

BASE Guide

Backyard Baseball 2001

Drop in prebuilt files, install pre-made stadiums, or build your own custom fields

PATH 1: Use Prebuilt Files

Copy a small set of already-compiled files over your own legitimate game files. No BASE, no building. Fastest option if you want to try all the stadiums.

PATH 2: Install Stadiums

Download .stadium files and install them through BASE. No image creation needed. Best for players who want to curate their own subset of the stadiums.

PATH 3: Create Stadiums

Design custom stadiums with your own images, fence layouts, and field geometry using BASE. Requires creating images for each stadium view.

Path 1: Using Prebuilt Game Files

The fastest way to play an already-built mod. No BASE, no baller, no compiling.

The Files

Already included in the bybb2001/prebuilt/ folder:

```
baseball 2001.he0  
baseball 2001.(a)  
baseball 2001.(b)  
baseball 2001.he2  
baseball 2001.he9
```

- i Only baseball 2001.he4 is missing from that list. It's the one file none of this tooling ever modifies, so your own copy works as-is.

Installation Steps

1 Open the prebuilt folder

Find it at bybb2001/prebuilt/. The five files listed above are already there.

2 Make a copy of your game folder

Duplicate your game folder and use the copy for your modded game. That way your original files are always there if you need to revert.

3 Copy the files into the new folder

Copy the five files into the copy's game_files folder, overwriting the matching filenames.

4 Play in ScummVM

Point ScummVM at the new folder. No other setup is needed.

Path 2: Installing Pre-Made Stadiums

The fastest way to get new stadiums in-game. Each .stadium file is a self-contained pack that BASE installs into your src/ directory. No image editing required.

Available Stadiums

The following custom stadiums are included in the bybb2001/stadiums/ folder:

Ported from Backyard Baseball 2003

- Casa de Pablo
- Scrapco Field
- Dubois Diamond
- The Paveway

New Custom Stadiums

Stadium	Creator
Gator Flats	<i>MajesticYeti</i>
Metrodome	<i>pete7863</i>
Tokyo Tin Can Alley	<i>MajesticYeti</i>
Webber Greens	<i>pete7863</i>
Wrigley Field	<i>pete7863</i>

- i** The stadiums/ folder also contains the 10 original game fields (Dirt Yards, Playground Commons, Cement Gardens, Eckman Acres, Big City Stadium, Super Colossal Dome, Steele Stadium, Tin Can Alley, Parks Dept. #2, and Sandy Flats). Those are already part of the base game and don't need to be installed. They're included only for reference inside BASE, such as using big_city_stadium.stadium as a template.

Installation Steps

1 Copy your six game files

Copy baseball 2001.(a), (b), .he0, .he2, .he4, and .he9 from your legitimate game into bybb2001/game_files/. You'll also need ScummVM (www.scummvm.org) to play.

2 Run SETUP_BASE_WORKSPACE.bat

Double-click it in the bybb2001 folder. It verifies the six files, extracts the editable source, and creates the first playable build.

3 Open BASE

Launch BASE.exe from the bybb2001 folder. The window opens to the Stadium Manager tab, listing every .stadium pack in the bybb2001/stadiums/ folder automatically. Green means installed, gray means not installed.

4 Select a stadium and click Install

Click a stadium name in the list to select it, then click Install. The HE9 and HE2 fields are pre-filled to your build/ folder, so you only need the browse buttons if you moved those files elsewhere. The editor applies all patches to your src/ files and registers the slot.

5 Repeat for additional stadiums

You can install as many stadiums as you like. Each gets a new slot starting at 10 (after the 10 original fields), and the game scripts are updated automatically.

6 Build the game

Run bybb2001\build.bat, or click Build in the Stadium Manager tab. This compiles all src/ changes into the playable build/ files.

7 Play in ScummVM

Launch ScummVM pointing at bybb2001/build/. Start a new game and the new fields will be visible in the Choose a Field section.

