DMB Indexer v 15

Overview

The DMB Indexer is a program that reads and displays the information contained within DMB data files and displays that information to the user in a variety of ways. DMB reports and modules can be utilized to view all of this information but we have found the reports difficult to set up and not all the most important information is contained in one place. Not infrequently, one screen has to be closed to access another part of the program in search of pertinent information. The Indexer has been designed to overcome these shortcomings. While you can certainly still use DMB's reports to view everything that you have used in the past, we have attempted to display statistics (displayed stats are the results of playing games using DMB, not real life MLB player stats) and other frequently accessed information in an easy to read, easily accessible format. An attempt has been made to make it as simple as possible to navigate between sets of information in an intuitive, easy to implement manner. We've put this together for our own use and we're sharing it with you, the DMB game player. It is intended to assist those players involved in leagues as well as the season replayer. We hope you find it useful.

The Indexer is composed of two distinct yet related components. The first is the Season side. Derived from DMB game data files, the Season side of the Indexer is designed to function as a companion to individual DMB seasons and encompasses as broad variety of statistics and other information from these seasons retrieved from a convenient, easy to navigate interface.

The second Indexer component is the Career side, which utilizes DMB Encyclopedia data files to report extensive data encompassing the entire career of players, teams and franchises in a wide variety of ways.

While the two components of the Indexer are distinct, as mentioned, they're intertwined. By establishing connections between individual seasons and the career database, as well as establishing "live" seasons, data from each side of the Indexer can be displayed alongside that of the other half. How and where to establish these links will be described later in this Help document.

The program is comprised of a single executable (i.e. .EXE) file that can be initiated from any location on your computer. The program was written to take advantage of C:\DMB12\ (or C:\DMB11\ if you're using v11 of DMB) as the main directory but can read game files if you have DMB installed under any folder name. As of version 5.1.1 of the Indexer this function has been expanded to include DMB installation on a D drive (i.e. D:\DMB12\) location. Certain additional features of the Indexer require some additional files be added to the DMB directories but these files are not required. These distinctions will be addressed at length later in this guide. The program also uses the Windows registry to store information pertinent to the program such as saved settings, and connections between the season side and the career side.

At present, the Indexer will load all seasons played using DMB11 or DMB12. The program will recognize which version it is loading and adapt accordingly. The Indexer also supports both versions 11 and 12 of DMB's encyclopedia.

Personal Usage Restrictions

You are permitted to use this program for your own personal use free of charge. You may *not* re-release it, re-engineer it, or charge a fee for its use. I retain all rights to the program. You may list this program as a DMB utility on any site hosting such programs.

*** CAUTION! ***

DO NOT load or reload seasons in the Indexer while the DMB program is performing tasks. **The Indexer loads all files when loading or reloading a season. Traversing the different tabs and screens will not interfere with DMB's access to its files. So while loading or reloading seasons into the Indexer should never be done while DMB is actively engaged, all other Indexer activities (changing tabs and screens, performing sorts, calling up reports, etc.) can be safely performed.**

Important DMB Compatibility Settings Notes

While the Indexer **will** function with databases that do not have the *Game-by-game statistics* option checked on the Organization (or League, in the case of no Organization) tab in DMB's Organizer (see below), we recommend that you do check the *Game-by-game* option. Doing so will open up a bevy of filtration options on numerous screens in the Indexer (all of which will be documented throughout this file)

There are several routines on the Season Side of the Indexer that depend on the existence of **unique team abbreviations** to display data correctly. Users are strongly urged to ensure that each team within an organization (or league, if no organization exists) has an abbreviation that is unique. (This is the default condition for all official DMB databases.) Team abbreviations can be edited within the DMB Organizer, accessible from the View menu item: *View→Organizer→Teams→Modify→Abbreviation*. Abbreviations are limited to three characters or less.

DISPLAY PROBLEMS? It is possible to position the screen off the visible part of some computer

monitors. This would be reflected by an icon shown on your task bar, but nothing appearing in the visible areas of your monitor(s). There is a way around this issue. Using your keyboard, press "WIN + arrow left or arrow right." You can then select the main screen from all of the available screens shown and it will be focused to the monitor with your new saved location.

Some Important Links for Recovering "Lost Screens" in Windows 11

How to Move a Window That is Off-Screen in Windows 11: https://www.windowsdigitals.com/how-to-move-window-that-is-off-screen-in-windows-11/

How to Move a Lost, Off-Screen Window Back to Your Desktop: https://www.howtogeek.com/howto/windows/bring-misplaced-off-screen-windows-back-to-your-desktop-keyboard-trick/

Player Pictures, Manager Pictures and Team Logos

The Indexer will display images of players and managers as well as team logos at various places throughout the program, including the Roster screen, the Season and Career Player Pages and Player Game Logs screens. To get these images to appear, follow these instructions.

Player Pictures

The Indexer utilizes player pictures that are stored in the DMB folders designed for this purpose for display in the DMB game environment. (See the DMB Help file under the topic **Player Picture Images**.) The Indexer will use whatever compatible pictures it can find, using the following prioritization:

- In DMB, player pictures can be stored in "global" folders (designed to be utilized by any installed database) and database-specific folders (only accessible by a single installed database). The Indexer will use photos stored in either of these structures, but if there is a compatible image stored in the database-specific folder, it will use that image over a similarly compatible image stored in the "global" folder.
- In DMB, player pictures of three different sizes can be utilized. The Indexer can display any of these, but will always prioritize the largest compatible image available for each player.

Under the image of the player displayed In the Indexer DMB Universal ID (UID) is shown.

Compatible player images are files with the following filename format: *PlayerUID.xxx*

For example, Jeff Blauser, pictured above, has a compatible image with the filename: ***11062.jpg***   (See below for more on compatible file formats and filename extensions.)

Adding/Replacing Images from Within the Indexer

A semi-automated process has been developed to run within the Indexer program to make it as easy and painless as possible for you to add and/or change player pictures.

1. From the Roster screen, select a player by left-clicking on his name within the batting or pitching grids. If a compatible picture for that player exists, it will appear in the left-hand panel of the screen. (If there is no compatible picture, a default silhouette will appear, as detailed below.)

2. Double-click on the picture. Your web browser will open a new window, producing a Google Images search for the player and the year in question. The screen will be populated with numerous images of the player in question.
3. Select an image to use and right-click to bring up a menu.
4. Select "Save Image As" from the menu.
5. The player's UID has been automatically copied to the clipboard. Right click in the file name field and select Paste from the menu (or use the CTL-V keyboard shortcut). The player's UID will appear in the file name field.
6. Click SAVE
7. The image will be saved (in JPEG format—see below for notes on supported file formats) in a new folder under the season folder in question, named *ImportedPlayerPics*.

When you have completed the above process for as many players as you wish, click on the green *Reload Season* button located just below the player image on the left-hand panel of the Roster screen. A pop-up box will appear (see below).

The choice you make here will determine where in the DMB player picture structure the image will be saved. You can save the image:

- Only to the season folders
- Only to the global folders
- To both the season and global folders

Note: Any image existing in the folder where you have chosen to save the new image that contains the same name will be overwritten and cannot be recovered, so be careful.

Note: When importing images via this process, images will be saved, in all three sizes, to each of the size-specific sub=folders below the season and/or global Player Pics folder, depending on which option you have selected.

Tip: You may want to delete the images from whichever of the size folders you aren't planning to utilize to save space on your drive and avoid duplication. Remember, the Indexer will only use the largest of the three image sizes that contains a compatible image.

Multiple Pictures for the Same Player, Randomly Loaded

You can have more than one image for a player by using the following filename format:

UID.jpg
UID_1.jpg
UID_2.jpg
[Etc. up to UID_9.jpg]

So, for example, if a player's UID is 11062, you can have multiple images representing that player with the following filenames:

11062.jpg
11062_1.jpg
11062_2.jpg
[Etc.]

When loading the image for a player the Indexer will detect how many compatible images are present and select one at random.

Note: this multi-filename approach is applicable for both season and global folders.

Supported File Formats

The following image formats/filename extensions are supported by the Indexer import process:

1. .jpg
2. .jpeg
3. .png
4. .gif
5. .bmp

Original files not already in JPEG format and with a JPG extension will be converted to that format/extension during the import process.

Players without Compatible Images

If there is no current photo assigned to the player, the default photo will be displayed. (See below)

Image displayed for players without a compatible picture

Manager Pictures

An image for each team's manager can be displayed on the Team Notes subtab of the Teams Tab. (These tabs are discussed in detail later in this file.)

A folder named "Managers" appears under the folder containing your game files (e.g. c:/dmb12/managers). For an image representing each manager to appear, use this file naming convention:

Firstname Lastname TeamAbbreviation.jpg

For instance, to get Earl Weaver to show up as the manager of the Orioles (assuming team abbreviation BAL) you would name the file containing Weaver's picture:

 Earl Weaver BAL.jpg

The filename must match this format exactly:

1. Manager's name must be identical to that presented in the Manager field in DMB's Organizer (*View→Organizer→Teams→Manager Info*)
2. There must then be a blank space
3. The team abbreviation must match that used in DMB.

The generic format: *Manager Name TeamAbbreviation.jpg*

Note: The spaces between the segments in the example of above should be blank, not underscores.

Note: If you don't have an image file properly named and located in the appropriate folder, a default "silhouette" image will appear instead:

Image displayed for managers without a compatible picture

A semi-automated routine has been developed to ease the process of finding and installing usable manager pictures.

1. Double click the manager image in the left-hand panel of the Team Notes screen. The manager's name and "baseball" will be entered into a Google Images search.
2. Your web browser will open a new window, producing a Google Images search for the manager's name and "baseball." The screen will be populated with numerous images of the manager in question.
3. Select an image from those presented. In the background, the manager's name and team abbreviation are entered into the clipboard for easy naming of the file.
4. Right-click on the image and select *Save Image As* from the pop-up menu.
5. Then paste the clipboard contents into the field that reads *File name*.
6. Navigate to the relevant folder (e.g. *dmb11/managers, dmb12/managers*, etc.) and click *Save*.

Note: Saved files must be in JPEG format and contain a .JPG extension to be compatible.

Team Logos

Numerous screens throughout the Season Indexer display **team logos** if you have them installed to your DMB subfolder named *Logos* (e.g. C:\DMB11\Logos). Inside that sub-folder will be a sub-sub-folder with the team abbreviation as the sub-folder name (e.g. for Atlanta it would be (e.g. C:\DMB11\Logos\ATL). This abbreviation must match the team's abbreviation for that season within the DMB program (go to Organizer→Teams within the DMB program to view and/or modify the team abbreviation).

The filename of the logo is formatted as (for instance) ***anaheim_angels_2002-2004***. What is used by the program is the two years listed here. If the current season is listed between these two years, inclusive, then that logo will be used. (The "anaheim_angels" portion is not used in any way and serves only as a label for putting the logo file in the correct folder.)

Note: A subfolder named PRx can be used to display logos for teams with a "PRN" abbreviation (PRN cannot be used as a folder name due to Windows conventions).

Note: For a copy of my logos collection, go here: http://www.explorecvt.com/Logos.zip

Note: For a copy of postseason logos, go here: http://www.explorecvt.com/Post%20Season%20Logos.zip
(If properly installed Postseason logos will automatically appear on the Matchup Screen (see the Today tab

description, below) for certain postseason games. Postseason logos should go in a folder following the format *C:\DMB11\Logos\Post Season Logos*)

A Note About Exporting Data to CSV Files

The data from many of the Indexer screens can be exported to comma separated variable (CSV) files via clearly labeled buttons and dialogue boxes, opened in a spreadsheet program (such as Excel) and reformatted to taste. The export process is not perfect, and is not intended to be; some "clean up" of the file within your spreadsheet application can be expected. The export feature is provided as a convenience; after all, cleaning up a spreadsheet is far less labor-intensive than copying data by hand.

Where CSV exporting notes are specific to individual Indexer screens, they will be documented as such in the relevant sections of this file.

Reloading the Season

Many of the screens on the Season side of the Indexer have a *Reload the Season* button. These buttons are used to update the data displayed in the Indexer to reflect DMB games played while the Indexer is open. (Every fresh load of the Indexer will automatically load the latest data.) ***Under no circumstances should this button be pressed while games are in the process of being autoplayed***. Doing so may cause irreparable damage to DMB .DAT files. As a precaution, when autoplaying games in DMB it is best not to load that season in the Indexer. It's always advisable to keep all of your DMB projects backed up on a regular basis.

The Main Page

The Indexer was adopted from another program I wrote that utilizes the Lahman database files. That program is called the Baseball Indexer and can be updated using the yearly Lahman database CSV files, providing the CSV file formats are not changed.
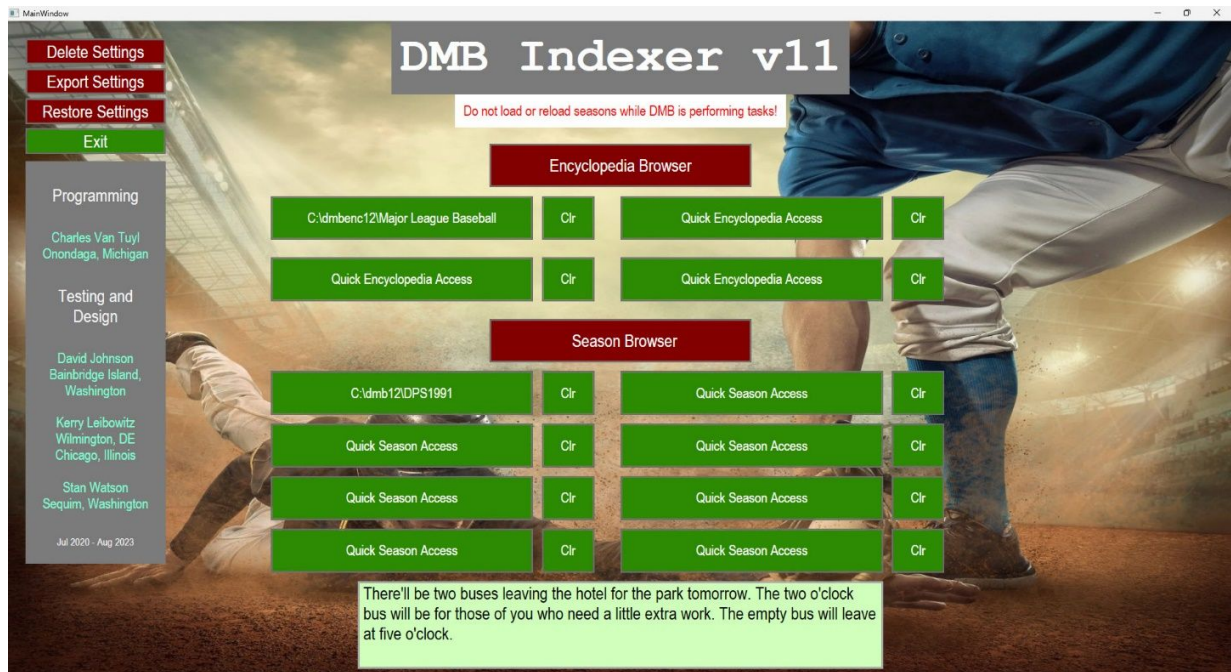
Figure 1: The DMB Indexer Entry Screen

Screen Size: The program windows can be re-sized on the fly; re-sizing is "sticky." The screen size at the time the program is closed—including maximizing the window—will be remembered and retained when the Indexer is next loaded.

Exit button: Clicking on the Exit button closes the Indexer main page and all other open windows for the program (see Figure 1). *The exit buttons on all other screens close that window only*, and will leave the main page window open.

Title: Displays the program name and the current version number.

> ***Warning***: *The Indexer accesses certain DMB program files at various points to display data. When two programs try to access the same files at the same time, one of them loses. If the DMB game cannot access certain game files because they are in use by the Indexer, you could corrupt your DMB "dat" (data) files or have data that is improperly saved, thus compromising your ongoing DMB project. This is most likely to occur if, using the Indexer, you attempt to load a season database that is simultaneously running in "autoplay" within the DMB program. The Indexer loads all the season stats when a season is selected from the main screen. Simply browsing the currently loaded season in the Indexer will not interfere with the playing of DMB; both the Indexer and DMB can be open on your computer at the same time. You could experience a problem if you attempt to load both programs at the same time, but the window for this is very*

small. Bottom line: do not attempt to load a database using the Indexer while engaged in DMB autoplay with that same database. You have been warned.

Backing up your database before using the Indexer is good practice. You should, in fact, be regularly backing up active databases in any event.

The two sides of the Indexer—the Career side and the Season side—can both be accessed directly from the program's opening screen.

Encyclopedia: This part of the Indexer is designed to search for stats such as most home runs hit by a player in a season or career, etc. It is used to create things such as "Top 100" lists and to view player career statistics contained within the DMB Encyclopedia data files. You must create a DMB encyclopedia in order to use this feature.

There are two ways to open encyclopedias.

1. Clicking one of the four *Quick Encyclopedia Access* buttons produces a dialog box that will allow you to navigate to an encyclopedia anywhere on your computer. Once you do this, the path for this encyclopedia will remain as a "sticky" in the corresponding box and, subsequently, a single click on that sticky box will open the encyclopedia in question in the Career Indexer. (See Figure 2 below.) Up to four different encyclopedias can be saved in this manner. The path to any of these encyclopedias can be cleared by pressing the CLR button adjacent to the sticky box.
2. Clicking on the *Encyclopedia Browser* button allows you to manually navigate to any encyclopedia, anywhere on your computer. This is useful if you have a fifth (or sixth, etc.) encyclopedia, beyond those in the sticky boxes, that you want to access.

Season: Accessing the Season side of the DMB Indexer operates similarly to Career side access.

There are rwo ways to open a season from the DMB Indexer opening screen.

1. Clicking one of the four *Quick Season Access* buttons produces a dialog box that will allow you to navigate to a season database anywhere on your computer. Once you do this, the path for this season database will remain as a "sticky" in the corresponding box and, subsequently, a single click on that sticky box will open the database in question on the Season side of the DMB Indexer. (See Figure 2 below.) Up to eight different season databases can be saved in this manner. The path to any of these season databases can be cleared by pressing the CLR button adjacent to the sticky box.
2. Clicking on the *Season Browser* button allows you to manually navigate to any season database, anywhere on your computer. This is useful if you have a ninth (or tenth, etc.) season database, beyond those in the sticky boxes, that you want to access.

Loading a folder using any of these methods will cause the Indexer to examine that folder for the relevant DMB data files. If those files do not exist, a message box will appear informing you of their absence.

Tip: It's recommended that you make use of the "sticky" season boxes for any and all encyclopedias/season databases that you're accessing regularly. This will allow easy one-click access to your most frequented projects. Access to less frequently used databases can always be obtained by the *Browser* protocols.

Remove Indexer Settings button: Clicking on this button allows the user the option of clearing all of the program's saved settings. (A confirm dialog box will appear; follow the prompts.)
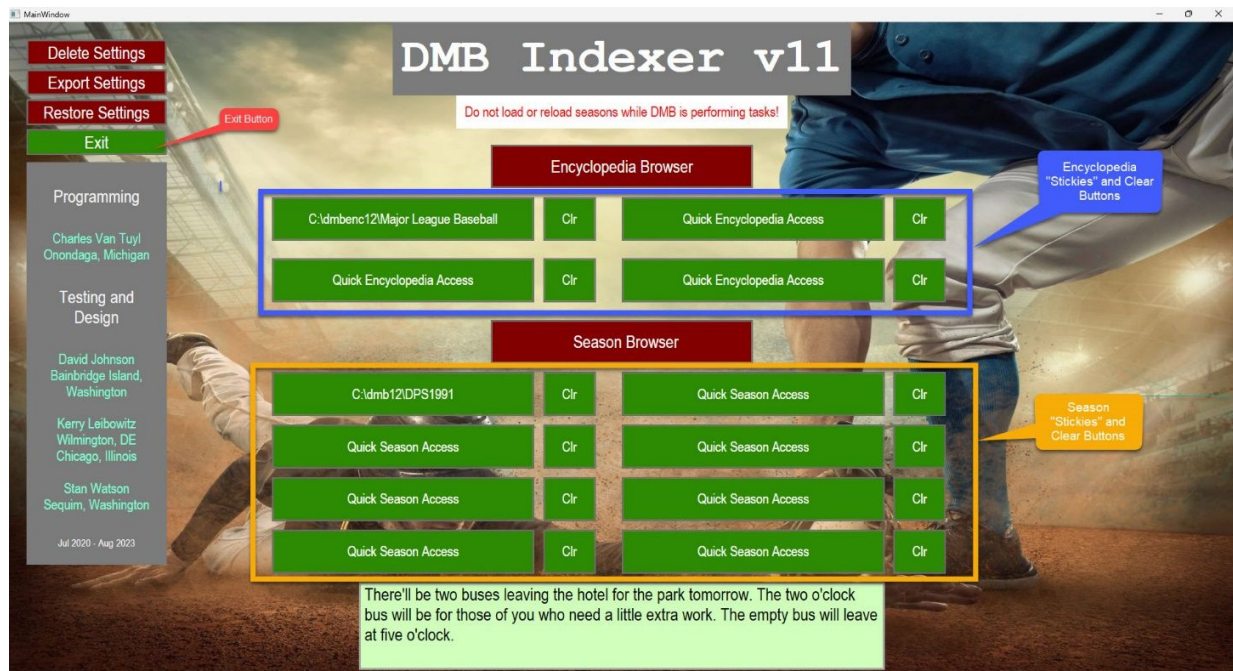
Figure 2: Loading Encyclopedias and Seasons

DMB Indexer: Season Side

Successfully loading a season will result in another screen being opened, which will display the organization *Standings* (see Figure 3) or the *Today* screen, if you have set an option on the *Today* tab Settings screen to make the Today tab the season side opening screen. (This *Settings* screen, including this feature, is detailed in the *Today* tab section below.) Yes, you can open two seasons at once. In fact, you can open as many seasons as your system memory will allow. Keeping multiple seasons open simultaneously facilitates the comparison of different seasons, teams, and/or players. Keeping too many windows open at once can have a serious draw on your computer's resources and slow things down a bit.

Figure 3: Standings Screen

Notes on Indexer Grids and Column Sorting: A quick note about the grids used in the program. Most of the grid columns are sortable, just as in Excel. Click a heading once and the grid is sorted by that column with the higher numbers for that column displayed at the top. Click the same heading again and it will show the lower numbers at the top. Left-click and hold a column heading to enable dragging that column to any position on the grid. You can literally change the position of all columns in the grid. Any column re-ordering will *not* be saved, of course. Once the Indexer is reloaded column order will revert to the default ordering.

Note on Division Naming Conventions in the Indexer: By design, the Indexer duplicates the divisional naming conventions from the first league of an organization—as displayed in the DMB Organizer--to the second (if a second league exists). So, if the divisions for League 1 are named "East" and "West," the divisions for League 2 will be identified in the Indexer as "East" and "West" as well, regardless of what they are named in the DMB Organizer.

Standings Tab
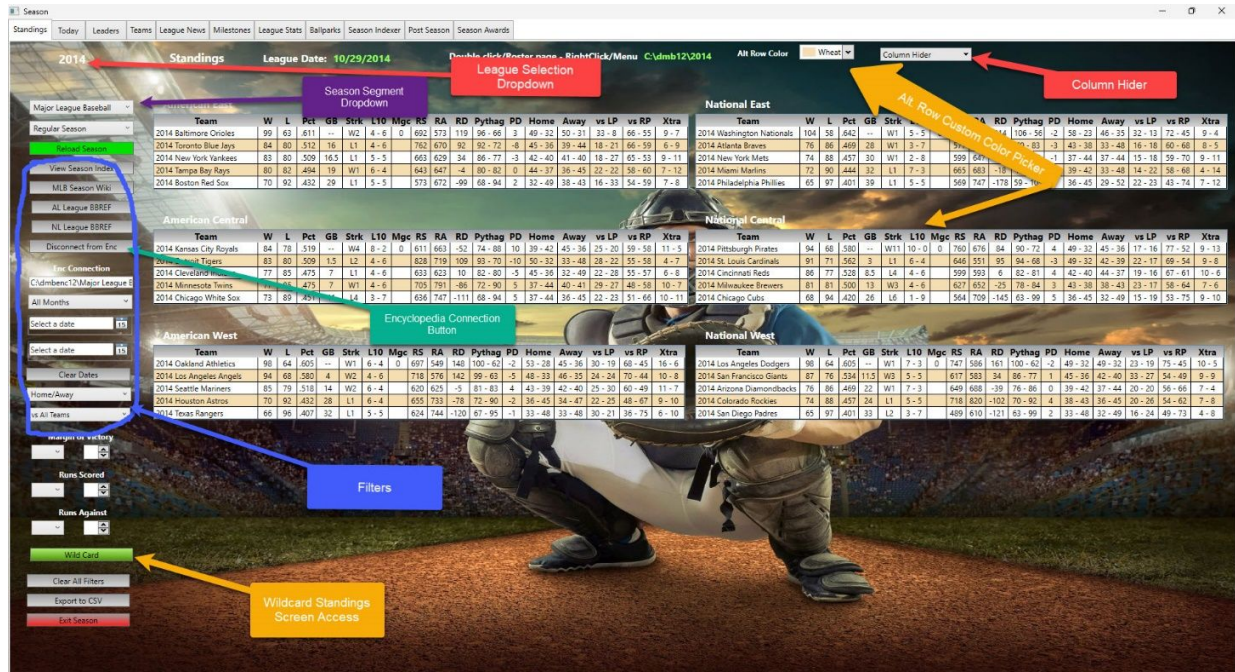
Figure 4: Standings Screen Details

Teams are listed using an extended standings format, which includes the following categories:

- Wins and losses
- Winning percentage
- Games Behind
- Current Winning/Losing Streak
- W-L Record in Last 10 Games
- Magic Number
- Runs Scored
- Runs Allowed
- Pythagorean Record
- Pythagorean Difference (i.e. difference between projected and actual record)
- Home Record
- Road Record
- Record vs. Left-Handed Starters
- Record vs. Right-Handed Starters
- Record in Extra Inning Games

Note: Any of the columns on the Standings display can be hidden by utilizing the Column Hider (a selective dropdown menu located at the upper right of the screen; see Figure 4).

Additionally, a selection of filters, on the left-hand side of the screen, allow for extensive winnowing of team performance data. Those filters are:

- Display by month
- Display by custom date
- Home/Away
- Vs. specific opponent
- Margin of victory*
- Runs scored*
- Runs allowed*
- A "Clear Filters" button resets *all* filters to default settings
- A "Clear Dates" button resets the Date Picker and the Month filter to default settings

*--these filters allow for direct entry of integers from zero on up (numbers can also be increased/decreased one at a time by pressing on the associated arrow buttons) and include an operator field with the following options: >/=, </=, =/=. Also note that it's possible to create null situations through the use of more than one of these filters that will return no results.

This set of filters can be used in tandem with one another to further restrict a search. For example, it's possible to view team records for June home games decided by one run.

