APBA Baseball Version 5.75

Installation and Upgrade Guide

APBA Games
816 Curie Drive
Alpharetta, GA 30005

http://www.apbagames.com/

Copyright 2012 APBA International, Inc.

All Rights Reserved

Contents

Based on APBA Baseball Master Game (C) 1987-2012 APBA Game Company.

Version 5.75 development by StumpCat Software.

Microsoft and Windows are registered trademarks of Microsoft Corporation.

Version 1.1 – September 2012

BJ

Introduction

This Guide describes the installation procedures for APBA Baseball 5.75. This new version includes the four main programs from previous versions – Broadcast Blast, League Manager, Advanced Draft, and StatMaster – along with two new utility programs.

Migration Tool provides the ability to transfer installed Data Disks, Managers, and Ballparks from previous versions of APBA Baseball, even if that version is installed on a different computer from Version 5.75.

League Play File Exchange Tool is a utility that allows the exchange of Franchise and Commissioner Files in leagues that are using both Version 5.75 and previous versions of APBA Baseball.

The 5.75 Setup program installs six Ballparks:

- Chicago North
- Cincinnati 1970
- Detroit 1912
- Forbes Field
- Minnesota 1982
- New York Bronx 1976

and four Micromanagers:

- Cap Spalding, Jr.
- Duke Robinson, Jr.
- Larry Pepper
- Johnny McCoy

The Setup CD also contains three season Data Disks - 1921, 1961, and 2011 - that can be selected for installation during initial setup or at a later time.

What's New in APBA Baseball 5.75

APBA Baseball 5.75 is the first version of the program that can be installed and played in 64-bit versions of Microsoft Windows as a regular application program, without the use of additional operating system software or "virtual" environments.

Along with the revisions that were required within the individual programs, numerous improvements have been made. For example, mouse scroll wheels are now supported in all programs, and many right-click popup menus have been added, including the ability to view player cards.

Each of the four main programs has a "What's New" section in its Help file. Go to Help – What's New within a program to view a summary of the improvements made within that program.

Installation of APBA Baseball 5.75

System Requirements

- Microsoft Windows XP SP3 or later version, including both 32-bit and 64-bit versions of Windows Vista SP2, Windows 7 SP1, and Windows 8.

  XP Mode in Windows 7 Professional and Ultimate is supported, but it is **strongly recommended** that you install Version 5.75 directly in Windows 7, rather than under XP Mode, for best performance and compatibility.

- 500 MB available hard disk space is required for the program files; minimum of 1 GB total available hard disk space is recommended for installation of season data disks.

- CD or DVD drive, internal or external.

- Processor, memory, and video card that meet the recommended requirements for the installed version of Windows.

Upgrading from a Previous Version of APBA Baseball

If you are a new user of APBA Baseball, skip ahead to the following section, "Using the Setup Wizard."

APBA Baseball 5.75 uses different folders for the installation of programs and data files than were used in previous versions of APBA Baseball. This means that an older version of the program will not be overwritten, but will be completely unaffected by the installation of 5.75. The new and old versions can continue to be used on the same computer.

Because of the change in folder structure, the process of upgrading from an earlier version of APBA Baseball to Version 5.75 consists of two steps:

1. Installation of Version 5.75

2. Migration of Data Disks, Managers, and Ballparks from the previous version to 5.75

The following sections of this Guide contain complete instructions for completing these two steps.

Using the Setup Wizard

The screen images in this section represent installation under Windows Vista, 7, and 8. The default program and data folders are different under Windows XP, so differences in the procedures for Windows XP will be described where appropriate.

1. Insert the APBA Baseball 5.75 CD into a CD/DVD drive. Depending on your Windows version and AutoPlay settings, a popup window with one or more actions that can be performed on the CD may open. If so, select the option to run Setup.exe from the CD. If that option is not displayed, then open Windows Explorer, browse to your CD drive, and double-click Setup.exe.

   If you are prompted by Windows User Account Control or your anti-virus program to confirm that you want to run Setup.exe, click the "Yes" or "OK" button on the confirmation window.

2. The Setup Wizard will open. Click the "Next" button.

   On any screen in Setup, you can click the "Back" button to return to the previous screen, or the "Cancel" button to cancel Setup.

   You can also open a copy of this Installation and Upgrade Guide by clicking the "View the Install Guide" button.

3. The License Agreement screen will appear. Read the License Agreement before continuing. When you are finished, click the radio button next to "I accept the agreement" and click the "Next" button.
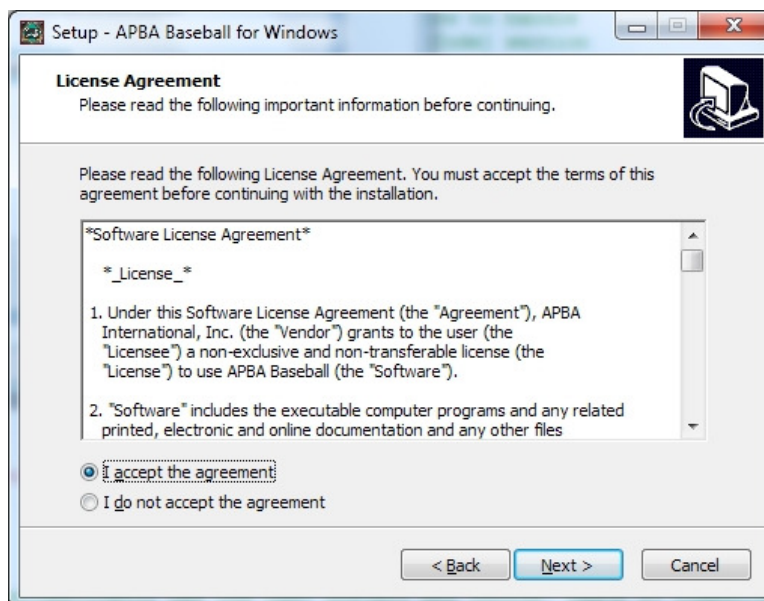
4. The Information screen will be displayed. Read the important information in this window before continuing. When you are finished, click the "Next" button.
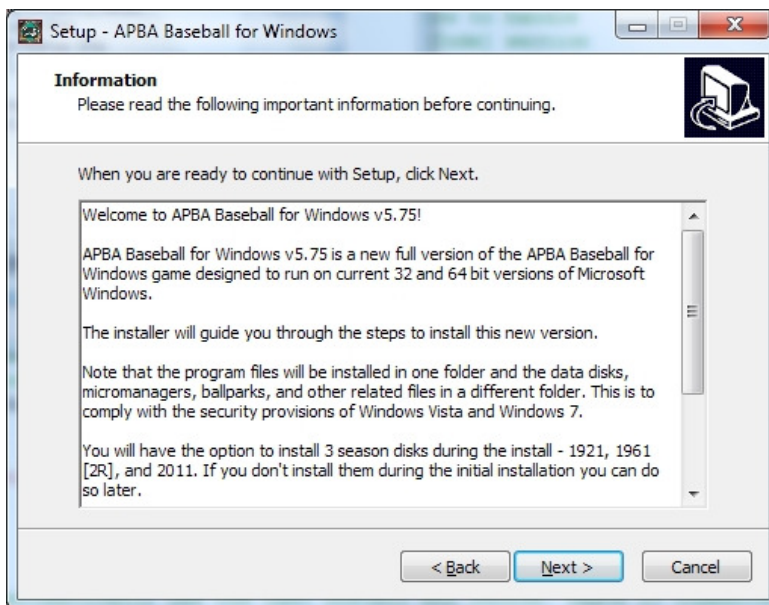

5. This step does not apply to the initial installation of Version 5.75. This screen will only appear if you execute Setup again on a computer on which 5.75 has already been installed. The first-time installation instructions continue with Step 6.

