FLeagues

COLLABORATORS			
	TITLE : FLeagues		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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FLeagues

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FLeagues

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1.2   Installing

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Installing
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Make sure you have all the necessary libraries installed.

"Amos.library" (supplied), "Diskfont.library", "Mathtrans.library".

Then move "FLeagues", "FLeagues.List", "FLeagues.Team", "FLres" drawer
and the "FLges" drawer to a suitable location on your Hard Drive and
double-click the "FLeagues" icon.
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1.3 Quitting

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Quitting
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There is only one way of quitting this program and that is to press CTRL-C
on the Main Screen. Other screens have this option disabled.
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1.4 FLeagues.List, FLeagues.Team, FLres Drawer & FLges Drawer

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              FLeagues.List, FLeagues.Team, FLres Drawer & FLges Drawer
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The "FLeagues.List" file is used to identify what table(s) you want to
load. Each division can contain up to 25 characters. If a table included in
your list does not exist in the "FLges" drawer, a new table will be created
in the program for you to edit and then save.

If the "FLges" drawer does not exist, when you first save a table you will
be asked if you would like this program to make it for you, press "Y/N". If
you press "N", the table will not be saved.

The "FLres" drawer stores all of the saved results which can be
viewed in "FLeagues" by pressing "F" (See –
              Viewing Team Results
              ).

The "FLeagues.Team" file contains the teams and player names for the Play
Game / Random Game options. When adding to this file make sure that the
team name starts with a #, ie. #Brighton & Hove Albion, this name must
match the team name in "FLeagues" exactly or it will not be accessed. The
next line must be the goalkeeper, the next ten lines are the outfield
players, it doesn't matter what order you put them in.
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1.5 Using

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Using
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After entering incorrect data, you can usually return to the Main Screen by
pressing "ESC". This will not store any changes you have made.
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Most of the functions are fairly straight forward, apart from selecting
teams. When selecting a team you do not need to type in the whole name;

  Select ADD A RESULT ?, then press Y

  At the request HOME TEAM >, type C

  Then press "Return"

It will now select the highest positioned team beginning with "C". If there
is more than one team with the letter "C", press "." (fullstop) to advance
to the next one. It will display an empty string when no more teams are
available. Pressing "Return" again will select the displayed team. You can
include more letters if you prefer to shorten the list.

1.6   Viewing The Table

Viewing The Table

When viewing the table you can also press "P", this will display.

  * Any points removed (points displayed as white if points removed).
  * Total points a team is capable of getting.
  * Position changes of teams when scores have been added.
    (after quitting and restarting these will return to unchanged)

To remove, press "P" again.

Pressing "C" will display the points gained in the last six games (if six
games have been played), press "C" again for the normal table.

Another feature on this screen is the option to save the screen in IFF
format to RAM:(Division Title). You do this by pressing "S".

1.7   Viewing Team Results

Viewing Team Results

"Return" will display more results (if available).
"T" will bring up a team selector to view results against a team.
"F" will return from results against one team to the full list.
"1" will display a chart with the last 74 league positions.
"2" will display a chart with the goals scored in the last 74 games.
"3" will display a chart with the goals against in the last 74 games.
"P" select the page number to view, If there is more than one page.

Press any other key to return to the main menu.

If you save with a mistake in the scoreline or team name, the
"FLres/(teamname).res" file will have to be manually altered. Make sure
your text editor doesn't strip the end of line codes from this file,

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otherwise it will become useless to FLeagues. Each line must end with
chr$(13)+chr$(10).
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1.8 Play Game & Random Game Options

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Play Game & Random Game Options
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Play Game  = Select two teams to play against each other.
Random Game = The computer selects two teams for you

This trys to predict the result of a game, but it's really just a bit of
fun. There are three settings for this option.

Pressing "ESC" exits the game and takes you back to the main menu.

Game Speed = Value 1-10 (1 - Not many Goals / 10 - Lots of goals).

Extra Time = If scoreline is level at 90 mins, extra time is played, then
    &        penalties, if scoreline is still level after the further
Penalties    30 mins.

2nd Leg Game = Allows you to play the game as a 2nd Leg, before starting
                the game, you will be asked to enter the 1st Leg scoreline.
```

1.9 Some Of The Features

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Some Of The Features
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* Promotion, Play-Offs, Relegation Play-Offs & Relegation zones can be
  added. Changing colour when a team cannot be caught or saved.
* Play a team more than the usual home & away (useful for Scottish).
* Table sorting with either Goal Difference or Goals Scored.
* Alter points for a win, draw and defeat.
* Removing of points from teams that cheat or behave badly.
* Current Form, League Averages, Best and Worst goal scoring displays.
* League tables with 2-24 teams, a total of 100 tables.
* Listing of all team results.
* Playing games to predict the scoreline.
* League Position, Goals Scored & Against Charts
```

1.10 KeyGuide

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KeyGuide
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Extra keys not mentioned on the Options Screen when viewing an option.

"V" : View Table

    "P" : Displays positions changes, total points and points deducted.
          Press again to remove.
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          "C" : Displays current form. Press again to view normal table

          "S" : Saves the table to RAM:(Division Title) as an ILBM.
                Press any other key to return to view table screen.

          Press any other key to return to main screen.

 "F" : Team Results

          "Return" : For more results.

          "T" : Display results against one team.

          "F" : Returns from results against one team to the full list.

          "1" : Display league position chart.
                Pressing a key apart from "2" or "3" returns to results.

          "2" : Display goals scored chart.
                Pressing a key apart from "1" or "3" returns to results.

          "3" : Display goal against chart.
                Pressing a key apart from "1" or "2" returns to results.

          "P" : enter the page number to view, If there is more than one page.

          Press any other key to return to main screen.

 "P" : Play Game and "0" : Random Game

          "ESC" : Exits the games and returns to main screen.


 "ESC" : Exits from most input functions and returns to main screen.
```