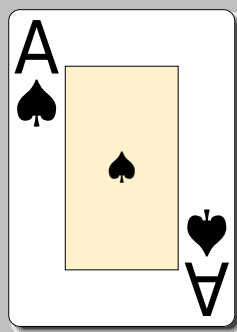


PSTricks

pst-poker
v.0.03

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This document illustrates the possible variations in displaying playing cards available in the L^AT_EX pst-poker package.

pst-poker is based on the package poker from Olaf Encke (<http://web.mit.edu/foley/games/Arcadia/sr/poker/pokersty>).

Thanks to:
Karl Berry

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1 Introduction

pst-poker itself loads the following packages:


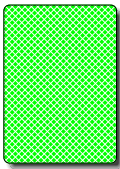
```
\RequirePackage{pstricks,pst-blur,multido}
\RequirePackage{graphicx}
\RequirePackage[tiling]{pst-fill}
```



If you want to pass some optional arguments to one or more of these packages you have to use the macro `\PassOptionsToPackage` *before* loading pst-poker. The best way is before the document class. For example

```
\PassOptionsToPackage{graphicx}{xetex}
\documentclass{article}
\usepackage{pst-poker}
[...]
```

2 Inline Poker symbols

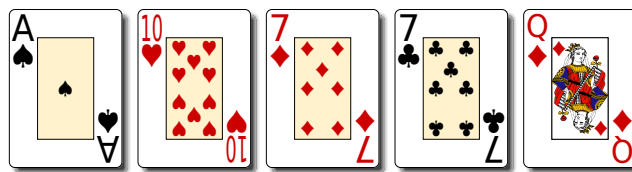
There are several possible styles for inline cards. The default way is as small cards, i.e. . They can also be displayed as simple symbols $A♣$ $K♥$ $Q♦$ $J♠$ $10♣$ or as boxed symbols .

. A card back  is available, too.

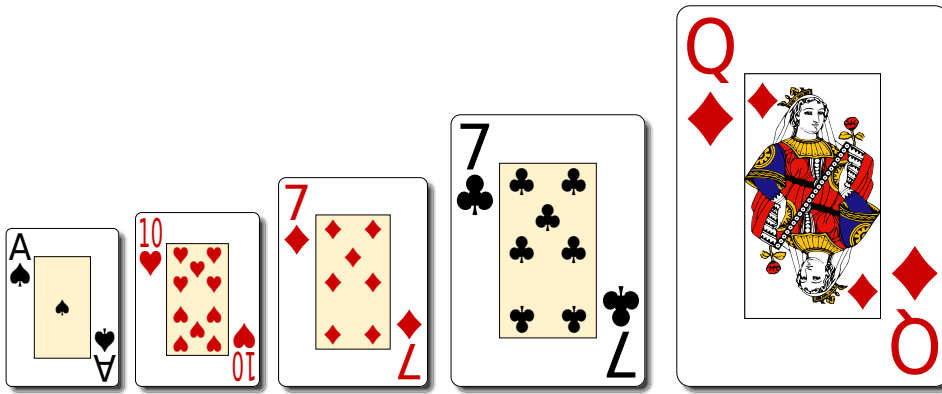
It is also possible to vary the used colorset. In addition to the standard red/black colors, a four color set  as often used in online poker can be chosen. When colors are not desired, i.e. for printing purposes, the possible alternatives are a grayscale version $A♣$ $K♥$ $Q♦$ $J♠$ $10♣$ or complete black/white  with outlined red symbols.

3 Poker cards

The big cards offer a lot of options for design. The default design looks like this.



The most basic variation is the size set by unit.

