floater

Reference for Floater Commands

Version 1.2b2, October 25, 1999

Website: http://www.floater.org/

accept Accept declarer's claim. Must be used by each defender for a claim to be accepted.

alert "Alert some ... text ..." is equivalent equivalent to "explain Alert! some ... text ..." and is traditionally used to self-alert bids or carding that is slightly unusual. "Redalert" should be used for highly unusual bids or carding.

autodeal After a certain amount of time elapses at the end of a hand, Floater automatically deals a new hand if four people are seated. To control the timing, "autodeal 'N'" sets the number of seconds to wait between hands. With no arguments, "autodeal" toggles on and off whether new hands are ever dealt automatically. (By the way, you must be host of the table for your autodeal setting to have any effect.)

beep You may beep someone at your table by doing "beep 'name'" (e.g., "beep Joe Smith"), or you may beep everyone at your table by just doing "beep." The bell will ring on the recipient's machine and everyone at the table will see a message indicating who has beeped whom.

beepAtMyTurn There is an option that causes Floater to beep when it becomes your turn to bid or play. To toggle the described behavior, invoke this command. To turn it off, invoke this command with the argument "no." To turn it on, invoke this command with the argument "yes." See also the options menu on the GUI.

bid Make a call. For example, to bid 3 Notrump, do "bid 3n". Each strain is represented by a single letter: c for clubs, d for diamonds, h for hearts, s for spades, and n for notrump. "Bid p," "bid pass," "bid x," "bid xx," "bid double," and "bid redouble" have the obvious meanings. Unless you have customized the bindings (see "bind"), the word "bid" may be omitted ("3n" is the same as "bid 3n" and so on).

bidButtons If you are using the GUI, by default (unless your screen is small) Floater displays, during the auction, a set of buttons for bidding. To toggle the described behavior, invoke this command. To turn it off, invoke this command with the argument "no." To turn it on, invoke this command with the argument "yes." See also the options menu on the GUI.

bind Bind is used to create shorthand ways of specifying any command or sequence of commands. For example, "bind typ say Thanks, pard!" would allow you to subsequently use "typ" as if it were a normal command. Another example: Blue Club players might do "bind 1c bid 1c; explain Blue club: 17+ points, any distribution."

bottom If you are using the textual user interface, bottom is used to go to the bottom of the scrolling talk window. You may also use the scroll command or the up and down array keys to select the portion of the scrolling talk window you view.

bug Do "bug 'arbitrarily long one-line description'" and an email message containing your description and a dump of some internal variables will be sent to floater-bugs@priam.cs.berkeley.edu.

bugs Display the 'BUGS' file.
c Play your lowest club.
cards Remind me what my cards were at the beginning of the hand. May also be used by kibitzers, with analogous meaning.
cc Invokes the textual user interface's convention card editor. By default you will be editing your side's convention card, or NS's if you are not seated. ("Editing" of a conventioning card other than your own is really limited to viewing; changes are not allowed.) The three forms of the command are "cc," "cc NS," and "cc EW." If you are using the GUI, "cc" is equivalent to "ccdump" because there is no built-in editor for the GUI.
ccdump Show the specified convention card (e.g. "ccdump NS"). If none is specified, show my convention card if I am seated or NS's otherwise. Furthermore, you may also specify a range of line numbers to display (e.g. "1-5" or "23-" or "-9" or just "17"). Put the range first, if any, first; so, "ccdump -3" or "ccdump 12-16 NS."
ccload Load a convention card from the named text file (e.g. "ccload sam.cc") and make it the convention card for my side. You must be seated to invoke the ccload command.
ccsave Save your current convention card to the named text file.
changelog Display the log of changes to Floater.
children Show who gets messages from me in the communication tree. Primarily intended for debugging.
claim As declarer, suggest to the defense that you are certain of some number of tricks, and further play is not necessary. The defenders will be shown all four hands and may then use "accept" or "reject" and/or continue playing. Simply doing "claim" claims the rest of the tricks; "claim 3" would mean a claim to make 3 of the remaining tricks; "claim -2" would be a claim to make all but 2 of the remaining tricks; "claim 0" means concede the rest; and "claim +3" would be a claim for the contract plus 3 overtricks.
close Stop hosting (or close) your table. You must be hosting a table for this to be allowed.
competitive Turns on competitive mode. This is the default. Results will be reported by email for IMPs and MPs. (Competitive mode is not relevant to hearts or rubber bridge.)
confusing Display the 'CONFUSING' file.
copyright Display copyright and warranty information.
d Play your lowest diamond.
deal Go on to the next hand. May only be used by the host of the table.
deiconifyIfBeeped Normally when you are beeped by another player (see "beep"), your Floater window is deiconified if it had been iconified. This applies only to the GUI. To toggle the described behavior, invoke this command. To turn it off, invoke this command with the argument "no." To turn it on, invoke this command with the argument "yes." See also the options menu on the GUI.
disconnect Close all network connections. You will become a "lurker." If you are hosting a table at the time you issue the command, it is equivalent to "close."
down A variant of the "claim" command. For example, "Down 2" is a claim for 2 fewer tricks than you have contracted for.
e (or east) If the East seat is available, take it.
east (or e) If the East seat is available, take it.
emailchange This command may be used to inform the Floater login server of a change in your email address. (Such changes do not apply to the Floater mailing list.) You must be logged in to use the

command, and you should specify your full email address as an argument to the command (e.g., "emailchange bob@aol.com").

execute Read a file and interpret the lines of the file as if they were typed in on the command line at that moment. E.g., "execute /floater/foo."

explain Say something that everyone at the table except partner can hear. This is typically used to explain conventional calls to the opponents and kibitzers, among other things.

