

## APBA Baseball for Windows 5.75 Update 12

### Update #12

2/26/2014

This update 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.

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
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## Update #10

6/28/2013

Update #10 resolves these recently reported issues:

### League Manager:

- Newspaper style boxscores were not showing to-date-stats for unscheduled games if games were played directly from Baseball instead of through League Manager.
- AIM status report was not updating the farm organization if an older franchise file was loaded after a newer franchise file had been loaded.

### Advanced Draft:

- MBF category was not showing up on printed reports.

### StatMaster:

- Custom reports were not showing the correct number of players selected.

### Migration Tool:

- User created Ballparks without 256 bit image sections in their .ini files were not migrating.
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## Update #9

4/9/2013

Update #9 resolves these recently reported issues:

### All:

- Color printing, introduced in Update #8, is now an option. This update will set color printing to "Off". Use the Options in any of the applications to turn it back on. Turning it on, or off, in any of the applications will turn it on, or off, in all the applications.
- Fixes and adjustments made to printouts. Missing column headers on some reports were printing "white on white".
- Printing in general, "generic/Text only printer" in particular. Intermittent error, dependent on number of players, that caused output to go seriously awry.

### Advanced Draft:

- "Ins" shortcut cut not working to add a team on the Edit Organization window.
- Lineup editor - when deleting a lineup other than the loaded lineup, the player focused in the loaded lineup was being deleted from the lineup.
- Edit lineup "Save" menu item was disabled after making a change.
- First player on farm organization would "disappear" when using the "Del" shortcut key to drop a player from the farm organization. The player was still on the roster - he just wasn't showing in the list.

### League Manager:

- Date issues with calendar used in creating commissioner files, adding players to the DL List, etc., if Windows locale settings were non-USA or the locale settings were USA but did not use the default short-date format.

- YTD injury report not sorting correctly on Start Date.
- F-Files not including farm team rosters when farm teams were created manually. This was a special case. Also fixed in the LPFET.

Baseball:

- Game script printouts - black boxes between plays.

StatMaster:

- No changes other than printing issues.

Migration Tool:

- No changes.
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## Update #8

3/3/2013

Update #8 resolves these recently reported issues:

All:

- Frame rectangles showing between some columns on printed reports.
- Added limited color printing to some reports.
- Other adjustments made for printing reports.
- Added "IBB", intentional walks, column for pitchers in Player Reports.

Advanced Draft:

- Drag and drop to add players to roster failed if filters were on.
- Access violation when clicking on New Roster on the Organization Edit window.
- Edit Lineup - "swap" not enabled for 9th position in batting order
- Added "Age" field to player listing. Note: requires a PLAYERS.DAT file containing the ages.
- Player list, sorted on pitching, did not print as WYSIWYG.
- Player draft not closing properly at end of draft.
- Drag and drop from one farm roster to another farm roster was placing the dragged player on the parent roster.
- Using the "Void Pick" option in a draft caused 2 players to be dropped from the draft report instead of just one.

League Manager:

- Games started "GS" column added to the edit lineup dialog.
- Magic # not showing on standings report on last day of play.
- Rounding error on PR930 led to player receiving PR930 with an OPS of .600.
- If AIM Status report was open then the lineup dialog was opened, the status report would go behind the main window.
- Franchise files could have the wrong farm organization ID for teams if the farm organization was created manually. This would lead to farm team errors when loading the franchise file. Also fixed in the LPFET - available as a separate download for users of 5.5.

Baseball:

- Middle infielders, unrated at 3B, were receiving too high of a rating at 3B if assigned to play there.
- Adjusted play result numbers (PRN) for players with 2 column cards to account for rule interpretation of "on player cards with 2 columns score this the same as ..." for PRN 6 with runner on 3rd, PRN 2 with runners on 1st and 2nd, and PRN 6 with bases full. This will affect players with 2 column cards that have 1st column PRNs of 2 or 6. Previously, only the second column play results would be changed.

