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## APBA Baseball 5.75 FAQ

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### Why 5.75?

This is the first update for APBA Baseball since version 5.5 was released in 1999. The version 5.5 StatMaster, Advanced Draft, and League Manager programs were 16 bit versions written for Windows 3.1. Baseball Broadcast Blast was a 32 bit application.

The code for the APBA Baseball family of applications is highly complex. In order to run under today's Windows operating systems, all 4 applications required major rewriting - tens of thousands of code changes. This is "Why version 5.75?" and not version 6.0. It's taken 15 months of coding and testing to get it to where it is today. Before we can get to 6.0 we had to get to this point. To implement the many good ideas and feature requests found in the wish-lists would easily add another year or two to the development time.

## What is required for this version?

APBA Baseball 5.75 is the full program updated to 32 bit so it will run on today's Windows operating systems.

You do not need a previous version of the game to install this version.

The minimum required version of Windows is XP-SP3 (Service Pack 3). It will run on all versions of Windows Vista and Windows 7, both 32 and 64 bit. It has been successfully tested on the preview release of Windows 8.

It will not run on Windows 95, 98, ME, 2000, or any other versions of Windows earlier than XP-SP3.

You will need about 1 gigabyte of hard drive space for a full installation. This version will copy the sound files to your hard drive.

## Will it install over my 5.5 version?

No. It is a completely separate stand-alone version. The installer will not let you install into an existing active 5.5 folder. It does not use the MA\_BB.ini file from previous versions so it will not interfere with your current setup. You can run both side-by-side.

As any of you who run Windows Vista and Windows 7 can attest, Windows security has changed since XP. APBA Baseball 5.75 follows the Microsoft programming guidelines for placement of files.

Where will they go? The program (.exe), help files (.chm and .pdf), and \Harwell and \Table folders will, by default, go in the following folder:

XP and 32 bit versions of Windows Vista and Windows 7:

C:\Program Files\APBA Games\Baseball

64 bit versions of Windows Vista and Windows 7:

C:\Program Files (x86)\APBA Games\Baseball

Your data files - seasons, managers, ballparks - and all other files will, by default, go into:

XP:

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

32 and 64 bit versions of Windows Vista and Windows 7:

C:\Users\Public\Public Documents\APBA Games\Baseball

Separate folders will be created for MicroManager, Ballpark, and Field Effect files in the data files location.

APBA Baseball 5.75 does not use the MA\_BB.ini file. It will have an APBA\_BBW.ini file that will be found in the \Config Files folder in the data files location. It will have most, but not all, of the same settings as the MA\_BB.ini file and have a few new settings of its own.

## Anything new?

Yes, several things.

- The 2011, 1961, and 1921 data disks are included.
- Several interface updates - right-click popup menus, wheel scrolling, more drag and drop.
- Positive Ballpark Effects now work.
- Data disk installation will now automatically copy the extra stats file (XSTATS.DAT) and the PLAYERS.DAT file (contains the player ages) from newer season disks.
- Advanced Draft and Baseball have a "card viewer" menu option that opens up an APBA player card.



Rounded corners too!

- Advanced Draft adds a "filter" feature to the main list of players. Turn filters on and you can easily and quickly burrow down to find all left handed or switch-hitting 3rd baseman with a fielding rating of 4 or better and an OPS of .590 or higher.

Players - 7	POS	D	B	Sp	AB	HR	AVG	OBP	SLG	OPS	ISO	Team	LG
SANDOVAL, Pablo	3B+	5	B	6	426	23	.315	.357	.552	.909	.237	SFS	NL
JONES, Chipper	3B	4	B	7	455	18	.275	.344	.470	.814	.196	BUR	NL
HEADLEY, Chase	3B	4	B	9	381	4	.289	.374	.399	.773	.110	GRN	NL
CALLASPO, Alberto	3B	4	B	12	475	6	.288	.366	.375	.740	.086	PIT	NL
HANNAHAN, Jack	3B+	5	L	9	320	8	.250	.331	.388	.719	.138	GRN	NL
DESCALSO, Danny	3B+	4	L	15	326	1	.264	.334	.353	.687	.089	WSD	AL
VIZQUEL, Omar	3B+	5	B	12	167	0	.251	.287	.305	.592	.054	DET	AL

- Sort by clicking on the column titles in Advanced Draft.
- Advanced Draft has an option to add row and column gridlines to the player list.

