

Midnight Editor 04.2: X-Wing vs. TIE Fighter

(from Midnight Editor Series)

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About Midnight Editor Series

Midnight Editor series is a series of editors, each devoted to one particular PC game. Midnight Editors require Windows 95 to operate correctly. Each one has similar interface, which I have put much effort to make as friendly and easy to use as it was possible.

General operating instructions

1. Unpack archive to a directory of your choice.
2. Having your Windows 95 system up and running, run enclosed **ME*.EXE** file.
3. If available, carefully read **Information** tab.
4. Press **Game** tab and then **Change directory...** button. Select the directory in which the game has been installed and press OK. Instead of manually choosing the directory, you can also press **Automatic** button, if it's available, for the program to automatically determine the directory the game is installed in.
5. You can now press **Open file(s)** button.

In some cases at this point you will be asked to select the savegame you want to modify (when this specific Midnight Editor you are using is a savegame editor). If so, you can also press **Open last file** button in order to immediately load last modified savegame (if you modified a savegame before).

6. If the files editor is about to modify (listed as **Opened file(s)**) are somehow very important to you and you're afraid of damaging them, you can press **Backup file(s)** button. This will duplicate the files which are changed (with added extension .BAK). Then you can always restore the original contents by pressing **Restore file(s)** button (or simply changing filename). If you have finished modifying and are happy with results, you can press **Delete backup** and the originals will be deleted.
7. Using additional tabs, change the options you want. They differ from editor to editor but they should be pretty self-explanatory. If there's, however, a need to explain them, you will find further informations on the **Information** page mentioned before.
8. If you're not sure what you have done, you can always press **Revert to saved** button to restore file original contents from last save.
9. When you're finished, press **Save** button to save your changes.
10. Play the game by pressing **Run the game** button.

All Midnight Editors share the same **ME.INI** file, stored in your Windows 95 directory. This file is now used to remember information about game directory, last modified savegames and game's executable file name.

Other available editors

As for now, the following editors are available:

MEGNOME.ZIP	27-05-1997	ME 01: G-Nome
MEPRIV2.ZIP	27-05-1997	ME 03: Privateer 2
METHHOSP.ZIP	27-05-1997	ME 02: Theme Hospital

MEXCOMAP.ZIP	03-09-1997	ME 06.2: X-COM: Apocalypse
MEXWTIE1.ZIP	28-09-1997	ME 04.2: X-Wing vs. TIE Fighter (crafts & weapons)
MEXWTIE2.ZIP	15-06-1997	ME 05: X-Wing vs. TIE Fighter (pilots)

Internal revisions & corresponding releases

0.90 ME01, ME02, ME03 (Initial revision - beta 1)
0.91 ME04, ME05, ME04.1 (Initial revision - beta 2)
0.92 ME06 (Final beta)
1.00 ME06.1
1.01 ME06.2
1.02 ME04.2

Feedback

Please send any comments, ideas, report errors, etc. to:
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You may also want to check Midnight Editors WWW page at:
<http://midnight.tme.szczecin.pl>

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