
















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1 GENERAL INFORMATION



Figure 1-1 SBC Overview

The SOFTBALL/BASEBALL STATISTICS CALCULATOR (referred to as the **SBC**) is a simple yet powerful application for keeping team batting statistics and division standings.

It is very easy to use and menu-driven allowing the user to:

- Create a new team worksheet
- Add players to either of two rosters
- Add teams to the division
- Maintain a game schedule and results
- Transcribe/update the batting results from the game scoresheets
- Import game statistics collected via an Android or iPhone/iPad mobile stats app
- Combine stats from individual seasons into a unified multi-season (career) team worksheet
- Calculate team batting leaders in up to 19 categories
- Maintain and automatically calculate the division standings
- Create a line score and box score for a selected game
- Print reports
- Create a web site optimized for both desktop and mobile web browsers with a single command !

1.1 Program Availability and Licensing

The **SBC** is ADD-FREE and is offered as Donationware and is available for download at the **SBC** website at:

<http://sbc.aces-softball.com/>

The **SBC** represents thousands of hours of development and testing. If you find the program to be useful, a donation via PayPal would be appreciated ! The **SBC** website at: <http://sbc.aces-softball.com/> has instructions for donations.

Known errata, limitations and revision history are available at the [SBC web site](#) under the **Downloads** tab.

The author encourages your comments/suggestions via email at: support@sbc.aces-softball.com

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HTML5 Enabling JavaScript (aka "the shiv") for older IE browsers –

Courtesy: Sjoerd Visscher <http://html5shiv.googlecode.com/svn/trunk/html5.js>.

1.2 Specifications

Maximum number of teams in division:	35
Maximum schedule entries - Single-Season Mode :	500
Maximum game entries per player - Single-Season Mode :	500
Maximum season entries - Multi-Season Mode :	500
Maximum number of Active (full-time) roster players:	unlimited*
Expansion roster size for alternates/part-time players:	unlimited*
Number of batting leader categories:	19
Maximum number of entries in each leader category:	10
Number of player entries in the game box score:	30
Number of linkable web graphics images:	25

* Limited only by the capacity of Excel worksheets which can vary by version. However, the recent versions are more than adequate for single and multi-season Team Worksheets. Rosters increase/decrease in size as required.

1.3 Operating Environment

The **SBC** is an application that runs with a legal copy of Microsoft Excel® (not supplied). A 1 GHz processor or faster is recommended for best performance. In addition to processor speed, actual performance may vary among specific versions of Excel.

All user functions are invoked via the custom **SBC** menus and toolbars.

The **SBC** operates within the confines of the user's system and does not perform any Internet operations other than invoking the default system browser for access to the on-line user manual, when desired. Both the **SBC** macro and team worksheet files are internally password protected to prevent corruption. File operations are all under user control and are limited to web site creation, importing stats files or creation of a roster export file.

1.4 Excel Compatibility

The **SBC** has been validated on the following US English language versions of Excel in these environments:

Microsoft Windows:

- Office 2016 (v16) – See note in Section 1.4.1.3
- Office 2013 (v15)
- Office 2010 (v14)
- Office 2007 (v12)
- Office 2003 (v11)

Macintosh:

- Office 2011 (v14)
- Office 2008 (v12)
- Office 2004 (v11)
- Office/X (v10)

The SBC is not supported under Office 2016 on the Macintosh due to lack of support for key macro functions.

The **SBC** has not been recently validated and may not work on older versions of Excel. The **SBC** may not function on some international versions of Excel.

Attempts have been made to validate the functionality of the **SBC** on both Macintosh OS X and Microsoft Windows platforms under a number of versions of Microsoft Excel. Due to platform availability and time, validation is a work in progress. If you encounter a situation where the **SBC** does not function correctly, please file a technical support request (Section 1.7).

1.4.1 User Interface Differences in Excel Versions

1.4.1.1 Excel/Windows Versions Prior to 2007

Excel versions prior to 2007 employ a fixed custom *SBC* menu bar (Figure 2-1) at the top of the window and floating toolbars for the user interface (Figure 3-5).

1.4.1.2 Excel/Windows Versions 2007 and Beyond

Starting with 2007, a new Ribbon User Interface was introduced. With these versions, the *SBC* menus and toolbar will appear under the **Add-Ins** tab (Figure 2-2). The *SBC* will activate this tab at startup time if it is visible on the ribbon. If not, the user will be notified to enable this tab via the **File/Options/Customize Ribbon** command (Figure 1-2).

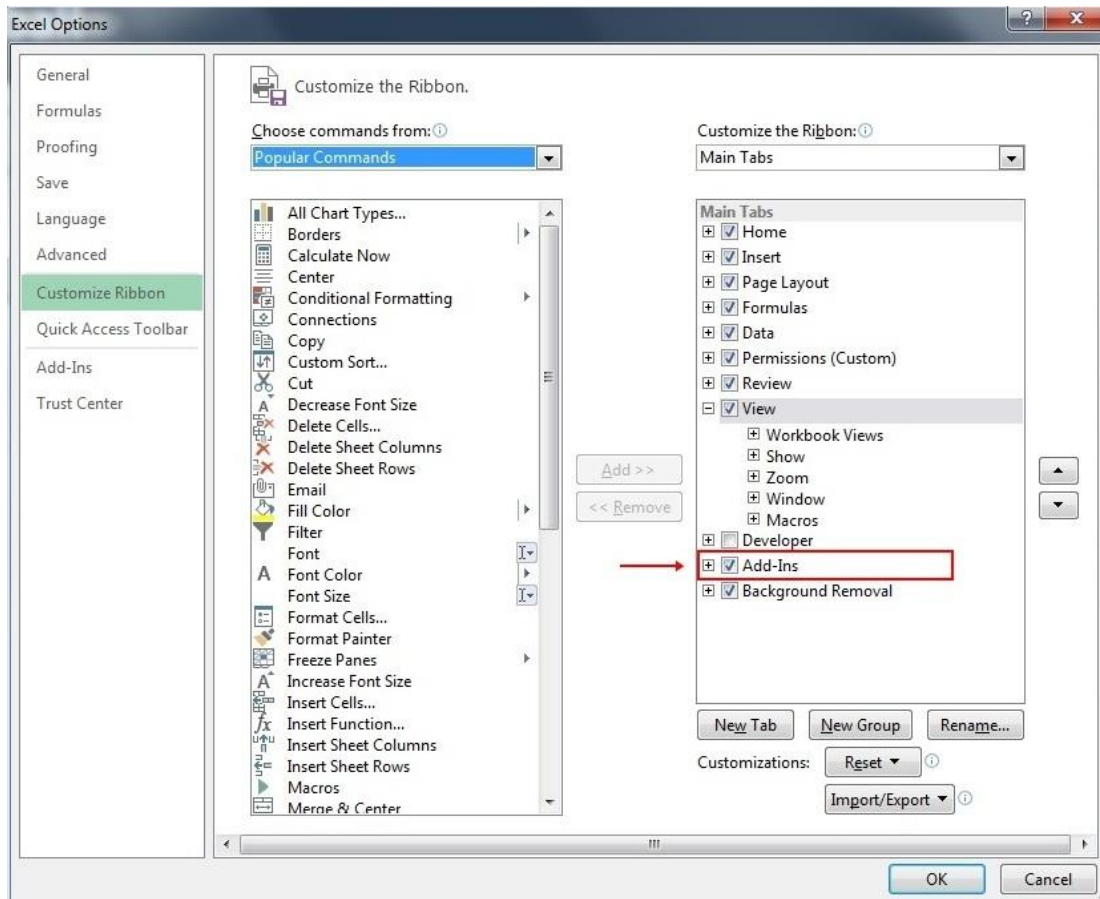



Figure 1-2 Excel Options Under Windows Ribbon Interface

Note that in Excel 2007, the **File** tab is not present - Clicking on the Excel globe:  performs this function. Starting with Excel 2010, the **File** tab has been restored.

*The **Window** menu has no function under the Ribbon Interface and therefore does not appear on the *SBC* menu bar.*

1.4.1.3 Excel/Windows Version 2016

The *SBC* is compatible with Excel 2016 on Windows. However, it should be noted that Excel 2016 does not co-exist well with previous versions on the same machine.

1.4.1.4 Excel/Mac Versions Prior to 2008

Excel versions prior to 2008 employ a fixed custom *SBC* menu bar (Figure 2-1) at the top of the window and floating toolbars for the user interface (Figure 3-5).

1.4.1.5 Excel/Mac Version 2008 and Beyond

Starting with Excel 2008, a new Ribbon User Interface (UI) was introduced. This is a hybrid implementation as compared to the Windows Ribbon UI. The **SBC** menus still appear in the menu bar at the top of the window (Figure 2-1). The **SBC** toolbars appear as floating toolbars as in previous versions (Figure 3-5). Many of the built-in Excel tools and functions formally available via floating toolbars have been relocated to the Ribbon.

The following limitations apply:

Excel 2016

*The **SBC** is not supported as critical macro functionality has been dropped in this version of Excel on the Mac. Use Excel 2011 or previous on the Mac or a Windows version of Excel.*

Excel 2008 and 2011

- 1) The **SBC** Team Worksheets are configured to show page breaks (Page Break View). The Excel macro support for this is broken. This is strictly cosmetic for screen viewing. Printing and web page generation are not affected. There is no workaround for this.
- 2) When prompted for file or directories, the previously used directory location is not always preserved. There is no workaround for this.
- 3) When executing commands that take a fair amount of time, the contents of the window may appear to jump or flash. This is cosmetic only.
- 4) A script menu and separate Excel **Help** menu is displayed on the custom **SBC** menu bar. The **SBC** cannot block these.

Excel 2008 only

- 1) Visual Basic macros not supported (an unfortunate omission that was addressed by Microsoft in Excel 2011). At startup an alert will be posted (Figure 1-3). Hit the **Open** button. *Do not hit the “Open and Remove Macros” button.*
- 2) The **SBC** Team Worksheets are configured for display in Page Break Preview mode. This mode is not available. The icon for Normal View located at the bottom left corner of the window must be selected for proper **SBC** operation. The **SBC** cannot detect whether Normal View mode is active nor can it change it. A reminder alert to do this will be displayed at startup.
- 3) The ability to work with user-defined web graphics is broken (Section 13.2.2). However, any web graphics that are present in a Team Worksheet will not be affected.
- 4) Working with non-**SBC** documents is supported. However, switching windows must be done via the **Window** menu in order to get the menus and toolbars to switch correctly.
- 5) The custom **SBC** toolbars are not available due to limitations in the Excel macro functions. Use the menu command equivalents instead.



Figure 1-3 Visual Basic Alert

1.4.2 Security Differences In Excel Versions

The **SBC** operates within the confines of the user's system and does not perform any Internet operations. Both the **SBC** macro and team worksheet files are internally password protected to prevent corruption. File operations are all under user control and are limited to saving a Team Worksheet file, web site creation, importing stats and schedule files, creation of a roster export file or CSS style sheet file.

Each version of Excel has its own method of dealing with macro security. For the **SBC** to operate, Excel must be configured to allow macros to execute. In some versions, this is accomplished via a dialog box during launch prompting the user to enable Macros (Example in Figure 1-4). Hit the **Open** button. *Do not hit the “Open and Remove Macros” button.* This alert may appear twice on some versions (once for XLM macros, once for VBA macros).

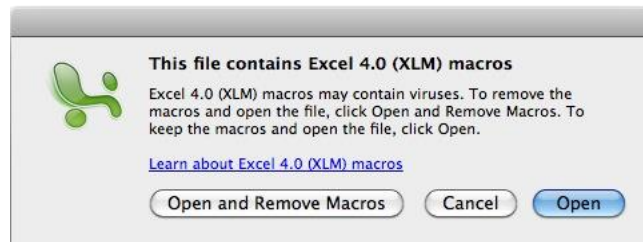



Figure 1-4 Macros Enable Dialog Example

Later Excel versions require the user to configure the security preferences settings. A medium level of security is sufficient for proper *SBC* operation.

1.4.2.1 Security Configuration For Windows/Excel 2007 and Later

With the advent Excel 2007, the user needs to configure the security settings for proper operation of the *SBC*. Note that in Excel 2007, the **File** tab is not present - Clicking on the Excel globe:  performs this function. In Excel 2010 and beyond, the **File** tab has been restored.

Excel must be configured to allow the *SBC* to execute from the directory where the *SBC* files are intended to be stored. This is controlled in the **Trust Center** by the **File/Options/Trust Center/Trusted Locations** tab (Figure 1-5). Click on the **Add New Location** tab to add the directory/directories.

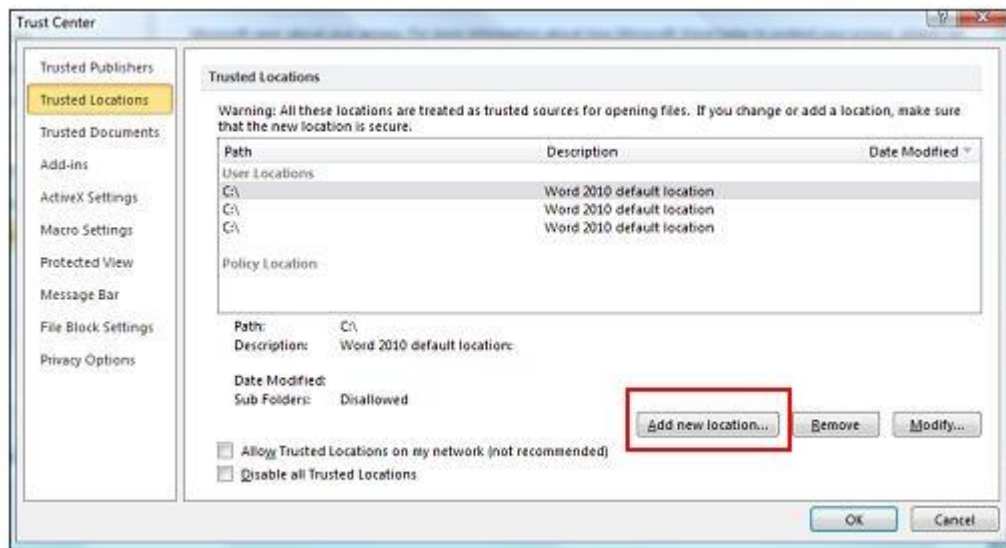


Figure 1-5 Trust Center Trusted Locations Dialog

In addition, macro security must be configured to allow the *SBC* to execute. This is also performed in the **Trust Center** under the **File/Options/Trust Center/Macro Settings** tab (Figure 1-6):

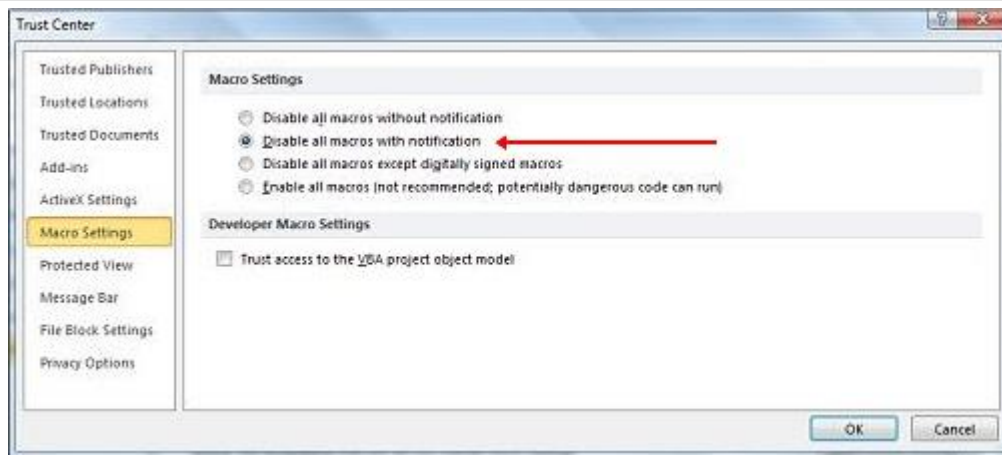


Figure 1-6 Trust Center Macro Settings Dialog

The default setting is **Disable all macros with notification**. This is the safest setting.

It is also desirable to configure the **File Block Settings** to allow Excel/4 worksheets, workbooks and macros by *unchecking* the associated **Open** checkboxes as shown in Figure 1-7.

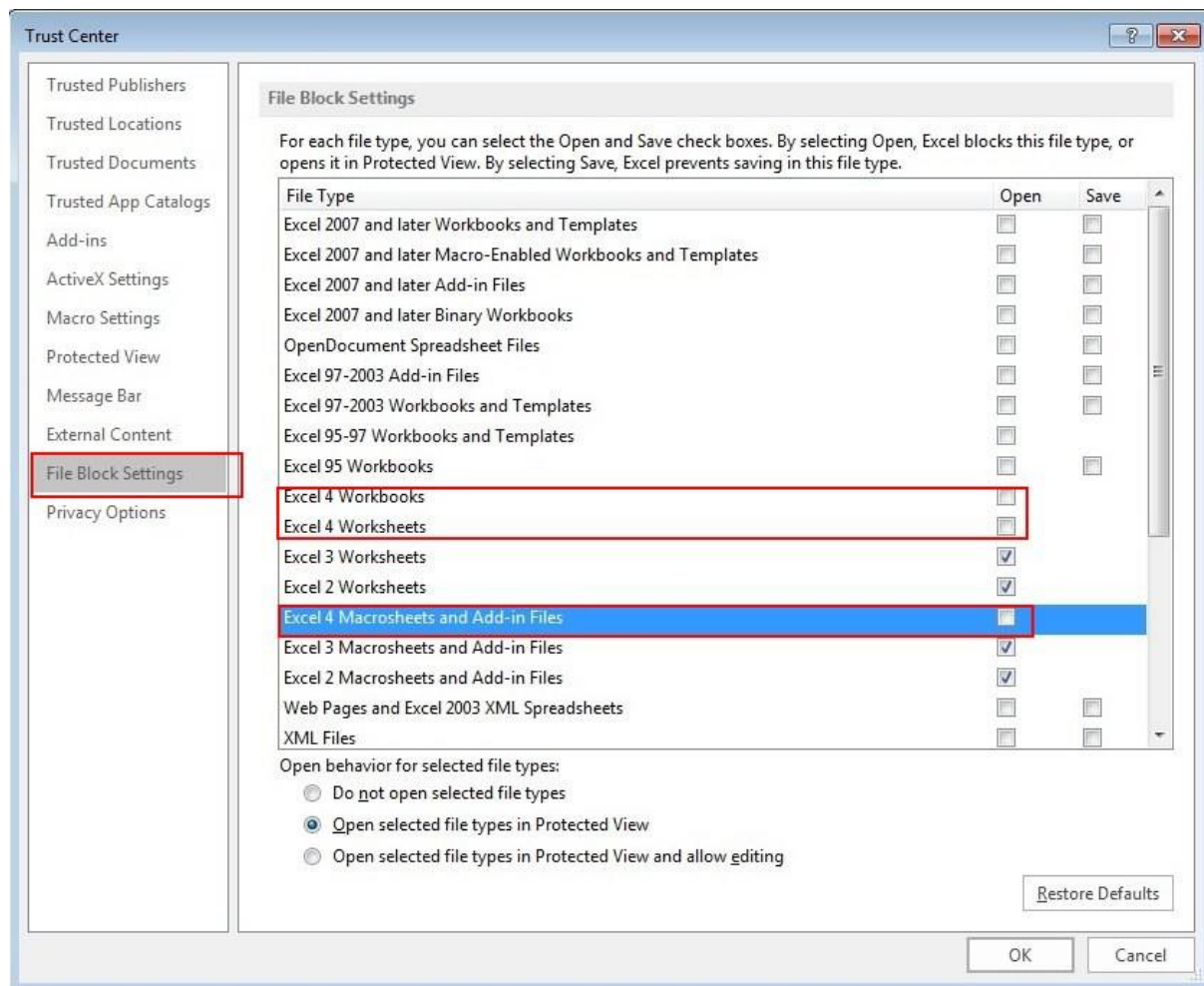


Figure 1-7 Trust Center File Block Settings Dialog

1.4.2.2 Launching the SBC On Windows/Excel 2007 and Later

After the **Trust Center** configuration has been completed, a one-time sequence needs to be performed.

1) Launch the **SBC** by clicking on the **SBC_Macros.xlm** file. If you see an alert (Figure 1-8) warning about the file format, answer **Yes**:



Figure 1-8 File Format Warning Notification

2) After Excel loads, you will see a security prompt to allow macro execution (Figure 1-9). Depending on the version of Excel, the alert will show in the message bar at the bottom of the window or just under the Ribbon area. Click on the **Enable Content** button to continue.



Figure 1-9 Security Warning Notification

3) Select a Team Worksheet file to open. The **SBC** should launch normally at this point.

4) After you see the **SBC READY** message in the message bar, quit the **SBC** via **File/Quit Softball Team Calculator**. No need to save the Team Worksheet file at this point.

Subsequent launches of the **SBC** can then be performed by clicking on a Team Worksheet.

1.4.3 File Format Differences in Excel Versions 12 and Greater

Starting with Version 12, Excel was enhanced to support the Office Open XML standard. Files in this format have an **.xlsx** suffix. When saving an **SBC** team worksheet, make sure to save it in the original **.xls** format. If you save it in the **.xlsx** format, you will not be able to re-launch the **SBC** next time.

1.4.4 Team Worksheet Compatibility

The **SBC** provides forward compatibility for team worksheets that were created using previous **SBC** versions. When a previous version team worksheet is first launched with the latest version of the **SBC**, applicable patches will be applied. The message bar will show the progress of the patch processing. When all the patches have been applied, the message bar will show **SBC READY**. Once the team worksheet is saved, the patches are permanent. The team worksheets supplied with the **SBC** releases already incorporate these patches.

1.5 Running The SBC With Other Excel Documents Open

Only a single Team Worksheet can be open at one time. Once the **SBC** has been started, non-**SBC** documents may be opened, if desired. Users may switch between documents by clicking on them or by using the **Window** menu (non-Ribbon UI versions of Excel). See Sections 1.4.1 thru 1.4.3 for limitations when running under certain versions of Excel.

Import operations (eg: Schedule, Stats, Roster) will close all open documents except the active Team Worksheet. The user will be prompted to save any documents that have been modified.

1.6 Contact Information

General comments and suggestions via email to: support@sbc.aces-softball.com

1.7 Support

1.7.1 On-Line Support

On-line support can be found at the **SBC** web site at <http://www.sbc.aces-softball.com>. There are helpful hints plus an on-line user manual.

1.7.2 Contacting Support

If you run into a situation that is not documented or where the **SBC** does not perform as expected, file a technical support request via email to: support@sbcs-softball.com

Responses to email queries will originate from:

support@sbcs-softball.com

Insure that you add this to your email address book and/or spam filter whitelist as a valid address

Please try to capture the following information:

1. **SBC** version information*
 2. Version of Microsoft Excel*
 3. Operating system platform and revision (Microsoft Windows or Macintosh OS X)*
 4. What operation was attempted ?
 5. Is the issue repeatable ?
 6. The sequence of events that led to the problem
 7. Any alert messages that were posted
 8. Contents of the window message bar area
 9. In the event of a macro error fault, capture the information reported and the line number
- This information is available via the **File / About Softball Calculator** command (Section 3.1.1).

Return to [Table of Contents](#)

2 GETTING STARTED

2.1 Major Operating Modes

2.1.1 Basic Command Set Mode – Single Season

This is the default mode of operation. This mode allows tracking of a team's batting statistics for a single season. Statistics are tracked on a game-by-game basis. The sample and blank single season team worksheets are configured in this mode.

The commands in Basic Command Set Mode have been selected to provide a simplified user interface that should be adequate for most users.

In addition to printed reports, a complete web site can be automatically generated with a single **One Step Web Site** command. Web pages are generated for optimum viewing on both desktop and mobile browsers. No additional apps are necessary. No web page authoring knowledge is required. Section 9 describes how to use this feature.

As the **SBC** can be configured to track statistics collated from multiple team worksheet files (Section 2.1.3), it is suggested that statistics from the regular season, tournaments, playoffs, etc. be maintained in separate team worksheet files. A new team worksheet can be created in Multi-Season mode to create composite/career statistics and a new web site with these statistics.

2.1.2 Expanded Command Set Mode – Single Season

In this mode, additional functionality is available including features such as customization of the look of the **SBC** and the style of generated web pages (Sections 11– 14). Also, support for game statistics collected via a third-party app on a mobile or tablet device is available in this mode (Section 16).

2.1.3 Expanded Command Set Mode – Multi-Season

In this mode, the **SBC** can generate a collated set of statistics and a web site from multiple team worksheets. The main intent of this mode is to track batting statistics over multiple seasons. It may be also be used to combine statistics from regular season, playoffs, tournaments, etc. into a composite season stats file (Section 15).

2.1.4 Command Set Organization

A custom menu bar (Figures 2-1, 2-2) is used to drive the basic functions of the **SBC**. The menu commands allow the user to:

- Create and maintain a team roster
- Transcribe/update the entries from the game scoresheets or 3rd party mobile stats apps
- Calculate team batting leaders
- Create and maintain a game schedule and results
- Create a line score and box score for a selected game
- Maintain the division standings
- Print reports
- Create a web site optimized for both desktop and mobile browsers with a single command

A custom toolbar contains commonly used commands plus some basic formatting capabilities. Placing the cursor over a tool will reveal a tooltip describing the tool's function. See Section 3.3.13 for more details. Keyboard equivalents for common commands are also available (Section 3.7.3).

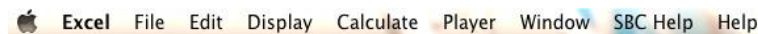


Figure 2-1 Basic Command Set Menu Bar

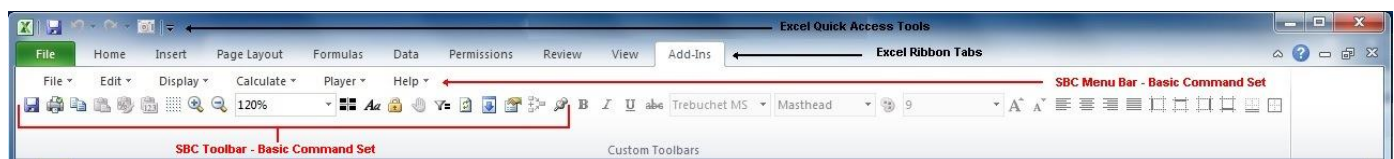


Figure 2-2 Basic Command Set Menu and Toolbar Under the Ribbon UI

2.1.5 Active and Expansion Rosters

The roster is divided into two areas referred to as the Active and Expansion rosters. The Active roster is intended for full-time players. The Expansion roster is intended for part-time or substitute players. The use of the Expansion roster is optional.

The same statistics categories can be entered for players in either roster. Players and their stats can be transferred from one roster to the other at any time. Stats from multiple players can be merged into a single entry.

The major differences between the two rosters are shown in Table 2-1. Applicable specifications are shown in Section 1.2. The Expansion roster can be renamed as desired

Feature	Active Roster	Expansion Roster
<i>Statistics Organization</i>	Separate page for each player	Single page for all players
<i>Roster Limits</i>	No limit*	No limit*
<i>Number of Single Season Game Entries</i>	500	500
<i>Number of Multi-Season Season Entries</i>	500	500
<i>Batting Leaders</i>	All players included	Selectable inclusion

* limited only by the version of Excel.

Table 2-1 Active vs. Expansion Rosters

2.1.6 Statistics Tracking Mode

The **SBC** can track statistics for slow or fast pitch softball, and baseball. The **Track Slow Pitch Stats Only** option controls this mode (Section 4.1.3.1).

When this mode is disabled, the full set of statistics is tracked. This is the mode for fast-pitch softball or baseball. By default, the **SBC** is configured for fast pitch softball and baseball.

When the **Track Slow Pitch Stats Only** mode is enabled, SB, HBP and SACB stats are not tracked. This applies to the player stats, player updating, batting leaders, box score, web site generation and printing.

2.1.7 Team Worksheet Organization

The team worksheet displays the results of all entered and calculated statistics. Critical areas of the team worksheet are protected against accidental user corruption. The major areas are as follows:

2.1.7.1 Top Level Team Summaries Page

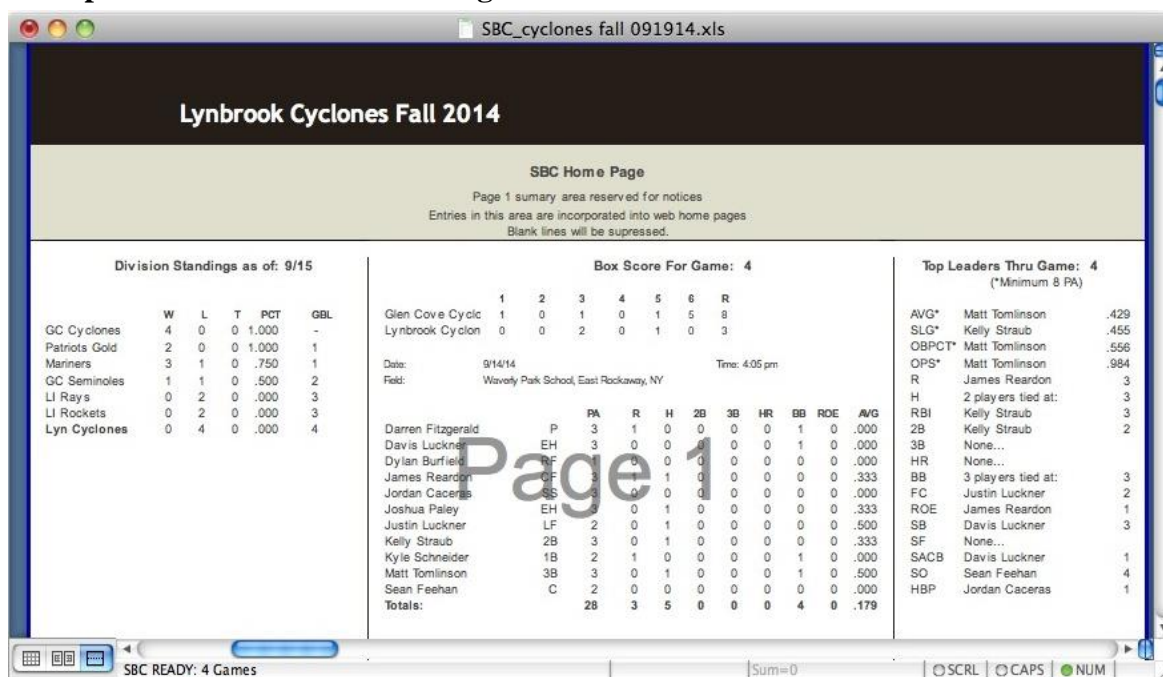


Figure 2-3 Team Summary Page

The **Team Summary Page** is visibly organized into the following areas:

- Header / masthead area
- User customizable area for notices and general team information
- Division standings including wins/losses/ties, winning percentage and Games Behind Leader (Section 5.1.5.2)
- Box score and line score for a selected game (Section 7)
- Summary of team batting leaders with top player in each category (Section 6.4.2)

This page is also a framework for a team web site home page (Section 9).

2.1.7.2 User Notes Area

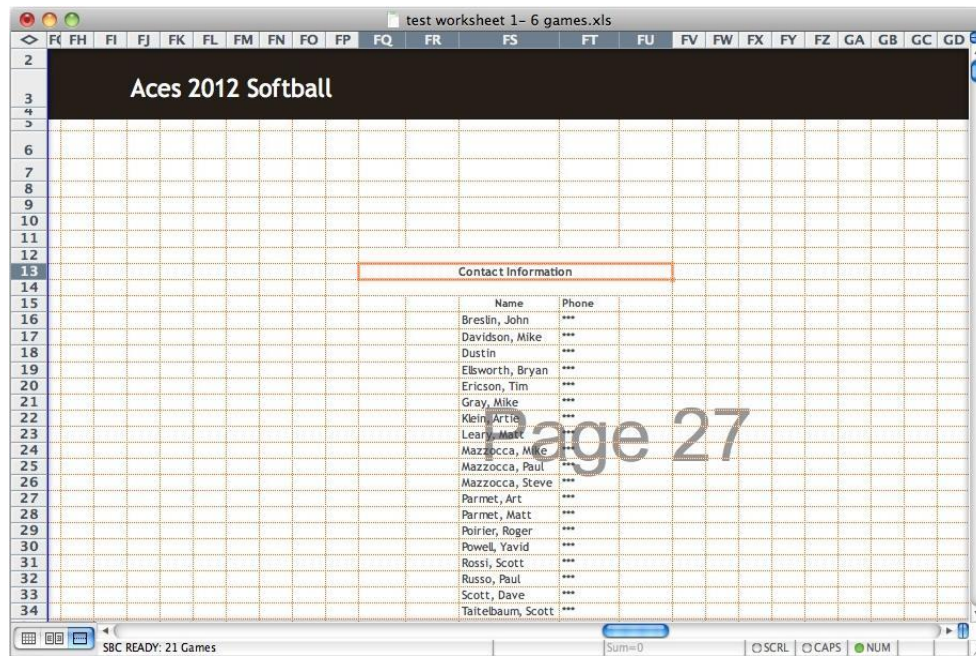


Figure 2-4 User Notes Area

This area is a separate page with an unprotected block of cells. Some possible uses of this area are:

- Personal notes for the maintainer of the statistics
- Notices for the team, league, etc.
- Custom game schedule and upcoming events
- Detailed team roster information (eg. player contact information – Figure 2-4 example)

The cells in this area are normally formatted for text entries but can be reformatted as desired via the **Edit / Format User Notes Area** command.

Entries in an individual cell are limited to a maximum of approximately 200 characters. Entries wider than the cell will span across adjacent cells.

The User Notes area may be included when the Team Worksheet is printed via the option in the **General Preferences** command dialog (Section 4.1.4.1). If selected, it will appear as a separate page.

This area may be optionally generated as a separate web page during the **One Step Web Site** command. See Section 9.4.1 for more details. When a web page is generated, the area will be minimized both horizontally and vertically to the non-blank cell area and then centered in the web page content area. The first non-blank cell in the area will be interpreted as a title line and highlighted in the web page. If this is not desired, place a single space in one of the cells in the first active row.

If your users will be utilizing mobile/handheld devices to view the web site, the content should be kept sparse and more vertical in structure. This will improve readability.

In Expanded Commands mode, custom hyperlinks can be added to cells in the User Notes area via the **Edit / Custom Hyperlink** command (Section 11.2.2).

If a web page is generated for the User Notes area, use discretion when including personal contact information to prevent possible misuse or indexing by web search engines.

2.1.7.3 Team Batting Statistics

Lynbrook Cyclones Fall 2014

Team Batting Statistics

	G	PA	AB	R	H	REI	2B	3B	HR	BB	FC	ROE	SB	SF	SACB	SO	HBP	AVG	SLG	OBP	OPS
Darren Fitzgerald	4	9	8	1	1	0	0	0	0	1	0	0	0	0	0	3	0	.125	.125	.222	.347
Davis Luckner	3	7	3	1	0	0	0	0	0	3	0	0	3	0	1	1	0	.000	.000	.500	.500
Dylan Burfield	4	7	4	0	1	0	0	0	0	3	0	0	0	0	0	2	0	.250	.250	.571	.821
James Reardon	4	11	8	3	2	0	0	0	0	3	0	1	2	0	0	2	0	.250	.250	.455	.705
Jordan Caceras	4	9	8	0	1	0	0	0	0	0	0	0	0	0	0	3	1	.125	.125	.222	.347
Joshua Paley	4	11	11	0	1	1	0	0	0	0	0	0	0	0	0	3	0	.091	.091	.091	.182
Justin Luckner	4	7	7	0	2	0	0	0	0	0	2	0	2	0	0	0	0	.286	.286	.286	.571
Kelly Straub	4	11	11	0	3	3	2	0	0	0	0	0	1	0	0	1	0	.273	.455	.273	.727
Kyle Schneider	4	7	5	1	0	0	0	0	0	2	0	0	1	0	0	3	0	.000	.000	.286	.286
Matt Tomlinson	4	9	7	1	3	0	0	0	0	2	0	0	1	0	0	3	0	.429	.429	.556	.984
Sean Feehan	4	7	7	0	0	0	0	0	0	0	0	0	0	0	0	4	0	.000	.000	.000	.000
TOTALS:	4	95	79	7	14	4	2	0	0	14	2	1	10	0	1	25	1	.177	.203	.309	.511

SBC READY: 4 Games

Figure 2-5 Batting Summary Page

This is a summary of batting statistics for each Active roster player plus a composite summary of all player statistics in the Expansion roster. The Expansion roster players line will be blank if there are no player entries in that category. See Section 6 for more details on the creation and maintenance of the rosters.

2.1.7.4 Formulas Used in Statistics Calculations

The **SBC** uses commonly accepted formulas for statistics calculations and abbreviations as defined by Major League Baseball at: http://mlb.mlb.com/mlb/official_info/baseball_basics/abbreviations.jsp. The formulas are also summarized at the [Baseball Reference web site](#):

At Bats (AB): $H + \text{Outs} + FC + ROE - BB - SF - SACB - HBP - CI$

Batting Average (AVG.): $\frac{H}{AB}$

Slugging Pct (SLG): $\frac{1B + 2*(2B) + 3*(3B) + 4*(HR)}{AB}$

On Base Pct (OBP): $\frac{H + BB + HBP}{AB + BB + HBP + SF}$

On Base Plus Slugging Pct (OPS): $OBP + SLG$

The **SBC** does not track **CI** (reached on catcher's interference) as a unique statistic. However, if you record a Plate Appearance in this case, the overall statistics will be correct.

When the **SBC** is in the Slow-Pitch Stats Tracking mode (Section 4.1.3.1), **SB**, **HBP** and **SACB** stats are not tracked and therefore, not factored into the **AB**, **OBP** or **OPS** calculations.

2.1.7.5 Detailed Batting Leaders

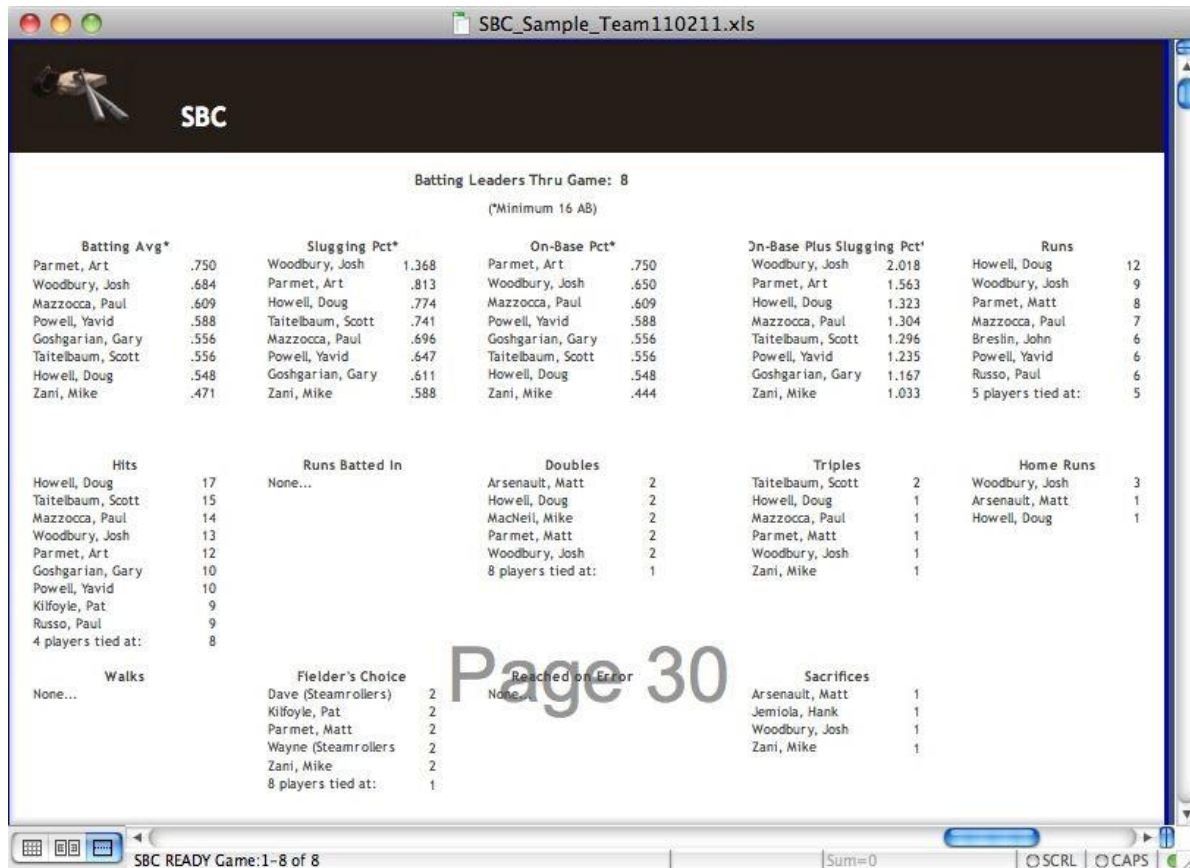


Figure 2-6 Batting Leaders Page

A display of the results of calculation of batting leaders in each category (Section 6.4). A sample of the leaders area is shown in Figure 2-6. In addition, the top leader in each category is displayed on the Summary Page (Section 2.1.7.1). The user can choose AB or Appearances for the Batting Avg, Slugging Pct, On-Base Pct, and On-Base Plus Slugging Pct categories and the minimum number to qualify. The categories and number of players posted are selectable as well. Ties for the last position are posted.

2.1.7.6 Game-by-Game Player Statistics Pages

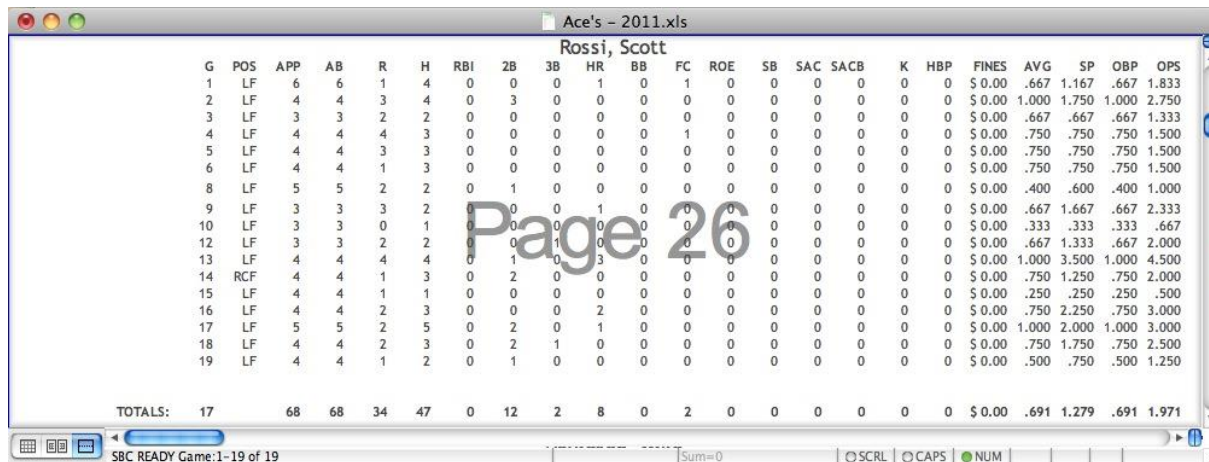


Figure 2-7 Player Game-by-Game Stats Pages

Subsequent pages hold individual batting statistics for each Active roster player for each game played (Section 6). A separate page tracks game statistics for the Expansion roster area (for reserves/alternates/part-timers/subs/wannabe's).

