DRAID

A draft aid for Strat-O-Matic® Baseball

1.0 INTRODUCTION
DRAID is customizable tool that will help you use your own player rating system to draft a team that fits your style.

2.0 DRAID FILES – DRAID.srt and DRAID.RAT
DRAID.srt and DRAID.RAT have exactly the same number of records and format. You never edit or change DRAID.srt as it comes along when you download DRAID and you periodically download this file as new APS info is updated during the season. DRAID.RAT is created as a copy of DRAID.srt the first time you run DRAID. Thereafter, you can update DRAID.RAT with your own stats. **But the record length, number of records and record order must never be changed.** See Section 11.0 for more information on customizing DRAID by making changes to DRAID.RAT. There is one record for each eligible player plus one record for each park plus four records for the four design parks (H0S0, H0S20, H20S0 and H20S20). The record length for each record is 81 Bytes and is laid out as follows:

Field	Field Length	Start Position
Name	12	1
blank	1	13
Team	3	14
blank	1	17
APS	3	18
blank	1	21
Defense	8	22
Left Bracket	1	30
Field (F1 – F9)	45	31
Blank	3	76
Right Bracket	1	79
CRLF	2	80

3.0 FIELD DESCRIPTIONS FOR DRAID.srt and DRAID.RAT

3.1 Name
Name is a player's last name followed by a comma followed by the first name truncated to 11 characters. The 12th character is the prime position for this player. For hitters, it's the first position on their card (2 for catcher, 3 for 1b etc.). For pitchers, it's B for LH starters, C for left-handed relievers, D for right-handed Starters and E for right-handed relievers. If someone is eligible to both start and relieve, they are considered a starter. For Parks, the first three characters are an abbreviation for the team (I use the same abbreviations that Strat uses) plus two-digit values for diamonds left, diamonds right, triangles left and triangles right plus the letter P (for park). For example, San Francisco (2018 set) is SFN01010915P). DRAID.srt and DRAID.RAT are sorted on the Name Field. See Appendix A for a complete list of park abbreviations.

3.2 Team

This is the three-character abbreviation for the team that the player played for (the team Strat uses for that player). I use the same abbreviation that STRAT uses. SFN is for San Francisco, CHN is Chicago National League etc.

3.3 APS (Average Pick Sheet)

This is where the player is taken (on average). If there were three drafts and Nola was taken 3rd in one draft, 5th in the 2nd draft and 10th in the 3rd draft, his APS value would be 6. The value used in the APS calculation for all design parks (See Appendix A) is equal to the position of the first park taken (FIRSTPARK). Players that were never drafted get an APS value of 999. Players that were drafted in some drafts and not others get a value of N+1 for the drafts where they were not drafted where N equals 26 times the number of drafters and that value is used in the average calculation. The value is rounded to the nearest integer. As the season progresses, new versions of DRAID.srt will be made available with new APS values and when you run DRAID, these new values will be automatically updated into the DRAID.RAT file for use in the program.

3.4 Defense

For hitters, this field gives the range at each position (in position order) that the player covers. For example, a hitter with a defense field value of **. . 1 . 2 . . 4** plays 2b as a "1", ss as a "2" and rf as a "4" and doesn't play the other positions. For pitchers, the endurance as a starter and reliever are given along with their closer rating. Example 1: **S6 R2 CN** is a six-inning starter and a 2-inning reliever with an "N" closer rating. Example 2: **S− R1 C6** is a one-inning reliever with a "6" closer rating. Example 3: **S6 R− C−** is a starter (only) with an endurance of six innings.

3.5 Field Space (Fields F1 – F9)

You've got 9 5-byte fields (F1 – F9). F1 will be in columns 31-35, F2 in columns 36-40 etc. Each field is numeric and can't exceed 5 characters. When DRAID displays this player's name, these fields will display. You can put their OB against lefties, their clutch hitting vs righties or whatever you think is important. This information can be automatically mapped over from SOM's Hitters.csv and Pitchers.csv files (See Section 11 for more on that). There are multiple ways of building these fields including with Excel or your own computer program. You can also use DRAID without building this file as DRAID will create DRAID.RAT if it does not detect it (as a copy of DRAID.srt) and DRAID will work just fine. You just won't be able to customize DRAID to use your specific stats. If DRAID.RAT ever gets messed up, you can delete it or rename it and DRAID will work without it. See Section 11 for more on DRAID.RAT and DRAID customization.

