

Getting Started with Pennant Fever Baseball 2006

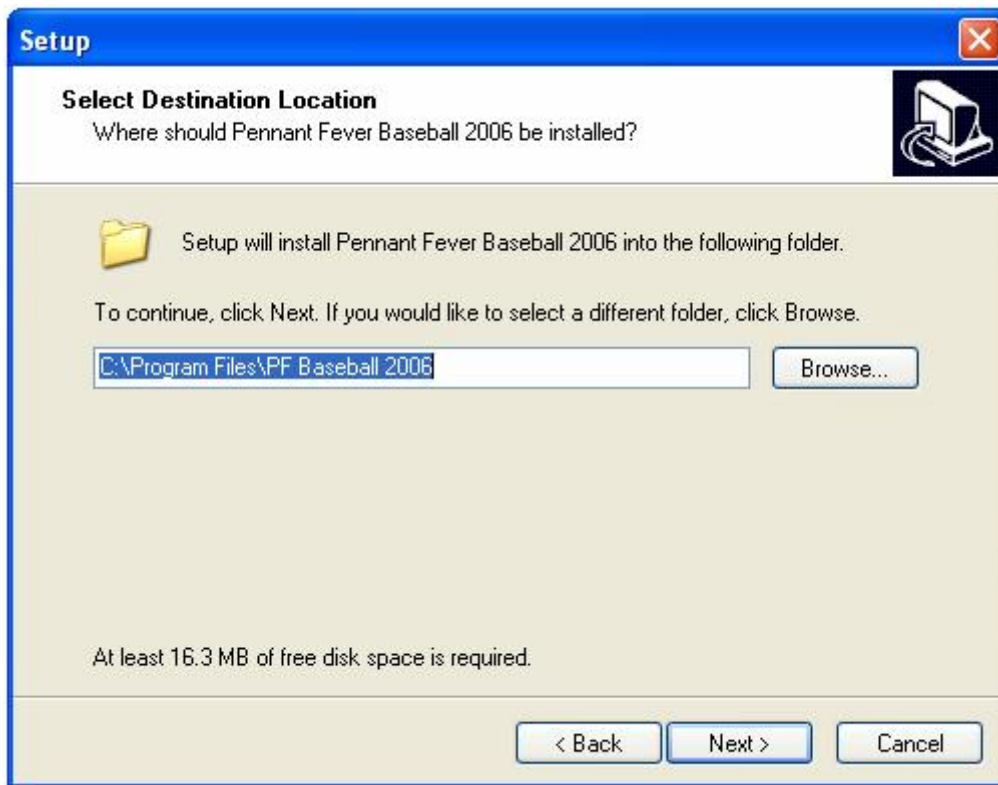
This document is for existing Pennant Fever Baseball 2005 owners.



Download the Pennant Fever Baseball 2006 upgrade. This upgrade does not replace PF2005 but will co-exist with it.

Download of the optional Faceplate packages. There are two packages, BattersVoll and PitchersVoll. Save these to a location to be loaded later.

