MZ Assistant by ISVICARE

When the application was downloaded and installed, when you try to use it the first time, you should see the following Configuration Screen.

1- **Team ID**, this is the Number of your MZ Team that ManagerZone give you when you create the account/team, you can find it in "**Club House / Team / My Team**".
2- **User**, is the user code that you use to enter into ManagerZone.
3- **MZ Tool Security Code**, is the code that is used to enter into the new MZ Web Services. To obtain this code you can go to "**Community / MZ Tools / Tools User Profile**" there is the "**Security Code**"
4- **Language**, language selection for the application, you can change after into the MZA.

THESE ARE THE STEPS THAT YOU NEED TO ENABLE YOUR USER / SECURITY CODE TO USE THE NEW APPLICATION MZ Assistant.

1- **YOU HAVE TO FIND THE TOOLS INTO THE MANAGERZONE WEBSITE**, for this you have to go to "**Community / MZ Tools / Tools List**"

2- **SELECT THE APPLICATION "MZ Assistant" (Last Version 3.2)** , then you will see the Agree acceptance screen that you have to accept. "**LICENCE AGREETMENT**", and **ACCEPT** (AGREE)

3- **DOWNLOAD THE LAST VERSION FROM THE WEB SITE BY CLICKING THE DOWNLOAD BUTTON,** this action apart from give you the install the installer, enable your user to use the applications putting in the MZ registers that your USER download the APPLICATION and you are a user that Accept the requirements.

4- **CLOSE THE INTERNET EXPLORER THAT YOU USE TO DO THIS**.

The ERROR "**No access to this tool**" is produced because YOU DONT DO ALL THE STEPS THAT YOU SEE ABOVE.

If the error persist is possible that you have to change the MZ Tools "Security Code" from the ManagerZone Website.

Prerequisites for the installation:
- Microsoft Framework .NET 2.0 (is a free software and you have to download it from Microsoft Website)
- Windows as an Operative System (XP recommended), in some Windows Vista Version is functioning well but some users report me that in others isn't running well.

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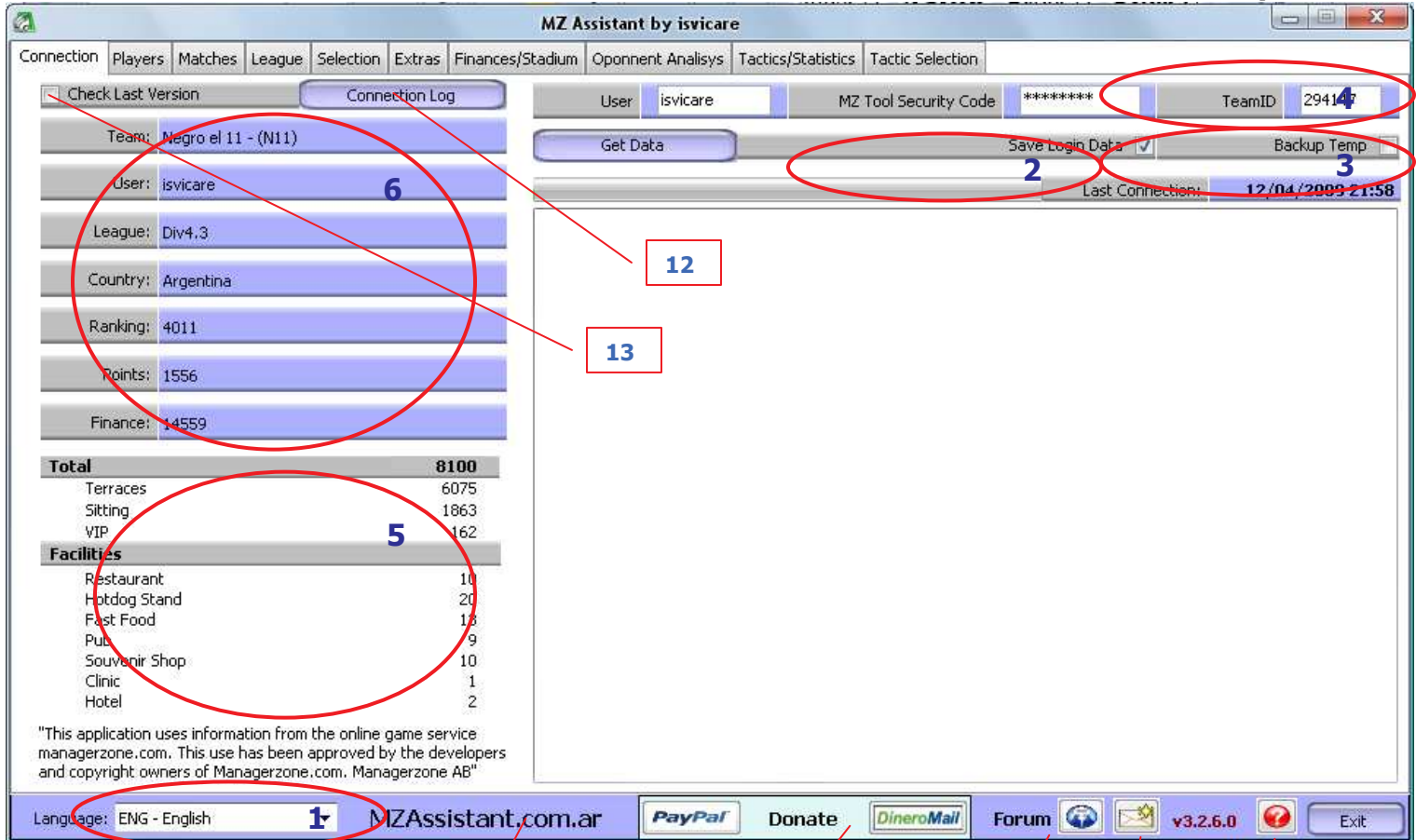
1- **Language**, You have the opportunity to select the languages that are available in the tool, now a day you have Spanish, English, Turkish, Romanian, Italian, Portuguese, Polish and Chinese.

2- **Save Login data**, this gives you the option to save the login information into the database (encrypted), if you don't check this, you have to put the password all the time that you want to get data.

3- **Backup Temp**, this functionality save all the XML files that you receive when you connect to MZ to get data. All the files are located into a Temporary directory (Installation Directory + "\Temporary"), in some cases this can be use to resolve some problem by MZ Assistant developer.

4- **Get Data**, this option connect the application to MZ and retrieve all the information about our team and fill the application tables with the information provides by MZ Tools Web Services.

5- **Stadium Information**, show your current stadium information with all the details that you have in the MZ.

6- **General Team Data**, all the general information about your team as Team Name, League, Country, Ranking, Points and Finances.

7- **Access to Forum**, doing click you can access to the MZA Forum where you can find FAQs about different topics or suggest new functionalities for the MZA.

