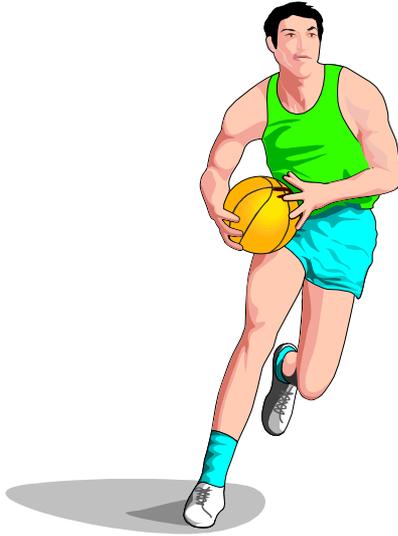


TURBOSTATS

Basketball Users Guide



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The *Fastest*, Easiest Way To Keep Stats

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Chapter 1 Getting Started

TurboStats comes with an automated install program that will prompt you for a directory for the installation, install the program and sample team, and also create an icon in the Start Menu or Program Manager.

Running the Installation Program

To install *TurboStats* onto your hard disk do the following:



Insert the CD in your CD drive. When the install program starts click the Basketball Icon. If you also purchased ScoreKeeper for the Palm Pilot, it can be loaded by clicking the Palm Icon.

If you experience problems with the install program then close the initial install screen and do the following. Press the **Start Button**, then choose **Run**



Enter the following command and then press OK. cd drive letter:\basket\setup

You will be asked for the drive and program directory (where to install). The program will automatically be installed onto your hard drive after the installation program is complete. Note: You *cannot* run *TurboStats* for Windows directly from the CD.

If you have any problems installing see Troubleshooting

System Requirements

The minimum system requirements for running *TurboStats* are an IBM or Windows compatible computer with a 486 or higher processor, Windows, 98, ME, 2000, NT or XP. Minimum of 16 MB of system memory (RAM) and a hard disk with 8 MB of disk space remaining.

Two Versions of TurboStats for Basketball

Complete (Standard) Edition – All statistics can be entered and reported on including Shot Charts.

ProSeries Edition – Same as Complete plus an Animated Playbook, Practice Planner, League Standings and Scheduling.

Other TurboStats Software and updates

TurboStats is also available for Baseball and Softball, Football, Soccer and Volleyball. We are currently working on versions for other sports as well. To get the latest info -

Call or check out our web page on the internet

<http://www.turbostats.com>

for the latest info, updates and trials.

Starting the Program

The application can be started by clicking the basketball icon in the TurboStats group or

Start > Programs> TurboStats> TurboStats for Basketball



Tip Creating a Desktop Icon: Do not drag the icon to the desktop. Instead select the icon and use the right mouse button and choose "Copy". Then use the right mouse button on the Windows Desktop and choose "Paste Shortcut"

Entering Your Password

You can begin using TurboStats for up to 4 games prior to entering your password. You can enter your password at any time by using the command in the Team Form [Help][Enter Your Password]. **Note: the letters in your password are case sensitive.**

Using the Keyboard

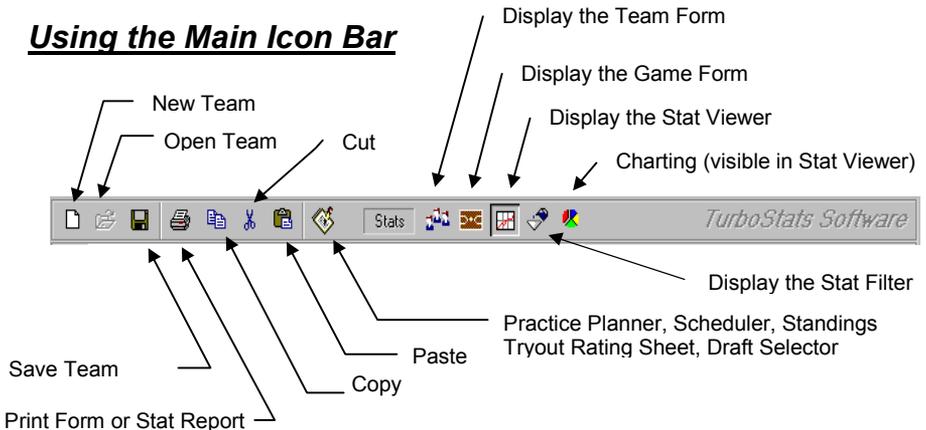
All menus and buttons can be activated using a mouse or by either:

- Pressing the <alt> key on your keyboard along with the underlined letter on the button or menu.
- Pressing the <tab> key until the button has the focus and then press <enter>. Use <shift><tab> to move backwards.

Running the Sample Team

If you are a first time user then we strongly recommend trying the sample team first. This will quickly give you an overview of how the program works and how data is entered and stats are printed.

Using the Main Icon Bar



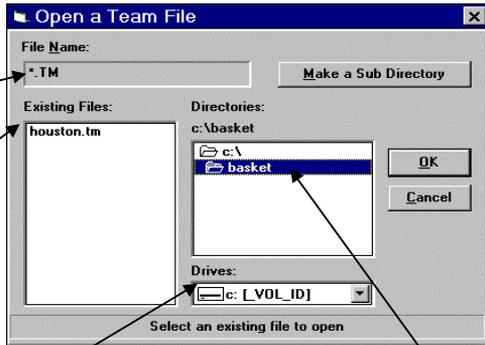
Chapter 2 Using TurboStats

Opening an Existing or Sample Team

- From the Main Menu select [File][Open Team] or click the Open Team icon.
- Select an existing team from the file list box and press OK (<enter>)

You can enter a file name matching a name below. Then press <enter>

or just double click any team file in the directory. All team files end with .TM



Display of the current drive selected. Press the down arrow to select another drive or floppy drive

Listing of the directories on the current drive (c:).

Program Overview

TurboStats consists of four main forms for data entry and edits.



The Team Form - Create team rosters, line-ups and plays



The Game Form - Add or Edit all game data and notes



The Stat Viewer - View, edit, sort, and print stat reports



The Stat Filter - Customize your stat reports

Creating a New Team

- Close any open teams by pressing Exit on the team form
- Select [File][New] from the main menu or click the New Team icon (see *Using the Main Icon Bar* on page 2)
- Type a team name for your team file (**Note: all teams must end with .TM**)
- Press [OK]

Using the Team Form

After you select an existing team or create a new team the following team form appears. To enter data use the following easy steps:

1. Enter your team name, year of the season and periods per game

3. Enter your player's name here then press <enter>. Next enter address, phone, position and notes

Click Lineup to position your players on the court

4. Save any changes

2. Click [Add] to Add new players (up to 100 per team)

Note: Your team record, and shooting records are updated automatically

Click any Category to change it's title

The screenshot shows the 'Team Form' window with the following data:

Team Name	Year	Periods	Players	Wins	Losses	Ties	FG%	FT%	Points	Against
Rockets	2004	4	12	8	0	0	.454	.603	534	340

Player List #	Name	Number	Notes
1	Don Trifari	25	You can enter any player notes here.

