Football

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Football

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```
                        FOOTBALL v2.2   Copyright Mark Naughton  ←
                            1996-1998


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```
                           This program's life.

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```

1.2 What is FOOTBALL all about?

```
                         I decided to write a few REXX programs to display  ←
                               various types
  of information about football matches that I played with a certain football
  game. This allowed me to display the league, statistics about my team and
  all the results. Problem was, I had to run all these from the Shell and
  after a while, it became a pain in the butt. Hence, FOOTBALL was born.

   The purpose of FOOTBALL is a central point where all these programs can
  be run from and to display the information without using the Shell. Before
  all leagues had to be created manually and now, you can create a league and
  maintain it, without quitting one program and running another. FOOTBALL
  solves all these problems.

   The program can only look after one league/division. Multiple leagues can
  be setup and teams can be transferred between them, for promotion and
  relegation using an external AREXX script. Cups can also be set-up and
  played, using Extra Time, Penalties and Replays. See
                   Set Up Cup

                     .

  Points To Note:

  The selector that allows you to select a team, is font adaptable. If the
  current font is too big to display the data, then the selector will use
  the default font, ie. topaz 8.



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```

1.3 Requirements

```
               You need the following to run Football :

     -    Workbench 2 and above

     -    AREXX to be up and running
                               (make sure 'rexxsupport.library' is present)

