



WorldPokerDeals.com

Poker Minion

Intro

Poker Minion is a program to assist users playing PokerMaster (v.2.5.14) with the MOMO emulator.

Download links:

<https://worldpokerdeals.com/blog/download-and-setup-momo-emulator-for-pokermaster-and-pokerlords>
https://s3.amazonaws.com/worldpokerdeals/soft/PokerMaster_release.apk

Features Include:

- Poker Minion's own personalised (not shared) database on all players
- Automatically boost your VPIP and PFR stats across multiple accounts simultaneously
- Seating Script to set up a wait list for full tables and secure the first available seat
- Stack (or move off screen) all tables using the Seating Script
- Efficiently start sessions at multiple tables simultaneously
- Optimally quit multiple tables by using the Sit out next BB/straddle feature
- Table Management to easily size and position tables
- Group open tables together
- Interchange positions of tables
- Save table set-up and apply automatically each time
- Assign English names to players to facilitate recognition of regular opponents
- Identify opponents who likely fake their own stats
- Be alerted when action is on hero
- Guarantee King of the Hill by securing the first seat at newly created HU tables
- Analyse the complete player base at individual clubs
- Colour code opponents based on their player type
- Increase the accuracy of identifying fish by setting up a VPIP:PFR "fish ratio"
- Easily identify soft tables
- Display players' stats on screen
- Store notes on each opponent
- Apply to Clubs (PRO)

Set Up Guide

Please ensure you read this Set Up section thoroughly, as most of the issues that people have getting started are down to not following these instructions carefully.

If your MOMO Multiplayer is currently in Chinese (or another non-English language) then you'll probably want to change it to English first:

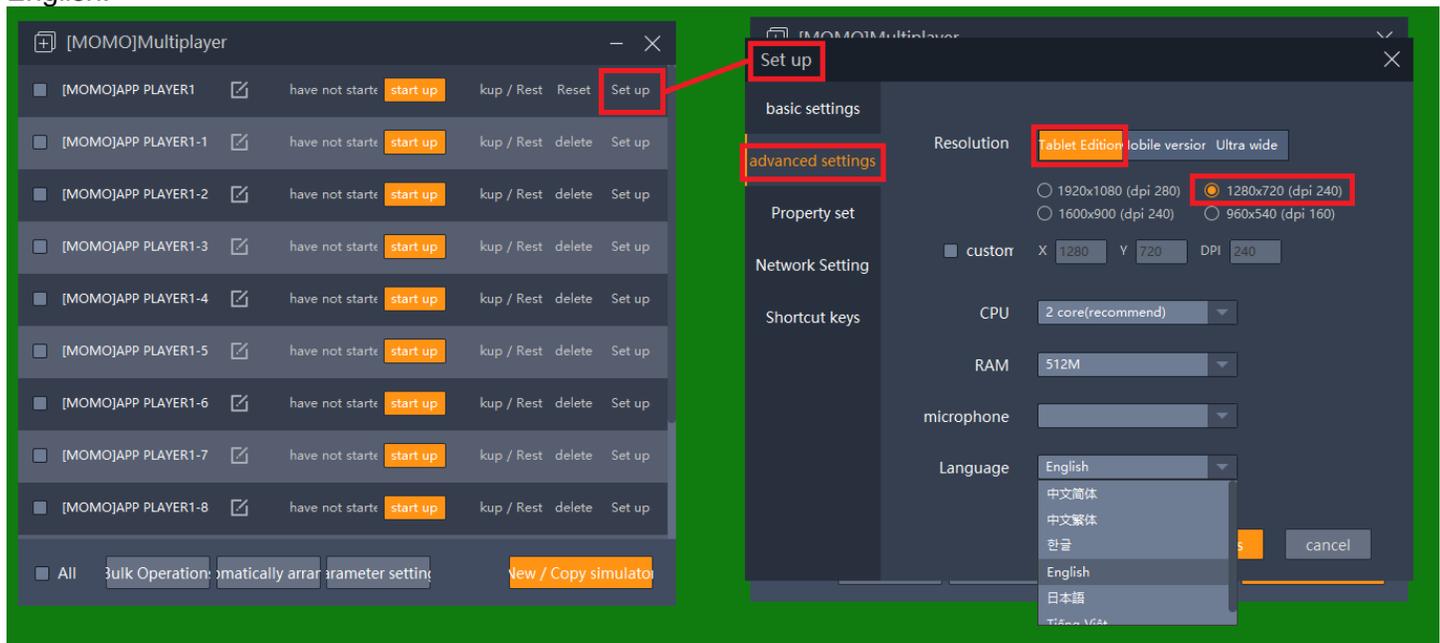
Click on Set-Up → Advanced Settings → Language → English → Restart MOMO Multiplayer

Here are the different screens you'll see, in the two different languages, to help you identify what is what.

Chinese:

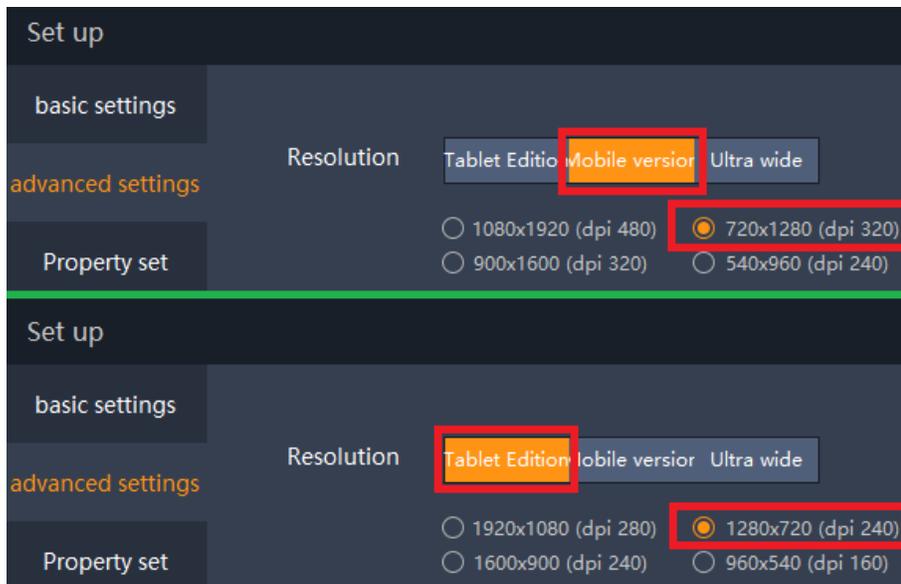


English:



MOMO emulators should be run using the advanced settings: Tablet Mode, 1280x720 (dpi 240) or Mobile Mode, 720x1280 (dpi 320) but the Mobile Mode 720x1280 (dpi 320) is recommended. Note: Your tables can be any

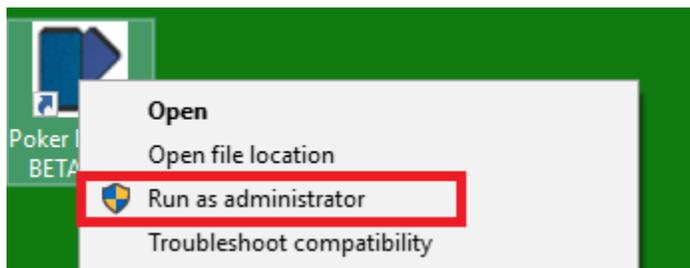
size (although not too small). Poker Minion can store your preferred set-up positions and sizes, and apply those settings on start-up.



