

SWOSEditor V1.5

Mark Green

COLLABORATORS

	<i>TITLE :</i> SWOSEditor V1.5		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

SWOSEditor V1.5

1.1 main

```
SWOSEditor V1.5 (21/01/98)
-----
© 1995-98 Mark Green
-----

Introduction                               Other Swos Editors
Standard Disclaimer                       Requirements
Archive Contents                         What is it?
Usage                                    The Shareware Concept
My save-file doesn't load               Magazines read this
Bugs                                    History
Future - What Next-                     Other programs by me
Credits                                Contacting the author
Technical Information                   Wanted

                                   What's New to this Version

External Programs

                                   SWOS Kit Editor v1.3
                                   Xtractics v1.0
```

1.2 Introduction...

Introduction...

This program is a save game editor for the excellent Sensible World of Soccer or SWOS as it is better known.

It has been programmed and updated over the past 18 months.

I am no longer going to improve this version, instead I have started V2.0 which will have many more features and a better interface.

1.3 other

Other SWOS editors Available.

To my knowledge there are 2 other editors available. They are SWOSED by Piotr Bieniek and SWOSEDIT (Unsure who its by). Anyway these editors are different to SWOSEditor because they actually edit the team files which come with SWOS, SWOSEditor alters the save-files. All three programs have their own advantages and disadvantages, SWOSED & SWOSEDIT don't re-crunch their files after editing (It needs Propack which to my knowledge has to be bought from Rob Northern computing), which means that floppy users need to either have less teams or they need to re-crunch it themselves. SWOSEditor doesn't need to re-crunch because the save-files are not crunched. Secondly the SWOSED & SWOSEDIT can alter files in ANY versions of SWOS where-as I need to keep updating SWOSEditor because each save-file has it's offsets at different loccations. Finally SWOSEditor can't edit more than one team (Even though this will be rectified in version 2.0) only the players team.

My advice to anybody who is unsure about which they should use then why not keep both or all three. I use SWOSED and SWOSEditor. That way you have the best of both worlds.

1.4 disclaimer

Disclaimer

This program and all its associated files are Shareware. They may be freely distributed and used as long as the following conditions are met:

- 1). The Archive Contents remain intact.
- 2). The only fee charged is that of handling and carriage costs.
- 3). All executable files are NOT altered, disassembled, tampered with or used for anything illegal.
- 4). If used regularly then a donation would be appreciated!!

I will not be held responsible for any damage this program may cause to your machine and/or your SWOS save game, or any other files.

I have thoroughly tested it and there should be no problems.

The contents of this archive are the Copyright (c)1997 Mark Green. The games SWOS, SWOS '95/'96, SWOS Euro Edition, and SWOS '96/'97 are (c) 1995/1996/1997 Sensible Software Ltd.

SwosEditor v1.4a and SwosKitEd v1.3 have been tested on the following configurations:

*Amiga A600 1mb Chip 0mb Fast (Kick v2.04)

```
*Amiga A600  1mb Chip  1mb Fast  (Kick v2.04)
Amiga A1200 2mb Chip  0mb Fast  (Kick v3.0)
Amiga A1200 2mb Chip  4mb Fast  (Kick v3.0)
Amiga A1200 2mb Chip  4mb Fast  Apollo A1220 Accelerator (Kick v3.0)
```

They work perfectly well on all of the above configs. If you have a different Amiga and either program doesn't work please let me know.

* KitEd has problems on Pre-AGA.. See Bugs

1.5 Do I need a Super Amiga?

SWOSEditor and SWOSKitEd require:

These Editors require the following:

```
An Amiga (A bit obvious Really)
Kickstart v2.04+
1MB of Chip Memory
The SWOSED.FONT in FONTS:
The ReqTools.Library V38+ in LIBS:
The Diskfont.Library in LIBS:
A Sensible World Of Soccer Save Game File.
```

All those Kick 1.3 owners out there had better upgrade.
If I get Enough interest I MIGHT consider doing a 1.3 compatible version

1.6 Whats New Then?

Version 1.5 now supports a Very old version of SWOS. The version number is as follows:

```
CJ281112          (Can be found in the save file)
```

The program is now smaller & has better graphics (Main screen)
Also the Facial/Hair colour is now depicted by graphics.

