Virtual Electronic Scorebook

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Introduction

VES is a statistics entry and reporting program for softball.   With VES you can enter batting statistics, fielding statistics, and pitching statistics for individual players.   VES generates reports based on game totals or cumulative statistics over the course of a season.   Report formats display statistics by individual players, teams, or leagues.   VES will also track innings played for those managers that like to balance playing time.   Complete reports can be sent to a graphics printer or abbreviated reports can be sent to an ASCII file to facilitate electronic transfer.

VES boasts a feature that will allow the entry of game stats in real time while a game is being played. This feature is called the Virtual Electronic Scorebook.   Non-registered users can look at it and play with it but cannot save any information nor advance beyond 1 inning.

Features:

n   Entering and reporting of batting, fielding, and pitching statistics for individual players on a team.

n   Entry of generic game information including Game Date, Innings played, Team's names, Home or Visitor designation, and Final Score.   Entry of individual player game-total statistics include Plate Appearances, Hits, Runs, RBIs, and more.   Defensive statistics include Putouts, Assists, and Errors.   VES even allows entry and reporting of pitching statistics such as batters faced, runs allowed, hits allowed, walks, strikeouts, and more.

n   Optional logical verification of individual player statistics after entry.

n   Screen display of reports.

n   Graphical printing to a printer, and ASCII file generation of reports.

n   Entry of game progress in real-time thru use of the Virtual Electronic Scorebook.   REGISTERED VERSION ONLY!

n   Standard Windows type forms and mouse/keyboard control.

System Requirements:

n   386-PC 25 MHz or better

n   2 MB RAM

n   VGA or Super-VGA Display

n   Graphics printer supported by Windows 3.1

n   Windows 3.1 or later (mouse recommended)

n   VBRUN200.DLL

n   1.5 MB Hard Disk free

Main Menu

When VES first begins execution, an About box will be displayed presenting information about the program and it's author.   Select the "I AGREE" button (by clicking on it or pressing RETURN) to close the About box and open up the VES Main Menu. If you select the "FORGET IT" button, the program will terminate.   This Main Menu will be displayed throughout the time that VES is running. All other forms will be displayed over top of the Main Menu and when their appropriate functions are completed will close to display the Main Menu again.
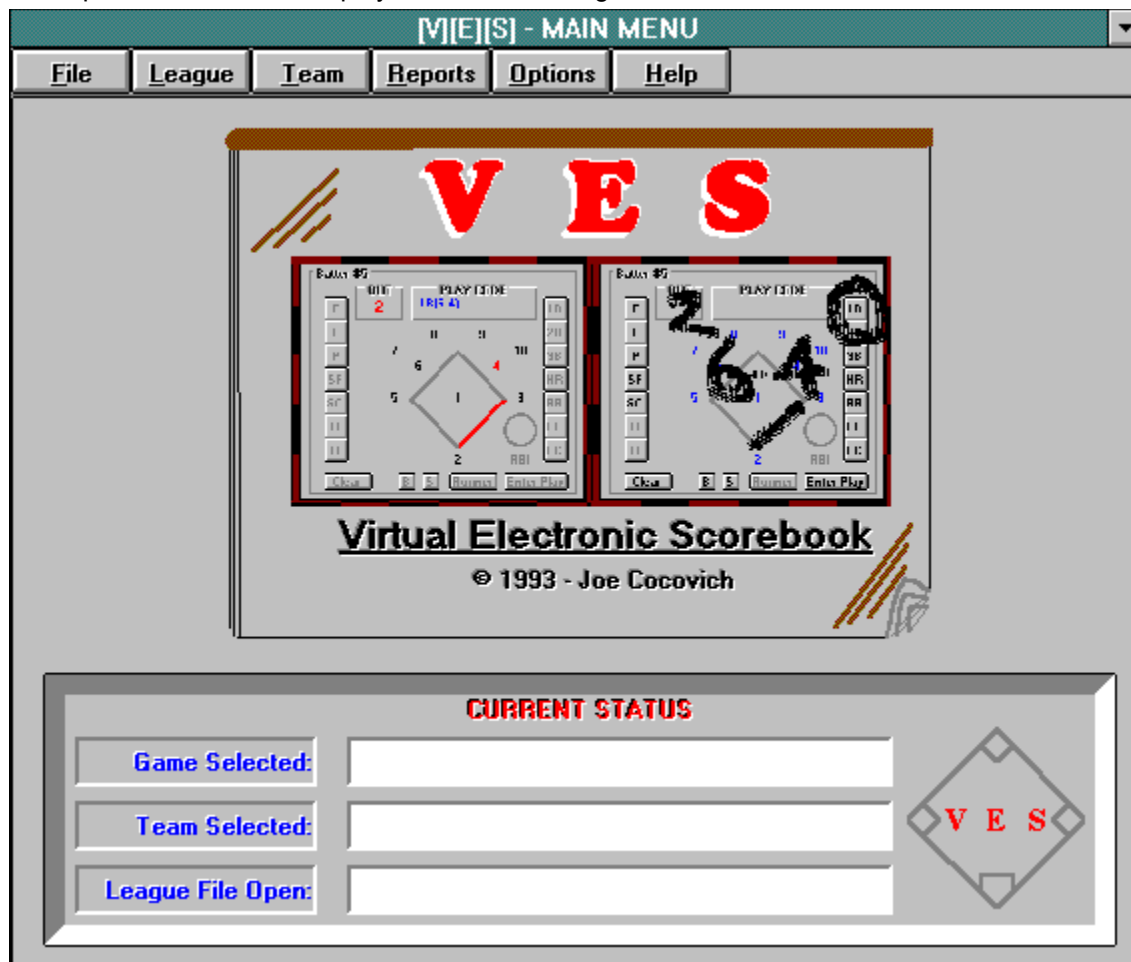
The Main Menu presents several sub-menu selections in it's menu bar.   These are selected by clicking on them or by pressing the ALT key and the underlined letter of the menu item desired. Once sub-menus begin to display, selections can be made by clicking on them or by pressing the underlined letter that appears on the selection desired.   Pressing the ESC key backs you out of the selections, one selection each time you press the ESC key.   Clicking anywhere else on the Main Menu form closes all menu items at once.

At the bottom of the Main Menu is useful information to remind you of the name and the path of the league file that is open for use, the name of the team selected for statistics entry and reporting, and information about the current game that is selected for individual player statistics entry and display.

The Main Menu can be minimized to an icon whenever it is the only form displayed.   Minimize the Main Menu by clicking on the minimize button in the upper right corner of the form.   Whenever another form is displayed, it has control and you cannot return to the Main Menu unless you specifically select Cancel or Done while in that form.

File Menu

If you select this menu, the following selections are presented.   Until a League File is successfully opened, only Open/Create League File and Exit are enabled.   The remaining selections are disabled.   All selections with an elipsis (...) following the name display the Open/Save Dialogue form when selected.   You will also notice that after a league file has been opened that it's path and name appear below the Exit selection.   You can bypass the Open/Save Dialogue form by clicking on one of the league files to immediately open it.   A warning will be issued if you have a league file open that has been changed.   Select Cancel to change your mind, select OK to discard changes and load new league file.

Make a selection by clicking on it, by pressing the underlined letter in the selection, or by using the cursor arrow keys to point to a selection then pressing ENTER to select it.

New League File
Open/Create League File...
Save League File (As)...
Close League File
Exit

New League File

If there is no currently open League File, this menu selection will be disabled.   If this menu selection is selected and the currently open League File has changed, then you will be prompted for an OK or CANCEL.   Selecting OK will ignore all changes, selecting CANCEL will return you to the Main Menu. If the currently open League File has not changed or you select OK, then the currently open League File is closed, deleted, and the temporary workfile is renamed to the same name.

Open or Create League File

Selecting this from the File Menu will present the following Open/Save Dialogue form.   You can navigate through the directories of files as in Windows.   The pattern matching default is *.LDF to display all league files.
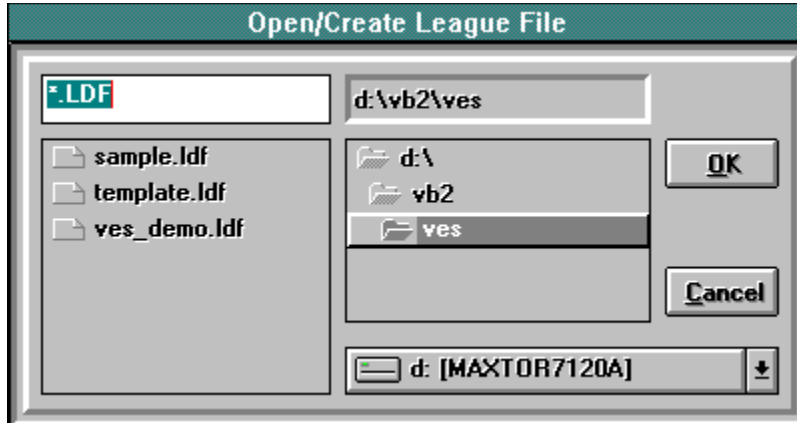
No File Open

This menu selection is always enabled.   If selected, then you will be presented with the Open/Save Dialogue form where you can select the file to open.   You can select from the list or type in a new file name in the File Name box (see Create New File) then click on OK or tab to it and press ENTER. Click on a file name in the file list and it will be copied into the File Name box.   Then select OK by clicking on it or tab to it and press ENTER and the file will be opened returning you to the Main Menu.   Double-click on a file name in the file list and it will be opened returning you to the Main Menu.   The path and file name opened will also appear beside the League File Open label at the bottom of the Main Menu as a reminder of the file that is currently open.   The currently open League File is dynamically changing throughout the session so a copy of the selected file is made in a temporary workfile before it is opened so that any changes made during the session can be discarded.

