MANUALLY EDITING PLAYERS

This a step-by-step "how-to" guide for importing NeL players using the profiles I have created. It closely follows the way the profiles came to be, so the more rigorously you follow these steps, the more accurately your version of these players will resemble mine. I also recommend you enter them in the order presented below. Have a play around first to familiarise yourself with the editor and its workings. Do some test runs.

PLEASE NOTE – THESE DO NOT WORK PROPERLY IN ANY SORT OF RECALC ENVIRONMENT, ONLY WITH RECALC OFF AND DEV ON. I RECOMMEND TCR BE TURNED RIGHT DOWN (25 MAX, 10 PREFERABLY) AS WELL BUT THAT'S UP TO YOU. ALL I'LL SAY IS THE HIGHER THE TCR THE LOWER THE ACCURACY.

I have, where available, used a hybrid of the raw stats as provided by Seamheads and Eric Chalek's Major League Equivalencies (MLEs). For those players Eric hasn't covered, I have done some educated guesswork using just the SH stats.

My goal here, aside from accuracy, is to give the player some sort of career path. These do not correlate in any way with the player's historical career path, they are simply designed for game play. That said, they use the player's historical stats as a basis and so are broadly in line. They just don't mirror the IRL seasonal variance.

You might prefer flatter or steeper paths, or none at all. Feel free to change at will. However, if you do want to change any of the stats, do so on the IMPORT DATA tabs, and these changes will be reflected on the BIO & RATINGS TAB. Only change the FINAL lines, the others are there as guides for my calculations and will not do anything. Leave the Hitting and Pitching Ratings and Stats on the front tab alone, they are just the results from the other tabs.

Bio data and non-hitting / -pitching ratings can be changed at will on the BIO & RATINGS tab without it messing things up.

I have included the correct ID and import year I used on the front tab for your convenience.

ALL PLAYERS

1. BIOGRAPHICAL INFO

- Birth data is as accurate as it can be. Some places are not included in the OOTP World database so you might need to get creative. Occasionally I have provided an alternative. Data given in red is no data at all.
- Be careful to adjust birth year to match correct age for player's rookie season.
- No injury or personality information has been done.

2. DEFENSIVE RATINGS

- Remember experience at a position directly affects the rating generated, so if you want to move the experience about to suit the ratings then feel free. My assessments have been made according to Seamheads' breakdowns by position, with some practicality included.

3. OTHER OFFENSIVE RATINGS

- I have had to be somewhat creative here, so feel free to tinker if you disagree with my assessment.

4. HITTING RATINGS

- I have provided hitting stats for pitchers as well as positional players. I recommend you enter them before you begin on the pitching steps below.
- All are scaled to a per 550AB rate.

1. Enter CURRENT STATS – PITCHING as per the front tab then hit CREATE CURRENT RATINGS BASED ON STATS.
2. Enter the POTENTIAL STATS – PITCHING as per the front tab then hit CREATE POTENTIAL RATINGS BASED ON STATS.
3. From here, if you want to tinker with ratings do so in the ratings section of the editor, but be warned this can quickly hink things up.

5. PITCHERS

- OK, here's where things get pretty tricky. You need to follow these steps TO THE LETTER. Even then things often jump about. So take your time and be careful.
- All are scaled to 250 IP.

1. Enter STAMINA / HOLD / VELOCITY / ARM SLOT.
2. Enter GROUNDOUT %.
3. Enter CURRENT PITCH RATINGS into the correct section (LH COLUMN).
4. Enter CURRENT STATS – PITCHING into the ratings generator. **Do not enter AB. After you enter K, go back and re-enter IP because it slips as you enter data.**
5. Hit CREATE CURRENT RATINGS BASED ON STATS.
6. Re-enter the individual CURRENT PITCH RATINGS from step 1 as they will have changed.
7. Enter POTENTIAL PITCH RATINGS into the correct section (RH COLUMN).
8. Enter POTENTIAL STATS – PITCHING into the ratings generator. **Do not enter AB. After you enter K, go back and re-enter IP because it slips as you enter data.**
9. Hit CREATE POTENTIAL RATINGS BASED ON STATS.
10. Re-enter the individual POTENTIAL PITCH RATINGS from step 1 as they will have changed.
11. Enter the CUR v L, CUR v R and POT values for MOV and CONT as per the front tab into the correct section. **THIS MUST BE DONE LAST.**

That's it! Crosscheck with the screenshot I've included, keeping in mind that ratings are relative to the environment they are set in.