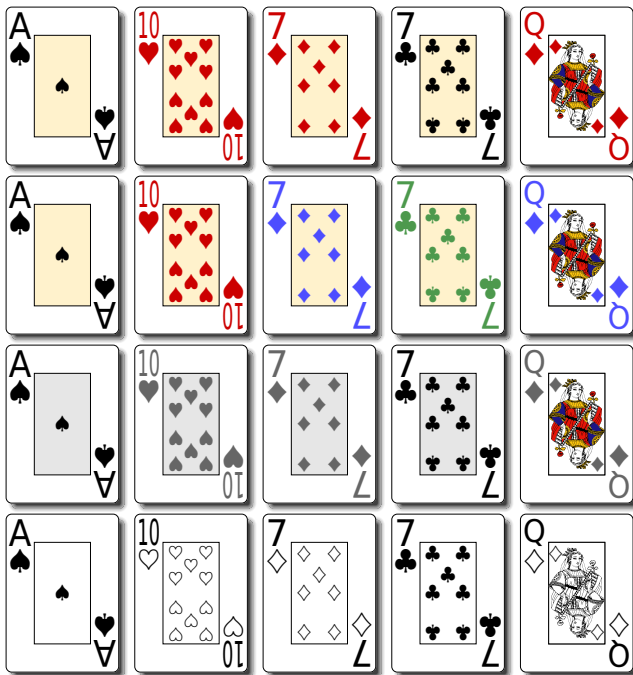


```

\crdAs
\psset{unit=1.1}
\crdtenh
\psset{unit=1.2}
\crdsevd
\psset{unit=1.3}
\crdsevc
\psset{unit=1.4}
\crdQd

```

As with the inline cards we can choose the colorset.

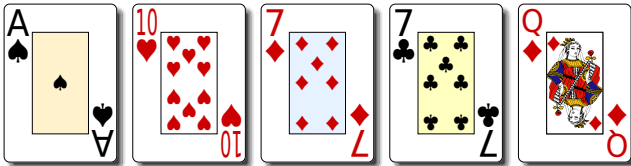


```

\psset{framebg=beige}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\
\psset{colorset=4c}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\
\psset{colorset=gs}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd\
\psset{colorset=bw}
\crdAs
\crdtenh
\crdsevd
\crdsevc
\crdQd

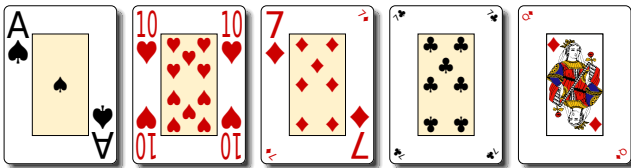
```

The frame background can be varied separately by the optional argument `framebg`, either with predefined colors as shown here or by using a selfdefined color.



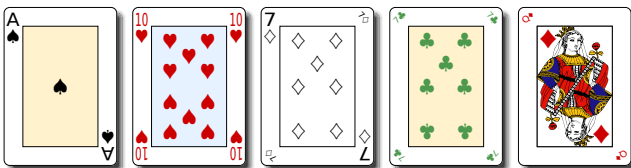
```
\psset{colorset=2c}
\psset{framebg=beige}\crdAs
\psset{framebg=white}\crdtenh
\psset{framebg=blue}\crdsevd
\psset{framebg=yellow}\crdsevc
\psset{framebg=beige}\crdQd
```

It is also possible to place indices in all **four corners** or use **peek indices**.



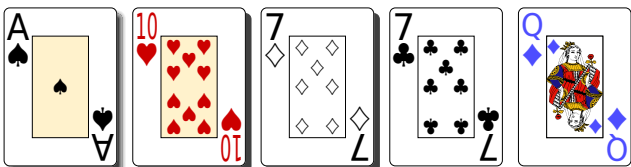
```
\psset{corners=2}\crdAs
\psset{corners=4}\crdtenh
\psset{peek=right}\crdsevd
\psset{peek=both}\crdsevc
\psset{corners=2,peek=left}\crdQd
```

Besides the **jumbo indices** a **regular index** can be used. All other options remain available.



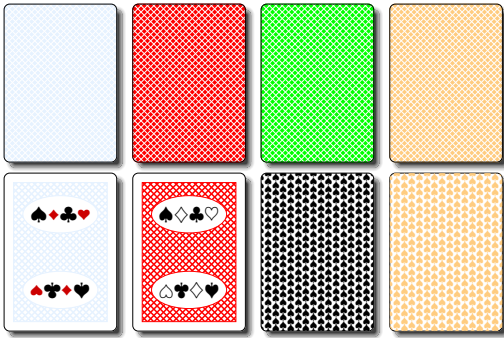
```
\psset{corners=2}\crdAs
\psset{corners=4,framebg=blue}\crdtenh
\psset{peek=right,framebg=beige,colorset=bw}\crdsevd
\psset{peek=both,colorset=4c}\crdsevc
\psset{corners=2,peek=left,colorset=2c}\crdQd
```