4.0 DRAID FILE - DNoInj.dat

This file is downloaded with DRAID and contains the names of the players that have no injury on their cards. This information is used in the DRAID L option (determining a legal team). More on that later (Section 10.7).

5.0 DRAID DAT files

DRAID DAT files are used to save the draft. You can create a new file or read in an existing file. **Never edit DAT files as any kind of editing will corrupt these files (even with NotePad or WordPad).** Before the draft, a DRAID user should be designated to provide the DAT file to the STPC

Statistician. If you're the one providing the file to the Statistician, please use the naming convention suggested by DRAID.   Example 1: DallAprA (Dallas April Division A). Example 2: NPAprB (NetPlay April Division B). Example 3: PSMarC (PureStrat March Division C). Do not enter the extension .DAT as that will be provided by DRAID. The DRAID DAT file is automatically saved when you exit DRAID.

6.0 DRAID FILE - CHORD.WAV
CHORD.WAV is a sound file that contains the warning sound that is made when the timer hits the 10-second mark.

7.0 DRAID FILE - DRAID.exe
This is the executable code for DRAID.

8.0 DRAID FILE – DRAID.pdf
This document.

9.0 DRAID USAGE
It is essential that all of the files associated with DRAID are contained within the same sub-directory. So, if you drag DRAID.exe somewhere, you need to drag the rest of the files there too. I suggest you set up a \DRAID sub-directory and keep everything associated with DRAID in that one spot. You can start DRAID from the Command prompt by typing DRAID (and pressing ENTER). You may want to drag the command prompt icon to your desktop. To do this in Windows 10, left click on the windows logo (lower left of your screen) and scroll down to Windows System and click on that. You should see Command Prompt there and you can drag it to your desk top. From then on, you can double-click on the Command Prompt icon from your desktop and it will open up a DOS window. (See Appendix B for more on configuring your Command Prompt Window.) From the Command Prompt Window, use the CD command to access the directory where you downloaded DRAID (as in CD \DRAID) and then you can start DRAID by typing DRAID (plus ENTER).

In general, when prompted for information, you give the info and then hit the ENTER key. If you're using the arrow keys or the hot keys, you don't press the ENTER key afterwards. When selecting a player, use the arrow keys to highlight the player you want and then press the ENTER key.

9.1 First DRAID Prompt
Create a NEW DAT file or use an EXisting DAT file? (NEW/EX or 99 to exit)
If you put in NEW (or new), it will prompt you for the filename and give you some suggestions on how to name the file. The name is especially important if you're the guy tasked to send the file to the STPC Statistician after the draft. Do not give the .DAT extension as this is automatically added by DRAID. If you put in EX (or ex), you'll be prompted for an existing filename and that draft will be loaded. If you're not sure what to do, you can type in 99 (plus ENTER) to exit the program.

9.1.1   New File
For a new file, you'll be prompted to enter the number of drafters (8-14). If the computer is going to draft one or more of these teams, include the computer-drafted teams in that number. You will then be given a prompt to enter the draft position and name of each drafter. As you enter them in, they will appear

on the screen. Enter DRAID (or draid) if you want the computer to pick. For example, 3 DRAID would have DRAID select in the 3ʳᵈ position. For human drafters, please give first and last names. This makes the STPC Statistician's job a lot easier! Names will be truncated to 12 characters. Before you press 99 to continue, make sure you've got the names right as there's no way to change it later (other than starting over from scratch). To change a name that you've already entered, just type their position and name (as before) and your new entry will overlay what was displayed.

9.1.2   Existing File
For existing files, you provide the filename (don't include .DAT as DRAID adds that automatically) and DRAID will load that draft including drafter names and all drafted players.

10.0   THE DRAFT GRID and HOT KEYS
In the upper left screen, you'll see the timer. The number after TEM is the draft position of the person who is on the clock (TEM 04, for example). After that is the Round you're in and after that is the timer (seconds counting down). See Section 10.6 for more on the Timer. You will notice that five rounds are displayed at a time on the screen. Use the arrow keys to display a different set of rounds. For the hot keys, the upper and lower case of the letter work the same (i.e. N and n are treated the same).

