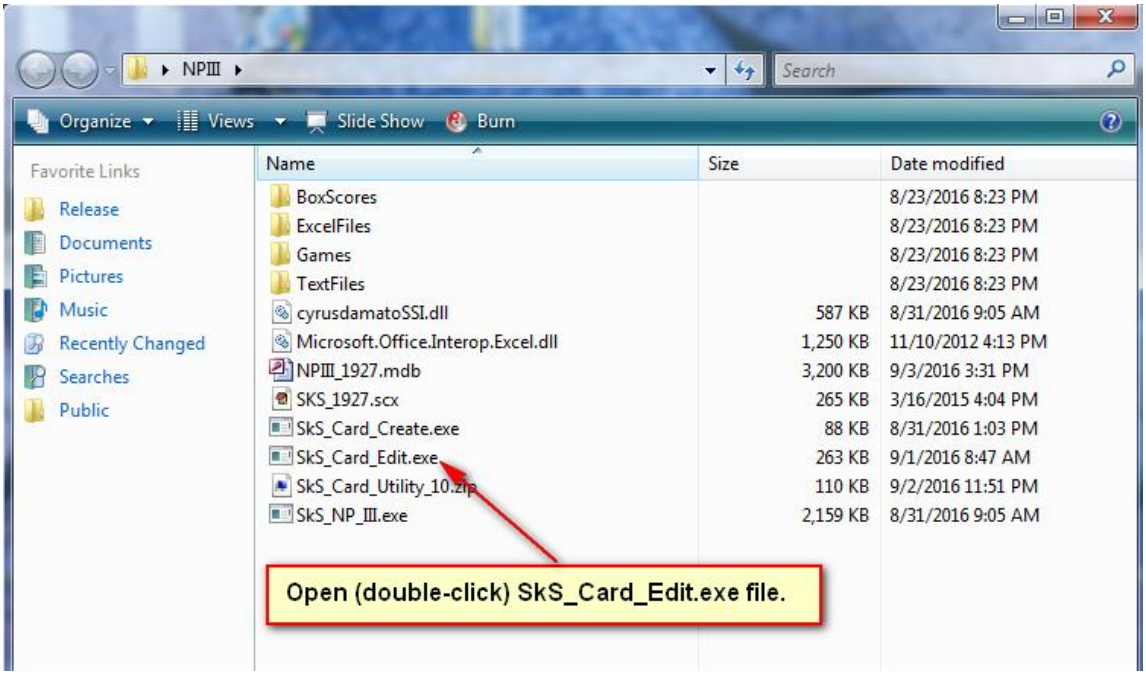
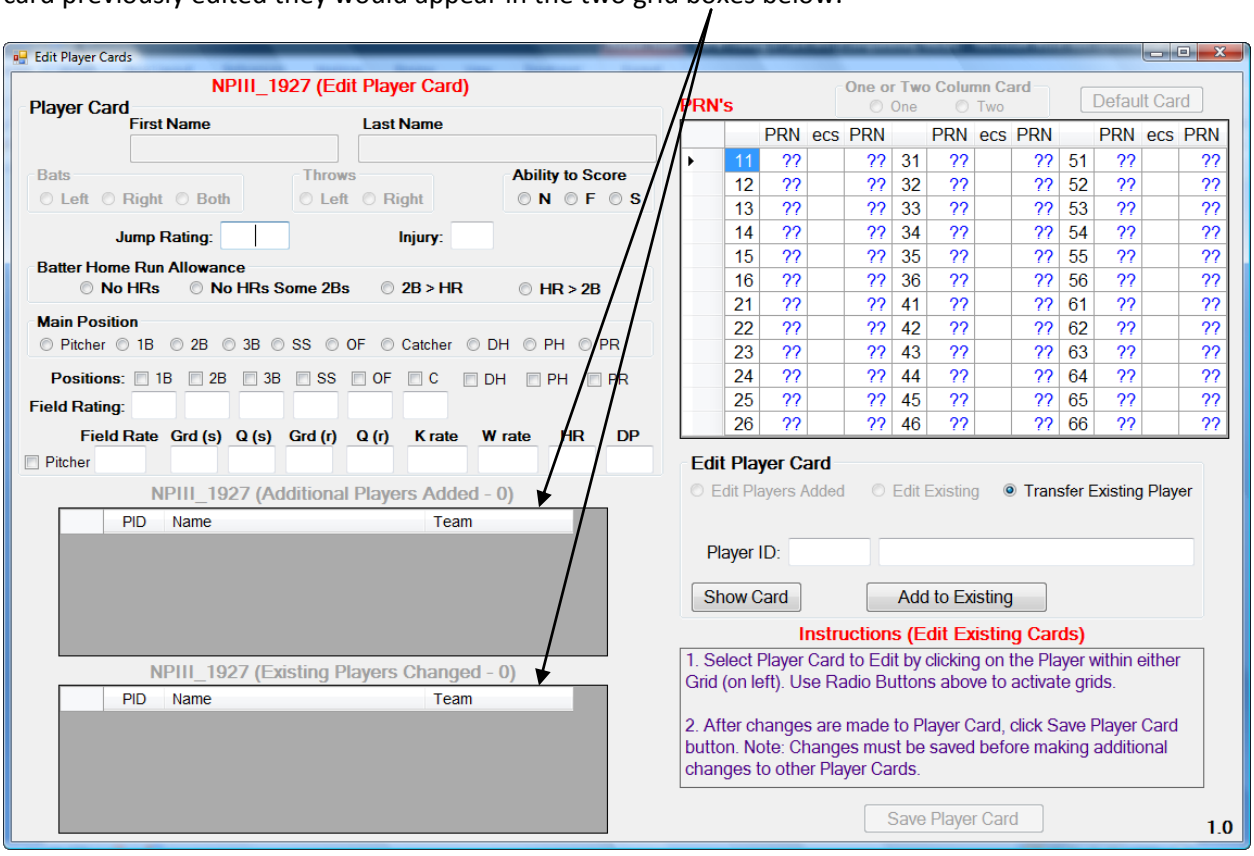
