

TurboStats Online Manual For Football

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Opening the Sample Team

We have provided a sample team called SAMPLE.TM to assist you in learning to use TurboStats

- a. Open the sample team by either Select the [File][Open Team] menu or select [File] [SAMPLE.TM] from the menu
- b. Your last two opened teams will appear as selections in the [File] menu

The Team Form see: **Using the Team Form**

- a. After the Team Form appears click on the [Help] button and you will be given a live tutorial of the main icon bar and the Team Form including how to enter your team data.
- b. Click the [Line-Up] button and practice dragging and dropping players on the field. To remove a player simply drag the player to the bench icon.
- c. Change the player order by first selecting a player in the player list and then clicking the mini scroll bar located next to the player list
- d Double click on any player to view their stats for the year

The Game Form see: **Using the Game Form**

- a. Click the [Game] button on the team form or the game icon from the main icon bar (looks like a field)
- b. Click the help icon (lower right hand corner) to see a demo of the game form
- c. Click on any game to see the players in the game and team totals. Click on any player in the player list to view/edit their stats.

Printing Player Stats see: **Using The Stat Filter**

- a. Double click any players name in the player list box of the team form or the player list box in the game form.
- b. Select the filter type (All , Season, Playoffs, etc.). Turn on/off all the stats you wish to print by clicking the [Offensive], [Defensive], [Kicking] , [etc] tabs.
- c. Set the report options you wish to create by first clicking on [Report] tab, then turning on Offensive, Defensive, Kicking, etc. check boxes. This will turn on all the stats you have selected in each category. Ex: To make a report for just Receiving first click on the [Offensive] tab along the top and make sure all the Receiving stats you want to view are check off. Next click on the [Report] Tab and make sure the check boxes for [x] Offensive and [x] receiving are checked and all others are unchecked.
- d. Click [OK]

The Stat Viewer see: **Using the Stat Viewer**

1. Double click any column to sort your report
2. Use the command [Table][Auto Adjust Grid] to optimize the grid spacing
3. Select any player or TEAM from the pull down list box
4. To reset your stat filter click the filter icon on the main icon bar (looks like a coffee filter)

Single Player Sample

Setting up a Team for Single Player Stats

TurboStats can be used to track stats for a single player playing on one or more teams. Heres two ways to do it and each way has its own benefit: (we suggest using method 1)

Method 1 (breakdown of individual teams and player total)

- a. Create a new team [File][New Team]
- b. Enter your name as the Team Name
- c. Click the [Add] button and enter the teams you play on as the player names
- d. Continue adding players for all teams you play on
- e. When entering game data select the team name in the select Player box

Method 2 (breakdown of individual teams and running totals for all teams simultaneously)

- a. Create a new team [File][New Team]
- b. Enter your name as the Team Name
- c. Click the [Add] button and enter your name as the player. (if you are a switch hitter create a player for right and left handed)
- d. Enter the Game form
- e. In the Game Types list box select <new>
- f. Enter the team names you play for
- g Repeat until all team names are entered
- h. When entering game data select the matching game type

Creating a New Team

Selecting a File Name

Using the Team Form

Using the Drag and Drop Lineup Screen

To access the Drag and Drop position screen

click the [Lineup] button on the Team Form

To add players

Simply click on the players name in the lineup with the left mouse button and hold the button down. Next drag the mouse to the right and drop the player over the desired position.. Then let go of the mouse button

To move players

To another position simply click on the player and drag to another position. Then let go of the mouse button

To clear a single position

Simply double click on the position or drag the player to the bench and let go

Clear Positions

Deletes all players from the position screen

Reset Positions

Deletes all players from the position screen and fills in position names

Changing the Multi Positions Screens

You can store up to 10 different field configurations for either offensive or defense. Click on any number on the number bar and drag and drop.

Switching between Offense and Defense Layouts

Press the Offense/Defense button to change the player symbols and locations

Notes for each Position Layout

You can create notes for each layout using the note window at the upper left of the line up screen. To make this note area larger just double click anywhere in the window.

