

Football

Mark Naughton

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Chapter 1

Football

1.1 Football Index

FOOTBALL v2.3 Copyright Mark Naughton ↔
1996-1999

Introduction

Ladies and Gentlemen...

Requirements

What do I need to run this?

Supplied Programs

What programs do I need?

How It Works...

How it runs.

Installation

How to install FOOTBALL.

Tool Types

A wrench, a screwdriver...

Options

Detailed descriptions.

External Scripts

External power!

Writing Your Own

How to tap that power!

Hints And Tips

Solutions for everyday problems...

History

This program's life.

Future

What's in store soon...

Credits

Where credits due...

1.2 What is FOOTBALL all about?

I decided to write a few REXX programs to display ↵
various types
of information about football matches that I played with a certain football
game. This allowed me to display the league, statistics about my team and
all the results. Problem was, I had to run all these from the Shell and
after a while, it became a pain in the butt. Hence, FOOTBALL was born.

The purpose of FOOTBALL is a central point where all these programs can
be run from and to display the information without using the Shell. Before
all leagues had to be created manually and now, you can create a league and
maintain it, without quitting one program and running another. FOOTBALL
solves all these problems.

The program can only look after one league/division. Multiple leagues can
be setup and teams can be transferred between them, for promotion and
relegation using an external AREXX script. Cups can also be set-up and
played, using Extra Time, Penalties and Replays. See
Set Up Cup
.

Points To Note:

The selector that allows you to select a team, is font adaptable. If the
current font is too big to display the data, then the selector will use
the default font, ie. topaz 8.

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1.3 Requirements

You need the following to run Football :

- Workbench 2 and above
 - AREXX to be up and running
(make sure 'rexksupport.library' is present)
 - AmigaGuide or MultiView to view this file
 - AmigaDOS program 'Sort' to be in the 'C:' directory
-

- AmigaDOS program 'Delete' to be in the 'C:' directory
- AmigaDOS program 'Rename' to be in the 'C:' directory

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1.4 Programs Supplied

The following programs should be present. If not they will affect the operation of the program. They are :

```
WriteMatch.rexx
Games.rexx
League.rexx
Lstats.rexx
Results.rexx
Scheduler.rexx
Stats.rexx
UpdateSettings.rexx
CupScheduler.rexx
ViewCupResults.rexx
ViewCupCurRound.rexx
CupUpdateMatches.rexx
CupScheduleNextRound.rexx
Footsort
SortWkDts
Sort4Chars
Sort7Chars
FOOTBALL
```

And Where They Should Be...

FOOTBALL should be in the directory where you've installed it and then the program files should reside in a subdirectory named 'Exec', datafiles should reside in another subdirectory named 'Data' and there should be the external scripts/programs in a subdirectory named 'User'.

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1.5 How It All Works And Fits Together

The suite of programs are used to create, update and maintain a football league. First the league is created and saved to "<filename>.df". This is

then used by SCHEDULER to create the schedule and stats files - "`<filename>.sf`" and "`<filename>.stats`". The stats file contains all the data about each team such as PLAYED, WIN, DRAWN, LOST etc. This file is not updated as its used as a base for the league. This has the advantage of starting a league mid-season (by updating these values) if the scores are not known but the table is. Obviously certain statistics will be incorrect because of this. See

Hints And Tips

.

By using GAMEPLAY, a file containing the matches in the order they are played is stored - "`<filename>.sflearn`". This data is used for display options when you require the matches for a team, in the order they were played. When GAMEPLAY is used, and if the match entered is a valid one then "`<filename>.sf`" and "`<filename>.sflearn`" are updated.

When the league is displayed, "`<filename>.stats`" is read in and stored. This is then updated with the scores from "`<filename>.sf`". The table is sent to a temporary file which is sorted into the correct order and is then checked again, before being displayed.

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1.6 Installing FOOTBALL

To install FOOTBALL, use the supplied installer script or :

- Make a directory on a hard-disk or format a disk.
- Then copy then the contents of the directory where FOOTBALL currently sits, to the one you just created.
- You should then have FOOTBALL, AmigaGuide file and their icons in the directory and three subdirectories named :

```
Data/    (holds all the datafiles)
Exec/    (contains main REXX and other programs)
User/    (holds all the external user scripts)
```

- Next select the icon and Information from the Workbench menu Icons. Change the tool types for GUIDE and VIEWR, remembering the full path.