2.1.7.7 Game Schedule and Results

test worksheet 21 games.xls

Aces 2015 Softball

Aces 2015 Schedule

Game	Date	Time	Field	Opponent	Score	Status
1	04.23.15	9:20PM	Marvin	at Steamroller	W 29-3	
2	04.30.15	6:30PM	Marvin	Bombers	-	Canceled
3	05.07.15	6:30PM	Marvin	at Hackers	-	Rainout
4	05.14.15	7:55 PM	Marvin	Nomads	L 11-10	
5	05.21.15	6:30 PM	Rotary	at Misfits	W 19-13	
6	05.28.15	9:20 PM	Marvin	Hackers	W 19-9	
7	06.04.15	9:20 PM	Marvin	at Nomads	L 11-2	
8	06.11.15	7:55 PM	Marvin	at Misfits	W 10-8	
9	06.18.15	6:30 PM	Marvin	Steamrollers	W 15-5	
10	06.25.15	9:20PM	Marvin	at Bombers	W 11-5	
11	07.02.15	7:55PM	Marvin	at Hackers	L 9-6	
12	07.09.15	9:20PM	Rotary	Misfits	W 16-5	
13	07.16.15	7:55PM	Marvin	at Steamroller	W 15-5	
14	07.23.15	7:55PM	Marvin	Bombers	W 17-11	
15	07.30.15	6:30PM	Marvin	Nomads	L 6-3	
16	08.06.15	9:20pm	Marvin	Misfits	W 12-11	
17	08.13.15	7:55pm	Rotary	at Hackers	L 11-7	
18	08.20.15	6:30pm	Marvin	Steamrollers	W 12-4	
19	08.27.15	7:55pm	Marvin	at Bombers	L 13-12	
20	09.03.15	9:20pm	Marvin	at Misfits	-	TBP
21	09.10.15	6:30pm	Marvin	at Nomads	-	TBP
22	09.17.15	6:30PM	Marvin	at Hackers	-	TBP

Record: 11-6-0

Avg. Runs Scored: 12.6 Avg. Winning Margin: 8.7
Avg. Runs Allowed: 8.2 Avg. Losing Margin: 3.5

SBC READY: 22 Games

Figure 2-8 Game Schedule Page

A composite schedule of all games is compiled on a separate page. This is the results of all completed and scheduled games. Team W-L-T record, averages of runs scored/allowed, winning/losing margins are displayed as well. Options for annotating game status, plus automatic marking of unplayed games as **TBP** (To Be Played) or **NR** (Not Reported), highlighting the next unplayed game, and updating of Division Standings from the schedule are provided.

See Section 5.2 for more details.

2.2 Program Installation

WARNING:

The SBC does not require a password to use or a deinstaller to remove from your system. There are web sites that claim to offer keygen or deinstaller programs for the SBC. These are rogue programs that can install viruses and/or cause damage to your system if executed.

The distribution contains the following files and folders:

SBC_Macros.xml - The main controlling functions for the program

Single-Season Mode Files - Folder with example files for Single Season Mode

SBC_Blank_Team.xls - A blank team worksheet

SBC_Sample_Team.xls - A sample team worksheet with active teams and players

6-4-3 Sample Import File.csv - Sample file as generated by the 6-4-3 Baseball Scorecard mobile app (Section 16)

iScore Sample Import File.csv - Sample file as generated by the iScore Baseball mobile app (Section 16)

example schedule - sbc format.xls - Sample file to display the **SBC** schedule import file format (Section 5.2.2.1)

example schedule - general format.xls - Sample file to display the general schedule import file format (Section 5.2.2.2)

SBC Sample Roster File FN LN.csv - Sample file to display the roster import file First Name / Last Name format (Section 17.1)

SBC Sample Roster File LN FN .csv - Sample file to display the roster import file Last Name / First Name format (Section 17.1)

Multi-Season Mode Files - Folder with example files for Multi-Season Mode (Section 15)

[SBC_Blank_Team_MS.xls](#) - A blank team worksheet

[SBC_Sample_Team_MS.xls](#) - A sample team worksheet with active teams and players

Web Site Files – Folder with files for web site processing

[sbc-logo-72.png](#) – **SBC** logo graphics file for web page mastheads (Section 9.4.2.1)

[favicon.ico](#) – Graphics file for desktop browser icon display (Section 9.4.2.3)

[apple-touch-icon-xxx.png](#) – Nine files used for bookmarks on mobile devices (Section 9.4.2.2)

Copy these files into a working folder on your hard disk. No restriction on folder names is enforced, except that the [SBC_Macros.xlm](#) and team worksheet files must be in the same folder. However, an alias of a team worksheet file may be created to launch the **SBC** from a different location. The web site files should be placed in a separate folder.

WARNING:

The macro file: [SBC_Macros.xlm](#) must not be renamed.

2.2.1 Deinstalling the SBC

WARNING:

*The **SBC** does not require a password to use or a deinstaller to remove from your system. There are web sites that claim to offer keygen or deinstaller programs for the **SBC**. These are rogue programs that can install viruses and/or cause damage to your system if executed.*

The **SBC** may be deinstalled by simply dragging the [SBC_Macros.xlm](#) file to the trash. The team worksheets and supporting web files (Section 2.2) may be deleted as desired. The **SBC** does not require a password or key to install, use or uninstall the program.

2.3 Starting the SBC

After doing the basic installation of the files, and reviewing the overall sturcture of the **SBC**, it is beneficial to get a flavor of what a working team worksheet looks like. Insure that the Excel application is not active. Then, double-click on the [SBC_Sample_Team.xls](#) file.

The **SBC** Macros will be loaded and automatically started. Custom menus and toolbars will be built. Watch the Excel message bar at the bottom left of the team worksheet (Figure 2-3) for progress information. When the watch/hourglass cursor stops, you'll see **SBC READY**. You are now ready to begin !

When a Team Worksheet is launched with a new revision of the **SBC**, a “thank-you for downloading” message will appear. After the Team Worksheet is saved, this message will no longer appear on subsequent launches. Configuration messages may also appear depending on the version of Excel (Section 1.4).

Alternatively, the **SBC** may started by double-clicking the [SBC_Macros.xlm](#) file. A Prompt for a Team Worksheet will appear. Note that some versions of Excel may post an alert (Figure 2-8) indicating a possible file format issue with the [SBC_Macros.xlm](#) file. These can be ignored by clicking the **Yes** button.

If you encounter security alerts, check the **Trust Center** configurations (Section 1.4.2).

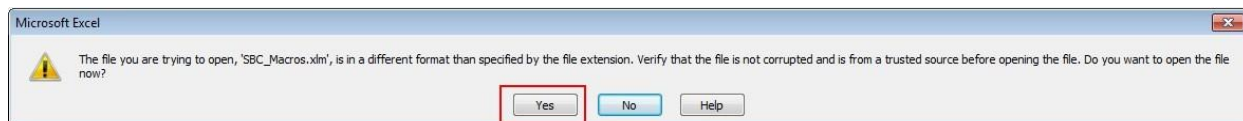


Figure 2-9 File Format Warning Example

2.3.1 Activating the SBC Menus and Toolbars under The Windows Ribbon UI

On Excel versions on Windows with the Ribbon user interface (Figure 2-2), the **SBC** menus and toolbar appear under the **Add-ins** tab. The **SBC** will activate this tab at startup time if it is visible on the ribbon. If not, the user will be notified to enable this tab via the **File/Options/Customize Ribbon** command (Figure 1-2).

2.3.2 Screen View Under Excel 2008 / Mac

Excel/2008 does not support the Page Break Preview display mode. The Normal View mode must be selected via the icon at the bottom left of the page. A reminder alert to perform this operation will occur at start-up time if the **Display / Informational Messages** option is checked. Once the Team Worksheet is saved, the Normal View mode is permanent.

2.3.3 Operating Environment Detection

At startup, the **SBC** will automatically configure its environment based on the version of Excel and the operating system (Macintosh or Windows). If this cannot be determined, the user will be prompted to select the version of Excel (Figure 2-10). This can occur on some internationalized versions of Excel.



Figure 2-10 Manual Selection of Excel Version

This prompt will occur any time the **SBC** cannot detect the operating environment. However, the **SBC** will attempt to preserve the previous selection as the default for subsequent launches under this situation.

Due to major differences/limitations in the underlying macro support, the **SBC** may not be usable under international versions of Excel, especially non-English language versions.

2.4 Setting Up A Team Worksheet

Start with a copy of a blank team worksheet or run the **File / Configure New Team** command.

Then perform the following steps to organize a new team worksheet:

1. Set up the teams in the division standings (Section 5.1)
2. Set up your user configurable parameters (Section 4)
3. If available, set up the game schedule (Section 5.2)
4. Set up the player entries for your rosters (Section 6)
5. Set up the print options by executing the **File / Page Setup** command (Section 8)

2.5 Quitting the SBC

The preferred way to quit the **SBC** is via the **File / Quit Softball Team Calculator** command or by the **option+cmd+Q** keyboard shortcut. The user will be prompted with a file save dialog box for the team worksheet. The **SBC** and the Excel application will be terminated normally. The **SBC** closes the **SBC_Macros.xlm** file automatically at termination. In the unlikely event that a prompt occurs to save this file, always hit the **Don't Save** button.

WARNING:

*If you are running the SBC under Excel 2007 or greater, make sure to save the Team Worksheet as an .xls file.
See Section 1.4.3 for more details.*

The window close control in the window title bar (red button on the Mac or the “X” box on Windows) may be used. However, if depressed, the **Cancel** dialog button will be ignored. This is due to the inability of the **SBC** to detect the cancel action in this situation.

It is not recommended to exit via the **Excel/Quit** or **Excel/Exit** command as extraneous prompts to save the **SBC_Macros.xlm** macro sheet may appear. As is the case with the window close button, the **Cancel** dialog button will be ignored. In addition, when executing this command on some Windows versions of Excel, a macro error may occur.

Return to [Table of Contents](#)

3 BASIC COMMAND SET REFERENCE

This section summarizes the basic command set of the **SBC**. For the majority of users, these commands are sufficient to create and maintain team statistics, perform basic text style modifications, print reports and generate a basic web site. Dimmed items are not available in Basic Command Set. A number of frequently used commands are also available on the **SBC Toolbar** (Section 3.3.13).

Keyboard equivalents and toolbar icons for common commands are identified where applicable. See Section 3.7.3 for a summary of all keyboard shortcuts. In the Apple Macintosh environment, **cmd** is the **⌘** key and the **opt** key is the **option** key. In the Windows environment, **cmd** is the **control** key and the **opt** key is the **alt** key.

3.1 File Menu

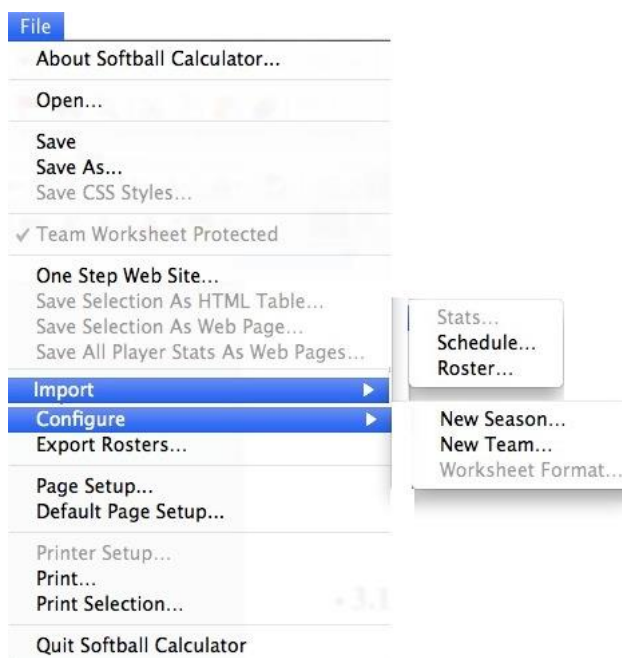


Figure 3-1 File Menu in Basic Commands Mode

3.1.1 About Softball Calculator



Figure 3-2 About Softball Calculator Dialog Box

Shows program information and how to access the **SBC** website. The link may be copied into your browser. In addition to download information, latest support info, there is a link to contact **SBC** support are available as well on the site. Note that not all versions of Excel support copying of the link from this dialog box.

3.1.2 Open

Opens a new document. Only non-**SBC** Excel documents can be opened as the **SBC** allows only a single Team Worksheet to be active at a time. Non-Excel documents (eg: text files, csv files) can be opened by double-clicking on the file.

This command is not available on Excel versions with the Ribbon Interface on the Windows platform. Double-click on documents to open them.

3.1.3 Save (cmd+S) Save As

Same as normal **Excel File** menu functions to save the team worksheet or a copy.

WARNING:

If you are running under Excel 2007 or greater, make sure to save the Team Worksheet as an .xls file, not an .xlsx file. Otherwise, you will not be able to re-launch the SBC from this Team Worksheet (Section 1.4.3).

3.1.4 Import Schedule

This command will import a game schedule from a comma-separated variable (.csv) or Excel workbook file. See Section 5.2 for details.

3.1.5 Import Roster

This command will import a set of player names from an external file. See Section 17.1 for details.

3.1.6 Configure New Season

This will reconfigure the Team Worksheet for a new season by clearing out:

- Player stats
- Division WLT records
- Batting Leaders
- Box Score display
- Schedule and Game Results

Main **Team Name**, roster entries and division teams are left unchanged. No other parameters will be modified. The user will be prompted to modify the Stats File Description and the Masthead Banners as desired.

3.1.7 Configure New Team

Similar to the **Configure New Team** command but will also clear the rosters and division teams. No other parameters will be modified. The user will be prompted to modify the main **Team Name**, Stats File Description and the Masthead Banners as desired.

3.1.8 Export Rosters

This command will export the Active and Expansion roster player names to a file. See Section 17.2 for details.

3.1.9 Team Worksheet Protected

This command is not accessible in Basic Command mode as the Team Worksheet is always protected.

3.1.10 One Step Web Site (cmd+opt+W)

Generates a web site for both desktop and mobile browsers with one menu command (Section 9).

3.1.11 Page Setup

Same as normal **Excel File / Page Setup**

3.1.12 Default Page Setup

Same as **Page Setup**, except reverts to built-in default settings.

3.1.13 Printer Setup

Allows selection of the printer from within the *SBC*. Only available when running on Windows platforms.

3.1.14 Print (cmd+P)

See Section 8 for more details on printing options.

3.1.15 Print Selection (cmd+opt+P)

Allows a specific area of the team worksheet to be printed.

3.1.16 Quit Softball Team Calculator (option+cmd+Q)

This command quits the *SBC* application. See Section 2.5 for additional information.

3.2 Edit Menu

The traditional **Edit** / **Copy**, and **Select All** commands are supported. As most of the worksheet area is protected, the **Cut** command is blocked. The **Paste** and **Paste Special** functions are blocked from the menu to prevent internal errors. However, the keyboard shortcuts, right click mouse and toolbar buttons provide some of their functions.

3.2.1 Repeat (cmd+opt+Y)

Repeats execution of the previously executed *SBC* command. The title of the command will be shown when applicable or **Can't Repeat** if not feasible. This is unique to *SBC* commands. The standard Excel **Repeat** (cmd+Y or toolbar function) can be used in some limited instances as well for non-*SBC* commands such as **Copy**, **Paste**, **Format Text**, etc.

3.2.2 Select All (cmd+A)

This command will select all active areas of the team worksheet. The header areas are not included in the selection. This is useful for making global formatting changes. See Section 4.4 for more details on text format modifications.

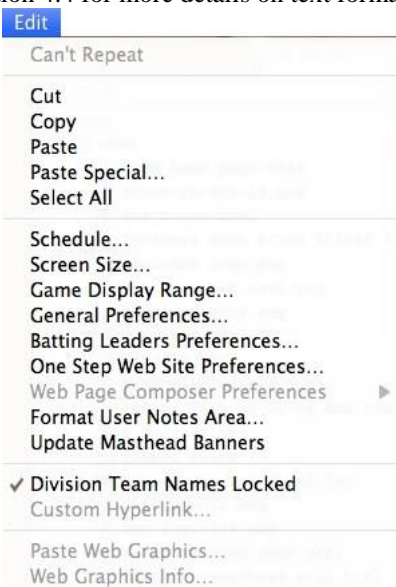


Figure 3-3 Edit Menu in Basic Commands Mode

3.2.3 Schedule

This command invokes the **Game Schedule Manager** (Section 5.2). This capability provides for editing of attribute information unique to each game.

3.2.4 Screen Size 120%

This command allows the user to change the size of the content of the team worksheet from 10% to 400% of normal size. It does not change the window size nor does it have any effect on the generated web pages.

3.2.5 Game Display Range (opt+R)

This command allows display of a subset of statistics via a user-selectable game number range (Section 4.2). This feature is useful when it is desired to view a set of statistics for a set of games that may be part of a tournament, for example.

3.2.6 General Preferences

This command allows the user to modify parameters that are applicable to general operation of the *SBC*. (Section 4.1).

3.2.7 Batting Leaders Preferences

This command allows the user to modify parameters that are applicable to the calculation of batting leaders (Section 6.4).

3.2.8 One Step Web Site Preferences

This command allows the user to modify parameters that are applicable to the generation of a team website. See Section 9.4).

3.2.9 Format User Notes Area

This command allows the user to clear or re-format the User Notes area. The command will invoke the dialog shown in Figure 3-4. The default parameters are shown. The user has the option of selective re-formatting of a cell, or group of cells by checking the **Apply to Selection Only** option. If unchecked, the operations are performed on the entire User Notes area. Standard formatting tools may also be used for individual cells.

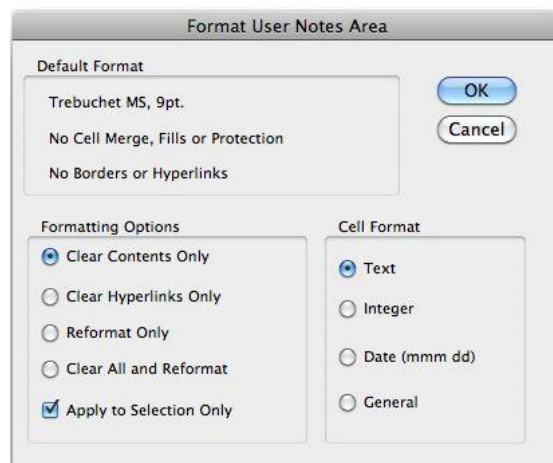


Figure 3-4 Format User Notes Area Dialog

3.2.10 Update Masthead Banners

This command will use the banner text and format from the Summary Page header to update the headers on the Team Summary, User Notices and Leaders pages.

3.2.11 Division Team Names Locked

This command controls the ability to modify the team names in the Division Standings (Section 5.1.2).

3.3 Display Menu

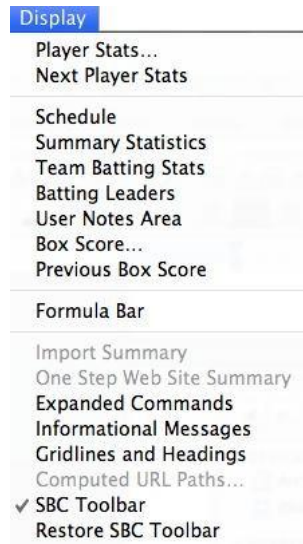


Figure 3-5 Display Menu

These commands allow rapid display of a selected area of the team worksheet and display control of additional items of interest.

3.3.1 Player Stats

Prompts the user for a specific player name (default is the first Active roster player name in the team worksheet) and display the detailed stats for the player. The Expansion roster players may also be displayed with this command.

3.3.2 Next Player Stats (↓)

Displays the next player name in the roster. This command will traverse the Active and Expansion rosters.

3.3.3 Schedule (opt+S)

Displays the Game Schedule page. **ctrl+opt+S** refreshes the schedule before display.

3.3.4 Summary Statistics (HOME) :

Displays the Summary Statistics page.

3.3.5 Batting Leaders (opt+L or cmd+HOME)

Displays the Batting Leaders page.

3.3.6 Team Batting Summary (opt+B or opt+HOME) 📄

Displays the Team Batting Summary page.

3.3.7 User Notes Area (opt+N or cmd+opt+HOME) 📝

This is a separate area of the team worksheet reserved for user notes. See Section 2.1.7.2 for more details on the uses of this area.

3.3.8 Box Score...


Recalls a specific line score or line score/box score for the available games.

3.3.9 Next/Previous Box Score (opt+↓)

Displays the next or previous available line score or line score/box score depending on the **General Preferences / Box Score Game Sort Order** setting (Section 4.1.5.3).

3.3.10 Formula Bar (opt+cmd+F)

In addition to in-cell editing, the standard Excel Formula Bar can be activated for editing of non-protected cells on the Team Worksheet. This preference is saved by the **SBC** for subsequent re-launches.

This control is not available via the **SBC menus or toolbar when running under Excel/2011 on the Mac. Use the  tool icon in the Excel Ribbon area instead.**

3.3.11 Import Summary

Recalls the processing summary from the previous stats, schedule or roster import command operation.

3.3.12 One Step Web Site Summary

Recalls the processing summary from the previous One Step Web Site command (Section 9).

3.3.13 Expanded Commands (cmd+E)

When checked, this command invokes an enhanced set of features for the power user (Sections 11-16). When unchecked, the Basic Command Set mode is enabled. This latter set of commands is usually sufficient for the majority of users.

3.3.14 Informational Messages

Controls the display of messages that are not considered critical errors or warnings (Section 10). It is recommended to keep this option checked until the user is familiar with the operation of the **SBC**.

3.3.15 Gridlines and Headings (cmd+opt+G)

When active, the **Gridlines And Headings** option activates the display of a gridline around the cells plus the row and column headings identifiers. This can be helpful when reformatting or modifying cells on the team worksheet. The gridlines and headings will not be visible on web pages. They can be made visible on printed pages depending on the **Page Setup** settings (Section 8).

3.3.16 SBC Toolbar – Basic Command Set

When active, a custom toolbar will appear with a number of frequently used commands. (Figures 3-5, 3-6). The tool icons may vary in appearance on different versions of Excel. Sliding the cursor over the tool will show a literal description of the tool function.

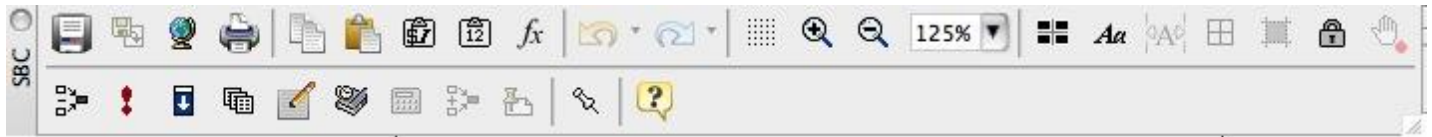


Figure 3-5 SBC Toolbar – Basic Command Set Mode

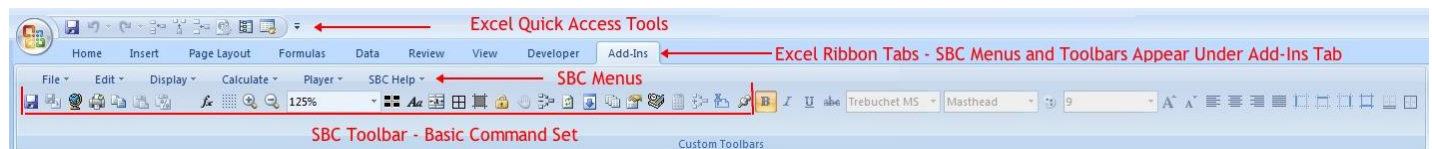








Figure 3-6 SBC Toolbar Under Ribbon UI – Basic Command Set Mode





The **SBC** Toolbar appears as a floating toolbar on all Mac versions of Excel, and on non-Ribbon UI versions on Windows platforms. If the toolbar is moved or resized, these settings are preserved for future use of the **SBC**. The toolbar can be resized and repositioned on the screen as desired. It will retain these settings for future use.

On Excel with the Ribbon UI on Windows platforms, it appears as a fixed toolbar under the **ADD-INS** tab on the Ribbon interface. Under the Ribbon UI, the toolbar position and size are fixed and cannot be modified.


The tools have been selected to provide a basic set of common functionality in the Basic Command Set mode without the possibility of corruption of the team worksheet. Dimmed tools are not available in the Basic Command Set mode or on some versions of Excel.


The **Copy** , **Paste** , **Paste Format** , and **Paste Values**  tools are equivalent to the functions found on Mac and Windows platforms. These tools are usable only on unprotected areas of the Team Worksheet. See Section 4.3 for more details.



The **Undo**  and **Repeat**  tools are provided but are limited in scope to basic Excel functions in the current versions of the **SBC**. A separate **Edit/Repeat** function is available for **SBC**-specific commands (Section 3.2.1).

Some basic formatting tools are provided for a cell or range of cells. The **Format Text**  tool provides font, size, color and style modifications for the text. The **Align Text** , **Borders**  and **Fills and Patterns**  tools provide similar modifications for their respective attributes. See Section 4.4 for notes on using these tools.

The **Select All** tool will select the entire team worksheet with the exception of the header areas. This can be used in conjunction with the **Format Text** tool to make global changes.

The **SBC Help**  tool will display the keyboard shortcuts for common **SBC** commands.

The **Import**  tool is multifunctional and allows **Schedule** or **Roster** importing in Single Season Mode and **Stats** importing in Expanded Commands mode from external files.

On some Windows versions of Excel, the Excel Help  toolbar button is not displayed. To view the standard Excel Help, click on the  icon in the main Excel tab bar or use the commands in the **Help** menu.

In the event that the toolbar becomes non-functional (eg: “**SBC_Macros.xlm** file is already open” warning), the **Restore SBC Toolbar** command will restore proper operation.

3.3.16.1 Toolbar Icon and Tooltip Size

On the Windows platforms, the default toolbar icons and tooltip sizes may be too small. They can be changed by the following Windows procedure (Figure 3-7):

1. Right-click on any area of the Windows desktop.
2. Click on the **Personalize** item
3. In the **Personalization** window, click on **Window Color**
4. In the **Window Color and Appearance** window, select the **Menu** item.
5. Adjust the Size item as desired.
6. Hit **Apply** to view the change
7. Hit **OK** to make it permanent

This will adjust the sizes of the menu text, tooltips text, and tooltip icons.

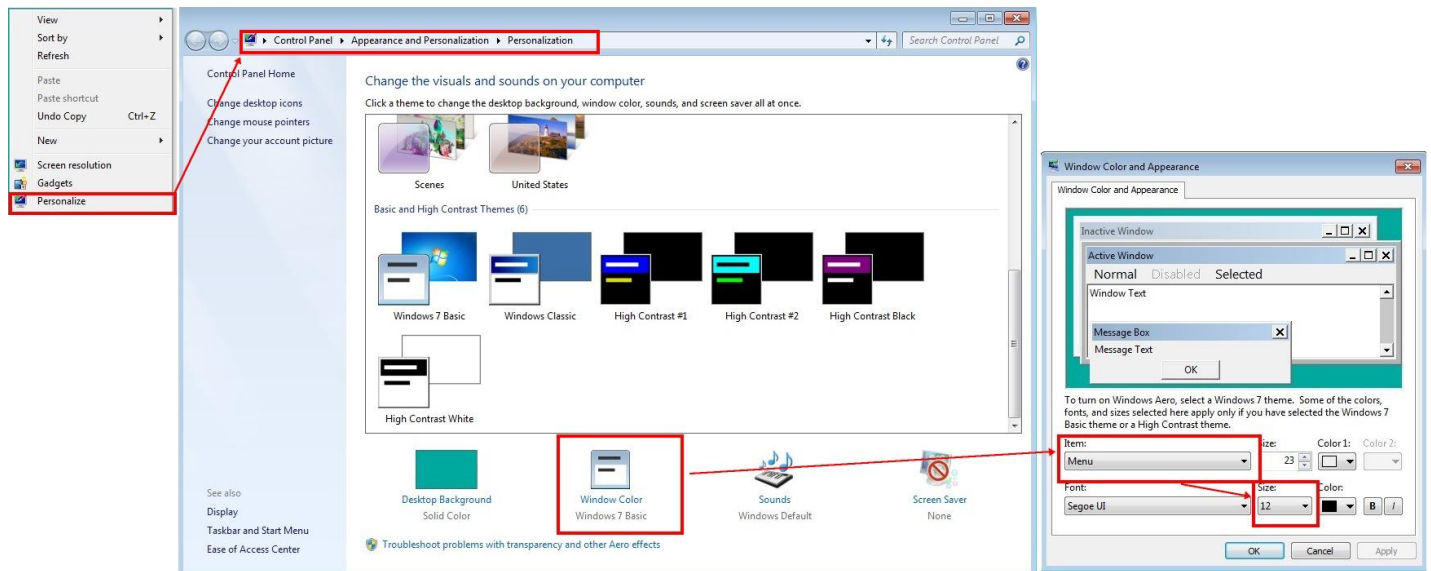


Figure 3-7 Modifying Toolbar and Tooltip Size

3.4 Calculate Menu



Figure 3-8 Calculate Menu

3.4.1 Batting Leaders (opt+cmd+L)

Recalculates the team batting leaders in up to 19 selectable categories (Section 6.4).

3.4.2 Division Standings (opt+cmd+K)

Recalculates the division standings and locks the team names area (Section 5.1).

3.4.3 Box Score (opt+cmd+B)

This command generates a box score for a selected game number. (Section 7).

3.5 Player Menu

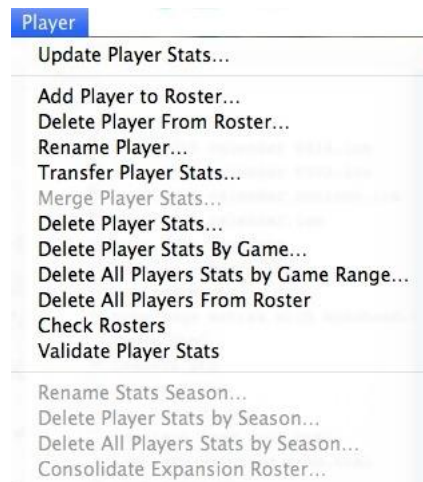


Figure 3-9 Player Menu

These commands are used for creating and maintaining the roster entries (Section 6.2) and to update individual player batting statistics (Section 6.3). The **Merge Player Stats** command is available in Expanded Commands mode. The **Check Rosters** and **Validate Player Stats** commands are used by the Import Stats (Sections 15, 16) and **Import Roster** (Section 17.1) features. The remaining dimmed and commands are used only in Multi-Season Mode (Section 15).

3.6 Window Menu

Similar to standard Excel Window menu except that the functionality is limited to switching windows by window name when multiple documents are open (Section 1.5). This menu does not appear when running under versions of Excel with the Ribbon UI on Windows platforms. The standard Excel keyboard shortcut (cmd/F6) can be used to display the next active window.

3.7 SBC Help



Figure 3-10 SBC Help Menu

The commands in this menu provide assistance for the *SBC*.

On-Line Help for basic Excel functions is available via the **Excel Help** command or under the **Help** menu on some versions of Excel. This function is not supported on some Windows versions of Excel. Alternatively, click on the “question mark” icon or use the commands in the **Help** menu.

3.7.1 SBC Support

Opens a web page in the default system web browser with *SBC* support notes and contact information. Same as information found in Section 1.7.


3.7.2 SBC On-Line User Manual

Opens the *SBC* User Manual as a web page in the default system web browser.

3.7.3 Donate To SBC Development

Opens a web page in the default system web browser with instructions to make a donation (always appreciated ☺) for on-going *SBC* support and future development. Donations can be made via PayPal.

3.7.4 SBC Keyboard Shortcuts

The following keyboard shortcuts are available for selected *SBC* commands. The mappings have been chosen to avoid conflicts with common Excel shortcuts. In the Apple Macintosh environment, **cmd** is the  key and the **opt** key is the **option** key. In the Windows environment, **cmd** is the **control** key and the **opt** key is the **alt** key.

This command as well as the **HELP** key (or **cmd+opt+?**) will display the keyboard shortcuts. The display is customized based on the current operating environment (Windows or Mac).

Command	Shortcut
Add Player	cmd+opt+A
Display Next Player Stats Area	↓ or PAGE DOWN
Display Previous Player Stats Area	↑ or PAGE UP
Display Expansion Roster Player Stats Area	END
Select Next Player Stats Area	cmd+ ↓ or cmd+opt+S
Update Player Stats	cmd+opt+U
Display Summary Page	HOME
Display Team Batting	opt+B or cmd+HOME
Display Batting Leaders	opt+L or opt+HOME
Display User Notes Page	opt+K or cmd+opt+HOME
Game Display Range	opt+R
Display Schedule and Results	opt+S (shift+opt+S refreshes schedule first)
Display Next/Previous Box Score	opt+↓
Calculate Batting Leaders	cmd+opt+L
Calculate Box Score	cmd+opt+B
Calculate Division Standings	cmd+opt+K
Edit Schedule	cmd+opt+S
One Step Web Site	cmd+opt+W
Switch: Basic<>Extended Command Set	cmd+E
Show/Hide Formula Bar	cmd+opt+F
Show/Hide Gridlines and Headings	cmd+opt+G
Edit Custom Hyperlink	cmd+opt+H
Print Selection	cmd+opt+P
Repeat Previous <i>SBC</i> Command	cmd+opt+Y
Display Keyboard Shortcuts	HELP or cmd+opt+?
Quit SBC	cmd+opt+Q

Table 3-1 Keyboard Shortcuts

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4 USER CONFIGURABLE OPTIONS – BASIC COMMAND SET

4.1 General Preferences Command

Figure 4-1 General Preferences Dialog in Single Season Mode

Allows selection of the following parameters:

4.1.1 Identity Settings

4.1.1.1 Team Name

This parameter is used to identify your main **Team Name**. A dropdown selection list displays the available team names extracted from the division standings area of the team worksheet (Section 5.1.2). If you do not see a list of names, this indicates that the team names in the Division Standings have not been configured. A minimum of one team must be entered in the Division Standings.

4.1.1.2 Stats File Description

This field is used to provide a unique identifier for the statistics contained in this team worksheet. Traditionally, the calendar year associated with the stats is entered. However, it can be any non-blank text value such as playoffs, tournaments, etc. This field is used during stats importing with other team worksheets in Multi-Season Mode (Section 15).

4.1.2 Expansion Roster Settings

4.1.2.1 Expansion Roster Label

This parameter controls the label that is shown for this player category. It can be any non-blank text value.

4.1.2.2 Sort Expansion Roster

In Single Season Mode, the user has a choice of sorting the Expansion roster player stats by game number first or by player name first. In Multi-Season Mode, the choices are by season or player name.

4.1.3 Stats Tracking Options

4.1.3.1 Track Slow-Pitch Stats Only

When checked, **SB**, **SACB**, **HBP** stats are not tracked.

When the **SBC** is switched from full stats tracking to **Track Slow-Pitch Stats Only** mode, statistics that are not applicable to slow-pitch softball will be cleared. This is to prevent erroneous calculations of average, on-base pct., slugging pct., and on-base plus slugging pct. As this is an un-doable action, the user will be warned prior to performing this. In addition, the user will be alerted to

the fact that the box score and/or batting leaders may need to be re-calculated. This mode affects these categories in team batting summary, individual player stats, batting leaders, printed pages and web sites.

4.1.3.2 Track Fines

This command controls the display of the optional **Fines** category in team batting summary, individual player stats, batting leaders, printed pages and web sites. When checked, **Fines** statistics are displayed. When unchecked, **Fines** statistics are not displayed. Disabling the **Fines** category does not delete any player **Fines** entries.

4.1.4 Schedule Page Options

These options are only active in Single Season Mode. See Section 5.2.4 for more details on the use of these options.

4.1.5 Box Score Controls

4.1.5.1 Box Score Games Sort Order

This controls the display of box scores during the **Calculate Box Score** command, **Display Next/Previous Box Score** command, and for web and printed pages. The options are: **ascending** or **decending**.

4.1.5.2 Completed Games Only (Print, Web)

If checked, only games that have stats or games that have a line score but no stats will be shown on the **Box Score** pages. If unchecked, all games will be processed.

4.1.6 Miscellaneous Settings

4.1.6.1 Include User Notes for Printing

When enabled, the area assigned for User Notes (Section 2.1.7.2) will be printed after the Team Summary and Leaders pages.

4.1.6.2 Include Masthead Banners for Printing

When checked, the masthead which appears over the top of each page will be printed. When unchecked, it will be suppressed. This can save on printer ink.

4.1.6.3 Shade Stats Category Titles

When checked, the **Shade Fill Color** will be applied to all category titles. This will be visible on the screen as well as on printed and web pages. This can be disabled as desired to save on printer ink.

4.1.6.4 Default Text Color

This option allows global modification of the primary text color. This color will be reflected on the screen as well as on printed and web pages. Individual cells can override this setting as desired.

4.2 Statistics Display Ranges

The content of the batting summary and individual player statistics areas is selected by the game range via the **Edit / Game Display Range (opt+cmd+R)** command (Sections 3.2.3, 4.2, Figure 4-2). When this command is invoked the default game range will be set to the maximum game range found in the individual batting statistics area. The user may choose to alter this range to view a subset of the total games statistics. This can be useful to view a set of games that are from a tournament. A separate web site or printed results could be generated. Banners over selected areas of the Team Worksheet could be modified as well. A single game may be selected by setting the **Start** and **End** range to the same value.

The user may choose to update the batting leaders at the same time by checking the **Update Leaders**. The update will use the same game range. If a different range is desired, leave this box unchecked and run the **Calculate / Batting Leaders** command separately.

The user may choose to update the box score at the same time by checking **Update Box Score**. The update will use the **End** value of the game range. If a different game is desired, leave this box unchecked and run the **Calculate / Box Score** command separately.

Updating the Box Score will result in the correct box score for the selected game number.



Figure 4-2 Game Display Range Selection Dialog

When this command is executed, an analysis of the selected range will be performed versus the maximum game number, current leader board game selection range, and box score game selection and number of games played by the main **Team Name**. Any discrepancies will be reported. This is for informational purposes and not considered an error. Entering a blank or 0 value for either game number will invoke this analysis without changing the display range or performing either the leaders or box score updating.

The Division Standings display is independent of this setting. In addition, player statistics updating can be performed on the entire statistics data set, regardless of this setting.

4.2.1 Game Range Display Conventions

The current game range is shown at:

- Message bar display
- Totals line the Team Batting Summary. This value always reflects total number of games in the selection range.

The conventions for the game number are as follows where **max** is the highest game number found in the individual batting statistics area:

- Game range from **1-max**: **max**
- Subset of games: **Start-End**
- Single game selection where **Start=End**: **Start**

The resulting game number in the Team Summary, Batting Leaders and Batting Leaders Summary may be edited or blanked out as desired.

The message bar display will always show the maximum game number available. For example, a subset display will be shown as:
Start-End of max Games

4.3 User Alterable Cells

Certain cells on the team worksheet may be customized. The **View / Gridlines and Headings** command may be useful when performing these operations.

4.3.1 Team Summary Area

Refer to Figure 4-3. The gridlines have been activated and areas of interest have been highlighted. Use the **Display / Summary Statistics** command to navigate to this area.

The user may alter certain cells directly:

- Masthead (header) area banner text
- Masthead area graphics (Expanded Command Set Mode only)
- Title over division standings
- Date over division standings
- Individual team names in the division standings plus applicable wins, losses and ties
- Title lines and game number over the box score and batting leaders summary areas
- Additional lines under the box score line score area

The header area from the Team Summary is used as the header for the first printed page. It is also used as the masthead area for all web pages. The user can propagate these changes to the other masthead banners via the **Edit / Update Masthead Banners** command (Section 3.2.8).

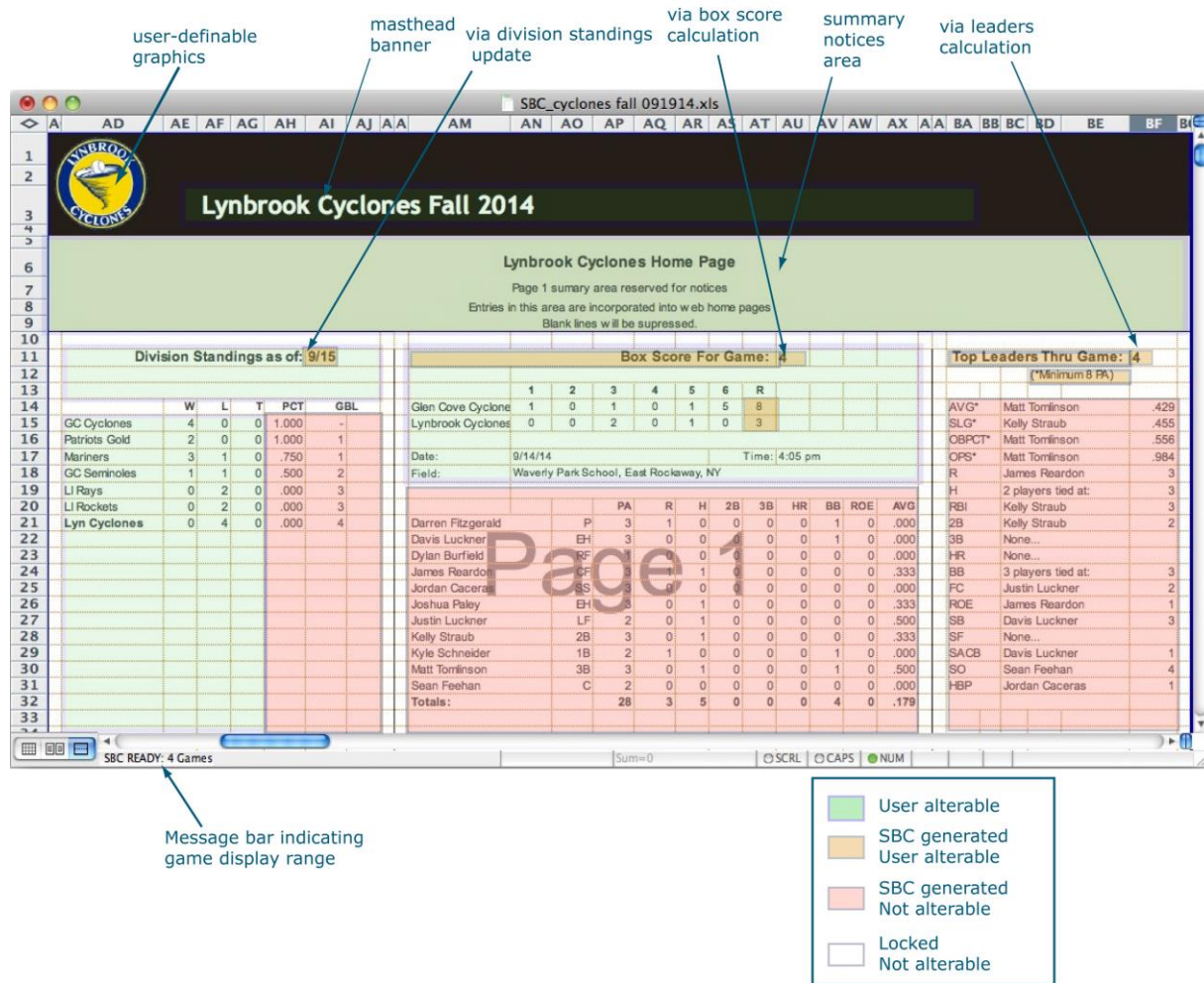


Figure 4-3 Team Summary Page Layout

The banner above the division standings (“**Division Standings As Of:**”), box score (“**Box Score For Game:**”), and leader summary (“**Top Leaders Thru Game:**”) areas may be modified as desired. This might be case at the end of the season. The dates and game numbers next to the banners could be blanked out if desired as well.

The **SBC** will check to see if any of these label areas are blank at startup and when the applicable **Calculate** command is invoked. If this is the case, the default banners for the areas will be regenerated.