StatMaster:

- Leader board and fielding report column widths adjusted for printing.

Migration Tool:

- No changes other than version update.

An update for the League Play File Exchange Tool (LPFET) is available as a separate download. The LPFET is used only by League Play managers using 5.5 or 5.0.

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## Update #7

1/2/2013

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

This update removes a debugging message that was inadvertently left in Update #6. The message reported an "APIOpenFile Error". This was a message used only for debugging - there was no actual error.

This update also does more to resolve the installation of official disks that would default to installing as "U-" disks.

An update for the League Play File Exchange Tool (LPFET) is available as a separate download. The LPFET is used only by League Play managers using 5.5 or 5.0.

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## Update #6

12/17/12

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

Update #5 Plus resolves these recently reported issues:

ALL:

- The primary reason for this update is to resolve an issue a very small number of users have run into. They would get an error message stating "The process cannot access the file because it is being used by another process". The probable cause is other software (anti-virus, malware, detectors, anything running an indexer service etc.) accessing the files. This error could lead to game stats not updating in StatMaster.
- Reworked the disk install routines to use UTC time. This should resolve the timestamp issue that resulted in official disks installing as user ("U-") disks.

League Manager:

- Standings report not showing Magic # in wildcard standings

- A.I.M. autosub feature would always select an itchy starting pitcher. Should have been random with a 20% chance of an itchy starter selected.
- "Initialize Schedule" was not deleting the YTD Injury list.
- Reworked the lineup editor to properly handle injured players.

Baseball:

- Fixed a display transparency issue with the Decision Panel.

Advanced Draft:

- List menu had duplicate shortcuts for Sort and Save. Corrected Sort to use "o";
- Team Edit window displaying incorrect A.I.M. refresh rate for some pitchers that were edited.

StatMaster:

- Some work done on reports and report printing.
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## Update #5

12/02/12

Update #5 resolves these recently reported issues:

League Manager:

- The Schedule Generator has been worked on to produce better results.
- Resolved C-File issue in which a farm organization was added after the initial C-File was created without one.
- A.I.M. editing - changing a reliever's role now uses the Q\* rating to determine the MaxRR for the new role.

Baseball:

- Resolved on-field player "flicker".
- Resolved issue with wrong player stats displaying when selected from scoreboard lineups.
- Added date to boxscore printouts.

Advanced Draft:

- Fixed the editing/trading of draft picks.
- Reworked the lineup editor to display the full lineup. Added a "splitter" and scrollbar so it can be resized or scrolled.
- Added the Ctrl-F hotkey to display a team and its farm organization from the organization edit window.

StatMaster : No changes.

Migration Tool:

- Data disk descriptions, if present in the MA\_BB.ini file, now copy over properly.
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## Update #4

11/05/12

Update #4 resolves these recently reported issues:

### League Manager:

- Editing A.I.M. status - Access violation if "Enforce Batters Faced Limits" was not selected.
- PR930 A.I.M. rating not assigned to player deserved it. This one also exists in 5.5. The OBP calculation for assigning PR930 did not take sacrifice flies into account.
- "Unallowed Status change" error. This one came up if "Bench Pitching Rotation" was selected in A.I.M. rules and a pitcher was assigned in a lineup to a fielding position.
- Newspaper boxscores not showing YTD player error total.
- "Pause Pregame if Starting Player is ..." problems arose if "Available" was checked. If autosub options were checked off inappropriate substitutions were made.
- Potential C-File issue if initial C-File did not contain farm organization but later one did.

### Baseball:

- Incorrect micromanager assigned in lineup dialog at beginning of game. This occurred with League Play when a home team did not have the visiting team's manager installed on his computer. The dialog will now show with no manager assigned.
- When playing same team against itself, player reports would not display for all players and home team lineup was blank until the players came to bat.