10.1   N – Pick By Name
If you want to pick by name, press N (or n). You will be prompted to give the first several characters of the player's last name. It's not case sensitive so tr and TR yields the same result which is a list of all players with last names that start with Tr. Note that DRAID will not list players who have already been picked. If there are more than 20 players who satisfy your search criteria, DRAID will tell you that you've asked for too many names and you'll need to add a letter to get the list reduced to something less than 21. Use the arrow keys to select the player you want and press ENTER and that player will be selected. If the player you want doesn't come up, you can press R to return to the draft grid (or r or select NONE OF THE ABOVE).

10.2   Pick by Position
If you want to pick by position, enter 2 for catcher, 3 for 1b etc. or B or LH starters, C for LH relievers, D for RH starters or E for RH relievers or P for Park. Lower-case versions of the letters also work. The top 20 (who can play the position) are displayed sorted on APS. Use the arrow keys to select the player that you want and press ENTER. If you don't want any of these players, press R (or r or select NONE OF THE ABOVE) to return to the draft grid.

10.3   A - Pick by APS
If you want to pick by APS, press A (or a). The top 20 un-picked players will appear sorted on APS. Use the arrow keys to select the player that you want and press ENTER. If you don't want any of these players, press R (or r or select NONE OF THE ABOVE) to return to the draft grid. Note: Parks are not listed (see 10.2 for that).

10.4   S – Show a Team
   S (or s) will display the team according to the position of the cursor on the draft grid. If the
   cursor is on the row for TEM 01, that team will display. The display shows the pitchers on
   the left and the hitters on the right. The park is displayed in the lower-left portion of the
   screen. There isn't room for the entire player record to display so only the 13 left-most
   characters of the Field Space are displayed. Press R (or r) to return to the draft grid.

10.5   O (the letter O) – Delete (or obliterate – already using D for righty starters)
   If you mistakenly select a player, you can undo that selection from the draft grid by using
   the arrow keys to highlight the player that you want to delete and pressing the letter O (or
   o).

10.6   T – Timer Toggle
   When you first enter DRAID, the timer is ON with TEM 01 on the clock in Round 1. The timer
   gives 60 seconds to make a pick (120 seconds if you're on the end) and beeps when there's
   10 seconds remaining. If you ever need to reset the timer, use T. If the timer was ON and
   you need to reset, press T twice to turn OFF then ON. It will prompt you for who's on the
   clock and what round you're in. T is a toggle switch; it will turn the timer on if it's off and off
   if it's on. Turning the timer off only affects the 10-second warning beep; the timer is always
   running. If the timer is in synch with the cursor position, the cursor will automatically move
   to the next person's pick when you enter that person's selection and the timer will reset to
   60 (or 120 if the next person is on an end). Otherwise, you will have to use the arrow keys
   to move the cursor to the next selector and the timer won't accurately display how much
   time that selector has. For drafts where there is more than one person using DRAID, one
   person should be designated as the Timer and everyone else should turn their timers
   off. That way, you won't have multiple computers beeping the 10-second warning.

10.7   L – Legality Display
   L will display the legality status of each team. The number of starting pitchers, number of
   relief pitchers and the number of hitters are given followed by an eight-character field that
   shows which defensive positions that the team has covered. After that, you'll see either
   LEGAL or NOT LEGAL. For example,
   1. John Smith S=3 R=2 H=8   2*4.67.9 NOT LEGAL
   tells you that Team 1 (John Smith) has 3 starters, 2 relievers, 8 hitters and those hitters
   cover catcher, 1b, 2b, ss, lf and rf. No one plays 3b or cf and there are two or more players
   who have 1b on their card. Though useful, this information alone is not enough to
   determine whether a team is legal or not. For example, if you had two players on your team
   that had 2b and ss on their cards and no one else on the roster covered those positions, this
   would not be a legal team because if one of those guys got hurt in the top of the 1st inning,
   the team could not cover all positions (in other words, they don't really have a back-
   up). Also, those players that do not have an injury on their card are not required to have a
   back-up and DRAID looks for this condition also. So, once a team has 4 or more starting
   pitchers and 9 or more hitters, a check is made to see if a team could be fielded if one of the
   hitters was not available. If it is not possible to field a team without that player, his name
   will appear to the right of NOT LEGAL. For example,
   1. John Smith S=4 R=3 H=10 ****** NOT LEGAL Trout,Mike 8**

tells you that Team 1 (John Smith) has 4 starters, 3 relievers and 10 hitters and can cover all positions two or more times but is NOT LEGAL because it could not field a line-up if Mike Trout was removed from the roster. Maybe this team only has three outfielders. Note that there may be other problems as DRAID stops looking once it finds one issue. Another Example,

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John Smith S=4 R=4 H=11 *3****** LEGAL
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You might think, "How could this team be legal – they only have one person who can play 1b?" But, the hot key S would display this team as having Freddie Freeman as their first baseman and he does not have an injury on his card (2018 set) so the team would be legal if there were no other issues. Note the progression by position: a dot means no one plays that position, a number at the position's location means that one person plays that position and an * means that multiple people play that position.

