TURBOSTATS

Football
Users Guide

TurboStats Software Company
PO Box 144
Towaco, NJ 07082
www.turbostats.com

The *Fastest*, Easiest Way To Keep Stats

TURBOSTATS LICENSE AGREEMENT

Acceptance of terms
Use of ***Turbo*Stats** indicates that you have read and accepted the terms and conditions below. If you do not agree to these terms and conditions then simply return the intact ***Turbo*Stats** package to the place of purchase and remove any installed components from your hard disk drive.

Grant of License
TurboStats grants you the right to use one copy of ***Turbo*Stats** on a single computer**.** Use of this computer by others is permitted however copying any portions of the program for use on another computer is not permitted and is in violation of the international copyright law.

Copyright Protection
This program and documentation are the proprietary products of TurboStats and are protected under international copyright laws. The program title, software, look and feel design, and documentation must never be copied or decompiled without the written consent of TurboStats except that you may either (a) make one backup copy for archival purposes. (b) the program may be installed on your hard disk. **You are not permitted to give out, distribute, or publish in any way your unique product password which you receive when you purchase *Turbo*Stats** . You are not permitted to transfer your software license to another user.

Dual Media
If your program was shipped with dual media (3.5 and 5.25 inch diskettes) you must only use the disk which is appropriate for your single computer. You must not use or transfer the other disks to another user or use them on another computer.

LIMITED WARRANTY

TurboStats warrants that, for a period of sixty (60) days of normal use from the original date of purchase, the diskettes containing the software will be free from defects in materials and faulty workmanship and the software will function as described in the program documentation provided the minimum system requirements for your computer are met.

Limitation on Liability
TurboStats and its supplier's entire liability and your exclusive remedy shall be, at TurboStats option to either (a) return the price paid when the software is returned within sixty (60) days provided that the password envelope is unopened or (b) repair or replace the software that is returned.

No Liability for Consequential Damages
The use of this software is intended for recreational purposes only. In no event shall TurboStats be liable for any damages whatsoever including without limitation, damages for loss of business profits, business interruption, loss of business information, or any other losses arising out of the use of this product. If your state does not allow the exclusion or limitation of liability the above limitation may not apply to you.

Version 2.0 1997 -2003
This document is the property of TurboStats and is protected by copyright laws.
TurboStats is a Trademark of TurboStats

Windows and MSDOS are Trademarks of Microsoft Corporation.

Table of Contents

CHAPTER 1 GETTING STARTED 4

RUNNING THE INSTALLATION PROGRAM 4
SYSTEM REQUIREMENTS 4
OTHER TURBOSTATS VERSIONS 4
STARTING THE PROGRAM 4
ENTERING YOUR PASSWORD 5
USING THE KEYBOARD 5
RUNNING THE SAMPLE TEAM 5
USING THE MAIN ICON BAR 5
BACKING UP YOUR TEAM DATA 5
Moving Your Data From One Computer to Another 5

CHAPTER 2 USING TURBOSTATS 6

OPENING AN EXISTING OR SAMPLE TEAM 6
PROGRAM OVERVIEW 6
CREATING A NEW TEAM 6
USING THE TEAM FORM 7
Creating a Line-up and Changing the Default Player Order 7
Printing Player Rosters 8
Tracking Stats for Plays 8
Tracking Opponent's Stats 8
USING THE GAME FORM 9
Adding Game Data 9
Entering Games 9
User Defined Stats 11
Changing Game Data 11
Turning on the Player Number Display 11
Adding Players to an Existing Game 11
Removing Players from an Existing Game 11
Tracking Opponent's Game Stats 11
Changing the Game Type, Location and Weather Selection Lists 11
PRINTING STATS 12
Printing Individual Player Stats 12
Printing Team Stats Summary 12
Printing Game Summaries 12
USING THE STAT FILTER 13
The Game Type Filter 13
Grouping Cut and Traded Players 14
Preventing Coaches From Appearing in Reports 14
Including Game Types in Player Reports 14
Deleting Players Without any Stats in Any Category 14
Creating Multiple Reports 14
Setting the Order the Stats are Printed 14
Creating Your Own Stat Headings 14
USING THE STAT VIEWER 15
Deleting Rows From the Stat Viewer 15
Fixed Headings/Names 16
Auto-Adjusting the Stat Grid 16
Moving Rows and Columns 16
Exporting reports to comma separated files for spreadsheets 16
Printing Leader Reports 16
Determining The Number of Pages in Your Report 16
Changing the Stat Report Heading 16
Printing Multiple Reports On One Page 16
Printing Multi-Page Reports on One Page 17

Creating Data Entry Sheets *17*
PRINTING LEAGUE STATS 17
Creating a League Disk *17*
Merging Stats From Other Teams *18*
Sample League Merge *18*
CREATING TEAM RECORDS 18
BACKING UP YOUR TEAM DATA 18
Moving Stats Between Home and Work Computer *18*
PLOTTING STATS 19

CHAPTER 3 TROUBLESHOOTING 20

INSTALLATION PROBLEMS 20
Cannot Load DLL Message or You Can't Get Past "Initializing Setup" *20*
One or more Visual Basic Applications are running *20*
PRINTING PROBLEMS 21
Printing to a network printer: *21*
Printing Error #5 ..... *21*
Printing to a USB Printer *22*
HIDING THE START MENU ON A 640X480 DISPLAY (BLOCKS SOME OF THE SCREEN) 22
CREATING AN ICON ON THE DESKTOP 22
Starting up TurboStats with Your Team File Loaded *22*
TECHNICAL SUPPORT 22

Chapter 1 Getting Started

***Turbo*Stats** comes with an automated install program that will prompt you for a directory for the installation, install the program and sample team, and also create an icon in the Start menu.

