PredMan -- Stock Car
Version 1.0

User's Manual

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Introduction

Welcome to PredMan - Stock Car!   PredMan - Stock Car 1.0 manages your Stock Car Racing office pool. The premise of the game is that you and up to 499 of your friends can match your skills in predicting the outcome of the Stock Car races.   You and your friends make your predictions on each race throughout the Stock Car Racing Season. Your pool members can set the points awarded for correctly predicting the top 10 finishers on each race. PredMan will prove to be just what was missing to manage your office pool.

Getting Started

1.   **Requirements:**
   *   IBM compatible 386 or higher
   *   Windows 3.1+
   *   At least 1.5 MB of hard drive space
   *   2 Megabytes of RAM memory

2.   **Installation:**
   *   Place SETUP diskette in drive (A or B, whichever applies).
   *   From Windows, open the File Menu and choose Run.
   *   Type: A:setup or B:setup (whichever applies).

3.   Default Conditions and Data Files:
     *   Default conditions:
          PredMan contains a list of drivers that are currently racing. (DRIVERS.DAT).There is NO
MEMBERS.DAT,   RESULTS.DAT, or 00000nnn.PRD files, these will be created by PredMan.
     *   Data files:
          File "SCHEDULE.DAT" contains the racing schedule. (1996 schedule included).
          File "DRIVERS.DAT" contains a list of active drivers.
          File "POOL.DAT" contains the pool's point system and options.
          File "RESULTS.DAT" contains the Stock Car racing results.
          File "MEMBERS.DAT" contains the names of each league member.
          Files "00000nnn.PRD" will contain each member's predictions.

4.   Establishing Your Office Pool:
     *   Enter member's name using the Members window (Click on Members button).
     *   Establish a member of your league as the administrator.
     *   The administrator will print and distribute the entry form to each of the members.
     *   Get together all the members and agree on all the finishing position point values.   You can view
and/or change the Pool   point values by clicking on the POOL button.
     *   Have each member fill in the entry form or enter their predictions with PredMan using the
Member Predictions screen.   Click on the PICKS button to invoke the Member Predictions screen.
This will produce a prediction file named   "00000nnn.PRD".   (nnn = index of member on member list)
Provide the form or the file to the administrator by an agreed   deadline.
     *   Printout predictions for each member once all predictions are turned in.   Enter   results by
clicking RESULTS button.

Note: PredMan has capabilities to add/edit/delete Stock Car schedule and current driver lists the existing list.   To
add/edit/delete drivers,   click on the DRIVERS button.

5.   Rules:
     *   No changes to the predictions allowed once the race has started unless it was an administrator's
mistake.   (Each member   should keep a copy of their original predictions as proof of administrator's
mistake).

 Reference

PredMan Window

     *   **Members Button**
          Invokes a Pool Members Window used for entering any or all pool member names.   Once a
member's name is saved, then   that member can enter their predictions and   create a prediction file.
     *   **Pool Button**
          Invokes a Pool Window used to set the pool's position points and options.
     *   **Picks Button (Available if   schedule file exists)**
          Invokes a Member Predictions Window used for entering or viewing any or all pool member's
predictions.
     *   **Results Button (Available if there is a scheudle file)**
          Invokes a Stock Car Results Window used to log results of the races.
     *   **Schedule Button**
          Invokes a Stock Car Schedule Window used to view or edit the current racing schedule.
     *   **Drivers Button**
          Invokes a Drivers Window used to view , edit, or add to the current list of active Stock Car
drivers.
     *   **Print Button**
          Invokes a PredMan Print Options Window used to print various forms, listings, and results.
     *   **Pool Standings Button**

Invokes a PredMan Pool Standings Window showing current up to date pool member standings.
* **Exit Button**
Exits PredMan - Stock Car.
* **Help ->About PredMan - Stock Car**
Invokes a window showing information about PredMan - Stock Car.
* **Help->View On-Line Documentation**
Invokes a Windows (R) Write session showing this document.

