OneDown Reference Guide

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Here we show all user commands of the package `onedown` in alphabetical order. If we only show the ouput that a command produces, then this output is shown directly behind the command on the same line. If a description of the command is given, then this description starts on a new line. Optional parameters of a command appear in brackets `[...]`, parenthesis `(...)` or angles `<...>`. Optional tokens of a command appear with a different background color, like `*!`. Output of a tokenized `\macro*!` is shown as: `\macro` `*!` : `\macro`, `\macro*`, `\macro!`, `\macro*!`

The explanatory text is always in the English language. But you can show the output of all commands in any of the supported languages.

These are: english, danish, dutch, french, german, norsk, spanish, swedish, turkish. You obtain this output in *YourLanguage* by compiling onedown-ref.tex with:

`pdflatex '\AtBeginDocument{\def\RefLang{YourLanguage}}\input{onedown-ref.tex}'`
Beware: Copy&Paste may use wrong quotes! Replace them by the right ones from your keybord.

This document shows the commands for the *norsk* language

\ace: E

\Ace `*!` : ess, Ess, e, E

\alert: 2\NT\alert typesets 2**NT**[*] and 2\Cl\alert typesets 2♣[*]

\all: **Alle**

\All `*!` : **alle**, **Alle**, **alle**, **Alle**

\allpass: **Pass rundt**

\Allpass `*!` : **pass rundt**, **Pass rundt**, **ap**, **AP**

\announce: 2\He\announce typesets 2♥^A

\bidderfont
> Defines the font for the names in bidding diagrams. The mandatory parameter for all font commands is a font description like `\sffamily\bfseries\HUGE` or `\mdseries\slshape\smaller` or `\sffamily\scalefont{3}`.

\board: **Spill**

\Board `*!` : **spill**, **Spill**, **spill**, **Spill**

\boardnr
> Calculates (and stores) the dealership and vulnerability if `Nr` is a number. If it is just a text it is stored to be used instead of a board number.

\boardtext `*`
> Typesets the value that is stored with `\boardnr`. The star version writes the text **Spill:** in front of it.

\by: **ved**

\Cl: ♣

\compassfont
> Defines the font for the compass.

\contract: **Kontrakt**

\Contract `*!` : **kontrakt**, **Kontrakt**, **kontr**, **Kontr**

\deal: **Giv**

\Deal `*!` : **giv**, **Giv**, **giv**, **Giv**

\dealer
> Typeset the defined dealer. With the optional parameter one can define the dealer.

\dealertext
> Typeset the user-defined value for the `\dealer`, e.g. **Giver**:**Øst**. With the optional parameter one can define the `text` to be printed *as is.*

\declarer: **Spilleförer**

\Declarer `*!` : **spilleförer**, **Spilleförer**, **spför**, **Spför**

\Di: ♦

\double: **Doblet**

\Double `*!` : **doblet**, **Doblet**, **X**, **Dbl**

\DP: **TP**

\dpts `*!` : **trumfpoeng**, **Trumfpoeng**, **tp**, **TP**

\east: **Øst**

\East `*!` : **øst**, **Øst**, **ø**, **Ø**

\easthand

> Defines the cards for the **Ø**-player. With the optional parameter `h-offset` one can adapt the (*horizontal*) distance between hand and compass (default **0pt**). The 4 mandatory parameters define the cards for the 4 suits. To denote the rank **10**, one has to use the uppercase letter `T`.

\eastwest: **Øst–Vest**

\Eastwest `*!` : **øst–vest**, **Øst–Vest**, **ø–v**, **Ø–V**

\expertquiz `*!`

> Typesets a quiz, showing a predefined hand and a predefined bidding diagram. The star version centers the output. The token `!` forces a newline between hand and bidding diagram. With the optional parameter one can add some comments. The mandatory parameter defines the award for the different solutions.

\explainit

> writes *expl* below the bidding diagram in a footnote like way.

\footlinetext

> Typeset the text below the card diagram.

\FSF: **4. FF**

\fsforce `*!` : **fjerde farge forcing**, **Fjerde Farge Forcing**, **4. ff**, **4. FF**

\gamefont

> Defines the font for card diagrams, hands and suits.

\GF: **UK**

\gforce `*!` : **utgangskrav**, **UtgangsKrav**, **uk**, **UK**

\hand `*!-`

> Typesets the cards of 1 single hand, normally horizontally, left aligned. The star version centers the output. The token `!` typesets the hand vertically, left aligned. With both `*!` the hand is typeset vertically, centered. The optional argument `pos` (default **c**), controls the horizontal alignment. The third token `-` suppresses all output, which is then only saved for later use (in e.g. `\expertquiz`). The 4 mandatory parameters define the cards for the 4 suits. To denote the rank **10**, one has to use the uppercase letter `T`.

\handskip

> Adds `length` to the distance (default `1em`) between the rightmost hand and the bidding diagram.

\HCP: **HP**

\headlinetext

> Typeset the text above the card diagram.