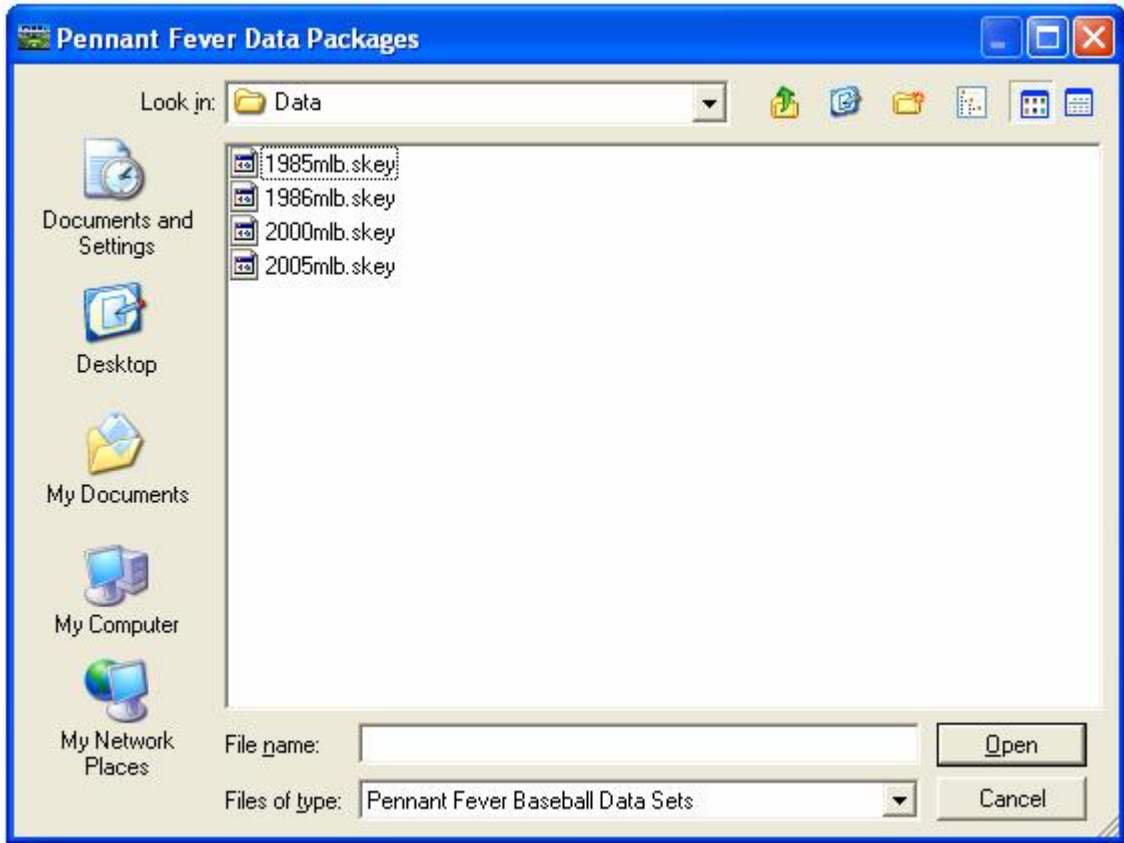
Run the Pennant Fever Baseball 2006 upgrade installation program. The installation will try to install in a new directory for PF2006. **Do not install PF2006 in to the existing PF2005 directory.**



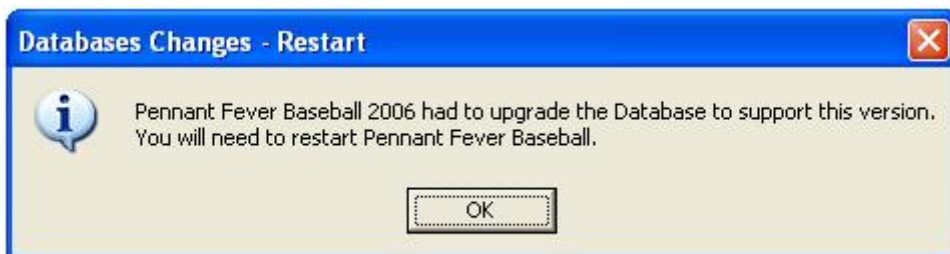
At the end of the setup Pennant Fever Baseball 2006 will be started. When it runs for the first time, a Data Migration Wizard dialog will appear asking whether to be run or not. At this point click the 'YES' button.



By clicking 'YES', a directory dialog will appear asking you to select a PF2005 Data Set. The dialog will try to find the default installation directory for PF2005 if it exists. If you installed PF2005 into another directory, then go to that 'DATA' directory where the Data Sets are stored. All you have to do is select a single Data Set and all of the data sets will be migrated to PF2006.



Data Set migration is required to use PF2006. The migration will completely install all your Data Sets and convert your PF2005 license. The migration could take seconds to several minutes to complete. This is dependant upon how many Data Sets are installed in PF2005 and the speed of your computer. You will see the name of the Data Sets and progress bars showing the migration as it is being performed. As part of this upgrade, PF2006 has to make database changes to every PF2005 Data Set to support the latest features. This change will only happen once per Data set. When the changes are applied to the database, PF2006 must shutdown and be started again. You will see a message as such when this happens.

