OOTP Fantasy Leagues

Site Administrators Guide

Version 1.0.3

Purpose

This document is intended as a guide for owners of the Out of the Park Baseball (OOTP) to create and manage their own fantasy league websites based on OOTP leagues they create with their game. It is not a how-to of using OOTP nor a guide to fantasy baseball leagues in general. It is specifically created to help instruct admins in setting up and maintaining fantasy league websites.

Requirements

1. The OOTP Fantasy League Mod, available for download at http://www.ootpfantasyleagues.com/download/
2. A web server running PHP 5.6 or higher and MySQL 5.0 or higher. PHP 7.2 or higher is recommended. You'll also need about 500mb of available server space. FTP access is required and shell access is highly recommended.
3. A copy of Out of the Park Baseball 18 or higher (the latest version 21 is the officially supported and recommended version)

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Credits

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Special Thanks

- **Frank Esselink** - (OOTP forums ID: fhommes) Author of StatsLab SQL Utilities for OOTP and concurrently Getch's Online Utilities which inspired him. My thanks to Frank for graciously allowing me to incorporate portions of his StatsLab work into this mod.
- **The members of the [Planetary Extreme Baseball Alliance](#)** who helped test the original beta release of the utility. If you're looking for a top rate online league experience, you would be doing yourself a disservice to not consider this league. (OOTP forums ID in parens)
  - **John Rodriguez (Corsairs)**
  - Pete Grassi (peteg9699)
  - Kevin Lewis
  - Michael Topham
  - Tyler Babcock
  - Jim Lupin
  - Bill McKenzie (tribefaninnc)
  - Paul Tanner
  - Michael Czosnyka
  - Daniel DiVincenzo
- OOTP Forum Members
  - Robbie Warburg (hobbitrjw)
  - William Thomas (kagnew) **– (**RIP Bill)
  - Dave Williams for the Fantasy Leagues logo
- Additional Beta testing:
  - Jordan Wilson
  - Chris Herzegovitch

Support this mod

If you like this mod and would like to make a donation towards its continued development and offset the costs of development and hosting, you may do so using Venmo or PayPal and my email address, jfox015 at gmail "dot" com. Any and all donations are completely voluntary and greatly appreciated.

For Developers

As the mod is licensed under both the MIT and GPL licenses, you are free to extend and customize the code as you wish. If you do so, please share your changes with others to enjoy and utilize in their leagues as well. People helping people as they say.

Want to contribute?

OOTP Fantasy Leagues is 100% free and open source and the source is publicly available on GitHub. To contribute, head over to [the official Github page](#), fork the project and send pull requests with your updates.

Installation

Preparing your web server and uploading files

1. Download the latest Fantasy League release from the Web.
2. Setup your web server with a dedicated directory for your fantasy leagues. The folder can be named whatever you like, the default is "ootp_fantasy". This folder should be separate from your OOTP HTML reports and any other OOTP Web mods such as StatsLab.
3. Setup another dedicated directory for your MySQL data files. It is highly recommended that you place this folder in a directory that is outside of your public html root.
4. Create a database for your fantasy leagues.
   NOTE: If you are already running an online league and are using StatsLab, it is highly recommended that you use the same database for your fantasy league. The two mods I share many of the same OOTP data tables and this can save you hard disk space on your server. You can, however, use separate databases without conflict.
5. Upload the Fantasy League files to your fantasy league folder on your web server. It is recommended that you also upload your OOTP HTML Report files *before* running the Fantasy League installer.
6. Assure that the directories that require write access by the web server are setup appropriately. See Appendix: Setting directory permissions for instructions.

Run the Web Installer

OOTP Fantasy Leagues comes with a simple and straightforward web install wizard. Simply point your web browser to your Fantasy leagues folder to start the installation process.

For example, if your Fantasy Leagues were installed to "/var/www/html/ootp_fantasy" you would point your browser to "http://www.yourdomain.com/oorp_fantasy/". If this is the first time running the install, you will be automatically redirected to the installer directory.
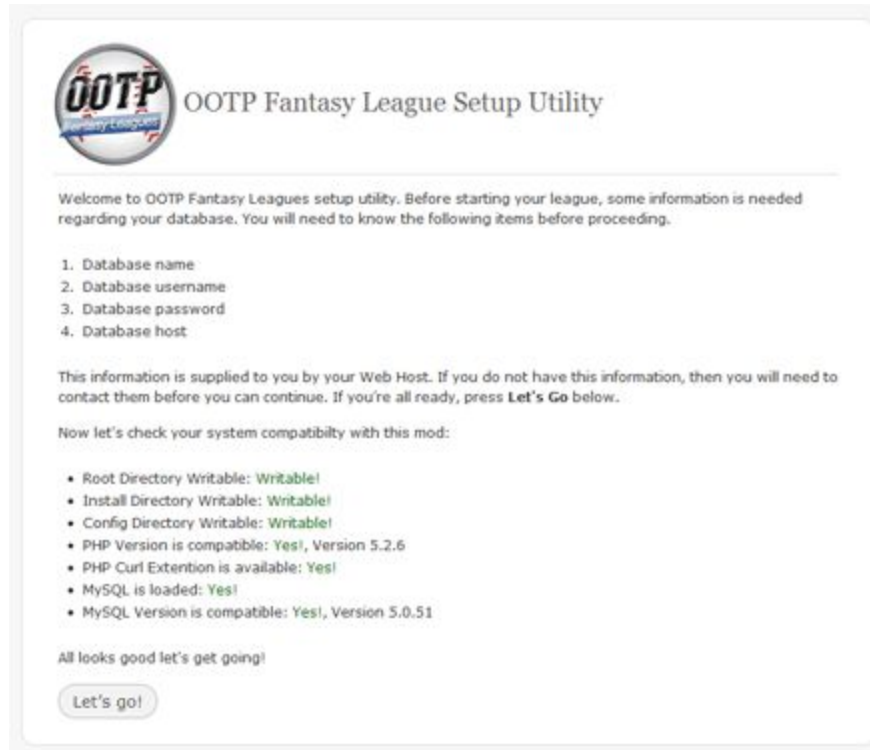
Figure 1.0 - Install Screenshot

Step 1 - Compatibility Checks

The Fantasy League installer automatically checks that your web server is running compliant versions of both PHP and MySQL, that the required data directories are writable and if the PHP Curl extension is available. If any of these checks fail, the installer will not proceed until all issues are resolved. If you are not running the required server software, contact your hosting provider for assistance. For help in troubleshooting write permissions issues, see the Appendix: Setting directory permissions.

