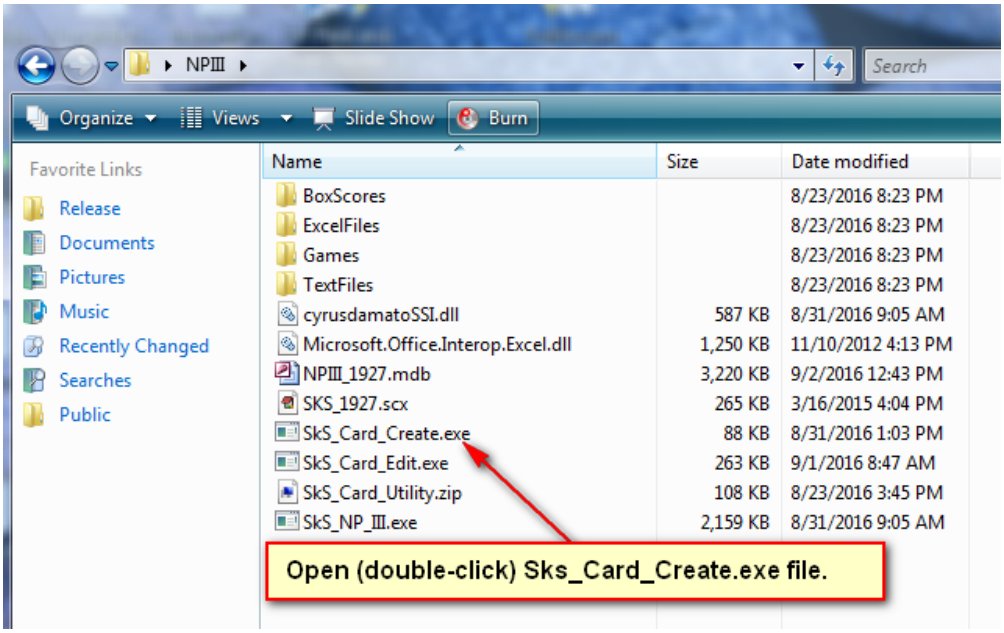
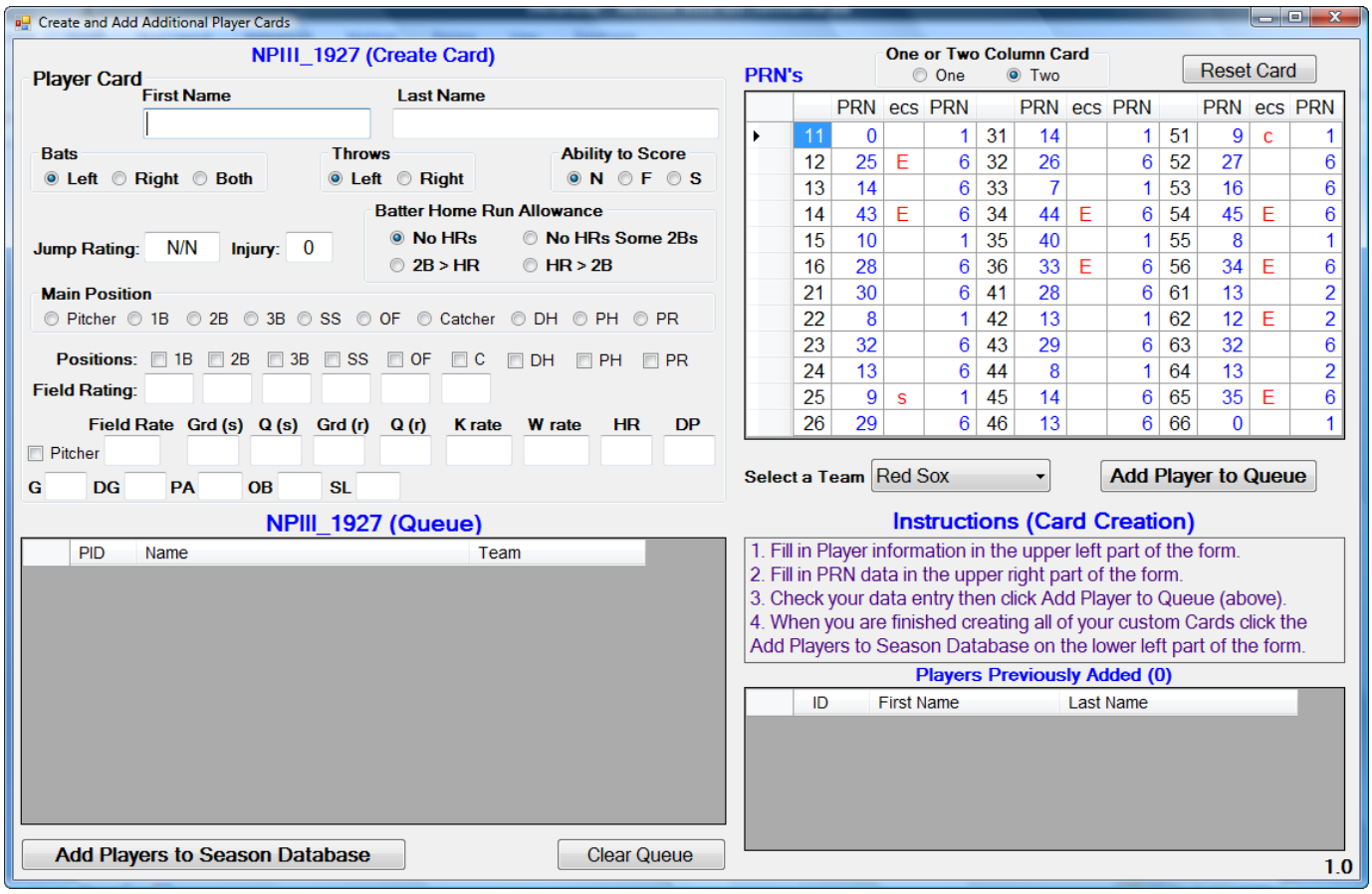
NP III Custom Card Create/Edit Utility: Instructions on Adding Cards