8- **Access to Mail**, create an email to MZASSISTANT@HOTMAIL.COM where you can write something to me about MZA application.

9- **Access to User Guide**, the MZA will try to open a browser to in order to download the user guide from the MZA Website.

10- **Access to Donate**, this a free tool for all the MZ community, but if you consider that is a good tool make a donation, this is one of the ways to do the tool the best MZ Tools for Managerzone.

11- **Access to the MZA Website**, clicking the MZA name the program will opened a browser with the MZA Website (http://mzassistant.com.ar)

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12- **Connection Log.** This button will open a window where you can find all the connection logs that you did and you can find quickly the changes.
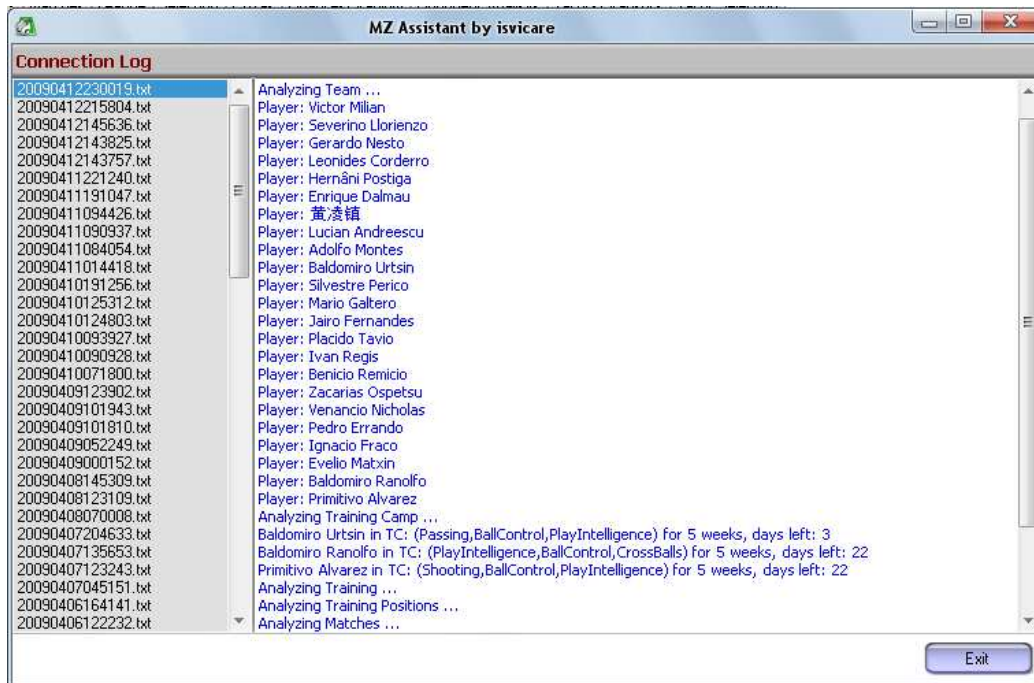
The changes will be in different colors as:
- o Red: the player has No Changes in the training day or the player left the Team.
- o Green: the player gained a ball or is a New player of the Team..
- o Black: when some of the skill or attributes change as Age, Salary, Speed, Stamina, etc.

13- **Check Last Version**, this functionality provide us the way to check the last available version of MZ Assistant, if exist the application will ask you if you want to change the version and if you answered Yes the MZA will open a browser to do the automatic download of the program. If the file is a MSI file, you only have to run it, but if it is a ZIP file you will have to extract the files and copy into the MZA Directory, the default directory is C:\Programs Files\MzMgr by isvicare (when is a ZIP file you receive only the executables and languages translations files, the database will not send into this ZIP).

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Doing click in the Green marks you can sort the players list. You show the Order/Sort in the point indentify by the number **11.**

1- **Actives Players**, is the list of all the players that you have in the team and are actives, selecting the player that you want, you show detailed information.

2- **Player Detail**, in this tab you show the common information as:
   a. Age, Height, Weight, Foot, Value, Born Season / Day, Goals, Yellows and Red Cards, Training Camp indicator and if this player is in the Training Camp.
   b. Birthday (if the player birthday in this season pass you see with a GREEN color, if not you see in RED color).
   c. Estimated Salary, this show to you the total salary that you spent in the placer from the arrived to now for the Seniors players.
   d. Placer arrive date.
   e. Nationality, Form y Notes (in the case that you have notes for the player, you show the icon with an image).

3- **Player training**, is the player training detail.

4- **SC Value**, these are the calculates that we used to use in others programs and these values helps you to know the players features. The values are the defaults. In the futures versions you will have the opportunity to change the positions defaults values.

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5- **Add-Modify and Delete Trainings**, this functionality provide you a simple process to complete, delete or add trainings days for our players, this resolve the problem when MZ Services are down or when you don't have time to connect the program.
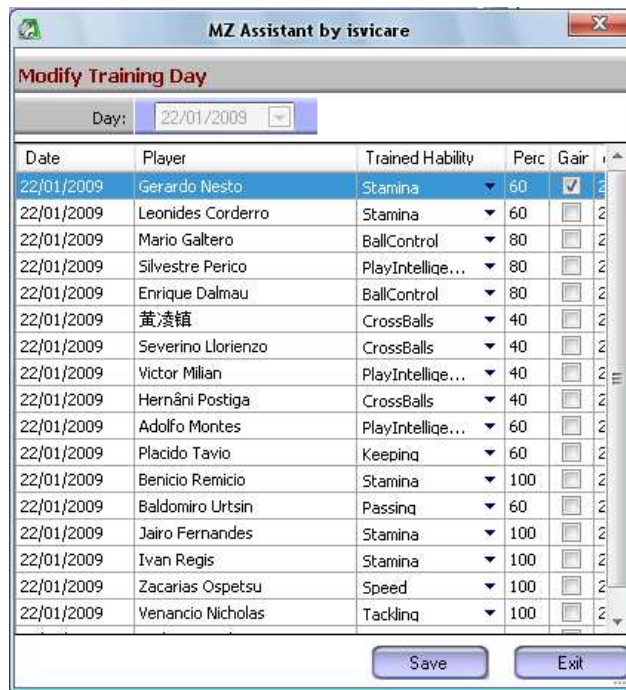
6- **Maxed Configuration**, this allow you to put the skills that the player training or not, to have a simple way of show the players skills and futures skills trainings.

7- **Transfers History**, this screen provides you all the information about the players that you have or had. If you are a MZ Club Member the MZ Web Services send to you more information about this and maybe you will have all the transfers from the beginning to now.