Running the Installation Program

Insert the program disk into your floppy disk drive (assume drive A:)
Then press the Start Button in the lower left hand corner of your screen

[Start][Run] A:\SETUP ↵

You will be asked for the drive and program directory (where to install). The program will automatically be installed onto your hard drive after the installation program is complete. Note: You *cannot* run ***Turbo*Stats** for Windows directly from the floppy drive. ***If you have any problems installing see Troubleshooting***

System Requirements

The minimum system requirements for running ***Turbo*Stats** is an IBM or Windows compatible computer with a 386 or higher processor, Windows 95 - XP. A minimum of 4 MB of system memory (RAM) and a hard disk with 4 MB of disk space remaining.

Other TurboStats Versions

This program is available in other sports versions. The password you receive after you purchase TurboStats unlocks the particular version you ordered. Many more sports products are being developed so check our Internet web site www.turbostats.com .

Baseball/Softball-	78 batting, baserunning, fielding, pitching and catching stats
Basketball-	50 offensive, defensive and game stats
Volleyball -	over 200 offensive, defensive, kicking and penalty stats
Soccer-	50 offensive, defensive and game stats

Starting the Program

From the Start Menu choose Start> Programs> TurboStats> TurboStats for Football

Note: *if you start the program a different way you must make sure your working directory is your* ***Turbo*Stats** *main directory otherwise you will not have access to your license and default files.*
DO NOT DRAG THE FOOTBALL ICON TO YOUR DESKTOP AS IT COULD ALTER YOUR SERIAL NUMBER AND YOUR PASSWORD WILL NOT WORK.
Should this happen you will need to reinstall the software.

Entering Your Password

You can begin using TurboStats for up to 2 games prior to entering your password. You can enter your password at any time using the command [Help][Enter your Password] in the Team Form. **Note: the letters in your password are case sensitive.**

Using the Keyboard

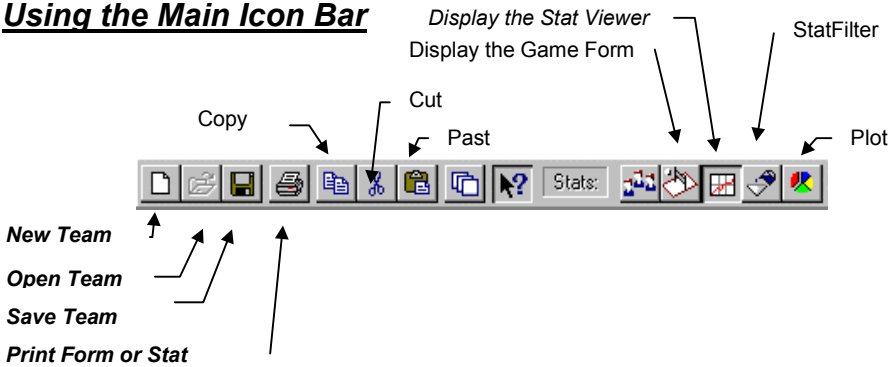
All menus and buttons can be activated using a mouse or by either:

- Pressing the <alt> key on your keyboard along with the underlined letter on the button or menu.
- Pressing the <tab> key until the button has the focus and then press <enter>. Use <shift><tab> to move backwards.

Running the Sample Team

If you are a first time user then we strongly recommend trying the sample team first. This will quickly give you an overview of how the program works and how data is entered and

Using the Main Icon Bar



Backing Up Your Team Data

Hard disks crash and your data can become corrupt. For this reason we strongly suggest that you back up your team data after every three games. This way if something goes wrong you don't have to enter all your data again. Make a backup using the included program option [File][Backup Team].

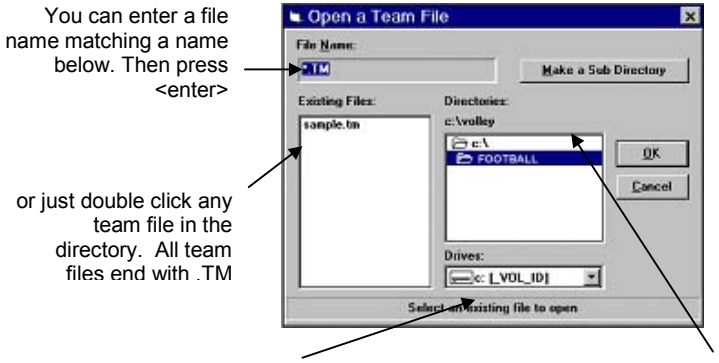
Moving Your Data From One Computer to Another

To move your entire team database to another computer use the Backup routine as described above. Insert the backup disk into one of the floppy drives on the new computer. (You must have TurboStats running on the new computer). Select [File][BackupTeam][Restore from Backup]. Select your team from the list and the entire team database will be copied to the new computer in the current directory.

Chapter 2 Using TurboStats

Opening an Existing or Sample Team

From the Main Menu select [File][Open Team] or click the Open Team icon. Select an existing team from the file list box and press OK.



