

Leagues

Martin Wulffeld

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Leagues

1.1 Leagues guide documentation

Leagues

Copyright © 1995-1996 Martin Wulffeld
All Rights Reserved

Version 1.0 - Release date 29.3.1996

1. Legal issues

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Disclaimer

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License

2. Installation

2.1 -

Notes concerning installation

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Installation

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Authenticity

3. Introduction

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Introduction to Leagues

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Features

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Getting the newest version

4. Usage

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General usage

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Main window

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Team window
5. Registration

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What do I get if I register
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History

1.2 Disclaimer

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1.3 License

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- Each time you redistribute the program, the recipient automatically receives a license from the original licensor to copy, distribute and/or use the program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein.
- You may not disassemble, decompile, re-source or otherwise reverse engineer the program.
- You may use the programs for a period of up to 2 weeks for evaluation. After that, you have to register or quit using the program.
- You agree to cease distributing the program and data involved if requested to do so by the author.
- You may charge a fee to recover distribution costs. The fee for diskette distribution may not be more than the cost to obtain a public domain diskette from Fred Fish.

1.4 Installation

Notes concerning installation

If you want to manually install Leagues you should simply copy the libraries to your LIBS: assign and then install the other files wherever you want.

1.5 Installation

Installation

Click on the installer icon to start the installation.

1.6 Authenticity

Authenticity

As of version 1.0 all executables and main documentation will be PGP signed with my key (below).

To check if the files are authentic first save the key below to a separate file. Start PGP with the filename of that separate file and add my key to your keyring. Now you are ready to check the files with my key.

To check a signed file start PGP with the '.sig' file as the first argument and as the second argument the file which is related to the '.sig' file.

E.g.: 1:> PGP Leagues.sig Leagues

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
```

```
Version: 2.6ui (Amiga)
```

```
mQCNAjAWEggAAEEEMBONVPwDx1sHsnh5Cg81R7duuVh4I0uT3q/aI1EpgBEUsSp
WGDx0h1JBKWrqBVKR1mT7Wtrm5x4rImTurKsjXtK4hCJHhJXPFj0bxjNiGijDVfq
eEt6Pj2n7sghc/bSMH71sUx8FZEa2//hAAPIL9a5+2CxrFT/OaKcaztHngaFAAUR
tClNYXJ0aW4gV3VsZmZlbGQgPHdlbGZmZWxkQGRhdGFzaG9wcGVyLmRrPokAlQIF
EDEdhyGinGs7R54GhQEBTmgEALsIIEbtKTcRIBx350d3KCHi5iwsul6B6caWbHB1
TjP6i/FM+uBahFLiRVQ4nO3+vJaCPkY4Nz46Lq7EREOf/dDIKCNhQ/9+mGr9cola
RSKWkeo13Y/mrqBXqiRVy/zHfr0Xi7aKcdCFKJz56bU11F1hxYnO5KIPPFIOx368
AWSw
=d4RF
```

```
-----END PGP PUBLIC KEY BLOCK-----
```

1.7 Introduction to Leagues

Introduction

Leagues is copyright © 1995–1996 Martin Wulffeld. All Rights Reserved.

It uses the ReqTools library which is copyright © Nico François.

Leagues requires at least Kickstart 3.0.

Leagues is a program which primarily is designed to help us football fanatics in predicting forthcoming football results. However, Leagues can "just" be used as a database for results in a league. I find that

it is easier to use Leagues which can show numerous advanced and special statistics of a league or a team than looking in the papers when I am in need of some information. The papers usually only have the most common statistics such as the form table and last 5 games played.

I was tempted to name the program United since I am a Man United fan but that would probably offend (especially) some Liverpool fanatics so I chose not to ;-)

1.8 Features in Leagues

Features

- Graphical statistics of various information.
- Form tables for total, home or away.

1.9 Getting updates of Leagues

Getting updates

Whenever a new version of Leagues is released it will be uploaded to:

- Insomnia:

```
Node #1 +45 98380575 24H 28k8 2:238/127.0@FidoNet
Node #2 +45 96869090 24H ISDN 2:238/1006.0@FidoNet
```

Magic filename: LEAGUES

- FlashBack:

```
Node #1 +45 43624162 24H 28k8 2:236/25.0@FidoNet
Node #1 +45 43624147 24H 28k8 2:236/75.0@FidoNet
```

- On Aminet in the 'biz/dbase' directory.

1.10 How to use Leagues

Usage

In all listviews you can use the up and down cursors to scroll through the entries. Pressing shift and up/down will move 2 entries and alt will move to either the top or bottom. Pressing return on an entry acts as a doubleclick.

All windows can be canceled/closed with a press on the escape key.

The main listview shows the leagues which you have loaded/created. By pressing return or double clicking on one of them the team window

will open.

1.11 Main window usage

Menus

Project

Preferences
Gadgets

Add...

Remove

Sort

Up

Down

1.12 Project menu

The project menu

Load...

Append...

Save...

About...

Quit...

1.13 Preferences menu

The preferences menu

Edit...

Save...

1.14 Project menu

Load

Load a some leagues you have saved. Leagues already loaded are removed.

1.15 Project menu

Append

Append leagues to the list of leagues. If there already are leagues in they will therefore not be removed.

1.16 Project menu

Save

Save all the leagues in the listview to a file.

1.17 Project menu

About

Miscellaneous information on Leagues.

1.18 Project menu

Quit

Quits Leagues. Remember to
save
the leagues before quitting.

1.19 Preferences menu

Miscellaneous

Pressing Okay affects Leagues immediately. Pressing Cancel will abort the changes you have made.

Screen Mode

Select the screen mode you want Leagues to be in.

The screen is public so you can put other windows on to Leagues. The name of the screen is 'Leagues'.

Font

The font which will be used for everything besides listviews.

List view font

This font is used in all listviews.

Palette

Well, kind a speaks for it self doesn't it...

Scroller width

The width of the scrollers in listviews.

1.20 Preferences menu

Save

Save preferences.

1.21 Add a league

Add

Add a new league to the list of leagues. The 'Add league' window will pop up with a number of options to set for the league:

Name of league

The name of the league. E.g. 'Premier league', 'Bundesliga'.

Number of teams

The number of teams in the league.

Points for a home win

The points given for a home victory.

Points for a home draw

The points given for a home draw.

Points for an away win

The points given for a away victory.

Points for an away draw

The points given for a away draw.

Play twice

In some leagues the teams plays twice against eachother both at home and away so tick this gadget if this is the case for the league you are about to add.

Press 'Okay' to add the league to the list. Press 'Cancel' to abort.

1.22 Remove a league

Remove

Removes the highlighted league without any warning.

1.23 Sort leagues

Sort

Sort the leauges by name.

1.24 Move a league up

Up

Moves the highlighted league upwards in the list.

1.25 Move a league down

Down

Moves the highlighted league downwards in the list.

1.26 Team window usage

Team window usage

Menus

Project

Teams

Results

Sort

Graph

Miscellaneous

Print

Gadgets

Add...

Remove

Sort

Up

Down

By double clicking on a team you can enter a new result.

Add result

Pressing return while a team is highlighted you will get the ↵
team

information window.

Team information

Above the listview there are a number of characters and a single ↵
word :)

They are common abbreviations and you should be familiar with most of
them:

P - Position

Name - Name of the team

M - Matches played

W - Total number of won matches

D - Total number of drawn matches

L - Total number of lost matches

F - Total number of goals scored (for)

A - Total number of goals conceded (against)

P - Total number of points

W - Number of won matches home

D - Number of drawn matches home

L - Number of lost matches home

F - Number of goals scored home (for)

A - Number of goals conceded home (against)

P - Number of points gained by home matches

W - Number of won matches away

D - Number of drawn matches away

L - Number of lost matches away

F - Number of goals scored away (for)

- A - Number of goals conceded away (against)
- P - Number of points gained by away matches

1.27 Project menu

Project menu

Quit

1.28 Teams menu

Teams menu

Form

Total...

Home...

Away...
Average scored

Total...

Home...

Away...

Period...
Average conceded

Total...

Home...

Away...

Period...

1.29 Results menu

Results menu

Add...

Remove...

Change...

Show for selected team...

Show for all teams...

 Statistics

League...

Selected team...

1.30 Sort menu

Sort menu

Name
Points

Total

Home

Away
Wins

Total

Home

Away
Drawn

Total

Home

Away
Losses

Total

Home

Away
Goals scored

Total
Home
Away
Goals conceded

Total
Home
Away

1.31 Graph menu

Graph menu
Goals scored
All teams...
Selected team...
Goals conceded
All teams...
Selected team...

1.32 Miscellaneous menu

Miscellaneous menu
Team information...
Goal differences...

1.33 Print menu

Print menu
Table
Total...
Home...

Away...
Results

All teams...

Selected team...

1.34 Project menu

Quit

Quits the team window and returns to the leagues window.

1.35 Teams menu

Form

Use this function when you want to get a picture of how a team is currently doing. A requester appears where you'll have to type the number of matches back Leagues should look at when generating the form table. F.x. if you typed 5 you will get a table which represents how the league would look like if each team had only played 5 matches. A teams form usually varies during a season so this is a very important feature to have.

1.36 Teams menu

Form home

See

Form
for a more detailed description of this feature.