### Advanced Draft:

- "OWL collection index error" when printing player list. Occurred in leagues that do not use A.I.M.
- Lineup editor - first player in lineup not visible.
- Create new data disk, export league from another disk to capture league setup, unaffiliate all players, resulted in file read errors that caused the operation to fail.
- On a newly created league setup, deleting a team, division, or league entity caused an access violation if the entity was the last one of its type in the displayed standings list.
- Long team name cut off in organization window.
- Player card viewer cutting off 2nd column numbers for the rightmost column (play results 51 through 66). This is a problem with a limited number of wide-screen monitor models. If you still have the problem after installing this update please notify APBA with the monitor make and model.
- Edit team name - City names were truncated to 25 characters when up to 35 are allowed.

### StatMaster:

- Menu items not clearing when all windows are closed. Status line not updating when all windows closed.

### All

- Standings reports were incorrect if League Play was used in non-AIM leagues. It would fail to include games beyond a certain date after the last full day of completed games.
- Some printing problems resolved.

### Migration Tool

- No changes other than a version update in Help->About.

## Update #3

10/1/2012

The primary update for APBA Baseball for Windows in this release is the addition of full player editing in Advanced Draft. You can now edit all ratings and batting numbers for the players. You can also edit the hitting, pitching, and fielding stats for players. When editing players, click on the "Help" button for more information.

This update supersedes all previous updates. You do not need to install previous updates/patches before installing Update #3.

This updates include replacements for:

- Advanced Draft
- League Manager
- StatMaster
- Baseball
- Migration Tool
- Help file for Advanced Draft
- Updated Field Effects files

Note that shortcuts to help files and other documentation, including this file, can be found by clicking on the Start button in Windows and then on "APBA Games" then "Help".

Other updates in this release ...

Previous versions of the Migration Tool did not copy ballpark field effects files. This has been added. A button labeled "Enable All" will re-enable previously migrated ballparks so that you can re-migrate them with the field effects files. The Migration Tool will prompt you if you are about to overwrite a newer version of a field effects file.

After installing a season data disk from CD, some files may have been marked as "read-only". The installer now checks for this and will remove "read-only" attributes on these files.

Lineup changes made in League Manager using "For Team" or "For Game" were not always taking effect until after closing and re-opening League Manager. This has been fixed.

An AIM editing problem for pitcher durability was corrected.

Player lists in Draft were showing initial AIM status rather than current AIM status. Corrected.

A couple of other minor issues were also addressed.

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From previous releases ....

## IMPORTANT

There was a problem in the first Patch 01 release in Advanced Draft. Transferring players, or exporting teams, from one disk to another resulted in an error when saving the disk. Two of the data disk files were improperly saved with the original versions prior to the transfer/export. When reopening Draft, "seek" errors, and possibly "Player ID" errors, would popup followed by an access violation.

This was fixed in an emergency patch release late on Saturday.

Regretfully, and with full apologies for the error in the initial patch release, any data disks that were changed through transferring players or exporting teams with Patch 1 and came up with those "seek" errors need to be deleted and rebuilt.

This patch, Patch 2, is a full replacement for the previous patch releases. You do not need to install previous patches.

This patch contains replacements for Draft, Baseball, StatMaster, and League Manager as well as the Migration Tool. All will show "Patch 2" in the Help->About menu item.

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A few problems were found since the initial release of 5.75. We thank all of you for your support and understanding while we work to fix these problems. A list of the fixes this patch contains follows.

The patch includes updates for StatMaster, Advanced Draft, Baseball and League Manager. The Migration Tool has been reworked to provide better detection of your installed disks.

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League Manager:

"Lost" ballpark assignments. Short (less than 4 character names) are now OK.

Incorrect A.I.M Pitcher Durability and Recovery settings.

NOTE: If you used these in A.I.M., and used any of them other than Late 20th Century, you will need to reset them to the now corrected settings.

Lineups and Rotation merging. Primarily affected non-DH lineups. Pitcher would not show up in lineup, change could not be made.

