

BASEBALL MOGUL 2010 IMPROVEMENT LIST

This is a partial list of both small and large changes added for *Baseball Mogul 2010*. Many small changes, like interface improvements, haven't been included because they just aren't worth the effort to describe.

IMPROVEMENTS (ARTIFICIAL INTELLIGENCE)

Closer AI improved: 4-out saves added; the closer starts the 9th more; and the closer "gets work" (in a non-save situation) if he hasn't pitched in 3+ days.

Computer-controlled teams analyze rosters to decide how many pitchers to carry.

Expansion draft AI (and protection AI) greatly improved.

Expansion draft AI greatly improved.

Improved lineup AI.

Improved pinch hitter AI.

Intentional walk AI improved

Manager AI improved so that more appropriate pitchers are chosen for "Short Relief" slots.

Off-season trades enabled between computer teams.

Pitcher use improved in extra innings. For example, instead of using a different reliever each inning, the manager will now try to stretch out his relievers to account for the fact that the game may last 15 innings or more.

Players earning \$1M or more don't retire during season.

Retirement AI and popup messages improved.

Roster AI improved: talented rookies no longer forced to AAA instead of bench.

Roster AI optimized for speed.

Roster management improved, including assigning players to each minor league level.

Value of 'Endurance' reduced when picking pitchers for the starting rotation.

IMPROVEMENTS (SIMULATION)

Catcher fatigue increased (and thus games per season by catchers reduced).

Changes to the in-game physics engine. This includes a number of changes, but one noticeable one is more realistic hit distances in the deadball era.

Financial engine: national broadcast revenue added.

Financial engine: ticket price AI and attendance algorithms improved.

Improved "game time" algorithm. That is, the time elapsed reported for each game (e.g. 2 hours and 40 minutes) now more accurately reflects game events and historical trends.

Improved steal frequency rate for fast runners.

Longer careers for knuckleballers.

Minor league simulation improved. Specifically, the talent of 'ghost batters' was reduced to produce more strikeouts and fewer walks for minor league pitchers (and also eliminate the problem of too many young starting pitchers with high ERAs in the minors).

Outfield assists reduced to match realistic levels.

Predicted "Ground Balls Pitched" calculated for amateur pitchers; "Rating" added for GB%.

Realistic projected stats generated for Eddie Gaedel.

Rookies are now more flexible than veterans in regard to the ability to change usage patterns (e.g. starting versus relieving).

Sacrifice flies improved (frequency of occurrence, and computer AI).

Simulation engine overhauled. Specifically, the manager AI, batter-pitcher confrontation, and fielding physics/results have all been adjusted to provide more realistic results for historical seasons.

IMPROVEMENTS (SEASON / LEAGUE)

"All Star Break" and "Home Run Derby" options added to League Editor (and automatically set each season to match historical year).

"Fictional Players" are automatically turned on when game year increments from 1999 to 2000 (because, otherwise, there aren't enough historical rookies to fill the Amateur Draft). A popup message lets the user turn this back off immediately if desired.

2009 MLB schedule added.

All-Star Game scheduling improved.

Expansion Draft logic improved: expansion teams can only take one player from each established team per round; expansion teams can't take recent draftees (per MLB rules); draft format improved.

Hall Of Fame inductees wait 5 FULL years before being inducted.

Headlines logic improved (for example, it no longer says dumb things like "The Red Sox have 0 wins and 0 losses.")

Live Play-By-Play games skipped when simming multiple seasons or using Single-Season Simulator.

Medical spending effect reduced 50%.

New League Options: "Perfect Scouting" and "Equalized Scouting".

New Online League Tools: "Export Team" and "Import Teams" lets team owners export lineups and other team data for use in an online league.

Option added to start game in control of a historical expansion team, **before** the expansion draft.

Players below 22 excluded from Expansion Draft (if no draft data available).

Players with career gaps (like Ted Williams and B.J. Upton) are now loaded correctly even in years they didn't play.

Rookies loaded to correct teams (e.g. in 1982, Boggs now goes on BOS not NYY).

Several startup options added: "Fictional" league using a custom database; "All-Time All-Stars"; "League Builder", etc.

