

# **SWOSEd**

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**COLLABORATORS**

	<i>TITLE :</i> SWOSEd		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## SWOSEd

### 1.1 SWOS Ed v1.2

SWOS Ed v1.2

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Introduction	What does SWOS Ed do ?
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### 1.2 Introduction to SWOS Ed

#### Introduction

SWOS Ed is a team editor for Sensible World of Soccer, which is an excellent soccer game. I think it's the best soccer game with management options available for any computer. One of its main advantages is the quantity of data, meaning the teams and players from all over the world. But some of them are way out of date. For example in version 1.1 of SWOS, the Polish teams are from 1993 or even 1992. Unfortunately there's no team editor included with the game, but now using SWOS Ed you can edit your favourite team and change the abilities of all players etc.

Main features of SWOS Ed:

- It uses MUI (it's font sensitive and easy to use), and multitasks

- well.
- Uses internal RNC depacking (SWOS data files are packed). There's no need to use external utilities to depack the files.
  - It allows transferring players between teams and teams between leagues.
  - A useful multifile mode
  - It's localized with English, Polish and Dutch translations available.
  - It hasn't crashed my system yet.
  - It's very cheap, since it's postcardware.

## 1.3 SWOS Ed Requirements

### Requirements

SWOS Ed should run on any Amiga with Kickstart 2.0+ with MUI installed on the Workbench, and 1MB of memory. But since I own a better machine I can't say for sure. I have tested my program on an A1200/Kickstart 3.0/6MB of RAM. No 68020 CPU instructions are used in SWOS~Ed and it doesn't call any procedures not available in OS 2.0.

Of course you also need a copy of "Sensible World of Soccer".

SWOS Ed has been tested with SWOS 1.0, 1.1 and 95/96.

## 1.4 Installation on HD

### Installation

You can install SWOS Ed on your HD the easy way by using the supplied installer script. The Installer utility needs to be present somewhere in your system path to run it. Although it's not difficult to install SWOS Ed manually. All you need to do is, drag the program's icon into whatever directory you prefer. If you want to install this guide too, do the same with the Help drawer. If you don't, you won't be able to read it by pressing the Help key. Program translations are in the Catalogs directory, so if you would like the ability to run SWOS Ed in different languages, copy this directory as well.

## 1.5 How to use SWOS Ed

### Usage

### Main Window

If you run SWOS Ed (by double clicking on its icon) the main window will appear on the screen. It's divided into three parts labelled:

File Section      Team Section      Player Section

### Menus

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The menus are divided into four groups called:

Program      Team      Player      Prefs

## 1.6 File Section

File Section

Using the "SWOS Data Path" gadget you need to specify the path to the directory where the TEAM.??? files are stored. For example if you installed SWOS on your HD in the directory "Work:Games/SWOS", this string gadget should contain "Work:Games/SWOS/data". When you specify a correct directory path SWOS Ed will automatically scan the data files in it and display a list of countries found in the files. You can then click on the country which you want to edit and the data file will be loaded and decrunched if necessary. Below the list there are two very important gadgets. If you click on the first of them "Save to RAM:" SWOS Ed will save the data file (with your modifications) to RAM:. You can then copy it to the proper directory manually. Whereas "Save to Game" saves the file in the game's data directory and overwrites the original file. So you don't need to copy it to any other directory and can just start playing your new updated SWOS.

## 1.7 Team Section

Team Section

This is where you can change the global team parameters. First of all you must select a team to edit. After clicking on the popup gadget you'll be able to select one from the list which appears. If you change the contents of the string gadget, this will change the actual name of the team in the game. Below this gadget you can change the coach's name, select the default formation and the colour of the kits. Everything should be fairly straightforward except for the "Pattern" gadget. This specifies the appearance of the players shirts.

Solid - means that whole shirt is Shirts 1 colour.

Sleeves - the shirts are Shirts 1 colour with sleeves Shirts 2 colour.

Vertical and horizontal stripes - the shirts have coloured stripes, using both Shirts colours obviously.

## 1.8 Player Section

Player Section

The player section is a part of the window where you can change the individual players data. You can select which player to edit, change his name, nationality, skin, hair, type and many other attributes. Note that it's impossible to have a player with black skin and light hair.

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## 1.9 Program Menu

### Program Menu

- About - Displays about requester. Only for informational purposes.
- Quit - Guess what this does! I'll let you into a secret, it doesn't format your hard drive...

## 1.10 Team Menu

### Team Menu

- Copy - Copies the selected team's data to the internal team clipboard.
- Paste - Copies team data from the clipboard into the selected team.
- Exchange - Exchange the contents of the clipboard with the selected team's data.

## 1.11 Player Menu

### Player Menu

- Copy - Copies the selected player's data to the internal player clipboard.
- Paste - Copies player data from the clipboard into the selected player.
- Exchange - Exchange the contents of the clipboard with the selected player's data.

## 1.12 Prefs Menu

### Prefs Menu

- Multifile Mode - This makes it possible to load several data files into memory and switch between them without losing changes. When it is not set, changing the league causes the data in memory to be deleted when loading another file. If multifile mode is activated when you change leagues, data is not lost, but stored in memory. Whenever you select that league again, the data won't be loaded from disk, but recovered from memory and any changes you made will be kept intact.
  - Save Prefs - Saves config file. It stores SWOS data path and current multifile mode status. It will be loaded whenever you run SWOS Ed.
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## 1.13 SWOS Ed Copyright

Copyright

SWOS Ed is postcardware. This means you can freely copy it, give it to your friends etc. But if you decide to use it, you have to send a postcard to the author. You are not allowed to modify any file or reassemble the executables.