The Custom Install screen will allow you to choose whether to do a Full Install of all programs and data files, or to install the three included Season Disks Only. This allows you to return to Setup and install the season disks later if you chose not to install them during the initial installation. Please note that you will be given a chance on a later screen to decide which of the three season disks, if any, that you would like to install.
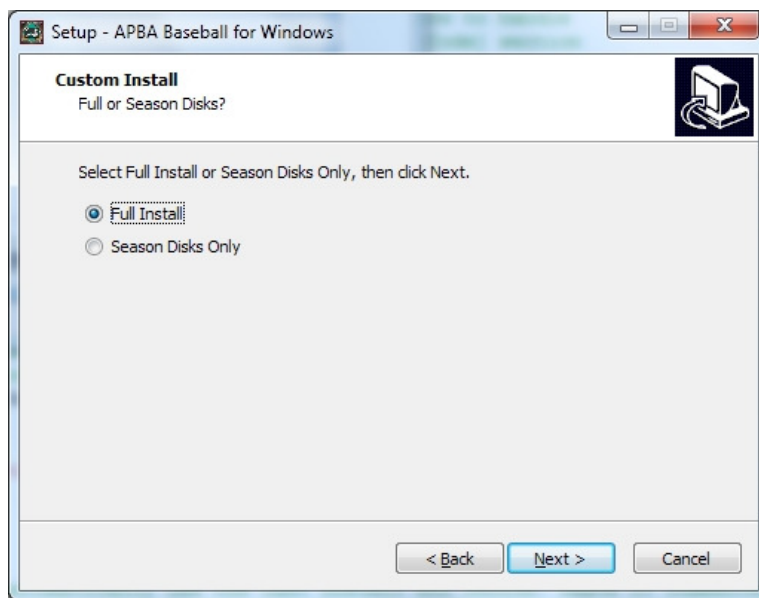
6. The default program file location is displayed. For a Windows XP installation, the default program file path is slightly different - C:\Program Files\APBA Games\Baseball.

Although you are given the ability to select a different folder for installation, it is **strongly recommended** that you use the default folder location. Click the "Next" button to continue.
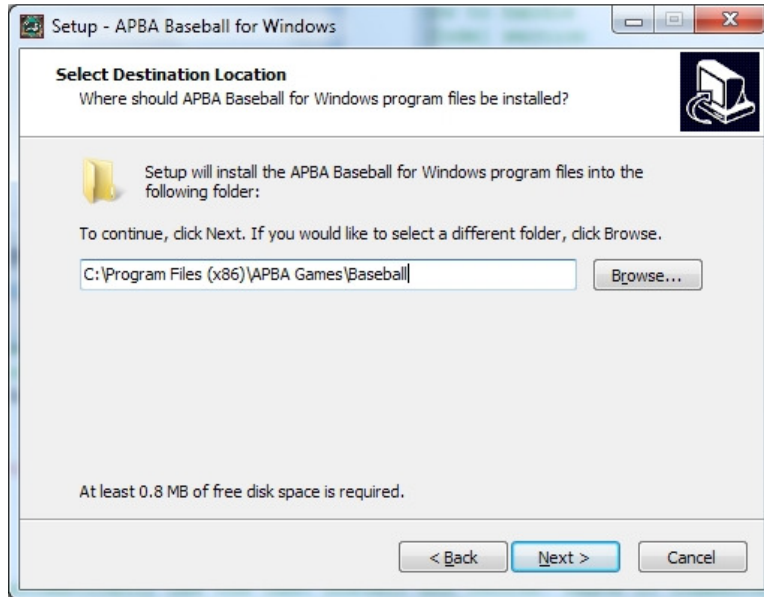

7. The Select Personal Data Directory screen appears. The default data folder for Windows XP is C:\Documents and Settings\All Users\Documents\APBA Games\Baseball.