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8- **Estimated Salary**, is the amount of Salaries that you pay for all the Seniors players that you have.
9- **Trainings**, this functionality show as the training history of the selected player with the days to gained a ball and the number of ball that won, this is the screenshot of this window:

   The columns are, Date that the player won a ball, the training days to won this ball for the skill, the quantity of days and the number of ball that won in this date.

10- **Apply Filters** to the players according to the training values, and the result of this filters are the players that are inside the values that you choose:
   a. **All**, all the players will be displayed, is the default option.
   b. **Youth**, you will see only the youth players.
   c. **Senior**, you will see only the Seniors players of our team.

    d. **No Change**, you will see only the players that in one moment have some training day with No Changes and you will see the date of its.

    e. **Gained Balls**, you will see the players that gained a ball and the date of it were happened.

    f. **Total Training Efficiency**, you will see only the players that Total Player Efficiency (Effic.) are inside the parameters that you choose.

11- **Order Indicator** is the current order of the player list.

12- When you move the mouse over the Training Camp icon you show all the information about the player into the Training Camp. As you show bellow.

13- **Actives Players**: you have the opportunity to see older players of our Team that the players history is in our database, is a good way to compare the older players with the new ones.

14- Player Training status for the skills:

    a. **TB** - "Total Balls" trainings.

    b. **GB** - "Gained Balls" total of Gained Balls.

    c. **AGT** – "After Gained ball Trainings" from the last gained ball for this skill.

    d. **%** - Efficiency Percentage for the skill, is the average of the trainings percentages.

    e. **?** – Is the prediction of days that the player have to train in order to gain a ball.

    f. **TBG** – "Total Balls Gained" for the player in all the skill trained.

    g. **TB** – "Total Balls" that the player have without the skill Form.

    h. **Effic.** – Is the average of all the skills trained percentages of the player.

15- Skill visualization of the player, according the maxed skill configuration the skill will be in different colors:

    a. White Balls: the balls that comes with the player.

    b. Black/Gray Balls, the balls that our player won in the trainings.

    c. Dark Green: when you mark that the player is training this skill.

    d. Red: when you mark that the player is maxed or not training this skill.

    e. Light Green, when the quantity of balls are less than 3 and it is impossible to be maxed the skill.

16- **Form – Matches Played**, is the summation of all the matches played (League and Friendly) that the player played from the last Tuesday to current day. The second number is the quantity of matches played in Official Cups, Private Cups, Friendly Leagues, etc. that help you to maintain the Form of the player and the third number is the sum of the both. This is an easy way to know what will happen with the form of our players. The first number will be show as:

    a. Green, when the player played between 0 and 4 (can be play more matches)

    b. Black, when is ready to maintain the form (generally 5 or 6 matches).

    c. Red, when the player pass the 7 matches played and surely will be have problem with the form if your player have 9 in form...if the player have less than 9 in form the effect into the form depend on the quantity and the matches played.

In the second and third number only will be on Red if the player played more than 7 matches between Leagues and Friendlies.

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17- **Statistics**, this Window show us the performance of the player in all the matches that you put in the filters and it provide us the sum or averages of all the matches played by position in the field. This is the window:

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Player Statistics

Days: 90 — W — League — Private Cup — Goalkeeper
D — Qualification — Friendly Leagues — Defender
Apply Filters — L — Official Cup — Challenge — Midfielder
— Friendly — Forward
Tournament: — Substitute

Player: **15 Jairo Fernandes**

Pos	Date	Opponent	Res	Place	Goa	Own	Sh	Avg	Pas	Avg	Tack	Avg	B	S	Points
Midf...	26/03/2009 ...	Los Bartoleros F.C.	5 - 3	L	0	0	0	0	13	62	14	14	2	0	4
Midf...	26/03/2009 ...	Celeste y Oro	1 - 1	V	0	0	0	0	2	100	7	14	1	0	4
Midf...	27/03/2009 ...	DORILA FOOTBAAL ...	5 - 2	L	0	0	0	0	8	88	3	33	1	0	4
Midf...	30/03/2009 ...	11 GUERREROS FC	4 - 5	V	0	0	0	0	4	25	7	0	0	0	2
Midf...	02/04/2009 ...	Lucky Dogs F.C.	2 - 2	V	0	0	0	0	12	58	6	0	5	0	4
Midf...	02/04/2009 ...	Clemen Team AFC...	1 - 4	V	0	0	0	0	7	71	9	0	1	0	3
###	13/04/2009 ...	Total (6)			0	0	0	0	46	67	46	10	2	0	4
Att...	13/01/2009 ...	Mothers of Invention	3 - 3	V	0	0	1	100	9	67	12	25	2	0	6
Att...	13/01/2009 ...	Mothers of Invention	1 - 5	L	0	0	2	0	11	55	4	25	0	0	3
Att...	15/01/2009 ...	Estrela Azul F. C.	0 - 6	V	0	0	3	0	6	50	6	17	1	0	3
Att...	15/01/2009 ...	Estrela Azul F. C.	0 - 7	L	0	0	10	60	14	43	5	0	0	0	5
Att...	17/01/2009 ...	Indalecio	2 - 1	V	1	0	7	86	6	67	4	0	0	0	8
Att...	17/01/2009 ...	Indalecio	5 - 1	L	1	0	10	80	6	50	1	0	0	0	7
Att...	19/01/2009 ...	Indalecio	2 - 4	V	1	0	4	100	12	75	5	0	0	0	8
Att...	19/01/2009 ...	Indalecio	7 - 0	L	4	0	16	100	6	67	3	33	1	0	10
Att...	27/02/2009 ...	Union y Cultura	6 - 2	V	2	0	8	88	11	55	2	50	1	0	9
Att...	27/02/2009 ...	Union y Cultura	4 - 1	L	2	0	11	64	7	43	4	25	0	0	8

Exit

As you see you have a big quantity of filters that give us the chance to compare the efficiency in all the position that the player had in the matches as Days (backward days to filter for the matches), W-Win, D-Draw, L-Lost, League, Qualification, etc., Tactic Position (Goalkeeper, Defender, etc.) and Tournaments.

The data that you will see are: Position, Match Day, Opponent Team, Result (ever the order is Our Team – Opponent Team), Place (L-Home o V-Away), Goals, Own Goals, Shootings, Averages, etc.) and finally the Points that the player receive in based of the performance in the match.

18- **Historial del Jugador**, permite ver todos los cambios que tuvo el jugador según las conexiones que realizamos para bajar la informacion, tales como cambios en el Valor del jugador, Estado Fisico, Habilidades, Sueldo, Edad, etc.

