

# FanDraft - Help

# Basics

---

## FanDraft Introduction

FanDraft Fantasy Draft Board software is the first ever **digital Fantasy Football Draft Board!** FanDraft is a multimedia program designed to assist and enhance fantasy football leagues with their live drafts.

FanDraft makes your draft feel like an actual NFL draft with features such as streaming draft tickers, automated draft clocks, and a digitally displayed draft board. FanDraft is the perfect draft companion for your league. It can be projected via a digital projector, or output onto a large television or video monitor, and displayed for your entire league to enjoy.

# Changing your screen resolution

---

## Changing your screen resolution

FanDraft requires a minimum display of 1024x768, however, the larger the resolution the better the experience will be for you.



**To change your screen resolution you must go through the Microsoft Windows control panel:**

1. (In Windows) Click on "Start" > "Control Panel" > Display.
2. Click on the "Settings" tab.
3. Adjust the "Screen resolution" slider until you find the optimal display size for your needs.

**Note:**

It is best to change your display before opening up the FanDraft program.

## Connecting FanDraft to an external display

---

### **Connecting FanDraft to an external display**

FanDraft helps keep your draft organized and running smooth, maintaining a seamless draft experience. But the best thing about FanDraft is the way it enhances the draft, and makes it a much more exciting experience for your entire league. Even better is how easy it is to display the FanDraft screen.

Outputting to any of the above is very simple, it all is just a matter of personal preference when choosing which route to go. Below are some of the cable options you may choose if sending the display to a television or monitor

**For detailed help connecting your computer to an external display, click on the link below:**

<http://www.fandraft.com/howitworks.html>

**Additional support can also often be found on the FanSoft Media Community Forums:**

<http://www.fansoftmedia.com/community>

# What's new in FanDraft

---

## What's new in FanDraft 2011 (v11.x)

This version of FanDraft includes many enhancements and new features, including:

### General

1. Improved Graphics and User Interface.
2. Added compatibility for Mac OSX.
3. All of the 2011 Rookies/Player Updates.
4. Added/Improved "FLEX" position support.
5. MyFantasyLeague Deluxe now uploads "Draft Results" pick information.
6. Bug fixes and minor interaction enhancements

### Setup

1. Added Phonetic editing of players.
2. Can now import iTunes audio files.

### In Draft Features

1. UNDO button added to draft interface.
2. Can change the "Font" of the Draft Board.
3. "Skip Pick" button added to main menu.
4. Player Board: Players can now be removed or grayed out after being selected.
5. Improved algorithm for "Auto-Pick" suggestions.
6. HOT KEYS added for Positions (SHIFT/0-9: Works after initial contact of drop down).

### Auction Draft

1. Can change the order of how teams are displayed on Auction Board.
2. Teams "grayed out" after running out of bid \$.
3. Improved interface for auction drafting.
4. Display "Roster Slots" available on Auction Board (Activated through "Draft > Draft Preferences").

### Integration

1. MyFantasyLeague Deluxe league exports now include "Draft Results" pick information. (\* League must IMPORT SETTINGS from MFL)

## Additional Resources

---

### **Additional Resources**

There is a variety of additional support resources available online:

- [The Official FanDraft website](#)
- [Frequently Ask Questions \(FAQs\)](#)
- [FanDraft, Community Forums](#)
- [FanSoft Media homepage](#)
- [Latest News from FSM](#)
- [Email FanDraft at support@fandraft.com](mailto:support@fandraft.com)

# FanDraft WEB

---

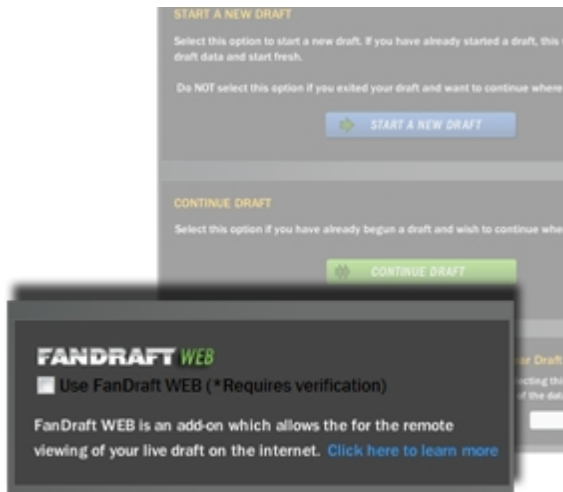
## FanDraft WEB

FanDraft WEB is an add-on component for "FanDraft Football" that allows for the remote viewing of live draft results during your fantasy football draft. To learn more about the FanDraft WEB features and how it can enhance your draft [click here](#).

### Setting up FanDraft to work with FanDraft WEB

#### STEP 1:

Click the DRAFT button. Then check the "Use FanDraft WEB" box.

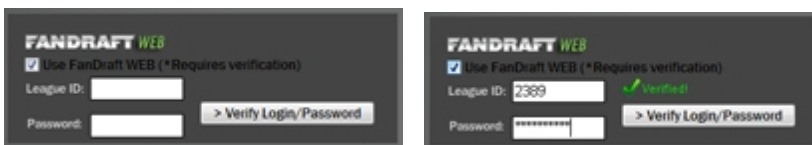


#### STEP 2:

You must VERIFY FanDraft WEB before it will work.

Enter in your credentials, then click the "Verify Login/Password" button.

If you entered your information correctly it will say "Verified!"



#### STEP 3:

Once you start your draft, if everything is setup correctly and verified, you will see the "Web Status" text on your draft board. If it says "OK" that means that the picks are being uploaded. If you would like to see an "upload dialog box" during your draft, click on the small box icon next to the web status text. Click it again to shut it off at any time. You can also login into the FanDraft WEB site yourself to make sure everything is being uploaded correctly.



### Logging into the FanDraft WEB Interface:

Users can login to view the remote FanDraft WEB browser at <http://www.fandraftweb.com>

# Working with Files

---

## Working with Your Files Introduction

When you first install FanDraft, you will be asked to initialize a first league. Once you save this league, it will automatically be defined as your default league. The default league will automatically open upon your next launch of the FanDraft software. The default league is always the last league you worked with, thus if you start a new league, *that one* will be your new default.

## Getting Started

---

### Getting Started

Upon your initial load of FanDraft you will be presented with the options to **Create a new league** or **Load other league**.

#### **Create a new league:**

If this is your first time using FanDraft you will want to select the **Create a new league** option.

If you used FanDraft last year, and don't mind entering in your team information again, this is also a suggested option for you.

Click on the **Create a new league** button, and a file save dialogue box will open. Create a file for your league, and then you are good to go.

You will not have to go through this process again, as it is only requested upon your initial launch of FanDraft.

#### **Load other league**

If you have just completed installing an update (from another version of 10.x), and already have a league set up, or if you want to import your league settings from an old FanDraft league, you can select the "**Load other league**" button.

There are various options available, so make sure to choose the correct one.

1. **Version 2011 File:** You will want to select this option if you are in the process of updating a prior v11.x file. After you select this option, then click on the "**Load other league**" button, you will be asked to open up your league file. If you are having trouble locating it, note that all FanDraft league files have a ".fan" extension, and are usually located in the "/leagues/" folder. Make sure you do **not** open up any files in the /data folder.
2. **Version 2010 File:** Select this option if you would like to import your league/team settings from a prior year FanDraft league. This will not actually open up the file, but import the setting information, and save it into a current year file (which you will be asked to create).

#### **Note about importing settings:**

When loading an old league file ("Load other League"), this process only imports the league and team settings, and **not** the draft data from that file.

If you would like to view/edit the actual draft data in those files, you will need to load FanDraft application that corresponds with that year.

For additional assistance with that process, feel free to [contact FanDraft support](#).

When importing settings, FanDraft does not include the prior year's draft order, position rules, or any player edits (i.e. keepers).

## Managing Multiple Leagues

---

### Multiple Leagues

FanDraft can handle multiple leagues by utilizing the options under the File menu. When you first load FanDraft the default league will load. The default league is the present league you were working with. The title bar will let you know which league file you are currently working with.

#### **To create a duplicate of your current league :**

- Select "File > Save As"

#### **To start a new league:**

- Select "File > New"

### To load a different league:

- Select "File > Open"

The options above will allow you to setup multiple leagues, load/save them, and work with any one whenever you choose.

**Note:** FanDraft files (leagues) are saved with a ".fan" extension, and should be saved in the "/leagues/" folder.

## New

---

### New (Create a new league file)

Starting a new league allows you to begin from scratch, resetting all of the defaults. This is useful when you are complete with a test league, or when managing multiple leagues.

#### To start a new league (create a new file):

- Selecting "File > New"

Note: You should always save your files in the /leagues/ folder.

## Open

---

### Open (Open a league)

Use the "open" command to load other leagues.

#### To open a different league:

- Selection "File > Open"
- Find your league file. League files have a ".fan" extension and are usually located in the "/leagues/" folder.

### Opening Past Leagues

FanDraft v.10+ cannot open older versions of FanDraft leagues. If you would like to import league settings from an older version of FanDraft, then you will want to use the [Import-Export](#) section .

FanDraft 2010 cannot open league settings prior to version 7, you must recreate the league.

### Additional Notes

FanDraft cannot load prior version's draft data, only league settings from prior seasons. If you would like to view draft information from an old file, you will need that years' version of FanDraft.

## Save

---

### Save

FanDraft will save your data throughout the use of the program, however it is a good idea to always save your data before exiting.

#### To save your latest changes:

- Select "File > Save"

Note: FanDraft files save with a ".fan" extension. It is a good practice to save all of your leagues in the "/leagues" folder (in the FanDraft program directory).

## Save As

---

### Save As

If you would like to create a duplicate version of your current league (good for backup purposes), you can use the **Save As** function.

#### To save your league as a new file:

- Select "File > Save As"

Note: FanDraft files save with a ".fan" extension. It is a good practice to save all of your leagues in the "/leagues" folder (in the FanDraft program directory).