     -    AmigaGuide or MultiView to view this file

     -    AmigaDOS program 'Sort' to be in the 'C:' directory
```

    –   AmigaDOS program 'Delete' to be in the 'C:' directory

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1.4 Programs Supplied

The following programs should be present. If not they will ←
affect the
operation of the program. They are :

WriteMatch.rexx
Games.rexx
League.rexx
Lstats.rexx
Results.rexx
Scheduler.rexx
Stats.rexx
CupScheduler.rexx
ViewCupResults.rexx
ViewCupCurRound.rexx
CupUpdateMatches.rexx
CupScheduleNextRound.rexx
Footsort
SortWkDts
Sort4Chars
Sort7Chars
FOOTBALL

 And Where They Should Be...

 FOOTBALL should be in the directory where you've installed it and then
the program files should reside in a subdirectory named 'Exec', datafiles
should reside in another subdirectory named 'Data' and there should be
the external scripts/programs in a subdirectory named 'User'.

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1.5 How It All Works And Fits Together

The suite of programs are used to create, update and maintain a ←
football
league. First the league is created and saved to "<filename>.df". This is
then used by SCHEDULER to create the schedule and stats files –
"<filename>.sf" and "<filename>.stats". The stats file contains all the
data about each team such as PLAYED, WIN, DRAWN, LOST etc. This file is

not updated as its used as a base for the league. This has the advantage
of starting a league mid-season (by updating these values) if the scores
are not known but the table is. Obviously certain statistics will be
incorrect because of this. See
                    Hints And Tips
                .

 By using GAMEPLAY, a file containing the matches in the order they are
played is stored – "<filename>.sflearn". This data is used for display
options when you require the matches for a team, in the order they were
played. When GAMEPLAY is used, and if the match entered is a valid one
then "<filename>.sf" and "<filename>.sflearn" are updated.

 When the league is displayed, "<filename>.stats" is read in and stored.
This is then updated with the scores from "<filename>.sf". The table is
sent to a temporary file which is sorted into the correct order and
is then checked again, before being displayed.

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1.6 Installing FOOTBALL

                  To install FOOTBALL, use the supplied installer script or :

– Make a directory on a hard-disk or format a disk.
– Then copy then the contents of the directory where FOOTBALL
  currently sits, to the one you just created.
– You should then have FOOTBALL, AmigaGuide file and their icons
  in the directory and three subdirectories named :

  Data/   (holds all the datafiles)
  Exec/   (contains main REXX and other programs)
  User/   (holds all the external user scripts)

– Next select the icon and Information from the Workbench
  menu Icons. Change the tool types for GUIDE and VIEWR,
  remembering the full path.

– In the Data/ directory, there are several examples :

  Shiva2   – Leagues that have been used with a certain football
  Shiva3   game.
  FAPrem_9798   – Last season's FA Carling Premiership.
  FAPrem_9899   – The current season's FA Carling Premiership.
  WC98_Grp   – The Groups from this year's World Cup in France.

  WorldCup1998 – The final stages of the World Cup in France.
  FACT   – A finished sample Cup which was used to test the
                  features.

– Then sit back, double click (or whatever) and ....

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1.7 Options

A variety of options to choose from :

Create League

Open League

Documentation

Enter Scores

League Information

Set Up Cup

Play Cup Games
------------------->>>
Open Cup

Enter Scores

Display League

View Curr.Round

League Results

View Cup Results

Team Results

Team Statistics

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1.8 Create A League...

This is where a league is first set up. You can setup how many ←
points for
a win, loss and a draw. You can setup how many times each team plays each
other (only an even number), how many teams are relegated and if you so
desire, how many points are awarded for each goal scored. Teams Promoted,
if a league of multiple divisions is being set up, can be set. You can
also specify the schedule file to be used. Click "?" to select one. If a
league of multiple divisions is being setup and this is the final division
being setup but is the first one, change the number of divisions and then
selecting "?", you can specify the other division filenames.

You can enter your name, the title of the league and what the file should
be called. Then you can enter the teams (an even number again).

 Click on Add_Team, type the name, hit ENTER. To change a team, click on the
team in the listview, edit it and then hit ENTER. To delete a team, click on
the team then click on Delete_Team. To import all the data from a previous
league, click on Import_League. Then select the league from the list, and
the details will be displayed on the window. When finished, click SAVE to
create the league.

 I use Import_League to read a previous league, then I delete the bottom six
teams in the table and add six new ones. Then I change the league and
filename and then SAVE it.

                 Back

1.9   Open A League...

                A list of leagues are read from the 'Data' directory and are ←
                    displayed in a
file requester, for you to choose.

                 Back

1.10   Documentation...

                Pressing HELP displays the amigaguide file that you are now ←
                    reading.

                 Back

1.11   Enter Scores...

                After opening a league, you can enter the scores for matches ←
                    that have been
played. There are two listview gadgets for the teams in league, playing HOME
and AWAY. Click on the team, click in the slider gadget to change the score
and click SAVE MATCH to save it. The screen will then beep and flash
(depending on how you've set up your Workbench) and the scores will be reset
to zero. The number of matches stored while this option is active, is
displayed and the last match stored is displayed at the bottom. If the match
that you have entered has already been played, then an error message will be
displayed.

To exit the option, click on the close gadget, or press ESCAPE.

                    Back

1.12   League Information...

                    This will display the various settings for the league, the ←
                         number of matches
  played and the number of home/away wins, the highest home and away wins and