1.7 Contents of the Archive

Archive Contents:

The data held in this archive is shareware, you may freely distribute it as-long as the following files are in the archive AND are not altered:

```
SWOSEditor#.#      ; The main program.   #.# is version number
SWOSEditor#.# .info ; Icon for main prog (Can be changed)
```

```

SWOSEditor.Guide           ; Amigaguide Docs
SWOSEditor.Guide.info      ; Icon for Amigaguide docs (Can be changed)
SWOSKitEDv#.#              ; Program for changing the kit #.# is ver num
SWOSKitEDv#.#.Info         ; Icon for KiteD (Can be changed)
Install                    ; Install Script for Hard Drive
Install.info               ; Install Icon (Can be changed)
Xtractics v1.0             ; Program for Extracting Tactics
Xtractics v1.0.info        ; Icon for Xtractics (Can be changed)

```

Please keep all the above with the archive.

1.8 What the hell does it do then?

What does it do?

This editor allows you to alter various things within your SWOS team. Here is a list of things that can be changed. Any option with a + will probably have a button within the editor but it won't do anything yet. This is because I might not include it.

The Following can be changed:

```

Team Name
Mangers Name
Players Names
Players Attributes
Players Position
Players Nationality
Players Skin/Hair colour
Money in bank
Players values
# Kit Editor
+ Tactics Editor (I can't see much use for this but I might write it)

```

Kit Editor is included as a separate program.

The Following Players Attributes can be changed. The range is 0-15 with 15 being the maximum.

```

Passing
Shooting
Heading
Tackling
Ball Control
Speed
Finishing (Shot Power)

```

I could have included the following but I decided they would probably totally spoil the playability of the game:

```

Number of Goals Scored by a Player
Number of Games Won/Drawn/Lost
League Position

```

Points on League Table
Whether a Player is on LOAN (May be included yet)

If you would like any of the above including, then write or EMAIL me. If I get enough interest in any of the above I will then include it in the next version. Also if you have any Ideas on new features then don't hesitate to let me know.

1.9 So.....How do I use it then?

How do I use it?

Erm. Simple really, you shouldn't need to read this!

You will be presented with a file requester to select your save game file. Select your file it will then be loaded.

The editor now checks to see which version you are trying to load. if it comes across an unknown version then i'd like to know. Then look at the following and then contact me. My save-file doesn't load

You will now notice 30 buttons arranged into 2 columns on the left side of the screen. Next to these buttons are the players names. To edit a player depress the button to the left of his name. All his stats will then appear in the gadgets in the box on the right.

The string gadget at the top of this box allows you to edit the players name. The next 7 gadgets allow the players personal attributes to be changed. The 3 buttons below allow you to change face/hair, position and, select what nationality a player is. Clicking on one will bring up a window to which you can change the required setting. The nationality will firstly let you select the continent and then the country. The last button allows you to remove any injuries and/or cards the player may have incurred.

The gadgets located along the bottom/right of the screen allow you to edit the team name, and money. There are also 4 other buttons:

Load	- Load a save game file (Will also bring up requester to select version being used).
Save	- Save a save-game-file
About	- About the editor
Iconify	- Iconifies SwosEditor
Quit	- Oh come on it's obvious

Finally there are 2 string gadgets located in the bottom right corner. These enable you to edit your managers name. The top gadget alters his/her forname (Max 8 chars) and the lower gadget alters his/her surname (Max 12 chars). I haven't added the option of altering the managers nationality (Next version perhaps).

All the above buttons are also present in the menus.

The two gadgets that were located near the bottom of the screen have been replaced with a single burron.

Change ALL Stats - Brings up a requester and allows user to enter a new value for the players. This will make ALL the attribtutes of ALL the players whatever the user selects.

1.10 What's Shareware then Bob?

The Shareware Concept:

Shareware is a concept where you may try a program before registering (Paying). This program is shareware but unlike other shareware programs it isn't limited in any way. All I ask is if you use it regularly and get some enjoyment out of it you to send me something (Anything from a postcard to cash, I don't really mind).

The more people who send me a donation will give me an inclination of the size of the Amiga community, I will then decide whether it's worth writing more programs.

To register Press for my address

1.11 What do we do then?

Magazines.

If any other Mags (CU or AF) would like to include this on a CD then please do-so, I really don't mind. All I ask is that the archive isn't altered.

Secondly why do magazines have to compete at the moment surely AF and CU should work together in keeping the Amiga community alive. Surely the more Amiga mags there are the stronger the machine, so come on get it together guys and work together don't slag each other off.