4.3.2 Team Batting Summary Area

Lynbrook Cyclones Fall 2014

Team Batting Statistics

	G	PA	AB	R	H	RBI	2B	3B	HR	BB	FC	RDE	SB	SF	SACB	SO	HBP	AVG	SLG	OBP	OPS
Darren Fitzgerald	4	9	8	1	1	0	0	0	0	1	0	0	0	0	0	3	0	.125	.125	.222	.347
Davis Luckner	3	7	3	1	0	0	0	0	0	3	0	0	3	0	1	1	0	.000	.000	.500	.500
Dylan Burfield	4	7	4	0	1	0	0	0	0	3	0	0	0	0	0	2	0	.250	.250	.571	.821
James Reardon	4	11	8	3	2	0	0	0	0	3	0	1	2	0	0	2	0	.250	.250	.455	.705
Jordan Caceras	4	9	8	0	1	0	0	0	0	0	0	0	0	0	0	3	1	.125	.125	.222	.347
Joshua Paley	4	11	11	0	1	1	0	0	0	0	0	0	0	0	0	3	0	.091	.091	.091	.182
Justin Luckner	4	7	7	0	2	0	0	0	0	0	2	0	2	0	0	0	0	.286	.286	.286	.571
Kelly Straub	4	11	11	0	3	3	2	0	0	0	0	0	1	0	0	1	0	.273	.455	.273	.727
Kyle Schneider	4	7	5	1	0	0	0	0	0	2	0	0	1	0	0	3	0	.000	.000	.286	.286
Matt Tomlinson	4	9	7	1	3	0	0	0	0	2	0	0	1	0	0	3	0	.429	.429	.556	.984
Sean Feehan	4	7	7	0	0	0	0	0	0	0	0	0	0	0	0	4	0	.000	.000	.000	.000
TOTALS:	4	95	79	7	14	4	2	0	0	14	2	1	10	0	1	25	1	.177	.203	.309	.511

SBC READY: 4 Games Sum=0 SCRL CAPS

Figure 4-4 Batting Summary Page Layout

Refer to Figure 4-4. The gridlines have been activated and areas of interest have been highlighted. Use the **Display / Batting Leaders** command to navigate to this area.

The header area above the team batting summary is separate from the header areas above the team summary and batting leaders areas and is used only on printed pages for the team batting summary, leaders, and individual player statistics pages. It is not used on web pages.

The banner above the team batting summary (“Team Batting Statistics”) may be altered as desired. For example, at the end of the season, you might want to change this to “Final Season Statistics”.

4.3.3 Batting Leaders Area

This area is the result of calculation of the team batting leaders and contains the top players in selected batting categories. Use the **Display / Team Batting Stats** command to navigate to this area.

The user can activate the categories of interest as well as control the number of leaders displayed and the range of games. See Section 6.4.

The header area above the batting leaders is separate from the header areas above the team summary and team batting areas and is used only on printed pages for the team batting summary, leaders, and individual player statistics pages. It is not used on web pages.

The banner above the batting leaders (“Batting Leaders Thru Game:”) may be altered as desired. For example, at the end of the season, you might change this to “Final 2011 Batting Leaders”. The **SBC** will check to see if this label area is blank at startup. If this is the case, the default banner will be regenerated. The game number next to the banner could be blanked out if desired as well.

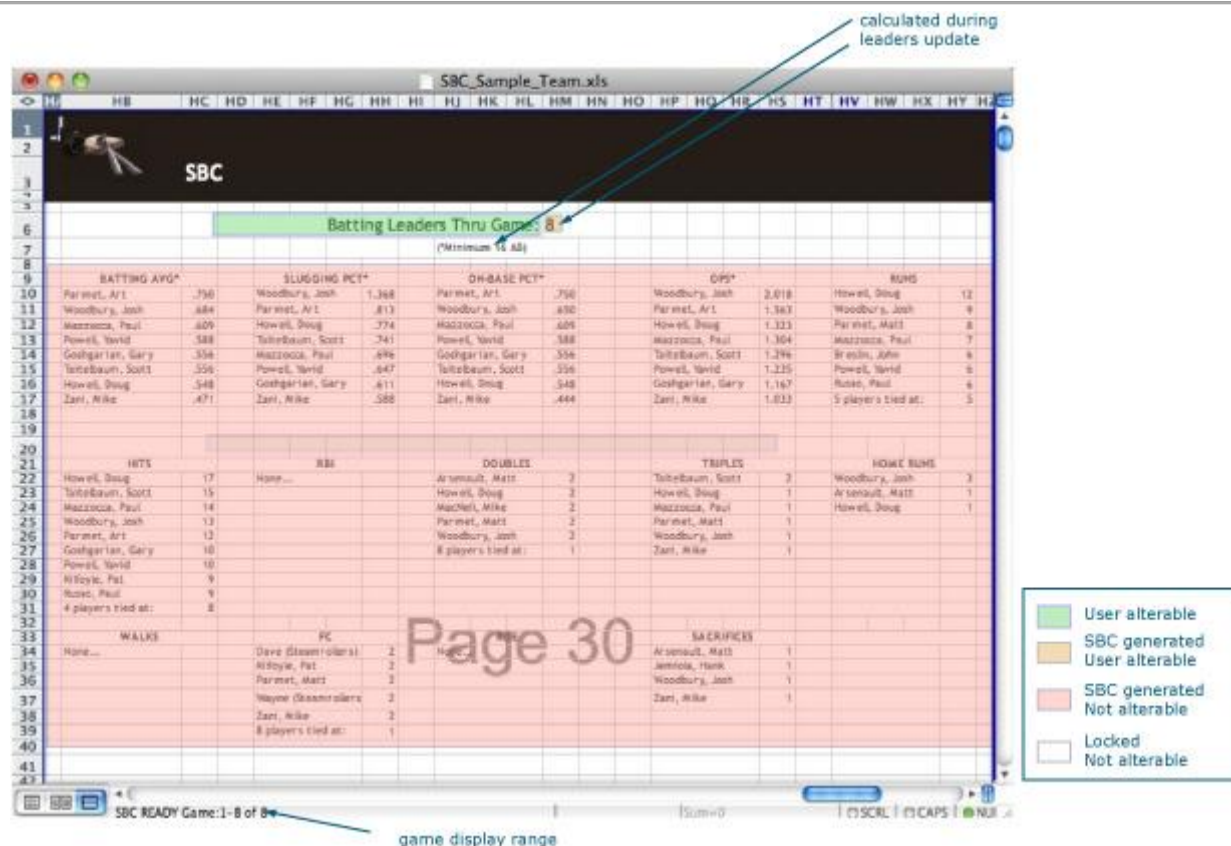


Figure 4-5 Batting Leaders Page Layout

4.3.4 User Notes Area

The user may reformat the text in this area as desired using the **Format Text** tool in the **SBC** Toolbar (Section 4.4).

The area can be selectively cleared or reformatted by using the **Edit / Format User Notes Area** command. See Section 3.2.7.

The user can optionally include this area as a separate web page during the One Step Web Site generation. The title of the navigation link can be modified as desired. If the content is tabular in nature, Zebra striping may be applied for better readability on web pages. See Section 9 for more details.

4.3.5 Game Schedule Page

Game	Date	Time	Field	Opponent	Score	Status
1	04.23.15	9:20PM	Marvin	at Steamrollers	W 29-3	
2	04.30.15	6:30PM	Marvin	Bombers	-	Canceled
3	05.07.15	6:30PM	Marvin	at Hackers	-	Rainout
4	05.14.15	7:55 PM	Marvin	Nomads	L 11-10	
5	05.21.15	6:30 PM	Rotary	at Misfits	W 19-13	
6	05.28.15	9:20 PM	Marvin	Hackers	W 19-9	
7	06.04.15	9:20 PM	Marvin	at Nomads	L 11-2	
8	06.11.15	7:55 PM	Marvin	at Misfits	W 10-8	
9	06.18.15	6:30 PM	Marvin	Steamrollers	W 15-5	
10	06.25.15	9:20PM	Marvin	at Bombers	W 11-5	
11	07.02.15	7:55PM	Marvin	at Hackers	L 9-6	
12	07.09.15	9:20PM	Rotary	Misfits	W 16-5	
13	07.16.15	7:55PM	Marvin	at Steamrollers	W 15-5	
14	07.23.15	7:55PM	Marvin	Bombers	W 17-11	
15	07.30.15	6:30PM	Marvin	Nomads	L 6-3	
16	08.06.15	9:20pm	Marvin	Misfits	W 12-11	
17	08.13.15	7:55pm	Rotary	at Hackers	L 11-7	
18	08.20.15	6:30pm	Marvin	Steamrollers	W 12-4	
19	08.27.15	7:55pm	Marvin	at Bombers	L 13-12	
20	09.03.15	9:20pm	Marvin	at Misfits	-	TBP
21	09.10.15	6:30pm	Marvin	at Nomads	-	TBP
22	09.17.15	6:30PM	Marvin	at Hackers	-	TBP

Record: 11-6-0

Avg. Runs Scored: 12.6 Avg. Winning Margin: 8.7
 Avg. Runs Allowed: 8.2 Avg. Losing Margin: 3.5

SBC READY: 22 Games Sum=0

Figure 4-6 Game Schedule Page Layout

The banners above the table in cells **GO6** and **GO7** may be altered as desired. The cells in the **Game** column (**GO9** and below) are unlocked as well. The **General Preferences** command has an option to toggle the display of games numbers. All others are locked.

4.4 Formatting Changes in Basic Command Set Mode

In this mode, the user can make some basic text formatting changes to the team worksheet.

The primary color for the text can be changed by the **Default Text Color** option (Section 4.1.4.4). Formats of individual cells can be modified. Select the cell(s) of interest. If you wish to make other global changes to all text on the team worksheet (except the header areas), click on the **Select All** tool first. Then click on the **Format Text**, **Number**, **Alignment**, **Borders** or **Fills and Patterns** tool in the **SBC** Toolbar. A dialog box will appear with the various attribute modifications that can be made. The contents of the team worksheet are modified as desired. The Extended Command Set has a more extensive set of formatting capabilities for the power user. See Section 12.1 for details.

The Borders, Alignment and Patterns tools are not available when running the SBC on the Mac versions of Excel prior to version 2011.

4.4.1 Cell Border Mapping

4.4.1.1 Screen and Printed Pages

There are a large number of potential border styles that can be applied to a cell via the formatting commands and tools. Any of these styles can be used for screen viewing and printed pages.

4.4.1.2 Border Mapping for Web Pages

It is only possible to map the four perimeter cell borders. Any of the more esoteric styles (e.g.: 45°, center cell lines) do not have a comparable web style and, therefore, will be ignored. Each of the four cell borders can be mapped separately with style and color. Adjacent cells with borders are mapped into a single border.

The CSS styles define four possible border styles: solid, double, dotted and dashed. Thus, it is not possible to map every Excel border style to an equivalent web page border style. Table 4-1 shows the available mapping of Excel border styles to the equivalent CSS style. Styles mapped to the closest CSS style are marked with an asterisk:















Excel Style		Web Style Mapping
	thin solid	1px solid
	hairline	1px dotted
	thin dotted	1px dotted
	thin dash	1px dashed
	thin dot-dash	1px dashed*
	thin dot-dot-dash	1px dashed*
	thin double	2px double*
	medium solid	2px solid
	medium dash	2px dashed
	medium dot-dash	2px dashed*
	medium dot-dot-dash	2px dashed*
	medium hashed	2px dashed*
	thick solid	3px solid


Table 4-1 Cell Border Style Mapping

4.4.2 Align Text

The **Align Text**  tool provides for basic changes for in text alignment within a cell or group of cells. These include left, center, right and justify. As this tool includes cell merge and center across columns capabilities, it must be limited to cells within the **User Notes** area of the Team Worksheet. Otherwise, unpredictable web pages will result.

Some of the more esoteric alignment styles such as text rotation, vertical text display, etc. will not be reflected on web pages.

4.4.3 Fills and Patterns

The **Fills and Patterns**  tool provides both foreground and background color and pattern fill control. As there is no equivalent web page style for patterns, they will be not be reflected on web pages. The pattern fills will be reflected on the screen and on printed pages.

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5 DIVISION STANDINGS AND GAME SCHEDULE MANAGER

5.1 Division Standings

This section describes the operations to configure and maintain the team and division standings. The user may choose to bypass tracking of division standings. However, a minimum entry of your team name in this area is required as it is used in other functions. This will be referred to as the main **Team Name** via the General Preferences command (Section 4.1.1). The user interface is streamlined to minimize the number of operations required. A large number of teams (Section 1.2) can be entered to accommodate for inter-divisional or tournament teams.

A snapshot of the division standings area is shown in Figure 5-1. The gridlines have been activated and areas of interest have been highlighted.

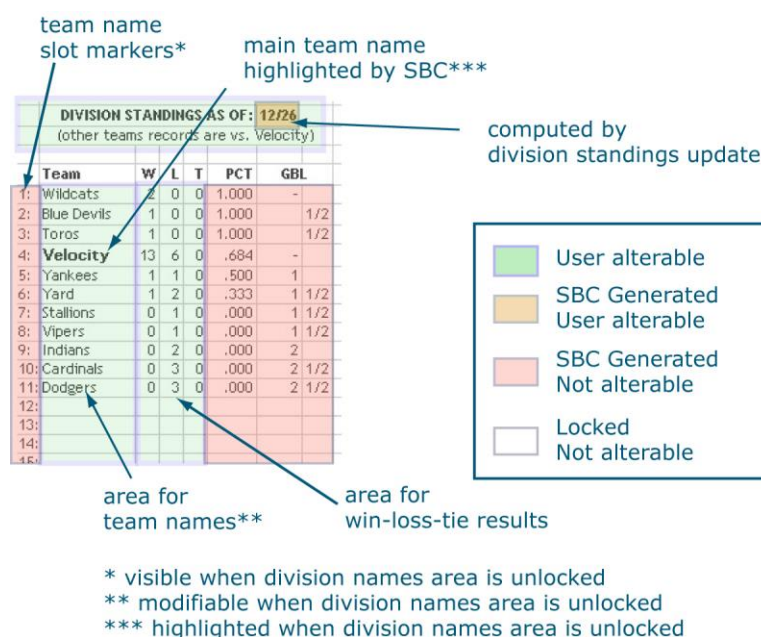


Figure 5-1 – Division Standings Display / Data Entry Area

5.1.1 Changing The Division Name

1. Go to the division standings area of the worksheet via the **Display / Division Standings** command.
2. Move the cursor to the title cell area over the division standings and enter the appropriate title for your league/division. Note that the cell immediately following is automatically updated with the standings date when the division standings are calculated.

The banner above the division standings (“**Division Standings As Of:**”) area may be modified as desired. The **SBC** will check to see if this label is blank at startup. If this is the case, the default banner for the area will be regenerated.

For example, you may want a title such as: “**Over The Hill Division Standings as of:**” during the season. At the end of the season, you may wish to change the title to something like: “**Final Over The Hill Division Standings**”. The date cell may be altered or blanked out as desired.

5.1.2 Entering Team Names

1. Uncheck the **Edit /Division Team Names Locked** command.
2. The area for team names in the division standings will be highlighted and a set of numerical markers will appear as an assist. If a main **Team Name** has previously been selected, it will be highlighted in **bold** text.
3. Enter each of the names of the teams in your division in any order, one team name per slot, up to the maximum defined in Section 1.2. A team name can be a text, alphanumeric or purely numeric value. As each team name is entered, the Pct. and GBL entries in the row will be activated.
4. Run the **Calculate / Division Standings** command or Recheck the **Edit /Division Team Names Locked** command.
5. The team names will be sorted automatically by standings.
6. The team names area will be re-locked to prevent inadvertent changes and the numerical assist markers turned off.

5.1.3 Automatic Entry of Team Names

The **Import Schedule** command (Section 5.2.2) has an option to add new team names to the Division. This can be useful to populate the Division at the beginning of the season or whenever the schedule is imported.

5.1.4 Selecting The Main Team Name

NOTE:

*The main Team Name is utilized extensively so it is important to set this parameter.
This selection should be made before any other operations (eg: Schedule entries) are performed.*

1. Go to the **Edit / General Preferences** command.
2. Select your team from the **Team Name** dropdown list of team names.

The main **Team Name** will be highlighted in the Division Standings.

5.1.4.1 Renaming The Main Team Name

Renaming the main **Team Name** after the team matchups in the Schedule have been entered can be performed as long as the new main **Team Name** does not match an existing team name in the standings. To perform this operation:

1. Uncheck the **Edit / Division Team Names Locked** command.
2. Edit the existing main **Team Name**.
3. Go to **Edit / General Preferences**.
4. Select your team from the **Team Name** dropdown list of team names.

The main **Team Name** will be updated in the matchups in the Game Schedule.

5.1.5 Division Standings Maintenance

5.1.5.1 Team Name Modifications

If it becomes necessary to remove or rename a team in the division standings, perform the following steps:

1. Show the division standings area of the worksheet via the **Display / Division Standings** command.
2. Go to the **Edit** menu. Uncheck the **Lock Division Team Names** command.
3. The area for team names will be highlighted and a set of numerical markers will appear as an assist (Figure 5-1).
4. Rename or remove the desired team name(s) in the division standings area.
5. Run the **Calculate / Division Standings** command.
6. Won/loss/ties values for teams that were removed will be deleted.
7. The numerical assist markers will be turned off. The team names area will be locked to prevent inadvertent changes.
8. If the team name that was removed or renamed is the main **Team Name**, re-select a new main **Team Name** via the **Edit / General Preferences**.

5.1.5.2 Purging All Team Names

The entire set of team names can be removed via the **Calculate / Division Standings** command (Section 5.1.5) and checking the **Purge Team Names** option. Note that the main **Team Name** will be preserved. This can be useful when your team has moved to a new division, or for a tournament.

After the purge, the user will be prompted whether to purge the game entries in the Game Schedule (Section 5.2).

5.1.5.3 Purging All W/L/T Records

All W/L/T records for all teams can be purged via the **Calculate / Division Standings** command (Section 5.1.5) by checking the **Purge W/L/T Records** option. This can be useful at the beginning of the season or at the start of a tournament.

After the purge, the user will be prompted to purge the results in the Game Schedule (Section 5.2).

WARNING:

The Purge Team Names and Purge W/L/T Records options are not undo-able !!!

5.1.6 Updating Division Standings

1. Show the division standings area by running the **Display / Division Standings** command.
2. Update the wins, losses, and ties as required for each team (Figure 5-1).
3. Run the **Calculate / Division Standings** command.
4. You will be prompted for the standings date (default is today's date) and other options.

The displayed date may be changed manually or, as might be the case at the end of the season, blanked out.

5.1.6.1 Automatic Updating of Division Standings

In Single Season Mode, the user can choose to automatically recompute the Division Standings from the scores that have been entered into the Game Schedule. This is useful when just tracking the results of the other teams in the division to your team (head-to-head match-ups). See Section 5.2.4.

Turn this option off if you wish to enter the W/L/T values and compute the Division Standings manually.



Figure 5-2 – Division Standings Options Dialog

5.1.6.2 Processing Options

Highlight Main Team Name

If a main **Team Name** has been selected via the **Edit / General Preferences** command, it will be shown in **bold text**.

Purge Team Names

See Section 5.1.4.2.

Purge W/L/T Records

See Section 5.1.4.3.

5.1.6.3 Division Standings Calculations

Division standings are calculated and then sorted using the following rules for tiebreakers (as required):

1. Highest winning percentage
2. Most Wins
3. Most Ties
4. Fewest Losses
5. Team Name

Winning (WP) percentage is calculated as:

$$WP = \text{Wins} + (\text{Ties}/2) / \text{Wins} + \text{Losses} + \text{Ties}$$

Games Behind Leader (GBL) is calculated relative to the first place team as:

$$+1/2 \text{ for a win, } +1/4 \text{ point for a tie, } -1/2 \text{ point for a loss}$$

The GBL values are updated when the division standings are recalculated.

5.2 Game Schedule Manager

NOTE:

This capability is not active in Multi-Season Mode (Section 15) as individual game by game statistics are combined into composite season statistics.

The **SBC** maintains identifying information for individual games. A separate **Game Schedule** page is generated (Figure 2-8). The **Display / Schedule** command can be used to view the current Schedule. Games are displayed in ascending order by Game Number. Schedule information can be entered from an external schedule file (Section 5.2.2) or manually (Section 5.2.3).


5.2.1 Game Schedule Attributes

For each game, the following attributes are maintained:

1. Game Number
2. Home Team Name
3. Visiting Team Name
4. Date
5. Time
6. Field
7. Status (optional)

The **Status** field is optional and can be used for additional identifying information for the game. Examples might be to flag a game as cancelled, rained out, postponed, tournament info, highlights, etc.

5.2.2 Importing a Game Schedule

A game schedule may be imported into a Team Worksheet via the **File / Import Schedule** command or tool . This command is available as long as the main **Team Name** has been selected from the **General Preferences** options. The file can be either an Excel **.xls**, **.xlsx** worksheet or a comma-separated variables **.csv** file.

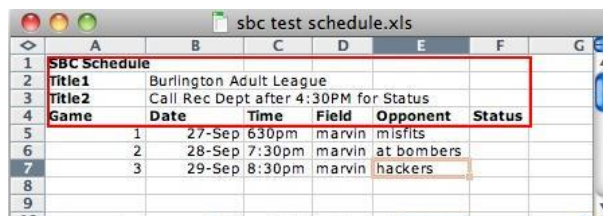
The supported file formats are:

- **SBC**
- General

5.2.2.1 Schedule File Format - SBC

The format is shown in Figure 5-3. Three game entries are shown for simplicity.

The first line of the file identifies the file as an **SBC** formatted schedule file with the entry **SBC Schedule** in cell **A1**. The **Title1** and **Title2** lines contain optional identifying information in cells **B2** and **B3** respectively for the schedule and will be placed on on the first two lines of the Schedule page (Figure 4-6) if the **Process Titles** option is selected (Section 5.2.2.1) . If the **B2** or **B3** cell is blank, then the corresponding line on the Schedule page will be unchanged.



Game	Date	Time	Field	Opponent	Status
1	27-Sep	6:30pm	marvin	misfits	
2	28-Sep	7:30pm	marvin	at bombers	
3	29-Sep	8:30pm	marvin	hackers	

Figure 5-3 – Schedule Import File Format With Opponents - SBC

A header line (**A4-F4**) describes the cell locations of the attributes of each game. Subsequent lines describe individual game entries. The games can be in any order. A blank line entry (Example: Row 8 in Figure 5-3) terminates the import process.

The rules for the game attributes are as follows:

Game	Positive integer value identifying the game by number.
Date, Time, Field	Attributes that identify the game. These can be any value or blank.
Status	Optional information about the game. This can be any value or blank.

Opponent

This can be another division or non-division team. If the Opponent team is not known, leave the field blank. .
If this is an away game, annotate the game with a leading ‘at’ prefix.

NOTE: The Opponent team name cannot be the same as the Main Team name.

Alternatively, the matchups may be entered with the **Visitor** and **Home** teams as shown in Figure 5-4. Either the **Visitor** or **Home** team (but not both !) must be the main **Team Name**.

Game	Date	Time	Field	Visitor	Home	Status
1	05.29.14	6:30PM	Marvin	Hackers	aces	
2	06.12.14	9:20PM	Marvin	aces	Misfits	
3	06.19.14	7:55PM	Marvin	Steamrollers	aces	

Figure 5-5 – Schedule Import File Format With Visitor/Home - SBC

5.2.2.2 Schedule File Format – General

The **General** format is a flexible format that automatically detects the locations of the field identifiers. Schedules can be created by a user with a text editor or Excel or via an export file from a third-party scheduling program.

A header line describes the ten possible cell locations of the field identifiers. Subsequent lines describe individual game entries.

Only the minimum field identifiers are necessary. Any others that may appear are ignored. The minimum required field identifiers are as follows:

- **Date**
- **Time**
- **Field** or **Location**

Team matchups must be specified as well. The **General** format can accept one of two team matchup definition methods:

Visitor or **Visiting Team****Home** or **Home Team**

One of these teams should be the main **Team Name**. If the matchups are not determined, leave the field(s) blank.

or:

Opponent

This can be another division or non-division team. If this is an away game, annotate the game with a leading ‘at’ prefix. If the **Opponent** team is not known, leave the field blank.

NOTE: The Opponent team name cannot be the same as the Main Team name.

The **General** formats allow for a **Game** number field but this is not required. If not specified, a sequential **Game** number will be assigned to each entry during the import process.

An optional **Status** or **Notes** field may be included. information about the game. This can be any value or blank.

An example of the **General** file format is shown in Figure 5-6. A truncated schedule is shown for simplicity.

Date	Time	Visiting Team	Home Team	Field	Status
4/9/16	12:30pm			Marvin	Pre-Season Practice
4/16/16	12:30pm			Marvin	Pre-Season Practice
4/21/16	7:55pm	Misfits	Aces	Marvin	
4/28/16	9:20pm	Hackers	Aces	Marvin	
5/5/16	6:30pm	Bombers	Aces	Rotary	

Figure 5-6 – Schedule Import File Format – General

A blank line entry (Example: Row 7 in Figure 5-6) terminates the import process.

NOTE:

If the import file type is .xls or .xlsx, any valid Excel Date format can be used. If the import file type is .csv, the Date format cannot have an embedded comma (eg: MMM DD, YYYY).

5.2.2.3 Import Processing Options

Invoking the **Import Schedule** command will prompt the user for processing options shown in Figure 5-5. The option settings will be preserved for subsequent recalls of the **Import Schedule** command.



Figure 5-5 – Schedule Import Processing Options

File Format:

Select the file format (Section 5.2.2) consistent with the source of your schedule.

Processing Modes:

Sync Games With Existing Schedule

This option will add any new games from the import file to the existing schedule.

Entries that match an existing game schedule entry will be overwritten if the team names match. Existing line score will be preserved. If the team names do not match, the user will be prompted for confirmation. If confirmed, the schedule information and will be overwritten and the line score will be cleared.

Append New Games Only

Only games from the file that do not exist in the schedule will be added. Matching games will be ignored.

Overwrite Existing Schedule

Any existing Game Schedule entries and associated line scores (if any) will be cleared. The user will be alerted to confirm this operation.

Processing Options:

Add New Teams to Division

Any new team names that do not exist in the Division will be added with a record of 0-0-0. This will only occur for processed schedule entries. This can be useful when setting up a new schedule to automatically populate the division teams. The number of new teams added will be reported at the end of the import process.

Process Titles (SBC Format Only)

Controls whether the **Title1** and **Title2** entries will be placed on the title lines of the Schedule page. If unchecked, the existing titles on the Schedule page remain unchanged.

5.2.2.4 Import Processing File Validation

The importer will pre-scan the import file for basic formatting errors:

SBC Format:

1. Cell **A1**: Missing **SBC Schedule** identifier
2. Cell **A2**: Missing **Title1** field identifier

3. Cell **A3**: Missing **Title2** field identifier
4. Missing or incorrect labels in Cells **A4-F4**
5. Game numbers that are not positive integer values
6. Invalid team matchup names

General Format:

1. Missing or incorrect labels in first row
2. Invalid team matchup names

Any errors detected will be reported to the user with the source line where it occurred and a description. The schedule will not be updated.

5.2.2.5 Import Processing Summary

At the end of the import process, a summary of the processing will be displayed. This can be recalled by the **Display / Import Summary** command.

The **Starting Schedule Size** and **Updated Schedule Size** values reflect the number of games that have schedule entries. This may be less than the total number of active games if some game stats were entered without schedule information.


Schedule Import Processing Summary	
File Format:	General
Processing Mode:	Overwrite
Process Titles:	No
Schedule Entries Processed:	25
Starting Schedule Size:	22
New Schedule Entries:	25
Updated Games:	0
Updated Schedule Size:	25
Add New Teams to Division:	Yes
New Teams Added:	0

Figure 5-5 – Schedule Import Processing Summary


If the **Add New Teams to Division** option was enabled, a count of the number of new teams added to the Division is displayed. If there was insufficient space in the Division to add all new teams, an asterisk will be shown next to the count. The user will be alerted to this condition. If this occurs, check the Opponent team names in the source schedule file and the resulting Division area to resolve.

If the **Add New Teams to Division** option was disabled, the **New Teams Added:** will show as **n.a.**

5.2.2.6 Modifying Imported Schedule Entries

After importing, an entry may be modified by using the **Edit / Schedule** command or  toolbar button. Any bulk changes can be made in the source schedule import file and re-imported.

5.2.3 Managing Game Schedule Entries

The user can manually create a new entry or modify an existing entry via the **Edit / Schedule** command or  toolbar button which will invoke the dialog in Figure 5-6.

The dropdown **Game** list will show all available games. A game may have a schedule entry only, game stats only or both. If there is a line score for the game, it will be displayed. If not, **n.a.** will be shown. The current attributes for the game will be displayed. If these are all blank, this indicates that there are player stats for this game but no schedule information.

Figure 5-6 – Edit Schedule Dialog

Changing the game selection via the dropdown list will update the display. The **Next** and **Previous** buttons can be used as well to sequence through the game list.

5.2.3.1 Modify An Existing Game Schedule Entry

The attributes for a specific game can be modified as desired. Any line score or player stats associated with this game are unchanged. The use of the **Status** field is optional. Some common entries are contained in the dropdown list (Figure 5-7). Hit **Add/Update** to update.

- Canceled
- Postponed
- Suspended
- Forfeit
- Forfeit – Loss
- Forfeit – Win
- Rainout
- Schedule Change
- Field Change
- Date/Time Change

Figure 5-7 – Predefined Status Field Values

NOTE:

Use caution when modifying Opponent team or Home Game status for a game that has been played as it may have an impact on an existing line score for that game. The user will be warned if this condition exists.

5.2.3.2 Adding A Game Schedule Entry

An entry for a new game which is not in the list can be added by modifying the **Game** field and associated attributes. Hit **Add/Update** to add.

5.2.3.3 Deleting A Game Schedule Entry

The **Delete Game** function will remove the schedule entry for the selected game. This will also remove the line score associated with this game if one had been entered. A check will be performed to see if there are player stats for this game. The user will be asked to verify this operation as it is un-doable. This operation will not delete any player stats for this game. If desired, this can be performed by the **Player / Delete All Player Stats By Game Range** command.

5.2.3.4 Clearing Dialog Box Attribute Fields

The **Clear Attributes** function will reset all of the fields in the dialog to blank entries. The dialog box remains open.

5.2.3.5 Deleting All Game Schedule Entries

The **Delete All Games** function will remove all game schedule and associated line score entries. Use caution as this is an un-doable operation. The user will be prompted to confirm this operation. Optionally, the W/L/T records for all teams in the Division Standings can be cleared at this time.

5.2.3.6 Deleting a Line Score

The **Clear Score** function will remove the line score entry for the selected game. Use caution as this is an un-doable operation. The user will be prompted if the line score does not exist.

5.2.3.7 Deleting All Line Scores

The **Delete All Scores** function will purge all available line scores. Game attribute information will remain unchanged. Use caution as this is an un-doable operation. The user will be prompted to confirm this operation. Optionally, the W/L/T records for all teams in the Division Standings can be cleared at this time.

5.2.3.8 Impact on Box Score

If the selected game is the same as the current game displayed in the Box Score, the user will be prompted to update the attribute fields in the Box Score area. The Line Score (if any) will be unchanged.

5.2.4 Schedule Processing Options

These options are selected via the **General Preferences** command (Section 4.1.4).

5.2.4.1 Display Game Numbers

When checked, the Game Numbers assigned to each game will be displayed in the first column.

If unchecked, these cells and the column title will be blanked out initially. As these cells are unprotected, the user may leave them blank or chose to put other information (eg: an arrow to indicate next game to be played). Subsequent schedule updates will not affect these cells.

Games will appear in ascending order by Game Number regardless of this setting.

5.2.4.2 Auto-Update Division Standings

When checked, this option automatically recomputes the Division Standings from the scores that have been entered into the Game Schedule. The update will occur anytime there have been changes in the scores including when game(s) have been deleted. This is useful when just tracking the results of the other teams in the division to your team (head-to-head match-ups).

Uncheck this option if you wish to enter the W/L/T values and compute the Division Standings manually.

5.2.4.3 Mark Unplayed/Unreported Games

If checked, a schedule entry without a line score can be marked:

- **TBP (To Be Played)** - If the game date is today or beyond
- **NR (Not Reported)** - If the game date has passed

A non-blank **Status** field entry (eg: Rainout) will override the marking.

5.2.4.4 Highlight First Unplayed Game

When checked, the first game in the list that has not been played and not marked with a **Status** field entry (eg: Rainout) will be highlighted (Example: Game 20 in Figure 2-8).

If there is space, this will be posted in the first empty slot in the **Notices** area on the Summary page. An example is:

Next Game: Thu Sep 20 9:20PM at Marvin vs. Misfits

The font and styling in the **Notices** block for this entry is unchanged. This entry will be removed from the **Notices** area if there are no unplayed games left.

5.2.4.5 Include for Print and Web

This controls the inclusion of the Schedule page for both printing and web page. If you use a custom formatted schedule via the User Notes page or via a custom external link to a league web site., you may choose to disable this option. The internal schedule page will still be visible and active. Auto-update of division standings and display of game numbers are still functional.

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6 PLAYER BATTING STATISTICS

6.1 Overview

All commands for these activities are located under the **Player** menu (Figure 3-8) unless noted otherwise. Commands that are dimmed indicate the command cannot be executed. This would be the case if the rosters and/or player statistics are empty or commands that are specific to Single-Season or Multi-Season modes only.

The **SBC** will dynamically increase or decrease the roster size(s) as required. This may take some time to perform depending on processor speed. The progress will be shown in the message bar.

Player batting statistics are tracked by individual player (Section 2.1.7.5) and summarized in the Team Batting Statistics (Section 2.1.7.3). Formulae used in the calculations are defined by Major League Baseball and are described in Section 2.1.7.4).

6.1.1 Player Selection Dialog

All commands that request a player name and game number or just a player name utilize common dialogs shown in Figure 6-1. Two buttons in the **Player Group** allow selection of a player from the Active or Expansion roster (“Substitutes” in the example). The button will be dimmed if no players exist in the respective group.

A player name from the group is selected from the alphabetical dropdown list of players followed by pressing the **OK** button. Alternatively, the next player in the current list can be selected by hitting the **Next** button followed by pressing the **OK** button. This button will traverse both rosters. If a game number selection is not needed for the command, the game number box will not be present.



Figure 6-1 Select Player Dialogs

For the **Update Player Stats** command, an indication of whether there are stats for the selected game will be shown. For all other player commands, the game count and plate appearances will be shown for this player. This is useful when performing roster maintenance operations. In Multi-Season mode, the count of the number of seasons will also be shown.

6.1.2 Player Name Selection Preservation

Where applicable, the **SBC** will preserve the current player name selection as the default for subsequent commands. Thus, an **Add Player to Roster** command could be followed immediately by an **Update Player Stats** command for the new player. Repetitive operations can be performed by using the **Edit / Repeat** command (**cmd+opt+Y**) which will re-invoke the most recent **SBC** command.

6.1.3 Game Number Parameter Limits

In general, when a game number parameter or range is requested during an **SBC** command dialog, the default game number(s) will be set to the current display range settings. This range is usually the full range of games where there are player stats. Where applicable, a subrange of values can entered.

The exception to these limits is the **Player / Update Player Stats** command that can operate on any game. The **SBC** does not impose a limit on the game numeric value or number of game entries per player.

The **Player / Delete Player From Roster**, **Rename Player**, **Transfer Player Stats**, **Merge Player Stats**, **Delete Player Stats**, **Delete Player Stats by Game Range**, **Delete All Player From Roster** commands and the **Format Text** tool always operate on the full game range of player statistics.

6.2 Setting Up and Maintaining the Team Roster

To minimize keystrokes, most roster maintenance commands (eg: **Add Player**) will prompt for a repeat of the same operation. In addition, the **Edit / Repeat** command (**cmd+opt+Y**) will re-invoke the most recent **SBC** command.

6.2.1 Player Name Selection and Entry Rules

Whenever the **SBC** requires selection of a existing player name from one of the rosters, a dialog box will appear as described in Section 6.1.1.

When a new or modified player name is requested (e.g.: **Add Player**, **Rename Player**, etc.), enter the desired name in the edit box. The name will be verified to insure that it is not one of the following:

- Duplicate of an existing Active or Expansion roster name.
- Reserved name (e.g.: the current name assigned to the Expansion Roster area.)

Player names can be in **firstname lastname** or **lastname, firstname** format. A single name is also acceptable.

The entries are not case sensitive. When a new player name is entered or modified, extraneous spaces and non-printable charatcers are removed. Names are automatically capitalized including the first character after a non-letter.

Examples:

dave smith is processed to: **Dave Smith**

dave smith (aa) is processed to: **Dave Smith (Aa)**

dave smith (12a) is processed to: **Dave Smith (12A)**

dave smith-jones is processed to: **Dave Smith-Jones**

dave o'neil is processed to: **Dave O'Neil**

To force capitalization within a name, use a **/** delimiter just prior to the letter.

For example, for the surname: **MacNeil**, enter in the form of: **mac/neil**.

To selectively override the proper name processing, use the **** delimiter just prior to the letter.

For example, to yield **Dave (12a)**, enter in the form: **dave (12\ a)**.

To override the name processing for the entire entry, put a **!** delimiter as the first character.

For example, the entry: **!dave smith-jones (a/a)** is processsed to: **dave smith-jones (a/a)**.

6.2.2 Setting Up a New Player Roster

To set up a brand new roster for the first time:

1. Run the **Delete All Players From Roster** command to purge all roster names and their individual game batting stats from both rosters.
2. Use the **Add Player to Roster** function to add each player to the Active or Expansion roster. If successful, the user will be prompted to add another player. When finished, hit the **Cancel** button.

The Active roster area will be re-sorted alphabetically at this time. The Expansion roster will be sorted by game number or alphabetically by name according to the setting in the **General Preferences**.

The rosters may be filled from an external file of player names via the **Import Roster** command. See Section 17.1 for more details.

6.2.3 Modifying an Existing Roster

6.2.3.1 Adding a New Player to the Roster

Players can be added to the Active or Expansion rosters via the **Add Player to Roster** command. The dialog box allows selection of either the Active or Expansion roster via the two buttons in the **Player Group** area. Chose the appropriate group, enter the new

player name and hit **OK**. The player name will be verified that it doesn't already exist in the Active or Expansion rosters and isn't a reserved name. If the operation was successful, the user will be prompted to add another player. When finished, hit the **Cancel** button.

6.2.3.2 Modifying a Player Name in the Roster

If there is an error/misspelling/capitalization in a players' name, use the **Rename Player** command. The player name will be verified that it isn't a reserved name or doesn't result in a duplicate entry in the Active or Expansion rosters. If successful, the user will be prompted to change another player name. When finished, hit the **Cancel** button.

6.2.3.3 Removing a Player From the Roster

Use the **Delete Player From Roster** command. If successful and players remain in the roster, the user will be prompted to delete another player. When finished, hit the **Cancel** button.

After one of the above modifications is completed, a warning dialog may appear indicating that the leaders and/or the box score may be inaccurate. Run the **Calculate / Batting Leaders** (Section 6.4) and/or the **Calculate / Box Score** (Section 7) commands as required.

6.3 Player Batting Statistics

Figure 4-4 shows a snapshot of the team batting statistics area. The gridlines have been activated and areas of interest have been highlighted. All operations are performed via the **Player / Update Player Stats** command unless noted otherwise.

Entries can be performed/updated for any Active or Expansion roster player in any order and from any game in any order. The player name selection is described in Section 6.1.1.

The **SBC** can track a full set of batting statistics or the subset of categories that are applicable to slow-pitch softball. This mode is controlled by the **Track Slow Pitch Stats Only** option (Section 4.1.3.1).

6.3.1 Entering Statistics From a Recent Game

To enter new statistics from a recently played game, the user transcribes the individual batting stats from the game scoresheet into the **SBC**. The sequence is as follows:

1. Run the **Player / Update Player Stats (opt+cmd+U)** command. The user will be prompted first for the desired game number and player name (Figure 6-1). The game number will default to the current number of games played by the main **Team Name**. Change the game number if necessary.
2. The player name will default to the most recently used player name. A different player name may be selected as described in Section 6.1.1.
3. The **Player Stats Update** dialog box will appear (Figure 6-2). If stats were found for this player for the selected game, the dialog box drag bar will show **Update Current Entry**. If not, **New Entry** will be displayed.

Figure 6-2 Player Stats Update Dialog

4. Transcribe the applicable stats from the game scoresheet into the corresponding fields of the dialog box. The dialog box has been constructed to streamline the data entry process. The sequence of entries mimics the sequence of statistics normally found in most baseball/softball game scorebooks. Use the TAB key to traverse forward to the next field or Shift+TAB to the previous field.

5. Hit the **Update** button. The entries will be validated for consistency (Section 6.3.5.1). If they are OK, the stats will be updated for this player and the next player in alphabetical order in the group will be shown.
6. Repeat steps 2-6 until all statistics have been entered for each player.
7. Hit the **Cancel** button when all entries have been transcribed.
8. Next, enter the **Line Score** for the game and create the **Box Score** (Section 7).
9. Finally, update the **Division Standings** (Section 5).

6.3.2 Options During Player Update Dialog

Four buttons and a check box in the dialog box control the next step in the updating session:

6.3.2.1 Update

Entries in the update dialog box will be verified for consistency (Section 6.3.5). When the entries are OK, stats for this player will be transferred into the team worksheet. The stats for the next player in alphabetical sequence will be displayed.

6.3.2.2 No Update

Any additions or changes to the stats for this player will be ignored. The stats for the next roster player in alphabetical sequence will be displayed.

6.3.2.3 Clear

All entries in the dialog box will be cleared. The **Played But Did Not Bat** box will be unchecked. The dialog box remains open.

6.3.2.4 Cancel

Same as **No Update** except that the user will be prompted for the next player name and/or game number. Hitting **Cancel** again will exit the update session.

6.3.2.5 Played But Did Not Bat

If the player participated in the game, but did not bat (i.e., a defensive substitution, pinch runner, milk run to the package store), check the **Played But Did Not Bat** box. This will insure that the player gets credit for participation in the game. Only the player position field, runs scored, stolen bases and fines entries are allowed.

Checking this box will clear any existing entries in the dialog box. By un-checking the box, all statistics can be entered.

6.3.3 Purging Game Stats

If the stats for this player were inadvertently entered (i.e.: stats were from a different player, wrong game number, player never actually played in this game, etc.), hit the **Clear** button. All stats will be cleared out and the **Played But Did Not Bat** box will be unchecked as well. Hit the **Update** button to make the purge effective.

6.3.4 Updating Statistics From a Previous Game

Sometimes errors or omissions may have occurred when the transcribing the statistics from the game scoresheet into the **SBC**. If it becomes necessary to update statistics previously entered for a player or enter missing statistics, perform the following steps:

1. Run the **Player / Update Player Stats** command.
2. Select the specific player name and the game number for the statistics that need to be changed. The Player Stats Update dialog box will appear (Figure 6-2).
3. If there were entries for the player for the game specified, they will be shown in the Player Update Dialog Box. The dialog box drag bar will show **Update Current Entry**. If there were no stats for this game for this player, the entries will be all zeroes and the drag bar will show **New Entry**.
4. Make the necessary corrections/additions to the statistics and hit the **Update** button.
5. Repeat Steps 2-4 as required.
6. Hit **Cancel** button to exit the updating.

6.3.5 Notes on Player Statistics Updating

Statistics may be entered/modified from one or more games in any game or player order. After updating, the individual player statistics will be re-sorted by game number (Active Roster players). Expansion Roster entries are sorted by game or player name as desired (Section 4.1.2.2).

Legal at-bats (AB) will be calculated automatically from the number of plate appearances. If you do not track walks, sacrifices, sacrifice bunts, or hit-by-pitch stats, then the calculated at bats will equal the number of plate appearances.

By default, the **SBC** assumes the player did not play in the selected game if there are no plate appearances or the **Played But Did Not Bat** box is un-checked.

If the **Track Slow Pitch Stats** mode is active, the SB, SACB and HBP items will be dimmed. If the **Fines** tracking mode is inactive, the **Fines** entry will be dimmed.