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Player: **15 Jairo Fernandes**

Date	Type	
12/04/2009	MZ Value	* MZ Player Value:437646 -> 455509
07/04/2009	Form	* Form: 8 -> 9
05/04/2009	MZ Value	* MZ Player Value:459975 -> 437646
29/03/2009	MZ Value	* MZ Player Value:416244 -> 459975
24/03/2009	Form	* Form: 7 -> 8
22/03/2009	MZ Value	* MZ Player Value:446915 -> 416244
22/03/2009	Speed	* Speed: 5 -> 6
19/03/2009	Age	* Age: 18 -> 19
17/03/2009	Form	* Form: 6 -> 7
15/03/2009	MZ Value	* MZ Player Value:416834 -> 446915
13/03/2009	Stamina	* Stamina: 3 -> 4
10/03/2009	Form	* Form: 5 -> 6
09/03/2009	MZ Value	* MZ Player Value:425428 -> 416834
04/03/2009	Form	* Form: 2 -> 5
02/03/2009	MZ Value	* MZ Player Value:368216 -> 425428
16/02/2009	BallControl	* Ball Control: 2 -> 3
14/02/2009	Stamina	* Stamina: 2 -> 3
06/02/2009	Speed	* Speed: 4 -> 5

Exit

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19- Prediction Percentage Adjust for the days that have to train the player to gain a ball, this is according the skills of your players and the ages, for this reason you have to adjust in order to have the most exact prediction.

20- Date when you can be sold the player, receiving the less reduction in taxes for the player (20 %). When the date is coming will be see in Red, the date pass you will see in Green.

21- Season and Day of ManagerZone indicator. With this data the program calculate the age of the player and the birthday for this season and the next. Each season actually has 91 days.

22- Passing over the Birthday you will see the Date of the next birthday..

23- Graph according the SC Values, it indicates what is the best position for the player. You will see this graph passing over the icon graph near the notes icon.
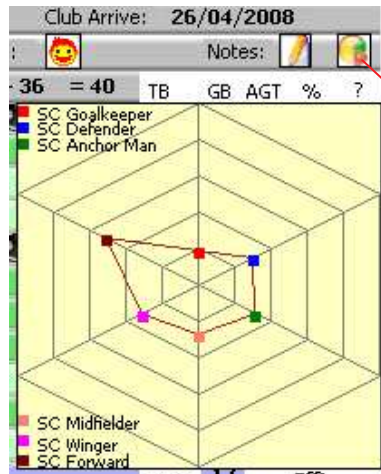
The different colors give as the SC Values and when it more far from the center is better is for our player and the position in the field.

24- **Average of Matches Performance of the Players according** the points that received in each matches in each position in the last 120 days, only takes the position in the field but not the substitution position..

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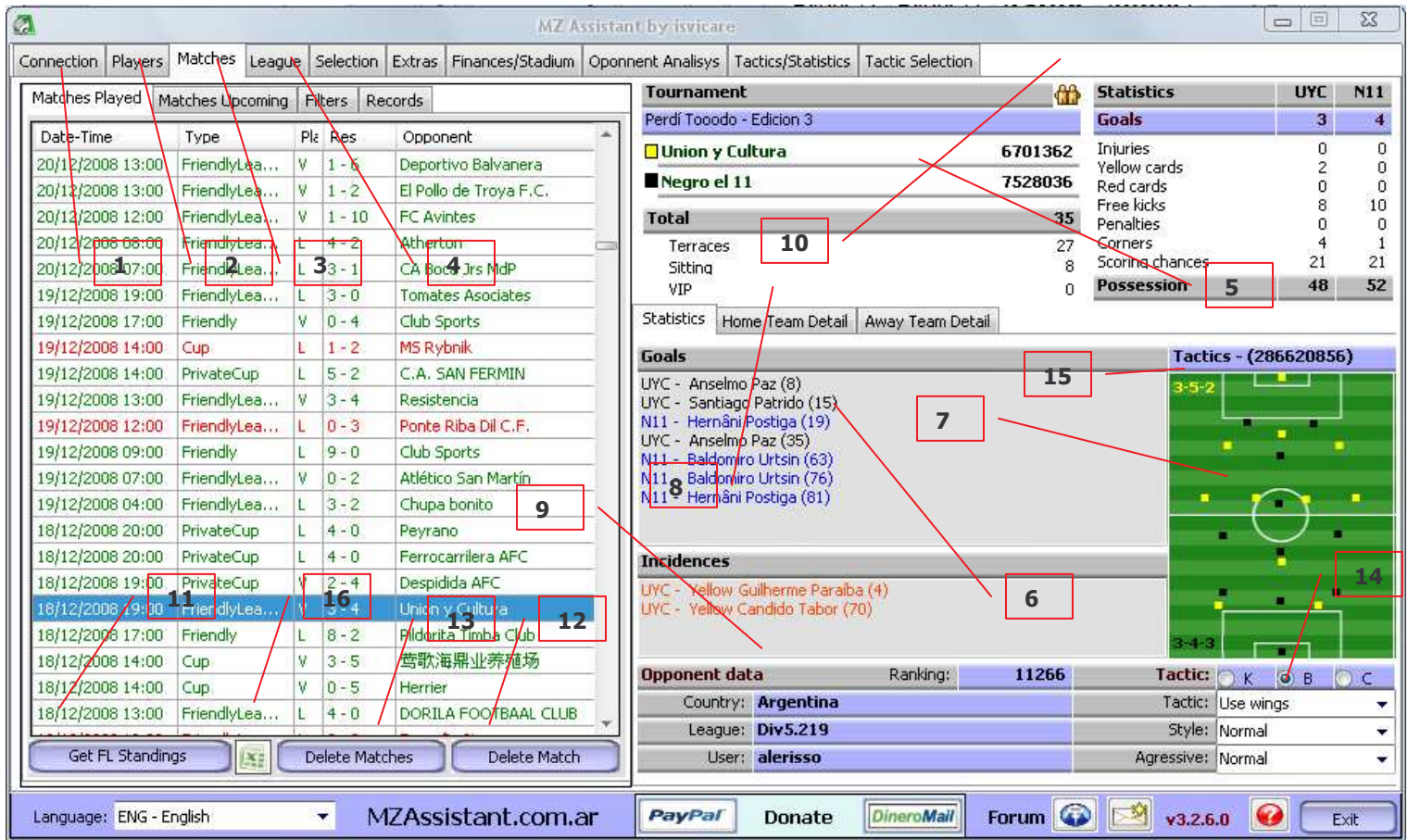
1- **Played Matches**, this grid show you all the information of all the played matches, clicking the match you show all the match details.
   a. The forecolor show you the result of the match for your team (GREEN=Won, BLACK=Draw y RED=Lost)
   b. You show the place of the match, showing an "L" for Home and "V" for Away.

2- **Upcoming Matches**, is the list of the following 25 matches and allows you know the next opponents to make the best tactic analysis for the matches.