American League					National League				
Team	W	L	Pct	GB	Team	W	L	Pct	GB
2014 Baltimore Orioles	99	63	.611	--	2014 Washington Nationals	104	58	.642	--
2014 Kansas City Royals	84	78	.519	--	2014 Pittsburgh Pirates	94	68	.580	--
2014 Oakland Athletics	98	64	.605	--	2014 Los Angeles Dodgers	98	64	.605	--
2014 Los Angeles Angels	94	68	.580	--	2014 St. Louis Cardinals	91	71	.562	--
2014 Seattle Mariners	85	79	.518	--	2014 San Francisco Giants	87	76	.534	--
2014 Toronto Blue Jays	84	80	.512	1	2014 Cincinnati Reds	86	77	.528	1
2014 Detroit Tigers	83	80	.509	1.5	2014 Milwaukee Brewers	81	81	.500	5.5
2014 New York Yankees	83	80	.509	1.5	2014 Arizona Diamondbacks	76	86	.469	10.5
2014 Tampa Bay Rays	80	82	.494	4	2014 Atlanta Braves	76	86	.469	10.5
2014 Cleveland Indians	77	85	.475	7	2014 Colorado Rockies	74	88	.457	12.5
2014 Minnesota Twins	77	85	.475	7	2014 New York Mets	74	88	.457	12.5
2014 Chicago White Sox	73	89	.451	11	2014 Miami Marlins	72	90	.444	14.5
2014 Houston Astros	70	92	.432	14	2014 Chicago Cubs	68	94	.420	18.5
2014 Boston Red Sox	70	92	.432	14	2014 San Diego Padres	65	97	.401	21.5
2014 Texas Rangers	66	96	.407	18	2014 Philadelphia Phillies	65	97	.401	21.5

Figure 4a: Standings Screen Details

Wildcard Standings Screen

A screen specifically devoted to wildcard standings can be accessed via the *Wildcard* button, located towards the bottom of the left-hand panel.

Note: The Wildcard button will only appear on the Standings screen when there are 30 days (or fewer) remaining on the regular season schedule for your Organization/League.

The display of this screen will be familiar to anyone who has seen Wildcard Standings printed in popular print/online media. Division leaders (where applicable) will be listed at the top, in descending order of winning percentage, and highlighted in cyan. Current wildcard slot holders, in descending order of winning percentage, will then be listed, highlighted in green. All other teams will then be listed, in descending order of winning percentage, and displayed in gray. The Games Behind column will show the distance between non-qualifiers and the *final* wildcard slot.

The number of wildcard teams (1-5) can be manually selected by the user, customized to one's own project. The number selected (independently for each league) will remain sticky.

Standings Tab Notes and Miscellany

1. If the selected DMB season has not been started, all associated numbers (wins, losses, games behind, etc.) on this screen will be zeroes. Left-clicking and dragging on the grids will highlight all the rows of that grid. Hitting CTRL C will put everything from the highlighted rows into the Windows clipboard for pasting into another file. This feature does not include the headers for each column. If you need the headers you can export to CSV from most Indexer screens. (This is the case for all grids in the program)
2. **Double-clicking** any of the rows on the standings tab will take you to that team's roster page.
3. **Right-clicking** on a row will bring up a small menu, providing the choice of: 1) going to the corresponding team's Roster page; 2) going to the corresponding team's Schedule; 3) bringing up the corresponding team's Game List which reflects all games played that are included in the current totals; or 4) going to the corresponding team's Team Notes. *With no filters in place, the Game List shows the entire schedule of games played for the team in question. But if the filters are, for instance, set to only show one-run game results, the Game List will show only a summary of that team's one-run games*.
4. The standings page contains a link (**View Season Index button**) to the DMB season web directory. If you have created web files and placed them in the DMB web directory, this button will open the index file in a web browser.
5. There is also a link to the real-life season's Wiki page (**MLB Season Wiki button**). Here you can learn insights into events that occurred during that season. Of course, this will not return valuable searches if you are using fictional team names or leagues.
6. The date at the top of the screen shows the current simulated season date and is displayed on all other tabs on the season side of the Indexer as well.
7. The currently loaded season folder name is displayed at the top of the screen. This is for those times when you have different versions for the same given year in DMB.
8. The **dropdown menu near the upper left of the screen** is used to load the desired league. (If a league has no overarching Organization, the leagues are viewed separately.) Switching between leagues using this dropdown causes a reload of the stats. Upon loading, an Organization would load first. The menu would then have any additional Leagues after that. (DMB only supports one Organization per database.)
9. *Season Segment dropdown*: Allows the changing of the season segment for which stats are displayed: preseason, regular season and postseason (including individual series).
10. *Connect to Encyclopedia button and text box*: The selected season can be connected to one encyclopedia at a time. Connecting to the encyclopedia will produce player stat pages that are populated with the stats from that encyclopedia in addition to those from the active season. (See Figure 5)
11. *Reload the Season button*: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should *not* be done when actively involved in auto playing DMB games.
12. *Alternating Row Custom Color Picker*: a dropdown located at the top of the screen, right of center, allows for customization of the alternating color that appears in many of the grids on most of the Indexer screens on the season side of the program. The selected color will appear in all of these grids. In other words, a different color cannot be selected for different screens. Screens that are *not* affected by the

custom color selection: Today, Team Splits, Transactions & Injuries, Usage Batters, Usage Pitchers, Ballparks, Season Awards.

DMB Organizational Structures supported by the Indexer

- 0 divisions 1 league   (1871-1881)

- 2 divisions 1 league   Any of the leagues by themselves (1969-1993)

- 3 divisions 1 league   Any of the leagues by themselves (1994-Present)

- 4 divisions 1 league   EloTourney

- 0 divisions 2 leagues   (1882-1883   1885-1889   1891-1913 1916-1968 agt2)

- *0 divisions 3 leagues   (1884   1890   1914-1915, never tested)*

- 2 divisions 2 leagues   (1969-1993)

- 3 divisions 2 leagues   (1994-Present)

Note*: If your league is running something that doesn't fit any of the above structures, send me a request and I can attempt to accommodate it.*

Figure 5: Season Player Page Connected to Encyclopedia

Instead of just the 2014 stats for this player, stats from all seasons involving this player loaded into the encyclopedia are also displayed. Connection to the encyclopedia will be retained when closing the program.

It is possible to use this season with more than one encyclopedia. Simply disconnect from the current enc and then connect to a different one. You will only be changing what is displayed. Connection/Disconnection status can be changed as many times as you like. If you only want to see the current stats for the active season on the player page, leave the season disconnected from the encyclopedia. The player page is the only seasonal page affected by this feature.
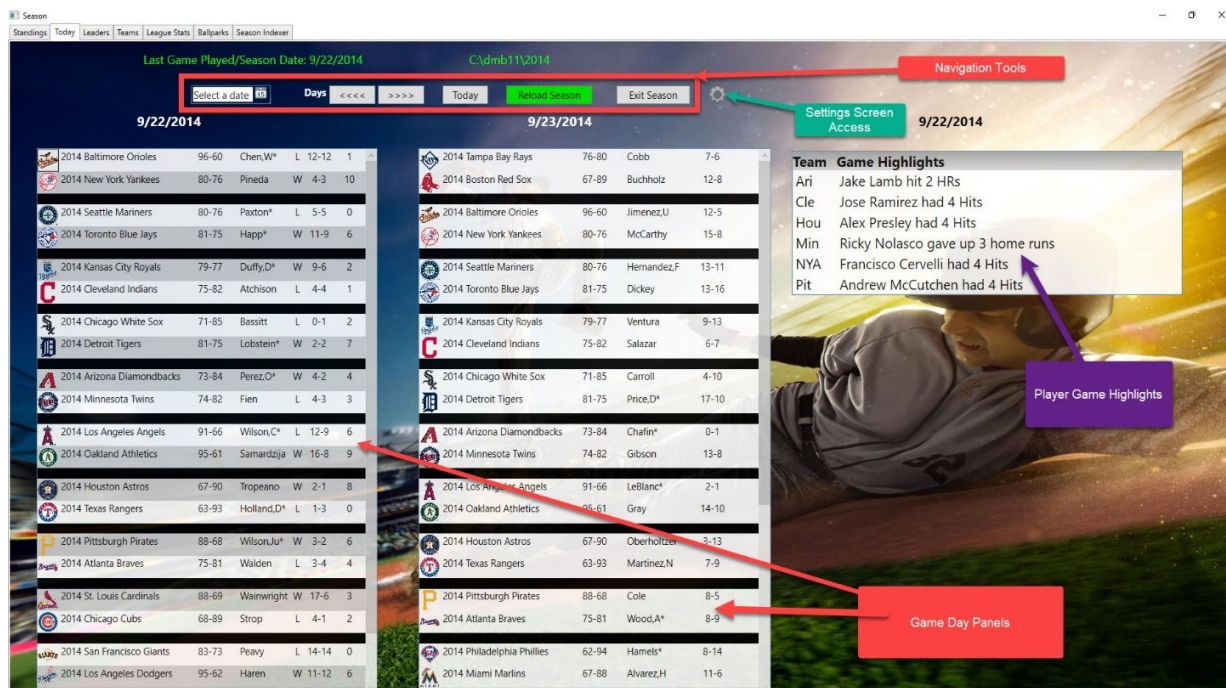
Figure 5a: The Today screen

Today Tab

The Today Tab is designed to produce a thumbnail of any day on the league/organization schedule. The screen consists of three substantive parts plus a panel of navigational tools.

Game Day Panels

The left-hand and middle panels of the screen contain summaries of games for any two adjacent days on the league/organization schedule. In addition to the team logo and name, you see the team's W-L record as of the date selected; the pitcher of record (and his W-L record) for that game; a "W" or "L" as appropriate; and the game score. In the example above (Figure 5a), the middle panel shows the next day's games, which are unplayed while the left-hand panel shows a set of completed games. It is possible to set any date on the schedule calendar as "today" for display purposes. That includes a day where all games have been played, a day where no games have been played or a day that is mix of the two.

Double-clicking on a completed game summary will bring up the box score in a pop-up window.

Right-click on a completed game summary or an as-yet unplayed summary and a pop-up menu will appear with the following items:

- Roster: will take you to the Roster screen for the team line clicked on. So, if you click on the visiting team's line on the summary, you will be taken to the visiting team's Roster page; click on the home team's line and you'll be taken to the home team's Roster page.

- Schedule: will take you to the Schedule screen for the team line clicked on. So, if you click on the visiting team's line on the summary, you will be taken to the visiting team's Schedule page; click on the home team's line and you'll be taken to the home team's Schedule page.
- Season Indexer: will take you to the Season Indexer and will show you the head-to-head player batting for the team clicked on. So, if the game is Pittsburgh @ St. Louis and you click on the Pittsburgh team line on the summary you'll be taken to the Season Indexer where you'll see Pittsburgh's batting report vs. St. Louis pitching. If you click on the St. Louis team line you'll see the St. Louis batting report against Pittsburgh pitching.
- Player Page: will open the Player Page for the starting pitcher on the team line selected; click on the home team and you'll get the Player page for the home team's starting pitcher; click on the visiting team and you'll get the Player Page for the visiting team's starting pitcher.
- Player Game Logs: will open the Pitching Log for the starting pitcher on the team line selected; click on the home team and you'll get the Pitching Log for the home team's starting pitcher; click on the visiting team and you'll get the Pitching Log for the visiting team's starting pitcher.
- Batting Usage: will take you to the Usage Batters subtab of the broader Team Notes tab for the team clicked on. So, if you click on the visiting team's line on the summary, you will be taken to the visiting team's Usage Batters tab; click on the home team's line and you'll be taken to the home team's Usage Batters tab.
- Pitching Usage: will take you to the Usage Pitchiers subtab of the broader Team Notes tab for the team clicked on. So, if you click on the visiting team's line on the summary, you will be taken to the visiting team's Usage Pitchiers tab; click on the home team's line and you'll be taken to the home team's Usage Pitchiers tab.

Tip: If you use the Season Indexer, you can easily invert the two teams in a head-to-head matchup by clicking the *Swap Teams* button.

Tip: To view head-to-head breakdowns for pitchers against that day's opponent's batters, use the *Season Indexer* right-click menu link, then select *Pitching* from the *Batting/Pitching/Fielding* dropdown and click the *Submit Form* button.

Navigational Tools

You can advance the display by one day at a time (backwards or forwards--it's possible to see "today and yesterday" or "today and tomorrow"—Figure 5a above shows today and tomorrow), or you can select any specific date as "today" using the date picker. You can also easily return to the current day on the schedule by pressing the button labeled "Today."

Reload Season Button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should ***not*** be done when actively involved in auto playing DMB games.

Player Game Highlights

The right-hand panel shows a list of player accomplishments that took place on the selected date.
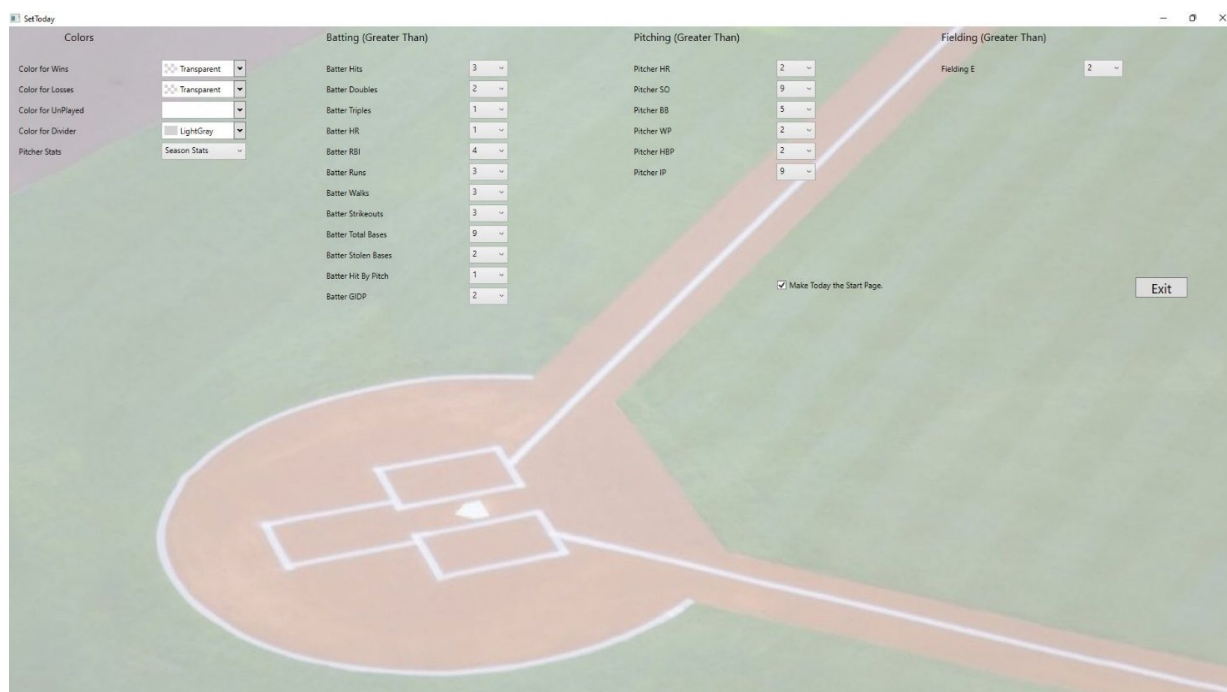
Figure 5b: The Today Tab Settings screen

Settings Screen: A settings screen (See Figure 5b), accessed by double-clicking the gear-shaped icon in the upper right-hand portion of the Today screen, allows users to adjust display colors on the Today screen as well as the flexibility to determine the thresholds by which events will be reported. The only reported games that EXCEED these settings will appear. These are GREATER THAN settings.

A. User-Defined Color Settings

You can adjust some of the color settings that appear on the Today tab by using the dropdown menus on the left of the Settings screen, specifically the background color for winning teams in the game summary, the background color for losing teams In the game summary, the background color for as-yet unplayed games and the color for the rows separating each game.

B. Today/Pre-Game Screen Multi-Team Starting Pitcher Stats Setting

For starting pitchers who appeared for more than one team on the season, you have the option of having statistics on the *Today* and *Pre-Game* (see below for more detail on this screen) screens reflect combined season totals (i.e. ***Season Stats***) or just his performance with his current team (i.e. ***Team-Specific Stats***).

C. *Make Today the Start Page* **Checkbox**

When checked, the Today tab will be the opening screen when accessing the Season Side of the Indexer. When unchecked, the Standings tab will be the opening screen.

D. Category Threshold Settings

A variety of individual single-game batting, pitching and fielding events can be reported. Events which have user-defined thresholds are:

Batting

1. Hits
2. Doubles
3. Triples
4. Home Runs
5. Runs Batted In
6. Runs Scored
7. Walks
8. Strikeouts
9. Total Bases
10. Stolen Bases
11. Hit By Pitch
12. Ground Ball Double Plays

Pitching

1. Home Runs Allowed
2. Strikeouts
3. Walks
4. Wild Pitches
5. Hit Batsmen
6. Innings Pitched

Fielding

1. Errors

Note: Most user-defined thresholds range from 1-9 but there are exceptions (e.g. innings pitched, total bases, etc.).

Tip: To create a scenario where a category won't be reported at all, select an unrealistically high threshold (e.g. Home Runs = 9, etc.)

Note: In addition to those categories listed above, the following events will also be reported (no user-defined settings are relevant):

1. Complete Game No-Hitters (including perfect games, which will be specified)
2. Complete Game One-Hitters
3. Complete Game Shutouts
4. Batting Cycles (i.e. single, double, triple, home run)

Double-clicking on an entry on the Game Highlights panel will bring up the box score from that game.

Right-clicking on an entry on the Game Highlights panel will bring up a menu with the following items:

- Roster: takes you to the Roster screen for the selected player's team
- Player Page: opens the Player Page for the selected player
- Player Game Logs: opens the Batting or Pitching (whichever is appropriate) Game Log for the selected player

Note: Changes made to any fields on the Settings Screen will take effect when the screen is closed by clicking on the *Exit* button. For changes to show up on the Today tab, it is necessary to refresh the screen. This can be by 1)

changing the date via any means on the Today tab; 2) Reloading the Season using the buttons on the Standings or Team Notes tabs; or 3) closing out the Indexer program and restarting it.

Note: Depending on how categorical thresholds are set, the number of accomplishments reported for a single player in one game may require an adjustment in the size of the font used to fully report those accomplishments without spilling off the right-hand edge of the display. The font size used for the Game Highlights panel will automatically shrink itself if this happens to ensure that the report is fully visible. Once this happens, exiting the season in question and reloading it will return the Game Highlights font to its previous size. To be clear, *only the Game Highlights font is impacted*; all other parts of the Indexer, including the other panels on the Today tab, are unaffected.

Note: You must exit the Settings screen to move from the Team Notes tab to any other tab.

Figure 5c: The Matchup screen

Matchup Screen

Double-clicking on any unplayed game summary on the Today Tab will cause the Pre-Game screen to open. (See Figure 5c) The W-L record and place in divisional or league standings is listed below the team logos. Beneath that, you'll find head-to-head team batting and pitching stats for the two clubs appearing in the selected game. In this example, these grids reveal how the Expos and Braves have done in the season series between the two teams to date. Finally, below the pics for the starting pitchers (if using actual lineups or having filled in starting pitchers on the Schedule tab, as detailed in the Schedule tab section below), you'll see information about the two starters--a thumbnail of overall performance, how each pitcher has done on the road or at home (matching the selected game--as the road starter, in Figure 5c above, you see Dennis Martinez's road stats for the season, for example, while John Smoltz's home stats are shown since he's starting for the home team), and below that you'll see the starters' performances against that day's opponent.

Beneath each player picture, a dropdown box allows for selection of any pitcher who is on the current roster for the team in question, making it easy to see, on this screen, how each pitcher on the roster has fared overall, home/away (as relevant for the selected game) and against that contest's opponent. For those users who have chosen not to implement actual lineups, you can now select the starting pitchers for each team and view the relevant statistical breakdowns.

Note: Stats display for starting pitchers who have appeared for more than one team during the season will conform to the ***Pre-Game Screen Multi-Team Starting Pitcher Stats Setting*** selected on the Settings screen (detailed above).

Figure 6a: Leaders Screen

Leaders Tab

The Leaders tab, redesigned for V10 of the Indexer, displays leaders for a wide variety of batting and pitching categories (24 of each). The tab allows you to display categorical leaders in a broad variety of ways. The broad display options, which can be changed on the fly, are accessed via a strip of buttons that like just above the statistical grids. (See Figure 6b, below)

- The first display choice (left-most button on the strip) reveals both batting and pitching leaders for the first league in the organization
- The second display choice reveals both batting and pitching leaders for the second league in the organization
- The third display choice shows batting leaders for both leagues in the organization
- The fourth display choice shows pitching leaders for both leagues in the organization
- The fifth display choice shows batting and pitching leaders for the entire organization (i.e. both leagues combined)

A gear symbol in the upper righthand portion of the screen provides access (via double-click) to a Leaders tab Setting Screen (see below), which allows you to:

1. Change the number of players displayed for each grid. The number can be anywhere from five to 15, inclusive.
2. Choose to skip the compilation of hitting streaks as part of the batting grid display

Note: If you find that accessing the Leaders tab takes too long for your tastes, you may want to activate the option of skipping the hitting streaks on the Settings screen. You should see a significant improvement n Leaders screen load time. Do note, however, that if you select this option, the hitting streak grids will not be populated.
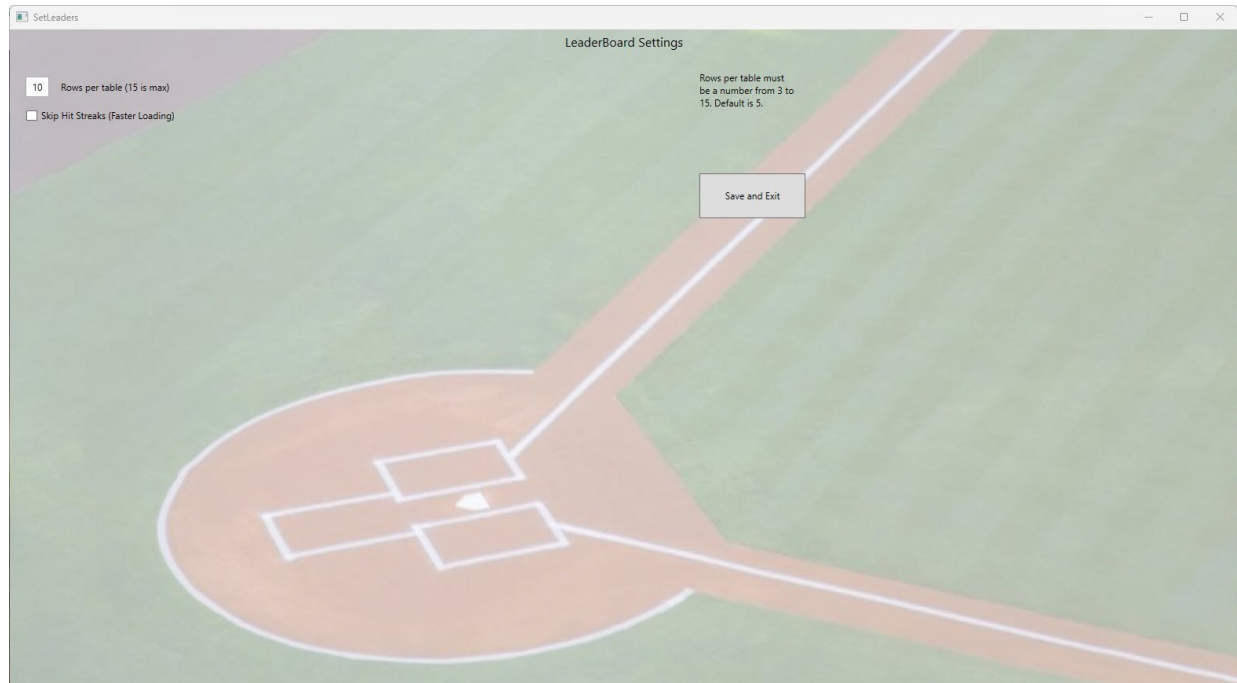
Leaders tab Settings screen

Note: Double-clicking on a player's name in any of the grids will bring up that player's Player Stats Page. (This works on all screens displaying player grids.) The player's UID is entered into the Windows clipboard for fast renaming of the saved image.

Right-clicking on a player's name on any of the leaderboards gives you a personalized menu for that player. You can choose to view:

- the **Team Roster** for that player
- the selected player's **Player Stat Page** (same as simply double-clicking on the player's name)
- the Player's **Game Log**
- **Expand Category**; this will transport you to the Season Indexer tab (see below for more details) which will display a thorough statistical register sorted on the stat category selected from the Leaders tab. So, for example, if you choose this option for a player on the RBI leader list, the Season Indexer display will show you a full list of qualifying players with their entire stat lines, sorted by RBI. Whatever filter parameters are set for the Leaders screen will be carried over to the Season Indexer tab when you use this option. For instance, if the Leaders display is filtered only to show home games, by using the Expand Category option, the Season Indexer display will be limited to home games.

All of these right-click menu options are shortcuts to get to other parts of the Indexer with ease.

Leaderboard Filtering: On the left side of this screen you will find various filtering capabilities. You can apply one or more of the filters to parse subsets of the overall stats. These filters are:

a. Viewing current season leaders, single season leaders (when current season is connected to an encyclopedia) or career leaders (when current season is connected to an encyclopedia). If the current season is not connected to an encyclopedia, this dropdown menu will not be visible. See note below for further explanation.
b. Viewing the Regular season or Post season.
c. Using the "date picker" to select a period of time between two dates you choose.
d. Choosing a selected month from the dropdown menu.
e. Selecting a specific team from the dropdown menu.
f. Choosing to view only home stats or only away stats, or both home and away stats.
g. Selecting an opposing team to view. This will display the leaders in each state category *against* the selected team.

All of these filters interact with one another so if you wish to view only the stat leaders for the Dodgers against the Giants for the month of April, you can apply each of these filters to get the desired leaderboards.

Notes on Single Season and Career Leaders

When the current season is connected to an encyclopedia (for instructions on connecting the season to an encyclopedia, see the Standings tab section above), a dropdown menu will appear allowing the user to choose between Current Season Leaders, Single Season Leaders and Career Leaders.

- *Current Season Leaders* is the default selection and will display leaders for the listed categories from the current season only.
- *Single Season Leaders* will display the best single season performances for the listed categories from all the seasons contained in the connected encyclopedia *and* the current season.
- *Career Leaders* will display the top career marks for the listed categories for all players contained in the encyclopedia and/or the current season

When using the Single Season and Career leaders settings in combination with the team filter, it's possible to obtain leaders for the entire history of a team, assuming that an encyclopedia containing that team's history is connected to the Indexer. However, it should be noted that franchises are identified using the Team UID numbering convention established by DMB. That convention usually has involved providing different Team UID numbers for different iterations of a given franchise. For example, the Brooklyn Dodgers and Los Angeles Dodgers have different UIDs by default and are, thus. treated as different franchises.

Tip: To the extent that your goal is to view true franchise leaders—e.g. top marks for *all* Dodgers players, regardless of home base, you basically have two choices:

1. If you edit the Team UID in DMB's Organizer so that each iteration of that franchise in each database has the same UID, you can overcome the above identified problem. You would then have to build a new Encyclopedia using this new data and connect it to the Indexer. (See Section 4 of this Help document for information on connecting and disconnecting encyclopedias.) If this is done, the Leaders tab on the season side will correctly display full franchise lists for Single-Season and Career displays.
2. Leave the Team UID untouched and manually group franchise entries using the *Career* Indexer, where the team dropdown allows you to select as many different Teams as you like for inclusion. In this instance, you can, for example, select the Brooklyn Dodgers and the Los Angeles Dodgers as the team's for inclusion and thereby manually construct an overall Dodgers franchise list.

We **strongly** advise using option #2 above.

