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1 ABOUT FOOTBALLMANAGER

1.1 WHAT IS THE FOOTBALLMANAGER

The FootballManager for Joomla! is an administration component with which you can manage all relevant areas of a football team or an entire league. FootballManager can be used if you are the web manager of a single team or an association. FootballManager was developed with the aim of covering both needs.

The FootballManager offers you an administration interface for this:

- Individuals (players, coaches, referees)
- Teams
- Championships (Seasons, Leagues, Season Phases, Games)
- Game Management (Score Types & Scores)
- Sponsor management (teams, players, locations)
- Location management

Credits: The FootballManager for Joomla! was built with the Joomla Component Builder. And although I put almost a year's work into the project, the basic version of the component is offered free of charge.

1.2 FREE OF CHARGE? WHAT IS INCLUDED?

In version 1.x, the FootballManager is delivered in the free version with the complete, current set of backend functions to be able to manage all areas. For the frontend area, a simple team overview is available that shows details of teams and players.

The FootballManager is designed in such a way that further frontend content can be implemented using our Pro Packages. In this way, you can get an exact picture of how the content in the component is structured, whether you like working with it and whether you can use our FootballManager for your purposes before making a purchase/subscription.

As you have already noticed, FootballManager is really for free. I ask you at this point to rate the FootballManager on EVERYONE and to give me feedback on what you like and where there is still room for improvement. **The community decides with the number of feedbacks & downloads if the project will be continued / extended.**

Note: To display FootballManager content on your website in the frontend, you can use our Pro-Modules & Plugins for FootballManager or simply program some by yourself.

1.3 WHY THIS APPROACH?

For many (aspiring) Joomla! developers, it is easier to develop your own modules and plugins, and you may already have the know-how to do so. Component development, however, is a whole other level. **To support the community** I decided to make the FootballManager available as a backend component for free. However, in order to get the most out of the component and display information such as a fixture list, league table or statistics in the frontend, you either have to get your hands "dirty" and program modules / plugins yourself or use our large and, with enough users, constantly growing portfolio of free and paid modules / plugins for the FootballManager,

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1.4 I WOULD LIKE TO SUPPORT THE PROJECT, WHAT CAN I DO?

1.4.1 Rate the component in the Joomla! Extensions Dictionary (JED)

Probably the easiest and most effective way to help me / us improve is if you rate the component in the official Joomla Extensions Dictionary (JED). Every rating is considered and I am grateful for your personal feedback.

1.4.2 In the forum

I am happy to accept help and feedback in any form, the best way to help me and the community free of charge is to help answer questions from other users in the forum / our Q&A and share your knowledge and experience with them. You are also welcome to post feedback / ideas for enhancements to the component in our forum.

1.4.3 Use our Extensions

We have just started and released the first modules for FootballManager. We would like to continue to work on it to be able to present new extensions for the Football Manager or other extensions in the future. As a small thank you, we always offer voucher codes that give you one or the other discount. Just keep your eyes open, the vouchers are placed on the website nx-designs.ch or nx-designs.com (our demo site).

	Rate the FootballManager in JED	
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2 INSTALLATION

The extension consists of a free component that can be downloaded for free from nx-designs.ch. The component can then be installed via the Joomla! backend using Extensions → Manage → Install. In the basic version, no data is stored in the component.

2.1 COMPONENT SETTINGS

The FootballManager has its own global configuration area, which you can access directly from the component using the Options button at the top right. The component options in version 1.0.x contain the following basic options:

2.1.1 Options

2.1.1.1 *Enable Versions*

Activates the so-called versioning, the saving of old versions of an item and is, in this way, a backup that allows you to access "old versions" of the respective item.

2.1.1.2 *Maximum Versions*

Number of versions to be saved

2.1.1.3 *Include Teko Font*

If activated, the Google Font Teko is loaded for the component frontend.

2.1.1.4 *Date Format*

The format in which date / time information is to be displayed in the component frontend, based on the PHP specifications (<https://www.php.net/manual/de/datetime.format.php>).