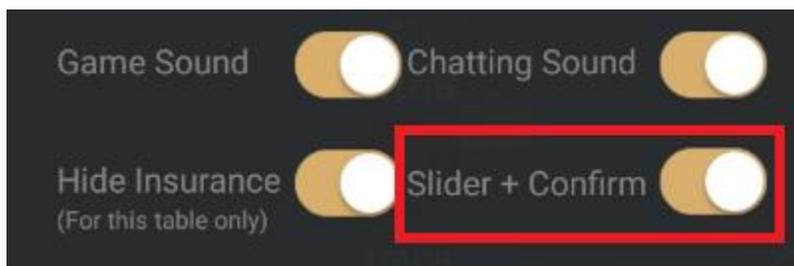
The MOMO emulators must be opened (although Poker Master doesn't have to be running) before Poker Minion is opened. Once Poker Minion is running, new emulators won't be recognised if they are then started. This is amended in the next release, at which time you will be able to run the applications in any order as well as add/remove emulators once Poker Minion is running. If additional emulators are added (or if emulators are closed) after Poker Minion has started, then you will need to restart Poker Minion.

It is recommended you use MOMO v2.0.49 although Minion should work fine on other versions.

Run the installer and follow the instructions. Poker Minion must be Run as Administrator. (Right-click the Poker Minion icon and select Run as Administrator or select the "Always Run as Administrator" option.)

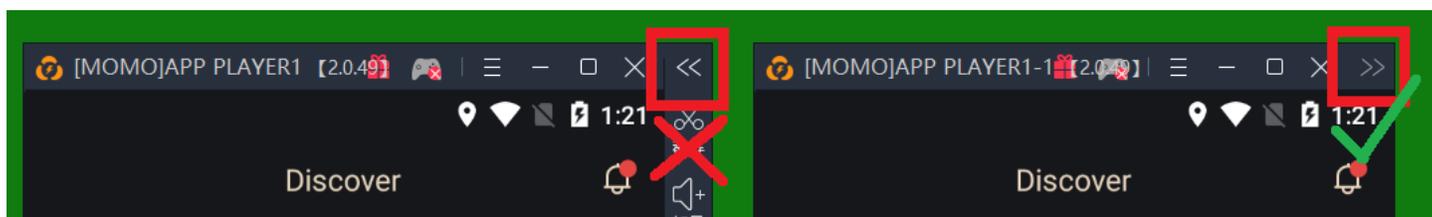


It is strongly recommended that you ensure the "Slider + Confirm" option is turned on at the PokerMaster table on ALL emulators. You will only need to do this the one time on each emulator as the settings will be saved by Poker Master. If you're sizing a bet using the slider when Poker Minion momentarily takes control of the mouse and you do not have this option turned on, then you risk having your bet read as an All-In. However, if you do prefer to play without having to confirm your slider bets, then Poker Minion will disable the Auto-Position Mouse and Auto-Take Seat features.



If you do not have a Windows 10 Desktop, then start with Hidden Table Mode (in the Settings Tab) unchecked until you have checked whether you can use it or not. (See details below, under the instructions for Settings.)

If you have a non-US/UK keyboard set-up then you may very well experience different characters than those expected being used when renaming the Alias ID and player stats. If this happens, you will need to change your Windows settings to use a US/UK keyboard.



The MOMO side panels need to be kept closed. (Minion can close them automatically on start-up. See Settings instructions below.)

Registration

Email your serial code (shown on the Boost tab) to support@pokerminion.com or via Skype (smart.money) and you will receive a registration code back. This code should be pasted into the Reg Code box with CTRL-V or right-click/paste. (If Minion won't allow you to paste into the box, just reset Minion and re-try.)

Hidden Table Mode

Most PCs can read the contents of Android emulator displays, even when they are not visible on screen. (In other cases, they must read the information directly from the screen display.) This ability is an advantage because even if a PokerMaster table is partly hidden then Poker Minion can still read all the information. To check if your PC can read hidden tables then please take the test on the D2 tab. If the thumbnail shows a display of table 1 then you should check the Hidden Table Mode box as performance will be improved. If the thumbnail table 1 does not appear (and instead there is a display of a blank image or the MOMO boot-up image), then keep the Hidden Table Mode box unchecked otherwise Poker Minion won't be able to recognise or read any of the tables. In these cases, as Poker Minion reads directly from the screen, it's important that all tables remain visible and that they are not obscured at all. (All Windows 10 desktops can use Hidden Table Mode, but Windows 10 laptops with dual display adaptors may have a problem. Older versions of Windows may be able to use the Hidden Table Mode.)

Multiple Monitors

All monitors that display PokerMaster tables must have the same Scaling as the main monitor. This is usually only an issue if you have both a 4k-display and a non-4k-display. If, say, your 4k monitor is set to 150% then you must set your other monitor(s) to 150% scaling too- if you want to display tables on that screen. Please note: When you make a change to scaling then you must restart your PC to ensure that Windows recognises those changes.

Right-click mouse while over the desktop area and select Display Settings to make changes to scaling.

Virus Warning

Because of the compression techniques used during the compilation and install, Windows Defender or your anti-virus software may display a false-positive warning. For your reassurance, you can upload the file to www.virustotal.com which will examine it with 60+ different virus checkers to confirm it is safe. Also, some anti-virus programs interfere with Poker Minion by preventing it from making automated clicks. You may need to either turn off your anti-virus program or add an exception for Poker Minion.

Set Up Quick Check List

Before reporting that you are unable to get Poker Minion running, ensure you follow these checks, as detailed above:

MOMO emulator resolution: 720x1280 or 1280x720. (Table sizes can be changed to any size). ✓

MOMO emulators are opened BEFORE Minion (Else reset Minion from the Settings tab reset button). ✓

MOMO emulators have their side-panels closed. ✓

Poker Minion has been Run as Administrator. (Right click-icon and select that option). ✓

Take the Hidden Tables Mode test on the D2 tab, and uncheck that option if instructed to do so. ✓

Multiple Monitor set-up have the same scaling as each other. ✓

Ensure the Registration Code has been entered. ✓

PokerMaster 2.5.14 is recommended ✓

Download link:

https://s3.amazonaws.com/worldpokerdeals/soft/PokerMaster_release.apk

MOMO 2.0.49 or later is recommended ✓

Download link:

https://s3.amazonaws.com/worldpokerdeals/soft/PokerMaster_release.apk

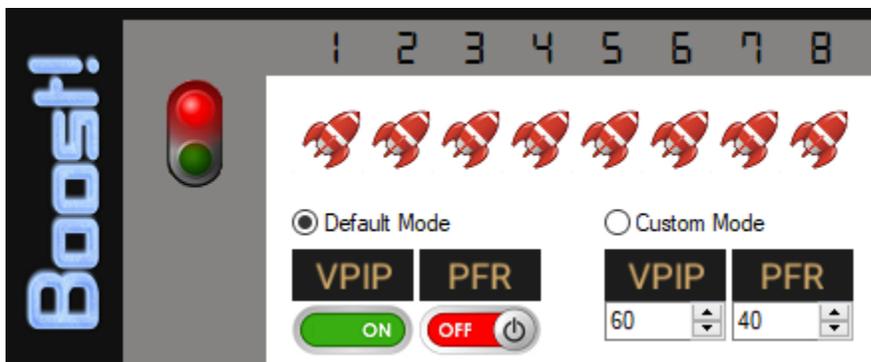
VPIP Boost!



