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I Introduction

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1.1 About NHLView NG

NHLView NG is an editor of roster files for the NHL video game series from EA Sports ® on generation 3 consoles, Playstation 3 ® and Xbox 360 ®. The program allows you to edit player and team data from the comfort of your PC in a much more accessible fashion than the bulky in-game screens. The project's origin goes back to year 2000 when I created the first editor for NHL 2000 for PC. It looked something like this:

***						NHL	View		-	- □ ×
<u>F</u> ile <u>E</u> dit	<u>V</u> iew <u>H</u> elp									
🖻 🔻	🖬 🗠 🕺	b 6	- M	exh	ibitio	n rosters	-			
Players Te	ams Transacti	ions Scł	nedule							
F. Name	L. Name	ID	Pos	Team	^	Data Stats	Career Vear-by-Ye	ar Career		
Steve	Martins	474	С	OTT	•					
Chris	Mason	475	Ĝ	NAS		First Name Bi	ichard	Height	74 🚖 inch Draft Year	1991 🚖
Marguis	Mathieu	476	Ĉ	Waivers		First Name R	icnard	Height	174 Tinch Drart rear	1991 🚖
Christian	Matte	477	BW	BUF		Last Name M	atvichuk	Weight	200 🜩 Ibs Draft Posit	ion 8 🚖
Stephane	Matteau	478	LW	SJ				-		
Richard	Matvichuk	479	D	DAL		Position D	efenceman 🗾 💌	Birthdate	1973-02-05 🔟 🗆 Viso	r 🥅 Rooki
Brad Jamal	May Mayers	480 481	LW C	PHO STL		Jersey No. 24	4 🗲	Country	Canada	 Player II
Chris	McAllister	482	D	PHI		Charles II	<u>^</u>	Distante	E desenters Alberte	479
Chris	McAlpine	483	Ď	СНІ		Shoots Le	eft 🗾 🛨	Birthplace	Edmonton, Alberta	479
Dean	McAmmond	484	č	CGY		Prefered Shot S	lap 🗸	Photo/PBP	529	-
Mike	McBain	485	Ď	Waivers			-		J	
Bryan	McCabe	486	Ď	TOR		Experience 7	\$	InGame Face	529	-
Sandy	McCarthy	487	₿₩	NYB		Attributes			,	
Darren	McCarty	488	BW	DET		Speed	78 🜩		Face-offs	48 🚖
Alyn	McCauley	489	С	TOR		speed	/° 🔳		Face-ons	
Trent	McCleary	490	BW	Waivers		Acceleration	75 🜩		Aggressiveness	73 🚖
Shawn	McEachern	491	LW	OTT						
Daniel	McGillis	492	D	PHI		Agility	75 🚖		Checking	85 🜲
Marty	Molnnis	493	R₩	ANA		Balance	78 🗢		Endurance	87 🚖
Randy	McKay	494	R₩	NJ		Dalarice		Change		01 •
Jay	McKee	495	D	BUF		Shot Power	75 🔹		Intensity	75 🚖
Steve	McKenna	496	LW	NYR					-	
Jim	McKenzie	497	LW	NJ		Shot Accura	ncy 72 🚖	Terrelat	Toughness	77 🚖
Kyle	McLaren	498	D	BOS		Pass-Shot	6 🜲	Template	Leadership	77 🚖
Kirk	McLean	499	G	Waivers		r ass-priot			reauership	<u> </u>
Jamie	McLennan	500	G	Waivers		Passing	73 🗢		Offensive Awareness	64 🚖
Marty	McSorley	501	D	Waivers		-				
Scott	Mellanby	502	RW	STL		Stick Handlin	ng 72 🚖		Defensive Awareness	89 🚖
Jan	Mertzig	503	D	Waivers		Deflections	64 🜩		Overall	77 🚖
Eric	Messier	504	LW	COL	~	DenecuOris	04 💌		Overall	<u> </u>
Mark	Messier	505	C	NYB	¥					1

NHLView 2000

Over the next couple of years, the editor evolved and by release of NHL 2003, two more versions were released which were able to edit rosters up to NHL 2003. Back then, the game used *.dbf format for rosters which was substantially different from the one the game uses today.

Then, NHL 2004 came out and with it came the new roster format, called t3db. It became the new standard for databases used by EA games and has been used since in Madden, FIFA and NHL series all the way to 2014. It's in 2004 that the t3db engine powering today's NHLView NG was born. After months of work decrypting the format and its protections, NHLView 2004 came out as a complete rewrite of the initial editor. It went to serve the PC roster modders all the way till NHL 09, the last version released on PC. Since 2004, the roster format on PC hasn't changed that much. After all the work was done to allow users edit basic information stored in the roster database, there was a lot of time to add convenience features to NHLView over the years. By the time EA decommissioned NHL series on PC in 2009, NHLView allowed not only edit player data and attributes but also viewing player photos, listening to play-by-play files, mass editing attributes, importing/exporting player data in file and clipboard.