Again, although you are given the ability to select a different folder for data, it is **strongly recommended** that you use the default folder location. Click the "Next" button to continue.
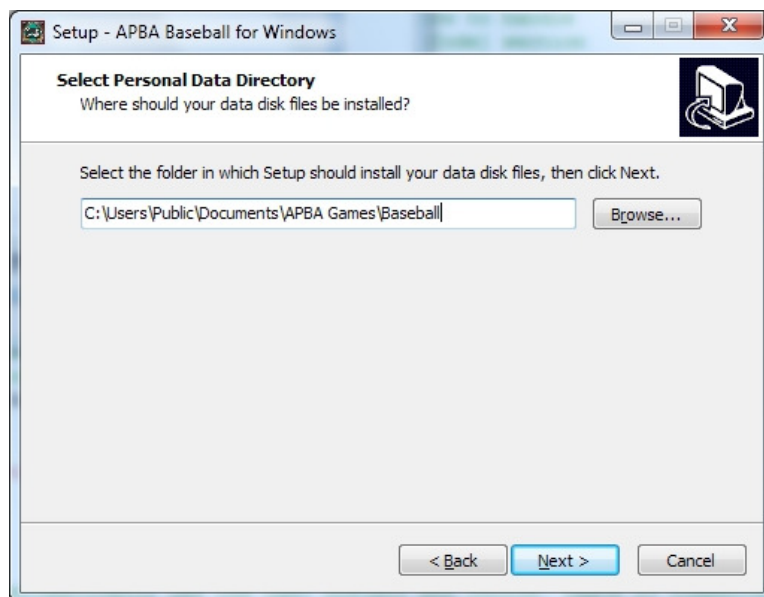
8. The Data Disks screen is displayed. This is where you are able to select which of the three included season data disks you wish to install at this time. Click the check box next to each season that you wish to install. You can run Setup again later and install any seasons that you do not choose to install now. When you have finished selecting the seasons to install, click the "Next" button.
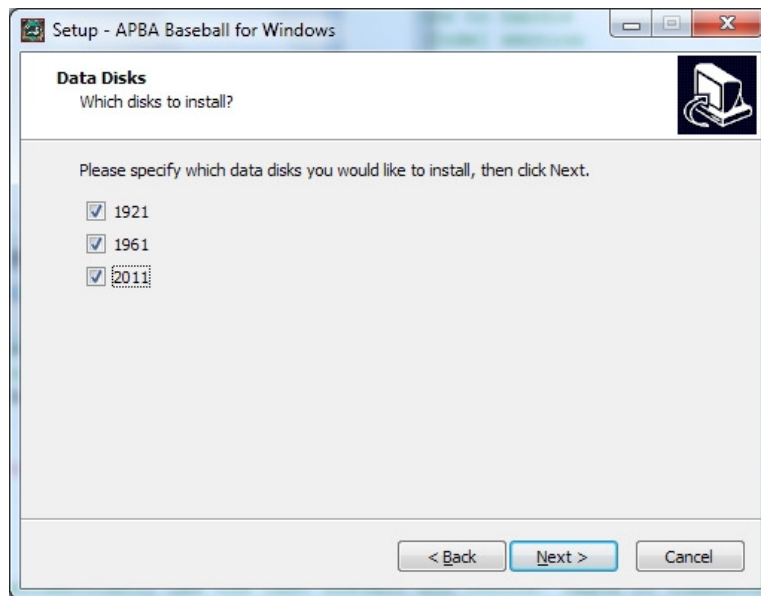
9. The Select Start Menu Folder screen allows you to select the folder in the Start Menu that will contain the 5.75 program icons. You can also select not to create a folder in the Start Menu by clicking the check box at the bottom of the screen. Most users should accept the default folder name of "APBA Games" and click the "Next" button.
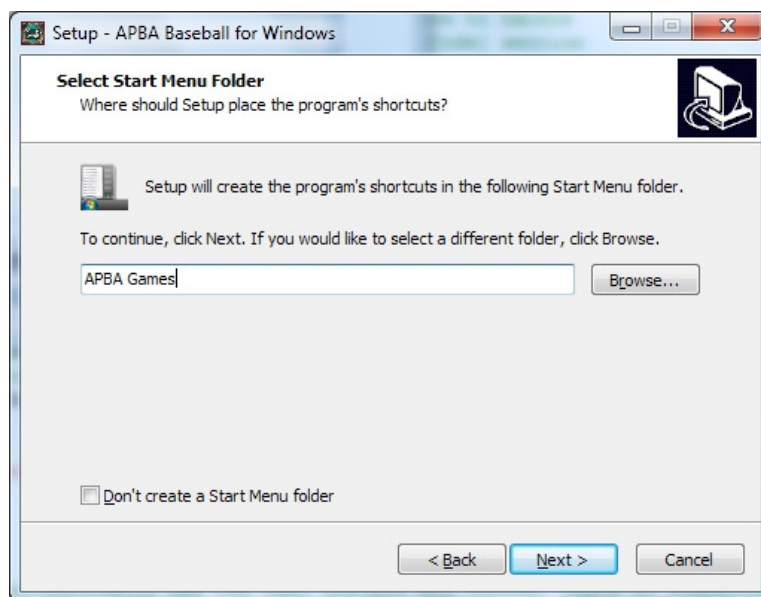
10. The Select Additional Tasks screen allows you to choose whether to create icons for the 5.75 programs and documentation on your Windows Desktop. These are entirely optional – you are not required to use them. Select whichever icons you wish to have Setup create for you. When you are finished making your selections, click the "Next" button.
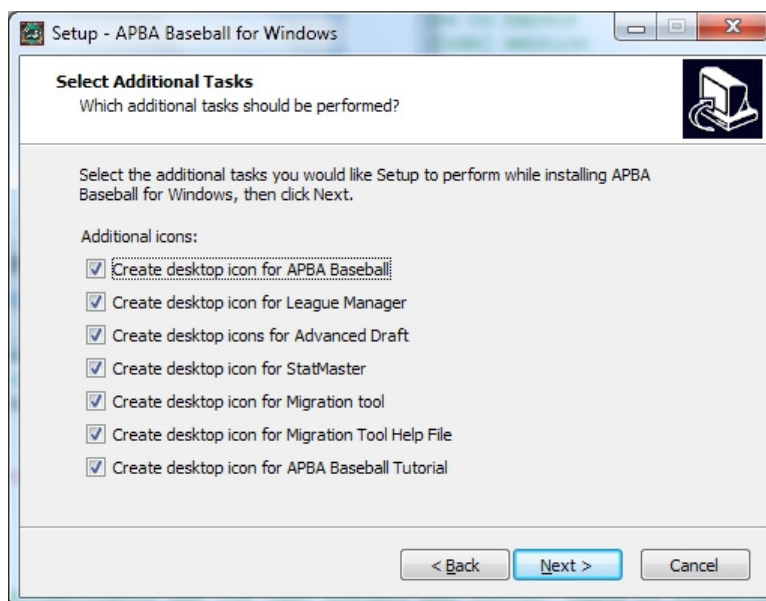
11. The Ready to Install screen will display the folder selections that were made on previous screens. If these are correct, click the "Install" button. Otherwise, click the "Back" button and continue back until you reach the screen with the information that you wish to change.
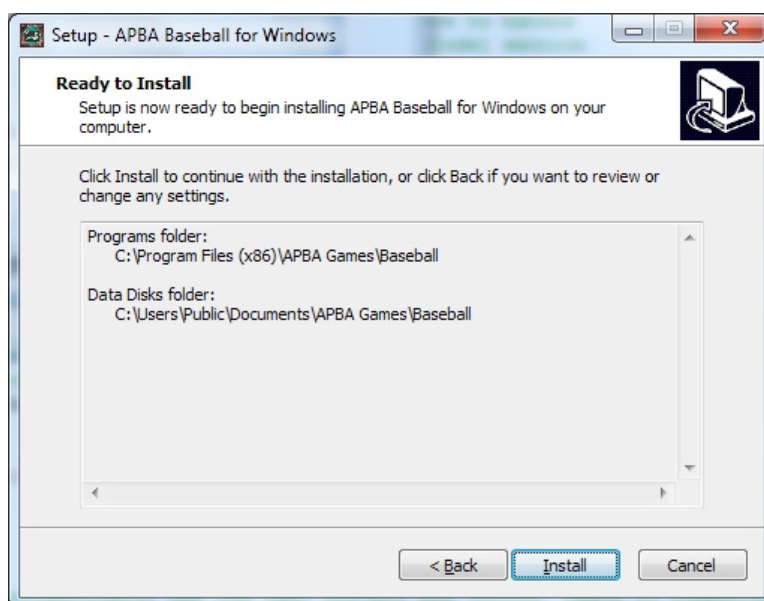
12. The Installing screen will appear and display a progress bar as it extracts the files, copies them to your computer, and configures the programs. This will take several minutes, depending on the speed of your computer and your hard drive.

