

APBA Baseball 5.75 Bug Tracker

Introduction

We thank all of you for your support of APBA and APBA Baseball for Windows 5.75 in particular. Updating the game from version 5.5 was a daunting task. Regretfully, the update was not without problems. A patch to fix the reported problems is underway and we hope to have it available for downloading very soon.

If you encounter a problem with Baseball for Windows please report it to APBA Tech Support. The e-mail address is techsupp@apbagames.com and the phone number is (800) 334-2722. When e-mailing a report, please include the Windows version you are using and provide as much detail as possible so that we can recreate the problem. A step-by-step list of what causes the problem to arise is most helpful.

On to the bug list ...

League Manager

Problem : Ballpark assignments are not 'sticking'. I can assign a ballpark to a team in League manager but when I go to play the game a different park comes up. when I go back in to check the park assignments , they are no longer assigned. A similar problem occurs when trying to assign a park to a single team.

Reply: There is a problem with ballparks that have a name shorter than 8 characters that will do exactly that. The fix has been made in League Manager and will be in the patch update.

Workaround: You can change the names of the ballparks to use exactly 8 characters. You also have to change the field effects file for the park and the park .ini file names. You also have to make the change within the ballpark .ini file. All things considered, waiting for the patch is the easiest way to go.

Problem: In the AIM Schedule Options, AIM pitcher durability ratings are incorrect. Selecting Mid-20th Century gives me the 19th Century ratings and the other ones are also wrong.

Reply: The wires are crossed between what you select in the AIM options dialog and the correct Maximum Readiness Rating (MRR) and Refresh Rate (RR). The Late 20th Century is OK, the other 3 are crossed. The fix has been made and will be in the patch update.

Workaround: The wires *are* crossed - use this table to get the correct settings:

If you want:	Then select:
Late 20th Century	Late 20th Century
Mid 20th Century	19th Century
Early 20th Century	Mid 20th Century
19th Century	Early 20th Century

Note that after the patch is released and installed you will need to go back in and reset the rating to match exactly the one you want to use.

Problem: My lineups and rotations are set. When I go to play a game through League Manager, the lineup is missing the pitcher and I have to manually add one.

Related Problem: In Baseball, I try to play a game but. I load the lineups but when the game starts up, the pitchers are missing and I have to exit out of Baseball.

Reply: There is a bug in the lineup merging. It will occur with non-DH lineups. Not all the time - but some of the time. It has been fixed and will be in the patch update.

The testers have run a mixed DH/non-DH league for a few months and have not run into the problem. The problem has been recreated in testing so it definitely exists.

Workaround: If you run into the problem, adding a pitcher to the lineup and then adding the lineup to the rotation listbox might work. This is not a problem that always occurs.

Problem: Using the Lineups for Team or Lineups for Game editor, a Runtime 253 Error occurs and League Manager closes if there is an injured player in the lineup.

Reply: This will occur if you drag a player, other than the injured player, out of the lineup, before replacing the injured player. It has been fixed and will be in the patch update.

Workaround: Drag the injured player out of the lineup before making any other changes to the lineup.

Problem: In the AIM editor, change current settings, when changing a split grade pitcher's role to starter, the readiness rating can't be changed - the dialog insists that it must be between 10 and 18 - the range for a reliever.

Reply: Verified and fixed. It will be in the patch update.

Workaround: None.

Problem: Baseball opens up from the minimized state when playing automatic games in the background.

Reply: This one just came in. I need more information before I can look into it.

Problem: Start a game for manual play then start autogames in background. At the end of the day, after closing the manual game, the one playing the autogames doesn't close.

Reply: This was a good catch. In this scenario, Baseball was not reacting properly when it received an empty list of games left to play. It's been fixed and will be in the patch.

Workaround: Close the open Baseball game, or, if you want to continue with the next manual game, click on "Select", then "League", then select the game you want to play from the list that pops up.

Problem: The shortcut key (Alt-F4) to close a report or boxscore window is not working.

Reply: Confirmed, fixed, and will be in the patch update.

Workaround : Close the boxscore and report windows using the mouse or menus.

