

SWOSEd

Piotr Bieniek

COLLABORATORS

	<i>TITLE :</i> SWOSEd		
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Chapter 1

SWOSEd

1.1 SWOS Ed v1.6

SWOS Ed v1.6

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This program is shareware.
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Introduction	What does SWOS Ed do ?
Requirements	Will it run on my machine ?
Installation	How do I install it on a HD ?
Usage	How do I use SWOS Ed ?
Copyright notice	Copyright and registration
Author	How to reach the author ?
Notes	Notes from the author
Important	Please, read it to prevent possible problems
History	Previous versions of SWOS Ed
To do	Ideas for future releases
Problems	Common problems

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 But some of them are way out of date.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 96/97 of SWOS, many names in the Polish data file are misspelled and others are old. Some players are in two different teams. 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 unpacking (SWOS data files are packed). There's no need to use external utilities to depack the files.
- It is able to pack data files using ProPack.
- It allows transferring players between teams and teams between leagues.
- A useful multifile mode.
- It is able to print teams' squads.
- It has excellent player search option.
- It's localized with many translations available.

1.3 SWOS Ed Requirements

Requirements

SWOS Ed should run on any Amiga with Kickstart 2.0+ with MUI 3.5 (or newer) 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 with MUI 3.6.

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

SWOS Ed has been tested with SWOS 1.0, 1.1, 95/96, EC'96 and 96/97.

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

The menus are divided into four groups called:

Program Team Player Settings

Please also read Important section of this guide, before you start using SWOS Ed.

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 gadgets described below.

The "Pattern" gadget. This specifies the appearance of the players shirts.
Solid - means that whole shirt is Shirt 1 colour.
Sleeves - the shirts are Shirt 1 colour with sleeves Shirt 2 colour.
Vertical and horizontal stripes - the shirts have coloured stripes, using both Shirt colours obviously.

The "Division" gadget allows you to change the division which the team plays in. Please remember that you can't change the number of teams playing in a division. For example if you promote any team to a higher

division you must also relegate one team. Otherwise SWOS will just crash at the end of the season or even earlier.

The "Team Grid" gadget opens a separate window, which shows the team's current formation and the positions of individual players on the pitch. You can change those positions using drag&drop, but the grid data is lost if you change the number of any player. Of course you can always set the grid again.

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.

1.9 Program Menu

Program Menu

- About - Displays about requester. Only for informational purposes.
- About MUI - Display info about MUI.
- 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.
 - Load - Loads team data from the file (created using Save option) and replaces current team with loaded data.
 - Save As - Saves current team's data to a file, which can be loaded later using Load option.
 - Print Squad - Prints squad of the current team.
-

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.
- Search - Searches players who match skills set by the user. It opens separate window named "Player Search". In the "Name Pattern" gadget you can type AmigaDOS pattern. Only players whose names match to this pattern will be eventually found. For example if you type "#?R#?" you tell the computer that you want a list of players with letter "R" in the name. There are two listviews below "Name Pattern" gadget in the window. You can select nationality and type of players here. Entries marked with "+" are selected. So if you want information about Polish goalkeepers, you must make "POL" and "G" selected and all others unselected. "Invert" button inverts the state of all entries in the listview, all selected entries become unselected and vice-versa. There is also a group of gadgets on the right side of the window. You can set here minimum and maximum values for players' skills. Only player whose every single skill is between min and max can be found. For example, if you want information about reserves, set Number min at 12 and Number max at 16. Now only two more gadgets. "Search in memory" searches for specified players in the memory. If multifile mode is not active it scans only current league data, if multifile mode is active it scans all leagues which are loaded into memory. "Search in files" searches players in all datafiles from SWOS data path. You can see the list of all found players in the "Search Report" listview, you can also clear this report using "Clear Report" gadget.
- Find the Same - This option is very similar to the Search option. It tries to find players with the same names in the same data files. For example you can check if any player is typed in the data files multiple times. If "Only surname" gadget is toggled on players like "T. SMITH", "TOM SMITH" and "BEN SMITH" are treated as they'd have exactly the same names. "Check the nationality" makes the program to additionally check the player's nationality. Other gadgets and their functions are the same as in the "Search" option.

1.12 Settings Menu

Settings 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 league. 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 again, but recovered from memory and any changes you made will be kept intact.
- Graphics
- If your Amiga has Kickstart 3.0 you can see the appearance of kits while editing. This menu-item toggles it on and off. For the colours to be correct, you need to run SWOS Ed on a screen with at least 16 colours, preferably 32 if possible.
- Packing
- If you have the ProPack utility installed on your hard disk as "C:ProPack" SWOS Ed is able to auto-pack data files. "None" means that no compression is used, "Size" means that files are packed using an algorithm that makes them as small as possible, "Speed" - files are packed using an algorithm that makes them unpack quicker. Speed compression is used in SWOS 1.0 and SWOS 1.1, Size compression is used in SWOS 95/96. If you don't have ProPack, there is a short information about it in Problems section of this guide.
- Interface
- "Pop-lists" lets the list of teams and players appear in normal pop-lists. "Windows" makes them placed in windows and you can move and scale them.
- Save Prefs
- Saves the config file. It stores the SWOS data path and current multifile mode status. It is pre-loaded whenever you use SWOS Ed.
- MUI Settings
- Calls MUI preferences program. Changes which you made in MUI configuration will be active only for SWOS Ed.

1.13 SWOS Ed Copyright

Copyright

SWOS Ed is shareware. 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 little money to the author. You are not allowed to modify any file or reassemble the executables.

SWOS Ed is a MUI application. MUI is copyrighted 1992-96 by Stefan Stuntz.

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.