- In the Data/ directory, there are several examples :

```
Shiva2      - Leagues that have been used with a certain football
Shiva3      game.
League_OddSched- An example of using the new schedule options to
                play teams an odd number of matches.
FAPrem_9798 - Last season's FA Carling Premiership.
FAPrem_9899 - The current season's FA Carling Premiership.
WC98_Grp    - The Groups from this year's World Cup in France.

WorldCup_Jul98 - The final stages of the World Cup in France.
FACT        - A finished sample Cup which was used to test the
```

features.

- Then sit back, double click (or whatever) and

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1.7 Options

A variety of options to choose from :

```
Create League
----->>>
Update Settings

Open League

Documentation

Enter Scores

League Information

Set Up Cup

Play Cup Games
----->>>
Open Cup

Enter Scores

Display League

View Curr.Round

League Results

View Cup Results

Team Results

Team Statistics

Index
```

1.8 Create A League...

This is where a league is first set up. You can setup how many ←
points for
a win, loss and a draw. You can setup how many times each team plays each

other, how many teams are relegated and if you so desire, how many points are awarded for each goal scored. Teams Promoted, if a league of multiple divisions is being set up, can be set. You can also specify the schedule file to be used. Click "?" to select one. If a league of multiple divisions is being setup and this is the final division being setup but is the first one, change the number of divisions and then selecting "?", you can specify the other division filenames.

You can enter your name, the title of the league and what the file should be called. Then you can enter the teams (an even number again).

Click on Add_Team, type the name, hit ENTER. To change a team, click on the team in the listview, edit it and then hit ENTER. To delete a team, click on the team then click on Delete_Team. To import all the data from a previous league, click on Import_League. Then select the league from the list, and the details will be displayed on the window. When finished, click SAVE to create the league.

I use Import_League to read a previous league, then I delete the bottom six teams in the table and add six new ones. Then I change the league and filename and then SAVE it.

****NEW**** Football now checks to see if the schedule definition file supplied has the correct number of matches set up for the league to run with the number of teams and the number of times they play each other.

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1.9 Update Settings...

This can be accessed by holding the SHIFT key down and clicking ↔ on
CREATE LEAGUE.

The principle is the same as CREATE LEAGUE except you can change the points awarded, numbers of promoted/relegated teams, the title and author. Follow on-screen messages.

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1.10 Open A League...

A list of leagues are read from the 'Data' directory and are ↔ displayed in a file requester, for you to choose.

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1.11 Documentation...

Pressing HELP displays the amigaguide file that you are now ←
reading.

Back

1.12 Enter Scores...

After opening a league, you can enter the scores for matches ←
that have been
played. There are two listview gadgets for the teams in league, playing HOME
and AWAY. Click on the team, click in the slider gadget to change the score
and click SAVE MATCH to save it. The screen will then beep and flash
(depending on how you've set up your Workbench) and the scores will be reset
to zero. The number of matches stored while this option is active, is
displayed and the last match stored is displayed at the bottom. If the match
that you have entered has already been played, then an error message will be
displayed.

To exit the option, click on the close gadget, or press ESCAPE.

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1.13 League Information...

This will display the various settings for the league, the ←
number of matches
played and the number of home/away wins, the highest home and away wins and
the teams with the best record.

Back

1.14 Display League...

As well as the league being displayed, the top team will be displayed in capitals. A promotion line will show those teams which qualify for promotion where as at the bottom, the relegation line will show those liable for relegation. Any team under this line in capitals has already been relegated.

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1.15 League Results...

This will display all the results from the league so far, in the order that they were played in.

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1.16 Team Results...

Select a team from the list. It will show each match that has been played and whether it was played at HOME or AWAY, the score (Selected teams score is always first) and whether it was a Home or Away win, a loss or a draw.

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1.17 Team Statistics...

Select a team from the list. It will show the data for the team's home and away record, its current and longest undefeated run.

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1.18 Set Up Cup...