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<u>B</u>							NHL	/iew							×
<u>F</u> ile <u>E</u> dit	<u>V</u> iew <u>D</u> atak	oase <u>H</u> e	lp												
🗳 🖬 🛍	1 6 % 🖻	• B 6	Ma 🕇	a ta 🕅	-		M A								
Players Te	ams Transact	ions Viev	v Roste	ers											
F. Name	L. Name	ID	Pos	Team	^	Data	Year-by-Y	'ear Stats							
Shayne	Wiebe	7623	С	MTB											
Peter	Budaj	3289	G	MTL		First Na	ame	Mike		Height	5' 9)"	ft	Rook	ie
Mike	Cammalleri	426	С	MTL		Last Na	ame	Cammalleri		Weight	183	2 🛓	lbs	Visor	
Chris	Campoli	3294	D	MTL		Position	_	Cartes	~	Draft Year	200			- 130	
Erik	Cole	475	LW	MTL		Position	n	Center	•	Draft Year					
Mathieu	Darche	519	LW	MTL		Jersey	Number	13	▲ ▼	Draft Pos	49	▲ ▼		Visor St	/le
David	Desharnais	3904	С	MTL		Shoots		Left	~	Birth Date	19	79-06-08	15	Clear	
Rafael	Diaz	4905	D	MTL											
Lars	Eller	6404	С	MTL		Birth Ci	ity	Richmond H		Birth State	On	tario	*	Instan	œ
Alexei	Emelin	3226	D	MTL		Playe	r ID	426		Citizenship	Ca	nada	~	92	
Andreas	Engqvist	4225	С	MTL											
Hal	Gill	702	D	MTL		Attrib	outes Ide	ntity Team	Info Fre	e4All					
Brian	Gionta	704	RW	MTL		Over	rall	80	Passing	[72 ¦	Resi	st Penalties	86	
Scott	Gomez	717	С	MTL						l					
Josh	Gorges	3333	D	MTL		Spee	ed	82 🚔	Slap Sho	ot Power	80	Resi	st Injuries	94	
Andrei	Kostitsyn	3366	LW	MTL		Acce	eleration	81 🖨	Slap Sho	ot Accur.	82 ¦	Pote	ntial	84	•
Louis	Leblanc	7045	c	MTL		Agilit	tv	85 🚔	Wrist Sk	not Power	69	Pres	tice	87	
Andrei	Markov	1306	D	MTL					-			_	-	_	
Travis	Moen	1393	LW	MTL		Deki	ng Ability	83 🌲	Wrist Sh	not Accur.	84	Shoot	ot-Pass	4	-
Max	Pacioretty	537	LW	MTL		Balar	nce	81 🌲	Hero Ra	ting	84	Pass	-Carry	1	
Aaron	Palushaj	3548	RW	MTL		D	Control	80 🚖	-	iveness			nse-Offen	se 12	
Tomas	Plekanec Price	1605 5153	C G	MTL MTI		PUCK	Control						inse-orren:	9C 12	•
Carey		5153 1876	G D	MIL		Endu	urance	82 🚔	Checkin	g	77 ¦	▲ ▼			
Jaroslav Frederic	Spacek St. Denis	1876 3867	D	MIL		Face	offs	72 🚔	Toughn	ess	69	Fight	tina N	lever	~
Prederic P.K.	St. Denis Subban	3867 5549	D	MTL	~					[· [•
E.N.	Subban	2249	0	PHIL											

NHLView 2004

Along came the new generation consoles and EA decided to stop producing NHL series on PC. Moreover, the consoles came in protected by advanced security schemes that made it initially impossible edit the rosters. While it was possible to view the roster files, any attempt to modify them triggered checksum validation errors. Still, the fact that viewing the roster database wasn't prohibited made it possible the continuing development of t3db engine ever since NHL on PS3 and XBox360 came out. It was not until 2013 that enough progress was made in decrypting PS3 security algorithms and made it possible for NHLView NG to finally be able to write the roster files in a format accepted by the consoles.

While the interface of NHLView NG resembles its predecessors, it is yet another complete rewrite due to the fact that the structure of console roster files is different enough from PC roster files even though both still use t3db database format. As such, none of those great convenience features that accumulated in NHLView for PC are available in the current version of NHLView NG. As a young program it currently only offers basic editing functionality, but the hope is that with time additional features will be added. Moreover, it is bound to have bugs in the early going, so if you are handling the files that you do not want to lose, please make a BACKUP in order for them not to become irreversibly corrupted. Every effort is made to avoid these situations, but should it happen - remember: this program is offered for use at your own risk. Please be patient and do help by reporting the bugs you encounter. The best way to report a bug is to register and post it in NHLView NG forum.

Because NHLView on PC is obsolete due to NHL series not being released on PC anymore, this documentation will sometimes refer to NHLView NG as simply NHLView.

1.2 System Requirements

NHLView NG does not require a monster system to run. You should be able to get away with just about any computer running Windows 10 32-bit. More processor cores will help opening the rosters faster but only to a certain extent. There will probably not be much noticeable difference after 6 cores. More recent games have larger rosters so require a bit more power and RAM to open. Ul is designed to work in as 800x600 although it would probably be more comfortable with a bit more pixels.

1.3 Installation

Simply extract the contents of NHLView NG archive to some designated location. Make sure that all the files from the archive are extracted, they are all required to be present in NHLView NG folder for proper operation of the program. Optionally, create a shortcut to the executable nhlviewng.exe on your desktop.

To preview player portraits and appearance, you can download an optional archive with the assets. The NHLView NG download page offers archive with assets for each supported game. It is not necessary to download all asset archives, just the ones whose rosters you are planning to use. Each asset archive will contain the "assets" folder. Extract it in the same directory as nhlviewng.exe.

If you are having trouble viewing the NHLView NG help file, please try to unblock the file "nhlviewng.chm" using the following instructions:

- o Right-click on "nhlviewng.chm" and select "Properties" from the popup menu.
- If at the bottom of the properties window you see the following message: "This file came from another computer and might be blocked to help protect your computer", click on the "Unblock" button that is in the bottom right of the properties window.

1.4 Getting Started

1.4.1 PS3

NHLView NG supports native opening of PS3 save games containing NHL rosters. Follow the instructions below to get started:

- Put a USB key in PS3, open Save Game Data Utility and copy the roster file from PS3 hard drive onto the USB key. There will be a lot of different save game types when you browse the PS3 hard driver. NHLView NG only supports the save games of type Roster at this time.
- Insert the USB key in the PC, launch NHLView NG and press "File/Load PS3 Save..." command. A window will open prompting to select the directory of the PS3 save directory. Browse to the USB key and select the directory of the save game created by PS3. It is typically located in "PS3/<BL(U or E)SXXXXXX>/<SAVEGAMENAME>".
- After a relatively long loading process (please be patient), NHLView NG will open the rosters and you will be able to make the changes.
- When finished, click on the "File/Save" command. NHLView NG will automatically save the modifications on the USB key.
- Finally, insert the USB key in PS3, open Save Game Data Utility and transfer the modified roster from the USB key to the PS3 hard drive. Then launch the game and load the rosters. Note that NHLView NG does not update the save game time stamp so when loading the roster you will see the date when it was created, not when it was modified by NHLView NG.

1.4.2 XBox 360

NHLViewNG does not natively support XBox 360 save games; however, the structure of the roster file inside XBox 360 save games is exactly the same as on PS3. So by extracting the roster file manually you are able to edit it in NHLView NG. Native support for XBox 360 saves is planned in future versions.

The following process for editing XBox 360 has been described to work, although I have not tested it because I do not have XBox 360:

- Download and install Horizon: <u>https://www.wemod.com/horizon/</u>
- Format a USB key using XBox 360 OS and copy the save file you want to edit on this USB key. Note that at this time, NHLView NG only supports editing exhibition rosters; you are not able to edit league saves yet.

