

v13.0.1 2018-01-23

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NEW STUFF:

- New symbols "prizepool" and "prizepoolmultiplier", which can be either read from the titlestring (s\$ttllimits) or from the table (r\$c0limits and s\$c0limits).

All you need is "^z" for prizepool and "^Z" for prizepoolmultiplier at the appropriate places, either in s\$ttllimits or s\$c0limits.

[Salem]

BUG FIXES:

- OpenHoldem could connect to other OpenHoldem windows or even to itself (e.g. by table size and title) if a bad tablemap was tolerant enough.

This problem gets now prevented.

[THF]

- The new HaveWeakInsideStraightDraw didn't work due to a missing technical function.

Thanks to DonkeyKong for reporting.

[THF]

- The OpenPPL-symbol OponentIsAllin incorrectly counted players whose balance was "away" or "sitout" as allin. This has now been fixed by the introduction of new built-in symbols nopponentsallin, nplayersallin, opponentsallinbits, playersallinbitz.

Thanks to Bob and Lucky8 for reporting problems with OponentIsAllin.

[THF]

MAINTENANCE:

- Restructuring OpenHoldem and introducing Preferences.DLL because we need smaller, manageable software-modules with clean interfaces.

[THF]

v13.0.0 2018-01-01

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NEW STUFF:

- OpenHoldem comes now with some (maybe soon some dozens)

"official" tablemaps for an easy out-of-the-box experience.

General setup-instructions for the casinos can be found in the manual
and every TM comes with one or two replay-frames for illustration.

The tablemap-loader and scraper-directory-monitor have been adapted
to work with a deeply nested scraper-directory to keep the maps organized.

The batch-script "Update_Tablemaps.bat" will checkout the tablemaps
from our source-code-repository at Github and keep you up-to-date.

Special thanks to Darkmund and Jesus for the first "official" tablemaps.

[THF]

- OpenHoldem is now able to switch bot-logic at runtime.

It provides a new hopper-function `f$select_formula-file`
that gets evaluated once at handreset.

The `loadformula$XYZ`-symbols selects a formula-file, e.g.

```
##f$select_formula_file##
```

```
WHEN (StackSize < 15) RETURN loadformula$push_fold$ohf FORCE
```

```
WHEN issng RETURN loadformula$my_sng_bot$ohf FORCE
```

The selected file will then be loaded from the `bot_logic`-directory.

This functionality could be used to load botlogic depending on game-type
or to maintain several small bots for different stages of a game.

[THF]

- In the bot_logic-directory you will now find a small "bot" tablemap_tester.ohf, that enables you to play manually with the flag-buttons in order to test the autoplayer-interface of a tablemap.

The "bot" will show some helpful messages on startup.

Special thanks to Ares for the idea and for the first version of this tool.

[THF]

- The handnumber is now part of the "Basic Info" section of the log-file.

Thanks to RISA for the suggestion.

[THF]

- PokerTracker supports now the Italian network People's Poker and OpenHoldem supports it too. The sitename or network in the tablemap is expected to be "Peoples".

Thanks to Stars83 for the information and the code-snippet.

[THF]

BUG FIXES:

- The symbols "call" and "nбетstocall" got calculated in wrong order, which was not noticeable as long as the calculation got executed twice (e.g. using at least 1 stable frame on my turn).

Thanks to Jesus who found this bug with Validator and replay-frames.

[THF]

- Some rules of the validator-engine were susceptible to rounding-errors. This has now been fixed by functions like IsEqual that accept some tolerance.

Thanks to Jesus for reporting false positives of the validator and for providing replay-frames.

[THF]

- The code of RunnerRunnerFlushPossibleAtRiver contained an error.

Thanks to Stars83 for reporting.

