| HELPTYPE,C,20 | MSG1,C,55 |
|---|---|
| TEAM LIST | Use the PgUp/PgDn, arrow keys to scan through the team |
| CONFIGURATION | Enter the runtime parameters: |
| CONFIGURATION | - Date type - one of 6 types possible |
| TOOL MENU | Select from the Tool menu or ESC to cancel request. |
| TOOL MENU | DEFINE PAY - define all pay levels for each type of |
| UMPIRE | Browse through the umpire list using the PGUP/PGDN, |
| FILE DIRECTORY | File directory listing of FRM files for form printing |
| MONTHLY CALENDAR | Use PgUp / PgDn to skip to next or previous month. |
| LOCATION | DEFINE GAME PLAYING LOCATIONS: |
| RECONSTRUCTION | This procedure will clean up and pack the database |
| TOOL MENU | UMPS - LIST ASSIGNMENTS will list all games assignment |
| PRINTERS | Use the PgUp / PgDn to scan through list by pages or |
| MAIN | GMX - SPORTS GAME MASTER |
| MAIN | F1 - HELP : Display this help information. |
| MAIN | F8 - Menu of tools to perform a variety of operations |
| TEAM | Define team names, coaches and their game levels. |
| PAYLEVELS | Define game levels and the umpire levels needed and |
| UMPIRE | The dues can be adjusted via the F8-TOOLS menu. |
| GAME STATUS | Enter Game Status code: |
| UMPIRE STATUS | Enter Umpire Status |
| MAIN | When the additional information window is displayed |
| TEAM | Make sure the team names and team numbers are unique. |
| LOCATION LIST | Use the PgUp/PgDn and arrow keys to scan through the |
| GAME TYPES | Use the PgUp/PgDn and arrow keys to scan through the |
| TOOL MENU | status of 'I' will not be included in the |
| TOOL MENU | NOTE PAD - a multi page text file for general info. |
| NOTES | NOTE PAD - Enter free format text in 12 line pages. |
| WEEK SCHEDULE | Charts game assignments by Location and/or Game level |
| CONTACT LIST | A utility to help manage your contacts, including |
| CONTACT LIST | keys to scan through the list. The current contact's |
| CONTACT EDIT | Enter a 2 character code to help organise your |
| UMPIRE | When adding umpires use the umpire codes defined in |
| PRINTER DEFINITION | One can add new printer definitions or edit existing |
| TEAM | To auto assign games by level one needs to specify |
| GAME ASSIGN | Specify the number of games for each team. If an even |
| PAYLEVELS | and payed $15.00 a game and a level 2 umpire is |
| LOCATION | for that time. You will be prompted for the days of |
| PRINT | Specify a printer port such as LPT1:, LPT2:, COM1: etc |

MSG2,C,55
 list. Position the cursor over the desired team and
 - Default listing device and printer type.
  - 1 = YY.MM.DD

     games and playing levels.
 UP/DOWN arrows.  HOME/END jumps to top/bottom of
 Use the   arrows to move the cursor to the desired
Use Up / Down arrow keys to move through month. The
 Define all the game locations you will use. Make sure
files and recreate the indexes. This is usually not
     for one or all umpires within a given time span
Use the Up / Down arrows to scan one at a time. HOME
Main screen from which one can add, edit, delete and
F2 - ORDER : Change list order to one of 4 types.
F9  - Pop Up Perpetual monthly calendar. {}=today
Use the PgUp,PgDn,Home,End and arrow keys to scan
the payment defined for the plate and bases umpires.
 Entering a positive number is referred to as due
 H - Home won          P - Postponed
   P    - paid : automatically set by Payroll
 one can edit the game information by pressing F3.
 Use ESC to exit team list and return to main screen.
game location list. Use the RETURN key to select and
list of game levels. Use the RETURN key to select the
      standings. One can list all the MVP and GAME
 RECONSTRUCT DATABASE - will recreate the indexes
   One can enter unlimited number of pages. Use the
 for a one week period. Up to 5 games per day are
phone numbers, addresses and even pledges. Contacts
personal information is displayed in the window at the
 contacts. Some examples could be
 the your PAYLEVELs for your divisional levels. In
ones found in the list supplied. Enter the control
 Homefield locations and availability on a weekly
number of teams, then specify N-1 where N is the # of
required for the bases and payed $12.00 a game. Use
the week for which the location at that time for that
One may direct the printing to a file by specifying