\He: ♥

\HLP: **HLP**

\hpts `*!` : **høy kort poeng**, **høy Kort Poeng**, **hp**, **HP**

\jack: Kn

\Jack `*!` : knekt. Knekt, kn, Kn

\king: K

\King `*!` : konge, Konge, k, K

\lead: **Utspill**

\Lead `*!` : **utspill**, **Utspill**, **utsp.**, **Utsp.**

\leftlower

\leftupper

Typesets an annotation of 3 lines in the left lower/upper corner of the card diagram. With the optional parameter one can add some extra horizontal space between hand and annotation.

\legendfont

Defines the font for annotations in card diagrams.

\LP: **LP**

\lpts `*!` : **lengde poeng**, **Lengde Poeng**, **lp**, **LP**

\markit

sets a footnote-like marker in a bidding diagram.

\namefont

Defines the font for the real world names in bidding diagrams.

\namesEW

Defines the real world names for the **Øst–Vest** players, that will appear in the bidding diagram.

\namesNS

Defines the real world names for the **Nord–Syd** players, that will appear in the bidding diagram.

\newgame

Resets some stored data

\NMF: **NMK**

\nmforce `*!` : **nye minor krav**, **Nye Minor Krav**, **nmk**, **NMK**

\none: **Ingen**

\None `*!` : **ingen**, **Ingen**, **ing**, **Ing**

\north: **Nord**

\North `*!` : **nord**, **Nord**, **n**, **N**

\northhand

Defines the cards for the **N**-player. With the optional parameter `v-offset` one can adapt the (*vertical*) distance between hand and compass (default **0pt**). The 4 mandatory parameters define the cards for the 4 suits. To denote the rank **10**, one has to use the uppercase letter `T`.

\northsouth: **Nord–Syd**

\NorthSouth `*!` : **nord–syd**, **Nord–Syd**, **n–s**, **N–S**

\nt `*!` : **uten trumf**, **Uten Trumf**, **nt**, **NT**

\NT: **NT**

\onesuitAll `*!`

Typesets the cards of 1 suit for all players. The star version centers the output. The token **!** prints a small box rather than the compass. The 4 mandatory parameters denote the cards for the **N**-, the **S**-, the **Ø**- and the **V**-player.

\onesuitEW `*!`

Same as `onesuitAll`, but only for the **Ø**- and the **V**-player.

\onesuitNE `*!`

Same as `onesuitAll`, but only for the **N**- and the **Ø**-player.

\onesuitNS `*!`

Same as `onesuitAll`, but only for the **N**- and the **S**-player.

\onesuitNW `*!`

Same as `onesuitAll`, but only for the **N**- and the **V**-player.

\otherfont

Defines the font for other items.

\pass: **Pass**

\Pass `*!` : **pass**, **Pass**, **p**, **P**

\queen: D

\Queen `*!` : dame, Dame, d, D

\redouble: **Redoblet**

\Redouble `*!` : **redoblet**, **Redoblet**, **XX**, **ReDbl**

\resetfonts

    Sets all fonts back to their default value.

\rightlower

\rightupper

    Typesets an annotation of 3 lines in the right lower/upper corner of the card diagram. With the optional parameter one can add some extra horizontal space between hand and annotation.

\setdefaults `*` **{key1=val1,key2=val2,... }**

    With the keys `bidder`, `compass`, `game`, `legend`, `name` or `other` one can set the default font for the respective items. With the keys `compline`, `compmid`, `compshow`, `compsize` or `compturn` on can set the look of the compass. With the keys `bidders`, `bidfirst`, `bidline` or `bidlong` one can fine-tune the bidding diagram. The keys that can be used as package options (`colors`, `err` and `warn`) can also be set here. The star form also calls `\resetfonts` which effectuates any font change immediately.

\SF: **RK**

\sforce `*!` : **RundKrav**, **RundKrav**, **rk**, **RK**

\showAll `*+`

    Typesets a card diagram with 4 (previously defined, i.e. with `\northhand` etc.) hands. The star version centers the output. The token + adds a bidding table to the diagram, that has to be previously defined, i.e. with e.g:
    `\begin{bidding}`-...`\end{bidding}`. The optional parameter `pos` (default **c**) aligns the diagram.

\showEW `*+` **(E|W)**

    Same as `\showAll`, but for the **Ø**- and the **V**-hand. `\showEW(E)` prints only the **Ø**-hand

\showNE `*+`

    Same as `\showAll`, but for the **N**- and the **Ø**-hand.

\showNS `*+` **(N|S)**

    Same as `\showAll`, but for the **N**- and the **S**-hand. `\showNS(S)` prints only the **S**-hand

\showNW `*+`

    Same as `\showAll`, but for the **N**- and the **V**-hand.

\south: **Syd**

\South `*!` : **syd**, **Syd**, **s**, **S**

\southhand

    Defines the cards for the **S**-player. With the optional parameter `v-offset` one can adapt the (*vertical*) distance between hand and compass (default **0pt**). The 4 mandatory parameters define the cards for the 4 suits. To denote the rank **10**, one has to use the uppercase letter `T`.