## Import-Export

---

### Import / Export data

FanDraft allows for the importing and exporting of data files to and from other fantasy products through the "Import-Export" section.

This area also allows you to migrate older FanDraft league files.

#### To import/export data:

- Select "File > Import-Export", or click on the "Reports / Export data" menu and then select the "Import/Export data" tab.

#### To Import FanDraft 2010 settings:

- Click on the "Import FanDraft 2010 settings" button.
- Find the file through the "Choose a file" dialogue box, and double click (note: FanDraft files have a ".fan" extension)



### **Draft Order software integration:**

If you use FanSoft Media's popular [Draft Order](#) software, you can now integrate the draft results with FanDraft.

#### To import a *Draft Order* data file:

- Click on the "Import Draft Order results" button.
- Find the file through the "Choose a file" dialogue box, and double click (note: *Draft Order* import files have a ".do2" extension)
- Once loaded, it will import the league/team settings, as well as the draft order results from the *Draft Order* software.

**Note:** League size and team names must match for export to work properly.

#### To export a *Draft Order* data file:

- Click on the "Export data for Draft Order" button.
- Save your data file somewhere you can easily find it again

The export files are used in the case that you would like to quickly import your league/team settings into *Draft Order*.



### **MyFantasyLeague integration:**

If you use [MyFantasyLeague.com](#) as your League Manager service, you can now integrate the setup and draft results with FanDraft.

#### To import your *MyFantasyLeague* league and team settings:

- Click on the "Import-Export" from the "File" menu.
- In the "Import" section (on top), click on the MyFantasyLeague button.
- Enter in your League ID# (found on MyFantasyLeague)
- If you run a [Deluxe League](#) on MFL, check mark that box, then select the conference you are importing.
- Click "Import MyFantasyLeague settings"
- Once loaded, it will automatically import your league name, logo, team names, team logos, and keeper rosters.

#### To send your draft results to MyFantasyLeague:

- Click on the "Import-Export" from the "File" menu.
- In the "**Export**" section (on bottom), click on the MyFantasyLeague button.
- Enter in your League ID# and password (found on MyFantasyLeague), and then click "Upload results to MyFantasyLeague"
- This could take up to a minute, so be patient during the upload.
- If successful, you will be alerted, and draft results and rosters on MFL will automatically be updated.

### Mapping Team ID#

If the team names between FanDraft and MyFantasyLeague do not match EXACTLY, you will have to do some manual "Mapping".

To avoid this, make sure the names in each match exactly (including case sensitivity).

If you teams match perfectly, you will not see this screen, and will be given an immediate "Success" message.

If you are brought to the "Mapping" screen, it is important to carefully set this information correctly, or it could create incorrect rosters on your league manager.

#### To map/align team ID numbers:

- Click on a team in the "League Manager IDs" box.
- Use the UP and DOWN arrow keys to move teams up and down the list.
- Continue doing this with all of the teams in this box, until they exactly match the order of the teams in the "FanDraft Team IDs" box
- When the list of teams in each box is in the exact same order, click on the "Upload results to MyFantasyLeague.com" button.

### Deluxe Leagues

FanDraft does not allow one league to select the same player on multiple teams.

If you run a "[Deluxe League](#)" with MyFantasyLeague and hold two separate drafts, you CAN still import the draft results by importing via the two separate FanDraft leagues.

You will want to be sure to correctly map/align the team IDs during the import process.

## Restore Draft Backup

---

### Restore Draft backup

FanDraft automatically saves your draft data as you go. However, as a safety measure, FanDraft creates a duplicate backup of your draft.

This is done in the case that the user exits FanDraft, and instead of selecting CONTINUE DRAFT, accidentally clicks on START A NEW DRAFT (which erases all prior draft data).

#### If this happens, you can restore this backup data file by doing the following:

1. Select "File > Restore Draft backup"
2. The backups are located in the "/backup" folder. The dialogue window should automatically open up to this folder.
3. Select the file with the date of the draft occurring that you want to restore.
4. Once opened it is advised to create a duplicate of this file as a safety precaution. You can do this by selecting "[File > Save As](#)" and creating a new file name.

## Exit

---

### Exit / Quit FanDraft

All files are saved automatically during the use of FanDraft.

To prevent the loss of any data, you should exit FanDraft appropriately.

#### To exit the FanDraft program:

- Selecting "File > Exit"

# Setup

---

## Setup (Draft Setup)

The "Setup" or "Draft Setup" area allows you to setup all of your league, team, and draft settings & preferences. You will want to go through all of this setup before beginning a draft, or editing player information in the Player Setup area.

### The Setup area includes the following areas:

1. [League Setup](#): Use this area to set all of your league information.
2. [Team Setup](#): Use this area to set all of the individual team information.
3. [Preferences](#): Use this area to set all of your draft preferences.
4. [Draft Order](#): Only available to non-auction leagues, use this area to setup your league's draft order information.

## League Setup

---

### League Setup Introduction

The setup area is for entering all league, team, and draft data. It is necessary to enter all of this information before beginning the draft.

The League Information area allows you to setup all of the options related to your league.

### This League Setup options include:

- [League Name](#): The name of your fantasy league.
- [League Size](#): The amount of teams in your fantasy league.
- [Draft Type \(Regular/Auction\)](#): The type of draft your league holds.
- [Number of Rounds](#): The amount of rounds in your draft.
- [League Logo](#): Your leagues logo, or image of your choice.

### Auction Draft Options

- [Default Auction Dollars](#): Amount all teams will start off with for the auction.
- [Minimum Bid Amount](#): The minimum amount a team must bid on a team. Decimals are allowed.
- [Required # of Players](#): Total required roster slots to fill. Used to calculate max a team can spent to fill up entire roster.
- [Live Auctioning](#): Click on the link to learn all about "Live Auctioning"

### Position Rules

- [Flex Position](#): Support for "Flex" positions.
- [Position Color](#): The color that will be used in association with that position.
- [Reset Color](#): Resets the colors to their defaults.
- [Position Use](#) (check box): Whether or not your league uses player in that position.
- [Remove](#): Click on a position (in the position box), then click remove. Note: You can only remove positions that you have created, not any of the default positions. If your league doesn't use a default position, you should utilize the "Use Position" check box.
- [Pos Min/Max](#) (Step-Counter): How many players can be taken from each of the positions. To change the position, select one from the above position list.
- [Edit Position](#): Allows you to edit the position name, or remove a position (note: you can only remove positions that you create).
- [Add Position](#): Allows you to create new positions. When you add a position, it automatically adds the 32 teams into the Player Setup ([more about this](#)).

## League Name

---

## League Name

Click on the League Name input box and begin typing to set your League Name.

**Note:** You should not leave this field blank.

## League Size

---

### League Size

Click on the up and down arrows next to the League Size box to increase and decrease the league size.

The **max** amount of teams is 32.

The **minimum** amount of teams is 2.

### **IMPORTANT:**

Whenever you change the League Size, it will change the Draft Order to a default order.

Once you set the correct League Size for your fantasy league, you should not change this again unless necessary.

## Draft Type

---

### Draft Type (Auction/Regular)

There are two draft types a league can use:

**Regular** - Standard draft, where teams make selections when it is their turn, based on the draft order

**Auction** - Auction draft, where players are bid on by different teams (using fictional bid dollars), in an auction style format.

---

### League Setup: Regular Draft

In the "Draft Type" area (within the League Setup area), click on the "Regular" radio button. Following this selection, leagues need to setup a draft order (in the Draft Order tab).

### League Setup: Auction Draft

In the "Draft Type" area (within the League Setup area), click on the "Auction" radio button. Once clicked, additional fields only available to auction drafts will appear.

## Number of Rounds

---

### Number of Rounds

Click on the up and down arrows next to the "Number of Rounds" to increase and decrease the amount of rounds.

The **max** amount of rounds is 50.

The **minimum** amount of rounds is 1.

**Note:** If you are running an auction draft, you should set this the maximum size of any one team's roster (i.e. if the most players a team could have on a roster is 20, then set the # of rounds to 20).

## League Logo

---


### League Logo import

**To import you own league logo:**

- Click on the "Import Logo" button next to the "League Logo" box to load your image.

For optimal display, image size should be 150 x 150 pixels. It is important to downsize and optimize your images, as larger images could affect the performance of the software  
Supported image formats include PNG, GIF, and JPEG.

If you would like to retain transparency in your image, you must select a .PNG file.

If you would like to clear the logo back to the default, simply click on the  button located on the top right-hand corner of the league logo image.

---

## League Notes

### League Notes

The information you enter in "League Notes" will be displayed during the PreDraft presentation.

#### To edit your "League Notes":

- Setup > League Setup, type into the text box. Information will automatically save.

---

## Default Auction Dollars

### Default Auction Dollars

To start all teams off with a default amount of auction/bidding dollars, enter an amount into this box, then click on the "Apply to All" button.

If you are running an auction style draft, you will be allowed to edit teams individual start amount in the "Auction\$" input box (located in the [Team Setup](#) area).

**Note:** This option is only available to Auction draft leagues.

---

## Min. Bid Amount

### Minimum Bid (for Auction Drafts)

Enter in the minimum amount a team can bid for a player. Decimals are allowed, so this can range anywhere from .01 to 1,000,000 (note: do not use commas though).

#### Why does this field exist?

An option appears during the draft to view how many bid dollars a team has to spend on each pick. This amount is used in the calculation of how much a maximum bid can be for each team.

To keep the draft moving smoothly, FanDraft allows you to override illegal roster sizes, and even over spending bid dollars. It is up to the user to prevent owners from doing this, however, FanDraft does its job (during the draft) of giving fair warning when it is and is about to happen.

**Note:** This option is only available to Auction draft leagues.

---

## Required # of Players

### Required # of Players (Auction)

Enter in the total number of required roster spots a team must fill.

#### Why does this field exist?

An option appears during the draft to view how many bid dollars a team has to spend on each pick. This calculates how much each team has verses how many roster slots they are required to fill up.

