

# Tables / Fields

Field	Prompt	Type	Length	RTF	Hidden	Auto Inc.	DD Type	Edit Mask
Setup	Game processing parameters							
Alpha	Alpha	S	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
AMAutoInc	Record ID	L	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Data	
BandRangeProtection	Range Protection	S	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
BonusLevel	Bonus Level	S	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
Freeze1	Freeze Rating 1	I	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
Freeze2	Freeze Rating 2	I	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
Freeze3	Freeze Rating 3	I	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
GoMemo	Notes	M	50	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
KomiDefault	Default Komi	S	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
MaxChange	Maximum Change	S	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
Nominal	Amplitude	S	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
SetUpDesc	Desc	T	80	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
SetupID	Rating Setup	I	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	
UpperLimit	Upper Rating Limit	I	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Data	