LIGA

COLLABORATORS

	TITLE : LIGA		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 2, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

LIGA

1.1 main

```
                         LIGA Version 4.0
            by Miroslaw Siedlarz
            Copyright © 1997. Release Date


       Introduction

       Before You Load Liga

       Installation

       Starting Liga

       Creating a New League

       Function Descriptions

       Configuring Liga

       Program Author

       Acknowledgements

       Distrubution

       History
```

1.2 INTRODUCTION

Liga is a database program for soccer leagues. It not only
keeps track of league positions but also goal scorers, goal
type, players in the team, yellow + red cards. Unlike other
programs of this type you can keep track of ALL the teams in
the league as well as ALL players in the league, you can even

transfer a player from one club to another.

1.3 BEFORE LOADING LIGA

When using this program you should occassionally back up the
data to floppy disk, just in case something goes badly wrong
(i.e. accidental deletition of important files or some sort
of hard drive meltdown)

Liga system requirements

        Computer :   A500
        Memory :   1MB Ram

for program:

                       1MB on Hard Drive
                       Color monitor
                       Mouse

1.4 INSTALLATION

                 To Use Liga copy :

        Liga/   ->   Anywhere you want
        Fonts/   ->   Sys:fonts/

        assign LIGA: to <program directory>

screen font must 8 pixel high

For English Localization copy

        Liga.cd   -> Sys:Locale/
        English.ct   -> Sys:Locale/
        Liga.catalog   -> Sys:Locale/catalogs/English/

Now you can
        start Liga

1.5 STARTING LIGA

                 To Load Liga follow these steps :

        1) Load Workbench
        2) Open up the Liga drawer icon
        3) Double-click on the Liga icon
        4) Wait while Liga loads

        5) When loaded open a file or
           create a new league

1.6 CREATING A NEW LEAGUE

                   When starting Liga for the first time you will have to
      create a new league and
           Configure
            it to you requirements.

      To create a new league

           1) Select NEW from the Project menu
           2) Select the Number of Teams in the League
           3) Select the number of times each team play each other
           4) Edit the Team Names
           5) Select Players from Division menu
           6) Enter Players Names, Position and Date of Birth for
              all teams
           7) Select Calander from Division menu
           8) Enter fixtures for the season
           9) Select Save As from the Project menu and enter a
              filename.

      The League is now ready

1.7 FUNCTIONS

                   Click on button to find out what the menu option does

      Project   Division   Preference   Import

           OPEN

           TEAM NAMES

           GLOBAL

           FROM LIGA345

           SAVE

           CALENDER

           LOCAL

           FROM LIGAMASTER

           SAVE AS

```
                    PLAYER NAMES

                    FROM MUI LIGAMASTER

                    NEW

                    ABOUT
                                                      Buttons

                    QUIT

                    FIXTURE

                    STANDINGS

                    SCORERS

                    BOOKINGS

                    STATISTICS

                    MATCHES
```

1.8 MENU ITEMS PAGE 1

```
    Open :    As it says this just opens the selected league file

    Save :    This simply saves the file currently opened

    Save As : This saves the file currently opened with a filename
              that you have selected
```

1.9 MENU ITEMS PAGE 2

```
              New :   This allows you to create a
         new league
              About : Information about LIGA, the Author and Thanks

    Quit :  Obviously, quits the program. Be sure you have saved
            any changes made itherwise they will be lost.
```

1.10   TEAM

```
    This option allows you to :

            Edit team name : To edit just click on the name and
                             type in the new text
```

Sort teams : Clicking on this button will sort the
            teams into alphabetical order

Save : Select this to save any changes you have made

1.11 PLAYERS

Selecting this menu item gives you the opportunity to edit
information relating to a teams players, such as :

ADD

TRANSFER

DELETE

PAGE

SORT

PRINT

TEAM

SAVE

1.12 ADDING PLAYERS

Add : This enables you to add a player to the current team.
      Once selected there are three attributes to be edited

    Players Name – Type in the players name in the left most
              window and press enter

    Position – This can be changed by clicking on the middle
              window. The positions available are Goalkeeper,
              Defender, Midfield or Striker

    Date of birth – Type this in the right most window in the
              format D.M.Y. i.e. 060873 for 6th August 1973

1.13 SORTING PLAYER INFORMATION

This allows you to select how the players are sorted. The
options available are:

    Sort by First name

```
                Sort by Last name
                Sort by position down – GK -> Def -> Mid -> Str
                Sort by position up – Str -> Mid -> Def -> GK
                Sort by DOB up – Older players first
                Sort by DOB down – Younger players first
```

Sorting the teams will only sort the team currently being
edited as sorting all player for all teams in one go would
take too long.