Step 2 - Database Connection

The installer will ask for the details of your database. If you are unsure of these details, please contact your web hosting provider for assistance.

Step 3 - Database Confirmation

The installer will confirm that it could connect to the database, run several test operations and was able to write the necessary files to the web server. If there were not issues, the installer will indicate you can proceed to the next step.

Step 4 - Site Details and Paths

In this step, the installer asks for the details of your fantasy league including the name you wish to give to your site, the name of the OOTP League the site will run off of as well as its acronym and the league ID (which is usually 100 if it is the primary major league in your game).

The installer will also ask for a pair of web URLS (accessible via a web browser) and three server paths (accessible only to the fantasy league scripts). The installer will fill in all paths as best as it can. If you have questions on how to determine what the HTML root for your site is (the starting point for paths to the fantasy directories on your server), please contact your web hosting provider.

This page will also ask for details to setup the site Administrator account.

NOTE: All fields, save for the admin password are required.

Fill in your information and submit to complete the install process.

Step 5 - Euphoria, you're done!

If all went well during the final step, your fantasy league site will be installed and ready to go. If you encountered an error, the site will provide messaging to help guide you on how to resolve the issue.

ⓘ	**NOTE:** If you are unable to install the mod via the Web install wizard, you can install the mod manually. See the **Appendix: Manual Installation** section for a guide to manually installing the mod.

Setting up your Fantasy League Site

Once you've successfully installed the Fantasy Leagues mod, it's time to log in and start setting up your site.

Remove Installation Files

If all went well during the web install, you'll be directed to the fantasy league homepage. To begin setting up your site, you should first delete all files in the "/install" directory to prevent others from reinitializing the league setup and potentially taking over your site.

You'll then need to browse to the login page and log in using your administrative credentials. Once logged in, game owners will have a link to access the **Admin Dashboard.** Now the fun begins!

Preparing your OOTP fantasy game

Before moving on to setting up your site, you'll want to ensure that the OOTP baseball game you want to use for your fantasy site is set up and ready to go. You'll need to:

1. Decide what type of game to run. You can choose any OOTP game mode from Modern MLB, fictional, or MLB historical. What type of game and what year the OOTP game starts are completely up to you.
2. Setup all leagues, teams and custom artwork. Have all settings in place and create your universe.
3. If using a fictional league, sim at least 4-5 years of history for your game. This is important for all new games to allow for fantasy owners to have previous season stats and ratings to scout with as they'll have no basis for knowing who the players are otherwise. While 4-5 years is the bare minimum you should sim, we actually strongly recommend following the steps in this thread on the OOTP forums: Sim 20 years then erase history?
4. We also recommend simming up to the opening day of the season you plan to use for your fantasy site. This is recommended, but not required though, as it provides fantasy owners the opportunity to scout spring training stats for all players to make final draft decisions from.

Exporting OOTP Data from the game

Next it is time to export the MySQL Database files out of the OOTP game. More information on what the MySQL data export is and how to perform this in the OOTP game can be found at: http://www.ootpdevelopments.com/documentation/ootp11/index.php?page=import_export_functi

You can access the Database page in the game by clicking **Game > Game Settings** and then choosing the **Database** tab. On the Database screen, click the **Database Tools** button to access the options. First open the **Configure SQL Dump for MySQL** window. The options you'll need for the export are detailed in these screen captures.
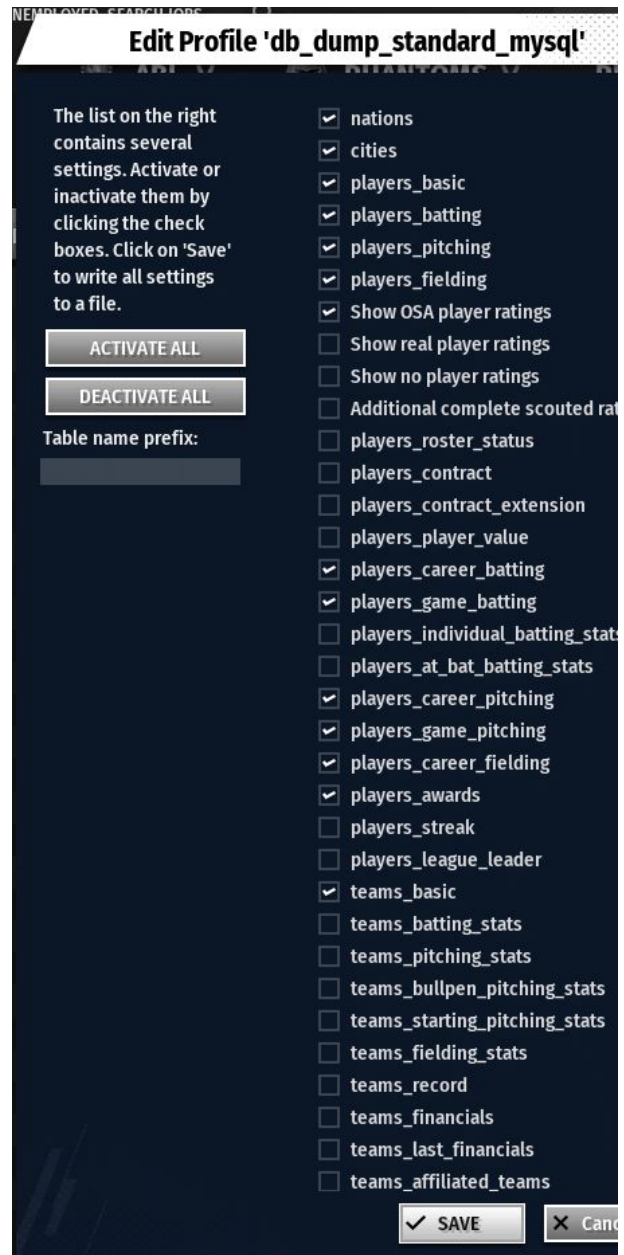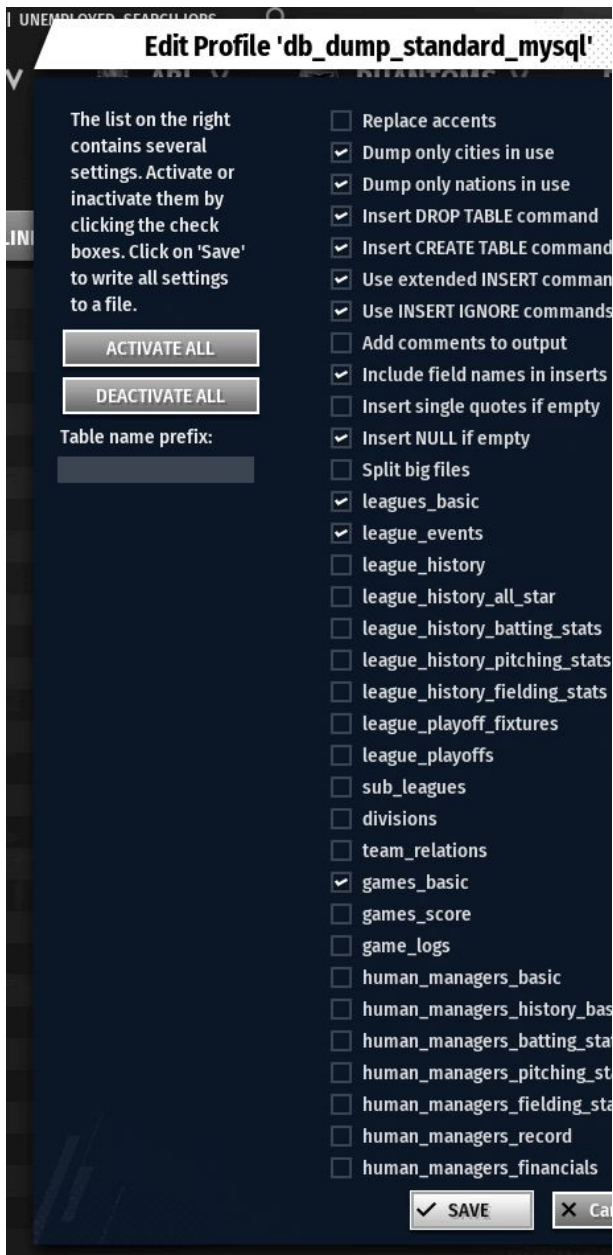
Edit Profile 'db_dump_standard_mysql'

