

APBA Baseball

LPFET User's Guide



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Version 5.75 and LPFET program development by StumpCat Software

LPFET User's Guide written by Bruce Jones

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Introduction

This User's Guide describes the use of the APBA Baseball League Play File Exchange Tool, known more simply as LPFET. This utility program is not intended for users of APBA Baseball Version 5.75. Its purpose is to allow the sharing of files when a combination of Version 5.75 and earlier versions of APBA Baseball are being used in a single APBA league.

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.

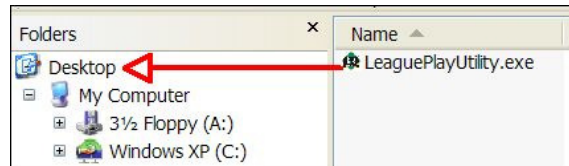
In order to allow the exchange of F-files and C-files between managers who are using Version 5.75 and managers who are using Version 5.5 or 5.0, the League Play File Exchange Tool (LPFET) is included on the Version 5.75 CD. It is also available on the apbagames.com web site.

The LPFET 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) although it may also work with earlier versions of APBA Baseball.

While it is highly recommended 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. League members who are using Version 5.x will need to install the LPFET, which will allow them to load 5.75 C-files and F-files into 5.x, and to create new C-files and F-files in 5.75 format. Members who are using Version 5.75 will NOT need the LPFET.

Installing League Play File Exchange Tool from the 5.75 CD

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.

Installing League Play File Exchange Tool from apbagames.com

1. Download LPFET.zip from apbagames.com. Depending on the web browser that you used to access the web site, you may be prompted to Save or Run the file. Choose "Save" and select an appropriate location, such as your default Download folder or your Windows Desktop. Remember where you saved the file!
2. The file will be in compressed .zip format, and will contain an executable program file, a Help file, and a Usage Guide file. Save the extracted files to your Windows Desktop, or to a new folder, such as C:\LPFET. Remember where you saved the files!
3. Double-click LeaguePlayUtility.exe 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

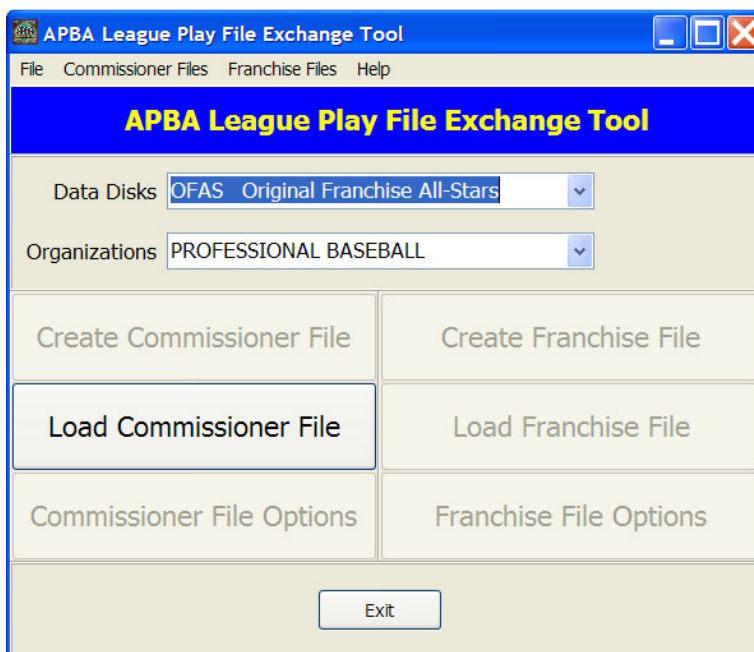
All screen images in this section show the LPFET running on a Windows XP computer with APBA Baseball Version 5.5 already installed.

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

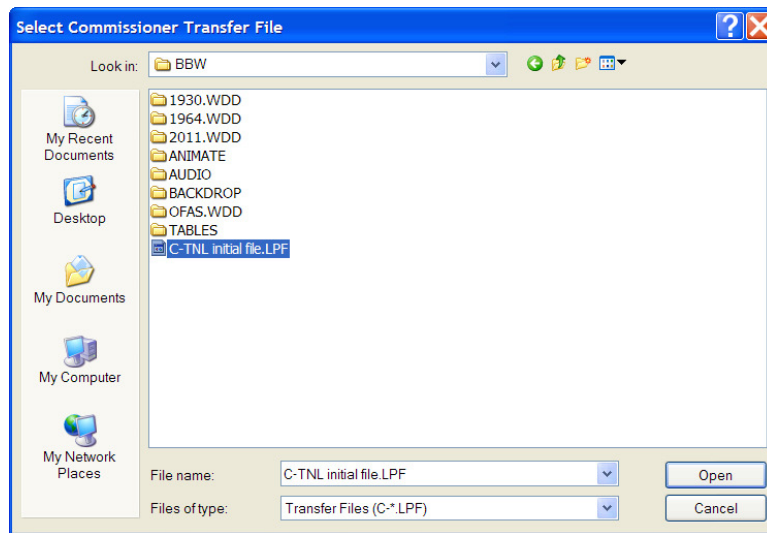
You have an initial Commissioner File for a league in Version 5.75 format, and you need to load it into Version 5.x.

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.