<https://youtu.be/CrHEAob94zc>

Many players disguise their stats by artificially inflating them to deceive others and hide their true ability. As well as Poker Minion helping you to spot players who likely fake their stats, it also allows you to easily boost your own stats. Simply set up one or more private HU games on PokerMaster between two of your accounts, up to a maximum of four games (eight accounts), and then turn on the VPIP booster for each account by clicking the appropriate Rocket image.

Finally, turn on the feature by clicking the red traffic light image (or press the F9 key) to turn it green. You may want to just set up a 6-hour game (approx. 1,400 hands) and let it run overnight or whenever you're not using the PC.



PFR Boost!

The option of a PFR Booster has also been included. Although increasing your PFR stat will result in a less fish-like VPIP:PFR ratio, it will give the appearance of more aggressive play. Depending on your preference, you can elect to have the option turned on or off.

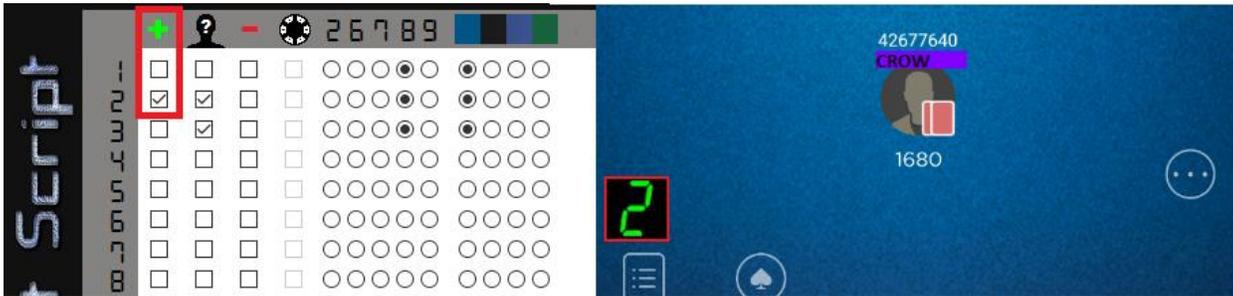
Boost Modes

You may prefer to use the Custom Mode, which allows you to select your desired stats for the session. This mode may be particularly useful to HU players who, by setting the stats to match their actual stats, can use it to increase their average number of hands/game. Doing so will disguise the appearance of any bumhunter, and as such will reduce the likelihood that they are challenged for King of the Hill status.

The VPIP Booster will stop automatically once the game ends, or you can stop all accounts simultaneously at any time by pressing the F7 key (or clicking on the green traffic light.) You can also click on the rocket icons to stop individual accounts although when several accounts are running the VPIP Boost it's hard to gain focus of the mouse, which is why the F7 key option is included. A second reason for including the F7/Traffic Light option is to ensure that you do not turn on the VPIP Booster accidentally while you are playing a regular HU game.

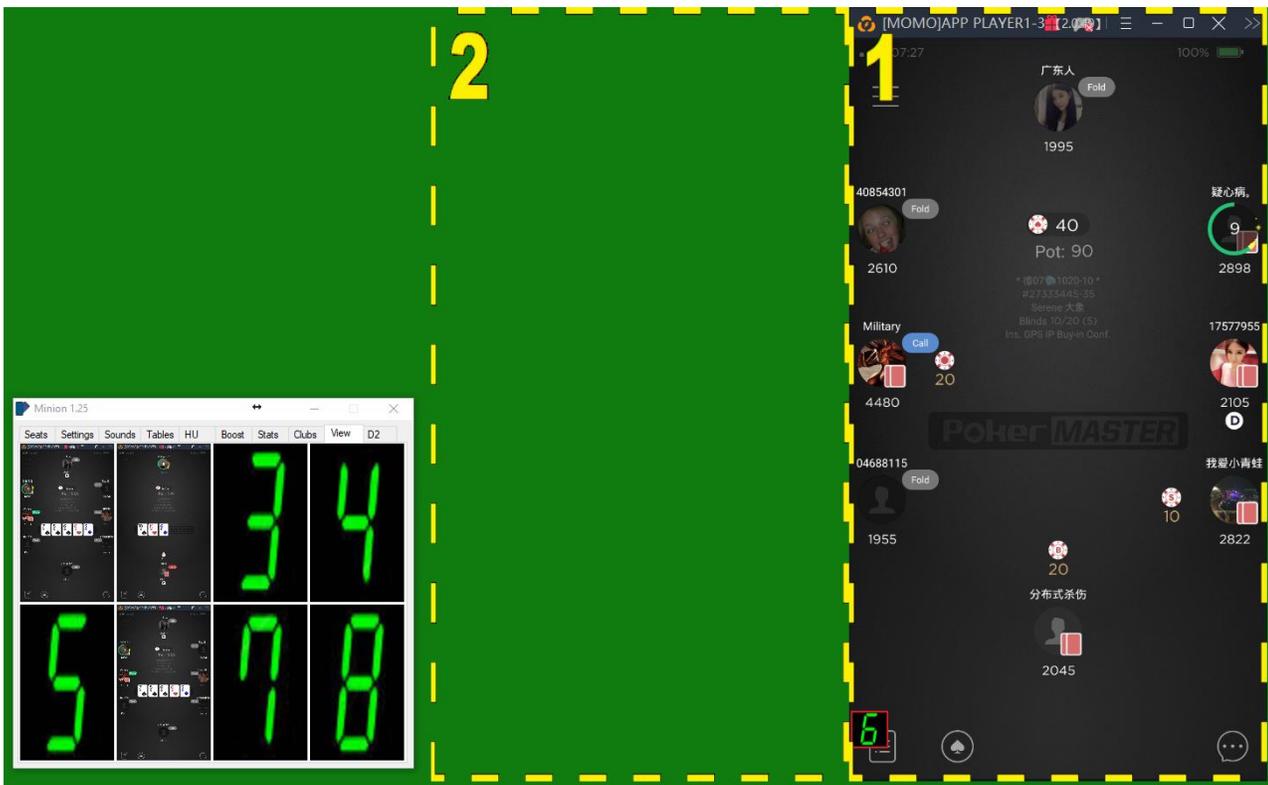
Seating Script

Poker Minion's seating script effectively adds you to the top of a wait list for each table. You can start/stop the script by either checking the appropriate box on the Seat tab, by clicking the number displayed at a table, or by clicking the table's thumbnail shown in the View tab. The table number will display a red frame to indicate that you are on that table's waitlist.