Cups can be set-up to run from 2 teams upto a maximum of 256. On the main window, you can enter the title of the Cup and the filename. The number of rounds can be changed which updates the display labelled 'Teams'. The

number on the left is the number of teams to get and the right hand number is the maximum number of teams allowed. Changing the rounds will update the listview. Each line of this has the round name and two settings for Extra Time and Penalties. Clicking on one of these lines will change the cycle gadgets at the bottom. The round name will be displayed along with the current settings for Extra Time and Penalties and Legs. These can be changed and will update the listview. If you set a round to two legs, then the settings for Extra Time and Penalties will be just Extra Time and Penalties. Away Goals can also be set but only apply to two legged matches.

You can select if there is to be a Third Place Play-Off and if Cup history is to be stored. BUT...the filename has to be the same otherwise a history will not be built up over progressive seasons. Next to all of this is the listview where you enter the teams. Operation is the same as CREATE LEAGUE except that selecting IMPORT TEAMS and IMPORT CUP will stop and only import the number of teams that it requires. Clicking on SAVE runs the Cup Scheduler which produces a report and schedules the first round.

A new feature is automatic (default) and manual scheduling of matches. If manual scheduling is selected, you will be given another panel where you set up the matches. The panel shows the cup name, the current round, the total number of matches and two listview gadgets. The bottom one contains the matches, the top one contains the teams. To store a match, click on it, then click a team and click STORE. This will store this first team as the home team. Click another team and STORE and this will be the away team. Then repeat for the other matches. To return the teams back into the top listview, click on the match and click RESET MATCH. At this point, you may also click STORE to leave the match as it is. When finished, click on SAVE SCHEDULE and if all matches have been played, they will be written to the schedule file and the report will be produced.

Please note :

Seedings have not been implemented and probably never will. The reasons behind this are :

- Different types of Seed exist so it would be impractical to attempt to implement them all.
- Teams can be 'seeded' by giving them a 'Home' advantage by setting up a cup with Manual Scheduling.

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1.19 Play Cup...

This is where all the cups are played from and external scripts ↔
for

Cups are run. The window shows the title of the Cup, the current round name and the number of teams left. If the round name shows "Finished" then the Cup, as you probably guessed, is finished. It

allows you to view results, run scripts but not to enter scores. Whenever a new round is scheduled, the cup is reloaded to show the new-current round.

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1.20 Open Cup...

A list of cups are read from the 'Data' directory and are displayed in a file requester, for you to choose. ↔

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1.21 Enter Cup Scores...

After opening a cup, you can enter the scores for matches that have been played. There is a listview gadget with the matches for the current round and depending on the settings for the round, lines will be added for extra time and penalties. Only matches that haven't been played will be shown. Click on a match and then select the score. Then click STORE MATCH. The line which may mention "#1st Leg" is not picked up. ↔

If a score is equal, then click on Penalties and/or Extra Time and set the score, clicking STORE MATCH. If a score is not correct then clicking on RESET MATCH will reset the match to being not played. When all the matches have been set, click on SAVE MATCHES. If any errors are found in the scores that you have entered then an error report will be displayed. If there aren't any errors and all matches have been played, then the next round will be scheduled. If the matches are to be manually scheduled, you will be shown the same panel when you setup the Cup and you will have to repeat the process. Replays, Third Place Play-Off and the Final will NOT be manually scheduled.

To exit the option, click on the close gadget, or press ESCAPE.

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1.22 View Current Round...

This will display all the results from the current round of the cup. ↔

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1.23 View Cup Results...

This will display all the results from the cup so far, in the order that they were played in. ↔

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1.24 External Scripts

The flexibility of the program allows you to run external programs where ever from, to display different data from the whole league or just a selected team and even manipulate the data to create new files. Clicking on RUN SCRIPT will display a requester with the list of external programs. Select one and the results will be displayed. ↔

Clicking on SET&RUN SCRIPT will ask you to select a team and then the external program that you wish to run.

With the addition of Cups, External scripts are run from the "Play Cup Games" window using the same names as above.

- | | |
|-----------------------------|--|
| "Cup_CloseCup.rexx" | - renames Cup files, appending month and year, leaving history intact for future tournaments. |
| "Combination.rexx" | - can create output from Stats, League and Results - send to screen or files. See script for details.