2.1.1.5 *Separate Date / Time Display*

If this option is activated, two fields are available for the display of the date/time which you can format separately, in the first only the date and in the second only the time. The PHP guidelines for formatting according to <https://www.php.net/manual/de/datetime.format.php> also apply here.

2.1.1.6 *Time Format*

Only visible if Separate Date / Time Display has been activated Additional field for entering a formatting string for the time.

2.1.1.7 *Time suffix*

Only visible if Separate Date / Time Display has been activated Additional field for entering a text that is appended to the time. For example "o'clock"...

2.1.1.8 *Datetime Format Backend*

Formatting of date & time information in the component backend, used in overview lists.

Note: Has no influence on the display of date information in input fields / edit masks. The language format predefined by Joomla! is used here.

2.1.1.9 *Weight Unit*

Used in Pro extensions of FootballManager, serves as a unit measure for the weight information and can be output in combination with the value.

2.1.1.10 *Size Unit*

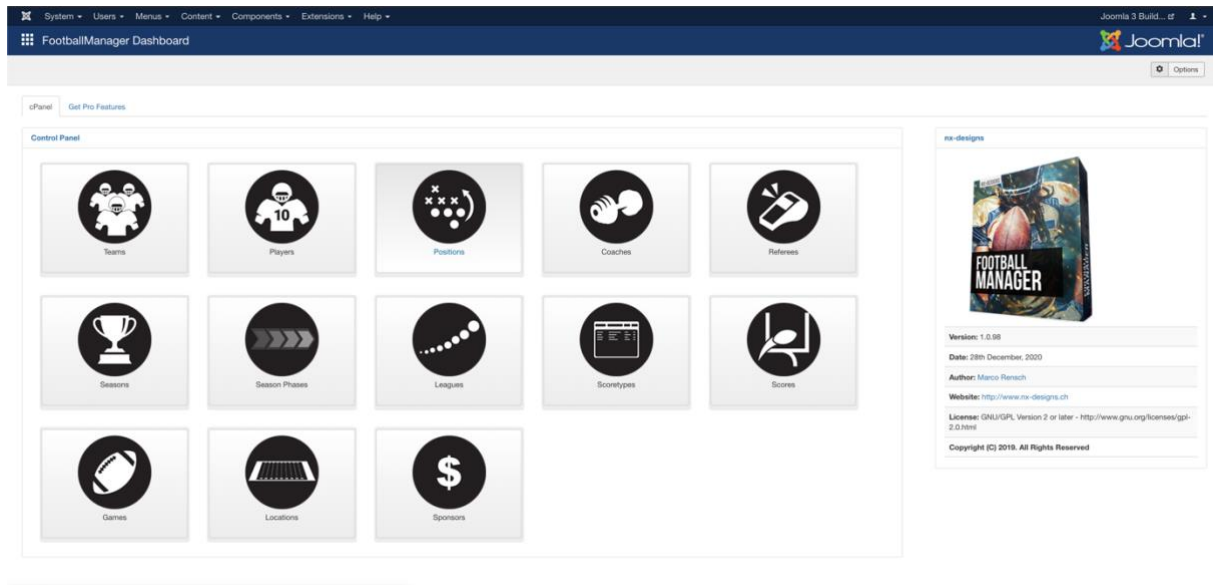
Used in Pro extensions of the FootballManager, serves as a unit measurement for the size specifications and can be output in combination with the value.

2.1.1.11 *Home Team is*

Is used in the frontend of the component and has no influence on the display in the backend. Defines whether the home team should be displayed first / left or last / right.

3 THE DASHBOARD / THE AREAS

After the installation, you will find the entry "FootballManager" in the Joomla! backend under Components; clicking on it will take you to the component's dashboard. The dashboard serves as the initial screen for the various areas.



3.1.1 Teams

In this section you can manage the teams that are to be used in FootballManager. Each team is listed as an item in the overview. The team name, the alias and the information "My Team" and the corresponding short name are displayed in the overview. Teams are created in the centre of the link logic, i.e. they are not linked to each other:

You can link locations, referees, players, coaches & sponsors with teams. You do this in the corresponding tabs using the fields provided.

3.1.1.1 Details Tab

3.1.1.1.1 Name*

The team name is used in the component and modules.

