SwosTeamEditor3

COLLABORATORS			
	TITLE : SwosTeamEditor3		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		December 31, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SwosTeamEditor3

1.1 The SWOS TEAM EDITOR 3.0 Guide

```
     ***********************************************************************

     *                                                                     *
     *    SENSIBLE WORLD OF SOCCER TEAM EDITOR 3.0 - Aminet release Nov. 1997   *
     *                                                                     *
     *********************************************************************

                              Written by


                     Banzi Silvio

                        Distribution

                        Installation

                        Requirements

                        Instructions

                    What's new on v3

                    Other Aminet rel

                       Thanks page
                       ------------------------------------------------------------------ ←
```

1.2 distribution

```
     Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

     ------------------------------------------------------------------

                        - DISTRIBUTION -
```

```
        **********************************************************
        This program is EMAIL-WARE , so to be a registered user of
        SwosTEd 3.0 , you only have to send a mail at my address
        in which you'll say if you liked my program and eventually
        what should be changed in the future versions of it.
    You'll get another E-mail containing a keyfile that will
    allow you to use all of the functions of this program.
    So it's totally free ! All I want is your suggests for
    next versions / comments about this one...
    **********************************************************

      Please specify if you want your name included in next
            version's documentation "Thanks to" list.
```

1.3 installation

```
    Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet
```

```
                        - INSTALLATION -

 The installation is a really simple operation. Everything
 is controlled by a standard Commodore Installer script.
 All you've got to do is to click on the install icon and
 follow the instructions.
 Be careful to put the "RNCDepack" on a path directory
 (default is C:).
 To install the program on a disk , you've got to format a
 disk and make it bootable via "install UNIT:" Amigados
 command (e.g. install df0:).
 Then launch the install program and locate the files on the
 disk.
 If you have a copy of Propack (not included , since it's
 a commercial product) put it on the c: directory or in the
 program directory.
```

1.4 instructions

```
                  Swos Team Edit V3.0 - Release November 1997 - Distributed by  ←
                      Aminet
```

```
                        - INSTRUCTIONS -
```

```
        This is a program to edit Sensible World of Soccer data
        files. It's totally controlled by mouse. All you have to
        do is to click and to create your dream team to win any
        competition you want...



                              - MAINMENU -



            LOAD TEAM FILE

            SAVE TEAM FILE

            EDIT TEAM FILE
                 ----------------------------------------------------------------- ↩
```

1.5 load

```
                  Swos Team Edit V3.0 - Release November 1997 - Distributed by  ↩
                    Aminet


  ---------------------------------------------------------------------

                          - LOAD TEAM FILE -

 First you need to load a TEAM.xxx data file from your
 SWOS disk 2.


 ************************************************************
 * BE CAREFUL NOT TO USE THE ORIGINAL DISTRIBUTION DISKS *
 *     THE USE OF THIS PROGRAM IS AT YOUR OWN RISK.        *
 *   MAKE SURE TO WORK ONLY WITH A COPY OF THE ORIGINAL   *
 *                         DISK TWO.                       *
 ************************************************************


 You do not have to decompress the data files before editing
 them. SWOSTEAMEDIT 3.0 will do it in memory when you select
 the file.

 You can choose the file by nationality.
 The orange buttons are related to the CLUB FILES. The
 green ones are NATIONAL FILES. Now you can edit also
 the CUSTOM TEAMS BANK.
 You still are able to edit other files than the Disk two
 ones by selecting the related button.

 Then you're able to
           edit
            the datas.
```

1.6 save

```
                    Swos Team Edit V3.0 - Release November 1997 - Distributed by  ←
                    Aminet


    ---------------------------------------------------------------------

                          - SAVE TEAM FILE -

  When you click on "SAVE TEAM FILE" gadget , you'll get a
  panel divided in two parts.
  On the left side of it we decide the sort of compression
  we use (If you haven't propack , you won't be able to use
  it and the file will be saved
                not compressed
                    .
  In the right one the type of saving (overwriting or save as).
  To pack Swos datas belonging to the firsts version of SWOS
  (95-96) use method 2 , for other versions use method 1.
  If you want , you're also able to save datas in the normal

                unpacked
                 format.

  THE RNC PACKED OPTIONS ARE DISABLED IN THE UNREGISTERED VERSION.
                SEE
                DISTRIBUTION
                 SECTION

  When you done everything , select SAVE .... to save :-)
  or CANCEL to do nothing...

    ---------------------------------------------------------------------
```

