

TURBOSTATS

Soccer Users Guide



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The *Fastest, Easiest* Way To Keep Stats

The *TurboStats* User's Guide

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CHAPTER 1 GETTING STARTED.....	1
RUNNING THE INSTALLATION PROGRAM	1
SYSTEM REQUIREMENTS	1
OTHER TURBOSTATS VERSIONS.....	1
STARTING THE PROGRAM	1
ENTERING YOUR PASSWORD	2
USING THE KEYBOARD.....	2
RUNNING THE SAMPLE TEAM.....	2
USING THE MAIN ICON BAR	2
BACKING UP YOUR TEAM DATA.....	2
<i>Moving Your Data From One Computer to Another.....</i>	2
CHAPTER 2 USING TURBOSTATS.....	3
OPENING AN EXISTING OR SAMPLE TEAM.....	3
PROGRAM OVERVIEW	3
CREATING A NEW TEAM.....	3
USING THE TEAM FORM	4
<i>Importing Player Data</i>	4
<i>Creating a Line-up and Changing the Default Player Order.....</i>	4
<i>Printing Line-up Cards</i>	5
<i>Printing Player Rosters</i>	5
<i>Team Form Tips.....</i>	5
<i>Tracking Opponent's Stats.....</i>	5
USING THE GAME FORM.....	6
<i>Adding Game Data</i>	6
<i>Entering Games.....</i>	6
<i>Changing Game Data</i>	7
<i>Adding Players to an Existing Game</i>	7
<i>Removing Players from an Existing Game</i>	7
<i>Tracking Opponent's Game Stats</i>	7
<i>Changing the Game Type, Field and Weather Selection Lists.....</i>	7
<i>Changing the User Defined Stats</i>	7
<i>Entering Forfeit Games</i>	8
PRINTING STAT REPORTS	8
<i>Printing Individual Player Stats.....</i>	8
<i>Printing Team Stats Summary.....</i>	8
<i>Printing Individual Games</i>	8
<i>Printing Game Summaries</i>	8
<i>Printing Game Schedules.....</i>	8
USING THE STAT FILTER	9
<i>The Game Type Filter</i>	9
<i>Grouping cut and traded players</i>	9
<i>Including Game Types in player reports</i>	10
<i>Advanced Reporting Options</i>	10
<i>Saving multiple report formats.....</i>	10
USING THE STAT VIEWER.....	11
<i>Auto- Adjusting the Stat Grid.....</i>	11
<i>Fixed Headings/Names.....</i>	11
<i>Deleting rows from the Stat Viewer</i>	12
<i>Moving rows and columns.....</i>	12
<i>Setting Minimum Sort Values.....</i>	12
<i>Printing Leader Reports</i>	12
<i>Permanently Setting Your Stat Order.....</i>	12
<i>Exporting reports to comma separated files for spreadsheets</i>	12
<i>Exporting reports to HTML file to display on the Web.....</i>	12
<i>Customizing Your Report Output.....</i>	13

<i>Using Paper Miser to print wide reports on one page</i>	13
<i>Printing Multiple Reports On One Page</i>	13
PRINTING LEAGUE STATS	13
<i>Creating a League Disk</i>	14
<i>Merging Stats From Other Teams (complete version only)</i>	14
<i>Sample League Merge</i>	14
CREATING TEAM RECORDS	14
PLOTTING STATS	15
CHAPTER 3 TROUBLESHOOTING	16
INSTALLATION PROBLEMS	16
<i>Cannot Load DLL Message or You Can't Get Past "Initializing Setup"</i>	16
<i>One or more Visual Basic Applications are running</i>	16
PRINTING PROBLEMS	16
<i>Printing to a network printer:</i>	16
<i>Printing Error #5</i>	17
<i>Printing to a USB Printer</i>	17
HIDING THE START MENU ON A 640X480 DISPLAY (BLOCKS SOME OF THE SCREEN)	17
CREATING AN ICON ON THE DESKTOP	17
<i>Starting up TurboStats with Your Team File Loaded</i>	17
TECHNICAL SUPPORT	17

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 program manager.