- Insert the USB key in the PC and launch Horizon as Administrator. On the "Tools" tab of Horizon's main window there is a pane called Device Explorer. Expand it to see the contents of the USB stick. Look through the hierarchy of files until you find the file whose name resembles "ROSTER YYYYMMDDhhmmss". Select this file in Horizon, and press "Extract Selected File". Save the file to some known location on your hard drive. It is recommended to give the file ".CON" extension because you will be dealing with several files with similar names. So to avoid confusion, distinguish them by an extension.
- Still in Horizon's "Tools" tab, go to "Package Manager". Open the saved ".CON" file. Now switch to the "Contents" tab of the "Package Manager", you should see one entry in the contents list. Extract this file side by side with the ".CON" file, but assign it ".DB" extension.
- You are now ready to open the roster in NHLView NG. Do not close Horizon though as you will need it to repackage the modified ".DB" file. Launch NHLView NG and use "File/Open XBox 360 Save..." command to browse to the saved ".DB" file. After a relatively long loading process (please be patient) you should be able to edit the roster.
- When you are done editing, use "File/Save". NHLView NG will write the changes back to the ".DB" file. Now it's time to return to Horizon.
- Still in "Package Manager", right-click on the entry you previously extracted and select "Replace...". Browse to the modified ".DB" file to make the replacement. Now press "Save, Rehash and Resign". This will update the ".CON" file.
- Now switch back to "Device Explorer" in Horizon. Right-click the file "ROSTER YYYYMDDhhmmss" and press "Delete". Now press "Inject New File" and browse for the modified ".CON" file to complete writing the data onto the USB key.
- Finally put the USB key in the XBox 360 and load the modified roster.

II User Interface

2.1 Main Window

Upon launching NHLView NG you will see an empty window with only the menu, the toolbar and the status bar.



NHLView NG Main Window

The contents of the window will shown once the roster is opened. The status bar is used to display the progress of an operation as well as to display informative hints where applicable. If you mouse over a control that has additional information, it will be displayed in the status bar.

The main menu and the toolbar offer ways to load and save the rosters, as well as perform various operations when rosters are loaded. When the command is greyed out, it is because the roster is not loaded or the command is not applicable to the current selection.

Here is a brief summary of the commands in the main menu:

File Menu

Open - Opens a roster file stored in plain t3db database. You will most likely never need to use this command because t3db database of the roster file is usually packaged in container file of the particular console.

Open PS3 Save - Opens the roster file stored in PS3 container format. See <u>Getting Started: PS3</u> for more details.

Open XBox 360 Save - Opens the roster file extracted from the XBox 360 CON-file. A third-party tool, such as Horizon is required for extraction. Refer to <u>Getting Started: XBox 360</u> for information on opening XBox 360 files.

Save - Enabled when the opened roster has modifications, this command saves those changes. The changes are saved in the same file as the one that was opened.

Close - Closes the currently opened roster without saving modifications, though you will be prompted to save the changes before closing in case you accidentally pressed on this command.

Exit - Exit NHLView NG, discarding the current changes if relevant. Again, you will be prompted to save if there are unsaved modifications.

Database Menu

US Unit System - Display and edit height and weight in feet and pounds respectively.

Metric Unit System - Display and edit height and weight in centimeters and kilograms. Note that the game stores the values in US unit system which means that metric values are rounded. So it is possible that two or three metric units will be stored as the same US unit. For example, 187, 188 and 189 cm will be stored as 6' 2" which means that when NHLView converts it back to cm, you will always see 188 cm. There is no way of preserving the height in cm exactly because of 2.54 cm gap between two inches.

Create Player - Display a dialog allowing to insert a new player in the roster. The created player behaves just like a built-in player, so it does not have customizable appearance. Once the player is created, it cannot be deleted. It is recommended to save the roster before using this function, because if something fails the roster may become inconsistent.

Adjust Attributes - Display a dialog allowing to bulk modify up to 10 skater or goalie attributes. The bulk modification does not save the roster but there is no undo functionality. So the only way to revert changes is to close the roster and reload. It is therefore recommended to save the roster before using this functionality.

Find - Search for a string in the list of the currently active tab. When the string is found in any of the columns of the list, the corresponding entity is selected. This command is available on Players, Teams and Arenas tabs.

Error Log - The roster file might not be consistent and sometimes NHLView NG has to decide how to handle the unexpected data it reads while loading the database. For example, it's possible that player's attribute information is missing. In this case, NHLView NG has to modify the database while loading in order to insert the missing record. The Error Log shows all inconsistencies where NHLView NG modified the database to recover from unexpected data. Note that despite its name, messages in Error Log correspond actually to corrections from which NHLView was able to recover. So these are "good" errors. It's possible that roster file is corrupted to the point that NHLView NG cannot load it. In this case, the loading will be aborted entirely and you will see a single error message in the main window.

Help Menu

User's Guide - Display the table of contents of this help file.

Help For Selection - Display the topic of this help file that best describes the currently selected control in the main window. The same can be achieved by pressing F1.

About - Display version and credits information.

2.2 Players Tab

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The player's screen is where you are likely to spend the most of your time. It looks something like this:

👜 NHLView N	1G									—		×
le Database	Help											
• ♣ 🎯 🗔		<mark>Ф</mark>										
ayers Teams	Arenas Transact	ions										
First Name	Last Name	Pos	ID	Team	^	Personal Data	Appearance	Career Da	ata Attributes			
Alexander	Semin	RW	15	WSH								
Mike	Green	D	16	DET		First Name	Evgeni		Height	6' 3"	÷ f	t
Mike	Green	D	16	WSH		Last Name	Malkin		Weight	195		bs
Shane	O'Brien	D	17	POR		Position	Center	~	Birth Date	1096	07-31	
Ryan	Shannon	RW	18	ZSC								-
Phil	Kessel	RW	19	PIT		Handedness	Left	~	Birth City	Magni	togorsk	
Phil	Kessel	RW	19	WES		Player ID	35		Birth State	Russia	а	~
Phil	Kessel	RW	19	USA		Instance ID	31		National Team	Russia		,
Travis	Zajac	С	22	NJ CV		Instance 10	31		Nadonar ream	Russi		
Roman	Polak	D	23	TOR		_						
Keith	Yandle	D	25	NYR		Flags						
Scott	Feser	LW	26	RE		✓ Active						
Samuel	Blier	С	32	CHIC								
Adam	Burish	RW	34	Fr								
Evgeni	Malkin	С	35	PIT								
Evgeni	Malkin	С	35	EAS								
Evgeni	Malkin	С	35	RUS								
Evgeni	Malkin	С	35	PIT								
Alexander	Radulov	RW	37	RUS								
Nate	Thompson	LW	38	ANA								
Janis	Sprukts	С	39	LAT								
Janis	Sprukts	С	39	FRI								
Mike	Blunden	RW	42	SYR								
Dave	Bolland	С	43	FLA								
Ryan	Bayda	LW	44	STR	\mathbf{v}							

NHLView NG Players Tab

The list on the left shows all the players on every team in the database. The panel on the right displays the data for the selected player. As you can see on the screenshot above, the same player can exist on multiple teams. In our example, Evgeni Malkin exists on Pittsburgh Penguins, Eastern All-Stars, Russia and Pittsburgh Penguins Winter Classic Team. This concept is called player instancing and is one of the key concepts to understand when editing players and making transactions. There is only one player definition, so when you edit the data in the right panel for the selected player, the changes will be made to all instances of this player. However, individual instances of the player on each team can have differing values for certain fields such as jersey number, captaincy or player style. The fields that can be edited per team are not located on players tab. Instead, they can be changed in the Line Editor.