This feature allows for an efficient and synchronous start to each session: Open as many full tables as you like, up to a maximum of twelve. Swap out the unfavourable ones, add the preferred tables to the seating script wait list, and then leave the PC and just let the program run for a while. When you return you'll hopefully find yourself seated (but not bought in) at several tables. You can then buy-in to each one and start your session at many tables simultaneously, rather than having to add tables individually. Clubs allow you to sit at a reserved seat for several minutes without buying in before they kick you off, so you usually have enough time to take seats at a few tables.

As of v1.24, it is now possible to stack tables that are using the seat script:



There are three options for where tables can move to once they are added to the Seating Script:

None: They remain in their current position

Slot 1: They move to Slot 1, a position and size on the screen that you have pre-selected

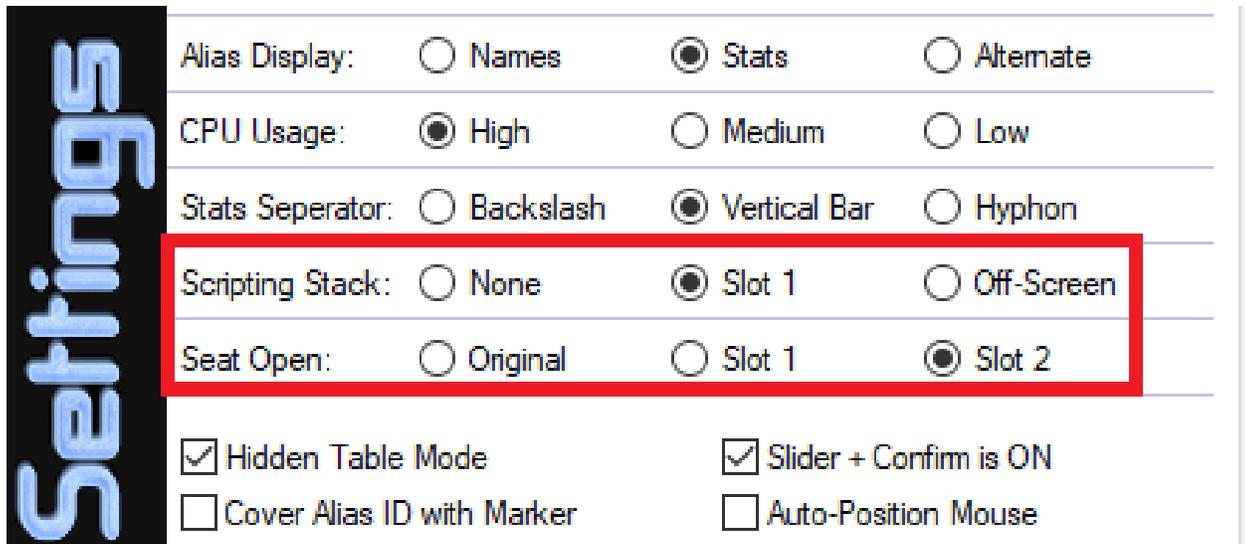
Off-Screen: They move off-screen

There are three options for where those tables move to once an empty seat becomes available:

Original: They return to their original position (or remain where they are if “None” was chosen previously)

Slot 1: They move to Slot 1 ((or remain where they are if “Slot 1” was chosen previously)

Slot 2: They move to Slot 2, a position and size on the screen that you have pre-selected



Settings

Alias Display:	<input type="radio"/> Names	<input checked="" type="radio"/> Stats	<input type="radio"/> Alternate
CPU Usage:	<input checked="" type="radio"/> High	<input type="radio"/> Medium	<input type="radio"/> Low
Stats Separator:	<input type="radio"/> Backslash	<input checked="" type="radio"/> Vertical Bar	<input type="radio"/> Hyphon
Scripting Stack:	<input type="radio"/> None	<input checked="" type="radio"/> Slot 1	<input type="radio"/> Off-Screen
Seat Open:	<input type="radio"/> Original	<input type="radio"/> Slot 1	<input checked="" type="radio"/> Slot 2

Hidden Table Mode Slider + Confirm is ON
 Cover Alias ID with Marker Auto-Position Mouse

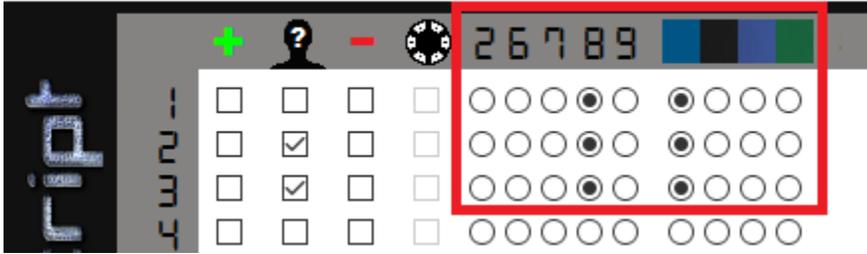
You decide where you want Slot 1 and Slot 2 to be positioned by moving the mouse above any PokerMaster screen and pressing CTRL-F1 and CTRL-F2 respectively. CTRL-F3 can be pressed at any time to Show/Hide where those templates have been positioned.

This video demonstrates how the Seating Script stacking feature works:

<https://youtu.be/YPYwjIF0MY4>

Table Recognition

When a new table is opened, Poker Minion recognises its felt colour and the number of seats at the table and displays that information in this tab. In the unlikely event that a table is read incorrectly you can manually make the appropriate change by selecting the correct radio button.

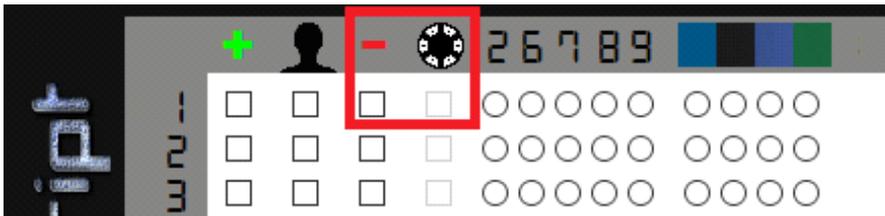


The first column of check boxes is one way of running the seat script on selected tables.

The second column of check boxes shows which tables to include when marking several tables simultaneously (see Marking section.) Whenever a new table is opened, then its corresponding Alias Update box will automatically be checked. Sometimes though, players may already be marked on a certain table; in which case, just uncheck it and it won't be included in the marking of multiple tables. In other words, if tables 1, 2 and 3 are open, but you only want to mark tables 1 and 2 simultaneously, then uncheck table 2 and press the Alias Hotkey anyway of the screen that isn't over a table.

Sit Out Next BB

Check the boxes in the third column when you want to Sit Out Next BB (or Sit Out Next Straddle) on each table. Alternatively, you can move the mouse over any table and press the F10 hotkey to add/remove that table to the Sit Out Next BB feature. Once checked, the corresponding checkbox in the fourth column becomes enabled and is automatically checked if it's a table with a straddle- otherwise it is left unchecked. In the unlikely event that a table is incorrectly read as a straddle/non-straddle table then just uncheck/check the box. This information is used by Poker Minion in its calculations to identify the correct button position for when the table is to be exited.