Running the Installation Program

To install onto your hard disk do the following:

[Start][Run]

⇒ A:\SETUP 

Press the START button first, then select RUN.

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 floppy drive.

If you have any problems installing see Troubleshooting

System Requirements

The minimum system requirements for running **TurboStats** is a Windows compatible computer with a 386 or higher processor, Windows 3.X, 95, 98, ME 2000, NT, XP or higher. a minimum of 4 MB of system memory (RAM) and a hard disk with 1.5 MB of disk space remaining.

Other TurboStats Versions

This program is available in three other sports versions. The password you receive after you purchase TurboStats unlocks the particular version you ordered. Many more sports products are being developed so check our Internet web site frequently.

www.turbostats.com

Baseball/Softball-
Basketball-
Football-
Volleyball-

78 batting, baserunning, fielding, pitching and catching stats
50 offensive, defensive and game stats
over 200 offensive, defensive, kicking and penalty stats
over 50 stats plus rotation and attack breakdowns

Starting the Program

From the Program Manager double click on the icon in the TurboStats group



Note: if you start the program a different way you must make sure your working directory is your **TurboStats** main directory otherwise you will not have access to your license and default files

Windows: Start > Programs > TurboStats > TurboStats

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 [Help][Enter Your Password].

Note: the letters in your password are case sensitive.

Using the Keyboard

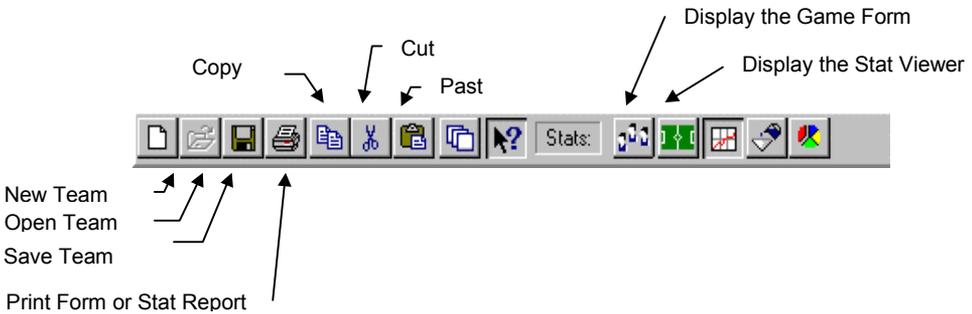
All menus and buttons can be activated using a mouse or by either:

- 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



Backing Up Your Team Data

Hard disks crash and your data can become corrupt. For this reason we strongly suggest that you back up your team data after every three games. This way if something goes wrong you don't have to enter all your data again. Make a backup using the included program option [File][Backup Team].

Moving Your Data From One Computer to Another

To move your entire team database to another computer use the Backup routine as described above. Insert the backup disk into one of the floppy drives on the new computer. (You must have TurboStats running on the new computer). Select [File][BackupTeam][Restore from Backup]. Select your team from the list and the entire team database will be copied to the new computer in the current directory.

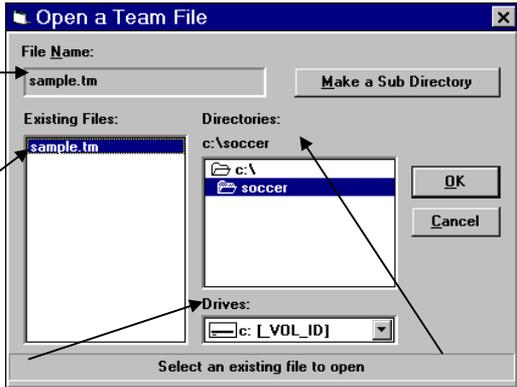
Chapter 2 Using TurboStats

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 five main forms for data entry and edits.