Advanced Draft

Problem: Trying to create a mixed team disk of Cubs teams, messages about duplicate players popup when I export teams. Some years only export some players, and the rosters are showing players from different years rather than showing only players from the years exported.

Reply: The programmer may be living in Mesa AZ this time next year so he's extra-sensitive with issues concerning the Cubs! The problem has been verified and fixed and will be in the patch update. It's believed that it will also resolve other related "duplicate player" problems when exporting a team or transferring players from one disk to another.

Workaround: Joe Sweeney (MakoJo) has a utility, "APBA BB Import Visa", on his webpage that will work around this problem. Try it first on any disks released over the last few years and then, after verifying that all is well, use it on the older seasons.

Problem: "DFSFile Error" when dragging a team to a newly created data disk.

Reply: This was found during testing of the Cubs problem. Error fixed and it will be in the patch update.

Problem: The card viewer isn't showing the top row (11, 31, 61) of hit numbers or the right side column is partially cutoff.

Reply: This is an odd one. It occurs on some, but only some, widescreen monitors. It has to do with the Windows DPI setting. Changing monitor resolutions won't resolve it. This one remains open as the problem cannot be recreated on the equipment in use (including the testers' equipment).

Workaround: None at the moment. Changing DPI settings can resolve it but that affects how other programs, and Windows, looks.

StatMaster

Problem: The StatMaster icon on the taskbar shows the name as "AtatMaster".

Reply: Heavy thumbed programmer made last minute typo. Don't blame the testers, don't blame APBA, don't blame Bobby Valentine. Fixed.

Workaround: None needed it's only a caption.

Baseball

The primary bug in Baseball is the one with lineups listed under League Manager. Lineups are common to both applications so that fix will also fix ones in Baseball.

Problem: General errors in the text display and scripts.

Reply: It is not yet possible to fix these. The tool necessary to do so is not finished (it's even older than the BBW code). Please keep reporting them.

Problem: My stats are off. Homeruns are a) too high or b) too low.

Reply: Park effects are unintentionally being used. Go in to "Options" then "Game Rules" and remove the checkmark from the "Enable Ballpark Effects" option. The default on installation is, well, there is no default. APBA Baseball, as well as BBW 5.5, do not include that setting in the initial respective .INI files. The first time you run Baseball it uses a default option of "On" and will save it.

Migration Tool

Problem: None, some, most, of my disks in 5.5 are not showing up.

Reply: If you have 5.5 running on a computer with Windows 7 or Vista, 32 bit, you have most likely hit a UAC (User Access Control) issue. Explaining this is well beyond the call of duty. If you ran any of the 5.5 applications without right-clicking them and selecting "Run as Administrator" (or making the change in their properties to "Always run as Administrator") then Windows created a secret, separate, MA_BB.ini file in what it calls the "VirtualStore" folder. It's in C:\Windows\Users\\AppData\Local. The Migration Tool uses the one in C:\Windows.

The Migration Tool has been modified to ask if you want to list "All folders" or "Only those found in the MA_BB.ini file". Selecting "All Folders" will list all the .WDD folders it finds in the selected directory. It will also now check for possible corrupt or missing files in your .WDD folders. It will not list them in the migration list. This is to prevent the migrating of some old long forgotten disks that had crashed in 5.5 but were never removed.

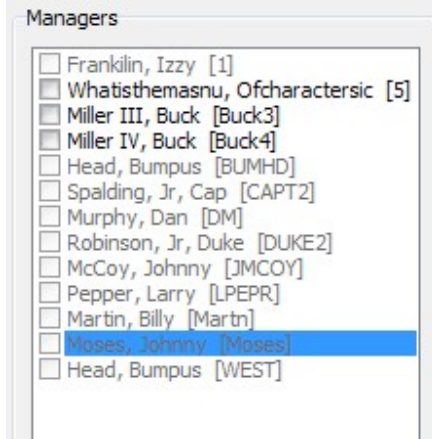
Workaround: If all the disks are not showing, go into C:\Windows and find your MA_BB.ini file. Temporarily rename it (Vista and Windows 7 will prompt you with the administrator required popup). Then rerun the Migration Tool. After migrating, go back and reset the name to MA_BB.ini.