3.1.1.1.2 Team Colour

Base / basic colour of the team, used in modules for the design.

3.1.1.1.3 Website

Official website of the team

3.1.1.1.4 E-mail

Contact email address of the team

3.1.1.1.5 Street

Postal address, street name

3.1.1.1.6 ZIP

Postal address, postcode

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3.1.1.1.7 *Town*

Postal address, city

3.1.1.1.8 *Image*

Banner or other image for this team (See module configuration for selection)

3.1.1.1.9 *Location*

List of multiple choices for game locations, see Locations for more information. A selection of items is available when locations are created in the FootballManager component.

3.1.1.1.10 *Logo*

The logo of the team, recommended: PNG without background, make sure that all logos have the same image size / format to achieve a uniform look in the frontend.

3.1.1.1.11 *My Team*

FootballManager can display additional information (home match hint) when you mark a team as "My Team". If you are not using the component with focus on a single team, or this is not "your team", leave the checkbox empty.

3.1.1.1.12 *Year of Foundation*

Year of foundation of the team, can be displayed in the frontend.

3.1.1.1.13 *Note*

Simple notes field for you, here you can place notes.

3.1.1.2 *Description Tab*

The Description tab offers you a WYSIWIG editor (based on your Joomla! settings) with the possibility to write a description text for the corresponding team. This is used in the Team Details page in the frontend as well as in some Pro modules. You can also work with modules or plugins here. Our component as well as the modules support this.

3.1.1.3 *Coaches Tab*

In this section you can assign coaches to your team. Before you can do this, however, you must create coaches within the component. The order you choose here will be respected in the component as well as in our modules for the output.

3.1.1.4 *Players Tab*

In this section you can select the players who belong to this team. The order does not matter, the players are sorted in the component / in our modules according to the player number. A search mask within the selection list helps you to find the players.

3.1.1.5 *Referees Tab*

Identical to the Coaches area, in the Referees area you can select the referees belonging to the team. Referees must also be entered in the FootballManager component before they can be selected in the list.

3.1.1.6 *Sponsors*

What would sport be without sponsors? In this section you can choose the sponsors of this team, but first create the sponsors within the FootballManager component.

Sponsors can optionally be divided into sponsor groups, first create a group, give it an identifier (optional) and then add the respective sponsor, which you have already entered in the component.

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3.1.1.6.1 Example:

Category Name:

Transport Sponsors

Sponsors:

Partner

APartner B

Category Name:

Media

Sponsors:

Partner C

...

3.1.2 Players

The Players section takes care of the management of the players, it is important to know that a player "could" not be assigned to only one team, this can be important if you want to map a structure in which all your teams (Seniors / U19 / U16 ...) are recorded as a separate team and you have players who would play in 2 leagues. Players are separate items in FootballManager and can be linked variably.

3.1.2.1 Information Tab

3.1.2.1.1 Firstname / Lastname

First and last name of the player

3.1.2.1.2 Nickname

Player nickname, can be used in component frontend or our modules.

3.1.2.1.3 Number

Current, valid player number (For alternative player numbers, check the Advanced Data section).

3.1.2.1.4 Photo

Player photo - Persona

3.1.2.1.5 Biography

Editor field for recording further player details / biography

3.1.2.1.6 Size

Numerical value of the player's height, unit can be defined in the component settings.

Recommendation: Specification in cm (maximum value: 2147483647)

3.1.2.1.7 Weight

Numerical value of the player's weight, unit can be defined in the component settings.

Recommendation: Specification in kg (maximum value: 2147483647)

3.1.2.1.8 Year of birth

Year of the player

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3.1.2.1.9 League

Select the current league in which this player plays.

3.1.2.1.10 Positions

Select the field positions on which this player plays.

3.1.2.1.11 Since

The year in which this player joined the current team.

3.1.2.2 Advanced Data Tab

This area is optional, for extended player information the player item can be "tuned" in this area. Additional information can be defined for this, based on the following options:

3.1.2.2.1 Photo

A player photo for the corresponding league / period

3.1.2.2.2 League

Select the league from the list to which this rule applies.