Pool Members Window

Use this window to enter or edit your league members and to set the default member.   The default member is the member that various aspects of the game use as a reference.   The reference member may be changed on the window, but the default member set here is always the default every time a window is invoked. (500 member maximum)

* **Adding Members**
Enter the name of the member on the Name Of League Member field and then click the   ADD button.   The Number Of   League Members field is automatically updated.
* **Deleting Members**
Choose the member you want to delete from the name list and then click the DELETE button. The Number of League   Members field is automatically updated.
* **Editing Member Names**
Choose the member you want to edit from the name list and then click on the EDIT button.   This places the name on the   Name Of League Member field.   Edit the name, then click the ADD button when done.
* **Clearing All Member Names**
Click on the CLEAR button.   This deletes all the names from the name list and default member list.
* **Setting the Default Member**
Choose and click on the member from the Default Member list box.   This is recommended to be done after all member   names been entered.
* **Saving Member List**
Click on the OK button.   This saves any new or altered names and exits the window. The data is saved in the   "MEMBERS.DAT" file.

Member Predictions/Results Window

Use this window to enter race predictions or results.

* **Viewing or Entering Season Predictions**
 (Member Predictions Window)
Choose the league member from the member list.   Start entering or changing the predictions by clicking on the driver   names.
* **Entering Results**
(Stock Racing Results Window)
Enter or change the results by clicking on driver's name.
* **Saving Predictions or Results:**
Click on the SAVE or OK button.   This saves the member's predictions on a file named "00000nnn.PRD" or, if entering   results, in the "RESULTS.DAT" file.
* **Exiting Window:**
Click on the OK button.   This does the same as above and exit the window.   Click on the CANCEL button to ignore any   changes and exit the window.

Pool Profile Window

Use this window to set the Pool's points awarded for correct predictions of winning teams per round.

* **Setting the Pool Points**
Set the POOL points for each of the top 10 finishing positions.

Set the POOL points for each of additional pool options
*   **Exiting Window**
        Click on the CANCEL button.   This ignores changes and exits window.

Stock Car Schedule Window

Use this window to view, change or add to the current Stock Car racing schedule.
*   **Adding a race**
        Enter the full name on the labeled field and then click the ADD button.
*   **Editing a race**
        Click on the race you want to edit then click on the EDIT button. The race name appears on the
input box on the side of the   window.   Edit the name and click on the ADD button.
*   **Deleting a race**
        Click on the race you want to delete, then click on the DELETE button.
*   **Saving the team list**
        Click on the OK button.   This saves the alignment in "SCHEDULE.DAT" and exits window.
*   **Exiting Window:**
        Click on the CANCEL button.   It ignores any changes and exits window.

Stock Car Drivers Window

Use this window to view, edit, or add Stock Car drivers.   CAUTION! Editing the pairings has to be done
with caution.   Any changes to the pairings may require any or all member's predictions to be re-done.
*   **Adding a driver**
        Enter the full name on the labeled field and then click the ADD button.
*   **Editing a team**
        Click on the driver you want to edit then click on the EDIT button. The driver name appears on the
input box on the side of   the window.   Edit the name and click on the ADD button.
*   **Deleting a team**
        Click on the driver you want to delete, then click on the DELETE button.
*   **Saving the team list**
        Click on the OK button.   This saves the alignment in "DRIVERS.DAT" and exits   window.
*   **Exiting Window:**
        Click on the CANCEL button.   It ignores any changes and exits window.

PredMan Print Options Window

Use this window to print various listings and forms.   This window provides options to print to any of your
available printers or fax-printers.

*   **Printing the Schedule/Driver Index Form**
        Click on the Schedule/Driver Index Form option, set the number of copies required, then click on
the PRINT button   (Available if there is a SCHEDULE.DAT file).
*   **Printing the Entry   Form**
        Click on the Entry Form option, set the number of copies required, then click on the PRINT button
(Available if there is a   SCHEDULE.DAT file).
*   **Printing the Predictions Listing**
        Click on the Predictions Listing option, set the number of copies required, then click on the
PRINT button (Available if   there is a SCHEDULE.DAT file and member predictions).
*   **Printing the Results Listing**
        Click on the Results Listing option, set the number of copies required, then click on the PRINT
button.   (Available if there   is a RESULTS.DAT file)
*   **Printing the Pool Standings**
        Click on the Pool Standings option, set the number of copies required, then click on the   PRINT
button.   (Available if there   is a RESULTS.DAT file).   The results listing contains the same
information found in the League Standings Window.
*   **Exiting Window**
        Click on the CANCEL button.

Pool Standings Window

Use this window to display your pool's standings based on how each member has predicted the races.   It lists them descending order based on the accumulated points.   This window displays the following information:

1.   The "Member" field displays the names of each member in descending order based on their points.
2.   The "TieBrk" field displays the tie-breaker MPH for the race.
3.   The "(Race) Pts" field displays a per race points record.
4.   The "Points"" field displays the accumulated points total for each member.