To Print

The position screen simply click on the printer icon or use File>Print
If you want the note area expanded then double click on it prior to printing.
(All printouts will be a raster dump to the printer)

To return to the Team Form

Press Exit button

Selecting a Team File Name

To Create a New Team

- a. Close any open teams
- b. Select [File][New Team]
- c. Enter an abbreviated team name (must be a valid DOS filename - 8 characters max)
- d. You can enter your complete team name in the team form

Team Naming Suggestions

If you track only 1 team per year

If you use TurboStats for tracking only 1 team we suggest that you include the date in the filename. Example call your team **TEAM95.TM**. So next year you can use TEAM96.TM, etc.

If you track multiple teams or even an entire league

We suggest that you create a directory for your teams using the following procedure.

- a. Select [File][New Team]
- b. Click the [Create a Subdirectory] button
- c. Enter a directory name such as 1995 or League95 and press <enter>
- d. Change to your new directory and create any team name you want
- e. Create the rest of your teams in this directory which represents your 1995 season

Using the Team Form

League Sample

Overview: TurboStats is an excellent tool for tracking the league leaders in each stat category. TurboStats can create a stat summary report for each team and merge them into one report for the entire league.

To use TurboStats for tracking stats for an entire league do the following:

Set up Your League

Create a subdirectory on your disk for each league or division

Option 1. *All the data will be tracked on one computer*

- a. Create all your teams using File Create Team command.
- b. Open each team and enter game data. If you wish to create a league report then use the command Compile Stats > Create a league disk in the Game form menu.
- c. Select the Game Type for your report (example: Season). All stats will be exported.
- d. Repeat for each team.

Option 2. *Each manager is tracking their own teams*

Have each manager create a League Disk at a set interval and submit them to you for merging. Note: (All stats will be exported regardless of the selections in the stat filter). Only the Game Types they select will be used so make sure everyone agrees on which game types to use.

Option 3. *Some teams/divisions are tracked on more than 1 computer*

You may request that each division be tracked on another computer. To do this have the other TurboStats users create league disks for all the teams they are tracking (you can put them all on one disk). Follow Option 1 for creating teams and Option 2 for submitting data.

(TurboStats is licensed for only 1 computer. Each manager must have their own licensed copy of TurboStats for their computer if options 2 or 3 are used. Call for league discounts)

Merging every team for League Reports

Note: You must be using the Complete Version of TurboStats to merge data

1. a. Create a league disk for each team as per above instructions
2. a. On the computer where the data will be merged
b. Open any team
c. Go to the Stat Viewer
d. Pop up the Stat Filter and turn the Stats on/off for the report you wish to import (Note: The Game Type selection does nothing at this point)
e. Select File > Merge : enter a report title and select each teams .lea file to create report
f. Sort by any heading. (takes a while)
g. Try using the leader reports option and multi page feature

Using the Team Form

To add players to a team:

- a. Open a team file or create a new team
- b. Click the [ADD] button
- c. Enter player information: name, uniform number, address, phone number, default position, notes
- d. Click the [SAVE] button

-100 players per team limit (call our tech support if you need more)

To change player information:

- a. Open a team file
- b. Click on the player whos information you need to change
- c. Make the desired changes
- d. Click the [SAVE] button to record changes

To change the player order

The default order is used when entering new games and creating team rosters & reports

- a. Select a player in the player list box
- b. Click the small scroll bar to the left of the list box
- c. Up to move up, Down to move down

To Change a players address, position, or notes

- a. Select a player in the player list box
- b. Edit any of the players information
- c. Press the Save button
- d. Name changes are reflected in the game form and stat editor

To Drag and Drop players on the field

- a. Press the [Line-Up] button
- b. Select any player with the left mouse button and drag onto the field
- c. Double Click to delete a player from the field or to remove a position

for more info see: **[Using the Drag and Drop Lineup Screen](#)**

Team Form Overview

The Team Form is used to:

Create a single team

Set the default order

Set the default player positions

Enter each players name, address and phone number

Enter player notes (like equipment received, player availability, etc.)

Select players for stat reports

Limits

Unlimited number of teams . (Limited only by disk space)

100 players per team maximum. (Call our support staff if you need to add more players per team)

Unlimited games

Using the Game Form

Two Ways to Enter Games

There are two methods that can be used for adding games.