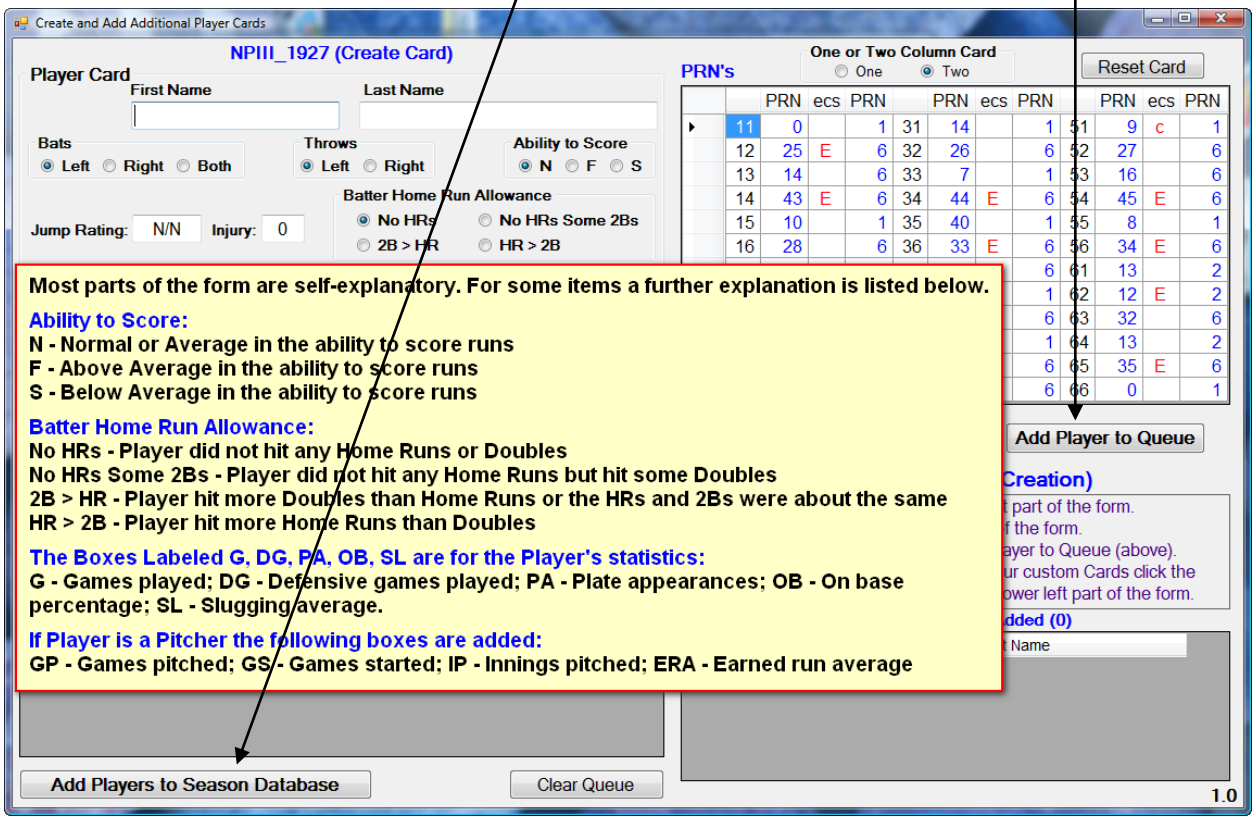
Open the Create Utility by double-clicking on the SkS_.Card_Create.exe file.