Suggested by Kevin Lambert. |
| "DeleteNewDataFiles.rexx" | - delete "_NewData.df" files created by "EndOfSeason.rexx". |
| "EndOfSeason.rexx" | - see
Hints And Tips
. |
| "UpdateScheduleScores.rexx" | - recreates the schedule file from a schedule definition file and updates it with held scores.
** FOR SCHEDULED LEAGUES ** |
| "UpdateScores.rexx" | - extract data from ".sflearn" file and |

- update ".sf" file with the match data.
** FOR NON-SCHEDULED LEAGUES **
- "FixturesLeft.rexx" - displays fixtures left to be played in the season.
- "PerformanceRating.rexx" - Displays a league table on how the teams in the league are performing dependent on settings defined in the program. Change the settings for different results.
- "FlipSchedule.rexx" - runs half-way through the season, and creates a file for printing so that you can enter scores on paper before entering them into the program. Use for non-scheduled leagues.
- "GamesPlayed.rexx" - displays opposing teams and the scores for home and away games. SET&RUN this.
- "MatchAnalysis.rexx" - displays data such as number of goals and matches.
- "Reformat_Schedule.rexx" - this reformats a schedule file from DDMM to DDMMYYYY. See program for details.
- "ViewNextWeeksSchedule.rexx" - if scheduled, display matches in the following 7 days.
- "ViewScheduleAndResults.rexx" - display schedule with results and games to be played.
- "ViewTeamSchedule.rexx" - displays team's future matches but only if created using a schedule file. SET&RUN this ↵
- .
- "Cup_ViewHistory.rexx" - view cup's history, showing winners/losers and a league table of past winners.
- "Cup_ViewTeamProgress.rexx" - view a team's progress throughout the Cup. SET&RUN this.
- "Cup_CupInformation.rexx" - view the options, the best record, current matches etc.

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1.25 Writing Your Own Scripts

As already mentioned, the program supports external programs ↵
written by
you. Programs that want to manipulate and display data should be passed the filename of the league ie. The league filename is 'Shiva3.df' so you should

pick up the name 'Shiva3'. Then format the data in your program to read data from 'Shiva.df'. This is because the program might need to use several different files with the same basename. These programs should be called from RUN.

The other type is where the filename is passed as above and then the team name, which will have already been selected.

Any of the main programs can be changed, except the filenames. So you can write your own routines or update the ones I've written. If there's a better way of doing it, then write one, making sure that you keep the original file format, then send it to me for inclusion in the archive. Other user-written files should be moved to 'User' directory (see for examples) and again, send them to me.

With the addition of Cups, external script filenames should be preceded with "Cup_" so that only the relevant scripts are picked for Leagues and Cups.

File extensions for:	League	Cup
Definition file	".df"	".cf"
Schedule file	".sf"	".scf"
Played Matches in Order	".sflearn"	n/a
Statistics file	".stats"	n/a
Schedule Definition file	".schd"	n/a
Working data file	n/a	".cfrw"
History file for Cup	n/a	".cfh"
Temporary Save file for Cup_Enter_Scores	n/a	".cfsave"

Output files from Combination :

League Information file	".linf"	n/a
Team Stats file	".stat"	n/a
League Fixtures	".fix"	n/a
League Table	".tab"	n/a

File definitions for Leagues

"*LEAGUE_NAME="	- league name.
"*POINTS_PER_WIN="	- points per win , default 2.
"*POINTS_PER_DRW="	- points per draw, default 1.
"*POINTS_PER_LSE="	- points per loss, default 0.
"*RELEGATION="	- number of teams relegated, default 2.
"*PLAY_OTHER="	- number of times each team plays each other.
"*POINTS_PER_GLS="	- number of points awarded per goal.
"* Author ="	- author's name.
"*AUTOSCHD="	- specifys auto-scheduling and the schedule filename.
"*DIVISIONS="	- specifys filenames of related divisions.
"*NUM_DIVISIONS="	- the total number of divisions in the league.
"*PROMOTED="	- number of teams promoted.

```

"*TEAM="          - team name, in ".stats" file.
"*PLY="          - games played, in ".stats" file.
"*WIN="          - won matches, in ".stats" file.
"*DRW="          - drawn matches, in ".stats" file.
"*LST="          - lost matches, in ".stats" file.
"*GOF="          - goals scored, in ".stats" file.
"*GOA="          - goals scored against, in ".stats" file.
"*PTS="          - points, in ".stats" file.
"*DATES="        - specifies the schedule definition file is
                  using dates and the date specified is the
                  start date of the season.
"*WEEKS"        - specifies the schedule definition file is
                  using week numbers.
"*NEXT"         - specifies in the schedule definition file
                  that there is another schedule to be read.
"*Week:"        - specifies the week number which the matches
                  listed below it, are playing in. In '.sf' file.
"*Date:"        - specifies the date that the matches listed
                  below are playing on. In '.sf' file.