The list on the right contains several settings. Activate or inactivate them by clicking the check boxes. Click on 'Save' to write all settings to a file.

ACTIVATE ALL

DEACTIVATE ALL

Table name prefix:

☐ players_contract_extension
☐ players_player_value
☑ players_career_batting
☑ players_game_batting
☐ players_individual_batting_stats
☐ players_at_bat_batting_stats
☑ players_career_pitching
☑ players_game_pitching
☑ players_career_fielding
☑ players_awards
☐ players_streak
☐ players_league_leader
☑ teams_basic
☐ teams_batting_stats
☐ teams_pitching_stats
☐ teams_bullpen_pitching_stats
☐ teams_starting_pitching_stats
☐ teams_fielding_stats
☐ teams_record
☐ teams_financials
☐ teams_last_financials
☐ teams_affiliated_teams
☐ teams_roster
☐ teams_roster_staff
☐ teams_projected_starting_pitcher
☐ teams_trade_history
☑ team_history_basic
☐ team_history_batting_stats
☐ team_history_pitching_stats
☐ team_history_fielding_stats
☐ team_history_record
☐ team_history_financials
☐ messages
☐ add full message text to messages

✓ SAVE   ✗ Cancel

There are two ways to export your data from OOTP available from the **Database Tools** drop down:

1. Manually export the data using the **Create SQL Dump for MySQL**. With this, the game creates .sql files for each table selected. You then FTP the .sql files to the Web server. If you select this option, see the next section, **Importing Data into the Fantasy mod site.**
2. Have OOTP export the data directly into your MySQL database with the **Export data directly into MySQL Database** option. With this option you input the details of your MySQL database and OOTP perform the export directly into the database. The setup screen is detailed below. Here you enter the details of your database provided from your hosting provider.

If the export directly into your database option fails, you can use the manual import options.

Importing Data into the Fantasy mod site

To import data into the Fantasy League Mod, you have two options:

1. **Import ALL OOTP MySQL Data** - Gets you the most complete import but depending on the size of your league, this can be both a time and server resource consuming action. It is only recommended for high end hosting packages.
    NOTE: By default, the mod limits the files being loaded to only the required files, but this can be changed on the Global Settings page.

2. **Load files individually** or in groups from the *Load Individual SQL Files* page - Highly recommended as it automatically picks only the required files and provides options to split larger SQL files into smaller, faster loading chunks. This is recommended for lower end servers which may time out while loading the larger SQL files.

    See REQUIRED OOTP MySQL TABLES for a listing of table requiring export from the game

Review and customize settings

After the OOTP data is loaded, the next step is to walk through and review the sites settings. For the majority of leagues, the default settings will work fine. They follow the standards of most of the popular fantasy league sites. For more discerning game owners, you wish to change any settings. See the **Administration Overview** for a complete description of all settings options available.

Run Preseason functions

A look at the Admin Dashboard upon first launch before any pre-season operations have been run.

You'll next need to:

- **Import Available Players** into the fantasy players database
- Generate the scoring schedule
- *Update Player Eligibility* function to let team owners scout players based on their complete opening day position eligibility
- Update Player Ratings to allow Rotisserie owners to have player Ratings available based on the previous season
- **Generate Head-to-Head match-up schedules** for head to head leagues (if they exist). These can all be done in the Preseason functions section.

The Dashboard after all pre-season operations have been completed.

Modifying the homepage

If you'd like to change the default splash content that appears when you start your league, you can simply open the homepage PHP Page and edit the HTML content with any text or HTML editor. Be sure you know what you are doing if adding or changing CSS styles and graphics.

The splash section of the homepage is located in the mods folder structure at */[SITE_ROOT]/application/views/home_splash.php*.

Modifying the about page

The About This Site page can be opened and edited using a rich online based HTML editor from the **Edit "About" Page** link on the Admin Dashboard. All changes are publically displayed from the **help/About** menu page *About This Site*.

To manually edit the HTML for the about page, the file is located in the mods folder structure at */[SITE_ROOT]/application/views/about.php*.

Add a home page news article

When logged in as an administrator, you will see a link for "Add new article" under the main home page splash area.

- Click this link to open the global site news editor.
- Enter a headline and body text.
- You can upload an image to accompany the article
- Select the **Preview** option to review and make changes to the article before submitting it.
- Click **Submit** to submit the article and publish it.

Create a fantasy League

Once your data is loaded and ready, you can go ahead and create your first actual OOTP fantasy league.