1.12 Arhhhhh no not them....!

Known Bugs

I have not found any yet 8-D

If you find any send me a detailed description of the bug and send it to me at My Address

- * There is a bug in the kit editor on pre-aga machines.. when loaded the palette is configured wrong, I have tried everything I know to eradicate this problem but no luck as yet. If anybody has any ideas or suggestions then please write to me.

(The Editor does work it's just the colours are wrong.. Trial & Error will pay off -- Sorry as-soon as I can fix it I will)

1.13 What has been changed and added..

SWOSEditor Version History

(21/01/98)

V1.5 Released

- 1). Added support for a Very Old version of the game that I was given.
- 2). Editor now checks memory to ensure that enough is available for the program (Needs about 500k).
- 3). Optimised a-lot of the code and replaced it with more compact code and some assembler.
- 4). Replaced the two buttons at the bottom of the screen with one button. This new button brings up a requester for a value between 1 & 16.
- 5). Reworked the Nationality functions. I have removed all the windows and buttons that was in earlier versions. These have been replaced with a GTListview.
- 6). I decided the editor looked a little drab, so it now opens on a hi-res, 8 colour screen.
 - i). Changed the SWOSED logo again. Now more colourful
 - ii). Also instead of telling you what colour face or hair you have it now displays a little picture.
 - iii). The face selection window has also changed, it now displays a graphic representation of the face. Simply select the button opposite the face you would like.
- 6). Added Xtractics to the archive. This allows user to extract tactic files from their save game and save it to ram.

After all the optimisations, additions etc.. the program is a staggering 26552 bytes smaller before crunching :-)

(13/12/97)

V1.4a Released

- 1). Fixed an unseen bug in v1.4 only; which crashes the machine when a continent was selected. The program was trying to free unused GadLists :(Now works fine ;-D
-

(17/09/97)

V1.4 Released

- 1). Added support for the '96/'97 version
 - 2). Editor now checks to see which version of the save-file you use. This removes the requester at the beginning, making it easier to use. If it finds a version it doesn't recognise then it will tell you.
 - 3). Removed 2 bugs associated with the managers name.. You would enter the name and the editor would place the new name at the beginning of the file. This was a stupid error on my behalf, and has now been completely eradicated (well I hope so anyway).
 - 4). Replaced some of the code with asm instructions and also optimised the code slightly.
 - 5). Changed the logo on the panel at the bottom of the screen.
 - 6). Added two new buttons which allow you to put All Player attributes to a maximum or minimum. (will add option of setting the value in next update (v1.5))
-

(20/06/96)

V1.31 Released

- 1). Added the option to edit the NEW Swos 1995/1996 European Championship Edition.
 - 2). Removed a incy wincy little bug -- When you select to load a save file and then press cancel in the file-requester, another requester pops up asking if you would like to try again or CANCEL. Upon selecting CANCEL the editor used to quit. It will ONLY quit if you have not previously loaded a save file. It will return you to your previous file if you have one loaded.
-

(16/04/96)

V1.3 Released

- 1). Players Values can now be edited (At Last :-D)
 - 2). Added Iconify button. (Maybe pointless but all other progs have them).
-

(14/03/96)

V1.22.1 released

No major update. I just positioned and resized some of the gadgets. When Sysihack, Framihack and Urouhack are used the text is now properly positioned. Simply cosmetic.

(11-02-96)

V1.22 released

- 1). Replaced the cruddy ASL requesters with Nico François' excellent Reqtools Requesters.
-

- 2). The file SWOSEdInc is no longer needed instead it has been included within the executable binary.
 - 3). Added more gaming information to the About requester.
 - 4). Finally Finished the Kit Editor. Included within the archive as a separate file. Sorry to say it doesn't work on pre-aga machines yet
 - 5). Because of some stupidity on my behalf all versions prior to this one wouldn't work on a 500+ or 600. This has now been fixed and the program should now run on all Amigas' with Kickstart v2.04+
-

(03-01-96)

V1.21 released

Fixed a couple of silly bugs:

- 1). ASL File Requester opened on Workbench instead of the SWOSEditor Screen. Now opens on the SWOSEditor screen.
 - 2). A Small bug in the editing of the team name caused the team name to have the letter of the original name remaining. EG. If you changed NEWCASTLE UNITED to SPLOGS ATHLETIC the editor would save the name as NSPLOGS ATHLETIC.
 - 3). Checks to see if the SWOSED.font is in FONTS: and the ASL.LIBRARY is in LIBS:
 - 4). A small oversight on my behalf meant that any save file which is embedded deep within a directory structure would cause the information within the Info box to spread out into the gadgets on the right. So I have removed the information box. Instead I have replaced it with a logo. The information has not been deleted it has simply moved into the ABOUT requester.
 - 5). Removed the INSTALL program from the archive. Now uses Commodore's Installer utility.
 - 6). Included AmigaGUIDE documents.
 - 7). Cursor now moves into the next string gadget when changing stats. This removed the need to select each one with the mouse.
-

(27-12-95)

V1.2 released

Combined V1.1 and V95/96 into one program. It is now about 10k larger than either of the other versions and about 85k smaller than the other versions added together.

(25-12-95)

V95/96 released:

A version specifically for the 95/96 version of SWOS. Otherwise the same

(23-12-95)

Bought SWOS '95/'96 update and played with it.

(12-12-95)

V1.1 released.

Added the info box at the bottom

Fixed another bug with the save option.

Allows user to save a file with LOWERCASE letters and it converts it to UPPERCASE

Adds the .CAR to the Save file if user forgets it.

(2-12-95)

V1.0 finished added the following:

New screen layout.

Ability to alter managers name

alter player attributes

remove bookings/injuries

change money

rename team

Automatically converts all data to UPPERCASE (This was important)

(27-11-95)

Removed a save bug (Sometimes wouldn't save)

(25-11-95)

Beta test version (v0.9) finished. (Not Released)

Could only alter player names

(22-11-95)

Idea conceived. Preparation and ideas

1.14 What's on the horizon now?

The Future.

I am currently working on a couple of new projects they should be

finished shortly, they are:

SwosEditor v2.0 - New version featuring a newer better interface that uses Listviews and Cycle gadgets. It will also have all the things I couldn't fit or be bothered to include in the current versions. (About 15% Complete (Just implementing the GUI)).

I have stopped all development on this version as SWOSEditor fulfills all of my needs.

If anybody would like me to finish this then please write to me. If I get 30+ letters I will CONSIDER finishing it.

I have included a VERY EARLY demo version for viewing

Feature List:

- Edit any team within the save file
- Edit abilities for Every Player in Save file
- Edit values, Goals scored, Injuries & Bookings for every player
- Swap players from team to team
- option of adding/deleting players
- editing of games pld,won,drawn,lost & points
- Editing ALL manager stats (Including Managers Record).
- and lots, lots more.

Remeber I will ONLY finish this if I get enough interest.

1.15 Who do we blame for this program?

Credits.

The idea, conception, and programming is courtesy of: Mark Green.

All the versions of SWOS were programmed by Sensible Software. and they were all published by Renegade.

Thanks must go to the following people:

Sensible Software for this brilliant game.

Lee Wilkins and Simon Tooth for their help in sussing the save files out. And also bug hunting.

The following people for the amazing leagues we have played:

Daniel Green

Mick and Gary Roberts

John R. Lamb (even though he is totally crap at this game)

Simon Tooth
Lee Wilkins.

and a special thanx to : ALAN WILLIAMS -- Who is the ONLY person to
register. Cheers Mate.

And to all the Amiga owners who have helped keep the machine alive. If
it wasn't for people like you the Amiga would be dead. Stick with the
Amiga and if a Software House stops supporting the Amiga then write to
them. If they still say NO then it's their loss.

If you have this program yet you don't possess SWOS then buy it NOW.
You don't know what you're missing.

The latest version os SWOS is

:))>>> Sensible World of Soccer '96/'97 <<<((:

1.16 I've got a different version

There are a few versions of SWOS floating around this editor currently
only supports four versions. The version numbers are held within the
save game file and the main SWOS files. The editor currently supports
the following versions:

CJ0612235###	Original
CJ0112114###	95-96
CJ1804215###	European
CJ1061114###	96-97

The hashes are not important they have something to do with what
machine the game was loaded into.

If you have a different version to those supported the editor will tell
you. Send a copy of your save game file and 3 pounds Sterling to cover
postage and packing to me .
also include the following information:

Name of your team.
Name of the Manager. (Important for finding location of team)
Amount of money in your bank account

I will then update the editor and send you the new version which will
enable you to edit your save files.

