

APBA Baseball for Windows 5.75 Update 20

Update #20

12/26/2015

This update is cumulative and supersedes all previous updates. You do not have to install previous updates.

This file, guides, and help files can be found by clicking on the Start button in Windows and then "APBA Games" and then "Help".

NOTE: Should you have a problem with Windows "blocking" this, or any downloaded file, right-click on the downloaded file, select "Properties" and then click on the "Unblock" button on the bottom right.

League Manager :

- Fixed a bug that kept the XSTAT.DAT file from being copied when using the "Create Organization Disk" option under the League Play Menu. Bug was a side-effect from a fix in Update #17 from July of 2015.

Box Scores :

- In Update #19, forgot to update the "Update#" line in the boxscores.
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Update #19

11/06/2015

This update resolves issues with "switch pitchers" - those who can throw with either arm. This update (or later ones) must be installed if you will use a switch-pitcher in games.

Switch handed pitchers :

- Fixed a "range check" error that could occur with a switch handed pitcher.
- These pitchers will display with a "B" as the throwing arm.
- These pitchers will always benefit with the platoon advantage.
- As switch hitters have a platoon factor of 0, there is no advantage. They will generally be announced as batting right-handed.
- The pitcher will be described as either left or right handed in the play description text. This is the text description only - the platoon factor will always benefit the pitcher.

League Manager :

- Fixed - using the [Enter] key to close out the AIM edit dialog for a player, the player's stat window would open after the edit dialog closed.

Advanced Draft :

- Added the "View Card" function on the team lineup form.

StatMaster :

- A rounding error was fixed. The error was in the calculation used for determining eligibility for hitting stats based on 3.1 plate appearances per game.

All :

- AIM Status report - "Worn Out" Relievers and split-grade pitchers, with an RUse of 0, would show a positive value for "S WB" instead of -6.
 - AIM Status report - The recently added "Games played ..." line at the top of the report would show incorrect values in post-season segments.
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Update #18

9/01/2015

Update #18 resolves these recently reported issues:

Baseball :

- Access Violation at 005E26F5. With the broadcaster audio turned on, this access violation would pop up when the game was shutdown. It was caused by trying to close the audio program after it had already been closed. there was no loss of stats or any other game information.
- Fixed an issue with stat leader boards that kept some leader information from displaying in the commentary.
- Magic number would show up in commentary prior to showing up on standings reports.
- Pre-game commentary for pitcher winning streaks was incorrect.
- Commentary on errorless streaks was incorrect.

General :

- The new Version 5.75 install CD includes the 1957, 1976, and 2014 seasons. When installing over an existing 5.75 setup, the installer does not overwrite the existing APBA_BBW.ini file as doing so would result in the loss of all settings and access to most installed data disks. Unfortunately, it did not add the lines needed for the 1976 and 2014 season disks to the APBA_BBW.ini file. It did copy the disks - it's the entry in the .ini file that is needed. This update will add the entries to the .ini file if they are not already there from a previous installation either from the new version of the CD or from the individual season disks.
 - Some of the fixes in this update are in preparation for the first update to the play-by-play (PbP) files. The PbP update involves a different set of files and will be handled separately. The first PbP update will fix errors in play descriptions and play outcomes. It will not include any general changes to the PbP or board results.
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Update #17

7/18/2015

Update #17 resolves these recently, and some not so recently, reported issues:

Baseball:

- Play description for various "current longest streak" categories was not always accurate.
- "Integer overflow" error that could occur in full season autoplay replays. The overflow would trip when the number of instructions processed for the micromanagers in the replay exceeded 2,147,483,647!
- Fixed game script error for innings text of "11st", "12nd" and "13rd".

- Fixed problem with some sac flies not credited to batter. Would happen with foul fly outs or infielders making the catch in the outfield in either fair or foul ground.
- Fixed problem when a sac fly would sometimes be credited as a sac hit. It could occur when an infielder made the catch for the PO.
- Adjusted algorithm used for determining out calls on runner advancement plays.
- Fixed problem with boxscore not updating a hitter's at-bat total immediately after a play. Would only occur if boxscore was previously opened and in a minimized state prior to the at-bat.

League Manager:

- Fixed problem creating League Play disk if XSTAT.DAT file was missing.
- Fixed Access Violation when Baseball was opened with Lineup dialog displayed and "Cancel Active Games" was selected in League Manager.
- Added BBW Update version number to be included in boxscores. It will be included in F-File boxcores allowing commissioners to verify that franchise managers are running with the latest update:

GAME DATA

Day Game played on Thursday, March 13,1997
Regulation Game, Time: 0 sec
BBW Update# 17

- Note: the above is new in this update. It cannot show previous update version numbers. Any prior to 17 will display as "???".

Advanced Draft:

- The "ESC" key will now close the player search box.

ALL (except StatMaster):

- AIM Status report - added "Games Played" and percentage of games remaining to be played at top of report.
- Added new column to hitter's portion of the report for "Relative Use To Date" (RUTD). It's the ratio of the "Player Rating to Date" (PRtD) to his "Play Rating" (PR). See the Status Report Help topic in the applications for more detail (open the report and press the F1 key).