MSG3,C,55
 hit RETURN to select and enter the team number into
 - Default form letter to be used with form printing.
  - 2 = YYYY.MM.DD
 SYSTEM CONFIGURATION - sets the runtime parameters
 UMPS - PAYROLL - do a payroll for all your officials
 Use PgUp/PgDn to jump one page up and down through
 file name. Use the RETURN key to select the file.
current day is encased by the {} brackets. Press the
 the game levels are the same as those you defined in
destructive and can in many instances repair
 GAMES- LIST all games by location, or date.
will jump to the top of the list and END will jump to
view all game schedules in the database file.
F3 - EDIT  : Edit current game information.
ESC - QUIT program to DOS
list. Use the F3-Edit and F4-Add to modify the list.
Use the PgUp/PgDn,Home,End and arrow keys to scan
 owed and a negative number as a payment owed to
 V - Visitors won        X - Rescheduled game
               procedure.
 One can change the scores, enter information about
 The level that the team is playing in should
enter the game location information into the current
game level that the cursor is currently pointing at.
       EJECTIONS and STANDINGS based on win/loss pts.
    all database files. This will sometimes correct
   PgUp/PgDn to move through the pages of the note
 displayed. One can change the location or game level
can be organised by effectively using the 2 character
bottom of the screen. Use the F7 key to select the
   S - sponsor    V - volunteers    E - executive
 this way when the program auto assigns umpires it
character sequences defined in your printer manual.
 basis. The more days marked as game days the more
teams to ensure that each team plays each other once.
the same umpire level codes when entering your umpires
level will be used. The more days specified the less
 any character string to represent the file name. Note

MSG4,C,55
 the current data field.
 - Default Drive and pathname of the where the GMX
  - 3 = DD/MM/YY
 for the program such database area, date type, etc.
      performed in games in a defined pay period.
 the list.  Press the F8 key to display all the games
 Use PgUp and PgDn to page up and down in the list.
RETURN Key to select the highlighted date. The F9 key
 the PAYlevel list. Use the F1 key to display a list
damaged or corrupted databases. It will also improve
    - LIST all games for a particular level. A game
the bottom. Pressing RETURN will select the printer
Use the PgUp/PgDn, up/down arrow keys to scan the
F4 - ADD   : Add single/multiple/by level games
RETURN - displays the location, coaches and officals
USE the F1 to pop up a list of all game levels and
the through the list. Use the function keys to Edit
 to the umpire. These will be used to adjust his pay.
 T - Tie              I - Incomplete information
   BLANK - unpaid.
 ejections, MVP and general remarks.
 correspond to the game levels for the locations and
data fields.

 LIST CONFLICTS will examine all games and list those
    some database problems and will certainly cleanup
   pad.
 or set to blank denoting all locations or levels.
code field at the far left of all contacts. The print
list order for the contacts. Note that the contact
  C - coach      D - dealers      A - associations
 will find the umpires by matching the PAYLevels to
The printer control commands can be used in any form
 frequent games will be assigned. Atleast one game
and (N-1)*2 for twice, etc. For an odd number of teams
so that the program can match the appropriate umpires
likley conflicts will occur and therefore a shorter
 that if the file already exists, the output will be

MSG5,C,55

  database files are stored.
  - 4 = DD/MM/YYYY
 DEFINE TEAMs - define all teams to be used in the
    - AUTO ASSIGN - assigns umpires with appropriate
 currently assigned for that official.
 Use ESC to cancel any file selection.
should bring up this calendar in most situations.
 of levels while editing or adding locations. Define
storage and access speed of retrieval. NOTE that
   list broken down by teams is provided.
currenlty highlighted and placed that definition in
the game list stored in order of game date, team,
F5 - UMPIRE: Go to umpire list.
   that are assigned. If no officials then some will
locations that were previously defined. This should
or ADD pay levels. For example the definition
 Pressing the RETURN key will display more information
 R - Rainout