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should ***not*** be done when actively involved in auto playing DMB games

Figure 6b: Leaders screen with filters engaged

Teams Tab

The Teams tab provides a wealth of team-specific information via a series of subtabs. These subtabs include:

- Roster
- Team Splits
- Team Notes
- Player Notes
- Team Game Logs
- Schedule
- Transactions and Injuries
- Usage Batters
- Usage Pitchers

These subtabs are described in detail below.
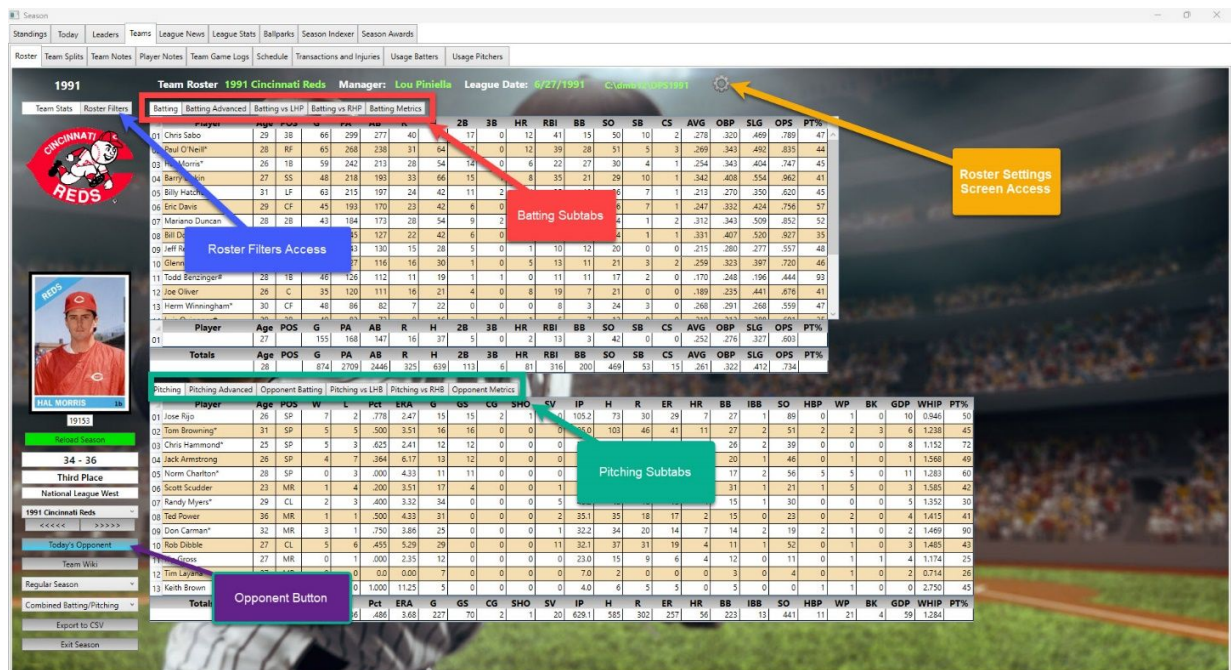
Figure 7: Roster Screen

Roster Tab

The roster page displays all the players, along with an assortment of current simulated statistics for each player, for the selected team. A different array of statistics are presented for each group of players—batters and pitchers—via a series of subtabs (described in more detail below). Additionally, the Roster tab comes with an associated settings screen which is accessed via a gear symbol, located near the top of the screen (see Figure 7)

Batting/Pitching Display Options

The roster screen is flexible in terms of which player segments are displayed. The default is to display batting in the top grid, with pitchers batting (if any) combined and part of the batting totals, with pitching in the bottom grid. But there are other display options. Choices are made from a drop down menu in the left-hand margin with the following four display options:

1. Combined Batting and Pitching – this is the default option, described above and displayed in Figure 7.
2. Batting only – displays a single grid displaying position player batting only (totals displayed include any pitchers batting, though the individual performances are not displayed). See Figure 7a.
3. Pitchers Bating – displays a single grid showing pitchers batting only (totals reflect only pitchers batting). See figure 7b.
4. Pitching only – displays a single grid showing only pitching. See Figure 7c.
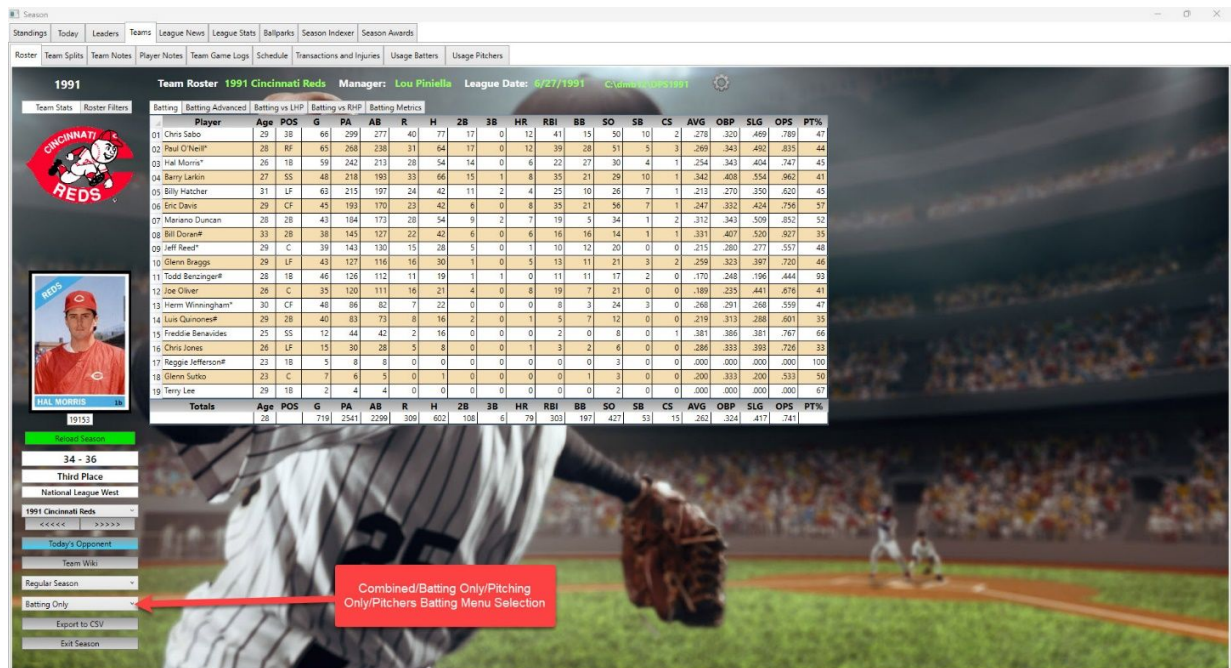
Figure 7a: Roster Screen, Batting Only Display

Figure 7b: Roster Screen, Pitchers Batting Display

Figure 7c: Roster Screen, Pitching Only Display

Batting/Pitching Grid Subtabs

Regardless whether you display batting and pitching grids simultaneously, batting only, pitching only or pitchers batting, the grid(s) displayed will contain multiple subtabs which display different sets of statistics. (All subtabs include the player's name, position and age.) Subtabs can be changed on the fly.

The *Batting* subtabs are, from left to right on the screen:

- Batting – the most common counting and percentage batting stats
- Batting Advanced – less common counting and percentage batting stats
- Batting vs. LHP (self-explanatory)
- Batting vs. RHP (self-explanatory)
- Betting Metrics – a series of stats showing the frequency of categorical outcomes (based on Plate Appearances)

The *Pitching* subtabs are, from left to right on the screen:

- Pitching - the most common counting and percentage pitching stats
- Pitching Advanced - less common counting and percentage pitching stats
- Opponent Batting (self-explanatory)
- Pitching vs. LHB (self-explanatory)
- Pitching vs. RHB (self-explanatory)
- Opponent Metrics - a series of stats showing the frequency of categorical outcomes (based on Total Batters Faced)

Roster Tab Filters

Roster screen statistics can be filtered in a variety of ways. The filter options, available on a series of dropdown menus, can be displayed by clicking on the Roster Filters tab located near the upper lefthand corner of the screen. (See Figure 7)

New to v9 of the Indexer, the current Roster filter choices are:

- Custom calendar dates
- Month
- Home/Away
- Vs. Opponents
- Starters/Relievers (Pitching grids only)

These filters are interactive. For instance, it's possible to view home stats in the month of June (etc.).

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Note: Filters are only applicable for databases for which the *Save Game-by-Game Statistics* option has been enabled in the DMB Organizer. For databases where *Game-by-Game Statistics* has not been enabled, the Roster Filters tab will not be visible in the Indexer.
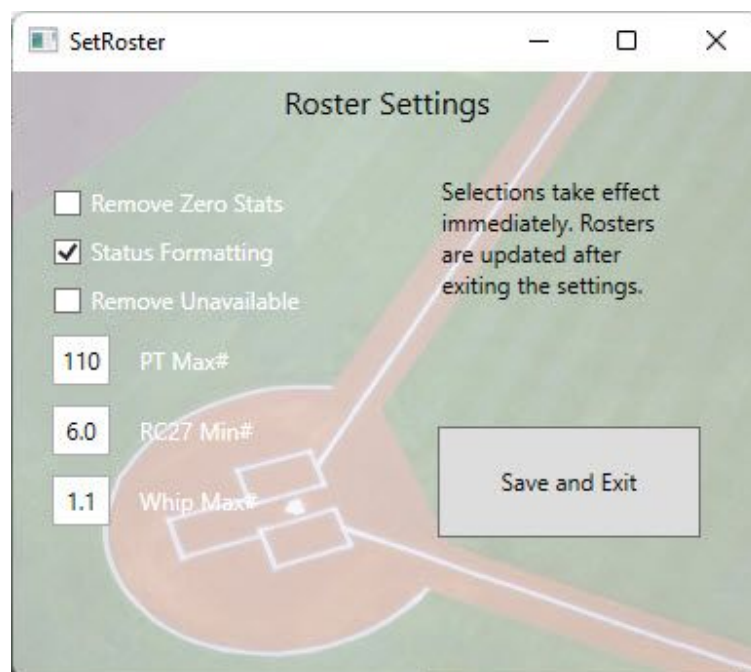
Figure 7d: Roster Settings Screen

Roster Tab Settings Screen

The Settings screen allows you to impact the way some of the information on the Roster tab is displayed.

A series of toggle on/off check boxes and user-defined settings boxes reside on the settings screen. These boxes control various aspects of display relating to the roster grids—which players are displayed and how they are displayed--and function as follows:

- If the **Remove Zero Stats** box is checked, all players with zero appearances (i.e. zero games) will be removed from the batting and pitching portions of the display. If the box is unchecked, all players affiliated with the team in question will appear, even if they haven't appeared in a game.
- If the **Status Formatting** box is checked, player names and stat lines will be color-coded corresponding to their roster status. Players on the active roster will have their names/stats rendered in black; players gone from the team for good (traded away, retired, released, etc.) will have their names/stats rendered in light gray; players who have been demoted to a farm club will appear in brown; players placed on the injured list or placed on waivers will appear in salmon. Statistical lines for batters/pitchers will appear in **bold** when the Status Formatting box is checked if they have reached certain statistical thresholds (RC/27 for batters, WHIP for pitchers; more on this feature below). Any status other than "available" will be reflected in the *Status* column at the right-hand edge of the grid. (See Figure 7a below for examples.) **The *Status* column, PT% column, *PT Max# box, RC/27 Min# box* and *WHIP Max#* box will only appear if the *Status Formatting* box is checked.**

    The following *Status* designations are possible:

    - o Disabled
    - o Farmed
    - o Traded
    - o Waived

- o Suspended
- o Released
- o Restricted List
- o Retired
- o Bereavement
- o Deceased
- o Day To Day
- o Personal Leave
- o In the Dog House
- o Military Leave
- o Medical Leave
- o Disabled List

- If the ***Remove Unavailable*** box is checked, all players who are not on the active roster will not be displayed *except* players who have zero stats (unless the ***Remove Zero Stats*** check box is also checked). Checking this box will also cause the ***Status Formatting*** box to be engaged, if it isn't already.

Note: The status of these check boxes is "sticky." Once checked, or unchecked, the box will retain that status, even if you exit the season or program, and then re-enter, until you change it.

Note: When players are removed from the display by toggling relevant check boxes on, the totals line numbers will reflect only those players displayed. For the team totals line to be complete, all players who have appeared in games for the team in question must be displayed.

PT Max# Edit Box: On the Roster screen, *PlayingTtime status*, as a percentage compared to real life (as determined by plate appearances for position players and batters faced for pitchers) is displayed in a column labeled *PT%*. When players exceed a given threshold, that number will be displayed in red. The threshold can be set in a box in the left-hand filter column labeled *PT Max#*. The number entered is a percentage. So, for instance, if the number in the box is 110, when a player has exceeded 110% of his real life playing time, the number in his PT% cell will be displayed in red. (See Figure 7a)

RC/27 Min# Edit Box: Players with RC/27 exceeding the number in the box will appear in bold on the Roster display. The default setting is 4.99 (meaning anyone with a RC/27 value of five or above will be bolded. The number can be set by the user and is sticky, meaning the number set will remain intact until you change it, even between Indexer settings.

      Note: If text or spaces are entered in this box, the set value will revert back to 4.99 by default. If the box is blanked out, the value will revert back to 4.99 by default.

WHIP Max# Checkbox: Pitchers with a WHIP less than the number in the box will appear in bold on the Roster display. The default setting is 1.20 (meaning anyone with a WHIP value below 1.20 will be bolded. The number can be set by the user and is sticky, meaning the number set will remain intact until you change it, even between Indexer settings.

      Note: If text or spaces are entered in this box, the set value will revert back to 1.20 by default. If the box is blanked out, the value will revert back to 1.20 by default.
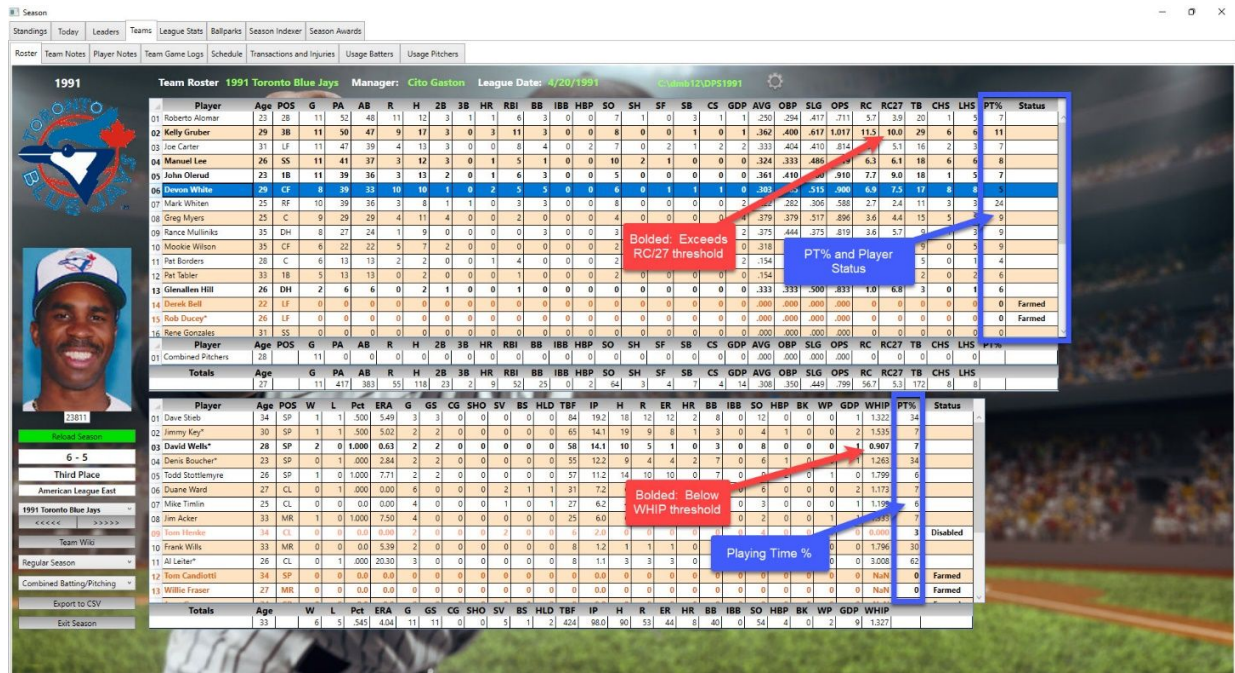
Figure 7e: Roster Screen Status Formatting

- Clicking on the **Team Selection** button will produce a dropdown menu displaying the name of all teams in the organization/league, which allows for easy navigation between teams.
- The selected team's W-L record, affiliation (league and division, where applicable) and place in the standings are all displayed below the Team Selection dropdown.
- A dropdown menu allows navigation between different season segments (i.e. regular season, postseason, etc.), which will display the player stats for that segment in the roster grid
- Double-clicking on a player's name will open his Player Page (see **The Player Season Page** section below for more details).
- Right-clicking on a player's name will bring up a small pop-up menu from which the **Player Season Page** or **Player Game Log page** can be selected. Player Pages and Game Logs will open in a separate window.

Note: Double-clicking the **player photo** will bring up Google images for that player. That player's UID will be copied into the Windows clipboard for easy file renaming.

The **Team Wiki** button will take you to the team's Wiki page with information on the selected team's real life season information. This link works well when using team nicknames. (If only the city name is used it will usually bring up a listing that will allow you to navigate to the team's season page.)

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should *not* be done when actively involved in auto playing DMB games. When the season is reloaded from the Roster screen, the Indexer will remain pointed to the team displayed before the button was pressed. In other words, if Houston is the team roster shown when the button is pressed, Houston's roster will still be shown when the reload process is complete.

The Roster screen now supports printing to CSV. CSV files will be generated in the season folder in a sub-folder labeled "CSV Files." The roster files will be designated per team, so you could cycle through all the teams printing all of them one-by-one.

Note: I believe Excel has a way to merge the individual files if you want them all in a single file. Printing uses the data grid to copy the data to the Windows clipboard and then to a CSV file. This will maintain re-ordered columns, and sorted columns. I've also done CSV files from the data source but this seems to maintain what is in the grid. Sometimes it hangs a little bit, but not often. In Excel I reformatted the data cells to have everything centered and it looks much better as a result. I was then able to print from Excel to Microsoft PDF printer and used scaling to get everything on one page.

Al Kaline   R   R   16639

Batting	Year	Age	Team	Lg		AB		H	2B	3B	HR	RBI			BB	SO	AVG	OBP	SLG	TB	GIDP	SH	SF	IBB	HBP
vs Left	1968	34	Det	A		116		40	9	0	4	21			19	9	0.345	0.445	0.526	61	2	0	0	0	2
vs Right	1968	34	Det	A		216		48	5	5	6	31			26	39	0.222	0.309	0.375	81	6	0	2	0	2

Totals	Year	Age	Team	Lg	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	TB	GIDP	SH	SF	IBB	HBP
	1968	34	Det	A	104	332	61	88	14	5	10	52	4	2	45	48	0.265	0.358	0.428	142	8	0	2	0	4

Year	Team	POS	G	GS	Outs	PO	A	E	PCT	DP	PB	Pickoffs	SB	CS
1968	Det	1B	23	18	510	157	13	1	0.994	12				
1968	Det	LF	4	1	38	1	0	0	1	0				
1968	Det	RF	65	65	1731	134	0	4	0.971	0				

Denny McLain   R   R   18563

Batting	Year	Age	Team	Lg		AB		H	2B	3B	HR	RBI			BB	SO	AVG	OBP	SLG	TB	GIDP	SH	SF	IBB	HBP
vs Left	1968	24	Det	A		50		4	0	0	0	3			0	16	0.08	0.077	0.08	4	0	5	2	0	0
vs Right	1968	24	Det	A		70		12	3	0	0	3			2	21	0.171	0.194	0.214	15	0	6	0	0	0

Totals	Year	Age	Team	Lg	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	TB	GIDP	SH	SF	IBB	HBP
	1968	24	Det	A	41	120	6	16	3	0	0	6	0	0	2	37	0.133	0.145	0.158	19	0	11	2	0	0

Pitching	Year	Age	Team	Lg	AVG	OBP	SLG	AB	H	2B	3B	HR	RBI	BB	SO	IBB	HBP	SH	SF	TB
vs Left	1968	24	Det	A	0.217	0.269	0.35	628	136	17	2	21	57	45	144	6	1	3	3	220
vs Right	1968	24	Det	A	0.217	0.248	0.3	636	138	17	3	10	41	22	143	1	5	9	3	191

Year	Team	POS	G	GS	Outs	PO	A	E	PCT	DP	PB	Pickoffs	SB	CS
1968	Det	P	41	41	1025	31	33	4	0.941	2				

Figure 8a: CSV Output in Excel

Note: CSV Printing is available on the following screens:

- Roster Page: Each team roster is exported to its own CSV file.

- Schedule: Each team schedule is exported to its own CSV file.
- Player Page: See description under *The Player Season Page* → *CSV File Printing* for details regarding how this feature functions
- Encyclopedia Player Page: Same as Player Page designation above.
- Player Game Logs Pages: The game log displayed on the screen (Batting or Pitching) is exported to a file with the format *Player Name Career.csv* . If you choose to print both a batters and pitchers log (where possible) for the same player, a single file, using the naming convention described here, will be appended with both game logs.
- Season Indexer page

CAUTION WHEN CSV PRINTING:

When you print a displayed page to a CSV file, it will appear, by default, in the CSV folder within the season folder in DMB that you are viewing in the DMB Indexer. If you wish to open a CSV file, it is advisable NOT to simply double-click on the file name and have the file opened in Excel, as the data displayed may not be in the correct format to display properly. If you try to reformat that data in Excel, the data will become different than what is intended. This is a function of the importing capabilities of Excel and not controlled by the DMB Indexer.

It is **HIGHLY** recommended you open Excel, then point to the CSV file you wish to open. This will guide you through Excel's Import Wizard. You should go through each step of the Import Wizard carefully and pay special attention to the format of each column in your report. If it is a date field, make sure the format of the column is selected as a date format. The same applies to data columns using text or strings of text. If you leave these as general formatting, Excel is left to guess at which formatting to utilize and text strings may show up as date fields, or something else altogether.

Figure 8aa: Team Splits subtab (Teams Tab)

Team Splits subtab:

The Team Splits subtab is designed to allow the user to assess the performance of a single team—and its opponents—across a body of different measures. If you want to see how a team is performing compared to all the other teams in the league (or organization), the League Stats tab is your friend. If you want to parse a single team's performance, the Team Splits subtab is the screen you should seek out.

In addition to the selected teams, and its opponents, overall batting and pitching performances, the following splits are provided:

- Home/Road
- Vs. LH/Vs. RH
- Starters/Relievers (Pitching stats only)

Note: Some batting and pitching statistical categories are not applicable for lefty/right splits and are thus left blank.

Filters: The team splits display can be filtered by time segment, either using a the Month dropdown menu or by setting custom dates using the date picker.

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 8h: Player Notes subtab (Teams Tab)

Player Notes subtab:

The Player Notes subtab contains basic player information about the selected team in a series of grids which dominate the main part of the display. A set of filters and navigational tools are presented along the left-hand edge of the screen.

Navigational and Other Tools:

These match the basic design of most of the screens in the Indexer.

- A dropdown menu allows you to change teams
- Arrow buttons enable you to cycle from team to team
- A dropdown menu allows you to change season segment (e.g. regular season, World Series, etc.)

Filters

- Display by custom date: the range for the data in the grids can be set by changing the beginning date, ending date or both
- Month
- Home/Away
- Vs. Opponent
- Last X Games: Display stats over the last 5, 10, 15 or 30 games

Note: A *Clear Dates* button will reset the *Month* or *Custom Date* filter to default settings but leave all other filter settings in place

Note: A *Clear All Filters* button near the bottom of the screen will reset all filters to their default settings

Data Grids

Player-pertinent data is arrayed in a series of thematic grids.

- Batting Highs: displays season and (where appropriate) single-game categorical leaders for the selected team for a variety of batting categories and, for single-game achievements, the date of the accomplishment
- Pitching Highs: displays season and (where appropriate) single-game categorical leaders for the selected team for a variety of pitching categories and, for single-game achievements, the date of the accomplishment
- Who's Hot and Who's Not: a series of grids show the top three (Who's Hot) and bottom three (Who's Not) players on the selected team in a series of batting and pitching categories

Note: for all single-game grids, any categories with ties will show only the most recent instance of the accomplishment

Note: double-clicking on any of the rows in the any of the single-game grids will produce the box score for the cited game.

Note: filters on this screen are interactive. It's possible, for instance, to display data for home games in June or road games against a specific opponent.

Tip: Perhaps the most interesting and useful way to make use of the Who's Hot/Who's Not grids is via one of the time-specific filters: Month; Custom Date or Last X Games

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 8i: Team Logs subtab (Teams Tab)

Team Logs subtab:

The Team Logs subtab is built on the chassis of the Player logs screen, which is described at length in the Rosters section. The difference is that while Player Logs show game log entries for a single player, the Team Logs present game-by-game and summary data for an entire team. Each team has two Team Logs, one for batting and one for pitching. Users can switch back and forth between the Batting and Pitching Team Logs via a pair of clearly labeled tabs.

Team Logs Display Just like the Player Logs, the upper part of the Team Logs display shows a game-by-game rendering of a team's performance with the left-hand part of the grid showing each game's statistics for the entire team and the right-hand part of the grid showing a running cumulative total of the same statistical set. The lower half of the display displays cumulative totals segmented by several factors. Both Batting and Pitching Team Logs break performance down by: home/road; vs. Opponent; and Month. The Pitching Team Log also segments data by Starters and Relievers.

Filters: There are many ways to filter the default game logs display, to tailor the displayed information narrowly. Information can be filtered by date (either specific months or any set of custom dates), by opponent and by home/away status. What's more, all of these filters can be used in combination with one another. So, for instance, it's possible to display a team's performance by date and a specific opponent and home/away status. (See Figure 8e)

Game logs can be filtered by:

- Month
- Specific user-defined starting and ending dates
- Opponent
- Home/Away

- Starting/Relieving (pitching logs only)

Note: Dates can be reset without changing other filters by clicking the "Clear Date" button; all filters (including dates) can be reset by clicking the "Clear All" Button.

Also note that, from a single game log screen, it's possible to select other teams, with the click of a button. Additionally, a single click on a column header will sort the entire report on that column from highest total to lowest (a second click will resort from lowest to highest), making it easy to find top (or bottom) performances for the team in question.

Note: On Team Pitching Logs, the "G" field (Games) shows the cumulative number of games pitched by all of the pitchers on a team, giving you an idea of how many pitchers a team is using per game played. The GS (Games Started) field displays the total number of games played for the team in question in any given category.

Tip: When the *Relievers* filter selection is chosen it will not be immediately possible to tell how many games a team has played in the various summary categories displayed because the Games Started (GS) field will, by necessity, be zeroed out.. By toggling the filter setting to *Starters and Relivers* or *Starters*, the GS field will show the number of games the team has played in all of the summary categories.

Game lines on Team Batting and Pitching Game Logs will be **bolded**, when the team in question exceeds one or more certain thresholds. Those thresholds are:

Batting

- 15+ runs scored
- 18+ hits
- 5+ stolen bases
- 15+ strikeouts
- 10+ walks
- 5+ home runs
- 31+ total bases

Pitching

- 2 or fewer hits
- 200+ pitches thrown
- 15+ strikeouts

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 10: Schedule Screen

Schedule Tab

This tab shows the schedule for the selected team. If you are playing with real transactions pitchers will be listed on the dates they started in real life. Completed games will have their results populated. Double-clicking rows that are completed will bring up the DMB game box score for that date.

Editing Scheduled Pitchers Fields: If you are playing in a draft league or any league where actual lineups are not used, you *do* have the ability to edit the schedule grid to show upcoming starting pitchers for the selected team. Editing this table is only allowed for starting pitchers for as yet unplayed games. Simply double-click on the pitcher cell you wish to edit and enter the pitcher's last name. The chart on the left-hand side of the screen shows the available pitchers for that team and how many starts they had for that season in real life. When you add the pitcher's name, spelling is critical. You can double-click the pitchers name in the left-hand table and his name will be placed in the clipboard. Then you can paste it in the appropriate cell in the schedule. This chart will correspond to the list of pitchers to the left showing total number of starts entered into the grid. Leaving the cell, hitting enter or clicking elsewhere, will save the information to a file (*scheduledpitchers.dat*) in the DMB season folder. There are no restrictions to how many times you can schedule a pitcher or for what teams you enter names; you will have to manage what gets entered here. This is a helpful tool for draft leagues that utilize playing time restrictions. Once a game is played, the actual results are used in the display including any changes to the actual starting pitchers.