13. When the installation is finished, the Completing the Setup Wizard screen will be displayed. You have the option of selecting to view the Quick Start Guide after the Setup Wizard has closed. The Quick Start Guide is a useful overview of the program's functions, and should be viewed by all new users.

    Click the "Finish" button to close the Setup Wizard and complete the installation.

14. Congratulations! You're ready to play APBA Baseball 5.75.

    Depending on the selections that you made during Setup, you can start the individual 5.75 programs through the Start Menu, or by using icons on the Windows Desktop.

    You can now install additional season Data Disks, Ballparks, and Managers, using the instructions given on those disks.

    If you have a previous version of APBA Baseball, you can use the new Migration Tool utility to transfer your previously-installed data files into 5.75. The Migration Tool is automatically installed during Setup. See the following section of this Guide, "Migrating Data from Previous Versions of APBA Baseball," for complete instructions on using the Migration Tool.

Migrating Data from Previous Versions of APBA Baseball

APBA Baseball 5.75 stores Season Disk, Ballpark, and Micromanager data files in a new folder structure. As a result, the data file locations for these items are different from the folders used in earlier versions of APBA Baseball.

If you have previously installed Version 5.5 or earlier, you can manually copy your existing Ballpark and Micromanager files into the proper folders in 5.75 and reinstall your Season Disks. However, if you would like some automated assistance with copying your data, you can use the new Migration Tool utility to assist you in transferring your existing Season, Ballpark, and Micromanager files into 5.75.

The Migration Tool allows you to select which of your existing data files you want to transfer from your previous APBA Baseball installation to 5.75. It can be used even if your previous version is installed on a different computer. Examples of different ways to use the Migration Tool are shown below.

Before You Use the Migration Tool

Please understand that the Migration Tool is provided as an aid for transferring valid existing data from an older version of APBA Baseball. The Migration Tool does some basic checking of the input data for validity, as described in the "Using" section. However, it will not be able to detect all cases of corrupt, missing, or incomplete data, such as data disk file errors, missing ballpark graphics, and incomplete micromanager files, nor will it be able to identify files that have been corrupted due to hard drive errors. These files would not be usable in previous versions of APBA Baseball, either.

It is strongly advised that you examine all of your existing data files and folders prior to migration, to determine whether there is unneeded or potentially faulty data that should not be migrated.

Using the Migration Tool

The screen images in this section show the Migration Tool running on Windows XP SP3.
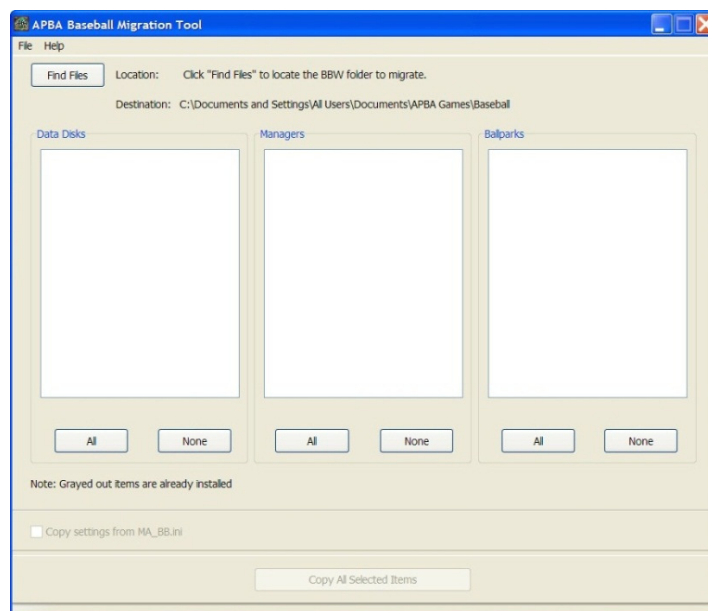
Example 1: Previous APBA Baseball version is on the same computer as 5.75

1. Go to the Windows Start Menu, and select All Programs – APBA Games – Migration Tool in Windows 7/Vista, or Programs – APBA Games – Migration Tool in Windows XP. If you chose to have a Migration Tool shortcut placed on the Windows Desktop during installation of Version 5.75, you can use that shortcut icon to run the tool.

    <u>Important additional instructions for users of Windows 7/Vista Professional XP Mode:</u>

    If the previous version of APBA Baseball is installed under the XP Mode feature of Windows 7/Vista Professional, you must copy the Migration Tool program file (C:\Program Files (x86)\APBA Games\Baseball\Migration.exe) to the XP Mode Desktop and run it from there.

    If the default values were used when both XP Mode and 5.75 were installed, the Migration Tool will locate the destination 5.75 data folder path automatically. If the 5.75 data folders are not found, the "Change Dest" button will be displayed. Click the "Change Dest" button and browse to the correct Baseball data folder location.

    The default 5.75 data folder path, as seen from the XP Mode Desktop, is: \\tsclient\C\Users\Public\Documents\APBA Games\Baseball.
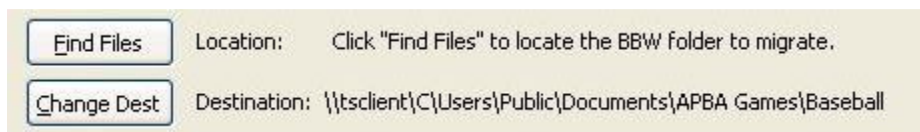
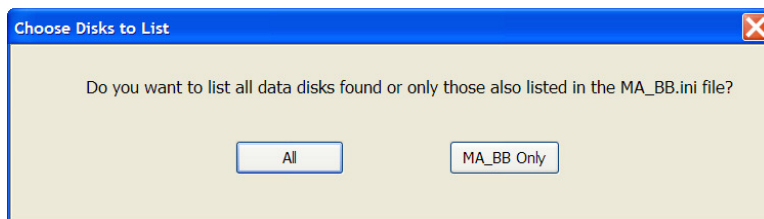2. Click the "Find Files" button. The Browse for Folders window will open.

3. Using the drive and folder menu in the Browse for Folders window, locate and select the folder that contains your previous APBA Baseball installation. For most users, this will be C:\BBW. If you installed the previous version to a different drive or folder, select that folder.
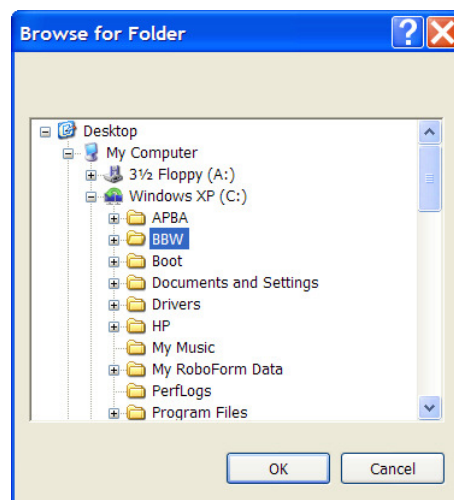
4. Click the "OK" button once you have selected the correct folder.