The Team Form - **Create team rosters and pre-game line-ups**

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**

The Plot Form - **Plot any stat in pie, bar or line format**

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 2-2*)
- Type an 8 character 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, and year of season. <tab> to move around form
2. Click [Add] to Add new players (up to 100 per team)
3. Enter your player's name, then press <enter>. (Optional) Next enter address, phone, position and notes
4. Save any changes

Note: Your team record and scoring ratio's are updated automatically

Player uniform number

Click to position your players on the field

Click Import to import players from other team files or text files

Click to calculate player or team stats

After adding all your team's players 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.

Importing Player Data

You can import player's names and addresses from any of the following sources. Other TurboStats Team Files - Comma Separated Text Files - Tab Separated Text Files - Score-IT Roster Files. Press the <Import> button on the Team Form. After the Import Form appears click the type of file you will be importing and then click <Browse> to find the file to import from in your directory. Double Click on any name in the listbox and that player's name and other information will automatically be pasted into your Team Form. Continue to click <Import> to add more players. Comma Separated and Text files must be in the right columns as shown below:

Name, Uniform Number, Address, City, State, Zip, Phone Number, Position, Notes

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 scroll 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 player order when adding new games and the original order (prior to sorting) of your team stat reports. To position a player on the field press the line-up button to bring up the line-up screen.

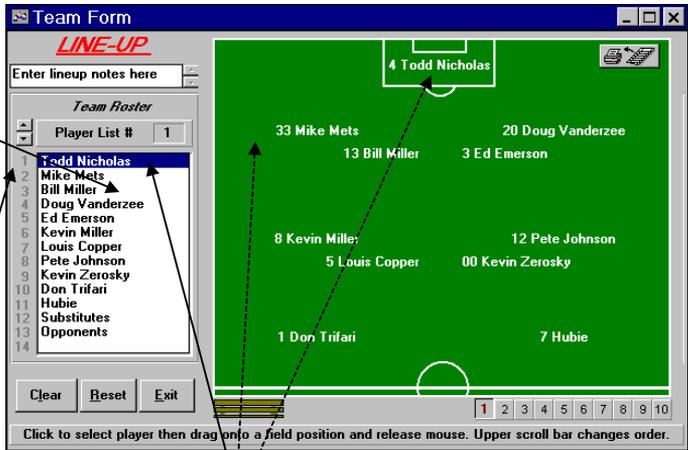
Create Line-up Cards



1. Select a player



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



10 Different Field Layouts Can Be Stored Along With Notes for Each Layout

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 removes the player from the field.

Printing Line-up Cards

Press the Line-up button located in the upper right hand corner of the screen. A line-up card will be created using the player order and the selected field layout. The Stat Viewer will then open to display the lineup card information. You can delete players, change columns, and add opponent names and game dates prior to printing your lineup card.

Printing Player Rosters

Press the Roster button on the Team form to print a full team roster. You have the option of also including the player notes. Your complete roster will be displayed in the Stat Viewer.

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 goals and team percentages will be accurate.

Tracking Opponent's Stats

You can track all your opponent's stats by simply creating a player named "Opponents" (spelled exactly as shown without the quotes). Your opponent's stats will not 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.

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. Any of these headings can be changed (see User Defined Stats for more information). If you are opening an existing TurboStats team file all opponent's names used will be added to the opponent's pull down list automatically. **Note:** You must be running Complete Version to enter user defined stats. See the upgrade form at the end of the manual.

Enter the date and time of each game

Enter the opposing team name and score

Click here to display the first or last game

Click any game to view/edit game data

List of the lineup order for the game. Select any player to view/edit their game stats

Click to add a new game

Use Game Mode scoring for live game entry

Click tabs to toggle between offensive, defensive, goalie stats and game types and notes

Point & Click data entry (or use the up/down arrows on the keyboard)

Displays the game form help screen

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 opponent's name <enter>
- Enter the date and time <enter>
- Enter the opponent's final score - type, click, or use the up arrow key <enter> (Note: your team's goals are automatically calculated if stat checking is on). You can also enter scores per period (box scores are optional)
- 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 field or select New to create your own<enter>
- Enter the user defined stat (weather is the default)<enter>