To do so, click **Leagues** in the Fantasy nav bar, choose **Search Leagues** and on the League search results page, click *Add new league*. Enter the details, choose the league scoring type and submit the league.

As commissioner of your league you can access the *Admin* screen where you can change your leagues settings and avatar, manage teams, invite owners and customize your league draft.

More details about setting up, customizing and running individual OOTP Fantasy Leagues is available in the **OOTP Fantasy League Commissioner's Guide**.

Announce your site

Once your site is set up and running, the next task is to recruit members to play in your league(s). Two great places to announce your site:

- **OOTP Fantasy Leagues Forum** – Add your site to the "Post your site" topic in the mod's official forum with your URL and when your season will begin.
- **OOTP Forums** – Another great place is the official Out of the Park Baseball community, either in the Online Leagues for General Discussions threads.

Site Administration Overview

Admin Dashboard

The Admin Dashboard is the central administration hub for managing the fantasy leagues site. Here you can:

- Upload OOTP MySQL Data files
- Configure your site and fantasy game settings
- Manage Fantasy Players, schedules and scoring periods
- Process Sim results and update player status and position eligibility

Here's a look at the tools available:

Database Settings

- **Load All SQL Data Files** - This function reads the SQL file directory and loads all available ".sql" files. The files loaded can be limited to only the core required tables listed below or to load ALL OOTP MySQL Files as specified on the *Global Settings* page. **WARNING:** Depending on the size of your league, loading ALL files can be a time and resource consuming process. It is recommended to only load the required SQL files.
- **Load Individual SQL Files** - If you only need to load certain files or want to break up the loading of files over several iterations, this button links to a listing of the SQL files available and show the date of their last update. It also allows you to custom load SQL files onto the server and split up large files into more manageable chunks. The "Load Individual SQL Files" page highlights and automatically selects just the files required by the mod and will show error messages when any required SQL export files are missing from the web servers SQL upload directory. If splits are required, this page selects only your split files, not the complete SQL files for upload.

REQUIRED OOTP MySQL TABLES: Depending on the size of your league, the size of your OOTP MySQL dump can be either manageable or quite huge. To allow for only the minimum of required files to be loaded, here is a list of the tables used by the Fantasy Leagues mod:

cities	nations
games	league_events
leagues	players_awards
players	players_game_batting

players_batting	players_pitching
players_fielding	players_game_pitching_stats
players_career_batting_stats	players_career_pitching_stats
players_career_fielding_stats	states*
teams	team_history

* - Available in and required by OOTP 12 and higher.

Settings

This section lets you administer the settings for your league.

- **Global Settings** - Change the name and details of the Fantasy league, configure web tools such as Google Analytics, manage OOTP links and administrate the paths to content on the web server. **WARNING.** *It is **not** recommended that you change the paths for your site once it is installed as it could break certain features of the site if the updated paths are wrong.*
- **Fantasy Settings** - This section covers things like the dates your season begins, the rules for sim length and rosters sizes, permissions for creating fantasy leagues for admins and users, setting draft periods and managing waiver and trade support.
- **Roster Limits Editor** - This page allows for editing of the positions available to be filled on team rosters and both the minimum and maximum number of players that are allowed for a team roster to be considered legal and accrue points.
- **Scoring Rules Editor** - This page allows administrators to choose what batting and pitching statistical categories the sim processing engine uses to calculate fantasy points totals in head to head leagues.

NOTE: Once the season begins and you run your first sim, The Fantasy Settings, Roster Limit and Scoring Rules buttons are removed and the Fantasy settings screen becomes read only. Roster and scoring rules can be viewed during the regular fantasy season at any time on each individual leagues rules page.

- **Social Media Settings** - This screen allows you to turn social media sharing on or off as well as fine tune the service available to share with each story. These settings are available anytime and *cannot* be overridden by league commissioners at this time.

Tools & Utilities

This section features tools related to member management, security and customization.

- **Member Manager** – A listing of all members of the site and tool needed to administer them. See [Manage Members Tool](#) for more details.

- **Users Requiring Activation** - This page lists all users whose registrations are pending administrative activation. Admins can click to browse the user's profiles and accept or deny the request to join the site.
- **Edit "About" Page** – Edit the contests of the site specific About page. This is separate from the mod about screen which does not have a built in editor.
- **Security Settings** – Manage Spam Bot countermeasures and configure the reCAPTCHA tool settings on this page.
- **Uninstall Database** - If you are removing the mod from your server, you can use this to remove all of the mods custom tables.
WARNING. *Do not run this unless you want to completely remove the mod and database. Once run, all tables are removed and the mod will no longer be usable. There is no way to undo the operation unless you restore from a backup of the database made beforehand.*

Pre-Season Functions

This section contains functions that are run *prior* to the running of your first OOTP sim. Once the first sim is run and imported into the database, this section becomes hidden until the next off-season.

- **Reset Season** - This option will reset any data in your fantasy leagues to the original pre-season state. This will wipe out all imported players, scoring schedules, league schedules, fantasy game results, player sim processing results, league standings, fantasy team rosters, league transactions and league draft information and settings.

  NOTE: Data NOT affected by this function includes:
    - user account information
    - league details and invitations
    - league divisions data
    - team details
    - team ownership information
    - News articles

- **Import Available Players** - This function fetches all available players from the chosen OOTP league. This includes players in the majors and minor leagues. All players are assigned an initial status based on their OOTP roster and injury status and a default position based on their OOTP position or role.
- **Generate Scoring Schedule** - Generates the scoring periods used to process sim results based on the length of the OOTP game season and the length of each sims minimum days. *NOTE:* The schedule generated by this tool can be edited anytime before the first sim is processed.
- **Generate Head-to-Head Schedules** - Creates head to head game schedules. Once all

head to head leagues for the upcoming OOTP game season have been created and set up (even if owners have not yet been invited and accepted) this function will create schedules for weekly match-ups.

NOTE: This function can be run again if additional leagues join **before** the season start date. It will, however, reset any schedules that were previously created for existing leagues and could potentially wipe out any custom changes made by league commissioners. This function is not available during the active OOTP season as it would wipe out existing schedules and ruin the fantasy season.

Regular Season Functions

These functions are run following each OOTP season sim. Once your OOTP MySQL files have been updated, run each of these functions.

- **Process Sim Results** - (Available only when the OOTP league date is set to a point in time after than the OOTP league season start date AND the date of the last sim processing occurs *before* the date of the last SQL Upload).