Player Details for Don Trifari:

- Address: PO Box 144, Towaco, NJ 07082
- Phone: 973-334-7828
- Age: 15, Date of Birth: 4-21-89
- Position: Forward, Height: 6' 2", Grade: 9
- Category 1: Quick, Category 2: Lefty

Click to calculate player or team stats. Career allows you to enter player history

Press to enter game stats

Click the phone icon to autodial phone#

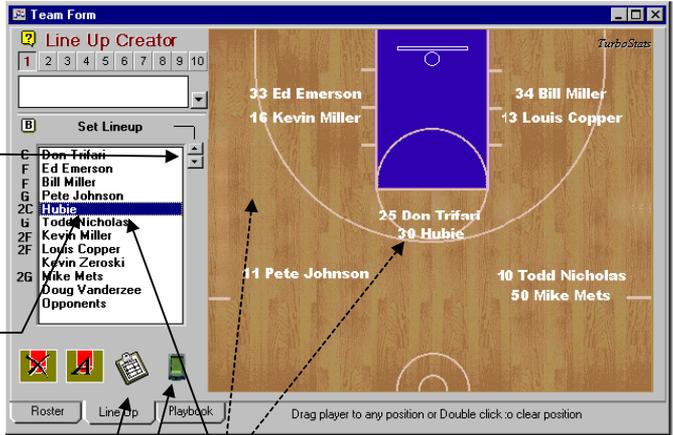
After adding all the players on your team you can display any player's address information by selecting the player's name in the player list box. **Note:** just click in the player list box to select a player. You can edit any player information at any time and then press [Save] to save the changes.

Creating a Line-up and Changing the Default Player Order

To change the order in the player list box, first select a player you wish to move, then press the up or down Order button or <alt><up/down arrow> on the keyboard. You must save the changes prior to exiting the team form. This will change the default lineup order when adding new games and the original order (prior to sorting) of your team stat reports. To position a player on the court press the line-up button to bring up the line-up screen.

2. Press the down arrow or press <alt><down arrow> on the keyboard to move the selected player down in the order

1. Click to Select a player



Print lineup cards and shot chart worksheets

Export rosters to ScoreKeeper for the Palm (sold separately)

3. Drag and drop by holding down the left mouse button dragging your players onto the desired positions and then release the button. Dragging to the bench or double clicking removes the player from the court. The starting positions will appear as boxes. Place players below starting positions to create a depth chart.

Printing Player Rosters

Press the Roster button on the Team form to print a full team roster. You can customize the roster and print mailing labels

Team Form Tips

If you use any substitutes (players that are not on your official roster) during the year you will need to add one player called SUB to your team roster. This way the point totals and team average will be accurate.

Note: For every player you add, TurboStats makes a separate file. The file is named using the same team name with the player number as the extension. For example if Otis Thorpe is the third player added to a team file called TEAM93.TM then his player file will be TEAM93.3.

Caution : DO NOT DELETE OR EDIT THE PLAYER FILES

Tracking Opponent's Stats

You can track all your opponent's stats by simply creating a player named **Opponents** (spelled exactly as shown). Your opponent's stats will be skipped in all team reports and game totals. See adding data in the game form to see how to add opponent's stats in your games.

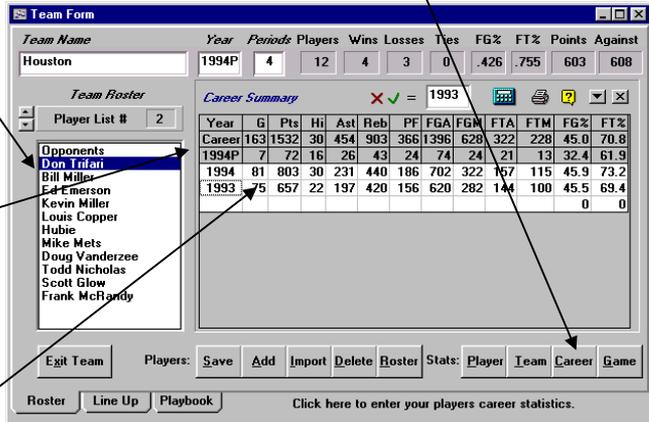
Entering Career Stats

You can enter historical data for any player on your team. Every time you save a player's stats for a game the career totals will be instantly updated. The top 12 statistics can be instantly tracked. Advanced career tracking is also available. For more details press the quick tips icon.

Press the Career Button

Select a player from the Player List

The top two rows contain Career and current season information that will be automatically calculated

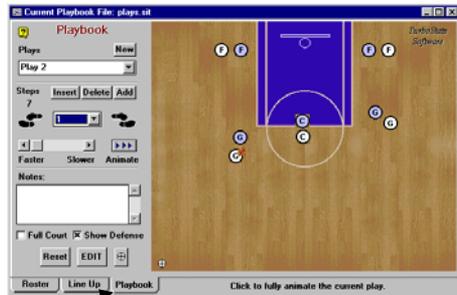


Click in the white boxes to add historical data. Press the down arrow key to create additional rows. Enter data like a spreadsheet. Press the calculator icon to recalculate averages and totals

Note: Using the Import button to import player information will automatically bring over the career information. If you have used an earlier version of TurboStats you must open the older team files. Go to the Game Form and change any stat for each player's stats in any game and then change it back. Press Save Player and the player's career stats will be created. Now you can import each player into a new team for this season.

Using Animated Playbook (ProSeries only)

The Animated Playbook allows the creation, modification and animation of an unlimited number of plays and practice drills. You can create unlimited play files with over 1000 plays.



Open any team and press the Playbook Tab on the bottom of the page

Creating Plays

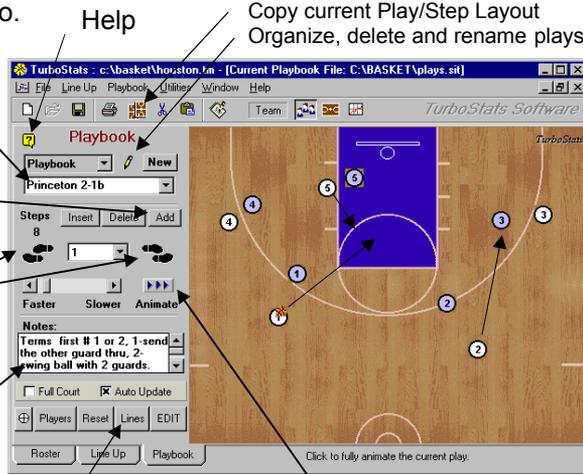
Plays are made up of a series of STEPS. In each step all players and the ball move in a straight line from their positions in the previous step. Arcs can be simulated by a series of small steps. When you create a new play you start with only one step. Drag your players and the ball to the alignment you want them to be in to start the play. Then press the <SAVE/EDIT> button. Add additional steps by pressing <ADD>. Drag the players into their final positions for step 2 and press <SAVE/EDIT>. Continue adding up to 1000 steps for any one play remembering to save each step as you go.