1.17 You wanna contact me then?

About the author

HI i am 22 yrs old and I have been interested in the Amiga
since my first A500 in 1991.

At first I only played games, but now I am interested in:-

Programming (Blitz, Amos, Learning C)
 3D - I use Imagine 4 (thanx CU) and Cinema 4D 2 (Thanx AF)
 GFX - I use Dpaint 5 and PPaint 6.4
 File Man - Dir Opus 4 & 5
 Games esp. SWOS , Xtreme Racing, AB3D 2-TKG, TFX (cheers CU)

```

                                x-----x
In March '98 my first baby will be born | o o |
                                |  ||  |
                                \\ -- /
                                -----

```

After getting burgled and losing some of my system :
 2spd CD-ROM , Squirrel Scsi, Enact v42 bis modem.

(They didn't take the computer??? maybe cuz they thought with Commodore not being around they couldn't sell it... Thanks to Commodore cuz if they were still around my computer might have gone also :D)

I have finally started getting it back together I now use:
 A1200 - 6meg 020/28+fpv, 540HD, 8spd Atapi CDROM (connected via IDE interface) ,Hewlett Packard 690C+ Deskjet Printer, Video Backup and numerous mice, CD32 pads, Joysticks etc..

(Still gotta replace the modem)

I hope to be getting a Blizzard 030/50mhz soon and a 1438 multisync monitor and a new modem.

Okee Dokee. I hope you use and enjoy this program as much as I enjoyed programming it.

Contact me concerning any of the following:

Bugs (There has to be some)
 Improvements or possible additions
 Information on new programs
 or anything else.

write to:

Mark Green
 13B Gerard St,
 Derby,

DE1 1PA.

Tel. (01332) 349355 :> Mainly after 9pm <: :> NOT Mondays <:

1.18 A few things I would like

If anybody can supply me with any of the following I would be grateful.

Save game files which Don't work with this editor please include the following with the save files (Write on Disk Label).

Team Name
Managers Name (Usually a name you will give him/her)
Amount of money in account
Number of players in team

Also I would like to get hold of some PeeCee Save files, as I'd like to support this format. (Why I don't know yet but hey!!)

Any Ideas of possible enhancements or additions which could be made.

1.19 Some intiguing info

Technical Information

There seems to be a problem with the WTITLE command in Blitz. It doesn't seem to want to work on any Kickstart v2.04 machines. If anybody has any idea why I would be eternally grateful if you let me know.

Blitz 2 was used to program this editor (don't knock Blitz it's great)
Deluxe Paint 4/5 was used to create the Graphics and design the interface.

Personal Fonts Maker v2 was used to create the Swosed Font.
Zap was used to suss out the save files.

Information on the Swos-Save files

Each player in Swos is allocated about 38 bytes. These 38 bytes hold all the details about a player i.e. Shirt number, value, attributes etc.... Below are some values I've used within the editor.

The position of the first player is actually the players nationality if you move 38 bytes through the file you will be positioned on player 2's nationality. The attributes are about 22 bytes in from the start of a players data. it can be recognised if the player is not injured or booked by the following ##000#####?? the first two hashes are the players skin/hair colour and also his chosen position. The next two numbers (Usually 0) hold details on whether a player is booked or injured, and finally the 7 hashes that follow are the players attributes. Straight after the attributes you have got the players value (represented by ??). I haven't figured out exactly how swos handles the values yet but as-soon-as I do I will incorporate it into the editor.

I will put kit info in when I have more time it's 4.55am and I'm knackered :(

Well this is all I can be bothered to type for-now below are the file offsets for the players details.

Version CJ061223: Original Version

Position of number of Players in save-file	56719
Position of Team Name in save-file	55431
Position of managers forename in save-file	54989
Position of managers surname in save-file	54998
position of managers name in save file	55462
position of first player in save file	55502
position of money in save-file	54744
position of first tactic	88378
position of version number	90618

Version CJ011211: 1995/1996 Updated Version

Position of number of Players in save-file	57485
Position of Team Name in save-file	56197
Position of managers forename in save-file	55134
Position of managers surname in save-file	55143
position of managers name in save file	56228
position of first player in save file	56268
position of money in save-file	54748
position of first tactic	96222
position of version number	98462

Version CJ1804215: 1995/1996 European Championship Edition

Position of number of Players in save-file	57483
Position of Team Name in save-file	56195
Position of managers forename in save-file	55132
Position of managers surname in save-file	55141
position of managers name in save file	56226
position of first player in save file	56266
position of money in save-file	54746
position of first tactic	96220
position of version number	98460

Version CJ0611143: 1996/1997 Edition

This version is EXACTLY the same as the European Edition :)

1.20 Other programs by Mark Green

I have also written the following

Text Reverser : A totally useless program that reverses text input into it
One of my first programs

Swoseditor #.# : Editor for Sensible World of Soccer save game files.