  This function will process the results of the current scoring period (converting player stats into Fantasy Points) and apply the results to all head to head match-ups in the site. Team records and standards are updated and if enabled, waivers are processed as well.
- **Update Players** - This function updates a player's status based on their OOTP roster and injury status. The statuses available are:
  - Active (on a major league roster or a free agent)
  - Minors (in organization but on a minor league roster)
  - DL (On OOTP disabled list)
  - Retired (Retired from the game)
- **Update Player Eligibility** - Updates the positions the player can be assigned to on fantasy league rosters. Eligibility at positrons is determined by the *Fantasy Settings* you set in the **Settings** section above.
- **Update Player Ratings** - Updates player ratings based on the 15 previous days of regular season games. Ratings appear only in Rotisserie Leagues so this function needs only be run if your league features one or more Rotisserie leagues.
- **Process Waivers** - Available once per scoring period, administrators can choose to run fantasy waivers. This is helpful for special cases such as providing a waiver claim period for owners to complete setting their lineups after the draft and before processing of the first sim.

The Admin Dashboard also features an information sidebar that includes the following tools:

Game Stats - Once the OOTP data is loaded, this box will display game related data such as the OOTP league date. It will also show stats such as the last upload and sim dates, the number of scoring periods and the number of fantasy players available. This box also links to the

Scoring Rules editor which allows admins to modify and customize the scoring periods used in their leagues.

News Box - Displays links to create, view and edit news.

Leagues Box - Displays a list of all leagues, admin or user created, available on the site.

Mod Info Box - Displays the current mod version, a check if it is up to date and any other options associated with the mod.

The right columns can also feature boxes that alert admins to the need to upgrade their mod (when patches are released and uploaded) and if any MySQL Data tables are missing from the SQL upload directory.

Upgrading the league via patches

For minor updates, patches of only changes files will be available for download and installation. The fantasy league site features an upgrade tool to install updates to the site. When downloading a patch release, follow these steps:

- Download the patch release from the OOTP Fantasy Leagues web site
- Unzip the contents to your local hard drive.
- Upload all files to the web site via FTP
- Browse to the upgrade page to perform config and database updates:

Example:
```
http://www.yoursiteurl/ootp_fantasy/install/upgrade.php
```

- Browse to the "install" directory on your remote server and delete all remaining files (if any).
- Login to the site and enjoy the update.

Running your Fantasy League Site

Uploading and Processing OOTP Simulated Game Results

Processing OOTP Simulation Stats updates (or sims) into OOTP Fantasy League site statistics (or Fantasy stats) consists of a four step process:

1. Perform the sim in the OOTP game, simulating from the first day of the current fantasy scoring period up to the starting date of the next scoring period.

   For example, if your sim week starts on Sunday April 4, 2011, you would sim 7 days completing all games through Saturday April 10 so your OOTP game date says April 11, 2011. You will stop and not sim any more actual games until the next sim period update.

2. Update all player images, export the OOTP HTML reports and export the MySQL Data Dump from the OOTP game (see game manual for instruction if needed on how to perform these operations in the game)
3. Upload all the OOTP html files and SQL game data to the web server
4. In the OOTP Fantasy Leagues Admin Dashboard, import the updated SQL data into the fantasy league database
5. Run the Regular Season functions to Process Sim Results, Update Player Status. Update Player Eligibility and Update Player Ratings.

That's it! If all went well in this process, the Fantasy site will increment to the next scoring period and all leagues will be updated based on the data uploaded and processed.

What gets updated during a typical sim processing update?

- Player statistics
- Team Scoring (form both Rotisserie and head to Head formats)
- Processing of individual game match-ups (Head to head Only)
- Updating of team standings (Actual league standings in head to head formats, team rankings per statistic category in rotisserie formats)
- Execution of transactions such as waiver claims and expiration of trade offers per league

Troubleshooting Sim Processing Problems

Reviewing the Sim Summary

If an error or timeout occurs during sim processing or an error is displayed once it is completed, the **Sim Summary** page can be a useful tool in identifying the issue. Once the first sim is

processed, a new *Sim Summaries* option will appear in the **Game Stats** toolbox.

Clicking this link brings you to the sim summary page which provides links to each sim's summary. All summaries are stored for the entirety of the season. Some helpful information included in the summary:

- The times processing began and ended with the total processing time.
- Player computations and summaries
- Summaries of actions performed for each league in the site
- Notations for processing of transactions
- A final wrap-up of the processing operation.

Rolling Back a Sim

The fantasy mod includes the capability to rollback the previously processed sim results in case there is an error found in either the results or its application on the site.

Once the first sim has been processed and the OOTP game date increments past the OOTP starting games date, an **Undo Last Sim** button appears in the Regular Season Functions menu. Clicking this button will undo all the processed stats and options from the previous sim and restore the date and id of the previous scoring period. If you rollback and reprocess a sim, the sim summary is also removed and rewritten.

⚠	**WARNING:** Any updates made via other functions after the sim processing itself is done are not available to be rolled back. These include updates to player's status, position eligibility and ratings. Take care to review the results of the sim processing BEFORE running these functions to assure there were no errors not a rollback required.

Creating News Articles

There are four types of news articles that can be created for the site:

1. **Site News** -These articles are created only by the game owner and are displayed on the site home page beneath the main splash area. They are also accessible from the global news search page.
2. **League News** - These are articles created by the league commissioner or members of the individual league. They appear on the League Home page and in the global search list. While any league member can create news articles, only the league commissioner

can edit them and only the site admin can delete them.

3. **Player News** - The game owner can create individual news articles for players as well. Player articles can by clicking the "Add News: link in the news box on any players profile page. Player news articles include a special extra field for fantasy analysis as well. Player news articles appear on individual player profiles and are searchable in the global news search list.

You can choose from a number of options to allow users to share their stories via numerous social media sites. Social Media settings are available in the admin dashboard.

Managing Users

Members Manager Tool

Members of the site can be managed from the Admin Dashboard using the **Tools & Utilities -> Manage Members** page. This page displays a list of members and options to:
- Change users **locked** status
- Activate or Deactivate an account
- Edit the users account details
- Delete the account

User Activation

User signup can be managed by three types of activation:

- **Email** - All new registrants will receive an email containing an activation code. The link in this email must be visited for the user's membership to become active.
- **Administrator** - Upon sign up, an email is sent alerting that a new user requires activation. See Global Settings: Users Requiring Activation.
- **None** - No activation. Once users submit their registration, their membership is immediately activated on the site.