1.14 PLAYERS OPTIONS

Transfer – When a player is transferred click on this button
          select the player and then his new team. The player
          stays on both team lists to allow data such as goals
          scored for the first team to still be used

Delete – This allows you to delete a player from the team list.
         Don't do this if the player has scored goals or been
         booked as this data will dissappear. You can use this
         if a player is transferred without registering any goals,
         etc and then adding him to the his new clubs team list
         as a new player.

Page – This allow you to view the other players in a team. A
       shortcut for this is to press the RMB on the main window.

1.15 PLAYERS OPTIONS

Print – Allows you to print out either the team currently
        being edited, or all the teams. This output is sent to
        RAM:, so after selecting print move the file to wherever
        you want.

Team – This enables you to change the team currently being
       edited. The shortcut for this is to click on the top of
       the player window, left side to go backwards and right
       to go forwards

Save – Lets you save the information

1.16 CALENDER

To be able to use Liga the fixtures for the league must be
entered. This is where you do this. Select the home team first
by clicking on the team name found on the right of the window
and then the away team. For larger leagues the display only
shows half the teams press the RMB on the list to view the
others. Once you have entered the fixtures you can sort them
into alphabetical order to make things look nice and finally

save them.

1.17   CONFIGURING LIGA PREFERENCES

To make Liga correct for your league you must set up the
preferences. This is done by selecting preferences from the
division menu, you now have the opportunity to change various
aspect of your league

Sorting Criteria – This allows you select whether the
        league will be sorted by Goal Difference, Most wins
        or Head to Head Meetings when teams have the same
        number of points

Points For Winner – You can select whether there are 2
        or 3 points for a win

Favourite Team – Select which team you support

Cup Winner – Select which team won the national cup

Cup Loser – Select which tean lost the national cup final

1.18   PREFERENCES PAGE TWO

Promotion Zone – This lets you set the number of teams
        who are automatically promoted or qualify for the
        Champions League

UEFA Cup zone – This lets you set the number of teams
        who qualify for the UEFA Cup or are in a promotion
        play-off position

Relegation zone – This lets you set the number of teams
        to be relegated

1.19   PREFERENCES PAGE THREE

Match – This allows the match statistics, goalscorers,
        time, minute to be turned ON or OFF

Team – This enables the teams players/substitutes and
        cards window to be turned ON or OFF

Points Deducted – If a team has had point deducted for
        any reason then select the team and change the points
        from 0 to the required amount

For users who only want to enter the results set Team and Match ON

1.20 GLOBAL PREFERENCES

There are also three global preferences that can be set by
selecting prefs from the project menu

Auto-Load – This enables Liga to open the league file
    currently loaded automatically, next time the program
    is started. This option can be set ON or OFF

Auto-Table – The league table is automatically displayed
    when the file is opened. This option can be set ON
    or OFF

Position Sign – This allows you to set the sign for
    showing the positional changes of the teams. This
    option can be set to SIGN or NUMBER

1.21 IMPORT

Import : Using this you can convert leagues made in :

Liga 345.
MUI_Ligamaster
(many leagues as argentinen but only results)

1.22 FIXTURES

Once you have entered the fixture list using the calender
option you can, when required, enter the results of matches.
Clicking on the centre FIXTURE button will bring up a window
containing the fixture list for the current week. Clicking
on either the << or >> button will change it to either the
previous results or the next results.

Entering a Result

Entering a Team

1.23 ENTERING A RESULT

To enter a result :

1) Click once on the -:- between the two teams
2) Type in the home teams score and press return
3) Type in the away teams score and press return
4) Click on the button MEMORY to store the result
5) Click on the result just entered to display goalscorer

```
        information
6) Enter the goal times in the left most column
7) Set the order of goals scored by clicking on the second
   column.
8) Click on the third column to select the goalscorer. If an
   Own goal is scored click on the team name to get the other
   teams player list
9) The right most column lets you input the type of goal
   scored, The choices are Own Goal, Penalty, Free Kick or
   Headed Goal.
10) Click on the memory button to store and close this window.
```

1.24   RECORDING THE PLAYERS IN A TEAM

Using this allows you to record the players in a team for that
match, as well as any substitutes. To add players click on a
blank box and the player selection window will appear, select
the player and continue for the rest of the team.