Sortable stats: 'Qualify Leaders' now works for "lower-is-better" stats (like ERA).

Transaction data: correct dates added for All-Star Games that occurred before a universe was created.

User can edit which players are protected before an expansion draft.

User can start game as any historical expansion team BEFORE the draft.

User can take control of expansion teams immediately after they are created (but before Expansion Draft).

Vastly improved Fantasy Draft interface and AI (plus 'Draft' button in Listview).

IMPROVEMENTS (PLAY-BY-PLAY)

Balks, wild pitches, passed balls & pickoffs enabled in Manager Mode.

Defensive replacements at first base reduced.

Font size adjustments on Play-By-Play page (including adjustments for wide-screen monitors).

Game now ends after walk-off wild pitch.

Option added to let you enable/disable the screens before Play-By-Play (that stop the sim and let you make final changes to the lineup, defense and/or starting pitcher).

Option added to turn "Crowd Ambience" on and off (in addition to being able to turn of/off game "Sound Effects").

Pitchers and batters can be swapped using drag-and-drop during Play-By-Play.

Pitchout location improved.

Tag-up AI re-written based on analysis of Retrosheet data (much more emphasis is now given on fly ball distance).

Wild pitch bug fixed in Manager Mode.

Wild pitch rate reduced.

IMPROVEMENTS (TOOLS AND INTERFACE)

"Debut Date" and "Final Game Date" added to Player Editor.

"Games Finished" added to Sortable Stats.

"Games Played", "Inning Outs" and "WHIP" added to Sortable Stats.

"Show Retirements" turned off by default when starting a new game.

"Sortable Stats" made smaller to fit on all screens.

"State" column added to city export function.

Arbitration status displayed more accurately in scouting reports (note that until the season is over, a player's arbitration status cannot be known with 100% accuracy, because this status depends on major league playing time).

BABIP displayed in Player Editor.

Button added to City Editor to let user rename the 'State' associated with each city.

Calendar Page: "Projected Win Percent" and "Power Rank" logic improved.

Clickable 'Usage' text added to Scouting Report.

Commissioner Mode automatically turned off in any saved game with a Commissioner Password.

Erase Team: progress window added.

Fielding stats added to Find Player Dialog.

Financial data expanded to 64 bits in 'Single Season Simulator' to prevent data overflow.

Free Agent list updates after viewing a Scouting Report (for example, if a player was signed).

Help button added to Startup Screen.

HTML Box Score shows team records on game day (not on the day the box score is created).

HTML Encyclopedia: All filenames converted to lower case, for compatibility with hosting league files on Linux/Unix web sites.

HTML Encyclopedia: Improved logic for deciding which players were "starters" and which were "bench" players.

HTML Encyclopedia: Option added to output all players into the same folder.

HTML Encyclopedia: Pitchers no longer listed among RTO leaders ("Runners Thrown Out").

HTML Encyclopedia: Teams alphabetized in jump menus.

HTML Encyclopedia: Year shown for single-season franchise leaders.

HTML Encyclopedia: Years with missing data are now omitted from each 'Team Page' to prevent confusion.

HTML Scouting Reports updated automatically when an HTML Box Score is created.

Injury contingency popup message shows all injured players (if more than one player is injured on the same day).

Interface added to Calendar Page to make it easier to flag **all** games to be played in Play-By-Play Mode.

Lineup and Defense Dialogs: Option added to choose how many roster slots are occupied by batters.

Loading 'Custom Universe' no longer overwrites salary data.

New player database created with data added that wasn't available in the Lahman Database. For example, "Position Starts" and "Innings Outs" data has been added for pitchers in 1956-1999. "Stolen Base Attempts" and "Runners Thrown Out" added for catchers from 1956-2008.

Old city data cleared when importing cities.

Option added to Injury Contingency Dialog to let user set which injuries are recorded in player "Transaction" list.

Option years added to Player Editor.

Pitcher Usage Dialog added. Let's the user specify how minor league pitchers are used (for major league pitchers, usage depends on where a pitche is assigned in the Pitching Dialog).

Pitches learned in Spring Training combined in one message.

Pitching Dialog: Option added to choose how many roster slots are occupied by pitchers.