To keep the draft moving smoothly, FanDraft allows you to override illegal roster sizes, and even over spending bid dollars. It is up to the user to prevent owners from doing this, however, FanDraft does its job (during the draft) of giving fair warning when it is and is about to happen.

**Note:** This option is only available to Auction draft leagues.

---

## Position Rules

### Position Rules

The position rules, located in the League Setup area, is the section where you can customize your league roster rules, change position names, and add/remove positions.

The information set here will determine what information is displayed during the draft, as well as create rules so FanDraft can warn when a team has an illegal roster size.

All positions are based on the same structure of [MyFantasyLeague.com](http://MyFantasyLeague.com), so any position available there, should also appear available in FanDraft.

If your league combines certain position, [click here to learn how to perform that function](#).

---

## Flex Position Setup

### Flex Position Setup

Some leagues utilize a "Flex" position, which acts as an open position that allows players from different positions. If your league uses a "Flex" position, follow the instructions below:

#### Use a FLEX position:

1. Check the "Does your league use a FLEX position?" box under POSITIONS RULES (in Setup > League Setup).
2. Click on a position from the position list. If it already isn't checked for "Use Position", do so now.
3. Check the "Use in FLEX position" check box.
4. Repeat steps 2 & 3 until all the teams part of the FLEX position, are included.

FanDraft will automatically track the quantity of players in the Flex position during your draft, and alert when a team will be selecting into an illegal roster.

#### Changes in Flex Usage 2011

It should be noted that this feature changed considerably since version 11. Where previously the flex was used to "combine" players, it now acts as a separate entity. Positions will exist independently as well as within the Flex position.

For example:

If you're league uses QBs, RBs, WRs, TEs, Flex (and your Flex allows for RBs/WRs), the RB and WR positions will still be used, and a Flex (which follows the RB/WR settings) will also be available.

---

## Include as Flex

### Include in Flex position

If your league uses a "Flex" position, and you have checked the "Does your league use a FLEX position?" box under POSITIONS RULES (in Setup > League Setup), the "**Include in Flex Position**" check box will appear.

To add positions to a Flex:

5. Click on a position from the position list. If it already isn't checked for "Use Position", do so now.
6. Check the "Use in FLEX position" check box.
7. Repeat steps 2 & 3 until all the teams part of the FLEX position, are included..

---

## Number of Flex Roster Slots

### Number of Flex Roster Slots

If your league uses a "Flex" position, and you have checked the "Does your league use a FLEX position?" box under POSITIONS RULES (in Setup > League Setup), and checked at least one "Include in Flex Position" check boxes, you can set the "**Number of Flex Roster Slots**".

Change this number by clicking the associated arrow up/down buttons to change the size (number of roster slots).

This controls the maximum quantity of players that can will be selected for the "FLEX" position. FanDraft will automatically track the quantity of players in the Flex position during your draft, and alert when a team will be selecting into an illegal roster.


## Position Color

---

### Position Color

The position color allows you to set which ever color you would like associated with specific positions. These colors are used on the draft board displays, and as some colors show up better on certain output displays (TV/Projectors), this is the area you can optimize the colors for your particular display.

#### To change a position color:

- Click on a position from the "Position List"
- Click on the "Position Color" box 
- Select a color from the "Colour Picker" box.
- Right-click on the "Colour Picker" box to close it

To reset the colors back to their defaults click on the "[Reset Colors](#)" button.

## Reset Colors

---

### Reset Colors

If you changed any position colors, and would like to reset the colors back to their original state, click on the "Reset Colors" button.

This will change all positions back to their original state, not just the select position.

## Position Use

---

### Position Use

Determines whether or not your league uses player in that position. This is to optimize your draft experience by only displaying players you may actually use.

#### To edit this information:

- Select a position from the "Position List" to change the status of use.
- Check or Uncheck the "Use Position" box.

**Note:** If your league combines certain position, [click here to learn how to perform that function](#).

## Pos Min

---

### Position Minimum / Maximum (Pos Min / Max)

This determines how many players can be taken from each of the positions.

Change positions by selecting from the "Position List", then use the step-arrows to change the amount.

#### The position Min/Max will affect two things during your draft:

1. The "Positions Breakdown" display
2. Alerts will be displayed when a team is about to select more than the "Max" allowed.

If your league does not use a Min/Max rule, then you should set the "Max" to a very high number to prevent the "Alerts" from appearing during the draft.

## Edit Position

---

### Edit Position

If you would like to change a position name or abbreviation, you will want to use this section (located in the League Setup

area)..

#### **To edit a position:**

- Select a position from the "Position List"
- Edit the "Position Name" and/or "Position Abbreviation"
- Click on the "Rename" button

To remove a position:

- Click on one of the positions you created from the "Position List"
- Click on the "Remove" button
- You can only remove positions that you created.

## Add Position

---

### **Add Position**

If you would like to add a position, use this section (located in the League Setup area).

#### **To add a position:**

- Type in a name and abbreviation for the position.
- Click on the "Add Position" button.

## Team Setup

---

### **Team Setup Introduction**

The Team Setup area is for entering information about the teams in your draft. It is necessary to enter all of this information before beginning the draft.

#### **Team Setup options include:**

- [Team Name](#): The name of the fantasy team you are editing.
- [Short Name](#): An abbreviation of the name (limit to 3-5 characters).
- [Team Logos](#): Import individual team logos.
- [Owner Images](#): Import owner images.
- [Owner Notes / Bios](#): Information you would like to appear on the "PreDraft" area.
- [Auction Dollars](#) (for auction drafts): Editable amount of individual auction dollars a team starts with.
- [Team Song](#): Music to play during the draft, plays specific song when that team is drafting
- [Auto Select](#): For owners who are unable to attend your draft, and you want FanDraft to make pick suggestions.

Select the team you wish to edit by selecting a specific team from the "Team List" drop down box.

**IMPORTANT:** To save changes to individual teams, you must use the "Submit team changes" button after making any changes to team data.

## Edit Team Information

---

### **Edit Team Information**

To edit team information select the team you wish to edit by selecting a team from the "Team List" drop-down box.

To save changes to individual teams, you must use the "**Submit Changes**" button after making any changes to team data.

## Team Name

---

### Team Name

#### To edit a team name:

- Select a team from the drop-down box
- Click on the "Team Name" input box and begin typing to set the name of the team you are editing.
- To save changes to individual teams, click on the "**Submit team changes**" button.

## Short Name

---

### Short Name

The Short Name area is an abbreviation for that team. In some sections of the draft board space can be tight, the short name is used in those instances.

#### To edit a short name:

- Select a team from the drop-down box
- Click on the "Short Name" input box and begin typing to set the name of the team you are editing.
- To save changes to individual teams, click on the "**Submit team changes**" button.

## Owner Name

---

### Owner Name

The Owner Name area is used to put the real owner name of that team.

#### To edit an owner name:

- Select a team from the drop-down box
- Click on the "Owner Name" input box and begin typing to set the name of the team you are editing.
- To save changes to individual teams, click on the "**Submit team changes**" button.

## Auction\$

---

### Auction\$ (Auction Dollars Team Will Start With)

If you are running an auction style draft, you will be allowed to edit a specific teams starting bid dollars in the "Auction \$" input box (located in the Team Setup area).

#### To edit a team's Auction\$:

- Select a team from the drop-down box
- Click on the "Auction\$" input box, and edit the current amount
- Click on the "Submit Team Changes" button to save.

## Owner Notes

---

### Owner Notes/Bio

The Owner Notes area allows you to enter in information about the team's owner. This information is displayed during the PreDraft presentation.

#### To edit a team name:

- Select a team from the drop-down box
- Click on the Owner Notes input box and begin typing to set the notes of the team you are editing.
- Click on the "Submit Team Changes" button to save.

## Submit team changes

---

### Submit team changes

~~To save changes to individual teams, you must use the "Submit team changes" button after making any changes to team data.~~

FanDraft automatically saved all changes/additions made in the "Team Setup" area (added in version 10+) upon input.

## Team Logo

---


### Team Logo

#### To import your own team logo:

- Click on the "Import Image" button next to the "Team Logo" box to load your image.

For optimal display, image size should be 150 x 150 pixels. It is important to downsize and optimize your images, as larger images could affect the performance of the software  
Supported image formats include PNG, GIF, and JPEG.

If you would like to retain transparency in your image, you must select a .PNG file.

If you would like to clear the logo back to the default, simply click on the  button located on the top right-hand corner of the logo image.

## Owner Image

---


### Owner Image

#### To import your own owner image:

- Click on the "Import Image" button next to the "Owner Image" box to load your image.

For optimal display, image size should be 150 x 150 pixels. It is important to downsize and optimize your images, as larger images could affect the performance of the software  
Supported image formats include PNG, GIF, and JPEG.

If you would like to retain transparency in your image, you must select a .PNG file.

If you would like to clear the logo back to the default, simply click on the  button located on the top right-hand corner of the logo image.

## Team Song



---

### Team Song

The use of music has changed starting in v8 of FanDraft. In the past a "play list" of music could be loaded. Song are now associated with each team, with each team being allowed one "Team Song"  
When a team is up for selection during the draft, the specific song loaded for that team will begin playing.  
In the case of Auction drafts, the team song will play after a team has won a bid.

If no song is loaded for that team, the default "FanDraft Theme Song" will play.  
You can choose to not play any music during the draft in the "[Preferences](#)" area.

## To import a team song:

- Select a team from the "Team List" drop down menu.
- Click on the "Import Audio" button.
- If you would like to remove a song, click on the "Remove" button.
- Use the play  and stop  icon buttons to test the songs.

## Ways to play song lists instead of the "team songs" method:

An alternative to using the team songs would be to use a 3rd party audio player (i.e. iTunes) while FanDraft is running. This works perfectly fine, and often times give users greater control over the content they want to hear. It is a good idea to set "[Music Off](#)" in the preferences area if you are going to do this.


