big Blind text will auto resize the text font size. You can however use the Up/Down buttons to adjust the size as needed. NOTE: player name font size is adjusted on the Config Screen.</p> |

| | |
|---|--|
|  | <p>Double Clicking the Josh Farler Foundation logo will launch the foundation website at: www.joshfarler.org</p> |
|---|--|

Player Name Screen - Details (main options)

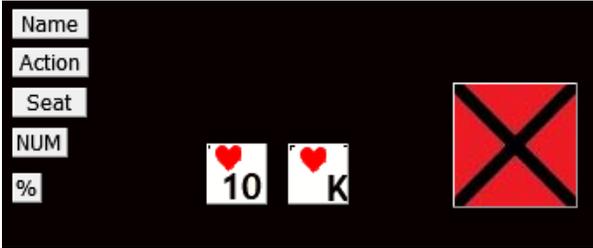
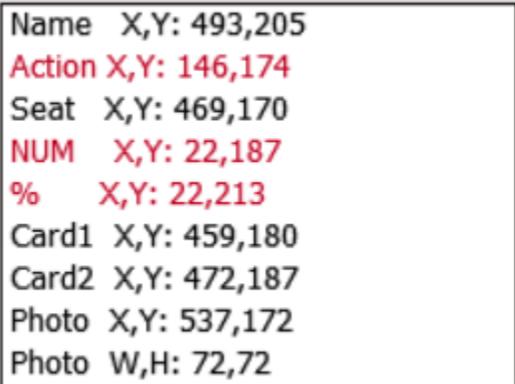
| | |
|---|---|
| <p>Exit Config Screen</p>  | <p>Use the Red button to exit without saving Use the Green/Yellow button to save and exit</p> |
|  | <p>Click and drag left or right, and release, to change the font size. You will see the size of the font to the right of the slider and will see the Sample background text change to match selection.</p> |
|  | <p>Click the Font Color selector to open the full color selection palette.</p> |
|  | <p>This will adjust all text on the saved graphics that is NOT over a black background.</p> |
| <p>1 <input type="text" value="DT"/></p> <p>10 <input type="text" value="Terry"/></p> | <p>Enter player names by seat number. The seat number is automatically displayed when the player selection changes on the main screen.</p> |
| <p>1</p>  | <p>Double Clicking on the Player image will open the file selection box. Simply choose the desired image. Note: the image will be resized to 215x200 - the selected image should be proportional to these sizes to avoid modifying the image drastically.</p> |

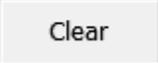
| | |
|--|--|
| <p>Photos</p>  | <p>Player photos may be shown or hidden. When the photos are hidden the player graphic will adjust to NOT show the photo. NOTE: while the image is the same size the left portion will be chroma keyed out.</p>  |
| <p>Game Type</p>  <p>The selected game mode is grayed out.</p> | <p>This option change the game type and thus the number of hole cards to display on the main screen. In “Omaha” mode the players pictures are NOT shown.</p>  |
|  | <p>Click the Background icon to activate the File Selector and choose desired graphics background. A preview of the selected background and text color is displayed to the right of the icon.</p>  |

Player Name Screen - Details (table graphics options)

| | |
|---|---|
|  | <p>The Table Graphic can be used to indicate a variety of information. We display this graphic on our videos at 50% opacity (transparency)</p> |
| <p>Seat 1 location</p> | <p>Clicking on the table felt will reposition the Seat 1 label. This location is saved for later use.</p> |
|  | <p>Left clicking the seat position changes the colors between:</p> <ul style="list-style-type: none"> - Lt Blue (still in hand) - Green (Action pending) - Black (empty seat) - Gray (folded) |
| <p>Small and Big Blind</p> | <p>Right clicking on the seat position changes the inset text between the BB, SB, and blank</p> |
|  | <p>Click the Camera icon to save the table image. NOTE: the chroma key background color is Red due to the table felt being Green.</p> |
|  | <p>The table layout can be set to 9 or 10 players. Setting the table to 10 players will display the Player 10 controls on the Config and Main Screens.</p> |