10.8   Computer Picks

Before the draft, a DRAID user is appointed to announce the DRAID picks. If a player's name has been entered as DRAID (or draid), the DRAID program will make those selections. When it's DRAID's pick, the person designated to be the DRAID announcer will place the cursor on the DRAID row and the current-Round column and press ENTER. The DRAID pick will display and the announcer will let everyone know who DRAID picked so they can enter that player in for the DRAID Team. DRAID is going to pick a team with 15 hitters, 4 starting pitchers, 6 relievers and a park. Eight hitters will be taken in the first 16 rounds and are assumed to be playing only at their prime position (which is the 12th position of their name). So, there won't be two catchers (or two 1b or two 2b etc.) taken by DRAID in the first 16 rounds but there will be exactly one at each prime position. Exactly four starting pitchers will be taken in the first 16 rounds but DRAID will not take more than one lefty starting pitcher (so zero or one lefty starters). DRAID will take exactly four relief pitchers in the first 16 rounds and exactly one of those will be left-handed.

For Round 17, DRAID will pick a hitter that plays two or more positions and, for purposes of future picks, the prime position (1st position on their card) and one additional position will assumed to be covered. If the selected player plays three or more positions, the additional position will depend on the prime position. If prime position was 2 (catcher), the first other position from the list of 3,5,7,9,8,4,6 that he plays will be the additional position. The other lists are: If P=3 then 5,7,9,4,6,8,2. If P=4 then 6,5,3,7,9,8,2. If P=5 then 3,4,6,7,9,8,2. If P=6 then 4,5,3,7,9,8,2. If P=7 then 9,8,3,5,4,6,2. If P=8 then 9,7,3,5,4,6,2. And if P=9 then 7,8,3,5,4,6,2. For example, if a player's prime position was 5 (3b) and he also had 7 (lf) and 8 (cf) on his card, then for purposes of DRAID's future picks, 3b and lf would be assumed to be backed up and no more players would be selected for this team that had 3b or lf as their prime position. The guy who backs up two positions is selected early to avoid the situation where you have to find a guy late who plays shortstop and catcher (or some other weird combination).

For rounds 18 – 25, DRAID will select back-ups at each hitter position not already covered by prior back-up picks (again, based solely on their prime position) and two more relievers but no more than one of these will be left-handed. In Round 26, DRAID will pick a park. DRAID makes no effort to pick a park that fits his team. So, in the end, DRAID teams will be legal

with 15 hitters, 4 starters (zero or one of them left-handed), 6 relievers (1 or 2 of them left-handed) and a park.

When it's DRAID's pick in the first round, DRAID will take the top available player on the APS list. If there is a tie (i.e. the two best players have the same APS rating), DRAID will randomly pick one. After the first round, the top three players (according to APS) that have not already been picked and that satisfy the above criteria, are considered. For example, in the first 16 rounds, DRAID starts with the top non-selected APS player and decides whether or not to add him to his selection list based upon who he has already drafted and what kind of player he is. If he is a starting pitcher and he already has four, he goes to the next best player. If he is a relief pitcher and he already has four, he goes to the next best player. If he's a hitter with a prime position of "4" and he already has a prime second-baseman, he goes to the next best player. Once the list has three candidates, he picks one of those randomly and that player displays onto the draft grid.

However, each player on the selection list does not have an equal chance of being selected. They all start with a probability of 1/3 but the probabilities of the second-best and third-best player are reduced in proportion to the deltas between their APS value and the APS value of the top player on the selection list. For you math nerds (like the author!), here's the formula:

$$P(n) = 1/(3 + 0.2*(A(n) – A(1)))$$

Where P(n) = unadjusted probability of Player n being selected (where n is 1, 2 or 3 in APS order).
        A(n) = the APS value of Player n

Once all three probabilities have been calculated, they are normalized to sum to 1. For example, if the top player on the selection list had an APS value of 60 and the next best had an APS value of 75, the first player would be twice as likely to be selected as the second player.

