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Fixed It! ScoreBook Help Utility

Thank you for your interest in **Fixed It! Basketball ScoreBook** . We hope the information provided in our help utility will answer most of your questions about our product.

[and when you hit the big leagues . . .](#)

Teams & Rosters

Before you can use **ScoreBook** to score a game, you must first create at least two team files.

To create a team file:

- Select **Team** from the **File** Menu
- Select **New**
- Enter a Team Name, Coach, and Assistant in the fields provided
- Select a Team Logo by selecting the **New Logo** Button. The Team Logo will be the background for that team's Scorecard Window and can be any .BMP file. Use the **Fade** Up and Down Buttons to lighten the Team Logo so that the data in the Scorecard Window will be plainly visible. **Note:** 256-color Bitmaps will work best with ScoreBook. Bitmaps with more colors may not fade.
- Select the **Edit Roster** Button
- To add a player, enter player information in the Name, Position, and Uniform Number fields, then select the **Add Player** Button. Repeat this for each player on the team, then select the **OK** Button to return to the Edit Team Dialog.
- Select the **OK** Button again, then enter a file name for your team. **NOTE:** The team file should be given a **.TEM** extension.

To import a team file from an ASCII text file:

- The text file must have the following format:
 - line 1: Team Name (max of 25 characters)
 - line 2: Coach Name (max of 25 characters)
 - line 3: Assistant Name (max of 25 characters)
 - line 4..n: Player Name (max of 25 characters), Position(0..3), Starter Index(0..5), Uniform Number(-1..99)

Position: 0 - Bench	Starter Index: 0 - Not a Starter
1 - Guard	1 - Guard #1
2 - Center	2 - Guard #2
3 - Forward	3 - Center
	4 - Forward #1
	5 - Forward #2

Note: Enter -1 for Uniform Number if Player's Number is 00.

- Select **Team** from the **File** Menu
- Select **Import**
- Select a Text file from the list provided
- Enter a file name for your team

To edit a team file:

- Select **Team** from the **File** Menu
- Select **Edit**
- Select a team from the list of *.TEM files provided
- Change any Team fields (Team Name, Coach, or Assistant) if desired.
- Select the **Edit Roster** Button if you wish to add, delete or change any player in the

roster.

- To **Add a player**, enter player information in the Name, Position, and Uniform Number fields, then select the [Add Player](#) Button.

- To **Remove a player** from the roster, click on the player's name in the [Current Roster](#) List Box, then select the [Delete](#) Button.

- To **Edit a player** in the roster, click on the player's name in the [Current Roster](#) List Box, then change the Name, Position, and Uniform Number fields as desired. For these changes to take affect, either select the [Update Player](#) Button or click on any player name in the [Current Roster](#) List Box.

See also:

[Lineups](#)

[Games](#)

Lineups

Lineups can be changed in three ways:

- 1) When creating or editing a [Team](#), a default Starting Lineup can be defined. Six radio buttons are provided at the lower right of the Edit Roster Dialog. Each Player should either be assigned to a Starting Position or Not a Starter. A * is appended to the name of players on the Roster who are not in the Lineup. Only one player can be assigned to a starting position. Whenever a game is created using this team, the game will use this Lineup information by default. It is not necessary to explicitly define all or any Starting Lineup information when creating a Team Roster, because the Lineup can be modified when creating a game.
- 2) When creating a Game, all team information, including the Roster and Lineup can be changed. Note that team changes made here, such as the Starters, apply only to this game and are not saved to the Team File. Permanent team changes, such as new players, should be made via the [Team](#) Dialog **prior to** creating a game.
- 3) To make a Lineup change during a Game:
 - Select a player from the [Home Bench](#) or [Visitor Bench](#) Combo box
 - Select the button of the player to be replaced

Note: When a player's name appears in red, that player is in foul trouble.

See also:

[Teams & Rosters](#)

[Games](#)

Creating Games

After creating two Teams with complete Rosters, a new game can begin.

To create a new game:

- Select [Game](#) from the Main Menu
- Select [New](#) from the Game Menu
- Input the game information (i.e. Date, Time, etc.)
- Select the Home Team [Select Team](#) Button and choose one of the Team files (.TEM)
 - Make any necessary Home Team Roster and [Starting Lineup](#) changes by selecting the [Edit Roster](#) Button
- Select the Visiting Team [Select Team](#) Button and choose a different Team files (.TEM)
 - Make any necessary Visiting Team Roster and [Starting Lineup](#) changes by selecting the [Edit Roster](#) Button
 - Select the [Start Button](#) if you wish to begin scoring. Otherwise select [OK](#) to save any changes or select [Cancel](#) to abort changes to the Game file.