3.1.2.2.3 Number

Select the player number that the player uses in the league

3.1.2.2.4 Team

Select the corresponding team for which this player plays in this league (note: the player must still be selected in the corresponding team under Players and linked to the team)

3.1.2.2.5 Since

Note here the year since this player has been playing in this team, in this league

3.1.2.2.6 Until

Note in this field up to which year the player played for the corresponding team in the selected league. Leave the field empty if the player is still playing in this league.

Note: You can store several such additional pieces of information and thus document the complete career of a player.

3.1.2.3 Sponsors

Here you can select a sponsor for this player, which you have already created in the FootballManager component. See the Sponsors section of this guide to create sponsors.

3.1.3 Positions

This part of the component is designed for the administration of player positions / field positions and coaching roles. Each field position or coaching role is created as an item and additional information can be stored in the form of a "Learn More" link. This URL field can link to another page of your website or to an external page. Whether the Learn More link is displayed and whether it should open in a new window or the current window can be defined in our Pro modules.

A simple example:

Name "Quarterback"

Position Short Name: "QB"

Learn More Link: <https://your link to a webPage that tells us about quarterbacks.tld>

Once a position has been created, it is available for selection in the player configuration.

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3.1.4 Coaches

3.1.4.1 Details Tab

3.1.4.1.1 Firstname / Lastname

First and last name of the coach

3.1.4.1.2 Photo

Photo of the coach for display in the frontend

3.1.4.1.3 Year of Birth

Year of birth / vintage of the coach.

3.1.4.1.4 Since

year since he has been coach of this team.

3.1.4.1.5 League

Multi Select - Select here for which leagues the coach is responsible

3.1.4.1.6 Position

Multi Select - Select from the list which positions the coach will take over. To do this, first create the corresponding coaching positions in the Positions section, such as "Head Coach" or "Assistant Coach", in order to be able to select them here.

3.1.4.1.7 Biography

Editor field for entering further details / a biography

3.1.4.2 Advanced Data Tab

This area is optional, for extended information about the coach. Additional information can be defined, based on the following options:

3.1.4.2.1 Photo

A photo for the corresponding league / period

3.1.4.2.2 League

Select the league from the list to which this rule applies.

3.1.4.2.3 Team

Select the corresponding team for which the coach was / is active in this league (note: the coach must still be selected in the corresponding team under Coaches and linked to the team).

3.1.4.2.4 Since

Note here the year since this coach has been with this team, in this league.

3.1.4.2.5 Until

Note in this field up to which year the coach was active for the respective team in the selected league. Leave the field empty if the coach is still working for this team / in this league.

Note: You can store several such additional pieces of information and thus document the complete career of a coach.

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3.1.5 Seasons

Seasons are not optional but very simple, in the Seasons section you can create items for each season, these are only equipped with the information about the year (season) and an optional additional text that can be used in our Pro modules. An example would be the Season "2018", "2019" or you name the Seasons numerically "Season 1,2,3, ...". **It is important that you create seasons so that the component and our modules can work with them.**

3.1.6 Season Phases

Season phases are optional and just as simple. Season phases define the optional areas within a season. Such a phase can be, for example, the "Regular Season" or the "Playoffs".

3.1.7 Leagues

Leagues are needed for the structure of the points allocation to work correctly. Within the leagues, you define how many points the winner of a match receives. Possible leagues would therefore be: "Seniors", "U19", "U16", ... When you define a league, you can use the fields "Pts for Win", "Pts for Tie" and "Pts for Lose" to define how many table points a team receives for matches in this league. In addition, you have the option of integrating an image for a league, i.e. a logo or a graphic.

3.1.8 Scoretypes

In this area you create and manage the score types. You do not create the score itself but the type for it. Possible score types would be: "Touchdown", "Point after Touchdown", "2 Point Conversion",

However, you can also store score types or player events that do not result in a point value increase, such as "coin toss", "kickoff" or "flag".

The defined score types are then available for selection in the Scores area.

As you can see, score types are optional. However, if you want to store detailed information on games, when which team did what, you have to create score types for the respective actions...