- Select a starting player for the game (it does not have to be the first player in the Select Player list box.) <enter>
- 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 and down arrows and the enter key for faster data entry)
- Click the icons to add Offensive, Defensive or User Defined Stats for the game.
- Press the SAVE PLAYER button or click on the next player to add
- Repeat until all players who played in the game are added
- Add all substitutes at the end of the player lineup
- 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
- Press the GAME NOTES icon to add any notes for the game
- Press the SAVE GAME button (the game totals for all players will be calculated except the player name Opponents)

Changing Game Data

To change any game information simply select the game in the game list box. Next, change any information needed, select a player in the lineup box to change any player stats. When finished press SAVE GAME. **Note:** *games will automatically be saved (recalculated) whether or not you actually press SAVE GAME*

Adding Players to an Existing Game

Select a game in the game list. Press the [ADD PLAYER] button or the menu [Players][Add to lineup]. 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 player list box. Zero all the player's stats for the game. Select the menu [Players][Remove from lineup]. **Note:** *removing a player changes the game totals.*

Tracking Opponent's Game Stats

Add the player Opponents to your team roster and then enter Opponents into the game just like any other player. Enter 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, Field and Weather 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.* **Note:** *the Game Types, Field and Weather and Opponents default files are specific to the directory where your team was entered. If you create a team in a different directory you can copy your old game types into the new directory. Otherwise you can have a different set of game types for each directory you create. The files are TYPES.DAT, FIELD.DAT, and WEATHER.DAT.OPPONENT.DAT*

Changing the User Defined Stats

You can change any of the user defined stats by either double clicking on the red stat names or using the menu Utilities > Edit User Defined Stats.

Entering Forfeit Games

If a game was won or lost by forfeit you must select the Game Type "Season Forfeit". Click the notepad icon in the bottom righthand corner of the Game Form to display the Game Type list box. Click the right arrow to display the list of choices and click on "Season Forfeit". Next enter a goal for the opponent if your team forfeited the game or press Save Game and you will be prompted for your team's score. Enter at least 1 goal for your team if the opponent forfeited the game.

Printing Stat Reports

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 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 lineup list box
- Double clicking on the player's name or select the menu Compile Stats / Player Stats

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 Individual Games

To print a report for the selected game in the Game Form select the menu [Games][Print Current Game] or double click any game in the list

Printing Game Summaries

To print a summary for all games select [Compile Stats][All Games (Summary)]Printing Game Schedules

Printing Game Schedules

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.**)



Using the Stat Filter

Player or team selected for the stat report

Select one or more game types for the report

Click the option tabs to turn on/off any stat you wish. (The Player screen is shown here)

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

Click to turn on/off any stat you wish to fully customize your reports. (Click Goalie or Game change selections)

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 or any combination
- Turn on/off any of the over 60 stat choices
- Turn on/off all of the Offensive, Goalie, Game or User Defined Stats from the report screen
- Select the abbreviated, full headings or user defined headings
- Turn on/off the auto-adjust grid feature
- Filter out player who played less than X minutes.
- Turn on/off game types (season, playoffs, etc.)
- Group cut and traded players into one stat called "others"
- Turn on/off game types display

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".

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.

Advanced Reporting Options

You can now print reports for any or all of the following advanced conditions:

- multiple games against the same opponent (note: the opponent's name must be spelled exactly the same in each game)
- played on any field
- any Weather Condition (or whatever user defined stat category you create like Starting Goalie, etc.)
- From, To, or Between any date range