1.7 unpackedsave

```
  Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet


    ---------------------------------------------------------------------

                      - SAVE UNPACKED TEAM FILE -

  If you haven't a copy of propack (RNC) you won't be able to
  compress datafiles after you edited them.
  The matter is : uncompressed datas are longer than original
  RNC compressed files. If you save files on the same disk you
  loaded them be sure to have sufficient free disk space.

    HINT: You may prepare a custom SWOS disk 2 by making a copy
    of it and deleting the following files related to
    the custom and nationals data:

    TEAM.072 - Custom Teams
```

```
    TEAM.080 - European Nationals
    TEAM.081 - African Nationals
    TEAM.082 - South America Nationals
    TEAM.083 - North America Nationals
    TEAM.084 - Asian Nationals
    TEAM.085 - Oceania Nationals
```

    Obviously you will be constricted not to use national
    or custom data in your games (because they're not
    present on the disk).

  HINT2: I never tried this hint , so I don't know if it works.
    Use your custom disk (in which some files have been
    deleted to make free disk space) to load the game.
    Anyway , make another copy of the original disk 2.
    When the game can't find the data you deleted ,
    swap the custom and the copy of the original SWOS2
    disks. The game will be probably able to continue.
    When it finishes to load , swap the disks again.

1.8 edit

                Swos Team Edit V3.0 - Release November 1997 - Distributed by ↩
                    Aminet

                              - EDIT -

    After than you've loaded a team file , you're able to edit it
    by selecting the team you want in the list that appears.
    If the list appears corrupted , make sure you've correctly
    installed the "RNCDepack" file in your C: directory.
    You can scroll the list by the related buttons "PREV PAGE" and
    "NEXT PAGE" . Since this version , team lists are divided by
    Division. The buttons that appear in the right side of the
    screen are to select between the different divisions.

    The other button in this page lets you select between the Edit
    and the Swap Team mode. If you turn it in SWAP MODE you'll be
    able to swap two teams belonging to different divisions so for
    example ,you can make CHELSEA play in third division and
    HALIFAX TOWN in premier League ....

    THE SWAP MODE IS DISABLED IN THE UNREGISTERED VERSION.
                SEE
              DISTRIBUTION
               SECTION

    If you turn it in EDIT MODE , you'll obviously edit it by mouse
    clicks in the screen that appears.

```
      The screen will be divided in different parts:
      On the top of the screen we have informations about Team's name
      and Coach's name.
      In the left part we have the players characteristics such as
      skin , hairs , name , shirt number and a list of buttons called

                  SKL
                   and
                  NAT
                   to define
      attitudes and nationality of the player.
      In the right of the screen we have informations about shirts
      styles and colours.
      The bottom line of buttons are for global operations:
      -Clear  : Clears the player list
      -
                  Skills
                   : Edit all player's skill with a single touch of mouse..
      -
                  Nation
                   : Edit all player's nationality as above...
      -
                  Tactics
                   : Edit Team Tactics.

  Then in the bottom-right side of the panel , there are two
  usual gadgets... UNDO and ACCEPT , that I ain't going to
  explain what they're for.... :-)

     ----------------------------------------------------------------------
```

1.9 tactics

```
                  Swos Team Edit V3.0 - Release November 1997 - Distributed by  ←
                     Aminet


     ----------------------------------------------------------------------

                          - EDIT TEAM TACTICS -

  This is a great innovation in Version 3.0
  Now you can edit player's position directly by SWOSTED 3.0
  The editor is really simple to use.
  We have the soccerfield on the left part of the screen with
  players on it.
  At the centre we can choose our tactics. In the right part
  of the screen there's the players list. Click on player number
  to select it and another one to swap it with...
  When you've done your chooses , click on ACCEPT and that's all.

      THIS OPTION IS DISABLED IN THE UNREGISTERED VERSION.
               SEE
             DISTRIBUTION
              SECTION
```

1.10 globskill

Swos Team Edit V3.0 – Release November 1997 – Distributed by Aminet

----

– EDIT GLOBAL SKILLS –

This option is thought for those who want to give a certain
level of skill to a team whitout defining every player's
skills and value one by one.
By clicking the SKILL gadget , a new panel will scroll up
from the bottom of the screen.
In the left side of it we have to choose the sort of skill
we want to give to our team (Poor,Medium,Good) in the right one
we choose what aspect of the players to touch (Abilities or
Value).
Be careful : You will loose all previously defined skills.

Click OKAY or CANCEL.

Simple , isn't it ?