\Sp: ♠

\suit

    Typesets the cards of 1 single suit. With the optional parameter one can add a suit symbol (e.g. ♥) in front of the cards. The mandatory parameter defines the cards for the suit. To denote the rank **10**, one has to use the letter `T`.

\TP: **TP**

\tpts `*!` : **totalt poeng**, **Totalt Poeng**, **tp**, **TP**

\TSF: **3. FF**

\tsforce `*!` : **tredje farge forcing**, **Tredje Farge Forcing**, **3. ff**, **3. FF**

\vulner

Typeset the user-defined vulnerability. With the optional parameter one can define the vulnerability.

\vulnertext

Typeset the defined value for the \vulner, e.g. **Sone**:**Nord–Syd**. With the optional parameter one can define the **text** to be printed *as is*.

\west: **Vest**

\West `*!` : **vest**, **Vest**, **v**, **V**

\westhand

Defines the cards for the **V**-player. With the optional parameter **h-offset** one can adapt the (*horizontal*) distance between hand and compass (default **0pt**). The 4 mandatory parameters define the cards for the 4 suits. To denote the rank **10** , one has to use the uppercase letter **T**.

\begin{bidding} `*!-` **...** **\end{bidding}**

Typesets a bidding diagram. The star version centers the output. The token **!** forces a short form (**N**) rather than the long form (**Nord**) in the table header. The token - suppresses all output, but the saved data can be used elsewhere. The optional paramater **pos** (default **c**) controls the alignment of the diagram. With the 2nd optional parameter **description** one can add annotations (see also \markit and \explainit) below the diagram. The bids in the bidding can both be shorthands like 3S as well as 3\Sp. The same goes for calls: both p and \pass are possible. For an overview of all possible shorthands, refer to the last page of this document.

The command \setdefaults has some keys to fine tune the look of the bidding diagram. If the real world names of the players are defined (e.g. with \namesNS, then they also appear in the table header.

\begin{biddingpair} `*!-` **...** **\end{biddingpair}**

Same as environment **bidding** but with only 2 columns.

\begin{play} `*` **...** **\end{play}**

Typesets a diagram with the playing tricks. The star version centers the output. The mandatory parameter defines the player who had the opening lead. The optional parameter defines the trump suit, the default is **NT**. This environment produces a table with 8 columns: the running number; the player who had had the lead; the 4 cards played in this trick and finally the 2 columns that show how many tricks **Nord–Syd** and **Øst–Vest** have won so far. The user has only to enter the 4 colums that denote the 4 cards played in each trick. The rest is handled by **OneDown**.

Shorthands/Specials in bidding diagrams

```
\begin{bidding}
p & X & R & P \\
\end{bidding}
```

Vest	Nord	Øst	Syd
Pass	**Doblet**	**Redoblet**	**Pass rundt**

```
\setdefaults{bidlong=off}
\begin{bidding}
p & X & R & P \\
{\frame{2H}} &
{\frame{2\He}} &
{\textit{R}} &
{\textit{\redouble}} \\
\end{bidding}
```

Vest	Nord	Øst	Syd
p	**X**	**XX**	**AP**
2H	**2♥**	*R*	*Redoblet*

Macros in bidding diagrams

These macros, called in a bidding table...

```
\begin{bidding}
1 \Pass     & \Double     & \Redouble     & \Allpass \\
2 \Pass*    & \Double*    & \Redouble*    & \Allpass* \\
3 \Pass!    & \Double!    & \Redouble!    & \Allpass! \\
4 \Pass*!   & \Double*!   & \Redouble*!   & \Allpass*! \\
5 \pass     & \double     & \redouble     & \allpass \\
6 {\Pass*}  & {\Double*}  & {\Redouble*}  & {\Allpass*} \\
7 {\Pass!}  & {\Double!}  & {\Redouble!}  & {\Allpass!} \\
8 {\Pass*!} & {\Double*!} & {\Redouble*!} & {\Allpass*!} \\
9 {\pass}   & {\double}   & {\redouble}   & {\allpass} \\
\end{bidding}
```

...produce this output. Please note that line 2–5 are peculiar.

	Vest	Nord	Øst	Syd
1	**pass**	**doblet**	**redoblet**	**pass rundt**
2	**pass***	**doblet***	**redoblet***	**pass rundt***
3	**pass!**	**doblet!**	**redoblet!**	**pass rundt!**
4	**pass*!**	**doblet*!**	**redoblet*!**	**pass rundt*!**
5	**pass***	**doblet***	**redoblet***	**pass rundt***
6	**Pass**	**Doblet**	**Redoblet**	**Pass rundt**
7	**p**	**X**	**XX**	**ap**
8	**P**	**Dbl**	**ReDbl**	**AP**
9	**Pass**	**Doblet**	**Redoblet**	**Pass rundt**