3.1.9 Scores

If something happens on the field, you can make a note of it here. Before you can start, however, the respective type must first be created in the Score Types section. A score contains the information when, who, what, and during which game. This goes so far that in addition to the game, the game time and the team, you can also select the respective player who has now scored a "2-point conversion", for example.

Advertising on our own behalf: The scores section is optional, but if you want to record detailed information on the matches, I recommend using our FootballManager GameMaster module. With this module you are able to enter scores directly on the field with your smartphone within a few seconds. You can find more information on our homepage.

3.1.10 Games

The Games section is explicitly designed for the administration of the individual games in the component. Here you can enter new games, final results (if you do not work with scores) and much more, a short list of the options of a game:

3.1.10.1 Details Tab

In this section of the editing screen, you can enter the basic details of the match. You can select the home and guest team from the list of all teams via a drop-down selection. A field for the location offers you the possibility to enter where the match will take place. There is also an input field for the

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URL of the ticketing. Below you will find the fields for scores. One field each for the score and the touchdowns of the respective team. Read the chapter on scores if you want to learn more.

In the right column you will find fields that define in which season / season phase / league the game takes place. This information is important so that the game appears in the desired context. At a minimum, the season and the league should be defined. Note: The league also defines the points that the winner of the match will receive, how many points both teams will receive in case of a draw and the points for the loser. If a league is selected and the game is saved, the information is automatically applied.

The date & time selection for the kickoff determines the.... Yes the kickoff time... The value is saved in UTC format in the table and adjusted to the user's time when displayed.

With the Game finished checkbox you can define whether a game should be marked as finished. This marking allows you to perform a database query afterwards. This way you can be sure in other extensions that you only show games that have been marked as finished. For example, this option is offered as an optional filter in our Standings module.

The Postponed field is important if you want to work with this information in the frontend. Of course, for games that have been postponed, you can simply adjust the kickoff date accordingly. However, the component gives you the option of marking this game as "postponed" and creating another game for the new date. Therefore, the selection of a "Postponed Game" or replacement game also appears when you activate the Postponed option, simply create a new game and then select it in this field as the replacement game if you want to use this function.

The same applies to the selection for cancelled games. You can simply delete or unpublish cancelled games, but alternatively you can mark the game accordingly via the option "cancelled", then it can be displayed in the frontend with the note "cancelled".

You can also enter simple notes for games that are only visible to you in the backend. Use the note text field for this.

At the bottom of the Details tab you will find another editor field, which you can use to present further information about the game. The description field can be output in our professional extensions.

3.1.10.2 Referees Tab

You can link a Whitehead / Head Referee and the Referees to each match. Select the appropriate entry from the list of referees after you have created referees within the FootballManager component.

3.1.10.3 Rosters Tab

A roster represents the team line-up. You can define a roster for each team for each match for Offense, Defence & Special Team, just select the players from the list, the players are sorted by their regular player number (not those configured in the Advanced Settings!). You can also search for players by name. Important: You can only select players who:

- Are active (item is published)
- Linked to the corresponding team (according to selection home / guest) are

3.1.10.4 Articles Tab

This section consists of a field that allows you to link Joomla! articles to this event. Linked Joomla! articles will be listed in our Pro Modules, so you can inform your visitors with further news articles about the topic / game in the event details.

3.1.10.5 Supporting Games Tab

It often happens that a team does not only play with one team on the same match day. These fringe matches can also be very interesting for spectators and it is often worth visiting the stadium 2-3 hours earlier. By integrating fringe games into our component, they also have their place. With fringe games you can easily include other games of your junior teams and link them to the main event. Our professional extensions can display these frame games in the respective event information and thus draw your visitors' attention to them.

Create a new game for your junior team or create the complete season in FootballManager to include it in the daily programme as a fringe game.

3.1.10.6 Sponsors

Your event has a gameday or matchball sponsor? Great! By integrating them into our component and displaying their logo / banner in our professional modules, their commitment is publicised in a worthy manner. You can store several sponsors per team and add an additional note like "Matchball Sponsor" or "Gameday Sponsor" (which can be displayed on the banner / logo). The sponsor administration for teams is extended for grouping, i.e. you can also assign a group to the sponsor in addition to selecting the sponsor. However, you do not have to configure any further options in the sponsor interface. Assigning to a group is done directly in the Team Edit dialogue in the Sponsors tab.