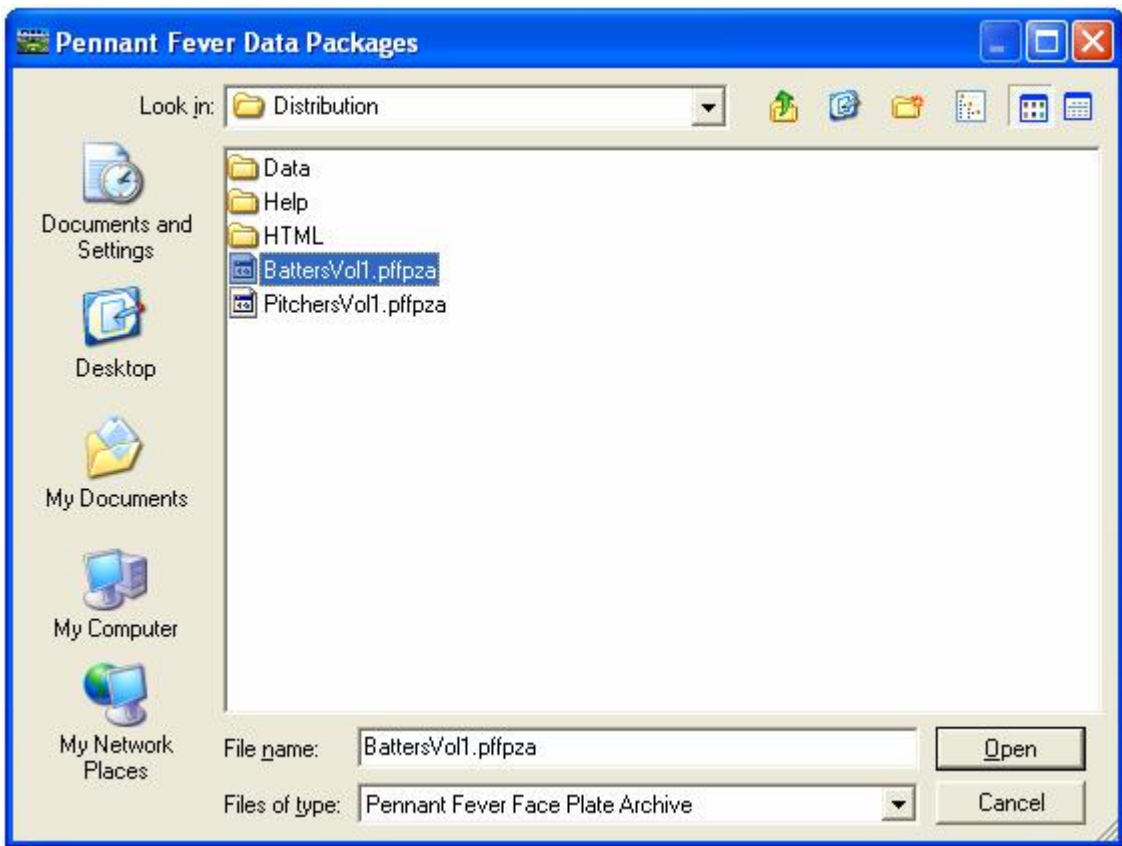


At this point Pennant Fever Baseball 2006 is ready to be played.

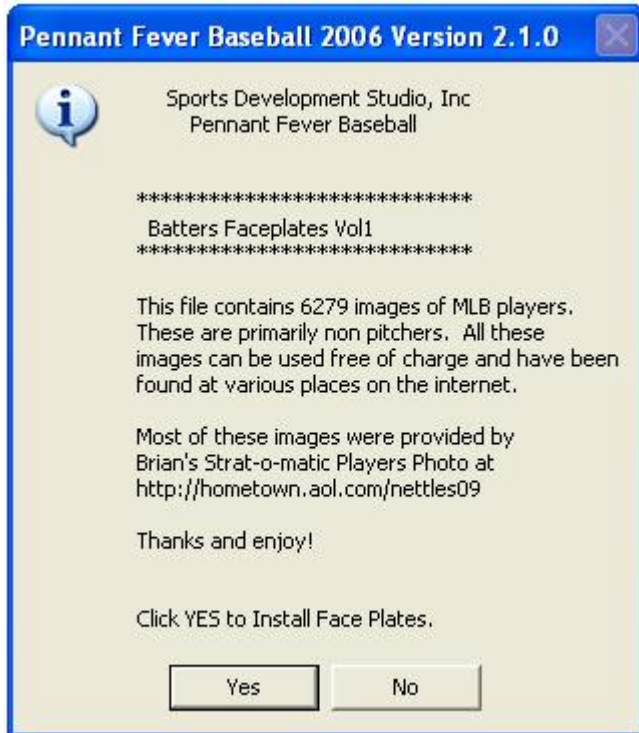
It is recommended to download the two Faceplate packages. Once these are downloaded, these must be loaded and later matched to each Data set. The following steps are needed to load the Faceplates.