5. If the MA_BB.ini file is found in the C:\WINDOWS folder, a popup window will appear that gives you a choice of listing all of the .WDD data disk folders located under your BBW folder, or of listing the data disk folders that are also recorded in the MA_BB.ini file. The main difference between the two options is that the ini file contains data disk descriptions which would be migrated to 5.75. On the other hand, it is possible that you have some (probably unofficial) data disks that are not currently listed in your ini file. You may wish to run the Migration Tool first with option "MA_BB Only," then run it a second time with option "All" to look for other folders.

    If the MA_BB.ini file is not found, then all of the .WDD data disk folders located under the BBW folder will be listed.

Choose Disks to List	✕
Do you want to list all data disks found or only those also listed in the MA_BB.ini file?	
All MA_BB Only	

6. The Migration Tool will now examine the available Season Data disks, Micromanagers, and Ballparks, and do basic error checking. A status bar window will be displayed on the screen during the examination of disks.

    If any problems are encountered with Data disks or Micromanagers, the Bad Disk List window will appear. For each error, a reason will be given in brackets after the disk name. The reasons that may be displayed for bad Data disks are as follows:

    - [Schedule]

        a) If the Schedule.org in any data disk \ORGxxxxx subfolder is 0 bytes.

        b) If a test loading of the Schedule.org fails (something is bad within the file.)

    - [DAT File]

        a) The Players.Dat, NStat.Dat, or PStat.Dat file is missing or is 0 bytes.

        b) Any of those files are not of the proper size, which indicates corruption of the file.

    - [No Organizations]

        a) The data disk has no organizations – there are no \ORGxxxxx files in the data disk folder.

        b) The Org.Dat file in the \ORGxxxxx subfolders is missing or corrupt.

    - [Invalid Path]

        Primarily a safety check. This error is highly unlikely to occur.

    - [Unknown Error]

        While verifying the disk, a problem was encountered with the disk, and verification of the disk stopped. Most likely caused by a corrupt or missing file.

    An error in ANY organization on a Data disk (the \Orgxxxxx subfolders) will set the disk as bad.
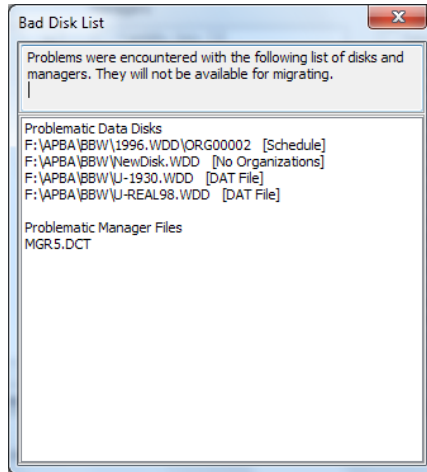
For Micromanagers, the Migration Tool looks for .DCT files and attempts to read the manager's name from the file. If it succeeds, the Manager is considered to be valid. If it fails, the .DCT is considered corrupt, and its filename is displayed in the Bad Disk List.

Any Ballpark for which an ini file exists will be considered valid. The Migration Tool will ignore any Ballpark graphics if an ini for that Ballpark is not found. No Ballpark errors will be displayed.

After you have reviewed the Bad Disk List, close the window to continue the migration process.

7. The valid installed Data Disks, Managers, and Ballparks will now be displayed in the Migration Tool window.
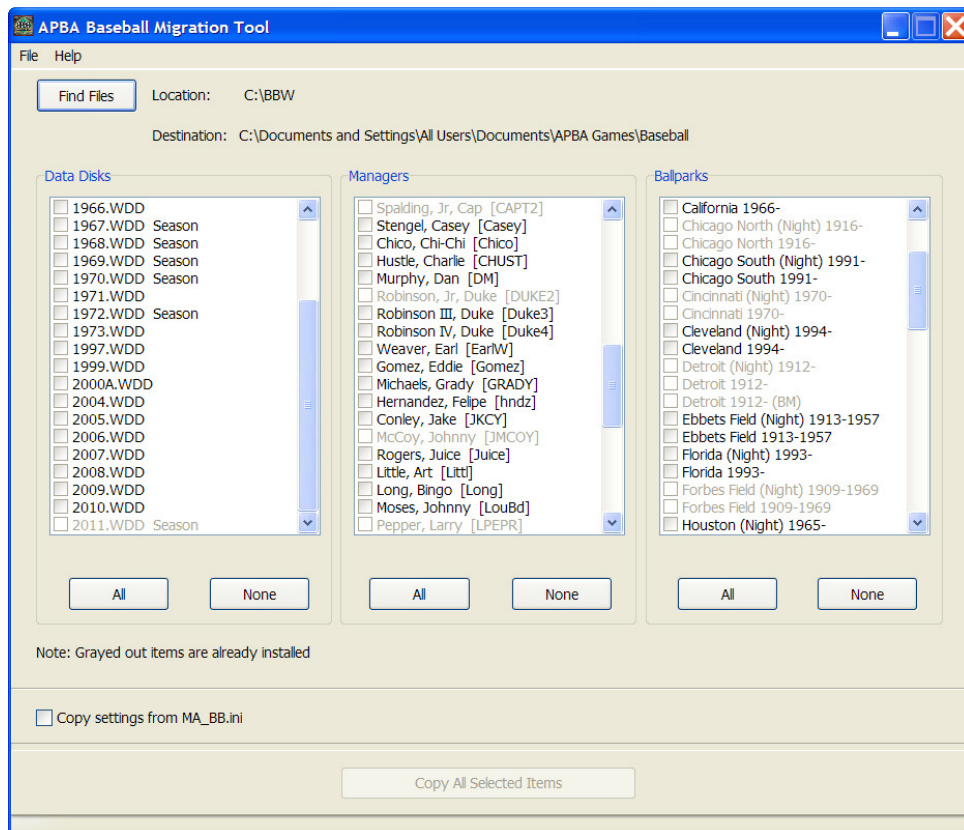
8. Click the check box next to each file that you wish to migrate to 5.75. Any Data Disks, Managers, and Ballparks that are already installed in 5.75 will be grayed out and will not be selectable.

    If you wish to migrate all files, click the "All" button at the bottom of each file type list. Note that you must click the "All" button for each of the three file types in order to migrate every available data file.

    You also have the option of migrating your program preferences settings from the MA_BB.ini file in the C:\WINDOWS folder of your previous version of APBA Baseball (if that file is found.) Existing program options will be copied into the configuration file for 5.75.

    Click the check box marked "Copy settings from MA_BB.ini" to select this option.