Problem: Access violation at address 00403BAA in module migration.exe, read of address xxxx.

Reply: You have a corrupt micromanager file. This error is now being trapped, the corrupt manager bypassed, and the tool will continue to run to completion. It will be in the patch update.

Workaround:




















Run the Migration Tool. Just click OK when the Access Violation opens up.



In the list of managers, note the name in [square] brackets of the last manager listed. In the list above it is [WEST]. His file is MgrWEST.DCT.

Open Windows Explorer to your C:\BBW folder (or wherever you have BBW 5.5 installed).

Scroll down the file list until you find the name of that last listed manager:

 MGRJMCOY.MOB	55 KB	MOB File
 MGRJMCOY.MSY	26 KB	MSY File
 MGRLPEPR.CLN	1 KB	CLN File
 MGRLPEPR.DCT	51 KB	DCT File
 MGRLPEPR.LIB	242 KB	LIB File
 MGRLPEPR.MOB	57 KB	MOB File
 MGRLPEPR.MSY	26 KB	MSY File
 MgrMartn.DCT	53 KB	DCT File
 MgrMartn.LIB	325 KB	LIB File
 MgrMartn.MOB	78 KB	MOB File
 MgrMartn.MSY	23 KB	MSY File
 MgrTonyS.DCT	53 KB	DCT File
 MgrTonyS.LIB	334 KB	LIB File
 MgrTonyS.MOB	80 KB	MOB File
 MgrTonyS.MSY	23 KB	MSY File
 MGRWEST.CLN	1 KB	CLN File
 MGRWEST.DCT	52 KB	DCT File
 MGRWEST.LIB	243 KB	LIB File
 MGRWEST.MOB	52 KB	MOB File
 MGRWEST.MSY	21 KB	MSY File

Now scroll down until you find the very next file with a .DCT extension – that's the bad one. Change that .DCT file to something like ".XXX" and try the Migration Tool again.

General Problems

Problem: My stats are off the wall. Homeruns are a) too high or b) too low.

Reply: Park effects are unintentionally being used. In Baseball, go in to "Options" then "Game Rules" and remove the checkmark from the "Enable Ballpark Effects" option. The default on installation is, well, there is no default. APBA Baseball, as well as BBW 5.5, do not include that setting in the initial respective .INI files. The first time you run Baseball it uses a default option of "On" and will save it.

The Migration Tool has been changed to copy your 5.5 setting if it finds an MA_BB.ini file and you elect to copy those settings. This fix will be in the patch update.

The default APBA_BBW.INI file used by the installer will include the setting with a default of "Off". This won't be available until after a new run of disks is created.

You'll also want to check your rules settings for Ballpark effects in League Manager.

If you are using AIM, check the League Manager bug list for the problem with the "century" settings.

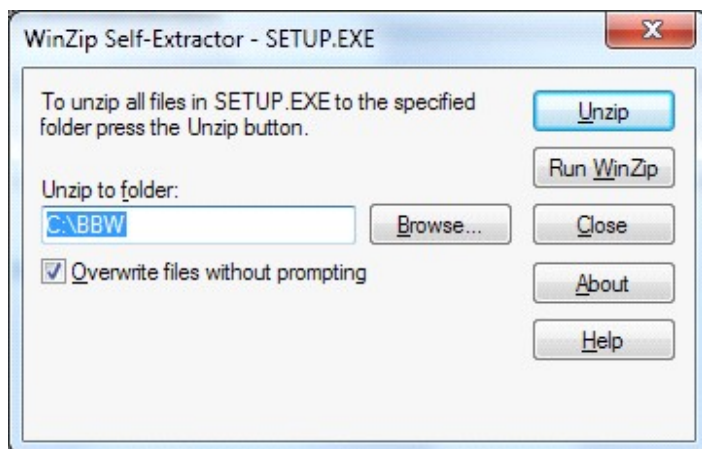
Problem: I want to run the 2011 season using park effects but the 2011 files aren't installed - the 2010 ones are.