find Find information about people. For example, "find Joe Bob, elmo" will attempt to find information about the players Joe Bob and elmo. Any number of names, separated by commas, is allowed. Recent information about a player's location, if available, is among the things displayed.

follow Play the card of the named rank. E.g. "follow k." Unless you have customized the bindings (see "bind"), the word "follow" may be omitted ("7" is the same as "follow 7" and so on).

font If you are using the GUI, you may change the font size for the matrix and auction by doing "font large," "font medium," or "font small." (To change the font for the talk window, use the "talkfont" or "talkfontsize" command.)

h Play your lowest heart.

hideAuction If you are using the GUI, you may use this command to control when during the first trick the auction is removed from view. The default, which can also be achieved by do 'hideAuction -1' is to removed the auction after trick one. The command 'hideAuction N' (for positive N) will cause the auction to be hidden at the end of trick one or N seconds after the end of the auction, whichever comes first.

hideCommandLine If you are using the GUI, you may have either a talk line by itself, or a talk line and a command line. Use this command with no arguments to toggle between the two, or use it with an argument of "yes" or "no" with the obvious meaning. Note that commands may be executed on the talk line by starting the line with a slash (e.g., "/pass").

hideMatrix If you are using the GUI and have a small screen, Floater will, by default, hide the matrix during the auction to give more room to other things on the screen. (Your cards appear at the top of the Floater window.) To toggle the described behavior, invoke this command. To turn it off, invoke this command with the argument "no." To turn it on, invoke this command with the argument "yes." See also the options menu on the GUI.

host Host a table.

ip Display the IP address and port number that others may use to connect to you.

join Join a table. You must specify the name of the host of the table you wish to join, e.g., "join moe". (Alternatively, you may specify an IP address and port separated by a colon, e.g., "join 128.110.38.14:8765." Or, to join a table hosted on your local machine, you may omit the IP address and simply put the port number after a colon.)

kibbitz If you are sitting North, South, East, or West, this is the way to get up.

last Show the previous trick.

lho Say something to your left-hand opponent. E.g. "lho Is that for penalty?"

login Connect to the login server and transmit your account name and password. In return, the login server will check your password and authenticate you to let you play under that account name. In addition, a list of tables currently in play will be sent to you, allowing the "tables" command to give up-to-date information.

make A variant of the "claim" command. With no arguments it is a claim to make the contract exactly; with a positive integer argument it is a claim to make a grand total of that number of tricks plus six.

n (or north) If the North seat is available, take it.

newuser Log in as a new user (see also "login").

noncompetitive Turns off competitive mode. You will play the same hands as you would otherwise, but results will not be reported by email. (Not relevant for hearts or rubber bridge.)

north (or n) If the North seat is available, take it.

note Set the text that is listed alongside my table's name when people use the "tables" command. For example, "note Need 1!" You must be host of the table.

opp Say something just to your opponents. Frequently one would use "explain" instead so that the kibitzers could also hear.

parent Show my parent in the communication tree. Primarily intended for debugging.

password Change the password for an account.

previous Show the previous hand.

play Play a card. Cards are specified suit first, rank second. For example, "play c3" would play the 3 of clubs. Unless you have customized the bindings (see "bind"), the word "play" may be omitted ("c2" is the same as "play c2" and so on). In Hearts, this command is also used to add or remove a card from the set of cards you wish to pass to your opponent before the play of the hand.

quit Terminate Floater.

randomplay Toggle a switch that, when set, causes automatic random plays or bids whenever it is your turn. Intended for debugging.

readme Display the 'README' file.

redalert "Redalert some ... text ..." is equivalent equivalent to "explain Red Alert! some ... text ..." and is traditionally used to self-alert bids or carding that is highly unusual. "Alert" should be used for only slightly unusual bids or carding.

reject Reject declarer's claim. A rejection from either defender nixes the claim regardless of what the other defender may have done. Others at the table are shown only that the claim was rejected, not by whom.

retract Declarer may use this command to retract a claim.

review Review the auction.

rho Say something to your right-hand opponent. E.g. "rho What is 2D?"

s If the south seat is available, try to sit down. Otherwise, if you are seated and it is your turn to play a card, play your lowest spade.

say Say something to everyone present. E.g. "say Hello There!"

score Select the form of scoring for subsequent deals. The valid uses of the command are "score IMP" and "score MP." See also "competitive" and "noncompetitive."

scroll If you are using the textual user interface, scroll is used to change which portion of the scrolling text window you view. For example, "scroll -10" takes you back 10 lines; "scroll 20" takes you forward 20 lines. You may also use the bottom command or the up and down array keys to select the portion of the scrolling talk window you view.

separateTalk This command applies only to the GUI. By default, the messages (e.g., from people talking) that Floater displays appear in a scrollable box towards the bottom of the main Floater window. If invoked with no arguments, this command toggles whether that is true or whether Floater has a separate window just for those messages. It also may be invoked with an argument of "yes" or "no," with the obvious meaning. See also the options menu in the GUI.

south (or s) If the South seat is available, take it.

spec Become a double-dummy spectator.

tables List all tables.

talkfont If you are using the GUI, you may change the font family for the talk window by doing, for example, "talkfont times." On some systems, not all fonts are available in all sizes.

talkfontsize If you are using the GUI, you may change the font size for the talk window by doing "talkfontsize N" for any number N. The number N is interpreted as a size in points. One point is roughly 1/72 inch.

w (or west) If the West seat is available, take it.

warranty Display copyright and warranty information.

west (or w) If the West seat is available, take it.

who List who is at the table I am at.

whois An IRC user suggested that "whois" should be interchangeable with "find" in Floater. See find.

. Play your smallest card of the suit led.