Player ID added to "Output Rosters" and "Input Rosters" (and interface improved).

Quick-links added to all HTML Leaders pages (so you can jump down the page instead of scrolling down).

Team History dialog widened (to fit 'World Champion').

When starting a game as the owner of expansion team **before** the expansion draft, minor league players who debut with that expansion team are placed on that team (so you don't have to rely on the the Expansion Draft to fill your farm system).

When trades are displayed in Transactions list, other players (and cash) that were part of the trade are now shown.

BUG FIXES (PLAY-BY-PLAY)

Ball flight fixed (no more foul home runs etc.).

Bug fix: Starting a 'New Game' during Play-By-Play could create a corrupted save file that appeared to "freeze" during Play-By-Play when re-loaded (and required exiting and restarting Baseball Mogul).

Defensive Substitution Dialog shows correct bench players in games played without the DH.

Duplicate appearances fixed in All-Star Game.

Fixed "tagged up and reached third, scoring a run".

Loading custom .mog files no longer corrupts player career paths.

Missing bench player fixed in "Defensive Substitution" screen.

Runner overwrite bug fixed when tagging up.

BUG FIXES (SIMULATION / STATS)

"Range" rating calculation fixed (was being sometimes corrupted by projected "Position Starts").

Bug fix: "Last Season" stats didn't always match the year-by-year stats in the Scouting Report (because of a bug when loading playoff stats).

Bug fix: Players after 'projected retirement' having PEAK one point above OVERALL.

Complete game awarded even if team pinch-hits for that pitcher after he is done pitching.

Contract expiration year displayed correctly for all players after contract extension/edit.

Fictional rookies can no longer start the game with 6 pitches (and other bizarre ratings)

Peak 'Fielding' and 'Range' ratings fixed in Player Editor.

'RF', 'A/G' and 'DP/G' fixed for 'All Positions' in Sortable Stats.

Shorter injury names added, so they fit on Scouting Reports.

Single-game and playoff series MVP logic fixed.

BUG FIXES (SEASON / LEAGUE)

'Add City' no longer corrupts each team's city.

Amateur draft fixed in expansion years.

Bug fix: Team 0 gets first two picks in first ammy draft after New Game Expansion.

Commissioner Mode password cheats fixed.

Corrupt Mogul Ratings at game start fixed.

Expansion players don't become 'unprotected' by mistake.

Fixed schedule reader for "All Star Break".

Headlines: fixed a bug displaying team names when writing stories about teams expanding their division lead.

Invalid players removed from Amateur Draft list.

Post-season awards fixed.

Post-season catcher stats (e.g. SB/9) fixed.

Turning on "Commissioner Mode" during the Amateur Draft no longer causes the draft to "freeze" (requiring that you quit and restart Baseball Mogul).

BUG FIXES (TOOLS AND INTERFACE)

Amateur draft made inaccessible during fantasy draft (to prevent draft-conflict bugs).

Crash fixed clicking 'next' on last player in the list of retired players.

Error message removed when opening a box score from the Calendar Page in Windows Vista.

Fixed missing teams in HTML Encyclopedia yearly standings (tied teams were being omitted).

Hang fixed after deleting teams in League Editor.

Leaders page displays correctly during Fantasy Draft (and player clicking works correctly).

Occasional crash fixed when outputting HTML Encyclopedia.

Slowdown fixed when opening Amateur Draft dialog before June.

Slowdown fixed when viewing 'Retired Players' in Sortable Stats with 'Qualify Leaders'.

Sortable Stats: 'Release' button crash fixed.

Team History and HTML Encyclopedia: Pre-1995 teams no longer displayed as "Wild Card" winners.

Trade transactions no longer recorded during "single-season simulator".

'Undo' button fixed in pre-game lineup screen.

OTHER BUG FIXES

Changing your starter in the pre-game "Starting Pitcher" dialog doesn't cause you to lose the DH for that game.

Computer teams no longer sign multiple (e.g. 5+) free agents at same position on same day.

Error message popup eliminated when opening a box score in Vista.

Genders load correctly from games saved before Version 10.31.

HTML Encyclopedia: 'League Average' line fixed.

'Sort All' button fixed to always produce the same result.