Select an existing play from the list or click <NEW>

Press <ADD> to add steps

Animate forward or backward one step at a time

Enter notes for any step



Turn on/off the Lines and Arrow Display

Press >>> Animate to animate the full play from step 1

Editing Tips:

When editing plays always move a player from the lowest step first. When you press SAVE the program will automatically scan all remaining steps to check if the player occupied the same position. If so it will automatically move the player into the new position for those steps too. To align player positions between steps use the crosshair tool. Mark positions on the court by dragging the crosshair to the center of a player position and then change steps. The crosshair will retain it's position between steps. This makes editing plays faster.

Create unlimited play files with over 1000 steps per play. Use File> Save Playbook File As to create a new play file; and File > Open Playbook File to view an existing one. Change symbols to positions or animated players using LineUp menu.

TIP: If you are making a drill and you need more than one basketball. Use Players> Cones and set # of cones to 9 or 10. The last two are extra basketballs. Move the other cones to the side or on top of one another if you don't need them.

Check out WWW.TURBOSTATS.COM for upgrades and updates



Using the Game Form

Adding Game Data

After creating your team you can add game data by pressing the [GAMES] button on the Team form or the Games icon. This will create a game file and set the user definable stat headings to Other Turnovers, Technical Fouls, and Game Winning Baskets. Any of these headings can be changed (see User Defined Stats for more information).

Enter the date, time, opposing team name and their score

Click any stat box to increment stats by 1 in live game scoring

Click the periods for Shot Charts or Live Game

Click here to display the first or last game

Click any game to view/edit data

Line up for the game. Top 5 are in the Live Game Scoring

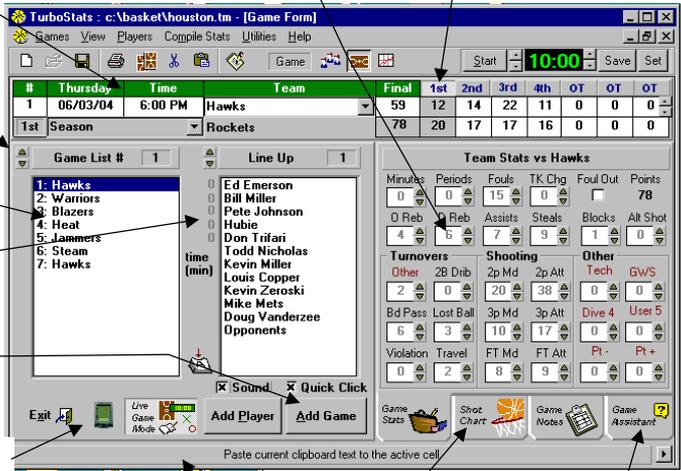
Click to add a new game or save game changes

Import Stats from ScoreKeeper for Palm

Click to turn on/off Game Mode Scoring for entering stats during a live game

Displays the game form assistant

Click to toggle between Stats, Shot Charts, Game Info



Entering Games

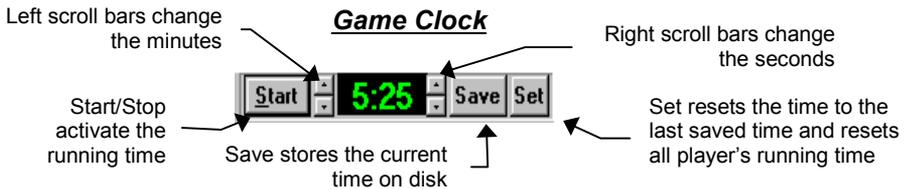
- To enter a new game press the [ADD GAME] button
- To move through the form press the <enter> key or use the mouse
- Enter the date and time <enter>
- Enter the opponent's name <enter>
- Enter the opponent's score if you are not tracking stats during the game.(Note:your score is automatically calculated if stat check is on)
- Select a game type: Season, Tournament, etc. or select NEW to create your own (**Note: this game type is used for future stat sorting.**)<enter>

- Enter location or select New to create your own<enter>
- Enter the user defined stat (umpire is the default)<enter>
- Select the first player in the game (it does not have to be the first player in the player list box.) and drag into the line-up box or double click to enter into the game. (Player> Remove to delete from game)

Live Game Mode Scoring:



- Press the Game Mode Scoring button for LIVE game entry
- Enter all starting players and then player **Opponents**
- Select the first period at the top right
- Press the |> in the lower right corner to Widen the Screen if your monitor supports it. Then you can enter shot charts and stats at the same time
- As game is played select players (or use the keys a,s,d,f,space) in the player list and increment their stats as they occur. Clicking on any shots made automatically updates shot attempts, scores and percentages. (you don't have to click the scroll bars during game mode, click any part of the stat box to increment by one)
- Entering shooting locations during the live game will automatically update shots attempts and made in the stat section
- Click on the player **Opponents** to track all your opponent's stats
- Press Start/Stop on the Game Clock to track playing time
- To make substitutions during the game:
 - Stop the Game Clock
 - Select the player who is coming out of the game and press the down arrow next to "LineUp" till player occupies the 6th position
 - Select player entering game and press up arrow (1st – 5th)



Note: If you do not want to reset a player's running time between periods then do not press "Set". Use the scroll bars to set the time for the next period. You may only want to use "Set" before the game and after halftime.

IMPORTANT: press [Save Game] after time expires to update playing time for each player before you reset the game clock for the next period.

