

Magic Sorter 3.0 User's Guide

Davide Tampellini

Magic Sorter 3.0 User's Guide

Davide Tampellini

Publication date August 2024

Copyright © 2019-2024 Magic Sorter

Abstract

This book covers the use, configuration and troubleshooting for Magic Sorter machine.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the appendix entitled "The GNU Free Documentation License".

Table of Contents

1. Introduction	1
1. Product details	1
2. Unboxing	3
1. Tools and room requirements	3
2. Unbox and setup the machine	4
2.1. Remove top protection bar	4
2.2. Attach X axis endstop	5
2.3. Free all the axis	6
2.4. Initial troubleshooting	7
3. Configuration	9
1. Configure Wi-Fi connection	9
4. The interface	11
1. Navigation bar	11
2. Commands	11
3. Review images	12
4. Logging	12
5. Hardware settings	13
6. Camera settings	14
7. Advanced settings	15
8. System settings	16
5. General Usage	17
1. Placing the cards	17
2. Organize the cards	17
2.1. Sort by color	20
2.2. Sort by title/set/A-Z (sort by initial)	20
2.3. Sort by value	21
2.3.1. Custom ranges	22
2.4. Sort by Converted Mana Cost	23
2.5. Sort by Type	24
2.6. Sort by Class	24
2.7. No sorting	24
3. Receiving the results	24
6. Advanced usage	25
1. Custom Rules Engine	25
1.1. File format	25
1.2. Off-the-shelf rules	25
1.2.1. Interesting cards	25
1.2.2. Group sets	26
1.2.3. Bundles of random cards	26
1.3. Custom rules	27
1.3.1. General settings	27
1.3.2. Criteria list	28
1.3.2.1. MTG Color	28
1.3.2.2. Pokémon type	28
1.3.2.3. Price	29
1.3.2.4. Set	29
1.3.2.5. Rarity	29
1.3.2.6. Collector's Number	29
1.3.2.7. A-Z (alphabetical)	29
1.3.2.8. Interesting	29
1.3.2.9. Popular	30

1.3.2.10. Language	30
1.3.2.11. Fixed	30
1.3.3. Example file	30
1.3.4. Rules cookbook	31
1.3.4.1. MTG, Sort by Color, filter by value	31
2. Camera calibration	32
2.1. Starting the calibration process	32
2.2. Adjust camera focus	32
2.3. Adjust cropping values	32
3. Remote access to your Magic Sorter machine	33
3.1. Connect using Linux/Mac OS	33
3.2. Connect using Windows	33
4. Results file format	34
4.1. Default format	34
4.2. BinderPOS format	35
4.3. TCG Player format	35
4.4. Crystal Commerce format	36
4.5. CardMarket integration	36
5. Public shared folder	36
6. Maintenance functions	37
6.1. Schedule SD check and repair	37
6.2. Repair interface dependencies	37
6.3. Flash or update firmware	38
A. GNU Free Documentation License	39

Chapter 1. Introduction

1. Product details

Title: Magic Sorter

Manufacturer: Fabbrica Binaria s.a.s. viale Luigi Cadorna 13, 51016 Montecatini Terme, Italy

Contacts: info@magic-sorter.com

EEE group: 3 (IT and/or telecommunication equipment), Device use: indoor only

Power supply: 90-135 VAC / 200-240 VAC (50-60 Hz)

Working temperature range: 18° - 38° C, indoor use only

Working humidity: 85% or less

Disclaimer

Failure to read the handbook may lead to personal injury, inferior results, or damage to the machine. Always ensure that anyone who operates the machine knows and understands the content of the Manual. We cannot control the conditions in which you assemble or operate the Magic Sorter. For this, and other reasons, we do not assume responsibility, and expressly disclaim liability for loss, injuries, damage, or expense arising out of, or in any way connected with, the assembly, handling, storage, use or disposal of the product. The information in this manual is provided without any warranty, expressed or implied, regarding its correctness.

Safety instructions

Warning

Please be very cautious during any interaction with the machine, the machine is an electrical device with moving parts

1. The device is for indoor use only. Do not expose the machine to rain or snow. Always keep the machine in a dry environment at a minimum distance of 30cm from other objects.
2. Always place the machine on a stable place, where it cannot fall or tip over.
3. The machine supply is household power outlet 230 VAC, 50Hz or 110 VAC / 60Hz. Never connect the machine to a different power supply; it may cause malfunction or damage to the machine.
4. Place the power cords so you cannot stumble on them or step on them, otherwise expose them to any potential damage. Also, make sure that the power cords are not mechanically or otherwise damaged. If so stop using damaged power cord immediately and replace it.
5. When you disconnect the power cord from the socket, pull the plug rather than the cord to reduce the risk of damage to the plug or the AC outlet.
6. Never disassemble the machine power supply; it does not contain any parts that could be repaired by an unskilled worker. All repairs must be performed by a qualified technician.
7. Do not reach inside the machine while it is still in operation. An injury may be caused by its moving parts.

8. Prevent children from unsupervised access to the machine even when the machine is not operating.
9. Do not leave the machine unattended while it's still on!

Chapter 2. Unboxing

1. Tools and room requirements

Note

Do you prefer a printed version of this guide? You can download the PDF version here [http://www.magic-sorter.com/images/assets/magic_sorter.pdf]. Please note that instructions will be updated frequently, so always double check with the online version if you're in doubt.

Magic Sorter doesn't need any special tools for maintenance, you only need a screwdriver and a pair of pliers. Other required tools (such as Allen keys of different sizes) are already included inside the package.

Metric vs Imperial

Magic Sorter is built using the metric system, so all parts (screws, bolts etc etc) are in metric. Most of the screws have a Philips head, so it really doesn't matter which system you're using, but some of them need an Allen key. Having a set of keys in metric will be useful, however if you need to perform some fixes on the fly, you can try to use a replacement. Here [<https://handtoolessentials.com/blog/tools/hex-key-conversions-allen-wrench/>] you can find an useful conversion table.

Please keep in mind there are some other requirements:

Internet Connection

The whole recognition process is performed in the cloud: Magic Sorter will take a picture, upload to the remote server and fetch back the results. This will allows us to easily update the database as soon as a new set is released or to push updates to all users with new features and bug fixes.

Required space

The machine has a dimension of 75cm x 65cm and it's 40cm tall, you'll need some extra space for better handling around the machine.

USB Keyboard

This is not a "real" requirement, but it's a "nice to have" piece of hardware. If anything goes wrong with the touchscreen interface, it's very helpful to have a proper input on the Raspberry, so you can fix everything without waiting for a patch.

MicroSD card reader

Again, this is a "nice to have" tool. If for some reasons you need to reset your installation, you can always flash again your SD card from scratch.

Power supply

The power adapter can handle an input of 110V or 220V, however please note that you might need a plug adapter for your country.

We can provide European Type C [<https://www.iec.ch/worldplugs/typeC.htm>] / Type E [<https://www.iec.ch/worldplugs/typeE.htm>] plugs or the US ones. If you need a different one, you can use a plug adapter or replace the power cord.

2. Unbox and setup the machine

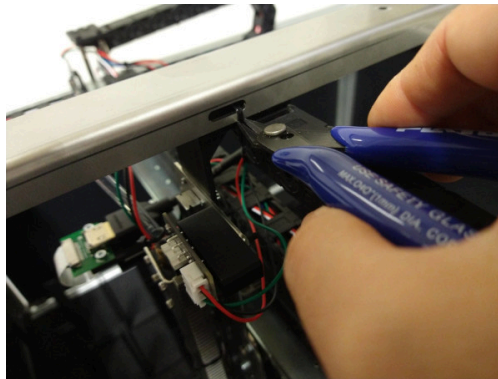
Magic Sorter will arrive assembled, but you'll have to remove some parts placed to protect the machine during transport: it's a pretty stiff machine and it comes with a lot of packaging, so it should survive even rougher couriers. On the other hand, I've seen drivers been very rough on packages (especially larger ones), so before continuing double check that there isn't any damage.

If you need to change or fix anything, please get in touch, so we can give you precise instructions (and if possible a video guide) on the steps you'll have to follow.

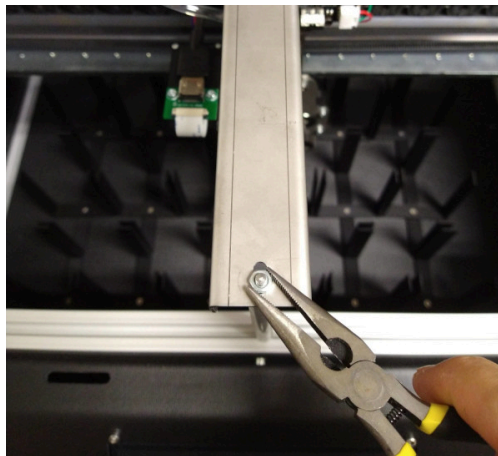
2.1. Remove top protection bar

To protect the machine from hits, an horizontal bar is placed on the top, right under the cover. This is just a temporary object used for protection, you need to remove it before starting to use the machine.