The Card Create Utility opens to the following screen:

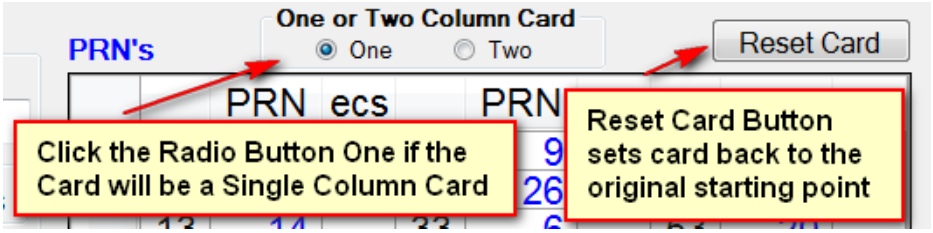


There is no limit to the amount of players that can be added to a season database. Adding cards to a season database is a two step process. After the card information is filled out on the form below, you click on the Add Player to Queue button on the right side of the form. After clicking the Add Player to Queue you can add a second, third, etc., player to the queue. The players in the queue are then added to the season database only after clicking the Add Players to Season database button (bottom left of the form). This allows you to add multiple players to a season database in one session. Players can be added at any time to a season database.

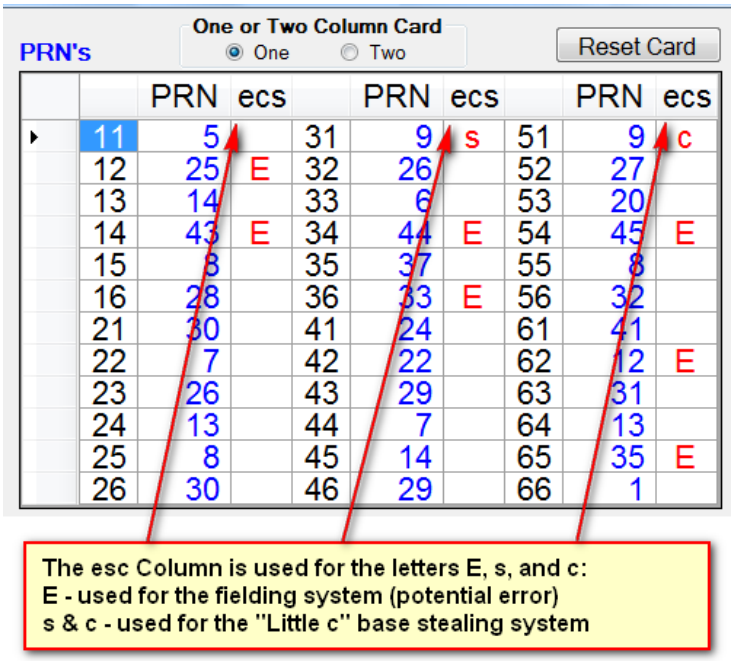


After completing the left side (player info, main position, etc.) of the form, fill in the right side (PRN – Player Result Numbers. The Default values for a Single Column Card and a Two Column Card are a starting point. You can make as many changes to the Player Result Numbers as you want. The Reset button sets the card back to a Player Card from the 1965 season (selected at random). There is not any significance in selecting a random card from 1965 other than using it as a starting point.