Lock outs

If a user attempts to log in more than the maximum allowable number of attempts (the default being three), their account is set to a "locked" state. This will prevent them from logging in until the site administrator manually unlocks the account. This status can be managed from the **Admin Dashboard -> Manage Members** page.

Setting a primary contact

In case there is more than one administrator on the site, a primary contact to be used as the "Reply To:" contact for all e-mail messaging can be selected in the [Global Settings: User Management](#) section. The primary site administrator created during the game installation is selected by default.

Troubleshooting

Since the site utilizes a number of AJAX/JSON based functions, it is sometimes helpful to get the non-visible output if an error occurs. In that regard, it is highly recommitted that you administer the site using [FireFox](#) with the latest [Firebug extension](#) installed with the Console and Net tabs enabled.

See [Appendix: FAQs](#) for help with common setup and site management issues that can arise.

Suggest a Feature/Report a Bug

If you find a bug or wish to suggest a feature to make the Fantasy Leagues mod better, please report it on the official issues listing page on the Github project site

https://github.com/jfox015/OOTP-Fantasy-Leagues/issues

Appendix: Change Log

1.0.3 (4/22/2020)

Enhancements

- Updated OOTP Game support to the current OOTP 21 release!
- Upgraded compatibility to PHP 5.6 and 7.2 and MySQL 5.0
- New Team Home Page with information widgets
- Added draft option to select whether to draft injured players or not
- Refreshed League Home pages
- Refreshed Site Home page
- Look and Feel tweaks throughout the site

Bug Fixes

- Fixed missing player pictures errors
- Fixed issues with display of fantasy points on players pages
- Fixed issues in the fantasy auto draft where pitchers were being rated too heavily against batters
- Fixed display bugs throughout site
- Fixed deprecated MySQL Connection code in install and SQL loading operations
- Fixed MySQL default field issues
- Fixed UI issue with displaying all trades in progress on Team Trade screen
- Fixed UI issue with accepting trades on the Team Trade screen
- Fixed data issue when deleting leagues

1.0.2 (1/8/2017)

Enhancements
- Modernized support up to OOTP 18

Bug Fixes
- PHP compatibility updates

1.0.1 (2/12/2012)

Enhancements
- Added ability to remove custom mod database tables from Admin Dashboard

- Added field to manually identify the version of OOTP being used to run the fantasy site

Bug Fixes
- Fixed player profile bug to reference correct state/territory names in OOTP 12
- Fixed incomplete PHP delineator on member page

1.0 Final (9/26/2011)

Enhancements
- Add Compiled Stat Totals for team to H2H Results page

Bug Fixes
- Player stats don't match team scores for H2H playoff games
- Trade page access error
- Small dashboard tweaks

1.0 Final Release Candidate 1 (AKA 0.6 Beta) (9/12/2011)

Enhancements
- reCAPTCHA spam bot prevention
- Improved password security
- More visible Bug reporting Link
- Contact League Commissioner Page
- Team Position Eligibility Report
- Add message to Commissioner with Public Team Request
- (Commissioners Only) Send message to user when denying a team request
- (Admin Only) Member Management Tool
- (Admin Only) Customizable About page

Bug Fixes
- Draft Admin: Initialize Draft Issues
- Local Timezones issues
- Current Team on Player Bio Shows team from incorrect league
- Team Add/Drop not returning valid JSON
- League Trades not appearing in admin list
- New Registrations posted without email addresses
- Prevent import of sim data outside expected date range
- Rotisserie standings blow up with 0 scoring teams
- Draft: Auto Complete Draft Stops at last round
- Team Lineups: Roster manipulation issues in second scoring period
- Preventing out of scope processing hides necessary post-sim options
- Site Displays double teams for each user site wide

- Head to Head Records Incomplete
- Compiled Rotisserie stats/points incorrectly escalating
- Current Search Result Page Must Reset when new search is submitted
- Illegal Roster team excluded from rotisserie standings
- Trades expire in OOTP league time, not real time

0.5 Beta (7/24/2011)

New features
- Player Trades including league protests, commissioner approval and expiration dates
- Rotisserie Scoring Support (4x4-6x6 roto leagues)
- Player Ratings (visible in Rotisserie scoring leagues)
- (Admin Only) Sim Summaries
- (Admin Only) Additional Tools and OOTP links options

Enhancements
- Private Leagues are now truly private and accessible only by league members
- Player information appears on player news editor and player news pages
- Page refresh time on Draft Status screen
- Improved Draft List management
- (Commissioners Only) Act As any league owner on the Draft Selection page
- (Admin Only) Revamped Sim processing Engine
- (Admin Only) "Load All SQL files" loads only required tables by default
- (Admin Only) Manually process waiver claims once per scoring period

Appendix: Setting directory permissions

For the OOTP Fantasy installation wizard to setup your Fantasy League site, several directories need to have write permissions set. These directories are:

[SERVER_ROOT]/[SQL_FILE_UPLOAD_DIRECTORY]
[SERVER_ROOT]/ootp_fantasy
[SERVER_ROOT]/ootp_fantasy/install
[SERVER_ROOT]/ootp_fantasy/application/config

If you receive a message on Step 1 of the Fantasy League installation process that says your config directory is not writable, this can be diagnosed in one of three ways.