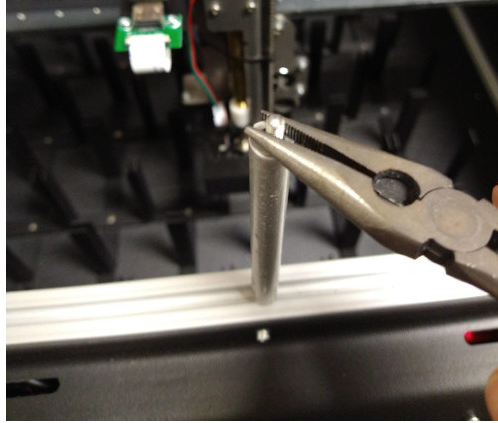
First of all, cut the zip tie that is holding the head locked in place.



Then remove the bolts that are securing the bar on the two small tube sections on the top.

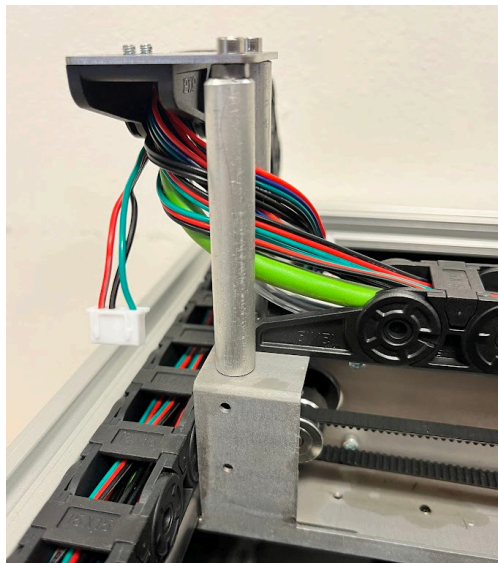


Finally, remove those sections as well. They are held in place by some T-Nuts, you simply have to unscrew the threaded rod to free them from the frame



2.2. Attach X axis endstop

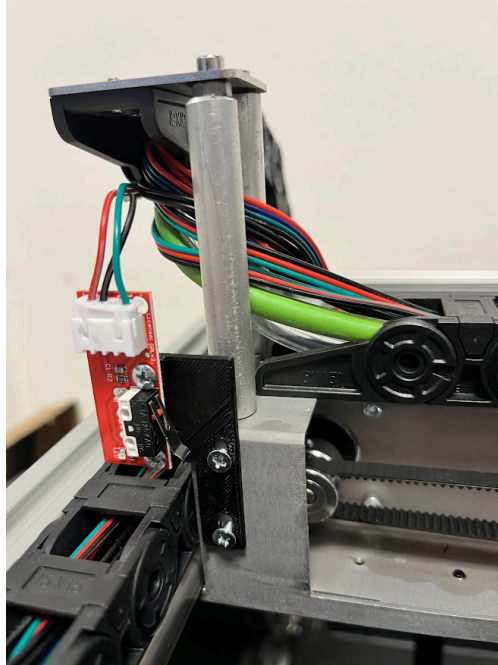
To avoid damage to during transit, the endstop for the X axis is not attached.



You can find the endstop in the spare box, attaching it is very easy: simply tight the two screws inside the threaded holes and you're good to go.

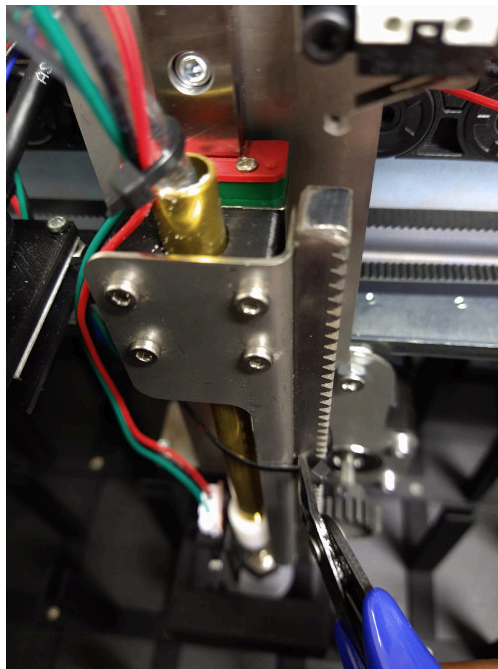


Before running the machine, double check that the endstop doesn't hit with the drag chain below and that the camera support can easily click on the lever.

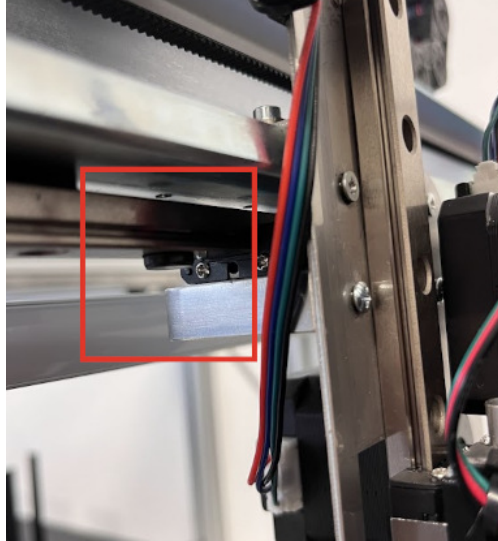


2.3. Free all the axis

Finally, cut the zip tie that is holding the suction cup raised.



Double check if there are any plugs on the X axis: we're using them to avoid the head to move too much during shipping. If they are present, please remove them.



Now the machine is good to go. Please double check that you can freely move every axis in the every direction. It's normal to feel some resistance since you have to move the idle motors.

2.4. Initial troubleshooting

Magic Sorter is carefully packaged, but couriers could (and will!) use a rough hand to handle packages, especially large boxes like this one. Fun fact: some time ago, a customer reported that the courier was delivering the unit by rolling it over on the sides...

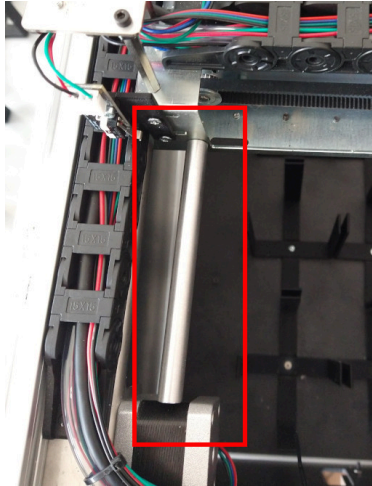
Inside the package you'll find a box with replacements for each plastic part, so you should be able to easily replace them in the unlucky scenario where something broke; simply drop an email and we will assist you in the process.

Another big enemy of assembled machines are vibrations: no matter how much a screw is tightened, they will eventually come loose. This is why every important screw is coated with thread-locking: it will prevent them to come loose, but you'll still be able to unscrew them in case you have to.

Checking for central bar being squared

During transport it could happen that the central bar moves a little, ending up being not squared anymore. If it's just a couple of millimeters, it's not a big deal; if it's more, it could affect the movements. You can easily check if the bar is squared by using the spacers you removed before and check if they both get in touch with the central bar.

If only one is touching, gently but firmly pull the other end, until it gets back in position.



Stuck vacuum pump

If the machine has been idle for some time, it could happen that the seal around the vacuum cylinder gets stuck. Magic Sorter performs some reset movements before starting an Organize command, however in some cases that's not enough.

When this happens, you would hear some noises coming from under the cover. The quickest way is to let the machine run, even if it can't properly create the vacuum; after few attempts it will free itself and everything should start working as expected. Restart the execution and you would be good to go.

If it's really stuck, don't worry, you can manually fix it. Open the bottom section of the cover, the vacuum pump is on the left. Manually turn the small arm holding the vacuum cylinder, after a couple of turns everything should be working again.

Rack and pinion not in contact

Sometimes it happens that during transport the rack is no longer in contact with the pinion. This happens because the four mounting holes that are holding the rack are a little larger to allow some adjustment, but it's very easy to fix. First of all, move the head all the way up, then push the rack against the pinion again. That's done!

If you feel that the rack is a little too loose, you can try to tight the upper screws a little, maybe they got loose due to vibrations during shipping.

Chapter 3. Configuration

Magic Sorter comes almost ready to be used, however there are some steps required to properly configure it for the first use.

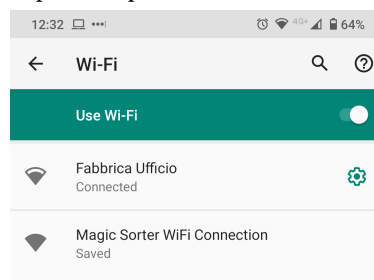
1. Configure Wi-Fi connection

In order to function properly, you'll have to provide Internet connection and access details to the recognition service. If Magic Sorter detects that it can't connect to the Web, it will automatically turn into an access point, so you can connect to it with your smartphone and provide the requested info.

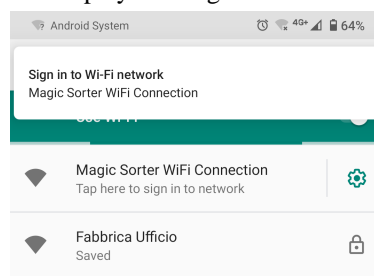
Let's take a look at the whole process step by step.