    Note that you may need to re-select your default ballpark in 5.75 after the migration has been completed, if that ballpark was not already installed prior to the migration.
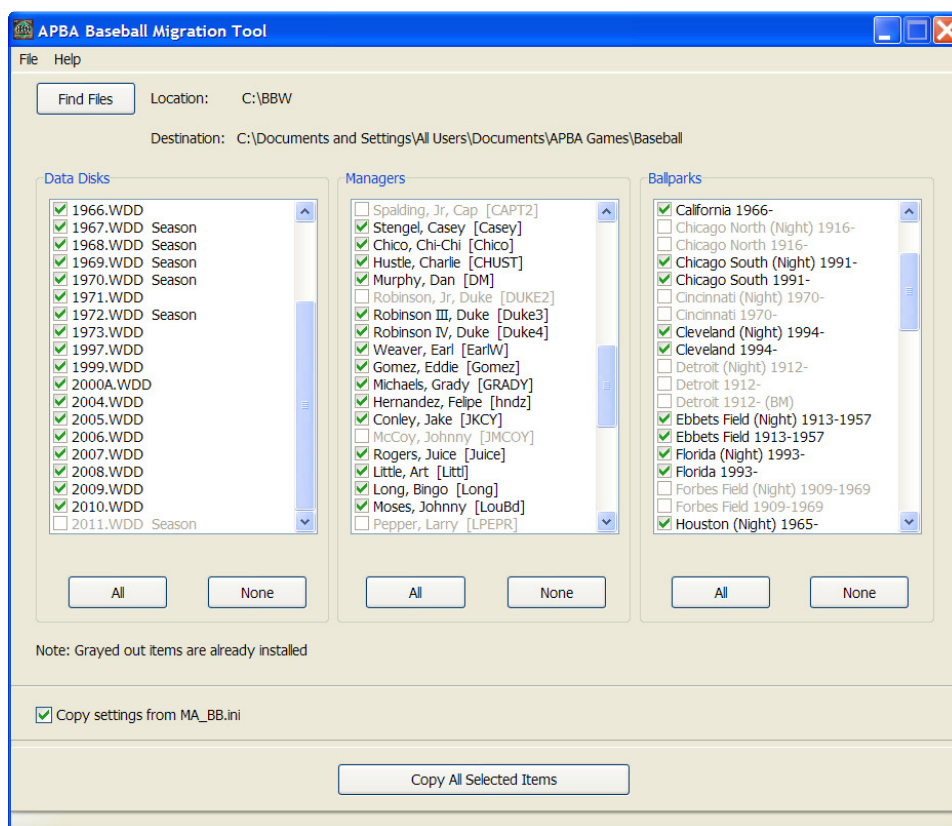
9. When you have finished making your selections, click the "Copy All Selected Items" button. The migration process will begin. The names of the files being copied will be displayed on the status bar at the bottom of the window. A smaller Windows file copy progress window may also appear if many files are being migrated.

    The length of time required to complete the migration will depend on the number of data disks being migrated and the speed of the computer. Data disks that contain multiple organizations and/or box scores and other completed season play data will take much longer to copy than disks that do not include such data. Managers and Ballparks will be copied very quickly.

10. When the migration has been completed, a confirmation window will display, and all of the selected files will be grayed out in the file type lists. Click the "OK" button to close the Migration Complete window.
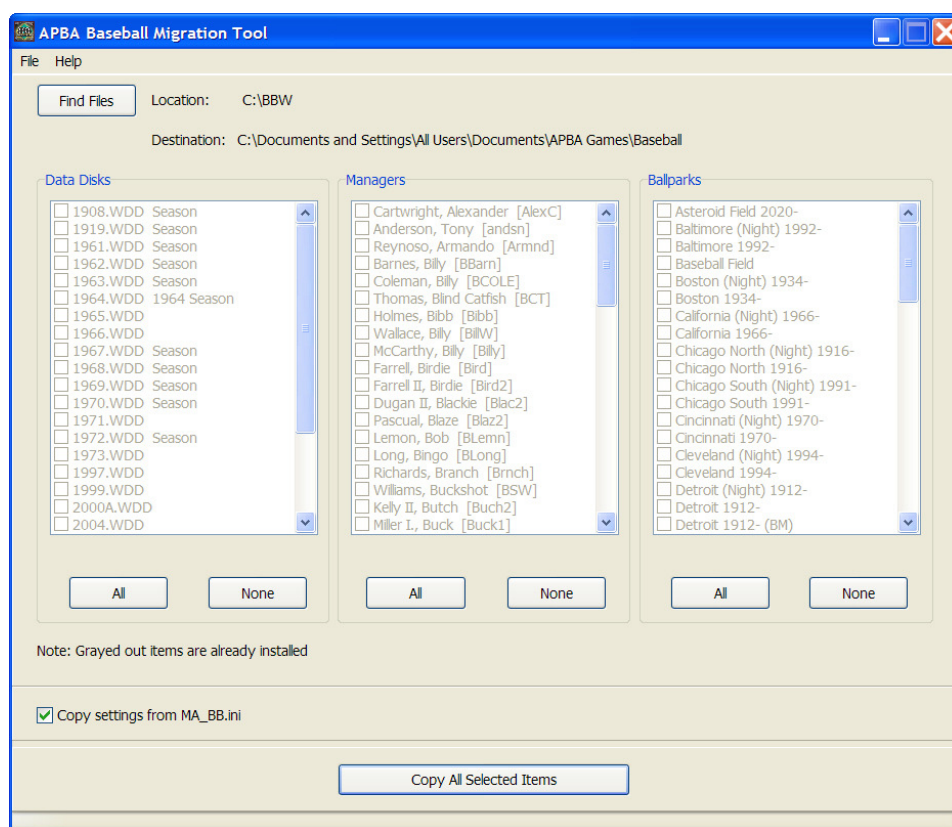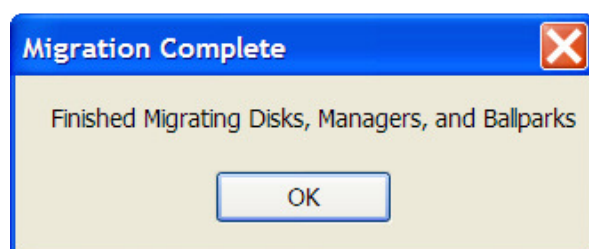
11. Close the Migration Tool by selecting File – Exit, or by clicking the white X in the red box in the top right corner.

Example 2: Previous APBA Baseball version is on a different computer

In order to migrate data files from a previous version of APBA Baseball that is installed on a different computer than 5.75, you must copy the BBW folder on the other computer, and all files and folders located within it, to removable media. This can be a CD, DVD, USB flash drive, or USB external hard drive. Both the computer containing 5.75 and the computer containing the previous APBA Baseball version must support the type of removable media that is chosen.

If you wish to migrate your program preferences settings from the previous version, you will also need to copy the MA_BB.ini file to the CD, DVD, or USB device.

Please note that, unless the previous version of APBA Baseball contains a small number of data files, the BBW folder structure may not fit on a data CD. DVDs and USB drives should have sufficient capacity for most users.