Program Overview

***Turbo*Stats** consists of five main forms for data entry, edits and reports:

The Team Form - Create team rosters and pre-game line-ups

The Game Form - Add or Edit all game data and notes

The Stat Viewer - View, edit, sort, and print stat reports

The Stat Filter - Customize your stat reports

The Plot Screen - Highlight any stat in the Viewer and plot

Creating a New Team

- Close any open teams by pressing Exit on the team form
- Select [File][New] from the main menu or click the New Team icon (*see Using the Main Icon Bar on page 2-2*)
- Type an 8 character or less team file name (*must end with .TM)*
- Press [OK]

Using the Team Form

After you select an existing team or create a new team the following team form appears. To enter data use the following easy steps:

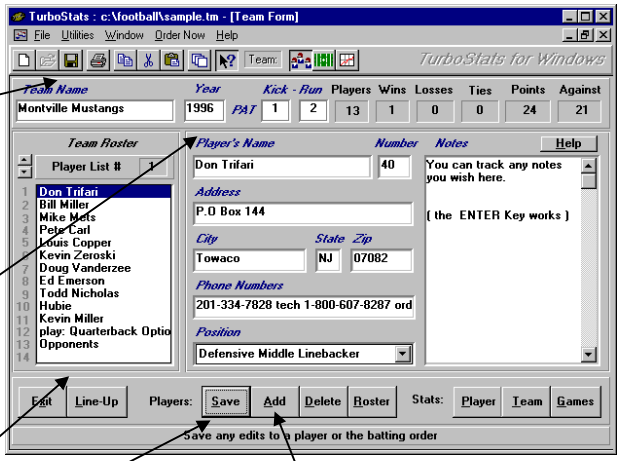
After adding all the players on your team you can display any player's address information by selecting the player's name in the player list box. ***Note:*** *just click in the player list box to select a player. You can edit any player information at any time and then press* ***[Save]*** *to save the changes.*

1. Enter your team name, year of the season and points awarded for kick or run extra point (PAT)

3. Enter your player's name here then press <enter>. Next enter address, phone, position and notes

Click to position your players on the field

4. Save any changes

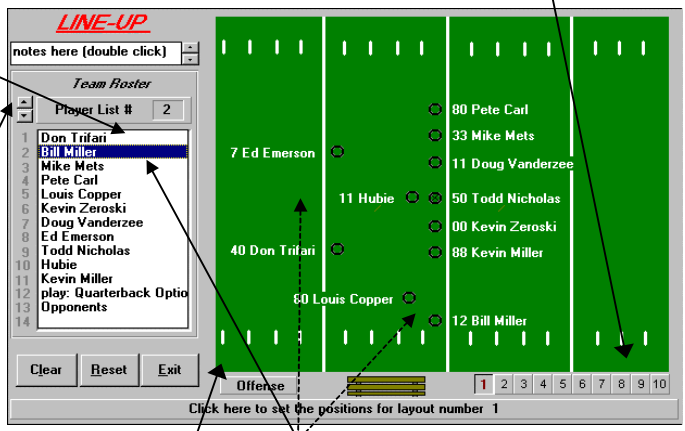


2. Click [Add] to Add new players (up to 100 per team)

After adding all the players on your team you can display any player's address information by selecting the player's name in the player list box. ***Note:*** *just click in the player list box to select a player. You can edit any player information at any time and then press* ***[Save]*** *to save the changes.*

Creating a Line-up and Changing the Default Player Order

To change the order in the player list box, first select a player you wish to move, then press the up or down order button (next to "Player List #") or <alt><up/down arrow> on the keyboard. You must save the changes prior to exiting the team form. This will change the default lineup order when adding new games and the original order (prior to sorting) of your team stat reports. To position a player on the field press the line-up button to bring up the line-up screen.



Printing Player Rosters

Press the Roster button on the Team form to print a full team roster. You have the option of also including the player notes. Your complete roster will be displayed in the Stat Viewer. You can hide or move any columns in the Stat Viewer using "Table > Hide Columns"

Tracking Stats for Plays

If you wish to track statistics for the plays you run you can do so by creating players with a prefix called "play:" followed by the name of the play. (Example: play: Quarterback Option). Track plays the same way you track players in the Game Form. When you print a roster you will be prompted if you wish to include the plays.

Tracking Opponent's Stats

You can track all your opponent's stats by simply creating a player named Opponents (spelled exactly as shown). Your opponent's stats will be skipped in all team reports totals and game totals. *See adding data in the game form* to see how to add opponent's stats in your games.

Using the Game Form

Adding Game Data

After creating your team you can add game data by pressing the [GAMES] button on the Team form or the Games icon. This will create a game file and set the user definable stat headings. Any of these headings (in red) can be changed (see User Defined Stats for more information).

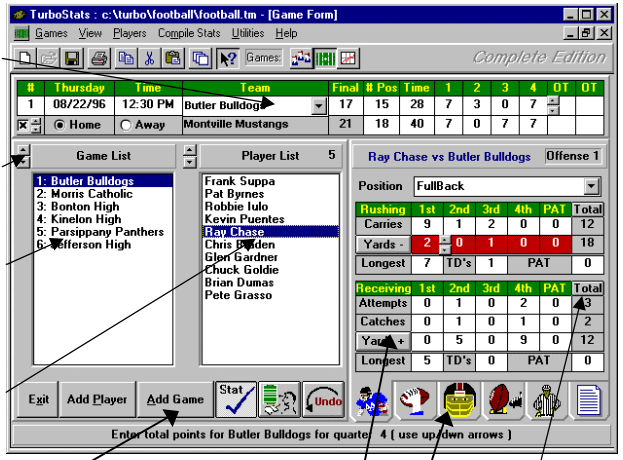
Enter the date, time, opposing team name and score

Click here to display the first or last game

Click any game to view/edit game

Line up for the game. Select any player to view/edit their game stats

Click to add a new game or save game changes



Toggle between Yards gained and yards lost (red).