Connect to Magic Sorter Wi-Fi network

If no Internet access is found, Magic Sorter will automatically create a new Wi-Fi network with the name **Magic Sorter WiFi Connection**. With your smartphone, open the Wi-Fi section and identify it



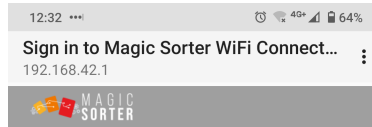
Tap on the network, a notification should be displayed to sign-in



Provide connection details

A new screen should popup, from the dropdown list select the WiFi network you plan to use, fill in the password and submit the form. Those details will be passed to Magic Sorter, that will be used to connect to Internet.

Configuration



Hi! Please choose your WiFi
from the list

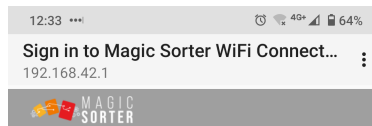
SSID*

Fabbrica Ufficio

Passphrase

Connect

If everything went fine, you'll be online in few moments; if it can't connect (for example wrong password), the Magic Sorter WiFi connection network will show up again and you can try again.



Note! Applying changes... Your device will soon be online. If connection is unsuccessful, the Access Point will be back up in a few minutes, and reloading this page will allow you to try again.

Hi! Please choose your WiFi
from the list

SSID*

Fabbrica Ufficio

Passphrase

Connect

If you notice that every time you boot the machine you have to provide Internet access, most likely the culprit is the router. Sometimes it's not able to assign a new IP address, usually rebooting it fixes the problem, since it will empty the pool of unused IP addresses.

Chapter 4. The interface

The machine is provided with a touchscreen, where you can issue commands and review the system settings

1. Navigation bar

On the left there is the navigation bar that will let you choose different sections of the interface.

In the lower corner you'll find the version numbers currently installed and 3 buttons. From left to right, top to bottom, this is their function.

Reboot the machine Reboots the machine (both the Raspberry and the sorting machine)

Shutdown the machine Shutdown the machine

Below them, there's a link to the changelog to review the latest features and bugfix as well as a link to the Release Notes.

Finally, at the bottom of the screen there's a status message that informs you what's the current action performed by the machine.

2. Commands

Send command

Review images

Logging

Hardware settings

Camera settings

Advanced settings

System settings

Troubleshooting

Status: **Online**

Touchscreen: v3.1.0

Robot: v3.1.1

Hostname: AlphaCentauri

[Changelog](#) [Release notes](#)

Game: Magic: The Gathering

Command: **Organize** Pause Resume Stop

Rule file: - Select -

Set type: **All** Custom

Order: None Color Rarity Set **Title** A-Z Price CMC

Feeder rows: 1

Mail results: No Yes

Send command

Current action: Idle

This will be the most used section of the interface. Here you can issue commands to machine, starting and stopping any sorting job. Currently you can issue the following commands:

Organize Will start a new sorting job, accordingly to the ordering rules you set

Pause Pauses the execution of the Organize command

Resume Resumes the execution of a paused command

Stop Stops everything

3. Review images

[Send command](#)
[Review images](#)
[Logging](#)
[Hardware settings](#)
[Camera settings](#)
[Advanced settings](#)
[System settings](#)
[Troubleshooting](#)

Status: Online
Touchscreen: v1.17.0
Robot: v1.17.0
Hostname: magic-sorter-3c46b
[Changelog](#) [Release notes](#)

Current action: *Idle*

Here you can review what the camera is actually seeing and the images that are sent to the remote server. Please double check that your images are sharp and there isn't any direct light causing reflections on it, otherwise your detection rate will drop.

On the left there is the image used for card recognition, on the right there is the image used for set recognition.

4. Logging

[Send command](#)
[Review images](#)
[Logging](#)
[Hardware settings](#)
[Camera settings](#)
[Advanced settings](#)
[System settings](#)
[Troubleshooting](#)

Status: Online
Touchscreen: v1.17.0
Robot: v1.17.0
Hostname: magic-sorter-3c46b
[Changelog](#) [Release notes](#)

Get log

```

2021-04-01 13:42:02|organize |INFO | Starting calibration process...
2021-04-01 13:42:14|organize |INFO | Got timeout while waiting for position {'y': None,
2021-04-01 13:42:25|organize |INFO | Calibration completed
2021-04-01 13:42:35|camera |INFO | Matching card: Gilded Sentinel (XLN) - 95
2021-04-01 13:42:44|camera |INFO | Matching card: Unfriendly Fire (XLN) - 107
2021-04-01 13:42:53|camera |INFO | Matching card: Unfriendly Fire (XLN) - 109
2021-04-01 13:43:02|camera |INFO | Matching card: Moonlight Geist (AVR) - 131
2021-04-01 13:43:11|camera |INFO | Matching card: Moonlight Geist (AVR) - 119
2021-04-01 13:43:20|camera |INFO | Matching card: Moonlight Geist (AVR) - 133
2021-04-01 13:43:29|camera |INFO | Matching card: Moonlight Geist (AVR) - 136
2021-04-01 13:43:38|camera |INFO | Matching card: Bloodfell Caves (KTK) - 102
2021-04-01 13:43:47|camera |INFO | Matching card: Bloodfell Caves (M20) - 123
2021-04-01 13:43:56|camera |INFO | Matching card: Brazen Buccaneers (XLN) - 103
2021-04-01 13:44:05|camera |INFO | Matching card: Bloodcrazed Hoplite (JOU) - 48
2021-04-01 13:44:14|camera |INFO | Matching card: Tectonic Rift (M20) - 108
2021-04-01 13:44:23|camera |INFO | Matching card: Wayward Giant (KLD) - 86
2021-04-01 13:44:32|camera |INFO | Matching card: Welding Sparks (KLD) - 117
2021-04-01 13:44:41|camera |INFO | Matching card: Ember-Eye Wolf (SOI) - 135

```

Current action: *Organizing*

During the sorter process, a detailed log will be produced. You'll find all the actions the machine is performing, including any unexpected values. This is useful if you want to review what's happening or you need to debug issues.

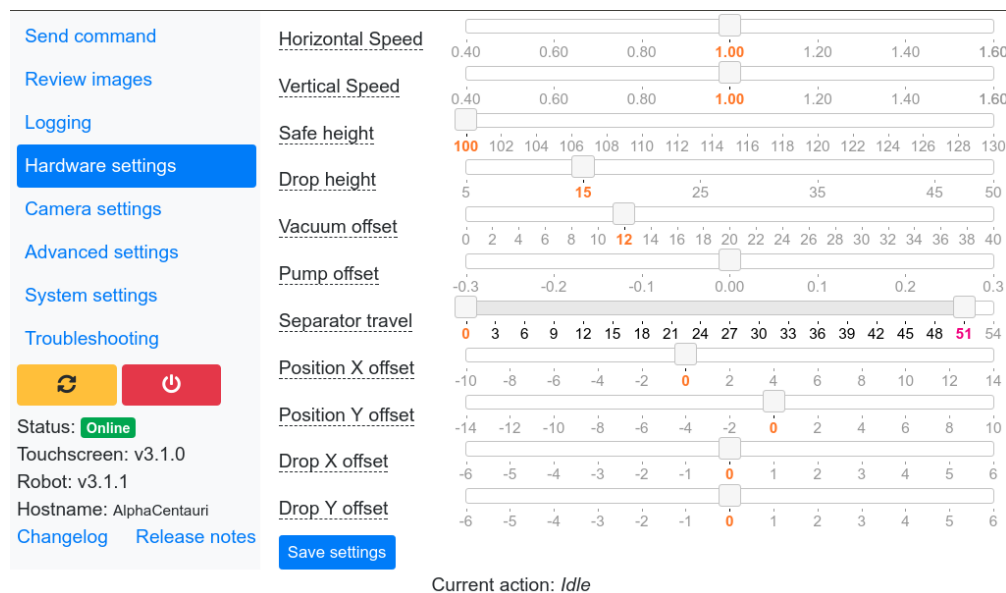
While matching cards, you will find the name of the card, its set and the matching score. This is really useful when you are troubleshooting illumination issues. The minimum score is 5, there is no maximum. Below you can find a breakdown of the meaning of the score:

- 30 - 40 Poor
- 40 -70 Mediocre
- 70 - 100 Good
- 100+ Very good

If near the set code there's a small question mark (?), it means that the set recognition service wasn't able to correctly detect the set, you should double check your Camera Settings and be sure that the set icon is inside the small rectangle in the Review Images tab.

The Get Log button will email the log file back to your email address, so you can submit it to tech support.

5. Hardware settings



In this section you can find several parameter to tweak your machine behaviour. Usually default values should work out of the box, but sometimes you might have to adjust some settings.

Be careful!

With great power comes great responsibility! Using the wrong value could cause harm to your machine! If you're in doubt, ask to tech support first.