6.3.5.1 Stats Entry Verification

After the **Update** button has been hit, the **SBC** will perform the following sanity checks on the entries:

- Must be numeric
- Total of hits, sacrifices, sacrifice bunts, walks, reached-on-errors, fielder's choices, strikeouts and hit-by-pitch must be less than or equal to number of plate appearances
- Number of runs scored must be less than or equal to plate appearances. (See exception in Section 6.3.2.5 – **Played But Did Not Bat**)
- Number of extra base hits must be less than or equal to hits

If the entries are valid, they will be transferred into the team worksheet and the update dialog for the next player in alphabetical order for this game will be shown.

During the course of the season the **Delete Player Stats by Game** command can be used to clear out all/some of an individual player's stats by game range. This is useful if it is determined that an individual's stats have so many errors that it would be less work to re-enter them from scratch, rather than correct the errors game by game.

6.3.6 Optional Player Position Tracking

The user has the option of tracking the position played for each player on a game-by-game basis. The player update dialog (Figure 6-2) has a Position edit/dropdown box to enter the player's position for the selected game. If stats for a new game are being entered, the **SBC** will suggest a position based on the most recently played game for this player. If none was found, the field will be blank. The position abbreviations will appear in the individual player stats areas and in the box score area. New values can be entered in any of three different methods:

1. Predefined positions via the dropdown menu list.
2. A numeric value in the edit box.
3. Manual entry of a user-defined value in the edit box.

6.3.6.1 Player Position Dropdown List

The dropdown menu list (Figure 6-2) contains the standard scorebook positions P-C-1B-2B-3B-SS-LF-CF-RF-SF that can be selected via the menu or by their position number from 1-10.

An additional group of commonly recognized positions is also provided. The position can be selected via the dropdown menu, or by the relative position number in the menu.

Any numeric value entered in the edit box in the range of 1-18 will be converted to the equivalent abbreviation for the position. Any entry that does not match a predefined abbreviation or position number will be interpreted as a user-specified value. These could include the case where a player played multiple positions during a game (eg: LF-CF).

6.3.7 Player Roster and Stats Maintenance

6.3.7.1 Deleting Stats for Individual Player Name

To clear out all of the stats for a specific roster player, use the **Delete Player Stats** command. The player remains in the roster.

6.3.7.2 Deleting Player Stats for a Specific Game

Use the **Delete Player Stats By Game** command. Select the desired player name. A dialog with the available games for this player will appear. Select the game stats to be deleted. Hit the **OK**.

If there are no additional player stats for this game number, the user has the option to delete the line score for this game.

6.3.7.3 Delete All Player Names and Stats From the Roster

To completely remove all entries (player names and stats) from both rosters, run the **Delete All Players From Roster** command. This will also clear any box score and line score calculations that might have been run previously.

6.3.7.4 Delete All Player Stats by Game Range

This command invokes the dialog box shown in Figure 6-3 and operates on all Active and Expansion roster players. The user has the choice of globally clearing all stats for all games or a selective game range clearing. By default, the entire game range of stats will be shown in the **Start** and **End Game Range** boxes. The player names remain in the rosters. This command will also clear any box score and line score calculations that might have been run previously.



Figure 6-3 Delete All Player Stats Dialog

Clear Entire Roster Stats

To delete all player stats from all games, simply hit the **OK** button. This is useful at the beginning of a new season or playoffs where the rosters are essentially intact.

Clear Selective Game Range Stats

To delete all player stats selectively from a range of games, enter the desired range in the **Start** and **End Game Range** boxes.

Resequence Game Numbers Option

This option is used when clearing selective game range statistics. It has no effect when performing a clear of all stats for all games. Any box score and line score calculations will also be resequenced.

Consider the case where there were stats entries for games 1,2,3,4,5,6,7,8,9 with a game range of 3-5 selected:

Resequence Game Numbers box is unchecked: The game numbers for the remaining stats will be unchanged. Thus, if a game range, then the remaining games would be unchanged at 1,2,6,8,9.

Resequence Game Numbers box is checked: The game numbers outside the selected game range will be re-sequenced as follows:

Game numbers 1,2 stay unchanged as they are below the starting game threshold.

Game numbers 6,7,8,9 are beyond the end game threshold. They would be renumbered as 3,4,5,6 respectively.

6.3.7.5 Transfer Player Stats

This command allows the user to transfer a player and their statistics between the Active and Expansion roster areas. This mechanism is useful when a player moves from Active to Expansion roster status or vice-versa.

After a transfer operation has completed, the user will be prompted for another player to be transferred. This speeds up roster cleanup, especially after importing operations.

6.3.7.6 Merge Player Stats

This command (Expanded Commands Mode only) allows the user to combine the stats from two players into a single entry.

The stats from the first player will be merged with the stats from the second player. Then, the first player entry will be removed from the roster. Before performing this operation, the user should examine the two player stats areas to insure that the merge operation will produce the desired results.

A prompt will occur for each player name. The players may be in the same or different rosters.

In Single Season Mode, any stats from identical game numbers will be merged into a single entry. Prior to the merge, the first and second player areas will be examined for matching game numbers in both areas. If this condition occurs, the user will be alerted to this condition and whether or not to continue.

In Multi-Season Mode, stats from each player will be merged based on matching Stats Year entries.

TIP:

*In Multi-Season Mode, the **Consolidate Expansion Roster** command can be used to perform bulk merging based on a specific Stats Year or all stats years.*

After a merge operation has completed, the user will be prompted for another player pair to be merged. This speeds up roster cleanup, especially after importing operations.

6.4 Updating Team Batting Leaders

After the applicable batting statistics have been entered/updated, batting leaders in up to 19 categories can be automatically calculated. A snapshot of the batting leaders area is shown in Figure 4-5. The gridlines have been activated and areas of interest have been highlighted.

6.4.1 Static Parameters For Batting Leader Calculations

Static parameters that effect the calculation of the leaders are in the **Edit / Batting Leaders Preferences** dialog (Figure 6-4). The user has the option of overriding some of the limits when the **Calculate / Batting Leaders** command is run (See Section 6.4.2.1).

6.4.1.1 Min At Bats or Appearances Per Game

The user may choose to use either AB or PA as a qualifier for the AVG, SLG, OBP and OPS leader categories. The parameter is multiplied by the number of games in the range to determine the total qualifying number of AB's or PA's. This parameter can be any value greater than or equal to 0. Fractional values expressed in decimal notation are permitted. The result will be rounded down to the nearest integer.

6.4.1.2 Maximum Leaders

This parameter controls the number of players that will be shown in each batting leader category. This value must be less than or equal to the **Maximum Leaders Plus Ties** value (Section 6.4.1.3)

6.4.1.3 Maximum Leaders Plus Ties

This parameter controls the maximum number of leaders in a category the event of a tie for the final spot. This is an overflow area. This value must be less than or equal to 10 and greater than or equal to the **Maximum Leaders** value.

Figure 6-4 Static Batting Leaders Preferences Dialog

In some instances, this overflow area may be insufficient to report all the players who have tied for the final spot (common when there are a small number of AB's or PA's at the beginning of the season or in a tournament). When this situation occurs, a count of the number of players that have the final spot will be reported. This will be in the form:

XX tied with YY

Selected categories with no entries display a value of **None....** This is common at the beginning of the season or in tournaments.

6.4.1.4 Include Expansion Roster Players

When enabled, statistics from players in this category are included in the batting leaders calculations. Their stats are subject to the same eligibility rules (Section 6.4.1.1) as for Active roster players. If a number of players stats have been merged into a single entry (eg: all substitutes for a season), you may wish to disable this option to prevent misleading leaders results.

6.4.1.5 Leader Board Categories

This is an array of check boxes that allows the user to select which combination of leader categories will be displayed on the leader boards. Two check boxes (**Select All** and **Deselect All**) allow rapid selection or de-selection of all of the check boxes. Any combination of selections is valid. Check boxes that are dimmed are not valid for the current **SBC** tracking modes. The enabled leader categories will be displayed in the following order:

1. AVG (Batting Average)
 2. SLG (Slugging Percentage)
 3. OBP (On-base percentage)
 4. OPS (On-base plus slugging percentage)
 5. R (Runs)
 6. H (Hits)
 7. RBI (Runs Batted In)
 8. 2B (Doubles)
 9. 3B (Triples)
 10. HR (Home Runs)
 11. FC (Fielder's choice)
 12. ROE (Reached on Error)
 13. SF (Sacrifice Flies)
 14. SB (Stolen Bases)*
 15. BB (Bases on Balls / Walks)
 16. SO (Strikeouts)
 17. HBP (Hit by Pitch) *
 18. SACB (Sacrifice Bunts)*
 19. FINES **
- * Indicates category not available in **Slow-Pitch Stats Tracking Mode**.
 ** Indicates category available when the **Fines** is enabled

A change to any of the **Leader Board Categories** from the current selections will result in a prompt to update the leader board. The user can chose to ignore this and update the leader board at a later time via the **Calculate / Batting Leaders** command.

6.4.2 Calculating Batting Leaders

To perform this calculation:

1. Run the **Calculate / Batting Leaders (opt+cmd+L)** command. You will be prompted for the runtime parameters shown in Figure 6-5. The Game Range will default to the current game display range (Section 4.2). Any sub-range may be entered. Minimum AB or PA will be calculated based on this range.
2. Hit the **OK** button. The leaders will be automatically calculated in each of the selected categories.

6.4.2.1 Runtime Parameter Overrides

By default, the current game display range is used for the calculations. The **Minimum Games** and **Minimum AB** or **PA** values are automatically calculated based on the static settings in the **Batting Leaders Preferences** dialog (Section 6.4.1) and will be displayed in the dialog shown in Figure 6-5.

Figure 6-5 Batting Leader Parameters Dialog

The user may choose to override these values as desired. Change the parameter value in the desired edit box and then hit the option button next to it to make the change effective and then hit **OK**. These changes are only valid for this leaders calculation run.

The Batting Leaders displays may be cleared by entering a **Game Range** of **Start=0** and **End=0**.

6.4.3 Leaders Summary Area

A calculation of the top leader in each selected batting category is also performed when the **Calculate / Batting Leaders** command is executed. Ties for first place in a category will be computed as well. This area can be viewed by the **Display / Summary Statistics** menu command. An example is shown in Figure 6-6. The gridlines have been activated and areas of interest have been highlighted.

TOP LEADERS THRU GAME: 19		
*Minimum	10 AB	
AVG*	Coyle, Matt	.610
SPCT*	Coyle, Matt	.881
OBPCT*	Garcia, Martin	.647
OBS*	Coyle, Matt	1.504
R	Coyle, Matt	31
H	Coyle, Matt	36
RBI	Coyle, Matt	30
2B	2 players tied at:	6
3B	Comeaux, Jordan	3
HR	Coyle, Matt	2
BB	Regole, PJ	13
ROE/FC	Coyle, Matt	10
SB	Coyle, Matt	23
SAC	Toal, Max	2
HBP	Kromminga, Jared	2

Legend:

- Green: User alterable
- Yellow: SBC generated User alterable
- Red: SBC generated Not alterable
- White: Locked Not alterable

Figure 6-6 Leaders Summary / Data Entry Area

6.5 Validating Player Statistics

During normal player stats entry (Section 6.3) and importing stats from an external file (Section 16), player statistics are checked for consistency on a game-by-game basis according to the rules in Section 6.3.5. This occurs only in Single Season Mode. The **Validate Player Stats** command can be used to rescan for any inconsistencies. A report of the number of player stats records evaluated will be displayed.

Stats Validation Summary	
Stats Records Analyzed:	77
Stats Validation Errors:	0
First Player With Error:	-
Game:	-

Figure 6-7 Validate Player Statistics Summary – No Errors

If any inconsistencies are detected, a report of the total number detected and the first player and game number with an error will be displayed. The user has the option of repairing the error(s) at this point or deferring to a later run of the **Validate Player Stats** command. Hitting the **Repair** button will report the specific error associated with each player record followed by the standard Player Update dialog box (Figure 6-2) for the actual repair. This sequence will be repeated until all detected errors have been resolved or the **Cancel** button has been pressed.

Stats Validation Summary	
Stats Records Analyzed:	77
Stats Validation Errors:	3
First Player With Error:	Mazzocca, Paul
Game:	18

Figure 6-8 Validate Player Statistics Summary – Errors Detected

The **Box Score**, **Batting Leaders**, and **One Step Web Site** commands will also check for inconsistencies before proceeding.

If the errors are a result of importing from an external file, then it is usually preferable to fix the problems in the original source and then re-import the stats to the **SBC**. This way, the data sets are consistent and will not re-occur if the same data is re-imported. Fixing the problems via the **Validate Player Stats** command does **not** back-annotate the changes to the source of the errors.

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7 GAME BOX SCORE

A box score summary of a selected game can be generated via the **Calculate / Box Score (opt+cmd+B)** command. The results include an inning-by-inning line score plus a batting statistics summary compiled from the participants of the game. Applicable stats from both Active and Expansion roster players will be shown. Line scores and optional game identifying information (Date, Time and Field) are saved for future recall or modifications. The labels for these optional fields can be modified as desired.

7.1 Box Score Structure

Figure 7-1 shows an example of a generated box score. The gridlines and areas of interest have been highlighted.

The **Game** number field contains a dropdown list of all games with player statistics. In addition, games that have been entered with schedule information (Sections 5.2, 7.2.3.1) will be shown.

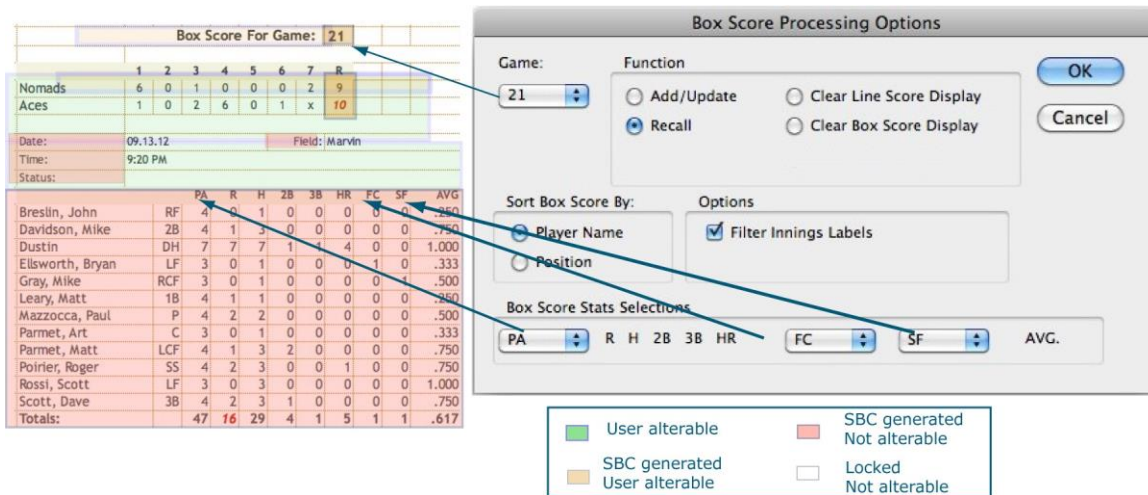


Figure 7-1 Box Score / Data Entry Area

7.2 Generating a Box Score

7.2.1 Game Schedule Information

Normally, the **Schedule Manager** (Section 5.2) is used to maintain the schedule and attribute information as well as adding placeholders for new games. However, any changes to game information (attributes or line score) using the Box Score functions will be annotated into the master game schedule.

7.2.2 Calculate Box Score Command Functions

7.2.2.1 Add New Game

If this is the first time a box score is to be calculated for this game, run the **Calculate / Box Score** command. Select the game from the list. Click on the **Recall** button and hit **OK**.

If a schedule entry was previously entered for this game, the team names and schedule information will be recalled. If not, enter the **Date**, **Time** and **Field** location for this game in the Line Score area. The use of the **Status** field is optional. See Section 7.3.1 for suggested usage.

Next, enter the team names and the inning-by-inning line scores. The team names are not case-sensitive. Either the Home or Away team entry must match the main **Team Name**. Warnings will be issued appropriately. The ability to enter a non-division name allows box scores for inter-divisional, tournament or playoff games.

The entries for runs in each inning can be any of the following:

- Positive integer values
- Blanks
- Non-numeric (e.g: x, -)

The blank entries allow for shortened games. A hyphen or **X** value might indicate an inning where the home team did not bat in the final inning(s). Only integer values are computed into the total runs scored. The total runs for each team are updated after each entry. The innings labels can be modified as desired. This might be the case if a game goes beyond 10 innings.

Finally, run the **Calculate / Box Score** command. Select the desired game number. Hit the **Add/Update** button followed by **OK**.

7.2.2.2 Recall Previous Game

To recall the box score and schedule information for a previous game, run the **Display / Box Score** or **Calculate / Box Score** command. Select the desired game number. Hit the **Recall** button followed by **OK**.

The user can sequence through the stored line/box scores by using the **Display / [Next][Previous] Box Score** menu command (Section 3.3.9).

7.2.2.3 Update a Previous Game

If changes need to be made to the team names, line score, **Date**, **Time**, **Field** location or **Status** of a previously calculated game, recall the box score (Section 7.2.1.2) and make the changes. Rerun the **Calculate / Box Score** command. Hit the **Add/Update** button and then hit **OK**.

7.2.2.4 Clear Line Score Display

This function will purge the home and visitor team line scores in the current display. This is useful when a new line score needs to be entered. The innings labels will be restored to the maximum number of innings. The box score, team names and game attributes (**Date**, **Time**, **Field** and **Status**) are not affected (Figure 7-1).

The stored line score for this game is not updated by this function. To update, run the **Calculate / Box Score** command. Hit the **Add/Update** button and then hit **OK**.

7.2.2.5 Clear Box Score Display

This function will purge the box score in the current display. This is useful if it is not desired to display the box score. It does not delete any player stats associated with the selected game.

The line score and user definable areas of the box score display area (team names, **Date**, **Time**, **Field** and **Status**) are not affected (Figure 7-1).

7.2.3 Calculate Box Score Processing Options

7.2.3.1 Box Score Statistics Selections

The user has the option to select either **AB** or **PA** plus two selectable statistics of interest that will be displayed in the last two of the columns of the box score in this dialog (Figure 7-1). The available set of statistics is dependent on the setting of the **Slow-Pitch Stats Tracking** mode setting (Section 4.1.3.1).

7.2.3.2 Box Score Sort Order

If **Player Name** is chosen, the entries are sorted alphabetically by player name.

If **Position** is chosen, players with predefined positions (Figure 6-2) will appear first followed by any user-defined positions (Section 6.3.6.1).

If player positions are not entered for the game, this option defaults to alphabetic sort by player name.

7.2.3.3 Line Score Innings Labels Filtering

The **Filter Innings Labels** option determines how the innings labels will appear:

-
- If the box is checked (default), the innings number labels will appear only when there is an entry for either team in an inning.
 - If the box is unchecked, all innings labels will appear.

After calculating the box score, the line score totals for each team will be placed after the last valid inning score entry.

7.2.4 Box Score Command Processing

When the **OK** button is pressed, the following sequence occurs:

1. Home and visitor team names are validated as teams in the division. One non-division team name is allowed.
2. Home or Visitor team must be the main **Team Name**.
3. The line score, date, time and field location are checked for a previous box score for the selected game. If there are differences, the user will be alerted to use the current values or revert to the previously saved values.
4. The line score innings labels are processed (Section 7.2.2.3).
5. Stats for participating Active and Expansion roster stats are extracted for the selected game. This will include players with **Played But Did Not Bat** status for the game. Applicable entries can be displayed in alphabetical order or by position (Section 7.2.2.2).
6. Statistics totals for the selected game are calculated.
7. Total runs scored for the main **Team Name** in the line score will be compared to the total from the individual player stats compilation. This can act as a crosscheck for possible stats and/or line score entry errors.

Any errors or inconsistencies will be reported to the user for reconciliation.

7.3 Resolving Current vs. Saved Line Scores

When the **Update** function is run, the currently displayed line score, team names, date, time and location are checked against the stored versions for the selected game. If there are differences, the user will be prompted to use the stored version or the current version.

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8 PRINTING REPORTS

8.1 General

Printed reports are available via the **Print** command in the **File** menu. The **SBC** will configure critical printing parameters. The print parameters may be modified from the **Page Setup** or **Properties** functions in the **Print** dialog box. The most important settings relate to scaling and are shown in Figure 8-1 (Windows) and 8-2 (Mac OS X). Altering these parameters may produce undesirable results.

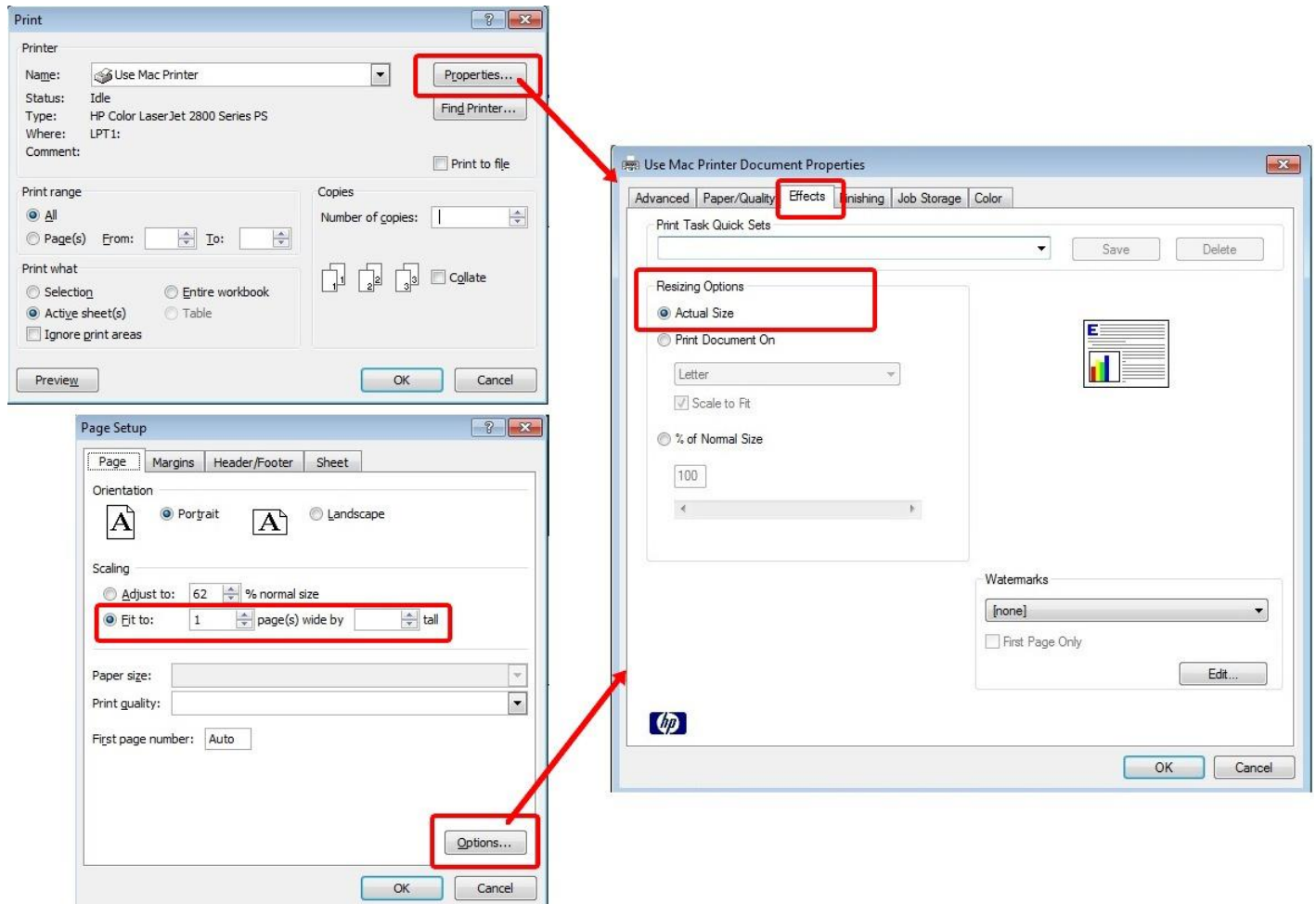


Figure 8-1 Printing Options – Windows OS

8.1.1 Header/Banner Rows

The **SBC** worksheet is preconfigured with a primary header area on the Team Summary page (Figure 4-3). A unique header area is on top of the Team Summary page (Figure 4-3) and is used for the Team Summary and individual player statistics pages. A third header area is on top of the Batting Leaders area (Figure 4-5). A fourth header area is on top of the User Notes area (Figure 2-4). As these are different areas of the team worksheet, any changes made to one header area are not automatically reflected in the other area.

By default, the header rows will not be printed as a banner on each page (saves ink ☺). Enable the **Include Banner When Printing** option under the **Edit / General Preferences** command (Section 4.1.4.2) to include printing of the banners.

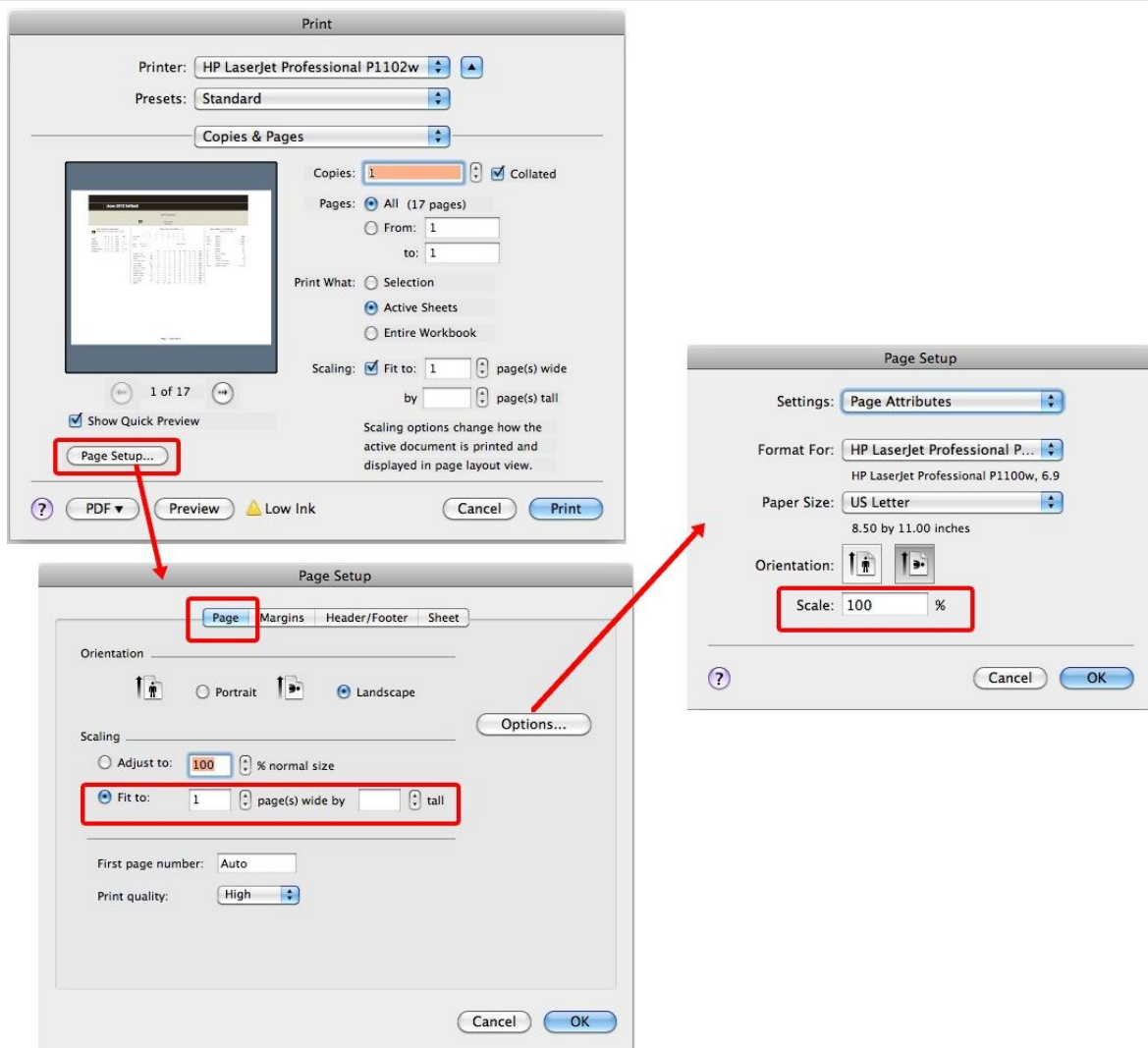


Figure 8-2 Printing Options – Mac OSX

8.2 Print Command

8.2.1 File / Print (cmd+P)

This command will print the contents of the **SBC** team worksheet in the following sequence:

Group 1

1. Team summary statistics / Home page
2. *Schedule (if enabled from **Edit / General Preferences** option)
3. Team batting leaders
4. User Notes area (if enabled from **Edit / General Preferences** option)

Group 2

1. Team batting summary
2. Individual game-by-game stats for all Active Roster players (one page per player)
3. Expansion Roster game-by-game stats (one page)

Group 3

1. *Line and box scores

* Single Season mode only

A Print dialog will appear for each group. Depending on the number of players in the rosters, Group 2 may result in more than one Print dialog. Hit **OK** to print the group.

8.2.1.1 Selective Printing Options

In the Print dialog, hitting the **Cancel** button will bypass printing for that group of pages. The user can continue to the next group or stop printing.

During the print dialog in each group, the user may select specific pages of the worksheet using the traditional print page range options. A manually selected print area may also be printed by using the **File / Print Selection** command.

The **Completed Games Only (Print)** option (Section 4.1.5.2) controls the content of the **Box Score** pages. The **Box Score Game Sort Order** (Section 4.1.5.3) controls the display order.

If the **Display / Informational Messages** option (Section 3.3.11) is checked, the **SBC** will inform the user if there are potential mismatches in one or more of the game selection parameters. See Section 10.2 for more details.

8.2.2 Print Preview

For each **Print** dialog that occurs, a **Preview** button will allow the user to view the page prior to printing.

8.2.2.1 Excel on the Macintosh

The **Preview** will open up the native **Preview** application and switch that application to the foreground. After viewing the preview, switch back to Excel to regain control of the **SBC**.

8.2.2.2 Excel on Windows

The **Preview** will open the preview mode in the same window as the **SBC**. On most versions, there is a tab or set of controls for the preview mode functions. Once the **Preview** mode is terminated, control will be returned to the **SBC**.

If no controls are present in the preview window:

1. Go to the Windows Task Bar
2. right-click on the Excel icon
3. Run the **End Window** or **Close Window** command to terminate the print preview and return control to the **SBC**.

8.3 Printing Problems

The most common problems that arise can usually be solved by reviewing the basic print settings or by re-running the **File / Default Page Setup** command.

8.3.1 Small Print

If the text on the printed pages appears very small, this is usually due an incorrect printer resizing option which must be correctly manually. This is different that the Excel Print scaling factor in the **Print** dialog which should be set to **Fit to 1 Page Wide**.

*The **Fit to Pages Tall** option must be left blank.*

On Windows, this is the **Resizing** option which should be set to **Actual Size** (Figure 8-1). On the Mac OSX, the **Scale** factor setting should be set to **100%** (Figure 8-2).

Another option is to suppress printing of the banners by unchecking the **Include Banner When Printing** option under the **Edit / General Preferences** command (Section 4.1.4.2). This also has the advantage using less printer ink.

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9 CREATING A BASIC WEB SITE

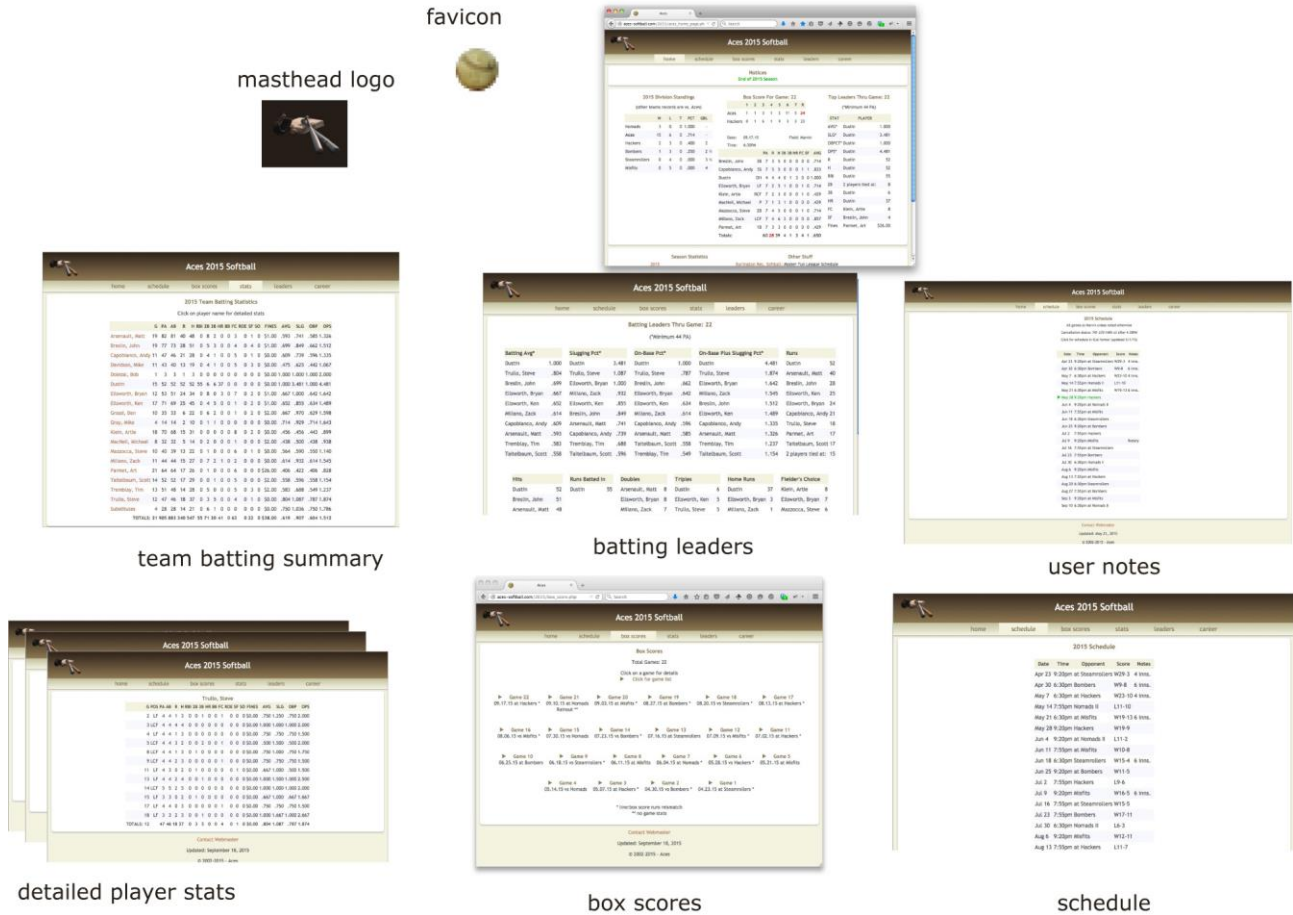



Figure 9-1 One Step Web Site Structure

9.1 Overview

The **SBC** can generate a totally integrated web site optimized for viewing on both desktop and mobile browsers. **SBC** versions starting with 3.60 generate [Responsive Design](#) web files that will dynamically adjust the layout and content based on the user's device.

NOTE

*The web site pages do not contain ad-ware or hidden Internet tracking code.
All activity is solely a result of the user's navigation of the site.*

A single **File / One Step Web Site (opt+cmd+W)** command or the  toolbar item performs this task. The user does not need to know anything about web page authoring. Figure 9-1 shows the file structure and pages generated.

Figures 9-2 and 9-3 show examples of the home pages as viewed on a desktop browser plus iPhone®, Samsung Galaxy® and Blackberry® mobile devices. A masthead comprising of the banner text above the team summary (Figure 4-3) plus a hyperlinked navigation bar will be generated on the top of each page. The page content for mobile devices is in a columnar structure for the reduced viewing area.

All generated web page files will reside in the same folder. Assuming that the user has access to a web hosting service from their Internet Service Provider or other source, all that is needed is the procedure to transfer the resulting files from your computer to the appropriate web server location. Then, inform your users of the link to the home page (See Figure 9-6). No app is needed to view the web site, only a browser.

9.1.1 Browser Compatibility

Javascript must be enabled on the user's browsers for proper viewing and navigation of the generated web site pages.

The **SBC** generates efficient, standards-compliant HTML5 and CSS web pages. It does not make use of any browser-specific functionality. As a result the web pages appear similar on a variety of current browsers including Internet Explorer, Firefox, Mozilla/SeaMonkey Suite, Opera (full versions), Safari, Google Chrome, iPhone/iPad iOS Safari mobile, Android mobile, Blackberry and others. Minimalist browsers such as Opera Mini may not provide acceptable results.

9.1.2 One Step Web Site Navigation

Each web page will contain a navigation bar under the masthead area. The default navigation bar contains basic navigation links for **home**, **box scores**, **stats**, and **leaders**. The active web page will have its' navigation link highlighted. When viewed on a desktop browser the navigation bar and tabs always visible as a horizontal row.

When viewed on a handheld/mobile device, the navigation bar is initially hidden to conserve screen space. Alternately tapping on the “hamburger” icon at the top right corner of the masthead (Second iPhone view in Figure 9-3) controls visibility of the navigation links under the masthead.

The Hamburger icon wil appear in red if Javascript is disabled.

In either mode, tapping/clicking in the masthead icon area will navigation back to the defined Home Page for the site. A date indicating when the web site was created will be shown in the footer area.



Figure 9-2 Web Page Example Viewed on Desktop Browser

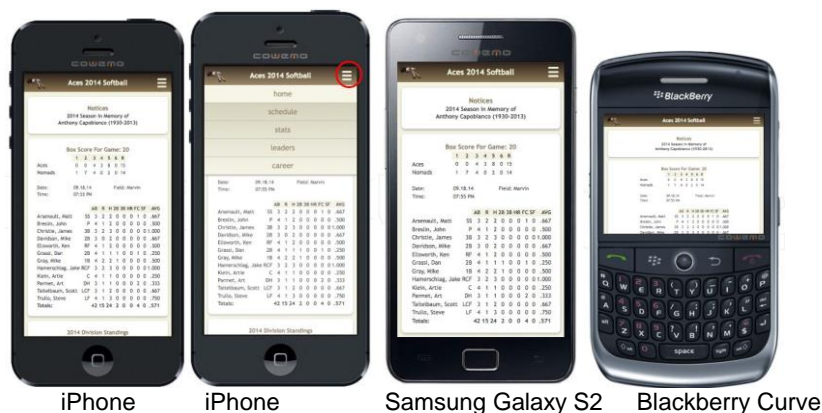


Figure 9-3 Web Page Examples Viewed on Mobile Devices

9.1.3 Box Scores Summary Web Page

Javascript must be enabled on the user's browsers for proper viewing or printing of the Box Score web pages.

The **WPC** generates a summary of all the line and box score for all games played. The games will appear in reverse order (most recent game played shown first). An example is shown in Figure 9-4. For each game found, a one line summary is shown with the game date and opposing team name. Clicking on a **Game** will cause the line score and box score to be displayed. In the example in Figure 9-4, the user has clicked on Game 17. Clicking on the Game again will cause the box score to disappear. Clicking on another **Game** will cause the previous selection to disappear and the new selection will appear.

When this web page is printed, all available box scores will be printed. The order of the games is controlled by the **Box Score Games Sort Order** option in the **General Preferences** command (Section 4.1.4.3).

The **WPC** will indicate if the date and opponent can't be found, the line score is missing, or if there is a mismatch in runs scored by the home team in the line vs. box score.



Figure 9-4 Box Scores Summary Web Page Example

9.2 Procedure

The generation of an entire web site can take a fair amount of time depending on the speed of the computer, the version of Excel and the quantity of statistics. The progress can be viewed in the message bar at the bottom of the window.

WARNING:

This operation will overwrite any web files that may exist with the same name in the selected target directory without prompting the user. This is by design to prevent the need to answer the alert:

"File exists – Do you wish to overwrite?"

that would normally appear prior to creating each file. So make sure that you've selected the correct directory ☺

To create the files for the web site, perform the following steps:

1. Run the **File/One Step Web Site** command.

2. A dialog (Figure 9-5) will appear allowing the user to modify the web site update date that will be shown in the web page footer area. By default, this will be the date from the Division Standings. If blank, then today's date will be used. The user may override this with any text entry. Leave this field blank to omit the Update line from the footer.
3. A **File Save** dialog will be shown with a default target directory for the team web site files. Change the target directory as desired. All files will be saved into this directory. It is suggested that a separate folder/directory be used to save the web files so that they will not be intermingled with the **SBC** program or data files. Make sure that the **SBC**-supplied graphics files are placed in this folder (Section 9.4.2).
4. The **SBC** will generate a series of files for the web site. When the processing has completed, a summary will be displayed (Figure 9-6). This summary can be recalled at a later time if required via the **Display / One Step Web Site Summary** command.
5. Copy the resulting files along with the graphics files (Section 9.4.2) to the web server location provided by your Internet Service Provider (ISP). Place all files into the same directory/folder. *Do not copy the SBC program or data files.* They are not needed for web site viewing.
6. Inform your users of the URL to the home page (Figure 9-6).

WARNING:

The One Step Web Site command automatically generates hyperlinks on each page for navigation. Thus, it is imperative that the filenames must not be changed or the hyperlinks will not work correctly.

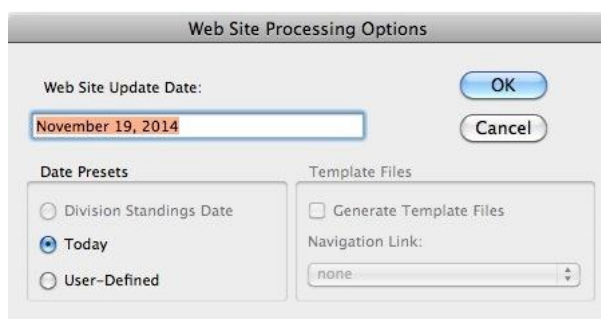


Figure 9-5 One Step Web Site Runtime Options Dialog

9.2.1 One Step Web Site Processing Summary

After the web site files have been created, a processing summary will be displayed (Figure 9-6). It contains pertinent statistics from the latest One Step Web Site command processing. This can be recalled at a later time via the **Display / One Step Web Site Summary** command.

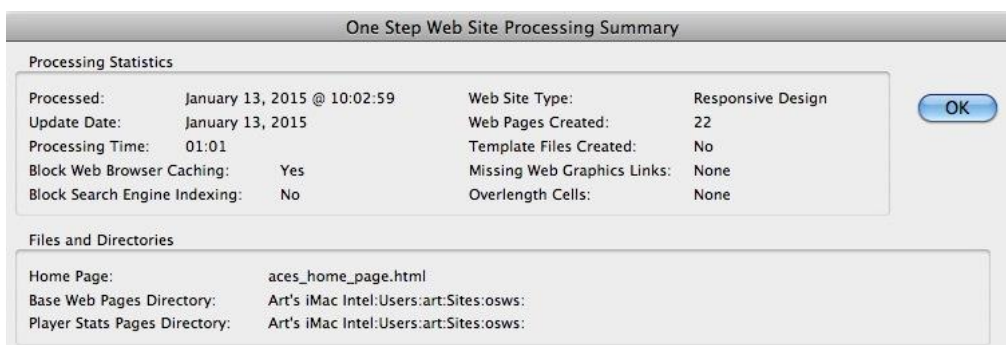


Figure 9-6 One Step Web Site Processing Summary

9.3 Notes on Generating Web Sites

9.3.1 File Name Conventions

Table 9-1 summarizes the file names that are automatically generated by the **One Step Web Site** command where *name* is the main **Team Name** in lowercase characters. Any blank or non-web compliant characters in the main **Team Name** will be mapped to underscores.