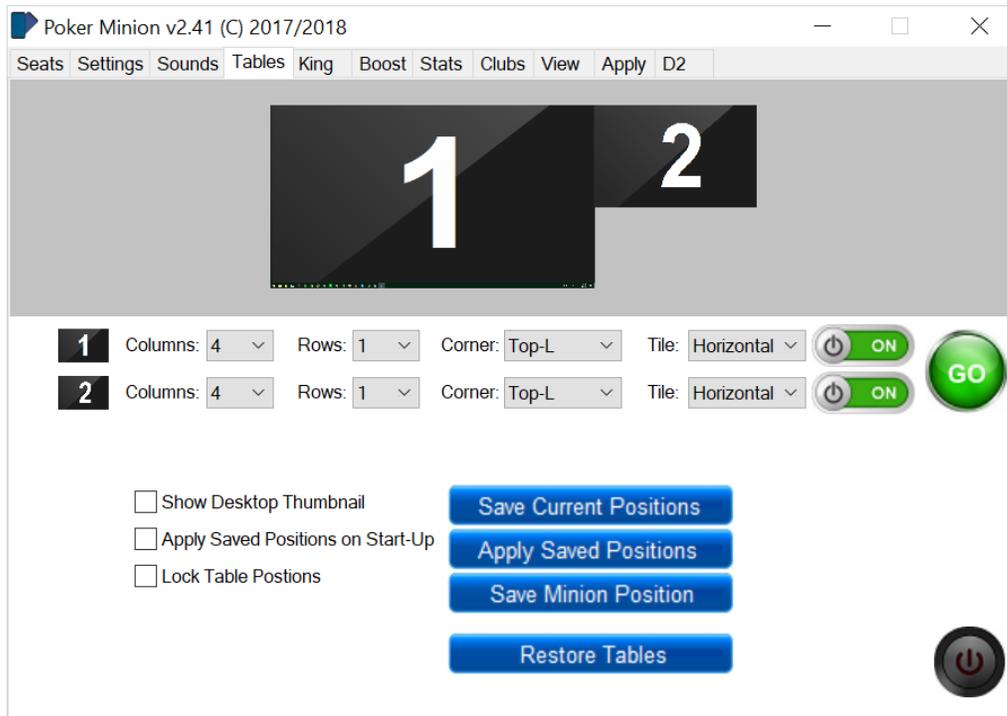


When action passes to you during the last hand to be played at the table, the player is alerted by a "Goodbye" announcement. You can then exit manually at the end of the hand.

For Straddle games, if you feel it is +EV to leave in the UTG+2 position, rather than UTG+1, then you can check this box on the Seat tab:

Sit out UTG+2 (not +1) on Straddle Games

Table Control



(1) The Table Control tab contains some basic inbuilt layouts which can be selected. The arrangements can be aligned to the top/bottom and left/right of the screen and spread across dual monitors.

(2) The preferred arrangement can be saved and applied automatically at the beginning of each session. This feature will be expanded upon in future releases. You also have the option to save the position at which Poker Minion appears on the screen. "Restore Tables" is an easy way to return the tables into view if they have been minimised.

MOMO has an annoyance (that seems to only occur in Tablet mode) that affects some users in that it occasionally moves the tables when they are opened. If you check the "Prevent MOMO from shifting tables" then Poker Minion will move it back whenever that happens. (It will also prevent the user from moving the tables around, so it should be unchecked if you wish to manually move tables.)

F5 and F6 allow you to interchange any two tables at any time by selecting the appropriate tables.

F12 allows you to hide/show (minimise/maximise) Poker Minion and CTRL+F12 will move Poker Minion to the top left corner of the screen. (If Poker Minion does not appear on screen when run, then its saved coordinates are most likely off-screen. In which case, CTRL+F12 will bring it back into view.)

Apply to Clubs

Instructions to follow. Please see these videos for now:

<https://youtu.be/UmpDFkrn70E>

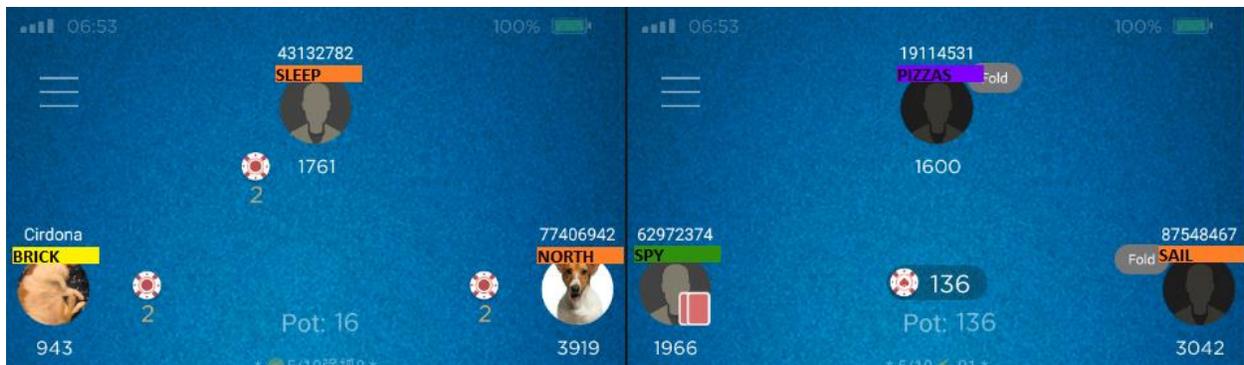
https://youtu.be/QXbp3_Cv88M

Marking Players

Players need to be "marked" to set up their English name, stats and notes-taking ability. Marking is the automated process of assigning the last 8 digits of their player ID as their PokerMaster alias, at which time their details are added to the Poker Minion player database. Players only need to be marked once, after which they are automatically recognised- and their name, stats and notes displayed- whenever they are encountered in the future. **To speed up the process you can uncheck "Overwrite Data" on the Settings tab. When unchecked, Minion will not overwrite the data of any player who is already in the database.**

To mark an individual player, place the mouse above the player and press the Alias hotkey (which is either F1 or mouse wheel up, depending on what you selected in the settings tab.) To mark a whole table, place the mouse elsewhere on the table (other than above a player) and press the Alias hotkey. To several tables simultaneously, move the mouse away from all tables and press the Alias hotkey. (By default, all tables are included in this simultaneous marking. To include/exclude specific tables, simply uncheck/check the boxes in the second column (Alias Update column) on the Seat Script tab.) Marking of whole tables is designed to be used before you have started playing at any table as it requires prolonged stealing of focus of the mouse. Marking of individual players is more suitable if you are currently playing at any table. When a table is having a player marked, its table number is display with a yellow border.

To interrupt the marking process, repeatedly press the F4 key until you hear the Emergency Breaking Glass sound. This will abort the procedure of marking players.