When you select a player in the players list, the lists on other tabs are synchronized. Taking the same Evgeni Malkin example above, this means that when you switch to the Teams tab, Pittsburgh Penguins will be selected, Evgeni Malkin will be selected in Line Editor and Pittsburgh Penguins arena will be selected on Arenas Tab.

Note: the screenshot above shows the fields for NHL 16 roster. Not all the fields are available in every NHL game. When opening the roster from another year, the screen might appear slightly differently.

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2.2.1 Personal Data

This page regroups the general information fields:

Personal Data A	ppearance Career Da	ata Attributes		
First Name Last Name Position Handedness Player ID Instance ID	Evgeni Malkin Center Left 35 34	Height Weight Birth Date Birth City Birth State National Team	6' 3" → ft 195 ◆ lbs 1986-07-31 ▼ Magnitogorsk Russia ▼ Russia ▼	
Flags	,		,	
Active				

Player Personal Data

Most fields are self-explanatory so only the particularities will be documented below. The description is for fields of NHL 14 which might differ or not exist at all in previous versions of the game:

Position - Determines the player's position. A skater cannot be changed to a goalie and vice versa. Moreover, player style is dependent on position. So if you change a defenseman to a center, his player style will change.

Player ID - Unique identifier of the player in the database. All player instances will have the same identifier. This value is read-only.

Instance ID - Identifier of the currently selected player instance. Whenever a player is copied to another team, a new instance is created with a globally unique identifier. This value is read-only.

Height/Weight - Depending on the unit system selected in the main menu, you may edit player's height and weight in feet/inches and pounds or in centimeter and kilograms.

Birth State - The country/state where the player was born.

National Team - The country for which the player plays in international competitions.

Flags

Active - This flag signals to the game whether a placeholder player is activated or hidden. Placeholder slots are used by in-game Create A Player mode. Until the player is created, the slot contains no data and is not active. Inactive placeholders are shown with a different color in the players list. This flag has no effect on built-in players. NHLView will automatically activate a placeholder player when he is moved to a team on the <u>Transactions</u> tab. Moreover, it is impossible to deactivate a placeholder player until he is present on at least one team. Only placeholders in Hidden Pool can be deactivated.

Player Creation

You may create new players by using "Database/Create Player..." command from the menu. This will show the following dialog:

Create Player		\times
Position © Skater © Goalie	Player ID 1 The search for the next free ID will start from the specified number	
	OK Cancel Player Creation	

Please note that this feature is not very well tested and modifies the database in a way the game may not expect. It is therefore advisable to make a backup copy of the roster before using this functionality.

You need to choose whether you want to create a skater or a goalie and optionally assign an ID to the player. After clicking OK, NHLView will search for the next available ID equal to or greater than the ID chosen above. If player creation is successful, the newly created player will be highlighted player's list. Please note that you will still need to use in-game Edit Player function to adjust the player's equipment because NHLView currently does not support equipment editing and will assign invalid values to the new player. If you do not assign the equipment in the game, the player may have various graphical glitches.

2.2.2 Appearance

On this page, the player's physical appearance information can be previewed and modified:

Personal Data Appearance Career Da	ata Attributes
Portrait ID Has Portrait 1325 Audio ID 1325 Eye Color 2 - Brown ▼	
Head Type Modeled Generic Skin Color 1 - White 1 Head ID 1325	

Player Appearance

The default distribution of NHLView does not come with any graphical assets, so previews will not be available. However, you can download complimentary graphical assets for each supported version of the game on NHLView website.

Portrait ID/Has Portrait - Player photos are assigned an identifier in the game. It is possible that the identifier is assigned but the physical file with this photo does not exist. In such situations, the flag Has Portrait is unchecked and the game ignores the identifier value. The drop-down list shows all the default photo IDs (generated from the default roster), sorted alphabetically by player's name. In addition, if assets are available, the list will show all the photo IDs for which the image is available even if no player in the default roster had this photo.

Audio ID - Identifier for the player's play-by-play name. The drop-down lost shows all the default audio IDs (generated from the default roster), as well as custom last names offered by in-game Create A Player mode.

Head ID - Identifier for the game face of the player. Values below 10000 represent actual 3D modeled faces, 10000+ represent generic heads, 20000+ represent custom heads. Future versions of NHLView will have the drop-down filled with user-friendly descriptions. Until then you have to change the value somewhat randomly and test how the player looks in the game.

Head Type - Select how to customize the player's 3D head. Three types are available: Modeled, Generic and Custom.

- o Custom is only available for placeholder players used by in-game Create A Player mode. In this mode, all elements of player's face are customizable, although NHLView currently only supports Skin Tone and Head Shape. Additional attributes, such as hair color, eyebrows, etc will be available in future versions.
- Generic head is the most common type. Each version of the game comes with 100-200 generic faces and most of the players use one of these faces. Such head ID automatically assigns the skin color so the option to select the skin color is not available for generic heads.
- o Modeled heads only usually exist for a few select players. The drop-down list shows all the default head IDs (generated from the default roster).

Skin Color/Tone - Skin color determines how hands and other exposed body parts are rendered. Skin Tone only affects players with a Custom head type. Even though the preview of the head will show a single skin tone for a custom Head ID, any tone can be assigned and will work properly for any custom head. The textual descriptions for skin tones are not currently available.