Horizontal speed	This option controls X and Y speed of the machine (left/right, back/forth). If for any reason the machine is not working at the expected speed, you can slow it down or speed it up.
Vertical speed	This option controls Z speed of the machine (up/down). You can tweak this parameter to better grab the cards and let drop any stuck card, you can slow it down or speed it up.
Safe height	This is the height the machine will get back to avoid hitting the dividers and to bend the cards against the "separator" piece. Do not set it too low or you'll break everything!
Drop height	This is the height the head will reach when dropping the card. You can set a lower height if you see that cards are not falling in the correct position

Vacuum offset	Sets the distance between the suction cup and the pile of cards, you can increase the value so the head will push harder against the cards.
Pump offset	Used to adjust the swing of the vacuum pump. If you hear that the vacuum pump is always hitting against the physical endstop, you should set it to a lower value
Separator travel	Adjust the swing of the dynamic separator
Position X offset	Offset to apply to the X axis (left/right) while picking up the cards from feeder positions. In order to avoid issues (sticking or dropping cards), the suction cup should pickup the card in the centre. This value will help you to correct any little build misalignment.
Position Y offset	Offset to apply to the Y axis (back/forth) while picking up the cards from feeder positions. In order to avoid issues (sticking or dropping cards), the suction cup should pickup the card in the centre. This value will help you to correct any little build misalignment.
Drop X offset	Offset to apply to the X axis (left/right) while dropping cards into destination buckets, adjust it if you see cards scraping too much while delivering them at destination.
Drop Y offset	Offset to apply to the Y axis (back/forth) while dropping cards into destination buckets, adjust it if you see cards scraping too much while delivering them at destination.

6. Camera settings

[Send command](#)
[Review images](#)
[Logging](#)
[Hardware settings](#)
[Camera settings](#)
[Advanced settings](#)
[System settings](#)
[Troubleshooting](#)

↺

⏻

Status: Online
Touchscreen: v3.1.0
Robot: v3.1.1
Hostname: AlphaCentauri
[Changelog](#) [Release notes](#)

Card X offset

Card Y offset

Card left crop

Card upper crop

Card right crop

Card lower crop

Brightness

Color balance

Camera focus

Save settings

-10

-8

-6

-4

-2

0

2

4

6

8

10

0

-40

-30

-20

-10

0

10

20

30

40

50

0

240

280

320

360

400

440

480

520

560

600

240

120

150

180

210

240

270

300

330

360

390

420

450

120

380

420

460

500

540

580

620

660

380

40

60

80

100

120

140

160

180

200

220

240

260

280

300

320

340

100

0.5

0.6

0.7

0.8

0.9

1.0

1.1

1.2

1.3

1.4

1.5

1.6

1.7

1.8

1.9

2.0

1.0

0

2

4

6

8

10

12

14

15

0

Start calibrating

Stop calibrating

Current action: *Idle*

Believe it or not, this is the most important section of the whole machine. Here you'll configure the camera to take optimal images and increase your detection rate

Card X offset	Horizontal offset to apply to take a photo, usually used if the set icon is covered by the separator
Card Y offset	Vertical offset to apply to take a photo, usually used to reduce light reflection from the LED bar
Card left/upper/ right/lower crop	The image is too wide for processing, since it will take several positions at once. To avoid issues, you should crop it and remove any unnecessary parts from the image (for example other positions or the pick and place system)
Brightness	If the images are too dark, you can try to enhance the brightness using the software. Do not abuse this feature, since too bright images aren't good for the recognition engine

Color balance In some light conditions, you can see a kind of "stain" applied to the image, resulting in distorted colors. Turn on this features to automatically correct the color balance (usually setting it to 2-3 is enough)

Camera focus Those buttons will trigger or stop the calibration mode for the camera.

7. Advanced settings

Current action: *Idle*

In this section you can find the more advanced features:

Use LED	Should built-in LEDs be used or not? You can turn it off if you notice they are causing some issues
Stop on invalid	The machine will automatically stop after 10 invalid cards in a row; here you can disable such behavior
Stop on stuck	The machine will automatically stop after reading the same exact card 20 times in a row; here you can disable such behavior
Sticky cards	Sometimes cards tend to stick together more than they should, for example fresh packs or cards that were under pressure for a lot of time. Once you enable this option, the head of the machine will perform several extra movements to double check that no extra cards remain attached to the bottom of the card that is being removed
Mess detector	<p>Sometimes cards could fall out of place, by enabling this feature Magic Sorter will take a picture and double check if the underlying position is in a clear state or something bad happened. In that case it will consider the position as "empty" until you pause or stop the machine.</p> <p>Please note that when enabled the speed will be lower since the machine has to wait for the answer from the remote server before moving, it will automatically switch the Image Processing behavior to Sync</p>
Upside Down	When enabled, the machine will try to understand if the image is upside down and automatically turn it for you. This should make your life easier and avoid you to manually adjust all the cards while loading the machine
Foil cards	Here you can specify if current cards are all foils, normal or Magic Sorter should try to detect them. Please note that detection is performed using an algorithm, so there could be some inaccuracies.

Image processing To cut down waiting time, Magic Sorter will start to grab the card after it took a picture of the card. Usually the answer from the remote server will come back before the card is fully raised, so the arm already knows where to go. On very slow Internet connections, you could end up with the machine waiting for the result with the card raised up in the air. If it takes too long to arrive, the card could drop down.

In such cases, you can switch the behavior to SYNC, so Magic Sorter will wait until the response from the remote server has arrived before getting in touch with the card.

Camera delay Sometimes it could happen that the camera is taking a photo "too soon" while the head is still moving. Forcing a small delay fixes the issue.

8. System settings

This section will let you customize your machine for best results.

Ethernet camera Enable this option if you're using the Ethernet cable as camera extender

Advanced Logging When enabled, the machine will produce a more verbose logging, useful for troubleshooting issues. You must reboot the machine for changes to take effect

Update status Magic Sorter will automatically fetch new updates at startup. You can force version check by clicking on the buttons

Price preferences From which site you want to fetch the prices?

Export format Choose the format for the CSV results file. [More info here](#)

Download ID Here you will find the Download ID used to fetch the latest updates

Device ID - Device Secret Those are your keys used to access the recognition service

Each time you save your settings, they will be uploaded to the API server, so you will have a backup copy. This is useful if somehow you have to reflash your SD card, you won't lose your configuration, you can simply restore it by clicking on the **Restore Settings** button.

Chapter 5. General Usage

Now that your machine is correctly assembled and configured, you can start using it!

1. Placing the cards

Cards should be placed in the first row, face up, with the image towards the inside of the machine. We're going to call these positions "feeders", since this is from where the cards will be picked up and moved to destination.

Before placing the cards you want to organize, you must put a "The End" card in each feeder. That will act as a "stop token" to tell the machine that it should consider the position empty and ignore it.

Empty all destination positions before use!

Each time you start an Organize command, Magic Sorter will assume that all destination positions are empty. If there are any leftover from a previous run, the machine won't know about it. This could cause some side effects like the head hitting the stack of already sorted cards or cards "overflow" position capacity since there are too many items in one place.

To prevent issues, please remove all cards from destination positions before starting a new sorting run.



2. Organize the cards

Currently the cards can be organized using the following rules:

- | | |
|----------------------|----------------------|
| Magic: The Gathering | • Color |
| | • Set |
| | • Title |
| | • A-Z (initial only) |
| | • Price |

	<ul style="list-style-type: none"> • Rarity • CMC (Converted Mana Cost) • No sorting (scan only)
Flesh and Blood	<ul style="list-style-type: none"> • Class • Title • A-Z (initial only) • Rarity • No sorting (scan only)
Pokémon	<ul style="list-style-type: none"> • Type • Set • Title • A-Z (initial only) • Price • Rarity • No sorting (scan only)
Yu-Gi-Oh!	<ul style="list-style-type: none"> • Type • Set • Title • A-Z (initial only) • Price • No sorting (scan only)
Lorcana	<ul style="list-style-type: none"> • Rarity • Title • A-Z (initial only) • Price • No sorting (scan only)
Digimon	<ul style="list-style-type: none"> • Set • Title • A-Z (initial only)

- Price
 - No sorting (scan only)
- One Piece
- Color
 - Title
 - A-Z (initial only)
 - Price
 - No sorting (scan only)

While organizing, you can tell if you want a report sent by email or not. Usually this is useful if you're scanning a bunch of cards for the first time or you're handling them again. In the first case you're interested in having a digital list of all the cards, in the latter, you only want to physical sort them.

What happens if a position is filled?

Each position can hold up to 250 cards (roughly). If you get more than that, the machine will automatically fetch a free one from the available ones, assign the same sorting criteria (ie **Only Green Cards**) and move on.

Create custom rules

Do you need something more advanced? Take a look at the Custom Rules Engine section, where you can create files containing your rules and save them.

Specify the working set

If you're working only on specific expansions, you could specify them to obtain better accuracy, increased speed and avoid set mismatches.