Some second column play results have been changed to follow the MG board results:

- Runner on 3rd, play result of 6. Previous versions resulted in a homerun. Changed to play result 5, double.
- Runners on 1st and 2nd, play result of 2. Previous versions resulted in a homerun. Changed to play result 2, triple.
- Bases full, play result 4; Previous versions resulted in a triple. Changed to play result 4, double.
- On pitchers with an "L" or "M" homerun rating, the player card must have a "1" in either the first or second column for the play result to be bumped to a homerun.
- League Manager has an option to "Play Automatic Games (Background) 1 Day" that will play a day's worth of games and then shutdown Baseball.
- Multiple games can again be played in the background in League Manager.
- An option to e-mail franchise and commissioner files has been added to the franchise and commissioner file creation dialogs. You will need an e-mail client for this option to work (Outlook, Thunderbird, WebMail, etc.).
- Baseball will remember your speed setting so you don't have to reset it every time you open Baseball.

And more!

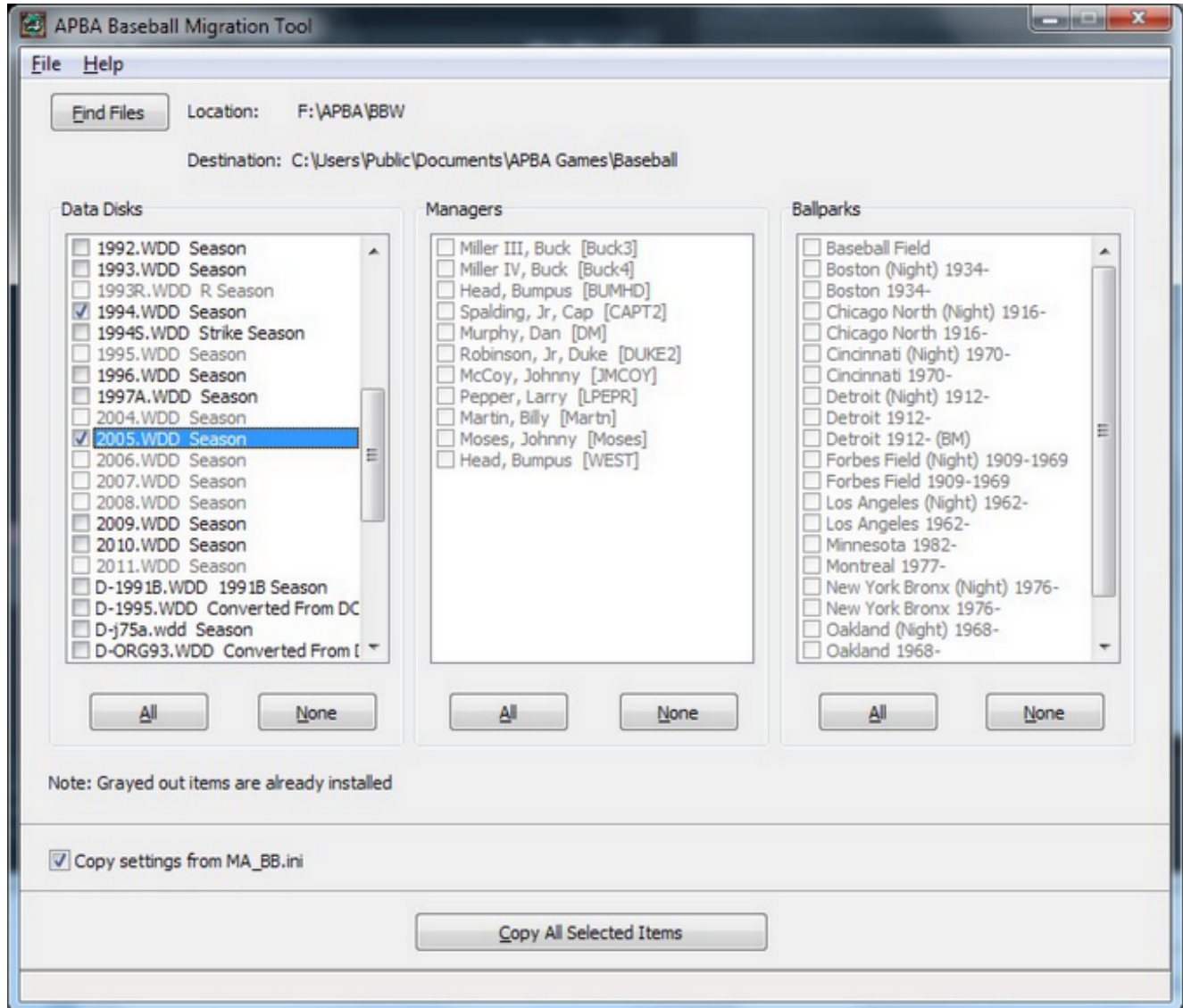
## Anything Missing?