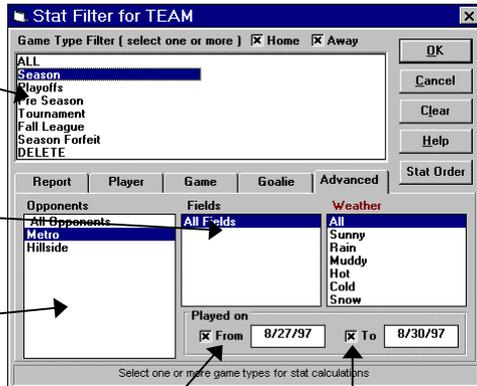
Select one or more Game Types

Select any one Field

Select any one Opponent

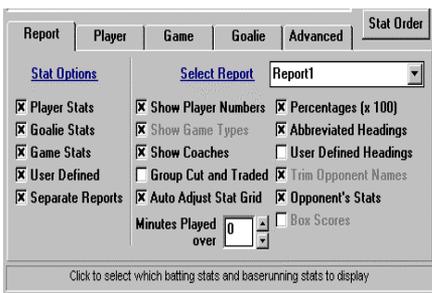
Turn on the FROM check box to print games played after the from date

Turn on the TO check box to print games played up to the given date



Saving multiple report formats

You can create up to ten different reports that store the on/off status of all the stats and report options.



Click to select a report. Next make all your stat selections for Player, Game, Goalie and User Defined Stats. Click in the Report box and change the Report title to whatever you wish

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 one of the stat columns in the viewer or by using the pull down list. Additionally, you can add, edit or type any notes you desire in the viewer and then print this report to your printer.

Click here to change the current font

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

Select any player or TEAM

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

The stat heading can be edited and the font size or alignment can be changed

Click the tabs to display other reports (Separate Reports must be [X])

Click here to move any column or row

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

Player	Min	Inn/G	P	F	F/G	YC	YC/G	RC	SOG	GL	SH%	SH/G	PSOG	PGL	PSH%	PSH	
Ed E	19.50	14.75	4	1	0.50	0	0.00	0	6	1	16.67	3.00	1	0	0.00	0.00	
Hubie	23.00	11.50	3	1	0.50	1	0.50	0	6	1	16.67	3.00	1	0	0.00	0.00	
TEAM	2	40.00	20.00	4	8	4.00	5	2.50	1	24	3	12.50	12.00	2	1	50.00	1.00
Opponents	4	27.00	13.50	4	1	0.50	0	0.00	0	0	0.00	0.00	0	0	0.00	0.00	
Todd Nicholas	33	2	19.00	9.50	3	0	0.00	0	0.00	0	0.00	0.50	0	0	0.00	0.00	
Mike Mets	13	2	23.00	11.50	4	0	0.00	0	0.00	4	0	0.00	2.00	1	0	0.00	0.00
Bill Miller	20	2	14.00	7.00	3	1	0.50	0	0.00	0	0.00	0.50	1	0	0.00	0.00	
Doug Vanderzee	8	2	19.00	9.50	4	0	0.00	0	0.00	0	0.00	1.00	0	0	0.00	0.00	
Kevin Miller	5	2	19.00	9.50	4	0	0.00	0	0.00	2	0	0.00	1.00	0	0	0.00	0.00
Louis Copper	12	2	17.00	8.50	4	1	0.50	0	0.00	1	1	0.00	0.50	0	0	0.00	0.00
Pete Johnson	0	2	16.00	8.00	3	0	0.00	1	0.50	0	0.00	1.00	0	0	0.00	0.00	
Kevin Zerovsky	1	2	24.00	12.00	4	1	0.50	0	0.00	0	2	0.00	1.00	1	1	100.00	0.00
Don Trifari	0	0.00	0.00	0	0	0.00	0	0.00	0	0	0.00	0.00	0	0	0.00	0.00	
Substitutes																	
Total for Team	2	230.50	115.25	36	7	3.50	2	1.00	1	25	2	8.00	12.50	5	1	20.00	2.50

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

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].

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].

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].

Moving rows and columns

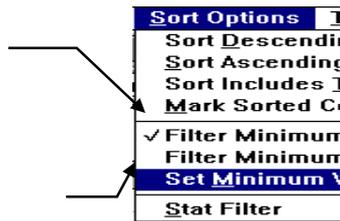
You can move any row or column anywhere you want by first selecting the row or column by clicking on the top column or left row. Next click the move arrows in the lower left-hand corner of the Stat Viewer (Note column moves are temporary and will be reset after a new report is created).