1-Enter games after you play (we recommend using this option)

- pros:** Your game list will appear in the exact order the games were played.
This easily accommodates rain-outs, schedule changes or data entry errors
- cons:** You cant print out your schedule to hand out to the team

2 Enter your entire game schedule upfront then enter player data in each game after it is played

- pros:** You can print out a nice schedule to hand out to the team
- cons:** If you skip a game by error you must insert that game at the end of your game list. (You can sort by Date in the Stat Viewer after you run the Print Schedule command; however your games will not appear in the exact order played in your game list. This will not affect your players stats in any way.)

Entering Game Data (after game method)

- a. Press [Add Game] button
- b. Enter the game date, time, opponents name and score (Scores by quarter are optional)
- c. Enter the type of game, field and weather conditions along with any notes
- d. Double click players in the order you want them to appear in the list box to add them to the game
- e. Enter all stats for each player and then double click the next player (or drag and drop)
- f. Click the Offensive, Passing, Defense, etc. tabs to switch between stats entered
- g. Change the Player List order by selecting a player and clicking the up or down upper scroll button
- l. Press [Save Game] when complete

Entering Game Data (During game method - GAME MODE SCORING)

- a. Press [Add Game] button
 - b. Enter the game date, time, opponents name
 - c. Enter the type of game, field and weather conditions along with any note
 - d. Double click all players who will play in the order you want them to appear in the list box to add them to the game (or drag and drop them into the Player List box)
 - e. Click the Game Mode button to turn on Game Mode Scoring (looks like a person viewing the field)
 - f. Make sure the the prompt for player save feature off using the menu <Utilities><Prompt for player save> (no check means its off)
 - g. Make sure the proper quarter is selected for point totals
 - h. As the game is being played click on the player and then the stat box you wish to change for the previous play results. You will notice a + symbol appear in the box. This indicates that Plus Mode Scoring is on and any number you enter will be added to the previous total.
 - i. Example: Player Don Trifari rushes for 8 yards on 3rd down. First click on player Don Trifari in the player list, next increment the number of rushes on 3rd down by one. Then click once in the + Yards box and a + sign will appear. Enter the number 8 and press enter.
 - j. You can change the Player List order for the game at any time by selecting a player and clicking the up or down upper scroll button. (you might want to keep the players in the game at the top)
 - l. Press [Save Game] when complete or at any time you wish during the game. Just select another player in the list to continue scoring.
- II. NOTE: YOU MUST MANUALLY ENTER THE QUARTER BACKS STATS AFTER EACH PASS UNTIL WE GET THE AUTOMATIC QB SCORING FEATURE WORKING. Example: Frank Supa is the QB and throws a 15 yard pass to Trifari. First select Trifari in your player list and increment the receiving attempts, catches and yards. Next click on Supa and increment the passes complete and yards, etc. We hope to get this feature working soon and it will automatically compile the QB stats while you entering

receiving stats (in GAME MODE only).

Changing Game Data

- a. Select any game in your game list
- b. Select any player in the player list and make any necessary changes
- c. Press [Save Player]
- d. To add additional players to the selected game press [Add Player]
- e. Press [Save Game] when complete

Removing Players From a Game

- a. Select the player you wish to remove from the game
- b. Make sure that players stats are all zeros
- c. Save the players changes if necessary
- d. Select the menu <Players><Remove from Game>
- e. Press [Save Game] when complete

Deleting a Game

Due to the relationship between the players stats and the game numbers you can only delete the last game in the game list. You must delete all players from the last game first in order to delete the game. To delete any other games you must select the game type DELETED and then press [Save Game]. This game and all player stats for the game will be skipped in all reports but must always appear in the game list. You can undelete it at any time by changing the game type.

Printing any Game

Just double click any game in the game list to print a game summary and box score

Other Game Reports

Game Summaries list the total team stats for any series of game types

Game Schedule compiles a list of the games played and games remaining along with scores and win/loss/tie status

Game Mode Scoring

If you are tracking the stats during live games simply press the Game Mode scoring icon. All scores, hits and errors will be automatically updated as data is being entered. Turn the prompt for player save feature off using the menu <Utilities><Prompt for player save>. Double click all players in the game to create your initial line-up. Select each player and increment their stats during game play. Press [Save Game] when complete.