Working set

Group 1
Group 2
Group 3
Group 4
Group 5
Group 6
Group 7

<input type="checkbox"/> TSR Time Spiral Remastered	<input type="checkbox"/> FMB1 Mystery Booster Retail Edition Foils	<input type="checkbox"/> UMA Ultimate Masters
<input type="checkbox"/> CC1 Commander Collection: Green	<input type="checkbox"/> UND Unsanctioned	<input type="checkbox"/> GNT Game Night
<input type="checkbox"/> CMR Commander Legends	<input type="checkbox"/> THB Theros: Beyond Death	<input type="checkbox"/> G18 M19 Gift Pack
<input type="checkbox"/> PLIST The List	<input type="checkbox"/> J20 Judge Gift Cards 2020	<input type="checkbox"/> GRN Guilds of Ravnica
<input type="checkbox"/> ZNR Zendikar Rising	<input type="checkbox"/> SLD Secret Lair Drop Series	<input type="checkbox"/> C18 Commander 2018
<input type="checkbox"/> ZNE Zendikar Rising Expeditions	<input type="checkbox"/> GN2 Game Night 2019	<input type="checkbox"/> HTR17 2017 Heroes of the Realm
<input type="checkbox"/> ZNC Zendikar Rising Commander	<input type="checkbox"/> PTG Ponies: The Galloping	<input type="checkbox"/> ANA Arena New Player Experience
<input type="checkbox"/> AZNR Zendikar Rising Art Series	<input type="checkbox"/> ELD Throne of Eldraine	<input type="checkbox"/> M19 Core Set 2019
<input type="checkbox"/> MZNR Zendikar Rising Minigames	<input type="checkbox"/> C19 Commander 2019	<input type="checkbox"/> GS1 Global Series Jiang Yanggu & Mu Yanling
<input type="checkbox"/> SZNR Zendikar Rising Substitute Cards	<input type="checkbox"/> HTR18 Heroes of the Realm 2018	<input type="checkbox"/> SS1 Signature Spellbook: Jace
<input type="checkbox"/> 2XM Double Masters	<input type="checkbox"/> M20 Core Set 2020	<input type="checkbox"/> BBD Battlebond
<input type="checkbox"/> JMP Jumpstart	<input type="checkbox"/> SS2 Signature Spellbook: Gideon	<input type="checkbox"/> CM2 Commander Anthology Volume II
<input type="checkbox"/> M21 Core Set 2021	<input type="checkbox"/> MH1 Modern Horizons	<input type="checkbox"/> DOM Dominaria
<input type="checkbox"/> SS3 Signature Spellbook: Chandra	<input type="checkbox"/> WAR War of the Spark	<input type="checkbox"/> DDU Duel Decks: Elves vs. Inventors
<input type="checkbox"/> FJMP Jumpstart Front Cards	<input type="checkbox"/> J19 Judge Gift Cards 2019	<input type="checkbox"/> A25 Masters 25
<input type="checkbox"/> SLU Secret Lair: Ultimate Edition	<input type="checkbox"/> RNA Ravnica Allegiance	<input type="checkbox"/> RIX Rivals of Ixalan
<input type="checkbox"/> IKO Ikoria: Lair of Behemoths	<input type="checkbox"/> OE01 Archenemy: Nicol Bolas Schemes	<input type="checkbox"/> J18 Judge Gift Cards 2018
<input type="checkbox"/> C20 Commander 2020	<input type="checkbox"/> OPCA Planechase Anthology Planes	<input type="checkbox"/> F18 Friday Night Magic 2018

Close

Let's analyze all the available rules and see how they can be used.

2.1. Sort by color

Number of
feeders 6-12

Games Magic: The Gathering

Applying this rule, the machine will sort the cards by color, placing them in the following order



1. Multicolor
2. Red
3. Blue
4. White
5. Black
6. Green
7. Artifacts
8. No color
9. Cards not recognized

This rule is usually handy when you want to split a large collection or a new box into something smaller.

2.2. Sort by title/set/A-Z (sort by initial)

Number of
feeders 4

Games

Sort by title or A-Z: All games

Sort by set: Magic The Gathering, Pokèmon, Yu-Gi-Oh!, Digimon



Positions marked in red are the starting ones, positions marked in green are the "spare" ones.

This is a special sorting: the machine will try to group cards with the same name, set or initial letter and place them all in the same position. When all positions are occupied, any new card will be placed in the spare feeders. Once the cards in the starting positions are finished, Magic Sorter will process the ones in the "spare" positions: each card will occupy a position, if there are no positions left, they will be placed in the free feeders and so on.

You might have noticed that on each round, cards are placed *on top* of the previous ones. This is by design and it's a trade-off between speed and usability: when the whole process ends, in each position you'll have different cards, but they will be grouped by title/set. In this way you can simply pick them all up and easily divide them as you want.

If you don't like this behavior, you can simply turn it off by setting the option **Layer Sorting** to **Disabled**.

Please note that while sorting by title or by initial, Magic Sorter will work on the **English** name of the card, regardless of the actual language of the card.

2.3. Sort by value

Number of
feeders

6-12

Games

Magic: The Gathering, Pokèmon, Yu-Gi-Oh, Lorcana, Digimon, One Piece

Cards will be divided by price, fetched from the digital e-commerce you chose:

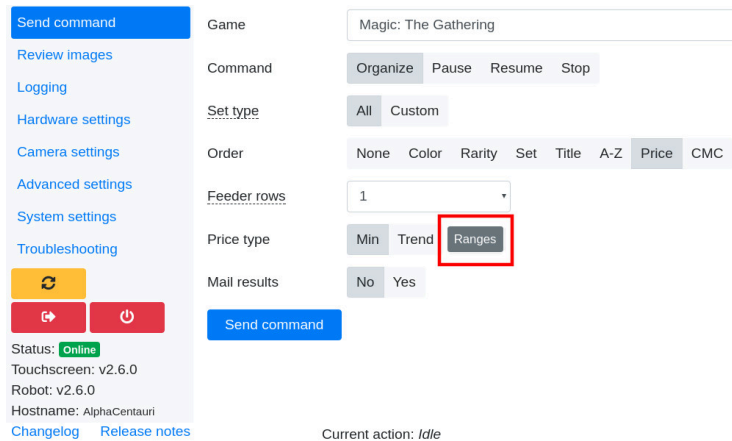


1. More than 10 €/USD
2. Between 5€/USD and 10 €/USD
3. Between 2.50 €/USD and 5 €/USD
4. Between 0.50 €/USD and 2.50 €/USD
5. Between 0.10 €/USD and 0.50 €/USD
6. Less than 0.10 €/USD
7. Cards not recognized

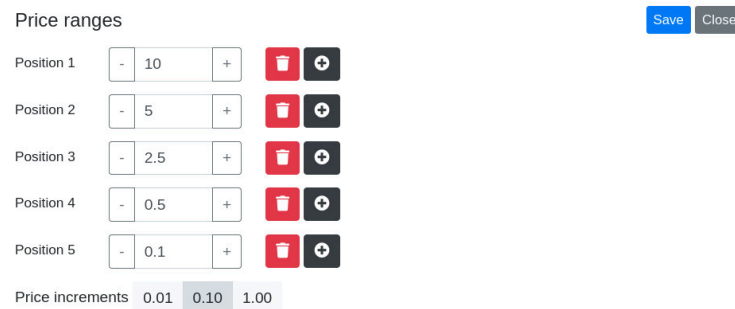
This is useful when you want to find something valuable inside a large collection.

2.3.1. Custom ranges

If you're not satisfied by default price ranges, you can always create your own! After selecting the **Price** option, click on the **Ranges** button



A new modal will open, where you can configure your own ranges



You can use the buttons to create a new range, modify its value (use the increments you select below) or delete it. Referring to the above image this translates in:

1. More than 10 €/USD
2. Between 5€/USD and 10 €/USD
3. Between 2.50 €/USD and 5 €/USD
4. Between 0.50 €/USD and 2.50 €/USD
5. Between 0.10 €/USD and 0.50 €/USD
6. Less than 0.10 €/USD

Please note that there are some constraints that should be observed:

- **Ranges should be in order** They can go from high-low or from low-high, but they should be in sequence. For example 10-5-1 or 1-5-10 is OK, but 10-1-5 is not
- **No 0 position** Do not add a position for invalid or for cards below the latest range (referring the image above, it would be the range 0.10 - 0.00). Magic Sorter will automatically do that

2.4. Sort by Converted Mana Cost

Number of
feeders

6-12

Games Magic: The Gathering

Cards will be divided by CMC (Converted Mana Cost), you can choose two type algorithms to separate the cards:

1. **First come first assigned basis.** When Magic Sorter finds a new card, it will check if its CMC has been already assigned to a position. If not, the first available one will be used. It's slightly faster, since more frequent values will be closer to the feeder row, but you will end up with piles not in order
2. **Fixed positions** Each position will be assigned a CMC, from 0 to 8 (or more). It's slightly slower, but piles will be in order

2.5. Sort by Type

Number of 4
feeders

Games Pokèmon, Yu-Gi-Oh!

Magic Sorter will divide cards by their type, ie "Trap Card" or "Ritual Monster" for Yu-Gi-Oh! and "Darkness" or "Grass" for Pokèmon.

2.6. Sort by Class

Number of 6-12
feeders

Games Flesh and Blood

Cards will be divided accordingly to the Hero class they belong to.

2.7. No sorting

Number of 6-11
feeders

Games All

This rule is used when you have your cards already sorted, but you want to have a digital collection. The machine will simply take a picture of the card, recognize it and then it will be placed down one row lower, in the same column.

3. Receiving the results

Results are emailed back to you using the address you provided during the registration. Attached to the email you'll find a file in CSV, you can specify the format inside the System Settings tab; you can read more about the available formats [here](#).