2.2.3 Career Data

This page contains fields related to player's hockey career:

Personal Data	Career Dat	Attributes		
Jersey Numb	er 71			Rookie (NHL)
Main Team	Pit	tsburgh Pengu	ins® 🗸	Rookie (AHL)
Junior Team	N/	N/A		Rookie (CHL)
Year UFA	20	2013		
Draft Informa	ation			
Draft Team	Pit	tsburgh Pengu	ins®	~
Draft Year	20)4	-	
Draft Round	1		-	
Draft Pos	2			
Pro Contract				
Pro Team	Pit	tsburgh Pengu	ins®	¥
Cap Hit	95	00000		Two-way
Length	9			✓ Multi-year
Status	Sig	ned/Restricted	d ∨	✓ Re-entry Waivers
Contract Exte	ension			
Cap Hit	0		•	Two-way
Length	0		-	

Player Career Data

The fields pictured in the screenshot above are for NHL 14. The previous versions of the game do not have the same fields.

Jersey Number - Player's favorite number. This number will be used when player is placed in Free Agents. Changing this value does not affect the jersey number of the selected player instance on his team. To change the number on the team, use the <u>Line Editor</u>.

Main Team - A player may be present on several teams. Main Team determines the team that is considered the player's principal team. Normally NHLView NG automatically updates this value when player is moved from team to team, but in case the value is incorrect, you have the possibility of changing in manually.

Junior Team - The last junior team of the player. NHLView NG will automatically update this value when a player is traded within junior leagues.

Year UFA - The year player becomes an unrestricted free agent. Normally this happens at 27 years old, but it can happen earlier if player completed 7 professional seasons before that age. NHLView NG does not update this value automatically, so if you change the birth date of the player also adjust this value.

Rookie Statuses - The rookie checkboxes determine whether the player is considered a rookie in a particular league (NHL, AHL, Junior Leagues)

Draft Information - When and by whom the player was drafted. If player is undrafted, put 0s in all the fields. Note that the draft year exceeding the current year of the game might not be correctly understood by the game. Also, for undrafted players in junior leagues it's possible to specify only the draft year. In this case, it will signify the year of draft eligibility for the player in Be a GM mode.

Pro Team - NHL team owning the rights to the player. This will determine the depth chart of the team in Be a GM mode. Note that Pro Team should only be set when Contract Status is "Signed/Restricted". NHLView NG will automatically update this value when player is traded within NHL, but you may change the value manually.

Cap Hit/Length - NHL contract parameters. For drafted junior players without a contract, put 0s in these fields.

Status - If player is a restricted free agent, has been drafted by an NHL team or has an NHL contract this value should be "Signed/Restricted". If the player is an unrestricted free agent, this value should be "Unrestricted". The value of this field should be kept in sync with "Pro Team".

Contract Flags - Determines particularities of the contract (two-way, multi-year, etc.). It is unknown at this point how the game uses these values.

Contract Extension - Determines the next contract of the player in Be a GM mode. If extension is not present, specify 0s in all the fields.

2.2.4 Attributes

The attributes page displays the fields that affect player's in-game performance as well as simulated game stats.

Personal Data Career D	Data Attribute	s			Personal Data	Career Dat	ta A	Attributes				
Overall (calc.)	0	Fighting	Never	*	Overall (calc.))		Fighting	Never		~
Overall	92	Default Style	Playma	ker 🗸 🗸	Overall	1	32		Default Style	Hybrid		~
Speed	89 🚖	Checking		85 🚖					Paddle Down	• Yes		,
Endurance	90 🚖	Puck Control		93 🚖	Glove Side Low	ı 8	85	*	Glove Side High		85	-
Passing	93 🚖	Slap Shot Powe	r	93 🚖	Stick Side High	8	85	*	Stick Side Low		85	-
Slap Shot Accuracy	91 🌲	Wrist Shot Powe	er	90 🚔	Five Hole	8	35	*	Speed		85	-
Wrist Shot Accuracy	93 🌲	Agility		89 🚖	Agility	8	35	-	Consistency		1	-
Strength	90 🚖	Acceleration		89 🚖	Poke Check	8	86	-	Endurance		85	-
Balance	90 🚖	Face-offs		70 🚖	Breakaway	8	35	-	Rebound Contro	d	84	-
Durability	87 🚖	Deking		93 🚔	Shot Recovery	, 8	86	*	Poise		80	-
Aggressiveness	85 🚖	Poise		85 🚖	Passing	8	86	*	Angles		85	-
Deflections	94 🌲	Shot Blocking		82 🚔	Puck Play Freq	uency 8	85	•	Aggressiveness		86	-
Off. Awareness	93 🌲	Def. Awareness	;	85 🚔	Durability	8	85	*	Vision		86	-
Discipline	70 🚖	Toughness		75								
Stick Checking	88 🌲	Defence-Offence	e Bias	11 🚔								
Pass-Carry Bias	9 🌲	Shoot-Pass Bias		9 🚔								
	Skater	Attributes					Go	oalie At	tributes			

The attributes available in each version of NHL differ vastly. NHL 14 does not have the same attributes as NHL 09. Most of the attributes that can be edited correspond to the same ones that are available in the game, but there are also attributes that the game does not show and the attributes that exist in game but NHLView NG does not yet support.

Overall - The overall formula used by the game is quite complex and depends on a number of factors such as position and player style. NHLView NG does not currently know how to calculate the overalls. NHL 13+ store the overall value of a player in the roster file, while the previous versions of the game calculate it on the fly. For this reason, NHLView NG will always show 0 for overall when rosters from previous years are opened. There are two Overall values, calculated and current. Calculated value is the value that takes into account the modifications made to the attribute values. Since NHLView NG does not yet know the overall formula, this value is always 0. The value below the calculated overall is the actual overall stored in the roster. When you change attributes, NHLView NG is currently unable to correspondingly update the overall; however, when you load the roster and re-save it with the game, the changed overall is saved in the roster and will be shown by NHLView NG next time the roster is loaded.

Default Style - Much like the jersey number, the player's style may differ from one team to the other. Default Style determines the style that is applied to the player when he is a Free Agent and is signed to a team. To edit the style of the selected player instance, use the <u>Line Editor</u>. NHLView NG will also automatically apply the change in the default style to all the instances of the player that had the previous style. For example, if Evgeni Malkin is a Playmaker for Pittsburgh and All-Stars but is a Scorer for Russia, then changing his default style to Two-Way Forward will change his style for Pittsburgh and All-Stars but not for Russia.

Skater Bias Attributes - Bias attributes are hidden in the game but can be edited with NHLView NG. It is unknown whether they affect in-game A.I., but it is certain that they are used by the game to simulate player statistics in a season.