File Already Open

If selected and there is a currently open League File that has been changed, then you will be prompted for an OK or CANCEL.   Selecting OK will ignore all changes, selecting CANCEL will return you to the Main Menu.   If the currently open League File has not changed or you select OK, then the currently open League File is closed, deleted, and the temporary workfile is renamed to the same name.

Create New File

To create a new League File, type in a valid file name with either the .LDF extension or if you leave the extension out, the program will insert .LDF for you then select OK.   If you type in any other extension, the program will change it to .LDF before continuing.   You will be prompted for a description before the file is created.   This description will appear on all reports generated and in some form titles.   A default description is provided and can be used.   If CANCEL is selected, or OK is selected and the description is blank, then you are returned to the Open/Save dialogue form with no open League File.

Clicking on Cancel or tabbing to it and pressing ENTER any time returns you to the Main Menu with no action taken.

Save League File (As)

Selecting this menu item from the File Menu will present the following Open/Save Dialogue form.
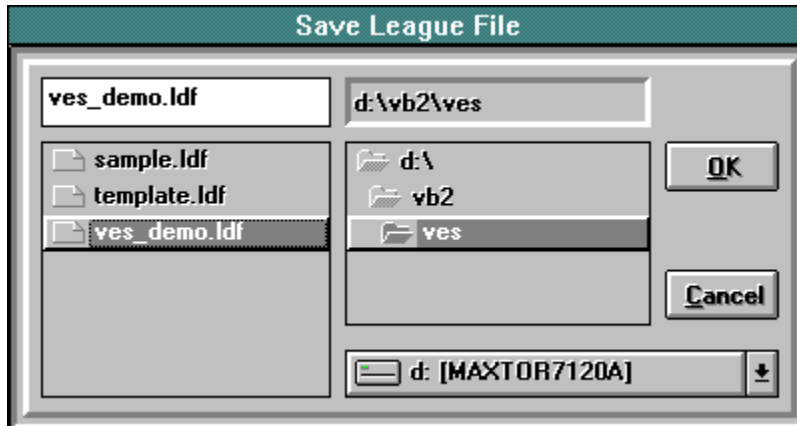
Save File

If there is no currently open League File, this menu selection will be disabled.   If selected, you will be presented with the Open/Save Dialogue form where you can select the file name for the destination.   The File Name box will already contain the name of the currently open file.   Selecting OK will merely update the temporary workfile with the contents of the currently open League File and return to the Main Menu with the currently open League File still open.   If the currently open League File name is double-clicked in the file list, the same action happens. If the name of an existing file is double-clicked in the file list or selected from the file list and OK selected, a message will be displayed warning you that this file exists and asks if you want to overwrite it.   Select Cancel to change your mind, or select OK to overwrite it.

Save File As

To save the currently opened League File to a new League File, type in a valid file name with either the .LDF extension or if you leave the extension out, the program will insert .LDF for you then select OK.   If you type in any other extension, the program will change it to .LDF before continuing.   If the file does not exist, a copy of the current file is made with the new name.   The file currently open is closed without updating and a copy of the new file is made in the temporary workfile.   The new file is then opened and becomes the currently opened file and you are returned to the Main Menu. If the file exists, a message will be displayed warning you that this file exists and asks if you want to overwrite it.   Select Cancel to change your mind, or select OK to overwrite it.

Selecting Cancel or pressing ESC any time returns you to the Main Menu with no action taken.

Close League File

If there is no currently open League File, this menu item selection will be disabled.   If it is selected, the currently open League File is closed, the temporary workfile is deleted, and the display at the bottom of the Main Menu is cleared.

Exit

This menu item selection is always enabled and terminates VES if selected and there is no currently open League File.   If there is a currently open League File that has been changed, then you will be prompted for an OK or CANCEL.   Selecting OK will ignore all changes, selecting CANCEL will return you to the Main Menu.   If the currently open League File has not changed or you select OK, then the currently open League File is closed, deleted, the temporary workfile is renamed to the same name and VES is terminated.

League Menu

If you select this menu, the following selections are presented.   If a league file is open, then Add/Edit Team is enabled, otherwise both menu selections are disabled.   Select Team is disabled until at least one team is added to the League File.   All selections with an elipsis (...) following the name display a dialogue form when selected.

Make a selection by clicking on it, by pressing the underlined letter in the selection, or by using the cursor arrow keys to point to a selection then pressing ENTER to select it.

Add/Edit Team...

Select Team...

Add or Edit Team

Whenever this menu item is selected, the following dialogue form is presented.

NSC Summer League - 1993 [A]

Team

[   ]

League Teams:
- Buckeye Forcepumps
- Cuervo Gold
- Field Failures
- Hit Squad
- Linear
- Misfits
- Smokin' Bundys

[Change] [Delete] [Done] [Cancel]

The description of the currently open League File appears in the dialogue form title.   The League Teams list shows all the names of the teams that have supposedly entered their league fees.   You can add a team name, edit a team name, or delete a team name with this dialogue form.

Add a Team Name

Type a name for the new team in the Team box and then press ENTER. If the Team box is not blank, this will enter the new team name in the League Teams list which will automatically be alphabetized.

Edit a Team Name

Select a team name from the League Teams list by double-clicking on it or by tabbing to the list and using the arrow keys to highlight the name you want then press ENTER.   The team name will be copied into the Team box and highlighted for editing.   Edit the name in the Team box then click on Change or tab to the Change button then press ENTER.   If the team name is not blank, this will delete the selected team name in the League Teams list and place the edited team name in the list. Again, the list will be automatically alphabetized.

Delete a Team Name

Select a team name from the League Teams list by double-clicking on it or by tabbing to the list and using the arrow keys to highlight the name you want then press ENTER.   The team name will be copied into the Team box.   Select the Delete button by clicking on it or by tabbing to it and pressing ENTER and the team name selected will be deleted from the League Teams list.   When Done is selected after a team has been deleted, the deleted team will no longer appear in the Add/Edit Team list or in the Select a Team list, even though the information really still exists in the file.

The program does not check the League Teams list for duplicate team names so be careful.   Make

sure all the team names you enter are unique or the program might not be able to tell the teams apart when you select or report on statistics.   Select Done and the edits will be written to the currently open League File. Select Cancel or press ESC and if edits were made you will be reminded that you have made edits and will be asked to respond OK or CANCEL.   If you select OK the edits will be discarded and you will be returned to the Main Menu.   If you select CANCEL you will be returned to this dialogue form.

Select Team

Whenever this menu item is selected, the following dialogue form is presented.

The description of the currently open League File appears in the dialogue form title.   The League Teams list shows all the names of the teams that currently exist in the League File.   Select a team by clicking on it or use the up and down arrow keys and then clicking on Done.   You will be returned to the Main Menu and this team will now be used for entering and displaying game statistics.   The team name will also appear beside the Team Selected label at the bottom of the Main Menu as a reminder of which team is currently selected.   You can also select a team and return to the Main Menu by double-clicking on a team name in the list.   Select Cancel or press ESC and you are returned to the Main Menu with no action taken.

Team Menu

The menu selections on this menu are enabled only whenever a team is selected from the currently open League File.   If you select this menu, the following selections are presented.   All selections with an elipsis (...) following the name display a dialogue form when selected.   All selections with an arrow following the name display further menu selections when selected.   If there is no game information in the file for the selected team, then Select a Game will be disabled until some is entered.   If there are no players for the selected team, then Add/Edit Statistics will be disabled.

Make a selection by clicking on it, by pressing the underlined letter in the selection, or by using the cursor arrow keys to point to a selection then pressing ENTER to select it.

Add/Edit Roster...

Games >   when selected will display the following selections:

Add New Game...
Select a Game...

Add/Edit Statistics >   when selected will display the following selections:

Batting...
Fielding...
Pitching...
Open Scorebook...

Add or Edit Roster

Whenever this menu item is selected, the following dialogue form is presented.

Hit Squad

Player

[   ]

Team Roster:

| Burke, Dave |
| Cocovich, Joe |
| Daniels, Geoff |
| Dick, Corky |
| Funcell, Marty |
| Green, Martin |
| Hoff, Darrell |
| Kaneshiro, Joel |
| Martinez, Gary |
| Nowden, Sam |
| Pak, Thomas |
| Panczak, Tony |
| Salvador, Joe |
| Throndson, Mark |

[Change] [Delete] [Done] [Cancel]

The name of the currently selected team appears in the dialogue form title. The Team Roster list shows all the names of the players that have supposedly signed the waiver and paid their dues. You can add a player's name, edit a player's name, or delete a player's name with this dialogue form.