Chapter 6. Advanced usage

In this chapter you will find some info about advanced usage of your Magic Sorter machine.

1. Custom Rules Engine

The main logic behind custom rules is to create an INI file where you can specify all the settings, store it somewhere and then select it when you want to start an organize command. Once the INI file is ready, save it in the Shared Folder of your machine, it should appear in the field Rule File displayed on the Send Command tab.

Tip

Heads up! If you have troubles crafting the rules by hand, you can use our Rules Generator [<https://www.magic-sorter.com/rules-generator>]. Creating them manually is more powerful, since you can fine tune even the small details, but the interface should be able to cover your basic needs and get you started.

1.1. File format

Each file is made of a **[general]** section where there are several options defined. A file **MUST** always have the `title` and the game variables, if you want to use one of the ready to use rules (see below), you have to add the `rule` variable and the rule you want to apply.

```
[general]
title=My rule
game=list of games, leave blank for all games
```

Mind the syntax!

INI files are a bit pesky about the syntax: if it's not 100% correct, you get a parse error and the file can not be used (and yes, we know it's a pain. An interactive builder is under development, so hang in there). For example, the following syntaxes are NOT valid:

- `[general]` Leading space between `[` and the name of the section
- `[destination_1]` Trailing space between the name of the section and `]`
- `title= My rule` Space between the equal sign and the value of the variable
- `title = My rule` Space before and after the equal sign and the value of the variable

When in doubt, simply copy and paste the example in documentation and then change only the sections you have to

1.2. Off-the-shelf rules

While you can create custom rules, Magic Sorter directly out of the box supports some specific rules. You only have to set the rule in the general section of the INI file and it will do the rest, creating the destination positions for you.

1.2.1. Interesting cards

With this rule you'll be able to define a list of cards marked as "interesting", Magic Sorter will set them aside.

```
[general]
```

```
title=Interesting cards
game=mtg
file=interesting.csv
rule=interesting
multiple_rows=1
```

If the field **multiple_rows** is present and has the value 1, it means that two rows will be used (like we do in sorting by Color, for example).

The list of cards that are flagged as "interesting" should be a CSV file placed in the public shared folder, too. The structure is the following:

```
set,title,num
XLN,Ravenous Daggertooth,202
M15,Verdant Haven,206
M20,Pulse of Murasa,189
XLN,Snapping Sailback,208
GN2,Grazing Whiptail,048
UMA,Groundskeeper,168
JOU,Golden Hind,124
ISD,Villagers of Estwald // Howlpack of Estwald,209
ORI,Vastwood Gorger,204
SOI,Equestrian Skill,204
VOW,"Kaya, Geist Hunter",280
```

1.2.2. Group sets

By default, while sorting by set, only one set will go in a specific destination. With this rule, Magic Sorter will fetch all the available sets and divide them into 24 groups, so you'll use the whole plate.

```
[general]
title=Group sets
game=mtg
rule=groupsets
```

1.2.3. Bundles of random cards

This rule will create random bundles in each destinations, ensuring that there are not duplicates (the check is performed on the expansion and the title of the card). You can set a different amount to create larger or smaller bundles.

If you want that the check for duplicates is performed against the title of the card only, you should use the option `unique_name=1`.

If you want the machine to stop when all the positions have enough cards in them (even if there are more cards to be processed), you should use the option `stop_on_full=1`.

When you use this rule, the first 6 positions will be used as feeders, all the rest (minus the last one) will be used as destination.

```
[general]
title=Bundle
game=list of games, leave blank for all games
rule=bundle
amount=how many unique cards should be added in each position
unique_names=0 or 1
stop_on_full=0 or 1
```

Example

```
[general]
title=Bundle
game=pokemon
rule=bundle
amount=50
```

1.3. Custom rules

This is a very advanced tool, meant to be used by power users. So be careful, because with great power comes great responsibility! Using this method, you can merge multiple criteria together, sorting your cards on different attributes. For example, you can have all cards with a value above 5\$ going to position 1, cards belonging to expansions Ravnica Allegiance, Magic Origins and Crimson Vow Commander on position 2 and then divide the rest by color in different positions.

Experimental feature!

This feature is in its early stages, so there could be bugs or issues! Please report anything strange you see, so we can fix them!

1.3.1. General settings

Under the `[general]` section you can set some options, instead of selecting from the interface. This is pretty handy if you find yourself to select over and over the same options.

Mail results

Option name `sendmail`

Allowed values One of the following digits: 0, 1

Choose if you want to receive the results back by mail, default is 0 (No).

Feeder rows

Option name `feeder_rows`

Allowed values One of the following digits: 1, 2

Select how many rows you want to use as feeders, 1 or 2 (default 1)

Condition

Option name `condition`

Allowed values One of the following strings: NM, LP, MP, HP, DM

Sets the condition of the cards you're currently sorting

Set type

Option name `set_type`

Allowed values One of the following digits: 2, 3

Choose if recognition should be performed against all the expansions (value 2) or only a restricted list of them (value 3). In the latter case you have to provide a list of sets (see below).

Set list

Option name `set`

Allowed values A comma separated list of set codes, ie: `RNA, ORI, VOC`

If you are restricting the recognition to a custom list of sets, here is where you should provide that list. Please note that you should use the code of the set, uppercase, without spaces.

Language

Warning

This option is valid only while sorting for **Magic: The Gathering** cards

Option name `lang`

Allowed values One of the following values: `auto, en, es, fr, de, it, pt, ja, ko, ru, zhs, zht, he, la, grc, ar, sa, ph`

In this way you'll tell the recognition engine with language you are currently using, if you want it to detect the language of the card, you have to set it to `auto`.

List of interesting cards

Option name `interesting_list`

Allowed values Name of the CSV file in the Public Shared Folder that holds all the cards that are considered "interesting". The format is the same as the one detailed in this section

If you want some destinations to hold only cards that are inside your interesting list (a.k.a. buylist), you have to provide the list here, in the general section. Then, you'll be able to use the Interesting criteria for specific destinations.

1.3.2. Criteria list

Here you can find a list of supported criteria that can be assigned to each position. This is just an initial implementation, with time we will expand the amount of criteria that you'll be able to use.

1.3.2.1. MTG Color

Criteria name `color`

Allowed values One of the following strings: `(empty), land, green, black, white, blue, red, multi`

This criteria applies to Magic: The Gathering cards. Please note that Magic Sorter will check the launching cost of the card, not its color identity. If more than one color is required to launch the spell, it will be considered multicolor. To match colorless cards (for example artifacts), simply leave the field empty.

1.3.2.2. Pokémon type

Criteria name `typepk`

Allowed values One of the following strings: `lightning, grass, dragon, water, darkness, metal, colorless, psychic, fire, fighting, none, fairy, multi`

This criteria applies to Pokémon cards, cards of the matching type will be put inside the position.

1.3.2.3. Price

Criteria name `price` or `pricetrend`

Allowed values A price range with minimum and maximum values, separated by a comma ie: `0.00, 5.00`

If the card has a value within the range you specified, it will be placed inside the position. If you want to create a range without an upper or lower limit (ie everything lower than 5.00\$ or anything higher than 10.00\$), simply place 0.00 instead of an actual value.

Following the previous example `0.00, 5.00` will match everything lower than 5\$ and `10.00, 0.00` will match everything higher than 10.00\$

1.3.2.4. Set

Criteria name `set`

Allowed values A comma separated list of set codes, ie: `RNA, ORI, VOC`

You can put as many set codes as you want, if a card belongs to one of them, it will be placed in that position

1.3.2.5. Rarity

Criteria name `rarity`

Allowed values `common, uncommon, rare, mythic, rare ultra, promo, super rare, majestic, legendary, fabled`

Cards with the selected rarity will be placed in the chosen position. Please note that the list includes rarity levels for the games Magic: The Gathering, Pokémon, Yu-Gi-Oh and Flesh and Blood.

1.3.2.6. Collector's Number

Criteria name `ccn`

Allowed values An integer range with minimum and maximum values, separated by a comma ie: `1, 100`

If card collector's number is within the range specified, it will be placed in that position

1.3.2.7. A-Z (alphabetical)

Criteria name `az`

Allowed values A list of uppercase chars, separated by a comma ie: `A, B, C`

Extra params You can add an extra parameter called `index`. This will be char that is used for sorting, ie `index=0`. This param is 0-based, this means that if you want to sort by the first char you have to use `index=0`, for the second one `index=1` and so on.

Here you can define a list of letters, if the title at the index you specified matches one letter in the list, it will be placed inside the position. By default index is considered equal 0 (sort by first letter), if you want to sort by different letters see the above example

1.3.2.8. Interesting

Criteria name `interesting`

Allowed values	Leave empty, since the list of allowed values will be populated from the CSV file you provided in the General section of the INI file.
Extra params	You can add an extra parameter called <code>negate</code> . If you leave it to 0 (<code>negate=0</code>), it means that only cards that are inside the list will be placed in this position; if you set it to 1 (<code>negate=1</code>), it means that all cards that are NOT inside the list will be placed here.

This is a VERY advanced usage. Let's say you have a list of cards that you're interested into (for example your buylist). You want to place everything that matches your buylist in this position, and leave everything else to the other rules. You can specify the CSV file that holds this list in the general section of the INI file, then everything that matches (or not, if set the option `negate` to 1) will get in this destination.

