

Index for BBStat v1.0 ((c)copyright 1993 by Damien LAULY)

This program helps you manage baseball statistics.

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What is this program ?

This program helps you manage baseball statistics.

You don't simply give the statistics to the computers, and he would just store them. In fact, you don't give the statistics, it's the computer that calculates them. To do that, you give games. You enter games, describing each precise action. The computer stores those actions, and also who did them and when, where... From that temporal point of view, you can ask for a global point of view when you want a stat.

This program is a shareware. It means you can use it freely for 14 days, then you have to destroy your version or register. Read the README.TXT file for more information.

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How to input data.

You can create five different kinds of things, a new hitter, a new pitcher, a new stadium, a new team, and a new game.

New hitter

New pitcher

New stadium

New team

New game

Creating a new hitter.

To create a new hitter, choose **New Hitter** in the **Players** menu. This opens a dialog box where you can give the informations about the hitter.

New hitter dialog box

Editing a hitter.

You can see the list of all the hitters by selecting the menu item **View Hitters** in the menu **Players** . The list is alphabetically sorted and displays the Name, Number, Position, and Hand of the hitters. The Position is in fact the default position of the hitter, or **Unknown** if the hitter has never played.

When you double click an item of the list, the hitter dialog box appears with the known values. You can change these values. If you change the Name or First name, it will still be the same person in precedent games, but the name has changed. If you change the number, it does not affect the number of this hitter in the previous games. If you change the hand, it will affect all the games the hitter has played in, and the structure of the games (the way it is stored in memory) will be changed. Therefore don't worry if it takes some time after you validated the change.

Hitter dialog box

Hitter dialog box.

This dialog box appears when you want to create a new hitter, or when you want to change some information about the hitter.

First name

Here you place the first name (for example: **Kenny**)

Name

Here you place the name, with the extension if necessary (for example: **Griffey, Jr.**)

Number

Here you place the number the hitter generally uses. It is, in fact, two characters, so you can put '08' or '00'. It will be his default number, but it can be changed easily. In a game, you just have to say that this hitter plays, and his number will be known. However, if it's not the same number, you can change it in the game (see [Choose hitters: edit hitter](#)). Therefore, it will not be always the same number for different games. Each game can have a different number.

Hand

You must choose with which hand the player hits the ball. If you really don't know, put **Unknown** . If you know that he hits with the left hand, but you're not sure if he's not a switch hitter, well it's up to you. You can either choose **Left** or **Unknown** or even **Switch** . The only difference it makes is when you ask for stats based on the hand, for example "I want to have the average of the left-handers of the Pittsburgh Pirates". That kind of statistics ignores unknown hitters.

Creating a new pitcher.

To create a new pitcher, choose **New Pitcher** in the **Players** menu. This opens a dialog box where you can give the informations about the pitcher.

New pitcher dialog box

Editing a pitcher.

You can see the list of all the pitchers by selecting the menu item **View Pitchers** in the menu **Players**. The list is alphabetically sorted and displays the Name, Number and Hand of the pitchers.

When you double click an item of the list, the pitcher dialog box appears with the known values. You can change these values. If you change the Name or First name, it will still be the same person in precedent games, but the name has changed. If you change the number, it does not affect the number of this pitcher in the previous games. If you change the hand, it will affect all the games the pitcher has played in, and the structure of the games (the way it is stored in memory) will be changed. Therefore don't worry if it takes some time after you validated the change.

Pitcher dialog box

Editing a stat.

You can see the list of all the stats after selecting the menu item **At bats** in the menu **Stats** and selecting the stat in the dialog box.

When you double click an item of the list, nothing happens.

Pitcher dialog box.

This dialog box appears when you want to create a new pitcher, or when you want to change some information about the pitcher.

First name

Here you place the first name (for example: **Steve**)

Name

Here you place the name, with the extension if necessary (for example: **Avery**)

Number

Here you place the number the pitcher generally uses. It is, in fact, two characters, so you can put '08' or '00'. It will be his default number, but it can be changed easily. In a game, you just have to say that this pitcher plays, and his number will be known. However, if it's not the same number, you can change it in the game (see [Choose pitchers: edit pitcher](#)). Therefore, it will not be always the same number for different games. Each game can have a different number.

Hand

You must choose with which hand the pitcher throws the ball. If you really don't know, put **Unknown**

Creating a new stadium.

To create a new stadium, choose **New Stadium** in the **Teams** menu. This opens a dialog box where you can give the informations about the stadium.

New stadium dialog box

Editing a stadium.

You can see the list of all the stadiums by selecting the menu item **View Stadiums** in the menu **Teams** . The list is alphabetically sorted and displays the Name of the stadiums and where they are.