- i The package contains no original game files or extracted game source. The setup script creates src/ locally from your own copy, so keep a backup before making major changes.

Uninstalling a Stadium

Open the Stadium Manager, select the installed stadium, and click Uninstall. The editor reverses all patches and frees the slot. Then rebuild (build.bat) to apply.

- ! If a stadium was partially installed (e.g. the editor crashed mid-install), use 'Force uninstall...' and enter the slot number shown in the install log. This manually reverses the patches without relying on the registry.

Compacting Audio (Optional Maintenance)

Installing and uninstalling stadiums with custom announcer clips (see the Announcer tab) can leave orphaned audio data behind in the game's voice file, taking up space without being used. In the Stadium Manager tab, click 'Compact audio...' to rebuild the voice file from scratch using only the clips currently in use, then re-point every script reference to the new, tightly-packed layout.

- i This is occasional housekeeping, not something you need to run after every install. The game works fine either way; compacting only reclaims wasted space.

Path 3: Creating and Editing Stadiums

Creating a custom stadium starts with two required pieces: artwork for the 11 image slots and a fence layout defining the outfield wall geometry. Everything else is optional on top of that: fielder positions and shifts, physics, per-player stat boosts, a replay board, and custom announcer audio. BASE handles all of it in one tool.

- i This path assumes your workspace is already set up. If you haven't copied your six game files and run `SETUP_BASE_WORKSPACE.bat` yet, do that first (Path 2, steps 1-2).

Overview of BASE

The editor has 12 tabs:

Stadium Manager	Install and uninstall .stadium packs. Automatically lists all packs found in <code>bybb2001/stadiums/</code> . Green = installed, gray = not installed, blue = built-in (one of the 10 original fields, shown for reference only and not installable). This is the tab BASE opens to by default.
Stadium Images	Import the 11 visual assets for your stadium: overhead field view, batting view background, matchup background, scoreview boards (normal and long), strategy screen, team info panels (TMI A and B), nameplates (select and matchup), and select thumbnail. Most can be generated from the overhead and batview art directly in this tab.
Batview Positions	Adjust the on-screen positions of the second baseman, shortstop, center fielder, and runner-on-second sprites as seen from home plate during at-bats.
Fences/Surfaces	Draw the outfield wall as a series of segments on the overhead view. Each segment has a height, bounce value, material sound, and home-run flag. The fence geometry is stored in the .he9 physics file.
Occlusions	Assign images that cover (occlude) specific fence segments, used for stadiums where wall graphics need to overlap fielders or other sprites.
Shifts	Edit per-shift fielder default positions overlaid on the overhead image. Controls where all fielders line up for each of the nine shift configurations.
Physics	Set per-stadium ball bounce values (vertical and horizontal) and a run speed offset that makes players faster or slower at this field.
Player Boosts	Define per-stadium stat modifiers for specific kids. A boost applies whenever that kid appears on either roster, letting certain players shine at their favorite field.
Replay Board	Optionally enable an instant-replay scoreboard in center field. Set its position on the overhead canvas; the board reuses Big City's animation frames.
Announcer	Configure custom stadium announcer audio clips: intro/outro voice recordings and ground-rule-double sound effects. Upload WAV files for each clip type and the editor packs them into the .stadium file.
Hit Simulator	Animate a ball trajectory on the overhead image and side view to preview how a hit

will interact with your fence geometry before building the game.

About

Version information and credits.

Step 1: Create Your Stadium Artwork

Each stadium has 11 image slots. The two primary images are the overhead field view and the batting view background, which define the look of your stadium. Most of the remaining images can be generated directly from the overhead and batview art using BASE, so you typically only need to create those two from scratch.