Click to toggle between Rushing & Receiving, Passing, Kick Returns, Defensive, Kicking, Penalties and Notes

Calculations can be changed from totals to averages with one click

Entering Games

- To enter a new game press the [ADD GAME] button
- To move through the form press the <enter> key or use the mouse
- Enter the date and time
- Enter the opponent's name
- Enter the opponent's score if you are not tracking stats during the game. (your score is automatically calculated if stat checking is on)
- Select a game type: Season, PreSeason, etc. or select <NEW >to create your own (***Note:*** *this game type is used for future stat sorting.)*

- Enter location or select New to create your own
- Enter the user defined stat (weather is the default)

- Select the first player in the game (it does not have to be the first player in the player list box.) and drag into the line-up box or double click to enter into the game. (use Player> Remove to delete from game)

Game Mode Scoring:

A. Enter all starting players and player Opponents (optional)
B. Select the first quarter in the scoring by quarter boxes on the top right
C. As the game is being played select players in the player list and click in the stat boxes to enter totals for the play. You will see a "+" sign indicating that the value you enter will be added to the previous total.
D. You can also increment their stats by using the scroll bars. This is particularly useful for adding attempts, catches, rushes, etc. If you input total yards this way you must be careful to add the correct quantity. If you think you made a mistake press the Undo button.
E. Example: 40 Don Trifari catches a pass on 1st down for 17 yards. First Click on 40 Don Trifari in the player list. (you can click in the list box and press #4 to find players fast). Next under 1st down click the scroll bar to increment "attempts" and "catches" by 1 each. Next click in the box for "yards +" on 1st down and next to the plus sign enter 17 and press <enter>. Next click on the Quarterback that threw the pass and increment passes by one and complete by one. Click on passing yards and enter 17 next to the plus sign and press enter. (Note: we will make quarterback updating automatic in a future update)
F. Clicking on any scoring stats automatically updates the score for the game and the selected quarter.
G. Click on the player opponent's to track all your opponent's stats
H. Change quarters by clicking on the number for the quarter (it will turn red)
I. Press Save Game at any time to see your team's totals during the game.
J. All player data is constantly being saved to disk during data entry every time you switch players.

Standard Mode Scoring:

Note: you can create a data sheet for tracking stats during the game on paper. See Creating Data Sheets in the Stat Viewer section.

A. Enter all the player's stats. Press <enter> after each entry or just click on the scroll bars for the stats you want to change. (***Note:*** You can also use the up and down arrows on your keyboard & the enter key)
B. Click the tabs to change between Offensive, Passing, Defensive, Kicking and Penalties
C. Press the SAVE PLAYER button or click on the next player

D. Repeat until all players who played in the game are added
E. If you created a player called ***Opponents*** then add opponents as the last player in each game. Enter the combined stats for the opposing team and press SAVE PLAYER.
F. Press the SAVE GAME button

User Defined Stats

You can define any of the 20 user defined stat categories (in red) simply by clicking on the red stat names in the Game Form.

Changing Game Data

To change any game information simply select the game in the game list box. Next, change any information needed, select a player in the line-up box to change any player stats. When finished press SAVE GAME. ***Note:*** *games will automatically be saved whether or not you actually press SAVE GAME so the game totals can be recalculated.*

Turning on the Player Number Display

You can optionally turn on/off the display of player uniform number for each player in the game by using the menu Utilities> Show Player Number

Adding Players to an Existing Game

Select a game in the game list. Press the [ADD PLAYER] button or the menu [Players][Add to Game]. Select from the remaining players in the list box. SAVE GAME when complete. To cancel press <esc> or the cancel button. ***Note:*** *the Add player button toggles from Add Player to Cancel.*

Removing Players from an Existing Game

Select the game in the game list. Select the player in the Line-up list box. Select the menu **[Players] [Remove from Game]**. ***Note:*** *removing a player may change the game totals.*

Tracking Opponent's Game Stats

Add the player Opponents to the game and track your entire opponent's stats for the game. Opponent's stats will not be used in game totals when the game is compiled.

Changing the Game Type, Location and Weather Selection Lists

When selecting [ADD GAME], the first selection in the Game type list is the default. You can change this file by selecting [Utilities][Edit Game Type File] while in the game form. Make any changes necessary and then save. Next, exit the game form and return to see the new changes.

***Caution**: if you change a game type that has already been used in any games you must select each game and change to the new game type.*

Printing Stats

Stats can be printed by player, team or games. You can filter data for any game type like Season, Playoffs, etc.. You can also make a League Disk to merge with other team coaches using ***Turbo*Stats** and create "League Printouts".