Yes. The ability to import from the encyclopedias has been removed.

Nothing else is missing.

## What about my 5.5 stuff?

A Migration tool is provided with APBA Baseball 5.75. This tool will let you copy your current data disk setups, managers and ballparks over to version 5.75. You select the ones you want to migrate. It will copy them from a local hard drive, external hard drives, CDs, DVDs, flash drives, and over a network.



If you are currently running Windows 7 with the XP-Mode add-on, you can copy the Migration tool to the XP-Mode desktop and run it from there. It knows how to find your setup on the Windows 7 side.

You do not need an MA\_BB.ini file to migrate your stuff. The Migration Tool will copy and setup your seasons, managers, and ballparks without it. If you do have it available, it will add the descriptions to your installed seasons, and copy most of your settings.

If you're migrating using a flash drive, just drag your \BBW 5.5 folder to the flash drive. Copy the



MA\_BB.ini file from C:\Windows and put it on the flash drive at the drive level or in the \BBW folder. Put the flash drive in the 5.75 computer and run the Migration Tool.

For those with lots and lots of installed disks with thousands of boxscore files - the migration can take a more than just a few minutes. Be patient!

## What about compatibility with older versions?

The only compatibility issue is with the backup, commissioner, and franchise files. The software used to create them in 5.5 and earlier versions went out of production in the early to mid-90s. It was 16 bit software that could not be used in 5.75. The authors of the software never released the algorithms they used to compress the files (a variation of the Lempel-Ziv-Welch algorithm for those interested) so there was no way to create a 32 bit version for use in 5.75. For those really interested, 5.75 uses the open-source zlib library to create these files. The algorithms are published.

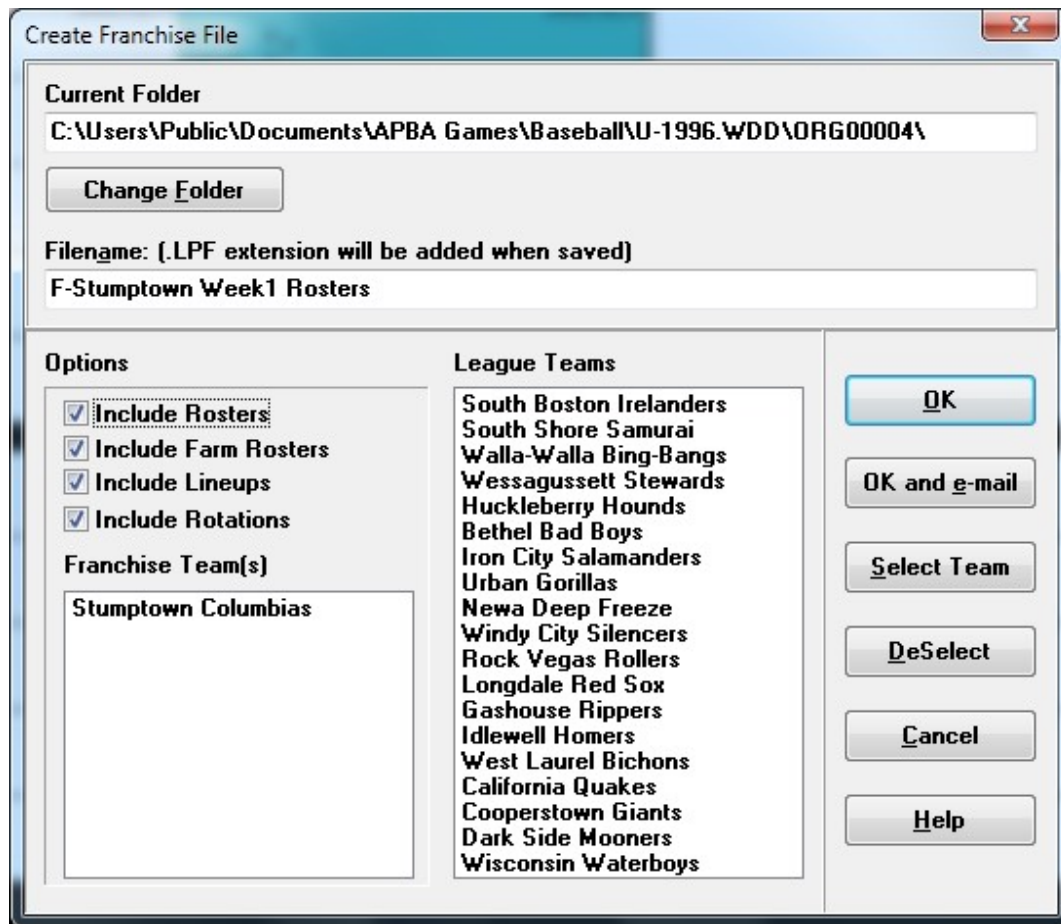
Understand this - franchise, commissioner, and backup files are 100% incompatible between 5.75 and earlier versions. To help keep things straight, franchise and commissioner files in 5.75 will use an extension of ".LPF" (League Play Files) and the backups will use ".BKP".