  the teams with the best record.

                    Back

1.13   Display League...

                    As well as the league being displayed, the top team will be ←
                         displayed in
  capitals and when the league nears the end, a line will be displayed across
  the table, displaying those teams that have been relegated.

                    Back

1.14   League Results...

                    This will display all the results from the league so far, in ←
                         the order that
  they were played in.

                    Back

1.15   Team Results...

                    Select a team from the list. It will show each match that has ←
                         been played
  and whether it was played at HOME or AWAY, the score (Selected teams score is
  always first) and whether it was a Home or Away win, a loss or a draw.

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1.16 Team Statistics...

Select a team from the list. It will show the data for the team ←
's home and
away record, its current and longest undefeated run.

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1.17 Set Up Cup...

Cups can be set-up to run from 2 teams upto a maximum of 256. ←
On the main
window, you can enter the title of the Cup and the filename. The number of
rounds can be changed which updates the display labelled 'Teams'. The
number on the left is the number of teams to get and the right hand number
is the maximum number of teams allowed. Changing the rounds will update
the listview. Each line of this has the round name and two settings for
Extra Time and Penalties. Clicking on one of these lines will change the
cycle gadgets at the bottom. The round name will be displayed along with
the current settings for Extra Time and Penalties and Legs. These can be
changed and will update the listview. If you set a round to two legs, then
the settings for Extra Time and Penalties will be just Extra Time and
Penalties. Away Goals can also be set but only apply to two legged matches.

 You can select if there is to be a Third Place Play-Off and if Cup
history is to be stored. BUT...the filename has to be the same
otherwise a history will not be built up over progressive seasons.
Next to all of this is the listview where you enter the teams. Operation
is the same as CREATE LEAGUE except that selecting IMPORT TEAMS and
IMPORT CUP will stop and only import the number of teams that it
requires. Clicking on SAVE runs the Cup Scheduler which produces a
report and schedules the first round.

 A new feature is automatic (default) and manual scheduling of matches.
If manual scheduling is selected, you will be given another panel where
you set up the matches. The panel shows the cup name, the current round,
the total number of matches and two listview gadgets. The bottom one
contains the matches, the top one contains the teams. To store a match,
click on it, then click a team and click STORE. This will store this
first team as the home team. Click another team and STORE and this will
be the away team. Then repeat for the other matches. To return the
teams back into the top listview, click on the match and click
RESET MATCH. At this point, you may also click STORE to leave the match
as it is. When finished, click on SAVE SCHEDULE and if all matches have
been played, they will be written to the schedule file and the report
will be produced.

Please note :

 Seedings have not been implemented and probably never will. The
reasons behind this are :

 – Different types of Seed exist so it would be impractical to
   attempt to implement them all.
 – Teams can be 'seeded' by giving them a 'Home' advantage by setting
   up a cup with Manual Scheduling.

                    Back

1.18   Play Cup...

                    This is where all the cups are played from and external scripts ←
                        for
Cups are run. The window shows the title of the Cup, the current
round name and the number of teams left. If the round name shows
"Finished" then the Cup, as you probably guessed, is finished. It
allows you to view results, run scripts but not to enter scores.
Whenever a new round is scheduled, the cup is reloaded to show the
new-current round.

                    Back

1.19   Open Cup...

                    A list of cups are read from the 'Data' directory and are ←
                        displayed in a
file requester, for you to choose.

                    Back

1.20   Enter Cup Scores...

                    After opening a cup, you can enter the scores for matches that ←
                        have been
played. There is a listview gadget with the matches for the current round
and depending on the settings for the round, lines will be added for
extra time and penalties. Only matches that haven't been played will be
shown. Click on a match and then select the score. Then click STORE MATCH.
The line which may mention "#1st Leg" is not picked up.

If a score is equal, then click on Penalties and/or Extra Time and set the
score, clicking STORE MATCH. If a score is not correct then clicking on
RESET MATCH will reset the match to being not played. When all the matches
have been set, click on SAVE MATCHES. If any errors are found in the scores
that you have entered then an error report will be displayed. If there aren't
any errors and all matches have been played, then the next round will be
scheduled. If the matches are to be manually scheduled, you will be shown the
same panel when you setup the Cup and you will have to repeat the process.
Replays, Third Place Play-Off and the Final will NOT be manually scheduled.

 To exit the option, click on the close gadget, or press ESCAPE.

                  Back

1.21   View Current Round...

               This will display all the results from the current round of the ←
                  cup.

                  Back

1.22   View Cup Results...

               This will display all the results from the cup so far, in the ←
                  order that
 they were played in.

                  Back

1.23   External Scripts

                  The flexibility of the program allows you to run external ←
                     programs where
 ever from, to display different data from the whole league or just a selected
 team and even manipulate the data to create new files. Clicking on RUN SCRIPT
 will display a requester with the list of external programs. Select one and
 the results will be displayed.

 Clicking on SET&RUN SCRIPT will ask you to select a team and then the
 external program that you wish to run.

 With the addition of Cups, External scripts are run from the
 "Play Cup Games" window using the same names as above.