## Phonetic

---

### Phonetic Name

If you are using the [Voice Announcer](#), it is a good idea to put a "phonetic" spelling of each team prior to your draft. The voice announcement feature utilizes the "Text-To-Speech" system within your operating system. To have a more accurate reading of team names, it is often helpful to provide a phonetic spelling of a name.

### To add/edit a "Phonetic" name:

- Select a team from the drop-down box.
- Under the "Audio/Music" header, click on the "Phonetic" input box and begin typing.
- To hear what it sounds like, click the  button.
- To save changes to individual teams, click on the "**Submit team changes**" button.

## Auto Select

---

### Auto Select

If you have an owner who is unable to attend your draft, the "Auto Select" is a very useful feature (only available for regular/non-auction style drafts.)

### To use the Auto Select Feature:

- Select a team from the drop-down box.
- Under the "Auto Select" header, check the "**Turn on Auto Select for this team**" check box.
- During the DRAFT, when this team is up for selection, a "Auto-Pick" button will appear. Use this button to have FanDraft automatically put its player suggestion into the selection queue.

## Preferences

---

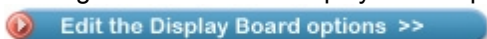
### Preferences

The Preferences area is where you can customize exactly how you want FanDraft to work for you.

There are a variety of options that you can manipulate ranging from the draft audio, to the display board. A lot of this information can still be changed and manipulated during the draft. This area, however, gives you an opportunity to get things running the way you want well before your draft begins.

### Display Board Display Preferences

It should be noted that there are "Additional Preferences" which can be accessed by going to "Preferences" and then clicking on the "Edit the Display Board options" button (or "Preferences > Additional Preferences").



## Music On/Off

---

### Music On/Off

You can control whether FanDraft plays music during the draft and PreDraft in this area. Check mark the appropriate boxes to control how music is used.

#### Play Music During PreDraft

The music that is played during the PreDraft is loaded from the [team songs](#). It will play this music in a random order. If you would like to use a more controlled and lengthy playlist, it is suggested to use a 3rd party music/audio player.

#### Play Music During Draft

The music played during the Draft is derived from the individual [team songs](#).

For the "Regular"(non-auction) type draft, the song that will play is for the team that is on the clock.

For the "Auction" type draft, the song that will play is for the team that just finished selecting.

You can turn off the music during the draft at any time by clicking on the [preferences](#) icon.

#### Note:

An alternative to using the team songs would be to use a 3rd party audio player (i.e. iTunes) while FanDraft is running. This works perfectly fine, and often times give users greater control over the content they want to hear. It is a good idea to set "[Music Off](#)" in the preferences area if you are going to do this.



## Clock At Zero Audio

---

### Clock At Zero Audio (Regular Draft)

When the clock hits 00:00 (zero) during a teams selection during a draft, a default alarm goes off to let your league know. You can customize this audio by importing your own sound.

#### To import your own audio:

- Click on the "Import Audio" button, and find a .wav or .mp3 file of your choice.
- Use the play  and stop  icon buttons to test the songs.
- Click on the remove button to clear the audio back to the default.

Note: This is not used in Auction style drafts

## 15 Second Warning Audio



---

### 15 Second Warning Audio (Regular Draft)

When the clock hits 00:15 (fifteen seconds) during a teams selection during a draft, a default warning bell goes off to alert the team selecting.

You can customize this audio by importing your own sound.

#### To import your own audio:

- Click on the "Import Audio" button, and find a .wav or .mp3 file of your choice.
- Use the play  and stop  icon buttons to test the songs.
- Click on the remove button to clear the audio back to the default.

Note: This is not used in Auction style drafts

## Countdown Audio

---



### Countdown Audio (Auction Draft)

If you choose to use the "Live Auctioning" feature, when you click on the "Start Countdown" button, it will play this customizable audio.

The "Countdown" lasts approximately 5 seconds, so the audio doesn't need to be any longer than that.

You can customize this audio by importing your own sound.

#### To import your own audio:

- Click on the "Import Audio" button, and find a .wav or .mp3 file of your choice.
- Use the play  and stop  icon buttons to test the song/audio.
- Click on the remove button to clear the audio back to the default.

Note: This is not used in Regular style drafts

---

## Voice Announcer

### Voice Announcements

#### Information about the Voice Announcer feature

The ability to use the "Voice Announcements" is controlled by your OS. Most Vista and XP versions of Windows come with "Text-To-Speech" already installed. If you can enable the "Voice Announcer", then you are able to use this feature.

The voices available are also controlled by your OS, which usually come pre-installed with 1 to 2 free voices.

You can often times purchase other voices from 3rd party suppliers such as [Cepstral](#).

---

### Incompatible Voices

FanDraft is not compatible with LH "Text-to-Speech" voices. If you have any voices, such as "LH Michael" or "LH Michelle" installed on your system, you will not be able to change voices within FanDraft. You will be limited to using the default initial "Text-to-Speech" voice.

This issue is only problem for users with Windows XP, as these voices are not compatible with Windows Vista / Windows 7 either.

If you would like to avoid this problem, you can remove the "LH" voices by uninstalling Microsoft Reader. To uninstall Microsoft Reader, go to the Windows "Control Panel" and select "Add Remove Programs", then uninstall "Microsoft Reader"

---

### Voice Announcer Information

#### Enable Voice Announcer

If you would like to use the "Voice Announcer" to vocalize your pick selections, check mark the "**Use "Voice Announcer" for draft selections**" checkbox.

This option can be accessed in the "Additional Preferences" area, accessed by clicking on the "More Preferences" button in the Preferences area.

#### Change the Announcer Voice


To change the announcer voice click on the arrows to the right of the "Announcer Voice" text box.

Typically Microsoft XP comes pre-installed with 2 voices (Microsoft Sam and Microsoft Anna). Vista comes pre-installed with just Microsoft Anna.

The voices available are also controlled by your operating system. You can often times purchase other voices from 3rd party suppliers such as [Cepstral](#).

If no voices are showing up, it is likely due to your operating system having the "Text-To-Speech" capabilities installed/enabled, and this feature will be unavailable to you in FanDraft.

#### Sample/Test the Announcer Voice

If you would like to hear a sample of what the announcer sounds like, click on the  button.

**Note:** Once you enable "Voice Announcer", you can then add/edit the "[Phonetic](#)" team names.

## Draft Clock

---

### Draft Clock

Use the input boxes to set the draft clock time limit. Be sure to set both minutes and seconds.

For leagues who alter the time following the first round, the [clock can be edited very easily at any time during the draft](#).

**Note:** This is not used in Auction style drafts

### Auto Skip when clock runs out

---

#### Auto Skip when clock runs out

By default, when the clock hits ZERO during the draft, FanDraft will just remain on hold with the team selecting (with the clock on hold at 00:00).

If your league punishes teams for allowing the clock to run out before a player is select, you can now auto-skip these tardy teams.

**If selected, two additional options will appear:**

1. [Lose Pick](#): The team selecting is auto-skipped, and they permanently lose their pick.
2. [Return to pick after next](#): The team selecting is auto-skipped, but they have their pick returned following the next team's selection. Essentially, they are swapping picks with the team following them.

If you would like to have more control over this option, it is suggested to turn "Auto Skip" off, as you can "[Skip](#)" picks manually at any point during the draft.

Note: This is not used in Auction style drafts

## Lose Pick

---

### Lose Pick

By default, when the clock hits ZERO during the draft, FanDraft will just remain on hold with the team selecting (with the clock on hold at 00:00).

If your league punishes teams for allowing the clock to run out before a player is select, you can now auto-skip these tardy teams.

This option (radio button) will appear if you check mark the "Auto Skip when clock runs out" option.

**What happens with this method (Lose Pick):**

The team selecting is auto-skipped, and they permanently lose their pick.

### Return to pck after next

---

#### Return to pick after next

By default, when the clock hits ZERO during the draft, FanDraft will just remain on hold with the team selecting (with the clock on hold at 00:00).

If your league punishes teams for allowing the clock to run out before a player is select, you can now auto-skip these tardy teams.

This option (radio button) will appear if you check mark the "Auto Skip when clock runs out" option.

**What happens with this method (Return to pick after next):**

The team selecting is auto-skipped, but they have their pick returned following the next team's selection. Essentially, the team is swapping picks with the team following them.

**What happens if two teams in a row are auto-skipped:**

The picks are essentially returned to their original state. The team that was originally skipped is back on deck, and the new team that was selecting is returned back to their original position.

## Ticker Options

---

### Ticker Options

The "Ticker Options" area (in the Preferences section) allows you to customize the data that will appear in the draft ticker. The draft ticker is the news stream on the bottom of the draft board (continuously looping during the draft) that announces the latest draft selections.

**There are three different options that are available for choosing:**

1. **Stream all rounds**

Loops through all of the rounds during the entire draft. The information is very extensive, however, it can take a while to get through all of the picks when it becomes later in the draft.

2. **Stream only current round**

Displays only the picks selected during the round that your league is currently in.

3. **Stream current round + additional**

Displays the picks in the round your league is currently in, plus an additional number of rounds prior. The additional amount of rounds is set by the user in the step counter.

For example: If your draft were in round 5, and this option were selected with the step counter set to +2, the ticker would display rounds 3 through 5.

## Pause at end of rounds

---

### Pause at end of rounds

The "**Pause at the end of rounds**" check-box is an option found in the "Preferences" section, as well as on the "Round Recap" screen (the area where the draft pauses).

This option can be accessed in the "Additional Preferences" area, accessed by clicking on the "More Preferences" button in the Preferences area.

#### **What is the "Pause at the end of rounds"?**

The pause is in short, break away from the action. You will be taken to a "Round Recap" screen at the end of every round. All of the action will pause until you are ready to resume your draft.

Once you are ready to resume, you can just click on the "Continue Draft" button, and you'll be taken back to right where you left off.

## Display Pick Announcement

---

### Display pick announcements

This check-box can be toggled to determine whether you would like to have "**Pick Announcements**" on or off.