The `crdshadow` of the cards can be shown blurred, solid or deactivated.



```
\psset{index=jumbo,corners=2,colorset=4c}
\psset{crdshadow=blurred}\crdAs
\psset{crdshadow=solid}\crdtenh
\psset{crdshadow=solid,colorset=bw}\crdsevd
\psset{crdshadow=none,colorset=bw}\crdsevc
\psset{crdshadow=none,colorset=4c}\crdQd
```

Card backs are also available in various styles and customizable in color.



```

\psset{crdshadow=blurred,colorset=4c}
\psset{backcolor=blue}\crdback
\psset{backcolor=red}\crdback
\psset{back=simple,backcolor=green}\crdback
\psset{back=simple,backcolor=orange}\crdback\
\psset{colorset=2c,back=suits,backcolor=blue}\crdback
\psset{colorset=bw,back=suits,backcolor=red}\crdback
\psset{back=spades,backcolor=black}\crdback
\psset{back=spades,backcolor=orange}\crdback\

```


4 Usage

To make the poker package available within a L^AT_EX document you have to add

```
\usepackage{poker}
```

to the preamble. Then you can change the options used with the command

```
\psset{option=value[,option=value]}
```

anywhere within the document.

4.1 Inline cards

To print inline cards you just need to call the macro associated with the card you want.

```
\As\tenh\sevd\sevc\Qd
```

creates the cards .

They are coded by their value and suit. Use this table to select the value

Ace	King	Queen	Jack	10	9	8	7	6	5	4	3	2
A	K	Q	J	ten	nine	eig	sev	six	five	four	tre	two

and the next to select the letter for the suit:

Spade	Heart	Diamond	Club
s	h	d	c

You can influence the display of the inline cards with the options `inline` and `colorset`.

Option	Values	Description
<code>inline</code>	<code>symbol</code>	uses simple symbols to depict cards
	<code>boxed</code>	draws rounded boxes around the symbols
	<code>card *</code>	draws simplified cards with value and suit stacked vertically
<code>colorset</code>	<code>2c *</code>	suits in red and black colors
	<code>4c</code>	suits in black/red/blue/green colors
	<code>gs</code>	grayscaled suits
	<code>bw</code>	black/white and outlined suits

*: default

Options

Here we have a lot of options available to change the appearance of the cards. They are explained in table 1.

Since the `peek` option modifies the `corners` setting which in turn resets `peek`, it is advisable to first declare the `corners` option and then use the `peek` option if necessary.

The same applies to the `framebg` and `backcolor` options modifying the `colorset` option.

Advanced constructs

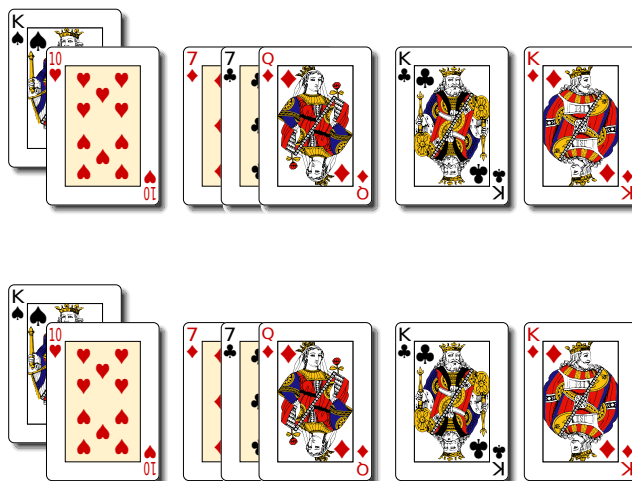
There are several commands available for the advanced placement of cards.

```
\crdpair{\crdKs}{\crdtenh}%
\crdflop{\crdsevd}{\crdsevc}{\crdQd}%
\crdKc\crdKd%
```