[THF]

v12.1.5 2017-12-12

=====

NEW STUFF:

- Introducing new OpenPPL-symbols

HaveWeakBackdoorStraightDraw

HaveWeakDoubleGutshotDraw

HaveWeakFlush

HaveWeakFlushDraw

HaveWeakInsideStraightDraw

HaveWeakStraight

HaveWeakStraightDraw

They describe hands that are so weak that we don't consider them as regular holdings, e.g. the single-card idiot-end of a straight or a shared flush-draw at the board.

Special thanks to Salem for the fruitful discussions.

[THF]

BUG FIXES:

- Since 12.1.1 nopponentscalling, CallsSinceLasstPlay and similar symbols

correctly considered players who called allin for less than

the raisers bet on previous orbits -- but only at our turn

(which is the point that matters).

Now they also work when it is not our turn (e.g. in the debug-tab).

Thanks to Stars83 for reporting.

[THF]

- The logarithm-operator did not work due to a typo in the tokenizer.

Thanks to Mib92 for reporting.

[THF]

- After connection the counter for "handsplayed" was undefined 1 or 2 depending on the circumstances at the table. It is now well-defined 0 and only increases on handreset if the userchair is known.

Thanks to ChuckNeverMuck for reporting.

[THF]

- When OpenHoldem was connected to OHReplay and all frames were nearly identical (e.g. 2 frames of a headsup-table with barely any action) and we were cycling through the same hand over and over again then it could happen that OpenHoldem missed the handreset.

This has now been fixed as the handreset-detector now takes the replayframe-number into consideration as a 10th handreset-indicator.

Special thanks to ZeeZooLaa for reporting and for providing replay-frames.

[THF]

MAINTENANCE:

- GUI-options: OpenHoldem will now start only the first instance visible, all other windows minimized, to avoid irritating the user when the autostarter opens new bot-windows.

[THF]

- Removed maldesigned OpenPPL-functions HaveAnyKindOfInsideStraightDraw and HaveAnyFlushDrawContributingOnlyOneCard.

[THF]

v12.1.4 2017-11-30

=====

BUG FIXES:

- The new symbol bigstackchair incorrectly considered folded players.

Thanks to Stars83 for reporting.

[THF]

- The new interface of the user.DLL contained two half-made functions.

Special thanks to LonelyBoy for finding the bug.

[THF]

- Fix for the versus-symbol prtie. Special thanks to Eden for reporting and for providing the fix.

[THF]

MAINTENANCE:

- Improving the OpenPPL-functions for backdoorstraights to ignore draws that are entirely at the board.

[Salem]

- Restructuring OpenHoldem and introducing 3 new DLLs:

- * Debug.DLL

- * Files.DLL

- * GamestateValidation.DLL

We need smaller, manageable software-modules with clean interfaces.

[THF]

- Gecko-bot: improved f\$BetsizePreflop, now adapting its betsize to position/range when open-raising. Thanks to ElKid for the suggestion.

[THF]

v12.1.2 2017-11-06

=====

NEW STUFF:

- New symbols smallstackchair and bigstackchair.

These symbols can also be used as multiplexer-postfixes of course.

[THF]

MAINTENANCE:

- Improved backdoor draws, now ignoring draws that are shared on the board. Thanks to Salem who did all the work.

[THF]

- Default Gecko-bot: various little improvements, please see the change-log. Thanks to Gtwhat for providing hand-histories and logs.

[THF]

v12.1.1 2017-10-26

=====

BUG FIXES:

- The f\$delay-function was not precise. It calculated the number of additional heartbeats required, but due to flexible heartbeats OpenHoldem acted too fast. Thanks to Barthens for reporting.

[THF]

- The improved calculation of nbetsroundX)OH 12.0.3) could make things worse in other situations. This has now been addressed with another improvement. Thanks to Stars83 for reporting.

MAINTENANCE:

- Adapted the OpenPPL-symbols NoNettingOnFlop and NoBettingOnTurn to consider also autoplayer-action-counters in addition to nbetsroundX.

[THF]

v12.1.0 2017-10-23

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NEW STUFF:

- The user-DLL has a new interface.