Pick announcements are a graphical announcement (not voice announcement) of a selection.

They automatically display for 5 seconds following a pick, and show all the details of the player that was just selected.

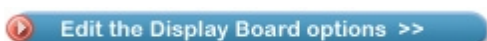
This option can be access in the "Additional Preferences" area, accessed by clicking on the "More Preferences" button in the Preferences area.

## Edit the Display Board options

---

### Display Board Display Preferences

It should be noted that there are "Additional Preferences" which can be accessed by going to "Preferences" and then clicking on the "Edit the Display Board options" button (or "Preferences > Additional Preferences").



These options can all be set and changed at any time during the draft by selecting "Draft >Preferences"

**Note:** To keep a clean display, and maximize readability, it is suggested to limit the amount of added display options.

## Player to Display on Player Board

---

### Player Board Display

The "Player Board Display" section is primarily for the customization of the "Player Board" display mode. This area allows you to limit the display to just the top players, rather than the entire database of players.

To make changes, first select a position to edit from the drop down list. Once this is complete, you can adjust the customization options for each position.

#### Show all

"Show all" will display all players in the position you are editing.

#### Show the top [#]

"Show the top" can be adjusted to display an adjusted number of players. Use the up and down step-arrows to adjust the amount of players per each position.

#### Preview of displayed players

The preview exists so you can see exactly what players will be displayed before the draft. The players in black will be displayed, the grayed out ones will not.

## Display Board Options

---

### Display Board Options

These options can all be set and changed at any time during the draft by selecting "Draft >Preferences"

To keep a clean display, and maximize readability, it is suggested to limit the amount of added display options.

1. **Remove Drafted Players from "Player Board":** Instead of "graying" out selected players, they will be removed completely from the board.
2. **Display BYE weeks on "Player & Team Board":** Add the BYE as a graphic on select display boards.
3. **Show NFL team:** Add NFL team (in parenthesis) to select display boards.
4. **Show Position on "Team Board":** Adds the position abbreviation (in parenthesis) to the Team Board display"
5. **Show Keepers on "Team Board"(Auction Drafts Only):** If your league uses keepers, and you would like the "Team Board" display to show your keepers on the board, check mark this option.
6. **Show Individual Bids "Team Board"(Auction Drafts Only):** Displays bid amount value for each player selected.

## Default Display

---

### Default Display Mode

There are a variety of different displays that the draft board show during the draft.

You can easily change these at any time during the draft.

#### 1. **Player Board - Display all available players.**

The player board displays the players available in the draft. Players that have been selected are grayed out, all others are available in selection. The board automatically scrolls through all of the available players in the draft. Note: During the draft if you ever select the "Jump to position" button, it will automatically stop the scrolling. To resume scrolling of players, just reselect this display again from the "Display Board" menu.

#### 2. **Team Board - Display team grid.**

The team board displays a breakdown by roster of players that have been selected. This is more of a roster view of players, rather than the numerical order by which players have been chosen. Players are color coded by position.

#### 3. **Round mode - Display by round**

The round mode displays a close-up view of the current round selections. This mode shows more detail about the picks, however, is limited to just the current round.

#### 4. **Positions Breakdown Display**

This gives a breakdown of the positions available/taken by each team.

## 5. **Pick Board - Display by pick.**

This information is derived from the "Official Draft Order" area (Setup > Draft Order). This shows the picks in the order of the draft, and assigns a color according to the team that selected them. If there are traded draft picks, you will see that a player doesn't align under the team that selected him, but rather he is color coded according to the "team color".

---

## Draft Order

### Draft Order Introduction

The Draft Order setup area is for entering all draft order data. The picks can be customized to meet any order selection your league uses, including traded draft picks.

**There are two sides to the draft order:**

4. [Official Draft Order](#): This is used primarily for the "Picks Display" board.
5. [Individual Traded Picks](#): This is the actual order that picks will be made during your draft.

You must setup both for FanDraft to work properly during your draft.

**Important:** A default draft order is set every time you change the league size (in the League Setup area). You should always double check your draft order before beginning the draft.

---

## Official Draft Order

### Official Draft Order

The "Official Draft Order" section (on the left), is the area to set the actual order of the draft, without traded draft picks, etc.

This is used primarily to properly display the heading order for the "Pick Display Board"

Use your arrow keys (or the two up/down arrows on the bottom) to change this order.

---

## Set the Official Order

### Set the Official Order

The "Official Draft Order" section (on the left), is the area to set the actual order of the draft, without traded draft picks, etc.

Use your arrow keys (or the two up/down arrows on the bottom) to change this order.

---

## Order Type

### Order Type

There are two order type options:

1. **Serpentine**: The "Serpentine" order works where odd rounds are reversed (1..12 | 12..1 | etc.)
2. **Non-Serpentine**: The "Non-Serpentine" order works where rounds are exact copies (1..12 | 1..12 | etc.)

This is used primarily for proper display of the "Pick Display Board", but also changes the individual picks.

When you make your selection FanDraft automatically creates a draft in the individual picks, based on how you set your official order. You should make sure and view each and every individual pick to assure it is correct.

---

## Order Type [Edit]

### Order Type [Edit]

When you make your "Serpentine/Non-Serpentine" selection, FanDraft automatically creates a draft based on this

information.

If you need to change your "Order Type", first click on the "[edit]" link, then change your selection.

**Important:** It is important to note that this will alter your entire draft order. So you should not change this if you have already started a draft. If you do, you should search through all of the "Individual Picks" for every round to assure all selections are setup correctly.

---

## Individual / Traded Picks

### Individual Picks / Traded Picks

In this area you can set individual draft selections. It is extremely important that all of these picks are set properly.

- [Set the Individual Picks](#) so they all reflect your actual draft order, with traded picks
- Use the "[Round to Edit](#)" to cycle through all of the rounds of your draft
- Use the "[Copy Order...](#)" and "[Reverse Order](#)" to expedite the process.

---

## Set the Individual Picks

### Set Individual Picks

In this area you can set individual draft selections. It is extremely important that all of these picks are set properly.

#### To set an individual pick:

- Click on a team from the "Individual Picks" list.
- Then select a team from the "Team List" drop-down
- You will then see the change reflected in the "Individual Picks" list
- Use the "[Round to Edit](#)" number stepper to change the individual round.
- Use the "[Copy Order...](#)" and "[Reverse Order...](#)" buttons to quickly fill in the order of other rounds.

---

## Round to Edit


### Round to Edit

Use the "Round to Edit" number stepper to change the individual round. Click on the UP and DOWN arrows to change the round you are editing.

---

## Copy Order to Next Round


### Copy Order to Next Round

If you click on the  button, it will replicate the order of the current round you are editing into the next round.

---

## Reverse Order to Next Round

### Reverse Order to Next Round

If you click on the  button, it will copy the reverse of the current round you are editing, into the following round.

#### For example:

If your round is currently 1,2,3,4,5,6,7,8,9,10 and you click the "Reverse..." button, the following round will be 10,9,8,7,6,5,4,3,2,1

If you run a Serpentine Draft, using this feature is a quick way to set your draft pick order.

---

## Import Draft Order from MFL

## Import Draft Order from MyFantasyLeague

If you use MyFantasyLeague as your league manager, and have setup your entire draft order (in MFL) prior to launching FanDraft – you can import this setup information into FanDraft.

### To import MFL Draft Order selection:

1. Make sure you have imported your league settings already from MFL (File > Import-Export)
2. Select "Draft Setup > Draft Order"
3. Set your "Official Draft Order" if you have not done so already (this is important!)
4. Set your Order Type if you have not done so already (required).
5. Click on the "[Import Draft Order from MyFantasyLeague.com]" link on the bottom right hand side. If you do not see this link, it is likely because you have not yet run step 1.
6. Once clicked, an input box for League ID, and a "Import..." button will appear. Enter your League ID# then click the "Import Draft Order from MFL" button.

### Note:

If you set your draft order picks in FanDraft, and have NOT done so in MyFantasyLeague – there is no need to set this same information again in MFL. When you upload your draft results into MFL, FanDraft will automatically set all necessary information upon upload.

## Player Setup

---

### Player Setup

The Player Setup area allows you to setup and configure the display of the players that will be available during your draft.

**The Player Setup options include:**

- [Editing Player](#)
- [Adding New Players](#)
- [Delete Players](#)
- [Clearing an entire position of players](#)
- [Setting Keeper league players / Salary](#)
- [Setting Auto-Skip of players](#)
- [Rankings Player](#)
- [Combine Two Positions](#)
- [Importing the latest player database](#)

## Position to Edit

---

### Position to Edit

The section on the left shows the available players to edit, in regards to the current position you are viewing.

To change the position you would like to edit, simply click on the drop-down positions button (located in the Position to Edit section).

## Sort by

---

### Sort by (Name / Rank)

You have a choice to have players sorted by name or by rank.

The way you set the Sort display decides how players will be listed on the "Player Board" stream during the draft (note that you can change this during the draft).

**Notes:**

You cannot re-rank players while they are sorted by "Name".

The number in parenthesis following the player names in alpha mode are the players "Rank".

## Ranking Players

---

### Ranking Players

If you would like to view players during the draft via the "Player Board" display, you have the option to view them in alphabetical or ranked order.

FanDraft sets a default rank for the players prior to the season, however, you have complete control over re-ranking the players.

**To change the rank of players:**

1. Make sure you are in the position you want to edit.
2. Make sure that players are sorted by "Rank".
3. Click on a player from the player list.
4. Press the UP and DOWN arrows on your keyboard.

**Jump to top of rankings**

If you would like to quickly move a player to the top of the ranks, select a player then click the underlined Arrow Up icon on the bottom of the list.

**Note:** Ranking changes are automatically saved.

## Top Players

---

### Top Players (Top 100 Available Players)

The "Top Players" is a listing of an "overall" ranking of the entire player pool.

During the draft this list can be accessed by clicking on the "Jump to Position" drop-down box (it is the last selection available) while viewing the "Player Board" display board.