Date-Time	Type	Tournament	Pla	Opponent
13/04/2009 08:00	Pr...	SHREK CUP	V	Scuderia Rosina
13/04/2009 15:00	Cup	Endurance Cup 2009	V	FC Tartu Samurai
13/04/2009 16:00	Cup	Season 20 Cup - season 29	V	FK Kosutnjak
13/04/2009 19:00	Fr...	Desafío de clanes Season ...	V	La Natural FC II
13/04/2009 19:00	Pr...	COPA ARGENTINA Season ...	V	Atletico San Marti
13/04/2009 20:00	Fr...	Perdí Tooodo - Edicion 4	L	Tomates Asociate
14/04/2009 07:00	Pr...	►Copa Argentina ATiEL◄ ●3...	L	Fac. de Ed. Fisica
14/04/2009 19:00	Fr...	Desafío de clanes Season ...	L	Newells de mi Vida

3- **Filters**, this functionality gives you the opportunity to reduce the matches view filtering by a lot of items as Days, Matches Types, Tournament and Opponents.

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Apart from the usual filters now we have the possibility to filter for Used Tactic, Scheme Tactic, Opponent Value (From – To) and others filters that you see in the Windows.
This Window provides a lot of information from the filters that you applied as you see in the screenshot.

4- **Records**, you will see the main data of all the players that played for our team (## are player that left the team or are inactive), is a good way to see the performance of our players.

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5- **General Matches Details**, we are accustom to show some kind of data as Value of our Team and the Opponent Value, stadium spectators, and matches details for the home and away team as corners, penalties, etc..

6- **Goals details** (in **Blue** you show our goals) e Incidences (en Orange you show the Yellows Cards and in Red the Red Cards and Second Yellows Cards)

7- **Tactics Images** that was used in the matches.

8- **Statistics Players Details** in the matches with the Goals, Shootings, Passes, Tackles, etc., Points received for the player performance in the match (0 to 10) and Players Values.

Player	Po	Goa	Sh	Sh	Pas	Pas	Tack	Tk	K	Tack	Pt:	Ac	Value
Genaro Cordero	G	0	0	0	4	75	0	0	5	0	1	22	640,376
Gustavo Illart	D	0	0	0	1	0	4	50	0	1	3	21	429,726
Candido Tabor	D	0	0	0	4	50	6	50	0	4	5	24	477,248
Laureano Ebardo	D	0	0	0	3	67	7	29	0	4	5	33	592,347
Ruben Lyngstrand	M	0	7	86	2	100	4	75	0	0	5	30	679,472
Jurien Thole	M	0	0	0	16	88	13	77	0	6	6	28	768,451
Delmar Naike	M	0	0	0	7	86	2	0	0	1	3	23	527,636
Eugenio Txindoki	M	0	1	0	11	82	3	33	0	2	5	28	578,697
Guilherme Paraíba	M	0	0	0	9	67	16	50	0	8	5	28	633,972
Santiago Patrido	A	1	10	80	18	67	6	50	0	1	8	22	710,143
Anselmo Paz	A	2	8	88	22	68	2	50	0	0	10	27	663,294
Alfredo Darien	S	0	0	0	0	0	0	0	0	0	0	17	152,089
Jonathan Lopez	S	0	0	0	0	0	0	0	0	0	0	20	520,726
Laureano Gaitan	S	0	0	0	0	0	0	0	0	0	0	19	359,284
Marcial Osoro	S	0	0	0	0	0	0	0	0	0	0	23	420,625
Jaime Urtungo	S	0	0	0	0	0	0	0	0	0	0	20	310,582
Union y Cultura	T	3	26	81	97	73	63	52	5	27	0	0	6,701,362

9- **Opponent Team Detail**, you will see the opponent data as User ID, Ranking, Division and Country.

10- **Friendly Leagues Icon**, when you select a match from a Friendly League an icon will appear in top-center of the screen and when you press the icon you will see the Standings of this Friendly League:

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Friendly Leagues 5ª Liga Iberoamericana

Pos	Team	Pts	Play	W	D	L	GF	GA	Diff
1	Negro el 11	67	30	21	4	5	97	29	68
2	Furia Violeta	65	30	19	8	3	103	29	74
3	Força Tricolor FC	65	30	21	2	7	103	44	59
4	Los Buitres	64	30	20	4	6	100	44	56
5	Sporting Burgas	62	30	19	5	6	92	42	50
6	Akerbeltz FC	52	30	15	7	8	82	49	33
7	LAURELES UNITED FC	50	30	16	2	12	80	49	31
8	BonsaiRock F.C	50	30	14	8	8	76	49	27
9	Wakanteis -CR-	38	30	11	5	14	79	61	18
10	C. A. Ituzaingó	35	30	10	5	15	58	75	-17
11	Cascais FC	33	30	10	3	17	68	70	-2
12	Matecañas FC	33	30	10	3	17	53	74	-21
13	Plymouth West S.E.	27	30	8	3	19	54	70	-16
14	Atletico Maravilla	25	30	7	4	19	61	92	-31
15	Dez Brasil	15	30	5	0	25	40	131	-91
16	Confys FC	6	30	1	3	26	16	254	-238

Exit

11- **Get FL Standings**, this is a functionality to try to get the information from MZ of all the friendly Leagues that we have in the database, if the Standigs are into MZ.

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12- **Delete Match**, allow you to delete the selected match from the grid.
   YOU HAVE TO BE CAREFUL WHEN YOU USE THIS OPTION BECAUSE NOT ALL THE PLAYER CAN BE RECOVERED FROM MZ AND YOU COULD LOST INFORMATION, in MZ only save small quantity of matches and not all the matches can be recovered by get connection.

13- **Delete Matches**, allow you to delete matches with filters as you see in the screenshot..

14- **Used Tactic:** is a manual selection of your tactic into the match, you have to choose between A-B-C and take the other information as (Aggressive, Tactic, etc.) from the data that you have in the MZA at the last MZA connection.

15- **Tactic Scheme,** show as the tactic scheme used by the teams in the match, the analysis result from the players position in the matches details of each teams.

16- **Excel Download,** in all the grids that you see the Excel Icon, you have the chance to download a CSV file into the MZA Directory.

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In this window you will see a lot of information about our team performance in the League according to the Season selected in the combo (**Fixture** with the result of the matches, **Standings** and **Scorers** if our team).

1- **Analyze League**, according the selected season, find all the teams and get all the available information about it from MZ Web Services, to run this option you have to be connected to internet.
2- **League Detail**, show as all the information about the teams of the League.

To see the information of the teams you have to select the name of the team from the combo and then you will see the following:

- Detail of each player as Number, Name, Value, Age, Nationality, Foot, Goals, etc.
- Team Total Value (included youth).
- Estimated of Salaries for all the players.
- Value and Estimated of Salaries of the eleven most value players.
- Quantity of Players and Quantity of Youths.
- Averages of Values, Ages and Salaries for the Total Team and the eleven most value players.