```
"DeleteNewDataFiles.rexx"      - delete "_NewData.df" files created by
                                 "EndOfSeason.rexx".

"EndOfSeason.rexx"             - see
              Hints And Tips
              .

"UpdateScheduleScores.rexx"    - recreates the schedule file from a
                                 schedule definition file and updates
                                 it with held scores.
                                 ** FOR SCHEDULED LEAGUES **

"UpdateScores.rexx"            - extract data from ".sflearn" file and
                                 update ".sf" file with the match data.
                                 ** FOR NON-SCHEDULED LEAGUES **

"FixturesLeft.rexx"            - displays fixtures left to be played in
                                 the season.

"PerformanceRating.rexx"       - Displays a league table on how the teams
                                 in the league are performing dependent
                                 on settings defined in the program.
                                 Change the settings for different results.

"FlipSchedule.rexx"            - runs half-way through the season, and
                                 creates a file for printing so that you
                                 can enter scores on paper before entering
                                 them into the program. Use for
                                 non-scheduled leagues.

"GamesPlayed.rexx"             - displays opposing teams and the scores for
                                 home and away games. SET&RUN this.

"MatchAnalysis.rexx"           - displays data such as number of goals and
                                 matches.

"Reformat_Schedule.rexx"       - this reformats a schedule file from DDMM to
                                 DDMMYYYY. See program for details.

"ViewNextWeeksSchedule.rexx"   - if scheduled, display matches in the
                                 following 7 days.

"ViewScheduleAndResults.rexx"  - display schedule with results and games to
                                 to be played.

"ViewTeamSchedule.rexx"        - displays team's future matches but only
                                 if created using a schedule file. SET&RUN this ←
                                 .

"Cup_ViewHistory.rexx"         - view cup's history, showing winners/losers
                                 and a league table of past winners.

"Cup_ViewTeamProgress.rexx"    - view a team's progress throughout the Cup.
                                 SET&RUN this.

"Cup_CupInformation.rexx"      - view the options, the best record, current
```

matches etc.

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1.24 Writing Your Own Scripts

As already mentioned, the program supports external programs ←
written by
you. Programs that want to manipulate and display data should be passed the
filename of the league ie. The league filename is 'Shiva3.df' so you should
pick up the name 'Shiva3'. Then format the data in your program to read data
from 'Shiva.df'. This is because the program might need to use several
different files with the same basename. These programs should be called from
RUN.

 The other type is where the filename is passed as above and then the team
name, which will have already been selected.

 Any of the main programs can be changed, except the filenames. So you can
write your own routines or update the ones I've written. If there's a better
way of doing it, then write one, making sure that you keep the original file
format, then send it to me for inclusion in the archive. Other user-written
files should be moved to 'User' directory (see for examples) and again, send
them to me.

 With the addition of Cups, external script filenames should be preceeded
with "Cup_" so that only the relevant scripts are picked for Leagues and
Cups.

```
 File extensions for:        League              Cup
 ---------------------------------------------------------------

 Definition file            ".df"               ".cf"
 Schedule file              ".sf"               ".scf"
 Played Matches in Order    ".sflearn"          n/a
 Statistics file            ".stats"            n/a
 Schedule Definition file   ".schd"             n/a
 Working data file          n/a                 ".cfrw"
 History file for Cup        n/a                 ".cfh"
 Temporary Save file for    n/a                 ".cfsave"
        Cup_Enter_Scores


 File definitions for Leagues
 ---------------------------------------------------------------
 "*LEAGUE_NAME="           - league name.
 "*POINTS_PER_WIN="        - points per win , default 2.
 "*POINTS_PER_DRW="        - points per draw, default 1.
 "*POINTS_PER_LSE="        - points per loss, default 0.
 "*RELEGATION="            - number of teams relegated, default 2.
 "*PLAY_OTHER="            - number of times each team plays each other.
 "*POINTS_PER_GLS="        - number of points awarded per goal.
 "*  Author ="             - author's name.
```

