

DSEdit - Character Editor for Dark Savant

Version 1.2, January 2, 1993

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DSEdit will allow you to edit your save game party.

USAGE: DSEdit <filename.ext>

Field movements are as follows.

<Tab>	Next field
<BackTab>	Previous field
<Arrow Keys>	Moves direction of arrows
<CtrlPgUp>	Previous character
<CtrlPgDn>	Next character
<CtrlEnter>	Exit editor with saving prompt

Spell Picklists

Press <F2> for a list of spell
Known spells will be selected
To add or remove spells press the space bar
Press <Enter> to exit and save
Press <ESC> to exit NO save

Item Picklists

Press <F2> for list of items
Press <F3> for usage count
Press ALT-D to delete an item
Press ALT-U to equip a cursed item
Press first character to speed search
Select item then press <Enter>
Press <ESC> to exit NO save

Item Count Window

Press <ESC> to exit NO save
Press <CtrlEnter> to exit and save changes

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Limitations:

I didn't figure out how to get the pictures to match the items added. The work around is to drop the items in the game then pick them back up. The game will assign the correct picture to the items.

Extras:

Some items need their usage count set to zero. If you have problems with items disappearing after resting, check the usage count.

Notes:

Thanks to W.F. Peterson for his character record layout and C source code with the skills, spell, professions, races and logic to decode the spell storage. DSEdit is written in Borland Pascal with routines from Object Professional. Source code is free for the asking.

Revisions:

1.0 November 11, 1992 Initial release.

1.1 November 13, 1992 Update

- Fixed bug in hit points, and stamina points not being saved
- Add Alt-D to delete an item
- Add help message to count window
- Change logic to set all characters to Max at start-up

1.2 January 2, 1993

- Add file picker to select saved games
- Reset dead, and all conditions to OK
- Add Alt-U to equip cursed items

1. equip cursed item in game
2. save game and exit
3. run DSedit press ALT-U to equip cursed item
4. save with DSedit and exit

Don't remove cursed items or you will have to repeat steps 1-4

Credits:

Borland Pascal is a registered trademark of Borland International. Object Professional is a registered trademark of TurboPower Software.

Author:

Send all comments, bugs, etc. to:

