Welcome to the League Scheduler from ACTS

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Working with the Lists

When you go to the File Menu and Select   Add Names...   or   Add Heahings... ,   the software will take you to a screen that asks you to select a file. You can choose a file { this file will contain names or heading information that will be places in a list where you may choose some or all of the contents to be used with the schedule }   or Click on the Exit button if you want to create a new list. When you first start using the program, you can use the sample data that comes with the program to see how it works. The "samplehd.txt " is a sample file used for headings. The files "sampletm.txt" is a sample file of teams, and the "samplepl.txt" file is a sample file of player names.

As you use the software you can create your own lists.

Contents of the List Screens

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Odrering Information

To order the REGISTERED version with unlimitted teams and games, send a payment of:

$ 49.00 per copy

Send your order and payment to:
    ACTS
    P O Box 608.
    Williston, Vt. 05495

You will recieve the most current version of this software.

Vt. Residents add 5% sales tax.
Add 3.50 for shipping and handling.
Put a note in your order asking for the League Scheduling Software.   If sending currency other than US, Please use the current exchange rate. See the instructions that came with this software for more info. We ship software within 48 hrs. of payment.
For Site License, Network License, and other inquiries write to the address above or send E-Mail to
                    guya@together.net
You may also visit our Web site at   http://wwwtogether.net/~guya/

You may also go to the File Menu and select Print   Order Form.

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Printing a Schedule

The printing option of the program is set up to print a schedule in a pre-determined format. It is not user configurable. If you need to change the way the schedule looks on paper, then you should save the schedule as a file. You may then call the schedule up in a word processor, spreadsheet, or database

See Also

Saving Schedule as a File

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Getting Started

Enter the number of teams or players you will have in the schedule in the box marked Number of Teams in this Schedule.

Then enter the number of games or meetings each team will play in the box marked Number of Games Each Team Will Play.

You can use the arrow buttons under each box to change the values or click on the box to enter a value directly.

Then click the button marked Create Schedule.

The status bar will let you see the progress. Your schedule will appear and you will see a note in the upper left corner of the screen telling you results of the scheduling. You can also add player or team names and headings to the schedule.

. You can then go to the file menu and print or save the schedule

Note: You need to add the names and headings BEFORE you create the schedule. If you create the schedule first and then add names and headings, just click the Create Schedule button again and the names will be added.

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Saving Schedules

Go to the File Menu and choose Save Schedule as a File

You can save a Schedule as a file to be used in spreadsheet, database, or word processor. There are two options for saving:

as a text file for word processing

The save as text file option saves the schedule in a text format. You may then call it into a word processor and format it any way you want. This will give you a custom printout. You can also add notes to the schedule before printing it.

as a data base file

You can save a Schedule as a file to be used in spreadsheet, database, or word processor. There are two ways to save: The save as data base option saves the schedule in an ASCI delimited format. The delimiter is a , (coma). This separates the fields with a , (coma). The spreadsheet or database will ask you what to use as the delimiter. These options are listed under the File menu.

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About The League Scheduler.

Anyone who has been responsible for making league schedules knows how difficult it can be. The ideal schedule will have each team or player play each other once in a cycle. The cycle is one meeting less than the number of total teams or players. For example if you have 8 teams, it will take 7 meetings for each team to play all the other teams once. This is not always the case. Some numbers don't work that way. This software will try to create the ideal schedule with the number of teams and games you will input, if it can't create the ideal schedule, it will create the most efficient schedule possible. You will get a message to tell you the results.

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Adding Team or Player Names

Working with lists

This option will let you add data from a text file containing player or team names. The schedule will substitute numbers for player or team names unless you use this option. The file you will open is a simple text file with 1 team or player name on each line. You may create this file with any word processor or with this program. Go to the File menu and select   Open Team Name Data File.   Select the file to open or click Exit to create your own. Type a name in the Entry to Add box and click Add Entry To List. Select entries from the list on the left and add them to the list on the right. The list on the right side is the list used in the Schedule.   Then click the button labeled " Back to Scheduler" and create your schedule.

You can open the sample files that came with this program to see how it works. These files are sampletm.txt and samplepl.txt. They will be in the directory that this program is in.

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Adding Headings for the Schedule

To use this option, Go to the File Menu and choose Open Headings Data File.

This option will let you add data from a text file containing headings or you can create your own list of Headings. The schedule will use the phrase   " Meeting # "   unless you use this option. The file you will open is a simple text file with 1 heading on each line. The headings can be anything you want. Normally they will be dates for the meetings. You may create this file with any word processor or with this program.

Go to the File menu and select   Open Headings Data File.   Select the file to open or click Exit to create your own. Type your text   in the Entry to Add box and click Add Entry To List. Select entries from the list on the left and add them to the list on the right. The list on the right is the one that will be used in the Schedule. Then go back to the Scheduler and create your schedule. You can open the sample file that came with this program to see how it works. The file is   samplehd.txt. It will be in the directory that this program is in.

These are the List Editing Screen Controls

Entry to add   { box }
<< Add New Entry to List   { button }
Select From This List   { list box }
Number in List   { caption under each list }
Clear List   { button }
Transfer All Items >>>>   { button }
Transfer Selected Items >>>>   { button }
Open Data File   { button }
Add to existing list?   { check box }
Go Back to Scheduler   { button }

Back to Working with Lists

Entry to add   { box }

This is where you will input a new item to a list. Click the mouse while it is in this box, then type in your text. Now click the button marked Add New Entry to List.
The new item will be added the the "Select From This List"   box.

<< Add New Entry to List   { button }

Click this button after you have entered a new item in the   "Entry to Add" box. This will put the item in the list box marked "Select   from This List" box.

Select From This List   { list box }

This box contains items to select from and add to the other list box "List to be Used in Schedule". Click on an item in the "Select From This List" box   to select it and Click the "Transfer Selected Items" to move it to the box marked "List to be Used in Schedule". The items in the "List to be Used in Schedule" box will be used in the Schedule you create. It will not let you add duplicate names of teams or players but will let you add duplicate headings.

Number in List

This is the number of items in each list. This is helpful in setting up your list to be used in the Schedule. This number should be equal to the number of teams or players or the number of meetings, depending on which screen you are in. The screens are "Set up Headings" or "Set up Names". You will see the caption on the top of the screen. If you have more teams in the schedule you create than in the List to be Used in Schedule, the program will substitute numbers for team/player names and the phrase "Meeting #" in the headings.

Clear List   { button }

This button is under each list. Be carefull, Click this button to clear the entire list.

Transfer all Items >>>>>>   { button }

This button will transfer all the items in the "Select From This List" box and copy them to the "List to be Used in Schedule" box. Use this to move all the items at one time. You may then DblClick any item in the "List to be Used in Schedule" box to remove the ones you don't need.

Transfer Selected Items >>>>>>
{ button }

This button will transfer selected items in the "Select From This List" box and copy them to the "List to be Used in Schedule" box. Click on an item in the   "Select From This List" box list to highlight the item. Then Click the "Transfer Selected Items >>>>>>"   { button }   to move all the selected   items at one time. You may then DblClick any item in the "List to be Used in Schedule" box to remove the ones you don't need.

Open Data File   { button }

This option lets you open an existing Data file that contains team, player, or heading information. This is a text file with the .txt extention on the file name. The file can be created within this program or with any word processor. You can also create this file from an existing database by using the export utility from within the database. The file must have one item on each line. To have this program create the file for you, get your list set up in the list   "List to be Used in Schedule" then Click the button "Go Back to Scheduler". A dialog box will then ask you if you want to save the new list. This is the list in the   "List to be Used in Schedule" box. Click Yes to save it. Another dialog box will ask for a file name. Then save the list so you can use it again.

Add to existing list?   { check box }

You can use this option to load multiple files in the "Select From This List" box. With no check in this box, each time you use the   "Open Data File" option, the list is cleared before the new list is added. If you want to add items from more than one data file, Click on this box. You will see an   X in the box. Then when you add data from files it will be added to the existing data already in the list.

Go Back to Scheduler   { button }

Click this button after you have the   "List to be Used in Schedule"   set up. When the list contains all the information that you want to have in the Schedule, your list is set up. Check the box under the list to see how many items are in your list. This should be the same number as the number of teams or number of games depending on   which screen you are in. Look at the top of the screen, you will see "Set up Names"   or   "Set up Headings".

Time it takes to create Schedules

The time it takes to create a schedule will vary depending on your hardware.

In creating a schedule with 20 teams/players, it can take a few seconds on a Pentium based computer.
On a 486 based computer, it may take a minute. An a 386 based machine, even longer.
In creating a schedule with 100 teams/players,   it can take a 10 minutes on a Pentium based computer.
On a 486 based computer, it may take 30 minute. An a 386 based machine, even longer.