

# poker offline pc

<p>PokerStove</p>

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<p>PokerStove is a highly hand optimized C++ poker hand evaluation library

. The Win32 Hold'em GUI was first released in 2002, &#128183; and has been

available as freeware since it's first release.</p>

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<p>The core libraries of pokerstove are being open sourced. The project &

128183; is currently in the process of reviewing and publishing the code. As co

de is reviewed and code sanitized further commits &#128183; will be added.</>

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<p>Please find the old installer in the win32 directory. That installer sh

ould install a version of PokerStove which &#128183; will not expire at any tim

e. You can also find the apk file for the Android version of the utility &#12818

3; in the android folder.</p>

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<p>Libraries</p>

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<p>peval</p>

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<p>This is a c++ poker hand evaluation library. The main design goals of t

he library are generality, &#128183; extensibility, and ease of use. There are

evaluators for fourteen variants of poker. Additionally, there are various card

manipulation and &#128183; query tools built into the CardSet class.</p>

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<p>Programs</p>

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<p>A tool for poker hand evaluation. It demonstrates how to use the peval

library, &#128183; and to create evaluators for the different variants of poker

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<p>A utility for viewing colexicographical index for sets of cards.</p>

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<p>Building</p>

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<p>The pokerstove &#128183; libraries come with build scripts for cmake.

This should allow you to build it on any platform with minimal tweaking. &#12818

3; This project has been successfully build under linux/g++, windows/vc2010 and

OSX/XCode so far.</p>

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<p>In order to build the libraries you'll need &#128183; the followin

g installed on your platform of choice:</p>

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<p>boost, version 1.46 or higher</p>

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<p>cmake, version 3.14 or higher</p>