Table 1: Options for cards using the cards environment

Option	Values	Description
index	jumbo *	jumbo size indices
	regular	regular size indices
corners	2 *	indices in upper left and lower right corners
	4	indices in all four corners
peek	right	add peek indices to right corners
	left	add peek indices to left corners
	both	add peek indices to all corners
colorset	2c *	suits in red and black colors
	4c	suits in black/red/blue/green colors
	gs	grayscaled suits
	bw	black/white and outlined suits
framebg	beige *	color choices for inner frame background
	blue	
	white	
	yellow	
	<user>	user defined color
back	simple *	diamond/squares styled card back
	suits	suits in ellipse on net background
	spades	spades filled background
backcolor	blue *	color choices of main background elements
	red	
	green	
	orange	
	<user>	user defined color
crdshadow	blurred *	gradient shadow
	solid	solid black shadow
	none	no shadow

*: default

**Figure 1:** card pair, flop and two cards

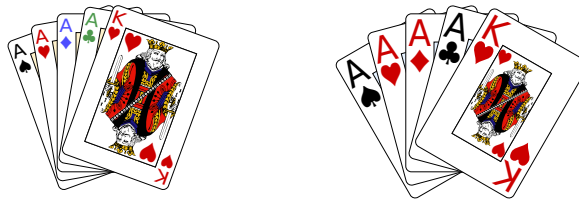
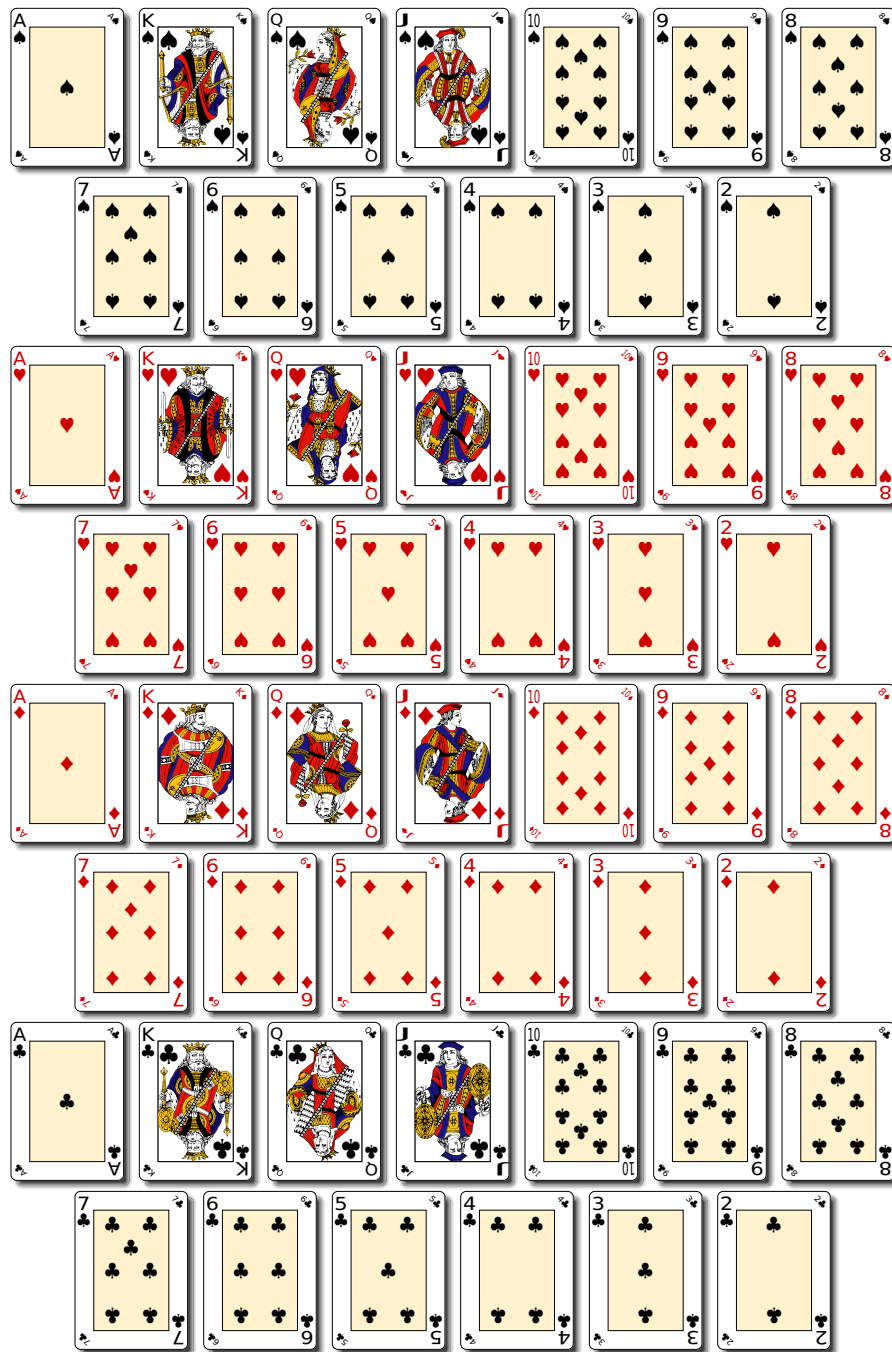
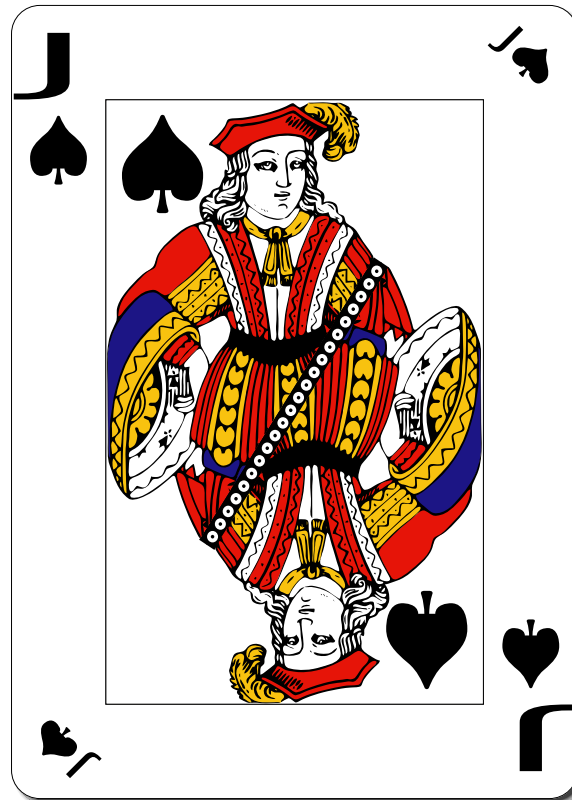


