

**LIGA**

**COLLABORATORS**

	<i>TITLE :</i> LIGA		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# LIGA

### 1.1 main

LIGA Version 4.0  
by Miroslaw Siedlarz  
Copyright © 1997. Release Date

Introduction  
Before You Load Liga  
Installation  
Starting Liga  
Creating a New League  
Function Descriptions  
Configuring Liga  
Program Author  
Acknowledgements  
Distrubution  
History

### 1.2 INTRODUCTION

Liga is a database program for soccer leagues. It not only keeps track of league positions but also goal scorers, goal type, players in the team, yellow + red cards. Unlike other programs of this type you can keep track of ALL the teams in the league as well as ALL players in the league, you can even

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transfer a player from one club to another.

### 1.3 BEFORE LOADING LIGA

When using this program you should occasionally back up the data to floppy disk, just in case something goes badly wrong (i.e. accidental deletion of important files or some sort of hard drive meltdown)

Liga system requirements

Computer : A500  
Memory : 1MB Ram

for program:

1MB on Hard Drive  
Color monitor  
Mouse

### 1.4 INSTALLATION

To Use Liga copy :

Liga/ -> Anywhere you want  
Fonts/ -> Sys:fonts/

assign LIGA: to <program directory>

screen font must 8 pixel high

For English Localization copy

Liga.cd -> Sys:Locale/  
English.ct -> Sys:Locale/  
Liga.catalog -> Sys:Locale/catalogs/English/

Now you can  
start Liga

### 1.5 STARTING LIGA

To Load Liga follow these steps :

- 1) Load Workbench
  - 2) Open up the Liga drawer icon
  - 3) Double-click on the Liga icon
  - 4) Wait while Liga loads
-

- 5) When loaded open a file or create a new league

## 1.6 CREATING A NEW LEAGUE

When starting Liga for the first time you will have to create a new league and Configure it to you requirements.

To create a new league

- 1) Select NEW from the Project menu
- 2) Select the Number of Teams in the League
- 3) Select the number of times each team play each other
- 4) Edit the Team Names
- 5) Select Players from Division menu
- 6) Enter Players Names, Position and Date of Birth for all teams
- 7) Select Calander from Division menu
- 8) Enter fixtures for the season
- 9) Select Save As from the Project menu and enter a filename.

The League is now ready

## 1.7 FUNCTIONS

Click on button to find out what the menu option does

Project

Division

Preference

Import

OPEN

TEAM NAMES

GLOBAL

FROM LIGA345

SAVE

CALENDER

LOCAL

FROM LIGAMASTER

SAVE AS

PLAYER NAMES

FROM MUI LIGAMASTER

NEW

ABOUT

Buttons

QUIT

FIXTURE

STANDINGS

SCORERS

BOOKINGS

STATISTICS

MATCHES

## 1.8 MENU ITEMS PAGE 1

Open : As it says this just opens the selected league file

Save : This simply saves the file currently opened

Save As : This saves the file currently opened with a filename that you have selected

## 1.9 MENU ITEMS PAGE 2

New : This allows you to create a new league

About : Information about LIGA, the Author and Thanks

Quit : Obviously, quits the program. Be sure you have saved any changes made itherwise they will be lost.

## 1.10 TEAM

This option allows you to :

Edit team name : To edit just click on the name and type in the new text



Sort teams : Clicking on this button will sort the teams into alphabetical order

Save : Select this to save any changes you have made

## 1.11 PLAYERS

Selecting this menu item gives you the opportunity to edit information relating to a teams players, such as :

ADD  
TRANSFER  
DELETE  
PAGE  
SORT  
PRINT  
TEAM  
SAVE

## 1.12 ADDING PLAYERS

Add : This enables you to add a player to the current team. Once selected there are three attributes to be edited

Players Name - Type in the players name in the left most window and press enter

Position - This can be changed by clicking on the middle window. The positions available are Goalkeeper, Defender, Midfield or Striker

Date of birth - Type this in the right most window in the format D.M.Y. i.e. 060873 for 6th August 1973

## 1.13 SORTING PLAYER INFORMATION

This allows you to select how the players are sorted. The options available are:

Sort by First name

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Sort by Last name  
Sort by position down - GK -> Def -> Mid -> Str  
Sort by position up - Str -> Mid -> Def -> GK  
Sort by DOB up - Older players first  
Sort by DOB down - Younger players first

Sorting the teams will only sort the team currently being edited as sorting all player for all teams in one go would take too long.

