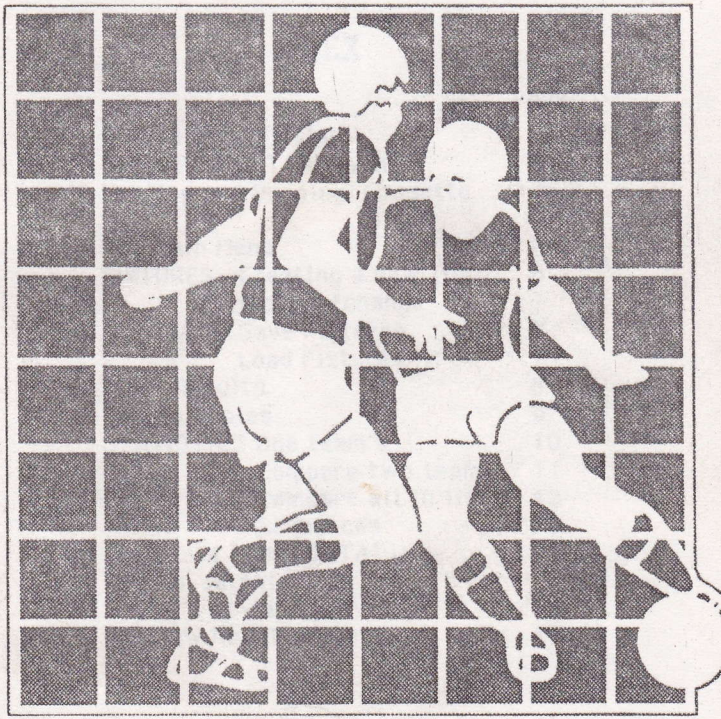
Football Follower



operating manual

Football Follower

INDEX

		page
General description		2
Using Football Follower		2
Loading and Running	Cassette	3
	Disc	4
The Main Menu		4
FIXTURES	Creating a new list	6
	Inspect/change	7
	Save Fixtures	7
	Load Fixtures	7
Input Results		8
League Tables		9
STATISTICS	One team's	10
	Compare two teams	11
	Compare all in list	12
	Sequences	12
Save data file (LDATA)		12
Printer output		13
Set up a New League		13
Save PW Results file		16

General description of Football Follower

Football Follower is a powerful database handling program which has been specially set up to store football league results and calculate all important statistics.

The program package is supplied with the database pre-set to handle English Football League and Scottish Football League matches. The database can, however be re-structured for use with other leagues and teams. For example, the manager of a local soccer league could set up Football Follower to handle results in his league - produce league tables, fixture lists, statistical records etc.

Users interested in Football Pools can use Football Follower to give detailed statistical analyses on matches on the coupon. The database data files are compatible with other SELEC SOFTWARE packages - POOLSWINNER and FIXGEN - information can be produced in one program for use by the others. Full details are given in the relevant sections of the manual.

Using Football Follower

During the season the user enters the results of matches as they occur. These are stored (on tape or disc) on a data-file, and reloaded back into the computer next time the program is used.

Entering results: If you wish to enter some results, you should first make up a fixture list - that is a list of

matches scheduled for a particular day. (Selec Software's FIXGEN can be used to produce English and Scottish league fixtures automatically by simply typing the date). Results are then input by entering the score as each match is displayed by the computer. The results are then saved - tape users should have a separate tape marked "RESULTS" for this - disc users should store all files (program and data) on the one disc.

Viewing statistics: Complete statistics can be viewed on any team, or the program will compare the statistics of the two teams in a match - a complete fixture list can be scanned in one operation- comparing statistics for each pair of teams in turn.

Loading and Running

Cassette Users The Football Follower Cassette is comprised of three parts - the program "FF" followed by the league structure and division information "DIVINFO", and finally the results data "LDATA".

When the program is used for the first time, follow the loading instructions given on the separate sheet for your computer, and allow the LDATA file supplied with the package to enter when the program asks for it.

Each time you enter any results you must save these on your own blank cassette (labelled "LDATA"), which you reload next time the program is used.