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Oppenent: Acob rj (332545)

Num	Player	Value	Salary	Country	Age	Foot	Goals	Yellow	Red	Height	Weigh
2	Candido Piarres	486,011	8,433	Argentina	27	R	0	0	0	186	84
3	Hipolito Lapurdi	919,613	11,757	Argentina	26	L	0	0	0	168	70
4	Melchor Bartolome	295,078	3,299	Argentina	25	R	0	0	0	170	78
5	Baldomero Lamberto	512,048	8,187	Argentina	32	L	0	0	0	192	100
7	许斌适	536,736	7,996	China	28	B	0	0	0	169	67
8	Enzo Baldovino	723,372	9,600	Argentina	24	R	0	0	1	163	63
9	Lech Zagrodny	825,495	11,262	Poland	26	B	15	1	0	181	85
10	Anastasio Urbasa	731,882	8,705	Argentina	29	L	6	0	0	197	100
11	Pablo Basajaun	688,404	7,996	Argentina	24	R	0	0	0	177	73
12	Wilfredo Cidro	685,623	7,958	Argentina	27	R	0	0	0	197	97
27	Tomás Mano	655,290	8,063	Argentina	22	R	21	0	0	183	79
30	Isidro Fonso	396,359	6,175	Argentina	21	L	0	0	0	178	74
32	Esteban Peru	515,671	6,937	Argentina	21	R	0	0	0	161	60
34	Nereo Maule	584,343	7,988	Argentina	21	R	0	0	0	189	85
35	Raimundo Jaume	520,726	6,516	Argentina	20	L	0	0	0	189	96
40	Vicente Argenis	392,314	5,849	Argentina	18	R	0	0	0	163	68
41	Raul Arotza	140,377	0	Argentina	17	L	0	0	0	169	74

Total Value:	10599226	Value Average:	407662.54	Players quantity:	26
Estimated Salary:	146721	Salary Average:	5643.12	Youths quantity:	10
		Age Average:	21.27		
On the field Value:	7059552	On the field Value Average:	641777.45		
On the field Salary	93256	On the field Salary Average:	8477.82		
		On the field Age Average:	26.36		

Exit

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Connection | Players | Matches | League | Selection | Extras | Finances/Stadium | Oponnent Analisys | Tactics/Statistics | Tactic Selection

11	**Averages and Totals**	7.01	7.24		6.48		7.52	**SC-Avrg**	7.06	8258401	8812528

| **Averages** | | Tack | 6.1 | | Pas | 4.6 | Sh | 3.2 | Load | | | Save |

| **Averages** | | Form | 9 | Exp | 8.4 | Age | 28.3 | | **Right Click for Automatic Selection** |

Num	Player	SC-Goa	SC-Def	SC-Anc	SC-Mid	SC-Win	SC-For	Cap	Foot	Value	Bought value
	Goalkeeper		Average acumulate								
1	Gerardo Nesto	7.01	3.52	3.67	3.62	3.89	3.21	230	Both	695650	641592
	Defender	✓ Average acumulate									
6	黄凌镇	4.14	7.77	7.75	7.59	7.5	6.06	250	Right	1004210	1414446
2	Leonides Corderro	3.49	7.43	7.23	6.2	6.13	5.02	220	Right	743173	945000
4	Silvestre Perico	3.86	7.01	6.86	6.32	5.9	4.63	190	Both	600352	0
3	Mario Galtero	3.01	6.73	6.53	5.83	5.46	4.85	120	Right	612991	127655
	Midfielder	✓ Average acumulate									
10	Lucian Andreescu	3.14	6.8	6.7	6.65	7.05	7.17	240	Both	936549	1549155
8	Victor Milian	3.54	6.56	6.45	6.48	5.97	4.77	280	Right	711659	757836
5	Enrique Dalmau	3.08	6.44	6.38	6.47	6.25	4.67	260	Both	696156	161272
7	Severino Llorienzo	2.99	6.51	6.4	6.3	6.5	5.5	250	Left	661778	810338
	Forward	✓ Average acumulate									
9	Hernâni Postiga	3.33	5.63	5.83	5.9	6.71	7.72	250	Right	908322	2206784
11	Adolfo Montes	3.75	5.31	5.41	4.92	6.41	7.32	210	Left	687561	198450

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Selection screen is where you can make the tactic team and Save / load the selections, the SC values are shown and we will see the averages for positions in the top and team average, the value of each player and total value, the bought value to know how much money we invest in the team selected.

In the **Averages** that are in "**Blue**" color you can check and uncheck the lines (Goalkeeper, Defense, Midfielder y Attack) to show the averages in Tackles / Passes / Shooting.

You show other **averages** as Form, Experience and Age in color "**Green**".

You have the possibility to make a tactic selection with the default tactic schemes (4-3-3, 4-4-2, etc), for this you have to do a right click and select the tactic scheme that you want. The way to select the player is the following (**all the player selection is taken from SC Values**):

1- First select the best goalkeeper and mark this player as used.
2- Second select the best Defender and mark as used (if the player is not used in other position).
3- Third select the best Midfielder and mark as used (if the player is not used in other position).
4- And do the same for the Attack…and repeat the same from 2-3-4 for all the places up to complete the tactic scheme in each position.