```

File definitions for Cups

```

"*CUP_TITLE="    - the cup name.
"*CUP_TEAMSCT="  - the number of teams originally taking part.
"*CUP_ROUNDS="   - number of rounds the cup is scheduled for.
"*CUP_THIRD="    - specify if third place play-off to be played.
"*CUP_HISTORY="  - specify if cup history is to be kept.
"*CUP_RNDDEF="   - defines the parameters for a round.
"*CUP_ROND="     - current round number.
"*CUP_CRDN="     - current round name.
"*CUP_RDEF="     - current round definition, in ".cfrw" file.
"*CUP_TCNT="     - current number of teams in round, in ".cfrw" file.
"*CUP_SCHEDULE=" - type of scheduling for cups. MANUAL is where the user
                  sets up the schedule, AUTOMATIC is a random schedule.
"*Round="        - the roundname, in ".scf" file.
"*CUP_AWAYG="    - specifies whether away goals are to be taken into account
                  when deciding two-legged matches.

```

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1.26 History

Run History

```

Version 1.0
*****

```

```

(06.12.96) - First release.
(05.01.97) - Added 'MatchAnalysis' and 'GamesToBePlayed'.
(11.01.97) - Fixed bug where icon files were picked up when selecting

```

external scripts (probably leagues as well). Changed 'GamesToBePlayed' to 'GamesPlayed' - only works with leagues where teams play each other twice. Spaces are removed from filenames when creating a league. Updated references to paths for installer and amigaguide. Default league name changed. Removed enforcer hits in 'GamePlay' and 'Football'.
(Thanks to Steve for his MMU!)

- (17.01.97) - Fixed more enforcer hits in 'GamePlay' as it kept crashing. Fixed bug in 'GamesPlayed'.

Version 1.1

- (25.04.97) - 'GamePlay' has been added to the main program and the interface redesigned. Removed asd-library. Instead of a custom display requester, all data is now displayed in a file reader, specified by a new tool type. File requester used to select leagues and external programs. You are now only allowed to enter an even number of teams and play each team an even number of times. PointsPerGoals added. Using new tool types, the program remembers where you positioned the windows.
- (10.05.97) - Fixed bugs in Create and Gameplay. Changed window to SMART-REFRESH. Fixed display bug in Gameplay. Rewrote the entering of scores - different procedure for entering scores and updating the schedule file. Removed 'Update League'.
- (19.05.97) - Fixed bug in League Information where the number of matches played was wrong. Fixed bug where if the file viewer wasn't found then the program crashed. No Enforcer hits found !!

Version 2.0

- (18.12.97) - Fixed bugs in selecting a team, handling of league name. Added Scheduling, Cups, Divisions (with Teams Promoted). Redesignated front panel. Added dynamic allocation of memory.

Version 2.1

- (06.06.98) - Changed method for checking if Syslog is active and added a much improved way of sending messages. Decision taken not to implement Seedings. Replaced all 'strcmp'.
- (07.06.98) - Added hot keys to various options. Implemented Manual Scheduling for Cups.

Version 2.2

- (05.09.98) - Spent last two weeks making amendments. Fixed bugs with listviews where the string gadget wasn't attached. Added option to temporarily save scores in Cup Enter Scores before a new round is scheduled. Added Two-Leg support and Away Goals. Enforcer hit free!
-

- (12.09.98 -14.09.98) - Fixed bug in updating cup matches where data was missed during the recreation of a file. Added Two-Leg support to Cup_ViewTeamProgress.rexx and added CupInformation.rexx.
- (01.10.98) - Addition of external script to recreate the 'sf' file from a newly updated 'sched' file with the previously held scores. Polished messages and displays.