10.9   F = Field Search

Press F to display players according to fields you loaded into DRAID.RAT. You will be given the following prompt:

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Ent Field (F1 – F9), Sort (A/D), optional restriction
(Pos/H/P) or R:
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You can have as many as nine custom fields (F1 – F9) or as few as zero. You'll get an error message if you ask for a search on a non-existent field. These are fields that you set up yourself (See Section 11 for more on that). Let's say you set up F1 to be on-base against lefties. If you entered F1 D 4, you'd get a list of the top 20 available hitters that could play second base sorted descending with the best available (by that stat) listed at the top. F1 A P would give all available pitchers sorted ascending on F1 (on base against lefties). If you calculated a summary rating for all players and put that in F1, F1 D would list the top 20 available players (with no restrictions) according to that summary rating (assuming bigger is better with your rating). If smaller was better, you'd want to specify F1 A to get the top 20 available players by your rating. One more example: Let's say you had F2 set up as on base

against righty's and you were looking for a backwards lefty reliever. F2 A C would list the top 20 available lefty relievers sorted ascending on field 2 (on base against righty's). As with other player selection, you use the arrow keys to select the player that you want and press ENTER. Or, press R (or r or select NONE OF THE ABOVE) to return to the draft grid. If you don't want to enter a field, you can respond to the prompt with R (or r) and that will return you to the draft grid.

10.10   X - Exit DRAID
X (or x) exits DRAID. The DAT file is always saved plus a TXT file of the draft.

11.0   CUSTOMIZING DRAID TO USE YOUR RATINGS AND PLAYER INFORMATION
You are not required to make changes to DRAID.RAT; DRAID will work fine if you never make changes. But, by making changes to the DRAID.RAT file, you can customize DRAID to include information (that you think is important) in the Field Space. **At the start of the season, be sure and rename (or delete) last year's DRAID.RAT file.**

DRAID.RAT does not exist after your initial download of the DRAID files. If DRAID does not detect DRAID.RAT, it will create the file as a copy of DRAID.srt (which is sorted on the Name Field). So, to create DRAID.RAT for the first time, simply go into DRAID and exit at the first prompt. **When making changes to DRAID.RAT, it is essential that you never change the number of records, the order of the records or the record length (81).** DRAID will not work if you do. But you can put anything you want into the Field Space (F1 is in position 31-35, F2 in 36-40 and so on). Do not change any other field in DRAID.RAT; you have positions 31-75 but leave everything else alone. See Section 3.0 for the description of each field in the DRAID.RAT file.

You can create up to 9 fields (F1 – F9) in the Field Space and these fields are each 5 bytes long. You can use your own computer program to make updates to DRAID.RAT or you can use an editor that does not insert special characters into the file. For example, you can't use Word as it will leave all sorts of extra stuff in the file that will make it unusable by DRAID. You can use WordPad or NotePad. WordPad is better because it offers more capability and you can toggle to overstrike mode (by pressing the Insert key). If you're in insert mode, you'll have to delete one character for every character you add as the record length must be preserved. The Field Space is bracketed by the "[" character (column 30) and the "]" character (column 79). When you're done entering information into a record, make sure that the brackets are aligned with the other records in the file and add or delete spaces (in the record that you're editing) as needed to align the brackets. If you use overstrike mode, you won't have to worry about that (except for when you use the Backspace key). To download WordPad from Windows10, left click on the Windows Icon (lower-left of the screen) and scroll down to and click on Windows Accessories. From there, you can scroll down to WordPad and drag it to your desktop for future use. You can then use WordPad to edit DRAID.RAT. After opening DRAID.RAT in WordPad, the first thing you should do is change to Landscape Mode so there's no wrap on the record display (File/Page setup). The second thing you should do is go into overstrike mode by pressing the insert key. This will keep your record length intact as you make changes. Do not make changes outside the Field Space (Column 31-75). Leave the other fields alone. **Never add or delete records or change the order of records.** DRAID won't work if you do. I suggest that you always make a back-up copy of DRAID.RAT before making any changes. If you corrupt the file, you can always go back to the back-up. To start over, you can always delete or rename DRAID.RAT, run DRAID and exit to create a new copy that will just be a copy of DRAID.srt. **Never make changes to DRAID.srt.**