You're not doomed! Enter the League Play File Exchange Tool (LPFET).



This tool is designed for use by League Play Managers running 5.5. It will create franchise and commissioner files in 5.75 format from a 5.5 setup. It will load 5.75 franchise and commissioner files into a 5.5 setup and update the 5.5 setup.

Only 5.5 users will need to use the tool. The dialogs are the same ones used in 5.75.



In a league with both 5.5 and 5.75 managers, commissioners will find life easier if all 5.5 managers use the tool.

An extra advantage is that file names are not restricted to a total of 8 characters. A franchise file named "F-Tucson Week 5 Results.LPF" is a lot easier to understand than "F-TUWK2R.ALP".

Backups are a little tedious. To create backup files for 5.75 from your 5.5 backups you will need to restore the 5.5 backup in 5.5, migrate the restored season to 5.75, then create a 5.75 backup.

I wish there was a way around this but there is not.

## What about dice, baserunning probabilities, and play result numbers?

No dice on the dice.

No baserunning advancement probabilities on display.

No display of play result numbers.

APBA Baseball closely adheres to the board Master Game from an earlier time. Except when it doesn't. The dice rolls and results from the Master Game won't always match up with what happens in the computer version. An example of that is the randomization of errors. The batter has a '19' on his card yet the catcher got the error - how did that happen?

The (optional) display of baserunning probabilities won't be in 5.75 but is certainly under consideration for future versions.

## What about the ZZ, K, R, and expanded platoon ratings?

No on all of them for 5.75. These ratings would first have to be included on the data disks. *Could* they be implemented if they were included on the data disks? Yes. That's a decision that will be made for future versions.

APBA Baseball for Windows has its own way of handling the walk and strikeout rates for pitchers that differs from the standard X, Y, XY, Z and W methods.

## Will all the old utilities out there work with 5.75?

No. Most will need at least an update to 32 bit and all will need to work with the new folder setup and APBA\_BBW.ini.

A few utility authors were contacted and the response was polite but tepid. Understandably so.

There is good news - it won't take much in the way of changes to get those utilities to work in 5.75. Well, once they're updated to 32 bit.

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If you are a utility author this is what you need to know:

- The folder locations will be recorded in the registry at HKLM\Software\APBA Games\Baseball.

There will be 2 entries:

- DataDiskFolder
- ProgramFolder

Use the standard Windows API calls to read the values.

The APBA\_BBW.ini file is located in the retrieved "DataDiskFolder" value under the "Config Files" folder. It contains the user settings but not the paths. The .ini file specification limits the line length to 256 characters and the path entries in the MA\_BB.ini file would exceed that limit using the default paths for 5.75.

The file formats in 5.75 have not changed from earlier versions. The menu accelerators have not changed for those utilities that use "SendKeys".

Put your .dll files in your program folder. Don't try and put them in the \Windows or \System32 folders.

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## Any new names added to the sound files?

No. Other than the obvious reason, adding to the sound files for names is not currently possible. The software to do so is older than the 5.5 game and needs extensive updating that will take a few months to complete.

## Whither Wizard?

It was previously announced that there will not be new version of Wizard.

There will be a "player editor" released sometime after the release of 5.75. It will allow you to make changes to the player cards. It will not be long in creation. Details are still being worked out.

You can transfer players, as always, from one data disk season to another using Advanced Draft.



## What's Next?

A vacation.