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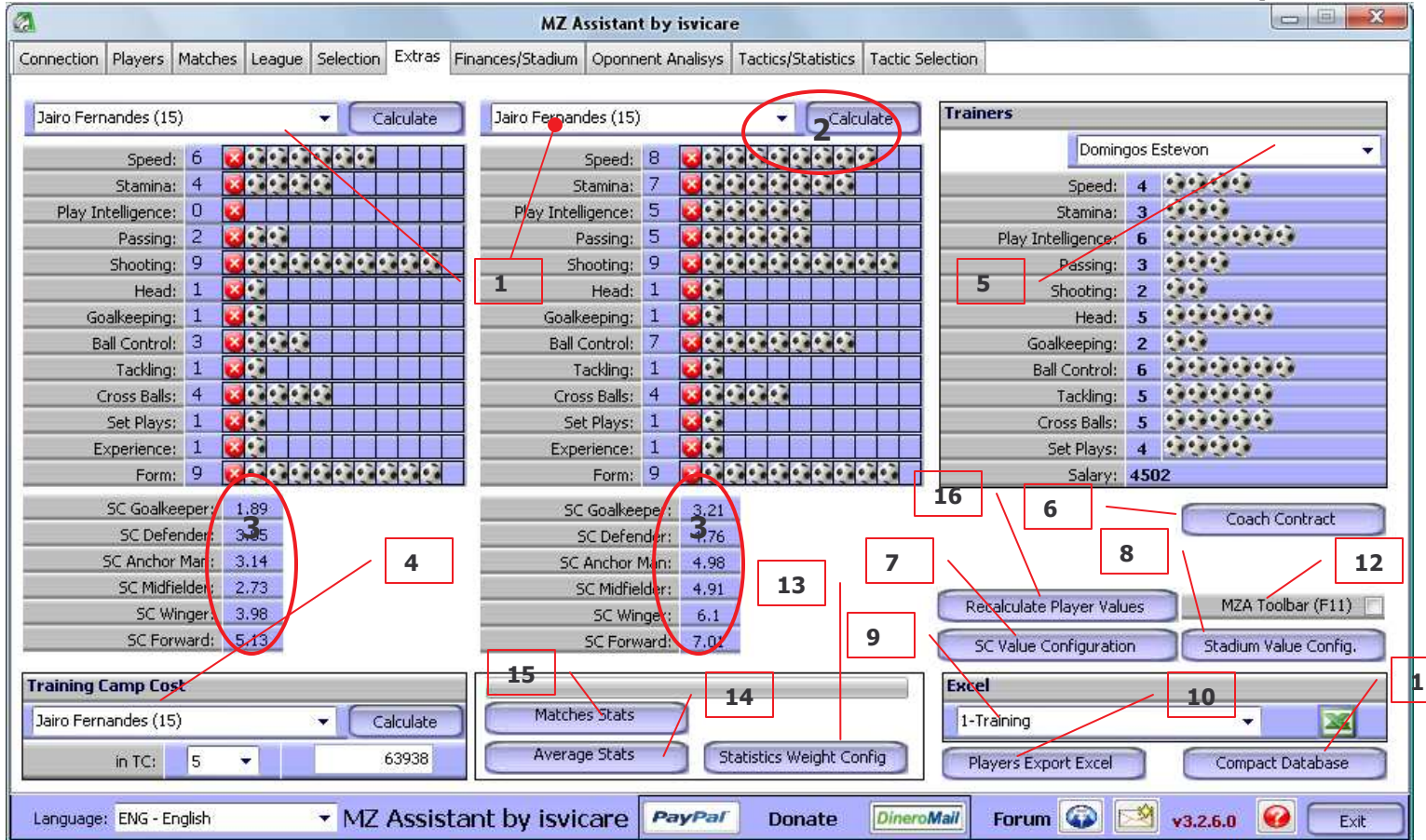
1- **Players Comparison**, this allows you to simulate players or you can select a player from our team and add balls in order to see the progression in the player or the futures values of it player.

2- As you see in this case, I select a player and add some balls to see the future of this player and compare with the present. This function provides you an easy way to evaluate a player that you want to buy….

3- When you press "**Calculate**" the SC Values are recalculate by the program with the balls that you select from the team player or a market player.

4- **Training Camp Cost**, this function provides you that cost calculate for our players when you send him to the Training Camp. You have to select the quantity of weeks and then press the Calculate button.

5- **Trainers / Coach**, you have the option to select the trainer from the combo and see the trainer skills and the salary..

6- **Coach Contract,** allows you to simulate an offer that we want to do in the MZ Website with some Coach. To run this function you have to enter the Contract Bonus, Salary, Contract Length from the MZ Website of the coach that we want to contract and then select the percentage that we want to offer to the coach, in this case 50%, then you press the Calculate button an all the values will appear in the windows. All the information is validated to be between the maximum and minimum of each item.
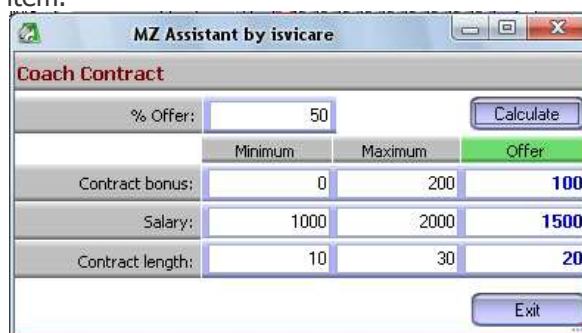
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7- **SC Values Configuration**, allow to change the default values of SC Values, and put our own configuration for all the positions. All the positions have skills weights and if you change this you have the chance to adapt this calculate and you want or as you imagine that this position need to be the perfect player for the position.

This very personal for this reason you have the opportunity to change it and return to the default values when you want. All the values must to sum 100. The window is the following:

You have to select the position and then change the value, when you finished the changes in the position you will have to press "**Save**" button. If you want to return to Default values you should to press the button "**Default SC**" and the "**Save**" the changes.

8- **Stadium Values Config.**, it is necessary for the countries that not use USD as a currency and bring as the chance to change the Construction Values and Incomes values.

Selecting the combo Type the different values "**CONSTRUCTION**", "**INCOMES**" and "**MAINTENANCE**" you have the opportunity to modify the cost of Stadium Construction, Incomes for Matches and Maintenance for Stadium. All this configuration will be used in the **Finances/Stadium** tab.

9- **Excel**, allow us to download a lot of information to CSV format into the MZA Directory. The information that you have the option to export are: 1-Training, 2-Transfer History, 3-Player History, 4-Team History, 5-Fixture, 6-Standings y 7-Trainings with Balls.

10- **Player Export Excel**, generate a CSV with a similar format as Alternative View that we have in MZ Website but with and extra information as SC Values and other additional values.

11- **Compact Database**, as you know (or not) MS Access have a problem with database sizes (when you delete some records, you don't recover this space for example), for this reason you have to do at least once a month this function, that reduce the database size...

IS NECESSARY THAT YOU DO A BACKUP OF "MZMGR.MDB" THAT IS IN THE APPLICATION DIRECTORY FOR NOT TO HAVE PROBLEMS...

12- **MZA Toolbar (F11),** allow you to config if you want to start the MZA Toolbar or not when you open the MZ Assistant. If you check it the MZA Toolbar will be open all the time, if not you have the chance to press F11 and the MZA Toolbar will be opened.

Clicking the player number you will see the following information. This could be use the you see the Analyzer or 3D when you want to remember some skill of your players as:

13- **Statistics Weight Config.,** this option make us possible to change the default values that I put for all the position in order to have some values to compare the performance of the players and put the points en each one.

All the values that you see in the screenshot can be change and all must to sum 100. First select the position, second change the values and then press the button "**Save**". You have to put the point that you add or subtract when make a Goal or Receive a Goal or Against a Goal.

When you want to return to the default value, press the button "**Default**" and then save the information.

14- **Averages Stats Recalculation**, is a recalculation of the last 3 months matches in order to have the averages of all the performances of the player and with this averages will be have the common performance of the team (our and the opponents are included in the calculation) to compare then with the performance in each matches. With this average all the players performances that meet it will be a 5 points…this calculate is to reduce the impact of comparing matches and team that have different performance and to reduce the impact into the points.