Player Graphics Screen - Details (only available in HoldEm mode)

| | |
|---|---|
|  | <p>Use the Red button to exit without saving Use the Green/Yellow button to save and exit</p> |
|  | <p>If there are no saved settings the user MUST load the background image first. If previously saved settings are found this step may be skipped.</p> |
|  <p>Omaha cards 3 and 4 are displayed in Omaha game type mode. Player photos are not allowed in Omaha game type mode.</p> | <p>Once the image is selected the graphic overlay elements are displayed. Click/Drag each element onto the loaded image.</p> <p>When an element has been selected the arrow keys may be used to fine tune the location. Hold the CNRL+Arrow for faster moving of the element.</p> <p>Note: if an item is NOT move onto the selected background it will not be displayed on the game screens.</p> |
| <p>Resize Photo (only available on the Player Graphic Screen)</p> | <p>Right Click/Drag the photo to resize. Hold CNRL key to resize with equal proportions. The arrow keys may be used to fine tune the size. Hold the CNRL+Arrow for faster resizing of the photo</p> |
| <p>Player Photo Hidden from Player Name Screen</p> | <p>Note: If the player photos are hidden on the Player Name/Photo screen the photo item will be hidden and the message will be displayed.</p> |
| <p>Moving Player Action</p> | <p>The selected element and Moving/Resizing status is show above the graphic</p> |
|  | <p>When moving items (mouse, arrow, CNTL+arrow) the X and Y locations will be updated on the item list. This allows for precise placement of items.</p> <p>Note: Items that are NOT placed on the graphic area are displayed in red. In Omaha game type mode the photo text is replaced with Card3 and Card4 text.</p> |

| | |
|---|--|
| <p>Optional: Text Color</p>  | <p>The color of the following text labels may be modified using the Text Color selector: Action, Seat, Percent Win, Percent symbol.</p> <p>Notes: The Player name color is selected on the Config Screen. If an item is placed on the color selector (which will be shown under the control) will be relocated to its initial position.</p> |
| <p>Optional: Clear all Settings</p>  | <p>To reset previously selected options click on the Clear button as step 1 of 2.</p> |
| <p>Optional: Clear all Settings</p>  | <p>To complete the Clear Previous process click the red Clear button as step 2 of 2.</p> |
| <p>ALL OTHER CUSTOM GRAPHICS SCREENS USE THE SAME CONTROLS</p> | |

Additional Notes:

- All auto named overlays are stored in the root directory of the application unless the file selector is used prior. Once used, the auto named overlays will use this directory.
- Background colors are ultimately used for ChromaKeying (Color Difference Key) in the video editor (we use [Hitfilm Express](#) which is free to download). This color CAN be removed manually and saved as a PNG file to make the background transparent but that sort of defeats the use of this tool. :)
- If anyone would like to have options added, or other changes made, I am sure arrangements can be made. A special thanks to Terry at Metro Detroit Poker Series for providing input which greatly improved this software starting at version 3.
- The number of saved images is displayed in the applications title bar.

 Overlay Maker - 899 Images Saved

- **Change Log**

Versions 1 and 2 were writing solely for the use of the Josh Farler Foundation charity poker tournament. As such many of the features were “hard coded”.

- Version 3
 - Allow resizing of blinds/potsize text.
 - Add option to clear community card selections.
 - Allow Red, Blue, Green background colors.
 - Add option to show/hide player photo.
- Version 4 (never published)
 - Changed player, card selection, card suit and value selection method from arrows to buttons.
- Version 5
 - Add player 10 and table graphics switch from 9 to 10 players.
 - Added Player 1 icon to table graphics
 - Moved local help to PDF
 - Added online help (always most current)
 - Added donate link to JFF charity PayPal page
- Version 6
 - Add Player Graphic custom graphic option. (test step)
 - Add options to reset card values/suits (double right click to clear)
- Version 7
 - Move Custom Controls to pull out tab
 - Show item locations in red, in custom screens, if NOT over graphic,
 - Add full graphics customization.
 - Background
 - Text location, exclusion
 - Text coloring

- Photo resizing
- Version 8
 - Add Omaha game type
- Version 9
 - Update custom graphics to Omaha game type
- **Version update thoughts:**
 - User suggestions.

DT Holder

dt.holder@joshfarler.org

Josh Farler Foundation

www.joshfarler.org