Standard Mode Scoring:

- Enter all the player's stats. Press <enter> after each entry or just click on the scroll bars for the stats you want to change. (**Note:** You can also use the up/down arrows on your keyboard & the enter key)
- Click the tabs to change between Stats, Shot Charts and Notes

- C. Enter shot chart for each player. If desired you can choose from the periods above and the period for each shot is saved.
- D. Press the SAVE PLAYER button or click on the next player
- E. Repeat until all players who played in the game are added
- F. If you created a player called **Opponents** then add opponents as the last player in each game. Enter the combined stats for the opposing team and press SAVE PLAYER.
- G. Press the SAVE GAME button (the game totals for all players will be calculated except the player name Opponents)

Shot Charting

You can track up to 50 shots per player per game with TurboStats Shot Charting. Click the Shot Chart Tab to enter charting mode

Optional: Select the active period if you want to record the period of each shot

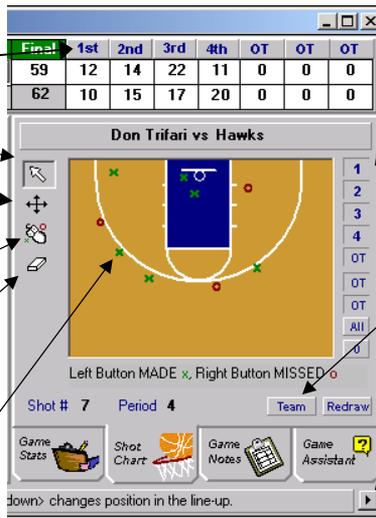
Shot Info

Move Shot

Create Shots
Left Mouse made.
Right missed

Delete Shots

Right or Left Click to create shots. If Live Game mode is on, shot attempts, shots made and scores will automatically be updated



Click to view shots in each quarter or half. This is for viewing only. To set the current period for entering shots use the top bar

Press TEAM to view the team total shots for the selected periods

Click to enlarge game screen and allow Stats and Shots to be viewable simultaneously

Note: It is normal for the screen to sometimes clear. Press Redraw or click on any player in the Lineup to redraw the chart.

Printing Shot Charts

You can print shot charts for any single game or all games using the menu Compile Stats > Shot Chart in the Game Form.

User Defined Stats

You can define any of the 7 user defined stat categories simply by double clicking on the red stat names on the "Turnovers" tab in the Game Form.

Entering Forfeits

If a game was forfeited select the game type “Season Forfeit”. Enter at least 1 point for your opponent if your team forfeited. Press SAVE GAME and you will be prompted for your team’s score. Enter at least 1 point for your team if the opponent forfeited.

Turning on the Player Number Display

You can optionally turn on/off the display of player uniform number for each player in the game by using the menu Utilities> Show Player Number

Adding Players to an Existing Game

Select a game in the game list. Press the [ADD PLAYER] button or the menu [Players][Add to order]. Select from the remaining players in the list box. SAVE GAME when complete. To cancel press <esc> or the cancel button. **Note:** *the Add player button toggles from Add Player to Cancel.*

Removing Players from an Existing Game

Select the game in the game list. Select the player in the Line-up list box. Select the menu [Players] [Remove from line up]. **Note:** *removing a player changes game totals.*

Tracking Opponent’s Game Stats

Add the player **Opponents** to the game and track your entire opponent’s stats for the game. Opponent’s stats will not be used in game totals when the game is compiled.

Changing the Game Type, Location and Official Selection Lists

When selecting [ADD GAME], the first selection in the Game type list is the default. You can change this file by selecting [Utilities][Edit Game Type File] while in the game form. Make any changes necessary and then save. Next, exit the game form and return to see the new changes. **Caution:** *if you change a game type that has already been used in any games you must select each game and change the game type to the new value. Otherwise these games will not be calculated in some stats printouts*

Printing Stats

Stats can be printed by player, team or games. You can filter data for any game type like Season, Playoffs, Tournament, etc.. You can also make a League Disk to merge with other team managers using **TurboStats** and create exciting “League Printouts”.

Printing Individual Player Stats

After entering game data (see Game Form) you can print stats from the team form or the game form by:

FROM THE TEAM FORM

- Selecting a player in the player list box
- Double clicking on the player's name or pressing the Player button

FROM THE GAME FORM

- Selecting a player in the Line-up list box
- Double clicking on the player's name or select the menu Compile Stats / Player Stats
- Use the Menu Compile Stats to select Shot Chart and other reports

Printing Team Stats Summary

Print team stats from the team form or the game form by:

FROM THE TEAM FORM

- Click or press the Team button

FROM THE GAME FORM

- Select the menu Compile Stats / Team Stats

Printing Game Summaries

- To print a report for the selected game in the game form select the menu [Games][Print Current Game] or double click the game in the Game List box
- To print a summary for all games [Compile Stats][All Games (Summary)]
- To print a game schedule with scores select [Games][Print game schedule] (**Note:** you cannot change the order of the games in the game list box, however you can sort your report by Date played.)

Creating a Website of your Stats

In the Stat Viewer choose the menu FILE> Make Website or press the HTML button in the Tool Bar. You can make individual HTML files for each player or a bookmarked single file with all the player and team totals. The bookmarked file is best for emailing.

Emailing Stats

In the Stat Viewer choose the menu FILE> Make Website and choose the BOOKMARK option in the HTML settings. After the file is made press PREVIEW and in Internet Explorer choose FILE>Send To> Email Recipient.

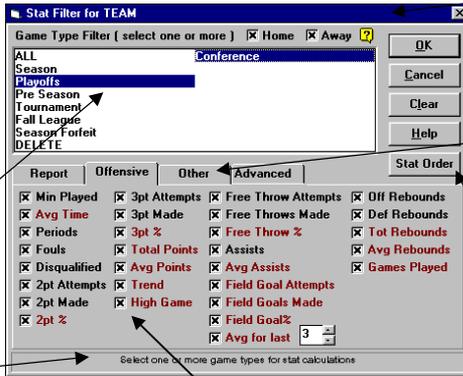
Using the Stat Filter

Prior to printing any stat reports the Stat Filter appears to allow customizing of your report. Using the stat filter you can:

- Print reports containing only Season, Playoff, or Tournament games
- Turn on/off any of the over 40 stat choices
- Turn on/off all of the Offensive/Defensive/ or User Defined Stats from the report screen
- Set the default Stat Order
- Select the abbreviated or full headings
- Turn on/off the auto-adjust grid feature
- Filter out averages below a set value
- Group cut and traded players
- Turn on/off game types

Select one or more game types for the report

If Help is turned on you will see the actual stat calculation here



Player or team selected for the stat report

Click the tabs to select other stats and options for your reports

Click Stat Order to change the order the stats are displayed in the Stat Viewer

Click to turn on/off any stat you wish to fully customize your reports. Click Offensive or Other Stats for selections

The Game Type Filter

A game type is used to differentiate games played by season, playoffs, tournaments, etc. When you enter game data you choose a game type for each game entered. You can then **select one or more** of these game types and only those games with matching game types will be used for the stat report. **Note** : *Game type must be highlighted to be included.*

Grouping cut and traded players

If you set a player's position in the Team Form to Cut or Traded then you can total all their stats into one heading called "Others".

Preventing Coaches From Appearing in Reports

If the player's position contains the word "coach" (in the Team Form) you can hide them in the reports by turning the [] show coaches box off.