1.11 skills

Swos Team Edit V3.0 – Release November 1997 – Distributed by Aminet

----

– EDIT SKILLS –

Every player can be defined other than by the name ,
skin and hair colours and shirt number also by their skills.
These are:

– PASSING – SHOOTING – HEADING – TACKLING – HANDLING – SPEED – FINISHING –

Each one of these skills can be defined by a number from
0 (Poorly skilled) to 15 (Ronaldo level).
You can manually define them or let the computer create a
GOOD , MEDIUM or POOR SKILLED PLAYER simply by clicking the
related gadgets. There's also the possibility to create a
totally RANDOMLY CREATED PLAYER.
You can assign a value to the player by clicking on the
Value gadget.
There's the possibility to copy/take from data players

        in/from two buffers in order to import/export players also
        througout different TEAM files.
        If you click on the BUFFER ONE and BUFFER TWO gadgets , a
        requester will inform you about their contents.

1.12 nationality

    Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

        ----

                              - EDIT NATIONALITY -

  The player's nationality is defined by this panel.
  All you have to do is to select one of the gadgets on the
  left of it (everyone of that are related to a continent)
  and click on the prefered nationality.
  After than you can choose to ACCEPT or to CANCEL your
  selection. Simple , isn't it ?
  If you select the "NATION" gadget in the bottom of the
  main edit screen you'll be able to spread the nationality
  you select , throughout all players.

1.13 requirements

    Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

        ----

                              - REQUIREMENTS -

  Swos Team Edit V3.0 can be run on any Amiga Kickstart 1.3
  or higher. It's better to have more than 1 megs of ram ,
  but I think it will run correctly also on 1 megs machines...
  The file "data.dat" MUST be present on the same directory of
  the editor.
  Unfortunately , I fear it won't be running on A4000 but not
  for my fault , but because of Amos Professional's bug.
  The file "RNCDepack" and its documentation is to be installed
  on the C: directory of your disk/harddisk.
  You obviously also need SENSIBLE WORLD OF SOCCER and maybe
  Propack by RNC in the editor directory.

1.14   aboutme

    Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

    ----

                              - ABOUT ME -

        Hi there people! I'm Silvio Banzi , a 20 years old student
        at the Bologna University (ITALY). I'm a commodore user
        since the VIC-20. I owned also a C128 and an Amiga 500
        before to arrive to my wonderful Amiga 1200 base.
        I like programming games and tools (such as this one)
        and I really love playing Sensible World Of Soccer.
        No other soccer game is so addictive. I like to plan some
        Mega-tournments at this game taking the more strange teams
        I can (such as "Vietnam" or "Tanzania" or "Qatar").
        I also like to play football in real life. I play on a club
        near my town that's called "Estense 88 F.C."
        My favourite soccer team is "INTER F.C." that's placed in
        Milan.
        I like very much also playing piano , listening music
        (Michael Jackson , Stevie Wonder , Bruce Springsteen,
        Paul Mc Cartney , Sting , Zucchero Fornaciari ...)
        going to the cinema (or to see movies in general) and
        playing with my 8 years old little yellow dog
called "Leo".
My favourite films are the Citizen Kane ,Star Wars trilogy ,
the Die Hard trilogy , the Lethal weapon trilogy , the Alien
trilogy , Fright Night 1 & 2 , J.F.K. , all Steve Martin
Robin Williams , Robert De Niro , Billy Crystal , Mel Gibson
Jhon Candy , Gene Wilder and Dan Aykroyd films. (I think I
forgot someone or something.... anyway...).
I also like actresses as Demi Moore (who's a great actress :->)
Michelle Pfeiffer , Sigourney Weaver , Nicole Kidman , Uma
Thurman , Cameron Diaz....
My favourite directors are Steven Spielberg , Geroge Lucas ,
Tim Burton , Martin Scorsese and Woody Allen.

It's time to say goodbye (Andrea Bocelli docet :-))

For any further information about the programs or the
musical modules I can be found here:

                           Silvio Banzi
                         Via Mirandola ,25
                      41035 Massa Finalese (MO)
                               ITALY

        WWW: http://www.cs.unibo.it/~banzi
             E-mail: banzi@cs.unibo.it
             yoda@xcal.net

Please Visit the Swos Team Edit support Homepage
        at Amigaworld.com

    http://amigaworld.com/support/swosted

1.15 updates

Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

    ----

                    - WHAT'S NEW ON THIS VERSION ? -

    -v 3.0-

o Fixed up a lot of bugs in the previous version (such as
  that which in the file selection panel makes the program
  crash if you unfortunately click in an area with no buttons).

o Added the TACTICS section.

o A new, more friendly SAVE panel featuring Propack support.

o A "continous editing" feature (when you finish to edit a
  player name , the cursor will jump directly to the next)

o Added a keyfile system.

o Packed "Teams.dat" and "Fname.dat" in one shorter file
  called "data.dat".

o New "Global" Team Editing features

o Fixed up the bug that affected the swap option in v2.0.

o Fixed up the bug that made missing in the load panel the
  buttons to load ASIAN and OCEANIC national teams.

o Made the TEAMS be shown by DIVISIONS.

o Many other little changes ...