## 1.14 PLAYERS OPTIONS

Transfer - When a player is transferred click on this button select the player and then his new team. The player stays on both team lists to allow data such as goals scored for the first team to still be used

Delete - This allows you to delete a player from the team list. Don't do this if the player has scored goals or been booked as this data will disappear. You can use this if a player is transferred without registering any goals, etc and then adding him to the his new clubs team list as a new player.

Page - This allow you to view the other players in a team. A shortcut for this is to press the RMB on the main window.

## 1.15 PLAYERS OPTIONS

Print - Allows you to print out either the team currently being edited, or all the teams. This output is sent to RAM:, so after selecting print move the file to wherever you want.

Team - This enables you to change the team currently being edited. The shortcut for this is to click on the top of the player window, left side to go backwards and right to go forwards

Save - Lets you save the information

## 1.16 CALENDER

To be able to use Liga the fixtures for the league must be entered. This is where you do this. Select the home team first by clicking on the team name found on the right of the window and then the away team. For larger leagues the display only shows half the teams press the RMB on the list to view the others. Once you have entered the fixtures you can sort them into alphabetical order to make things look nice and finally

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save them.

## 1.17 CONFIGURING LIGA PREFERENCES

To make Liga correct for your league you must set up the preferences. This is done by selecting preferences from the division menu, you now have the opportunity to change various aspect of your league

Sorting Criteria - This allows you select whether the league will be sorted by Goal Difference, Most wins or Head to Head Meetings when teams have the same number of points

Points For Winner - You can select whether there are 2 or 3 points for a win

Favourite Team - Select which team you support

Cup Winner - Select which team won the national cup

Cup Loser - Select which team lost the national cup final

## 1.18 PREFERENCES PAGE TWO

Promotion Zone - This lets you set the number of teams who are automatically promoted or qualify for the Champions League

UEFA Cup zone - This lets you set the number of teams who qualify for the UEFA Cup or are in a promotion play-off position

Relegation zone - This lets you set the number of teams to be relegated

## 1.19 PREFERENCES PAGE THREE

Match - This allows the match statistics, goalscorers, time, minute to be turned ON or OFF

Team - This enables the teams players/substitutes and cards window to be turned ON or OFF

Points Deducted - If a team has had point deducted for any reason then select the team and change the points from 0 to the required amount

For users who only want to enter the results set Team and Match ON

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## 1.20 GLOBAL PREFERENCES

There are also three global preferences that can be set by selecting prefs from the project menu

Auto-Load - This enables Liga to open the league file currently loaded automatically, next time the program is started. This option can be set ON or OFF

Auto-Table - The league table is automatically displayed when the file is opened. This option can be set ON or OFF

Position Sign - This allows you to set the sign for showing the positional changes of the teams. This option can be set to SIGN or NUMBER

## 1.21 IMPORT

Import : Using this you can convert leagues made in :

```
Liga 345.  
MUI_Ligamaster  
(many leagues as argentinen but only results)
```

## 1.22 FIXTURES

Once you have entered the fixture list using the calender option you can, when required, enter the results of matches. Clicking on the centre FIXTURE button will bring up a window containing the fixture list for the current week. Clicking on either the << or >> button will change it to either the previous results or the next results.

Entering a Result

Entering a Team

## 1.23 ENTERING A RESULT

To enter a result :

- 1) Click once on the -:- between the two teams
  - 2) Type in the home teams score and press return
  - 3) Type in the away teams score and press return
  - 4) Click on the button MEMORY to store the result
  - 5) Click on the result just entered to display goalscorer
-

- information
- 6) Enter the goal times in the left most column
  - 7) Set the order of goals scored by clicking on the second column.
  - 8) Click on the third column to select the goalscorer. If an Own goal is scored click on the team name to get the other teams player list
  - 9) The right most column lets you input the type of goal scored, The choices are Own Goal, Penalty, Free Kick or Headed Goal.
  - 10) Click on the memory button to store and close this window.