Add a Player's Name
Type a name for the new player in the Player box and then press ENTER.   If not blank, this will enter the new player's name in the Team Roster list which will automatically be alphabetized.

Edit a Player's Name
Select a player's name from the Team Roster list by double-clicking on it or by tabbing to the list and using the arrow keys to highlight the name you want then press ENTER.   The player's name will be copied into the Player box.   Edit the name in the Player box then click on Change or tab to the Change button then press ENTER.   If the name is not blank, this will delete the selected name in the Team Roster list and place the edited player's name in the list.   Again, the list will be automatically alphabetized.

Delete a Player's Name
Select a player's name from the Team Roster list by double-clicking on it or by tabbing to the list and using the arrow keys to highlight the name you want then press ENTER.   The player's name will be copied into the Player box.   Select the Delete button by clicking on it or by tabbing to it and pressing ENTER and the player's name selected will be deleted from the Team Roster list.   When Done is selected after a player's name has been deleted, the deleted player's name will no longer appear in the Add/Edit Roster list or in the Team Roster list for game statistics entry, even though the information really still exists in the file.

The program does not check the Team Roster list for duplicate player names so be careful. Make sure all the player names you enter are unique or the program might not be able to tell the players apart when you enter or report on statistics. Select Done and the edits will be written to the currently open League File. Select Cancel or press ESC and if edits were made you will be reminded that you have made edits and will be asked to respond OK or CANCEL. If you select OK the edits will be discarded and you will be returned to the Main Menu. If you select CANCEL you will be returned to this dialogue form.

Add New Game

When this menu item is selected, the following dialogue form will be presented.

At the top of the form, the name of the currently selected team is displayed.   Everything on the form is disabled except for the Cancel button and the first entry field.   The cursor starts in the first entry field which is Date Played.

Date Played

Enter the date you wish to be identified with the new game being entered.   Text entry is checked for valid date format when ENTER is pressed.   If an illegal entry is made, the program will tell you and ignore that entry.   If ENTER is pressed while this field is null (blank), the current date will be entered automatically for you.   When the date has been entered, press ENTER and it will be reformatted and displayed and then the Innings Played entry field will be enabled and the cursor will jump to that field automatically.

Innings Played

Enter the number of innings you wish to be identified as the length of the game.   Only integers up to 99 are accepted as input.   If an illegal entry is made, the program will tell you and ignore that entry. If ENTER is pressed while this field is null (blank) or while this field contains a zero (0), then the program will enter the value provided by the Min Game Length option setting for you automatically. When the number of innings played has been entered, press ENTER and the Home/Visitor option buttons will be enabled with Home selected as the default.   The name of the currently selected team will also be displayed in the bottom row of the Final Score display, usually reserved for the name of the home team on scoreboards.   This action will also cause the Opponent list to be enabled for selection of the opponent's name.

Location

If the currently selected team is the home team then the opponent name selection will be next.   If not, then click on the Visitor option button and it will be selected while the Home option button will be deselected.   The name of the currently selected team will then switch from the bottom row to the top row of the Final Score display, usually reserved for the name of the visiting team on scoreboards.

The name of the currently selected team will switch from the top row to the bottom row and back as you select the Home and Visitor option buttons.   The up and down arrow keys can also be used to select the option buttons.

Opponent Name Selection

Click on a team in the Opponent list or tab to the list and use the up and down arrow keys to highlight a team in the list and it will appear in the Final Score display with the name of the currently selected team.   Click on another name in the Opponent list and it will replace the name of the previously selected opponent in the Final Score display.   Once an opponent name has been selected by pressing ENTER or double-clicking on it, the visitor's final score entry field will be enabled and the cursor will be positioned there.   If you click on the Location option buttons now, the two team names will alternate appropriately to display the name of the currently selected team to match the Location option buttons.   If you do this you will have to either tab to or click the visitor's score to get the cursor there for entry.

Final Score

Enter the total number of runs (up to 99) you wish to be identified as the final score for the visiting team then press ENTER.   If an illegal character is entered, the program will tell you and ignore the input.   If ENTER is pressed when this field is null (blank), the program will enter zero (0) for you automatically.   When ENTER is pressed, the home team's final score entry field will be enabled and the cursor will be positioned there.

Enter the total number of runs (up to 99) you wish to be identified as the final score for the home team then press ENTER.   If an illegal character is entered, the program will tell you and ignore the input.   If ENTER is pressed when this field is null (blank), the program will enter zero (0) for you automatically.   When ENTER is pressed, the Done button will be enabled allowing acceptance of the information.

Edit, Save, or Cancel

At this point, all entry fields remain enabled for editing.   If after all the effort of entering the data and editing it to make sure it is correct, you decide you really didn't play this game or you change your mind about recording it for posterity, click on the Cancel button or press ESC and the program will give you one more chance before it will forget all about it and return you to the Main Menu.   If you wish to continue, click on the Done button and the new game information will be written to the League File that is currently open and return you to the Main Menu.   The Game Selected display at the bottom of the Main Menu will also be updated.

Select a Game

Whenever this menu item is selected, the following dialogue form is presented.

The name of the currently selected team is displayed at the top of this form.   The Games played list shows information about all the games stored in the currently open League File for the team displayed.   The first field is H if the currently selected team was the home team or V if it was the visiting team.   The next field shows the date that was entered for that game, and the last field shows the name of the opposing team.

Viewing more details of a game

If you select the View button by clicking on it or by tabbing to it and pressing ENTER, the Game Information dialogue form will be displayed for the highlighted game with all the entry fields disabled. This allows a quick view of more details for the highlighted game.   To exit the Game Information dialogue form select the Cancel button.   To highlight another game just click on it or use the up and down arrow keys.   If you are just browsing and aren't really interested in looking any further into the details of any game, select Cancel or press ESC and the program will return you to the Main Menu.

Selecting a game

If you click on Done or tab to it and press ENTER, the highlighted game will become the currently selected game.   The information about the selected game will be displayed at the bottom of the Main Menu as a reminder to you what game you have currently selected.

Viewing the details behind a game

You can view all the minute details of the selected game by choosing Add/Edit Statistics from the Main Menu under the   Team>Games menu selections.

Batting Statistics

Whenever this menu item is selected, the following dialogue form is presented.

The Game Info for the selected game is displayed at the top of the dialogue form.   On the left side, the Team Roster list is displayed in alphabetical order with the topmost player name highlighted.   If the game selected is a new game, the statistics entry fields will all be zero (0).   If the game selected is one from the League File, the statistics are retrieved from the file and displayed in the statistics entry fields ready for editing.

Selecting a Player

Clicking on a player's name will highlight that player's name in the Team Roster list and the statistics previously entered (or 0 if this is a new game) are displayed in the statistics entry fields.   Press ENTER to select the highlighted player or double-click on a player's name to select that player.   The cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Entering and Editing Statistics

Only integer entries up to 99 are allowed.   If an illegal entry is made, the program will tell you and ignore the entry.   When a legal entry is made in a field and ENTER is pressed, the cursor will automatically move to the next field in order and it's entry will be highlighted ready for editing. Clicking on any of the entry fields will also move the cursor to that field.   The entry order and description of each field is as follows:

INN

This entry field is the total number of innings you wish to be identified as being played by this player. If this player did not play this game then leave it zero and select the next player.   If ENTER is pressed while this field is zero (0) the program will insert the total number of innings that was entered in the Game Info form automatically for you.

PA

Enter the total number of times this player stood at the plate and accepted pitches in this game

regardless of the outcome.   The program will calculate the number of official times at bat from this number and other statistics.

R

Enter the total number of times this player scored a run in this game.

RBI

Enter the total number of official Runs Batted In awarded to this player in this game.

1B

Enter the total number of singles hit by this player in this game.

2B

Enter the total number of doubles hit by this player in this game.

3B

Enter the total number of triples hit by this player in this game.

HR

Enter the total number of Home Runs hit by this player in this game.

BB

Enter the total number of Bases on Balls awarded to this player in this game.

SAC

Enter the total number of Sacrifice Flys hit by this player in this game.

OBE

Enter the total number of times this player reached base because of a defensive error in this game.

FC

Enter the total number of times this player reached base because of the election of the defensive fielder to put another runner out instead.

SO

Enter the total number of times this player was embarrased in this game by striking out in softball.

When all statistics have been entered for an individual player, another player name can be selected for entry or edit of that player's statistics or one of the command buttons can be selected.

Command Buttons

Restore

Selecting this button will restore the statistics that were displayed when this player name was selected and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.   This can be used while editing a player's statistics to cancel any change made during the time this player's statistics are displayed.   Selecting another player, however, commits the changes made for this player.

Clear

Selecting this button will reset all the statistics to zero (0) for the selected player and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Verify

Selecting this button will perform a logical verification of the statistics entered.   See "Verification" for the rules that apply.   Whenever all players statistics have been verified successfully, the player at the top of the Team Roster list will be highlighted and the statistics for that player will be displayed in the entry fields.   The verify feature is optional but useful.