The additional steps for migrating data files from a different computer are as follows:

1. Copy the entire BBW folder structure (usually C:\BBW) and, optionally, the MA_BB.ini file (usually in the C:\WINDOWS folder) from the previous version of APBA Baseball to your chosen type of removable media.

2. Remove the disc or USB device from the other computer and insert it into the computer on which you have installed 5.75.

3. Follow all of the instructions listed in Example 1 above. In Step 3, select the disc or external drive that contains the copied BBW folder.

Example 3: 5.75 computer and previous version computer are connected on a network

If the computers containing the two versions of APBA Baseball are connected through a network, and if file sharing is enabled on each computer, the migration can also be conducted across the network. You should only use this method if you are very familiar with computer network setup and configuration. APBA cannot provide technical support for networking issues.

The procedure would be the same as in Example 1 above, except in Step 3, you would select the computer containing the previous version, and the BBW folder on that computer. The MA_BB.ini file in C:\WINDOWS will be located automatically by the Migration Tool.

Using APBA Baseball 5.75 in Leagues

APBA Baseball 5.75 can be used in draft and replay leagues in the same way as earlier versions of the program. Please note, however, that Franchise Files, Commissioner Files, and Backup files from Version 5.75 cannot be processed by earlier versions, and 5.75 is unable to read any of those files that were created on earlier versions. The file compression technology that was used in earlier versions is not compatible with 64-bit Windows.

In order to allow the exchange of F-files and C-files between managers who are using Version 5.75 and managers who are using Version 5.5 or 5.0, the League Play File Exchange Tool (LPFET) is included on the Version 5.75 CD. While the LPFET may work with earlier versions of APBA Baseball, it is only supported for use with Version 5.5 and 5.0 (which will be referred to as 5.x for the rest of this section.)

While it is preferable to have all members of an APBA Baseball league use Version 5.75 of the program, the LPFET allows you to have mixed leagues, where the members use a combination of 5.75 and 5.x. The members who are using Version 5.x will need to install the LPFET, which will allow them to convert 5.75 C-files and F-files to 5.x format, and to convert 5.x C-files and F-files to 5.75 format.

Installing League Play File Exchange Tool

1. Load the APBA Baseball 5.75 CD onto the computer that contains Version 5.x.

2. Using Windows Explorer, locate the Tools folder on the CD.

3. Copy the LeaguePlayUtility.exe program from the CD to the computer. This can be done in several ways, but the simplest is to drag the program from the CD drive to the Desktop folder.
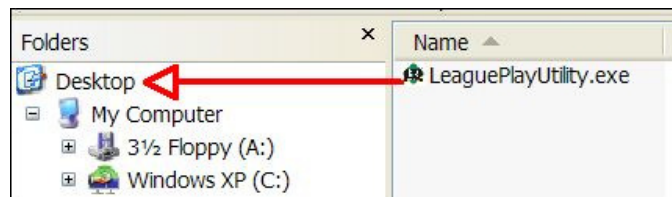
4. Double-click the LeaguePlayUtility icon on your Windows Desktop to open the program.

LPFET Basics

The functions that are provided in the main LPFET window allow you to create and load Version 5.75 C-files and F-files for a league data disk that is installed in Version 5.x.

LPFET uses Commissioner file and Franchise file dialog windows that are basically the same as those screens in Version 5.75, and very similar to the ones in Version 5.x. The most significant difference is that file names are no longer restricted to the old limit of eight characters. You can now use a longer and more descriptive name, as illustrated in the following examples:

C-TNL Week 10 play ball   F-SFS 7-24-12 lineups   F-Squirrels Week 6 results

Using LPFET

All screen images in this section show the LPFET running on a Windows XP computer with APBA Baseball Version 5.5 already installed.

Example 1: Load a new league into 5.x using a 5.75 C-file

You have an initial Commissioner file for a league in Version 5.75 format, and you need to load it into Version 5.x.

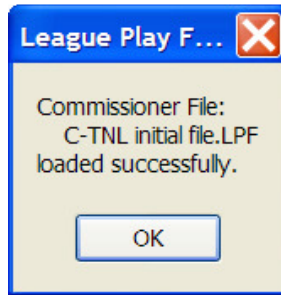1. Open the LPFET and click the "Load Commissioner File" button.

    Note that no other buttons are active, because a valid league Data Disk has not been selected in the Data Disks and Organizations fields.
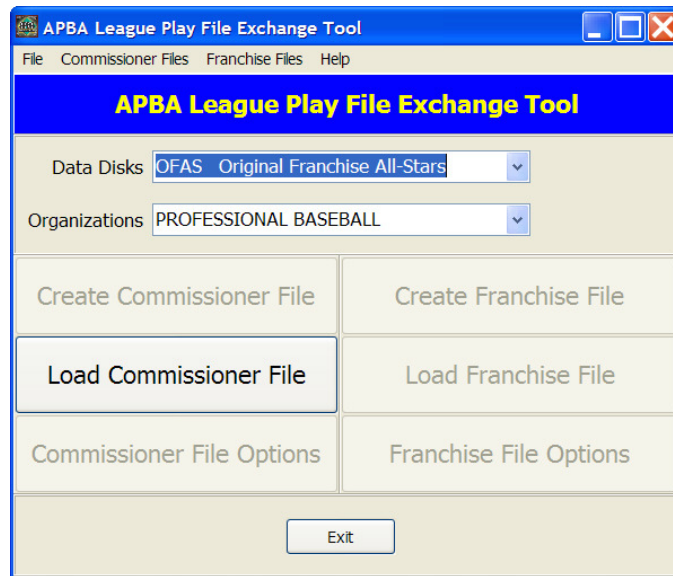
2. In the "Select Commissioner Transfer File" window, browse to the C-file that you wish to load, click on the filename, and click the "Open" button.
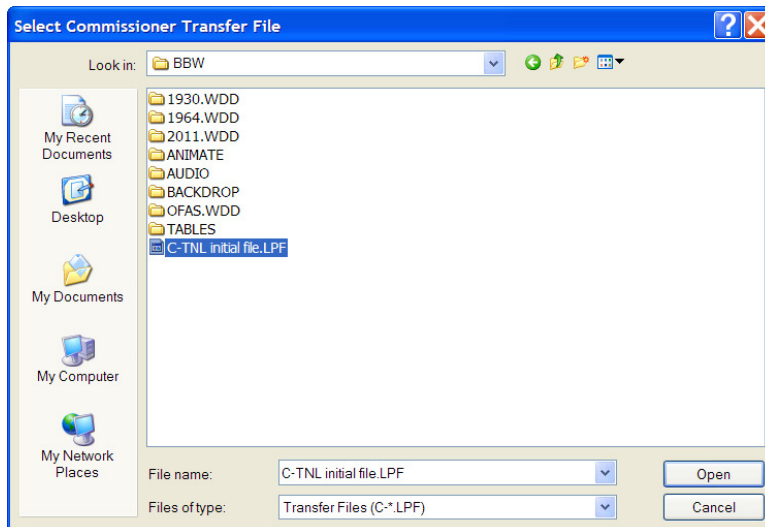
3. The conversion and loading of the C-file should only take a few seconds. You will receive a confirmation popup window when the C-file has been loaded. Click the "OK" button to close the confirmation window.