Setting permissions from FTP

- Using your FTP Client (Filezilla 3.3.x is used for examples in this section), connect to your web server and browse to the root folder of the fantasy league.
- Select the folder, right click and choose "File Attributes..." (NOTE: the menu option in other FTP programs may differ and be called "Permissions", "CHMOD" or "Properties..". Check your FTP applications documentation for how to access the Chmod or permissions settings)
- In the dialog that opens (see figure A-1), assure that all boxes for read, write and execute (chmod code 777) are checked for the owner, group and public groups.
- Repeat for all directories that need to be writable.
- Once installation is complete, be sure to go back and turn off execute permissions for the group and public groups and assure these folder permissions are set to 755 (see figure A-2),
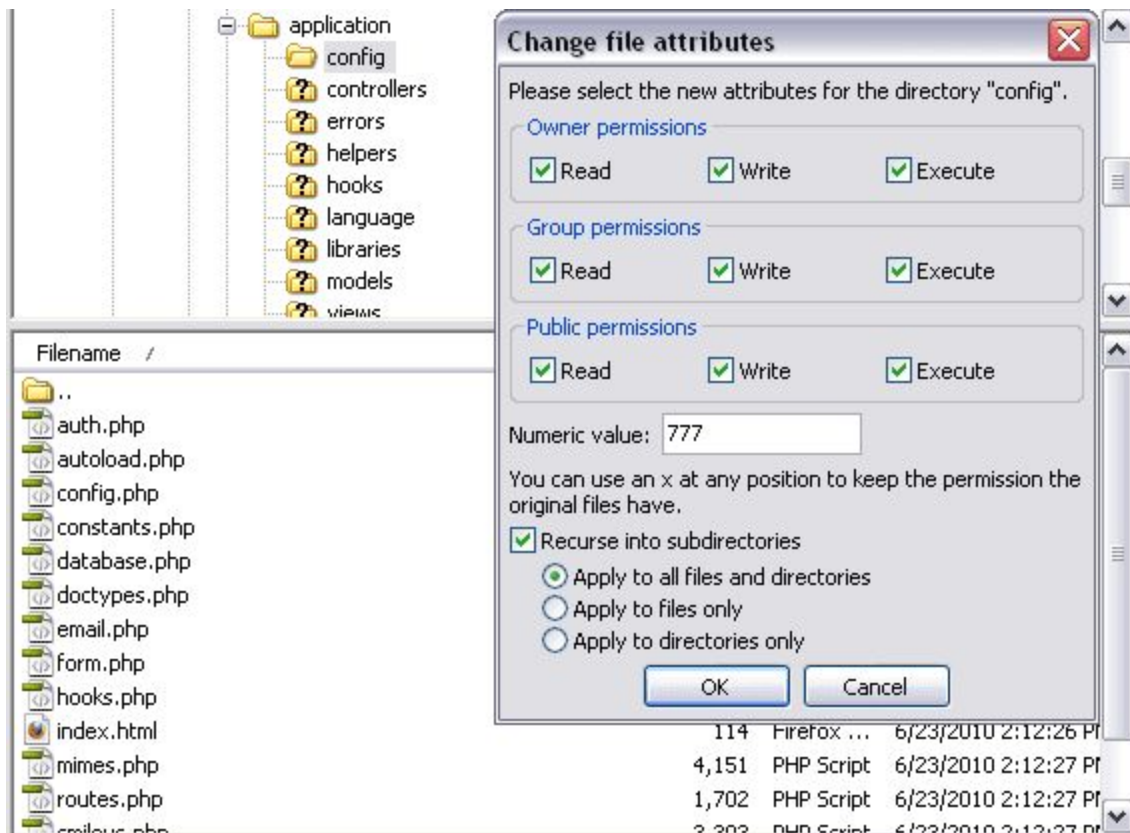
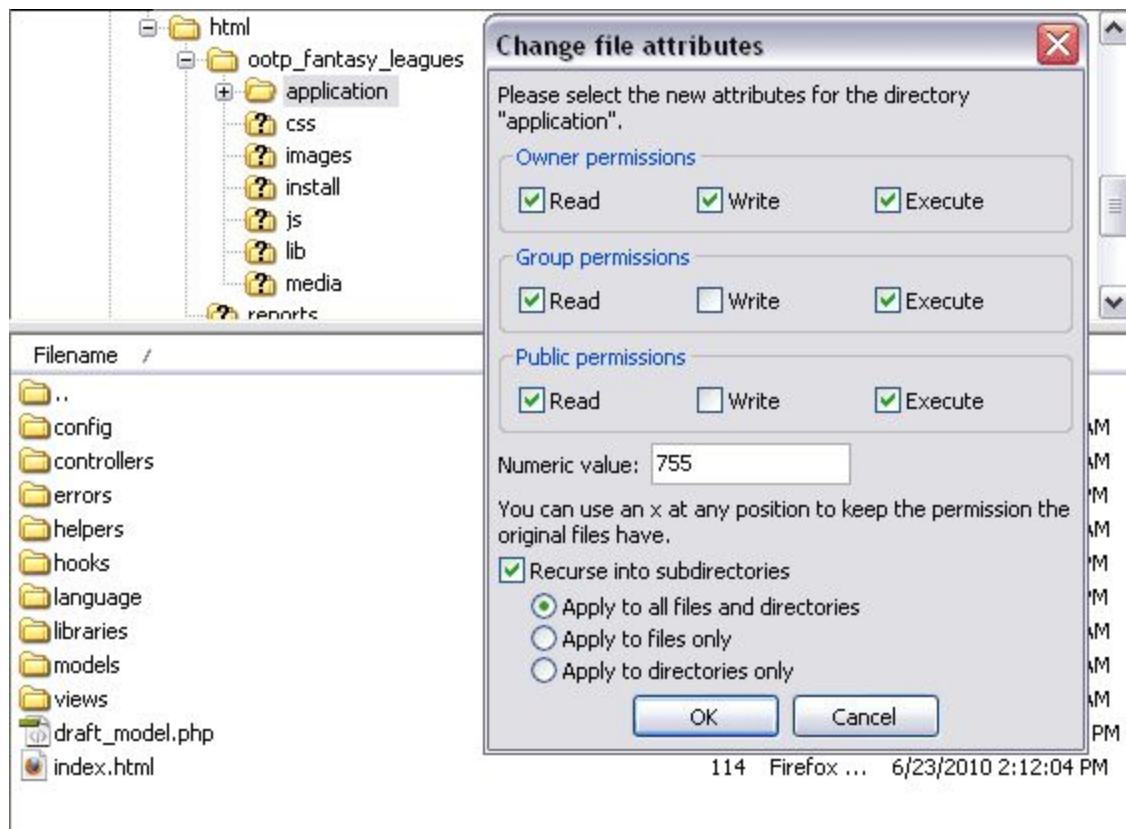*Figure A-1, install settings for installation*

Figure A-2, normal permissions settings for directories

Setting permissions from SSH

- Using your SSH client (Putty is used for this example), log onto your web server and **cd** change directory containing the first folder to update.
- Execute the command **chmod** [folder name] 777
- Repeat for all directories.
- Once installation is complete, be sure to go back and turn off execute permissions for the group and public groups and assure these folder permissions are set to 755

Have your web host set write permissions

If you are not allowed to change the permissions of folders (limited access account) or do not have SSH access, you may be able to make these changes in your web hosting control panel (if one was provided by your web host) or you can request your web host to change the permissions of the folders temporarily. Please check your control panel documentation for instructions on changing file or directory permissions or contact your hosting provider for assistance.

Appendix: FAQs

Q: Is OOTP Fantasy Baseball Leagues an Out of the Park Developments product?
A: No. This mod is developed independently by Jeff Fox, a professional web developer, mod community member and OOTP beta tester.