3.1.11 Locations

Where are we playing today? For the game management it is essential to have exact information about the locations / stadiums. The Locations section is your contact point for this. Here you can enter all the necessary information about the locations where the matches will be played. Each location is an item and can be assigned to matches and teams. The link is made in the corresponding editing screen for teams or games - but in order for the location to be available there in the selection, it must, of course, first be entered here in the Locations area. The following fields are currently available for locations:

3.1.11.1 Name

Short concise name of the location, used in the frontend.

3.1.11.2 Street, ZIP, Town

Address, street & house number

3.1.11.3 Banner Image

Banner image / photo of the location, used in our professional modules.

3.1.11.4 Sponsors

Link sponsors with your location, the sponsors can be displayed in our professional modules.

3.1.11.5 Description

An editor field in which you can store further & extended information. You can also place maps or other items in this field via plug-ins or modules.

3.1.12 Sponsors

Last but not least, the sponsor administration. Here you enter all sponsors that can be used in FootballManager in our additional modules. **Only our paid modules / extensions allow you to display sponsors in the frontend.** In order to be able to select a sponsor in the edit mask for teams, matches, locations or players, it must first be created here.

Fields are available for the name of the sponsor, the website (URL) and a field for the sponsor logo and a sponsor banner.

Note: Even though our modules for displaying banners / logos can handle different sizes & aspect ratios, I recommend that you at least use a uniform aspect ratio for the banners / logos. In addition, PNG graphics should not be used as banner images as, depending on the choice of module template, the background may vary and the sponsor may then not be easily recognisable.

Tip:

- Use Jpeg's
- Keep the image aspect ratio identical for all sponsors.

Excursus Sponsors:

The sponsor management for teams is extended for grouping, i.e. you can also assign a group to the sponsor in addition to selecting the sponsor. However, you do not have to configure any further options in the sponsor interface. Assigning to a group is done directly in the Team Edit dialogue in the Sponsors tab.

The sponsor administration for games is extended for tagging. This means that in addition to selecting a sponsor, you can also note in a text field (type label) exactly what he sponsors. You can use this function to display information such as "match ball sponsor" or other information directly on the sponsor image in the form of a tag/label with our Pro modules.

3.2 INDIVIDUAL SOLUTIONS THANKS TO CUSTOM FIELDS

FootballManager supports custom fields for various sections: Teams, players, games and locations can be extended by custom fields. The custom fields can then be displayed in our professional modules with the other information. To access the custom fields, first select the corresponding section via the dashboard or the main menu on the left. If a section supports custom fields, you will see two additional menu items in the left menu below the section link. If you are in the Locations section, you will see the two additional items "Locations Fields" and "Locations Field Groups" in the menu. You can find more information about custom fields on this website:

https://docs.joomla.org/J3.x:Adding_custom_fields.

3.2.1 Note on Third Party Custom Field Plugins

Of course, custom fields from other developers can also be used. However, custom fields are usually programmed in such a way that they are only integrated once on a page. In combination with our Pro Modules such as the FootballManager Games Module, however, the fields may be loaded several times, which can lead to problems. Please note, therefore, if you use fields from other providers, whether these can also be integrated multiple times on one page.

4 INCLUDED FRONTEND VIEWS

The component comes with a frontend view for displaying teams and team details. If players have been entered, they are also listed on the corresponding team page. The players are linked to a simple player detail page, which shows the player data that can be configured for each player in the backend.

4.1 CUSTOM FIELDS IN THE FRONTEND

This free version of the FootballManager component does not support the integration of custom fields created in the backend into the frontend. Custom fields can only be displayed with and in your self-programmed or our professional modules / extensions.

Important: This component is delivered without frontend views for matches or sponsors. You can either develop your own modules / plugins to publish the fixtures of a league on your site or use our professional extensions.