Running a manual game then auto-games at the same time, the auto-play Baseball window remained open. It will now close as it should.

Shortcut keys to close report windows are now working properly.

Creating a C-File, and then immediately loading it, could trip an access violation. This was a rare occurrence.

Runtime error 253 when a lineup has an injured player and a non-injured player is moved out of the lineup prior to the injured player. This was in pre-game lineups.

AIM, Edit Current Status, MRR can now be changed when changing roles for split-grade pitchers.

Editing series lineups and rotations, double-clicking pitcher will add him to the rotation instead of opening his stats report. Right-click on the player to get to his stats report.

Editing lineups -the right-click option to set colors was not working. The changes were not saving. This option has been removed (it's not in 5.5 either). It requires a rewrite.

For a doubleheader, clicking on the main menu "newspaper style" boxscores would open a standard boxscore.

Options-boxscores menu item changed to read "Change to ..".

Schedule Generator problem with the "No Doubleheaders" selected has been worked on. The schedule was coming up short on games played when No Doubleheaders was selected.

Advanced Draft:

"Duplicate player" and other problems drafting players and teams from various data disks has been fixed.

Occasional "DFSFile Error" when dragging a team from one disk to another fixed.

The Card Viewer top row of hit numbers were not displaying on some monitors. A change was made but we can't replicate the problem to make sure it resolved this. Those who have the problem - please report to APBA if it is still a problem or if it is now working properly. If you changed your DPI settings, please set it back to 100% before checking.

Team Edit page - Alt-E keyboard shortcuts now working.

StatMaster:

Printer fonts now working properly. Changes in the font options were listed correctly but they weren't being used.

Baseball:

Lineup merging wasn't working for non-DH lineups - same as in League Manager. Fixed.

Side note: The CD installation of 5.75 set ballpark effects to "ON" in Baseball. Check in Baseball, Options, Game Rules, and select/deselect "Enable Ballpark Effects".

Migration Tool:

A number of changes have been made in the Migration Tool.

A number of users have had problems with the tool not finding "all" their disks. Most of these users had 5.5 and 5.75 installed on the same 32 bit Vista or Windows 7 computer. It is a Windows UAC issue beyond the possibility of explaining in human terms.

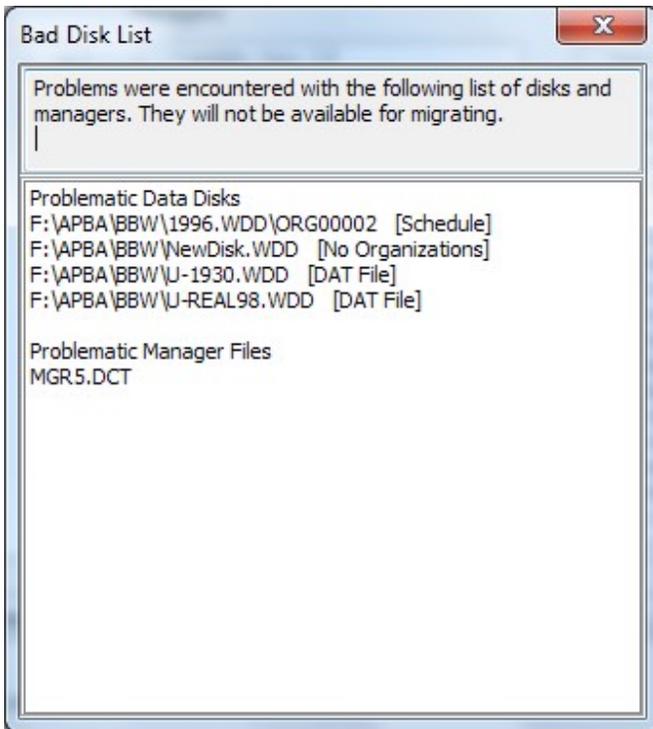
If you are migrating from a source that has an MA\_BB.ini file that the tool can find, you will be offered a choice of listing all disks or only those also found in the MA\_BB.ini file:



If you select "All" then all data disk folders (with an extension of .WDD) will be listed. The tool will cross-reference those folders with the MA\_BB.ini file to get the disk descriptions. If they are not in the MA\_BB.ini file then the description will be set as "Migrated" should you choose to migrate them.