A form table is only generated for the last x number of home matches.

1.37 Teams menu

Form away

See

Form
for a more detailed description of this feature.

A form table is only generated for the last x number of away matches.

1.38 Teams menu

Average goals scored total

Opens a window with the average goals scored by each team in the league.

1.39 Teams menu

Average goals scored home

Opens a window with the average goals scored by each team in the league home.

1.40 Teams menu

Average goals scored away

Opens a window with the average goals scored by each team in the league away.

1.41 Teams menu

Average goals scored period

Opens a window with the average goals scored by each team in the league in a certain period determined by the values you enter in the period requester.

1.42 Teams menu

Average goals conceded total

Opens a window with the average goals conceded by each team in the league.

1.43 Teams menu

Average goals conceded home

Opens a window with the average goals conceded by each team in the league home.

1.44 Teams menu

Average goals conceded away

Opens a window with the average goals conceded by each team in the league away.

1.45 Teams menu

Average goals conceded period

Opens a window with the average goals conceded by each team in the league in a certain period determined by the values you enter in the period requester.

1.46 Results menu

Add

Add a result. Input the goals scored by the teams in the number gadgets to the right and press Okay to accept them.

The number of goals scored by a team may not be higher than 20.

1.47 Results menu

Remove

Remove a result. Select the result to remove in the results window by pressing return. Press escape to cancel the operation.

1.48 Results menu

Change

Change a result. Select the result to change in the results window by pressing return. Enter the new result and press escape.

The number of goals scored by a team may not be higher than 20.

1.49 Results menu

Show for selected team

Will show the highlighted teams results in a window. The first result is the team's first match and so forth.

1.50 Results menu

Show for all teams

Shows the results for all teams in the league.

1.51 Results menu

Statistics league

Shows various statistical information on the league.

First is the result matrix. The vertical row of numbers represents the number of goals scored home in a result. The horizontal is the number of goals conceded away in a result. Each number in the matrix represents how many times the result has occurred in the league.

Next is the total number of goals scored by all teams home, away and in total.

Last is the number of outcomes (home wins, away wins and draws).

1.52 Results menu

Statistics selected team

Shows various statistical information on the league.

First is the result matrix. The vertical row of numbers represents the number of goals scored home in a result. The horizontal is the number of goals conceded away in a result. Each number in the matrix represents how many times the result has occurred for the team in question.

Next is the total number of goals scored by the team home, away and in total.

Last is the number of outcomes (home wins, away wins and draws).

1.53 Sort menu

Sort by name

Sort the teams in the league alphabetically.

1.54 Sort menu

Sort by points

Sort the teams in the league by points. If two teams have the same number of points the team with the best score difference will be moved upwards. If they also have the same score difference nothing will happen.

1.55 Sort menu

Sort by points home

Sort the teams in the league by points home. If two teams have the same number of points the team with the best score difference will be moved upwards. If they also have the same score difference nothing will happen.

1.56 Sort menu

Sort by points away

Sort the teams in the league by points away. If two teams have the same number of points the team with the best score difference will be moved upwards. If they also have the same score difference nothing will happen.

1.57 Sort menu

Sort by wins

Sort the teams in the league by the total number of wins.

1.58 Sort menu

Sort by home wins

Sort the teams in the league by the number of wins home.

1.59 Sort menu

Sort by away wins

Sort the teams in the league by the number of wins away.

1.60 Sort menu

Sort by draws

Sort the teams in the league by the total number of drawn matches.

1.61 Sort menu

Sort by draws at home

Sort the teams in the league by the number of drawn home matches.

1.62 Sort menu

Sort by away draws

Sort the teams in the league by the number of drawn away matches.

1.63 Sort menu

Sort by losses

Sort the teams in the league by the total number of losses.

1.64 Sort menu

Sort by losses home

Sort the teams in the league by the number of lost matches home.

1.65 Sort menu

Sort by losses away

Sort the teams in the league by the number of lost matches away.

1.66 Sort menu

Sort by goals scored

Sort the teams in the league by the total number of goals scored.

1.67 Sort menu

Sort by goals scored home

Sort the teams in the league by the number of goals scored home.

1.68 Sort menu

Sort by scored away

Sort the teams in the league by the number of goals scored away.

1.69 Sort menu

Sort by goals conceded

Sort the teams in the league by the total number of goals conceded.

1.70 Sort menu

Sort by goals conceded home

Sort the teams in the league by the number of goals conceded home.

1.71 Sort menu

Sort by goals against away

Sort the teams in the league by the number of goals conceded away.

1.72 Graph menu

Goals scored by all teams