Setting Minimum Sort Values

You can set the minimum number of games played and games in goal to prevent players with high percentages with few games played 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 Games Played and Games in Goal



Printing Leader Reports

You can print only the top ## of players in your report. First sort by the desired heading and select [File][Print Leader Report]. To set the desired number of rows to print select [File][Page Setup]

Permanently Setting Your Stat Order

Use the command [Table][Set Stat Order]. Click on the stats in the order you want them to appear in the Stat Viewer. (Note: the Game Form cannot be loaded due to memory limitations)

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.

Exporting reports to HTML file to display on the Web

If your program is registered you can create HTML files using [File][Export][HTML]. If you enter a filename that already exists you will be prompted if you want to append to the existing file or overwrite it.

Sample Game Report as it will appear in a WEB Browser (baseball report shown)

Sample Team vs All Pro played on 04/18/93 Score: 9 - 12

(Away) Type: Five Season Field. Mazar Weather: Sunny

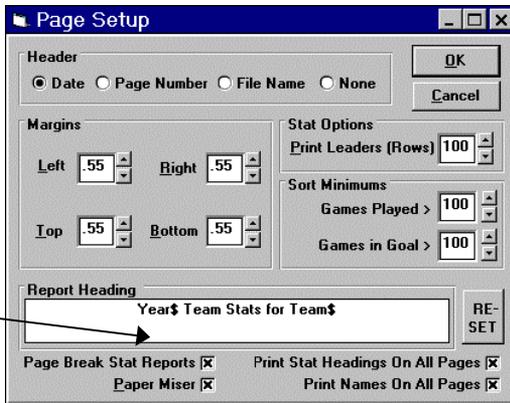
Team	R	H	E	1	2	3	4	5	6	7
All Pro	12	15	4	3	1	0	2	2	2	2
Sample Team	9	15	4	5	0	2	1	1	0	0

Player	#	AB	BB	Sacr	R	SO	1B	2B	3B	HR	RBI	Avg	Slg	OBp	HRfrq	H	OBE	FC	TB
1 Huber	7	3	0	1	0	0	0	0	0	0	1	0	0	0	0.00	0	1	2	0
2 Pete Johnson	12	4	0	0	0	0	0	0	0	0	0	0	0	0	0.00	0	0	0	0
3 Bill Miller	13	4	0	0	1	0	2	0	0	1	1	750	1500	750	4.00	3	0	0	6
4 Todd Nicholas	4	4	0	0	0	0	1	0	0	0	0	250	250	250	0.00	1	0	0	1
5 Mike Metz	33	3	0	0	2	0	1	1	0	0	0	667	1000	667	0.00	2	0	0	3

Customizing Your Report Output

Use [File][Page Setup] to select the following options:

Using Paper Miser to print wide reports on one page



Set your report title for all Team Reports

Set Leader Reports
Set Minimum Values for Sorting

If you are printing a report that will not fit across one piece of paper the report will automatically print below the first report on the same page if this feature is turned on.

Printing Multiple Reports On One Page

Paper Miser is great for one report. If you wish to create multiple reports on the same page use "Page Break Stat Reports". After you print your report you can select another report and print it without ejecting the page from your printer. When you are ready you can eject the last report by either checking the Page Break checkbox during printing, by selecting [File][Printer Formfeed] or exiting the Stat Viewer. If the next report will not fit on the remaining paper the last page will automatically be ejected from the printer. The printer icon will be red if any reports have not yet been ejected from the printer.

Printing League Stats

To create league leading printouts have one person track all the stats on one PC or have all team managers track their own team stats on their own PC. Then submit a league disk summary every few weeks to the league statistician who merges this data into the stat viewer. Here's how it works :

Creating a League Disk

- Each manager or team representative tracks their own team's stats on their own computer or all stats are tracked by a single person 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
- Insert a floppy disk in the selected floppy drive
- Your entire team stats are summarized and copied to the floppy disk
- Submit this disk to your assigned league statistician



Select the destination drive for your team summary.

- [Current] if all stats are being kept on one computer
- [A or B] if each manager is tracking their own team's stats.