Once you make your selection something new will happen. The tool will run a verification check on the data disks and managers. It will check the managers to correct an Access Violation message that some users received when a corrupt manager's file was accessed. It also runs a check on the data disks to prevent bad disks from being migrated.

If the tool finds any bad managers or data disks it will open a window listing the problems:



There is nothing you can do with the managers. If they are corrupt, they are corrupt.

On the data disks, if any organization on the disk is bad then the entire disk is considered bad. The Bad Disk List will show the folder name where the problem was found. The type of problem found is in [square] brackets after the path.

- [Schedule]
  - If the Schedule.Org in any data disk \ORGxxxxx subfolder is 0 bytes
  - If a test loading of the Schedule.org fails (something is bad within the file)
- [DAT File]
  - The Players.Dat, NStat.DAT, or PStat.Dat file are missing or are 0 bytes.
  - Any of these files are not of the proper size which indicates corruption of the file.
- [No Organizations]
  - The data disk has no organizations – there are no \ORGxxxxx files in the data disk folder
  - An Org.Dat file in any of the \ORGxxxxx subfolders is missing or corrupt.
- [Invalid Path]
  - Primarily a safety check. Highly unlikely to occur.
- [Unknown Error]
  - While verifying the disks, a problem was encountered with the disk, and verification of the disk stopped. Most likely a corrupt or missing file.

Most of these errors will occur in long-forgotten disks that went bad in 5.5. If they were bad in 5.5 they will be bad in 5.75 so they will not be migrated.

New Field Effects Files:

The field effects files include the current 2011 files as well as several others from ballparks of the past. There are also some files for parks that have not been issued in the past. A list of these follows. You will need to change the field effects filenames to correspond with the FL-\*.INI files that you have for these parks.

Ballparks are in the \BallParks folder. Field effects files are in the \Field Effects folder. If you selected "Install them in a separate folder. I will take care of them myself." you will find the updated files in the folder named \Field Effects\New and, after renaming them, you will need to copy them to the \Field Effects folder.

You can find these folders here:

Vista/Windows 7 -- C:\Users\Public\Public Documents\APBA Games\Baseball

Windows XP -- C:\Documents and Settings\All Users\Shared Documents\APBA Games  
\Baseball

These are the file names for the added parks:

FE-BaIM -- Baltimore Memorial, 1954-1991

FE-BoBr -- Braves Field, 1915-1952  
FE-BoHu -- Huntington Ave Baseball Grounds, 1901-1911  
FE-ChCm -- Comiskey Park, 1910-1990  
FE-ChSo -- South Side Park, 1904-1910  
FE-CiCr -- Crosley Field, 1912-1969  
FE-CiPL -- Palace of the Fans, 1902-1911  
FE-CILP -- League Park, 1910-1932, 1934-1946  
FE-HoCo -- Colt Stadium, 1962-1964  
FE-KCRM -- Kansas City Municipal Stadium, 1955-1967, 1969-1972  
FE-LAMC -- Los Angeles Memorial Coliseum, 1958-1961  
FE-LAWr -- Wrigley field (Los Angeles), 1961  
FE-MoJP -- Jarry Park, 1969-1976  
FE-NYHP -- Hilltop Park, 1903-1912  
FE-PhBB -- Baker Bowl, 1904-1938  
FE-Sick -- Sick's Stadium, 1969  
FE-SFSI -- Seal's Stadium, 1958-1959  
FE-TORE -- Exhibition Park, 1977-1988