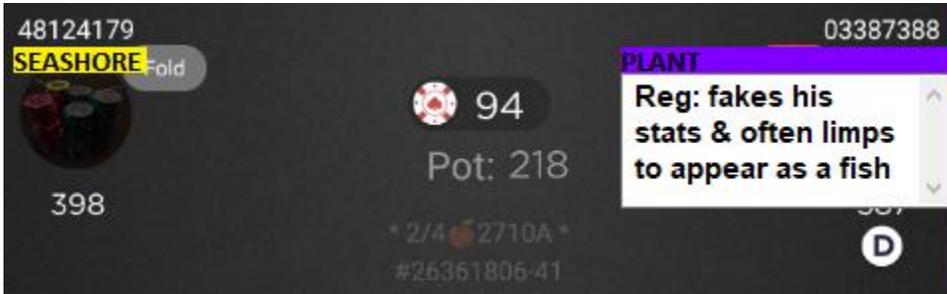


Once marked, a colour bar will appear next to each player. On the Settings Tab you can decide whether each marker will display the English name given to the player or the player's stats, or whether you want the name and stats to automatically alternate every few seconds. The English name chosen is selected from a list of random English words.

When players leave a table, their marker is removed. When new players join a table, their marker is displayed (if that player has previously been marked.) Occasionally a player's ID may not be read correctly (usually if the table is too small and the OCR has a tough time reading the font accurately.) In such cases the player's ID can quickly be re-read by placing the mouse above the player and pressing the Refresh Hotkey (either F2 or mouse wheel down, depending on what has been selected on the Settings tab.) As with the Alias Hotkey, if the Refresh Hotkey is pressed when the mouse is elsewhere on the table, it will refresh the whole table rather than just a single individual.

When selecting an empty seat at a table, select it with F3 (rather than a mouse click) and the current colour markers displayed will then automatically be repositioned when PokerMaster rotates the table's seats. (If you forgot, and the names/stats don't rotate to the correct position, then just press the Refresh Hotkey anywhere on the table that isn't over a player and they will be instantly repositioned.)

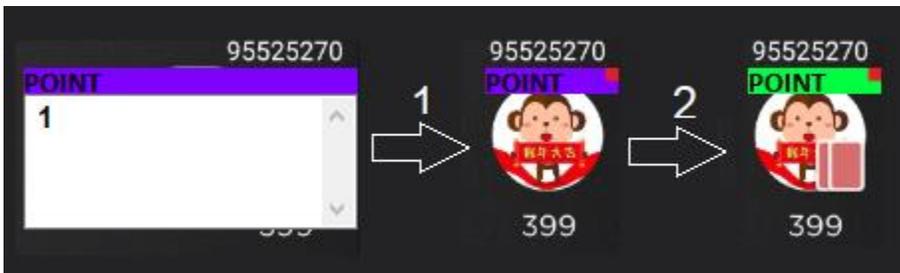
You can keep notes on players by clicking their colour marker. It will then enlarge to enable you to enter your notes. A red square on the marker indicates that a note has been made on that player.



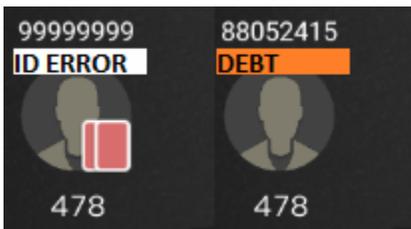
If you wish to change the English name that has been allocated to a player, then type your preferred name (max 10 letters) in between two asterixis anywhere within the note section. (e.g. *PINEAPPLE* will rename the player as PINEAPPLE once you close the notes.)

You can also use the Notes section to override the colour assigned to a player by the Poker Minion criteria. To do so:

- (1) Edit the Notes box and enter the code for the preferred colour as the first character in the section.
- (2) Use the Refresh Hotkey on the player and his colour code will be updated. Whenever the player is encountered in the future, the override code will be used to determine the colour of the player's marker.



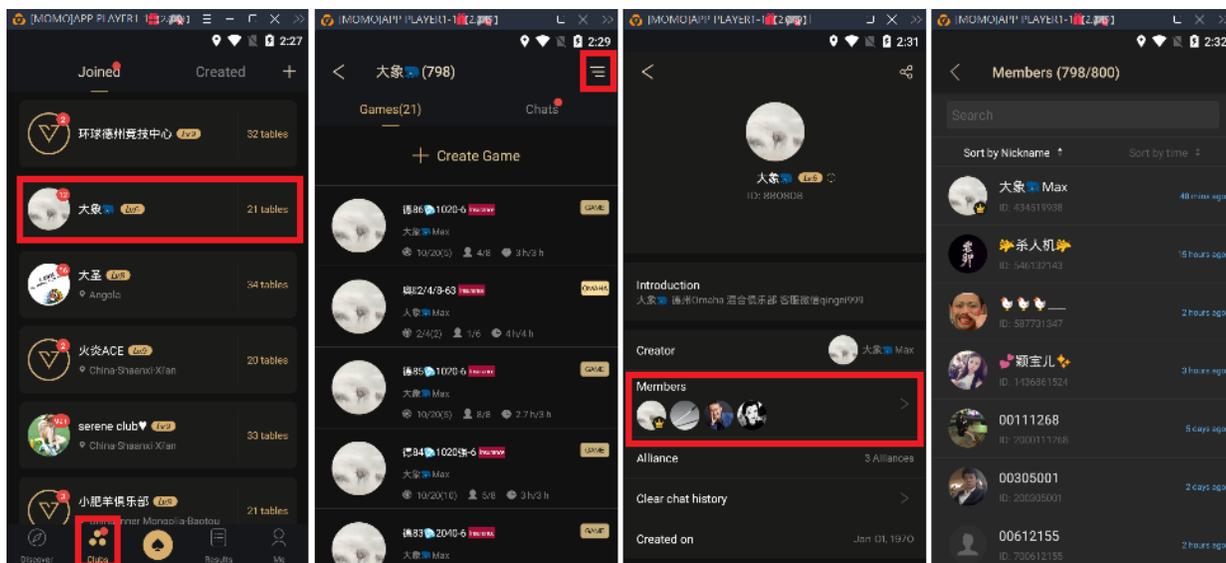
Occasionally something may cause a player's ID to be read incorrectly and an error will be displayed. If this occurs, just re-mark the individual.



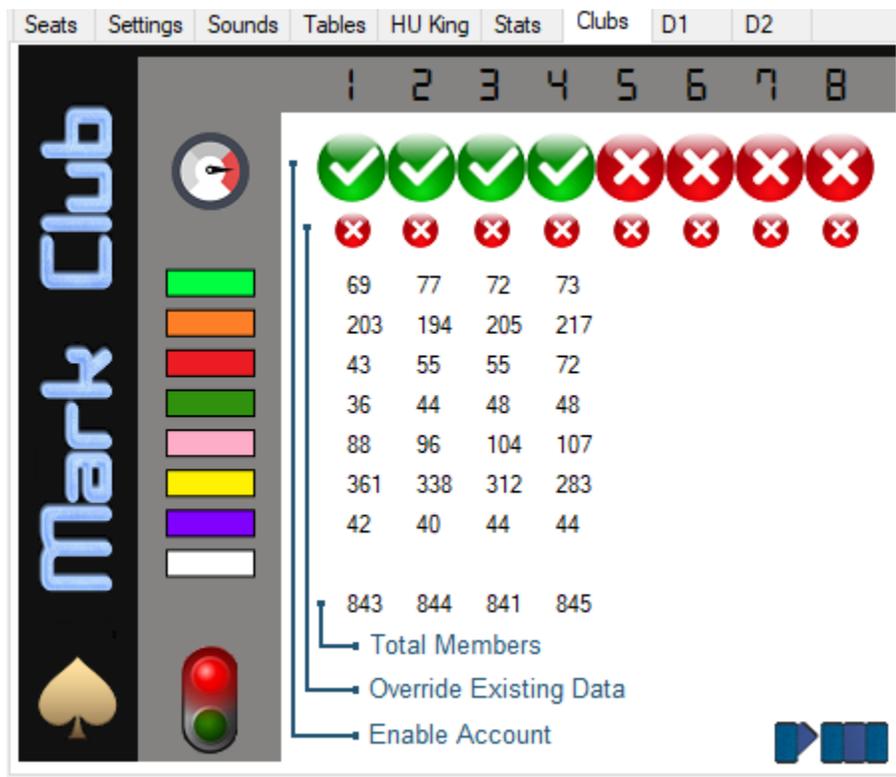
Whole Club Marking of Players

Club Marking currently must be run in MOMO mobile (not tablet) mode, 720x1280.