```
"*AUTOSCHD="              - specifys auto-scheduling and the schedule filename.
"*DIVISIONS="             - specifys filenames of related divisions.
"*NUM_DIVISIONS="         - the total number of divisions in the league.
"*PROMOTED="              - number of teams promoted.
"*TEAM="                  - team name, in ".stats" file.
"*PLY="                   - games played, in ".stats" file.
"*WIN="                   - won matches, in ".stats" file.
"*DRW="                   - drawn matches, in ".stats" file.
"*LST="                   - lost matches, in ".stats" file.
"*GOF="                   - goals scored, in ".stats" file.
"*GOA="                   - goals scored against, in ".stats" file.
"*PTS="                   - points, in ".stats" file.
"*DATES="                 - specifys the schedule definition file is
                            using dates and the date specified is the
                            start date of the season.
"*WEEKS"                  - specifys the schedule definition file is
                            using week numbers.
"*Week:"                  - specifys the week number which the matches
                            listed below it, are playing in. In '.sf' file.
"*Date:"                  - specifys the date that the matches listed
                            below are playing on. In '.sf' file.


   File definitions for Cups
 ----------------------------------------------------------------


"*CUP_TITLE="             - the cup name.
"*CUP_TEAMSCT="           - the number of teams originally taking part.
"*CUP_ROUNDS="            - number of rounds the cup is scheduled for.
"*CUP_THIRD="             - specify if third place play-off to be played.
"*CUP_HISTORY="           - specify if cup history is to be kept.
"*CUP_RNDDEF="            - defines the parameters for a round.
"*CUP_ROND="              - current round number.
"*CUP_CRDN="              - current round name.
"*CUP_RDEF="              - current round definition, in ".cfrw" file.
"*CUP_TCNT="              - current number of teams in round, in ".cfrw" file.
"*CUP_SCHEDULE="          - type of scheduling for cups. MANUAL is where the user
                            sets up the schedule, AUTOMATIC is a random schedule.
"*Round="                 - the roundname, in ".scf" file.
"*CUP_AWAYG="             - specifys whether away goals are to be taken into account
                            when deciding two-legged matches.



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```

1.25 History

```
             Run History
 -----------


 Version 1.0
 **********

 (06.12.96)  - First release.
```

(05.01.97) – Added 'MatchAnalysis' and 'GamesToBePlayed'.
(11.01.97) – Fixed bug where icon files were picked up when selecting
              external scripts (probably leagues as well). Changed
              'GamesToBePlayed' to 'GamesPlayed' – only works with leagues
              where teams play each other twice. Spaces are removed from
              filenames when creating a league. Updated references to paths
              for installer and amigaguide. Default league name changed.
              Removed enforcer hits in 'GamePlay' and 'Football'.
              (Thanks to Steve for his MMU!)
(17.01.97) – Fixed more enforcer hits in 'GamePlay' as it kept crashing.
              Fixed bug in 'GamesPlayed'.

    Version 1.1
    ****

(25.04.97) – 'GamePlay' has been added to the main program and the interface
              redesigned. Removed asd-library. Instead of a custom display
              requester, all data is now displayed in a file reader,
              specified by a new tool type. File requester used to select
              leagues and external programs. You are now only allowed to
              enter an even number of teams and play each team an even number
              of times. PointsPerGoals added. Using new tool types, the
              program remembers where you positioned the windows.
(10.05.97) – Fixed bugs in Create and Gameplay. Changed window to SMART-
              REFRESH. Fixed display bug in Gameplay. Rewrote the entering of
              scores – different procedure for entering scores and updating
              the schedule file. Removed 'Update League'.
(19.05.97) – Fixed bug in League Information where the number of matches
              played was wrong. Fixed bug where if the file viewer wasn't
              found then the program crashed. No Enforcer hits found !!

    Version 2.0
    ****

(18.12.97) – Fixed bugs in selecting a team, handling of league name. Added
              Scheduling, Cups, Divisions (with Teams Promoted). Redesigned
              front panel. Added dynamic allocation of memory.