Code: <https://github.com/OpenHoldem/openholdembot/tree/master/Reference%20User%20DLL>

Forum: <http://www.maxinmontreal.com/forums/viewtopic.php?f=174&t=21166>

[THF]

BUG FIXES:

- The introduction of memory-pools broke the reloading of new formulas. This has now been fixed.

Thanks to Barthens and Salem for reporting.

[THF]

v12.0.3 2017-10-18

=====

BUG FIXES:

- The PokerTracker-DLL still accepted outdated postfixes.

This old, now incorrect code has now been removed, so pokerTracker works now with the chair-symbols of the multiplexer-engine as it should.

[THF]

- The default Gecko-bot still contained some old-style PokerTracker-symbols that didn't get handled correctly at run-time.

Thanks to Noobwithquestions and Stars83 for reporting.

[THF]

- The symbols nopponentscalling and Calls did not count players who called allin for less than the raisers bet (by design), as they could not get distinguished easily from raisers of the previous orbit. This has now be done.

Thanks to JPHol123 for reporting.

[THF]

- History-symbols like nbetsroundX got calculated on every heartbeat (when we don't have stable frames). This could lead to ugly situations, for example turn-card already painted, but bets of the flop still visible, as a consequence affectibg other symbols like NoBettingOnTurn.

We now try to avoid this situation and calculated history-symbols preferably it is our turn.

Thanks to RISA and Guysmo for reporting and providing log-files.

[THF]

MAINTENANCE:

- Turning DPI-awareness off for OpenHoldem, OpenScrape, OHReplay and ManualMode.

DPI-awareness is a Windows-feature that makes applications believe that they run at a different screen-resolution as they actually do.

This feature could affect connection to the tables (client-size).

Thanks to WetOphelia for reporting and for the excellent explanations.

[THF]

v12.0.2 2017-10-14

=====

MAINTENANCE:

- Introducing memory-pools for better performance, i.e less memory usage and more speed.

Thanks to Salem for testing.

[THF]

- Improved bet sizing of the Gecko-bot.

Replaced some allins by potsized bets

to avoid potential overbetting if our stack is really deep.

Thanks to Barthens and DoyBrungSong for reporting

and to SingSongSally for testing.

[THF]

- Handling one more special portuguese characters when title-preprocessing.

Thanks to Cold12zera for reporting and providing replay-frames.

[THF]

v12.0.1 2017-09-22

=====

BUG FIXES:

- Some functions of Gecko were in naming-conflict with multiplexer-postfixes (e.g. f\$AF_turn)

These functions have now been renamed. Thanks to Relhby for reporting

[THF]

- A PT-icon-function of the Gecko-bot had an incorrect name.

Thanks to DonkeyKong101 for reporting.

[THF]

- Fixed a typo that affected the stacksize of chair 3.

Thanks to JPHol for reporting and to Trish for helping to hunt the bug.

[THF]

- Fixed a typo in the format-string of a PT-error-message.

Thanks to Gunfadoso for reporting.

[THF]

- Using the flag-symbols in the default-logic could crash OpenHoldem

at startup (symbol-verification at parse-time),
as the flags-toolbar is part of the GUI which runs in its own thread
and might not have been initialized at this point of time.

Thanks to Trish for reporting.

[THF]

MAINTENANCE:

- Improved some validator-rules.

Thanks to Jabsacyomama for reporting.

[THF]

v12.0.0 2017-08-21

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NEW STUFF:

- OpenHoldeme contains now a built-in default bot,
that sits in the background and cares about undefined situations.
It can be used as a starting-point for tweaking or as a fall-back-logic.

Special thanks to Gecko who contributed his legendary bot-logic
that made him a fortune in the past.

For the full story about the Gecko-bot please see the sticky post
in the OpenPPL-forum (soon).

If your bot doesn't need any default-logic the files in the folder
"bot_logic\DefaultBot" can safely be removed.

Special thanks to Trish, OpenHoldemAli, R2D2
and PastorPoker for testing and feedback.