Display

Selecting this button will display the Statistics Display dialogue form with the statistics displayed for the player's in this game.   See the Reports Menu for a description.   Selecting Done from the Statistics Display form will return you to this Game Statistics form.

Done

Select this button when you are finished.   This will write all the batting statistics for this game to the League File and return you to the Main Menu.

Cancel

If you select this button or press ESC and you have made changes to any of the statistics, the program will remind you of that fact and ask if you still wish to cancel.   Selecting Yes will ignore all changes and return you to the Main Menu.   Selecting No will return you to the Game Statistics form.

Verification

Logical Verification of Statistics

When you select the Verify button, the program will apply the following rules to the various statistics entered:

Batting

n   INN must be less than or equal to the total number of innings entered in the Game Info.

n   PA must be greater than or equal to the sum of the entries for 1B,2B,3B,HR,BB,SAC,OBE,FC,SO.

n   R must be less than or equal to the sum of the entries for 1B,2B,3B,HR,BB,OBE,FC.

n   RBI must be greater than or equal to the sum of the entries for HR,SAC.

n   SAC must be less than or equal to entry for RBI minus entry for HR.

n   Sum of all R entries must equal to the final score for this team entered in the Game Info.

n   Sum of all RBI entries must be less than or equal to the final score for this team entered in the Game Info.

Fielding

n   INN must be less than or equal to the total number of innings entered in the Game Info.

Pitching

n   INN must be less than or equal to the total number of innings entered in the Game Info.

n   Total OUTs earned must be at least 3 times (INN-1) but no more than 3 times INN.

If any of the above tests fail for any player in the roster list, the program will terminate the verify at the player that failed and the appropriate name will be highlighted in the roster list with the associated statistics displayed for editing.   If all tests pass, the player at the top of the list will be highlighted.

Fielding Statistics

Whenever this menu item is selected, the following dialogue form is presented.

The Game Info for the selected game is displayed at the top of the dialogue form.   On the left side, the Team Roster list is displayed in alphabetical order with the topmost player name highlighted.   If the game selected is a new game, the statistics entry fields will all be zero (0).   If the game selected is one from the League File, the statistics are retrieved from the file and displayed in the statistics entry fields ready for editing.

Selecting a Player

Clicking on a player's name will highlight that player's name in the Team Roster list and the statistics previously entered (or 0 if this is a new game) are displayed in the statistics entry fields.   Press ENTER to select the highlighted player or double-click on a player's name to select that player.   The cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Entering and Editing Statistics

Only integer entries up to 99 are allowed.   If an illegal entry is made, the program will tell you and ignore the entry.   When a legal entry is made in a field and ENTER is pressed, the cursor will automatically move to the next field in order and it's entry will be highlighted ready for editing. Clicking on any of the entry fields will also move the cursor to that field.   The entry order and description of each field is as follows:

INN

This entry field is the total number of innings you wish to be identified as being played by this player. If this player did not play this game then leave it zero and select the next player.   If ENTER is pressed while this field is zero (0) the program will insert the total number of innings that was entered in the Game Info form automatically for you.

PO

Enter the total number of PutOuts made by this player in this game.

ASS

Enter the total number of Assists made by this player in this game.

E

Enter the total number of fielding errors committed by this player in this game.

When all statistics have been entered for an individual player, another player name can be selected for entry or edit of that player's statistics or one of the command buttons can be selected.

Command Buttons

Restore

Selecting this button will restore the statistics that were displayed when this player name was selected and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.   This can be used while editing a player's statistics to cancel any change made during the time this player's statistics are displayed.   Selecting another player, however, commits the changes made for this player.

Clear

Selecting this button will reset all the statistics to zero (0) for the selected player and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Verify

Selecting this button will perform a logical verification of the statistics entered.   See "Verification" for the rules that apply.   Whenever all players statistics have been verified successfully, the player at the top of the Team Roster list will be highlighted and the statistics for that player will be displayed in the entry fields.   The verify feature is optional but useful.

Display

Selecting this button will display the Statistics Display dialogue form with the fielding statistics displayed for the player's in this game.   See the Reports Menu for a description.   Selecting Done from the Statistics Display form will return you to this Game Statistics form.

Done

Select this button when you are finished.   This will write all the fielding statistics for this game to the League File and return you to the Main Menu.

Cancel

If you select this button or press ESC and you have made changes to any of the statistics, the program will remind you of that fact and ask if you still wish to cancel.   Selecting Yes will ignore all changes and return you to the Main Menu.   Selecting No will return you to the Game Statistics form.

Verification

Pitching Statistics

Whenever this menu item is selected, the following dialogue form is presented.

The Game Info for the selected game is displayed at the top of the dialogue form.   On the left side, the Team Roster list is displayed in alphabetical order with the topmost player name highlighted.   If the game selected is a new game, the statistics entry fields will all be zero (0).   If the game selected is one from the League File, the statistics are retrieved from the file and displayed in the statistics entry fields ready for editing.

Selecting a Player

Clicking on a player's name will highlight that player's name in the Team Roster list and the statistics previously entered (or 0 if this is a new game) are displayed in the statistics entry fields.   Press ENTER to select the highlighted player or double-click on a player's name to select that player.   The cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Entering and Editing Statistics

Only integer entries up to 99 are allowed.   If an illegal entry is made, the program will tell you and ignore the entry.   When a legal entry is made in a field and ENTER is pressed, the cursor will automatically move to the next field in order and it's entry will be highlighted ready for editing. Clicking on any of the entry fields will also move the cursor to that field.   The entry order and description of each field is as follows:

INN

If this player did not pitch in this game then leave it zero and select the next player.   If ENTER is pressed while this field is zero (0) the program will insert the total number of innings that was entered in the Game Info form here and that number times 3 in the OUT entry field automatically for you.

PO

Enter the total number of PutOuts made by this pitcher in this game.   This number should not include StrikeOuts.   That number is entered in a different field.

ASS

Enter the total number of assists made by this pitcher in this game.

E

Enter the total number of fielding errors made by this pitcher in this game.

B

Enter the total number of batters this pitcher faced in this game.

R

Enter the total number of Runs, earned or otherwise, that the opposing team scored while this player was pitching in this game.

H

Enter the total number of Hits the opposing team made while this player was pitching in this game.

ER

Enter the total number of Runs earned by the opposing team while this player was pitching in this game.   Earned Runs are usually runs scored by a runner who reached base safely by earning it and not being awarded it as a result of a fielder's error.   Also, all runs scored as a result of a fielder's error are not usually Earned Runs.

BB

Enter the total number of batters awarded a Base on Balls while this player was pitching in this game.

SO

Enter the total number of batters that struck out swinging, called, or otherwise while this player was pitching in this game.

W

Enter a 1 here if this pitcher was awarded the win for this game.   This entry field is limited by the program to a 0 or a 1.   If an illegal entry is made, the program will tell you and ignore the entry.

L

Enter a 1 here if this pitcher was charged with the loss for this game.   This entry field is limited by the program to a 0 or a 1.   If an illegal entry is made, the program will tell you and ignore the entry.

OUT

This entry field is actually the total number of outs you wish to be identified as being earned by this pitcher.   This number will be converted to thirds of an inning for internal statistics calculations and external reporting.

When all statistics have been entered for an individual pitcher, another player name can be selected for entry or edit of that player's pitching statistics or one of the command buttons can be selected.

Command Buttons

Restore

Selecting this button will restore the statistics that were displayed when this player name was selected and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.   This can be used while editing a player's statistics to cancel any change made during the time this player's statistics are displayed.   Selecting another player, however, commits the changes made for this player.

Clear

Selecting this button will reset all the statistics to zero (0) for the selected player and the cursor will be placed in the first entry field, INN, and the entry will be selected ready for editing.

Verify

Selecting this button will perform a logical verification of the statistics entered.   See "Verification" for the rules that apply.   Whenever all players statistics have been verified successfully, the player at

the top of the Team Roster list will be highlighted and the statistics for that player will be displayed in the entry fields.   The verify feature is optional but useful.

Display

Selecting this button will display the Statistics Display dialogue form with the pitching statistics displayed for the player's in this game.   See the Reports Menu for a description.   Selecting Done from the Statistics Display form will return you to this Game Statistics form.

Done

Select this button when you are finished.   This will write all the pitching statistics for this game to the League File and return you to the Main Menu.

Cancel

If you select this button or press ESC and you have made changes to any of the statistics, the program will remind you of that fact and ask if you still wish to cancel.   Selecting Yes will ignore all changes and return you to the Main Menu.   Selecting No will return you to the Game Statistics form.