If the Player's Card is a single column card click the Radio Button labeled: One.

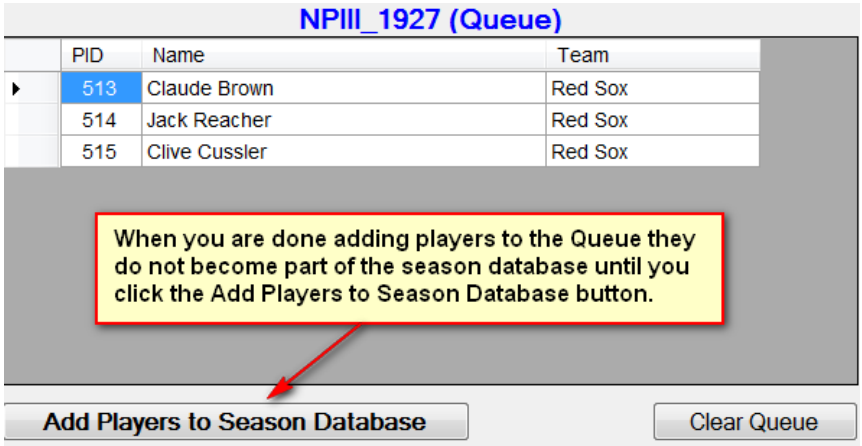


Be careful when entering PRN's (Player Result Numbers). The PRN's and the possible associated letters E, s, and c should make sense. The card creator and card editor does not validate or check the entry made. You would not place the letter **s** next to a PRN that will always produce an out or placing an **E** with a PRN that will always produce a hit or a walk. For example the following is allowed 1E, the PRN 1 will be a home run or double, the letter E signifies a possible error. An entry of 1E is permissible but would not be valid. In addition if you selected No HRs in the **Batter Home Run Allowance** section and placed PRN's 1, 5 and 6 on the Player's card there would be a very good chance the card would produce home runs. Be very careful when entering PRN's. If you make a mistake you can use the card editor to make any corrections.



	PRN	ecs		PRN	ecs		PRN	ecs
11	5		31	9	s	51	9	c
12	25	E	32	26		52	27	
13	14		33	6		53	20	
14	43	E	34	44	E	54	45	E
15	8		35	37		55	8	
16	28		36	33	E	56	32	
21	30		41	24		61	41	
22	7		42	22		62	12	E
23	26		43	29		63	31	
24	13		44	7		64	13	
25	8		45	14		65	35	E
26	30		46	29		66	1	

When the player card is complete and you have checked it over, click the Add Player to Queue button (middle right of form). Players added to the Queue are displayed in the grid on the bottom left of the form. Use this procedure to add a second, third, etc. player to the Queue. Once you have all player cards created, you then click the Add Players to Season Database button (bottom left).



Once player cards have been added to a season database they cannot be removed. You are not required to use the new cards you added. Any new cards added and not used will not have any effect on an existing replay. You can always go back to the original season in question and replace the season you added the cards to. This utility assumes the gamer has an understanding on the mechanics of card creation. The utility does perform some error checking but it's up to the gamer to check all entries before adding a card or editing an existing card to a season database.

Be sure to backup season databases (copy to a Flash drive or use some other form of backup). Whether you use this utility or not you should always backup your season databases (along with any game files). When using this utility all new cards added and changes made to existing cards are kept in the season database. In the examples used in this document, the season database used was the 1927 season. Therefore, all of the additions and changes are kept in the NPIII_1927.mdb file. If this file is lost or damaged because of a hard disk crash, any additions or changes made would be lost. Whereas a season replay can be restored from game files, any additions or changes to existing player cards can **ONLY** be restored from a backup of the season database in question.

Backup game files and backup the season database.

This is the end of the card creation document. There is a second document for editing existing cards which includes cards you created and cards that came with the season database.