<i>Content Area:</i>	<i>Navigation Tab:</i>	<i>File Name:</i>
Home Page	Home	name _home_page.html
Team batting stats	Stats	batting_summary.html
Schedule (optional)	Schedule	schedule.html
Batting leaders	Leaders	leaders.html
Box Scores	Box Scores	box_score.html
Individual player stats files	<i>none</i>	name1 _name2.html
User Notes area (optional)	Section 9.4.1	user_notes.html

Table 9-1 Web Site Files

9.3.1.1 Player Filename Encoding

The filenames for detailed player stats will be generated automatically in the format:

[name1_name2.html](#)

Where [name1](#) and [name2](#) are the last/first (or first/last) name components of the individual player names depending on how they were originally entered (Section 6.2).

9.3.2 Game Range Parameter Validation

If the **Display / Informational Messages** option (Section 3.3.11) is checked, the *SBC* will inform the user if there are potential mismatches in one or more of the game selection parameters. See Section 10.2 for more details.

9.4 Options

In Basic Command mode, most processing options are preset for ease of use. However, some are available via the **Edit / One Step Web Site Preferences** command (Figure 9-7).

Figure 9-7 One Step Web Site Preferences in Basic Command Set Mode

9.4.1 Incorporating User Notes Area as a Web Page

The user has an option to include the User Notes area into the web site. See Section 2.1.7.2 for possible uses of this area in the web site.

When enabled, a separate navigation tab will appear in the resulting web pages. The navigation tab label will default to **Notices**. The user may choose to modify the label as desired as long as it does not conflict with the pre-defined navigation tab names (Table 9-1).

9.4.1.1 User Notes Web Pages Content and Layout

The *SBC* is configured to automatically render the User Notes content area as a [Responsive Design](#) table. With Responsive Design, the first 10 columns of the table are always visible on all devices. On intermediate width devices (361px to 768px wide), columns 1-15 are visible. On large width devices, all columns are visible. Consistent with mobile layout strategies, vertical scrolling is active, but horizontal scrolling is inactive.

Thus, if the target audience includes mobile device users, some consideration should be given to the amount of content to be incorporated for each device size range. Mobile devices have narrower viewing areas than desktop browsers. Thus, the content should be structured in a more columnar fashion with the most important content in the first 10 columns and the next most important in columns 11-15.

As the content of the User Notes page is under user control plus the wide range of mobile screen sizes and resolutions, this may take some experimentation.

WARNING:

Use discretion when including any personal or contact information on this page if the web site will be hosted on a publicly accessible web server and therefore subject to search engine indexing (eg: Google, Yahoo, Bing, etc)..

9.4.1.2 Zebra Striping

The **SBC** generates fill patterns on alternate lines of the tables in the major content areas of the web pages (Figure 9-2). This is controlled via the **Zebra Striping for Stats Tables** option.

If the User Notes area contains tabular data, striping can be applied via the **Zebra Striping for Table Area** option. If the User Notes area has additional information to be included with the tabular data, place this information above the table followed by a single blank row of cells as a delimiter.

9.4.2 Game Schedule and Results Page

The inclusion of this page is controlled by the **Include Schedule Page** option in the **General Preferences** (Section 4).

9.4.3 Current Weather

The current weather conditions can be displayed in the first content area of the home page (Figure 9-2). Simply enter the geographic location in the form of:

City, State

Then, check the **Home Page Contents Weather** option to enable. The full US city and state name must be entered. Two-letter state abbreviations are not acceptable. Non-US locations are not supported.

No verification of the City, State parameters is performed.

If you encounter problems, visit www.showmyweather.com site and verify that the City, State combination is in the correct format and is supported.

9.4.4 Graphics, WebClip and Favicon Icons

The graphics files are included in the **SBC** distribution media in the **Web Site Files** folder (Section 2.2).

9.4.4.1 Masthead Logo File

A default logo file [sbc_logo_72.png](#) is provided. In order for this to appear on the mastheads, place the file in the same directory as the files generated by the **One Step Web Site** command.

Do not change the names of the logo file.

9.4.4.2 WebClip Bookmark Files

For mobile devices, a set of files referred to as WebClip icon files are provided. These files provide a custom icon when the user saves a bookmark of one of the web pages (Figure 9-8) to the device's home screen. Originally developed by Apple for the iPhone and iPad devices, these files are supported on other mobile operating systems although this varies by manufacturer.

The use of the WebClip icons is optional and does not affect the functionality or operation of the web site.

The WebClip icons have the general filename structure of **apple-touch-icon-xxx.png**. To become effective, these files must be placed in the root directory of your web site (e.g., <http://www.aces-softball.com/>). If your ISP does not allow access to the root directory, contact **SBC** support at support@sbc.aces-softball.com for a method to get around this limitation.

Do not change the names of the WebClip icon files.



Figure 9-8 WebClip Icon Example

9.4.4.3 Favicon Icon File

An optional **favicon.ico** file is also included. This file creates an icon for the **SBC** web pages in the browser location bar, tab, or favorites/bookmark areas depending on the browser (Figure 9-9). To become active, this file must be placed in the root directory of your web site (e.g., <http://www.aces-softball.com/favicon.ico>). It will likely not be activated if it is placed in a subdirectory below the root directory.

Do not change the name of the favicon.ico icon file.

If your ISP does not allow access to the root directory, the **SBC** provides an alternative method for advanced users to address this limitation (Section 14.3.1.8).

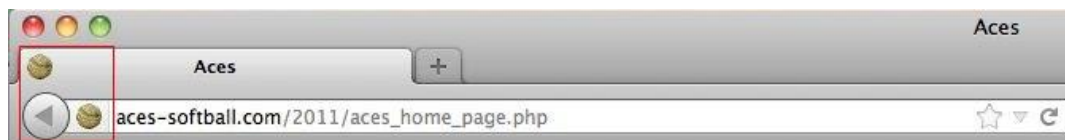


Figure 9-9 Favicon Icon Example

9.4.5 Additional Options

In the **Basic Command Set** mode, the **One Step Web Site** command preferences are pre-configured to produce a web site structure shown in Figure 9-1 and layout as shown in Figures 9-2 and 9-3. In the **Expanded Command Set** mode, additional options are available. These include the ability customize the masthead icons and colors, and to control the style of the content of areas. There are additional options for more complex web site structures. See Section 14 for more details on the use of these options.

9.5 Caching of Web Sites

During the course of the season, your web site will likely undergo frequent updates. Thus, it may be necessary for some users to hit the “refresh” button in their browser occasionally to get the latest version of the web site.

9.6 Search Engine Indexing of Web Pages

The default mode of the **One Step Web Site** command is to allow web search engines (eg: Google, Bing, Yahoo, etc.) to index your web site pages. You may wish to restrict the visibility of your site from search engine results. See Section 14.3.1.11 for details to activate this blocking feature.

9.6.1 Google Mobile Friendly Compatibility

The **SBC** generates web pages that are compliant with Google’s new [mobile friendly](#) ratings and will be given higher search rankings.

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10 WARNING MESSAGES AND TROUBLESHOOTING

10.1 Warning Messages

The following table describes common messages that may occur during the use of the **SBC** and the action required to reconcile the issue. Additional information can be found in the user manual section(s) identified in the **Reference** column. Display of informational messages (marked with an asterisk (*)) is controlled via the **Display Informational / Messages** option (Section 3.3.11).

MESSAGE	USER ACTION	REFERENCE
<u>Startup:</u>		
<i>Unsupported version of Excel</i>	Check the list of compatible Excel versions.	1.4
<i>The SBC must be started with no open worksheets.</i>	Only a single SBC team worksheet can be open.	1.5
<i>The worksheet is not an SBC team worksheet.</i>	Relaunch the SBC from a valid SBC team worksheet.	
<i>*Enable Add-Ins tab to view SBC menus and toolbars.</i>	A reminder on Windows version of Excel versions with the Ribbon user interface.	2.3.1
<i>*Activate the Nomal Page View mode icon before running any commands</i>	A reminder on Excel 2008 on the Mac for proper SBC operation.	2.3.2
<u>File / Open Command:</u>		
<i>Primary team worksheet is an invalid file.</i>	Only non-SBC Excel documents can be opened.	3.1.2
<i>An SBC team worksheet cannot be opened.</i>	Verify the file and try again.	
<i>File may be corrupted or in use by another application</i>		
<u>File / Convert Worksheet Format Command:</u>		
<i>About to convert team worksheet format ... This is not undo-able.</i>	All player rosters and stats will be cleared.	15.4.1.2
<i>Are you sure you want to continue ?"</i>		
<i>Stats File Description must be a non-blank value</i>	Enter a unique description for the stats file.	15.4.1.2
<u>File / Save Selection As Web Page Command:</u>		
<i>Area must be a contiguous selection of cells for web page creation</i>	Insure the desired area is a contiguous selection of cells on Team Worksheet	14.3.2,14.6.2
<u>File/ Export Roster</u>		
<i>nn players found with >>>> player marker. Process the player names and rerun the export.</i>	Reconcile the player names before exporting the roster. Just a warning.	16
<i>*Insure that the filename suffix is .csv in the next dialog.</i>		
<i>Filename must have .csv suffix</i>	File might be busy or on a write-protected volume.	
<i>Can't create the file Filename. Check to insure that the file is not open by another application and the target directory is not write-protected.</i>		16
<u>File/ Import Stats Command (Multi-Season Mode):</u>		
<i>Import file is not an SBC Team Worksheet .xls file type.</i>	Verify the filename and try again.	15.5.1.1
<i>File is Not an SBC Team Worksheet or Import file.</i>		
<i>Cant open file for importing.</i>	Verify the filename. Insure it is not locked or in use by another application.	15.5.1.1
<i>The current team worksheet cannot be imported into itself.</i>	You've attempted to import the current team worksheet into itself. Check the filename and retry.	15.5.1.1
<i>Unable to determine worksheet type ID.</i>	Verify the filename and try again. If the filename is correct, it may be corrupted.	15.5.1.1
<i>Unable to access critical parameters for processing</i>		
<i>The file needs to be updated before the stats can be imported.</i>	Quit the SBC and relauch the import file to update it. Then, repeat the import process.	15.5.1.1
<i>The file has no roster entries</i>	Check the import file as it appears to be empty	15.5.1.1
<i>The file does not have any player statistics. Do you wish to</i>	The import file has a roster but no player stats. If you	15.5.1.1

MESSAGE	USER ACTION	REFERENCE
<i>continue importing ?</i>	continue, it will import the roster names for the selected season.	
<i>Stats File Description for the imported stats must be a non-blank value.</i>	Enter a unique description for the stats to be imported.	15.5.1.1
<i>Import file Season ID matches the target Stats File Description. Verify correct files and/or descriptions and re-import.</i>		
<i>The import file is configured in full stats tracking mode...</i>	The user has the option to change the primary team worksheet mode to match.	15.5.1
<i>Statistics already exist for the selected season</i>	Entering OK will overwrite the existing stats for all players.	15.5.1.1
<i>*Statistics importing can take a fair amount of time.</i>	Watch the window message bar for progress.	15.5.1.1
<i>One or more player names from the import file matches a player name found in both rosters0.</i>	Duplicates from import file marked with >>>>. Correct per instructions.	15.5.1.3
<u>File/ Import Stats Command (Single Season Mode):</u>		
<i>Import file is not a .csv file type</i>	Check filename and re-import.	16.2
<i>Import file is the current team worksheet. Unpredictable results can occur. Quit the SBC and DO NOT SAVE the file.</i>		
<i>The current team worksheet cannot be imported into itself.</i>	You've attempted to import the current team worksheet into itself. Check the filename and retry.	16.2
<i>Unable to open file.</i>	File may be corrupted or in use by another application. Check filename and re-import.	16.2
<i>The file is not an known import stats file.</i>	Check filename and format type and re-import.	16.2
<i>Invalid {file format type} file format.</i>	Check filename and format type and re-import.	16.2
<i>nn Missing stats fields. First missing field is: aaa.</i>	The import file is missing one or more critical stats fields. Check the stats selections in the mobile app vs. the required fields and recreate the file.	16.1
<i>Import file has no stats.</i>	Check filename and format type and re-import.	16.1
<i>Game Number must be a non-blank /positive value</i>	Pick a positive integer value.	16.2
<i>Stats for Game Number nn exists</i>	Hitting OK will overwrite the stats for all players.	16.2
<i>Unknown player name detected...</i>	One or more player names from the import file could not be found in either roster. Players have been marked with >>>>. Correct as necessary.	16.2.1.1
<i>nn players found with new player markers. Process the new player names and rerun the import.</i>		
<u>File / Change Stats Year</u>		
<i>New Stats File Description must be a non-blank value.</i>	Verify the new stats file description.	15
<i>New Stats File Description matches the existing Stats File Description of the Multi-Season File. Choose another value.</i>		
<i>New Stats File Description matches an existing Season. Choose another value.</i>		
<u>File / Convert to MultiSeason Format</u>		
<i>Stats File Description for the Multi-Season stats file matches the Season for the converted stats.</i>	Verify the new stats file description.	15
<u>Edit / Color Palette Editor</u>		
<i>Color parameter must be a defined color name in hexadecimal [#RRGGBB, #RGB] or decimal [rgb(RRR,GGG,BBB), rgb(r%,g%,b%)] format.</i>	Re-enter a valid R, G and B color code	14.9
<u>Edit/ Screen Size Command:</u>		

MESSAGE	USER ACTION	REFERENCE
<i>The selected cells are not in the User Notes area. Do not perform Center Across Selection or Merge Cells operations on this selection.</i>	a multi-cell selection in protected areas of the Team Worksheet	11.4
<u>Player Maintenance Commands:</u> * [command] is not undo-able !!!	Most player maintenance functions cannot be un-done. If you inadvertently answer OK and didn't mean to, quit the SBC but DO NOT SAVE the worksheet.	6.1
<i>About to clear ALL roster names and stats. Are you sure you want to do this ?</i>	This clears the entire team roster and associated stats.	6.1
<i>Player name is blank !</i>	Check the entry and try again.	6.1
<i>Player name cannot contain the string: >>>></i>		
<i>The Year parameter must be a non-blank value.</i>		
<i>New player name is a reserved name.</i>		
<i>New player name already exists in the expansion or active roster.</i>		
* Changing player name will not clear stats for this player	Just a warning that the Rename Player operation leaves the stats unchanged.	6.1
* Leader board and/or box scores are no longer accurate !	This warning indicates that it may be necessary to run the Calculate/Batting Leaders... and/or Box Score... commands at some point.	6.1
<i>Player name cannot contain the string: >>>></i>	This is a reserved string. Pick another name for the player without this string.	6.1
<i>Player name already exists in the Active Roster</i>	Pick a unique name.	6.1
<i>Player name already exists in the Expansion Roster</i>	Pick a unique name.	6.1
<i>OK to clear leaders and box score ?</i>	This message will appear after the Player / Clear All Player Stats or Player / Delete All Players From Roster command was executed. This is a timesaver when setting up the team worksheet for a new season.	6.1
<i>player name is a reserved name.</i>	The name of the Expansion roster area is a reserved name.	4.1, 6.2.5
<u>Player/ Rename Stats Season ID Command:</u> <i>New Stats File Description must be a non-blank value</i>	Enter a unique non-blank description.	15.7.2
<i>New Stats File Description matches the existing Stats File Description of the Multi-Season File</i>	Enter a unique non-blank description.	15.7.2
<i>New Stats File Description matches an existing Stats Description of in Multi-Season File</i>	Enter a unique non-blank description.	15.7.2
<u>Player / Consolidate Expansion Roster</u> <i>The new name for the stats group cannot be blank.</i> <i>The new name cannot be a reserved name.</i> <i>The new name cannot match an active roster player name.</i>		
<u>SBC Toolbar</u> <i>The file SBC_Macros.xlm is already open</i>	The SBC had been previously used in a different folder. The SBC normally corrects for this at startup. If it does occur, run Display / Restore SBC Toolbar command.	3.3.5
<u>Player / Update Stats Commands:</u> <i>Game number must be greater than 0</i>	Enter a positive integer value.	6.2
<i>Appearances must be a valid number !</i>	Enter a positive integer value.	6.2
<i>Extra base hits exceed hits !</i>	Entry validation error. Check the entries against the scoresheet and re-enter.	6.2
<i>Game not specified or not valid !</i>	An existing or new game number must be entered.	6.2
<i>Leader board is no longer accurate !</i>	This warning indicates that it may be necessary to run the	6.4

MESSAGE	USER ACTION	REFERENCE
	Calculate/Batting Leaders... command before the leaders are printed or a web page created of this area.	
<i>H + BB + FC+ ROE + SAC + K + HBP must be less than or equal to appearances</i>	Check the entries against the scoresheet and correct as needed	6.3
<i>Invalid entry in one or more fields</i>	Check to insure entries are positive numeric values	6.3
<i>Runs scored exceed plate appearances !</i>	Entry validation error. Check the entries against the scoresheet and re-enter.	6.3
<i>Only R, SB or FINES entries allowed if the player did not bat.</i>	Recheck the stats entries for this player.	6.3
<u>Web Page Save / One Step Web Site Commands:</u> <i>* Possible mismatch in game numbers.</i>	This is just a warning. The alert box indicates the mismatched values. This may or may not be incorrect depending on what the user wishes to display.	3.2, 4.3, 5.0, 6.3, 7.0
<i>Invalid Custom Hyperlink Detected...</i>	See Section 10.6.4 for corrective action.	10.6.4
<i>* The File Save dialog that appears next is used to select the directory for the player stats web pages. The file name is ignored.</i>	This is just a notification when the Save All Player Stats as Web Page or One Step Web Site command is about to be executed. The only parameter in the Save dialog that is used is the selection of the desired target directory. The filename field is ignored.	9, 14
<i>The contents of one or more cells contain too many characters...</i>	Check the marked cells on the web page(s) and correct.	9, 14
<i>[Picture_ID] in the selected area does not have a link to the graphics file defined. Use the Edit/Web Graphics Info command to correct.</i>	This message may occur at the end of a web page generation command. It indicates that one or more of the web graphics on the worksheet is missing a filename link. <i>Picture_ID</i> will be set to the first missing link detected.	9, 13, 14
<i>Unable to create file: "Dest_File_Name"</i>	The specified filename could not be created. This may be due to a write-protected area of the users' disk, an attempt to write to a read-only media (e.g. CD-ROM), a file that is already open for writing by another application, or a system error. Check the filename and directory location and re-run the command.	9, 14
<i>Area must be a contiguous selection of cells !</i>	The File / Save Area As Web Page , or Save Area As HTML Table commands can only process a range of cells that are contiguous.	14.4
<i>* Web page processing terminated. No file(s) saved.</i>	This is a warning to indicate that the user terminated processing	9,14
<i>Game number selection mismatch. Do you wish to continue ?</i>	Differences among game display, home team game count, box score and leaders display settings detected. Change display range and/or run updates as desired.	4.1.7, 4.2, 5, 6.3, 7
<i>No content area has been specified for the home page.</i>	Check the settings in the Edit/One Step Web Site Preferences and rerun	14.2.1
<i>* The web site creation takes time to execute...</i>	This is just an informational message to remind the user that generation of a complete web site or saving of all the player stats as web pages can take a fair amount of execution time.	9.4, 14
<i>User Notes web page may be too wide...</i>	See Section 10.10.8 for corrective actions.	10.10.8
<u>Edit / WPC General Preferences Commands:</u> <i>Webmaster email address not specified or has embedded spaces.</i>	Correct webmaster email address specification	14.4
<u>Edit / WPC Masthead, Content Preferences Commands:</u> <i>Color parameter invalid format .</i>	Check the format and insure that all color values are [#RRGGBB, #RGB] or decimal [rgb(RRR,GGG,BBB), rgb(r%,g%,b%)] format.	14.3.2
<i>Color selection conflicts.</i>	Correct conflicts such as choosing the same color for text,	14.3.2

MESSAGE	USER ACTION	REFERENCE
<u>Edit / WPC Include Files Preferences Command:</u> URL is blank. Insure File and Directory Processing is enabled.	borders, background. Each enabled include file must have a non-blank entry. Activate File and Directory Processing from the Edit / WPC General Preferences command	14.4 14.3.1, 14.4
<u>Edit / One Step Web Site Preferences Command:</u> Label not specified for the Home navigation link. Label not specified for the User Notes navigation link.	The label cannot be blank.	9.2.2
Name specified for User Notes navigation link matches an existing navigation bar link name. A User Defined Navigation Link must have a label and a link value. Name specified for User Defined Navigation Link matches an existing navigation bar link name.	If enabled, the User Notes label must not be blank. Change the label so that it does not conflict with the Home, Batting Summary, Leaders or optional navigation link labels. If enabled, the User Defined Navigation Link and Label must both not be blank.	9.2.2, 14.3 14.3
Link specified for User Defined Navigation Link matches an existing navigation bar link.	Modify the name so that it does not conflict with the Home, Batting Summary, Leaders or User Notes link labels.	14.3
Spaces found in User Defined Navigation Link parameter. Recheck the link value before continuing.	Modify the link so that it does not conflict with the Home, Batting Summary, Leaders or User Notes link labels. User Defined links cannot contain spaces The command could not be completed due to exceeding the character count limit for Excel dialog boxes. A partial display or inability to display anything may result.	14.3 14.3
Home Page URL..... Have been updated for Responsive Design..."	See Section 10.10.10 for explanation and corrective action.	
<u>Calculate Batting Leaders Command:</u> Game range parameters are invalid.	Game numbers must be within the range of stats available in the file.	6.4.1
Number of entries in a leader category is less than the number desired.	Can occur in AVG, OBPCT, SPCT, or OPS if there are an insufficient number of players that meet the desired minimum AB or PA criteria.	6.4.1
<u>Calculation Box Score Command:</u> Maximum game number is: nn	An invalid game number was entered.	7
A team name does not match a team within the division	Verify the spelling of the team name if both teams should be in the division. Correct the spelling and retry the command. This is not a fatal error.	7
Neither the Home or Away team is the Main Team.	One team name must match the identified main Team Name . Check the spelling, insure a main Team Name has been selected and retry the box score calculation.	7
Unable to find any player stats for game XX	A scan of the detailed player stats did not find any entries for the selected game number. Check the game number selection and retry the box score calculation.	7
Line score exists for game XXX...	The Box Score Calculation for this game had been previously run and the currently displayed line score, date, time, or location information differs from the saved version. Choose which version to use.	7
Box score calculation was successful but there was no previous line score...	Enter the line scores and re-run the command.	7
Home or visiting team line score is empty.	If these fields are being used, validate and correct as required, then re-rerun the command. This is not a fatal error.	7
Date, Time or Field entry is blank		

Table 10-1 Error and Warning Messages

10.2 Problems Launching the SBC

10.2.1 Mac OS X Platform

This is usually a result of not having the [SBC_Macros.xlm](#) file and your Team Worksheet files in the same folder (Sections 2.2, 2.3).

10.2.2 Windows Platform

This is usually a result of not having the [SBC_Macros.xlm](#) file and your Team Worksheet files in the same folder (Sections 2.2, 2.3). In addition, if you had previously saved a Team Worksheet file as an [.xls](#) file, you will not be able to relaunch the *SBC* (Section 1.4.3).

If you encounter security alerts with Excel versions 2007 or later, this is a result of incorrect or incomplete **Trust Center** configuration settings (Section 1.4.2).

10.3 Game Selection Mismatch Warnings

The *SBC* will inform the user when there appears to be a mismatch in various game selection parameters such as display range, box score game or batting leaders range. This is informational only and does not prohibit execution of the selected command. Asterisks will appear next to the settings where the *SBC* has detected a potential setting mismatch. An example is shown in Figure 10-1.

If the **Home Team Games Played** entry appears as **-***, this usually indicates that a main **Team Name** has not been selected in the **Edit / General Preferences**. This could happen if the user renamed the main **Team Name** in the division standings and did not update the main **Team Name** selection in the **General Preferences** command.

The display of these messages is based on the **Display / Informational Messages** setting (Section 3.3.11).



Figure 10-1 Game Selection Status

10.4 ### Value Appears in Cells

This value will appear in a cell when the contents do not fit in the cell. This is only an issue during screen viewing and printing. The *SBC* web page processing routines correct for this condition by FM.

Modifications via the **Font** or **Format / Column Width** commands or use of the **Shrink to Fit** option in the **Format / Alignment** command for the cell can address this.

10.5 Web Site File Name Extensions Incorrect

This is the result of the **Use Filename Extensions** option check box being checked in the file save dialogs during web page creation. Uncheck this box and re-run the command. This should not occur during the **One Step Web Site** command.

10.6 Web Site Navigation Does Not Work Correctly

There are a number of potential causes for this. The **Display Computed URL Paths** command (Section 14.5) may be helpful in diagnosing these problems. If you run into a situation that you cannot resolve, [contact SBC support](#) (Section 1.6).

10.6.1 One Step Web Site

- The user has inadvertently renamed one or more files that were created.

- The user has moved or deleted one or more files out of the target directory. All files generated by this command assume they will be in the same directory.

10.6.2 Manual Web Page Creation

- Incorrect filename extensions created due to the “Use Filename Extensions” setting in the File Save dialog (Section 10.4).
- Incorrect settings for one or more of the directory or base address adders (Section 14.4).

10.6.3 Relative Addressing URL Error Warnings

If the **Player Files Directory** option is active (Section 14.3.1.5), then all links must be resolved as absolute addresses so that they will be reachable on the player stats pages as well as those in the home page directory. The warning will indicate the first link found to be resolved as a relative address. Use the **Display / Computed URL's** command to validate the change(s) and to detect other possible links that need to be corrected.

10.6.4 User Defined Custom Hyperlinks

On rare occasions, a custom hyperlink may get corrupted. This is most common when running under older versions of Excel. The hyperlink value will typically revert to **H** or **O**. The user will be alerted to this condition when the **One Step Web Site** command is started. Use the **Edit / Custom Hyperlink** command to correct.

10.7 Dropdown Navigation Bar on Mobile Web Site Pages

The dropdown navigation tab feature uses Javascript to optimize the limited viewing area on mobile devices. If Javascript is disabled or unavailable on the browser, the Hamburger will appear but will show as red bars to indicate this. The navigation tabs will be functional but will always be visible.

10.8 Web Site Graphics Do Not Appear on Web Pages

This can be caused by one or more of the following (Section 13.2):

- Incorrect web graphics filename link specified or file in the wrong location
- Corrupted web graphics file
- Incorrect directory adders' settings.
- Mismatch in file type extension
- URL coded as relative address when the Player Files Directory option is active. This will be evident if graphics not appear on the individual player web pages but appear on others.

10.9 Web Site Favicon Icon Does Not Appear in Browser

See Section 9.4.2 for the correct placement of the favicon icon file.

10.10 WebClip Bookmark Icons Do Not Appear

See Section 9.4.2 for correct placement of the WebClip icon files.

10.11 Web Site Graphics Do Not Appear

10.11.1 Masthead Graphics

In Basic Commands Mode, see Section 9.4.2 for correct placement of the masthead icon file. In Expanded Commands Mode, see Section 14.3.3.3 for correct setup of the masthead graphics file. If the graphics does not appear on the player stats pages but does appear on others, the problem is related to improper coding of the file as a relative URL.

10.11.2 Web Page Background Graphics

See Section 14.3.2.2 for correct setup of the page background graphics file. If the graphics does not appear on the player stats pages but does appear on others, the problem is related to improper coding of the file as a relative URL.

10.12 Player Stats Validation Errors

Player stats are evaluated for consistency with the rules described in Section 6.3.5 in Single Season Mode during:

1. Manual stats entry and updating (Section 6.3)
2. Stats importing from files (Section 15)

3. **Box Score** command (Section 7)
4. **Batting Leaders** command (Section 6.4)
5. **One Step Web Site** command (Section 9)
6. **Validate Player Stats** command (Section 6.5)

The **Validate Player Stats** command (Section 6.5) can be used to analyze and repair each entry that has an error.

10.13 Platform Specific Issues

The following are known limitations of the *SBC* due to differences in Excel versions and/or the Macintosh and Windows operating environments.

10.13.1 Font Library Variations

The *SBC* is shipped with the **Trebuchet MS** font family selection.

The *SBC* will use this font family for web page generation along with a default of a **sans-serif** font where this font does not exist. If you chose to use other fonts, it is best to employ web safe fonts that can be found on most browsers.

A list of common web-safe font families can be found at:

http://www.w3schools.com/cssref/css_websafe_fonts.asp and <http://cssfontstack.com/>

Note that a specific font may not render the same look and/or size on all systems, printers or browsers. In addition, some mobile browsers do not support all of these font families. So it is best to test your font selections on your users' expected target browsers.

10.13.2 Page Breaks

In most instances, the page breaks are only for visual screen reference. When using the **File / Print** or any of the web page creation commands, the *SBC* will paginate based on predefined areas. For example, each detailed player stats section will be printed on a separate page.

10.13.3 “Can’t Empty Clipboard” Alert

On some Excel versions on the Windows platforms, an error alert of *Can’t Empty Clipboard* may occur during the execution of some commands. This is a well-documented problem on Windows. Attempts have been made to limit this in the *SBC*. Unfortunately, some are beyond the capabilities of the *SBC* to block. The *SBC* command operation is not affected.

10.13.4 Dimmed Format Menu Items

Some items in the **Format** menu may appear dimmed indicating that they are not available to the user. This is a function of the version of Excel and/or of the ability of the *SBC* to manipulate these options.

10.13.5 Graphics Files Interchange Problems Between Mac and Windows

SBC team worksheets with embedded graphics that have been created on the Mac platform and then moved to the Windows platform may not be visible. This is a known Mac<>Windows issue. See Section 13.3 for more details and work-arounds.

10.13.6 Macro Error During Page Setup or Print Commands

This is usually caused by a printer not selected prior to executing these commands. This is more of an issue on the Windows platforms. Unfortunately, there is no way for the *SBC* to test for this condition in advance. The solution is to use the **File / Printer Setup** command to select a printer. Alternatively, quit the *SBC*, select a printer, and relaunch.

10.13.7 Web Page Styling Does Not Match SBC Examples

Some older vintage browsers or browsers that have been stripped-down for mobile applications may not support features such as gradients, rounded corners or drop shadows. In these instances where the support is absent for a particular style, the gradients will appear as solid color fills, the rounded corners will appear square and the drop shadows will not be present.

On some very old browsers (eg, Internet Explorer <=7), the navigation tabs will appear stacked vertically instead of horizontally.

10.13.8 Box Scores Web Page Issues

10.13.8.1 Detailed Box Score Won't Display

Javascript must be enabled for this feature.

10.13.8.2 Box Scores Printing Issues

When a user prints the Box Score Summary web page, the result will be an expansion of all available box scores in the list.

The box scores will be packed into as few pages as possible without splitting the results across page boundaries. Most browsers will honor the coding in the page to accomplish this. However, there may be instances where a game title and associated box score may appear on adjacent pages. Internet Explorer has difficulties accomplishing this under some conditions. Possible solutions are to adjust the page scaling factor downward, reduce top and bottom margins, or employ a different browser such as Firefox, Chrome or Safari.

10.13.9 Link URL Modifications for Responsive Design

SBC version 3.60 implements [Responsive Design](#) layouts for the web pages. As part of the update, the link URL's for the Home Page, Home Page Content Include file, and Optional URL's have been reduced to a single set of URL's. No more Mobile and Desktop URL's. The update adjusts the URL's accordingly. However, these may not be correct for your web site layout.

When the **One Step Web Site** command is first run after this update, an alert will be posted to verify the links via the **One Step Web Site** and **Web Page Composer Include File** preferences commands. Once this evaluation has been performed, the **One Step Web Site** command can be run.

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11 EXPANDED COMMAND SET MODE

This mode enables additional functionality for the power user. It is enabled via the **Expanded Command Set** command (**cmd+E**) in the **Display** menu. These commands allow additional customization of the visual appearance and operation of the **SBC**. They also provide additional capabilities for generation of web pages. See Section 12.1 for more details on advanced formatting options.

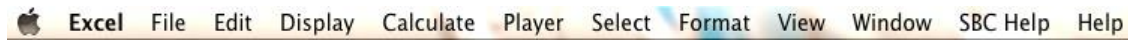


Figure 11-1 Expanded Command Set Menu Bar

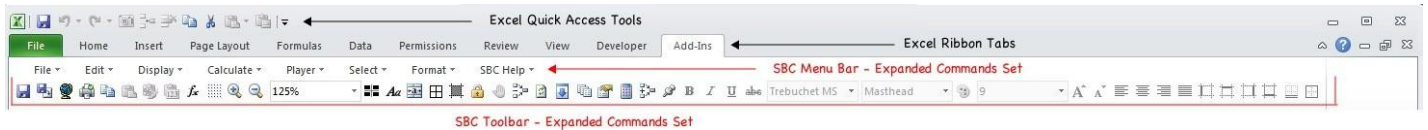


Figure 11-2 Expanded Command Set Under Ribbon UI

11.1 File Menu

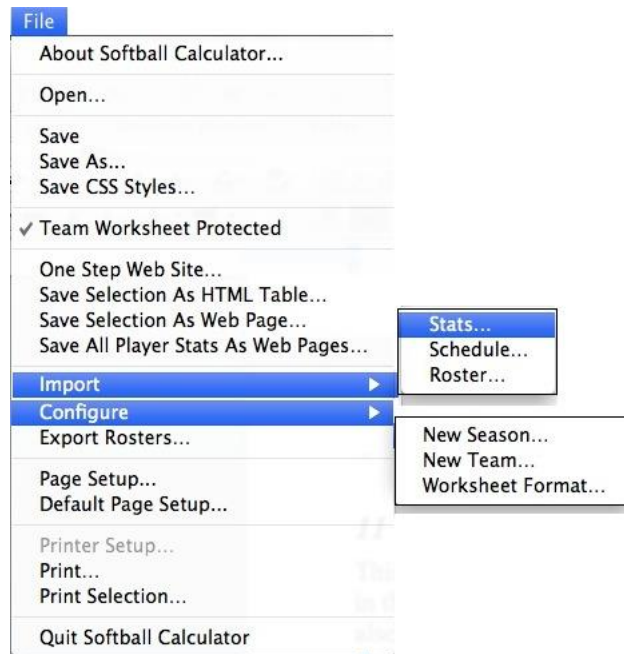


Figure 11-3 File Menu in Expanded Command Mode

Additional commands available are:

Save CSS Styles (Section 14.7.1)

This command will create a standalone .css file based on the current web processing parameters.

Team Worksheet Protected (Section 12.1)

This command allows the user to control the protection of the team worksheet for advanced formatting modifications.

Save Selection As HTML Table (Section 14.8)

This command will create an HTML table stub from the area selected on the team worksheet. This command can be used when it is desired to extract a specific portion of the team worksheet and incorporate it into another web page. For example, the division standings, box score, or batting leaders summary area(s) could be saved off as an HTML table and then included in a custom web page.

Save Selection As Web Page (Section 14.8)

This command will create a self-contained web page from the area selected on the team worksheet.

Save All Player Stats As Web Pages (Section 14.8)

This command will create a separate web page with individual game stats for each Active player on the roster. A separate web page for players in the Expansion roster category will also be created.

Import Stats (Sections 15, 16)

In Single Season Mode, game statistics captured via a mobile stats app can be imported directly into the **SBC**. In Multi-Season Mode, other **SBC** Team Worksheets can be imported to form composite/career statistics.

Export Rosters (Section 16)

Active and Expansion rosters can be exported into a file for transfer into a mobile app.

Configure Worksheet Format (Section 15)

This command will convert the current format between Single and Multi-Season Mode. Existing player rosters and batting statistics will be purged.

11.2 Edit Menu

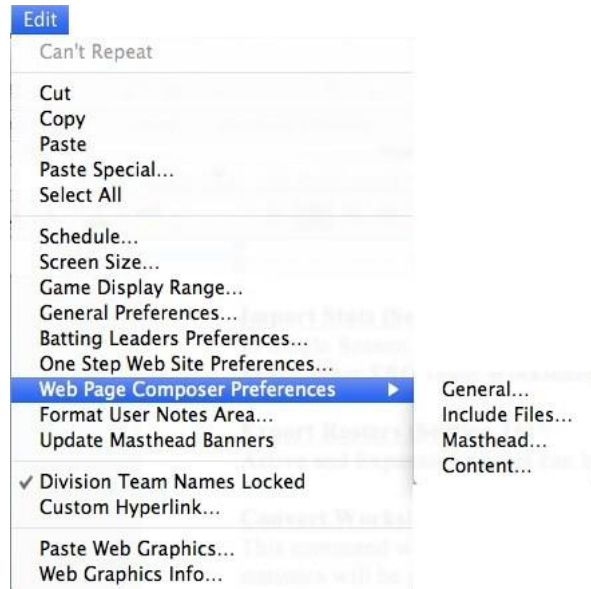


Figure 11-4 Edit Menu in Expanded Command Mode

11.2.1 Additional Commands

The **Web Page Composer Preferences** sub-menu commands (Section 14.3), **Paste Web Graphics** and **Web Graphics Info** commands are active (Section 13).

11.2.2 Custom Hyperlink (cmd+opt+H)

The **Custom Hyperlink** command allows the user to place hyperlinks in unprotected cells for subsequent web pages. This is primarily intended for use in the Summary Notices and User Notes areas. However, these may be placed in any unprotected cell.

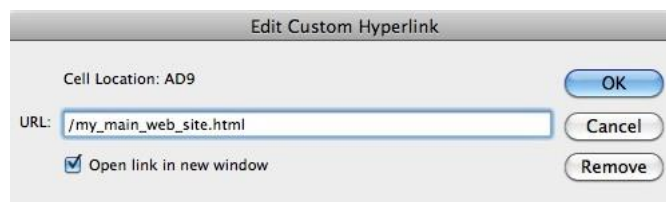


Figure 11-5 Custom Hyperlink Dialog

To add a custom hyperlink, select the cell of interest and run the **Edit / Custom Hyperlink** command. A dialog will appear as shown in Figure 11-5. The desired URL can be entered, modified or removed by this command. When file and directory processing

is enabled, the URL's are subject to the same processing rules for Prepend Base URL (Section 14.3.1.4). Cells that have an active hyperlink will have a small red marker.

Note:

A custom hyperlink cannot have a value of "H" or "O".

The **Open link in new window** option will create a new window in the user's browser when the link is clicked.

The **Edit / Format User Notes Area** command can also be used to remove all hyperlinks in the User Notes area with or without clearing or reformatting the cell contents.

11.3 View Menu



Figure 11-6 View Menu in Expanded Command Mode

The items on this menu allow the user to control access to additional toolbars and palettes that are applicable to the use of the **SBC** operation on versions of Excel without the Ribbon UI. See Section 12.1 for more details on advanced formatting options.

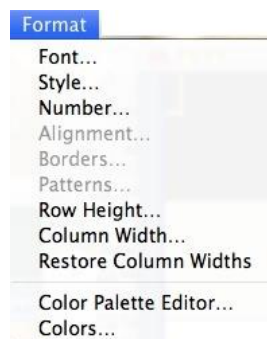


Figure 11-7 Format Menu in Expanded Command Mode

11.4 Format Menu

11.4.1 Font, Style, Number, Alignment, Borders, Patterns

These commands allow selective formatting changes to cells or cell areas on the worksheet based on the current area selection. The formatting of the **Page Setup** headers and footers for printed pages are not affected by these commands. See Section 12.1 for more information on advanced formatting. Dimmed items are capabilities not available on some versions of Excel.

The **Number** command is intended for use in the **User Notes** area. Although it can be used elsewhere, the user should exercise caution as unexpected results may occur.

To prevent corruption of protected areas of the Team Worksheet, the **Center Across Selection** and **Merge Cells** options of the **Alignment** command should only be used on cells within the **User Notes** area. The **SBC** cannot prevent this operation. The user will be alerted if this command is attempted with a multi-cell selection.

11.4.2 Row and Column Settings

The parameter in the **Format / Row Height** and **Format / Column Width** commands is in units of displayable characters at the current font and size settings, not in pixels or points. This is same as the standard Excel commands.

Modifications via the **Font**, **Row Height** or **Column Width** commands may result in values that do not fit into some cells. These oversize values will be shown as ##### in the affected cells. See Section 10.3 for a further discussion of this issue.

The row and column settings should be used with caution as they may affect other areas of the Team Worksheet table layouts. The **Restore Column Widths** command will restore the column widths to predetermined sizes.

11.4.3 Color Palette Editor

This command allows the user to override entries in the worksheet color palette with custom color values.

The **Format / Colors** command allows the user to view the tool for evaluating color selections via a variety of methods. See Section 14.9 for a detailed discussion of color management in the *SBC*.

11.5 Select Menu

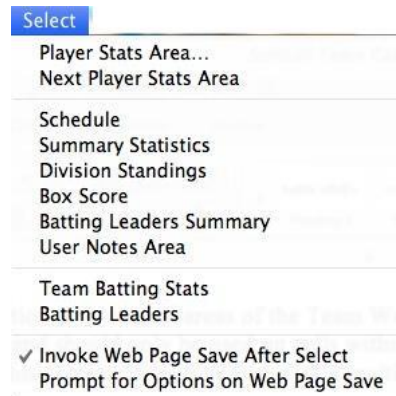


Figure 11-8 Select Menu in Expanded Command Mode

These commands allow rapid selection of predefined areas of the team worksheet. In addition, the area is copied to the system clipboard for exporting to another program.

The **Next Player Stats Area** (cmd+⌵) command will select the detailed stats area for the next roster player in alphabetical sequence. It will also sequence through the Expansion roster players.

If the **Invoke Web Page Save After Select** option is active, a **Save As Web Page** dialog will be automatically invoked. This option can be used in preparation for saving selected areas of the team worksheet as web pages. See Section 14.9 for more information on saving as web pages.

If the **Prompt for Options on Web Save** option is also active, the user will be prompted for the Web Page Composer General Preferences (Section 14.3.1) before the web page is actually composed. This allows the user the make last minute modifications to web page parameters without the extra steps of going to the **Edit / Web Page Composer Preferences** command.

11.6 Display Menu

The **One Step Web Site Summary** command displays the results of the last **One Step Web Site** command (Section 9.2, Figure 9-6).

The **Import Summary** command is used with the stats, schedule and roster importing features.

The **Computed URL Paths...** command displays the resulting URL's and navigation links based on the various file and directory settings. See Section 14.5 for more details.



Figure 11-9 Display Menu in Expanded Command Mode

11.7 Player Menu

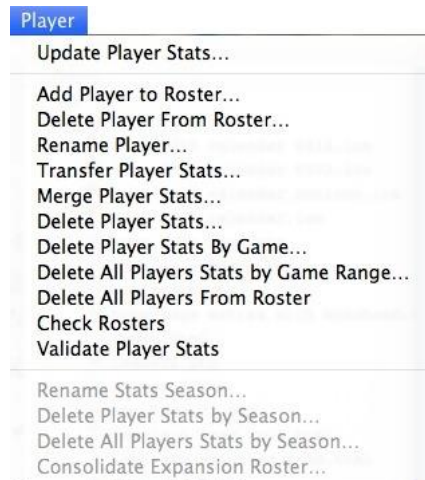


Figure 11-10 Player Menu – Expanded Commands Mode

11.7.1 Check Rosters

This command is used in conjunction with the **File / Import Stats** and **Import Roster** commands. In Single Season Mode, it will scan the rosters for new player names resulting from the import operation (Section 16). In Multi-Season Mode, it is used to detect players that may appear in both rosters (Section 15).

11.8 SBC Toolbar in Expanded Mode

Some additional tools are active in this mode. They include tool equivalents for the **File / Import Stats**, **File / Team Worksheet Protected**, **Display/ Computed URL Paths**, **Player / Merge Player Stats** and **Edit / Custom Hyperlink** menu commands.