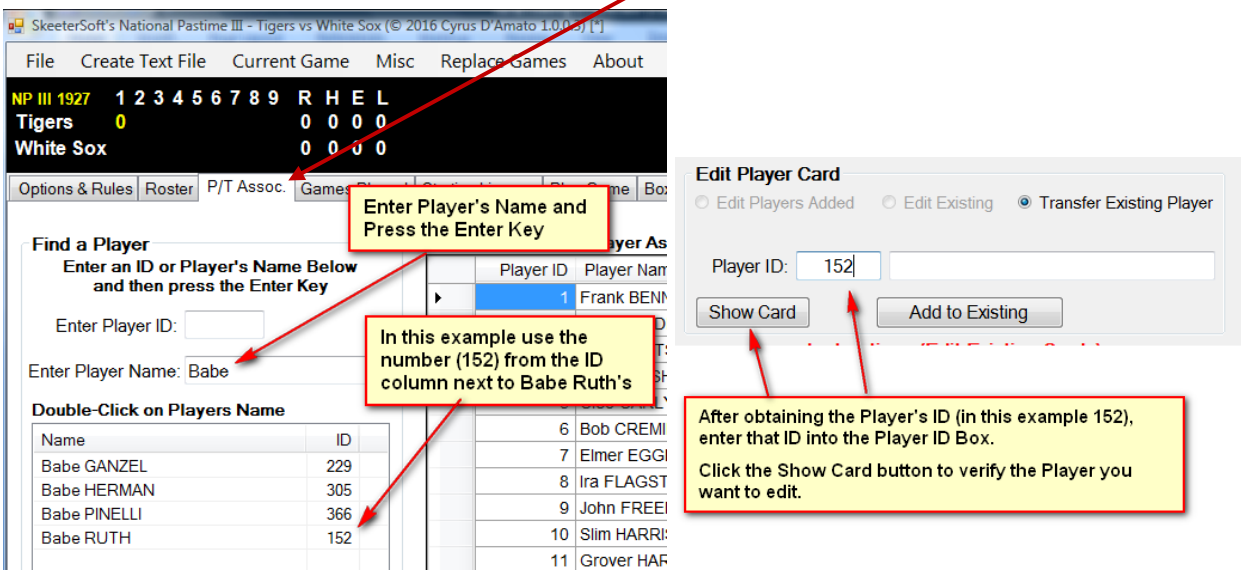
Open the Edit Utility by double-clicking on the SkS_Card_Edit.exe file.