Image	Size	Description	Generate From
Overhead	640 x 480	Bird's-eye field view used during gameplay.	<i>None</i>
Stadium Select	251 x 188	Thumbnail shown on the field selection screen.	<i>Overhead</i>
Strategy	369 x 231	Background for the pitching and fielding strategy screen.	<i>Overhead</i>
Field / Batview	640 x 400	Outfield background seen from home plate during at-bats.	<i>None</i>
TMI A	186 x 185	Background behind the single player image on the team info page and during the draft.	<i>Batview</i>
TMI B	378 x 244	Background behind the whole team image on the team info page.	<i>Batview</i>
Nameplate (Select)	197 x 29	Stadium name banner on the field selection screen.	<i>Stadium name</i>
Nameplate (Matchup)	197 x 29	Stadium name banner on the pre-game matchup screen.	<i>Stadium name</i>
Scoreboard (6 Inning)	640 x 480	Scoreboard shown during a 6-inning game.	<i>None</i>
Scoreboard (9 Inning)	640 x 480	Scoreboard shown during a 9-inning game.	<i>None</i>
Matchup Background	640 x 480	Full background shown on the pre-game matchup screen.	<i>None</i>

Step 2: Import Images into the Editor

In the Stadium Images tab, each image slot has an Import button. Select a PNG or BMP and the editor

converts it to the game's indexed 8-bit BMP format, applying the correct palette rules for that image type automatically.

You can also borrow an image from any existing installed stadium using the slot-picker dropdown. This is useful for scoreboard and matchup background images if you don't have custom art.

Step 3: Adjust Batview Fielder Positions (Optional)

The Batview Positions tab shows the batting view background with fielder and runner sprite positions overlaid. Drag each marker to place the fielder or runner at the correct depth for your stadium's perspective.

Step 4: Draw the Fence (Fences/Surfaces Tab)

Switch to the Fences/Surfaces tab. The overhead image is shown as a canvas. Click once to place point A (the segment's left end, at ground level), then click again at the ground position below where point C should be; the editor raises it to the wall's default height to place C. Points B and D (the matching outfield-face corners) are generated automatically, completing a full segment with default height, bounce, and sound values. Fine-tune each segment (height, bounce, HR flag, water flag, GRD%, floating, and material sound) using the segment editor panel on the right.

Vertices A / B / C / D: A and B are the left-end ground corners: A on the infield face, B on the outfield face (marking the fence thickness). C and D are the right-end top corners: C on the infield face, D on the outfield face. The infield-facing wall runs from A (bottom-left) to C (top-right). Segments are ordered from the left foul pole to the right foul pole.

Overhead view:

```
[outfield]
  B ----- D
  |   segment   |
  A ----- C
[infield]
left end       right end
```

Height: Wall height in game units. Typical outfield fences range from 60 to 130 units; most stadiums cluster around 100-120. Tall scoreboards and special walls can reach 190-350 units.

Bounce: Wall deadness (0 to 500). Lower = livelier, higher = deader; the rebound speed is divided by this value. 40 is a springy fence, 50 is the standard default, 70 is a dead concrete thud. Stay in the 40-70 range; values below 10 make the ball rebound faster than it arrived, and 0 is invalid.

HR flag: Whether a ball clearing this segment counts as a home run (1) or stays in play (0).

Water flag: Marks this segment as a water hazard. Balls landing in a water zone trigger a splash effect instead of a normal bounce.

Material sound: The collision sound played when a ball hits this wall segment. Choose from wood, brick, metal, padding, and others.

GRD% (Ground Rule Double chance): Percent chance (0 to 100) that a fair ball hitting the field-facing side of this segment lodges in the wall and ends the play as a ground rule double. 0 is normal bounce, the default for all stock walls. Use for Wrigley-style ivy-covered walls or similar wall gimmicks that

could swallow the ball, such as a Metrodome-style roof panel (paired with the Floating flag below).

Floating flag: When checked, this segment has no vertical side faces; only its horizontal top face collides, so the ball and throws pass through underneath untouched. Use for a hanging ceiling panel above the field (e.g. a Metrodome-style roof): a fly ball rising into it triggers the segment's GRD% lodge check the same way a side-face hit does on a normal wall.