Printing Individual Player Stats

After entering game data (see Game Form) you can print stats from the Team Form or the Game Form by:

FROM THE TEAM FORM

- Selecting a player in the player list box
- Double clicking on the player's name or pressing the Player button

FROM THE GAME FORM

- Selecting a player in the Line-up list box
- Double clicking on the player's name or select the menu Compile Stats / Player Stats

Printing Team Stats Summary

Print team stats from the team form or the game form by:

FROM THE TEAM FORM

- Click or press the Team button

FROM THE GAME FORM

- Select the menu Compile Stats / Team Stats

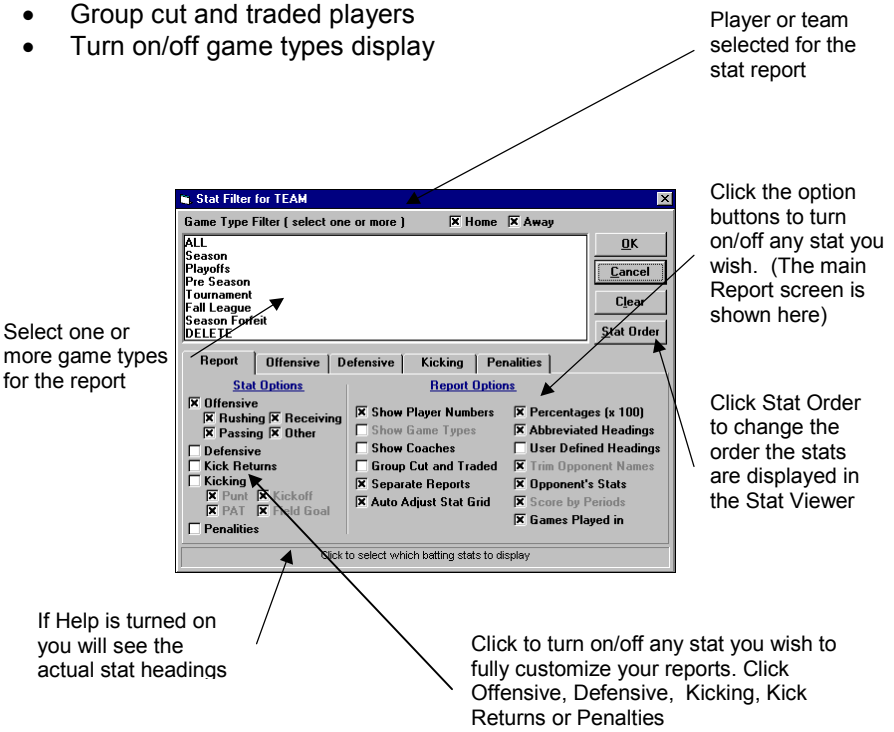
Printing Game Summaries

- To print a report for the selected game in the game form select the menu [Games][Print Current Game] or double click the game in the Game List box
- To print a summary for all games [Compile Stats][All Games (Summary)]
- To print a game schedule with scores select [Games][Print game schedule] (***Note:** you cannot change the order of the games in the game list box, however you can sort your report by Date played.)*

Using the Stat Filter

Prior to printing any stat reports the Stat Filter appears to allow customizing of your report. Using the stat filter you can:

- Print reports containing only the Season, Playoff, etc. games
- Turn on/off any of the over 200 stat choices
- Turn on/off all of the Offensive/Defensive/Special Teams or Penalties from the report screen
- Set the default Stat Order
- Select the abbreviated, full or user defined headings
- Turn on/off the auto-adjust grid feature
- Turn on/off the display of players without stats in any category
- Group cut and traded players
- Turn on/off game types display



The Game Type Filter

A game type is used to differentiate games played by season, playoffs, etc. When you enter game data you choose a game type for each game entered. You can then ***select one or more*** of these game types and only those games with matching game types will be used for the stat report.

***Note** : Game type must be highlighted to be included.*

Grouping Cut and Traded Players

If you set a player's position in the Team Form to Cut or Traded then you can total all their stats into one heading called "Others".

Preventing Coaches From Appearing in Reports

If the player's position contains the word "coach" (in the Team Form) you can prevent those players from appearing in reports by turning the [ ] show coaches box off.

Including Game Types in Player Reports

You can optionally turn on/off the printing of game types like Season, Playoffs, etc. in the player reports only. This option will not be used in any team or league reports.

Deleting Players Without any Stats in Any Category

It would not make sense to show offensive players in defensive reports. Check [x] "Hide players with zero stats" to hide all players with zero total stats in the displayed category.

Creating Multiple Reports

Click [x] Separate Reports to create multiple reports for each category. You can create up to 4 tabbed reports at one time. If only [x] Offensive is selected then each offensive category will be broken out to its own report. The same is true for [x] Kicking. If other categories are selected then all offensive stats will be combined into one offensive report.

Setting the Order the Stats are Printed

Click the [Stat Order] button to display a dialogue box containing all the stats to be printed. Next to each stat will be a number which represents the column number where that stat will appear in the report. Click on the numbers in the order you want the stats to appear and you will see the numbers change. Double click any number to set in to 1.

Creating Your Own Stat Headings

Click [x] User Defined Headings if you wish to use your own heading choices. TurboStats creates a file called "headings.inf" that contains the full and abbreviated names for each heading. You can edit this file using your own editor or by using the menu "Edit > Edit Stat Headings" in the Stat Viewer. Be careful not to add or delete any lines and make sure a comma separates the abbreviated and full headings. Do not change the order of the headings or the wrong heading will appear with another stat.