SWOS Ed is a MUI application. MUI is copyrighted 1992-94 by Stefan Stuntz.

To create the GUI I used MUI Builder 2.2 written by Eric Totel.

SWOS Ed has been tested for a while and found to be stable in everyday use. However the author is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program.

## 1.14 About the Author

About the Author

SWOS Ed is written by Piotr Bieniek, who is a 17-year-old secondary school student in Lodz, Poland.

A photo of the author can be found in the Help directory, saved in PNG format. A PNG datatype is available on Aminet if you don't have one already.

To contact me, please try one of the following ways:

by E-Mail:

adam@chemul.uni.lodz.pl  
bieniek@kryisia.uni.lodz.pl

Please put "to Piotr Bieniek" in the "Subject:" of your letter, because the above addresses are my father's.

by normal mail (It's also the address to send the postcard!):

Piotr Bieniek  
ul. 11-go listopada 63 m.27  
91-371 Lodz  
Poland

## 1.15 SWOS Ed Notes

Notes

SWOS Ed is written in C. It took me about 10 days to write first version

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of this program and was only possible because MUI handles all user input, so I had much less work to do than if I had used gadtools.library. To create the window design I used MUI Builder 2.2.

Whilst sitting in front of the keyboard and monitor, I listened to the tape "Elf" by Varius Manx. So you could say their music mobilized me to work!

I would like to thank some people. First of all, thanks to Piotr Cieniak. He's my friend from class and he suggested that I write SWOS team editor in the first place. My greetings also go to Kasia S. If I didn't know her, my life would be a mere shadow of what it is now.

Thanks to Jeff Crawford for being one of the first users of SWOS Ed and for correcting this guide. Now it resembles the English language much more than it did to start with.

Thanks also to Russell Eyre for being the first registered user of SWOS-Ed. His postcard mobilized me to start writing SWOS Ed 1.1.

I also send greetings to the whole of class IIa at XII LO in Lodz.

## 1.16 SWOS Ed History

### History

Version 1.0 (17.01.96) - Initial release.

Version 1.1 (5.03.96)

- Support for SWOS 95/96 data files.
- The ability to transfer players between teams.
- The ability to transfer teams between countries.
- Multifile mode added. You can load several leagues into memory at once and switch between them without losing any changes.
- Config file which stores your SWOS data path and multifile state.
- GUI redesigned a little (bugfixed).
- Many changes in internal program structure which users will probably never notice. Now the program is really object oriented.
- Improved documentation.

Version 1.2 (2.04.96)

- GUI significantly redesigned.
- Localization added. English, Polish and Dutch languages available.
- Player's numbers editing added.
  - Sorting of players when saving files added. Players of different types are not mixed after loading into SWOS.
  - Small bugfix when loading the same file from different paths.

## 1.17 To do in SWOS Ed

To do

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It would be useful to have SWOS Ed save packed data files. SWOS doesn't require it, (except for when editing the English league, see Problems), but a packed file is about three times smaller than unpacked. This can be especially important for users playing from floppy disks, since the original SWOS disks are almost full. I haven't included it yet, simply because I don't have the RNC pack routine. If you do, or know someone who does, please send it to me immediately :)

I think that it would be nice to translate SWOS Ed into other languages. So far, only English, Polish and Dutch versions are available. If anyone feels like translating the strings displayed in the program and it's accompanying documentation, to any other language, please get in touch with me.

I'm eager to hear any suggestions or comments you may have about my program. Send them to me now!

## 1.18 Problems with SWOS Ed

Common problems

Q: What is MUI and why can't I run SWOS Ed without it?

A: MUI is a system to generate good looking font sensitive and easy to use graphical user interfaces. I think that every Amigan should use it! You can download dev/gui/mui33usr.lha from Aminet. For a more detailed description of MUI, see the MUI section of this guide.

Q: I have the floppy version of SWOS. How can I install it on a HD? My problem is that when I try to save an unpacked data file produced by SWOS Ed, the disk is too full.

A: My SWOS HD installer should be available on Aminet as swoshd.lha in game/patch. If you don't have a hard disk (why not ???) you could make enough room by deleting the following files from SWOS disk 2:

TEAM.080, TEAM.081, TEAM.082, TEAM.083, TEAM.084, TEAM.085.

These files contain international data, so you won't be able to play the world cup for example.

Q: When I try to edit the English teams, it makes SWOS crash. What can I do to get around this?

A: The English league data file is the largest and when it's unpacked it's about three times bigger than when packed! That's the reason that the game crashes. The unpacked file is larger than SWOS's internal buffer and the game can't load it properly. To make the game work properly, you have to repack the file using an external program like ProPack. Everything will then work fine. If you are unable to do this, you could choose one of the other leagues, copy your favourite teams into it and play that league instead, with English teams. Alternatively, you can wait for the new version of SWOS Ed that outputs packed data files.

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Unfortunately I don't have RNC pack routine so I can't implement this feature yet. If you have one, send it to me now! Ask your friends, maybe they can help!

Q: What can I do to encourage the author to write newer versions of SWOS Ed?

A: It's very simple. Send him a nice postcard, suggestions, accelerator boards for his A1200, millions of dollars, expensive cars etc.

## 1.19 Magic User Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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## 1.20 SWOS Ed Index

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