Including Game Types in Player Reports

You can optionally turn on/off the printing of game types like Season, Playoffs, etc. in the player reports only. This option will not be used in any team or league reports

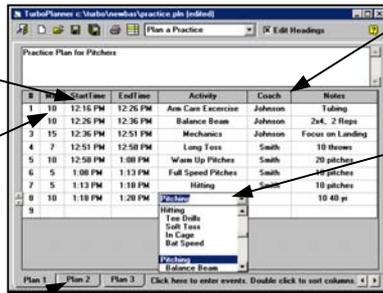
Using the TurboPlanner

Creating a Practice Plan

Start the TurboPlanner by clicking the icon on the top icon bar. When the planner starts the default activity is Plan a Practice. If you're opening a plan that you have previously saved press the Open File icon in the planner window. (not on the main icon bar).

Enter the Starting Time for the Practice

Next enter either the Minutes you want the first Activity to last, or the End Time for the Activity. If you enter Minutes then the End Time is Calculated. If you enter End Time then Minutes are calculated



Type in or Click the pull down arrow to select the Coach to run the Activity

Type in or Click the pull down arrow to select Activity. Choose Edit List to modify the master list. Use some spaces to indent categories if needed

Each plan can have up to 3 sub plans. Click the tabs to change plans. To change or delete any column heading click the [x] Edit Headings box. Edit or delete the heading. Then recheck the box.

Creating a Team's Game and Practice Schedule

When the planner starts click the pull down list and choose Plan a Team Schedule. Enter your Game schedule in the Game Tab and your Practice schedule under the Practice Tab. To combine both schedules click on the Combined Tab. Sort by Date to mix the schedules.

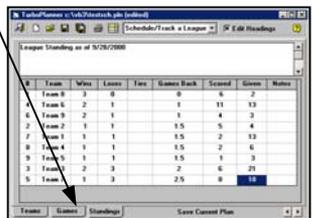
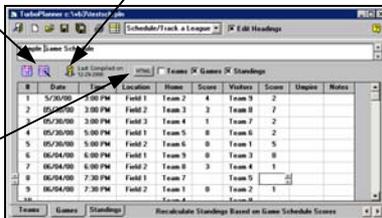
Creating a League Schedule and Tracking Standings

When the planner starts click the pull down list and choose Schedule/Track a league. In the Team tab enter all the team's names in the conference/division you wish to track. All additional columns are for reference only and do not have to be filled in. If you have multiple divisions with separate standings you will need to make a separate Planner file for each. After you enter your team information click on the Games tab if you wish to create a

Click to generate a schedule

Click to calculate standings from game scores

Click to create HTML Web pages from any of the selected forms. Then TurboLink will run so you can copy them to your website



schedule or enter an existing schedule. TurboStats will automatically create the game patterns but will not assign fields, times or umpires. You need to do that manually. Check the website to see if this feature has been enhanced. The benefit of adding the game schedule is that you can track each game individually, post the schedule on a website and allow coaches to fill in their game scores and submit them to you. Once you enter a game score it will appear on the updated Web page. Then TurboStats will calculate the standings from the scores on the Game Page. If you do not want to track game by game you can just go right to the Standings page and enter the wins, losses, etc manually. Just remember not to ever press the Compile Standings button in the Game Screen.

Using the Stat Viewer

After you select your options with the stat filter the customized stat report will be displayed in the stat viewer. You can sort the report by any stat heading simply by double clicking on any of the stat headings or using the pull down combo box that defaults to "Sort By". Additionally, you can add, edit or type any notes you desire in the viewer and then print this report to your printer

Deleting Rows From the Stat Viewer

To remove rows from the stat report first select the rows you wish to delete, then choose the menu [Table][Delete Selected Rows].

Click here to change your current selections in the stat filter

Use the file menu to save or open stat reports or save any report as an HTML file

Select any player or TEAM

Select anywhere in the stat grid and use the tool bar to change the font

Click here to move any column or row

Double click any column to sort. The sorted column is displayed with an *

Click [Table] [Auto-Adjust] adjust prior to printing to auto-adjust your column widths which prevents printing overlap and squeezes more stats in per page.

Player	#	G	Prd	Min	Avg	Min	FGA	FGM	FG%	FTA	FTM	FT%	2ptA	2ptM	2pt%	3ptA	3ptM	3pt%	Pts	Avg Pt
Todd Nicholas	16	2	2	30	15.0	7	6	85.7	2	0	0.0	7	6	85.7	0	0	0.0	12	6.0	
Ed Emerson	33	2	2	77	38.5	16	10	62.5	6	4	66.7	16	10	62.5	0	0	0.0	24	12.0	
Bill Miller	34	2	1	86	43.0	43	20	46.5	16	13	81.3	43	20	46.5	0	0	0.0	53	26.5	
Opponents	2	4	480	240.0	171	67	39.2	34	24	70.6	145	56	38.6	26	11	42.3	169	84.5		
Kevin Miller	11	2	4	87	43.6	33	12	36.4	8	4	50.0	21	9	42.9	12	3	25.0	31	15.5	
Mike Mets	10	2	4	49	24.5	12	7	33.3	8	8	100.0	10	3	30.0	2	1	50.0	17	8.5	
Don Trifari	25	2	4	75	37.5	22	7	31.8	6	2	33.3	9	3	33.3	13	4	30.8	20	10.0	
Louis Copper	30	2	4	58	29.1	10	2	20.0	0	0	0.0	6	1	16.7	4	1	25.0	5	2.5	
Devin Vanderzee	17	2	1	22	11.0	5	1	20.0	0	0	0.0	3	1	33.3	2	0	0.0	2	1.0	
Kevin Zerowski	50	1	0	14	14.0	7	1	14.3	2	1	50.0	3	0	0.0	4	1	25.0	4	4.0	
Hubie	13	1	0	4	4.0	1	0	0.0	0	0	0.0	1	0	0.0	0	0	0.0	0	0.0	
Jim Edwards	15	0	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0	0	0.0	0	0.0	
Total for Team	2	22	502	251.2	156	63	40.4	48	32	66.7	119	53	44.5	37	10	27.0	168	84.0		

Note: All columns in the stat grid will have the same font, size and style. Only column alignments can be different

Fixed Headings/Names

The gray shaded areas on the stat grid are fixed areas. They do not scroll during panning of your stat report. To allow scrolling or to enable adjust column size or text alignment you must turn the Fixed Heading or Fixed Names off. [Table][Fixed Heading]/[Fixed Names].

Auto-Adjusting the Stat Grid

In order to squeeze the maximum amount of stats on the screen and on your printouts we have created auto-adjusting. After compiling a stat report, changing fonts, or prior to printing, select [Table][Auto Adjust Grid]. As well as compressing as many stats as possible on your page it also prevents column printing overlaps. You can adjust the amount of space between each column by selecting [Table][Auto Adjust Spacing].