When you double click an item of the list, the stadium dialog box appears with the known values. You can change these values. It will affect the teams and the games that are linked to this stadium.

Stadium dialog box

Stadium dialog box.

This dialog box appears when you want to create a new stadium, or when you want to change some information about the stadium.

Name

Here you place the name of the stadium (for example: **Jack Murphy Stadium**)

Town

Here you place the name of the town where you can find the stadium (for example: **San Diego, California**)

Creating a new team.

To create a new team, choose **New Team** in the **Teams** menu. This opens a dialog box where you can give the informations about the team.

New team dialog box

Editing a team.

You can see the list of all the teams by selecting the menu item **View Teams** in the menu **Teams** . The list is alphabetically sorted and displays the Town, the Name of the team, the league and conference, and the stadium of the teams.

When you double click an item of the list, the team dialog box appears with the known values. You can change these values. If you change the Name or Place, it will still be the same team in precedent games, but the name has changed. If you change the league or the conference, it will affect all the games the team has been part of, and the structure of the games (the way it is stored in memory) will be changed. Therefore don't worry if it takes some time after you validated the change.

Team dialog box

Team dialog box.

This dialog box appears when you want to create a new team, or when you want to change some information about the team.

Name of the town

Here you place the name of the town (for example: **Atlanta**)

Name of the team

Here you place the name of the team (for example: **Braves**)

Stadium

You must choose the stadium of the team in the list of stadiums. If the stadium does not exist, you can create one by selecting the New Stadium button. It opens the New stadium dialog box, that adds automatically a new stadium in the list.

League

Select the league of the team (National or American).

Conference

Select the conference of the team (East or West).

This first version does not support a league or conference change (The Giants going to St-Petersbourg ?) , as far as there won't be any change in the next few years. Anyway it will be supported in a future version, but it was not a top priority.

The next version will include the possibility of creating new leagues and new conferences. It will therefore be possible to manage minor league games and stats, as well as high school/college baseball.

New stadium

This button calls the New Stadium dialog box. It can be used to create a new stadium when you create a new team.

Creating a new game.

To create a new game, choose **New Game** in the **Games** menu. This opens a dialog box where you can give the information about the game.

New game dialog box

Editing a game.

The window contains all the information about the game.

Change the lineup

You can change or select the line up simply by clicking on the appropriate rectangle with the left mouse button. It opens a [Line up dialog box](#) where you can select the different hitters at this position in the line up.

Change the pitchers

It is the same with the pitchers, when you click with the left button on the rectangle under the grid, it opens a [Choose pitchers dialog box](#) to select the pitchers of the team.

Editing an At Bat

When you click with the left button on a part of the grid (an At Bat), the [At Bat dialog box](#) appears, if there is a hitter at this position and a pitcher in the opponent's team.

Giving the scores of each inning

At the bottom of each grid, for each inning, you can tell the number of **RBI**s **Hits**, **Errors** and the number of runners that are **Left on base**, simply by clicking the rectangle with diagonal lines under the desired inning. It opens a [Choose RHE dialog box](#)

Giving the final score

To give the final score, and the winner (or loser) of the game, just do the same, but under the inning name **final**. This opens the same kind of dialog box, a [Choose final RHE dialog box](#)

Setting the hitters changes

When several hitters play at the same lineup position, a vertical bar shows the change. You can move it simply by dragging the at bat on the right of the bar and dropping it under the desired inning, at the same position.

Setting the pitchers changes

For pitcher changes, a horizontal bar shows the change. You can move it with a drag and drop (anywhere on the grid), but with the right mouse button.

Swapping two positions in the lineup

You can do this with a drag and drop between two positions in the lineup, only when there are no At

Bats. Very useful when you enter a new game with a team that is already known from the database. Then the default lineup is proposed, and you can swap a few positions to retrieve the current lineup.

New game dialog box

Game dialog box.

This dialog box appears when you want to create a new game.

Road team/Home team

In each of these groups, you must select the team that is on the road and the team that plays at home.

For each team, select the appropriate league and conference, and then the team in the combobox.

Date

Select the date of the game.

What game ?

You can say that this game took place during the regular season, the playoffs (league championships), or the World Series. It will be used in the stats, for example if you want to compare the average of Kirby Puckett during the regular season and during the World Series.

After that, a new window is created the edit game window, showing the pattern of the game. Default hitters and pitchers are selected, but of course you can change everything.

Lineup dialog box.

This dialog box appears when you want to modify the hitters that play at a specified position.

The List Box represents those hitters.

Add

Click this button to add a hitter at the position. To choose the hitter, it opens a [Add Hitter to lineup dialog box](#)

Delete

It takes the selected hitter out of the list.

Edit

This button opens another dialog box, the [Edit Hitter in lineup dialog box](#) , to give information such as his position in defense, if he's a Pinch Hitter...

