BlackJack 4.0
written by Dave Dickel
817-A Jennifer Ln.
Costa Mesa, CA 92626

Compuserve - 72356,510
GEnie - D.Dickel

CHANGES SINCE VERSION 3.0/3.1
•   This program is now Shareware. If you like it, a $5 donation would be   appreciated.
•   Added choice of 5 background patterns under the Background menu.   Modified the discard rack slightly to complement this feature. Sorry
    Mac II folks, no color yet. Maybe in a future version.
•   Added 8 deck option in rules dialog.
•   Added Show/Don't Show Burn Card option under Options menu (for   Atlantic City players). If you select Show, the burn card will automatically be shown at the completion of the shuffle (this is the only time you can   view it) and will be accounted for in the point count. Because of this   option the deck is no longer automatically shuffled at startup. Instead, the
    Shuffle button appears and must be pressed before play can start.
•   Added Deck Composition option under the Options menu. This allows the   player to view the number of seen and unseen cards of each type.
•   Games may now be saved to and opened from disk. Players (including   their statistics and current winnings or losings), dealer statistics, rules and   all option preferences are kept in this file. Players cannot be saved   individually at this time, just the entire table. Note : The current deck is   not saved. Everytime you start a game, either with New or Open, you start   with a fresh deck.
•   All rules and option preferences are saved to the application data fork   when selecting QUIT. Program uses this information for defaults the next   time the program is run.
•   Added Clear Stats option under the Stats menu. This brings up a dialog   which allows you to clear the stats for the dealer and/or any active   players.
•   Main window now has a title bar and is moveable. This feature allows   large-screen users some flexibility and enables the current filename to be   displayed in the title bar. Because of this feature, the player info boxes   were shortened in height but remain functionally the same.
•   If you are playing with 4-6 decks, shuffle (between hands) occurs at   approximately 1 deck left (+ or - 4 cards). If you are playing with 1 or 2   decks, the program determines whether there is a reasonable number of   cards left to deal based on the number of active players.

Thanks to those who have taken the time to send comments and suggestions. If you haven't seen your ideas implemented in this version it is probably because they are still somewhere on my To Do List .