Moving Rows and Columns

You can move any row or column anywhere you want by first selecting the row or column by clicking on the top column or left row. Next click the “**move arrows**” in the lower left-hand corner of the Stat Viewer **Note:** moves are temporary and will be reset after a new report is created.



Setting Minimum Sort Values

You can set the minimum number of Field Goal Attempts and Free Throw Attempts to prevent players with high averages and few attempts from sorting to the top. All players falling below the set criteria will sort at the bottom of the list. Set the Minimums using the command : [Sort Options][Set Minimum Values]

Selecting the Filter menus will turn on/off minimum sort options. Note: if the check mark is visible then the option is turned on. Selecting that option again will turn the sort option off.

Set the minimum values for Field Goal Attempts and Free Throw Attempts

Sort Options	<u>T</u> able
<u>S</u> ort Descending	
<u>S</u> ort Ascending	
<u>S</u> ort Includes Totals [
<u>M</u> ark Sorted Columns	
✓ <u>F</u> ilter Minimum Field	
<u>F</u> ilter Minimum Free]	
Set Minimum Values	
<u>S</u> tat Filter	

Exporting reports to comma separated files for spreadsheets

Select [File][Export][Comma Separated]

If you use a spreadsheet program like Excel or Lotus you can create a comma separated file that can be imported into these programs. You can use the charting routines to create various plots and bar graphs. This is an unsupported feature of TurboStats so please do not call our technical support line for help with your spreadsheet program.

Printing Leader Reports

You can print the top “#” of players in each category. First create a team report and then choose Sort Options > Set Min’s and Leaders. Set the number of leaders and then choose Sort Options > Create leader report

Determining The Number of Pages in Your Report

Move your mouse over the printer icon and the number of pages that will print will be displayed in the status area at the bottom of the form.

Printing Multiple Reports On One Page

If your stat reports are smaller than 1 page you can turn off the automatic [] Page Break during stat printing. Pages will only formfeed if the current report does not fit on the remaining paper in the printer. You can eject the last report by either selecting the Page Break checkbox during printing, selecting [File][Printer Formfeed] or exiting the Stat Viewer.

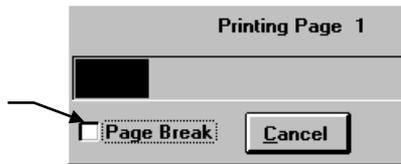
Printing Multi-Page Reports on One Page

If you are printing a report that spans across two or more sheets of paper you can optionally print the second page of data under the first page by turning the page break option off. Use the menu File>Printer Formfeed or press <ctrl><G> to eject the page from the printer. If you wish to continue printing reports on the same page then do not use the formfeed command.

Creating Data Entry Sheets

If you are tracking stats on paper you can create data entry sheets by first creating a player or team report displaying all fields you wish to track. Next use the menu Edit > Clear All Cells

Uncheck the Page Break box (or use File>Page Setup) to print multiple reports per page



Printing League Stats

To create league leading printouts have all team managers track their own team stats on their own PC or have someone track all teams on one PC. Then merge this data into the Stat Viewer. Here's how it works :



Select the destination drive for your team summary.

- [Current] if all stats are being kept on one computer or email in
- [A] to summarize to floppy disk drive

Creating a League Disk

- Each manager or team statistician can track their own team's stats on their own computer or all stats can be tracked on one computer
- In the game form select [Compile Stats][Create a League Disk].
- Select the **Season** game type (or what your league decides)
- All stats will be processed regardless of the user's selections
- Your team's stats are summarized to your hard disk or floppy disk
- You can even email the file to an assigned league statistician

Merging Stats From Other Teams

- In the Stat Viewer select [File][Merge Files]
- The Stat Filter will pop up so you can set the stats you want to appear in your report. Then press OK
- Enter a report title
- Select the *.LEA file on the disk or press Merge ALL

Tracking Team Records

Using the League Merge capability you can create a records file and add to it after each season to track your team records.

1. After each season create a league disk from the game form [Compile Stats][Prepare a League Disk][Current Drive]
2. First year only: open the Stat Viewer and merge in this report [File][Merge]. Press YES to clear the current report
3. Save your record report file [File][Save As] > "records.sts"
4. Next year follow the same first step to summarize your new team
5. Open the Stat Viewer and open your previously saved record file [File][Open] "records.sts" (you should see last years stats)
6. Merge in your new season's stats with [File][Merge]. Choose NO when prompted to clear current report. Save using [File][Save]
7. Use Sort Options > Create Leader Report to show leaders
8. Repeat each year.

Backing Up Your Team Data

Hard disks crash and your data can become corrupt. For this reason we suggest that you back up your team data after every three games. Make a backup using the included program option [File][Backup Team].

Moving Stats Between Home and Work Computer

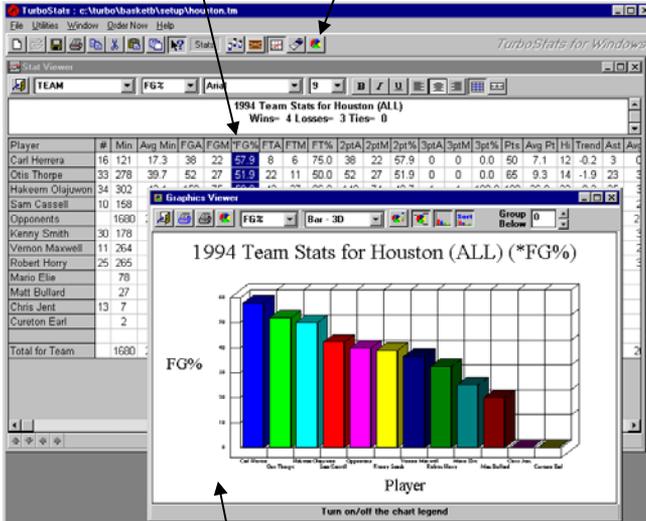
Use the backup command (above) to copy all your stats to a floppy disk. Bring that disk to the other computer and insert it into the floppy drive. Start TurboStats and use the command [File][Backup Team][Restore]. Your backup will be copied to your current directory and TurboStats will prompt you if a team with the same name will be overwritten. You can also view backed up team files from the floppy disk.

Plotting Stats

You can plot any stat in the Stat Viewer with one click. Simply highlight the column you wish to plot and press the plot icon. Note: you cannot plot if the Game Form is open.