Step 5: Set Up Occlusions (Optional)

The Occlusions tab lets you assign images to specific fence segments that should appear in front of the ball. If your stadium does not need any wall graphics to occlude the ball, you can skip this step.

Step 6: Configure Fielder Shifts (Optional)

The Shifts tab overlays the nine defensive shift configurations on the overhead image. Each shift has draggable markers for all fielder positions. Adjust these to match your stadium's geometry so fielders line up correctly relative to the field dimensions. The defaults work for most fields.

Step 7: Configure Physics (Optional)

The Physics tab controls per-stadium ball behavior and player movement:

Vertical bounce: How high the ball bounces after hitting the ground at this field.

Horizontal bounce: How much lateral speed the ball retains after a bounce.

Run speed offset: Adjusts how fast players run at this stadium. Positive values make players faster, negative values slower.

Step 8: Add Player Boosts (Optional)

The Player Boosts tab lets you define per-stadium stat modifiers for specific kids. Select a player and set bonus values for hitting, pitching, fielding, or speed. A boost applies whenever that kid appears on either roster at this stadium, letting certain players shine at their favorite field.

Stamina, Running, Arm Strength, Power, and Eye use linear game formulas and can be boosted up to 150. The remaining stats (Intelligence, Coordination, Arm Accuracy, Contact) are capped at 100 because the game's formulas invert or saturate above that - for example, Arm Accuracy 150 produces the same throw scatter as 50.

Step 9: Configure Replay Board (Optional)

The Replay Board tab enables an instant-replay scoreboard in center field. Toggle it on and set its position on the overhead canvas. The board reuses Big City's animation frames, so no additional artwork is needed. Leave it disabled if your stadium does not have a scoreboard in center field.

Step 10: Save as a .stadium Pack

When all images are imported and the fence is drawn, fill in the Pack name, Display name, and Description

fields in the toolbar at the top of the window, then click 'Save Pack...' to write a .stadium file. This is a zip archive containing all your BMP assets, fence geometry, and pre-computed script patches.

Save the file to bybb2001/stadiums/ so the Stadium Manager can find it automatically.

Step 11: Install and Build

Follow the same steps as Path 2: open the Stadium Manager, select your new .stadium file, click Install, then run build.bat. Your custom stadium will appear in-game.

i

You can edit a stadium after installing it: make changes in the editor, save the pack, uninstall the old version in the Stadium Manager, then reinstall the updated pack.

Tips & Troubleshooting

Start with an existing stadium as a reference

Open `big_city_stadium.stadium` in the editor to see a complete, working example of all 11 image types and a full fence layout. Use it as a template.

The overhead image must match the fence geometry

The fence segment positions are mapped from pixel coordinates on the overhead image to 3D game space. If the overhead image does not match the drawn fence, balls will pass through walls or bounce in the wrong places.

Palette errors show up as wrong colors in-game

If a stadium image looks correct in the editor but garbled in-game, the palette conversion likely went wrong. Re-import the PNG and check the editor preview.

Ball stuck at wall

A ball hits the wall and doesn't bounce back into play, or fielders can't pick it up. This may be caused by inverted or incorrect fence segment vertex configuration (A/B/C/D order). Verify that the fence geometry matches your overhead image and check vertex orientation.

Slot limit expands automatically

The original game has 10 stadium slots (0-9). Custom stadiums are assigned to new slots starting at 10, and the editor increases `STADIUM_SLOT_MAX` in the game scripts each time a stadium is installed, so there is no fixed cap.

Build always runs clean

The `baller build` command fully overwrites the output `.he0` file each time. There is no incremental build. This is normal.

ScummVM debug output

Run ScummVM from a terminal: `.\scummvm.exe -d 5` and filter output for relevant lines. This can help diagnose scripting errors after a rebuild.

Force uninstall if things go wrong

If the editor reports a conflict or partial install, use Stadium Manager > Force uninstall... and enter the slot number to cleanly reset that slot.