Using the Stat Viewer

You must have a team loaded to open the Stat Viewer.

Sorting

To Sort on any column simply double click on the column in the stat grid or select the stat heading from the pull down list

Grid Spacing

You can customize the autoadjust grid spacing to your liking by using the [Auto Adjust Grid Spacing] This controls the space between the gridlines and the text.

Changing fonts

Click in the stat grid to change all grid fonts. All fonts in the stat grid must be the same

Click in the stat title box to change its fonts

To change a font color use [Table][Font]

To change a font size use the pull down list or [Table][Font]

Saving/Exporting Reports

You can save any reports to a disk and open them to view or print later. Use [File][Save As]

To save your report as ASCII text use the [File][Export] command. You can then import your report into a word processor program.

To save your report for a spreadsheet program use the [File][Export][Comma separated] choice

Hiding Columns from Printing

You can select any number of columns and hide them using the command [Table][Hide Columns]. To show all columns use the auto adjust grid command.

Deleting Player Rows

You can select any number of rows and delete them using the command [Table][Delete Rows].

Using the Stat Filter

Selecting a Report Type

You can turn on/off any of over 150 stats using the Stat Viewer. Click the [Report] button to select the type of stats you want to see in the current report. You can create a Offensive, Defensive, Kicking, Kick Returns, or Penalty reports by checking on/off each box. Multiple selections will create combination reports with all stat headings appearing in the top row of the report.

Selecting individual stats

Each report type (Offensive, Defensive, etc.) contains individual stats that can be turned on/off. Click the appropriate tabs on the Stat Filter to display the individual stat selections. A check mark indicates that the stats will be included in the report if the corresponding report type is turned on. For instance, even if Total Rushes is checked off you will not see any rushing stats in a report if the Offensive > Rushing report type is not checked.

Calculations

All calculated stats are shown in green. User Defined Stats are in red

Optional Stats

You may notice that some stat selections are grayed out. Based on the type of report you are creating those stats may not be available. For instance Score by Period would not make sense on a player report.

Example: How to Create a Multiple Reports on One Page

- a. Click the [Report] button. (in the Stat Filter)
- b. Then turn on the Offensive check box (you can optionally turn on Rushing).
- c. Make sure the Defensive or Kicking boxes are not checked and then press OK.
- d. After the Stat Viewer loads sort the report by any stat
- e. Use File> Page Setup and make sure the [] page break box is unchecked
- f. or during the printing process click off the [] page break box (this will prevent the printer from ejecting the page).
- g. The printer icon will change to red (indicating there is a report that is in the printer que.)
- h. Click on the Stat Filter icon (top right, next to plot icon). The stat filter will pop up.
- i. Now click off Offensive > Rushing and click on Receiving
- j. click OK
- k. After the Stat Viewer loads the Receiving report click the print icon
- l. Select another report choice to print or eject the page using <File><Printer Formfeed>

Description of Stats

The following Stats can be Tracked/Calculated Using TurboStats for Windows Ver 1.0 (over 200 STATS)

Offensive

31 Rushing Stats
38 Receiving Stats
12 Passing Stats
9 Other Offensive stats

Defensive

23 Stats

Kicking

12 Kick Return Stats
24 Field Goal/PAT Stats
9 Kickoff Stats
9 Punting Stats
32 Penalty Stats

2 Time of Position Stats

2 Total Possession Stats

203 TOTAL STATS + number of Games = 204 STATS

Installation and Troubleshooting Issues

Installation Problems

If you encounter any problems installing TurboStats it is probably due to other software you installed previously onto your system. TurboStats uses several DLLs and VBX files that are common to other Windows Applications. We use the latest version of the DLL **threed.vbx**. If you already have a copy of this file in your Windows\System Directory the TurboStats installation program will try to replace it if it is older than the version we require. If you are running any anti virus software it may prevent this file from being updated. Also, if you have a copy of threed.vbx in your \windows directory it will prevent TurboStats from running. Just delete it out of the Windows directory (it was not suppose to be there in the first place). threed.vbx should only be in your windows\system directory.