See also:

[Game Play](#)

[Teams & Rosters](#)

[Lineups](#)

Game Play

Once a game has begun, the Scorer:

- Enters data by selecting the buttons associated with each player on the court and selecting appropriate radio buttons.
- Makes substitutions (Select a player from the [Home Bench](#) or [Visitor Bench](#) Combo box, then select the button of the player to be replaced)
- Records Time Outs by selecting Home or Visitor [Time Out](#) Buttons
- Corrects errors via [Edit Home Events](#) or [Edit Visitor Events](#) Buttons
- When each quarter/half is over, selects the Up Quarter/Half Button.
- Once a game is over, chooses the [Stop Game](#) Button
- Is prompted to save any changes.

Example 1:

Home Team Guard, Rob Cochran, gets the opening tip, dribbles down the court and misses a three point attempt. Visiting Forward, Jim Jones, gets the rebound, but throws the ball out of bounds.

- Select the [Guard](#) Button associated with the name, Rob Cochran
- Choose Shot Missed, [3-Missed](#)
- Select the Location on the Court where the shot was taken (Only if the [Prompt For Shot Location](#) Option is chosen)
ScoreBook automatically prompts for Rebounding Player on a missed shot
- Select the [Forward](#) Button associated with the name Jim Jones
- Again Select the [Forward](#) Button associated with the name Jim Jones
- Choose Turnover, [Bad Pass](#)

On the Inbound Pass, the Home Team Center, Don Turner, Shoots a 10-footer good.

- Select the Home Team [Center](#) Button
- Choose Shot Made, [2-Made](#) (Home Team Score increases by 2)
- Select the Shot Location
ScoreBook automatically prompts for Assisting Player on a made shot
- Select a Player to award an Assist; or Select the [Cancel Action](#) Button or Right Mouse Button

After further review, the scorer realizes that the Shot Location was entered incorrectly.

- Select the [Edit Home Events](#) Button
- From the [Events](#) Drop Down List, select the Shot event
- Select the [Update Event](#) Button
- Select the proper Shot Location
- Select [OK](#)

Example 2:

While guarding a player, Home Team Guard, Rob Cochran, is apparently called for a foul.

- Select the [Guard](#) Button associated with the name Rob Cochran
- Choose Foul, [Defensive](#)

After further review, the foul is determined to be on the Center, Don Turner.

- Select the [Edit Home Events](#) Button. The last event is automatically selected.
- From the [Player](#) Drop Down List, select the name, Don Turner
- Select [OK](#) or the [Update Event](#) Button

Example 3:

At the end of the first quarter, Visiting Forward, Jim Jones makes a half-court shot.

- Select the [Forward](#) Button associated with the name Jim Jones
- Choose Shot Made, [3-Pointer](#)
- Select a Player to award an Assist, or Select the [Cancel Action](#) Button

After further review, it's determined that the shot was made after the buzzer.

- Select the [Edit Visitor Events](#) Button. The last event is automatically selected.
- Select the [Delete Event](#) Button

If an Assist was awarded:

- From the [Events](#) Drop Down List, select the last event
- Select the [Delete Event](#) Button again
- Select [OK](#)

Internet Access

As of this release the **Fixed It! ScoreBook** Home Page URL is <http://www.FixedIt.com/basketball.shtml>. Unregistered users can download the latest shareware version of **Fixed It! ScoreBook** and other Fixed It! products such as **Win A Lotto!** and **Fixed It! Baseball ScoreBook** from this site.

See also:

[Registration](#)

Removing ScoreBook

Since ScoreBook is self-contained (i.e., nothing is written to your Windows directory), removing it from your system is as easy as removing the ScoreBook Directory. This can be accomplished from an MS DOS prompt by simply performing the deltree instruction using the ScoreBook directory as a parameter (e.g., DELTREE C:\BKBALL), which will remove all ScoreBook files and subdirectories. The same can be accomplished using the File Manager under Windows by clicking on the ScoreBook root directory and selecting [Delete](#) from the File Menu.

The Fixed It! Windows Group can be deleted by minimizing the group and selecting [Delete](#) from the Program Manager File Menu.

Options

The [Use Sound Effects](#) option is enabled/disabled via the [Options](#) Menu. Sounds are only available for systems with Sound Blaster compatible sound cards.

When the [Prompt for Shot Location](#) option is enabled, the scorer is prompted to select a location for all 2 and 3 point shot attempts during a game. This information is used in the [Shot Analysis](#) Statistics option.