Goalie Paddle Down - The effect of this attribute is unknown

Bulk Attribute Modification

Rather than modifying individual attribute values, it's possible to apply bulk modification to up to 10 attributes. To do so, use "Database/Adjust Attributes..." command. This will show the following dialog:

tope			Apply
Position			Apply
All Skaters	<u>C</u> ancel		
League			
AHL		~	
Team			
All Teams Note: If a player's inst attribute change will af	ance is copied in multipl fect all the instances.	e teams, the	
Note: If a player's insta attribute change will af perations	fect all the instances.	\sim e teams, the	
Note: If a player's insta attribute change will af	ance is copied in multipl fect all the instances. Delta	ve teams, the	
Note: If a player's insta attribute change will af perations	fect all the instances.	Unit	
Note: If a player's insta attribute change will af perations Attribute	fect all the instances.	Unit	X
Note: If a player's insta attribute change will af perations Attribute Speed	Delta	Unit	X

Bulk Attribute Adjustment

In it's basic form, attribute adjustment consists of selecting one or more **Attribute** to modify, then specify the amount by which to change the current value. This **Delta** can be specified as an absolute number of points or as a percentage from the current value. To decrease the current value of the attribute, a negative delta value should be specified. If the resulting attribute value is outside the range of possible attribute values, then the minimum/maximum value will be used.

Moreover, it's necessary to choose the **Scope** of attribute adjustment. By default, the modifications will affect only the currently selected player. However, it is possible to use a broader range, by selecting for example **All Skaters** or specific positions. In addition, it is possible to target a specific **League** or a specific **Team**. The league/team selection is complimentary to the **Position** scope. So it is possible for example to apply bulk modifications to only defensemen in a specific league. Since attributes of skaters and goalies are different, it is not possible to do bulk modifications to both at the same time. There is also a maximum limit of 10 attributes per operation.

2.3 Teams Tab

The team's screen is very similar to the player's screen. There is a list of teams on the left and a panel to edit the selected team on the right:

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ile Da	tabase Help				
3 🕹	۵ 🖬 📫 🙆 🖸	1			
Players	Teams Arenas Transaction	ns			
Abbr	Name	ID	^	Data Lines	
ANA	Anaheim Ducks®	0		Naming	Flags
WPG	Winnipeg Jets™	1		Naming	riags
BOS	Boston Bruins®	2		Full Name	Active
BUF	Buffalo Sabres®	3		Montreal Canadiens®	
CGY	Calgary Flames®	4			
CAR	Carolina Hurricanes®	5		Short Name	
CHI	Chicago Blackhawks®	6		Montreal	
COL	Colorado Avalanche®	7		Abbreviation	
CBJ	Columbus Blue Jackets®	8		MTL	
DAL	Dallas Stars™	9		MIL	
DET	Detroit Red Wings®	10		Arena	
EDM	Edmonton Oilers®	11		Bell Centre ® (15) ~	
FLA	Florida Panthers®	12			
LA	Los Angeles Kings®	13			
MIN	Minnesota Wild®	14		League	Team Relations
MTL	Montreal Canadiens®	15	0	League	AHL Affiliate
NSH	Nashville Predators®	16		NHL	St. John's IceCaps
NJ CN	New Jersey Devils®	17		INFIL V	St. John's receaps
NYI	New York Islanders®	18		Conference	Rival Team
NYR	New York Rangers®	19		Eastern 🗸	Boston Bruins® ~
OTT	Ottawa Senators®	20			
PHI	Philadelphia Flyers®	21		Division	Second Rival Team
PHX	Arizona Coyotes®	22		Atlantic \checkmark	N/A 🗸
PIT	Pittsburgh Penguins®	23			
STL	St. Louis Blues®	24	\sim		

NHLView NG Teams Tab

Unlike the player's tab, team's tab does not currently offer a lot of information to edit. Even the fields that are editable should be changed with caution because a lot of information about the team is actually hardcoded in the game. For example, while it is possible to change the team's league, the game hardcodes the number of teams in each league so it makes little sense modifying this value. Future versions of NHLView NG will allow to edit more useful information such as strategies, coach, team art but for now you will spend the most time on the Teams Tab in the Line Editor.

The lists on the Teams tab are synchronized with the Players and the Arenas tab. This means that if you select a team and then select a player on this team in the Line Editor, the same player will be selected in the Players tab while team arena will be selected on the Arenas tab.

NHLView NG creates two special entries in the team list. These are virtual teams and do not have data or lines like the other teams. They are Free Agents and Hidden Players. Free Agents contain the list of players in free agents pool. Hidden Players contains the list of players that are not assigned to any team nor are they free agents. Such players are effectively invisible in the game.

2.3.1 Team Data

Team Data page displays the basic information about the team:

laming	Flags
Full Name	Active
Pittsburgh Penguins®	
Short Name	
Pittsburgh	
Abbreviation	
PIT	
Arena	
CONSOL Energy Center (23)	•
·	
eague	Team Relations
League	AHL Affiliate
NHL	Wilkes-Barre/Scranton Penguins
Conference	Rival Team
Eastern	Philadelphia Flyers®
Division	Second Rival Team
Metropolitan	▼ N/A ▼
1	

Team Data

Naming - While you may edit the name of the built-in teams, it is not very useful. This is because the game displays images instead of texts in certain screens so even if the team's name is changed in the roster, the image will still contain the old name. It is only useful to edit naming information for placeholders of user-created teams.

Arena - Earlier releases of the NHL series featured one arena per team. So even if two teams used the same arena, one has to modify the data for each of them separately. Starting with NHL 13, arenas are reused. So the All-Star team, the NHL team and the National team may all use the same arena. The drop-down for selecting which arena the team uses is therefore disabled when a roster from the older versions of NHL is opened, but in NHL 13 and newer it is possible to select in which arena the team plays. Changes made to the arena on the Arenas Tab will be applied to all teams using the selected arena.

League - As explained in the <u>introduction to team editing</u>, it makes little sense in editing the league information of the team because league composition is hardcoded in the game.

AHL Affiliate - Allows to modify the AHL affiliate of an NHL team. A player who is moved in <u>Transactions</u> screen from an NHL team to its AHL affiliate will not have the <u>Pro Team/Status</u> fields updated by NHLView.

Rival Teams - Depending on the version of the game, you may set the rivals for the current team. Rivals must be chosen from teams in the same league. The effect of this field in the game is currently unknown. **Active Flag** - Denotes whether a user-created team is visible in the game. This checkbox has no effect on the built-in teams.

Team Creation

It is not possible to create a new team with NHLView NG. However, you may activate and edit the placeholders that the game uses for user-created teams.