Problem with graphics drivers may cause a crash when doing the following:

1. Crashes when opening the game form
2. Crashes when loading the Line-Up screen
3. Line Up screen loads but crashes during drag and drop

There are a few known incompatibilities between TurboStats and some graphics board drivers. If you experience any crashes related to the following then try changing your display driver to a standard Windows VGA or SVGA selection.

Solution: Change to another Graphics Driver or get the latest drivers from your graphics board manufacturer or the place where you purchased your computer.

How to change your Graphics Driver:

From the Windows Program Manager run the Windows Setup Application (if you do not have an icon called Windows Setup select FileRun and type in Setup, then enter)

Select OptionsChange System Settings

- Write down the name of your current driver
- Click on the Display pull down menu and select VGA or SVGA (if your monitor can support 800x600 res)
- Click OK, you may be prompted to insert some of your Windows Disketts.
- After Windows restarts try TurboStats again. If you still experience a crash call our tech support line

Out of Memory

TurboStats is so packed with features that we could use up most of your System Resources. If you are running other Windows software concurrently and you have the Team, Game, and Stat View open at the same time you may get an Out of Memory message. Close all other Windows application or avoid having the Game Form and the Stat View open at the same time.

KPrinting

Printing from the Stat Viewer

The default printer will be used in the default orientation unless you select Printer Setup or the Print menu and Click on Setup

Make sure you have auto adjusted the Stat Grid. (Table > Auto Adjust Grid). This will use the printer font sizes to automatically change the grid width. If any text overlaps another cell it will print overlaped as well. Screen fonts may be different than printer fonts and therefore may print different than they appear.

Click the printer icon to print to the default printer

If you want to print multiple reports on one page then deselect the [] page break box in the printer status window during printing.

If you only want to print the top players in any category use the menu File > Print leader reports. Set the number of rows to print in the File > Page Setup area.

If your report does not fit on one page you can:

- 1 Select a smaller font size using the tool bar. Then use the Auto Adjust Command to compress the grid
- 2 Switch to **landscape mode** using File > Print > Setup
- 3 Turn off some of the stats by bringing up the Stat Filter and deselecting some choices
- 4 Hide one or more columns by highlighting and selecting (Table > Hide Column)
- 5 Choose another font and auto adjust. (Some fonts have significantly narrower letters)

Printing from the Team or Game Form

All other forms print by sending a raster image dump to the printer. You can only change between Portrait and Landscape. You cannot resize the printed output at this time

Printing Problems

PROBLEM: Prints garbage, multiple pages or nothing prints:

Windows 3.1

Check to see if Print Manager is running. If so then try turning it off.
Exit the Game form prior to printing to free up system resources
Try changing the resolution of the printer in the Windows Control Panel

Windows 95

Make sure your printer is attached to an LPT1-4 port. Windows 95 allows ports to have different name but these names are not supported by TurboStats.

Special Note: All form printouts are raster screen dumps to the printer and cannot be resized
To increase the size of the Stats Report printouts simply change the font size

Technical Support Line

Check out our technical support page on the Web <http://members.aol.com/turbostats/turbo.html>

Phone Line

The technical support phone number is 1-201-334-7828 ext 4.

You may call for technical support between the hours of 9:00am and 11:00pm Eastern Std. Time.

Phone in support is available only to registered users.

Email

Registered or unregistered users can send email to turbostats@aol.com

Please read the manual before requesting technical support. Thank-You.

Tracking Your Opponents Stats

You can track your opponents stats using one or more of the following techniques:

Opponent Summaries Only

- a. Create a player on your team called Opponents.
- b. Add this player to each game and enter the total stats for your opponents
- c. The player (Opponents) will be skipped during the totaling of the team stats
- d. Refer to the sample team provided for example
- e. Print Opponent reports by double clicking on the player Opponent

Complete Opponents Stats For Each Player

- a. Create a new team file for each opponent
- b. Enter the players names on your opponents roster
- c. Create games for your opponent the same way you do for your team
- d. Print opponent reports the same way you print your team reports
- e. Follow the League Merge example to merge your separate opponent files into one report

See League Sample :