No changes in StatMaster or the Migration Tool.

Update #16

12/30/2014

Update #16 resolves these recently reported issues:

League Manager:

- Added warning message if the MicroManagers folder cannot be found. Typically caused by an inadvertent drag and drop of the folder when browsing.
- Added the number of times a league play game is canceled before it is played to completion. This appears in the upper right of the game box as the letter "c". It will now look like "c*2".

- Fixed a problem with setting SF=100 in the AIM edit dialog. Selecting it, or resetting to the original, would overwrite previous manual changes.
- The Year-to-Date injury report showed the incorrect return date for a player placed on the Disabled List if the start date differed from the last date the player appeared in a game.

Advanced Draft:

- Fixed a display issue that could occur when a player was dragged and dropped from one data disk to a second data disk.
- Fixed a display issue in the lineup edit dialog when a lineup was renamed.
- Fixed a display issue for pitcher's MRR in the player list if the organization uses mid-20th Century pitcher durability.

No changes in Baseball, StatMaster, or the Migration tool.

Update #15

10/14/2014

Update #15 resolves these recently reported issues:

ALL:

- The primary purpose of this update is to add "DPI Awareness" to the applications. This improves the appearance of the applications for users who use DPI settings other than the Windows default settings. Note that DPI settings and monitor resolution settings are distinct.

StatMaster:

- Players on farm teams, if they qualify, will now be included on the Custom Leader Board reports.

Baseball:

- Light Commentary and Full Broadcast modes - The check for, and reporting of, leaders in the stat categories was updated to match that used in StatMaster by including qualified leaders currently on farm teams.

Advanced Draft:

- With filters on, dropping a player from the parent team did not update the player's team affiliation in the main player list (display issue only).
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Update #14

8/20/2014

Update #14 resolves these recently reported issues:

League Manager:

- Injury report displaying incorrect number of days if player was moved to farm team.
- Year-to-Date injury report not displaying team/league acronyms if players were moved to farm team.
- Added button to set all players to SF=100 on the A.I.M. edit dialog. Enabled only in the initial A.I.M. edit dialogs.
- Added button to reset all players to original SF ratings on the A.I.M. edit dialog. Enabled only

in the initial A.I.M. edit dialogs.

- A.I.M. edit dialogs - the player list will now show players on the farm teams as well as the parent teams.
- Fixed an uncommon problem with the "Standings - On Day" report. If after viewing the report changes were made and saved then team W/L records could display incorrectly in some dialogs. A.I.M. fatigue status (Rested, Ready, etc.) could also be affected.

Advanced Draft:

- Fixed minor display issues in the Lineup Edit dialog.

Baseball:

- Resolved an issue with win reassignments for relief pitchers.

StatMaster:

- Fixed some minor issues with the "Select" dialog.
- Players who qualify for some leaderboards were left off those boards if moved to farm teams.

Migration Tool:

- Version update only - no changes.
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Update #13 - skipped.

Update #12

2/26/2014

Update #12 resolves these recently reported issues:

League Manager:

- Under certain League Play setups, boxscore "to-date" stats were not updating.
 - If a commissioner placed players on the disabled list when creating a league's initial C-File then those players would not show up on the injury reports when franchise managers loaded that initial C-File.
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Update #11

2/2/2014

Update #11 resolves these recently reported issues:

League Manager:

- Newspaper boxscores were not showing correct totals for to-date fielding stats.
- AIM status report now reflects player status for next game to be played rather than the status after the last played game.
- AIM edit dialog - the [Enter] key now closes the dialog.
- Under certain conditions, post-season C-Files that included farm organizations would not set the affiliation when franchise managers loaded the C-File.
- Under certain conditions, a reset of injured players to "available" after one post-season series

would leave them still showing as injured in the next post-season series after loading a C-File.

- Team micromanager assignments could be lost switching between manual and auto mode.
- Added new menu item under Lineups, "Set Manager Mode - All Teams" that toggles the manager mode for all teams to either "Auto" or "Manual".
- In the lineups dialog, reworked the rotation listbox to highlight the current pitcher/rotation after one was removed.
- Deleting a lineup in the lineup dialog did not delete references to it in the rotation listbox.
- Setting AIM rules could cause the Organization/League/Division rules to reset.
- In league play, with "All Injuries and Fatigue" or "Reduced Injuries and Fatigue" AIM overuse injuries enabled, the F-File did not include AIM overuse injury information. It's been this way since AIM was introduced in the first version of BBW. When an F-File was loaded, potential AIM overuse injuries were recalculated and an affected player's AIM status would most often differ from the original AIM status calculated after the game was played. This has been fixed. Note that all managers in a league will need to install this update to keep AIM overuse injuries in sync throughout the league.

Advanced Draft

- Fixed resource leak in the player edit dialogs.

Baseball

- Reworked the Personal Information dialog.
- Relief pitcher who entered game before the 6th inning, with a lead, and finished the game without relinquishing the lead, was not awarded a save.
- Added code to keep batter/pitcher stat windows from being dragged and dropped outside the field.

Migration Tool

- Fixed broken link to help file