    -v 2.0-

Since the first release a lot of things are changed.
Firstly this documentation file. In version 1.0 the
.guide file was exclusively in Italian language.
Well, now it's exclusively in English (or something
similar... :-)) .
Anyway... I tried to give more detailed informations about
the program and its functions with a better look.
To write this file I used EdWord Pro V5.0 by Martin Reddy,

a very flexible text editor and AMIS by Willem Mestrong
which has a great WYSIWYG amigaguide editor plug in.
All these two programs can be found in the text/edit
directory of the Aminet tree.

I obviously changed a lot also in the program (to justify
the passage from V 1.0 to brand new V 2.0 after a year
I released the first one ...).

     o First of all you don't need to unpack data files
before loading the editor. It will do it for you when
you load a team RNC Compressed file. Great, isn't it ?

     o You can now load a file team selecting it by nationality.

     o I added two buffer to store player's data. In this way
       you can exchange/copy players also througout different
       team data files.

     o I also added a swap option to change position of a team
       in the team list. This will allow you to change their
       position also in the game. For example : Lecce was
       on the Italian Serie B in SWOS 96/97. Next year , Lecce
       will play on Serie A , while Cagliari will play on Serie B.
       All you have to do is to swap the two teams.

     o I lightly restyled the User Interface to make it more friendly.

     o The filerequester has been completely re-written.

     o The installation script was not present in previous archive.

1.16   projects

                    Swos Team Edit V3.0 - Release November 1997 - Distributed by ←
                        Aminet

                    - OTHER FILES OF MINE ON THE AMINET -

I wrote a demo of a game for two players called "NBK".
It's placed on the game/2play/NBKDemo.lha archive.
I hope you'll enjoy it.

       I like very much composing music modules using Octamed Pro 5.0
       Some of my compositions can be found in every aminet mirror.
       Here's a list of them....

     ----

mods/atmos/battleplan.lha Battle Plan (*)
mods/atmos/tambures.lha   Tambures

```
mods/misc/OldSwing.lha     Old Swing
mods/misc/WFaster.lha    Walking Faster
mods/slow/lis.lha    Lost in Space
mods/atmos/Echoes.lha    Echoes - A disco mod -
mods/atmos/impattak.lha    Imperial Attack (*)
mods/atmos/endorwrs.lha        Endor Wars      (*)
mods/piano/meritcup.lha    MeritCup
mods/piano/pianogdr.lha    PianoGDR
mods/piano/assolo.lha    Assolo
mods/atmos/GDR.lha     GDR
mods/atmos/ghunter.lha    Ghost Hunters
mods/atmos/gsong.lha    Great Song
mods/misc/itsallright.lha It's All right
mods/atmos/sarena.lha        Space Arena tune
mods/misc/sunday.lha    Sunday
mods/slow/slowness.lha    Slowness


(*) - Star Wars like modules


   ------------------------------------------------------------------


You can also download them from my
            Homepage
              in which you can also find some extra modules...

   ------------------------------------------------------------------
```

1.17 thanks

```
   Swos Team Edit V3.0 - Release November 1997 - Distributed by Aminet

   ------------------------------------------------------------------

                         - THANKS PAGE -

        Great Thanks to :
     (in totally random order :-) )

        Alfonso Di Rienzo
        Matt Norton-Lewis
        Michael Cheung
        Christopher Daldorph
        Patrick Henz
        Jurgen Lucas
        Peter A. Morales
        Rogerio Miranda Correia
        Erik Elgersma
        Soren S. Jorvang
        Lord Rescator (Roger)
        Gareth Martinez
        Jody Miller
        Stelios


         ------------------------------------------------
```

```
     Sensible Software - for their wonderful Sensible
          World of Soccer

Electronic Arts - for their wonderful tool Deluxe
          Paint.

Francois Lionet - for the marvellous AMOS PRO 2.0

Martin Reddy   - for the great EDWord Pro V5.0

Willem Mestrong - for the incredible AMIS

        Inter F.C. - for existing...

----------------------------------------------------------------
```