[THF]

- OpenHoldem is now able to import Shanky-PPL directly
(plain-text only, no encrypted PPL of course).

Special thanks to Salem who contributed an important part of the on-the-fly-converter and to Trish, OpenHoldemAli, R2D2 and PastorPoker for testing and feedback.

[THF]

- Verbose OpenPPL functions IsPreflop, IsFlop, IsTurn, IsRiver, isPostflop

[THF]

- New OpenPPL function StackUnknown, always returning false when the userchair is known.

Introduced for compatibility with Shanky-PPL.

[THF]

MAINTENANCE:

- Due to its popularity OpenPPL is now the new default-mode when starting a new empty formula with the editor.

OpenHoldem will switch to OH-script-mode if the formula-set contains a non-empty f\$call-function.

[THF]

BUG FIXES

- The title did not contain the name of the formula.

Thanks to Eden and Lucky8 for reporting.

[THF]

v11.2.4 2017-07-03

=====

BUG FIXES:

- Editing lists did not work in all cases after restructuring the parser in 11.2.2.

Thanks to Nik0 for reporting.

[THF]

v11.2.3 2017-06-22

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NEW STUFF:

- New symbols BotsLastFlopAction and BotsLastTurnAction.

[Mike]

MAINTENANCE:

- The technic RankOfSetOnBoard (part of the removed NutFullHouse-code) has been added again. Thanks to JohnNash for asking.

[THF]

v11.2.2 2017-06-xx

=====

BUG FIXES:

- The now built-in symbols smallblindchair and bigblindchair were missing the code for reversed blinds headsup. Thanks to Relhby for reporting and to Poker_dog for the fix.

[THF]

- The random number generator got initialized in the heartbeat-thread and in the PrWin-thread. This caused random number to look "reproducible" when only using the debug-tab without being connected to the table.

Thanks to Wetophelia for reporting and to poker_Dog for providing a patch.

[THF]

- The error-message for endless recursions showed only the first character

of the name of the last evaluated function. Thanks to Guysmo for reporting.

[THF]

- When using the Calc-button of the formula-editor multiple times on a modified formula while not being connected to a table then previous results didn't get cleared from the cache.

This has now been fixed.

[THF]

MAINTENANCE:

- Restructured some parts of the parser.

It does no longer work on files, but on function-collections.

Benefits:

- * some error-messages previously required an input-file.
They now also work when modifying a formula with the editor
- * loads now also the debug-tab
- * more speed (as some inefficiencies got removed along the way)

[THF]

v11.2.1 2017-06-04

=====

BUG FIXES:

- InSmallBlind was broken due to a copy-and-paste-error when we changed the library to use the new chair symbols.

Thanks to Stout-man for reporting and to Mike for finding the bug.

[THF]

- The new chair symbols considered players in the blinds also as regular positions like EP3. Thanks to Stout-man for reporting.

[THF]

- Improved handreset-detection.

After handreset new handresets were blocked for 3 seconds and old seen handresetmethods got deleted,

but OpenHoldem remembered new seen handresetmethods during a potential animation-phase.

This could cause a potential 2nd handreset on laggy casinos some seconds later.

Thanks to Sloboz, EezyMoney123 and RISA for reporting,

ChuckNeverMuck for helping and Guysmo for providing log-files.

[THF]

v11.2.0 2017-05-26

=====

NEW STUFF:

- New OpenHoldem symbols suitbitsplayerN and suitbitscommonN

that provide the rankbits of all 4 suits (N = 0..3)

Especially meant to support Omaha better.

The symbols can of course also be addressed by more logical names

like suitbitsplayer_diamonds that get supported by the new multiplexer-engine.

[THF]

- Introducing new constanmt symbols for more verbosity and for use with the multiplexer:

ace, king, queen, jack, ten, preflop, flop, turn, river, clubs, diamonds, hearts, spades,

true, false.

[THF]

- New symbols previousround and currentround (same es betround),

especially meant for the multiplexer.