There are loads of versions floating around. Latest version is V1.4 - (17/09/1997)

DNC : A Small program that allows editing of Company and Vehicle names in Detroit.

FixGuide : Some Amigaguide docs have strange characters (Ascii code -160) this program replaces them with a space.. (Seems to have something to do with the version of Amiguide I used ?!?!?)

1.21 Xtractics v1.1

Xtractics v1.1 copyright (c)1997 Mark Green

About :

This program Extracts all the tactics contained within SWOS save files.

Usage : just double click on Icon, Using file requester select save file, and then all the tactics will be saved to ram:

usefulness:

Useful if you've lost tactics and you can only find the ones you want in an older save file (i.e an older version of swos)..

Disclaimer :

This program is part of the SWOSEditor package which is (c) 1995-1997 Mark Green.. It is not to be distributed seperately.

I hold no responsibilty for this program, if it damages your hard drive then it's your fault -- not mine. I might have written this program but YOU are using it at YOUR OWN RISK -- so beware... Mark

Xtractics History

(18-11-97) V1.0 Released

Initial Version

(8-1-98) V1.1 Released

1). Now allows user to select Destination Directory

For archive contents etc. Please view the SWOSEditor Guide File.

1.22 The Kit Editor

SWOSKitEd v1.3

Written by:
Mark Green.

Introduction
Disclaimer
Requirements
Usage
History

SWOSEditor v1.4
Xtractics v1.0

* This editor has a problem with kick 2.04 machines.

1.23 Introduction to SWOSKitEd

Introduction.

The SWOSKitEd has been written to allow the user to easily change his/her teams kits for the game SWOS.

It has been included as a separate program to the main editor as to allow easier and quicker access and usage.

1.24 How to use the Kit Editor

Usage.

when you first load a file-requester will appear for you to select your CAREER. Once loaded you will be presented with 8 buttons (4 have pictures of shirts on them). A palette selector, a display of the kit, and a cycle gadget.

They do the following:

Cycle Gadget:	Change between editing your Home/Away kits
Shirt Gadgets:	Choose the different types of shirt supported by SWOS
Load Gadget:	Load another career for editing
Save Gadget:	Save career with new kit colours
About Gadget:	Some info about program
Quit Gadget:	Quit program

Palette: On selecting this you will be presented with another requester. The requester allows the following:

Shirt: Select shirt as the chosen colour
Stripe: Select the Stripe (2nd shirt colour) as the chosen colour
Shorts: Select chosen colour for shorts
Socks: Select chosen colour for socks
Cancel: Forget operation

Also only the last 9 colours on the palette can be selected. This is due to the fact SWOS only allows editing of 10 colours. I have scrapped the Grey colour. (I will return it later I promise)

1.25 History file for Kit Editor

History.

(11-02-96)
V1.0 Initially released.

(14-03-96)
V1.01 released.

Minor update. Changed the size and position of the gadgets. The program now looks okay if used with Sysihack, Framihack, and Uroukhack

(20-06-96)
V1.1 Released.

Supports the New 1995/1996 European Championship Edition

(30-10-97)
V1.3 Released (Where's v1.2 ????)

After 1 year and 4 Months I finally update it :)

- 1). The code is tidier and smaller 1356 bytes to be exact (and it has more features :D)
- 2). Works with the 1996/'97 version now (all versions supported by SWOSEditor)
- 3). Checks to see which version is loaded (No longer asks user)
- 4). Used some Assembler to speed things up
- 5). V1.1 didn't actually work properly, for some reason the file offsets from v1.0 to v1.1 had changed ?? very strange that!!

It's taken me 4-5 hrs to update this cuz my HD went down about 6 months ago, and although I thought I'd recovered most of it I lost ALL the Graphic files for this editor. I spent most of the night trying to figure out how I did it.. (I don't document my code ; I'm lazy)