The list of players is supplied by the Average Draft Position list provided by [MyFantasyLeague.com](http://MyFantasyLeague.com).

The list is always updating, and you can get the latest by performing the "[Import Players](#)" task from within FanDraft.

**You can manually change the "Top Player" rankings from the Player Setup area:**


1. Select "Player Setup > Edit Player Information".
2. From the "Position to Edit" drop-down, select "Top Players".
3. Click on a player in the list, then use your keyboard ARROW keys (Up/Down) to change the player rankings.

When editing rankings in the "Top Player" area, it only affects their "Overall Ranking" and how the player will be displayed in the "Top 100 Available Players" list (on the Player Board display) during the draft, and does not affect their individual position ranking.

## Jump player to top

---


### Jump to top (of rankings)

If you would like to quickly move a player to the top of the ranks, select a player then click the underlined Arrow Up icon  on the bottom of the list.

## Clear Position

---

### Clear Position

If you would like to quickly clear out all of the players in a position, click on the  button (located on the bottom of the "Player List")


This deletes all of the players from the position you are currently viewing.

**Note:** Be careful when doing this, as you cannot easily restore the default players back.

## Delete Player

---

### Delete Player

Select the player you wish to remove by highlighting and clicking on a specific player from the player listing box, then clicking on the  button ((located on the bottom of the "Player List").

### Deleting Multiple Players:

If you would like to delete multiple players at one time, you can use the SHIFT-Click or CTRL-Click to highlight multiple players in one position.

Once selected, click on the "Delete Player" button.

## Edit Player

---

### Edit Player

**To edit a player:**

- Select a position from the drop down menu.
- Select the player you wish to edit by clicking on a specific player from the player listing box.
- Make edits in the Edit Player input areas and then click on the submit button to save changes.

**FanDraft Tip:**

Use the SHIFT-Click or CTRL-Click to highlight multiple players in one position.

---

## First / Last Name

### First / Last Name

**To edit a player's first and/or last name:**

- Click on a player in the "Player List"
- Click on the "First Name" or "Last Name" input box in the "Edit Player" area
- Click on the "SUBMIT" button

---

## Player Position

### Player Position

**To edit a player's position:**

- Click on a player in the "Player List"
- Click on the "Player Position" drop-down box, and change the position.
- Click on the "SUBMIT" button

**FanDraft Tip:**

If you would like to change more than one player position at a time, use the SHIFT-Click or CTRL-Click to highlight multiple players in one position.

---

## Keeper Team

### Keeper Team

Leagues that use keepers, and want this information to be reflected in this draft, will want to fill out these fields.

These fields are not required, and it is rare that leagues will use them. Make sure you understand what they do before filling them out.

Adding a player as a "Keeper" will prevent the player from being displayed, or selected by other teams.

**Important:**

The "Round / Pick" fields (not available in auction drafts) should only be filled out if you would like to use the "[Auto-Skip](#)" feature.

---

## Salary

### Salary (Auction Drafts)

If you fill out the Salary, the amount will automatically be added to the amount spent by a team when the draft begins. For example: If a team starts off with 100 Bid Dollars, and has a keeper with a salary of 10, this team will start off with only \$90 bid dollars remaining.

---

## Rnd / Pick / Auto-Skip

### Round | Pick | Auto-Skip (Regular Drafts)

If your leagues uses a keeper league that forces teams to lose picks based on keeper players, you be interested in using these fields.

**How the Auto-Skip works:**

- The Round/Pick is the specific round/pick a team will lose. If you fill this out, the Keeper player will automatically show up on the Team Display (Draft Board), and will automatically skip the pick when it arrives.

- The Round/Pick MUST match a specific pick the keeper team has been setup with, so you may have to first setup your draft order before filling this out.

---

## NFL Team

### NFL Team

#### To edit a player's NFL team:

- Click on a player in the "Player List"
- Click on the "NFL Team" drop-down box, and change the team.
- Click on the "SUBMIT" button

**Note:** If you utilize the "Import Players" area, FanDraft automatically updates player team information based on what is available. If a player isn't updating though, this area is where you can manually set this information.

---

## Phonetic

### Phonetic

This area can be manipulated in conjunction with the "voice announcer". If for some reason the voice on the PC is mispronouncing a player name, the phonetic value can be altered here. To test the voice and interpretation, click on the small arrow to the right of the "Phonetic" input box.

---

## Add Player

### Add a player

To add a player:

- Select the position of the player you will be adding from the drop-down box
- Enter a player first and last name into input boxes under "Add Player"
- Enter in a player ID (this can be any mix of numbers/characters you desire)
- Click the Add button to add a player to the player database.

#### **Note:**

If sorted by rank, the player will be added to the end of the player list in the position you are currently editing. You can re-rank players using the arrow keys..

---

## Combine Two Positions

### Combine Positions

If your league has certain positions grouped together, you can utilize the "Combine Positions" area.

To combine positions:

- Select the proper "From:" and "To" positions in the drop-down menus
- Click the **SUBMIT** button.

#### **Important:**

Combining positions can create permanent new positions for the players in that league. Once they are combined, it is hard to separate them back to their prior positions. If you accidentally combine positions and wish to recant, the best solution is to do the following:

- 1) Clear the position you added all the players to be using the "Clear Position" button. (You will then have two empty positions).
- 2) Go to LEAGUE SETUP, click on the position you originally COMBINED FROM" and check mark the "Use Position" button.
- 3) Run "**Import player updates**" (**Player Setup > Import Players**)

This will add back all lost players.

## Import Players

---

### Import Players

FanDraft will occasionally update player rankings, current teams, and add new players when necessary.

It is a good idea to check for player updates prior to the beginning of your draft.  
To automatically download the latest player updates, click on the button below.

If you are having problems with the auto-update, you can manually download the [player updates here](#).

#### There are two methods to import the latests player list:

1. **Download player updates:** Automatically connects to the Internet and downloads/installs player updates
2. **Import player updates from file:** If the auto-update isn't working, you can download the current file manually, then click on this button to import the player updates.

#### There are multiple update options that include:

1. **Update rankings & player info and add new players:** Use this option if you want to download and update everything.
2. **Update player info only & add new players (no ranking update):** Use this option if you want to update player information, but have set your own rankings, and do not want FanDraft to alter them.

**Note:** Player updates are only available for the registered users of the most current FanDraft.



We would like to thank the good people at MyFantasyLeague for making their player information available to us. If you are looking for one of the most flexible and powerful league management services available, we highly encourage you to check out [MyFantasyLeague.com](http://MyFantasyLeague.com)

## Duplicate All Players

---

### Duplicate All Players

This tool is for leagues that allow the same player to be drafted by more than one team.

The tool works by creating a duplicate of all of the players in the player database.

How to use the "Duplicate All Players" tool:

- 1) Click on the "Duplicate All Players" button, located in the PLAYER SETUP area.
- 2) Following the warning, click again.
- 3) Be patient, as it can take up to a minute to create the player duplicates.
- 4) If you would like to create additional duplicates, continue pressing this button. Users can have up to 5 player duplicates.

#### Important warning about this tool

It should be noted that creating player duplicates hinders the performance of FanDraft in some ways.

The Player Board display should not be used during the draft, as the vast size of the player database causes speed performance.

A different "Board Display" should be used during the draft.

# Draft

---

## Draft

FanDraft makes your draft feel like an actual NFL draft with streaming draft tickers, automated draft clocks, and a digitally displayed draft board. FanDraft is the perfect draft companion for your league, which can be projected via a Digital Projector or output onto a large television or video monitor and displayed to your entire league.

When you are ready to [start](#) or [continue a draft](#) select the "Draft" icon on the left hand screen.

### Did you already start a draft, or do you want to start a new one?

If you have already started a draft, and want to continue where you left off, **it is important NOT to click the "Start a new draft"**, as this will reset all of your prior draft data.

### Entering the Draft Area

Once you enter the Draft area there are multiple options on the screen to choose from that allow you to customize your draft experience, without breaking the continuity of your draft.

Once you begin your draft, you should avoid exiting the draft screen until it is complete. The draft clock, player stream will reset on the exiting of the Draft screen. You should learn all of the available tools before beginning your draft.

**Note:** All League Information, Team Information, and the Draft Order should be setup before beginning a draft.

# PreDraft

---

## The PreDraft

The "PreDraft" is a presentation that you can leave running before you draft begins.

### To run the PreDraft:

- Select "Draft > PreDraft" from the top menu bar to begin the PreDraft presentation.
- The PreDraft will continually loop until you exit.
- The data displayed for each team is derived from the Team Setup area.
- Change the time each team is displayed by editing the "Advance team slide" on the bottom.
- Cycle through the teams manually using the "Next" and "Previous" buttons on the bottom right.

### Advance team slide:

You can choose to have the team slide to advance either by one of the following:

1. "At end of song": If you set a "Team Song", it will play in entirety and then advance at the end.
2. "Time Limit": Slide will advance based on the "Speed" input that can be manually set, which is default to 10 seconds.

# Start a new draft

---

## Start a new draft

If you have already started a draft, and want to continue where you left off, **it is important NOT to click the "Start a new draft"**, as this will reset all of your prior draft data.

If this is your first time drafting, or you do want to overwrite the past draft data (if you ran some practice mock-drafts), the click on the **"Start a new draft"** button.

# Continue draft

---

## Continue draft

If you have already begun a draft, and then exited FanDraft or the draft area for some reason and wish to continue where you left off, you should click on the **"Continue draft"** button.

The "**Continue draft**" button will return you to your draft right where you left off.

## Clear draft data

---

### Clear draft data

If for any reason you see the need to clear all of the data from your most recent draft, you can use this feature to do so. This will permanently erase all the data from your last draft, while retaining all of your league and team setup information.

#### To clear your draft data:

1. Select "Draft > Start Draft"
2. From the Draft Home screen, locate the "Clear draft data" button on the bottom right hand, and click it.
3. You will be prompted with an alert warning. Click "Ok" on this warning.
4. Click the "Clear draft data" button one more time. You will be alerted with a success message when it is complete.