An alternative to marking players at the tables is to mark all members from within any chosen club. Club marking can be run overnight, or whenever you're away from your PC. Start by navigating to the Members Page of the club that you wish to mark:



Club marking can be run simultaneously on up to eight accounts at a time. Each of those accounts can mark any club that they like, although when marking on several accounts at a time, it will often make sense to mark the same club on each of those accounts.

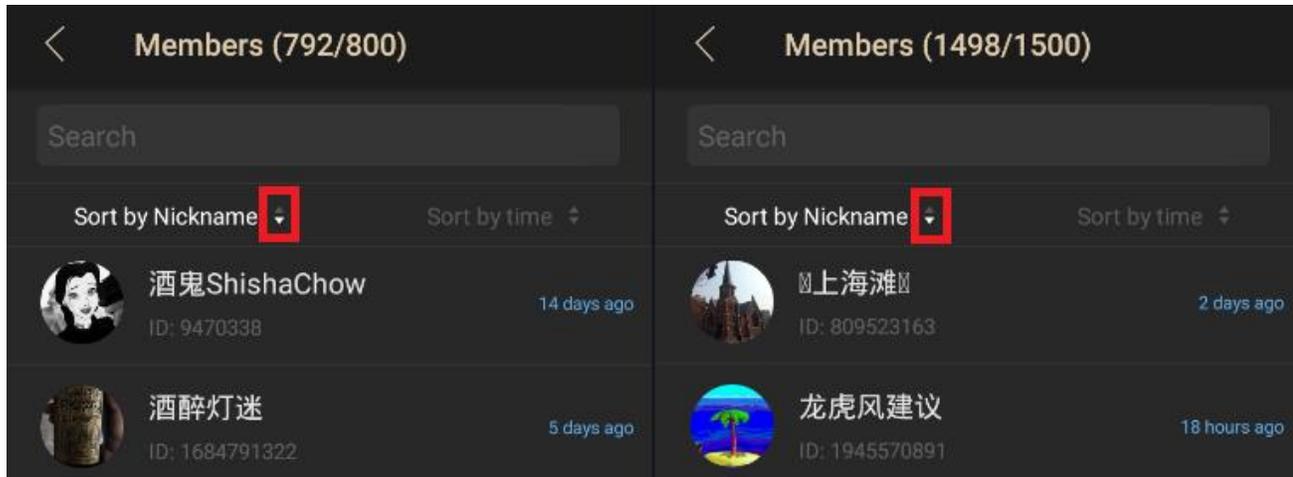


Enable the accounts that you wish to include in the marking. For each one, decide if you wish to overwrite existing data on a player, if it exists: A player's stats on Poker Master refer to the past 30-day period, so for

most players it is not necessary to keep updating their data as it won't typically increase their sample size. Overwriting existing data each time also slows down the whole process of course.

When Override Existing Data is not selected, Poker Minion will update the database only if the player is not currently in it. If he is, then it will only update the player's alias to match his ID. A player only needs to have his stats read the once by a single account. As his information is now already in the database, all subsequent accounts only need to update the alias. If the alias has already been updated, then nothing needs to be done, and Poker Minion will move on to the next player.

It may make most sense to sort members by reverse-order nickname (see diagram below), as this ensures that all members who have not yet been marked will be the first ones to appear. PokerMaster reorders the list every time a player's alias is changed, so anyone you mark will immediately be sent towards the bottom of the member list.



Click on the Traffic Light to start/stop the feature. In addition, the F4 key can be used to stop it.



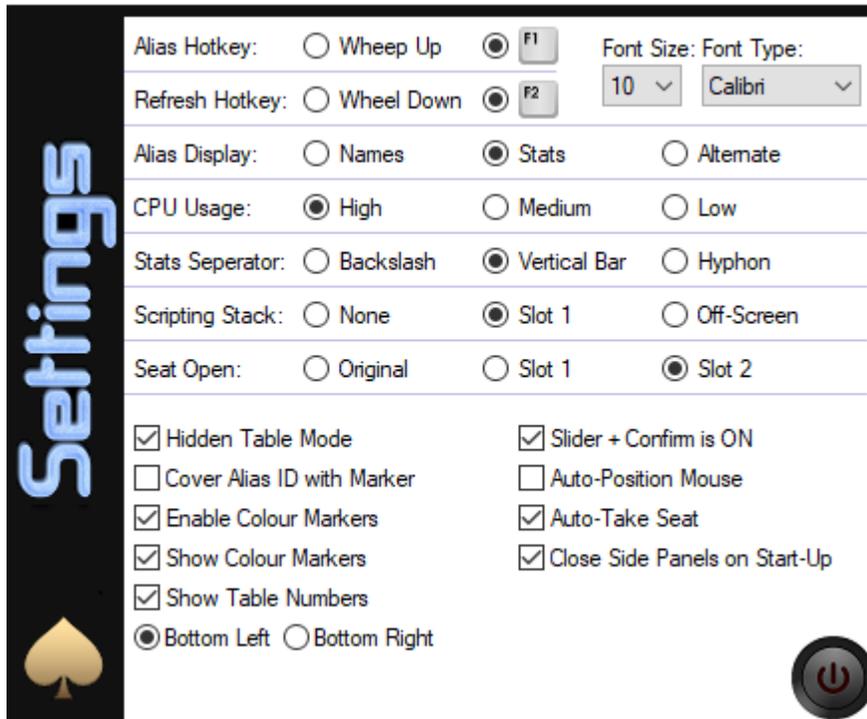
Club Marking can be run at two speeds. The slower option (green) allows you to retain use of the mouse and Poker Minion won't steal focus unless the mouse has been stationary for 0.25 seconds. Most of the time you will likely want to run it in the slightly faster mode. In the faster mode, as it constantly steals the mouse focus, you will need to use F4 to stop the marking (as you won't be able to click on the traffic light).

The Club Marking feature also displays a summary of each player type, based from your selected criteria, that it encounters, so you can get an idea of the softness of each individual club.

An additional method of identifying opponents who fake their own stats will be added in the coming days. In the members' list, each member's stats can be seen not just for the past 30 days, but also for the past 7 days. This enables us to compare stats between the two periods and identify anomalies.

