

The Game Log

RinkWriter's "Game Log" shows all penalties and goals in chronological order.

The screenshot shows the 'Game Log' interface with a black background and yellow text. At the top, there are buttons for 'Clear Game Log', 'Clear Last Unsaved Entry', 'Automatically Saved', and 'Return to Main Menu'. The main content is divided into 'Penalties' and 'Goals Scored' sections. Red arrows point from labels at the bottom to specific data points in the log. A blue message box is also present.

Penalties			Goals Scored						
Team	Player	Type (Length)	Per	Time	Team	Type	Goal Scorer	Assist #1	Assist #2
WLF	08 Anders Sticha	Interference (2)	1	10:47	WLF	ES	09 Travis Winter	15 Nathan Pearson	04 Paul Sheldon
MR	11 Traxel Lindgren	Interference (2)	1	13:53					
WLF	05 Marcus Wood	Roughing (2)	2	8:53					

Labels and arrows pointing to the log:

- Penalized Team: points to 'WLF' in the first goal entry.
- Penalized Player: points to '08 Anders Sticha' in the first penalty entry.
- Penalty (Length of Penalty): points to 'Interference (2)' in the first penalty entry.
- Period: points to '1' in the first goal entry.
- Expired Time: points to '10:47' in the first goal entry.
- Scoring Team: points to 'WLF' in the first goal entry.
- Type of Goal: points to 'ES' in the first goal entry.
- Goal Scorer: points to '09 Travis Winter' in the first goal entry.
- 1st Assist: points to '15 Nathan Pearson' in the first goal entry.
- 2nd Assist: points to '04 Paul Sheldon' in the first goal entry.

Message Box: "Corrections and additions may be typed in this window. The format is important."

This Message Box appears whenever the scorekeeper moves the cursor to the Return button...as a reminder that changes can be typed directly into this window.

All entries in the "Game Log" are automatically entered and formatted whenever the scorekeeper enters a goal or penalty.