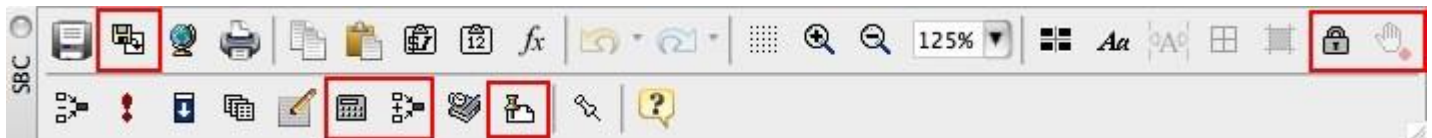


Figure 11-11 - SBC Toolbar – Expanded Commands Mode

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12 USER CONFIGURABLE OPTIONS – EXPANDED COMMAND SET

12.1 Formatting Modifications in Expanded Mode

The **Expanded Command Set** provides advanced formatting options. The selection of the areas to be modified can be achieved by any of the following methods:

1. Manually with the mouse
2. A **Select** menu command
3. The **Edit / Select All** menu or toolbar command

The formatting options are divided into two groups:

12.1.1 Safe Mode Formatting

These changes can be performed on any area of the team worksheet without possibility of worksheet formula corruption. They are safer to use than the tools or palettes in the Unprotected Mode Formatting (Section 12.1.2). Thus, they are the preferred method of making these changes.

General Preferences menu (Section 4.1.4):

1. **Default Text Color** – Global color for all areas except masthead and banners.
2. **Category Titles Shade Color** – For print and web pages.

Format menu (Section 11.4):

3. **Font** - Font style and color selection
4. **Borders** – Selection of the standard set of cell borders
5. **Alignment** – Text alignment within cell(s)
6. **Patterns** – Cell fill patterns
7. **Row** and **Column** sizing

The **Font** dialog may be invoked via the **SBC Toolbar Font Formatting** button (Section 3.3.13).

If the **Font** command is executed with the Summary Page masthead text line selected, the user will be prompted to update all of the other mastheads with these changes. See **Edit/Update Masthead Banners** command for more details (Section 3.2.8).

The **SBC Toolbar** has tool equivalents for **Font**, **Borders**, **Alignment** and **Patterns**. Each of these tools will invoke a dialog box for the specific formatting changes. Dimmed items are not available on some versions of Excel.

*The **Borders**, **Alignment** and **Patterns** menu commands and tools are not available when running on the Mac versions of Excel prior to Excel 2011.*

See Section 4.4 for limitations on the use of these tools.

12.1.2 Unprotected Mode Formatting

These commands can be performed on any area of the team worksheet and provide additional formatting capabilities. The caveat is that, when activated, they operate with the Team Worksheet unprotected.

WARNING:

As the team worksheet contains embedded formulas in many cells, these operations should be performed with extreme caution to prevent unintentional worksheet corruption. Although the Format menu commands (Section 11.4) are more limited, they are safer to use as they keep the team worksheet protected.

12.1.2.1 Activation

Activation of the Unprotected Mode Formatting can be achieved by any of the following:

1. Un-checking the **File / Team Worksheet Protected** command
2. Pressing the **Lock** icon on the **SBC Toolbar**
3. Selecting the Formatting Toolbar via the **View / Formatting Toolbar** command (non-Ribbon UI versions of Excel)

The user will be alerted to the fact that the Team Worksheet is about to become unprotected and to proceed with caution. If the area that is selected contains embedded formulas, that fact will be noted as well.

The **Lock** icon will be dimmed and the Message Bar at the bottom of the window frame will note: “**Unlocked**”.

12.1.2.2 Available Tools

On versions of Excel without the Ribbon user interface, a customized toolbar will appear as shown:



Figure 12-1 – Formatting Toolbar – Non-Ribbon UI

In addition, available toolbars under the **View** menu may be activated on non-Ribbon UI versions of Excel. Menu items that are dimmed are not available for use.

On versions of Excel with the Ribbon user interface, the available tools are activated in the **SBC Toolbar** as shown in Figure 12-2. The formatting tools on the Ribbon UI may be used.

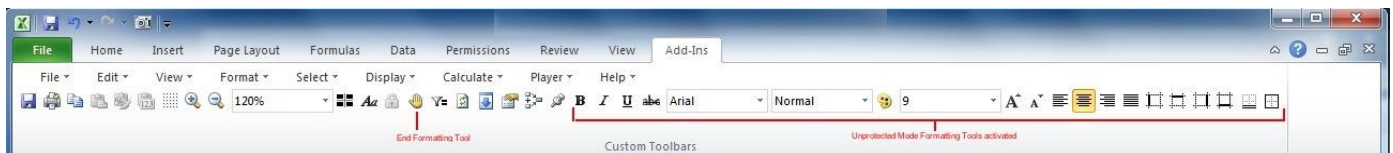


Figure 12-2 – Formatting Tools Under Ribbon UI

*A number of Excel formatting tools such as cell merging are not available.
This is to prevent inadvertent corruption of the Team Worksheet while in this mode.*

12.1.2.3 Ending the Unprotected Mode Formatting Session

Once the formatting changes have been completed, it is imperative that the Team Worksheet be re-protected. This can be accomplished by any of the following methods:

1. Re-check the **File / Team Worksheet Protected** command
2. Pressing the End Formatting icon on the **SBC Toolbar**
3. Execution of most non-formatting commands.

The **Lock** icon will be re-activated and the “**Unlocked**” message in the Message Bar will disappear.

12.2 Picture Processing Options

Pictures and web graphics objects may be manipulated. See Section 13 for more details.

12.3 Web Page Processing Options

An extensive set of options relative to web page generation is available. They are described in detail in Section 14.

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13 IMAGES / PICTURES PROCESSING

The **SBC** supports the inclusion of pictures or graphics on the team worksheet in two major classes:

13.1 Traditional Pictures and Graphics

Graphics and pictures may be created via external applications and copied to the system clipboard. They can be pasted anywhere onto the team worksheet by first selecting a cell near where you wish the graphic to appear and then using the **Edit / Paste** command. These objects float on the team worksheet and may be relocated by selecting and dragging the object to the new location. The limitation of these types of pictures or graphics objects is that they will appear only on-screen and on printed pages.

When the Expanded Command Set is active, the **Drawing Toolbar** can also be used to create graphics objects. The **Format / Picture Toolbar** and/or **Drawing Toolbar** can be used to manipulate the imported or locally created objects.

13.2 Web Graphics

13.2.1 Masthead Icon/Background Graphics

This graphics object will appear in the masthead area. It can be either an icon or a full width masthead graphic. If a masthead graphic is specified, it will override any web graphics pictures that have been placed in the masthead area. This method of including a graphic for the masthead is preferred over the Content Area Graphics method as it is only necessary to supply the link to the graphics file.

These graphics can be in **jpg, png, gif** or any format that can be rendered by web browsers. The **Edit / Web Page Composer Preferences / Masthead** command (Section 14.3.3) has the URL, positioning and scaling preferences for the masthead graphic.

13.2.2 Content Area Graphics

Content area web graphics processing is not supported on Excel / 2008 on the Mac platform.

These graphics objects will appear on the screen, printed pages and also on web pages. These objects are created via external applications. They are subsequently copied and then pasted onto the team worksheet by first selecting a cell near where you wish the graphic to appear on the team worksheet and then using the **Edit / Paste Web Graphics** command.

The user will be prompted to enter an image file link for the object (Figure 13-1). This link is used during web page creation to create the HTML code necessary for the web browsers to locate the image file and place the picture at the correct location on the web page. The image file link URL will be added to the Image Files Directory value (if specified) and optionally to the Base URL value to create a composite URL to the image file. See Section 14.3.1.3. The value can be modified at a later time via the **Edit / Web Graphics Info** command. The **Display / Computed URL Paths** command (Section 14.5) can be used to show the actual path.



Figure 13-1 Web Graphics Object Information Dialog Box

If the Image File Link value is not specified, a warning alert will occur. The user can go back and fix this situation now by hitting the **Fix** button. Hit the **Ignore** button to continue without fixing. The link entry can be added later via the **Edit / Web Graphics Info** command.

These objects can be relocated by selecting the object and then by dragging it to a new location. However, any other manipulations via the traditional **Picture Toolbar** and/or **Drawing Toolbar** will only be seen on the screen and on printed pages. Thus, any changes to a web graphics image must be performed in an external graphics application and then re-pasted onto the team worksheet.

13.2.2.1 Edit / Web Graphics Info Command

This command allows the user to examine and modify attributes associated with web graphics that have been pasted into the team worksheet via the **Paste Web Graphics** command. A web graphics object is usually selected prior to using this command. If an entry is found in the Web Graphics tables for this object, the identifying information will be displayed as shown in Figure 13-1. The user will be alerted if the current selection is not a graphics object or not found in the Web Graphics table. In this case, the user may use the pulldown menu to select a particular web graphics picture of interest. If the OK button is pressed, the window will shift to display the selected graphics object.

Image File Link

This allows the user to specify a specific filename for the picture when a web page is composed from the team worksheet. The image file link URI will be added to the Image Files Directory value (if specified) and optionally to the Base URL value to create a composite URL to the image file (Section 14.3.1.5).

Insure that the link results in an absolute URL address if the Player Files Directory option is active.

Nearest Cell to Top Left Corner

This identifies the nearest cell relative to the web graphic's top left corner. The **Nearest Cell** value is useful to find a particular web graphics object when selected via the dropdown menu. The **Nearest Cell** value will change accordingly if the web graphic object is relocated.

Changes to the image file link do not become effective until the user hits the OK button.

13.2.2.2 Modification or Deleting Web Graphics

A desired web graphics object may be deleted by selecting the object and hitting the **Delete** key.

Modification of a web graphics object must be made externally in your graphics editing application to be reflected in subsequent web pages created by the **WPC**. If changes are made to a web graphics object, they will not be reflected on the screen or printed pages until the updated image is re-pasted via the **Edit / Paste Web Graphics** command sequence described in Section 13.2.

13.2.2.3 Printed vs. Web Page Differences

Pictures and graphics will be printed as they appear on the team worksheet via the **File / Print** command.

If web pages are to be generated, the user must supply a link to the image file for each web graphics object used. The **Edit / Web Graphics Info** command allows the user to view and modify the link value for each web graphics object. Note that a situation may occur whereby the screen/printed images do not match those on the composed web page if the user encodes a different Web Graphics file link than the image that was pasted.

Also, any modifications to a web graphics object via the Excel picture or drawing toolbars such as contrast enhancement, resizing, etc. will be reflected in the on-screen and printed images, but will not be reflected in the composed web page images.

13.2.2.4 Customizing WebClip Icons

A custom set of WebClip icons can be created to replace the set that is supplied with the **SBC** distribution. There are a number of tools available that will create the set from a base graphics file. For example, [Icon Slayer](#) is a free web-based tool. There's excellent documentation there as well. Contact **SBC** support at support@sbc.aces-softball.com for additional assistance.

13.3 Platform Issues With Graphics

Graphics that may have been added to the Team Worksheet on the Mac platform and then viewed on Windows may appear as a marquee outline with the warning: "Quicktime and a Decompressor Program Are Required...". This is a result of a known incompatibility between Mac and Windows on some versions of Excel. There is a fair amount of finger-pointing on both platforms as to who is at fault.

Possible solutions are as follows:

1. Avoid using the Macintosh Preview app to open a graphic file and subsequently copying it to the clipboard. Better to use a graphics editor app such as Graphic Converter as a source.
2. Move the graphics file(s) to the Windows platform. Open the graphics file with a graphics editor program on the PC. Then launch the **SBC** and re-paste the graphics.

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14 ENHANCED WEB PAGE GENERATION

These capabilities are for advanced users that desire more extensive control over the resulting web pages. In Basic Command Set mode, the File / One Step Web Site command (Section 9) with predefined parameters has been provided for users that do not need these extended capabilities. Contact SBC support if you have any issues implementing any of these features on your web site.

14.1 Web Page Generation Overview

A custom-designed Web Page Composer (**WPC**) in the **SBC** generates the web pages. Unlike Excel's built-in Web Page Generator, the **WPC** composes very compact and clean HTML and CSS code. In addition, the user has control over a number of additional options that are not available with the Excel HTML generator.

The **WPC** generates syntax-correct HTML based on the [World Wide Web Consortium \(W3C\) standards version 5](#) and cascading style sheets ([CSS1](#), [CSS2](#), and [CSS3](#)). It also employs the [jQuery](#) library and Javascript. These standards are the baseline used by most popular web browsers including Internet Explorer, Firefox, Safari/Safari iOS, Opera, Mozilla/SeaMonkey, Android and others. In reality, the level of conformance to these standards varies by browser type and version.

Starting with Version 3.60, the **WPC** composes web pages using [Responsive Design](#) techniques so that each same web page will dynamically adjust the content and style based on the user's device and size. The web pages are also compliant with Google's [mobile friendly](#) standards which will improve search engine ranking of your site.

Every attempt has been made to generate code that is cross-browser compatible. The **WPC** does not employ any browser-specific capabilities and thus, pages should appear similar on most recent vintage browsers. However, there may be differences in page appearance among various web browsers, browser versions, or the host platforms and OS releases (Windows, Mac, Linux, Unix, iOS, Android, etc.). These differences may be due in part by font family variations or specific browser settings.

The **WPC** generates most of the content area as HTML tables in order to preserve the tabular data structure of the team worksheet.

14.2 One Step Web Site Command

In Basic Commands Mode, a basic web site is generated with all web files placed in a flat directory structure. See Section 9 for basic operation of this method. When the One Step Web Site command is executed, runtime processing options are presented as shown in Figure 9-5.

User Defined Navigation Links	
Label:	Link URL:
<input type="checkbox"/> 1	
<input type="checkbox"/> 2	
<input checked="" type="checkbox"/> 3 career	/career/index.php

Figure 14-1 One Step Web Site Preferences in Expanded Command Mode

In **Expanded Command Set** mode, additional customizations are available (Figure 14-1).

14.2.1 Processing Options

These options are accessible via the **Edit / One Step Web Site Preferences** command (Figure 14-1).

14.2.1.1 Home Page Navigation Label

The label field can be any text value. Leave the field blank to restore the default value (HOME). This link always points to the home page.

14.2.1.2 Home Page URL

A unique filename or URL for the home page. If enabled, **Prepend Base URL** path processing can be applied (Section 14.3.1.4). The filename suffix will be evaluated for compliance with the settings for Include File Processing and the suffix will be automatically set to **.html** or **.php** as required.

14.2.1.3 Home Page Content

The user may select any combination of content for home page. If the **Generate Web Pages for Unselected Content** is checked, any content that is not selected (except Box Score, Top Leaders, Notices and Weather) will be generated as a separate web page with a corresponding navigation bar tab. If the **Include Schedule Page** (Print and Web) option (Section 4.1.6.1) is disabled, then the **Schedule** option is disabled for both Home Page Content and separate web page generation.

14.2.1.4 User Defined Navigation Links

This option allows additional navigation links to web pages or locations outside of the **WPC** generated pages. For each active link, the Label and a Link URL must be specified. The label field can be any text value that does not conflict with any other navigation bar label.



Figure 14-2 Customized Navigation Bar Example

The Link URL must be a valid relative or absolute URL entry. If enabled, **Prepend Base URL** processing can be performed on these links.

For example (Figure 14-1) the user has defined the User Notes page as a **schedule** page plus a custom link to a **career** site. This would result in the navigation links as shown in Figure 14-2.

14.2.2 One Step Web Site Processing Summary

In addition to the statistics shown in Section 9.2.1, additional information about the **User Notes** processing area are displayed (Figure 14-3). These results can be helpful in adjusting the content/layout (Section 14.3.2.9).

Page Layout (14.3.2.9)

Responsive Design (default) – Content will dynamically adjust depending on the screen size and orientation. Mobile device scrolling is vertical only.

Force Wide Page – Horizontal scrolling is enabled to view all possible content .

Warn Only – Notify the user if the content may not fit on a mobile device. Content modifications, **Responsive Design** or **Force Wide Page** modes may be needed.

Table Layout (14.3.2.9)

Automatic (default) - Indicates that the content area layout will be optimally rendered by the web browser.

Follow Column Widths - Indicates that the browser will use the widths of the columns from the User Notes area.

Computed Content Width - An approximation of the width of the content area in pixels. An asterisk indicates a possible over-limit condition. A value beyond the limit indicates that the content may not be totally visible on small mobile device screens even if the column limit for small screens has not been exceeded.

Computed Column Count – A count of the number of columns in the content area. An asterisk indicates an over-limit condition, indicating that only a portion of the content area will be visible on small mobile device screens.



The dialog box titled "One Step Web Site Processing Summary" displays processing statistics, file and directory information, and user notes page details. The "User Notes Pages" section is highlighted with a red border.

Processing Statistics			
Processed:	January 22, 2015 @ 20:09:30	Web Site Type:	Responsive Design
Update Date:	January 22, 2015	Web Pages Created:	5
Processing Time:	00:25	Template Files Created:	No
Block Web Browser Caching:	No	Missing Web Graphics Links:	None
Block Search Engine Indexing:	No	Overlength Cells:	None

Files and Directories	
Home Page:	/2012/aces_home_page.html
Base Web Pages Directory:	Art's iMac Intel:Users:art:Sites:osws:
Player Stats Pages Directory:	Player stats pages not processed

User Notes Pages			
Page Layout:	Responsive Design	Computed Content Width (px):	255 [Limit: 360]
Table Layout:	Automatic	Computed Column Count:	5 [Limit:10]

Figure 14-3 One Step Web Site Processing Summary

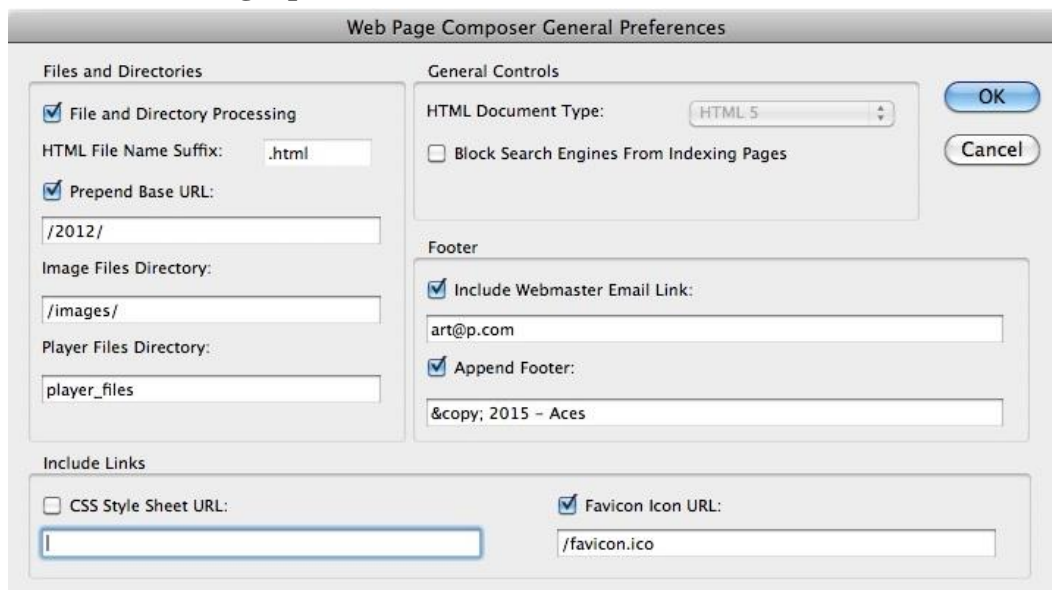
14.3 User Modifiable Attributes for Web Page Processing

The user has control over a number of attributes that control the generation of web pages. Most of these options are contained in the **Edit / Web Page Composer Preferences** submenu dialogs (Figure 14-4) unless noted otherwise.



Figure 14-4 Web Page Composer Preferences SubMenus

14.3.1 General Processing Options



The "Web Page Composer General Preferences" dialog box contains settings for file processing, general controls, footer, and include links.

Files and Directories	General Controls
<input checked="" type="checkbox"/> File and Directory Processing	HTML Document Type: <input type="text" value="HTML 5"/>
HTML File Name Suffix: <input type="text" value=".html"/>	<input type="checkbox"/> Block Search Engines From Indexing Pages
<input checked="" type="checkbox"/> Prepend Base URL:	
<input type="text" value="/2012/"/>	
Image Files Directory:	
<input type="text" value="/images/"/>	
Player Files Directory:	
<input type="text" value="player_files"/>	

Footer
<input checked="" type="checkbox"/> Include Webmaster Email Link:
<input type="text" value="art@p.com"/>
<input checked="" type="checkbox"/> Append Footer:
<input type="text" value="&copy; 2015 - Aces"/>

Include Links
<input type="checkbox"/> CSS Style Sheet URL:
<input type="text" value=""/>
<input checked="" type="checkbox"/> Favicon Icon URL:
<input type="text" value="/favicon.ico"/>

Figure 14-5 Web Page Composer General Preferences Dialog

14.3.1.1 HTML File Suffix

Displays the default file type extension for all web pages except One Step Web Site home pages. It will be `.html` if Include File Processing is inactive, the **SBC** is configured for Basic Commands Mode, or the **File / Save Selection as HTML Table** command is executed. It will be `.php` if Include File Processing is active. See Section 14.5 for information on **Include File Processing**.

14.3.1.2 Files and Directory Processing

Your web site design may use a flat directory structure with all files in the same directory. In Basic Command Set mode, the **One Step Web Site** command generates a web site into a single target directory. If a more complex structure is desired, the **WPC** offers a number of additional capabilities for file and directory processing.

URL's for files and directories can be absolute path references (e.g.: `http://` or `/`) or relative references.

WARNING:

Use absolute addressing specifications if the Player Files Directory option is employed. Do not use relative addressing.

When the File and Directory Processing option is enabled in Expanded Command Set mode, the **WPC** will evaluate each directory and file URL and makes a determination if the relevant directory prefixes should be appended.

For example, a path for a CSS style sheet file of:

`my_styles.css` or `styles/my_styles.css`

would have the **Prepend Base URL** adder pre-pended to form the URL (if enabled). However a URL specification of:

`./my_styles.css`, `../styles/my_styles.css`, or `/my_styles.css`

would be left unchanged. The same holds true for the directory adders.

The **Prepend Base URL** specification can be either relative or absolute. The ability to enable/disable/change the **Append Base URL** specification allows web development in a wide variety of structures.

NOTE:

Global URL's (eg: `http://...`) are not validated as they are outside of the scope of the SBC.

14.3.1.3 Prepend Base URL

When enabled, this option will conditionally apply the prefix to the following URL/filename parameters:

- Home Page URL
- CSS Stylesheet filename
- Favicon link filename
- Image file directory
- Player files directory
- Page background image filename
- Masthead background image filename
- Include files and include files directory
- Content area graphics
- User-defined navigation links
- Hyperlinks

14.3.1.4 Image File Directory URL

This option can be particularly useful to globally relocate the file link descriptions for the graphics file images and background images without the need to encode this for each file.

14.3.1.5 Player Files Directory Processing

This capability allows the user to specify a directory to contain the detailed player stats files. If specified, this value will be pre-pended to the hyperlink URL of the actual player files.

If this is activated in the One Step Web Site Processing mode, the **WPC** will prompt the user for the correct directory to place these files. The user must insure that this directory path is consistent with the hyperlinks that will be generated for the detailed player stats files. See Section 14.3.1.2 and Figure 14-6 for an overview of file and directory processing.

Absolute addressing specifications must be used if the Player Files Directory option is employed. Do not use relative addressing. Use the Display Computed URL's command to verify that all links are absolute.

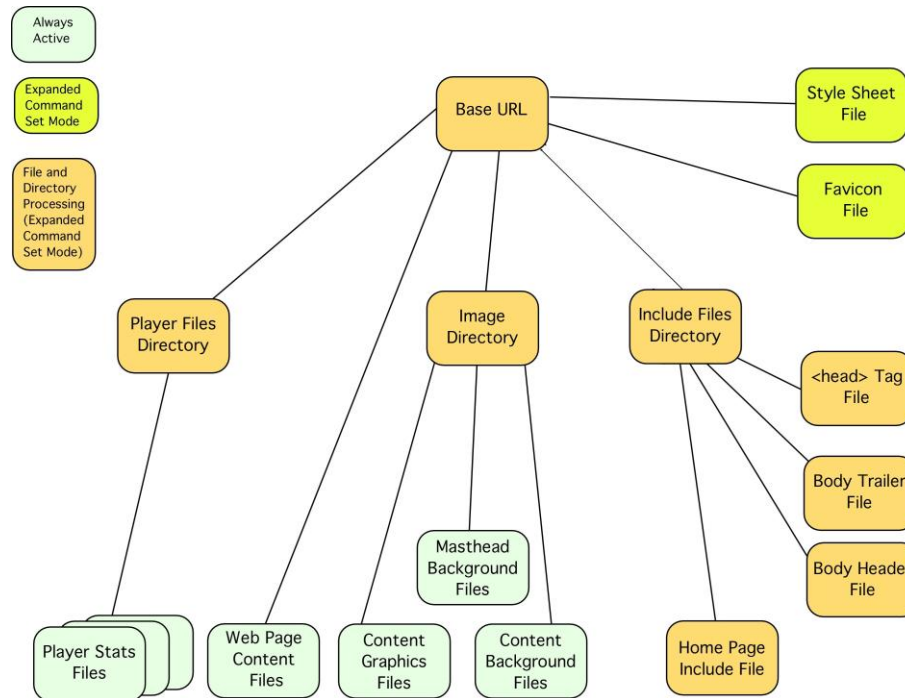


Figure 14-6 File and Directory Processing Hierarchy

14.3.1.6 CSS Style Sheet URL

This option allows the use of a user-defined cascading style sheet (CSS) file. If specified, the contents may override predefined style values from the team worksheet and/or **WPC Composer Preferences** dialogs (Figures 14-3 thru 14-9). See Section 14.7 for more details on the use of this option. The CSS Stylesheet can be activated without the File and Directory Processing enabled.

14.3.1.7 Include favicon <link> tag

This option allows the inclusion of a **<link>** element to specify the location of your favicon file. Normally the favicon file is placed in the root directory of your web server. However, if access to this location is prohibited by your ISP, this URL may be used to specify an alternate location. The favicon option can be activated without the File and Directory Processing enabled.

14.3.1.8 Include Webmaster Email Link

When enabled, this will append a hyperlink to contact the webmaster by email. The link will appear as **Contact Webmaster** in the footer area. If a user clicks on this link, their default email client will be invoked to with the Subject line encoded as:

Subject: *home_team_name* Web Inquiry

Where the *home_team_name* is as selected in the **Edit / General Preferences** command. Insure that a valid email address is entered.

14.3.1.9 Append Footer Text

When enabled, a text line will be appended at the bottom of each web page. The user may enter any text string as desired. If disabled or blank, the footer text will not be added to the web page. In the example in Figure 14-5, the footer entry is used to append a copyright notice with the Unicode **©** to generate the © symbol.

14.3.1.10 Block Search Engines From Indexing Pages

This option is usually inactive which allows web search engines (eg: Google, Bing, Yahoo, etc.) to index your web site pages. However, if you wish to restrict the visibility of your site from search engine results, activate this option. When active, special code (meta-tag) is generated to instruct web search engine crawlers from indexing the web pages. Note that if you modify this setting, it may take several days for the web search engines to reflect the change.

14.3.1.11 HTML Document Type

Preset to [HTML5](#). Supported by most modern desktop and mobile browsers.

14.3.2 Content Processing Options

These options specify the overall page background and content blocks design.

14.3.2.1 Page Background Fill Color

Specifies an optional background color for the web page if a background image has not been specified or if the background image file is not found or cannot be rendered by the browser. A predefined HTML web color may be entered from the dropdown list in the edit box. Examples of the predefined colors are shown in Appendix A.

Alternatively, a specific color value may be entered in the standard W3C color notation. Section 14.9 describes the various formats.

If specific background values are not specified, the web page defaults to a value specified by the user's browser (generally white or light gray) or, optionally, via an external CSS [background](#), [background-color](#) property.

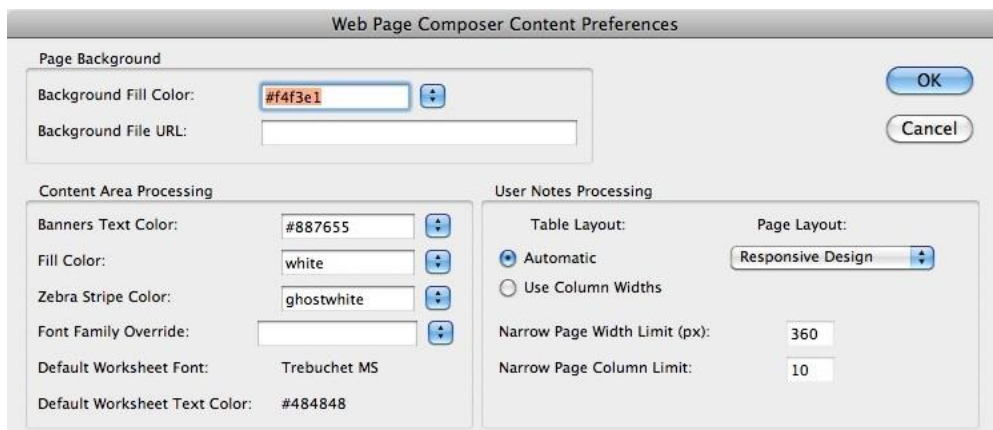


Figure 14-7 Web Page Composer Content Preferences Dialog

14.3.2.2 Page Background File URL

Allows the user to optionally specify a path to a file that contains the desired background image. If a background image is not desired, leave the field blank.

This file is normally a graphics file (gif, jpg, png, etc) in web-ready format (no preview). The entry in this field should be a path name description to the file relative to the location of where the web page will reside or an absolute URL path. If specified, the **Image File Directory** and **Prepend Base URL** are applied.

14.3.2.3 Banners Text Color

Selects the color for the title line for each major content block.

14.3.2.4 Content Block Fill Color

Specifies the background color for all styled blocks.

14.3.2.5 Zebra Stripe Color

Controls the color of the alternate stripe color when Zebra striping is enabled.

14.3.2.6 Font Family Override

Allows selection of an alternate font family for text. This will take precedent over the **Default Worksheet Font** family (Figure 14-7) which will then become the second choice for the browser. Individual cell overrides of the font family/size/color/style are still processed.

A dropdown list of common sans-serif and serif fonts supported by most browsers is shown. A custom font family may also be entered. Leave the field blank to instruct the browser to use the **Default Worksheet Font**.

14.3.2.7 Default Worksheet Font Family and Text Color

This will display the most frequent text font and color used on the Team Worksheet.

14.3.2.8 User Notes Web Page Processing

Table Layout

- **Automatic** - Instructs browsers to render the content area in as small an area as possible. This is the default and should produce satisfactory results under most conditions.
- **Follow Column Widths** - Instructs browsers to render the content area column using the widths seen on the **SBC** application screen. This may result in a wider than necessary web page and may not produce satisfactory results, especially for mobile devices.

Page Layout

- **Responsive Design** – Instructs the browser to dynamically adjust the amount of content displayed based on the devices' screen width and orientation. This is the default in Basic Command Set mode and should be sufficient for most applications. See Section 9.4.1.
- **Force Wide Page** – This mode activates horizontal scrolling for the page. Less desirable than **Responsive Design** but does allow all content to be viewed on small device screens.
- **Warn Only** – The user will be alerted if the limits are exceeded but the page will still be rendered by the browsers as one page wide with vertical scrolling only.

14.3.3 Masthead Processing Options

The following options control attributes of the masthead and navigation bar. The masthead height is automatically adjusted from 50px for mobile browsers to 80px for desktop browsers.

14.3.3.1 Masthead Banner Text

The **WPC** will extract the text line from the Page 1 header area of the Team Worksheet and use this as a banner on the masthead. The banner text will be sized to fit (Section 14.3.3.2) and centered in the masthead. The text color and/or font family can override the worksheet values as desired. A blank entry will follow the worksheet value. Note that the text color is a separate setting from the Content area banners color (Section 14.3.2.3). Bold and italic styling will follow the worksheet values.

The banner text can be suppressed by unchecking the **Display Banner in Masthead** option. This might be the case if a custom icon or masthead background is deployed.

If the target audience will be using mobile browsers to view the site, the amount of characters in the Masthead Banner should be limited to fit within the smaller viewing area. Otherwise the Hamburger and/or masthead logo icons might be occluded.

14.3.3.2 Masthead Banner Text Height

The banner text will scaled by FM to fit the size of the masthead. This can be any integer value from 20% to 80%.

14.3.3.3 Masthead Background Graphics File URL

The masthead Background File URL describes an optional graphics file for an icon applied onto the masthead or a custom masthead background file. If enabled, the URL may be processed with the **Image File Directory** and **Prepend Base URL** specifications.

Insure that the URL results in an absolute address if the Player Stats Directory option is active.

If the **Scale Background Graphics to Masthead** is checked, the **WPC** will automatically size the image to fit into the masthead and center it vertically.

If the graphic file is an icon, the **Position** option may be activated to offset the icon 2% from the left-most edge of the masthead. If a full-width image file is deployed, uncheck the **Position** option to align the graphic flush to the left edge.

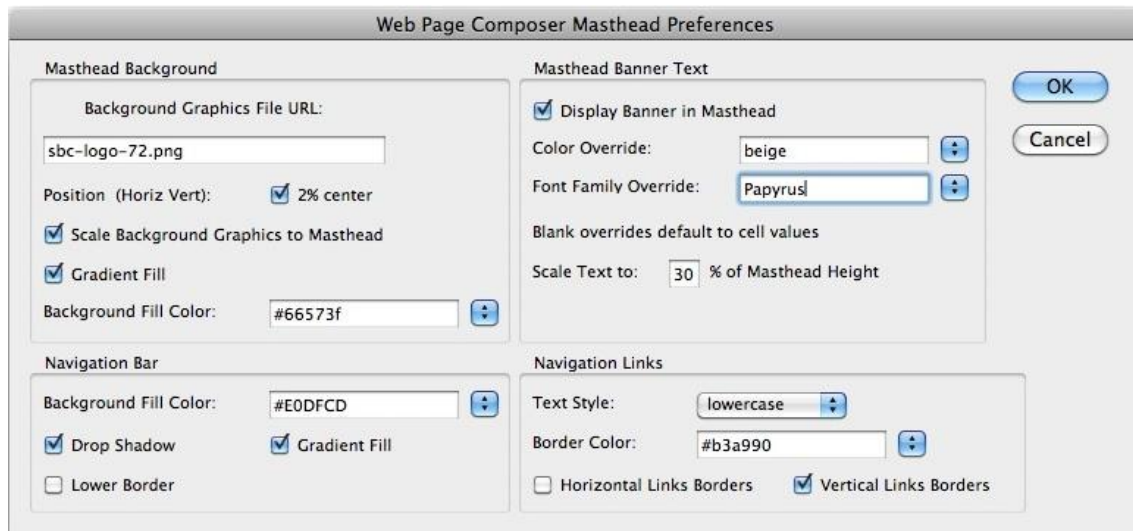


Figure 14-8 Web Page Composer Masthead and Navigation Preferences Dialog

14.3.3.4 Masthead Background Fill Color and Gradient

The *WPC* can produce a gradient-filled masthead or a solid color. The gradient is styled to match the color scheme of the default *SBC* icon file. If you are supplying your own icon file or masthead background file, this may cause a visual conflict. In this event, uncheck the **Gradient Fill** option. The **Background Fill Color** determines a fallback color for the masthead if the gradient is disabled or not supported by a particular browser.

14.3.3.5 Navigation Bar Styling

The *WPC* can produce a gradient-filled navigation bar (**Gradient Fill**) or a solid color. The **Background Fill Color** determines a fallback color for the navigation bar if the gradient is disabled or not supported by a particular browser. A **Drop Shadow** effect on the bottom of the Navigation Bar can be applied as well as a **Lower Border**.

14.3.3.6 Navigation Bar Links Styling

The style of the text in the navigation tabs can be specified by the **Text Style** selection. The options are **uppercase**, **lowercase**, or **capitals**. **Horizontal/Vertical Links Borders** can be applied separately depending on the stacking of the link tabs. The **Border Color** can also be modified.

14.4 Include File Processing

When the **File and Directory Processing** mode is enabled, the user has the ability to add additional content at pre-determined locations in the web pages by means of “include” files. The file(s) are inserted into the HTML code via “PHP include” statements in the form:

```
<?php include 'path_to_file' ;?>
```

Thus, in order to use this option, the user’s web server must support server-side PHP pre-processing. The *WPC* will set the file suffix to **.php** for any file where the included code stub(s) is to be incorporated.

The **path_to_file** URL can be an absolute or relative path and is subject to the normal File and Directory Processing (Section 14.3.1.3). The **Display / Computed URL Paths...** command can be useful in resolving issues regarding the use of these options. It should be noted that not all PHP processors will interpret full URL (http://) specifications.

If the **path_to_file** is an absolute path from the web server root location (eg: begins with “/”), then the *WPC* will encode the PHP statement in the form:

```
<?php include $_SERVER['DOCUMENT_ROOT'].'/'path_to_file' ;?>
```

The **Edit / Web Page Composer Preferences / Include Files** command invokes the dialog box shown in Figure 14-9. The current state include file processing is shown for reference in the top line. This is controlled by the **File and Directory Processing** mode .

The following “includes” are available. Their insertion locations into the HTML and associated usage for each are suggested.

14.4.1 Include Files Directory URL

This option can be particularly useful to globally relocate the file link descriptions for the include files without the need to encode this for each file.

14.4.2 Include <head> Selector Stub File URL

This allows the inclusion of additional tags from an external file into the `<head>` area of the HTML. When active, the contents will be placed just prior to the closing `</head>` tag in each web file. Any valid `<head>` area HTML, CSS, Javascript tags or PHP code may be incorporated. Another possible use for this file would be to include the Javascript code stub for Google Analytics.

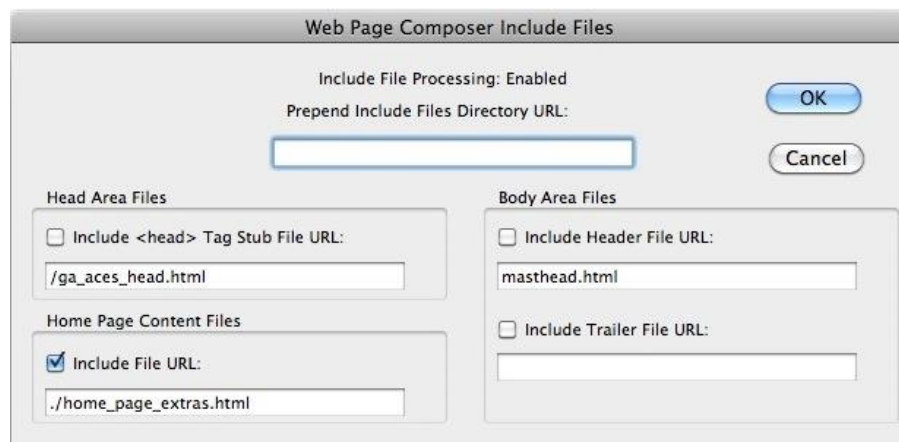


Figure 14-9 WPC Include Files Dialog

14.4.3 Body Area Files

14.4.3.1 Body Header File

This file can contain HTML, Javascript, PHP or other code. When specified, this file will be inserted at the top of the body area of the HTML just after the opening `<body>` element.

This include file must contain a `<div id=body-container>` entry in order to properly open this element for the remainder of the HTML code generated by the **WPC**. The designer has the option of placing the code inside or outside the `body-container` element. If a **Body Header** file is not specified, the **WPC** will generate the opening `body-container` div.

14.4.3.2 Body Trailer File

Typical usage might be for visitor counters. This file can contain HTML, JavaScript, PHP or other code.

When specified, this file will be inserted at the bottom of the body area of the HTML just prior to the closing `</body>` element.

The designer has the option of placing the code inside or outside the `body-container` div. This include file must contain a closing `</div>` element in order to properly close this element for the remainder of the HTML code generated by the **WPC**. If a **Body Trailer** file is not specified, the **WPC** will generate the `</div>` to close the `body-container` element.

14.4.4 Home Page Content Include Files

The contents of this file is inserted after the last content block just prior to the footer line on the home page. This file can contain any valid HTML, Javascript, or other code that can be processed by the browser. Unlike the Body Trailer file, this file is inserted into the main `content-container` div and is only applicable for content unique to the home page.

14.5 Issues Resulting From URL Processing

Due to the wide range of possible file and directory address descriptions, the resulting web pages may not produce the expected results (eg: broken links, missing files, etc).

When creating a composite URL (file name plus any Base URL and/or directory address), the **WPC** will make an attempt to correct some basic entry errors such as missing or duplicate backslash (/) delimiters in the parameters. For example, if the Base URL had a value of:

`http://mywebsite.com`

and the Player Files Directory had a value of:

`PlayerFiles/`

the **WPC** would correct the computed URL to:

`http://mywebsite.com/PlayerFiles/`

The **WPC** will perform some basic URL validation prior to executing the One Step Web Site command and alert the user for corrective action. Validation of links that point outside of the basic web site structure (eg: www.mass-asasoftball.com/) is beyond the scope of the validator. Correction of all possible URL errors is beyond the scope of the **WPC**. However, there are a number of web development tools available that will detect broken and/or malformed link specifications.

14.5.1 Display Computed URL Paths

This command may be useful to diagnose issues when the resulting web pages do not display as desired or if a navigation link does not activate the expected web page. Two dialogs are displayed in sequence (Figure 14-10).

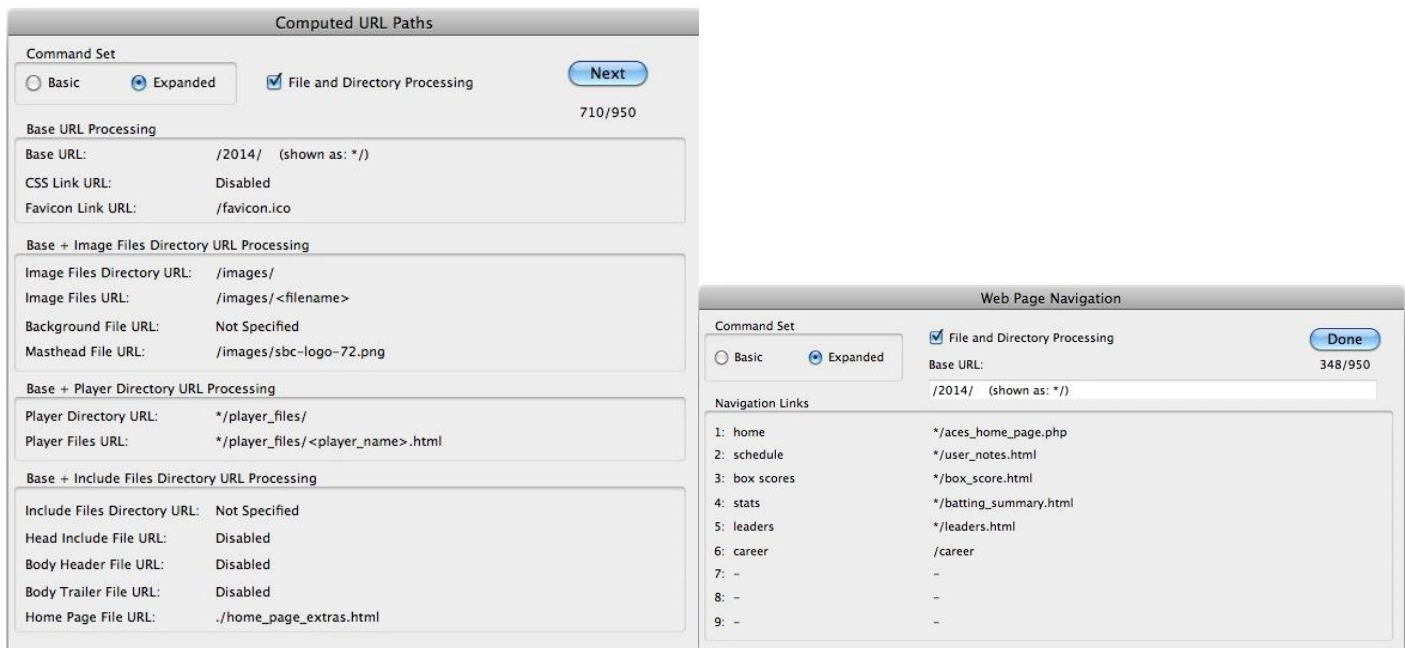


Figure 14-10 Display Computed URL Paths Command

The first shows the computed URL's for each possible URL processing option. The second dialog is specific to the computed paths for the navigation bars.