The IMPORT button allows you to import a file from one of the other teams in the league. Other league managers can share with you their *scheduledpitchers.dat* file and you can import that file using this IMPORT button. It is recommended you first back up your current *scheduledpitchers.dat* to a safe location in case you take a misstep in the process. Save the import file to the desktop or wherever, *but not the season folder*. Then click on the IMPORT button. You will then be able to browse your computer to look for the import file. The import file name does not matter; you can change it to a team name if you want. But, the local file must remain unchanged. Be aware that

import changes will make changes to everything, thus you will want to back up your own file. If you don't like the changes, you can always revert back to your old file.

Innings Column: Innings in the innings column are shown for extra-inning games only.

Filters: The Schedule Tab display can be filtered by Custom Date, Month, Home/Away game status, Vs. Opponent and Starting Pitcher. All of these filters can be accessed from labeled dropdown menus on the left-hand margin of the screen. All filters are cumulative in their effect, so for example, it's possible to limit the display to April home games against Team X started by Pitcher Y. A *Clear Filters* button allows all filters to be reset to their default "off" position.

Use Play Date – 7 Days Checkbox: When this box is checked, the schedule display shows the seven days prior to the current day on the schedule as well as the future schedule. If you want the default schedule to start with the current point in the season, this option—which is sticky (i.e. the setting is retained from one Indexer session to the next)—is a handy way of doing so. To reveal the prior schedule, uncheck the box. When the box is unchecked, the schedule display will default to the first game of the season.

Tip: The *Use Play Date* checkbox interfaces with all filters; in other words, if the box is checked, you will be applying filters only to the portion of the schedule dating back one week from the current date. This makes the filters virtually useless. To meaningfully apply the filters it is recommended that you uncheck the box.

Note: The *Clear Dates* and *Clear All Filters* buttons will not change the status of the *Use Play Date – 7 Days Checkbox*. This box must be toggled on/off manually.

Record, Winning Percentage and Streak Columns: On the right-hand side of the table are columns that show the team's cumulative record, winning percentage and active winning/losing streak. These numbers will change to reflect the impact of any filters that are employed. For instance, using the Home/Away filter set to "Home" will display a team's running W-L record, winning percentage and W/L streak *at home only*.

Tip: There is a team record display in the left-hand panel that functions independently of the Record column in the grid. The team record display in the panel will show the club's W-L record in games limited to any filters used. For instance, if you enter custom dates, the panel will show the team's record during the time period corresponding to the custom dates. This is a useful way to quickly see a team's record in a single month (month filter), against a certain opponent (vs. opponent filter), when a specific starting pitcher was used (starting pitching filter), at home or on the road (Home/Away filter), or any combination of these things. As with any filter usage, this feature is best employed when the *Use Play Date – 7 Days checkbox* is **unchecked**.

Starting Pitchers Planning Table: This is only displayed for seasons where actual lineups are *not* selected as an option in DMB rules (*Organizer→Orgs→Modify→Rules/Options* or *Organizer→Leagues→Modify→Rules/Options*). Designed to help gamers plan starting pitcher usage, the table displays a list of pitchers for the team in question, showing their real life games started total and their replay games started total. (See Figure 10a) Names shown in this table are displayed according to DMB's short name convention.

Figure 10a: Starting Pitchers Planning Table

Import This is only displayed for seasons where actual lineups are ***not*** selected as an option in DMB rules (*Organizer→Orgs→Modify→Rules/Options* or *Organizer→Leagues→Modify→Rules/Options*). This function is designed for league players with multiple participants, and allows all members of the league to edit and share Pitchers Planning Tables.

When pressing this button, the user will be prompted to select a file to import. By default, the pitcher planner is stored in file named ***Scheduledpitchers.dat*** will be created, but the specific name of the imported file is irrelevant. Any filename in the correct format will work.

After selecting a file for import, a pop-up box will appear (see below):

Selecting "No" will prevent changes to your team—the team doing the importing—from being carried out from someone else's pitching planner.

Selecting "Yes" will allow the user to restore selected plans from a file.

CSV Export and Printing: The ability to print this Schedule Page as a CSV file has been added to the schedule page via the *Export To CSV* button.

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should ***not*** be done when actively involved in auto playing DMB games. When the season is reloaded from the Schedule screen, the Indexer will remain pointed to the team displayed before the button was pressed. In other words, if Houston is the schedule shown when the button is pressed, Houston's schedule will still be shown when the reload process is complete.

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 8g: (Team) Notes subtab

(Team) Notes Subtab

The Notes subtab contains basic information about the selected team in a series of grids which dominate the main part of the display. A set of filters and navigational tools are presented along the left-hand edge of the screen.

Navigational and Other Tools:

These match the basic design of most of the screens in the Indexer.

- A dropdown menu allows you to change teams
- Arrow buttons enable you to cycle from team to team
- A dropdown menu allows you to change season segment (e.g. regular season, World Series, etc.)

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should ***not*** be done when actively involved in auto playing DMB games. When the season is reloaded from the Team Notes screen, the Indexer will remain pointed to the team displayed before the button was pressed. In other words, if Houston's team notes are shown when the button is pressed, Houston's team notes will still be shown when the reload process is complete.

Filters

- Display by custom date: the range for the data in the grids can be set by changing the beginning date, ending date or both
- Month
- Home/Away

- Vs. Opponent
- Last X Games: Display stats over the last 5, 10, 15 or 30 games

Note: A *Clear Dates* button will reset the *Month* or *Custom Date* filter to default settings but leave all other filter settings in place

Note: A *Clear All Filters* button near the bottom of the screen will reset all filters to their default settings

Data Grids

Team-pertinent data is arrayed in a series of thematic grids.

- Season Stats (Game Notes): displays a series of team-based statistical categories and, when unfiltered, league rankings for the selected team in that category
- Game Batting Highs (Notes Batting): displays single-game highs for the selected team for a variety of batting categories and the date of the accomplishment
- Game Pitching Highs: displays single-game highs for the selected team for a variety of pitching categories and the date of the accomplishment
- Game Fielding Highs: displays single-game highs for the selected team for a variety of fielding categories and the date of the accomplishment
- GS by Position: *only appearing for those databases that do not use actual lineups*, the Game Stats by Position tab is designed to be used as a guide for draft leaguers when drafting teams to ensure that there are enough suitable players for each position. The GS number for a position will appear in red if there are either too many games started for that position on the roster (i.e. multiple full-time third baseman, for instance) or if the players on the roster don't have enough collective starts at that position to cover the entire season. The display shows the total number of games the team in question played in real life. The Player Max Playing Time % field is user editable (simply click in the box and type in the percentage you want to use). The number selected determines the subsequent range for the grid. Number that fall outside that range for games started (GS) and batters faced (for pitchers) and at bats (for batters)—the BF/AB column in the grid will appear in red.

  For example, see the grid below. This particular draft league team has been granted a maximum playing time for players at 130% (compared with real life usage). With that threshold in mind, the team's roster is overrepresented in terms of catchers and second basemen. But the shortstop position is woefully inadequate. As constituted, some of the team's catchers and second baseman will fall far short of their real life playing time; there simply won't be enough starts to go around. But the team does not have enough shortstops to fill the team's starts, even with a 30% overplay cushion. Additionally, starting pitchers are likely to significantly exceed the number of batters they faced in real life. What the "Range" is showing is the number of total starts, among all players on the roster, necessary to stay within the 130% cushion. For this team—that played 155 games in real life, at least 108 starts are necessary to comply with the threshold.

GS By Position		
Position	GS	BF/AB
Pitcher Count	5	
Pitchers	118	4020
Player Count	18	
C	249	986
1B	175	1196
2B	265	1132
3B	118	1334
SS	66	717
LF	168	767
CF	119	624
RF	143	819
OF	430 of 324 - 558	2210

Total Games 155

Player Max Playing Time % 130

Range 108 - 186 games per pos

Note: for all single-game grids, any categories with ties will show only the most recent instance of the accomplishment

Note: double-clicking on any of the rows in the any of the single-game grids will produce the box score for the cited game.

Note: rankings shown in the Season Stats grid are only shown when filters are not in use.

Note: filters on this screen are interactive. It's possible, for instance, to display data for home games in June or road games against a specific opponent.

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 8j: Transactions & Injuries subtab (Teams Tab)

Team Transactions/Injuries subtab:

The Team Transactions/Injuries subtab displays a list of transactions/injuries for the selected team. Which—injuries or transactions—is displayed depends on the settings chosen for the season database within the DMB game. Go to *View→Organizer→Orgs→Modify→Rules/Options*, if your database has an Organizational structure. If you do not have an Organization in place: *View→Organizer→Leagues→Modify→Rules/Options*. Under *Transactions and lineups*, if you have either *Use real-life transactions and lineups* or *Use real=life transactions* selected, Transactions will be displayed on the Team Transactions/Injuries subtab. If you have *Do not use transactions or lineups* selected, Injuries will be displayed on the Team Transactions/Injuries subtab.
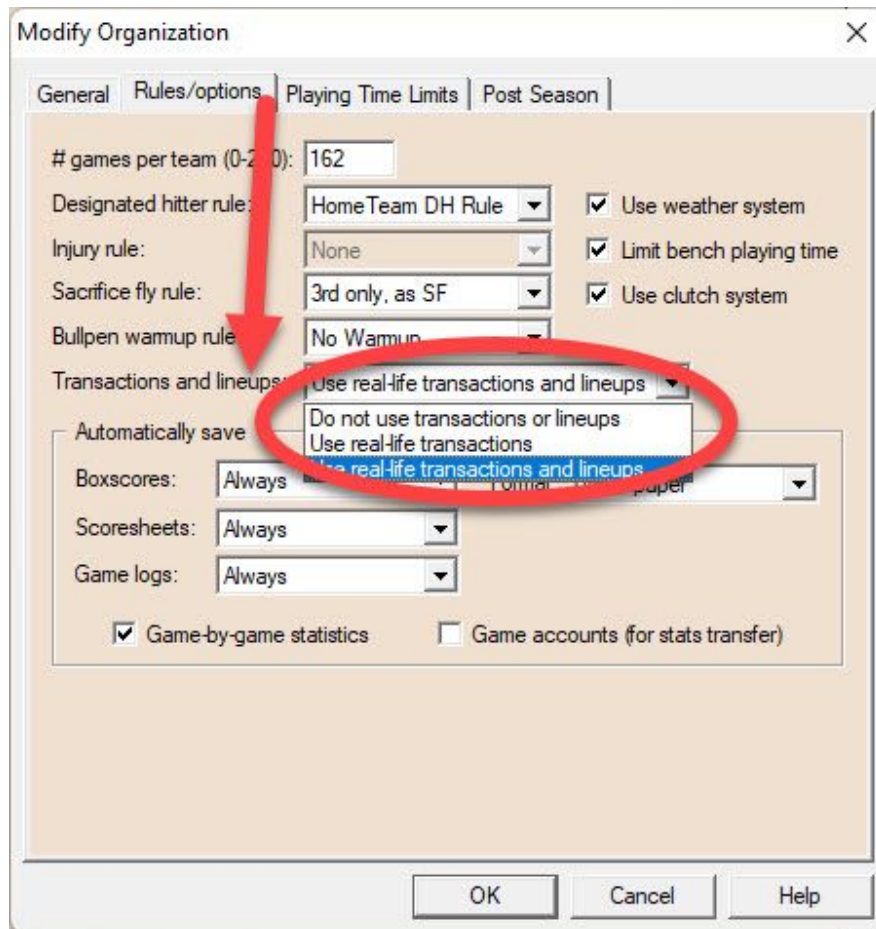
The default presentation is for all transactions or injuries for the entire season to be displayed, but you can use either the Month filter or the Custom Calendar Dates filter to limit your search chronologically.

Note: Ejections are not reported on this screen, but rain-delay-related removal of pitchers will be reported as injuries only for seasons not using real-life transactions.

Tip: Double-clicking on a player's name will bring up a Player's Season Page which includes a tab listing all of that player's transactions or injuries.

Note: The Transactions/Injuries grid can be sorted with a single left-click on the column header of your choice.

Color-Coding

A dynamic color-coding scheme has been implemented for the transaction tab. There are four categories, the color codes for which can be toggled on and off individually. The four categories are:

1. Player has been removed from the active roster and will not return for the rest of the season. The color code for this category is a **bright red**.
2. Player has been removed from the active roster but will return at some point later in the season. The color code for this category is a pale red.
3. Player has been added to the active roster and will remain there for the duration of the season. The color code for this category is a **deep green**.

4. Player has been added to the active roster but will be removed at some point later in the season. The color code for this category is a pale green.

Figure 8k (below) shows where the toggle boxes for the color coded categories are located and what the display looks like when all categories are turned on.
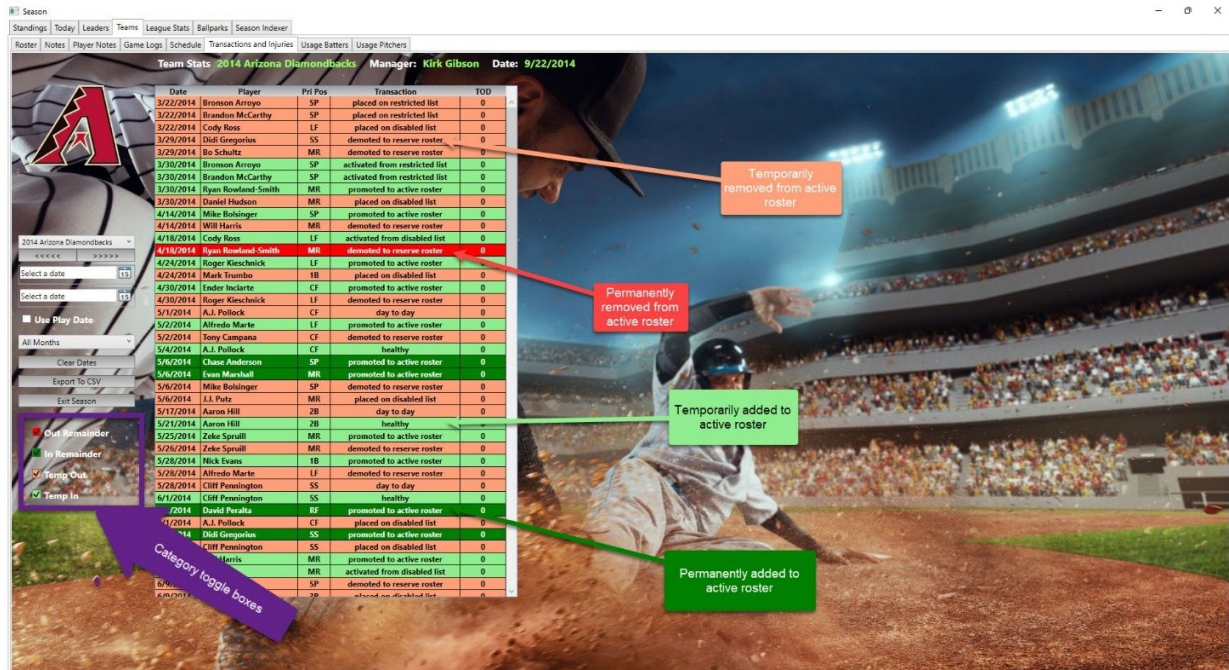
Figure 8k: Transactions & Injuries subtab color coding (Teams Tab)

Note: When color coding is turned off, either partially or fully, the display (see Figure 8l below) will reveal an alternating row pattern with silver and white backgrounds. These colors don't have any intrinsic meaning, they're simply implemented to make it easier to read the table. Figure 8l shows what the display looks like when only the permanently on and permanently off color codes have been implemented, with temporarily on and temporarily off disengaged. Note the silver and white pattern for all of the other transaction rows.
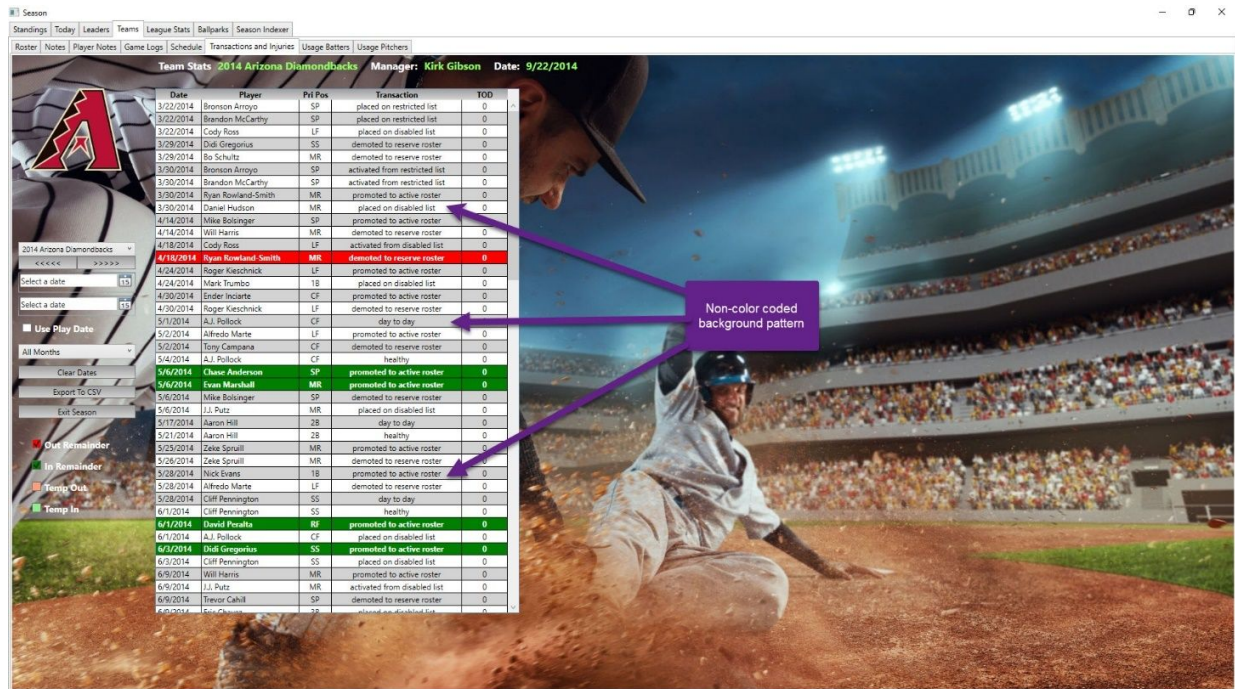
Figure 8l: Transactions & Injuries subtab cell background pattern (Teams Tab)

Set to Play Date Button & Remember Play Date Checkbox

There are two final, associated controls on the Transactions/Injury tab: a button, on the left-hand control panel, that will automatically parse the list beginning with the current day on the schedule labeled *Set to Play Date*. Pressing this button will trim the list in a fashion that only transactions beginning with the current date on the schedule. An associated *Remember Play Date* checkbox will make the Set to Play Date feature sticky. If the box is checked, the Transactions/Injuries list will automatically begin with the current schedule date whenever the tab is accessed, even in future Indexer settings. If the box is unchecked, the list will begin with the first transaction/injury by default whenever the tab is accessed.

Indexer Transaction Reporting When Not Using Real-Life Transactions

If you are using a database that has the **DMB Transactions rule** set to *Do Not Use Transactions or Lineups* for your Organization/League, any roster moves you make will still be reported on the Team Transactions and Injuries subtab as long as the moves are made by following one of the two succeeding procedures:

1. On the team roster screen in DMB (*View→Roster/manager profile*), right-click on a player and carry out the desired move: Sign, Release, Promote, Farm, Disable, Activate:

Note: When using the *Sign* option on the *DMB Roster/manager profile* screen, make certain that the Make Active box is checked.

2. Using the DMB Trade Players window (*Tools→Trade Players*):

Moves made using either of these methods **will** be reflected in the Indexer's Transactions report. Moves made using any other means may not show up.

Note: for organizations/league not using real-life transactions it is recommended that all of the players on a team roster be made active before the season starts, then take all relevant action to farm, etc. players to set the opening day roster before the first game is played. Having these pre-season moves recorded in DMB's as-played transaction file will help allow the Indexer transaction list and features to work to their fullest.

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

Figure 8m: Batting Usage Subtab

Batting and Pitching Usage Subtabs

These two tabs serve as a nerve center for a wide variety of player usage-related information. The two tabs are identical except for the fact that one contains a list of position players and the other contains a list of pitchers. Similarly, part of the means for monitoring player usage differs between the two tabs. The Batting Usage tab contains information regarding plate appearances; the Pitching Usage tab has columns devoted to innings pitched.

The tabs have two related, but distinct, panels of information. On the left-hand part of the screen there is a table with a set of numerical values. These columns, along with the player names, are frozen, meaning that they will always be visible on the screen. To the right of the numerical columns is a graphic representation of a team's schedule calendar that displays each player's status for every game of the season. Let's dip into the specifics.

Real Life and Replay/Draft League Numerical Values

On the left-hand part of the display, just to the right of the player names, there are 13 columns of data relating to player usage. (See Figure 8n.) These columns are divided into two basic parts. The first four columns represent real life (i.e. actual) player usage:

- RLG = Real Life total games played (for the team in question)
- RLGS = Real Life games started (for the team in question)
- GOR = Real Life games on roster (the total number of games for the team in question that the player was on the active roster for. A game is in included in the GOR total whether the player appeared in that game or not, as long as he was on the team's active roster when the game was played.
- RLPA = Real Life plate appearances (for the team in question)
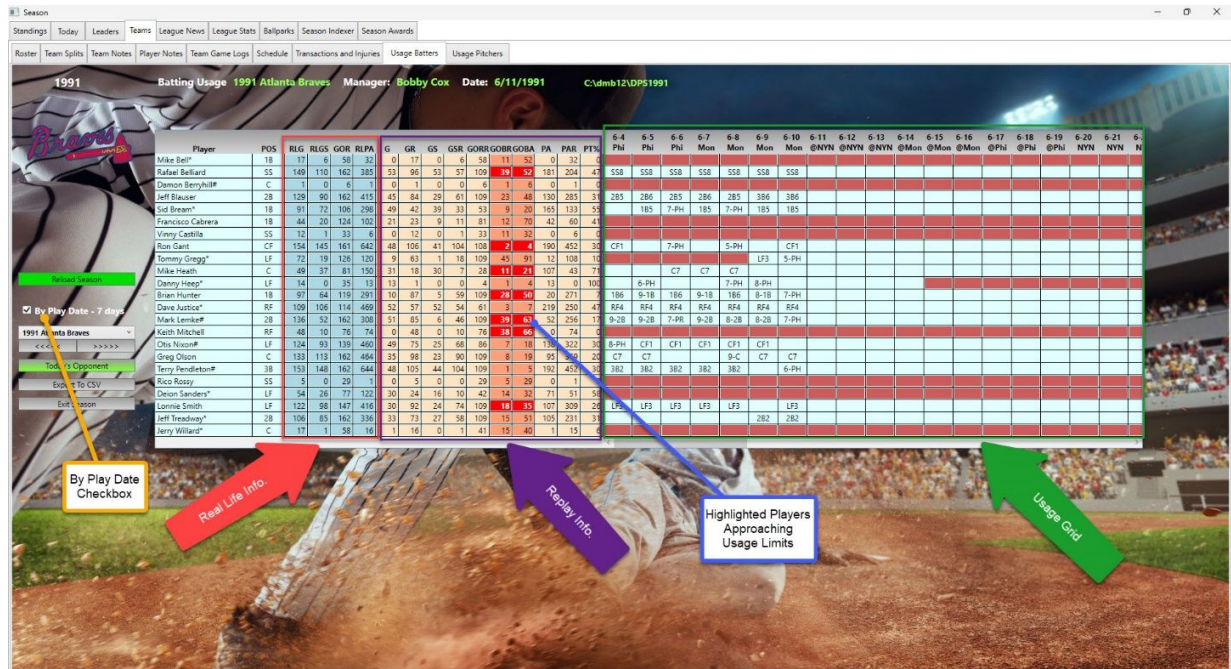
Figure 8n: Usage Subtab Specifics

The next nine columns represent player usage data for your replay or draft league.

- G = Replay total games played
- GR = Replay games remaining to match real life total games played
- GS = Replay games started
- GSR = Replay games started remaining (if using actual lineups/transactions)
- GORR = Replay games on roster remaining (if using actual lineups/transactions)
- GOBR = Replay games off bench remaining to match real life games off bench (if using actual lineups/transactions)
- GOBA = Replay games on bench available
- PA = Replay plate appearances
- PAR = Plate appearances remaining to match real life total
- PT% = Playing Time Percentage (plate appearance comparison for batters, 100% means real life usage has been met; more than 100& means real life usage has been exceeded)

Tip: The GOBR and GOBA columns are offset by a reddish-orange background. A comparison of these two columns makes it easy to tell how many games a player needs to appear in off the bench to match real life usage and how many games remain on the schedule for him to do so. For instance, a player with 10 GOBR and 20 GOBA would need to appear in 10 games off the bench to match real life game usage and would have 20 games of bench availability in which to do so.

Note: Players for whom GOBR divided by GOBA is 0.5 or less will have their GOBR and GOBA columns highlighted in red. This makes it easy to pick out those players whose bench availability, relative to real life bench usage, is beginning to dwindle. (See Figure 8n above.) Players who do not have enough GOBR remaining to match real life appearance totals will have their GOBR and GOBA cells rendered in **black**.

The Pitchers Usage subtab is virtually identical to the Batting subtab other than *innings pitched (IP)* replacing plate appearances (PA), wherever they appear.
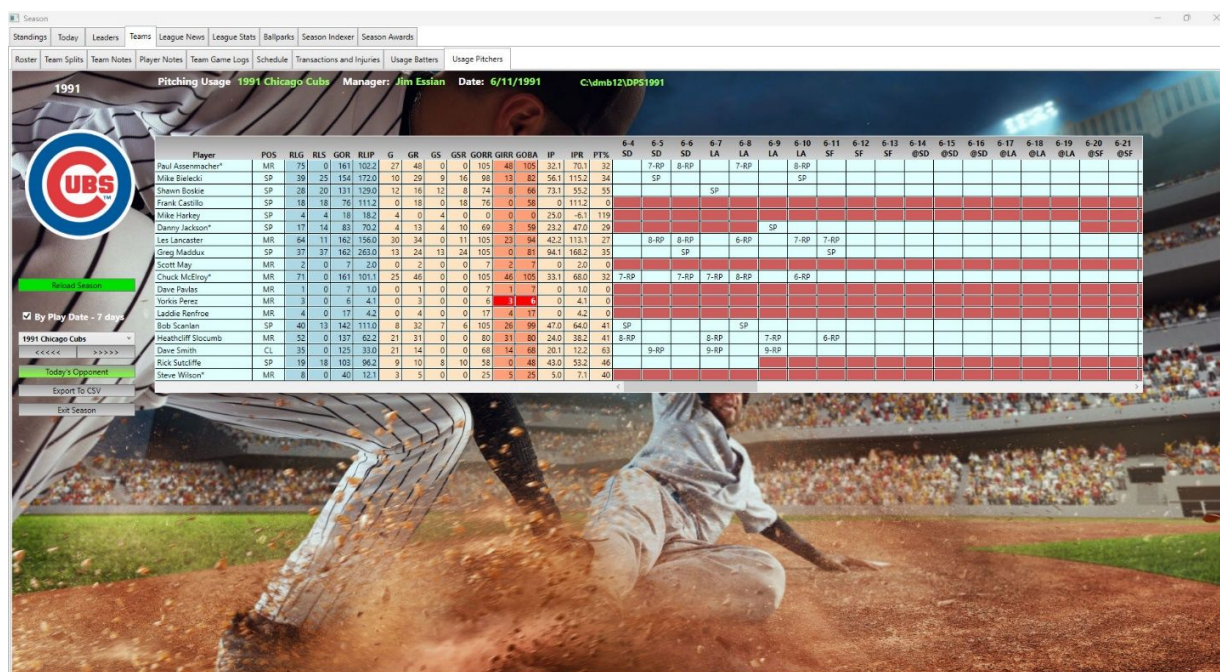
Figure 8p: Pitching Usage Subtab

The nine usage columns for pitchers:

- G = Replay total games played
- GR = Replay games remaining to match real life total games played
- GS = Replay games started
- GSR = Replay games started remaining (if using actual lineups/transactions)
- GORR = Replay games on roster remaining (if using actual lineups/transactions)
- GIRR = Replay games in relief remaining to match real life games in relief (if using actual lineups/transactions)
- GOBA = Replay games on bench available
- PA = Replay plate appearances
- PAR = Plate appearances remaining to match real life total
- PT% = Playing Time Percentage (innings pitched comparison for pitchers, 100% means real life usage has been met; more than 100& means real life usage has been exceeded)

Tip: The GIRR and GOBA columns are offset by a reddish-orange background. A comparison of these two columns makes it easy to tell how many games a pitcher needs to appear in out of the bullpen to match real life usage and how many games remain on the schedule for him to do so. For instance, a player with 10 GIRR and 20 GOBA would need to appear in 10 games in relief to match real life game usage and would have 20 games of bullpen availability in which to do so.