Example 2: Create a 5.75 F-file to send to the Commissioner

You are using Version 5.x in your league, and you need to send a Franchise file to the Commissioner, who is using Version 5.75.

1. Open the LPFET and select the Data Disk for the appropriate league and the Organization in that league, using the drop-down menus.

2. Once the selections have been made, click the "Create Franchise File" button.

3. In the Create Franchise File screen, choose the destination folder for the F-file, type in the file's name, and make sure that you have checked the boxes for all desired options and have selected the correct Franchise Teams(s).
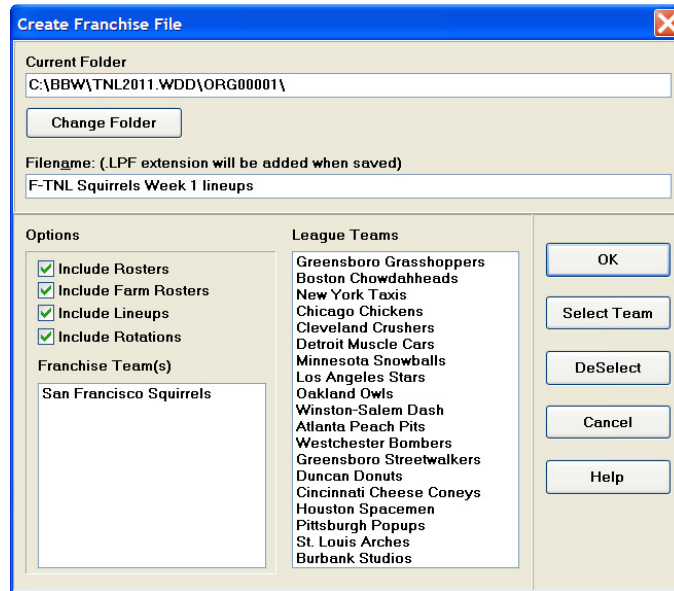

In most leagues, you will want to include Rosters, Lineups, and Rotations. If there is a Farm Organization in the league, you will also want to include Farm Rosters.

If you are managing more than one Franchise Team, you can select all of your teams, add them to the Franchise Team(s) list, and create a single Franchise file. You do not have to create separate F-files for each team.

After all information has been entered, click the "OK" button.
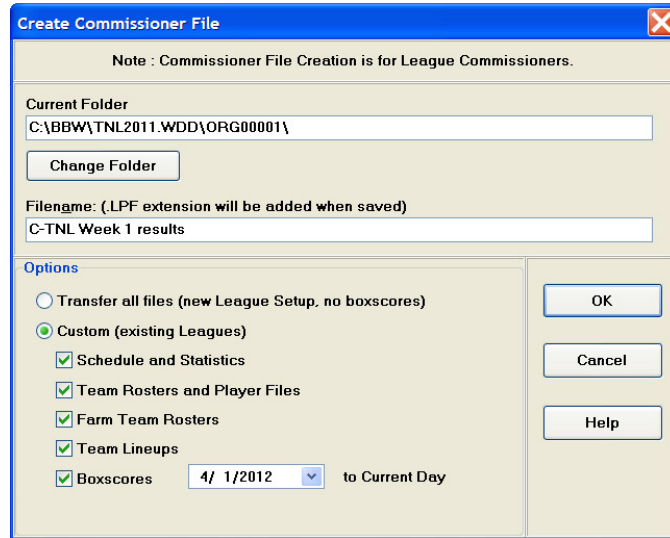
4. A confirmation will appear when the F-file has been created and saved in the specified folder.
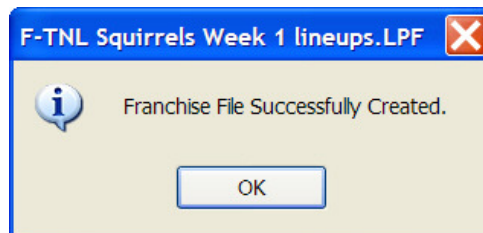
Example 3: Commissioner has Version 5.x, managers use 5.x or 5.75

In this case, the Commissioner and any other managers who are using Version 5.x will use the LPFET.

1. The Commissioner creates a C-file by clicking the "Create Commissioner File" button and selecting the folder, entering the file name, and selecting options.

> A confirmation window appears when the C-file has been created.
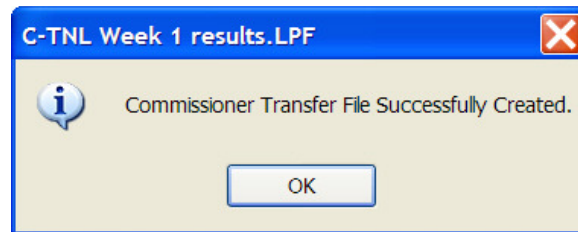
> The Commissioner then sends this C-file to all managers.

2. 5.75 users load the C-file directly into League Manager.

    5.x users load the C-file using the "Load Commissioner File" option in LPFET, as described in Example 1.

3. 5.75 users create F-files directly in League Manager.

    5.x users create F-files using the "Create Franchise File" option in LPFET, as described in Example 2.

4. The Commissioner loads the F-files, which are all in Version 5.75 format, by using the "Load Franchise File" option in LPFET.

Technical Support

If you encounter problems while installing or using APBA Baseball 5.75, you should start by checking the program documentation.

This Guide covers most of the situations that you will encounter during installation and migration.

The Quick Start Guide and the Help files contained within each of the programs are excellent resources for information about how to use all of the features of APBA Baseball 5.75.

If you need additional assistance, owners of APBA Baseball 5.75 are entitled to telephone technical support at no additional cost. Telephone support is available on weekdays from 9:00 AM to 5:00 PM, Eastern Time.

Technical support for APBA Baseball 5.75 is also available via e-mail at techsupp@apbagames.com. Please describe your problem as clearly as possible in your e-mail. You may be asked to provide copies of files that would allow Technical Support to recreate your problem.

Contact information for APBA

> Mailing Address:
>
> APBA Games
>
> 816 Curie Drive
>
> Alpharetta, GA 30005
>
> Customer Service and Sales:
>
> (800) 334-2722
>
> Fax: (770) 622-8834
>
> E-mail:
>
> Technical Support: techsupp@apbagames.com
>
> Customer Support: custsupp@apbagames.com

APBA Games can only provide technical support for APBA products. APBA is unable to provide support for any of the following:

- Microsoft Windows installation, configuration, or usage;

- Computer hardware problems;

- Network setup, configuration, or administration;

- Game utilities or data files sold or distributed by third parties.