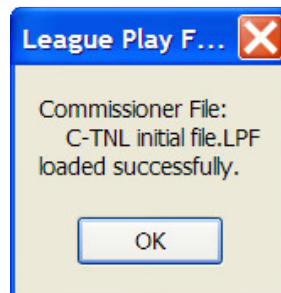


2. In the “Select Commissioner Transfer File” window, browse to the C-file that you wish to load, click on the filename, and click the “Open” button.



3. The loading of the C-file into 5.5 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. **IMPORTANT!** Do NOT create an F-file in 5.5! ONLY create it in LPFET as described below!

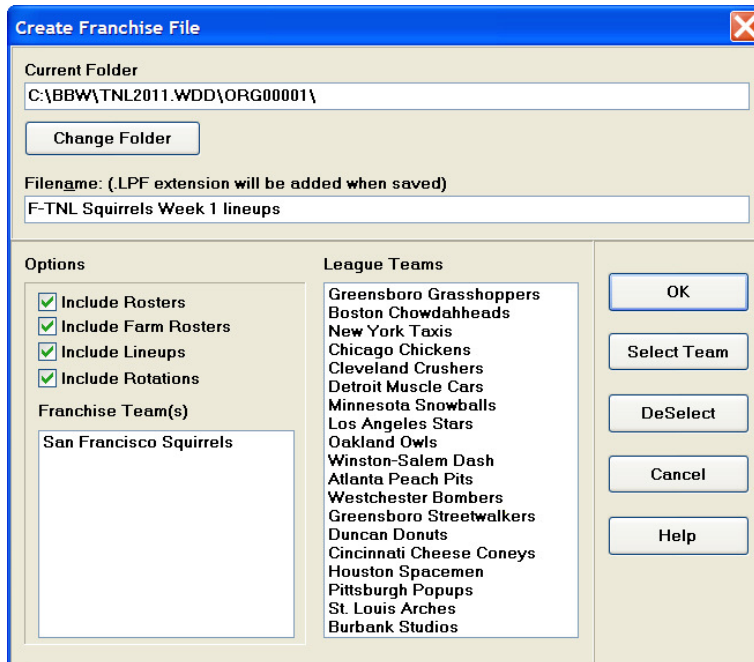
If you do accidentally create a 5.5 F-file, open that F-file again in 5.5 but DO NOT UPDATE GAMES! Exit the window by clicking “Cancel” or hitting Esc, then close League Manager.

This will reset the status of the games and allow you to create the F-file in LPFET.

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



3. Once the selections have been made, click the “Create Franchise File” button.
4. 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 Team(s).

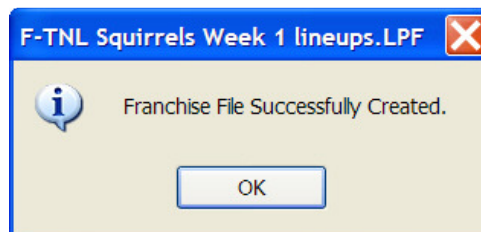


In most leagues, you will want to include Rosters, Lineups, and Rotations. If there is a Farm Organization in the league, you will also want to include Farm Rosters.

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.

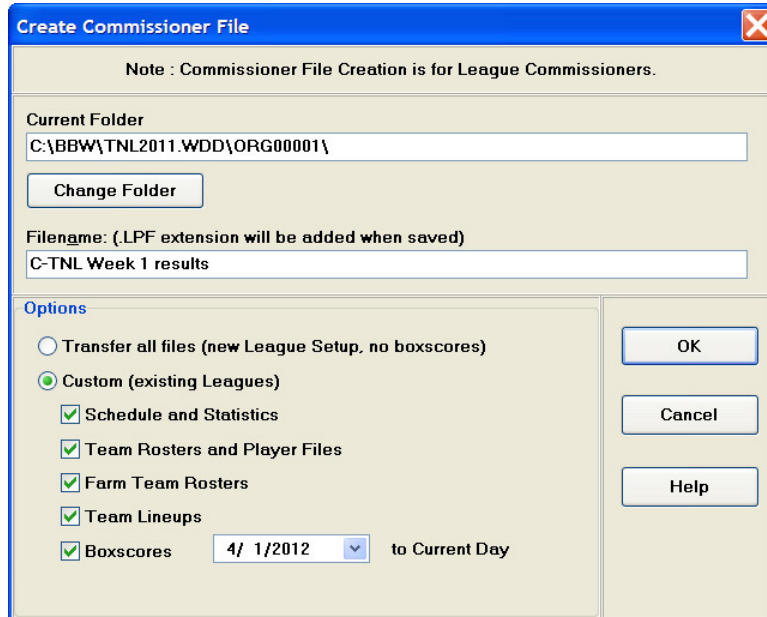
5. A confirmation will appear when the F-file has been created and saved in the specified folder.



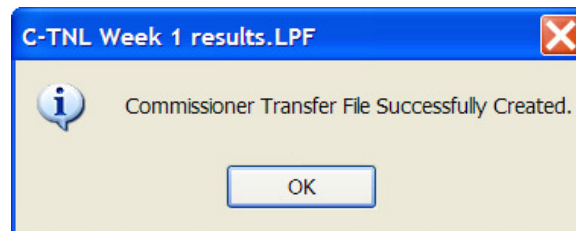
Example 3: Commissioner has Version 5.x, managers use 5.x or 5.75

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.

The www.apbagames.com web site will have updated information about any recent issues that have been reported by game owners.

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:

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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.