Settings

You can select whether you want to use F1 or Mouse Wheel Up as the hotkey for performing the Alias Update. Likewise, either F2 or Mouse Wheel Down can be selected as the Refresh hotkey. (I find it most convenient to use the mouse wheel option, although this then prevents you from using the mouse wheel to scroll through the games in the lobby. However, you can still scroll through the games by dragging the list up/down.)



Here is where you select whether to display the opponent's English name, their stats, or to alternate between the two

If you are not playing, and just running the VPIP Booster or running the seating script, then you may wish to increase the CPU usage to High for a slight increase in speed. You can experiment by playing with CPU Usage set to High but it may result in a slight lag, hence why a Normal setting will generally be the best option.

You can choose which separator to use when displaying stats, but- as mentioned above- non-US/English keyboards may display a different character from expected so you may wish to change your PC settings to US-keyboard.

"Cover Alias ID with Marker": If you can use Hidden Mode, then you have the option to display the Marker on top of, as opposed to below, the Alias ID. (This feature is currently disabled as from v1.47)

"Close Side Panels on Start-Up" should be kept checked, as this automatically closes the side-panel settings bars when Minion first opens. If the side-panel is opened, then the tables will not be read correctly. If you need to access the MOMO settings, or some other MOMO feature, then remember to close the side panels afterwards.

"Auto-Position Mouse" will automatically move the mouse to the next table that requires action (so long as the mouse has been stationary for one second, so as not to steal focus from the user.) There is also the option to alert the user when action is on them, which can be turned on/off from the Sounds tab. **Although this feature doesn't steal the use of the mouse unless the mouse isn't currently being moved, it will still steal focus if you're**

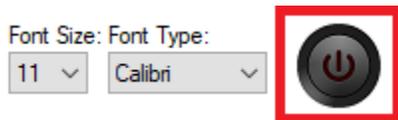
just using the keyboard to, say, message on Skype. Therefore, if you're doing other stuff on your PC while playing you will probably want to keep this option unchecked.

"Auto Take Seat" will automatically reserve the first available seat when running the seat script. If this option is unchecked, then you will be alerted to the empty seat (assuming you don't have the "Seat Open" alert turned off in the Sounds tab) but you will have to manually select it.

"Enable Colour Markers" can be unchecked if you don't wish to use this feature.

"Show Colour Markers" can be unchecked if you wish to temporarily hide the markers. This differs from the Enable Colour Markers option as with this option the markers will still exist and be updated, they just won't appear until the option is checked.

"Show Table Numbers" will display the table numbers when checked, and you have the option for these numbers to appear on either the bottom-left or bottom-right corner of the tables.



The Reset Button can be clicked if you need to restart Poker Minion for any reason. Currently, Poker Minion will need to be restarted if any MOMO emulators have been opened or closed since Poker Minion was started. (In future versions, Poker Minion will automatically recognise when MOMO emulators have been opened or closed, without the need for a restart.)

The Font type and size that is used to display opponents' English names and stats can be selected here to best suit your preferred table size.

"LagMode" is a new option included to improve the performance of those experiencing lag with PokerMaster due to a slow internet connection or some other factor. For example, when marking players PokerMaster will initially display old stats for the player clicked on (if you have clicked on that player previously) before then updating and showing the current stats. Also, when refreshing the lobbies (for example, when using the HU King feature) PokerMaster may take anywhere from about 5-15 seconds before the updated tables are shown. If you are not experiencing any delay with PokerMaster then keep the LagMode on its default setting of 1. To allow for a slight delay set it to 2, and if you require a longer delay then use 3.

Game Time Clock

You can display the Game Time Clock on screen by pressing the F8 key while the mouse is over the respective table. The clock will only be displayed if the game has started. If the clock doesn't appear below the table number as expected then try adjusting the "Lagmode" option on the Settings tab to allow more time for Minion to make it's initial read of the clock.

Stats

1

VPIP range	PFR range	Hands range
33 - 100	0 - 100	1 - 34
0 - 34	0 - 100	1 - 297
0 - 26	0 - 100	35 - 300
33 - 100	0 - 100	1 - 300
45 - 100	0 - 100	1 - 300
0 - 100	0 - 100	0 - 300

2

VPIP	Games	Hands/Game
33	8	105

3

2.4

(1) You can colour code players based on assigning min/max ranges for VPIP, PFR and number of hands (multiplied by 100.) You can override the colour automatically assigned by Poker Minion, by using the Notes section. (See the instructions in the Notes section.)

VPIP	Games	Hands/Game
33	8	105

(2) A special colour (purple) is used to identify opponents who likely fake their own stats by artificially elevating their VPIP to disguise themselves as fish. To fake stats, opponents play hundreds of hands between two of their own accounts in a single session HU private game. This significantly increases the average number of hands/game for each account as the example below demonstrates:

Before faking his stats, suppose a player had played 3,000 hands over 40 games during the past 30 days (PokerMaster stats are a record of the past 30 days) at an average VPIP of 25%. This would give him an average of 75 hands/game. If he were then to play a 1,200-hand private session with 100% VPIP, that would distort his overall VPIP to 46% but, equally telling, is that his average hands/game has increased to 102. Therefore, a high average hands/game (in addition to a high VPIP, and often a high number of games) is a good indicator that a player has faked their stats.

Simply set the minimum value for VPIP, games played and the average hands/game that you wish to use to identify this group of players.

(3) Typically, fish have a higher than average VPIP, but the VPIP stat alone usually isn't reliable enough. Often, a better indicator of how fishy a player is, is the ratio between a players' VPIP and PFR. (An opponent with 34/6 stats is far more likely to be a fish than someone playing 34/24.) Poker Minion incorporates a "Fish Ratio" which allows you to include only players above (or below) this threshold.

2.4

For a specific colour, to include only players at or above the ratio chosen by the user, just select the fish column (as in the Green example above.) If you want to only include players below the fish ratio, simply set the minimum value for VPIP, games played and the average hands/game, then select the shark column (as in the Red example above.) If you select the Global column (identified by the Globe icon) then the fish ratio is ignored, and no players are excluded based on their VPIP:PFR ratio (as in the pink example above.)

D2 Tab

The D2 tab is just a display of various diagnostic information to help me sort out any issues that someone may have.

HotKeys Summary

F1: Alias Hotkey

F2: Refresh Hotkey

F3: Use when manually taking an empty seat to ensure markers are rotated to correct position

F4: Abort marking of players at table or on Club lobby

F5 & F6: Used to select two tables to swap their size/position

F7: Turn VPIP Booster On/Off

F8: Display Game Time Clock

F10: Sit Out Next BB/Straddle

F12: Minimise/Maximise Poker Minion

CTRL + F10: Pause during Apply to Clubs

CTRL + F12: Move Poker Minion to top left corner

CTRL + F1: Assign Seating Script stack slot to the position of the table under the mouse

CTRL + F2: Assign New Seat stack slot to the position of the table under the mouse

CTRL + F3: Show/Hide the position of the two slots above

Please visit pokerminion.com for further information and demo videos, and send all questions, requests, suggestions and comments to support@pokerminion.com or via Skype: smart.money

Good luck!

-Mike

(MeleaB)