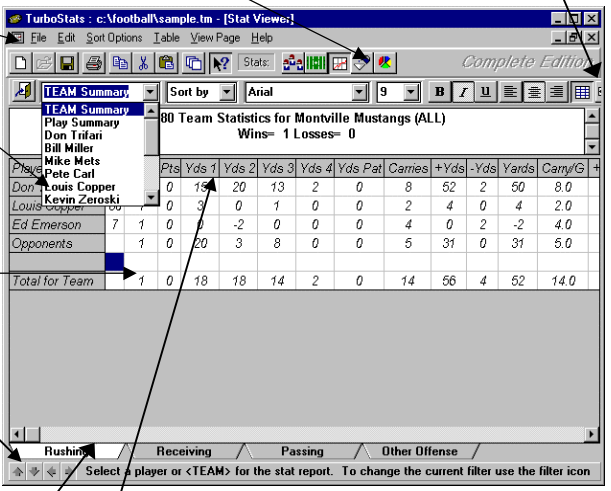
Using the Stat Viewer

After you select your options with the stat filter the customized stat reports will be displayed in the stat viewer. You can sort the report by any stat heading simply by double clicking on any of the stat headings or using the pull down combo box that defaults to "Sort By". Additionally, you can add, edit or type any notes you desire in the viewer and then print this report to your printer

Click here to change your current selections in the stat filter

Click [Table] [Auto-Adjust] adjust prior to printing to auto-adjust your column widths which prevents printing overlap and squeezes more stats in per page.

Use the file menu to save or open stat reports



Select any player or TEAM

Select anywhere in the stat grid and use the tool bar to change the font

Click here to move any column or row

Click on the tabs to display other stat reports

Note: All columns in the stat grid will have the same font, size and style. Only column alignments can be different

Double click any column to sort. The sorted column is displayed with an *

Deleting Rows From the Stat Viewer

To remove rows from the stat report first select the rows you wish to delete, then choose the menu [Table][Delete Selected Rows].

Fixed Headings/Names

The gray shaded areas on the stat grid are fixed areas. They do not scroll during panning of your stat report. To allow scrolling or to enable adjust column size or text alignment you must turn the Fixed Heading or Fixed Names off. [Table][Fixed Heading]/[Fixed Names].

Auto-Adjusting the Stat Grid

In order to squeeze the maximum amount of stats on the screen and on your printouts we have created auto-adjusting. After compiling a stat report, changing fonts, or prior to printing, select [Table][Auto Adjust Grid]. As well as compressing as many stats as possible on your page it also prevents column printing overlaps. You can adjust the amount of space between each column by selecting [Table][Auto Adjust Spacing].

Moving Rows and Columns

You can move any row or column anywhere you want by first selecting the row or column by clicking on the top column or left row. Next click the "***move arrows*** "in the lower left-hand corner of the Stat Viewer ***Note:*** column moves are temporary and will be reset after a new report is created.

Exporting reports to comma separated files for spreadsheets

Select [File][Export][Comma Separated]

If you use a spreadsheet program like Excel or Lotus you can create a comma separated file that can be imported into these programs. You can use the charting routines to create various plots and bar graphs.

Printing Leader Reports

You can print only the top "#" of players in your report. First sort by the desired heading and select [File][Print Leader Report]. To set the desired number of rows to print select [File][Page Setup].

Determining The Number of Pages in Your Report

Move your mouse over the printer icon and the number of pages that will print will be displayed in the status area at the bottom of the form.

Changing the Stat Report Heading

Use the menu [File][Page Setup]. The variables Year$ and Team$ will be replaced with the date and team name in your Team Form if used.

Printing Multiple Reports On One Page

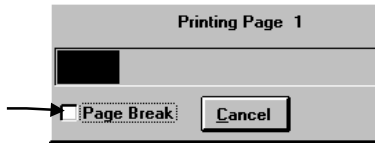
If your stat reports are smaller than 1 page you can turn off the automatic [ ] Page Break during stat printing. Pages will only formfeed if the current report does not fit on the remaining paper in the printer. You can eject

the last report by either selecting the Page Break checkbox during printing, selecting [File][Printer Formfeed] or exiting the Stat Viewer.

Printing Multi-Page Reports on One Page

If you are printing a report that spans across two or more sheets of paper you can optionally print the second page of data under the first page by turning the Paper Miser option on. See File > Page Setup

Uncheck the Page Break box (or use File>Page Setup) to print multiple reports per page

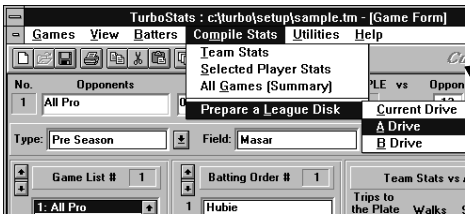


Creating Data Entry Sheets

If you are tracking stats on paper you can create data entry sheets by first creating a player or team report displaying all fields you wish to track. Next use the menu Edit > Clear All Cells

Printing League Stats

To create league leading printouts have one person track all the stats on one PC or have all team managers track their own team stats on their own PC. Then submit a league disk summary every few weeks to the league statistician who merges this data into the stat viewer. Here's how it works :



Select the destination drive for your team summary.

- [Current] if all stats are be kept on one computer
- [A or B] if each manager i tracking their own team's stats.
- Select [Make a League D on Exit] and you will be prompted to create a leag disk each time you exit th game form

Creating a League Disk

- Each manager or team representative tracks their own team's stats on their own computer or all stats are tracked by a single person on one computer
- In the game form select [Compile Stats][Create a League Disk]
- Select the **Season** game type (or what your league decides)
- All stats will be processed regardless of the user's selections
- Insert a floppy disk in the selected floppy drive
- Your entire team stats are summarized and copied to the floppy disk

- Submit this disk to your assigned league statistician
- Or Email the .lea file to them as an attachment

Merging Stats From Other Teams

- Start a new file in the Stat Viewer: [File][New]
- In the stat editor select [File][Merge Files]
- Select the *.LEA file on the disk or press [Merge ALL]
- ***Note:*** *It is a good idea to copy all the LEA files onto your hard disk.*

Sample League Merge

Use the above league merge commands and merge the two sample files BLUE.LEA and GOLD.LEA from the samples directory.