Note: Players for whom GIRR divided by GOBA is 0.5 or less will have their GOBR and GOBA columns highlighted in red. This makes it easy to pick out those players whose bench availability, relative to real life bench usage, is beginning to dwindle. (See Figure 8p above.) Pitchers who do not have enough GIRR remaining to match real life appearance totals will have their GIRR and GOBA cells rendered in **black**.

Tip: It should be noted that availability tracking on the Usage tabs does not take into account any possible fatigue-related issues. For example, 20 GOBA simply means that a player is on the roster for 20 more games as a non-

starter for the team in question. That player may or may not be listed as "Tired" within the DMB game module for any number of those 20 remaining games.

Usage Grid

To the right of the numerical columns on both the batting and pitching subtabs lies the usage grid. This is a graphic representation of the schedule of the selected team, showing the date of the game and the opponent at the top. In the cells in the player rows you can see each player's status at a glance. A solid red cell indicates that the player in question was *not* on the roster for that game. An aqua colored cell indicates that the player was on the active roster for that game.

As each game of the season is completed, if a player was used in a game, his position and spot in the batting order (unless he was a pitcher in a DH-enabled game) will appear in the cell. A player who started a game will show his fielding position first and his batting order position second. For instance 1B4 indicates that the player in question started the game at first base and was fourth in the lineup. A player who came into the game off the bench will display the inning he entered the game followed by his role upon entry. For instance, the notation 9-PH means a player entered the game as a pinch hitter in the ninth inning. The same basic format is used for the Pitchers Usage grid as well. SP indicates a starting pitcher. 7-RP indicates a pitcher entered the game in relief in the seventh inning.

A checkbox labeled **Play By Date – 7 Days** will reset the grid display so that the current day on the schedule, preceded by seven schedule days and succeeded by as many days as can be shown on your display, will be shown. If the box is left unchecked, the grid display will default to the beginning of the schedule. A horizontal scrollbar can be utilized to move the display chronologically.

Note: If the *Play By Date* box is checked, the only part of the schedule that can be seen will be the seven days prior to the current date. To see any earlier part of the schedule, the box must be unchecked.

Note: The *Play By Date* check box status is "sticky." The Indexer will remember this setting from session to session.

Today's Opponent Button

Among the filters is a green button labeled "Today's Opponent." Pressing this button will keep the current display options intact, but will change the team selection to the previously chosen team's opponent on the current day of the schedule. For example, if the team displayed is Detroit and Detroit's opponent on the current day is Cleveland, pressing the *Opponent* button will take you to Cleveland's roster page. This allows you to easily move back and forth between opposing teams' pages.

Note: The *Today's Opponent* button can, on rare occasions, lead to confusing results. For instance, let's say it is May 5 on the schedule but Detroit's next unplayed game is on May 7 against Cleveland. Pressing the *Today's Opponent* button from Detroit's roster tab will take you to Cleveland's roster. So far so good. But if Cleveland's next unplayed game is on May 6 against Boston, if you click on the *Today's Opponent* button from Cleveland's roster tab, you will be taken to Boston's roster, not back to Detroit's.

Tip: If you restrict use of the *Today's Opponent* button to uncompleted games on the current day on the schedule, you will avoid the pitfalls of the problem outlined above.

Note: The *Today's Opponent* button has been added to every Teams subtab (Team Notes, Player Notes, Schedule, etc.) and functions in exactly the same manner on each of them as described above for the Roster screen.

League News Tab

The League News tab displays tidbits of information about a variety of developments around the organization. Current plans are to further develop this tab, but for now three tables show 1) a list of injuries; 2) a history of trades and signings; and 3) a list of notable player achievements throughout the season.

League Transactions/Injuries   Date: 7/15/1991   C:\dmb12\DPS1991

League Disabled List

	Injury Date	Player	Team	Transaction	Ret Date	Duration	Remaining
01	7/1/1991	Chris Bosio	Mil	placed on disabled list	7/16/1991	15	1
02	5/29/1991	Richard Amaral	Sea	placed on disabled list	7/17/1991	49	2
03	7/2/1991	Gene Larkin	Min	placed on disabled list	7/17/1991	15	2
04	7/1/1991	Roger McDowell	Phi	placed on disabled list	7/18/1991	17	3
05	7/3/1991	Darren Holmes	Mil	placed on disabled list	7/18/1991	15	3
06	6/11/1991	Jerry Don Gleaton	Det	placed on disabled list	7/19/1991	38	4
07	7/1/1991	Jeff Reed	Cin	placed on disabled list	7/19/1991	18	4
08	7/5/1991	Mike Scioscia	LA	placed on disabled list	7/20/1991	15	5
09	5/27/1991	Dana Kiecker	Bos	placed on disabled list	7/21/1991	55	6
10	6/19/1991	Kevin Bass	SF	placed on disabled list	7/23/1991	34	8
11	6/20/1991	Jay Howell	LA	placed on disabled list	7/23/1991	33	8
12	6/29/1991	Dan Gladden	Min	placed on disabled list	7/24/1991	25	9
13	6/15/1991	Vince Coleman	NYN	placed on disabled list	7/25/1991	40	10
14	6/21/1991	Jose Rijo	Cin	placed on disabled list	7/25/1991	34	10
15	5/19/1991	Dave Johnson	Bal	placed on disabled list	7/26/1991	68	11
16	5/7/1991	Brad Arnsberg	Tex	placed on disabled list	7/28/1991	82	13
17	6/19/1991	Geno Petralli	Tex	placed on disabled list	7/29/1991	40	14

League Highlights   [Reload Season]   [Exit Season]

	Date	Team	Description	Opp
01	7/15/1991	KC	Mike Boddicker threw a 1-hitter	Tor
02	7/3/1991	StL	Omar Olivares threw a 1-hitter	Phi
03	6/30/1991	Mon	Dennis Martinez threw a 1-hitter	Pit
04	6/16/1991	Tex	Nolan Ryan threw a 1-hitter	NYA
05	6/14/1991	KC	Danny Tartabull hit 3 HRs	ChA
06	6/10/1991	Oak	Dave Stewart threw a 1-hitter	Det
07	5/23/1991	Cle	Charles Nagy threw a 1-hitter	Mil
08	5/23/1991	Mon	Oil Can Boyd threw a 1-hitter	Phi
09	5/23/1991	LA	Tim Belcher threw a no-hitter	Hou
10	5/20/1991	Tor	David Wells threw a 1-hitter	Oak
11	5/17/1991	Tor	Dave Stieb threw a 1-hitter	ChA
12	5/11/1991	Cin	Jose Rijo threw a 1-hitter	ChN
13	5/4/1991	Sea	Scott Bankhead threw a 1-hitter	NYA
14	4/23/1991	Atl	Tom Glavine threw a 1-hitter	LA

Grand Slams

	Date	Teams	Location	Name	Walkoff
01	7/4/1991	StL91-Phi91	Veterans Stadium	Lankford	
02	7/2/1991	Oak91-Tex91	Arlington Stadium	Gonzalez,Ju	
03	6/28/1991	LA91-Atl91	Fulton County Stadium	Sharperson	
04	6/28/1991	LA91-Atl91	Fulton County Stadium	Pendleton	
05	6/22/1991	Tex91-ChA91	Comiskey Park	Grebeck	
06	6/22/1991	Tex91-ChA91	Comiskey Park	Palmeiro	
07	6/18/1991	ChN91-LA91	Dodger Stadium	Harris,L	
08	6/16/1991	Pit91-SF91	Candlestick Park	Williams,Ma	
09	6/16/1991	Cin91-Phi91	Veterans Stadium	Larkin,B	
10	6/13/1991	KC91-Bal91	Memorial Stadium	Horn	
11	6/10/1991	SD91-Pit91	Three Rivers Stadium	Gwynn,T	
12	6/8/1991	Tex91-NYA91	Yankee Stadium	Gonzalez,Ju	
13	6/6/1991	SD91-ChN91	Wrigley Field	Howard,T	
14	6/1/1991	Mil91-NYA91	Yankee Stadium	Brock	
15	5/28/1991	Cle91-Bal91	Memorial Stadium	Evans	☑
16	5/27/1991	Det91-Mil91	County Stadium	Cuyler	
17	5/26/1991	Tex91-Sea91	Kingdome	Buechele	

League Trades List

	Trade Date	Player	POS	Team	Transaction	From Team
01	7/15/1991	Cory Snyder	1B	Tor	aquired via trade	ChA
02	7/15/1991	Mike Huff	CF	ChA	claimed on waivers	
03	7/12/1991	Todd Benzinger	1B	KC	aquired via trade	Cin
04	7/12/1991	Carmelo Martinez	1B	Cin	aquired via trade	KC
05	7/12/1991	Mike Huff	CF	Cle	waived	
06	7/4/1991	Jose Gonzalez	RF	Pit	aquired via trade	LA
07	7/3/1991	Mitch Webster	LF	LA	aquired via trade	Pit
08	7/3/1991	Efrain Valdez	MR	Cle	waived	
09	6/28/1991	Tom Candiotti	SP	Tor	aquired via trade	Cle
10	6/27/1991	Glenallen Hill	LF	Cle	aquired via trade	Tor
11	6/27/1991	Mark Whiten	RF	Cle	aquired via trade	Tor
12	6/27/1991	Denis Boucher	SP	Cle	aquired via trade	Tor
13	6/27/1991	Turner Ward	RF	Tor	aquired via trade	Cle
14	6/27/1991	Willie Fraser	MR	StL	claimed on waivers	
15	6/26/1991	Dan Petry	MR	Atl	aquired via trade	Det
16	6/26/1991	Willie Fraser	MR	Tor	waived	

Figure 8aa: League News Screen

League Disabled List

This list displays players throughout the organization who are currently inactive due to injury. Once a player is activated, he disappears from this list. The list is deliberately ordered in a fashion such players nearest to a return are displayed at the top, meaning, the closer a player is to being activated, the nearer he is to the top of the list. The list shows the duration of the injury (i.e. the number of *days* the player was slated to miss at the time of the injury and the number of days left until he will be activated.

Tip: If you want to display the list by injury date rather than return date, left-click the injury date header.

League Trades List'

Note: To sort the list in chronological order, left-click on the Trade Date column header.

This table displays a list of trades and waivers/signings throughout the organization, and is sorted by default in reverse chronological order (i.e. more recent transactions appearing at the top). Note that trades have only one entry—and include the trading and acquiring teams. Waiver move releases and

signings are each given a separate entry since the two transactions frequently take place on different dates.

League Highlights List

Displays a list of notable player achievements, sorted by default in reverse chronological order.

Achievements traced:

- 3+ Home Runs (batting))
- 6+ Hits (Bating)
- 15+ Strikeouts (Pitching)
- Complete Game 1-Hitters
- Complete Game No-Hitters
- Perfect Games
- Batting Cycles

Grand Slams List

Tracks all of the grand slams hit in a given database, sorted in reverse chronological order. A checkbox denotes those grand slams that are of the "walk-off" variety.

Milestones Tab

The Milestones screen is designed to allow you to track career statistical milestones for players participating in your currently active season. To utilize this feature, you must have your active season connected to an encyclopedia that contains chronologically earlier completed seasons. (See the Standings tab help section for more on connecting an encyclopedia to your season.)

Figure 8aaa: Milestones Screen

Milestones Tracked and Thresholds for Reporting

The Milestones tab will track career milestones approaching for a series of batting and pitching statistics. Those statistics, and the thresholds for reporting those stats, are as follows:

Stat	Thresholds
Hits	1000,1500,2000,2500,3000,3500,4000, 4500
Doubles	300, 350, 400,450,500,550,600, 650,700, 750, 800
Triples	50,100
Home Runs	300, 350, 400,450,500,550,600, 650,700, 750, 800
Runs Batted In	1000,1500,1600,1700,1800,1900,2000,2100,2200,2300,2400,2500
Runs Scored	1000,1500,1600,1700,1800,1900,2000,2100,2200,2300,2400,2500
Stolen Bases	300,400,500,600,700,800,900,1000,1100,1200

Stat	Thresholds
Games Pitched	800,900,1000,1100,1200
Innings Pitched	2000,2500,3000,3500,4000,4500,5000
Wins	100,150,200,250,300,350
Losses	100,150,200,250,300,350
Saves	200,250,300,350,400,450,500
Complete Games	50,100,150,200, 250
Shutouts	25,50,100
Strikeouts	1000,1500,2000,2500,3000,3500,4000

When a player comes within 98% of the total of a given threshold, his name will appear in the grid corresponding to the stat category in question. The row containing that player's name will be shown with a cyan background, indicating that he is shy of the milestone threshold in question. Once a player surpasses that threshold, the background color will change to gray. (See the above lists for the tracked thresholds for each statistical category.)

Each grids shows:

- The player's full name
- **ENC**: the player's accumulated total of the stat in question at the start of the current season
- Seas: how many of the accumulated stat the player has amassed in the current season
- Tot: the player's current total of stat In question
- MS: the milestone threshold being chased (cyan background) or surpassed (gray)

Note: A player's career season totals, for Milestone reporting purposes, will only consider seasons played chronologically earlier than the one currently being played. For example, if you're playing the 1990 season, the Milestone tab will only consider a player's record from seasons played prior to 1990. If a player in the 1990 season you're playing has compiled records from 1991-1994 in the encyclopedia you have connected to your active 1990 season, those records will not be considered for Milestone reporting purposes.

Note: Milestones will be updated if you play seasons out of chronological order. For instance, let's say you play the 1990 season, but have not yet played the 1989 season. The Milestones will, as noted above, reflect the seasons prior to 1990 that you have added to your connected encyclopedia. However, if you later go back and replay the 1989 season and then import those stats into your encyclopedia, the milestones recorded in your 1990

season will *update*. The milestones shown in your 1990 season will change to reflect the addition of the 1989 season statistics added to your encyclopedia.

League Stats Tab

The League Stats tab displays team batting, pitching and fielding statistical totals for all the teams in an organization or individual league. The default display presents total team stats, season to date, for an entire organization. Myriad filters, however, allow the display to be significantly altered.

Figure 9a: League Stats Screen

On the League Stats screen, the presented data can be parsed using the following filters:

- Organization or individual league
- Division (can be used with the Org/League filter to limit the display to teams a single division)
- Season segment (regular season, individual postseason series, postseason as a whole)
- Custom calendar beginning and ending date
- Month
- Home/Away
- Vs. Opponent
- Team(s): All teams is the default setting, but the user can select as many different teams from a check box dropdown list as desired for display

All of these filters work in concert; the data will be more finely parsed the more filters are used. It is, for instance, possible to view stats limited to April home games against Kansas City. The filters are located in the same general spot as displayed on the Player Game Logs screen as detailed above.

A series of tabs within this screen present data for the following different categories:

- Team Batting
- Team Batting vs. LHP
- Team Batting vs. RHP
- Team Pitching
- Team Pitching (Advanced)
- Team Pitching vs. LHB
- Team Pitching vs. RHB
- Team Fielding

Note: Filter settings are retained when moving from tab to tab on the League Stats screen

Note: On the Team Pitching tab, the column headed c*ShO* refers to complete game shutouts. *tShO* indicates a team's total shutouts (i.e. CG Shutouts + Multi-Pitcher Shutouts, or all games in which the team allowed no runs).

Tip: Using the Teams dropdown menu is a great way to limit the display for a particular matchup between two clubs.
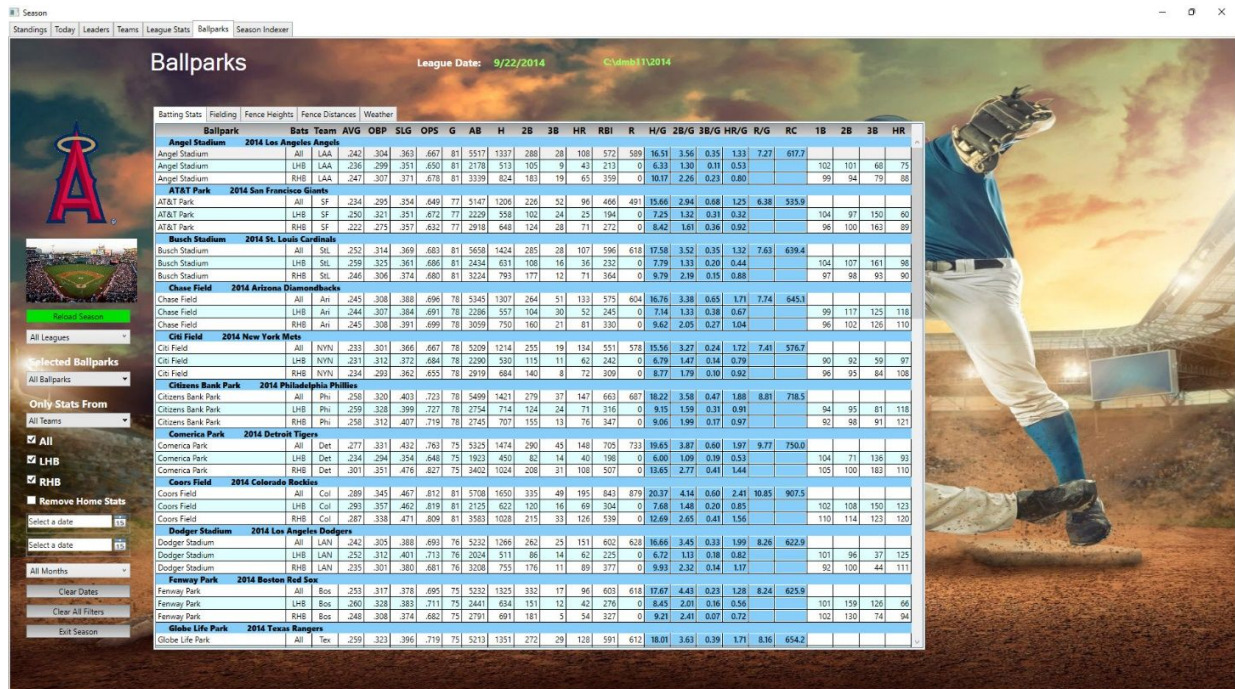
Figure 9m: Ballpark Tab default display

Ballparks Tab

The Ballparks tab includes a broad array of information about the various ballparks represented in the selected database, including park ratings, characteristics, weather proclivities and, most importantly, as-played game data. The tab contains five subtabs, designed to present all of this information in an intuitive, easy to retrieve manner. The five subtabs are:

1. Batting Stats: offensive statistics, parsed by ballpark, in a variety of ways
2. Fielding: fielding data by ballpark
3. Fence Heights: fence heights for each park, as an easy-to-use reference
4. Fence Distances: fence distances for each park, as an easy-to-use reference
5. Weather: the weather settings applicable to each ballpark
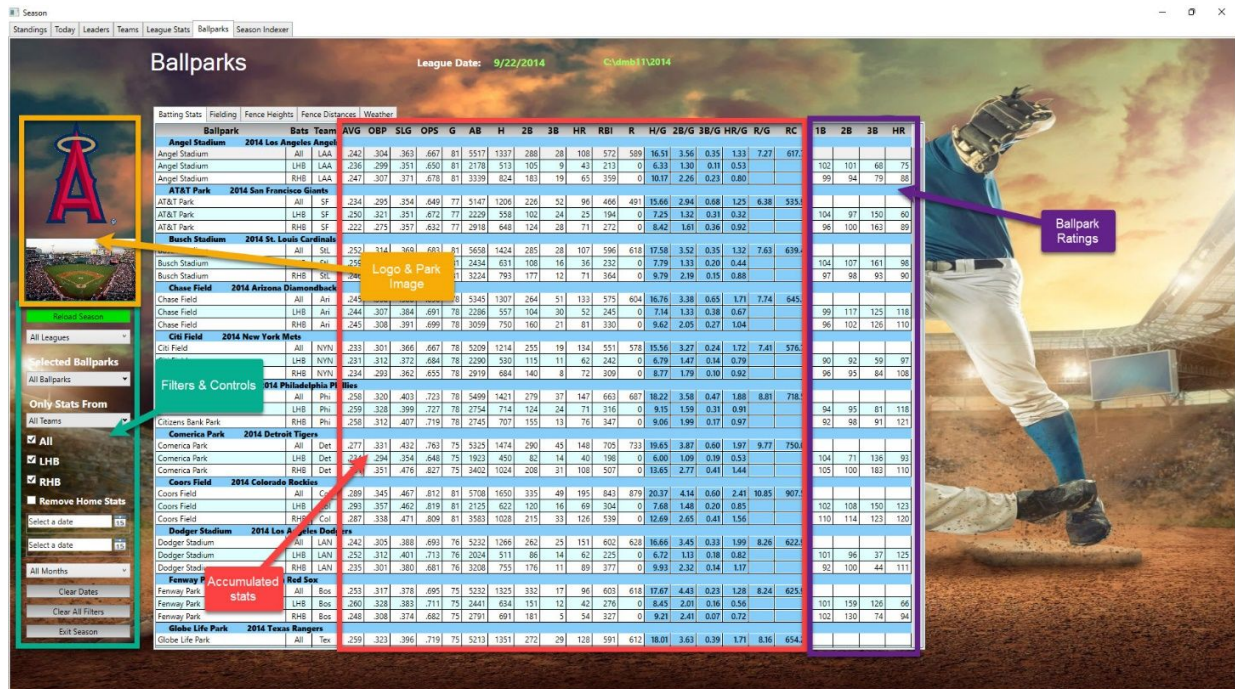
Figure 9n: Batting Stats subtab

Batting Data

This will likely be the Ballparks subtab that the majority of gamers refer to most frequently. It is the most dynamic of the subtabs and is also the most complex, while retaining the most flexibility. It is here that you can examine, sort and compare offensive statistics by ballpark.

The display itself is segmented in a manner consistent with most screens in the Indexer, with a series of controls and filters on the left-hand side of the screen and the data in a broad grid that dominates the frame. We'll break down the data presentation first and then detail the controls.

The data display groups statistics by ballpark; the parks are listed in alphabetical order *by ballpark name* (not by team name). This data is shown, by default, in three rows per park: **All** batters, **left-handed batters** and **right-handed batters**.

Note: It's important to recognize that the purpose of this screen is to demonstrate the effect of ballparks on offensive statistics and so, by default, the data presented is for *all* batters of the type described that appeared in the ballpark in question, for *both the home team and its opponents*. (It is possible to remove home team players' stats from the data presented in the grid using the screen's controls, which will be discussed in greater detail below.)

Accumulated data is displayed for the following categories:

- Batting Average
- On-Base Percentage
- Slugging Percentage
- OPS
- Games played in the park in question
- At Bats

- Hits
- Doubles
- Triples
- Home Runs
- Runs Batted In
- Runs Scored
- Hits per Game
- Doubles per Game
- Triples per Game
- Home Runs per Game
- Runs per Game
- Runs Created

Note: *Runs per Game* and *Runs Created* are only available for *All Batters*; these stats are deliberately blank for LHB and RHB

Filters and Controls

There are a number of ways of altering the default presentation of the Ballparks tab—most of which are mainly or exclusively of value only on the Batting Stats subtab—that are designed to aid in the process of making the most of this screen. The filters are interactive, allowing you to parse data to a very fine degree if you so choose.

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should *not* be done when actively involved in auto playing DMB games.

League Filter: The default presentation shows all of the parks in an organization, but you can winnow the list down by league via a dropdown menu.

Ballparks Selection Checkbox: This dropdown menu will allow you to customize the display by revealing only the parks that you select. This can be a good way to compare a limited number of parks to one another, without the distraction of displaying those parks you aren't interested in viewing. (See Figure 9o below.)
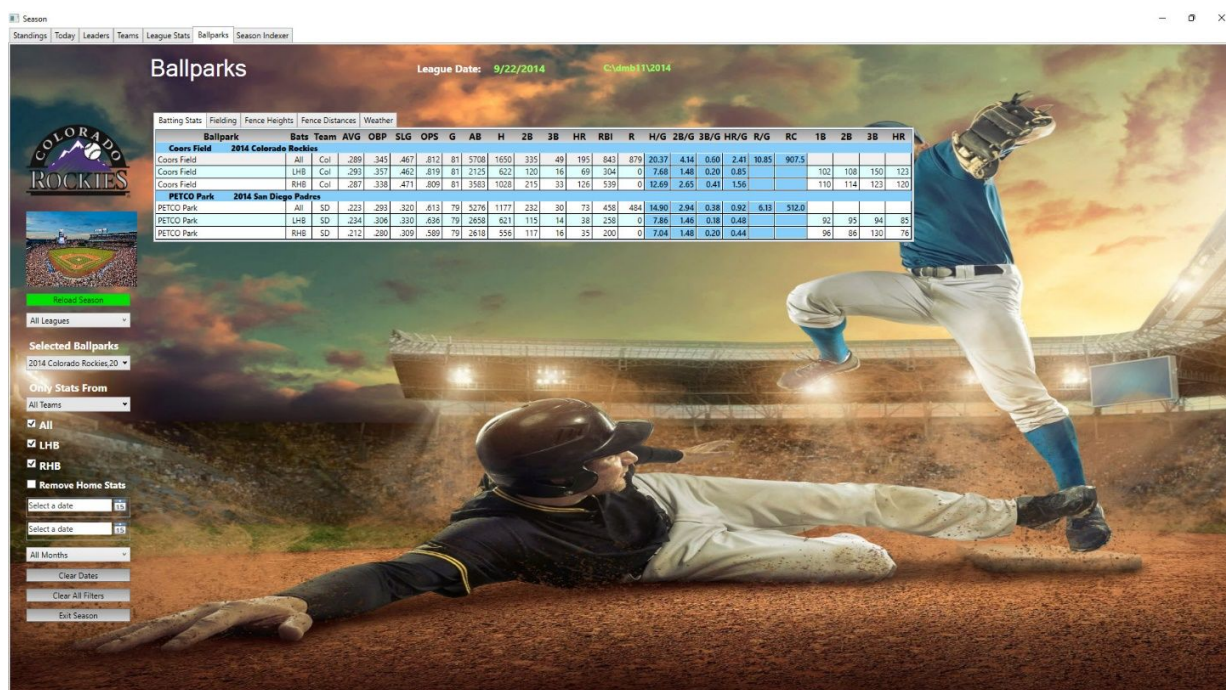
Figure 9o: Custom/Limited Ballpark Display

Tip: You can quickly revert to showing all ballparks via the *Clear All Filters* button.

Team Selection Checkbox: From this dropdown menu you can limit the data displayed in the grid to only those teams you select. If you want to see how a particular team has performed in each park, this is the way to do so.

Tip: You can quickly revert to showing all ballparks via the *Clear All Filters* button.