1. Highlight any column or any range within a column

2. Click the plot icon



Select any stat

Double click anywhere on the chart to set chart options (below)

Refresh chart

Print in BW

Print in color

Select chart type
Pie, Bar, Line

Turn on legend

Turn on labels

Turn on team totals

Exit

Graphics Viewer

Exit

Show Chart

Chart Title: 1993 Team Stats for Sample Team (ALL) (*Avg)

Y Axis Title: Avg

X Axis Title: Player

Grid: Horizontal, Vertical

Font Style: Roman, Swiss, Modern

Font Size: Small, Medium, Large

Printing: Print border, Scale to printer width, Scale to printer height

Titles must be the same size and font type

Refresh the current chart

Group values into "others"

Turn on auto sorting

Chapter 3 Troubleshooting

Installation Problems

The setup program does not automatically start when I load the CD

Use Start> Run and type in the CD Drive Letter D:\install.exe

Problem: Program won't Start on Windows XP.

(How to manually register DLL's)

"The Specified Module Cannot be Found error".

Solution: A DLL or OCX file is not properly registered with Windows.

Use Start > RUN then type in

Regsvr32.exe [msvbvm60.dll](#)

after the "Regsvr32.exe" put a space and one of these file names then press OK. Try to load TurboStats. If you get the same error repeat with the next file in the list.

msvbvm60.dll graph32.ocx mscomm32.ocx

gswdll32.dll grid32.ocx threed32.ocx

File is Out of Date or Version Mismatch Error Message

If you get this message you probably already have some of the system files **TurboStats** uses on your hard disk. You can delete the file that is out of date from your

c:/windows/system directory or run the batch program `uninstall.bat` from your TurboStats install disk. The reinstall TurboStats. If you are still having problems visit

www.turbostats.com/support.

File is in Use Message

TurboStats using many DLL's and OCX's that may already be on your computer and shared with other application. If another application is running and you are installing TurboStats the installation program will not be able to update a system file. This may not cause any problems however if you do get this message and TurboStats does not run properly after it's installed do the following:

1. Restart Windows. Close all running programs. Reload TurboStats.
If that does not work then try...
2. Restart Windows. Search for the file that can't be installed and delete it from your computer. Then install TurboStats again.
3. Check our website support page for more tips. www.turbostats.com/support

Printing Problems

Stats overlap: You should auto-adjust your grid prior to printing to assure that the printed fonts will not overlap. Note: screen fonts may actually appear larger or smaller than printed fonts. Auto-adjust uses the printed font size for spacing.

Changing portrait or landscape does not work: Some printer drivers do not support this option from within an application. Solution: change the page orientation using the control panel prior to starting TurboStats.

Nothing prints and printer icon is red: You have turned off Page break. Select File> Page Setup and turn Page Break Stat Reports on. Use File > Printer Form feed to eject.

Printing Error #5

Question: *I get printer error #5 when printing to my Laserjet 4050, 8150 and other NEW HP Printers.* **Answer:** There have been errors reported with the new HP printer drivers. Get the latest driver from HP or install another laserjet driver like the 4000, Laserjet III or Laserjet V. You can leave both drivers on your system connected to the same printer port.. If your printing over a network make sure you connect the printer to an LPT port.

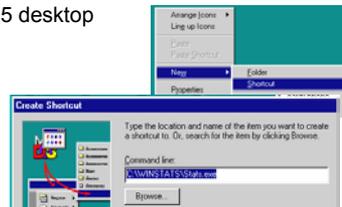
Printing with Windows XP

TurboStats 11.0 supports all long network printer name paths and USB printers but due to an XP bug with Visual Basic 6.0 you may have problems swapping between Portrait and Landscape mode. The solution is to switch between portrait and landscape mode using Windows XP Start menu>Control Panel> Printers> View and changing the print mode first. Right click and choose Printing Preferences- then portrait or landscape. You can also choose to Add a Printer. Pick the same printer and give it a different name like Laserjet V Landscape. Set that printer to landscape mode and just change printers in TurboStats before you print. Check our support site online to see if there are any patches for this issue.

Creating an Icon on Your Desktop to Start TurboStats

If you would like to create an icon on your Windows 95 desktop follow these instructions.

1. Right click your mouse anywhere on the desktop
2. Select New > Shortcut from the pop up menu
3. On the command line type
c:\basket\basket32.exe
4. Click NEXT and enter a name for the shortcut
5. Press Finish



Starting up TurboStats with Your Team File Loaded

Use the above example to create your icon however add your team file name after stats.exe on the command line example c:\basket\basket32.exe sample.tm

How to Download Updates and Patches

Frequently, TurboStats provides enhancements and some times even bug fixes for free downloading from our website. To see if the version you are currently using has any patches visit www.turbostats.com and click on Support Site. Then click on Basketball from the Support menu. If there is an update you can download it by clicking on it and choosing Save to Disk. After the update downloads you can run it by double clicking the EXE file. Make sure you close TurboStats first. If you download and install it correctly you will see the new version in the Help screen when it starts up.

How to Contact Technical Support

Because of the enormous popularity of our software you may experience some wait time when phoning in for support. We provide complete support information on the website and on the CD under View Documentation. Please make every effort to search these databases for answers before you try phone support. However our staff is here to help you if you can't resolve your issue by first using the following sources.

- Check the  **Quick Tips Icons** on different forms in the Program
- Read the **Users Manual**
- Visit www.turbostats.com/support
- Use **View Documentation on the CD. Choose HTML and support**
- If you cannot resolve your problem using any of these sources then:
 1. Send us email message at support@turbostats.com
 2. Call the **TurboStats** technical support line Monday through Friday 973-334-7828

TurboStats is also available for Baseball/Softball, Football, Soccer and Volleyball

Chapter 4 Working With ScoreKeeper on the Palm OS

ScoreKeeper for the Palm OS (only \$69.95) is a breakthrough product that is used and loved by thousands of coaches. ScoreKeeper not only saves you a tremendous amount of data entry time but it also provides you with important information about your opponents, in real time, that has been proven to help teams win championships. If you did not yet purchase ScoreKeeper you can try the demo on the CD. Click the Palm Icon to install it on your Palm OS 3.0 or higher PDA. ScoreKeeper will not work on Pocket PC or CE.

How TurboStats and ScoreKeeper Work Together

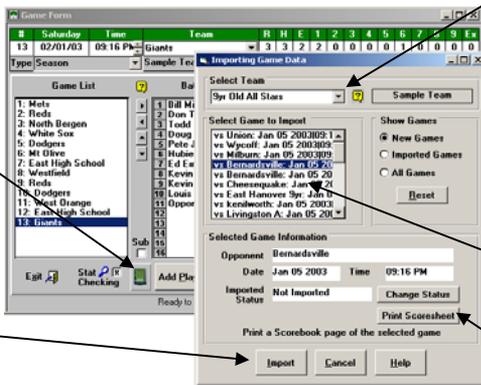
ScoreKeeper is a live game tracking program that works just like a scorebook. You track stats and shot locations for both teams while you score the game on your Palm OS PDA. After the game you HotSync your Palm OS PDA with your computer (by pressing one button) and ScoreKeeper copies all your games files from your PDA to your PC. PDA's have a user name and there is a directory on your PC usually c:\palm\your user name\backup where all the HotSynced game files go. Since each game has two teams worth of statistical information, ScoreKeeper makes a separate entry log for both teams.