5 ENTER SCORES

5.1 INTRODUCTION

In FootballManager, you can basically enter scores in two ways. Firstly, you can simply enter the points and touchdowns in the corresponding fields at the event or, alternatively, you can use Score Types & Scores to keep track of the scores. The latter, of course, opens up a large number of possibilities for automatically generated statistics - but also requires more maintenance of the data and is therefore somewhat more time-consuming. You can also combine the two ways of entering the points, if you want to enter detailed information on the matches of your team but also the complete league table, this is of course possible. Please note: If score events exist for a game, the Football Manager will give priority to them, i.e. you can handle the entry of scores differently for different games, but if scores are created or edited for a game, they will overwrite the score value saved in the game.

5.2 ENTER SCORES DIRECTLY IN THE GAME

The easiest way is probably directly. You can enter the points scored by the home and visiting teams and the number of touchdowns scored in each case directly in the corresponding fields in the game editing screen and save them. Proceed in this way for games in which you do not need detailed scoring.

5.3 ENTERING SCORES VIA SCORE TYPES & SCORE EVENTS

Our FootballManager also offers you the possibility to record the scores in more detail. Here is a brief intro to how the whole thing is structured. We have score types, scores and games. The score types define the WHAT, here we create items like "Touchdown", "FieldGoal", "Point after Touchdown", ... But they don't have to be point related events, FootballManager allows you to create events without points (0) which allows you to create event types for flags, or other things. The scores are the WHERE, WHO and WHEN, here you define in which game this event took place, who scored the touchdown etc. and optionally which time was on the game clock. This goes so far that you can link players if necessary. In addition, the custom field integration offers you additional possibilities, if you need them.

In order to be able to work with scores, you must first enter them as a score type. You can do this in the "Score types" area. Simply create a new score type, give it a name, define the number of points for this type and the short name.

After saving, this type is now available and can be selected when creating a score.

Let's first create a type with the name "Touchdown", the point value 6 and the short name "TD". And that is all. If we now switch to the Scores section and create a new score, we first select for which game this score counts, which team scored it and optionally which player scored it last, select our "Touchdown" type as the score type and save the whole thing. And that's it,

6 ADDITIONAL MODULES FOR OUR FOOTBALLMANAGER

6.1 PRESENTATION: GAMEMASTER MODULE



Our GameMaster module allows you to enter scores quickly and easily with your smartphone while standing on the sidelines. Thanks to the interface designed for mobile devices, you can enter new scores in seconds.

6.2 PRESENTATION FOOTBALLMANAGER GAMES MODULE



The FootballManager Games module shows an overview of all selected matches as a table or in an overview. You can define through simple filters (Season / League / Division - Season Phase) which games should be displayed, whether only upcoming games or only past games should be displayed, whether the scores should be displayed and much more. In addition, the games module offers you the possibility to activate an integrated modal which enables the visitor to find out more details about the game, the location or the teams.

6.3 PRESENTATION: FOOTBALLMANAGER NEXTGAME MODULE



Our EyeCatcher module for the display of a countdown to the next game. An animated countdown shows your visitors when the kickoff will be. Afterwards, the NextGame module can also display the current score of the game on your website. Thanks to Live Update*, your visitors will always know the current score of the game. In addition, further information can be displayed when the game has been started / the countdown has expired. At this point, you can use a plugin or module to integrate a livestream, for example.

Note on Live Update: You can configure in the module backend in which intervals the module should update the displayed score.

6.4 PRESENTATION: FOOTBALLMANAGER STANDINGS



The Standings module is used to display the league tables. The main feature is the automatic generation of the table based on the match results entered in the FootballManager. The automatic generation of the table is based on predefined rules that you can set in the module settings and are applied in the specified order. If you have different rules for your league but want to use our standings module you can send us a ticket request to add additional rules. You have to give us a link / information how the rule should look like. In the meantime, you can still use our module, because you can also simply drag and drop the order within the table in the module settings.

6.5 INSTRUCTIONS & TUTORIALS FOR OUR FOOTBALLMANAGER MODULES

On our website you will find various tutorials & instructions for the use of our modules in the manuals section. These will be updated and expanded as soon as possible.

Manuals can be found here: <https://nx-designs.ch/support/manuals>