**PRE CORRECTION OPTION**Use this before the correction of the file. This will help to correct the file faster.  
  
**CLEAN SERVICE** - Remove all the custom from service  
**FIX SERVICE ZONE** - Change position 9 in position 1 and position 7 in position 5 in service  
**CHECK MATCHING SER-REC** -  Check (and fix) that service and reception are of the same type  
**SHIFT TIMECODE SERVICE** - Move timecode of the service of x seconds (max 3)  
**INDIETRO** – back.  
**CHANGE SERVICE TYPE** - Change the type of service from one type to another.  
  
**CLEAN RECEPTION** - Remove all customs from reception.  
**FIX TIMECODE RECEPTION** – Changes timecode of reception to be same of service.  
**ADD RECEPTION SIDE AND RECEIVER** - Add side and receiver if it miss (always M like side, and receiver in base of the position of arrival of the serve).  
**RECEPTION ALWAYS IN 3 PLAYERS** - Use when some team receive the float in 3 players.  
**ADD SET** - Just add (when it’s missing) XXE (type of attack) where XX is a number of the setter.

**AGGIUNGI BASI STANDARD** - Adds if the base is missing (always K1 in reception, K7 in transition). Adds also the side in base of the attack. If the attack is from middle blocker the base will be fitting base (X1-K1, X7-K7, X2-K2).  
**CLEAN SET** - Remove all customs in sets.  
**FIX SET TYPE** - Change the type of the set in base to the attack.  
**FIX SET TIME** - Change time of the set in base to the attack if it's contra, same of the reception if it's on reception.  
**ALL BASE #** - Change all the set with base in #, because in many worksheet it's need that base are #.  
**CHANGE E+ in E#** - Same as before but also if there's not base and just for +.  
  
**ERASE SPECIAL SYMBOLS IN ATTACK** – this option erase all special symbols in attack ☺  
**FIX CUSTOM CHAT IN ATTACK** - Adds where miss R (regular set) in attack (this is usuful if you put all the not R during live)  
**ERASE ARROW** - Clean all the clicked directions.  
**CLEAN DEFENSE** - Erase all not useful info in defense.  
**ALL HIGH DEFENSE** - Changes the type of all defenses in H (not useful that the defense are same type of the attack).

**FIX TIMECODE DEFENSE** - Timecodes of all defenses will be the same as the previous attack and block.  
**CHANGE D+ IN D#** - Not need defense D+  
**TRASFORMA TUTTE in #** - Process ALL defenses, not just D+  
**CHANGE D AFTER M!** - We use sequence A! B! D! when the attack is covered, so after B! always D!  
**AGGIUNGI DIFESE** - Adds 00D# after all attacks that haven’t defenses *and are not point* or A!  
  
**CLEAN FREBALL** - Erase all info that not useful in free-balls.  
**TUTTE FREEBALL ALTE** - Changes all free-balls in H.  
**SISTEMA TEMPO FREEBALL** - Changes time of free-ball in *(I don’t remember how much)* x seconds before the previous code.  
**BLOCK NUMBER PLAYERS** - If this field is empty, this option will add quantity of blockers in attack (X5-X6-X8 and C5-C6-C8 - 2 players, V5-V6-V8-VP - 3 players, doesn’t process middle blocker attacks).  
 **↘=== SOVRASCRIVI ESISTENTI** - If you check this box the program will overwrite the existing data.

**FIX BLOCK TYPE** - Changes change the type of block, in accordance with the previous attack.  
**CLEAN BLOCKS** - Erase all not useful info in block.  
**ERASE QUCK BLOCK AND OTHER** - Erase block in the middle blocker attack and the attack type OTHER.