Q: Do I have to own a copy of Out of the Park Baseball to run an OOTP Fantasy league?
A: Yes. The entire structure of the baseball league, including teams, players, events, etc, whose stats power the fantasy league site are all generated from the data output by the OOTP game. Without the game, this data would all have to manually created and updated for each sim.

Q: Do users of my site have to own a copy of Out of the Park Baseball to play in my OOTP Fantasy league?
A: No. Anyone can join and participate in an OOTP Fantasy League, no game required. All that's necessary is a web browser and a desire to win!

Q: Can users of my site create their own leagues? Are there any ways to restrict this?
A: Yes and Yes. Users can create fantasy leagues. This ability to turn this on and off as well as set a limit on how many leagues users can create is located in the Admin Dashboard.

Q: Can this mod use real MLB player stats like Yahoo and ESPN fantasy leagues?
A: Kind of. If you're running a historic MLB replay in OOTP or using the latest roster set, you'll get stats created for real MLB players. At present, the mod does not support pulling in, parsing or using real major league baseball stats.

Q: Can I run an OOTP Fantasy League using this mod even though it is in beta?
A: Yes. The Mod is currently still labeled beta because it has not had a wide set of installations yet. Once there are numerous installations that do not bring up important issues, the beta label will be removed. The mod is, however, fully functional and can be used to run a fantasy league today. Just keep in mind there may be issues and some changes are likely still to come that may require the sites code and database to be reinstalled.

Q: Can I run an OOTP Fantasy League using this mod on the same server as StatsLab?
A: Yes. The mod has been fully configured so it does not conflict with StatsLab. You can load it to the same or separate databases using the same or separate SQL upload directories and file.

Q: Can I run multiple OOTP Fantasy League on the same server using the same OOTP SQL Folder or database?
A: Not at this point and time. Separate Fantasy Leagues require separate SQL upload directories AND separate databases.

Appendix: Manual Installation

If you during installation, if the install wizard says that either the config directory is not writable or returns a message that critical config files could not be written to, it is possible to install the mod manually. Here are the steps required to do so:

Database Config File:

1. Open ootp_fantasy/install/**database_install.php** in a text or HTML editor
2. Replace [DB_HOST] with the host address of your database, usually "localhost"
3. Replace [DB_USER] with your database username
4. Replace [DB_PASSWORD] with your database password
5. Replace [DB_NAME] with the database name
6. Save the file to ootp_fantasy/application/config/database.php

DB Open Files:

1. Create a new blank PHP file in a text or HTML editor and paste the following into it:

```php
<?php
$db = mysql_pconnect('[DB_HOST]','[DB_USER]','[DB_PASSWORD]') or
die('Could not connect: '.mysql_error());
mysql_select_db('[DB_NAME]');
?>
```

1. Follow steps 2-5 above replacing the placeholders with your database details.
2. Save the file to **ootp_fantasy/install/ootpfl_db.php**
3. Save a copy of the file to the SQL Upload directory on the server as well

CodeIgniter Config File:

1. Open ootp_fantasy/install/**config_install.php** in a text or HTML editor
2. Replace [SITE_PATH] with the url of the fantasy league site. For example if your domain is http://www.myfantasysite.com/ and your fantasy league directory is "ootp_fantasy" the value of this field would be "http://www.myfantasysite.com/ootp_fantasy/
3. Save the file to ootp_fantasy/application/config/config.php

CodeIgniter Constants File:

1. Open ootp_fantasy/install/**constants_install.php** in a text or HTML editor
2. Replace [WEB_SITE_URL] with the url of the fantasy league site. For example if your domain is http://www.myfantasysite.com/ and your fantasy league directory is "ootp_fantasy" the value of this field would be

3. Replace [SITE_DIRECTORY] with the name of the fantasy league directory. If the name is "ootp_fantasy" the value of this field would be the same
4. Replace [HTML_ROOT] with the path on your web server to the root of the web site. On most Linux systems this is "/var/www/html" or an equivalent value. Refer to your web hosting documentation as to what the HTML root pathof your web site is.
5. Save the file to ootp_fantasy/application/config/constants.php

Root .htaccess file

1. Open ootp_fantasy/install/**htaccess_install.txt** in a text editor
2. Replace [SITE_FOLDER] with the name of the fantasy league directory. If the name is "ootp_fantasy" the value of this field would be the same
3. Save the file to ootp_fantasy/.htaccess
4. NOTE: When saving this file, many text editors apply a file extension like .txt to the file. This must be removed prior to the file being uploaded to the web server for it to be recognized by the server.

Manually Installing the MySQL Database Dump:

if for some reason the database SQL dump cannot be completed, you can import the SQL database one of two ways, via the SQL or Import tabs in PhpMyAdmin.

NOTE: If you do not have phpmyAdmin available on your server, contact your web hosting provider to see if it can be installed or the SQL imported in some other way.

To begin, find and open ootp_fantasy/install/**db_install.sql** in a text editor.

BEFORE running the SQL install, be sure append the following SQL commands to the end of this file. It creates the necessary administrator account with the default password of ooTpFbLv11: Replace [ADMIN_EMAIL_ADDRESS] with the email address used for site administration and [YEAR]-[MONTH]-[DAY_OF_MONTH] with the date of installation. Example 2010-10-22 would be Oct. 22, 2010.

```
INSERT INTO `users_core` VALUES(1, 'admin',
'a393c25edef6d43adb6c9f16b34a48becf06918f', '[ADMIN_EMAIL_ADDRESS]',
4, 5, 6, '', '', 0, 0, '[YEAR]-[MONTH]-[DAY_OF_MONTH] 00:00:00',
'[YEAR]-[MONTH]-[DAY_OF_MONTH] 00:00:00', 0, 1, 0, 0);
INSERT INTO `users_meta` VALUES(1, 1, 'Admin', 'User', '', '', '', '
', '', '', '', '0000-00-00', '', '', '', '');
```

1. Copy the entire contents of **db_install.sql** including the above admin information.
2. Open the database to be used for the fantasy league using PhpMyAdmin

3. Click the SQL tab.
4. Paste the SQL into the text area and click **Go**.

OR

1. In PhpMyAdmin, select the database to be used for the fantasy league and click the **Import** tab
2. Browse to ootp_fantasy/install/**db_install.sql** and select it
3. Click **Go**

Upload files and complete installation

Upload all updated files to their equivalent directories on the web server and browse to the league web address in your web browser to assure the install completed successfully.

For help with manual installation problems, please visit the technical support forum at ootpfantasyleagues.com/forum.