## Draft Basics

---

### Draft Basics

The draft area of FanDraft is a very simple and intuitive interface.

The draft board area displays all of the information about your draft, up-and-coming picks, and recent picks. If any of this data seems to not be displaying correctly, it is likely because the information wasn't input correctly in one of the [setup](#) areas.

#### It is most useful to be familiar with the following 3 draft components:

1. [Selecting a Player](#)
2. [Preferences](#)
3. [Draft Tools](#)

## Selecting a Player

---

### Selecting a player during the draft (REGULAR)

There are two methods to select a player during the draft (regular draft type).

#### Method 1

The first is to begin typing the players name into the "Player in Queue" input area. You will want to type in a players last name first.

Once you type in a few characters, a "quick list" will appear. Scroll down and click on the player you would like to select and they will automatically appear in the "Queue" area. When you are ready to select the player, click on the

 button.

#### Method 2

The second option is if you view the draft board in the "Player Board" display type. When viewing the board in this display type, you can just click on a player with your mouse, and the player will automatically appear in the queue. Once the

queue is supplied with a player, you can click the  button to finalize the selection.

Once a selection is made, the player will be grayed out on the "Player Board" display, denoting for future teams that the player has already been selected.

#### Additional notes:

In "Method 2" (above), occasionally not all of the players in a position will have room to fit on the screen.

Click on the "**Up**" and "**Down**" arrows, located on the right of the draft board, to scroll through all available players in the presented position.

To jump to a different position, you can use the "Jump to position" drop down button.

---

## Selecting a player during the draft (AUCTION)

There are two methods to select a player during the draft (auction draft type).

### Method 1


The first is to begin typing the players name into the "Player in Queue" input area. You will want to type in a players last name. Once you type in a few characters, a "quick list" will appear. Scroll down and click on the player you would like to select and they will automatically appear in the "Queue" area.

### Method 2

The second option is if you view the draft board in the "Player Board" display type. When viewing the board in this display type, you can just click on a player with your mouse, and the player will automatically appear in the queue.

### Completing your auction pick selection

Once the player in the queue:

- Enter the team making selection from the drop down list (top right hand corner)
- Enter the amount bid (directly to the right of the team). You are allowed to use decimals with your of bid dollars.
- After all of the fields are filled in, you are ready to select the player. Just click on the  button to finalize the pick.

Once a selection is made, the player will be grayed out on the "Player Board" display, denoting for future teams that the player has already been selected.

### Additional notes:

In "Method 2" (above), occasionally not all of the players in a position will have room to fit on the screen.

Click on the "Up" and "Down" arrows, located on the right of the draft board, to scroll through all available players in the presented position.

To jump to a different position, you can use the "Jump to position" drop down button.

## Live Auctioning

---

### The Auction Draft

#### The "Auction" Process

Make sure to customize settings such as Countdown Audio and Clock in the Preferences area.

By default, the "Live Auctioning" space begins in a minimized format.

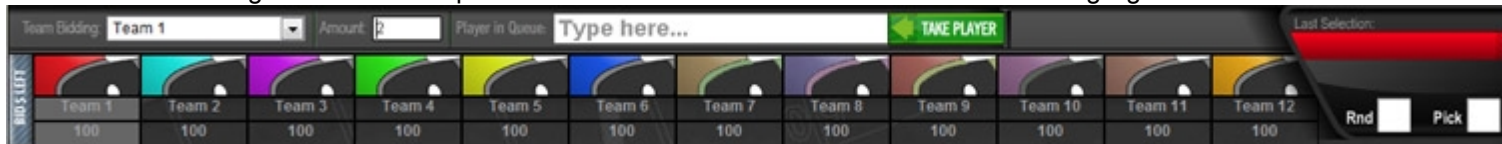
#### Step One

Select the player that will be bid on (by typing in the "Player Queue" area).



#### Step Two

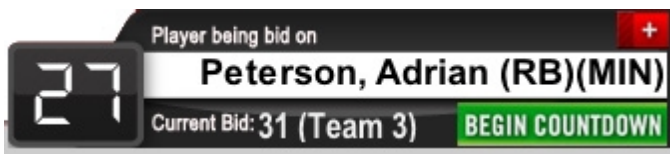
Click on one of the logo boxes in the top header. You will notice the "Team Name&Bid" box highlight when clicked.



#### Step Three

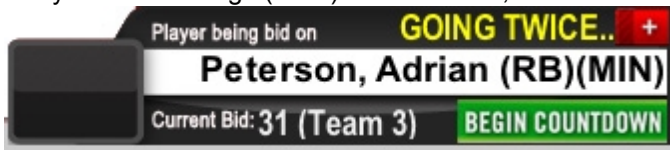
After clicking on a logo, you will notice the the tally incrementing in the "Player Currently being bid on" area (bottom right hand corner).

The amount that it increments is based on the "Minimum Bid Amount" that was set in the League Setup area.



#### Step Four

Every time a new logo (team) raises the bid, the countdown clock will reset. Once it hits zero, a "Countdown will begin".



#### Step Five

If all the information is correct, make the pick official by clicking the "Take Player" button.

#### Additional Notes:

- Players will NOT be automatically taken when the "Countdown" says "Sold!!!". You must click on "Take Player" to make pick official.
- You can manually start the countdown by clicking the "Start >" button.

You can completely ignore the "Live Auctioning" process, and simply run your Auction manually during your draft, and when the time comes to enter the selection, just follow the [standard method](#) using the input boxes on the top.

## Draft Board Displays

---

### Draft Board Display

There are a variety of different displays that the draft board can be showing during the draft.

You can easily change these at any time during the draft by utilizing the "Change your board display" drop down, or using your keyboard Function Keys (F1, F2, F3, F4, F5, F6).

#### 1. Player Board - Display all available players

The player board displays the players available in the draft. Players that have been selected are grayed out, all others are available in selection. The board automatically scrolls through all of the available players in the draft.

#### 2. Team Board - Display team grid

The team board displays a breakdown by roster of players that have been selected.

#### 3. Round mode - Display by round

The round mode displays a close-up view of the current round selections. This mode shows more detail about the picks, however, is limited to just the current round.

#### 4. Positions Breakdown Display

This gives a breakdown of the positions available/taken by each team.

#### 5. Pick Board - Display by pick

This display is not available for auction drafts.

For this to display correctly, you MUST enter in the teams in the correct order according to the draft (Setup > Team Information).

This shows the picks in the order of the draft, and assigns a color according to the team that selected them. This is useful in the case that there were traded picks.

#### 6. Combo Board

This display is not available for auction drafts.

This display highlights the team that is on deck, by displaying their current roster, team logo, owner image, and the top available picks.

#### Quick Tip:

You quickly change the display board during the draft by using the Function Keys (F1-F6), instead of the drop down menu.

## Draft Tools

---

### Draft Tools

To open up the draft tools menu, click on the tool icon .

**The following draft tools are available from this menu:**

7. [Navigation - Back/Forward/Skip](#): Allows you to move back and forward to change recent selections, as well as SKIP picks (Note: SKIP is not available in Auction mode).
8. [Edit Selections](#): Allows you to temporarily exit the draft and make changes/corrections to past draft selections.
9. [Player on the Fly](#): Allows you to quickly seamlessly add a player (that may not exist in the player database) without exiting the draft.
10. [Team on the Fly](#): Allows you to quickly at a new team currently selecting. This is useful in the event of traded picks during the draft.
11. [In-Draft Trade](#): Allows you to quickly facilitate a trade (of players and/or picks) between two teams without exiting the draft.
12. [Delete Selections](#): If you would like to delete a selection that occurred during your auction draft, use this in-draft tool.

To close the Draft Tools window, click on the  button on the top right corner of this window.

## Navigation - Back/Forward/Skip

---

### Navigation - Back / Forward / Skip Pick

#### UNDO

If you accidentally take the wrong player, you can easily correct this by clicking the "UNDO" button. This will quickly reserve all of the information related to your most recent selection. The UNDO can be repeatedly clicked until you arrive at the very beginning of your draft.

#### Skip Pick

Use the SKIP PICK button to skip an actual pick. This is usually used towards the end draft when some teams rosters are complete before others. This option is not available in Auction Drafts.

## Edit Selections

---

### Edit Selections

To make edits to prior draft selections, teams, or bid amounts(auction), select on "Draft > Edit Selections" from the main menu bar.

#### To edit a selection:

- Once in the "Edit Selections" area select a pick to edit by clicking on the "Edit" button on the far right hand
- To scroll through all of the rounds/picks, use the scroller bar on the right hand side of the display board.
- After the "Edit" button is selected, a small dialogue window will open where edits can be made.
- Once changed, Click "Submit Changes" and the draft board will refresh and the corrections are made.

Note: If your league performs "[Auto-Pick](#)" selections (for keeper players), you should note that these players cannot be edited through the "Edit Selections" area.

You must make these changes in the [Player Setup](#) area.

## Player on the Fly (POF)

---

### Enter Player on the Fly (POF)

During the draft if you notice a player not available in the available player listings, you should use the Player on the Fly (POF) function to add a player to seamlessly add a player without interruption.

### **To enter a Player on the Fly:**

- Select "Enter Player on the Fly" from the Draft menu.
- Once the POF window opens, type in a player name, select a position, and click "Submit".

This will make the player immediately available in the queue for selection.

## **Team on the Fly (TOF)**

---

### **Enter Team on the Fly**

During the draft if a trade occurs, or you notice a last second error in the current team on deck, you should use the "Team on the Fly" (TOF) function to replace the team on deck. This will seamlessly add the team without interruption to your draft.

### **To enter a Team on the Fly:**

- Select "Team on the Fly" from the Draft menu.
- Once the window opens, select a team from the drop-down menu, then click the "Submit" button.

**Note:** Team on the Fly is not available in Auction styled drafts.

## **In-Draft Trade**

---

### **In-Draft Trade**

This tool allows you to facilitate a trade of picks and/or players (drafted or keeper) at any point during the draft, without actually exiting the draft screen.