Steps to Import Stats from ScoreKeeper into TurboStats

Note: this feature might not be active till Sept 15 2004. You can create lineups on the Palm that match the lineup names in TurboStats for now. Check our support site for an update.

To import games into TurboStats first create a team in TurboStats on the PC using the FILE> New Team command. Or use FILE> Open Team if your team file is already created. If you already have a lineup on ScoreKeeper then add just one player to your TurboStats team and press the GAMES button in the lower right corner of the Team Form. Then click the PDA icon. At the top of the form you will see a pick list of team names. These names are the Lineup names you create in ScoreKeeper. Select a name and you will see all the games that team played in. ScoreKeeper also tracks the games that have already been imported to prevent you from importing the same game twice.

1. Create a team with at least 1 player on it. Then press the GAME button
2. Click the PDA icon
5. Click Import to bring in the game stats. If there are new players that are not on your TurboStats team you will be prompted to add or skip them.



3. Select the team name you want to import. These names match the Lineup names in ScoreKeeper. Note: if your Team name in TurboStats contains the team name in ScoreKeeper it will be automatically selected
4. Select a game from the list to import.
- Click to print a ScoreBook page

During the import process you may be prompted to add the player OPPONENTS. Press NEW to create this player and the totals for each opponent will be imported into each game.

What to do if you do not see your ScoreKeeper game in the list?

1. Press the pull down list for SELECT TEAM and look for a second spelling of your team name. You might have changed the name in the Lineup in ScoreKeeper. If you find another name you can import the games without a problem.

2. If you still cannot find the games press the **Reset** button on the form. This will clear out all games that are not currently on the Palm Pilot. Press the Help button for more options or visit our support site www.turbostats.com/support and view the Hotsync Issues.

Exporting Game/Lineups from TurboStats to ScoreKeeper

Most users find it more efficient to first create your Team Roster in TurboStats. Enter all your players names and numbers first. Then click on the LINEUP tab at the bottom of the TurboStats team form. Use the TurboStats lineup creator to drag your players onto the court. Then press the Palm PDA icon in this form to bring up the export game screen.

1. Open a team in TurboStats and click on Lineup tab below

2. Click the PDA icon

3. Select or Type in an Opponent's Name. Use **IMPORT** if you have a TurboStats team file already created for the opponent

4. Press Create to make a ScoreKeeper Game file. Then HotSync your PDA

If you know your Opponent's roster you can type it in now. Otherwise leave it blank and enter it at the game on your PDA

Your team roster will appear automatically. You can easily change them on the PDA later.

The first time you use it you have to enter your ScoreKeeper password

You will be prompted to choose who is the Home/Visitor team. This decision can be swapped in ScoreKeeper later if it will be determined by a coin flip. In ScoreKeeper view the Lineup for either team and press the palm MENU button or click on the word **Lineup**

You will also be prompted for a GAME file name. This is a very important step. **If you create a game file name that is the same as another game you already scored, the old game will be lost** when you Hotsync. A good system is to name the game after the opponent and put a number at the end for the time you played them. For example REDS1, REDS2, REDS3. Etc. Do not use the \ or / character in the name if you are using a date. Enter dates as REDS7_14_03 or REDS71403.

The ScoreKeeper Manual

For more information on how to use ScoreKeeper insert your CD and choose View Documentation. Then choose the ScoreKeeper Manual. **Happy Scoring!**

Sub

Montville		East HS	
Bench	In	In	Bench
12	23	11	12
33	2	22	34
42	10	23	

Stats

Montville vs 23 Smith

FG M/A/%: 3 / 5 / .600
 3P M/A/%: 0 / 0 / .000
 FT M/A/%: 0 / 0 / .000

PTS: 6 Fouls: 2
 A: 2 B: 0

OFF REB: 2
 DEF REB: 2

Montville vs 23 Smith

All Games

Done Stats Charts

Chapter 5 New Features

New in Version 6.0

1. 32 Bit Programming supports Long File Names, Windows XP and USB Printers
2. Shot Charts
3. Improved Game Form layout with all stats in a single window
4. Importing from ScoreKeeper for Basketball for the Palm OS (optional product)
5. Web Site HTML output with linked team/player pages
6. Automatically post stats to your website with built in FTP support
7. Improved Animated Playbook to support screen scaling, import/Export of individual plays (ProSeries Version)
8. Added practice planner, scheduler, league tracking and tryout rating sheets (Pro Ver)
9. Email address field in Roster
10. Archive Team File support
11. Email stats to other users

New in Version 5.0

Improved Animated Playbook:

1. Improved Play Printing Capabilities. Up to 9 steps or plays per page
 2. Prints in Line Art Format
 3. Automatically Draws Lines and Arrows
 4. Turn on/off up to 10 Cones for Practice Drills
 5. Turn on/off any Number of Players (up to 10)
 6. 3 Point Line Can be turned On/Off
7. Improved Career Stat Printing
8. Customized Roster Printing
9. Prints mailing labels
10. Additional Roster Data Fields like Date of Birth and more..
11. Automated Player Report Printing
12. Improved Score by Period Printing
13. Improved Lineup Printing in Line Art Format. Up to 9 Lineups per page
14. Prints Shot Chart Worksheets
15. Repairs Day of Week Display (based on game date) for Y2K dates.

New in Version 4.0

The following features were added in version 4.0:

1. Animated Playbook: Setup & Animate unlimited plays and drills (ProSeries Ver Only)
2. Career Stats: Instantly updated after each game
3. Advanced Reporting (by dates, locations, opponents and more)
4. Improved Sorting: Opponents stats sorts to the bottom. Full text sorting
5. Leader Reports: You set how many leaders to display for each category
6. Save Multiple Reports Formats with default sort by category for each report
7. Stat Description Key see: Stat Viewer
8. User Definable Stat Descriptions change stats like "FTA" to "Foul Shots"
9. Complete League Standings with games back and separate team totals
10. Improved League Merge with Merge All Button
11. Improved Drag n Drop LineUp Screen see: Court Layout
12. Screen Size Adjustable Drag-n-Drop Lineup Screen
13. Multi Rotation Line Up Cards with Depth Charts
14. Control Fonts, Size and Color on Lineup Screen
15. User Definable Player Information Data see: Team Form
16. Three Additional Player Database Fields (Grade, Age, Ht)
17. Autodial Phone Numbers
18. Makes HTML WEB files from any report
19. Import Players from last years team files or text files
20. Faster Live Game Entry