Version 2.3

- (25.04.99) - Decided the time was right for another update with a few bugs and new ideas lurking behind the door... Added new option to update the league settings. Added two new scripts - CloseCup to close Cup tournaments and preserve the history file while the other files are renamed ; and - Combination (suggested by Kevin Lambert) which allows you to set up to four options (Table, Stats - Team/League and Fixtures) and either direct them to the screen or a directory. Redesigned many displays, added improvements (to messages and the operation) and removed some 'undocumented' features. Increased max goals scored to 99. MultiView is now the default Guide viewer.
- (05.05.99) - Fixed a major bug when entering scores (thanks Jan!) where it would fail if you had numerics in the team name. Improved league table display. Added information requester when some options are selected (in case you forget whats happening as it chugs through the data).

At Jan's request, I have added support for playing teams an odd number of times - not as easy as it sounds...

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1.27 Credits

Design & Programming : Mark Naughton

Assistance & Ideas : Steve Holland

Send any bug reports, ideas and external scripts to :

mark@blue-shantung.demon.co.uk

steve@britair.demon.co.uk

Big Thanks

Jan Allan Andersen - our Danish correspondent for the Super Bowl....

Kevin Lambert - the man from Norwich...

Tools

SAS/C v6.2 Compiler
AZ v1.5 Editor by JM Forgeas
GadToolsBox v2.0 by Jan Van Den Baard

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1.28 Tool Types

REXXC (Default "SYS:Rexxc/")

When the program is run from the Workbench, and if REXXC isn't assigned then it cannot find the RX command (used to run AREXX programs). It is set to the default but this allows you to specify an alternate path.

GUIDE (Default "SYS:Utilities/MultiView")

This allows you to change the program that displays the Guide file. Don't forget to add the complete path.

VIEWR (Default "c:ppmore")

This allows you to specify which file viewer you wish to view the displays with. Don't forget to add the complete path. PPMore is copyright by Nico Francois.

FRONT_LEFT and FRONT_TOP (Default =1)
CREATE_LEFT and CREATE_TOP (Default =1)
GAMEPLY_LEFT and GAMEPLY_TOP (Default =1)
SELECT_LEFT and SELECT_TOP (Default =1)

These tool-types specify the left and top positions of the windows. FRONT is the main window, CREATE is "Create League",

GAMEPLY is the window where you enter scores and SELECT is the window where you select the teams.

With the addition of Cups, FRONT is the main "Play Cup Games" window, CREATE is "Setup Cup" and GAMEPLY is "Enter Cup Scores".

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1.29 Hints and Tips

We have hints and tips for :

Leagues

Starting Mid-Season
Setting up Divisions
Ending a Season
Setting up Schedules
Index

1.30 Hints and Tips

Setting Up Divisions

To setup a league with more than one division:

1. Create all divisions apart from the first one, using "Create League" but setting the number of Divisions to zero, '0'. Make sure the "Teams Relegated" and "Teams Promoted" are set accordingly.
2. Create the first division and change the slider to show the total number of divisions in the league. Then click on the "?" gadget and select the divisions in order, starting from the second one. Make sure the number of "Teams Relegated" match the number promoted from the division that is second.

A sample setup would be:

```
FAPrem_9798.df
Nat_D1_9798.df
Nat_D2_9798.df
Nat_D3_9798.df
```

3. Enter the scores as normal for each division and only when all matches have been played, run the external script "EndOfSeason.rexx" to handle the promotions and the relegations.
-

See
Ending a Season
for more details.

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1.31 Hints and Tips

Setting Up Schedules

This is relatively easy when the information is provided for you. There are two types of schedules, filetype '.schd', which are WEEKS and DATES. The first example is a schedule for four teams, using weeks named in "Teams4.schd" :

```
"*WEEKS
000 005 001 003      - the grid is such  TEAM-A    x
002 000 003 004                TEAM-B                x
004 006 000 002                TEAM-C                                x
006 001 005 000"
```

Where the 'x's or "000" are to denote that the team obviously doesn't play itself. The second example is from the FA Carling Premiership 1997-98. It is a schedule for 20 teams, obviously not all show here, using dates named "CPS.schd" :

```
"*DATES=09081997
00000000 25101997 04101997      - the grid is the same as above.
10051998 00000000 14021998
25041998 13091997 00000000"
```

The schedule shows the date of the match between the two teams, in the format DDMMYYYY. The '00000000' denotes the team won't play itself. The "*DATES=" parameter is the first day of the season so when the schedule is used to create the schedule file, ".sf", it starts at this date and runs through to the end of the season.