### **To perform an "In-Draft Trade":**

- Select "Draft > In-Draft Trade"
- Select the team making the draft, and accepting the trade from the two drop-down boxes.
- Select the draft pick and/or players from the drop-down boxes, then click "Send to summary"
- Once complete, if the draft summary looks correct, click on the "PROCESS TRADE" button

You can send multiple players and multiple picks by repeating the action of selecting, and clicking "Send to summary" If the summary becomes filled with data you accidentally set incorrectly, just click on the "Clear all" button to start fresh.

**Note:** If a team has assigned an "Auto-Pick" for a keeper player, and that player is involved in a trade, the pick is automatically given to the trade acceptor.

## **Delete Selection**

---

### **Delete Selection**

**This tool is only available for AUCTION drafts.**

If you would like to delete a selection that occurred during your auction draft, use this in-draft tool.


### **To delete a selection:**

- Select Draft > Edit Selections
- Click the "Edit" button on the selection you want to delete.
- When the "EDIT SELECTIONS" dialogue window opens, click the "Delete Pick" button.

## **Draft Preferences**

---

### **Draft Preferences**

To open up the draft tools menu, click on the preferences icon .

**The following draft preferences are available from this menu:**

13. **Play Music:** Turn on/off the playing of "team songs".

14. **Display Pick Announcements:** Turn on/off the "Pick Announcements".
15. **Pause at the end of round:** Turn on/off the option to pause at the end of each round.
16. **Use Voice Announcer:** Turn on/off the "Voice Announcer"
17. **Font Size:** Change the size of the draft board fonts.
18. **Change Font:** Change the font type used on the draft board.
19. **Show BYE Weeks:** Adds BYE week data to select displays.
20. **Show NFL Team on Team/Pick Board:** Adds NFL team data to select displays.
21. **Show Position on Team Board:** Adds player position to select displays.
22. **Player Board Sort:** Order by Alpha or Rank
23. **Player Board Speed:** Set speed, or set to STOPPED.

### Save Changes

Click on the "Apply Changes" button to save all changes.

### Close Preferences


To close the Draft Preferences window, click on the CLOSE button.

## Font Size

---

### Font Size

If you would like to edit the font size of the draft board, you can quickly change them with the on board buttons.

Click on the  button to increase the font size one step.

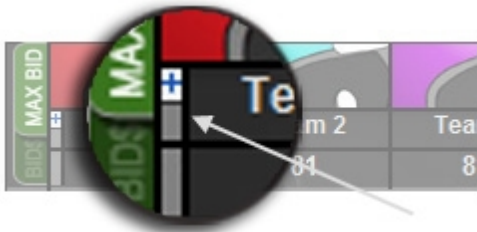
Click on the  button to decrease the font size one step.

### Header Font Size:

If you would like to change the the font size of the draft board "header" (i.e. Team Names) you can do this through the Draft Preferences area (DRAFT > DRAFT PREFERENCES)

### Auction Board Font Size:

You can change the sizes of the Auction Board fonts by rolling your mouse over the gray area on the far left of the display (see image below).



## Top Available Players

---

### Top 100 Available Players

The "Top Players" is a listing of an "overall" ranking of the entire player pool.

During the draft this list can be accessed by clicking on the "Jump to Position" drop-down box (it is the last selection available) while viewing the "Player Board" display board.

The list of players is supplied by the Average Draft Position list provided by [MyFantasyLeague.com](http://MyFantasyLeague.com).

The list is always updating, and you can get the latest by performing the "[Import Players](#)" task from within FanDraft.

[You can manually edit the "Top Player" rankings from the Player Setup area.](#)

## Draft Clock controls

---

### Draft Clock controls.

There are 3 icons on the right of the draft clock that allow you to manipulate the draft clock.

#### 24. Pause

Click on the pause icon to pause the clock. Once you click it a play icon  will appear. Click this to continue the

clock again.

## 25. **Reset clock**

The clock automatically resets after every pick, however, you can use this button to reset the clock at any time.

## 26. **Edit the draft clock**

You can change the draft clock at any time during the draft, without exiting the draft screen.

Click on the draft clock icon, located next to the draft timer, to open the edit draft clock dialog window.

Click the  to apply changes.

To close the Edit Draft Clock window, click on the  button on the top right corner of this window.

These controls (and the draft clock) are not available in Auction style drafts.

## Ticker

---

### Draft Ticker - Speed control

The information the ticker displays is based on the settings in the "Setup > [Preferences](#)" area.

#### To control the speed of the draft ticker:

- Locate the slider on the left hand side of the draft ticker.
- Move the slider left to slow down the speed.
- Move the slider right to increase the speed.

#### Troubleshooting Ticker problem:

If your Ticker is not displaying, you can try one of two things:

- 1) Start a new draft/league, and see if it works.
- 2) Open up the c:\ProgramData folder (this is usually a hidden folder, so you may have to make hidden folders visible in Windows, then locate and delete the " fandraft\_template.xml" file in that folder.

The corruption can be caused by shutting down FanDraft in the middle of a draft...

## Warning Alerts

---

### Warning Alerts - In Draft

#### Position Rule alerts

If a team is about to select more players than your rules say are allowed (set in the POSITIONS SETUP area, found in the League Setup area),

then you will receive a warning prior to selecting this player that will read **"Warning: Pick will cause an illegal roster size"**.

You can ignore this warning but just clicking the Take Player button again.

If you would like to halt these warnings from displaying any more, check the box that says

**Check this box to halt all future POSITION RULE warnings.**

#### Auction Rule alerts

If a team is about to bid an amount that will be more than the team is allowed, you will receive a warning.

You can ignore this warning but just clicking the Take Player button again.

If you would like to halt these warnings from displaying any more, check the box that says

**Check this box to halt all future AUCTION ALERT warnings.**

### Suppressing Warnings

If you ever check the box to halt future alert warnings, they will not return for the remainder of the draft.  
If you accidentally clicked this box, and want the alerts to remain, the only way to have them return is to exit the draft.

To safely do this:

1. Select "Setup > League Setup>" which will safely take you out of the draft area.
2. Select "File > Exit" which will close the FanDraft application.
3. Load up FanDraft, then select "Draft > Continue Draft". This will return you right where you left off, and return all alerts.

## End of Round Break

---

### **End of Round Break**

The "End of Round Break" is a way to pause away from the action.

If you opt to use the "End of Round Break", you will be taken to a "Round Recap" screen at the end of every round.

All of the action will pause until you are ready to resume your draft.

Once you are ready to resume, you can just click on the "**Return to the Draft**" button, and you'll be taken back to right where you left off.

## End of Draft

---

### **End of Draft**

When your draft is complete, you will be taken to an "End of Draft" summary area.

If you set more rounds than are necessary, and your draft is still going, no action is actually required. This is a good time to simply exit the draft screen, and visit the [reports](#) area.

# Reports

---

## Reports

There are multiple reports available in FanDraft. Some are useful before the draft, and some immediately following your draft.

Reports can be exported as **HTML** or **CSV** files.

Reports can also be sent directly to your **printer**.

### **Important:**

Microsoft Vista users may have problems during the "Printing", as the Printer Dialogue can sometimes open up under the FanDraft software, making it hard to notice (and complete the print job).

To get by this problem, click on the print icon, then minimize the FanDraft software. You will then see the Print Dialogue window where you can finish your print job.

## Report Types

---

### Reports

There are 8 different reports available reports in FanDraft.

#### **The available reports include:**

1. **PreDraft Worksheet:** Handouts for owners to use during the draft, includes keepers if assigned prior to draft.
2. **Draft Order Summary:** Summary of the entire pick order (Regular Draft only)
3. **Draft Summary by picks:** A report that breaks down draft pick by selection order.
4. **Draft Summary by teams:** A report that breaks down each teams selection results.
5. **Team Rosters:** Team Rosters, including all kept players.
6. **Undrafted players by alpha:** A list of players that went undrafted (in alphabetical order).
7. **Undrafted players by rank:** A list of players that went undrafted (in ranked order).
8. **Draft Board Grid:** Report that simulates the view of the "draft board" (only available for non-auction drafts).
9. **Draft Transactions:** Summary of all the in-draft trades that took place during the draft.
10. **Team-by-Team Rosters:** Team Rosters in full page format.

Reports can be sent straight to the printer (from the reports areas) or exported to HTML or CSV format.

When in HTML format, they can be read with nearly any Internet browser (i.e. Internet Explorer, Fire Fox, Netscape, etc.)

### **Important:**

In rare cases, Microsoft Vista users may have problems during the "Printing", as the Printer Dialogue can sometimes open up under the FanDraft software, making it hard to notice (and complete the print job). To get by this problem, click on the print icon, then minimize the FanDraft software. You will then see the Print Dialogue window where you can finish your print job.

## Export Report

---


### Export Reports


Reports can be sent straight to the printer (from the reports areas) or exported to HTML or CSV format.

When in HTML format, they can be read with nearly any Internet browser (i.e. Internet Explorer, Fire Fox, Netscape, etc.)


#### **To export a report:**

11. Select a report from the "**Available Reports**" drop-down menu

12. Select the  icon to export to HTML (web) format.

13. Select the  icon to export to CSV (MS Excel) format.



14. Select the  icon to send directly to your printer.

**Important:**

Microsoft Vista users may have problems during the "Printing", as the Printer Dialogue can sometimes open up under the FanDraft software, making it hard to notice (and complete the print job).

To get by this problem, click on the print icon, then minimize the FanDraft software. You will then see the Print Dialogue window where you can finish your print job.

## Import-Export Data

---

### Import / Export data

FanDraft allows for the importing and exporting of data files to and from other fantasy products.

To import/export data, either select "File > Import-Export", or click on the "Reports / Export data" menu, then select the "Import/Export data" tab.

For more information, see the "[Import-Export](#)" section in the "[Working with Files](#)" section.