All/LHB/RHB Selection Checkboxes: Whether the box pertaining to each of these choices is checked determines which of these rows will be displayed in the grid. The default is to display all three, but you can toggle the settings on and off to limit the display to only one or two of the three options. The settings for *All/LHB/RHB* checkboxes are not sticky; the default setting is for all three boxes to be checked and with each new Indexer session these settings will return to that default.

Note: When only one of the three boxes is checked, the ballpark headers will not be displayed (see Figure 9p below), as a means of aiding analysis and comparison. When at least two of the boxes are checked, the ballpark headers will be displayed. (See figure 9m above.)

Figure 9p: No Team Headers
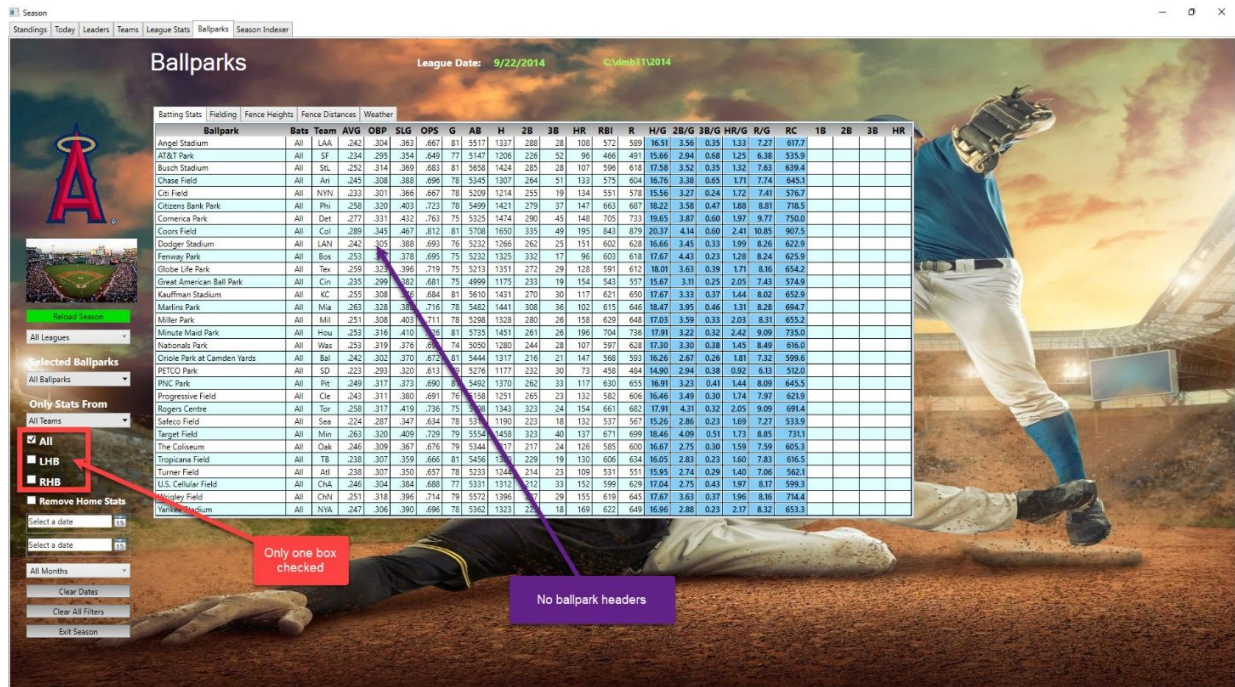
Remove Home Team Stats Checkbox: This checkbox allows you to display only road team data in the grid. This is helpful if you have reason to believe that a particularly good or poor home team offense or pitching staff is skewing ballpark data by allowing you to isolate the stats so that they only display what a *club's opponents* are producing in each ballpark. The setting for the *Remove Home Team Stats* checkbox is not sticky; the default setting is for this box to be checked and with each new Indexer session this setting will return to that default.

Custom Date Picker: Allows you to isolate a particular time frame for the data presented in the grid by selecting a specific beginning and/or ending date for a time period.

Month: Limits the time period under question, and the data displayed in the grid, to a particular month (e.g. June, etc.).

Clear Dates: Will reset the Custom Date Picker and Month filter to default settings, quickly resetting the grid display to the default (season to date) without impacting the setting of any other filters.

Clear All Filters: Resets **all** filters, including the Custom Date Picker and Month filter, to their default settings.

Exit Season: Will close the Indexer window for the active database. The Indexer entry screen will remain open.

Fielding

The ballpark fielding subtab displays accumulated fielding stats (again, both home teams and their opponents) for each ballpark. (See Figure 9q below.)

Figure 9q: Ballpark Fielding
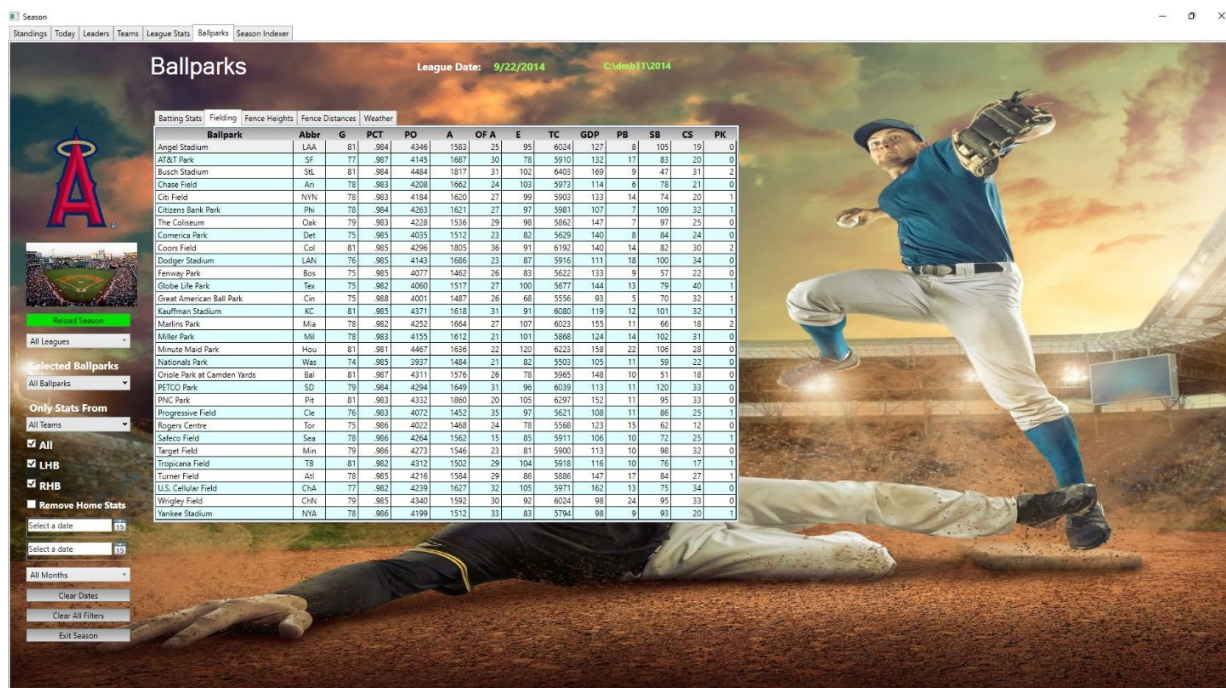
All of the filters and settings described in the *Batting Stats* section above remain active and relevant ***except*** the *All/LHB/RHB checkboxes*, which do not alter the presented data.

Fence Heights, Fence Distances and Weather

These three subtabs present a variety of self-explanatory static information for each ballpark, all of which can be viewed from within the DMB game (*View→Organizer→Parks*). These tabs are included for the convenience of having all of this information, for all of the parks, in one place. The only filters that are applicable to these subtabs are the Leagues, Ballparks and Teams dropdown menus.

Note: Applicable to all of the subtabs, a team logo and ballpark image are displayed in the left-hand panel, above the controls/filters. The logo/park image combination will, by default, by that associated with the first ballpark in alphabetical order. Clicking on any data row associated with a particular park will bring up that ballpark's logo/image. The logo used is the same one affiliated with the team that calls the selected ballpark home. The image used is the same one assigned to the selected ballpark in the DMB game. To see the file that represents that park image, go to: *View→Organizer→Parks→Modify→Physical*.

Modify Park

General | Physical | Weather | Factors

			Distance	Height
Cover:	Outdoor	LFLine:	310	37
Surface:	Grass	Left:	320	37
Foul ground:	Small	LFGap:	358	37
		Center:	390	18
		RFGap:	382	5
		Right:	377	5
		RFLine:	302	3

Image file name: fenway2014.jpg

OK   Cancel   Help

Figure 10i: Season Awards Tab (Awards Subtab)

Season Awards Tab

The Awards tab provides a suggestion for winners of several basic league-wide awards as well as recommendations for All-Star rosters:

Awards Subtab

The awards recommendations, presented on an *Awards* subtab, are for the following categories:

- Batter of the Year
- Pitcher of the Year
- Relief Pitcher of the Year

The candidates are ranked by a totaling of Quality Points, which are assigned via a complex proprietary formula. Each category has its own distinct set of quality points—one for batters, one for all pitchers (starers, relievers and swingmen), and one specifically for relief pitchers. Quality points are tabulated throughout the season so you can track the progress of the competition along the way.

Note: Relief pitchers are eligible for the Pitcher of the Year award.

Note: The Relief Pitcher of the Year award has its own quality points tabulation and only relief pitching is considered by the Relief Pitcher of the Year quality points system. So for instance, if a pitcher appears in 10 games as a starter and 50 games as a reliever, only his relief appearances are considered when tabulating Relief Pitcher Quality Points. A reliever will have different quality points in his pursuit of the Pitcher of the Year award and the Relief Pitcher of the Year award.

Note: The Relief Pitcher of the Year is only compiled if you have Game-by-Game Stats enabled in DMB's Organizer. (*View→Organizer→Orgs* or *View→Organizer→Leagues*, depending on the structure of your database)

Figure 10ij: Season Awards Tab (All-Star Subtab)

All-Stars Subtab

All-Star recommendations for all leagues in an organization are provided, with two players—a starter and a backup—for each fielding position along with nine pitchers. The top six outfielders are selected for each league regardless of their assigned primary outfield position. Thus, it is possible to have six right fielders selected, or four center fielders and two left fielders (etc.).

Note: Starters, relievers and swingmen are all eligible for All-Star consideration. For all pitchers, including relievers, Pitching Quality Points, **not** *Relief* Pitching Quality Points, are what determines whether a pitcher will be selected.

Tip: All-Star Points continue to be tallied through the end of the regular season and can be considered a reasonable facsimile for Silver Slugger award recommendations for position players.
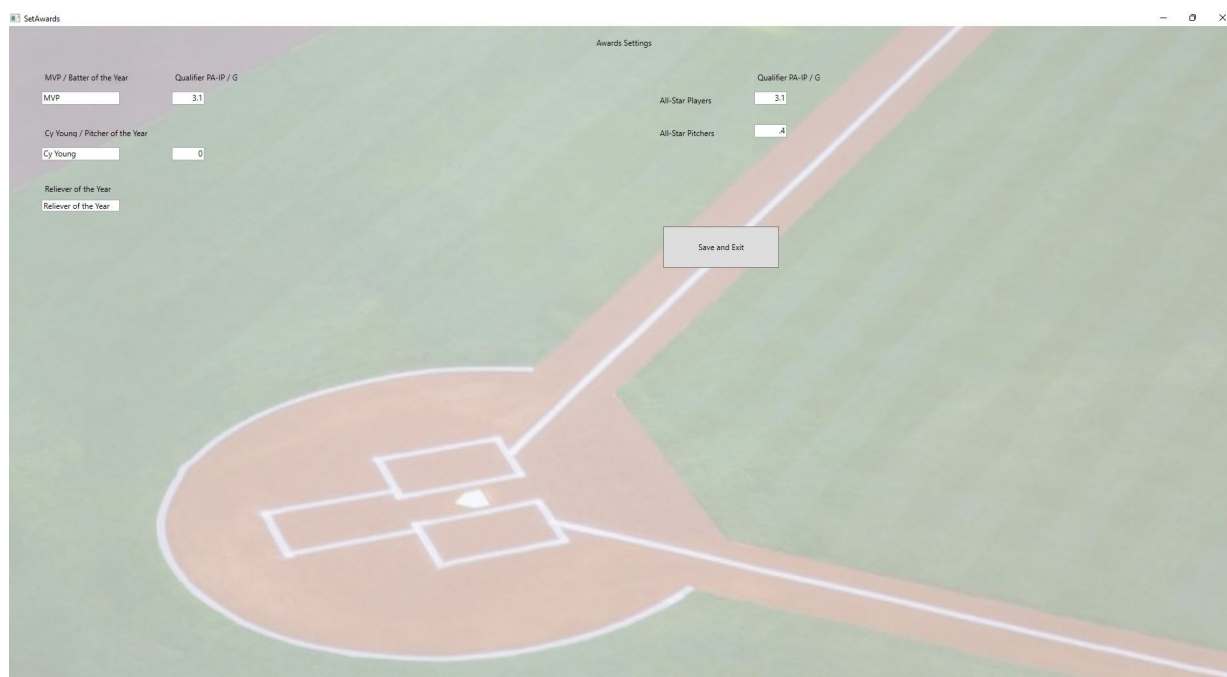
Figure 10k: Settings Screen

Settings Screen

The Season Awards tab has a settings screen, which can be accessed via the gear symbol located near the top of the Season Awards tab. The settings screen allows you to:

1. Change the titles of the Batting and Pitching awards (30-character limit)
2. Change the terms for qualifying for the Batter of the Year, Pitcher of the Year and All-Stars.

   - Qualifying for Batter of the Year is expressed in plate appearances per team game played (PA/G), with a default of 3.1.
   - Qualifying for Pitcher of the Year is expressed in innings pitched per team game played (IP/G), with a default of 0.
   - Qualifying for All-Star position players is expressed in plate appearances per team game played (PA/G), with a default of 2.5.
   - Qualifying for All-Star pitchers is expressed in innings pitched per team game played (IP/G), with a default of 1.

Tip: if you want relief pitchers to be considered for the All-Star team it is recommended that you change the qualifying limit to something significantly lower than one—perhaps something in the realm of .3 or .4.

Note: To have your Settings screen changes take effect, click on the *Save and Exit* button. The effect of any changes made will appear immediately upon return to the Season Awards tab.

Administrative Functions

On both subtabs, right-clicking on a player's name will bring up a menu containing the following links:

- o *Roster Page*: will take you to the team roster screen of the player in question
- o *Player Page*: will open the Player Page of the player in question
- o *Game Logs*: will open the Game Logs page of the player in question
- o *Expand Category*: will take you to the Season Indexer which will display a full list of all players in the selected league, sorted by quality points for the category selected

Tip: The Expand Category command is a great way to quickly obtain a full list of players for whatever award or All-Star team you're interested in viewing.

Season Indexer

The Season Indexer tab is the most powerful, flexible way to view player stats in the entire program. If the data is available and you can imagine it, you can probably produce it in the Season Indexer. The Season Indexer is, conceptually, similar to the Career Indexer module; the basic layout is comparable, for instance. But while the Career Indexer is, unsurprisingly, based on career data, the Season Indexer is limited to players' statistics for the year in question. That's why the tab is located on the program's season side.

This section of the program documentation will fully describe the Season Indexer features and functions and will provide a few examples of how this tab can be used.

Basic Layout

The Season Indexer screen, as it will appear up on initial load, looks like this:
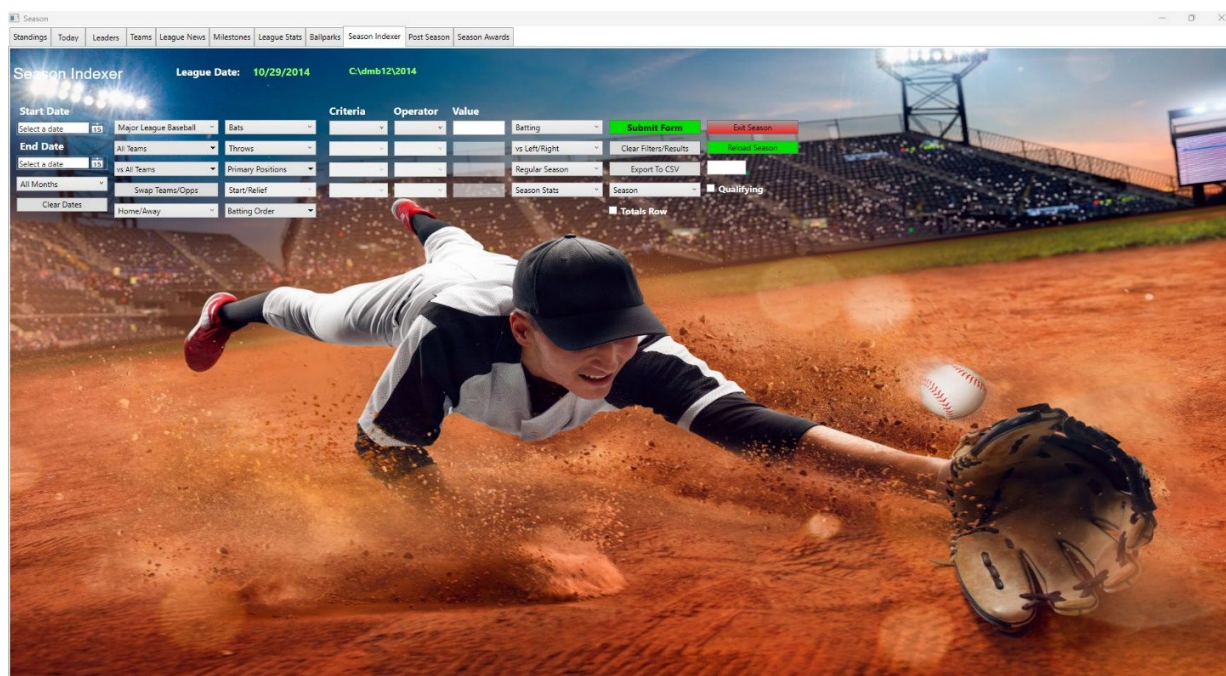
Figure 10b: Season Indexer Screen

There's a great deal to unpack here, which we'll do in detail below. For now, note that all of the controls—the various filters and parsing devices that operate based on user-determined settings—are arrayed across the top of the screen rather than down the left-hand side as is the case throughout most of the Season Side tabs. This is to allow for a maximum amount of space to display results, which appear in the blank area below all of the filter boxes. Filter and selection options have been grouped together based on function.

Filters and Selections

A great deal of flexibility has been built into the Season Indexer filter/selection array, making it possible to present data in a virtually limitless number of ways. Figure 10c presents the various options, which will be described in detail below.

Figure 10c: Season Indexer Filter Categories

Let's go through all of these controls in detail.

Dates

This group of controls all revolve around controlling searches by date.

Date Picker: At the top we have a custom date picker with calendar driven beginning and ending controls. Using this feature you can customize your search based on any dates during the season.

Month: Allows you to easily limit your search during any single month.

Clear Dates: Will clear any customized date settings—from the date picker or the Month filter—without changing any other customized settings.

League, Team and Other Scope of Search Settings

Organization/League: This filter allows you to limit your search to a specific league or include an entire organization.

All Teams: A checkbox style dropdown menu allows you to limit your search to any single team or group of teams; the default setting is to include all teams included in the Org/League setting. Unchecking all boxes restores the default setting of All Teams.

Vs. All Teams: A checkbox style dropdown menu allows you to limit your search to any single **opposing** team or group of **opposing** teams; the default setting is to include all teams included in the Org/League setting. Unchecking all boxes restores the default setting of All Teams.

Swap Teams: Allows you to swap the settings for All Teams and Vs. All Teams. So, if the All Teams filter has Team A checked and the Vs. All Teams filter has Team B checked, clicking on the Swap Teams button will set the All Teams filter to Team B and the Vs. All Teams filter to Team A. This filter will produce a mirrored result for any

number of teams you have selected for both filters. The filter is only active if you have custom selections made for **both** filters.

Home/Away: When implemented, this filter limits results to only home or road results. The default is for all results, home and away, to be included.

Player Characteristics

Bats: Filters results based on whether player is left-handed, right-handed or a switch hitter.

Throws: Filters results based on whether player is left-handed or right-handed.

Primary Position: Limits results to players coded to a particular position. The primary position for each player is determined by the number of games played at each position. Whichever position holds the largest number of appearances **in your project** is designated as the player's primary position. This designation can change throughout the course of a season. Implementation of this filter is a good way to see how players at a particular primary defensive position stack up against one another (e.g. comparing shortstops).

Note: Choices are implemented by checkbox, meaning that multiple positions can be selected at one time. This is a good way, for instance, to group all outfielders together, regardless of specific (i.e. LF, CF, RF) outfield primary position.

Note: *Batting results* for players selected by primary position will display that player's batting stats accumulated in games where the first position played is the position in question. So for instance, a player who started a game at shortstop or whose first defensive position off the bench in a game was shortstop will have   batting and fielding results from that game included when the Primary Position filter is set to *SS*. Batting results for games where the player started or entered at another position will not be included when the Primary Position filter is set to *SS*. To obtain full batting totals and still limit players by position, use the POS option in the Criteria boxes. (See note below)

Note: To quickly select all position players while omitting pitchers, click on the *Batters* item from the Primary Position dropdown menu. If Batters is selected, the other position player selections cannot be chosen.

Tip: Selecting "OF" for Primary Position will only include players whose primary position is the *generic OF* primary position; to produce results including other outfielders you must select LF, CF and/or RF.

Start/Relief: Limits results to games where a pitcher is in the starting lineup (Start) or entered the game in relief (Relief).

Note: For Batting and Fielding results, all relevant position players and pitchers will be included; for Pitching results, the Primary Position filter is inactive. To view only starters or relievers, after selecting PITCHING from the Batting/Pitching/Fielding dropdown menu, click on the Primary Position dropdown and select either STARTER or RELIEVER.

Batting Order: Will show the performance of all players (meeting selected criteria) who hit at a particular slot (1-9) in the lineup. Multiple batting order positions can be selected.

Note: This filter dropdown only appears when Batting is selected using the *Batting/Pitching/Fielding* dropdown menu. The filter will disappear if Pitching or Fielding is selected.

Criteria

This block of dropdowns and data entry boxes allow for the filtering and limiting of results based on a wide variety of statistical (batting, pitching, fielding) and administrative criteria. For each Criterion you wish to employ, select an item from the menu, add an Operator (for stats: >, < or =; for non-statistical criteria: equals, starts with, contains) and then type in the relevant number(s) or letter(s) in the Value box.

1-4 criteria can be used; they must be filled in from top to bottom.

If more than one criterion box is used, the items are interactive. So, for instance, if Criterion 1 is HR>39 and Criterion 2 is RBI>99 the list will be populated only with players who have at least 40 home runs **and** at least 100 runs batted in.

> **Note**: Results will be sorted on whatever criterion is employed in the top Criteria box.

> **Tip**: Statistical or administrative choices in the first Criterion Box can be used to force a categorical sort without an operator or a value. In Criterion Boxes 2-4, any selections that don't include an operator and a value will be ignored.

> **Note:** For Batting searches, *POS* (Position, or Primary Position as defined in the Player Characteristics note above) , will display full batting statistics for players whose primary position matches that selected in the criteria boxes. For instance, a player who is primarily a first baseman, but has also played games in the outfield and at designated hitter, will have his full batting record—regardless of specific position played in any given game, when 1B is designated as the *POS* in one of the criterion boxes.

> **Tip:** letters can be chosen, as part of *POS* selection in the criteria boxes, to be more or less inclusive of multiple positions. By selecting the *EQUALS* operator, a single position (C, 1B, 2B, SS, 3B, LF, CF, RF, DH, P) can be selected. But using the *INCLUDES* operator with, say the "f" character will include all (and only) the outfield positions. Additionally, multiple criteria boxes can be used to select multiple specific positions. For instance, use the *EQUALS* operator and SS in one criterion box and 2B in another to create a list limited to players with middle infield positions as their primary.

> **Note:** Among the administrative choices in the criteria dropdown menu are *Playing Time Percentage* (PT%) and a field labeled *Active*.

> - **PT%**, which also appears on the Roster tab, is a comparison of a player's as-played plate appearances to his real life plate appearances. 100% means that the player's as-played PAs equals his real life total.
> - **Active** is a description of a player's roster status. If a player is on any team's active roster, he is considered active. This criterion requires no operator or value to be used. If you want to limit a display only to active players, select *Active* in one of the criterion boxes and *leave the operator and value fields blank*.

Broad Search Scope Limiters

Batting/Pitching/Fielding: Largely self-explanatory

vs. Left/Right Toggle: Limits Batting and Pitching searches to results against left-handers or right-handers; default is vs. All. Filter is inactive for Fielding searches

> **Note**: Some columns representing statistics for "All" are not applicable to "vs. Left" or "vs. Right" (for instance: runs scored, etc.) and won't be displayed with Left/Right splits.

Season Segment: Allows tailoring of results to Regular Season, Pre-Season, Postseason (all applicable games) or any one of a number of specific Postseason series. Default is Regular Season.

Season Stats/Game Stats: Determines whether search is of compiled Player Season statistics or single games that match the search criteria. Yes, you can search for numerous specific single-game player accomplishments by selecting "Game Stats" from this dropdown. The default is to search for compiled season stats (i.e. "Season Stats" on the dropdown menu.

Totals Row Checkbox Toggle: Allows the user to turn a totals row on and off for any set of results.

> **Note**: To change the status of the totals row after checking or unchecking the toggle box, you must click on the SUBMIT FORM button.

Qualifying Checkbox Toggle: When checked limits the search to those who meet corresponding qualifying limits (plate appearances, innings pitched, games played). When loaded from the Leaders tab you will notice this will be checked for stats using a qualification (i.e. all non-counting number categories).

Administrative Functions

Submit Form: Probably the most important operator on the tab: you must hit this button to generate a search after setting any and all filters, criteria and other functions (with the exception of *Swap Teams/Opps* and *Clear Dates* which will automatically update the results)

Clear Filters/Results: Will reset everything on the tab to its default state (i.e. how things were when you first accessed the Season Indexer), including any date changes. This is the easiest way to return to the status quo ante.

Export to CSV: Will export the current search results to a comma separated value (CSV) file.

Number of Cases Box: displays the number of entries generated by the most recent search.

Reload the Season button: Pressing this button will refresh season stats for games played since the Indexer has been opened without exiting and re-entering the program. This should **_not_** be done when actively involved in auto playing DMB games.

Season/Teams: When *Season* is chosen, multi-team player statistics will be displayed as combined season totals, notwithstanding the impact of any selected filters. When *Teams* is chosen, multi-team player statistics will be displayed as individual team breakdowns, also notwithstanding the impact of any selected filters.

> **Note**: Games scheduled as "Playoff" contests, via the DMB Organizer, will be combined with other regular season games when *Season* is chosen. When *Teams* is selected, playoff games will be displayed as a separate row.

Exit Season: Closes the Season Side window for the current season.

Note: A Column Hiding capability exists once a Batting, Pitching or Fielding report has been generated. A dropdown menu will appear (See Figure 10.c2) that will allow you to select columns to hide in the default presentation for the type of report created (i.e. batting/pitching/fielding). These selections are sticky; the columns hidden will remain hidden for all future reports of that type created until you modify the choices in the dropdown menu.

Figure 10c2: Season Indexer Column Hider (Pitching)

Multi-Team Designation

When Season is selected from the *Season/Teams* dropdown, the Season Indexer includes a system a notation in the Team column that allows for easy identification of players who appear for more than one team in the selected database. Designations will appear on applicable Batting, Pitching and Fielding displays.