Edit hitter dialog box.

This dialog box appears when you have just selected a hitter in the lineup, and you want to precise the role of the hitter in that particular game.

Number

It represents the number of the hitter (or runner) when he played in that game.

Status

It can be **starter**, **pinch hitter** or **pinch runner**. Well what else can I say about that ?

Position

Obviously, you have to choose the position of the hitter in defense (or Hitter). The inning is the first inning when he took position in defense.

Add Hitter to lineup dialog box.

This dialog box appears when you want to add a hitter in the list of hitters that play at a specified position.

The List Box represents the known hitters of the team, that is to say all the hitters that have already played once (at least) for that team. You can't remove a hitter from that list. When a hitter has played in a team, it's for life. If he has moved to another team, he will appear in both teams.

All hitters

Click this button if the hitter you want to add is not in the list. That means it's the first time this hitter plays for that team. It will open a [All Hitters dialog box](#)

New hitter

This button opens the [New Hitter dialog box](#) , as if it was directly from the menu.

All Hitters dialog box.

This dialog box appears when you want to add a hitter in the list of hitters that play at a specified position, but this hitter is unknown in that team.

The List Box represents all the known hitters, that is to say all the hitters that have been introduced by any **New Hitter** . You can't remove a hitter from that list.

New hitter

This button opens the New Hitter dialog box , as if it was directly from the menu.

List of pitchers dialog box.

This dialog box appears when you want to modify the list of pitchers of a team in a game.

The List Box represents those pitchers.

Add

Click this button to add a pitcher. To choose the pitcher, it opens a [Add Pitcher to list dialog box](#)

Delete

It takes the selected pitcher out of the list.

Edit

This button opens another dialog box, the [Edit Pitcher in list dialog box](#) , to give information such as his number in that particular game.

Edit pitcher dialog box.

This dialog box appears when you have just selected a pitcher, and you want to precise the number of the pitcher in that particular game.

Number

It represents the number of the pitcher when he played in that game.

Add Pitcher to list dialog box.

This dialog box appears when you want to add a pitcher in the list of pitchers of a team in a game.

The List Box represents the known pitchers of the team, that is to say all the pitchers that have already played once (at least) for that team. You can't remove a pitcher from that list. When a pitcher has played in a team, it's for life. If he has moved to another team, he will appear in both teams.

All pitchers

Click this button if the pitcher you want to add is not in the list. That means it's the first time this pitcher plays for that team. It will open a [All Pitchers dialog box](#)

New pitcher

This button opens the [New Pitcher dialog box](#) , as if it was directly from the menu.

All Pitchers dialog box.

This dialog box appears when you want to add a pitcher in the list of pitchers that play in that game for that team, but this pitcher is unknown in that team.

The List Box represents all the known pitchers, that is to say all the pitchers that have been introduced by any **New Pitcher** . You can't remove a pitcher from that list.

New pitcher

This button opens the New Pitcher dialog box , as if it was directly from the menu.

Choose RHE dialog box.

This dialog box appears when you want to give the score of an inning. Just enter the number of Runs, Hits, Errors and Runners Left on base.

I guess that's all I have to say about that.

Choose final RHE dialog box.

This dialog box appears when you want to give the score of the game. Just enter the number of Runs, Hits, Errors and if the Team **Won** or **Lost** .

What more can I say ?

How to view/change data.

You can change (edit) each of the five different kinds of things.

[Edit hitter](#)

[Edit pitcher](#)

[Edit stadium](#)

[Edit team](#)

[Edit game](#)

Edit At Bat dialog box.

This dialog box appears when you have selected an **At Bat** in the grid.

Which base ?

Select the Base you want to input. If it's not the First base, the check box **hitter** can be activated. When it is **on** , and that's the default position when you click on a new base, you can select a position. It represents the position of the current hitter, when the runner you're editing is on base. You have to uncheck it for the positions of defensive players.

Out ?

Here, say if that hitter was the first, second, or third eliminated (**out** if you don't know) in the inning, or if he stayed on base, or if he runned.

However, if you use **Next** and **Next inning** , default values are proposed for the rank of elimination. You will have problems for Plays or if you start at the middle of an inning or...

Action list box

Select in that list box the action at the base you're editing. The actions are different if it's the first base or other bases.

Positions

Here you select the positions of defense players who touched the ball during the action. For example, if you have selected **GroundOut** in the Action list box, this action takes two parameters (or less when you don't know), so you select the two defense players in the order (6-3 for example). A line is then drawn between those two positions, or two lines for a Double Play...

