

SwosTeamEditor3

COLLABORATORS

	<i>TITLE :</i> SwosTeamEditor3		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 26, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 SwosTeamEditor3	1
1.1 The SWOS TEAM EDITOR 3.0 Guide	1
1.2 distribution	1
1.3 installation	2
1.4 instructions	2
1.5 load	3
1.6 save	4
1.7 unpackedsave	4
1.8 edit	5
1.9 tactics	6
1.10 globskill	7
1.11 skills	7
1.12 nationality	8
1.13 requirements	8
1.14 aboutme	9
1.15 updates	10
1.16 projects	11
1.17 thanks	12

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 without 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 lose 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 throughout 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 preferred 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-tournaments 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 throughtout 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...
