Andreas' All Star Skill Competition Simmer for FHL

1. Intro

1.1. Warning

THIS PROGRAM WAS DONE JUST FOR FUN. IT RUNS SMOOTHLY ON MY PC WITHOUT CAUSING ANY TROUBLE. I AM NOT RESPONSIBLE FOR ANY DAMAGE THIS PROGRAMM MIGHT CAUSE. USE IT AT YOUR OWN RISK.

2. Before you start the program!

2.1. Converting the league file

Before you can use my program, you have to convert your league file (*.drs) into a csv-file. You can do this, using Michael Poislers great program. You can find it on the add-on page of the FHL Sim site.
http://www.fhlsim.com/add-ons.htm

The program does not run, if you have a blank in you path! (i.e. ...\program files\games\fhl...)

2.2. Editing the allstar.ini file

With the allstar.ini file you can edit the league name and the team names.

The file contains the following entries:

[League Name] Example League [All-Star Teams]
Example AllStars Team one
Example AllStars Team two

Edit the entries and save the file. The file has to be in the same directory as the program.

3. Using the All Star Skill Comp. Simmer

It does not require installation. Just copy it with the ini-file in a directory and start the AllStar.exe

3.1. Loading the csv league file

Before you do anything else after starting the program, you must load the csv-file you have created from your league file!!!

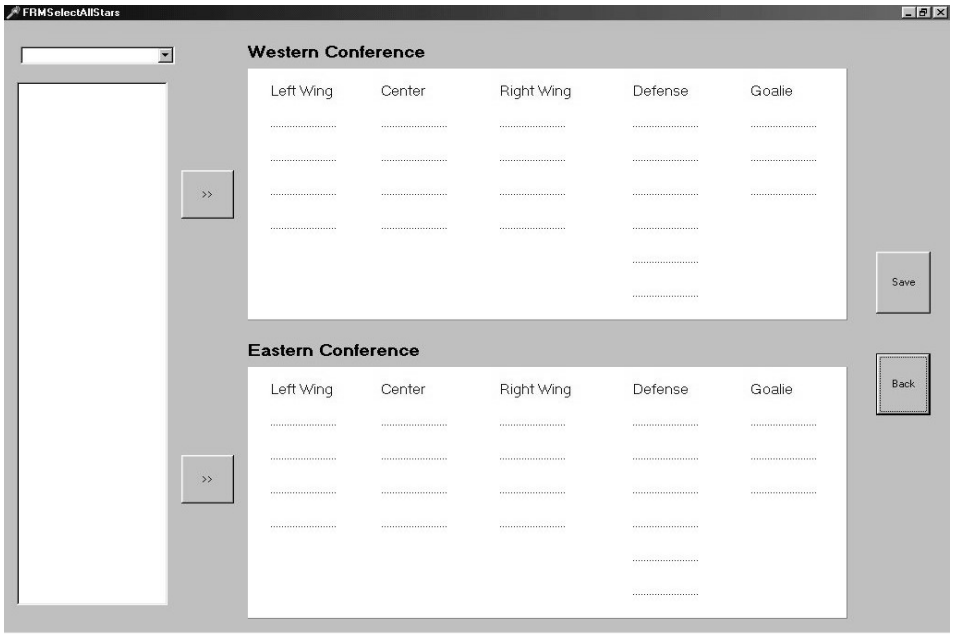
Click on League – Load File or press CTR+L.



Now appears a dialog box. Select the file!

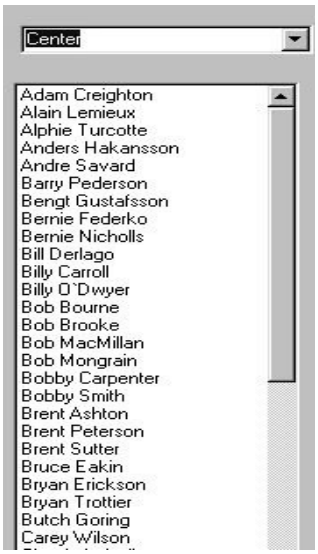
3.2. Select the players

After loading the file you can select the All Stars. Click on AllStars – Select Players. Then this form appears!



3.2.1 Select Player position

As you see, at first the screen is empty. You have to select a position. I.e. if you select "Center" all centers appear in the box.



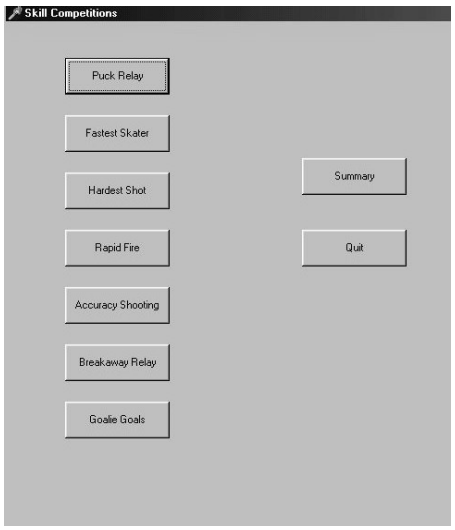
3.2.2 Selecting the players

There are two ways to select a player.
Either you click on the name of one player in the list box and then you click on the position where you want to have him or you select more than one player and click on one of the ">>"- buttons.

After selecting every player for both teams click the save button.

3.3. Skill Competition

Back on the start screen you can click on AllStars – Skill Competition. It appears a form with several buttons for every event.



Click on the button of the event you want to start.

3.3.1 Puck Control Relay

There are two listboxes of Player names. One for each All-Star team. To select a player, click on his name and then on the position where you want to have him.
Race One contains three players. Race Two only one. The second player in Race one has to be a Defender!
After selecting the players, click on Start Race One.
The result appers in the Memofield and a html-output page is created. Click on Start Race Two, to start the second race.
The result appers in the Memofield and a html-output page is created.

3.3.2 Fastest Skater

This form works analog to the Puck Control Relay Form except selecting the players. Here you have two options. Clicking on the position or selecting more than one player and using the ">>"-button (or "<<"-button).
Click on Start Event to start the event. The result appears in the memofield and html-output will be created.

3.3.3 Hardest Shot

analog to Fastest Skater

3.3.4 Rapid Fire

analog to Fastest Skater; goalies are pre-selected.

3.3.5 Accuracy Shooting

analog to Fastest Skater

3.3.6 Breakaway Relay

Select 6(!) players in the list box. You can do this by holding the CTRL-key or SHIFT-key while clicking on a name, or hold down the left mouse button and select a group of six players. Then click on one of the buttons above the little group-listboxes. I.e. Group 1-button and the six players you had selected are now in this group.
After selecting players the selected players are marked with [playername]. Every player can only be selected once, that means that every player is participating in this event.
I am not sure if this is correct. I've made some research before I started programming this tool and I found a website which explained the All Star Skill event. But they only said 18 players have to participate in this event. I do not know, if this means 18 different players or not. I think it means 18 different players.

After selecting every player click on start event.

3.3.7 Goalie Goals

You don't have to select players here, Just click on Start event. Thats it.

3.3.8 Summary

After finishing all events click on summary. A summary-html page will be created.