For each dialog, the user can choose to show the results of Basic or Expanded command set mode, and the effects of the File and Directory Processing. Note that changing these settings are for purposes of display only. They do not change the current settings for these modes.

Due to an Excel dialog box limit, a shorthand description (*/) may appear in the URL display for the Base URL.

The built-in URL validator will assess the links after each dialog box display.

14.5.2 Absolute vs. Relative Include File Processing

Although relative file processing can be specified, some precautions should be noted as each path specification to the target file will be evaluated relative to the location of each web page. This can cause some issues if the Player Files Directory is specified as these pages will be at a different directory location than the main web pages. Therefore, it is imperative to employ absolute addressing specifications for all URL's if a Player Files Directory is employed. This includes all Include Files, Base URL, background and icon files, etc., if specified. The built-in URL validator will assess the link integrity for possible broken links prior to web page processing.

14.6 Other User Modifiable Attributes

The user has direct control on the worksheet of the following parameters on a cell-by-cell basis. These changes are made via the **Format** menu commands and toolbars:

- Font Name
- Font Size
- Font Color
- Font Styles (bold, italic, normal)
- Cell Background Fill Color
- Cell Text Alignment
- Border styles and border colors

The user has the option of specifying a cascading style sheet file (CSS). This option facilitates a consistent style among other web pages that may be part of the team web site. See Section 14.7 for details.

14.7 Cascading Style Sheets

A user-defined cascading stylesheet file may be specified via the **Edit / Web Page Composer Preferences / General** command (Section 14.4.1). This facilitates a unified appearance of web pages generated by the **SBC** and other web pages that may be part of the team web site. It also facilitates overriding/experimenting with style changes without regenerating the web pages via the **WPC**.

If a CSS style sheet filename is specified, it will be placed in a **<link>** container:

```
<link rel="stylesheet" type="text/css" href="filename">
```

The link can be a relative or absolute path to the **filename** and may have the Base URL prepended subject to the File and Directory Processing Rules (Section 14.3.1.3).

The **WPC** follows the rules of CSS cascading order as defined by the W3C standards. A user-defined CSS file can override specific style settings such as background fill color, background image file description, etc.

The **WPC** creates compact HTML code and encodes style information based on the **WPC** parameter settings plus individual cell attributes in the worksheet as required. It will make a determination of the default style values based on the most frequently used styles in the selected area of the worksheet. These values will be overridden as required with **style=** elements on a cell-by-cell basis as each cell is processed. Thus, there may be instances where entries in a user-defined CSS stylesheet may not be able to override the worksheet values. The use of the CSS **!important** modifier may be useful to assist in the override. In other cases it may be necessary to modify the cell style attributes directly in the HTML or on the worksheet via the Format menu options to achieve the desired results.

A full tutorial on the implementation of CSS is beyond the scope of this document. Tutorials on CSS can be found at:

<http://www.w3schools.com/>. There are a number of other references available on the web or in book form as well.

14.7.1 Saving CSS Styles

The **WPC** encodes the current css styles into each web page. A separate .css file is not used. For users that wish to utilize the current css style framework in custom web pages, a separate .css formatted file can be saved via the **File / Save CSS Styles** command. The styles will be based on the current web processing parameter settings.

14.8 Custom Web Site

Although the One Step Web Site command should satisfy the majority of user requirements, the **SBC** provides a series of commands for users that wish to develop a highly customized web site.

Figure 14-11 shows an example of one of many possible structures.

Note in this example, that it requires only requires four commands to generate the web pages for summary stats, team batting stats, batting leaders, and all of the individual player pages. Of course, there are an infinite variety of structures depending on the user's expertise with web page development and desired sophistication of the final web site. Table 14-1 shows the commands used to generate the web pages.

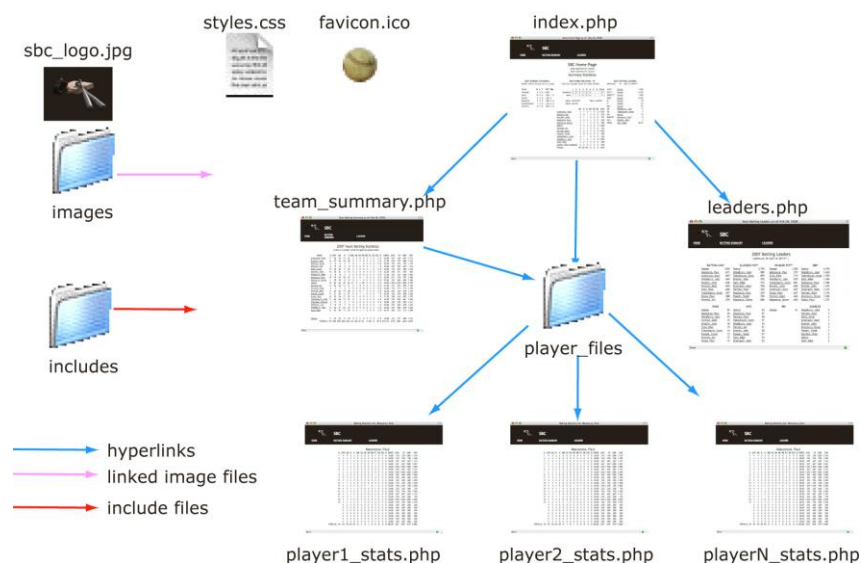


Figure 14-11 Example Custom Web Page Hierarchy

<i>Web Page/Directory</i>	<i>Description</i>	<i>Web Page Creation Method</i>
<i>index</i>	Top level home page	<i>Select / Summary Stats</i> command or a user created home page using traditional web page authoring tools
<i>team_summary</i>	Composite player batting stats	<i>Select / Team Batting Stats</i> command
<i>leaders</i>	Batting leaders	<i>Select / Batting Leaders</i> command
<i>player_files</i>	Directory of web pages with individual game-by-game player statistics	<i>File / Save All Player Stats as Web Pages</i> command
<i>includes</i>	"include" files for mastheads, footers, etc.	For advanced web authoring.
<i>images</i>	Web graphics files directory	Clip Art or user images created via traditional graphical design applications
<i>styles.css</i>	CSS stylesheet file	Optional user created file to change the appearance of the web pages.
<i>favicon.ico</i>	Web page icon file	Icon that will be displayed in browser URL, tab and bookmarks. A sample is supplied with the SBC . Place in same location as your root directory. See Section 14.3.1.8 for alternative method.

Table 14-1 Advanced Web Site Creation Methods

14.8.1 Generate HTML Table From Area

The user can generate an HTML table stub from a selected range of the team worksheet via the **File / Save Selection As HTML Table** menu command. This command is useful to extract areas of the team worksheet for incorporation into other web pages. The range of cells selected must be contiguous.

This command cannot be used on an area of a non-SBC Excel worksheet that may be currently open.

Style overrides are applied to specific cells in the selected area based on differences from the defined reference format settings.

A predefined area can be selected via one of the **Select** menu commands. If this mode is used, disable the **Select / Invoke Web Page After Select** option first to prevent a full web page generation sequence. Alternatively, use the mouse to select a range of cells.

This command will invoke a file save dialog with a default file name of: `table.html`. The user may modify the filename and directory as desired. A prompt for HTML table composer preferences will occur next.

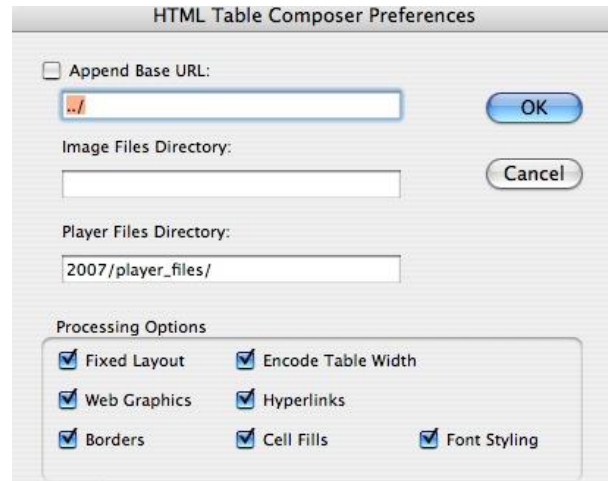


Figure 14-12 HTML Table Composer Preferences

As this command only generates the code for an HTML table stub rather than an entire web page, only a minimal set of options is applicable. The initial values for these options are the current **WPC Preferences** settings. Any changes made to these settings are temporary for the composing of the HTML table.

The processing options allow the user to trim the HTML down to the specific content and attributes that is desired. Column width information (`<col>` tags) will be generated if the **Fixed Layout** option is checked. When active, a table width parameter can be encoded if the **Encode Table Width** option is checked.

This command can be used to generate tables for custom content for template files (Section 14.11). An example might be to import a csv-formatted set of data by using the **File/Open** command. Then, the desired data would be copied into the **User Notes** area. Any modifications would be performed and an HTML table created.

14.8.2 Web Page From Predefined Area

Any of the area selection commands in the **Select** menu can be used to generate web pages if the **Select / Invoke Web Page After Select** option is active.

The following **Select** menu command options are used during web page generation:

14.8.2.1 Invoke Web Save After Select

This option determines if a web page will be created after the desired area has been selected. When this option is active, the **Save As Web Page** dialog will appear after a **Select** command has been invoked.

IMPORTANT:

*Insure that the check box for Use File Extensions is unchecked in the File Save dialogs.
Otherwise Excel will override the default file suffix (Section 14.3.1.2) with ".xls".*

14.8.2.2 Prompt for Options on Web Save

This option controls whether the user will be prompted for the **Web Page Composer Preferences / General** dialog (Figure 14-5) before the web page is actually composed. This allows the user the make last minute modifications to web page parameters without the extra steps of going to the **Edit / Web Page Composer Preferences / General** command.

14.8.3 Web Page From Custom Area

The user may also use the mouse to select custom areas of the team worksheet, followed by a **File / Save Selection As Web Page** menu command. Prompts for the **Web Page Composer Preferences / General** and page title/keyword preferences will occur if the **Select / Prompt For Options On Web Save** option is enabled. The range of cells selected must be contiguous.

14.8.4 Save All Player Stats as Web Pages

This command will save the detailed game-by-game statistics of the Active roster players as separate web page files for each player. A composite web page for players in the Expansion roster category will also be generated. The user will be prompted for the target directory for the files.

If the **Select / Prompt for Options on Web Save** option is checked, the user will be prompted for overrides of the web page composer general preferences prior to starting the actual page compositions.

The generation of a full set of player stats can take a fair amount of time depending on the speed of the computer and the amount of statistics. The progress can be viewed in the message bar at the bottom of the window.

14.9 HTML Color Management

14.9.1 Color Selection and Specification

The user may select colors from the predefined HTML colors in the dropdown menus for color specification. Section B1 lists the available color names and corresponding decimal and hex values. Although most browsers support the use of the color name as a color parameter, the **WPC** will convert the color name to its' hex value for compliance to W3C Standards and better browser compatibility.

In addition, the user may enter color values in a numerical format. These formats are defined by the W3C as follows:

24-Bit Hexadecimal Notation

#RRGGBB where the **RR**, **GG** and **BB** values are in the range: 00-FF hex.

8-Bit Hexadecimal Notation

#RGB where the **R**, **G** and **B** values are in the range: 0-F hex.

24-Bit Decimal Notation

rgb (R, G, B) where **R, G, B** values are in the range 0-255 decimal.

24-Bit Percentage Notation

rgb (R%, G%, B%) where **R, G, B** values are in the range 0% - 100%.

14.9.2 SBC Color Palette

Excel utilizes a set of 56 colors as shown in Figure 14-13. These colors are used for foreground (eg. text) and background (eg. fills).

The palette colors in the top 40 slots are predefined and not modifiable.

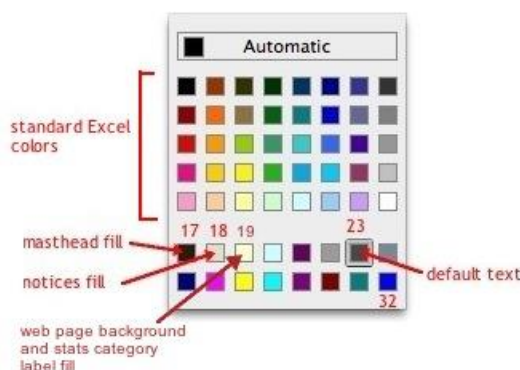


Figure 14-13 SBC Color Palette Color Map

14.9.3 Modification of the Color Palette

The user has the option to redefine up to 16 colors in the range from 17 thru 32 inclusive (Figure 14-13). To modify a color, the **Edit / Color Palette Editor** command is used.

This **Palette Location Number** dropdown menu selects one of the palette locations in the range from 17 thru 32. When selected, the current red, green and blue values for the selection are shown respectively in the 3 edit boxes. These are decimal values that represent each of the 3 color intensities in the range from 0 thru 255.

Each of the palette locations can contain the default color value for that location or a user-defined color value.

Figure 14-14 Color Palette Editor Dialog

If a selected color corresponds to a defined HTML color name (Appendix A), it will be shown in the **HTML Names** field. If it does not, this field will be blank. The 24-bit hexadecimal value for the current palette location as well as the default Excel value will also be displayed.

There are multiple methods to modify a color depending on the users' frame of reference.

Scenario 1 – Desired Color Is Already Known

If the desired color is known by its' HTML color name (Appendix A), the **HTML Names** dropdown menu can be used. The red, green and blue values corresponding to the color name will be filled in by magic.

If the desired color is already known by its' red, green and blue components, the values can be entered into the red, green and blue edit boxes, respectively. If the values are in decimal (range: 0-255), then enter them unmodified. If the value is hexadecimal, then enter them as two-digit values for each color component with a leading # symbol.

Scenario 2 – Desired Color Is Unknown

If the user wishes to peruse the spectrum of available colors, the **View / Colors** command can be used.

This dialog allows the user to peruse colors via several different methods. Once the desired color has been selected, use the **RGB sliders** view to obtain the red, green and blue decimal values. Copy these values down. Hit either **OK** or **Cancel** (doesn't matter which one). Then follow the steps in Scenario 1 above for a known color selection.

*The SBC cannot gain direct access to these values.
Therefore, they must be manually entered into the Color Palette Editor dialog box.*

Updating The Palette Entry

Once scenario 1 or 2 is completed, hit the **OK** button. The entries will be validated. If there are no errors, the palette table entry will be updated.

Reverting To The Default Excel Palette Color Value

The user may revert to the default color value for a specific color number in the **Color Palette Editor** dialog. Simply select the desired color number and then hit the **Default** button. The values will be automatically updated in the dialog box. To make this choice permanent for this color, hit the **OK** button.

Viewing The Current Color Palette

To see the contents of the current color palette, follow the following steps:

1. Select any cell on the **SBC** team worksheet.
2. Activate the **View / Formatting** toolbar or the Unprotect Worksheet command or toolbar.
3. Activate the full **Format Cells** dialog via **cmd+1** key combination
4. Click on the **Font** tab.
5. Click on the Color dropdown menu to see the full palette (predefined plus expanded colors)
6. When completed, hit the Cancel button.

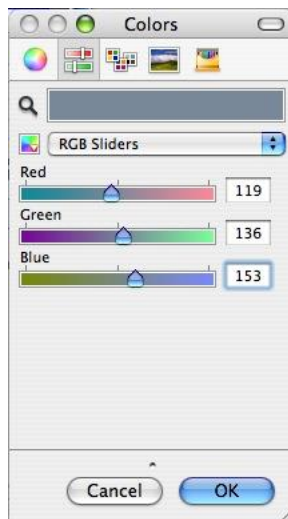


Figure 14-15 View / Colors Dialog

14.10 Web Browser Compatibility Issues

Creating web pages that render identically on every browser on every available desktop and mobile device platform is a non-trivial task and is beyond the scope of this document (or the author's ☺). The **WPC** makes every attempt to generate W3C compliant HTML and CSS code that should produce acceptable results on most recent vintage browsers. However, older versions may produce degraded or unacceptable results. It is beyond the scope of this document or the **WPC** to address all of these issues.

The following sections address some specific issues and suggestions to try if the desired results are not achieved.

14.10.1 Fonts

14.10.1.1 Font Family Selection

The choice of font family affects the look and size of the text on the generated web pages on different browsers and different operating systems. In addition the available font families differ among various browsers. The **WPC** will extract the name of the predominant font family used from the team worksheet. This value is displayed in the **Web Page Composer Content Preferences** dialog (Figure 14-7). Individual cells can override this setting. The user may override the basic font family selection via the **Content Preferences** command (Section 14.3.2.6).

14.10.2 Advanced Styling

The **WPC** employs CSS3 properties such as gradients in the masthead and navigation bar, and drop shadows in the content blocks. Most current browsers such as Firefox, Opera, Mozilla/SeaMonkey, Google Chrome, and later versions of Internet Explorer support these. However, the support varies by browser, version and operating system. In the absence of gradient property support, the result will be solid fill colors. In the absence of drop shadow support, a simple border will appear.

14.10.3 Mobile and Tablet Web Browsers

There exists a wide variety of web browsers that are deployed on mobile and tablet devices with varying screen sizes and resolutions. Thus, designing and testing web pages for the many variations is a non-trivial task as well. The **WPC** produces web pages that render properly on the most popular mobile devices such as the iPhone, iPad, Blackberry, and Android.

A mobile browser may have more a more limited set of fonts available than desktop browsers.

Some mobile devices employ a stripped down browser such as Opera Mini that may not produce acceptable results. If you uncover this situation and need to target a specific device for your users, contact **SBC** support at support@sbc.aces-softball.com for assistance.

14.11 Template Files

In Expanded Commands Mode, the One Step Web Site command can generate template framework files for customized web pages. These files can be used to incorporate custom content for your web site that is not produced by the **WPC**.

A user must have a basic knowledge of HTML and CSS structures plus a familiarity with web page editing and validation tools. If you need assistance, contact **SBC** support at support@sbc.aces-softball.com.

14.11.1 Template File Structure

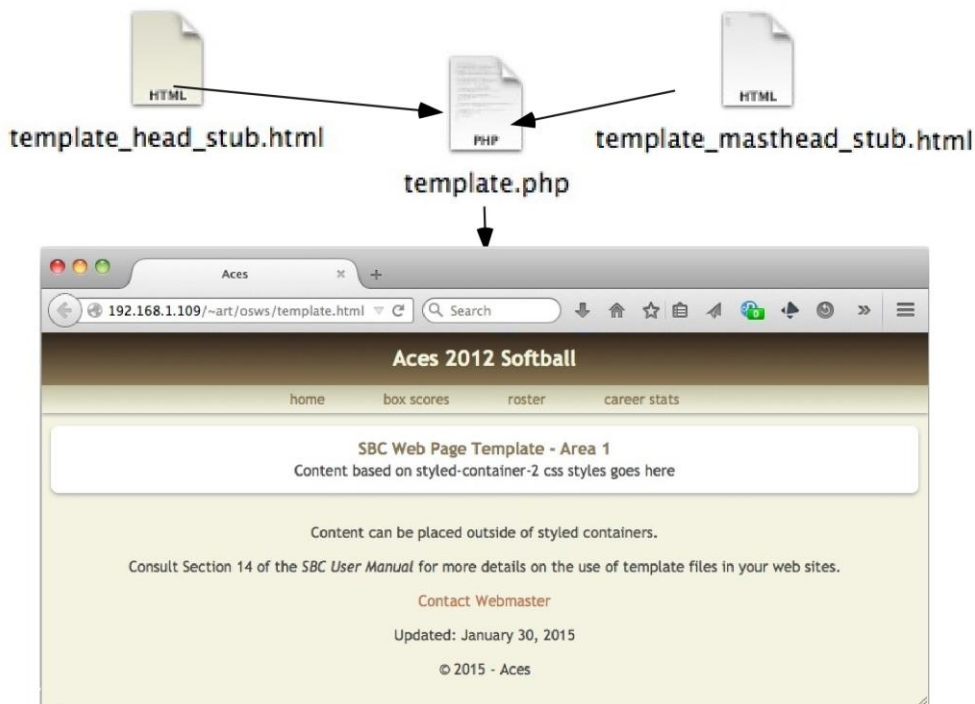


Figure 14-16 Template Files Structure

A template file contains a basic framework of HTML and CSS code so that the pages will have the same masthead and navigation capabilities plus content styling as those pages that are generated by the **WPC**. Two additional files are generated that contain the HTML and CSS code for the styling and navigation. Table 14-2 shows a summary of these files.

Web Page/Directory	Description
<code>template.php</code>	Template file
<code>template_head_stub.html</code>	<head> area HTML and css for <code>template.php</code>
<code>template_masthead_stub.html</code>	Masthead and navigation HTML and css for <code>template.php</code>
Development File	
<code>template.html</code>	Template file with head and masthead code inline for development

Table 14-2 Template Files

A template file makes use of PHP processing on web servers to incorporate the stub files dynamically when the template file is invoked by the browser for display.

A template file needs to be generated only once by the **One Step Web Site** command. To keep the styling and navigation consistent with any subsequent changes to the main web site, the stub files are regenerated each time a new **One Step Web Site** command is executed. This eases web page maintenance as any changes in the stub files are automatically integrated into the template files.

14.11.2 Template File Generation

A template file is generated by checking the **Generate Template File** option when the **One Step Web Site** command is invoked (Figure 14-17).

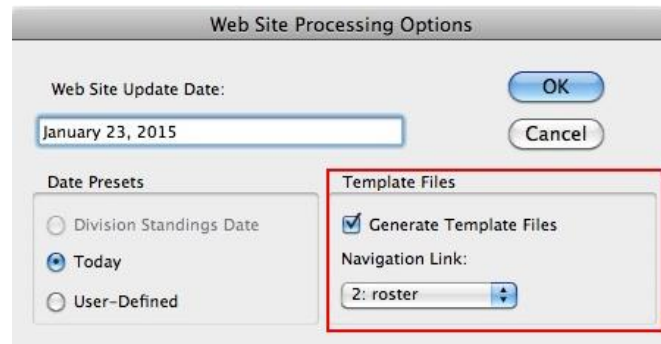


Figure 14-17 One Step Web Site Runtime Options

14.11.3 Customization of Template Files

Each template file has an area for user content customization. It is bounded by the HTML comment lines:

```
<!-- ..... user defined content starts here ..... -->
<!-- ..... user defined content ends here ..... -->
```

The template file has several comments and examples of content that can be used as reference. The user replaces this content with customized content using any valid HTML structures such as paragraphs, headers, lists, tables, etc.

As the template files employs PHP processing, the user may also incorporate additional external content via PHP include file processing.

14.11.3.1 Predefined CSS Styles

The **WPC** has a number of additional predefined styles that may be utilized so that the custom content can maintain the same look as **WPC**-generated pages. They are contained in the *template_head_stub.html* file.

14.11.3.2 Linking Template Files to Navigation Links

A template file can be integrated into the web site navigation link structure via a **User Defined Navigation Link** (Section 14.2.1.4). The link is associated with a template file at **One Step Web Site** command runtime by selecting one of the active **User Defined Navigation Link** labels via the dropdown list (Figure 14-17). If the template file does not have a direct navigation link via the navigation bar, then select *none*.

User Defined Navigation Link	Body id Value
1	optional1
2	optional2
3	optional3
unassigned	none

Table 14-3 Template File Navigation Links

The link selection will place the appropriate `<body id=xxxx>` value into the template file for highlighting in the navigation bar. Possible values for `xxxx` are shown in Table 14-3.

An example of linking a navigation link for a roster page to a custom template file is shown in Figure 14-18.

14.11.3.3 Processing Date

The template file generates a processing date plus optional webmaster link and footer text in the area bounded by:

```
<!-- begin: footer area -->
```

```
<!-- end: footer area -->
```

These entries may be altered as desired. They are not updated by re-generation of the stub files.

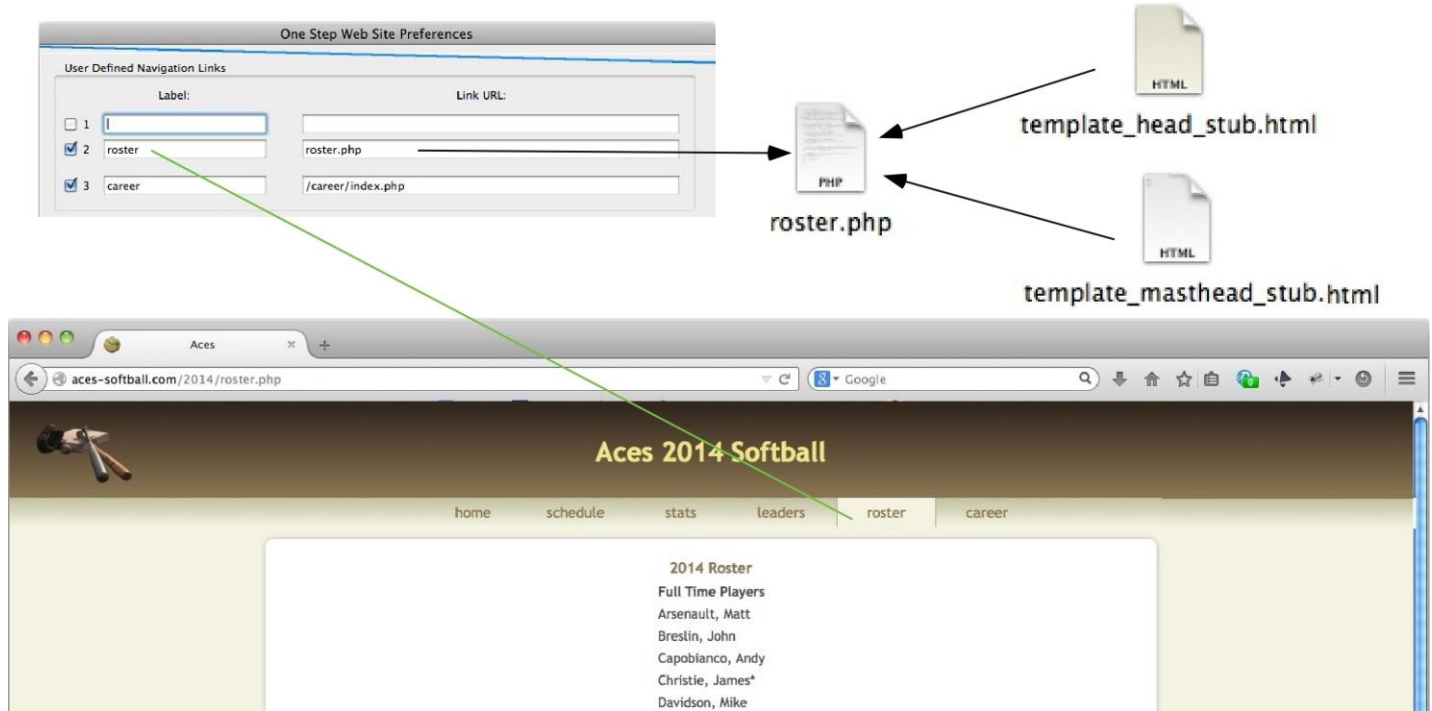


Figure 14-18 Template Files Linkage Example

14.11.4 Integrating Template Files Into the Website

Once the template file(s) is customized, rename it to match the link value filename as defined by the desired **User Defined Navigation Link** in the One Step Web Site Preferences command (Section 14.2.1.4).

The filename must have the .php suffix.

The stub files must reside in the same directory as the template file.

The two stub files associated with the template file must not be renamed.

14.11.5 Template File Development

14.11.5.1 Mobile vs. Desktop Browser Display

As mobile devices are normally viewed in portrait mode and have a smaller viewing area, the content should be structured in a more columnar fashion and scrolled vertically. The opposite is true for desktop browsers (landscape mode and larger viewing area).

A full discourse on mobile content optimization is beyond the scope of this document. However, it is good practice to reduce the amount of content so that it can be viewed without horizontal scrolling. Alternatively, the user can rotate the mobile device to landscape mode to increase the horizontal viewing area. Keep in mind that not all mobile devices support this capability.

Two solutions are available to assist:

Responsive Design

Techniques which dynamically adjust the amount of content that is displayed similar to how the *SBC* controls content.

If your content is in the form of HTML tables, there are css styles in the `template_head_stub.html` file that can be deployed.

For example, for small mobile screens in portrait mode (<360px wide), approximately 10 columns of content can be viewed. For medium width screens (360px > 768px wide), approximately 15 columns can be viewed. Beyond 768px is compatible with desktop browsers so all columns can be viewed.

To accomplish this, your tables can be encapsulated in a `div` as follows:

```
<div class="responsive-style-1 responsive-style-2 ... ">
  your table goes here
</div>
```

Where `responsive-style-n` is a space-separated list of css styles defined by the **SBC**. Each of these styles controls the blocking of a group of columns based on the active viewport size. The predefined styles of interest are shown in Table 14-4.

css Style	Screen Viewport Size	Columns Blocked
rd-table-low-res	<360px	11-15
rd-table-low-med-res	<768px	16-25

Table 14-4 Responsive Design Styles

Thus, to allow columns 1-11 on small screens, 1-15 on medium width screens, and all columns on large screens, the `<div>` would be coded as:

```
<div class="rd-table-low-res rd-table-low-med-res">
```

When the viewport exceeds 360px, then the content in columns 11-15 becomes visible. When the viewport exceeds 768px, then the content in columns 16-25 becomes visible. Any content in columns 26 and beyond is always visible.

These styles operate on `<td>` tags only. Thus your tables should not have `<thead>` or `<tfoot>` regions.

If you wish to have Zebra striping on your table as well, add the `zebra` class to the `<div>` or in the `<table>` tag.

If you have structures that do not match these characteristics, contact **SBC** support at support@sbc.aces-softball.com.

2) Forced Horizontal Scrolling

This approach can be used when it is desirable to have all of the content viewable on all possible devices. The masthead and navigation bar will remain fixed at the top of the mobile browser, but the content can now be scrolled both horizontally and vertically.

To implement this, in the template file, look for the line:

```
<div class=content-container>      <!-- begin: content-container -->
```

Modify the `div` to:

```
<div class=content-container style="width:xxpx;">
```

Where `xx` is the estimated width of the content area in pixels. Calculation of this value is an inexact science. However, typical mobile browsers have a horizontal viewport width of around 320px in portrait mode and maxing out at 800-1000px. So use these as a guide.

14.11.5.2 Local Development of PHP Web Pages

This poses some challenges as PHP-encoded pages depend on a web server to process the PHP requests to incorporate the stub files for proper display by the browser. Unless there is a web server configured with PHP processing on the developer's computer or network, the browsers will not have the content to display the entire page. In addition, any HTML or CSS code validators will have the same issue.

The process of editing a template file and then uploading it to a server to view/validate the results is an alternative. However, this adds steps and time to the development. To aid in this process, the **WPC** generates a **template.html** file. This file is produced with the stub files contents in-line so that they can be validated/viewed by a browser locally. When the desired result is achieved, copy the content area into the **template.php** file before uploading to the live web site. Figure 14-19 shows a typical development flow.

It is suggested that the developer use these files initially for development. Although they can be used for the actual pages, their limitation is that they do not load the stub files dynamically when the page is displayed by the browser. Thus, any subsequent style or navigation link changes to the main web site will not be reflected the next time the site is regenerated.

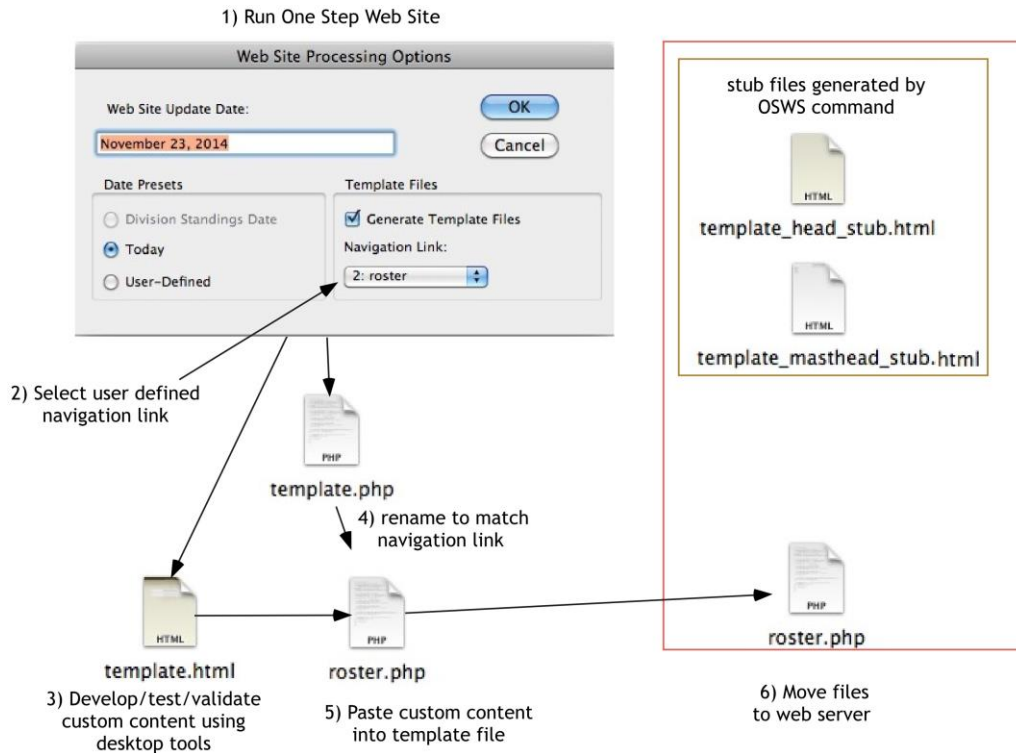


Figure 14-19 Custom Content Web Page Development Flow

14.11.6 Additional Tools For Development

Firefox Web Browser <https://www.mozilla.org/en-US/firefox/new/>

Current versions have a **Responsive Design View** tool under the **Tools/Web Developer** menu. Allows simulated viewing of a web page on a variety of selected screen sizes, portrait/landscape orientations, etc. including popular mobile devices. Coupled with the Firebug add-in (<https://getfirebug.com/>), this is a powerful combination for testing.

A big advantage of these tools is that the web pages can be resident on your computer or on a server. The downside is that the controls are resolution-based, not device-based like the Cowemo or iPhone simulators.

Cowemo Mobile Phone Emulator (<http://www.mobilephoneemulator.com/>)

Web-based tool for testing mobile web pages. Emulates a wide variety of mobile devices. Adjustable parameters based on device types. The downside is that the web pages must be resident on a web server.

iPhone Mobile Simulators (<http://iphone4simulator.com/>, <http://iphone5simulator.com/>)

By [@DesignJockey](#). iPhone-specific simulators. The downside is that the web pages must be resident on a web server.

CSV-to HTML Table Converter (<http://www.convertcsv.com/csv-to-html.htm>)

Web-based tool. Highly configurable. If you use this tool with Responsive Design styles, it is suggested that you uncheck the option for **First row is column names**.

SBC Table Generator Command (Section 14.8.1)

Generates an HTML table to a file from a selected set of cells in the **User Notes** area. This can be used in conjunction with the **File / Open** command to import non-SBC content into a secondary worksheet. Highly configurable.

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15 MULTI-SEASON MODE

15.1 Overview

The **SBC** has the capability of compiling statistics from multiple single season team worksheets into a single unified multi-season worksheet. The user simply tracks the game-by-game statistics for each season in separate team worksheets. Then, a separate team worksheet configured for Multi-Season Mode operation can then import these statistics and produce a composite set of statistics.

Statistics in Single Season Mode files are maintained on a game-by-game basis. Statistics imported into Multi-Season mode files are aggregated by season. Thus, if any game-specific corrections are required, they should be fixed in the appropriate Single Season Mode file(s). Any modified Single Season file can be subsequently re-imported into the composite Multi-Season stats file.

In addition, a Multi-Season file can be imported into another Multi-Season stats file (Section 15.2.2).

15.2 Strategies For Organizing Stats

15.2.1 Conventional Approach

The conventional approach is to maintain each seasons' game-by-game statistics in a separate **SBC** Team Worksheet file and then combine these stats into a composite set of career stats (Figure 15-1).

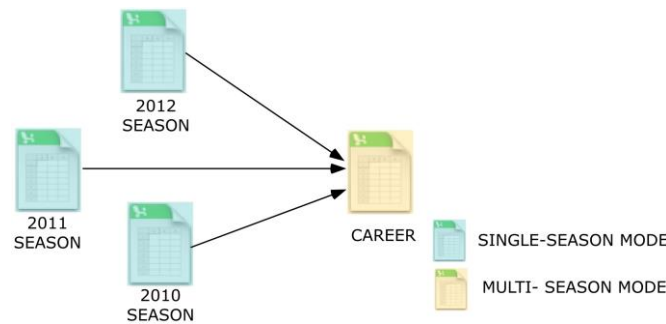


Figure 15-1 Conventional Multi-Season File Structure

15.2.2 Alternative Approaches

There are other creative strategies that can be deployed based on how the user chooses to maintain statistics. Figure 15-2 shows an example where regular season, playoffs, and tournaments stats are maintained in separate **SBC** Team Worksheet files and then combined into a composite set of stats. This can also be done on a single season or multiple season basis. Other combinations are possible as well.

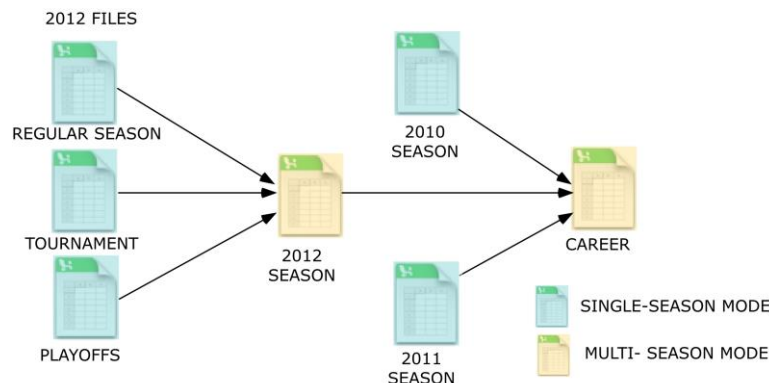


Figure 15-2 Alternative Multi-Season File Structures

15.3 Functional Differences in Multi-Season Mode

Some features found in Single-Season mode operate differently or do not apply in Multi-Season mode.

15.3.1 Batting Leaders

Batting leaders can be calculated from the composite stats. See Section 15.8 for details.

15.3.2 Division Standings

Division standings can still be maintained. However, there are no provisions for automatic importing the standings from individual Single Season files in the current version of the *SBC*.

15.3.3 Game Schedule Manager

In Multi-Season Mode, individual game by game statistics are combined into composite season statistics. Thus, this capability has no relevance.

15.3.4 Box Score

In Multi-Season Mode, individual game by game statistics are combined into composite season statistics. Thus, the Box Score function has no relevance.

15.3.5 Stats Validation

The *SBC* stats validator operates on a game-by-game basis and thus is not applicable.

15.3.6 Multi-Season Web Site

A separate web site can also be generated from these statistics. If the user maintains a primary team web site, the Multi-Season web site can be cross-linked to the primary web site. See Section 15.10 for details.

15.4 Command Set Differences In Multi-Season Mode

As the statistics entries are now composite season values, commands that operate based on game-by-game statistics are no longer applicable. Any changes to game-specific stats can be edited in the original single season worksheet files and subsequently re-imported into the Multi-Season mode file.

The following commands are not active in Multi-Season Mode:

- Edit / Game Display Range
- File / Import Schedule, Edit / Schedule, Display / Schedule
- Player / Add Player to Roster
- Player / Delete Player Stats
- Player / Delete Player Stats by Game Range
- Player / Update Player Stats
- Player / Validate Player Stats
- Calculate / Box Score
- Display / Expanded Commands – always set to Expanded Commands mode

15.4.1 File Menu Commands in Multi-Season Mode

15.4.1.1 Import Stats

This command allows the user to import a set of statistics from another *SBC* Single- or Multi-Season file (Section 15.5).

15.4.1.2 Configure Worksheet Format

This command will change the Team Worksheet format from Multi-Season Mode to/from Single Season Mode. All roster entries and batting statistics will be cleared. The box score and batting leaders will also be cleared. This command is provided for convenience purposes. A copy of an existing empty Single- or Multi-Season Mode file essentially serves the same function.

WARNING:
This operation is not undo-able !!!

15.4.2 General Preferences in Multi-Season Mode

15.4.2.1 Sort Expansion Roster Option

As the statistics are tracked by season, sorting by Game number is replaced by sorting by Season (Stats File Description).

15.4.2.2 Display Season Totals

This option determines if the total number of seasons is computed and displayed for each roster entry. This is the normal display mode when the imported stats files are a full season.

If the Multi-Season stats file is comprised of multiple entities for a single season (See Figure 15-2 for 2012 Season), then this option should be unchecked. Otherwise the Season totals would be incorrect.

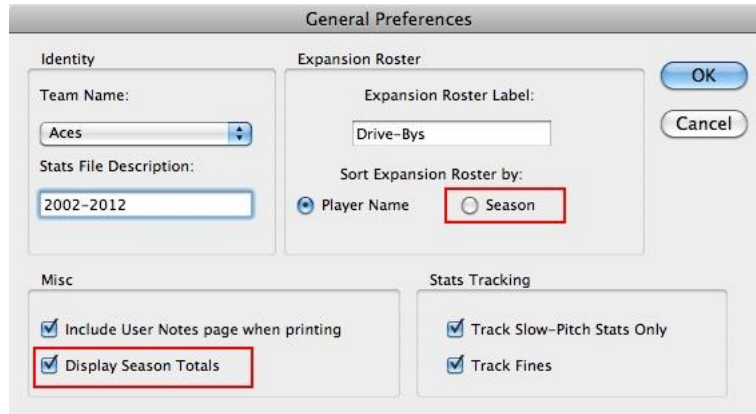


Figure 15-3 General Preferences Dialog in Multi-Season Mode

15.5 Assembling a Multi-Season Mode Team Worksheet

Each Team Worksheet file (Single- and Multi-Season format) is identified by a unique **Stats File Description** parameter from the **General Preferences** setting in each file (Figure 15-3). This parameter may be modified for each file at import time or later as desired.

15.5.1 Importing Statistics From a Team Worksheet

Use the **File / Import Stats** command or toolbar icon to select the Team Worksheet to be imported. The **SBC** will test the file integrity as an **SBC** file and the revision number. A test to insure that the current Team Worksheet has not been selected as the import file is also performed (attempt to import the current Team Worksheet into itself). Any issues will be reported. The user will be notified if the import file needs to be updated. If so, close the **SBC**. See Section 2.5 for procedure.

With an open Multi-Season team worksheet, additional statistics from other seasons, tournaments, playoffs, etc. may be imported from their respective **SBC** Single Season team worksheet files via the **File / Import Stats...** command.

A prompt for the **Stats File Description** will be shown (Figure 15-4). If the team worksheet file has a previously defined **Stats File Description** value, it will be shown as a default. If not, enter a unique identifier for this group of statistics.



Figure 15-4 Worksheet Importing Options Dialog

Alternatively, the user can enter them under a different identifier. This might be the case if the **Stats File Description** in the import file was not entered correctly previously or that the user is choosing to change the identifier strategy. The stats in the import file

should be verified as matching the desired identifier before performing this action. This should be performed with care to prevent duplicate stats entries.