Reply: Programmer error. The initial installation disk for testing was setup prior to the release of the 2011 data disk. When the 2011 disk was released, the field effect files were not updated. The patch will include the 2011 versions of the field effect files. If all goes well, it will also include the field effect files for ballparks that were never issued.

Problem: How do I install the ballparks from the CDs or diskettes?

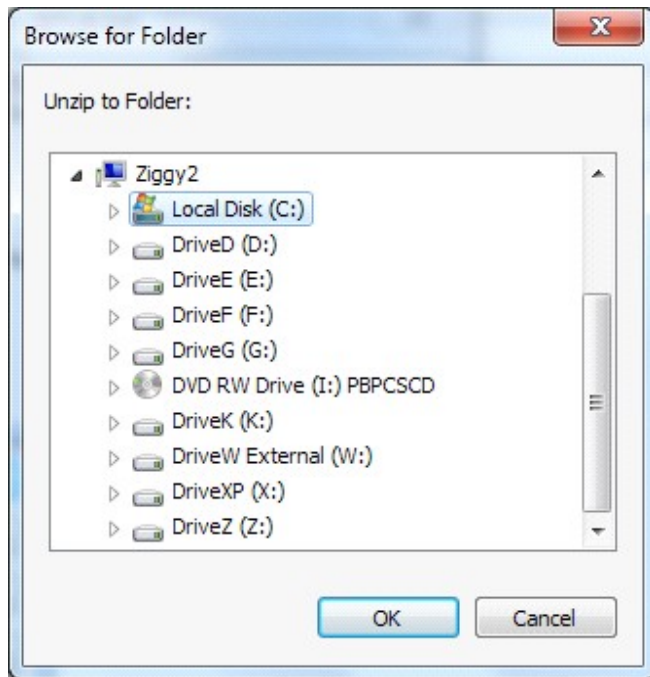
Reply: If you are running Vista or Windows 7 then ...

When this window comes up ...



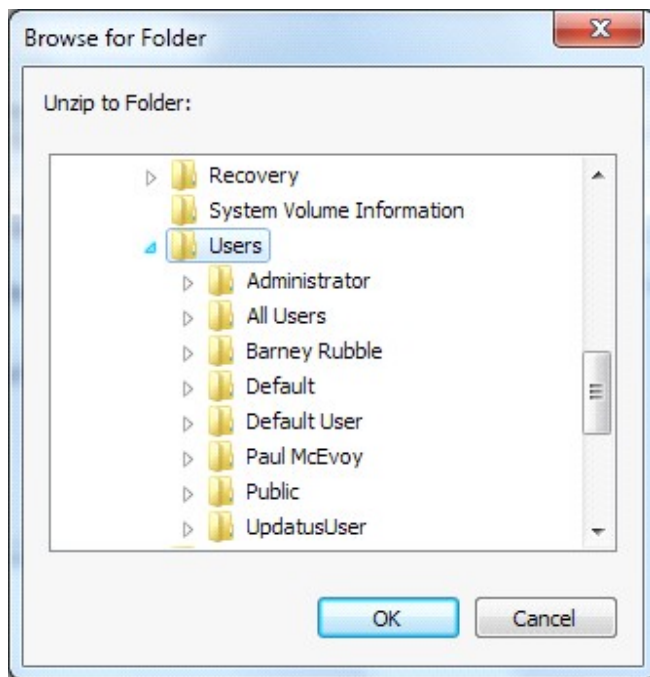
Click on the Browse button.