2.3.2 Line Editor

The Lines page displays the current lines assignment of the selected team and allows to edit some perinstance player information such as jersey number and style:

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le Da	tabase Help												
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layers	Teams Arenas Transactio		♠ Dat	a Lines									
Abbr	Name	ID	^ Dat										
ANA	Anaheim Ducks®	0		bearing circ 1	^ s	cratch <u>J</u> ersey N	lumber <u>C</u> aptair	ncy Playe	er <u>S</u> tyle				
NPG	Winnipeg Jets™	1		LW Chris Kunitz				-		er. 1		-	
BOS	Boston Bruins®	2		C Sidney Crosby		lo. F. Name	L. Name	Pos	Overall	Style	Status	Cpn	4
BUF	Buffalo Sabres®	3		RW Phil Kessel		9 Beau	Bennett	RW	81	SNP	Dressed		
GY	Calgary Flames®	4	1 Y	 Scoring Line 2 LW David Perron 	2	8 Ian	Cole	D	82	TWD	Dressed		
CAR	Carolina Hurricanes®	5		C Evgeni Malkin	8	7 Sidney	Crosby	С	96	PLY	Dressed	С	
HI	Chicago Blackhawks®	6		RW Patric Hornovist	8	Brian	Dumoulin	D	74	TWD	Scratched		
OL	Colorado Avalanche®	7			9	Pascal	Dupuis	RW	85	TWF	Dressed		
BJ	Columbus Blue Jackets®	8		W Kevin Porter	2	Tim	Erixon	D	77	TWD	Scratched		
AL	Dallas Stars™	9		C Brandon Sutter	2	9 Marc-A	Fleury	G	87	HYB	Dressed		
DET	Detroit Red Wings®	10		RW Pascal Dupuis	7	2 Patric	Horngvist	RW	84	SNP	Dressed		
DM	Edmonton Oilers®	11			8	1 Phil	Kessel	RW	90	SNP	Dressed		
LA	Florida Panthers®	12		LW Scott Wilson	1	4 Chris	Kunitz	LW	85	TWF	Dressed	Α	
A	Los Angeles Kings®	13		C Bryan Rust	5	8 Kris	Letang	D	88	TWD	Dressed		
IN	Minnesota Wild®	14		RW Beau Bennett	1	2 Ben	Lovejoy	D	81	TWD	Dressed		
ITL	Montreal Canadiens®	15		Defencemen 1	3	Olli	Maatta	D	84	TWD	Dressed		
ISH	Nashville Predators®	16		D Olli Maatta	7	1 Evgeni	Malkin	С	92	PLY	Dressed	Α	
13	New Jersey Devils®	17		D Kris Letang	3	9 David	Perron	LW	85	TWF	Dressed		
IYI	New York Islanders®	18		Defencemen 2	1	5 Kevin	Porter	LW	77	TWF	Dressed		
IYR	New York Rangers®	19		D Derrick Pouliot	5	1 Derrick	Pouliot	D	73	OFD	Dressed		
π	Ottawa Senators®	20		D Ben Lovejoy	3	6 Brvan	Rust	c	73	TWF	Dressed		
HI	Philadelphia Flvers®	21	×	Defencemen 3	4		Scuderi	D	83	DED	Dressed		
нх	Arizona Covotes®	22		Rob Scuderi		6 Brandon	Sutter	c	83	TWF	Dressed		
п	Pittsburgh Penguins®	23		D Ian Cole		3 Scott	Wilson	LW	69	TWF	Dressed		
TL.	St. Louis Blues®	24	. X	5-on-4 Powerplay Line 1		aters (d/s): 18/2							

Team Lines Editor

The Line Editor Screen further sub-divides the Teams Tab into the Lines Tree and the Roster List. On top of the Roster List, there are commands that allow you to dress or scratch the currently selected player, change his jersey number, captaincy or style. At the bottom of the Roster List, a count of dressed and scratched skaters and goalies is displayed, along with the total number of players on the roster. Each team also has a maximum number of players it can have on the roster. This number is different for each version of NHL. In NHL 14, a team may have up to 40 players on the roster. This maximum is also displayed at the bottom of the Roster List.

To edit team lines, follow the following procedure:

- Select the slot where you want to assign a player in the Lines Tree.
- Select the player you want to assign to the chosen line slot in the Roster List. The selected player will be bolded in the Lines Tree in every slot he is already assigned.
- Double-click on the player to assign him to the selected line slot. If the player is already present on the same line, he will swap slots with the player in the selected slot.

- If you double-click on a scratched player, he will be automatically dressed and will replace the player in the selected line slot as well as in all the other slots occupied by the same player.
- Scratching a player will empty the line slot.

2.4 Arenas Tab

Just like Players and Teams tab, Arenas tab offers a similar interface with the list on the left and the editing panel on the right:

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File Database Help												
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Players Teams Arenas Trans	actions											
Name	ID	^	Data									
Honda Center	o		Naming									
MTS Centre	1		-									
TD Garden	2		Arena Name									
First Niagara Center	3		Bell Centre ®									
Scotiabank Saddledome™	4		Location									
PNC Arena 5												
Chicago Arena	6		Montreal, QC									
Pepsi Center	7		Dimensions									
Nationwide Arena ® 8			NHL ×									
American Airlines Center ®	9		141L									
Joe Louis Arena ™	10											
Rexall Place ™	11		Attendance									
BB&T Center	12											
Staples Center ™	13		Capacity									
Xcel Energy Center ™	14		21273									
Bell Centre ®	15	ļ.,	Attandana Barantan									
Bridgestone Arena	16		Attendance Percentage									
Prudential Center	17		97									
Barclays Center®	18											
Madison Square Garden	19											
Canadian Tire Centre	20											
Wells Fargo Center	21											
Arizona Arena	22											
CONSOL Energy Center	23											
Scottrade Center®	24	\mathbf{v}										

NHLView NG Arenas Tab

There is not a whole lot of interesting fields available for editing on the arenas tab. You may edit the name for arenas which have generic names due to licensing issues. You may also modify the capacity and whether the arena uses NHL or International dimensions.

Prior to NHL 13, each arena is assigned to a single team so when you modify the properties of the arena, only that team is affected. Since NHL 13, the same arena may be used by multiple teams (for example NHL team and an All-Star team). When you make the change to the arena, all the teams using this arena will be affected.