    Version 2.1
    ****

(06.06.98) – Changed method for checking if Syslog is active and added a
              much improved way of sending messages. Decision taken not to
              implement Seedings. Replaced all 'strcmp'.
(07.06.98) – Added hot keys to various options. Implemented Manual
              Scheduling for Cups.

    Version 2.2
    ****

(05.09.98) – Spent last two weeks making amendments. Fixed bugs with
              listviews where the string gadget wasn't attached. Added
              option to temporarily save scores in Cup Enter Scores before

                        a new round is scheduled. Added Two-Leg support and Away
                        Goals. Enforcer hit free!
(12.09.98   - Fixed bug in updating cup matches where data was missed
 -14.09.98)   during the recreation of a file. Added Two-Leg support to
              Cup_ViewTeamProgress.rexx and added CupInformation.rexx.
(01.10.98) - Addition of external script to recreate the 'sf' file from
             a newly updated 'schd' file with the previously held scores.
             Polished messages and displays.

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1.26 Credits

                    Design & Programming   : Mark Naughton

 Assistance & Ideas   : Steve Holland

 Send any bug reports, ideas and external scripts to :

        mark@blue-shantung.demon.co.uk

        steve@britair.demon.co.uk

 Tools

 SAS/C v6.2 Compiler
 AZ v1.5 Editor by JM Forgeas
 GadToolsBox v2.0 by Jan Van Den Baard

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1.27 Tool Types

                    REXXC (Default "SYS:Rexxc/")

 When the program is run from the Workbench, and if REXXC isn't
 assigned then it cannot find the RX command (used to run AREXX
 programs). It is set to the default but this allows you to
 specify an alternate path.

 GUIDE (Default "amigaguide")

 This allows you to change the program that displays the Guide
 file. Don't forget to add the complete path.

```
VIEWR   (Default "c:ppmore")
```

 This allows you to specify which file viewer you wish to view
the displays with. Don't forget to add the complete path.
PPMore is copyright by Nico Francois.

```
FRONT_LEFT and FRONT_TOP        (Default =1)
CREATE_LEFT and CREATE_TOP      (Default =1)
GAMEPLY_LEFT and GAMEPLY_TOP    (Default =1)
SELECT_LEFT and SELECT_TOP      (Default =1)
```

 These tool-types specify the left and top positions of the
windows. FRONT is the main window, CREATE is "Create League",
GAMEPLY is the window where you enter scores and SELECT is
the window where you select the teams.

 With the addition of Cups, FRONT is the main "Play Cup Games"
window, CREATE is "Setup Cup" and GAMEPLY is "Enter Cup Scores".

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1.28   Hints and Tips

                    We have hints and tips for :

 Leagues

                  Updating a League

                  Starting Mid-Season

                  Setting up Divisions

                  Ending a Season

                  Setting up Schedules

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1.29   Hints and Tips

                    Setting Up Divisions

   To setup a league with more than one division:

1. Create all divisions apart from the first one, using "Create League"
   but setting the number of Divisions to zero, '0'. Make sure the
   "Teams Relegated" and "Teams Promoted" are set accordingly.

2. Create the first division and change the slider to show the total number
   of divisions in the league. Then click on the "?" gadget and select
   the divisions in order, starting from the second one. Make sure the
   number of "Teams Relegated" match the number promoted from the
   division that is second.

   A sample setup would be: FAPrem_9798.df
                                   Nat_D1_9798.df
                                   Nat_D2_9798.df
                                   Nat_D3_9798.df

3. Enter the scores as normal for each division and only when all
   matches have been played, run the external script "EndOfSeason.rexx"
   to handle the promotions and the relegations.

   See
           Ending a Season
            for more details.