Verification

Open or Create Scorebook File

The following Open/Save dialogue form will be presented whenever this item is selected from the Game Menu.   You can navigate through the directories of files as in Windows.   The pattern matching default is *.DAT to display all scorebook files.
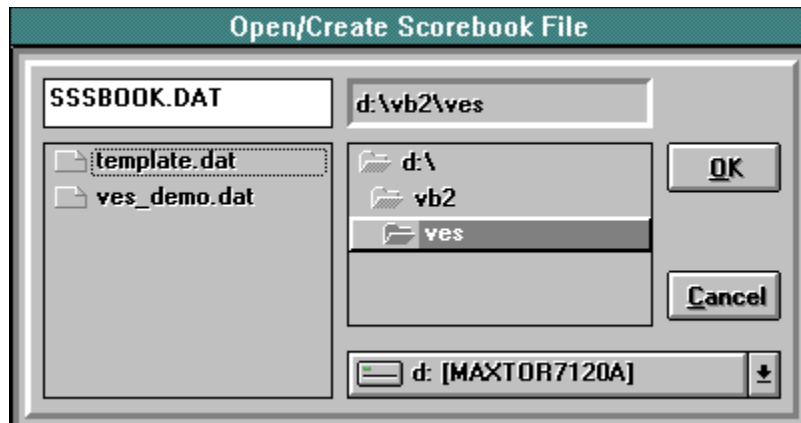
Open existing Scorebook File

Click on a file name in the file list and it will be copied into the File Name box.   Then select OK by clicking on it or tab to it and press ENTER and the file will be opened.   You can also double-click on a file name in the file list and it will be opened.   You will then be presented with the Virtual Electronic Scorebook display.   The currently opened scorebook is dynamically changing throughout the session so a copy of the selected file is made in a temporary workfile before it is opened so that any changes made during the session can be discarded.

Create a new Scorebook File

To create a new Scorebook File, type in a valid file name with either the .DAT extension or if you leave the extension out, the program will insert .DAT for you then select OK.   If you type in any other extension, the program will change it to .DAT before continuing.   You will be prompted for a confirmation before the file is created.   If CANCEL is selected, then you are returned to the Open/Save dialogue form with no open Scorebook File. If OK is selected, then a new Scorebook File will be opened and you will be presented with the Virtual Electronic Scorebook display.

Clicking on Cancel or tabbing to it and pressing ENTER any time returns you to the Main Menu with no action taken.

Report Menu

If you select this menu, the following selections are presented.   All selections with an elipsis (...) following the name display a dialogue form when selected.

Make a selection by clicking on it, by pressing the underlined letter in the selection, or by using the cursor arrow keys to point to a selection then pressing ENTER to select it.

Player Statistics > when selected will display the following selections:

Batting...
Fielding...
Pitching...
Leaders...

Team Statistics > when selected will display the following selections:

Batting...
Fielding...
Pitching...

League Statistics > when selected will display the following selections:

Standings...
Batting...
Fielding...
Pitching...
Leaders...

Statistics Display

Whenever this menu item is selected, the following dialogue form is presented.

The form will be blank except for the control bar at the bottom.   The control bar and it's contents will look different depending upon where the statistics display was selected from.   The different control bars and their functionality are explained here.

What?

This group of buttons select what type of display to present to the form.

Season

Click on Season to see the accumulated statistics for the entire season.

n   Player Statistics - Batting

If you got here from Player Statistics, then the display will be for all players on the selected team. The display entries are ranked by decreasing batting average (AVG).   The criteria which determines the order of ranking is selectable by the use of a scrollbar in the center of the control bar.   Move the scroll bar to change the selection to match one of the headings in the statistics display.   The next time you request a statistics display, it will be sorted according to the sorting criteria you selected in descending order always.   After the display is complete, a group of buttons called Hard Copy? appears in the Control Bar.

Calculated statistics in this category are AB, H, AVG, SA, and OBP.

n   Player Statistics - Fielding

The display entries are ranked by decreasing Fielding Percentage (PCT).   The criteria which determines the order of ranking is selectable by the use of a scrollbar in the center of the control bar. Move the scroll bar to change the selection to match one of the headings in the statistics display. The next time you request a statistics display, it will be sorted according to the sorting criteria you selected in descending order always.   After the display is complete, a group of buttons called Hard Copy? appears in the Control Bar.

Calculated statistics in this category are <u>PCT</u>.

n   Player Statistics - Pitching

The display entries are ranked by decreasing Win/Loss Percentage (PCT). The criteria which determines the order of ranking is selectable by the use of a scrollbar in the center of the control bar. Move the scroll bar to change the selection to match one of the headings in the statistics display. The next time you request a statistics display, it will be sorted according to the sorting criteria you selected in descending order always.   After the display is complete, a group of buttons called Hard Copy? appears in the Control Bar.   Incidentally, the numbers in the innings pitched column (IP) are represented as whole innings and thirds of an inning.   After the decimal point,   a whole inning will be represented with a "0", 1/3 of an inning will be represented with a "1", 2/3 of an inning will be represented with a "2".

Calculated statistics in this category are <u>IP</u>, <u>W/L PCT</u>, and <u>ERA</u>.

n   Team Statistics - Batting, Fielding, or Pitching

If you got here from Team Statistics, then the display will be for all teams in the league file.   Team Statistics can be displayed for Batting, Fielding, or Pitching and is as described for Player Statistics. After the display is complete, a group of buttons called Hard Copy? appears in the Control Bar.

n   League Statistics - Batting, Fielding, or Pitching plus Standings

If you got here from League Statistics, then the display will be for all players on all teams in the league file.   League Statistics can be displayed for Batting, Fielding, or Pitching and is as described for Player Statistics.   League Statistics also can be displayed as Standings sorted by Win/Loss Percentage of each team in the league file.   This display is automatically given to you for this selection and allows for no alteration.   After the display is complete, a group of buttons called Hard Copy? appears in the Control Bar.

[V][E][S] - Softball Statistics
NSC Summer League - 1993 (A)
HIT SQUAD
SEASON TOTAL CUMULATIVE STATISTICS
as of 12/31/93

BATTING	G	IP	AB	R	H	RBI	1B	2B	3B	HR	BB	SAC	OBE	FC	SO	AVG	SA	OBP
Pak, Thomas	11	67	36	11	25	3	21	2	1	1	0	2	2	2	0	.694	.889	.763
Throndson, Mark	2	11	6	4	4	0	3	1	0	0	0	0	0	1	0	.667	.833	.833
Martinez, Gary	9	54	30	11	18	0	18	0	0	0	3	0	0	1	0	.600	.600	.667
Wirtz, Ed	9	55	30	7	18	0	16	1	1	0	0	0	1	3	0	.600	.700	.733
Nowden, Sam	7	44	24	11	14	5	9	2	1	2	0	1	2	1	0	.583	1.000	.680
Panczak, Tony	3	19	11	6	6	0	6	0	0	0	1	0	0	1	0	.545	.545	.667
Daniels, Geoff	11	68	42	16	22	1	16	4	2	0	0	0	0	1	0	.524	.714	.548
Dick, Corky	12	74	37	13	19	0	19	0	0	0	0	0	0	4	1	.514	.514	.622
Cocovich, Joe	10	58	28	8	14	2	12	2	0	0	1	2	0	0	0	.500	.571	.484
Salvador, Joe	4	25	14	1	7	0	7	0	0	0	0	0	1	0	0	.500	.500	.571
Funcell, Marty	11	67	39	7	18	0	18	0	0	0	0	0	2	1	1	.462	.462	.538
Burke, Dave	8	50	29	5	13	2	13	0	0	0	2	0	1	0	2	.448	.448	.516
Hoff, Darrell	11	67	36	9	15	1	13	2	0	0	2	1	1	4	0	.417	.472	.564
Kaneshiro, Joel	8	51	24	3	9	0	9	0	0	0	0	0	0	4	0	.375	.375	.542
Green, Martin	1	7	4	0	1	0	1	0	0	0	0	0	0	1	0	.250	.250	.500
Walker, Mike	8	47	24	4	6	1	6	0	0	0	0	1	0	2	0	.250	.250	.320
TOTALS	12	74	414	116	209	15	187	14	5	3	9	7	10	26	4	.505	.585	.591

Hard Copy?
Printer | File

Sorting Criteria
AVG ← [ ] →

What?
Game | Season

Done

Game

The Game button is only enabled if you got here from the Player Statistics Menu.   Click on Game and you will be presented with the Game Select form.   You can view the second level statistics for each game by selecting it and clicking on View.   Clicking on Cancel returns you to the Statistics Display form.   Selecting a game and clicking on Done or double-clicking on a game will close the Game Select form and return you to the Statistics Display form.   The statistics display ranks the players by decreasing batting average (AVG).   The criteria which determines the order of ranking is selectable by the use of a scrollbar in the center of the control bar.   Move the scroll bar to change the selection to match one of the headings in the statistics display.   The next time you request a statistics display, it will be sorted according to the sorting criteria you selected in descending order always.   After the display of the players' statistics for the game selected is complete, a group of buttons called Hard Copy? appears in the Control Bar.