2.5 Transactions Tab

To move the players from team to team, Transaction Tab is used:

	View NG												-		>	
e Dat	abase He	lp														
	ا 🖬 🍪	- 6	С													
			•													
yers	Teams Ar	enas Transad	tions													
NHL ~ Montreal Canadiens® ~							\sim	AHL							~	
							\sim	St. Jol	hn's IceCap	c						
Monu		ISW					*	51, 30	nns icecap	5					~	
No.	F. Name	L. Name	Pos.	Ovr.	Style	Status	~	No.	F. Name	L. Name	Pos.	Ovr.	Style	Status	^	
													· ·			
13	Mark Nathan	Barberio Beaulieu	D	76	OFD	Scratched		27	Sven Michael	Andrighe	RW	76	SNP	Dressed		
28		de la Rose	D	79	TWD	Dressed		28	Daniel	Bournival	LW	78	TWF	Dressed		
25 51	Jacob David	de la Rose Desharnais	LW	76 82	TWF	Dressed Dressed		11	Mike	Carr Condon	LW	66 61	SNP HYB	Dressed Dressed		
		Desnarnais Eller	-	82 83	PLY TWF	Dressed		23			G	66	GRN	Dressed		
81 74	Lars Alexei	Eller Emelin	С	83 85	DFD	Dressed		23	Connor	Crisp Dietz	LW	64	-	Dressed		
74 32	Brian	Eliynn	D RW	85 73	PLY	Dressed		18	Darren Jake	Dietz	D C	71	DFD GRN	Dressed		
32 27	Alex	Galchenyuk	C	75 84	PLT	Dressed		40	Gabriel	Dumont	c	72	TWF	Dressed		
11	Brendan	Gallagher	RW	84	TWF	Dressed		3	Morgan	Ellis	D	72	DFD	Dressed		
77	Tom	Gilbert	D	82	TWD	Dressed		26	Joe	Finley	D	75	DFD	Dressed		
8	Zack	Kassian	RW	83	PWF	Dressed		20	Stefan	Fournier	RW	64	GRN	Dressed		
79	Andrei	Markov	D	86	OFD	Dressed		10	Charles	Hudon	C	75	TWF	Dressed	1	
17	Torrey	Mitchell	c	78	TWF	Dressed		12	Maxime	Macenauer	c	72	TWF	Dressed		
67	Max Max	Pacioretty	LW	87	PWF	Dressed		36	David	Makowski	D	60	TWD	Dressed		
26	Jeff	Petry	D	84	DFD	Dressed		31	Frank	Palazzese	G	62	НҮВ	Dressed		
14	Tomas	Plekanec	C	85	PLY	Dressed		41	Eddie	Pasquale	G	73	HYB	Scratched		
31	Carey	Price	G	92	HYB	Dressed	~	2	Greg	Pateryn	D	72	TWD	Dressed	~	
Skater		1; Goalies (d/s)): 2/0;1	Fotal (ci	ır/max)	21/40		Skater	-	0; Goalies (d/s)): 2/1;	Total (ci	ur/max):	21/40		
Delete Free Agent Copy >> Move >>					>	<<	Move	<< Copy		Free /	Agent	Delete				

NHLView NG Transactions Tab

The transactions screen is split into two identical panels. Each panel has a team selector on top, roster list of the selected team in the middle and the operation buttons at the bottom. Once the two teams participating in the transaction are selected, the operation buttons become available. You can move one player at the time; select the player in the roster list and press one of the following command buttons:

Move

Remove the player from the source team and place him on the target team. This action may also update the player's <u>Main Team</u>, <u>Junior Team</u>, <u>Pro Team and Contract Status</u> depending on circumstances. If the source and the target teams are the same, this action is not permitted. Also, if another instance of the selected player exists on the target team, NHLView NG will not allow the move. The removal of the player may cause the source team to have unfilled lines and unassigned captaincy. NHLView NG does not automatically adjust the lines on the source team.

Сору

Create a new instance of the selected player on the source team and place it on the target team. The selected player instance is kept on the source team. You are not able to copy when source and target teams are the same or when the target team already contains another instance of the same player. Finally, you are not able to copy when the source team is Hidden Players because, by definition, players are hidden when they do not belong to any other team.

Free Agent

Remove the player from the source team and place him in Free Agents. This action may also update the player's <u>Main Team</u>, <u>Junior Team</u>, <u>Pro Team and Contract Status</u> depending on circumstances. You do not need to select the target team to execute this command as the target team is always Free Agents. The removal of the player may cause the source team to have unfilled lines and unassigned captaincy. NHLView NG does not automatically adjust the lines on the source team. Please note that NHLView NG does not prevent you from placing multiple instance of the same player to Free Agents (for example, if you release a player from NHL and from an All-Star team). If this happens, simple choose Free Agents as the source team and remove one of the instances using the Delete command.

Delete

Removes the player from the source team. If player is not present on any other team, he will be accessible from Hidden Players pool. You do not need to select the target team to execute this command. You cannot delete the player from the Hidden Players pool.

2.6 Known Issues

- Overall boxes will always show 0 for rosters prior to NHL 13. For NHL 13+, the overall box will have a value but it will not be updated if attributes are changed. This is due to the fact that overall formula is quite complex and is unknown at the moment. Before NHL 13, overall was not stored in the roster so NHLView cannot display it. For NHL 13+, the overall is now stored in the roster so NHLView can display it. If you make modifications to the attributes, load the roster in game, then save the roster file, stored overalls will be updated.
- 2. Open initial opening of the roster file, you will likely see a bunch of messages in the Error Log about unused player instances that were removed. This is normal and perfectly safe. Once you save the roster with NHLView NG, the messages will not reappear.
- 3. When dragging NHLView window between monitors that use different scale of text size (example 2K monitor at 100% and 4K monitor at 150%), there may be some lag and possibly visual artifacts while the application tries to adapt itself to a new zoom level. Unfortunately, NHLView relies on the functionality provided by the programming language itself to scale itself to different text sizes and this functionality currently has deficiencies.

III Additional Information

3.1 Contact

You can send bug reports, suggestions or comments using one of the following methods:

- Write on the message boards: http://www.artemkh.com/forum/
- Send an email: artemkh@gmail.com

When submitting a bug report please try to be as detailed as possible. It is hard to know what is wrong when the only information to go on is "I tried to use it but it doesn't work".

3.2 Credits

NHLView NG would not be possible without contributions from the following individuals:

- Testing and ideas: Sergio Caluori, Michael Suckow, Stanton Charlton, Matt Grainger, dougie_g
- Logo design: Deniss Makarenkov
- PS3 save game decryption: flatz

3.3 Disclamer

NHLView NG is not in any way affiliated with Electronic Arts ®, EA Sports ®, NHL ®, Sony ® or Microsoft ®. It is a hobbyist project aimed to enhance the gaming experience on platforms and products offered by said companies. It is offered without any warranty and for use at your own risk. While every effort is made to ensure proper operation, NHLView NG may unintentionally corrupt the roster file and cause data loss. Please backup the files before saving them in NHLView NG.

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