You can also create your fields with Excel. A good place to start is with the Hitters.csv and Pitchers.csv files that you can buy from Strat. (Side note: Please buy the data from the game company. Yes, you can get it for free from one of your buds but we want to support the Game Company.) **First step is to make a copy of Hitters.csv and Pitchers.csv so you can always go back to the back-ups if things get messed up.**   All files associated with DRAID need to be in the same sub-directory as the DRAID program. When you loaded DRAID for the first time, you created a sub-directory (\DRAID was suggested) so move Hitters.csv and Pitchers.csv there. Then open the Hitters.csv file in Excel and change the header column of the fields you want to F1, F2 etc. (up to F9). You can use formulas to create hybrid stats and uniquely label those columns (F1, F2 etc.). Let's say one of the fields you wanted was on-base against lefty's. Change the column title on row 1 of Hitters.csv from OB v lhp to F1 and this stat will be imported automatically when you run DRAID. I suggest you create the same fields for Pitchers.csv as you create for Hitters.csv. You may (at first) want to have a cheat sheet available when you're drafting so you can remember what each field represents. If DRAID detects Hitters.csv and Pitchers.csv and these files have some column headings of F1, F2 etc., the info from these csv files will be loaded in on top of whatever is in the DRAID.RAT Field space so, if you use this method, you should not use other methods as information from those other methods will be wiped out when you run DRAID.

Some critical things to keep in mind when using Excel to make changes to Hitters.csv and Pitchers.csv:
1. After making changes, always save it back as a csv file. DRAID will not import data from any other type of Excel file.
2. You may sort on rows or delete rows from these csv files but be sure you don't delete qualifying players. DRAID will only import information from STPC qualified players (others are ignored).
3. Never alter the first five columns of Hitters.csv (TM, Location, HITTERS, INJ, AB) or the first four columns of Pitchers.csv (TM, Location, PITCHERS, IP) or insert new columns within these. These columns (including headings) should never be altered.
4. You can create new columns of your own and label these F1, F2 etc.
5. Only map over numeric information and make sure you don't exceed the 5-character maximum for field length. You may need to fix decimal places to 1 to guarantee that.
6. DRAID looks for the columns titled FIELDING for hitters and ENDURANCE for pitchers. Never alter these columns.

APPENDIX A

Here is a list of the 30 parks plus the 4 design parks:

Park	Abbreviation
Arizona	ARN
Atlanta	ATN
Baltimore	BAA
Boston	BOA
Chicago (AL)	CHA
Chicago (NL)	CHN
Cincinnati	CIN
Cleveland	CLA
Colorado	CON
Detroit	DEA
H0S0 (Homer Zero, Single Zero)	H0S0
H0S20 (Homer Zero, Single 20)	H0S20
H20S0 (Homer 20, Single Zero)	H20S0
H20S20 (Homer 20, Single 20)	H20S20
Houston	HOA
Kansas City	KCA
Los Angeles (AL)	LAA
Los Angeles (NL)	LAN
Miami	MMN
Milwaukee	MLN
Minnesota	MNA
New York (AL)	NYA
New York (NL)	NYN
Oakland	OAA
Philadelphia	PHN
Pittsburgh	PIN
San Diego	SDN
San Francisco	SFN
Seattle	SEA
St. Louis	SLN
Tampa Bay	TBA
Texas	TEA
Toronto	TOA
Washington	WAN

APPENDIX B

You should NOT re-size the Command-Prompt Window when running DRAID as this can screw up the console cursor. However, as this (resize) can happen inadvertently, there is something you can do to prevent the cursor problem:

1) X-out of your Command-Prompt window (if it's open)
2) From your desktop, right-click on your Command-Prompt Icon
3) Select Properties
4) Select Font. Leave Courier New as the font but you may want to chance the font size. I like 23. (*)
5) Select Layout. Under Screen Buffer Size, change Width to 120. Leave height at 300.
6) Make sure the Wrap-Text-on-Resize Box is Unchecked.
7) Leave Window size at a width of 80 and a height of 26.
8) Press OK

(*) This has nothing to do with the cursor problem but is an "as long as you're in there" kinda thing.

If your cursor ever does get messed up when you're running DRAID (blinks back and forth between two places), you can always exit DRAID and re-enter and all will be fixed. You will have to reset the timer upon reentry (if you're using that).