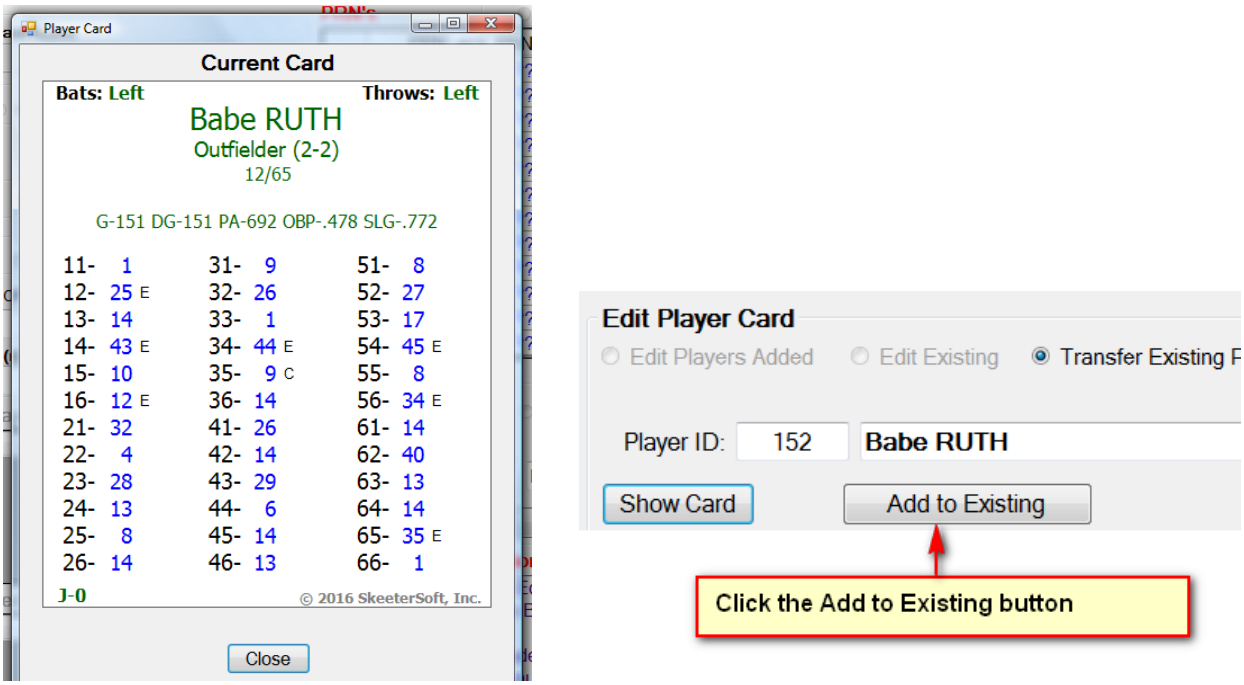
The Card Edit Utility opens to the following screen. Note: If there were any new cards created or existing card previously edited they would appear in the two grid boxes below.