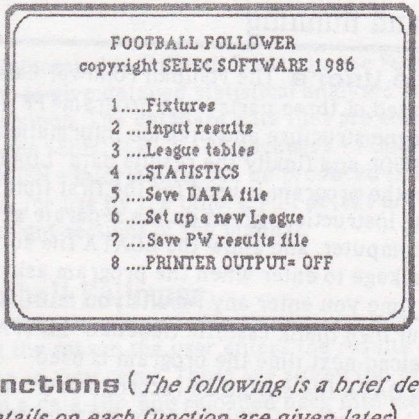
This LDATA file should be recorded over the previous LDATA recording, ie the cassette must be rewound to the beginning before recording - this is vital. You should make two copies (on separate cassettes) to avoid loosing all your data if the tape is damaged.

You may need another blank cassette to store fixtures (mark the cassette "FIXTURES"). Users of Poolswinner and Fixgen can use one fixtures tape for all three programs - the files are compatible.

Disc Users All Football Follower files (program and data) should be stored on one disc, used throughout the season - do not use separate discs to store the data.

The Main Menu

Once loading is complete you will see the main menu, displaying the keys to press for the various functions.



Menu Functions (*The following is a brief description, full details on each function are given later*)

1 Fixtures Before you can enter results on matches you must tell the computer which teams are playing.

Football Follower expects you to make up a list of all fixtures before results are entered.

2 **Input Results** Once you have a fixture list in memory, results are entered using this function. The computer asks for the result of each match in turn.

3 **League Tables** Full league tables are displayed, and corrections can be made if necessary.

4 **Statistics** The results database can be examined in various ways using this function.

5 **Save data file** After entering results you must save the data file (LDATA) before the computer is switched off.

6 **Set up new league** This important function allows the user to change the format of the league and divisions- the teams names, points for a win and draw etc. Thus Football Follower can be tailored to handle Amateur Leagues, Australian Football etc. After reformatting, the new program, team names file, and LDATA files are stored on a new cassette or disc.

7 **Save PWI results file** If you use Selec's Poolswinner, Football Follower can be used to update the Poolswinner results file.

P **Printer Output** League tables and statistical data can be printed out using this function. Printer output is switched OFF on return to the main menu - if you want hard copy you should turn the printer output ON immediately prior to using menu function 3 or 4.

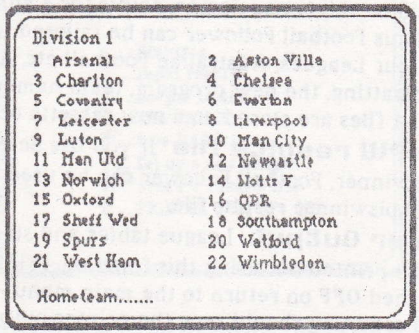
Output to the printer for other functions is by a separate prompt at the appropriate time, e.g. the fixture list can be printed after the list is viewed on the screen.

Menu Functions in Detail

1...FIXTURES : The Fixtures Menu

1 Create A New Fixture List Lets say you have 60 results to enter - a complete day's football results. You must first tell the computer who is playing who - one match at a time, one division at a time.

On calling up this function, the computer will firstly want to know which division you are dealing with at present ,Type 1 for division 1 : all the teams from that division are displayed on the screen with their reference numbers.



If the first fixture you want to enter is Arsenal v Everton, you would type number 1 after "hometeam" (then RET/ENTER) then 6 after "awayteam". The fixture will appear on the screen. Continue with the next fixture and so on until all the fixtures in DIV 1 are in.

Type **F** to finish dealing with that Div.

The list of fixtures so far is displayed, followed by a number of prompts :-

Change any (Y/N).....Type **Y** if you want to change a fixture, then follow the prompts, selecting the division and teams as before.

Remove any (Y/N)....Remove any fixture you wish- type in the fixture number eg 3 for the third fixture.

More Fixtures to do (Y/N)....Type **Y** if you want to add more fixtures from another division. Build up your fixture list to include fixtures from all divisions.

List to Printer (Y/N).... If you have a printer and wish to get hard copy of the displayed fixture list.

2 Inspect/Change fixture list

This function will display the current fixture list and the familiar prompts as above. You can review, and alter the list whenever you wish - remove fixtures or add more to the list.

3 Save fixture list

Once the fixture list is completed, you may wish to save it future use - e.g. you will want to save a fixture list after you have done analysis, so that you can put the results in after the matches are played.

Cassette users should save the fixtures onto their FIXTURES tape. (A fixture file saved in this way can be loaded into Selec's Poolswinner program).