Creating Team Records

You can create a stat report representing your team's offensive and defensive and serving records by following these easy steps:

1. Create a league disk from the game form [Compile Stats][Prepare a League Disk][Current Drive]
2. Open the Stat Viewer and merge in this report [File][Merge]
3. Save this report as your record report [File][Save As] > "records.sts"
4. Next year follow the same first two steps to summarize your new team
5. Open the Stat View and open your previously saved record file [File][Open] "records.sts"
6. Merge in your new team records and save [File][Save]
7. Repeat each year

Backing Up Your Team Data

Hard disks crash and your data can become corrupt. For this reason we suggest that you back up your team data after every three games. This way if something goes wrong you don't have to enter all your data again. Make a backup using the included program option [File][Backup Team].

Moving Stats Between Home and Work Computer

Use the backup command (above) to copy all your stats to a floppy disk. Bring that disk to the other computer and insert it into the floppy drive. Start TurboStats and use the command [File][Backup Team][Restore]. Your backup will be copied to your current directory and TurboStats will prompt you if a team with the same name will be overwritten. You can also view backed up team files from the floppy disk.

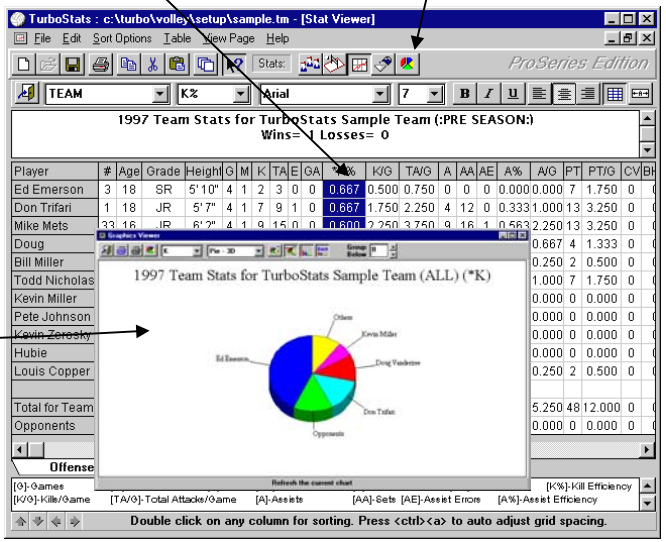
Plotting Stats

You can plot any stat in the Stat Viewer with one click. Simply highlight the column you wish to plot and press the plot icon. Note: you cannot plot if the Game Form is open.

1. Highlight any column or any range within a column

2. Click the plot icon

Double click anywhere on the chart to set chart options (below)



Select any stat

Refresh chart

Print in BW

Print in color

Exit

Select chart type Pie, Bar, Line

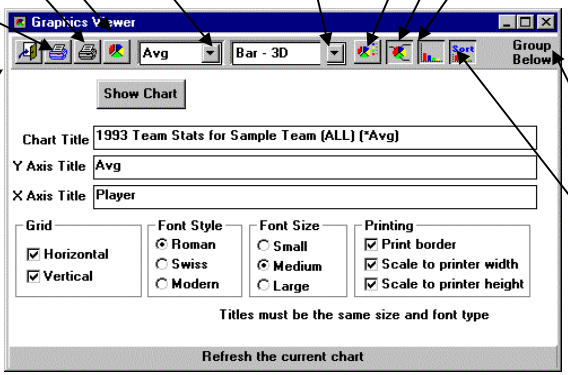
Turn on legend

Turn on labels

Turn on team totals

Group values into “others”

Turn on auto sorting



Chapter 3 Troubleshooting

Installation Problems

If you have any problems installing the program you probably already have some of the system files ***Turbo*Stats** uses on your hard disk. TurboStats uses three DLL's and two VBX system files: VBRUN003.DLL, COMMDLG.DLL, SETUPKIT.DLL, GRID.VBX, THREED.VBX. When the setup program is installing files it is also checking the dates of the files in your system directory. If the file is not already installed then TurboStats installs it. If the file already exists but is older than the file on the TurboStats install disk then the install program attempts to write over the older file. If you are not using SHARE or VSHARE.386 and you are running another program that is using these files then setup cannot overwrite them. Also, some anti-virus protection programs might prevent updating files that are already on your system. Here's what you should try: (in the order written)

- Exit out of Windows, disable all anti-virus software and reboot your computer then try to install again before you run any other programs
- If the message "cannot copy file ??" is displayed before setup crashes then try the following: Rename the file ?? in the System directory and try again
- If you get an error **"threed.vbx is out of date"** then make sure a copy of that file (threed.vbx) is not in your C:\WINDOWS directory. If it is then delete it. (It was put there by another software program you installed). Threed.vbx should only be in the system directory.

Cannot Load DLL Message or You Can't Get Past "Initializing Setup"

Delete the file setup1.exe from your c:\windows directory. This is an install program from another software program you loaded. After you delete the file run setup again.

One or more Visual Basic Applications are running

TurboStats is a Visual Basic application that uses many of the same systems files as other Windows programs. If you get this message during installation it means that our installation program might not be able to update some system files as they may be in use by Windows. Close all other programs that are running. If you still get this message press Ctrl> Alt> Del and look at the programs running in the task manager. Only systray and explorer are required to be running. Try selecting the other running applications and choosing End Task to shut them down. If you still can't install then your may have a virus program or hidden program running that you probably got from the Internet. Choose [Shut Down] and the Restart in MS DOS mode choice. Then type in the following line

```
DEL C:\WINDOWS\SYSTEM\VBRUN300.DLL
EXIT
```

At this point Windows will restart and you will receive a message that program XYZ cannot start because vbrun300.dll is missing. Make sure that XYZ is an application you want running on your system. You can install TurboStats at this point.