[V][E][S] - Statistics Display Form

[V][E][S] - Softball Statistics
NSC Summer League - 1993 (A)
HIT SQUAD
INDIVIDUAL GAME STATISTICS
Hit Squad 11 at Linear 4, played on 09/01/93

BATTING	G	IP	AB	R	H	RBI	1B	2B	3B	HR	BB	SAC	OBE	FC	SO	AVG	SA	OBP
Funcell, Marty	1	6	4	1	3	0	3	0	0	0	0	0	0	0	0	.750	.750	.750
Wirtz, Ed	1	6	4	1	3	0	3	0	0	0	0	0	0	0	0	.750	.750	.750
Cocovich, Joe	1	6	3	1	2	0	2	0	0	0	0	0	0	0	0	.667	.667	.667
Kaneshiro, Joel	1	6	3	1	2	0	2	0	0	0	0	0	0	0	0	.667	.667	.667
Martinez, Gary	1	6	3	1	2	0	2	0	0	0	1	0	0	0	0	.667	.667	.750
Burke, Dave	1	6	2	2	1	0	1	0	0	0	2	0	0	0	0	.500	.500	.750
Daniels, Geoff	1	6	4	2	2	0	2	0	0	0	0	0	0	1	0	.500	.500	.750
Pak, Thomas	1	6	4	0	2	0	1	1	0	0	0	0	0	0	0	.500	.750	.500
Dick, Corky	1	6	3	1	1	0	1	0	0	0	0	0	0	1	0	.333	.333	.667
Hoff, Darrell	1	6	4	1	1	0	1	0	0	0	0	0	0	2	0	.250	.250	.750
TOTALS	1	6	34	11	19	0	18	1	0	0	3	0	0	4	0	.559	.588	.703

Hard Copy? [Printer] [File]   **Sorting Criteria** [AVG] ← [ ] →   **What?** [Game] [Season]   [Done]

Hard Copy?

Printer

Click on Printer and a screen image of the statistical display will be printed on your graphics printer.

File

Click on File and another dialogue form will pop up asking for you to enter a name for the ASCII file to be generated.   Enter a valid DOS filename without extension, the extension is automatically generated as .TXT.   If nothing is entered then nothing will be done, you will be returned to the Statistics Display form.   After entering a valid file name and selecting OK, an ASCII file with carriage return linefeeds and everything is generated and you are returned to the Statistics Display form. This feature was provided for ease of distribution of statistics by electronic means.   The width of the records are limited so some statistics had to be omitted.   Again, the output is ranked in decreasing order of batting average (AVG) and is selectable using the scroll bar in the Control Bar..

When you are finished printing and viewing and saving, select Done or press ESC and you will be returned to the Main Menu.

Leaders Display

This feature is not implemented in the current version of VES.

Options Menu

Sub-menu items presented when this menu item is selected show which options are in effect for statistics generation.   The check mark to the left of a sub-menu item indicates the currently selected item.

ERA Game is 7

When this item is checked, Earned Runs are normalized to a 7 inning game.

ERA Game is 9

When this item is checked, Earned Runs are normalized to a 9 inning game.

MIN Game is 7

When this item is checked, the default number of innings for manual entry and the minimum number of innings for a complete game during scorebook entry is 7 innings.

MIN Game is 9

When this item is checked, the default number of innings for manual entry and the minimum number of innings for a complete game during scorebook entry is 9 innings.

The defaults are ERA Game is 9 and MIN Game is 7.

Only one selection in each group is possible.   Just click on your selection or use the up and down arrow keys to highlight your selection and press ENTER.

NOTE: Only registered users can modify the selections.

Help Menu

If you select this menu, the following selections are presented.

with VES
about VES

Help with VES

Select this menu item to display the Windows help file for VES.

About VES

When this menu item is selected, the about form will be presented.

Virtual Electronic Scorebook

Game Information

The top of the scorebook is used to enter details of the game being played. The opponents are selected with the drop-down list boxes.   The date the game is being played is entered using the calendar to the right of the drop-down list boxes.   The starting lineups are entered in the Lineup Area.   See "Lineup Area" for more information.

Command Buttons

Close

Selecting this button will close the currently open scorebook file and return you to the Main Menu.   If the file has been changed, you will be notified and given a chance to change your mind.   Closing without saving is a way to discard any changes or mistakes made since the last time the scorebook file was saved.   If the file was changed and you elect to close anyway, the current scorebook file is closed and deleted and the temporary workfile is renamed to the same name as the scorebook file.

Save

Selecting this button will copy the contents of the scorebook file to the temporary workfile.   This button will then be disabled until the next time an entry has been made to change the scorebook.   It will then be enabled.   A glance at this button will remind you if you have made any changes since the last time you saved.

NOTE: Only registered users can save.

End

Selecting this button will initiate the end game sequence.   If the game is already completed, then selecting this button will enable you to compile the game statistics into the League File.

Lineup

Select this button to enter the starting lineups before game play.

Play Ball / Board

Select this button whenever it's caption says "Play Ball" to begin scoring the game.   Select this button whenever it's caption says "Board" to display the VES Scoreboard.

Scoring Area

Inning Heading

The Inning Heading is used to display the current inning the scoring area contents represent.   If there is more than one inning entered into the scorebook, click on the Inning Heading to advance the display to the next inning.   Clicking on the Inning Heading when the last entered inning is being represented will return the scoring area to inning 1.   This will normally be used to view the scorebook contents.   Inning advances beyond the last entered inning are controlled by VES.

Batter

The Scoring area can display or be used to enter information about the outcome of all plays.   The batter # will denote what position in the batting order or lineup the displayed information represents. If a batter bats more than once in any inning, the additional times at bat will be designated by a letter appended to the end of the batter # display to identify them.   Whenever an inning is over, the last batter at the plate that inning is recorded so that whenever this batter's cell is viewed in the future, the scoring area will be outlined in red to denote the last batter.

OUT

If the result of the play entered is an out, this box will display which out in the inning it was.

PLAY CODE

This display will provide abbreviated and encoded textual information about the results of this batter including subsequent baserunning.   This is used by VES to compile individual performance statistics.   See "Scoring a Game" for more details about the encoded information.   This version of VES supports a Play Code up to a maximum of 16 characters of encoded text.

RBI

This box is used to enter the total number of RBIs awarded to the batter this at bat.   It is only enabled whenever a batter is eligible to be awarded RBIs.   Whenever RBI entry is enabled, the label RBI will turn red indicating that fact.   VES allows RBI entry during use of the On Base Buttons (see below) except FE, and for putouts beginning with an assist (infield outs).

Playing Field

The playing field is in the center of the scoring area and is represented by a diamond for the basepaths to represent the runner's position and numbers to represent the defensive positions.   The defensive position numbers are blue when enabled, black when disabled, and red to signify a putout.

Put Out Buttons

These buttons are on the left side of the scoring area arranged in a column. They are used, together with the defensive position numbers on the playing field,   to enter a putout of the batter or baserunner.   See "Scoring a Game". The top six buttons are used to enter the putout of the batter. The bottom button is used to enter the putout of the baserunner.   The defensive positions are used during both.

On Base Buttons

These buttons are on the right side of the scoring area arranged in a column.   They are used, together with the defensive position numbers on the playing field, to enter the method the batter reached base safely or how a runner advanced.   All buttons can be used for the batter but only the bottom two can be used for a runner.   See "Scoring a Game".

Batter Count

The ball/strike count on the batter is entered using the B and the S command buttons.   Each time the B command button is selected, a ball will appear above the button.   Whenever the B command button is selected while there are three balls showing, a walk will be awarded to the batter.   Each time the S command button is selected, a ball will appear above the button.   Whenever the S command button is selected while there are two balls showing, a strikeout is charged against the batter.

Enter Play

Once you have entered the required information for the batter's play, click on the Enter Play button to record the result in the scorebook.   See "Scoring a Game".

Runner

This command button is disabled for a batter and only enabled whenever updating the status of a baserunner.   Click on this command button to advance a baserunner one base.   The basepath to the next base will turn red and begin flashing.   If this command button is selected while a baserunner is at third base, a run will be scored and the basepaths will stop flashing and all be colored red.

Clear

Before recording the play result in the scorebook, corrections can be made on the fly in some instances.   Some cases require clearing the scoring area display and starting again.   Click the Clear button to clear the scoring area display.   Once a play has been recorded you cannot clear subsequent updates to the baserunner's status.   If you make a mistake you may have to close the scorebook without saving and reloading the last version saved.   Be careful and save often!

Board

Click on this command button to display the VES Scoreboard.

Lineup Area

Player No.

This heading item is used to bring batter no. 1 to the top of the lineup display.   Click on this heading item to scroll batter no. 1 to the top of the lineup display.   The runner selected is also set to batter no. 1 (see Play Ball).   The numbers in the column underneath this heading are used to select a batter.   Clicking on a number selects that player as the batter (and selects that player as the runner) and the number and player name begin to flash.   During game play, the scoring area changes to reflect the status of the selected batter/runner that inning.