4 Load fixtures list

If you already have a fixture file on tape or disc, and want to use it again, this function reads it in. The file

could have been produced by Football Follower, Poolswinner or Fixgen, all are compatible.

2...INPUT RESULTS

You must have a fixture list in memory before results can be entered. The computer displays each match in turn, and asks for the score - type in the hometeam score (RET/ENTER), then awayteam score (RET/ENTER).

Corrections If you make an error, type **C** and the previous match will be displayed for re-entry. You can move back up the list (to correct earlier errors) by typing **C** repeatedly.

After the last result is entered you are given the opportunity to go back to the start of the list to re-input all the scored (if, for example you notice a series of errors) - type **R** if you want to, or type RET/ENTER to continue on.

Hard Copy: *List results to printer Y/N..?* Make a hard copy of your results if you wish.

Updating...please wait the program updates the data files with your results.

Saving LDATA *Save new data....Y/N..?* You should save the LDATA file after results are entered - you can save it immediately by typing RET/ENTER, or you can avoid saving immediately by typing **X** (you may have more results to enter - in which case do not bother to save LDATA until after all results are entered).

3...LEAGUE TABLES

First choose which division you want. The program calculates the league tables under the following headings:

Home Record Away record
P W D L F A W D L F A GD PTs

P - matches played
W - matches won
D - matches drawn
L - matches lost
F - goals for
A - goals against
GD - goal difference (goals for minus goals against)
PTS - points

(depending on which computer you have the home and away records may be displayed separately)

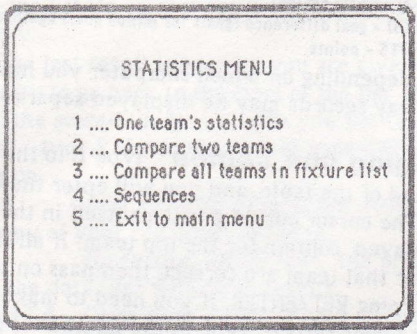
Changing the tables type C to the prompt at the end of the table, and you will enter the changes mode: The cursor cursor positions itself in the matches played column for the top team. If all the table entries for that team are correct, then pass on to the next by typing RET/ENTER. If you need to make an alteration to a teams record, type in the number of games played (this can be the same as the number already displayed, or a different one). The cursor now moves along the row and any entry can be altered. Type in the correct number followed by RET/ENTER for each entry. To leave a number unaltered, just type RET/ENTER.

N.B. You must press only the number keys, or RET/ENTER. Do not use the cursor keys and do not use the space key (your data will be corrupted).

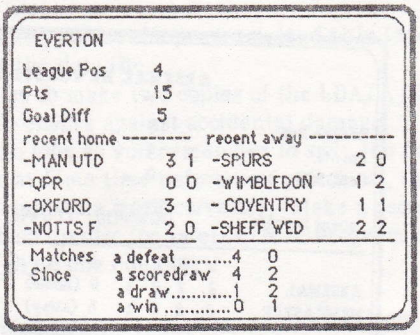
You do not need to correct the Goal Difference column - this is automatically calculated in the table. You will find that the cursor jumps over the GD column.

Now save the data The league tables are stored on the LDATA file, and if you make any changes, you must resave this file afterwards. Correct all league tables before you save the file.

4...STATISTICS



1..One team's statistics To view the detailed statistics of one team. Firstly choose the division, then enter the teams reference number. Statistics are calculated and displayed as detailed below.



Matches since a defeat, scoredraw etc are given, the home sequence first, then the away sequence.

Note: each time a new division is referenced, the program has to calculate the table for that division (taking some time). Subsequent references to other teams in that division are immediate, so try to view all teams of interest in one division before moving on (If the printer output is **ON**, hard copy is produced).

2...Compare two teams Choose the division, then hometeam and awayteam references. The hometeam's home record is displayed alongside the awayteam's away record.

	ARSENAL	NEWCASTLE
League Pos	15	20
Points	9	5
Goal Diff	0	-9
recent results	OOWW(h)	LLOW(a)

	W	D	L	F	A	
ARSENAL	2	2	0	3	0	(home)
NEWCASTLE	0	2	2	1	6	(away)

3...Compare all teams in fixture list The fixture list is scanned, and the statistics for each match is shown in turn. Output is to a printer if output **ON** (uses a lot of paper !).