Printing Problems

Stats overlap : You should auto-adjust your grid prior to printing to assure that the printed fonts will not overlap. Note: screen fonts may actually appear larger or smaller than printed fonts. Auto-adjust uses the printed font size for spacing.
Changing portrait or landscape does not work: Some printer drivers do not support this option from within an application. Solution: change the page orientation using the control panel prior to starting TurboStats.
Nothing prints or program crashes while printing: Open the Windows Control panel and disable the Print Manager selection.

Printing to a network printer:

TurboStats must print to an lpt port. When making your network printing selections you must capture a printer port like lpt2 or lpt3 using the following commands:

- Start > Settings > Printers
- Click once on your network printer icon
- Select File > Properties
- Click “Details” tab
- Copy the printer path from the “Print to the following post” text box
- Click “Capture Printer Port” button
- Select LPT2, 3 or 4
- Click in the path box and enter the network printer path you copied
- Check reconnect at login
- Press OK
- Now click the down arrow under “print to the following port” and choose the LPT2,3, 4
- All other applications will work with this setup. Even DOS programs.

  Note: Windows 2000 users need to access the Ports Menu to map LPT ports

Printing Error #5

Question: *I get printer error #5 when printing to my Laserjet 4050, 8150 and other NEW HP Printers.* **Answer:** There have been errors reported with the new HP printer drivers. Get the latest driver from HP or install

another laserjet driver like the 4000, Laserjet III or Laserjet V. You can leave both drivers on your system connected to the same printer port.. If your printing over a network make sure you connect the printer to an LPT port.

Printing to a USB Printer

At the current time TurboStats 16 bit programs will not print to a USB connected printer. Use a parallel printer cable and set the printer to print to LPT1. This limitation does not affect Windows XP users.

Hiding the Start Menu on a 640x480 Display (blocks some of the screen)

If you are running Windows 95 and you are running in the Display Mode of 640 x 480 (VGA) you may have problems viewing data on the bottom due to the start menu. Set your start menu to Auto Hide by right clicking your mouse on a clear area of the Start menu and selecting Properties. Choose either Auto Hide or check off Always on Top.

Creating an Icon on the Desktop

1. Select Start> Programs>TurboStats and right click on TurboStats for Football
2. Choose COPY from the menu
3. Right click anywhere on the desktop and choose PASTE SHORTCUT

Starting up TurboStats with Your Team File Loaded

Use the above example to create your icon then right click on the icon and choose Properties. Add your team file name after volley.exe on the command line
example c:\football\football.exe **sample.tm**

Technical Support

In the unlikely event that you have any problem installing or using ***Turbo*Stats** you should do the following:

- Read the manual
- Check the on-line help at http://www.turbostats.com then choose New SUPPORT Site.
- If you cannot resolve your problem then:

    1. Send us email message at turbostats@aol.com
    2. Call the ***Turbo*Stats** technical support line Monday through Friday 973-334-7828

Checkout all our outstanding sports products!

BASEBALL/SOFTBALL

Baseball/ Softball

Batting Only: Includes over 30 batting and baserunning stats — $39.95

Complete: Includes over 30 batting & baserunning stats, 10 fielding & catching stats, over 30 pitching stats. Field Layout — $69.95

ProSeries: Same as "Complete" above except tracks Right /Left Hand Batting vs R/L Pitching and Fielding Stats for individual positions. Also tracks Career Stats and includes our **New Situation Editor** for Animated Play Diagramming. — $99.95

Baseball/Softball Accessories

HOT!

ScoreKeeper for the Palm Pilot: Tracks over 200 stats. Imports data directly into any one of the TurboStats 8.0 for Baseball/Softball products listed above. — $69.95

for more info www.turbostats.com/scorekeeper.htm

Palm IIIe: 2 MB Memory

Palm Leather Belt Case

Call or check website for Palm Pilot pricing

BASKETBALL

Basketball

Standard: Includes two point, three point, free throws and over 50 different stats. Optional "Game Mode" scoring — $69.95

ProSeries: Same as above plus includes our animated playbook for unlimited plays. — $99.95

FOOTBALL

Football

Standard: Includes over 91 Offensive, 24 Defensive, 55 Special Teams/ Kicking and over 35 Penalty Statistics. Over 200 total stats to track. Optional "Game Mode" scoring — $69.95

ProSeries: Same as above plus includes our animated playbook for unlimited plays. — $129.95

SOCCER

Soccer

Includes over 35 Offensive and Defensive stats. Optional "Game Mode" scoring tracks stats during a live game. Game clock tracks player time. Drag-n-Drop Field Layout. — $69.95

VOLLEYBALL

Volleyball

Standard: Includes over 50 Offensive, Defensive, and Serving stats. Optional "Game Mode" scoring tracks stats during a live game. Drag-n-Drop Field Layout. — $69.95

ProSeries: Same as above plus allows tracking stats by Rotation and up to 25 Attack Types. Automatic rotation during Game. — $99.95 (Select One)

order from our website* www.turbostats.com *and save

Prices and features may change without notice. Visit our website or call to verify pricing. Prices do not include shipping. More sports will be supported soon, check website for availability.