Schedules can be easily created as schedules are given by football clubs before the start of the season. These can be found in national newspapers or in the case of the FA Carling Premiership, on the Net at :

www.fa-carling.com

Other schedules can be created with "*WEEKS". See
Create League
for more details.

You can also specify the schedule, with the start date as DDMM. Then using an external script 'Reformat_Schedule.rexx' (See
External Scripts
) ,

you can specify the filename name and the two corresponding years. The program will then reformat it correctly for use with Create League.

```
Example Schedule Files:  Teams4.schd      - file for 4 teams using Weeks.
                        Teams6.schd      - file for 6 teams using Weeks.
                        Teams63.schd     - file for 6 teams, using Weeks
                                      but playing each other 3 times.
                        Teams64.schd     - as Teams63 but playing each other
                                      4 times.
                        WC98_GrpA-H.schd - files for Groups A-H in World Cup ←
                                      1998.
                        CPS.schd        - file for FA Premiership 97/98.
                        FACPS_9899.schd - file for FA Premiership 98/99.
```

```
*****
*** NEW ***
*****
```

Now you can have teams playing each other any number of times from 1 to 10, including odd numbers. After creating your schedule, you can insert a line with the characters "`*NEXT`" and then another schedule after it. For example :

```
"*WEEKS
000 009 005 003 007 001
004 000 008 002 001 005
010 003 000 006 004 007
008 007 001 000 005 004
002 006 009 010 000 003
006 010 002 009 008 000
*NEXT
000 014 020 018 012 016
019 000 013 017 016 020
015 018 000 011 019 012
013 012 016 000 020 019
017 011 014 015 000 018
011 015 017 014 013 000"
```

Setting up odd numbers, just means filling in a non-played match with zero's. ←
See
files, "Teams63.schd" and "Teams64.schd", in "Data/" for examples.

Any problems with this, email me. See
Credits

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1.32 Hints and Tips

Ending a Season

There is a time at the end of every season that you get the winners and the losers. The external script "End Of Season.rexx" will display them, showing the winner, the promotions and the relegations and the final league tables.

To end a season, load the file for the first division and then RUN the script. It will calculate the final tables and then create definition files with the name, "<filename>_NewData.df" with the newly adjusted promotions and relegations. These files must then be imported into "Create League" and then saved, to create the associated files such as the ".stats" and ".sf" files. The files from the previous season will stay as they are. Playoffs are not handled so the winner/loser will have to be deleted from the division and the other one inserted. This applies to both divisions affected.

After the '_NewData.df' files have been used to create new divisions, you can RUN external script, "DeleteNewDataFiles.rexx" to delete them.

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1.33 Hints and Tips

How To Start A League Mid-Season

If you decide to start a league but some matches have already been played that you don't know the scores to, then this is how to do it.

1. Create a league in the usual way, with the teams that you want and the number of points etc. Then SAVE it.
2. Quit the program.
3. Using an editor, edit the file "Data/<filename>.stats".
4. Using the data from the matches already played, update the values for PLY, WIN, DRW, LST, GOF, GOA and PTS. Then save it.

Now when you load this league, you will be able to display the league table, and you're ready to rock 'n roll...

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1.34 Future Amendments

In order for this program to work, we need YOU! If there are any scripts that you have written, datafiles that you have created, then send them ←

to me for inclusion in the archive.

Now onto the rest..

- A GUI interface will be created to allow schedules to be setup, with options to set dates/week numbers or to create a schedule of your own. This will be the icing on the cake. This will make Football complete.
- An odd number of teams in the league. Right, does anyone anywhere know of a league that has an odd number of teams? If you do, then drop me an email and I'll gladly put this in.

Any more ideas? Then tell us
Credits

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