The [League Options](#) are provided to allow the user to set the following:

- Quarters Versus Halves
- Foul Trouble, Foul Out, and Bonus Limits
- 3-Point Arc (None, College, or Pro)
- Number of Time Outs

The [Wallpaper](#) option allows the scorer to select a bitmap (*.BMP) to be displayed as the main window background. This bitmap can be centered in the window, tiled, or stretched to fit the entire window.

See also:

[Statistics](#)

Printing

To Print Scorecards for a Game:

- Select [Print](#) from the [File](#) Menu
- Select [Game](#)
- Choose a Game file from the [Files](#) List
- Select the desired Scorecard(s) using the [Print Option](#) Radio Buttons
- Select the [Print](#) Button

Note: If you get insufficient memory error messages while printing a Game, try printing the Home & Visitor Scorecards one at a time.

If you still have trouble, try selecting [Printer Setup](#) and changing the [Orientation](#) to [Landscape](#).

To Print a Registration Form See:

[ScoreBook Registration](#)

To Print Statistics See:

[Statistics](#)

Statistics

To View and Print Player and Team Statistics:

- Select [Statistics](#) from the [File](#) Menu
- Select [Player and Team Statistics](#)
- Choose a game file (*.GAM) to be analyzed from the [Files](#) List Box
- Click on the [Select Game](#) Button to add this game to the [Games To Analyze](#) List Box. Add as many games as you like in the same manner. **Shareware Note:** Only one game at a time is allowed for statistics evaluation in the Shareware version.
- To remove a game from consideration, choose the game file in the [Games To Analyze](#) List Box, then click on the [Remove Game](#) Button.
- Once all games are selected, you must choose a team from the [Team To Analyze](#) Drop Down List before you can proceed.
- Once a Team is selected, choose [OK](#).
- The following statistics then be calculated and displayed:

GP	Games Played	AS	Assists
PP	Periods Played	APG	Assists Per Game
TP	Total Points	OF	Offensive Fouls
PPG	Points Per Game	DF	Defensive Fouls
2M	Twos Made	FPG	Fouls Per Game
2A	Twos Attempted	TECH	Technical Fouls
2%	Twos Percentage	OR	Offensive Rebounds
3M	Threes Made	DR	Defensive Rebounds
3A	Threes Attempted	RPG	Rebounds Per Game
3%	Threes Percentage	ST	Steals
FGM	Field Goals Made	SPG	Steals Per Game
FGA	Field Goals Attempted	BS	Blocked Shots
FG%	Field Goal Percentage	BPG	Blocked Shots Per Game
FTM	Free Throws Made	TO	Turnovers
FTA	Free Throws Attempted	TPG	Turnovers Per Game
FT%	Free Throw Percentage		

- To Export these statistics to an ASCII Text file, Choose the [Export](#) Button, then select a file name. The file created will be comma-delimited and easily imported into your favorite spreadsheet or database application.
- To Print the statistics, Choose the [Print](#) Button

To View and Print Shot Analysis:

- Select [Statistics](#) from the [File](#) Menu
- Select [Shot Analysis](#)
- Choose a game file (*.GAM) to be analyzed from the [Files](#) List Box
- Click on the [Select Game](#) Button to add this game to the [Games To Analyze](#) List Box. Add as many

games as you like in the same manner. **Shareware Note:** Only one game at a time is allowed for statistics evaluation in the Shareware version.

- To remove a game from consideration, choose the game file in the [Games To Analyze](#) List Box, then click on the [Remove Game](#) Button.
- Once all games are selected, you must choose a team from the [Team To Analyze](#) Drop Down List before you can proceed.
- Once a Team is selected, choose [OK](#).
- Make a selection from the [Player](#) Drop Down List. Green Circles denote shots made. Red X's denote shots missed.
- To Print the Shot Analysis, Choose the [Print](#) Button





Rob & Don

. . . remember your friends at **Fixed It! Software**

ScoreBook Registration

To receive a Registered copy of **Fixed It! ScoreBook**:

- Select [Print](#) from the [File](#) Menu.
- Select [Registration Form...](#)
- Enter your name, mailing address, e-mail address and comments into the menu fields. If you provide an e-mail address, we will status your order as soon as we receive it. Also, please provide feedback in the Comments field, especially features you would like to see implemented in future releases of ScoreBook.
- Select the [OK](#) Button.
- Make out a check or money order to **Fixed It! Software** for \$35 (U.S. Funds only!).
- Mail your form and check to:

Fixed It! Software (Basketball ScoreBook)
P.O. Box 372
Capshaw, AL 35742

Registering has the following benefits:

- Full-featured product with no nagware or other shareware limitations (such as printing game scorecards and statistics)
- Three months of free technical support (via e-mail), support files, and minor upgrades (via the registered portion of the **Fixed It! ScoreBook** Home Page)