If a stats group matching this identifier already exists, the user will be alerted to this condition. If this is acceptable, the imported stats will overwrite the existing stats for that **Stats File Description**. This is a normal situation when it is desirable to update the Multi-Season stats during the season with stats from the current season, playoff or tournaments.

The user will be alerted if the import file is in full stats tracking mode, but the primary Team Worksheet is in Slow Pitch Only mode (Section 2.1.6). The user will have the option to switch to full stats tracking mode at that time.

At the completion of the import process, a processing summary will be displayed as shown in Figure 15-5. This summary can be recalled at a later time via the **Display / Import Summary** command.



SBC Stats Importer Summary	
Import File Name:	Ace's - 2011.xls
Import File Type:	Single-Season (Slow Pitch)
Stats File Description:	2011 [Overwrite]
Active roster players processed:	19
Drive-Bys roster players processed:	5
Duplicate roster player names processed:	0
Processing Time:	00:23

Figure 15-5 Worksheet Import Stats Summary

See Section 15.7 for details on resolving potential issues that might occur as a result of the import process.

15.5.1.1 Importing of Expansion Roster Stats

The user may choose to preserve the Expansion Roster entries. It is recommended that the Expansion Roster entries be preserved. They can be renamed, merged with other players, or deleted at a later time as desired (Section 15.7).

15.5.1.2 Roster and Stats Importing Methodology

If the player name already exists in the composite stats roster, the stats from the import file will be merged with existing stats for that player in the Multi-Season file. They will appear as a separate composite entry in their detailed stats block with the **Stats File Description**. If the user is re-importing stats for the given **Stats File Description**, then the stats for the player will be over-written.

If the player name does not currently exist in the composite stats, a new roster entry will be created with the **Stats File Description**. The player stats will be placed in the Active or Expansion roster based on the players' roster location in the import file.

15.5.1.3 Roster Conflicts

If the import results in a player appearing in both rosters, an alert will occur after the import. This might occur if a player was in the Active roster one season and the Expansion roster in another. All duplicates will be marked with >>> next to their name in the Expansion Roster. In addition, there are means to resolve potential player name conflicts such as player names that might be spelled differently in different stats files. See Section 15.7 for strategies to resolve these and other conflicts.

15.6 Managing Multi-Season Statistics

The user can perform a number of operations on the imported stats on a season-by-season basis or on an individual player for a specific **Stats File Description**. Transferring players between the Active and Expansion rosters is also supported.

Additional capabilities are provided to merge statistics from one or more players into a single entity. This can be useful if a player name might have been entered differently or appears in different rosters in one or more single season worksheets. Another use would be to merge a number of Expansion roster players (eg. alternates, substitutes, drive-bys, etc) into a single entry for each season.

15.6.1 Player Menu Commands in Multi-Season Mode

Commands that are dimmed are not functional in Multi-Season mode.

WARNING:

Any changes made to entries in the Composite stats file will not be back annotated into the corresponding imported stats file(s).

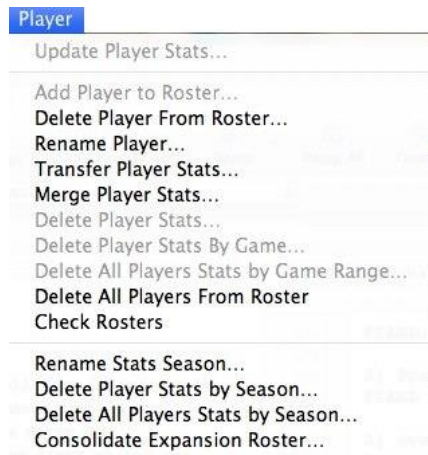


Figure 15-6 Player Menu in Multi-Season Mode

The **Rename Player**, **Delete Player From Roster** and **Transfer Player Stats** commands operate the same. However, the user should take into account their impact on subsequent statistics importing to prevent duplicate statistics from being created.

15.6.1.1 Check Rosters

This command checks for the existence of player names that may exist in both the Active and Expansion Rosters as a result of an import process. If no duplicates were detected, a “Roster OK” message will be reported.

Otherwise, a report of the number of duplicates found will be reported. Section 15.7.2 describes the methods of resolving these issues.

15.6.1.2 Merge Player Stats

This command allows the user to combine stats from two players into a single entry. A prompt will occur for each player name. The players may be in the same or different rosters. The stats from the first player will be merged with the stats from the second player. Then, the first player entry will be removed from the roster. Season identifier information is maintained in this process. Section 15.7 describes some situations where this command is utilized.

15.6.1.3 Rename Stats Season

This command allows the user to change the **Stats File Description** for a group of stats (Section 15.7.3).

15.6.1.4 Delete Player Stats By Season

This command allows the user to remove the stats for a specific player for the specified **Stats File Description**. To maintain consistency, it is suggested that the user perform this function in the individual Single Season stats files and subsequently re-import the stats.

15.6.1.5 Delete All Players Stats By Season

This command allows the user to remove the entire set of stats for the specified **Stats File Description**. This command is of benefit in the case where an incorrect set of stats had been previously imported.

15.6.1.6 Consolidate Expansion Roster

When a large number of stats files have been merged into a Multi-Season Mode file, the number of entries in the Expansion Roster can get quite large. This command allows the user to consolidate multiple player entries for a specific season into a single composite entry.

Alternatively, all entries for all seasons can be condensed to one entry per season. Once executed, individual player names for the selected year will no longer appear.

When invoked, the user will be prompted for the parameters in Figure 15-7. The dropdown list will show the seasons that have more than one entry and therefore are candidate(s) for consolidation. After completion, the results will be reported. Then, the dialog will reappear for another operation if there are any additional seasons available.



Figure 15-7 Consolidate Expansion Roster Options Dialog

TIP:

To consolidate the stats for all but a select set of players in the Expansion Roster:

- 1) Use the **Transfer Player Stats** command to temporarily move the stats that you do not wish to consolidate to the Active Roster.
- 2) Run the **Consolidate Expansion Roster** command and click on the **Select All Seasons** option
- 3) Finally, use the **Transfer Player Stats** command to transfer the players back to the Expansion Roster.

15.7 Resolving Issues From Imported Stats

A number of potential issues can arise when importing statistics from different seasons, tournaments, playoffs, etc. The **SBC** provides mechanisms for dealing with the most common issues that may occur. The supporting commands are in the **Player** menu (Section 15.6.1).

15.7.1 Incorrect Player Name

A situation may occur where a player's name may have been entered in the roster differently (eg: spelling) in different stats files. The **Merge Player Stats** command (Section 15.6.1.2) can be used to resolve this situation by combining the stats into a single player entry. In addition, the traditional **Rename Player** (Section 6.2.3.2) and **Transfer Player Stats** (Section 6.3.7.5) commands may be useful.

15.7.2 Player Exists in Both Rosters

This could occur after importing if a player existed in different rosters in different stats files. The user will be alerted to this situation at the completion of the import process. Duplicate player names will be flagged with >>> in the Expansion roster. To resolve this issue, rename one or both of the player names with a unique identifier with the **Rename Player** command.

Alternatively, use the **Merge Player Stats** command (Section 15.6.1.2) to merge them into a single entry. All individual **Season** statistics will be preserved. The resulting stats entry can reside in either the Active or Expansion roster. The **Check Roster** command (Section 15.6.1.1) can be used to insure that all of these situations have been resolved.

15.7.3 Modifying the Stats File Description

It may be desirable to alter the **Stats File Description** for a particular block of stats. This might be necessary if the naming strategy has changed for the individual stats files or an error was detected in the **Stats File Description** spelling. The **Rename Stats Season** command (Section 15.6.1.3) is used to accomplish this.

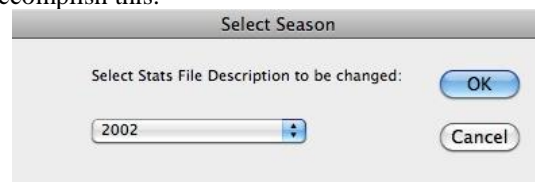


Figure 15-8 Season Selection Dialog

The user is first prompted for the desired **Stats File Description** to be changed (Figure 15-8). This will be followed by a prompt to enter the new **Stats File Description** value. The new entry will be verified for a duplicate conflict. All player statistics matching the original identifier will be changed to the value.

15.7.4 Removing Stats Based On the Stats File Description

This situation may occur if it is determined that a wrong set of statistics had been imported. The removal can be accomplished for all players stats matching the **Stats File Description** via the **Delete All Players Stats By Season** command (Section 15.6.1.5).

A single player's stats can be removed via the **Delete Player Stats By Season** command.

15.8 Calculating Batting Leaders

This capability operates essentially the same as in the Single Season mode (Section 6.4). The only difference is that a Game Range cannot be specified due to the lack of individual game statistics.

The default AB or PA eligibility value for AVG, OBP, SLG, and OPS is based on the maximum number of games played in the composite stats and the Leaders parameters in the **Batting Leaders Preferences** command. Alternatively, the user may override this value by selecting a minimum number of games played or a specific number of AB or PA.

The user may choose to include or exclude players from the Expansion Roster in the leaders calculations. Exclusion might be desirable if a number of players have been aggregated into a single entity (eg: all substitutes) and therefore might produce a misleading leader in one or more categories.

15.9 Division Standings

The importing of Division Standings from external Team Worksheet files is not currently supported. However, the user may still update these manually and compute the results as described in Section 5.1.

15.10 Creating a Web Site With Multi-Season Stats

15.10.1 One Step Web Site Mode

As in Single Season Mode, the user may create a web site using the **One Step Web Site** command as described in Sections 9 and 14. The web site will be a standalone set of files with its' own home page. It is recommended that the user place these files in a unique folder, especially if a main team web site exists for Single Season stats.

The content of the Multi-Season Mode web site is essentially the same as for Single Season Mode with the exception that the Box Score will not be included. The User Notes capability can be deployed to contain additional information regarding the multi-season stats.

15.10.2 Cross-Linking to Main Team Web Site

The user can link the navigation of the web sites together by configuring the web site parameters using the **Edit / Web Page Composer Preferences / General** and the **Edit / One Step Web Site Preferences** commands for each set of files. The user should be familiar with the enhanced web site capabilities (Section 14.3).

Consider a configuration where the two sets of web site files reside in two different folders, identified as "career" and "2014". To achieve this configuration, the basic web file sets must be generated to reside in their respective directories. This is accomplished by the **Web Page Composer Preferences / General** settings show in Figure 15-9:

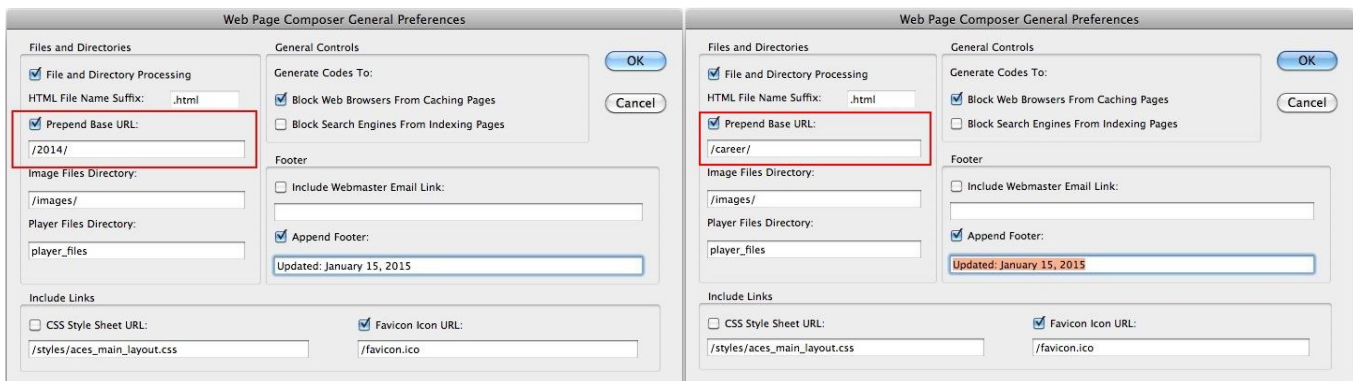


Figure 15-9 Web Page Composer General Preferences For Linked Web Sites

Note that the **Prepend Base URL** settings are set to the respective folder names for each set of files.

To achieve the proper navigation link settings, the respective **One Step Preferences** are configured as shown in Figure 15-10.

Figure 15-10 One Step Web Site Preferences For Linked Web Sites

The basic **Home Page Navigation** for each site is configured as follows:

Home Page Navigation – Single Season Mode File

The label **home** defines the teams' primary web site home page. The link points to the home page for the teams' primary web site. The resulting home page URL would have its' Base URL added to produce:

/2014/aces_home_page.html.

Home Page Navigation – Multi-Season Mode File

The label **career home** defines the primary home page for the multi-season web site. The links point to the home page for the multi-season web site. The resulting home page URL would have its' Base URL added to produce:

</career/index.html>.

The cross-site navigation is achieved by configuring the **User Defined Navigation Links** as follows:

Cross-Site Home Page Navigation – Single Season Mode File

The label **career home** refers to the web site home page for the multi-season stats. The link points to the home page to the multi-season stats web site.

The link is defined as:

</career>

which will default to:

</career/index.html>.

Cross-Site Home Page Navigation – Multi-Season Mode File

The label **aces home** refers to the primary web site home page. The link points to the home page for the primary web site. The link is defined as:

/2014/aces_home_page.html

Note that each of the web sites have chosen to deploy different uses of the **User Notes** area capability.

The available **Home Page Content** settings are different in the Multi-Season Mode as the Box Score is not included.

Note that the masthead banner text is different for each site to aid in site identification. Other attributes such as color differentiation could also be employed as desired via the **Web Page Composer Preferences** settings for each site.

15.10.3 Resolving Problems

It is desirable to generate each web site as a standalone entity first. This will assist in resolving the basic issues that might arise. Once this is satisfactory, then proceed to incorporate the cross-linking capabilities as desired. The techniques in Section 14.4.6 can be helpful in resolving these problems. contact **SBC** support at support@sbc.aces-softball.com if you are still having difficulties obtaining the desired results.

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16 USING THE SBC WITH 3rd PARTY MOBILE STATS APPS

16.1 Overview

A number of popular commercial apps exist for capturing baseball and softball statistics on mobile devices such as the iPhone/iPad/iPod and Android platforms.

The **SBC** supports batting stats that have been captured on the following mobile apps:

[iScore Baseball/Softball](#) – iPhone, iPad and Android

[6-4-3 Baseball Scorecard](#) - Android

[K-ForCE](#) – iPhone/iPod

The statistics are extracted from the app via an export file and are subsequently imported and merged with existing statistics into an **SBC** Single Season Mode Team Worksheet.

It is assumed that the user has a legal copy of the mobile app. If the user intends to use the app simply as a mobile stats capture device with the **SBC**, it is not necessary to be proficient in the full suite of the apps' functionality. Only the basic operations to set up a roster and capture statistics for a game plus the procedure to export the stats into a file are needed.

Rosters can be exported from the **SBC** to a file for subsequent importing by the app. This aids in setting up the app for use with the **SBC**. Note that not all mobile apps support this capability. However, most allow copy/paste operations.

Support for other mobile apps are possible. Contact **SBC** support at support@sbcs.aces-softball.com if there is a particular app of interest.

16.1.1 Statistics Imported

The **SBC** can import batting statistics on a game-by-game basis for either the home or visitor team. The **SBC** can process the statistics shown in Table 16-1 from the app. In some instances, the abbreviations are different.

Some apps do not track/export some specific stats that are tracked by the **SBC**. Where possible, the **SBC** will attempt to compute these.

Statistic	iScore	6-4-3 Baseball	K-ForCE
<i>Team Name</i>	-	Home or Away team	Home or Away team
<i>Game Number</i>	-	-	-
<i>SBC Stats File Description</i>	-	-	-
<i>Plate Appearances</i>	PA	<i>Computed by SBC</i>	PA
<i>Runs</i>	R	<i>R</i>	R
<i>Hits</i>	H	H	H
<i>Doubles</i>	2B	2B	2B
<i>Triples</i>	3B	3B	3B
<i>Home Runs</i>	HR	HR	HR
<i>Runs Batted In</i>	RBI	RBI	RBI
<i>Walks</i>	BB	BB	BB
<i>Total Strikeouts</i>	SO	SO	SO
<i>Hit by Pitch</i>	HBP	HBP	HBP
<i>Sacrifice Bunts</i>	SCB	SACB	SCB
<i>Sacrifice Flys</i>	SF	SACF	SF
<i>Stolen Bases</i>	SB	SB	SB
<i>Reached on Error</i>	ROE		ROE
<i>Fielders Choice</i>	FC		FC
<i>Position</i>	<i>Computed by SBC</i>	<i>Computed by SBC</i>	<i>Computed by SBC</i>
<i>Fines</i>	-	-	-

Table 16-1 Import File > SBC Statistics Mapping

The **SBC** should be configured in the correct statistics tracking mode (Section 2.1.6) for the stats that will be captured by the mobile app.

16.1.1.1 Selecting Statistics for iScore

When exporting a .csv file from **iScore Baseball/Softball**, insure that all of the batting statistics categories shown in Table 16-1 for iScore are selected in the iScore app. If the **Track Slow Pitch Stats Only** mode (Section 2.1.6) is active, then the **HBP, SCB, SB** categories do not need to be selected. To insure data integrity, the importer will validate that these entries are present and warn the user if one or more categories are missing.

16.1.2 Statistics Not Imported

The following **SBC** features are not incorporated into the import files and must be handled manually:

Player Position (POS) information (Section 6.3.6)

However, during the import process, the **SBC** will make an attempt to compute a value based on the player's previous games. Obviously, this may not be correct for all players for this game. These values can be examined after importing by executing the **Calculate/ Box Score** command (Section 7) for this game. Any corrections can be via by the **Player / Update Player** command (Section 6.3.4).

Fines Tracking (Section 4.1.3.2)

The importer will set the Fines entry to \$0.00. If the user is tracking Fines, these can be incorporated into the individual player stats after importing by using the **Player / Update Player** command (Section 6.3.4).

Team Name

Where possible, the importer will test the **SBC** main **Team Name** against the team name in the import file for a match before proceeding with the import. Where the team name is not encoded in the import file, it is up to the user to insure that the correct file is selected for import.

Game Number

The user will be prompted for this value at import time. If stats for this game number already exist in the Team Worksheet, the user will be alerted to this condition and whether to overwrite the existing stats.

SBC Stats File Description

Insure that you are importing into the correct **SBC** Single Season team worksheet.

16.1.3 Player Name Conventions

The player names in the roster in the import file must match those in the **SBC** Team Worksheet rosters. Matches are case-independent. The **SBC** importer will place each player's stats from the single roster from the import file into the appropriate **SBC** Active or Expansion roster. Player names in the import file can be in **Last_Name, First_Name** or **First_Name Last_Name** format in either file. Single names are also acceptable. The **SBC** importer will convert them to match the format in the target Team Worksheet.

16.2 Transferring Stats From a Mobile App to the SBC


In most cases, stats files are exported from the mobile app via its' email function. Select the Comma-Separated-Variables (CSV) format. After the email has been received in your email program, save the attachment files in a folder of your choice. Consult your documentation for your mobile app for the procedure and file naming conventions. You may rename the file as desired but do not remove or change the .csv suffix from the filename.

WARNING:

Under no circumstances should the contents of these files be edited or unpredictable results can occur !!!

An example of the export procedure for the iScore app is shown in Figure 16-7. Other apps have equivalent procedures.

16.2.1 Procedure

As the import function is not un-doable, it is strongly suggested that the user save off the current Team Worksheet prior to performing the import. Use the **File / Import Stats** command or the  icon on the **SBC** Toolbar. The dialog in Figure 16-1 will appear. Select the import file type based on the mobile app.

WARNING:

Do not select the current team worksheet as the import file or unpredictable results can occur !!!

Select the Game number to be associated with these statistics. The user will be alerted if stats for this game number already exist in the Team Worksheet. You may choose to overwrite these if desired or terminate the import at this time.



Figure 16-1 Import Stats Options Dialog

There may be instances where a player name in the import file does not exist in either the Active or Expansion roster. This might occur if the player was a “ringer”, the spelling of the name was incorrect, or if the *SBC* Team Worksheet is empty. To account for this situation, the importer provides **New Player Processing** options. The user may choose to add these new players to either the Active or Expansion roster. A unique marker >>> can be optionally prepended to the player name for subsequent processing. The user might choose to bypass this option if the *SBC* rosters are empty.

During the import process, the user will be alerted if new new player names are detected. The user can choose to selectively ignore/accept the new players. See Section 16.2.1.1 for more details.

After selecting the options, press **OK**.

A file select dialog will appear (Figure 16-2). Select the file to be imported. If you are running the *SBC* on Excel/Windows, make sure that the **Text Files** file type is enabled.

Press **Open**.

Several validity checks will be performed on the file format to insure its integrity based on the selected Import File Type. Any problems will be reported to the user with appropriate action to be taken.

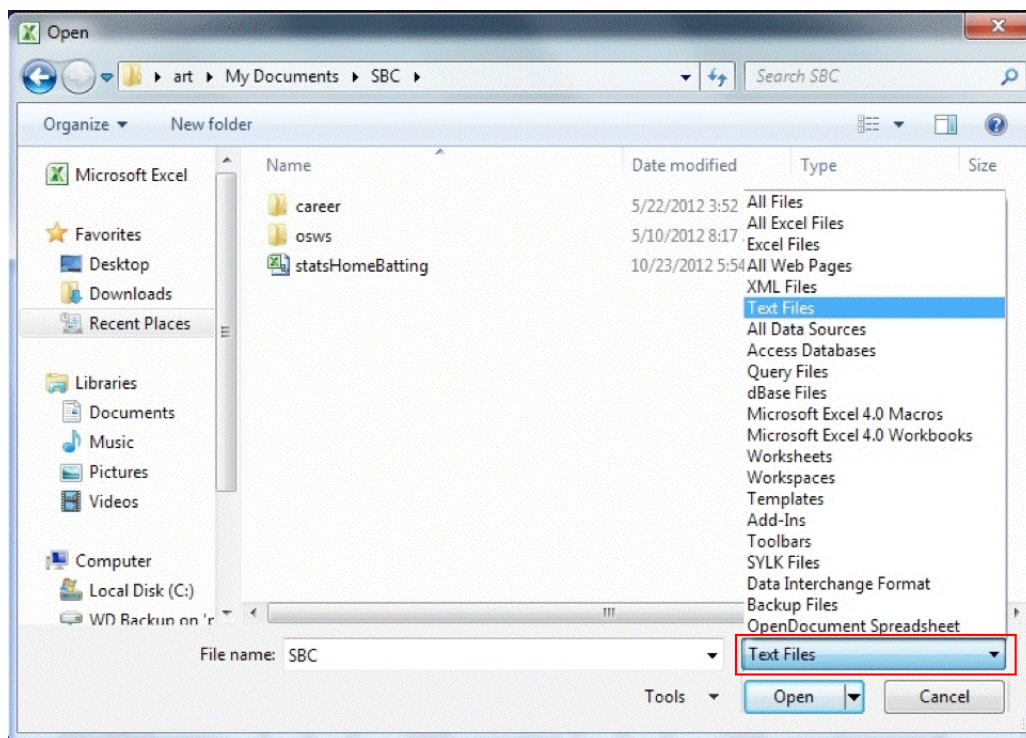


Figure 16-2 Stats File Selection Dialog (Windows)

Statistics for each player will be merged into their individual statistics areas based on their current roster location. Stats will be checked for consistency according to the rules in Section 6.3.5.1.

At the completion of the import process, a display of the processing statistics will occur (Figure 16-3). The game number will be identified as **New** or **Overwrite**. Any stats validation errors will be posted. This summary can be recalled at a later time via the **Display / Stats Import Summary** command.

Stats Import Summary	
Import File Name:	SBC_iScore_Data FNLN 3unknown.csv
Import Format Type:	iScore [Slow Pitch Stats Only]
Processing Mode:	Game 30 [Overwrite]
Total players processed:	13
Players processed to Active roster:	12
Players processed to Substitutes roster:	1
New players added to Substitutes roster:	0
Player Stats Validation Errors:	0
First Player With Validation Errors:	-
Processing Time:	00:05
Player POSITION values have been estimated based on prior games played.	
Verify by running Box Score command for this game. Correct via Update Player Stats command.	

Figure 16-3 Stats Import Statistics Summary

16.2.1.1 Unknown Player Detection

During the import process, player names that do not appear in either the Active or Expansion roster will be identified to the user via an alert dialog (Figure 16-4). The user has a choice of either allowing the unknown player and the stats to be added to the roster, or ignoring this player. The user can choose to propagate this action (**Add** or **Ignore**) for subsequent unknown players by checking the **Apply to All** check box.

Unknown Player	
Player Name: Mouse, Mickey not found in either roster.	Add
Add to Substitutes roster ?	Ignore
<input type="checkbox"/> Apply to All	

Figure 16-4 Unknown Player Detection Handler Dialog

If the **Prepend marker for new players** option was selected, the new players that are added to the roster will be identified with >>> next to their name. The user can decide how to resolve these instances after the termination of the import process (Section 16.2.2.1).

16.2.1.2 Player Stats Validation Errors

Under most mobile stats apps, the game stats that are exported will have been validated prior to creating the export file. However, the **SBC** importer will perform validation as well. If errors are detected, it is preferable to correct them at the source so that they will not re-appear on subsequent imports.

The **Validate Player Stats** command can be used to re-scan the player stats and report the errors. A repair option is also available to fix the stats. This does not back-annotate the import file nor the source stats app.

16.2.2 Post-Import Processing

After the import process has completed, the user should evaluate the situations described in Sections 16.2.1.1 and correct as required.

16.2.2.1 Resolving Non-Roster Player Issues

If the player was indeed a new entry that you wish to keep on the roster, then use the **Player / Rename Player** command to remove the >>> marker associated with that player. If desired the player can be transferred to the other roster via the **Player / Transfer Player Stats** command.

If this is a player that you do not wish to add to the roster (eg: a one-time substitute) but do wish to include their stats for this game, then an alternative would be to aggregate these players' stats into a composite name (eg: "Drive-Bys") by using the **Player / Merge Player Stats** command.

If the entry was a typo, then one of two methods can be used:

1. Delete the player stats entry with the incorrect name via the **Player / Delete Player From Roster** command. Then, correct the player name in the mobile app and re-import the game stats into the **SBC**.
2. Use the **Player / Merge Player Stats** command to merge the stats with the correct player.

Although more time-consuming, Method 1 is preferred as this corrects the inconsistency at the source.

The **Player / Check Rosters** command can verify that all of these instances have been addressed. This command can also be used to remove all new player markers from both rosters.

16.3 Managing Rosters

16.3.1 Transferring the SBC Roster to a Mobile App

If you are an **SBC** user and are setting up the mobile app for the first time, you will need to set up the rosters in the mobile app. This can be accomplished in a number of ways in the app depending on its' capabilities:

- Manual entry
- **SBC** roster export (Section 17.2)
- Copy/Paste from **SBC** roster

NOTE:

Not all mobile apps support roster importing via a file.

16.3.2 Transferring a Roster From a Mobile App to the SBC

If you already have a roster defined in your mobile app, you can transfer it to the **SBC**. Although not required, start with an empty Single Season Team Worksheet. Then export a file from your mobile app that has the roster that you desire. This can be a game from an existing season, previous season, or a game with no stats.

Then, use the following sequence:

1. Invoke the **Import Stats** command
2. Select the format of the mobile app file
3. Check the **Import Player Names Only** option.
4. Importer Options - Select the Active or Expansion roster as a destination for new players
5. Importer Options – Check or uncheck the **Prepend marker for new players** option
6. Import a stats file from your mobile app
7. When the first unknown player alert appears, check **Apply to All** and then press **Add**

Each player in the import file will be added to the selected roster if it doesn't already exist. No stats will be imported. If you are starting with an empty Team Worksheet with no roster entries, uncheck the **Prepend marker for new players** option.

After the import is completed, use the **Transfer Player Stats** command as desired to move the new players.

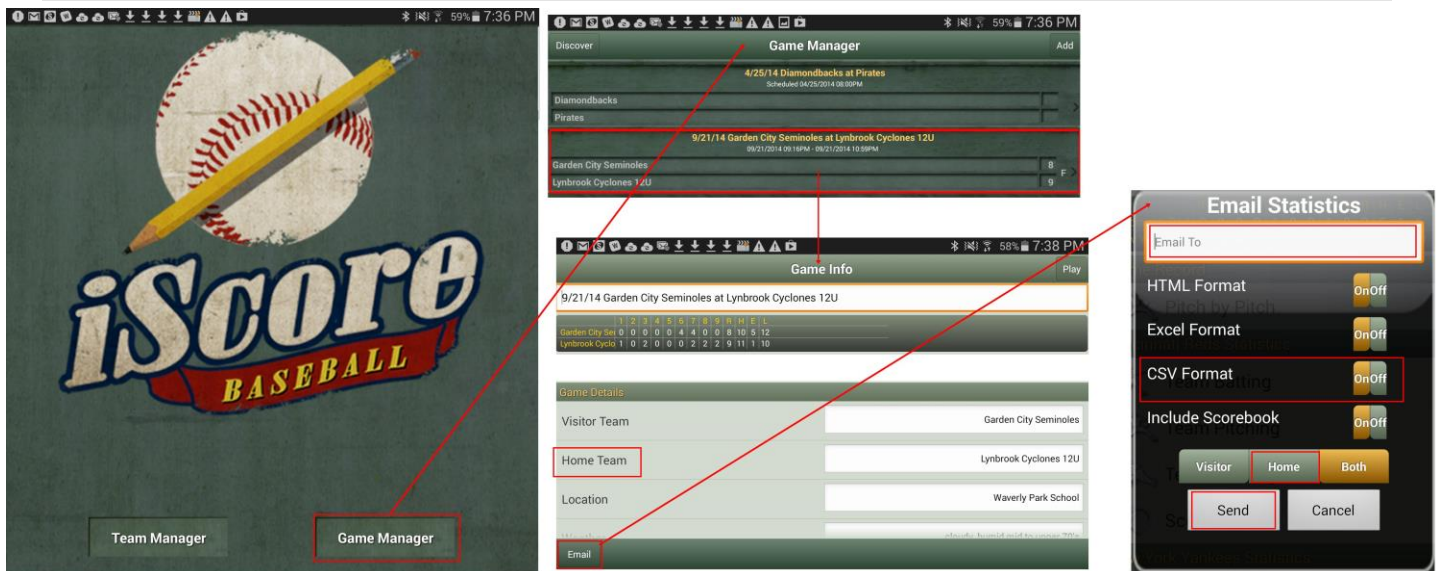


Figure 16-7 iScore Export Stats File Procedure

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17 ROSTER IMPORTING AND EXPORTING

17.1 Importing Rosters

Player names can be imported from an external file. The player names can be in the form of:

firstname lastname
or
lastname, firstname

and follow the processing as described in Section 6.2.1. The names will be processed to match the existing format in the Team Worksheet rosters. If both rosters are empty, the format will default to the the format of the import file.

The import files can be of type [.csv](#), [.xls](#) or [.xlsx](#).

17.1.1 Importing a Roster From a Mobile App

The player names can be imported from a mobile stats app that has export capability. The export procedure varies by app but will result in a formatted file unique to each app. Once the file has been exported, use the procedure in Section 16.3.2.

17.1.2 Importing a Roster From a File

A file consisting of player names can be imported. One player name per line. The player names can be in any order. The format of the player names can be in the format of:

firstname lastname

or

lastname, firstname

If Excel files are used, place the names sequentially in cells **A1**, **A2**, **A3**, etc. Do not place anything in the column **B** cells.


The **File / Import Roster** command or tool  will invoke the processing options shown in Figure 17-1.



Figure 17-1 Import Roster Processing Options

The only options available are the **New Player Processing** options. These are the same as described in Section 16.2.1 - 16.2.2. After hitting **OK**, a File Open dialog box will allow the user to select the import file.

At the end of the import process, a processing summary will be shown. This can be recalled at a later time by the **Display / Import Summary** command.



Roster Import Summary	
Import File Name:	aces Roster 09272015.1013.csv
Import Format Type:	SBC Roster
Processing Mode:	Roster Names Only
Total players processed:	22
Players processed to Active roster :	19
Players processed to Substitutes roster:	3
New players added to Substitutes roster:	2
Processing Time:	00:03

OK

Figure 17-2 SBC Roster Import Summary

17.2 Exporting Rosters



Roster Exporter Options	
Export file format:	OK
6-4-3 Baseball	Cancel
<input checked="" type="checkbox"/> Include Substitutes roster names	

Figure 17-3 SBC Roster Export Options Dialog

The **File / Export Roster** command can create a file with the contents of the **SBC** rosters. The Expansion roster entries can be optionally included. After hitting **OK**, a file save dialog box will occur. The default file name will be a combination of the main **Team Name** and today's date and time. The name can be changed as desired. The file format is always **.csv**.

At the end of the export, a summary of the number of players processed will be displayed.

17.2.1 Formats for Mobile Apps

The user can choose from a number of predefined formats for specific mobile apps. (Figure 17-2). The resulting roster file is then imported into the mobile app based on its' procedure.

NOTE:

Not all mobile apps support roster importing via a file.

17.2.2 Generic Formats

17.2.2.1 SBC Roster File Format

This format will place each name from the roster(s) in the current format on the Team Worksheet. The player names will be in the form of: **firstname lastname** regardless of the format currently in use on the Team Worksheet rosters. The file format is always in comma-separated variables (**.csv**).

17.2.2.2 Number Plus Player Name Format

This format is the same as the **SBC Roster** format with a number placed before each player name. The **SBC** does not track player numbers. As a placeholder, a sequential player number is created starting at 1.

17.3 Editing Roster Files

SBC Roster files can be modified using traditional text editing applications. If the file is to be re-imported back into the **SBC** rosters, then the **SBC Roster** format of one name per line must be used. See Section 17.1.2 for details.

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APPENDIX A - DEFINED HTML WEB COLOR NAMES

The following table shows the World Wide Web Consortium (W3C) defined 147 HTML color names and their decimal and RGB color code equivalents. The user may use the defined color names in the HTML Web Composer Preferences dialogs (Section 14.3) to set a desired color. It should be noted that the printed color swatches on Table A1 will likely vary from the colors rendered on the screen. However, the color names and RGB/hex definitions are accurate. The W3C defines alternate spelling for the word “gray” as “grey”. Thus, for the seven colors that have “gray” in their definition, the alternate spelling may be utilized. The color values are identical in either case.

A useful on-line tool can be found at: http://www.w3schools.com/cssref/css_colornames.asp. There is a shading variation tool that can be useful as well.

Another on-line tool by Palletton at: <http://palletton.com/> is a sophisticated color scheme generator that can be helpful in determining compatible color selections.

A.1 SRGB Color Names

The W3C defines a subset of these colors as valid names that all compliant browsers should recognize. They are as follows:

White	red	Green	Navy
Black	Maroon	Lime	Blue
Silver	Purple	Olive	Teal
Gray	Fuchsia	Yellow	Aqua

aliceblue 240, 248, 255 F0F8FF	darkslategray 47, 79, 79 2F4F4F	lightsalmon 255, 160, 122 FFA07A	palevioletred 219, 112, 147 DB7093
antiquewhite 250, 235, 215 FAEBD7	darkturquoise 0, 206, 209 00CED1	lightseagreen 32, 178, 170 20B2AA	papayawhip 255, 239, 213 FFEFD5
aqua 0, 255, 255 00FFFF	darkviolet 148, 0, 211 9400D3	lightskyblue 135, 206, 250 87CEFA	peachpuff 255, 239, 213 FFDAB9
aquamarine 127, 255, 212 7FFFD4	deeppink 255, 20, 147 FF1493	lightslategray 119, 136, 153 778899	peru 205, 133, 63 CD853F
azure 240, 255, 255 F0FFFF	deepskyblue 0, 191, 255 00BFFF	lightsteelblue 176, 196, 222 B0C4DE	pink 255, 192, 203 FFC0CB
beige 245, 245, 220 F5F5DC	dimgray 105, 105, 105 696969	lightyellow 255, 255, 224 FFFFE0	plum 221, 160, 221 DDA0DD
bisque 255, 228, 196 FFE4C4	dodgerblue 30, 144, 255 1E90FF	lime 0, 255, 0 00FF00	powderblue 176, 224, 230 B0E0E6
black 0, 0, 0 000000	firebrick 178, 34, 34 B22222	limegreen 50, 205, 50 32CD32	purple 128, 0, 128 800080
blanchedalmond 255, 255, 205 FFEBCD	floralwhite 255, 250, 240 FFFAF0	linen 250, 240, 230 FAF0E6	red 255, 0, 0 FF0000
blue 0, 0, 255 0000FF	forestgreen 34, 139, 34 228B22	magenta 255, 0, 255 FF00FF	rosybrown 188, 143, 143 BC8F8F
blueviolet 138, 43, 226 8A2BE2	fuchsia 255, 0, 255 FF00FF	maroon 128, 0, 0 800000	royalblue 65, 105, 225 4169E1

Table A1 HTML Color Names (1/3)

brown 165, 42, 42 A52A2A	gainsboro 220, 220, 220 DCDCDC	mediumaquamarine 102, 205, 170 66CDAA	saddlebrown 139, 69, 19 8B4513
burlywood 222, 184, 135 DEB887	ghostwhite 248, 248, 255 F8F8FF	mediumblue 0, 0, 205 0000CD	salmon 250, 128, 114 FA8072
cadetblue 95, 158, 160 5F9EA0	gold 255, 215, 0 FFD700	mediumorchid 186, 85, 211 BA55D3	sandybrown 244, 164, 96 F4A460
chartreuse 127, 255, 0 7FFF00	goldenrod 218, 165, 32 DAA520	mediumpurple 147, 112, 219 9370DB	seagreen 46, 139, 87 2E8B57
chocolate 210, 105, 30 D2691E	gray 128, 128, 128 808080	mediumseagreen 60, 179, 113 3CB371	seashell 255, 245, 238 FFF5EE
coral 255, 127, 80 FF7F50	green 0, 128, 0 008000	mediumslateblue 123, 104, 238 7B68EE	sienna 160, 82, 45 A0522D
cornflowerblue 100, 149, 237 6495ED	greenyellow 173, 255, 47 ADFF2F	mediumspringgreen 0, 250, 154 00FA9A	silver 192, 192, 192 C0C0C0
cornsilk 255, 248, 220 FFF8DC	honeydew 240, 255, 240 F0FFFO	mediumturquoise 72, 209, 204 48D1CC	skyblue 135, 206, 235 87CEEB
crimson 220, 20, 60 DC143C	hotpink 255, 105, 180 FF69B4	mediumvioletred 199, 21, 133 C71585	slateblue 106, 90, 205 6A5ACD
cyan 0, 255, 255 00FFFF	indianred 205, 92, 92 CD5C5C	midnightblue 25, 25, 112 191970	slategray 112, 128, 144 708090

Table A1 HTML Color Names (2/3)

darkblue 0, 0, 139 00008B	indigo 75, 0, 130 4B0082	mintcream 245, 255, 250 F5FFFA	snow 255, 250, 250 FFFAFA
darkcyan 0, 139, 139 008B8B	ivory 255, 240, 240 FFFFF0	mistyrose 255, 228, 225 FFE4E1	springgreen 0, 255, 127 00FF7F
darkgoldenrod 184, 134, 11 B8860B	khaki 240, 230, 140 F0E68C	moccasin 255, 228, 181 FFE4B5	steelblue 70, 130, 180 4682B4
darkgray 169, 169, 169 A9A9A9	lavender 230, 230, 250 E6E6FA	navajowhite 255, 222, 173 FFDEAD	tan 210, 180, 140 D2B48C
darkgreen 0, 100, 0 006400	lavenderblush 255, 240, 245 FFF0F5	navy 0, 0, 128 000080	teal 0, 128, 128 008080
darkkhaki 189, 183, 107 BDB76B	lawngreen 124, 252, 0 7CFC00	oldlace 253, 245, 230 FDF5E6	thistle 216, 191, 216 D8BFD8
darkmagenta 139, 0, 139 8B008B	lemonchiffon 255, 250, 205 FFFACD	olive 128, 128, 0 808000	tomato 253, 99, 71 FD6347
darkolivegreen 85, 107, 47 556B2F	lightblue 173, 216, 230 ADD8E6	olivedrab 107, 142, 35 6B8E23	turquoise 64, 224, 208 40E0D0
darkorange 255, 140, 0 FF8C00	lightcoral 240, 128, 128 F08080	orange 255, 165, 0 FFA500	violet 238, 130, 238 EE82EE
darkorchid 153, 50, 204 9932CC	lightcyan 224, 255, 255 E0FFFF	orangered 255, 69, 0 FF4500	wheat 245, 222, 179 F5DEB3
darkred 139, 0, 0 8B0000	lightgoldenrodyellow 250, 250, 210 FAFAD2	orchid 218, 112, 214 DA70D6	white 255, 255, 255 FFFFFF
darksalmon 233, 150, 122 E9967A	lightgreen 144, 238, 144 90EE90	palegoldenrod 238, 232, 170 EEE8AA	whitesmoke 245, 245, 245 F5F5F5
darkseagreen 143, 188, 143 8FBC8F	lightgrey 211, 211, 211 D3D3D3	palegreen 152, 251, 152 98FB98	yellow 255, 255, 0 FFFF00
darkslateblue 72, 61, 139 483D8B	lightpink 255, 182, 193 FFB6C1	paleturquoise 175, 238, 238 AFEEEE	yellowgreen 154, 205, 50 9ACD32

Table A1 HTML Color Names (3/3)

APPENDIX B - EXCEL COLOR VALUES

B.1 Excel Color Index Values Conversion

DEFAULT PALETTE						HTML NAME
INDEX	COLOR	RED	GREEN	BLUE	HEX	
1		0	0	0	#000000	black
2		255	255	255	#FFFFFF	white
3		221	8	6	#DD0806	
4		31	183	20	#1FB714	
5		0	0	212	#0000D4	
6		252	243	5	#FCF305	
7		242	8	132	#F20884	
8		0	171	234	#00ABEA	
9		144	0	0	#900000	
10		0	100	17	#006411	
11		0	0	144	#000090	
12		144	113	58	#90713A	
13		70	0	165	#4600A5	
14		0	128	128	#008080	teal
15		192	192	192	#C0C0C0	silver
16		190	190	190	#BEBEBE	
17		153	153	255	#9999FF	
18		153	51	102	#993366	
19		255	255	204	#FFFFCC	
20		204	255	255	#CCFFFF	
21		102	0	102	#660066	
22		255	128	128	#FF8080	
23		0	102	204	#0066CC	
24		204	204	255	#CCCCFF	
25		0	0	128	#000080	navy
26		255	0	255	#FF00FF	fuchsia
27		255	255	0	#FFFF00	yellow
28		0	255	255	#00FFFF	aqua
29		128	0	128	#800080	purple
30		128	0	0	#800000	maroon
31		0	128	128	#008080	teal
32		0	0	255	#0000FF	blue
33		0	204	255	#00CCFF	
34		204	255	255	#CCFFFF	
35		204	255	204	#CCFFCC	
36		255	255	153	#FFFF99	
37		153	204	255	#99CCFF	
38		255	153	204	#FF99CC	
39		204	153	255	#CC99FF	
40		255	204	153	#FFCC99	
41		51	102	255	#3366FF	
42		51	204	204	#33CCCC	
43		153	204	0	#99CC00	
44		255	204	0	#FFCC00	
45		255	153	0	#FF9900	
46		255	102	0	#FF6600	
47		102	102	153	#666699	
48		150	150	150	#969696	
49		0	51	102	#003366	
50		51	153	102	#339966	
51		0	51	0	#003300	
52		51	51	0	#333300	
53		153	51	0	#993300	
54		153	51	102	#993366	
55		51	51	153	#333399	
56		51	51	51	#333333	

Table B1 Excel Color Index Conversion Table