The 'Load Faceplate Package' will open a dialog box where you select the two Faceplate packages provided by Sports Development Studio.



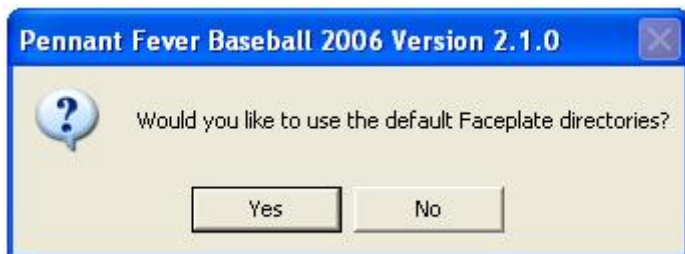
In this example we are loading the Faceplate Batters Volume 1 and the process needs to be repeated for Face Pitchers Volume 1.



The next step is information about the selected Faceplate package. It should state the creator and information about the contents. Here you should select 'Yes' to proceed with the Faceplate installation.



Since this is the first run just answer 'No'. However in the future, you would might want to answer yes and let PF2006 just rematch all the faceplates. Be warned, that if will erase all Faceplate information for the selected season.

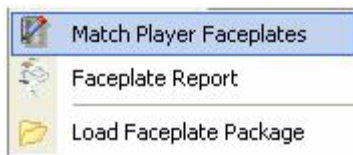


Here select 'Yes'. The Sports Development Studio faceplate packages will always install to the default location. In the future, user supplied faceplate package might install to other location specific to a season or set. These could be loaded by selecting 'No'.

The progress of the faceplate installation will be shown at the bottom of the screen as they are loaded.



Once the Faceplate package is loaded you will receive this message confirming it is complete and ready to be matched to players.

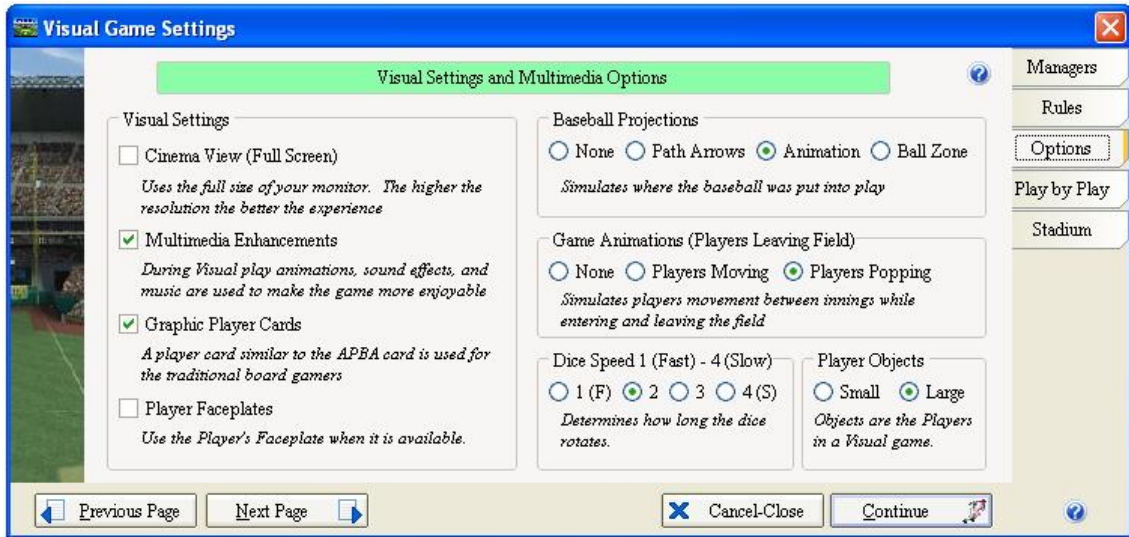


Click the 'Match Player Faceplates' menu item to continue. You will also see the status while it is matching players to faceplates at the bottom of the screen. Once complete you can run the 'Faceplate Report' to see the faceplates and which players do not have matching faceplates.

To enable Faceplates during Visual games and reports the 'Player Faceplates' must be checked in the Game Settings dialog. Click the 'Game Settings' button on the toolbar to launch the dialog.



Once launched go to the Options tab and look under 'Visual Settings' for the 'Player Faceplate' option. Make sure it is checked if you would like to use faceplates in PF2006.

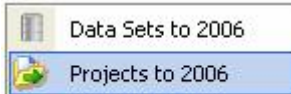


You are now ready to play Pennant Fever Baseball 2006 with Faceplates.