[THF]

- Introducing a multiplexer engine, that supports poker-logical indexing

for numbered symbols, e.g.

balance_raischair, suitbitcommon_diamonds, nbetsround_preflop.

The multiplexer also works with OpenPPI and user-defined functions.

Some PokerTracker symbols got renamed slightly,
as Pokertracker gets now also served by the multiplexer.

For more details please refer to the updated manual.

[THF]

- A button "toggle all" for the countless debug-options.

Thanks to ChuckneverMuck for the suggestion.

[THF]

- New built-in chair symbols for the multiplexer-engine

(most of them have been formerly implemented in OpenPPL)

bigblindchair, smallblindchair, cutoffchair,

mp3chair, mp2chair, mp1chair, ep3chair, ep2chair, ep1chair,

utgchair, headsupchair and buttonchair (synonym for dealerchair).

Also "new" is missingsmallblind that is necessary e.g. for StillToAct.

[THF]

- New tablemap option "cardscrapemethod".

The default is scraping-order is : cardback -> nocard -> cardfaces.

If cardscrapemethod is non-zero OpenHoldem will scrape

cardfaces -> cardback -> nocard

This option is less performant as the default,

but necessary at casinos that display both cardbacks and cardfaces at the same time.

Thanks to OpenGeek, Angelus, R2D2, Relhvy, poker_dog and Projecthpdv2

for reporting and the discussion.

[THF]

BUG FIXES:

- Hand-expressions with specific suits worked only for HoldEm

and 2 out of 4 cards in Omaha-games.

Thanks to ChuckNeverMuck for reporting.

[THF]

- If a tablemap supported multiple buttons of the same type at different locations then it could be that OpenHoldem stopped when it found the first (non-clickable) one and missed the clickable button.

Thanks to Brass Knuckles for reporting, Darkmund, Relhby and ChuckNeverMuck for helping, Likeheadsup for providing replay-frames and testing and to AlexTheKing88 for providing the fix.

[THF]

- Improved blind-guessing headsup.

Thanks to Relhby for the patch.

[THF]

- Added 2 more blind-levels to the list of known blinds of the blind-guessing-module.

Thanks to Bitsy and Wetophelia for reporting.

[THF]

- The lookup of "hi_XYZ" histoy-symbols was broken.

Thanks to Stout-man for reporting.

[THF]

- The new title-evaluator considered only ttlimits and scraped r\$c0limitsX but bot additional title-formats ttlimitsX.

Thanks to Bitsy and Toto for reporting and to Poker_Dog for finding the bug.

[THF]

MAINTENANCE:

- Now detecting and warning if logical operators get fed with numerical values.

Way too many people don't understand the precedence of operators

and write bad code like "AND NOT betround > 1..."

which really means "AND ((NOT betround) > 1)..."

where betround is treated as a true/false value.

[THF]

- Calculating the OpenPPL-symbol NutFullHouseOrFourOfAKind now internally by iterating all possible cases, as the functions in the OpenbPPL-library became way too complex and proved to be error-prone.

Also introducing nutfullhouseorfourofakind_ntotal.

Thanks to ChuckNeverMuck for testing.

[THF]

- Removed the following OpenPPL-symbols due to the introduction of the multiplexer-engine:

- * ButtonStartingStackSize, CutOffStartingStackSize,...

which are now available as StartingStackSize_buttonchair, ...

- Warning if a built-in HoldEm-symbol gets used in Omaha-logic.

[THF]

v11.1.3 2017-04-12

=====

BUG FIXES:

- Fixed a bug in the initialization of MinOpponentStackSize.

Thanks to Relhby for reporting.

[THF]

- Fixed unbelievable ten bugs and problems in NutFullHouseOrFourOfAKind.

Thanks to Stars83 and Smuroff for reporting several buggy cases.

Special thanks to ChuckNeverMuck who did all the review, fixing, testing.

[THF]

- The keyboard-DLL executed one mouse-click too much.

Thanks to Gunfadoso for reporting and for suggesting the fix.