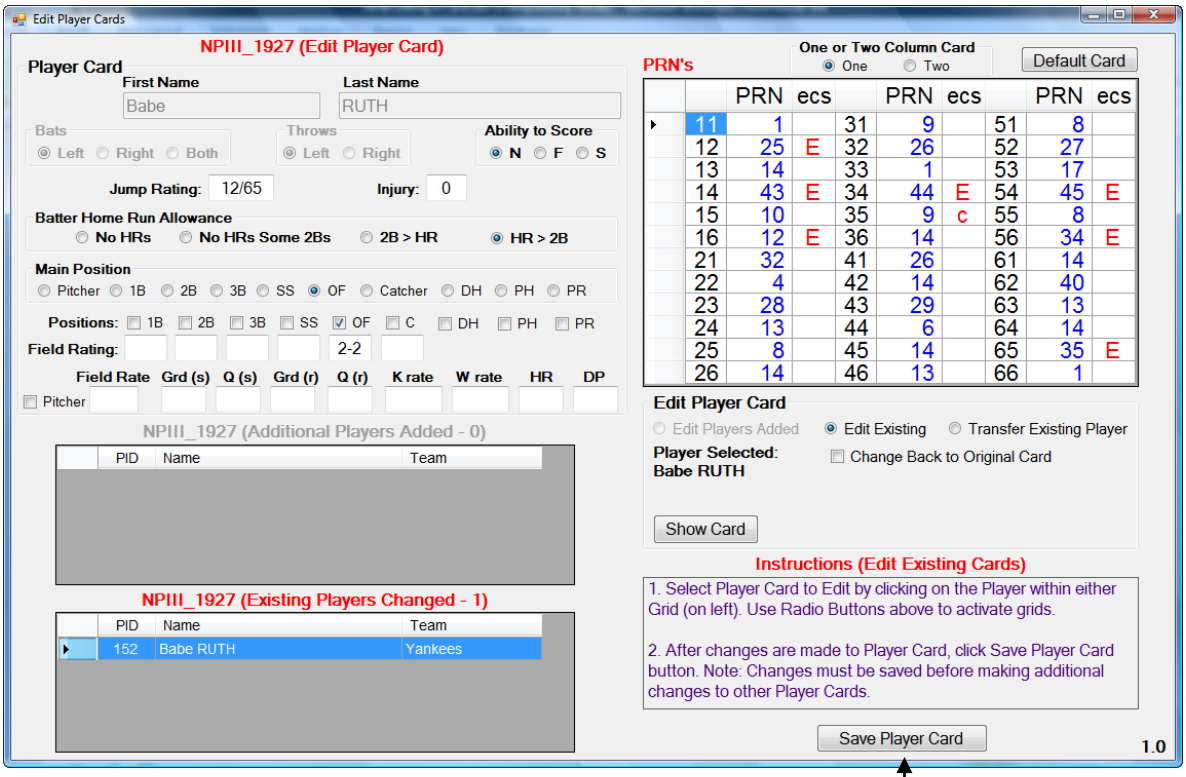
To edit an existing player (who was part of the original season database) enter the player's ID. A player's ID can be obtained by opening the NP III application, selecting the P/T Association Tab, entering his name in the Enter Player Name Box, and pressing the Enter key. **Make sure you close (quit) the NP III application before going back the Card Edit utility.**