Player's Name

Click on this heading item to display the roster for the team selected by the currently darkened option button.   Click on this heading item again to close the display.   Whenever the roster is displayed, the batting position selected begins flashing.   Clicking on a name on the roster inserts that player into the batting order at the flashing position unless that player is already in the lineup somewhere else. You can place and replace players as many times as you like keeping in mind that VES does a continual check to ensure one player is not inserted into the lineup more than one time.   If you get in a bind, clicking on the same name in the roster as the player's name in the lineup blanks the lineup name.   VES will automatically advance the batter and runner position once it is filled, however, you can use the numbers under Player No. heading to select a batting position by clicking on any of them in any order.   VES will accept a minimum of 8 players for each team before it will allow a game to be played by enabling the Play Ball command button.   It is up to you to fill in your lineup correctly so that there are no "holes".   VES counts the lineups for both teams every time a roster display is closed or the defensive positions display is closed.   The player's names in the column underneath this heading are used to select a baserunner during game play.   Clicking on a player's name selects that player as the runner to be updated and the name begins to flash.   The scoring area changes to reflect the status of the selected runner that inning.

P/I

Click on this heading item to display defensive positions for assignment to a player.   Click on this heading item again to close the display.   Whenever the defensive positions are displayed, the

batting position selected begins flashing.   Clicking on a position name on the list assigns that position to the player in the batting order at the flashing position unless another player has already been assigned to that position.   You can assign and re-assign players as many times as you like keeping in mind that VES does a continual check to ensure more than one player is not assigned the same position.   If you get in a bind, clicking on the same position name in the list as the player's defensive position in the lineup inserts an asterisk in the defensive position in the lineup.   VES will automatically advance the batter and runner position once a defensive position is assigned, however, you can use the numbers under Player No. heading to select a batting position by clicking on any of them in any order.   I is for the inning no. when that player began to play that defensive position. VES will record the inning automatically for you if you change a player's defensive position assignment at any time during a game (see Changing Defense).   Every player in the lineup must be assigned a defensive position before you can Play Ball.

Scoring a Game

Initialization

Game Date

Entry of the date the game is being played is recorded on the calendar displayed at the top of the scorebook.   Clicking on the left arrow beside the month will make the month go back by one, clicking on the right arrow will advance the month by one.   The same is true for the year.   Select the day by clicking on it.   If a previously saved game is loaded, modification of the date is disabled.

Selecting Opponents

Clicking on the down arrow of the Visiting Team Name list box will cause a list of all the team names in the open League File to be displayed in a drop down list.   Likewise, clicking on the down arrow of the Home Team Name list box will cause the same thing to happen.   You can select a team name from the list by clicking on it.   Once a team name has been selected for both opponents, VES will ensure that you have not selected the same team for both opponents and the Enter Lineup command button will become enabled.   If a previously saved game is loaded, modification of the opponents selected is disabled.

Entering Lineups

When the Enter Lineup command button is selected, opponent selection list boxes are disabled. The Enter Lineup command button is disabled.   The previously entered roster for each team is retrieved from the League File ready to be used to create your batting order.   The Lineup area headings are enabled and option buttons appear beside each opponent name.   These are used to enter the lineup for the game.   Click on an option button to select that team for lineup entry.   Follow the procedures described in Lineup Area under VES to enter your starting lineup and defensive positions.   When VES determines the lineups for both teams are complete, the Play Ball command button will be enabled and the Close scorebook command button will be enabled.

Game Play

The Game Date has been entered, the opponents have been selected, and the batting order and defensive assignments have been made.   VES is now ready for scoring a game.   Clicking on Play Ball disables the game date calendar and the Player Name heading and Player Position heading items in the Lineup Area.   It also changes the caption on the Play Ball command button to Board (see Displaying Game Scoreboard).   The VES Scoring Area and Inning heading items are enabled as well.   If this is a new game, the Lineup is reset to display batter no. 1 at the top.   If a previously saved game is being loaded, the Scoring Area is set to the current inning and the Lineup is set to the lead-off batter.   Player no. starts to flash indicating the position of the currently selected batter.   The player's name in this position also starts to flash indicating the position of the currently selected runner or batter/runner.   The starting lineup is also written to the scorebook file, the VES Scoreboard is initialized and also written to the scorebook file.

All you need do now is click on a player no. to enter the outcome of his time at bat.   When a player no. is selected, it and the player name flashes and that player is now designated as the batter/runner. If you select a player name, it flashes and that player is now designated as the runner for which you are updating status.   The batter's player no. still continues to flash as an indicator of where the batter is.
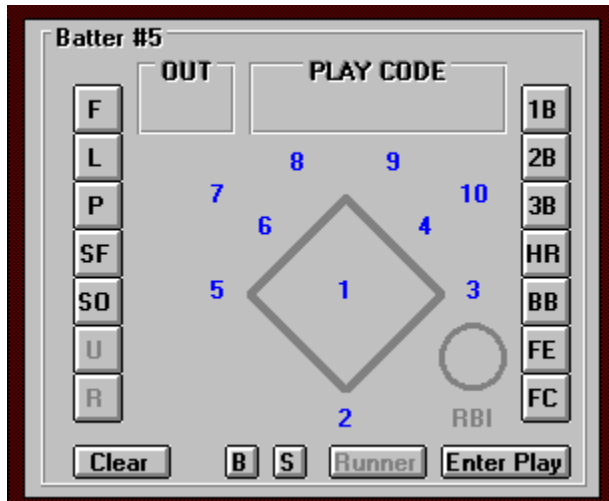
Entering an Out (Batter)

The Put Out buttons on the left of the Scoring Area are used, with the defensive position numbers on the playing field, to record the batter's outcome as an out.   The F (Fly out), L (Line drive out), P (Pop-up), and SF (Sacrifice Fly out) require one and only one defensive position associated with it to record an out.   When any of those buttons are clicked, the corresponding encoded text appears in the Play Code box.   All remaining command buttons are disabled except Clear and Enter Play and the Put Out buttons that were enabled prior to the selection.   Click on Clear any time prior to clicking on Enter Play to restore the Scoring Area as shown above if you make a mistake. Under some circumstances, clicking on a different Put Out button will change the display in the Play Code box to reflect the new choice.   However, if other changes were made to the Scoring Area, they may not be cleared.   Use the Clear button to erase any mistakes.   To complete the play, select a defensive position number by clicking on it.   The appropriate addition to the encoded text in the Play Code box is made for you and the defensive position number on the playing field turns red to show the putout position.   If SF is selected, 1 RBI is automatically awarded and entered for you by the program.

n   Only one out can be entered for each batter.   If a batter hits into a double play or triple play, each out must be recorded separately presumably in the order they ocurred.   For example, a 6-4-3 double play would be entered first as a putout of the baserunner by 6-4 (see below) and then the batter by 4-3 to keep the out numbers correct.

If the SO button is selected by clicking on it, the play is complete and the appropriate encoded text appears in the Play Code box and the catcher is awarded the putout.   All remaining command buttons are disabled except Clear and Enter Play and the Put Out buttons that were enabled prior to the selection.   Click on Clear any time prior to clicking on Enter Play to restore the Scoring Area as shown above if you make a mistake.

The remaining kinds of outs that can be entered are ground outs, both assisted and unassisted. Select any defensive position number by clicking on that number in the playing field.   You will notice that the U Put Out button becomes enabled allowing for the entry of an unassisted putout. RBI entry is also enabled.   Selecting the U Put Out button now by clicking on it will complete the play. All remaining command buttons are disabled except Clear and Enter Play and the Put Out buttons that were enabled prior to the selection.   The appropriate modifications are made to the encoded text in the Play Code box for you, and the defensive position number selected on the playing field turns red to show the putout position. Click on Clear any time prior to clicking on Enter Play to restore the Scoring Area as shown above if you make a mistake.

If the outcome was not unassisted, then each defensive position number selected by clicking on it will be given an assist on the play.   Each position can be assigned any number of assists in any order.   The encoded text in the Play Code box will indicate that.   To complete the play, select a defensive position number by double-clicking on it.   The appropriate addition to the encoded text in the Play Code box is made for you and the defensive position number on the playing field turns red

to show the putout position.

The ball/strike count is entered as described in "VES".

Once you have entered enough information to complete the play, to record it in the scorebook select Enter Play.   This will write a record in the scorebook file, disable everything in the Scoring Area, and assign the appropriate out and display it in the OUT box.   You can discard the play entry at any time prior to selecting Enter Play by selecting the Clear button or by selecting a different batter or runner.

Entering a safe hit

The On Base buttons on the right side of the Scoring Area are used, with the defensive position numbers on the playing field, to record the batter's outcome if he reaches base safely.   If the 1B (single), 2B (double), 3B (triple), 4B (home run), or BB (walk) button is selected by clicking it, the play is complete.   The appropriate encoded text appears in the Play Code box, the basepaths turn red and begin flashing to reflect the batter's final position, and RBI entry is enabled.   All remaining command buttons are disabled except Clear and Enter Play and the R, FE, and FC buttons.   Enter the number of RBIs, if any, this batter earned at this time at bat.   Just type a number up to 99 and it will appear in the RBI circle at the bottom right of the Scoring Area.   Click on Clear any time prior to clicking on Enter Play to restore the Scoring Area as shown above if you make a mistake.   Under some circumstances, clicking on a different On Base button will change the display in the Play Code box to reflect the new choice.   However, if other changes were made to the Scoring Area, they may not be cleared.   Use the Clear button to erase any mistakes.