There are three different Team column designations:

1. *Team abbreviation, no notation* (Ex.: Mia) – player affiliated with only one team
2. *Team abbreviation, asterisk*: (Ex.: Mia*) – player affiliated with multiple teams in the same league, displayed abbreviation is the most recent of those teams
3. *Asterisk only, no team abbreviation*: (Ex: *) – player a player affiliated with multiple teams in different leagues

Rank	Player	Tm	Lg
0	Kevin Correia	*	Amer
0	Jarred Cosart	*	Amer
0	Neal Cotts*	Tex	Amer
0	Daniel Coulombe*	LAN	Natio
0	Collin Cowgill	LAA	Amer
0	Zack Cozart	Cin	Natio
0	Allen Craig	*	Natio
0	Brandon Crawford*	SF	Natio
0	Carl Crawford*	LAN	Natio
0	Coco Crisp#	Oak	Amer
0	Kyle Crockett*	Cle	Amer
0	C.J. Cron	LAA	Amer
0	Aaron Crow	KC	Amer
0	Nelson Cruz	Bal	Amer
0	Tony Cruz	StL	Natio
0	Michael Cuddyer	Col	Natio
0	Johnny Cueto	Cin	Natio
0	Charlie Culberson	Col	Natio
0	Brandon Cumpton	Pit	Natio
0	Matt Daley	NYA	Amer
0	John Danks*	ChA	Amer
0	Jordan Danks*	ChA	Amer
0	Chase d'Arnaud	Pit	Natio
0	Travis d'Arnaud	NYN	Natio
0	Logan Darnell*	Min	Amer
0	Yu Darvish	Tex	Amer
0	Chris Davis*	Bal	Amer
0	Ike Davis*	Pit*	Natio
0	Khris Davis	Mil	Natio
0	Rajai Davis	Det	Amer
0	Wade Davis	KC	Amer
0	Alejandro De Aza*	Bal*	Amer

Note: The multi-team designation won't be reflected until a player has changed teams during the season.

Note: The multi-team designation will be displayed regardless of whether the selected database has *Game-By-Game Statistics* enabled or not.

Maximizing Use of the Season Indexer

Getting the most out of this tab begins by realizing just how much can be done with it. For starters, note that *results can be generated without changing a single setting*. Try it. What you get is the equivalent of a full-fledged batting register. The same type of report can be produced for pitching (pitching register) and fielding (fielding

register) by simply adjusting the Batting/Pitching/Fielding dropdown selection. (See Figure 10d immediately below)

Figure 10d: Batting Register

Note: Batting, Pitching and Fielding Register reports are sorted on last name by default.

Note: Double-clicking on any row in the display brings up that player's Player Season Page.

But full register reports are just the start of what can be done with the Indexer. Full interactive team reports for batting, pitching and fielding can be generated by use of the Team Filter.

Figure 10e: Kansas City Royals Team Pitching Report

Perhaps you're interested in selecting an All-Star team. You can list the primary players at each position, and limit the results to those who have played a significant number of games. The example below shows National League second basemen who have accumulated at least 300 plate appearances, with the report sorted on RC/27:

Rank	Player	Tm	Lg	Age	POS	G	PA	AB	R	H	2B	3B	HR	RBI	BB	IBB	SO	HBP	SB	CS	AVG	OBP	SLG	OPS	RC	RC27	SH	SF	GDP	GW	CI	XBH	TB	ISO	TAVG	SAVG	LHS	CHS	PT%	UID	PID	GID
1	Neil Walker#	Pit	Natio	29	2B	132	565	504	70	139	17	1	23	79	41	3	84	13	1	3	.276	.342	.458	.800	76.9	5.3	1	6	15	9		43	231	.182	.747	.260	9		99	27976	1366	1259
2	Chase Utley*	Phi	Natio	36	2B	149	636	566	66	151	29	7	17	78	47	9	83	11	7	2	.264	.329	.429	.758	82.5	5.1	0	7	9	7	0	53	245	.165	.719	.256	12	1	96	26322	1329	1224
3	Daniel Murphy*	NYN	Natio	29	2B	137	612	566	82	171	41	3	6	57	39	2	68	0	12	5	.302	.343	.417	.760	78.3	5.1	0	7	15	9	0	50	236	.115	.692	.196	17	1	95	28177	891	821
4	Scooter Gennett*	Mil	Natio	24	2B	134	455	427	57	122	37	2	12	54	19	1	57	2	6	3	.286	.317	.466	.783	57.0	4.6	4	3	17	4	0	51	199	.180	.695	.232	10	3	96	29068	465	431
5	Danny Espinosa#	Was	Natio	27	2B	109	351	329	38	82	17	6	12	52	16	3	110	6	1	7	.249	.296	.447	.743	43.0	4.6	0	3	5	4	0	35	147	.198	.693	.264	6	0	96	28459	384	358
6	Dee Gordon*	LAN	Natio	26	2B	145	654	615	78	162	21	15	3	61	30	0	107	3	61	18	.263	.300	.361	.661	70.2	3.9	3	3	4	6	0	39	222	.098	.665	.216	18	2	101	28641	501	464
7	Brandon Phillips	Cin	Natio	33	2B	115	495	468	36	116	31	0	11	47	19	1	79	5	4	0	.248	.283	.385	.668	49.4	3.6	1	2	11	8	0	42	180	.137	.573	.186	8	6	99	25029	1017	935
8	Tommy La Stella*	Atl	Natio	25	2B	90	354	315	28	74	12	1	1	21	37	1	33	1	1	0	.235	.317	.289	.606	31.3	3.4	1	0	3	3	0	14	91	.054	.533	.175	9	3	91	29281	715	658
9	Donovan Solano	Mia	Natio	26	2B	104	311	281	31	69	7	0	5	22	18	0	42	3	4	6	.246	.298	.324	.622	28.0	3.4	6	2	3	1	0	12	91	.078	.525	.139	5	5	91	28852	1234	1138
10	DJ LeMahieu	Col	Natio	26	2B	146	536	495	48	117	12	7	8	43	34	6	102	4	10	6	.236	.290	.337	.627	44.8	3.0	2	1	17	1	0	27	167	.101	.536	.178	10	10	98	28631	739	680
11	Aaron Hill	Ari	Natio	32	2B	133	545	507	61	115	29	5	11	66	25	9	95	5	4	3	.227	.266	.369	.635	43.5	2.8	0	8	24	13	0	45	187	.142	.527	.193	8	1	101	26767	591	548
12	Jedd Gyorko	SD	Natio	26	2B	107	419	379	34	73	18	2	6	37	33	1	102	2	5	0	.193	.258	.298	.556	29.7	2.5	0	5	10	3	0	26	113	.105	.484	.206	4	1	98	28985	533	495
13	Kolten Wong*	StL	Natio	24	2B	109	427	406	44	89	11	2	8	42	16	1	71	4	16	6	.219	.241	.315	.556	28.9	2.3	4	1	10	6	0	21	128	.096	.471	.143	5	0	99	29151	1408	1296
			PA	AB	R	H	2B	3B	HR	RBI	BB	IBB	SO	HBP	SB	CS	AVG	OBP	SLG	OPS	RC	RC27	SH	SF	GDP	GW	CI	XBH	TB	ISO	TAVG	SAVG	LHS	CHS						

PA	AB	R	H	2B	3B	HR	RBI	BB	IBB	SO	HBP	SB	CS	AVG	OBP	SLG	OPS	RC	RC27	SH	SF	GDP	GW	CI	XBH	TB	ISO	TAVG	SAVG	LHS	CHS
6360	5863	673	1480	282	53	123	657	387	28	1062	60	135	49	.252	.301	.383	.683	659.6	3.8	22	48	144	77	0	458	2237	.130	.612	.206	18	0

Figure 10f: All-Star 2B Selection Assistant

There's an upcoming series between the Mariners and the Angels. I wonder how the players on those teams have performed in head-to-head matchups earlier in the season…

Figure 10g: Mariners batters vs. Angels pitchers

Finally, I'd like to see all of the performances in the head-to-head matchups between the two teams where a player had at least three hits in a single game:
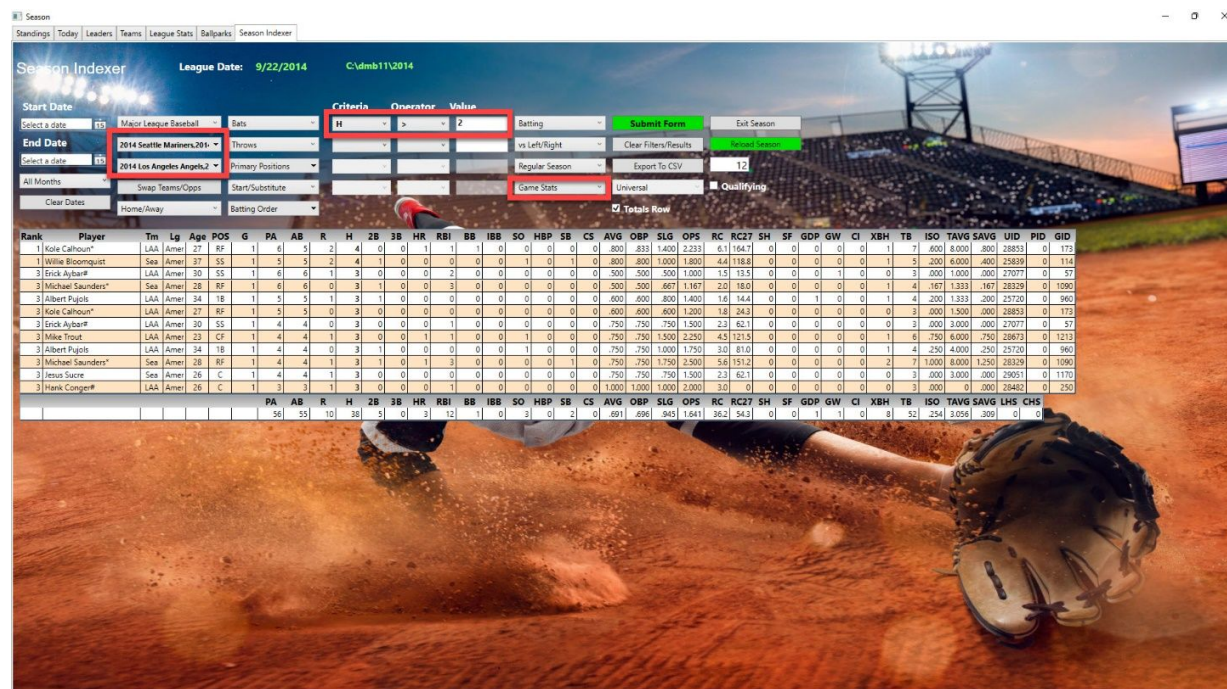
Figure 10h: 3+-Hit games for Mariners and Angels batters in head-to-head matchups

What Kinds of Things Can You Do?

This is really just the tip of the iceberg. Remember, settings are interactive, so a search can truly be as granular or wide-ranging as you like. Want to see how a single team's pitching staff is doing against the other teams in its division? You can do it. Want to limit that search to road games? You can do that. Want to see how a set of teams performed last month against left-handed pitching? You can do that. How many left-handed batters designated as first baseman are hitting over .300? You can do that. Want to see who the top 15 pitchers in the league are in generating double play grounders? Want to see which players in an organization have 20 doubles, 20 home runs and 20 steals? Want to see which left-handed relief pitchers have allowed the most home runs in their home ballparks? Want to see a list of one-hit shutouts with at least 10 strikeouts? You can do all of these things, and countless others, with the Season Indexer. Just let your mind wander a bit.

Figure 10x: Postseason screen

Postseason Tab

The Postseason tab, which only appears once postseason games are scheduled, displays results of postseason series in the format shown above in Figure 10x. Series results are displayed with the most recent series at the top of the screen.

Note: for postseason results to be displayed in the Indexer, games must be scheduled using the DMB Postseason tool. Postseason games scheduled by other means (e.g. manually scheduled via the DMB schedule) will not be displayed on the Indexer's Postseason tab).
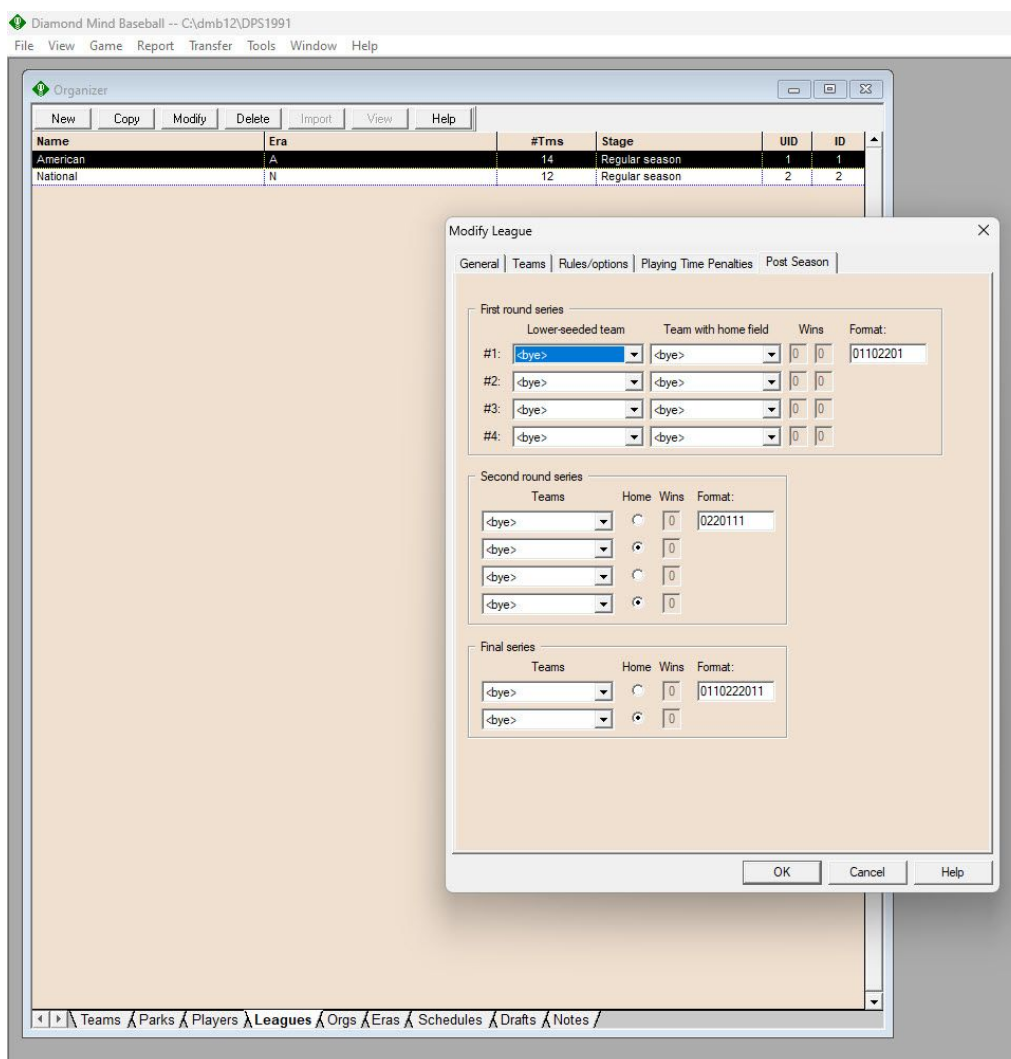
Figure 10y: DMB Postseason Configuration Tool: This protocol must be used to schedule postseason games for results to be displayed in the Indexer

- Winning teams are highlighted in **bold blue** font.
- Double-clicking on a game entry will bring up that game's box score in a pop-up window.

Note: The backdrop image for the Postseason tab can be changed for any individual database by placing a JPEG file with the name *WS.jpg* in the folder containing the database in question (e.g. C:/dmb12/dps2022). This allows you to have a backdrop specific to the team(s) and/or season represented by the database in question. A default backdrop will appear for any database where a specific file has not been put into place.

Postseason Structures Fully Supported by the Postseason Tab Display:

Wildcard Rounds one series, two teams, per league

Divisional Rounds: up to two series, four teams per league

League Championship Rounds: up to two series, four teams per league

Organizational Championship: two teams, one series

Note: As mentioned above, and repeated here for emphasis, for postseason results to be displayed in the Indexer, games must be scheduled using the DMB Postseason tool. Postseason games scheduled by other means (e.g. manually scheduled via the DMB schedule) will not be displayed on the Indexer's Postseason tab).

Note: While structures not covered above are not fully supported by the Postseason tab display, any structure allowed by DMB will be supported by all other Indexer screens

Player Game Logs

Accessible after highlighting a player's name on either the batters or pitchers roster and then clicking a button on the Rosters Tab (see Figure 8b) or by right-clicking on a player's name and selecting *Game Logs* from the ensuing menu, game logs display a game-by-game statistical table of a player's season. The left-hand side of the screen displays each individual game's accomplishments over a number of statistical fields; the right-hand side of the screen shows a running cumulative total for these statistical fields, making it easy to track a player's performance as the season unfolds and to discover when specific statistical thresholds have been reached (e.g. 30th home run, 20th win, etc.).

Note: Batting game logs only display rows for games in which a player had at least one plate appearance or appeared as a pinch runner.

Figure 8b: Game Logs Access Button

Game Logs Screen Details

Batting and Pitching: Game logs are kept for both batting and pitching statistics. When opening the game logs display, the default screen will be shown for that player's primary role (i.e. position players will have their batting game log displayed; pitchers will have their pitching game log displayed). Tabs allow switching back and forth between the batting and pitching displays for individual players. (See Figure 8c)

Figure 8c: Game Log Screen

Statistical Summaries: At the bottom of the game logs screen, statistical summaries across a broad array of categories are displayed. This makes it easy to see a breakdown of a player's stats by:

- Month
- vs. opponents
- home/away
- starting/relieving (pitching logs only, for pitchers who performed in both roles)

These different categorical breakdowns are color-coded, to make it easy to distinguish them from one another. (See Figure 8d)

Figure 8d: Game Logs Statistical Summaries

Filters: There are many ways to filter the default game logs display, to tailor the displayed information narrowly. Information can be filtered by date (either specific months or any set of custom dates), by opponent and by home/away status. What's more, all of these filters can be used in combination with one another. So, for instance, it's possible to display a player's performance by date and a specific opponent and home/away status. (See Figure 8e)

Game logs can be filtered by:

- Month
- Specific user-defined starting and ending dates
- Opponent
- Home/Away
- Starting/Relieving (pitching logs only)

Note: Dates can be reset without changing other filters by clicking the "Clear Date" button; all filters (including dates) can be reset by clicking the "Clear All" Button.

Also note that, from a single game log screen, it's possible to select other players on a given team's roster or change rosters, with the click of a button. Additionally, a single click on a column header will sort the entire report on that column from highest total to lowest (a second click will resort from lowest to highest), making it easy to find top (or bottom) performances for the player in question.
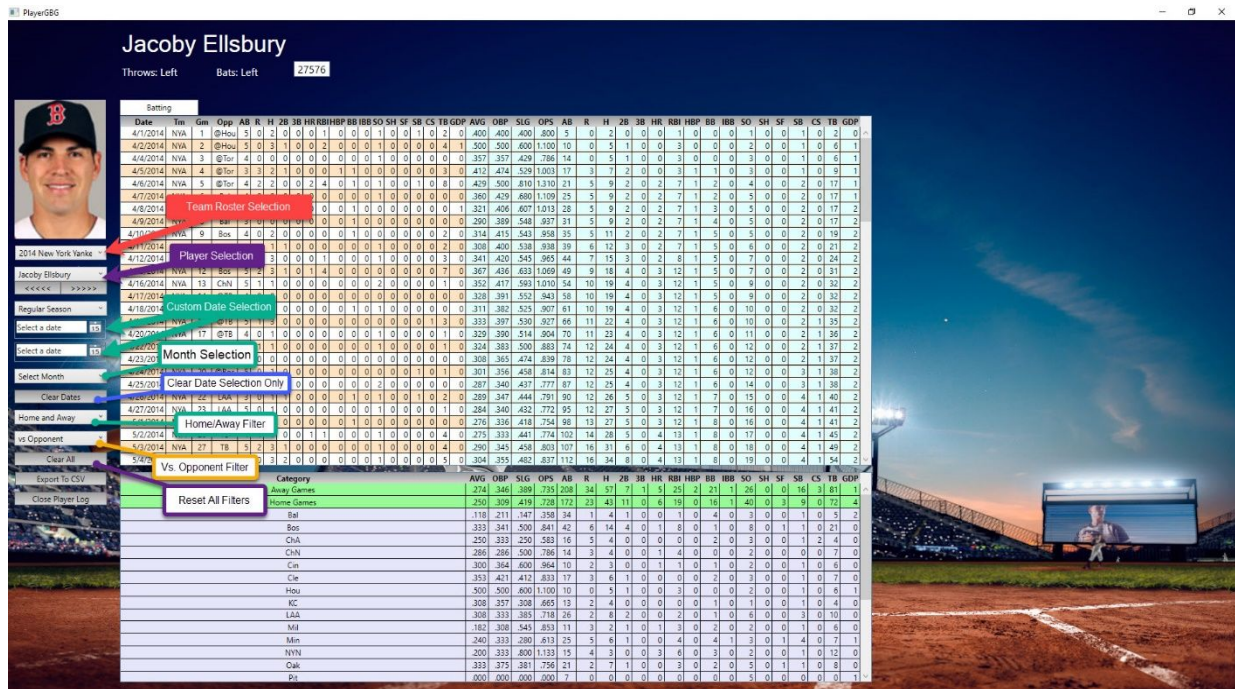
Figure 8e: Game Logs Filters

Highlighted games: Exceptional batting and pitching performances—3+ home run games, cycles, no-hitters, 15+ strikeout performances, etc.—will be highlighted in **bold** text. (See Figure 8f)
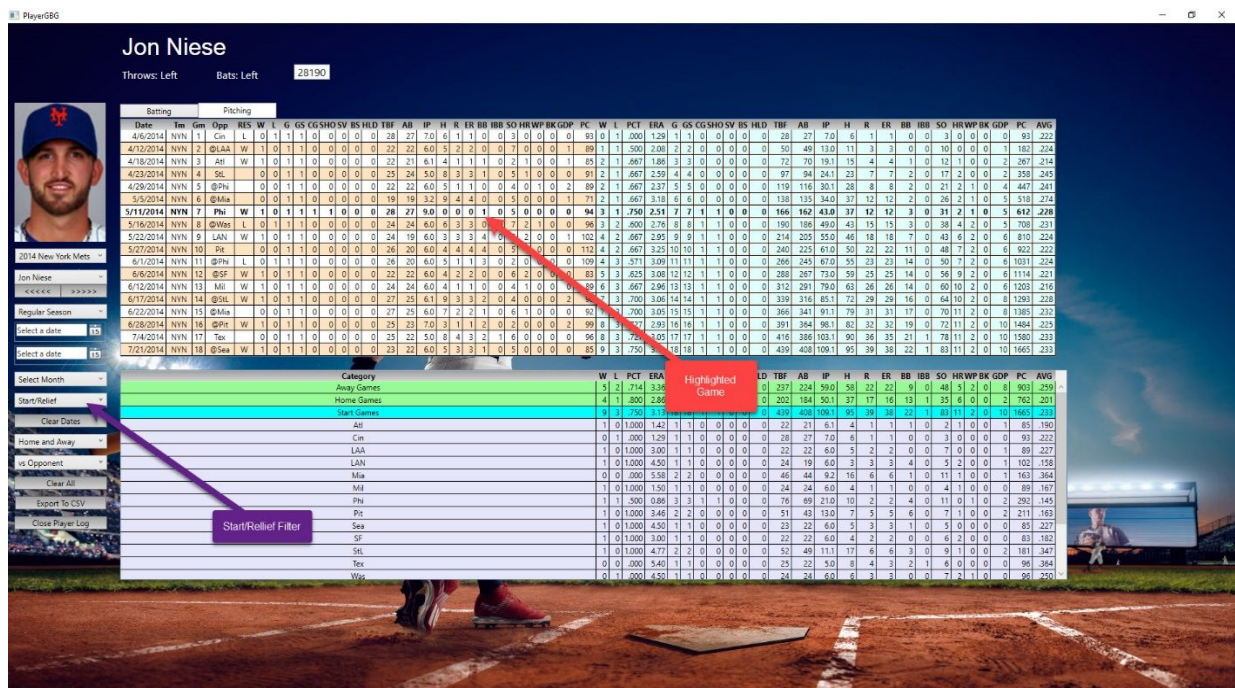
Figure 8f: Game Logs Highlighted Games

Player Season Page

Player Season Pages are accessed by double-clicking on the name of a player from the Leaders and Rosters pages (excluding the Transaction list on the Team Stats page) as well as from right-click menus from various tabs in the Indexer.

The player page displays a player's replay stats. Stats from multiple seasons are displayed should you choose to connect your active replay to an existing encyclopedia file, including summed totals from the displayed seasons. (See Figure 11) If you choose not to utilize the encyclopedia connection, the totals simply display the active season stats.

Note: When connected to an encyclopedia, stats are only displayed from seasons contained in that encyclopedia that *precede* the active season. For example, say you are playing the 1970 season and have connected this active season to an encyclopedia that includes a variety of seasons from the 1950s, 1960s, 1970s and 1980s. On the player pages for the active 1970 season, stats will only be shown for those seasons in the encyclopedia prior to 1970. Completed seasons after 1970—1975, for instance—will not be displayed on the player pages for the active 1970 season.

Note: *Player Season* Pages are similar, but not identical, to *Career* Player Pages. This section describes Player Season Pages, which are accessed exclusively from the Season side of the program; Career Player Pages, which are accessed exclusively from the Career (aka Encyclopedia) side of the program, will be discussed separately later in this file.