If there have been bookings or sending-offs in a match you
can record these by clicking on the small windows to the
right of the players name. The first one is for yellow cards
and the second for red cards. If a player is sent off for
two yellow cards click the yellow card box twice.

1.25   STANDINGS

This enables you to display the table in a number of different
ways by clicking on the relevant button

        HOME - Home Results Only
        AWAY - Away Results Only
        1st - First Half of the Season Results Only
        2nd - Second Half of the Season Results Only

By clicking on the arrows you can set which round of fixtures
the league table to be calculated should start and end on.
This a nice way to see how team's form compare for a few
games. Click on the button to the right of the arrows to
display the table

You can also print out the league table by clicking on the
PRINT button. At present the output is to file in RAM: not
to the printer directly. Once selected goto the RAM: drawer
and move the file created to wherever you want.

1.26   SCORERS

Clicking on this button allows you to see the goal scoring
records of the players. You can view the players records for :

                     Total Goals
                     Own Goals
                     Penalties
                     Free Kicks
                     Headers
                     Goals Scored team-by-team

1.27   VIEWING CARD DETAILS

This enables you to view the yellow and red cards that have
been issued.

Clicking on either button will show you the players who have
been booked or sent-off, together with how many times they
have offended.

You can also view the dirtiest players by clicking on Dirt.
This works by giving a player receiving 3pts for every yellow
card and 5pts for every red, then adding up the total number
of points a player has amassed.

1.28   STATS

This lets you monitor the league position graph of upto three
different teams.

You can also view

   All goals scored in each round of matches
   The goals for home teams compared to away teams for each round
   The number of wins, draws and defeats in each round

1.29   MATCHES

This option lets you view match results relating to the
selected criteria. These options are

            Biggest Win
            Biggest Draw
            Biggest Defeat
            Most goals in a game

These options can be set for home fixtures, away fixtures
and all fixtures.

You can also view a particular teams results in the same

way by selecting the team and then clicking on the required
button.

1.30 PROGRAM AUTHOR

Send Comments, Suggestions, Bug Reports, everything to :

        Miroslaw Siedlarz
        Romera 81/3
        71-246 Szczecin
        Poland

        E-mail : Siedlarz@dedal.man.szczecin.pl

The latest version is available at :

        http://dedal.man.szczecin.pl/~siedlarz

1.31 THANKS TO...

Who shall I put in here?

1.32 DISTRUBUTION + DISCLAIMER

                    This Program is Freeware

This software is provided "as is". I'm not responsible
of any problem you may encounter while using this software
or any other files included in this package. You are using
it at your own risks.

This archive can be freely distributed, as long as all
included files remains unmodified. The whole archive
and the files included in it are Copyright © 1997 by
Miroslaw Siedlarz.

Even though this software has been tested thoroughly, some
bugs can still exist in it. If you've found one, just send
me an
        e-mail
         about it so I can fix it for a future update.

1.33 HISTORY Page 1

```
V 3.8   - Double season for scottish supporters
        - Autoload data
        - Autotable
        - Sorting teams,players,calendar
        - Cursor keys enabled when typing players and team
          names
        - Added freekick and head in description of scored
          goal
        - Changed data format, now you can edit player names
          in text editor
        - Print all datas (table, lists, scorers etc..)
        - Improved scorers, bookings list to one team option
        - Added dirtiest player (5 pts for red, 3 for yellow)
        - Improved statistics graph (all goals, home goals vs
          visitors, win-draw-lost)
        - Added MATCHES goals (wins, draws, losts, mosts)
          (home,away) also by team
```

1.34 HISTORY Page 2

```
V 3.45  - Deducting points from team
        - Premiership results with goalscorers by Carl Rutter
          from Liverpool

V 3.40  - Finished GOALSCORERS, CARDS and STATISTICS
        - Added table sorting criteria - wins, head-to-head
        - First try to localize the program, now testing
        - and many minor improvements

V 3.30  - Data save format will not be changed,
        - Goalscorer list, cards, new design,
        - Statistics, many major improvements
        - NOW you can load also data from MUI-Ligamaster v0.93
          by Ingo Paulsen
```