1.3.2.9. Popular

There will be dragons!

This is a VERY advanced usage, so keep your time to read it and setup the INI file correctly. Moreover, this feature is available for **Magic: The Gathering** only

Criteria name `popular`

Allowed values One of the following strings: `standard`, `modern`, `pauper`, `pioneer`

We will scan for Modern, Standard, Pauper and Pioneer tournament results and note down every deck that finished at least in the top 8 in any decent-size event. From that, we will create a list of played cards. This will allow you to pull out cards that have been used in any of those formats.

1.3.2.10. Language

Criteria name `lang`

Allowed values `en`, `es`, `fr`, `de`, `it`, `pt`, `ja`, `ko`, `ru`, `zhs`, `zht`, `he`, `la`, `grc`, `ar`, `sa`, `ph`

Cards with the selected language will be placed in the chosen position. Please note that this criteria requires language detection, so you'll have to set `lang=auto` inside the General Settings section. Moreover, **this criteria is valid only for Magic: The Gathering cards**, since language recognition is not available for other games.

1.3.2.11. Fixed

Criteria name `fixed`

Allowed values Only a single value is accepted: `true`

This criteria is used for cards not being found or when no other criteria is fulfilled. Each rule file **MUST HAVE AT LEAST ONE DESTINATION WITH A FIXED RULE**, otherwise it will be considered invalid.

1.3.3. Example file

Creating a file from scratch could be daunting, below you can find an example with several criteria, feel free to use it as a starting point and edit it as you wish:

```
[general]
title=Custom colors
game=mtg
```

```
[destination_1]
criteria=fixed
```

```
value=true
```

```
[destination_2]  
criteria=color  
value=red
```

```
[destination_3]  
criteria=set  
value=RNA,ORI,VOC
```

```
[destination_4]  
criteria=price  
value=0,5.00
```

1.3.4. Rules cookbook

Below you can find some ready to use files, that you can tweak accordingly to your needs

1.3.4.1. MTG, Sort by Color, filter by value

This rule will separate MTG cards into different colors, putting everything higher than 50c in a separate bucket.

```
[general]  
title=Color, filter less than 50c  
game=mtg
```

```
[destination_1]  
criteria=fixed  
value=true
```

```
[destination_2]  
criteria=price  
value=0.50,0.00
```

```
[destination_3]  
criteria=color  
value=multi
```

```
[destination_4]  
criteria=color  
value=red
```

```
[destination_5]  
criteria=color  
value=blue
```

```
[destination_6]  
criteria=color  
value=white
```

```
[destination_7]  
criteria=color  
value=black
```

```
[destination_8]  
criteria=color  
value=green
```

```
[destination_9]  
criteria=color  
value=
```

```
[destination_10]  
criteria=color  
value=land
```

2. Camera calibration

Your machine arrives with the camera already configured, but sometimes there's the need to perform some minor adjustments. For example, the camera could be out of focus or you need to adjust the cropping values.

2.1. Starting the calibration process

First of all you have to start the calibration process. Since it's pretty difficult to perform changes while the machine is sorting cards, there's a special command that will tell Magic Sorter to move to a specific bucket and will stand still while taking photos.

Get inside the Camera Settings tab and click on the **Start Calibration** button. The machine will calibrate on all axis and then it will move in the middle of the plate. It will take a new photo every second, you can review the output in the Review Images tab. To end the procedure, simply get inside the Camera Settings tab again and hit the **Stop Calibration** button; the machine will return in the parking position.

2.2. Adjust camera focus

Sometimes it happens that the camera will get out of focus, since the lenses aren't fixed in place so a small bump on it can make them turn resulting in a blurry image. After starting the calibration command, once the machine is in place, get inside the Review Images tab and check the output. If the images aren't sharp enough, slowly turn the lenses of the camera until they are focused on the subject.

If you have the camera with the Ethernet extender (green cable), you should use the white plastic disc to turn the lenses, otherwise they're too small to be moved by hand.

2.3. Adjust cropping values

The image that is being uploaded to the API server should contain only a single card and the photo should be cropped as close as possible to the card the you want to recognize. Magic Sorter already comes with the correct values, however over time you might need to adjust those values.

First of all start the calibration process and place one (and only one!) card on the first bucket on the left, where the camera will take all the photos.

Why should I place only one card?

That's actually a good question! When the stack of the cards is higher, we need to apply a smaller crop, since they are closer to the camera and the field of view is narrower. When you save the cropping values, you're storing the "worst case scenario", where the card is the farthest from the camera. Magic Sorter knows that, so it will automatically adjust the values accordingly with the height of the cards.

So place only one card, otherwise you will have incorrect results when you'll fill the position with cards.

Now you can start tweaking the values for the cropping on each side inside the Camera Settings tab: every time you change a value, hit the Save button and get back in the Review Images tab and check the result.

Once you're happy with the image that is being taken, you can get back inside the Camera Settings tab and hit the Stop Calibration button to end the process.

3. Remote access to your Magic Sorter machine

Magic Sorter uses a Raspberry Pi under the hood, which means that you can access it using SSH or (more commonly) perform some file transfer using the SFTP protocol. There are several clients that allows you to connect to a remote computer using SFTP, but the most common one is FileZilla [<https://filezilla-project.org/download.php?type=client>].

If you want to connect using SSH to perform some tasks, you will need an SSH client. Linux and Mac OS systems can directly do that using their CLI tools, if you're under Windows you'll have to download an additional software called PuTTY [<https://www.putty.org/>]

In order to connect you need 4 piece of information: host, port, username and password. In our case the port is always 22 and you can get the host by looking at the touchscreen in the lower left corner. To obtain username and password, please contact support.

If you can't connect by using the host, you can use the IP address of the machine. Simply tap on the hostname and you'll get the current IP assigned to the machine.

3.1. Connect using Linux/Mac OS

You won't need any extra software, since both operating systems allows SSH connections out of the box. Open a new Terminal window and type the following command:

```
ssh <username>@<hostname>
```

Magic Sorter hostname

You can get the hostname of your machine by looking at the touchscreen in the lower left corner, it should be something like **magic-sorter-aaaaa** . If you can't connect by using the host, you can use the IP address of the machine. Simply tap on the hostname and you'll get the current IP assigned to the machine.

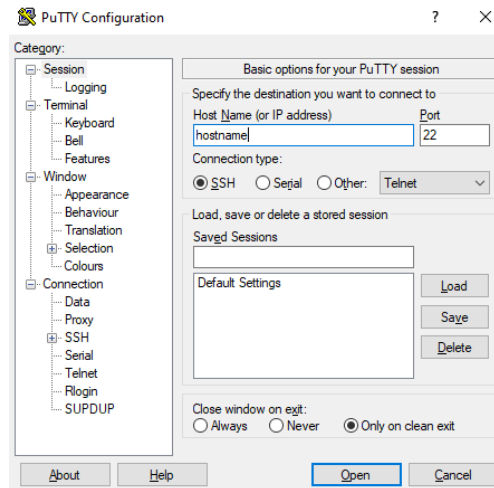
Replacing <username> and <hostname> with your correct data. You will be prompted for a password, type it when requested. **Please note!** For security reasons the password **IS NOT** displayed while you're typing it, so it's OK if you don't see any output on screen. When you hit the press the ENTER key to establish the connection.

3.2. Connect using Windows

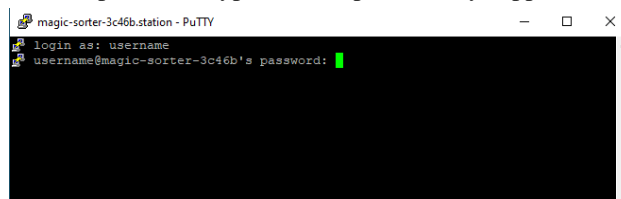
As explained before, things are a bit trickier if you're under Windows, since you'll need an extra software to perform an SSH connection. First of all download the PuTTY [<https://www.putty.org/>] software. Once installed, execute it and in the hostname field type the address of your Magic Sorter machine.

Magic Sorter hostname

You can get the hostname of your machine by looking at the touchscreen in the lower left corner, it should be something like **magic-sorter-aaaaa** . If you can't connect by using the host, you can use the IP address of the machine. Simply tap on the hostname and you'll get the current IP assigned to the machine.



You will be prompted for username and password, type the info provided by support:



Then, you should be inside.

4. Results file format

If requested to, Magic Sorter will email you the results of your sorting process inside a CSV file. Beside the default format, there are different ones, so you can immediately upload your file to your e-commerce and update your inventory.

You can change the format for the export from the System Settings tab.