Batters Player Pages: A Batter's Player Page will typically have four tabs (see below), three for various batting stat categories and the last for fielding statistics. In the unusual case that a position player gets into a game as a pitcher, a series of pitching tabs will also appear.
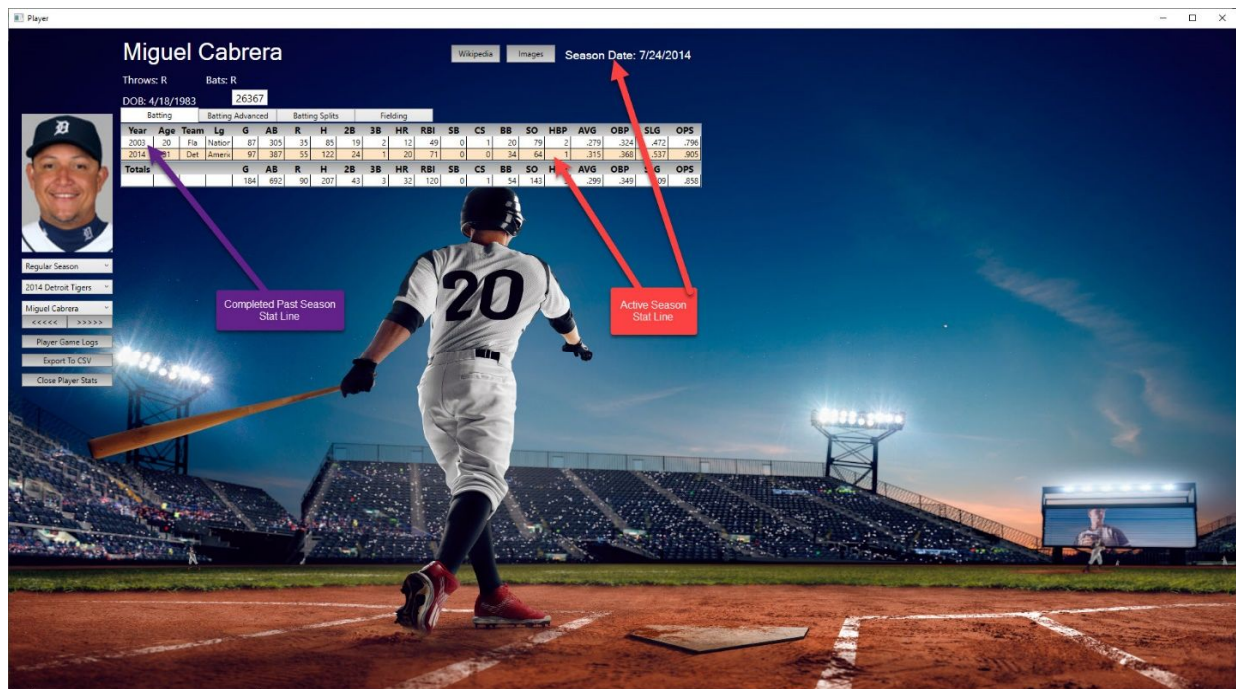
Figure 11: Batters Player Page from Season Indexer

Pitchers Player Pages: A Pitcher's Player Page will have tabs for his hitting statistics, his pitching statistics, and fielding statistics. (See Figure 12) Note that from this page you can navigate to any team or player in the season by virtue of the dropdown menu options and arrows just above the player image. You can open multiple Player Pages if you wish by double-clicking on the player names from the Rosters tab.
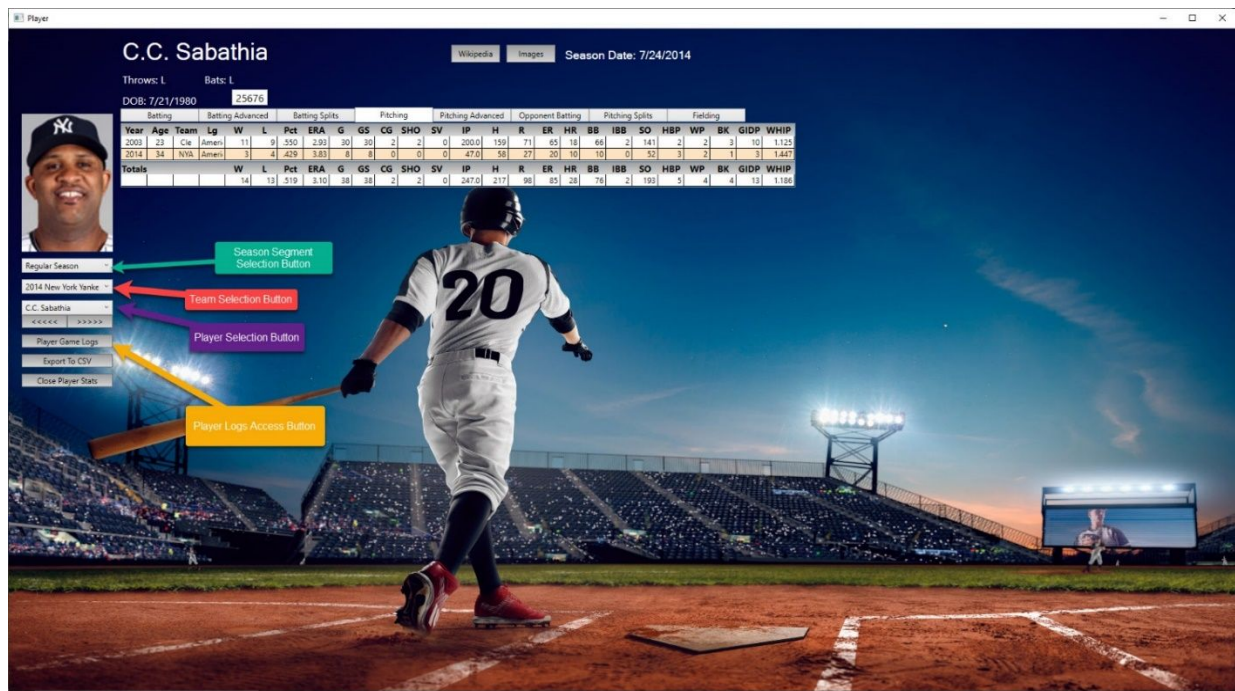
Figure 12: Pitchers Player Page from Season Indexer

Game Log Button: The game log(s) for the player in question can be viewed by clicking on the *Player Game Log* button on the left-hand side of the screen. (See figure 12) The game logs are described above in this Help file.

CSV File Saving: You have the ability to print a Players Page to a CSV file, which will be saved automatically in the CSV folder within the active season folder. When you click the *To CSV* button, you will be presented with a confirmation dialog asking you to select from two file naming conventions: one choice is the name of the team associated with that player and the other choice is the name of the player himself. Follow the prompts to make your selection. You will then be presented with another confirmation dialog asking you if you want to save the data for the selected player from every one of the Player Season page tabs or just the data from the currently selected tab. Again, follow the prompts to complete the process. Depending on the selections made, it may take several seconds for the process to be completed. When the process is finished, you will be presented with a dialog box asking if you want to open the folder with the just saved file. Follow the prompts to complete the process.

Please be aware that, if you choose the team file name in the first confirmation dialog, each Player Page you print as a CSV file using that choice will be appended to this single file. This allows you to add only the players you want, from a given team. When you finish one file, you can choose to rename the existing CSV file (via Windows File Explorer or some third-party file renaming tool) and start a new file.

Note: The Indexer will attempt to display the grids that are most important for that player by default. That means batters will default to displaying the batting stats page and pitchers will default to the pitching stats page. Players who have not played yet will default to the batting page.

Season Transactions/Injuries: For those players with transactions or injuries during the season, a tab that documents these items will be displayed. (See Figure 12a)

- For seasons using actual transactions, all of the transaction items for the player in question will be displayed, including date and team affiliation.
- For seasons using one of the DMB injury options, injuries that occur during the season will be reported here, including length of absence and date of return to the roster.
- Rain delay "injuries" to pitchers—if you are using the DMB weather system—will be reported here regardless of the transaction setting implemented for the database.

Note: Ejections will not be reported on this tab.

Figure 12a: Player Season Page Transactions/Injuries Tab Display

The Career Indexer

The Career Indexer is designed to work with DMB Encyclopedia files. You must have the DMB Encyclopedia program (v11 or v12) installed on your computer and you must have at least one season saved within that DMB Encyclopedia for the Indexer to operate. (The season side of the program will still function without an encyclopedia.)

Important note: For the Career Indexer to properly compile league-based career leaders, it is critically important that ***the names of leagues within DMB be consistent throughout each compiled database***. By "consistent," we mean *exactly the same*. For instance, if you name your leagues "American" and "National" in one database and then name them "AL" and "NL" or "American League" and "National League" in a subsequent database that is added to the same DMB encyclopedia, the Career Indexer will not treat these leagues as legacy associates. ***You must use the identical naming conventions for leagues in all databases that you wish to be associated with each other in the Career Indexer.***

Figure 13: Career Indexer Opening Screen

Opening Screen: This screen appears: 1) when the program is first loaded; 2) no-results are returned on a search; and 3) when the *Reset Filters/Leaderboards* button is pressed.

The leaders lists (a variety of batting and pitching statistical categories are displayed) on the opening screens are static; double-clicking a player name from these lists will bring up his career player page. The purpose of these lists is to provide an overall introduction to the loaded encyclopedia.

The leaders lists will display top performers for single seasons or for entire careers. This can be changed by adjusting the setting in a drop-down box adjacent to the Encyclopedia name near the middle of the screen.
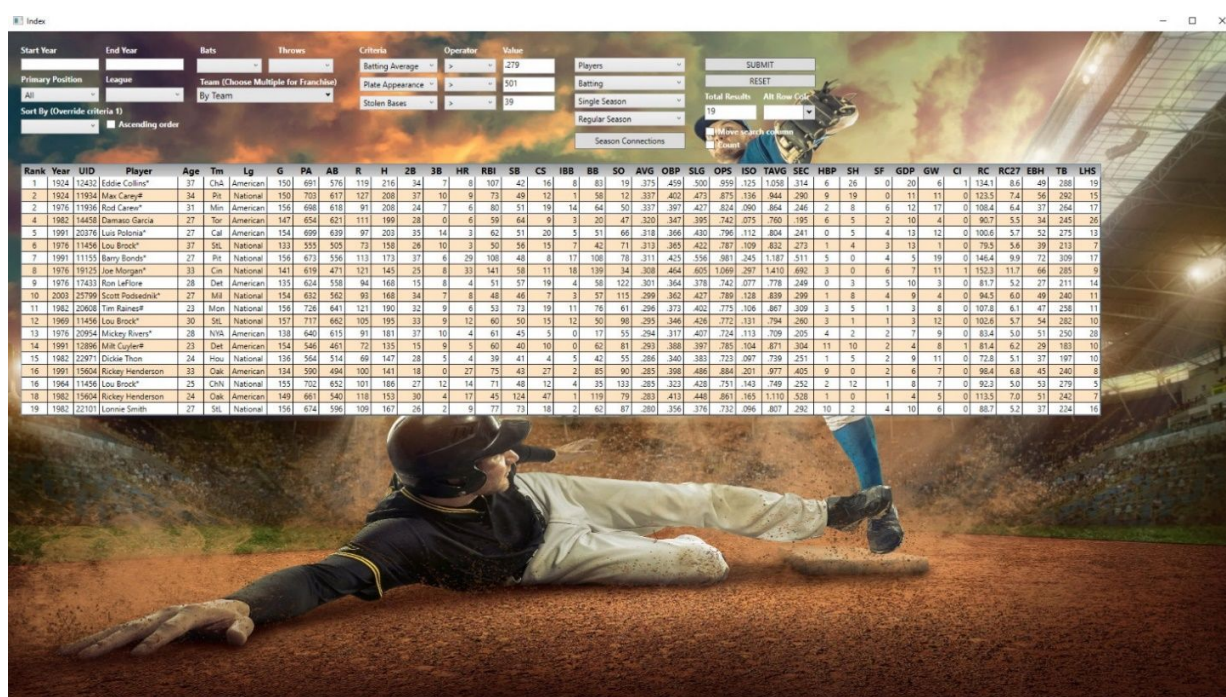
Note: The encyclopedia name appears above the left-hand most leader lists.

Note: Maximizing this screen enlarges the records and provides less need for scrolling when conducting searches.

Percentage style stats—batting average, slugging percentage, earned run average—have user-defined minimum requirements *for career stats*. These minimums can be set by entering numbers in the appropriately labeled boxes for plate appearances (career batting stats) and innings pitched (career pitching stats). If the boxes are left blank, the program's default minimums (3000 plate appearances and 1000 innings pitched) will be used. For *season* records, default minimums are preset (3.1 PA per team game for season batting stats; 1 IP per team game for season pitching stats). This has been simplified to 477 PA and 154 IP.

Active players on the Career leaders list are highlighted in **bold** by default. This lets you know who is still chasing that top spot on the list. The highlighting can be toggled off if so desired by pressing the button next to the Career/Single Season Drop-down box. Bold is not displayed for single season leaders. Right clicking on a table in the leaders lists allows you to select from a menu that enables you to navigate to that player's stat page or expand the search for the given category to more than the ten results that are shown.

Figure 14a: Search Results Screen

Figure 14b: Count Search Results

Searches and Filters: The indexer is used to load a DMB encyclopedia. This allows you to see player stats over several seasons and create lists to see who the leaders are in any tracked statistical category, filtered by a series of criteria, if you so choose.

Means of filtering searches include:

- **Start Year, End Year**: Allows you to select a time range for your search. If you have a database of 10 seasons, you could limit your search to a 5-year span if you choose. Use these settings to limit the search to certain years instead of the entire database. The year settings are <= or >= which is to say they are inclusive.
- **Bats, Throws**: Limit your searches, for example, to left-handed hitters or right-handed throwers. These filters are independent of one another so it would be possible to limit a search to, for instance, left-handed throwing switch hitters. No filter is applied when the dropdown is blank. Left-handed hitters are represented by an asterisk (*) next to their name on all hitting charts. Left-handed throwers are indicated the same way on all pitching charts. Switch hitters are indicated by a pound sign (#) next to their name on all hitting charts.
- **Position**: Limit your search to only one position. Great for fielding searches when you want to compare all the shortstops, for instance.
- **League**:   Limits searches to a single league (leaving this filter blank searches through all leagues)
- **Team**: Limits searches to selected teams; there is no limit, beyond the number listed, of teams that can be included in a search. (The default is for all teams to be included.)
- **Franchise**: You can achieve the franchise stats by selecting all the team names associated with your franchise.
- **Criteria Boxes:** Includes numerous batting, pitching, fielding and demographic categories. The first criteria box sets the list order unless you override it with the *Sort By* dropdown box located near the upper left of the screen. So if you searched for HR > 10 as the first criteria the list will be sorted with the

most HRs at the top. You can reverse the order by checking the *Ascending order* box. Then, using the previous example, the lowest HRs will be at the top. All three criteria can be used in one search. For searches looking for the highest AVG you may want to set AB to a minimum or you will get players who only batted a few times at the top of the list.

Searches can be run for:

- **Players**
- **Teams**
- **Leagues**
- **Organizations**

Types of searches include the following options:

- **Single season totals:** Players who played for several teams will be totaled to one line for all single season searches.
- **Single season vs. lefties**
- **Single season vs. righties**
- **Cumulative totals**: Total stats for multiple seasons determined by the years drop downs.
- **Cumulative vs. lefties**
- **Cumulative vs. righties**

Note: For every search, you must hit the Submit button. Clicking on submit without any filters set will result in all players in the database being returned. Once displayed you can still reference your search criteria from the top. Entering bad data in the filter boxes will return no results.

Other Search Screen Items

Reset button: Resets all the fields so you can start fresh; brings the default Leaders Lists back to the fore.

Drop-down Boxes for:

- Players, Leagues, Organizations; Teams are selected from a dropdown list of check boxes
- Batting, Pitching, Fielding
- Single Season, Single Season vs. Lefties, Single Season vs. Righties, Cumulative, Cumulative vs. Lefties, Cumulative vs. Righties
- Pre-Season, Regular Season, Wild Card, Divisional Playoffs, League Championships, Organizational Championship

Alt Row Color: Changes the color of the alternating row on the grid. (**Note**: While this is the only grid at this time supporting this feature, it may be expanded in the future to all grids through a settings page.)

Move Search Column: Temporarily move a searched column to the beginning of the table so scrolling will not be necessary. Columns are still moveable by dragging them to new locations. When moving columns, either by using this feature or dragging them around, the only way to reset the column order back to what it was is to close and reopen the indexer which will return all columns to their default positions on the grid.

Total Results: Gives a total count of results returned. This differs from *Rank* which shows a player's rank on the search for field (Criteria 1) or the *Sort By Dropdown* (which overrides Criteria 1).

Count checkbox: This is used to change the search to a count list showing how many times a player has met the search criteria. This is a convenient way to, for instance, see how many times each player has driven in 100 runs in

a season or won 20 games in a season. The count checkbox is available for players and season searches only. (See Figure 14b, above)

Note: Clicking on a column header will sort by that column highest to lowest. Clicking it again will switch the sort order to lowest to highest.
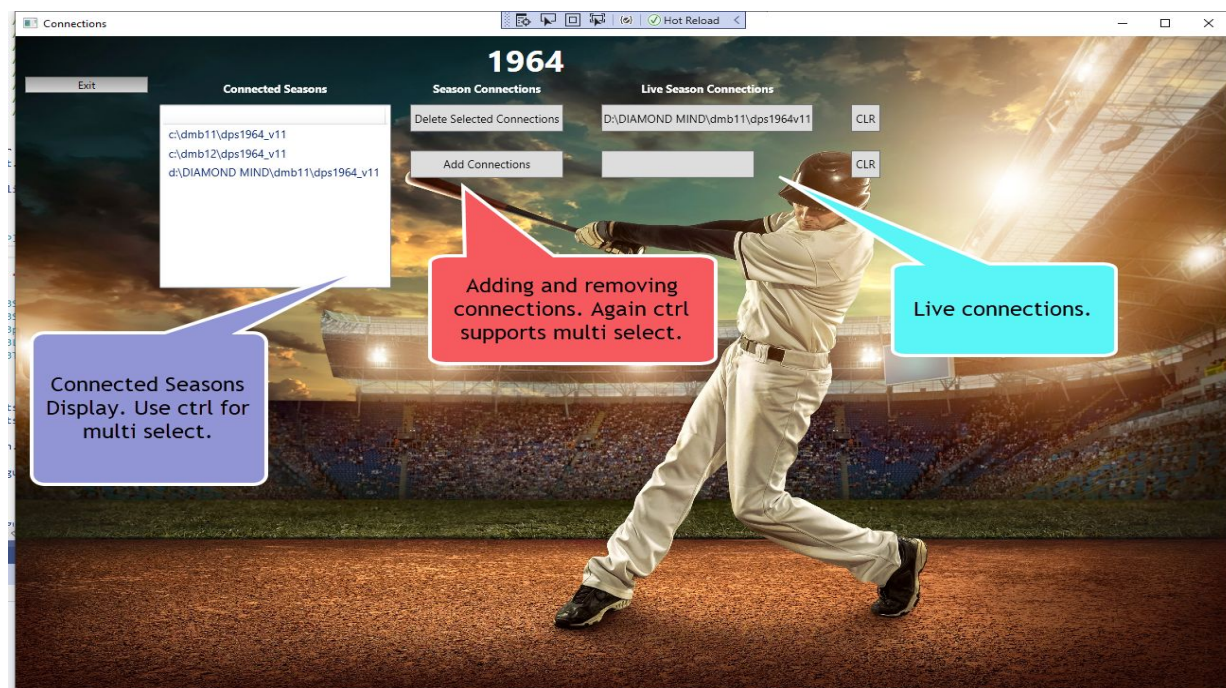

Figure 14c: Season Connections

Encyclopedia Connections

The connections button (See Figure 14c) on the Indexer search screen takes you to a new page where you can manage connections to the encyclopedia.

Figure 14d: Season Connections

Season connections to the encyclopedia allow for double-clicking on Career Player Pages rows and opening that particular season in a new window. (For instance, if you double-click on the 1964 row on Lou Brock's career player page, a window open to the 1964 Standings Tab will appear.)

Connecting a season to the encyclopedia also allows for the *Player Season pages* to be populated with the encyclopedia's stats. If you have an encyclopedia with years 1960 to 1965 and you open a connected 1963 season that is not the one imported to the DMB encyclopedia—meaning a second 1963 season--it will remove the 1963 season that has already been imported into the DMB encyclopedia from the Player Season page to display the newly connected one. *It does not change the encyclopedia's stats. It does allow you to replay that 1963 season to see how it would have turned out if the 1963 season was different.* These stat sharing features are no longer available after removing the season connections.

This page also a "Live Season" connection option. This option allows the "adding" of "in progress stats" to the encyclopedia's stats. It does not do an import or change what is in the DMB encyclopedia. It just shows the stats displayed with the encyclopedia's so you can see where a player in an active season currently stands on the career leaderboards. These stats are also added for Career searches, and the Career Player Pages. If you connect a season year that is already represented in the encyclopedia, it will be properly ignored (meaning the stats will not be duplicated). These stats will no longer be added if you "clear" the live connection.

Career (Encyclopedia) Player Pages

Double clicking on a player row from the Career opening/search screen will take you to the Career Player Page.

Note: *Career* Player Pages are similar, but not identical, to *Player Season* Pages. This section describes Career Player Pages, which are accessed exclusively from the Indexer side of the program; Player Season Pages, which are accessed exclusively from the Season side of the program, are discussed separately, earlier in this file.

Figure 15: Encyclopedia Player Page

This screen displays a player's career replay stats, and will include the ongoing stats for any active connected season. (See the section titled *Encyclopedia Connections* above.) Stat display organization mimics that of the Player Season Page, which is described at length earlier in this file.

If the selected player had pitched at all in his career, pitching tabs would also be visible. Pitchers will always have all tabs visible.

Career Player Page stats can be exported to a CSV file via the **To CSV** button. The file will be saved in a **CSV** subfolder in the location where your DMB Encyclopedia is located. The filename will include the name of the player in question in the following format: **Player Name Career.csv**. So, if you were saving from Willie Mays' career player page, the file saved would be named: **Willie Mays Career.csv**

Player pics can be used by copying the PlayerPics Global File from the DMB directory into the DMBenc11 folder. (See Figure 16)
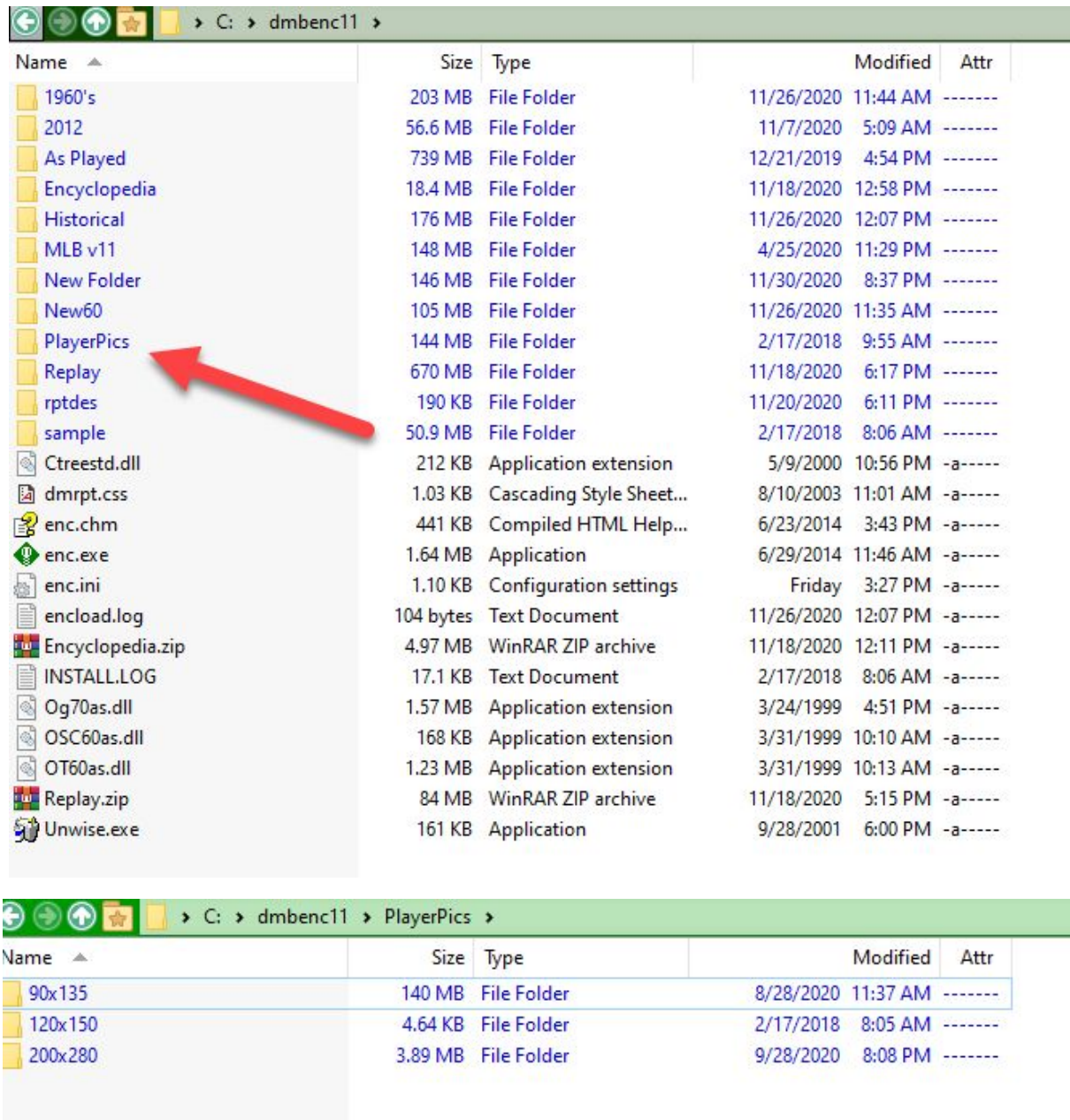
Figure 16: Copying Player Pics

If a player has postseason stats then they will be available using the dropdown menu in the upper left of the screen.

Thank You Charles!

Written by Stan Watson (on behalf of the entire Testing and Development team)

In the Summer of 2020, when the news was dominated by face masks and experimental vaccines, I received an email from Kerry Leibowitz containing a link to a thread on the Fans of DMB Forum, specifically a post from Charles Van Tuyl, discussing his Indexer program. The Indexer started as a tool to view real-life baseball statistics using the Lahman database, but by the time Kerry emailed me, Charles had begun work on a version that utilized statistics generated by the DMB game. It was this latter venture that intrigued Kerry and me. As friends for nearly 30 years, we had long felt certain things were lacking in the "stat package" of the DMB game and we wanted to see those items "fixed." So, we waited, and watched, to see what Charles' DMB Indexer might do in this regard. Finally, in the Fall of 2020, we decided to take a chance. We reached out to Charles, offering our time and experience, based on testing other programs over the years, to assist him in the testing and development of the DMB Indexer. Charles didn't know us from Adam. He could have just as easily said no, but he agreed; maybe reluctantly, but he agreed to involve us in the project.

For the next three years, dozens of Teams calls took place, hundreds of ideas were developed, dozens of features were implemented, a third tester (David Johnson) with a knack for finding formatting inconsistencies joined the team a year into the project, and the end result couldn't make us prouder or more thankful.

Charles has achieved an incalculable amount with his programming skills. Believe me, we threw a *lot* of things at him, many of them very complicated, and what he managed to code in the DMB Indexer is only slightly short of amazing. (Seriously, have you looked at the Player Usage tabs?)

But most of all, Charles listened. He listened to three people he didn't know, then set out to code the single most effective third-party program ever developed for DMB, filling what we felt were some very large gaps left by the game program itself. As a start, please take a moment to look at the Player Game Logs. Kerry and I felt a good player game log was essential to the DMB Indexer, so we started there, convincing Charles this is what we needed the most. Charles listened, and he agreed. By then he had already begun deciphering some of the data output files in the DMB game. Kerry and I gladly picked up from that point to extract even more data. Shortly thereafter, the DMB Indexer Player Game Logs were born. Once that first domino fell, the Indexer, as you now see it, blossomed. The Player Game Logs—based, obviously, on game-by-game performance data, unlocked nearly everything you see in this utility: the immense filtering capabilities and the complex statistical searches, from the individual batters and pitchers, to the teams, leagues, and the full underlying organization.

Once the Player Game Logs were in place, the ideas propagated. Many were implemented, many were not. But Charles continued to listen to three guys who knew gaming, but next to nothing about coding.

During one of the many Teams calls, we joked that the Indexer had everything we could have possibly wanted, to which I flippantly quipped that the Indexer didn't have lasagna. Charles even heard that! If you read the quotes on the Indexer load screen, pay close attention; you may see that Charles has even packed lasagna into the program.

I don't think it's an exaggeration to say that the Indexer has, at least for each of the members of the development team, completely changed the way we interact with our DMB projects. None of us *ever* play the game these days without the Indexer opened in an adjacent window, available for ready and regular reference, and we all shudder at the thought at what a huge step backwards it would be to conduct a DMB project without having access to the Indexer.

As with any project of this magnitude, real-life interrupted the process for each of us along the way. COVID, spouses, kids, all of it. Each of us have families, and the responsibilities that go along with them. Half of us still have full-time jobs.

Unfortunately, it is those real-life events that will make v11 of the DMB Indexer the final version.

So, on behalf of the Testing and Development Team, we (Stan Watson, Kerry Leibowitz, David Johnson) wish to extend our sincere thanks to Charles for allowing us to be part of the DMB Indexer effort. It has been a tremendous amount of work, fun, and satisfaction. We are all extremely proud to have been part of this project. **Thank you, Charles!**

We hope all of you enjoy using the DMB Indexer as much as we enjoyed putting it together.

Final Notes

V14 of the Indexer is the final version of the program. If you run across any bugs, please forward them to one of us and, if possible, we'll attempt to fix them.

Thanks,

Stan Watson

Kerry Leibowitz

David Johnson

November, 2024