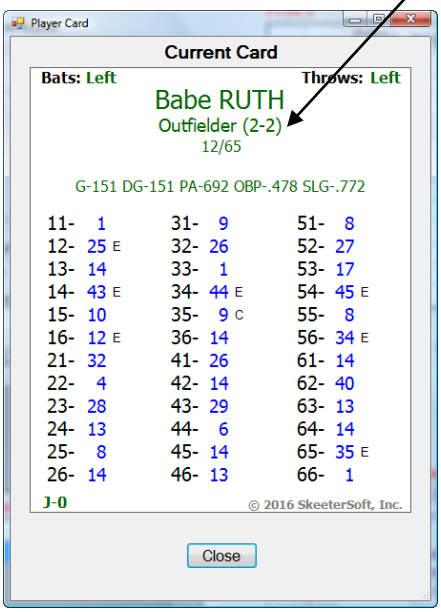
Babe Ruth's card is displayed. If the ID entered was incorrect, close the player card that was displayed and enter the correct player ID. If you need to go back to the NP III application, do so, but remember to quit the NP III application before going back to the Edit utility. Click the Close Box at the bottom of Ruth's card and then click the Add to Existing button in the Edit Player Card section of the Edit Card Form. You can always go back to Ruth's original card that came with the 1927 season.