15- When we recalculate the Averages (point 14) you have the chance to change all the points in all the matches. If you change the Weight you should to recalculate averages and then "**Recalculate Matches Stats**". You have a progress bar that indicates you the recalculation progress.

16- Recalculate Players Values, run a recalculation of players values and training things in order to have the information for the Players tab.

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1- **Weekly Finances Detail**, show us the Financial status of our team while the week is running. For the calculate are taking all the expenses (Salaries, Stadium, etc.), the incomes as Sponsors, League and 2 Friendly Matches and we will see the future result of the week when the financial week will close.

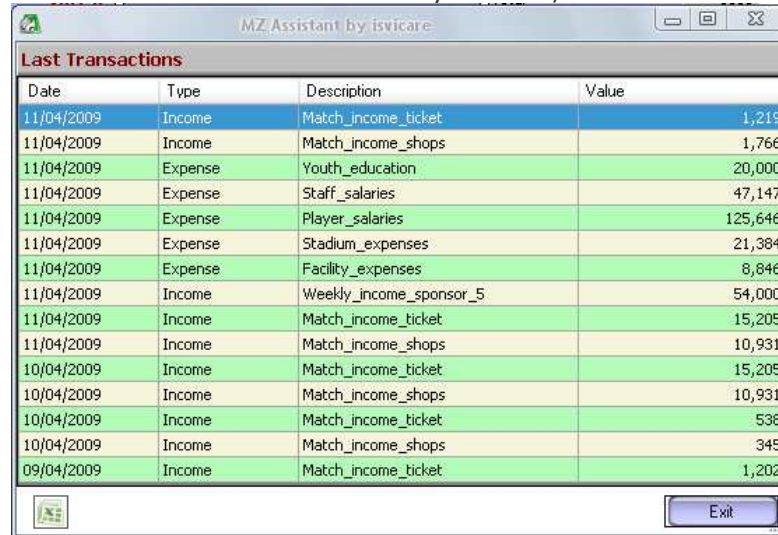2- **Sponsor Configuration** you can change the sponsor configuration to your division and currency:

3- **Youth Configuration** you can change the Youth salary, this is for the changes of this costs between the different currencies:

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4- **Last Transactions**, you can see the last 15 transactions of your team, is s similar view that you have into MZ website:

Date	Type	Description	Value
11/04/2009	Income	Match_income_ticket	1,219
11/04/2009	Income	Match_income_shops	1,766
11/04/2009	Expense	Youth_education	20,000
11/04/2009	Expense	Staff_salaries	47,147
11/04/2009	Expense	Player_salaries	125,646
11/04/2009	Expense	Stadium_expenses	21,384
11/04/2009	Expense	Facility_expenses	8,846
11/04/2009	Income	Weekly_income_sponsor_5	54,000
11/04/2009	Income	Match_income_ticket	15,205
11/04/2009	Income	Match_income_shops	10,931
10/04/2009	Income	Match_income_ticket	15,205
10/04/2009	Income	Match_income_shops	10,931
10/04/2009	Income	Match_income_ticket	538
10/04/2009	Income	Match_income_shops	345
09/04/2009	Income	Match_income_ticket	1,202

5- **Taxes Calculation** for the sales, if you want to know the taxes that you will to pay for a sold, you have to enter the values and you will see the final taxes that you have to pay.
   If the player is from our team you have to select from the combo, put the "Sale Date" and the "Sale Value" and ready, because all the other values the program will be taken from the database. Press the button "Calculate" and the result of this is the taxes that you have to pay for this sale.

6- **Match Incomes Calculation**, taking the size of our stadium the program will do the calculation for the Match Incomes for Tickets and Shops, you will see the maintenance costs for the stadium. For the calculation of Matches Incomes you have to put the public attendance for the match and the press the button "**Calculate**". This calculation is possible to do for League and Friendly matches.

7- Stadium Calculation, this functionality provides us to know the status of our stadium size comparing with the ideal for the New Capacity that we put into the "New Capacity" fields. With the porportional capacities Terraces (75%), Sittings (23%) and VIP (2%) make possible to do the calculation for the ideal stadium.
   In the top of the Stadium detail you have:
   - Actual / Current, is the size of our stadium in MZ.
   - New, is the new construction that you want to built.
   - Future, is the Actual/Current plus the New construction planned.
   - Ideal, is the suggested size of the stadium.
   - Differ, is the difference between Future and Ideal and show as how long we stay from the ideal styadium size.
   It is good practice to see for yout división inside the MZ league what is the recommended Size, you have a lot of this information in MZ or in Internet.
   In the bottom side you have the part of construction where do you have to put the new planned size and you will see after press the button "**calculate**" the cost and the date that this construction will be finished. The fixed cost you will change into the Extras Tab in the Stadium Configuration.

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This functionality is very similar to the Matches Tab visualization but you have to select some filters to take the information. It is necessary to be connected to Internet.

In order to get the information you have to select the filters, the Opponent (if a Must requirement) and then press the Oponnent Get Data and the program will onnect to MZ Website to get all the information to analyze the opponent team.

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This screen bring as a lot of information about tactic position, training position and statistics of the team.

1- Doing click in Tactics buttons (A-B-C) you will see the position of the players into the tactic scheme.
2- You will see the details of the tactics as Tactic, Style and Aggressive.
3- Selecting from the combo some skill you will see over the players the property value for the selection. In this case I select Speed and over the player are all the balls in this skill for all the players.
4- Passing over the player in the tactic field you will see the player's detail:

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5- **Training Tab**, show as the training position of all our players (Seniors and Youths) and the position of our Coaches.

6- **General Statistics**, allows to see some information about our team, players, etc. for example:
   - More Gained Balls, ordering by player with major quantity of ball gained.
   - Best skill trained, resume of all the balls gained in by skills.
   - More Value Increase, is the Player MZ Value from the maximum to the minimum.
   - More Salary Increase, is the Player Salary from the maximum to the minimum.

   Other Filters that enter in the calculation when you press the button "Statistics" and you will see separated by the type of matches (League, Official Cup, Friendly Leagues and Others) are:
   - More Public Assistance.
   - Best Match.
   - Worst Match.
   - Best Scorer.
   - Best Player Efficiency
   - Most Used Player.

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This functionality allows us make the tactic scheme as we want, using the default schemes (right click and select the scheme) or dragging and dropping the players into the field.

Passing over the player you will see the player's detail.

With the same functionality that we have in the selection tab, you could choose the skill in the combo and then you will see over the players this skill quantity.

Is possible to see some averages that you can choose by the check that you have over the list of the players by position, this checks affects the averages.

For any questions, comments or suggestions to make visit the MZ Assistant Forum:
http://mzassistant.getforum.org/board/index.php

To download the users guides, to see the last news or to get the last MZA version visit the MZA website:
http://mzassistant.com.ar/Index.html