 Once the game results has been entered , change the
 pay levels assigned to the umpires. To designate
Use the DEFINE LOCATIONS under the F8-TOOLS menu
Use the DEFINE LEVELS under the F8-TOOLS menu to a
   that have a conflict with location or umpires.
  the deleted records and reduce file sizes.
  Use function keys to add and delete pages as
 Use the left/right arrow keys to go back or forward
function will prompt the user for this code permitting
information is shared by other BES programs.  Use the
 Enter the information in a standard way to help in
 the umpire's level. UMpires are assigned games in
files to control the output to your printer. These
 day must be specified if Homefields will be requested
specify N where N is the number of teams to ensure
to each divisional level. If only one umpire is for
time span for playing the desired number of games.
 appended to the current file. One may use any text

MSG6,C,55

- Password - user defined password; blank=no check.
 - 5 = MM/DD/YY
          game assignments.
     level to games in random order. One can remove
 USE function keys to edit, add and delete officals.

ESC closes this window and returns to the last
 the start time for the game. If more than one game is
routine backups of all files are strongly recommended
    - GAME SUMMARY will list the game standings
the variable field. ESC will cancel any printer
playing level. One can manage the assignment of all
F6 - DELETE: Delete current or several registrations.
    be suggested according to their level and number
easy some of the work entering as well as prevent most
   BANTAM    L1   15.00    L2  12:00
 about the current umpire. This can be edited with the
The Game summary procedure will not include any game
Must reset umpire status to blank if you want to pay
 game status for "I" to some other status setting.
 divisions for teams use a different level, eg BANTAM1
enter new or edit old game loactions.
new and edit old game levels and related umpire info.
 GLOBAL REPLACEMENT will replace the occurrence of
 CONTACT List helps manage all your other contacts.
   needed. F7 will print the selected number of pages.
 a week respectively.  Use F2 to define location, F3
 a method to print partial lists of contacts. Use the
 ESC to quit and return the user to the TOOLS menu.
 locating information. ESC will cancel the editing
 such a fashion as to spread the work around. One can
printer definitions are used by all BES programs that
 at the time of assigning games. See F4-ADD of games.
that each team plays each other; any number that is
a level then leave the bases blank. Plate and bases
At least one day of the week is required for auto
 editor including the one supplied under the TOOLS menu

MSG7,C,55
 ESC - to cancel selection and return to edit mode.
 - Umpire-in-Chief : enter Name and phone number.
  - 6 = MM/DD/YYYY
 DEFINE LOCATION - define all game locations.
      or deassign umpires from games in a time span.
 ESC - to return to main game list.

operation when the calendar was called.
 to be played at that location enter a new definition
as the best protection against loss of data.
      for a specified group or level. Games with the
selection.
officiating needs for each game.
F7 - CHART : Display a weekly chart of scheduled games
     games they have done so far.
spelling mistakes. USE F7 to PRINT a full/partial list
indicates that for Bantam a level 1 umpire is required
 other information through the F3-EDIT function.
that have a status of "I".
the umpires via the payroll procedure.

 and BANTAM2 could denote two divisions in BANTAM.
 ESC - to cancel the selection and return to edit mode.
 ESC to cancel the selection and return to edit mode.
      value for a variable with another.
    This is shared with other BES programs.
   ESC - to exit the note pad.
 to define level and ESC to exit the charting process.
PgUp/PgDn/Home/End keys along with the up/down arrow

 process.
 always change the assignments for any game.
are installed on your system.
 Press RETURN to display Homefield game days selected.
not a multiple of N will give some teams more games.
can have the same umpire level with different pay.
assigning of games for divisional round robin play.
to edit the output file created.