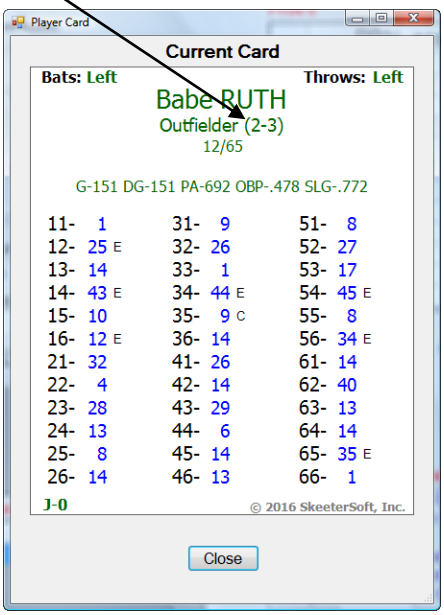


Ruth's card data appears in the Card Edit form. You can now make changes to his card. Any changes are not saved until you click the Save Player Card on the bottom right of the form. When clicking the Show Card button the last saved version of the card is displayed. Before you save changes for the first time the original card will be displayed.

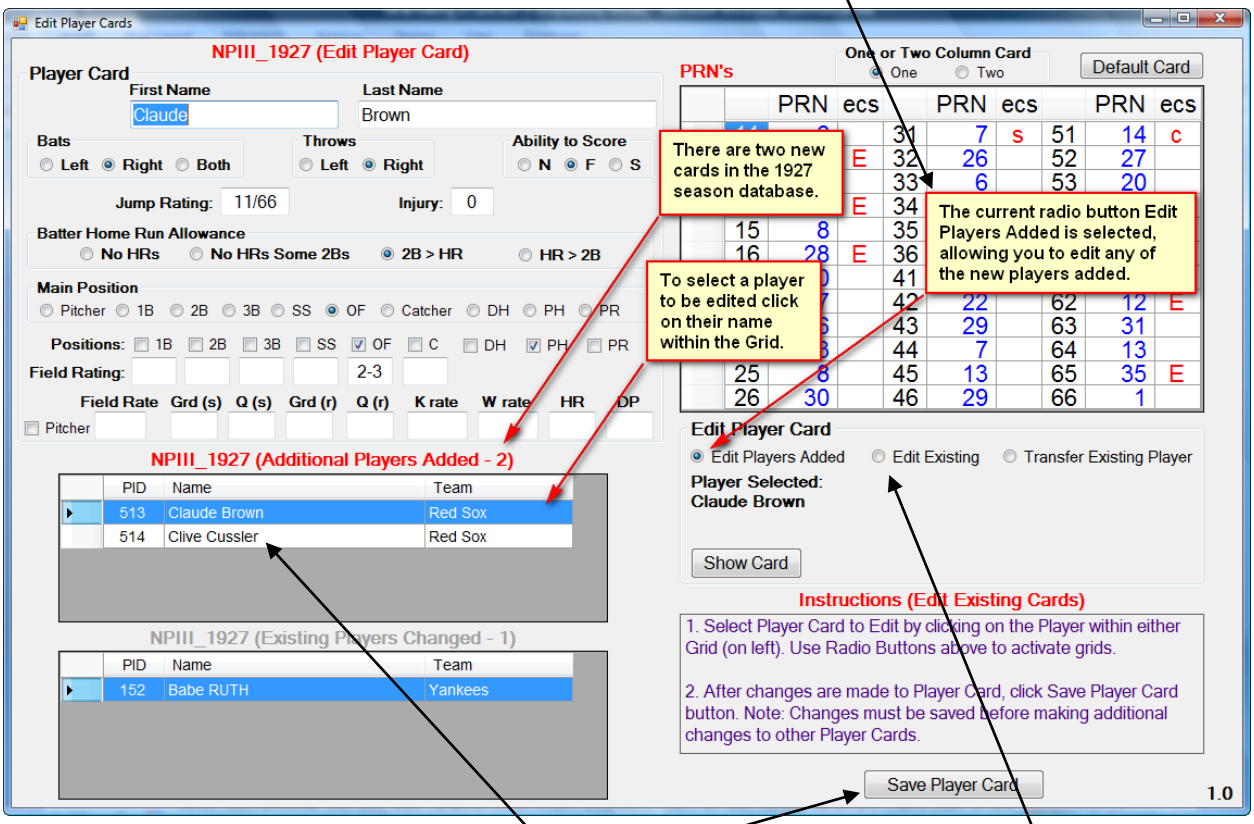


If you were to change his outfield fielding from 2-2 to 2-3 until you click the Save Player Card button the 2-2 rating will be displayed on his card.





In addition to changing/editing an existing player (Babe Ruth), I've added 2 new cards and will reopen the Edit utility. The following Edit Form is displayed. The New Players added (Claude Brown and Clive Cussler) are the active players who can be edited because the **Edit Players Added** radio button is selected. To edit Ruth's card or any other players that were transferred you would click the **Edit Existing** radio button.