[THF]

- The fix in the redacted version 11.1.2 to clear all data

of a player who left the table broke scraping of the dealer-chair,

as during a new scrape a player could get temporary marked as "not seated".

Thanks to ChuckNeverMuck and Eden for reporting.

[THF]

- betpositionrais and callposition didn't work as expected.

Thanks to Mike for reporting, debugging and providing the fix.

[THF]

- The MicroSoft function GetCurrentprocessID did at some

Windows XP system not work early on startup,

thus causing the new auto-starter to go crazy.

We now try to get the process ID later

and turn the auto-starter off if the process ID fails completely.

Thanks to Mike for reporting and providing log-files.

[THF]

- The statusbar got completely re-implemented, as there was a deadlock that could freeze OpenHoldem if debugging for the GUI and the formula was enabled. The displayed information in the statusbar got reduced, as most info is visible in the table display.

[THF]

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was enabled. The displayed information in the statusbar got reduced,

as most info is visible in the table display.

[THF]

MAINTENANCE:

- The function f\$betsize_enable_rounding got removed,

because the people who demanded to "control everything to the penny"

proved unable to handle the full power of WinHoldem-style misconfigurability.

[THF]

v11.1.2 2017-02-13

=====

NEW STUFF:

- Added forgotten symbol BotsActionsOnTurn.

Thanks to JPhol123 for reporting.

[THF]

BUG FIXES:

- If a player left the table, there was some stale data left in memory, that did get neither reset nor overwritten by the lazy-scrapers.

This didn't affect any symbols, but the player-info in the log.

Thanks to Micro111 for reporting.

[THF]

- If a tablemap contained multiple ttlimitsX and more than one was partially matching, then potentially bad data of a partial match could overwrite good data from a perfect previous match.

This has now been fixed; OpenHoldem requires a perfect match now and if multiple ttlimits match perfectly then data gets aggregated.

Thanks to Brass Knuckles for reporting and to postenjak,

Poker_Dog, Qwerty and ZeeZooLaa for the helpful discussion.

[THF]

- OpenHoldem crashed for some people, according to logs when updating the GUI.

For developers with a debug-build this sometimes happened in some string-function called by GetTablemapSymbol() called by nchairs() because of invalid memory-access.

It could hardly have been a race-condition, because the symbol nchairs is de facto read-only.

It didn't look like heap-corruption either, because always the same symbol was affected.

To prevent this from happening we rewrote the nchairs-function,
that now always returns an integer (initialized on connection)
instead of looking up the value again and again.

Let's hope that the problem is fixed.

Thanks to JohnNash, Johnny, WantPlayPoker, ChillIt and ChuckNeverMuck
for reporting and for providing log-files,

[THF]

v11.1.1 2017-02-06

=====

BUG FIXES:

- The scraper output dialog crashed regularly,
very deep in the recursive constructor of a 3rd-party window-managing component.
As this window-managing library (originally designed for Windows 98)
turned out to be superfluous we removed it.

And voila, the bug was gone.

Thanks to NickPerry for reporting.

[THF]

- OpenHoldem crashed at showdown.
As it turned out some worker-threads got stopped at the wrong time,
indirectly causing an object being deleted twice,
thus leading to a memory-access-error very late at termination.

[THF]

- After the crash had been fixed most memory got released correctly again.

Then it became possible to care about OpenHoldems memory leaks,

i.e. objects that didn't get deleted on termination:

* statusbar

* flags-toolbar

* pens and brushes for painting the table.

* the "special" symbol engine CbetroundCalculator

* the OpenPPL-function for the self-test of parser and evaluator

The total leaked memory was less than 5 KB in size.

The unfixed 5 leaks that couldn't get diagnosed exactly

are less than 1 KB large altogether according to VLD.

Thanks to Aintnosunshine for reminding us of the memory leaks.

[THF]

MAINTENANCE:

- Removed the auto-connector-option to connect once which doesn't make much sense.

Openholdem will now connect either never (by hopper-messages) or always.

[THF]