The FE (Fielder's Error) and FC (Fielder's Choice) require one and only one defensive position associated with it to record the play.   When either of these buttons is clicked, the corresponding encoded text appears in the Play Code box.   The RBI entry is enabled if FC was selected otherwise it remains disabled.   All remaining command buttons are disabled except Clear and Enter Play and the R, FE, and FC buttons.   To complete the play, select a defensive position number by clicking on it.   The appropriate addition to the encoded text in the Play Code box is made for you.   The basepath to first base will turn red and begin to flash to reflect the batter's position. If it is enabled, enter the number of RBIs, if any, this batter earned at this time at bat.   Click on Clear any time prior to clicking on Enter Play to restore the Scoring Area as shown above if you make a mistake.

If the batter/baserunner advances beyond the base to which the program assigns him, you must select Enter Play to record the batter's outcome in the scorebook.   Next, select any other batter and then re-select this batter. See "Entering the advancement of a baserunner" for further instructions. VES only supports single base errors.   If a multiple-base error ocurred to allow this batter to advance beyond first base it must be handled separately also.

The ball/strike count is entered as described in "VES".

Once you have entered enough information to complete the play, to record it in the scorebook select Enter Play.   This will write a record in the scorebook file, disable Clear and Enter Play and further RBI entry.   You can discard the play entry at any time prior to selecting Enter Play by selecting the Clear button or by selecting a different batter or runner.   Note that the R, FE, and FC buttons remain enabled to be used for subsequent advancement or putout of the baserunner.

Entering the putout of a baserunner

The R Put Out button is used to enable the entering of a play that puts out a previous baserunner. Click on the player name of the baserunner you want to update.   The Scoring Area will reflect the status of this baserunner.   Select the R button by clicking on it and the defensive position numbers will become enabled for entry of the putout play.   Also notice that the FE and FC buttons are disabled and the U button is enabled for unassisted putouts.   Select any defensive position number by clicking on that number in the playing field.   Selecting the U Put Out button now by clicking on it will complete the play.   The appropriate modifications are made to the encoded text in the Play Code box for you, and the defensive position number selected on the playing field turns red to show the putout position.   If the outcome was not unassisted, then each defensive position number selected by clicking on it will be given an assist on the play.   Each position can be assigned any number of assists in any order.   The encoded text in the Play Code box will indicate that.   To complete the play, select a defensive position number by double-clicking on it.   The appropriate addition to the encoded text in the Play Code box is made for you and the defensive position number on the playing

field turns red to show the putout position.   The modifications are automatically recorded in the scorebook and written to the scorebook file.   Everything in the Scoring Area is disabled and the appropriate out is assigned and displayed in the OUT box.   You can discard the play entry at any time prior to completing the play by selecting a different batter or runner.

Entering the advancement of a baserunner

The FE, FC, and Runner buttons are used to advance the position of the selected baserunner.   Click on the player name of the baserunner you want to advance.   The Scoring Area will reflect the status of this baserunner.   The FE (Fielder's Error) and FC (Fielder's Choice) require one and only one defensive position associated with it to record the play.   When either of these buttons is clicked, the corresponding encoded text appears in the Play Code box.   To complete the play, select a defensive position number by clicking on it.   The appropriate addition to the encoded text in the Play Code box is made for you.   The basepath to the next base will turn red and begin to flash to reflect the batter's position.   When you complete the play, the modifications are automatically recorded in the scorebook and written to the scorebook file.   All buttons that are enabled remain enabled.   You can discard the play entry at any time prior to completing the play by selecting a different batter or runner. As mentioned earlier, these advancements are one base at a time.   An entry to advance the baserunner must be made for each base advanced due to a fielder's error or a fielder's choice.

The Runner button is used to advance the baserunner for any other reason. Click on the Runner button to advance the baserunner one base.   You can click on the Runner button as many times as you require without leaving this baserunner.   Each time you click on the Runner button, the play is automatically completed (you cannot take it back!), the scorebook is updated and written to the scorebook file, and the appropriate modifications are made to the encoded text in the Play Code box for you.   All buttons that are enabled remain enabled.

Scoring a run

If the entry of a batter's outcome or the advancement of a baserunner causes the basepaths to complete the diamond then a run is scored.   The play is automatically completed (you cannot take it back!), the scorebook is updated and written to the scorebook file,   and the appropriate modifications are made to the encoded text in the Play Code box for you.   Everything in the Scoring Area is disabled and the basepaths stop flashing but remain red.

Inning End

When the third out of an inning is recorded, the last batter to bat that inning is marked and the next appropriate half inning is automatically initiated.   The option buttons will change to reflect the team at bat and the lead-off batter is selected ready for entry.

NOTE: Advancement beyond Inning #1 is only available to REGISTERED USERS ONLY!

Displaying Game Scoreboard

Select Board by clicking on it and the VES Scoreboard will be displayed.   It contains the typical run total by inning and totals for the game.   Click on the VES emblem to the left of the Scoreboard title to close the scoreboard and return to the scorebook.

Ending the game

Game Over

VES will determine when the game is over for you automatically according to the MIN Game Length option selected.   VES will not terminate the game however, if the score is tied and will automatically initiate another inning.   You can override VES at any time by selecting the End button.   Select End by clicking on it and the end game sequence will be initiated as is after a normal end of game.   This is useful in the event of expiration of time limits to control the end of the game.   It's most useful purpose may be to simply take a peek at the game statistics which are not compiled until the end of a game.   Once the statistics are compiled into the League File, close the scorebook without saving so you can pick up the game where you left off when you open the scorebook file again.

Compiling Stats

When the game is over, you will be notified of the final score and be given a choice to compile the resulting game statistics into the League File.   If you elect to do so, click Yes, if not, click No.   You

can open this file at a later time and compile the stats if you wish.   If requested, the program will add a new game to the League File, generate and add all offensive and defensive player statistics records to the League File, then return to scorebook.   You now have the capability of using the editing and reporting features of VES to modify the statistics and report on them.

Altering Lineup

Changing Defense

Click on the option button next to the team on defense to see the lineup. Click on a player defensive position in the Lineup Area (under the heading item P/I) to display the defensive positions as during lineup entry. Pay attention to the flashing player no. because it is the player that you will make changes to from the defensive positions display. Click on the defensive position in the defensive positions display that corresponds to the defensive position of the selected player in the Lineup Area to clear the player's assignment. You must then clear the defensive position assignment of the player whose assigned to the defensive position you want to re-assign to the first player. Now you can go back to the first player and assign the new defensive position. You may make as many changes as you like keeping in mind that VES does a continual check of assignments of defensive positions to ensure that one is not assigned to more than one player at a time. Notice that the player defensive position display changes to an asterisk during re-assignments instead of a blank as in lineup entry. Click on any player defensive position to close the defensive positions display and write the changes to the scorebook file. Don't forget to click on the option button next to the team at bat to restore the Lineup Area.

Player Substitution

Player substitution can be done on the team on defense or on the team at bat as pointed to by the option button selected. Double-click on the player's number in the lineup area to display the roster for the team selected by the option buttons. Clicking on a name on the roster replaces the player in the batting order at the flashing position with the player on the roster unless that player is already in the lineup somewhere else. The defensive position remains unchanged unless you are making a substitution to the team at bat. The defensive position then changes to "PH" to denote pinch-hitter for the records. It is your responsibility to assign this player to a defensive position whenever this team next goes on defense. Double-click on any player no. to close the roster list display and write the changes to the scorebook file.

Support

If you have any problems with VES, please leave me a message on CompuServe.   My address is 73737,104 and I will respond as soon as I can with an acknowledgment if not an answer or solution to your problem.   Obviously, registered users will receive priority over non-registered users however I will attempt to address all problems.   If minor corrections need to be made, registered users will have the corrections made available to them.   Non-registered users will have to wait for the next release.

Registration

User's who register VES will:

1   Obtain upgrades free of charge.

2   Receive a registered copy of VES on disk accompanied with a printed manual.

3   Receive priority for problem investigation.

You can register VES by sending a check or money order made payable to me for $49 to:

Joe Cocovich
6023 Santa Ysabel Way
San Jose, CA.   95123

3.5" HD disk is sent unless a 5.25" disk is requested.

Please enclose the following information:

        Name: _____

        Address: _____

City, State, Zip: _____

Electronic Mail address: _____

            OR

Log on to CompuServe and GO SWREG.

AB

Official At Bats = PA - BB - SAC

AVG
Batting Average = H / AB

ERA

Earned Run Average = (ER*ERA Game Length) / IP

H

Total Hits = 1B + 2B + 3B + HR

IP
Innings Pitched = OUT / 3

OBP

On Base Percentage = (H + BB + OBE + FC) / PA

PCT

Fielding Percentage = (PO + ASS) / (PO + ASS + E)

SA

Slugging Average = (1B + 2*2B + 3*3B + 4*HR) / AB

W/L PCT

Winning Percentage = W / (W + L)