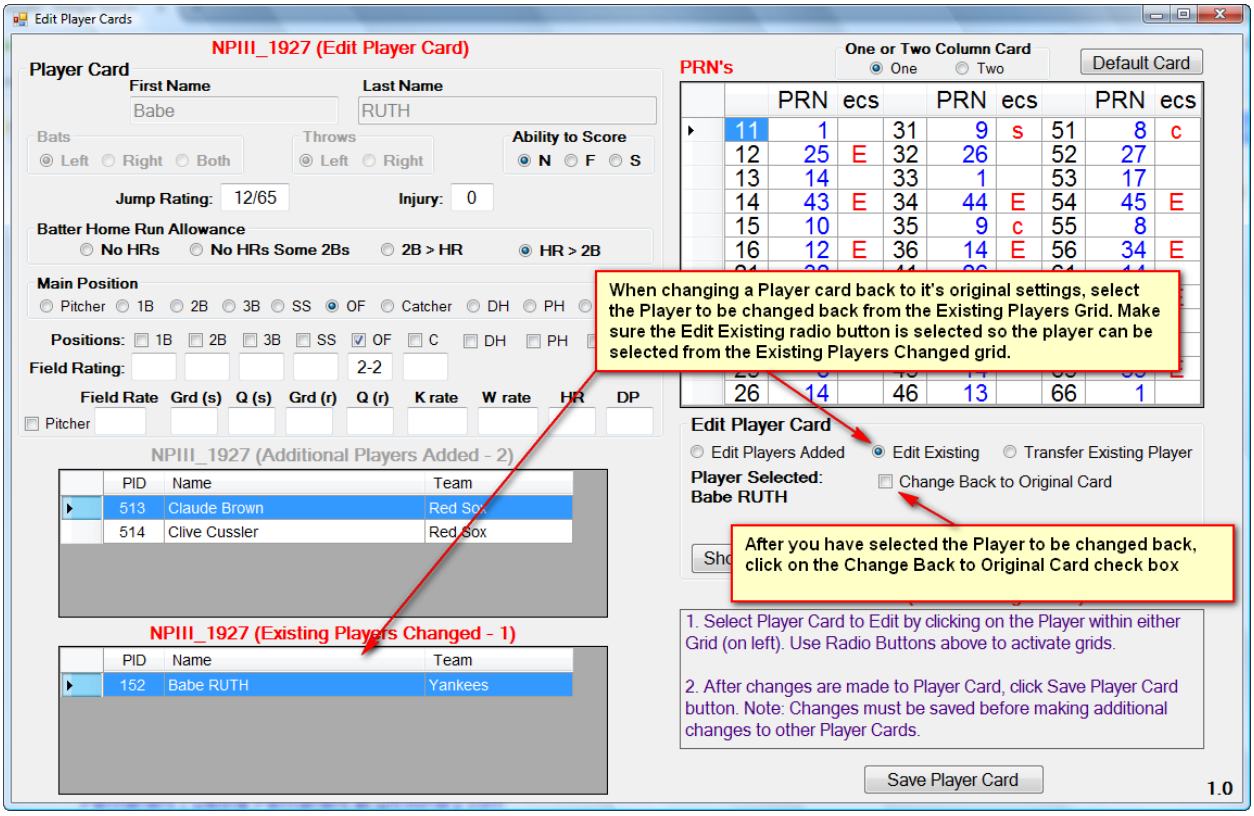


Any changes made to the player card selected (Claude Brown in this example) are not permanent until the **Save Player Card** is clicked. If you were to click on Clive Cussler's name on the grid before you clicked the Save Player Card, the changes made to Claude Brown would be lost. When clicking on the Player's name within the grid will display the last saved version of that player card.

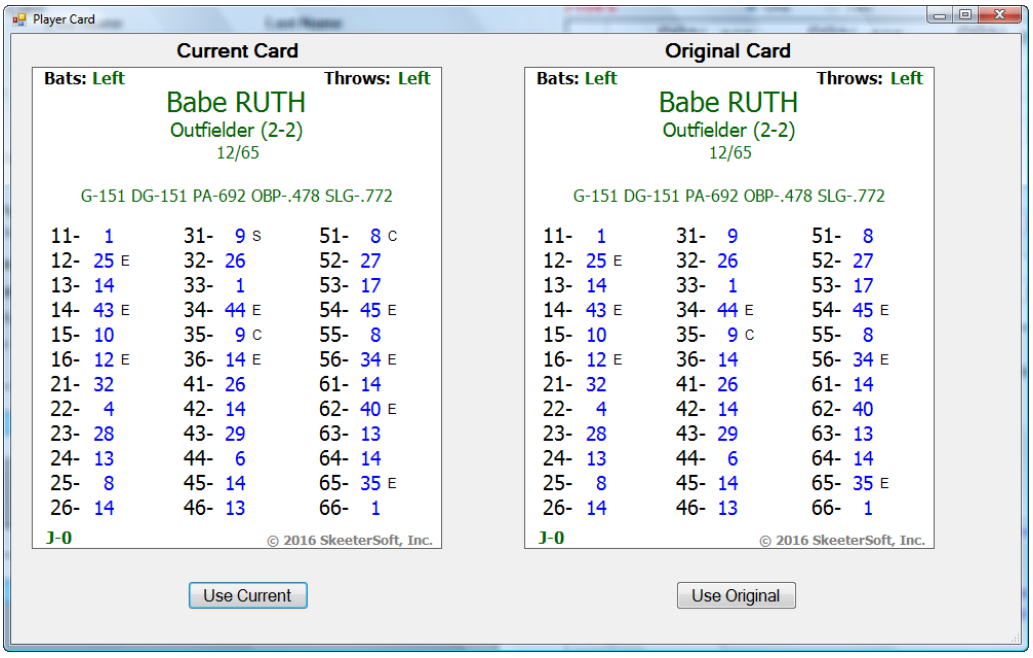
To edit Ruth's card or any other players transferred from the database you would click the **Edit Existing** radio button to activate the **Existing Players Changed** grid.

There is some error checking when changing a player's card, but it is your responsibility to check over the changes you've made before clicking the Save Player Card to the season database. If you discover an error in one of the changes/edits you made you can always come back to the edit utility and make the correction, however, if you have started a game and saved the game file of a game in progress those player card changes are permanent within the game file saved. The next example is the procedure used to change an existing player card (the player card that came with the original season database).

Click on the Edit Existing radio button (middle right) and select the player to be changed back from the Existing Players Changed grid (lower left).



The Player's Card in its **current** state and its **original** state is displayed side by side after you click the Change Back to Original Card check box.



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.