I've worked on developing SWOS Ed for over a year now and I have to spend

a lot time on SWOS Ed's sources when I want to improve anything. As you can probably understand, I would like some reward for all this work. If you find my program useful and you like using it, please, register. Unregistered version has some of the new options disabled and displays a shareware reminder when you start the program, which forces you to wait about 20 seconds. Please try to be understanding, I really do need an accelerator board for my A1200...

Registration fee is not very high, I think. Earlier versions of SWOS Ed were postcardware and people, who sent me a postcard before 20th of March 1997 pay less.

currency (only these from the list are supported)	"standard" fee	for people who registered postcardware version of SWOS Ed before 20.3.97.
GBP (Great Britain)	10 GBP	5 GBP
USD (United States)	15 USD	8 USD
DM (Germany)	20 DM	10 DM
PLN (Poland)	20 PLN	10 PLN

I think that the best way of sending the money is to put bank notes (no coins!) between two blank pieces of paper (to avoid it being seen) in the envelope together with the registration form. If you don't have an e-mail address, please include an envelope addressed to you and post stamps to your letter. I'll send you the registration number anyway, but you'll get it faster if you include these things. I'm not responsible if your money is lost on the post. If you are afraid of it, try to send your money using the way, which allows getting your money back in such situations.

You should get your registration number in one to eight weeks. Otherwise, please contact me, we'll try to explain what was wrong. If you have e-mail address and type it into the registration form this will speed up the process of sending a registration number to you.

Spreading of registration number is not allowed. Your number will be disabled in the nearest versions of SWOS Ed if I get to know, that you gave it to anyone.

1.14 About the Author

About the Author

SWOS Ed is written by Piotr Bieniek, who is a 18-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

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

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

If you want me to reply, please include an envelope addressed to you and a post stamps to your letter.

You could also try my personal WWW page, which is available at the following addresses:

<http://www.pdi.net/~rafal/piotr/>
<http://www.cadderly.demon.co.uk/piotr/>

Thanks to Rafal Sanda and Jeff Crawford. Without them my WWW page would be only a dream, not reality.

1.15 SWOS Ed Notes

Notes

SWOS Ed is written in C. It took me about 10 days to write first version 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. Now SWOS Ed source is completely changed comparing to its first version. Complete source has 205KB and it's stored in 7 modules.

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 person who sent me the postcard and to David Chan for being the first who sent me the cash.

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

1.16 Important

Important

SWOS Ed 1.4 and above supports editing cup teams. But this option has many limitations. If you don't want to have problems, read carefully, what you may do and what you mustn't do.

You mustn't:

- Exchange cup teams.
- Paste a team from one league instead of cup team from another league.

You may:

- Update cup teams' squads. You can even use team clipboard to do it.
- Replace cup team with another team from the same league, but you must first exchange these two teams in league data file.

Team clipboard's routines are rewritten in SWOS Ed 1.4. It has many advantages, but previous routines were safer. So please use team clipboard only if you really need it. Just a note that I'm writing about team clipboard. You can use player clipboard without any restrictions.

1.17 SWOS Ed History

History

Version 1.0 (17.1.96) - Initial release.

Version 1.1 (5.3.96)

- 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 (2.4.96)

- 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.

Version 1.3 (7.6.96)

- GUI creation rewritten, now the program works better with MUI v3.
 - Graphic representation of kits added (OS3 required).
 - Packing files using ProPack added (you need ProPack utility of
-

- course).
- Norwegian and German translations added.

Version 1.4 (4.8.96)

- Loading and Saving individual teams.
- The ability to edit cup teams added. But it has many limitations (please, read Important section of this guide).
- Printing teams' squads.
- Players searching option added.
- Team clipboard routines rewritten. Now you are able to change the division, which the team is in, using Team Copy/Paste/Exchange.
- Dynamic Object Linking added. All GUI elements are created only when really needed, so they take less RAM than before.
- Many changes in GUI. Especially significant change in players list.
- Small bugfixes. Sometimes SWOS Ed didn't free all allocated memory.
- German translation added.

Version 1.5 (29.10.96)

- Team grid editing added.
- Now you are allowed to change the division which the team is in by just clicking one gadget.
- Internal changes.

Version 1.6 (15.3.97)

- Registration number decoding and a shareware reminder added.
- Find the Same players option added. (reg. only)
- Now you can have the list of teams and players in normal windows, you can move them, scale them and so on. It's very useful if you often operate on different teams and players. (reg. only)
- If you select Search in files option and any of the files is missing in the SWOS data path, you can interrupt searching now.
- Some small bugfixes. This version is more "reliable" comparing to previous.

1.18 To do in SWOS Ed

To do

Most of improvements discussed above will be probably available only in registered version of SWOS Ed. But some of them (for example bug fixes) will be available in unregistered version as well.

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 also think about updating cup teams automaticly. It should be an option, which copies the teams, which play in euro-cups from the local league files to cup data files.

I think that it would be nice to translate SWOS Ed into other languages. 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!

1.19 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 util/libs/mui38usr.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. 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: How can I get ProPack? I haven't found it in Aminet.

A: ProPack seems to be a commercial product, so it's not available in

any PD/shareware collection. Here's the short information about ProPack and its publisher:

PRO-PACK 2.08 Software Developers File Compression Utility 2 Apr 92
Copyright (c) 1991,92 Rob Northen Computing, UK. All Rights Reserved.
PO Box 17 Bordon Hants GU35 8DY U.K. Tel:0428-713635 Fax:0428-713999

This is information from 1992, so I don't guarantee that it hasn't changed.

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

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

Please also read Important section of this guide.

If you still don't know how to solve your problem, please, visit my WWW home page (see Author). If you don't find a solution there, e-mail me.

1.20 Magic User Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/96 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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1.21 SWOS Ed Index

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