4...Sequences The longest sequences of defeats, wins and draws are given (10 in each category). Home and away sequences are given separately. (Output to printer if ON.)

5...SAVE DATA FILE

Remember that each time results are entered, or the league tables are altered, you must update the LDATA file before switching off the computer.

Tape users: Once you begin to enter results, you should have a cassette on which the LDATA file is stored (marked LDATA). Each time the updated file is saved you should rewind the tape back to the start before

pressing REC/PLAY (ie the new file should overwrite the old file).

Next time you use the program, load **this** tape when it asks for the data file.

It is wise to make two copies of the LDATA file each time - to ensure against accidental damage.

Disc users: So long as you remember to save the data file to the disc at some time before you switch off, the LDATA file will maintain itself correctly. (Make a second copy onto a backup disc for safety). **N.B.** Program and data should all be one one disc.

P Printer output

If you have a printer, you can get hard copy Statistics and League Tables by switching **ON** the printer output before using the function. For example, if you want a hard copy printout of Div 1 league table, type **P** to turn printer output **ON**, then type **3** for league tables, choose Div 1, and the table is printed. Statistics output is printed in the same way. **Note**: printer output is automatically turned **OFF** on return to the main menu.

To print out your results list, or fixture list, answer **Y** to the **Y/N** prompt at the appropriate time in the program (after you have entered results and fixtures respectively).

6 Set up a new League

Football Follower can be used with leagues other than English and Scottish Football Leagues. The computer needs to know information about the structure of the

league, (which is then stored on a new tape or disc): Total number of teams in all Divisions, names of Divs., team names, points for a win and for a draw etc.

Restructuring the data file is a very powerful feature, and it is vital to plan carefully the changes on a planning sheet before you start.

There are certain restrictions:-

1 Maximum No. of teams = 130
2 Maximum No. of divisions = 10
3 Name of divisions = Max 10 letters
4 Team names = Max 10 letters

Planning the changes (on a sheet of plain paper)

1. Count the total number of teams in all divisions and make a note (eg there are 130 teams in English and Scottish leagues).

2. Make a note of how many divisions there are (eg English and Scottish = 4 English + 3 Scottish = 7)

3. Make a list of all names of the divisions, in logical order (eg Scottish Division names are SCOT PREM, SCOT DIV 1, SCOT DIV 2).

Remember to restrict the names to 10 letters (including spaces).

4. Next to the names of each division, write down a two-letter identifier which will enable you to identify the division - eg SP = Scot Prem, D1 = Division 1 etc.

5. Write down how many teams are in each division.

6. Write down how many points are awarded for a win in each division (eg 3 pts in English Football League, 2 pts in Scottish).

7. Write down how many points for a draw in each division (usually 1 pt).

8. Make a list of all teams (max 10 letters) in each Div in alphabetical order, and number the teams beginning at the start of each division (see example below).

Example planning sheet (the English and Scottish Football Leagues 1986/7)

Total Teams = 130 Divisions = 7

Division names	Identifier	No of teams	Pts (win)	Pts (draw)
Division 1	D1	22	3	1
Division 2	D2	22	3	1
Division 3	D3	24	3	1
Division 4	D4	24	3	1
Scot Prem	SP	12	2	1
Scot Div 1	S1	12	2	1
Scot Div 2	S2	14	2	1

Division 1	Division 2
1 Arsenal	1 Barnsley
2 Aston V	2 Birmingham
3 Charlton...etc	
etc....	
21 West Ham	
22 Wimbledon	

Now transfer the information carefully to the computer: follow the prompts.

There are few editing facilities in this function - you cannot usually correct mistakes so take great care to enter the data correctly.

Saving the changes After all the data is entered, the computer will save the information to tape or disc (have a fresh tape, or formatted disc ready).

NB Details of how to save and re-use the program after restructuring are different for each computer, and are given on a separate sheet for your version of Football Follower.

7 Save PW Results file

FOOTBALL FOLLOWER can be used to update POOLSWINNER Results file. Enter results only into Football Follower and remember to record the PW Results file after each session- results and league tables are kept up to date. You will never need to use the Poolswinner results function again.

The leagues a must, of course, refer to the same teams - ie you cannot use a restructured Football Follower to record Poolswinner Results files.

Note: The PW results file is quite different from the LDATA file, which cannot be loaded into Poolswinnner.