Figure 2: Advanced display variations for floating cards





5 List of all optional arguments for pst-poker

Key	Type	Default
colorset	choice	2c
colorset	choice	[none]
inline	choice	symbol
inline	choice	[none]
corners	choice	4
corners	choice	[none]
peek	choice	r
peek	choice	[none]
framebg	ordinary	blue
backcolor	ordinary	red
index	choice	regular
index	choice	[none]
crdshadow	choice	blurred
crdshadow	choice	[none]
back	choice	suits
back	choice	[none]
cardsuit	choice	[none]
cardvalue	choice	[none]

References

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- [3] Alan Hoenig. *T_EX Unbound: L^AT_EX & T_EX Strategies, Fonts, Graphics, and More*. London: Oxford University Press, 1998.
- [4] Nikolai G. Kollock. *PostScript richtig eingesetzt: vom Konzept zum praktischen Einsatz*. Vaterstetten: IWT, 1989.
- [5] Frank Mittelbach and Michel Goosens et al. *The L^AT_EX Companion*. 2nd ed. Boston: Addison-Wesley Publishing Company, 2004.
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- [8] Wikipedia. *Fidget spinner*. May 11, 2017. URL: https://en.wikipedia.org/wiki/Fidget_spinner (visited on 05/11/2017).
- [9] Timothy Van Zandt. *multido.tex - a loop macro, that supports fixed-point addition*. [CTAN://graphics/pstricks/generic/multido.tex](http://ctan.org/graphics/pstricks/generic/multido.tex), 1997.
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- [11] Timothy Van Zandt and Denis Girou. “Inside PSTricks”. In: *TUGboat* 15 (Sept. 1994), pp. 239–246.

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