Select [Make a League Disk on Exit] and you will be prompted each time you exit the Game Form

Merging Stats From Other Teams (complete version only)

- Start a new file in the Stat Viewer: [File][New]
- In the stat editor select [File][Merge Files]
- Select the *.LEA file on the disk or press [Merge ALL]
- **Note:** *It is a good idea to copy all the LEA files onto your hard disk.*

Sample League Merge

Use the above league merge commands and merge the two sample files BLUE.LEA and GOLD.LEA from the samples directory.

Creating Team Records

You can create a stat report representing your team offensive and goalie records by following these easy steps:

1. Create a league disk from the game form [Compile Stats][Prepare a League Disk][Current Drive]
2. Open the Stat Viewer and merge in this report [File][Merge]
3. Save this report as your record report [File][Save As] > "records.sts"
4. Next year follow the same first two steps to summarize your new team
5. Open the Stat View and open your previously saved record file [File][Open] "records.sts"
6. Merge in your new team records and save [File][Save]
7. Repeat each year



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

1997 Team Stats for TurboStats Sample Team (PRE SEASON)
Wins=1 Losses=0

Player	#	Age	Grade	Height	G	M	K	TA	E	GA	K%	K/G	TAVG	A	AA	AE	A%	AVG	PT	PT/G	CV	BH
Ed Emerson	3	18	SR	5'10"	4	1	2	3	0	0	0.667	0.500	0.750	0	0	0	0.000	0.000	7	1.750	0	0
Don Trifari	1	18	JR	5'7"	4	1	7	9	1	0	0.667	1.750	2.250	4	12	0	0.333	1.000	13	3.250	0	0
Mike Mets	33	16	JR	6'2"	4	1	9	15	0	0	0.600	2.250	3.750	9	16	1	0.563	2.250	13	3.250	0	0
Doug											0.667	4	1.333					0.250	2	0.500		
Bill Miller											0.000	0	0.000					1.000	7	1.750		
Todd Nicholas											0.000	0	0.000					0.000	0	0.000		
Kevin Miller											0.000	0	0.000					0.000	0	0.000		
Pete Johnson											0.000	0	0.000					0.000	0	0.000		
Kevin Zerosty											0.000	0	0.000					0.000	0	0.000		
Hubie											0.000	0	0.000					0.000	0	0.000		
Louis Copper											0.250	2	0.500					0.250	2	0.500		
Total for Team																		5.250	48	12.000		
Opponents											0.000	0	0.000					0.000	0	0.000		

1997 Team Stats for TurboStats Sample Team (ALL) (*K)

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

Select any stat

Refresh chart

Print in BW

Print in color

Exit

Select chart type
Pie, Bar, Line

Turn on legend

Turn on labels

Turn on team totals

Group values into "others"

Turn on auto sorting

Titles must be the same size and font type

Refresh the current chart

Chapter 3 Troubleshooting

Installation Problems

If you have any problems installing the program you probably already have some of the system files **TurboStats** uses on your hard disk. TurboStats uses three DLL's and two VBX system files: VBRUN003.DLL, COMMDLG.DLL, SETUPKIT.DLL, GRID.VBX, THREED.VBX. When the setup program is installing files it is also checking the dates of the files in your system directory. If the file is not already installed then TurboStats installs it. If the file already exists but is older than the file on the TurboStats install disk then the install program attempts to write over the older file. If you are not using SHARE or VSHARE.386 and you are running another program that is using these files then setup cannot overwrite them. Also, some anti-virus protection programs might prevent updating files that are already on your system. Here's what you should try: (in the order written)

- Exit out of Windows, disable all anti-virus software and reboot your computer then try to install again before you run any other programs
- If the message "cannot copy file ?? " is displayed before setup crashes then try the following: Rename the file ?? in the System directory and try again
- If you get an error "**threed.vbx is out of date**" then make sure a copy of that file (threed.vbx) is not in your C:WINDOWS directory. If it is then delete it. (It was put there by another software program you installed). Threed.vbx should only be in the system directory.