Shows a graph of all goals scored by all teams in the league. The x-axis represents the match number and the y-axis represents the number of goals scored.

1.73 Graph menu

Goals scored by selected team

Shows a graph of all goals scored by the team selected. The x-axis represents the match number and the y-axis represents the number of goals scored.

1.74 Graph menu

Goals conceded by all teams

Shows a graph of all goals conceded by all teams in the league. The x-axis represents the match number and the y-axis represents the number of goals conceded.

1.75 Graph menu

Goals conceded by selected team

Shows a graph of all goals conceded by the team selected. The x-axis represents the match number and the y-axis represents the number of goals conceded.

1.76 Miscellaneous menu

Team information

Information on the highlighted team will be shown in a window. The first information is the teams best and worst matches. Then the form of the team expressed via 'w', 'd', 'l', 'W', 'D', 'L' for respectively home wins, home draws, home defeats, away wins, away draws, away defeats.

1.77 Miscellaneous menu

Goal differences

Shows a window with the goal differences for each team (a goal difference is simply the total number of goals conceded by a team subtracted from the total number of goals scored by a team) in a sorted manner meaning the team with the best goal difference in top.

1.78 Print menu

Print

Prints the table as it is represented in the team window.

1.79 Print menu

Print

Prints the table as it is represented in the team window but only the data for home matches is printed.

1.80 Print menu

Print

Prints the table as it is represented in the team window but only the data for away matches is printed.

1.81 Print menu

Print

Prints the results for all teams.

1.82 Print menu

Print

Prints the results for the selected team.

1.83 Add a team

Add

Before you may start adding results to the league you must have created all the teams in the league. Just type the name in the requester and the team is now in the league. To remove a team first highlight it, then press

Remove

.

1.84 Remove a team

Remove

Removes the highlighted team. You can only remove a team if there have not been adding any results to the league.

1.85 Sort teams

Sort

Sort the teams by points. This is actually just a shortcut for the sort menuitem

Sort/Points/Total

1.86 Move a team up

Up

Moves the highlighted team upwards in the list. Use this if you f.x. want to compare two teams with eachother. Move the two teams towards eachother so it is easier to compare their data.

1.87 Move a team down

Down

Moves the highlighted team downwards in the list. Use this if you f.x. want to compare two teams with eachother. Move the two teams towards eachother so it's easier to compare their data.

1.88 HowToRegister

How to register Leagues

To register, FIRST fill out the registration form which is included in the distribution as Leagues.regform and send it to me to one of the addresses below.

THEN there are 3 ways you can send the registration fee to me.

1. The first and easiest way (in my opinion) is to send cash to my snailmail address below.

But keep in mind that it is at your own risk if you do that. I cannot be responsible for lost letters. But just remember to wrap a piece of paper around the cash so the possibly corrupt mailman is unable

to see what is inside the envelope.

The registration fee may be one of the following:

50,- DKR (Danish kroners)
50,- SKR (Swedish kroners)
50,- NKR (Norwegian kroners)
15,- DEM (German D-mark)
10,- USD (US-Dollars)
5,- GBP (British pound sterling)

or the same amount as 50 DKR in any other currency!

No coins (except Danish) accepted!!

2. Eurocheque

Send a Eurocheque payable to 'Martin Wulffeld' with the amount of 50 DKR (Danish kroners).

If you send any other kind of cheque please include an extra 50 DKR since the bank charges outrageous fees.

3. Transfer the equivalent of 50,- DKR to my bank:

Unibank
Praestoe Afdeling
Adelgade 76
4720 Praestoe
Denmark

Name: Martin Wulffeld

Reg. number: 0047
Account number: 4482-600-846

=====

ASAP on receipt of your registration I will send a personalized keyfile to you on a disk. But things take time so please allow up to 8 weeks for delivery, thanks = absolute, extremely worst case. Usually from you sending the registration till you get the key will not take more than 2 weeks.

Put the keyfile in your L: assign or the path where Leagues is started from.

You may not sell or give away the keyfile. The keyfile will make all (future) locked features available to you.

=====

- Snail mail: Martin Wulffeld
Odensevej 121, 2 TV
4700 Naestved
Denmark

- Internet: -

- FidoNet: 2:236/25.4
- AmigaNet: 39:141/132.4
- Phone: +45 (55) 77 01 37

1.89 What do I get?

If I register what do I get?

- Access to all (future) locked features via the keyfile you will get.
- A disk with the latest version of Leagues, Xtruder, Vinci and other of my recent productions.

1.90 Registered users

Registered users

In alphabetical order:

- Still waiting for the first :-)

1.91 Guilty parties

Acknowledgements

- LhA is copyright © 1991,92 Stefan Boberg.

Many thanks to the following people for their bug reports, suggestions, drunkness and just being helpful:

Alex Holst...

1.92 History

History

Version:

1.0

1.93 The next generation

Future

The following are some of the features I have planned for the next versions of Leagues:

- ARexx interface
- More statistics information.
- Better Online help
- Database on certain teams with tons of information.

1.94 Version 1.0 : 29.3.1996 : 76708 bytes

Third public release. The first two were inferior beta releases.