To ease the input of such data, default values are chosen. When you select the **First base** radio button, or when you just opened the dialog box, or when you edit a new At Bat (with the button **Next**), the **StrikeOut** action seems selected. It is not, but it's easier to find it and just click on it. If it's a PopOut or a FlyOut, you don't have to select that action in the list box. Just click on the position ! Easy ! Fast ! If you click on a second position (still without touching the list box), then you have selected the two positions of a GroundOut ! Nothing more to do ! When you select something in the list box, it forgets those default possible changes.

On other bases, it's not (yet) so sophisticated, but there is just one (very interesting) accelerator : without touching the list box, click on a position. Then it is an 'At Bat' with that hitter. It means the hitter did something, and the runner just moved one base (or two).

Next

Click that button when you think you have finished editing an At Bat. Instead of leaving the dialog box (that's what does), it goes to the next At Bat, that is to say in the same inning, the next in the lineup. If you're entering a game straight, you don't have to leave the dialog box and then find the At Bat and go back to the dialog. However, when you click on **Next**, you valid the previous At Bat. Therefore, if you enter several At Bats using Next, and you want to **Cancel**, it will only cancel the current At Bat, not the others.

Next inning

Just like **Next**, but it's the next inning (after the third elimination if you want).

Get Stats dialog box(es).

Here, you will ask for a stat based on the At Bats (corresponding to a part of the grid). So you will have information such as the average, number of Home Runs... but nothing about pitchers averages (yet) or stuff like 'In which teams did Kevin Mitchell play ?'

This **BIG** dialog box is so big that I had to divide it into two parts. But the two parts communicate exactly as if there was only one dialog box. One part is about the teams, the other about the players. I will consider that there is only one dialog box.

Each and Global

You have several groups, each representing a parameter you can change to ask for a precise stat. In each group, you have a radio button **Each** . Those radio buttons are associated to another one, **Global** . If you keep **Global** , you will have only one stat covering all the At Bats you've chosen. For example, if you don't precise anything, and click **OK** , you will have only one stat : the averages of all the hitters in all the games... If you choose **Each** for the hitters, you will have one stat per hitter. You will have the stats of all the hitters, one by one ('Each' hitter). Ok. I guess you understood that.

What Game ?

Here, you can select the kind of games : **Season** , **Playoff** or **World Series** . Just keep **World Series** if you want the stat of someone or whatever during the world series. **Playoff** means in fact **League Championships** , but it can be anything. You tell the computer what kind of game it is when you enter one, so you can give anything !

Date

Well, here you can limit the search to a particular year, or month, or ask for each year... I know, it's not running properly right now, but I'm working on it !

Pitcher's league / Hitter's league / Pitcher's conference / Hitter's conference

An At Bat is a hitter facing a pitcher. Both belong to one (or more) teams, which belong to a conference and a league. Here, you can say 'I only want the hitters of teams in the National League'.

Pitcher's team / Hitter's team

Simply select the teams ! If it's **All** , then it's all the teams (of the leagues and conferences you've selected). If it's **One** , then it looks for the selected teams in the list box.

Where ?

At home or on the road. Just try it.

Pitcher's hand / Hitter's hand

If you want only left-handed hitters against right-handed pitchers, just say so ! If you want to compare the averages a pitcher gave to left-handed and right-handed hitters, select **Each** in the Hitter's hand group.

Inning

Select one (yes, only one for now) or all the innings.

Position

Here, the position is the **Batting order** . Position six will represent the sixth position of the hitter in the lineup. Later, I will add another 'position', the position of the hitter when he plays defense. So select the position (only one for now) or all positions.

Hitter / Pitcher

Well, now you can select some hitters and pitchers, if you don't want all of them (when I say all, I mean all the players of the selected teams. If you want all the pitchers of one team, select that team in the appropriate list box, and 'all' the pitchers in the pitchers list box). Using SHIFT and CONTROL with the mouse will help you select only a few hitters or pitchers.

You still don't understand ?

The best way to tame that dialog box is to try some requests. It's not so difficult after all. Good luck !

Which Stats dialog box.

This dialog box appears after validating the big double stats dialog box. It allows you to select the stats you want. You can choose among :

- Batting average
- On base percentage
- At bats
- Hits
- Home runs
- Walks
- StrikeOuts
- Stolen bases
- Caught stealing
- Stealing percentage

You can select one by one each of these stats. Then choose on which stat you want the list to be sorted.

Others.

Open file

Allows you to open a new .BBS file. It erases the current database, and destroys all the windows. You can't merge two files (yet).

Save / Save as

Well, if you can open a file, you can also save one ! **Save** doesn't ask for the file name, except for the first time, when there is no file name.

Print / Printer setup

Prints the current window (on the printer). I think (I hope ?) there won't be any problem (of size for example). If do, please report them to me.

Exit

Exits the application. But be careful ! If you have changed something, BBStat won't ask you if you want to save before quitting. Now you're warned, don't yell at me if you lose data.