4.1. Default format

If you do not change anything, this is the default file format. It contains as much info as possible so you can handle it in a separate step (ie using Excel or by post-processing it with another program). These are the columns included:

- **set** Set code of the card
- **rarity** Card rarity (common, uncommon etc etc)
- **title** English title of the card
- **collector_num** Card collector's number
- **count** How many cards where found
- **price** Minimum price from the price source you chose
- **price_trend** Average price from the price source you chose
- **ecommerce_id** Product ID from the price source you chose

This is an example of the data contained in the file:

```
set,rarity,title,collector_num,count,price,price_trend,ecommerce_id
ISD,common,Village Ironsmith // Ironfang,168,1,0.00,0.00,250400
,,Not found,,1,0.0,0.0,0
JOU,common,Sigiled Skink,111,1,0.00,0.00,266728
ISD,common,Selhoff Occultist,73,1,0.00,0.00,250700
```

On top of that, in the Public Shared folder you'll find another CSV file with the same data, but arranged differently. Cards are not grouped together, but they are all listed, reporting their position on the grid and the height.

```
set,rarity,title,collector_num,condition,foil,position,height,price,price_trend,ecommerce_id
SNC,common,Exhibition Magician,106,NM,0,8,0,0.01,0.07,652183
WAR,common,Ob Nixilis's Cruelty,101,NM,0,11,1,0.01,0.08,371816
WAR,common,Lazotep Reaver,96,NM,0,11,2,0.01,0.06,371913
SNC,common,Prizefight,154,NM,0,12,1,0.01,0.08,652199
WAR,common,Rising Populace,29,NM,0,10,0,0.01,0.03,371852
WAR,common,Goblin Assault Team,129,NM,0,8,1,0.01,0.04,371986
SNC,common,Broken Wings,136,NM,0,12,4,0.01,0.02,652192
```

4.2. BinderPOS format

Supported games

Please note! BinderPOS under the hood uses TCG Player SKU to identify the cards. This means that it only supports the games that are supported by the TCG Player format.

This format is compatible with BinderPOS platform, so you can immediately upload it inside their website. Some columns are blank but they are enough for BinderPOS to uniquely identify the card and update their inventory.

- **SKU** TCG Player SKU of the card
- **Name** Title, number and set code of the card
- **Product ID** Always blank, it's not required
- **Language** Fixed to English
- **Printing** Always blank, it's not required
- **Condition** Card condition
- **Quantity** How many cards were found

```
SKU,Name,"Product ID",Language,Printing,Condition,Quantity
4666200,"Abrade 659 (CMR)",,English,,"Near Mint",2
4674885,"Abrade 410 (CMR)",,English,,"Near Mint",2
506093,"Selhoff Occultist 73 (ISD)",,English,,"Near Mint",2
```

4.3. TCG Player format

This format is compatible with TCG Player inventory system; at the moment this format is available for **Magic: The Gathering**, **Pokémon** and **Flesh and Blood** cards only. Some values will be filled with data coming from Magic Sorter (ie quantity)

TCG Player account type

PLEASE NOTE! Your TCG Player account must be enabled to use their inventory system, this feature is available only to a specific type of customers

- **TCGplayer Id**
- **Product Line**
- **Set Name**
- **Product Name**
- **Title**
- **Number**
- **Rarity**
- **Condition**
- **TCG Market Price**
- **TCG Direct Low**
- **TCG Low Price With Shipping**
- **TCG Low Price**
- **Add to Quantity**
- **Total Quantity**
- **TCG Marketplace Price**
- **My Store Reserve Quantity**
- **My Store Price**
- **Photo URL**

4.4. Crystal Commerce format

Supported games

Please note! Crystal Commerce has been tested with Magic: The Gathering only.

4.5. CardMarket integration

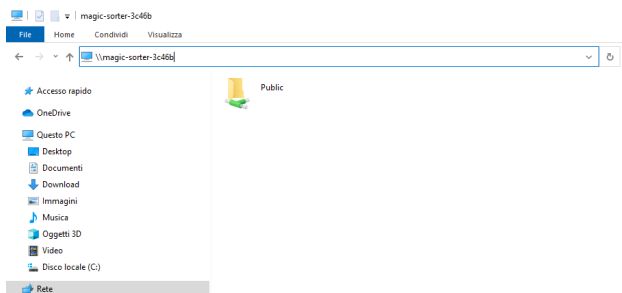
Currently CardMarket does not offer the feature to import your collection with a file upload, however TCG PowerTools [<https://tcgpowertools.com/>] can do that for you. It will perform the import and manage your inventory. And the good news is that the Default format is fully compatible with their system!

5. Public shared folder

Magic Sorter automatically create a public shared over the network, you can freely read and write in such folder, no authentication is required. To connect to it, simply open your file explorer and point it to <hostname>/Public . You can find the hostname of your machine looking at the bottom left corner of the touchscreen.

If connecting using the hostname doesn't work, try with the IP address: tap on the hostname on the interface to display the IP address currently assigned to the machine.

Please note that Windows might ask you for a username and password even if they are not required: you can supply any value (for example admin for both fields), since they are not required and not checked by the Raspberry Pi



At the end of the sorting process a copy of the results CSV file is created, so you can easily access it if you have troubles with email delivery.

6. Maintenance functions

In some situations you may need to perform some code maintenance tasks. Instead of asking you to remotely connect to your Magic Sorter machine and issue commands on the CLI, you can simply drop a file in the public shared folder. Magic Sorter is smart enough to understand that there's some extra work to do and it will do that for you.

6.1. Schedule SD check and repair

Even if we put in place the best practices to extend the life of the SD card, they are all doomed to fail, sooner or later. Before going for a SD card replacement (which is not very hard, just a little time-consuming), we can try to fix and repair it.

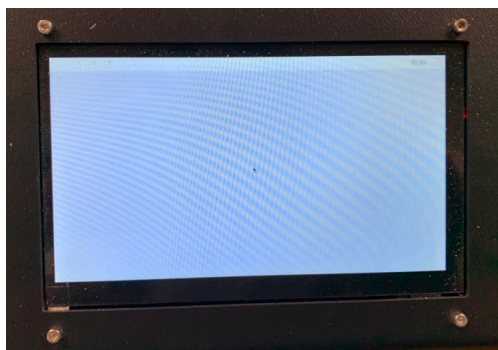
In the public shared folder, please create a file called `sd_check.txt` with no contents; then reboot your machine. At startup, Magic Sorter will detect that you'd wish to perform a check and repair of the filesystem and it will schedule it at the next reboot. Wait a couple minutes so the booting process finishes, then reboot again.

This time the boot time will taking way more than before: the system is checking for bad sectors and it's removed or repairing them. **Do not power off the machine during this execution, you could end up with a broken SD card.**

Once completed, you will return to the default GUI interface and you can start working again with your sorter.

6.2. Repair interface dependencies

In some rare situations, the interface could not show up due to a missing dependency:



In this case, before performing a manual update of the software, you can ask the system to try to install the dependencies from scratch. Please create a file that is called `fix_npm.txt`, then reboot your machine. Magic Sorter will try to install GUI libraries from scratch, this is a time consuming operation and you won't see any output on screen (because the interface is broken). Wait for about 40 minutes then reboot the machine.

If the operation was successful, the interface should show up.

6.3. Flash or update firmware

In some situations you'll have to flash again the firmware on the electric board. Instead of remotely connecting to the Raspberry, you can simply drop a file in the public folder called `flash_board.txt` with the contents **3.3** (that's the latest firmware version).

Magic Sorter will see the file and will reflash the electric board with the latest version.

Appendix A. GNU Free Documentation License

Version 1.3, 3 November 2008

Copyright © 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc. [<http://www.fsf.org/>]

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document “free” in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of “copyleft”, which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The “Document”, below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as “you”. You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A “Modified Version” of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A “Secondary Section” is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document’s overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The “Invariant Sections” are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The “Cover Texts” are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A “Transparent” copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not “Transparent” is called “Opaque”.

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The “Title Page” means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, “Title Page” means the text near the most prominent appearance of the work’s title, preceding the beginning of the body of the text.

The “publisher” means any person or entity that distributes copies of the Document to the public.

A section “Entitled XYZ” means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as “Acknowledgements”, “Dedications”, “Endorsements”, or “History”.) To “Preserve the Title” of such a section when you modify the Document means that it remains a section “Entitled XYZ” according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document’s license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
- K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.

L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.

M. Delete any section Entitled “Endorsements”. Such a section may not be included in the Modified Version.

N. Do not retitle any existing section to be Entitled “Endorsements” or to conflict in title with any Invariant Section.

O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version’s license notice. These titles must be distinct from any other section titles.

You may add a section Entitled “Endorsements”, provided it contains nothing but endorsements of your Modified Version by various parties — for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled “History” in the various original documents, forming one section Entitled “History”; likewise combine any sections Entitled “Acknowledgements”, and any sections Entitled “Dedications”. You must delete all sections Entitled “Endorsements”.

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an “aggregate” if the copyright resulting from the compilation is not used to limit the legal rights of the compilation’s users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document’s Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled “Acknowledgements”, “Dedications”, or “History”, the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See Copyleft [<http://www.gnu.org/copyleft/>].

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License “or any later version” applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free

Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

“Massive Multiauthor Collaboration Site” (or “MMC Site”) means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A “Massive Multiauthor Collaboration” (or “MMC”) contained in the site means any set of copyrightable works thus published on the MMC site.

“CC-BY-SA” means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

“Incorporate” means to publish or republish a Document, in whole or in part, as part of another Document.

An MMC is “eligible for relicensing” if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

Copyright © YEAR YOUR NAME

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled “GNU Free Documentation License”.

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the “with... Texts.” line with this:

with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.