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1.30 Hints and Tips

                    Setting Up Schedules

 This is relatively easy when the information is provided for you. There
are two types of schedules, filetype '.schd', which are WEEKS and DATES.
The first example is a schedule for four teams, using weeks named
"Teams4.schd" :

"*WEEKS   TEAM-A TEAM-B TEAM-C
 000 005 001 003   - the grid is such TEAM-A   x
 002 000 003 004   TEAM-B   x
 004 006 000 002   TEAM-C   x
 006 001 005 000"

 Where the 'x's or "000" are to denote that the team obviously doesn't play
itself. The second example is from the FA Carling Premiership 1997-98.
It is a schedule for 20 teams, obviously not all show here, using dates
named "CPS.schd" :

"*DATES=09081997
 00000000 25101997 04101997   - the grid is the same as above.
 10051998 00000000 14021998
 25041998 13091997 00000000"

 The schedule shows the date of the match between the two teams, in the
format DDMMYYYY. The '00000000' denotes the team won't play itself. The

"*DATES=" parameter is the first day of the season so when the schedule
is used to create the schedule file, ".sf", it starts at this date and
runs through to the end of the season.

 Schedules can be easily created as schedules are given by football clubs
before the start of the season. These can be found in national newspapers
or in the case of the FA Carling Premiership, on the Net at :

        www.fa-carling.com

 Other schedules can be created with "*WEEKS". See
              Create League
                 for more details.

 You can also specify the schedule, with the start date as DDMM. Then using
an external script 'Reformat_Schedule.rexx' (See
              External Scripts
) ,
you can specify the filename name and the two corresponding years. The
program will then reformat it correctly for use with Create League.

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1.31 Hints and Tips

              Ending a Season

 There is a time at the end of every season that you get the winners and
the losers. The external script "End Of Season.rexx" will display them,
showing the winner, the promotions and the relegations and the final
league tables.

 To end a season, load the file for the first division and then RUN the
script. It will calculate the final tables and then create definition
files with the name, "<filename>_NewData.df" with the newly adjusted
promotions and relegations. These files must then be imported into
"Create League" and then saved, to create the associated files such
at the ".stats" and ".sf" files. The files from the previous season
will stay as they are. Playoffs are not handled so the winner/loser will
have to be deleted from the division and the other one inserted. This
applies to both divisions affected.

 After the '_NewData.df' files have been used to create new divisions,
you can RUN external script, "DeleteNewDataFiles.rexx" to delete them.

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1.32   Hints and Tips

```
                How To Update A League
  -----------------------

  Say for instance that you want to change the number of points
awarded for a win or that you want to add a new team then first
select the CREATE LEAGUE option. Import the league that you
wish to change. Add a new team or change the points then save it
again. If you already have data saved for this league then be
careful when you changing team names as the program is case-sensitive
and won't pick up incorrect team names.

  After changing the league, run external script, ExtractUpdate.rexx,
and the previously held scores will update the new schedule file. If
a new team has been entered, you will obviously have to play these
matches. You will have to update the STATS file manually if you have
started the league mid-season (See next tip).

  Displaying the league or any other options will pick up the new
settings. If you have created the Carling Premiership in England,
you'll be able to change the number of points from 3 to 2, just to
see if Manchester United are really better than Newcastle United.




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```

1.33   Hints and Tips

```
                How To Start A League Mid-Season
  --------------------------------

  If you decide to start a league but some matches have already been
played that you don't know the scores to, then this is how to do it.

1. Create a league in the usual way, with the teams that you want
   and the number of points etc. Then SAVE it.
2. Quit the program.
3. Using an editor, edit the file "Data/<filename>.stats".
4. Using the data from the matches already played, update the values
   for PLY, WIN, DRW, LST, GOF, GOA and PTS. Then save it.

  Now when you load this league, you will be able to display the
league table, and you're ready to rock 'n roll...




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```

1.34   Future Amendments

          – A possible enhancement is the addition of an option which ←
              would allow the
user to setup a schedule using a gui interface. A schedule file could be
created from scratch or an existing one updated then an AREXX program
would be run to recreate the new '.sf' file. See
          External Scripts
            – Update the league files with new details with the exception ←
              of the teams
and with the opportunity to recreate just the 'df' file or all files.

 Any more ideas? Then tell us
          Credits

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