

# Duplimapp; stand alone solution

The Duplimate Mk VI and BridgeSorter Mk IV contain a complete computer. That means that you can connect screen and keyboard to the machine.



Connect a HDMI cable (the white cable in the example) with a type D (micro) contact to the lower inlet on the back of the machine. The contact type at the other end of the HDMI cable depends on your screen (usually type A).

Mouse and keyboard are connected to the USB port that you find at the North end of the machine (idle in the example shown above). You will need a USB hub unless unless you have a keyboard with extra USB ports.

## START

You will either see the green Home screen or a pale screen with the green shamrock icon. You will come to the Home screen if you click the shamrock icon.

You can navigate from the Home screen and use all functions in the same way as when you have connected with a phone/tablet/computer.

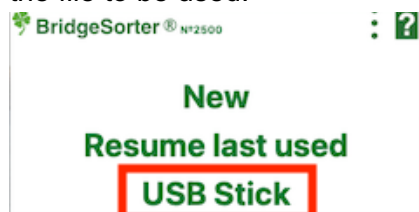


## IMPORT/EXPORT

Note that "Your device" = the machine when you are connected to the machine in this way. That is to say, you will need to use a USB memory stick (flash drive) to bring files in and out from the machine.

### Import .dlm

The recommended way to import .dlm files is to click the USB alternative on the Home screen and select the file to be used.

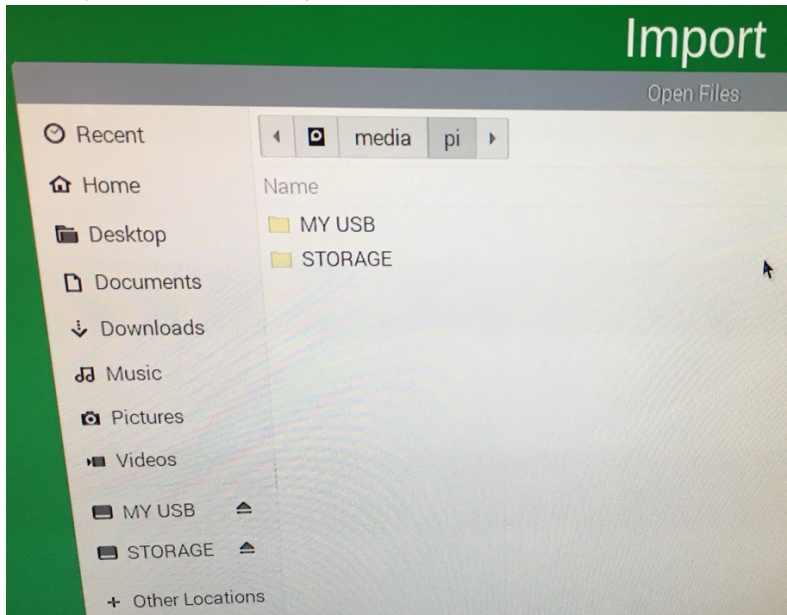


## .pbn and .dup

To import deal files in .dup or .pbn format you will need to browse the files that you have on your memory stick.

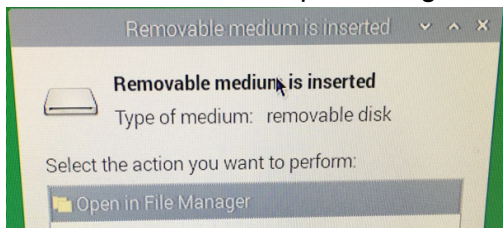


When you click OPEN, you will see the machine's internal file structure:

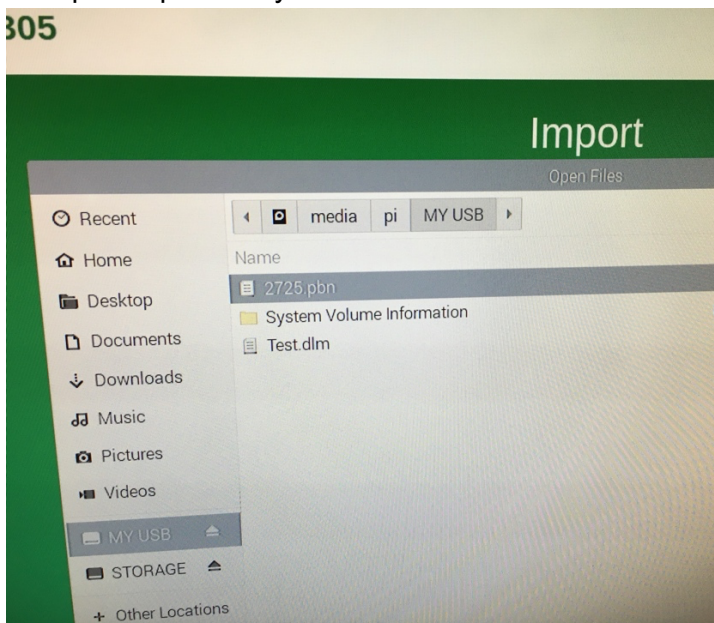


Click on the name of the inserted memory stick, "MY USB" in the example, and locate the file to be imported. Avoid doing anything with the "STORAGE" as that contains the files that the machine needs to work.

We recommend that you avoid mistakes by inserting your USB stick into the USB hub **after** clicking the OPEN button in the Import dialog. When the just inserted USB is detected you will see:



Accept to Open and you will see



select the deal file and you are done.