Then when this one comes up

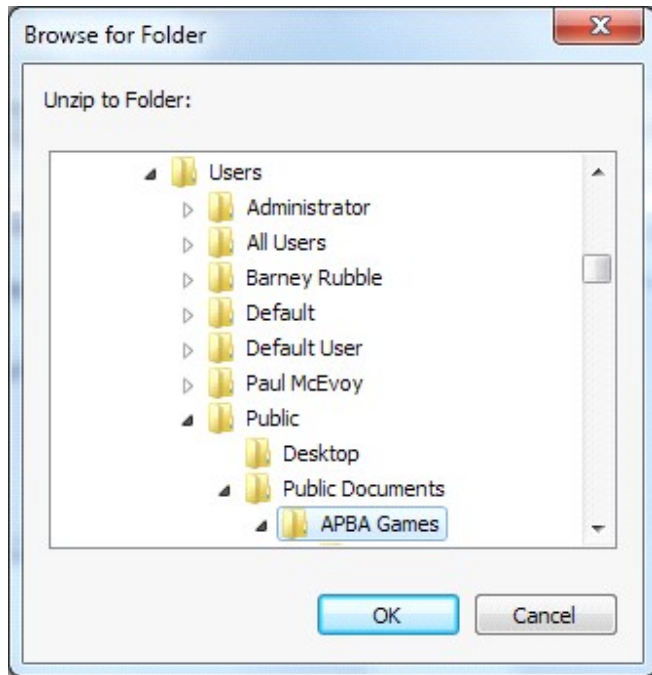


Click on the ">" arrow to the left of "Local Disk (C:)"

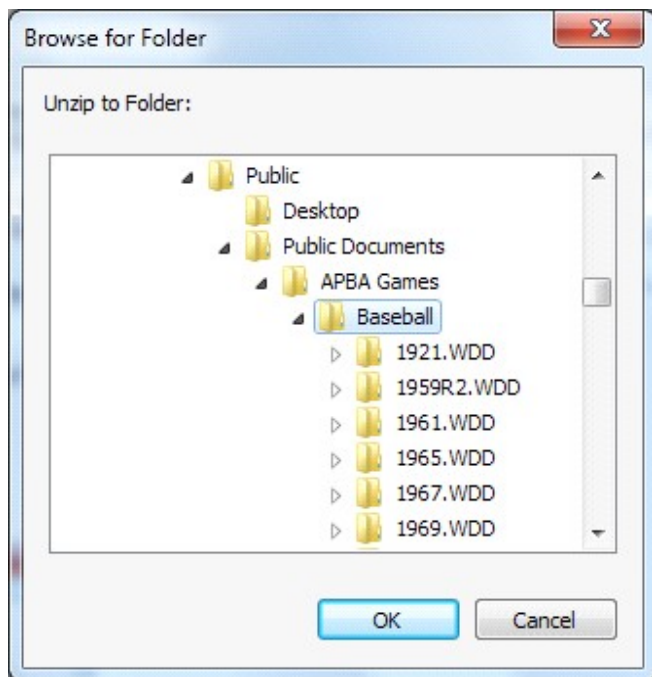
Then scroll down to "Users"



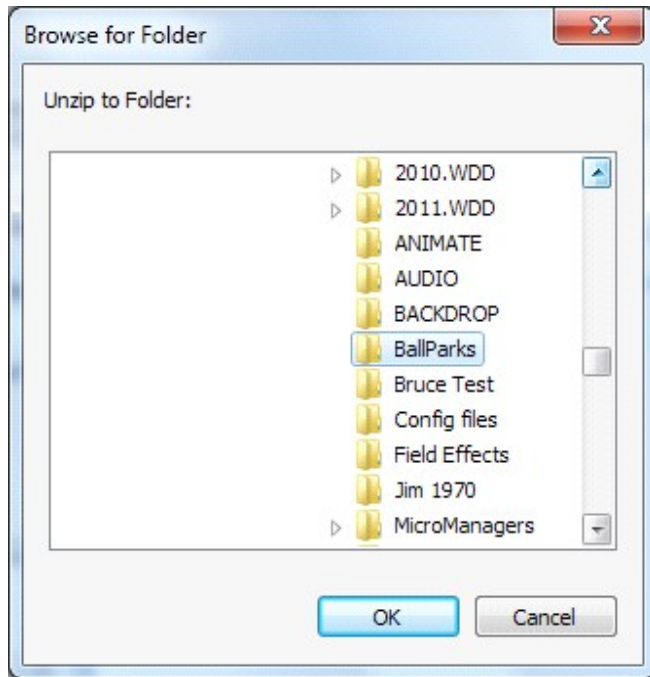
Then down to Public, Public Documents, APBA Games



Then Baseball



Then Ballparks



Then click "OK".