Cannot Load DLL Message or You Can't Get Past "Initializing Setup"

Delete the file setup1.exe from your c:\windows directory. This is an install program from another software program you loaded. After you delete the file run setup again.

One or more Visual Basic Applications are running

TurboStats is a Visual Basic application that uses many of the same systems files as other Windows programs. If you get this message during installation it means that our installation program might not be able to update some system files as they may be in use by Windows. Close all other programs that are running. If you still get this message press Ctrl> Alt> Del and look at the programs running in the task manager. Only systray and explorer are required to be running. Try selecting the other running applications and choosing End Task to shut them down. If you still can't install then your may have a virus program or hidden program running that you probably got from the Internet. Choose [Shut Down] and the Restart in MS DOS mode choice. Then type in the following line

```
DEL C:\WINDOWS\SYSTEM\VBRUN300.DLL  
EXIT
```

At this point Windows will restart and you will receive a message that program XYZ cannot start because vbrun300.dll is missing. Make sure that XYZ is an application you want running on your system. You can install TurboStats at this point.

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 or program crashes while printing: Open the Windows Control panel and disable the Print Manager selection.

Printing to a network printer:

TurboStats must print to an lpt port. When making your network printing selections you must capture a printer port like lpt2 or lpt3 using the following commands:

- Start > Settings > Printers
- Click once on your network printer icon
- Select File > Properties
- Click "Details" tab
- Copy the printer path from the "Print to the following post" text box
- Click "Capture Printer Port" button
- Select LPT2, 3 or 4
- Click in the path box and enter the network printer path you copied
- Check reconnect at login
- Press OK
- Now click the down arrow under "print to the following port" and choose the LPT2,3, 4
- All other applications will work with this setup. Even DOS programs.

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 to a USB Printer

At the current time TurboStats 16 bit programs will not print to a USB connected printer. Use a parallel printer cable and set the printer to print to LPT1. This limitation does not affect Windows XP users.

Hiding the Start Menu on a 640x480 Display (blocks some of the screen)

If you are running Windows 95 and you are running in the Display Mode of 640 x 480 (VGA) you may have problems viewing data on the bottom due to the start menu. Set your start menu to Auto Hide by right clicking your mouse on a clear area of the Start menu and selecting Properties. Choose either Auto Hide or check off Always on Top.

Creating an Icon on the Desktop

1. Select Start> Programs>TurboStats and right click on TurboStats for Soccer
2. Choose COPY from the menu
3. Right click anywhere on the desktop and choose PASTE SHORTCUT

Starting up TurboStats with Your Team File Loaded

Use the above example to create your icon then right click on the icon and choose Properties. Add your team file name after volley.exe on the command line example c:\soccer\soccer.exe **sample.tm**

Technical Support

In the unlikely event that you have any problem installing or using *TurboStats* you should do the following:

- Read the manual
- Check the on-line help at <http://www.turbostats.com> then choose New SUPPORT Site.
- If you cannot resolve your problem then:
 1. Send us email message at turbostats@aol.com
 2. Call the *TurboStats* technical support line Monday through Friday 973-334-7828. EXT 4

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Football		Standard: Includes over 91 Offensive, 24 Defensive, 55 Special Teams/ Kicking and over 35 Penalty Statistics. Over 200 total stats to track. Optional "Game Mode" scoring	\$69.95
		ProSeries: Same as above plus includes our animated playbook for unlimited plays.	\$129.95

SOCCER

Soccer		Includes over 35 Offensive and Defensive stats. Optional "Game Mode" scoring tracks stats during a live game. Game clock tracks player time. Drag-n-Drop Field Layout.	\$69.95
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VOLLEYBALL

Volleyball		Standard: Includes over 50 Offensive, Defensive, and Serving stats. Optional "Game Mode" scoring tracks stats during a live game. Drag-n-Drop Field Layout.	\$69.95
		ProSeries: Same as above plus allows tracking stats by Rotation and up to 25 Attack Types. Automatic rotation during Game. (Select One)	\$99.95

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