## 1.24 RECORDING THE PLAYERS IN A TEAM

Using this allows you to record the players in a team for that match, as well as any substitutes. To add players click on a blank box and the player selection window will appear, select the player and continue for the rest of the team.

If there have been bookings or sending-offs in a match you can record these by clicking on the small windows to the right of the players name. The first one is for yellow cards and the second for red cards. If a player is sent off for two yellow cards click the yellow card box twice.

## 1.25 STANDINGS

This enables you to display the table in a number of different ways by clicking on the relevant button

HOME - Home Results Only  
AWAY - Away Results Only  
1st - First Half of the Season Results Only  
2nd - Second Half of the Season Results Only

By clicking on the arrows you can set which round of fixtures the league table to be calculated should start and end on. This a nice way to see how team's form compare for a few games. Click on the button to the right of the arrows to display the table

You can also print out the league table by clicking on the PRINT button. At present the output is to file in RAM: not to the printer directly. Once selected goto the RAM: drawer and move the file created to wherever you want.

## 1.26 SCORERS

Clicking on this button allows you to see the goal scoring records of the players. You can view the players records for :

- Total Goals
- Own Goals
- Penalties
- Free Kicks
- Headers
- Goals Scored team-by-team

## 1.27 VIEWING CARD DETAILS

This enables you to view the yellow and red cards that have been issued.

Clicking on either button will show you the players who have been booked or sent-off, together with how many times they have offended.

You can also view the dirtiest players by clicking on Dirt. This works by giving a player receiving 3pts for every yellow card and 5pts for every red, then adding up the total number of points a player has amassed.

## 1.28 STATS

This lets you monitor the league position graph of upto three different teams.

You can also view

- All goals scored in each round of matches
- The goals for home teams compared to away teams for each round
- The number of wins, draws and defeats in each round

## 1.29 MATCHES

This option lets you view match results relating to the selected criteria. These options are

- Biggest Win
- Biggest Draw
- Biggest Defeat
- Most goals in a game

These options can be set for home fixtures, away fixtures and all fixtures.

You can also view a particular teams results in the same

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way by selecting the team and then clicking on the required button.

### 1.30 PROGRAM AUTHOR

Send Comments, Suggestions, Bug Reports, everything to :

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The latest version is available at :

<http://dedal.man.szczecin.pl/~siedlarz>

### 1.31 THANKS TO...

Who shall I put in here?

### 1.32 DISTRUBUTION + DISCLAIMER

This Program is Freeware

This software is provided "as is". I'm not responsible of any problem you may encounter while using this software or any other files included in this package. You are using it at your own risks.

This archive can be freely distributed, as long as all included files remains unmodified. The whole archive and the files included in it are Copyright © 1997 by Mirosław Siedlarz.

Even though this software has been tested thoroughly, some bugs can still exist in it. If you've found one, just send me an

e-mail  
about it so I can fix it for a future update.

### 1.33 HISTORY Page 1

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- V 3.8
  - Double season for scottish supporters
  - Autoload data
  - Autotable
  - Sorting teams,players,calendar
  - Cursor keys enabled when typing players and team names
  - Added freekick and head in description of scored goal
  - Changed data format, now you can edit player names in text editor
  - Print all datas (table, lists, scorers etc..)
  - Improved scorers, bookings list to one team option
  - Added dirtiest player (5 pts for red, 3 for yellow)
  - Improved statistics graph (all goals, home goals vs visitors, win-draw-lost)
  - Added MATCHES goals (wins, draws, losts, mosts) (home,away) also by team

## 1.34 HISTORY Page 2

- V 3.45
    - Deducting points from team
    - Premiership results with goalscorers by Carl Rutter from Liverpool
  - V 3.40
    - Finished GOALSCORERS, CARDS and STATISTICS
    - Added table sorting criteria - wins, head-to-head
    - First try to localize the program, now testing
    - and many minor improvements
  - V 3.30
    - Data save format will not be changed,
    - Goalscorer list, cards, new design,
    - Statistics, many major improvements
    - NOW you can load also data from MUI-Ligamaster v0.93 by Ingo Paulsen
-