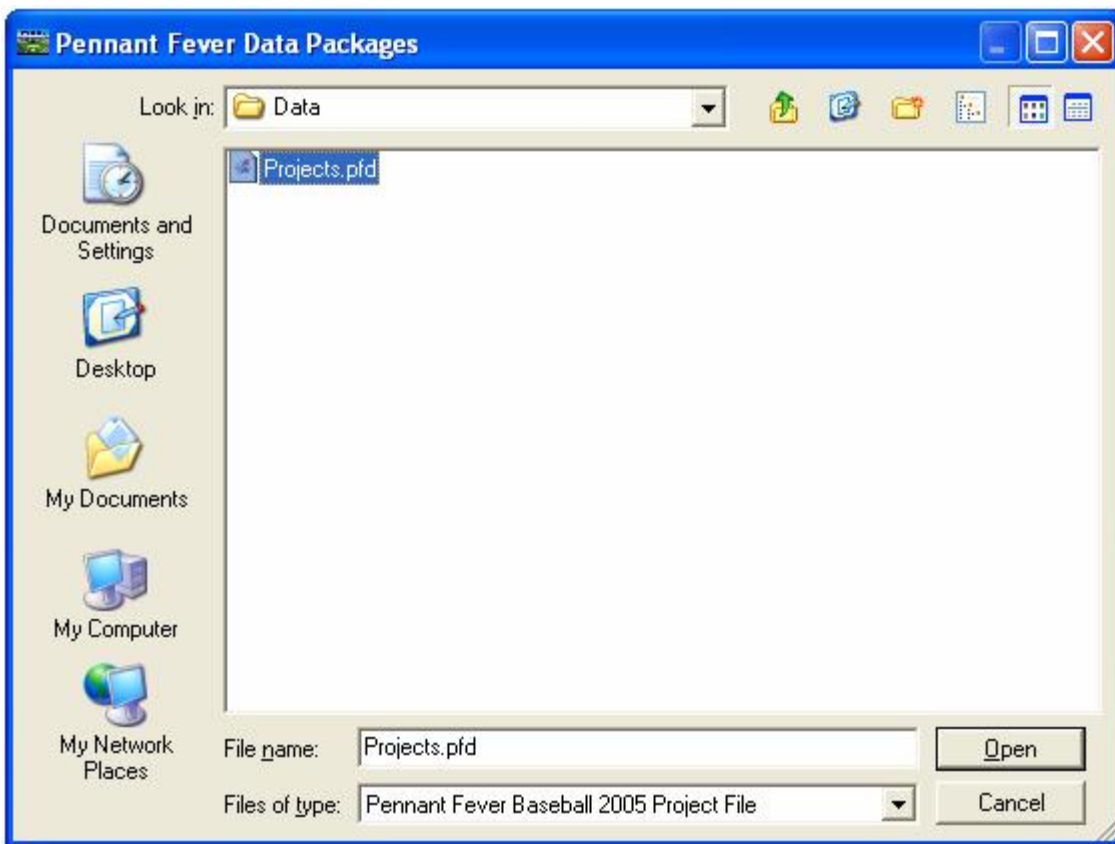
What about my favorite projects? Pennant Fever Baseball 2006 has a simple wizard to migrate all your 2005 projects to 2006. Be aware that you will need double the disk speed when migrating 2005 projects. Depending on the number of projects and whether they are complete will determine space and how long it will take to migrate these projects. Follow these steps to Migrate PF2005 projects to 2006.



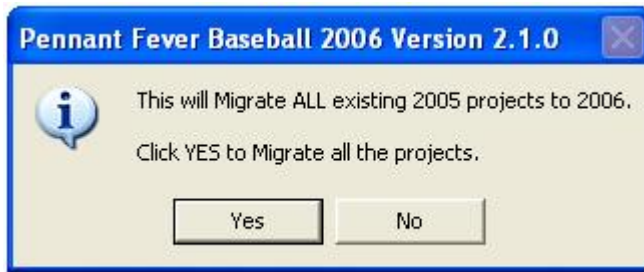
Click the 'Migrate 2005' submenu.



Now click the 'Projects to 2006' menu item.



Select the Project.pfd table in the 'Data' directory where PF2005 is installed.



This is the final confirmation before starting the process. Just remember you will need to make sure you have plenty of free disk space and that the process could take a long time depending on the number of projects saved in PF2005.