

CmEd

Paul Whelan

COLLABORATORS

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

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Contents

1	CmEd	1
1.1	Championship Manager Editor	1
1.2	Introduction	2
1.3	Distribution	2
1.4	Requirements	3
1.5	Installation	3
1.6	Loading	3
1.7	Usage	3
1.8	Bugs	3
1.9	Acknowledgements	4
1.10	Authors	4
1.11	History	5
1.12	Still To Do	5
1.13	Loading Championship Manager Files	6
1.14	CmEd Main Menu	6
1.15	Searching for a Specific Player	6
1.16	View Divisions	6
1.17	Text Edit Menu	6
1.18	About CmEd	6
1.19	Quitting CMED	6
1.20	Show Specific Division	6
1.21	Show Specific Team Information	6
1.22	Show Players in Foreign Leagues	6
1.23	Player Information Screen	6
1.24	Player Transfers	6
1.25	How to Edit Text	6
1.26	Index	6

Chapter 1

CmEd

1.1 Championship Manager Editor

Championship Manager Editor

Version 2.10

Introduction~~~~~
- Introduction to Cmed

Distribution~~~~~
- Distribution and Copyright

Requirements~~~~~
- System Requirements

Installation~~~~~
- How to install on your system

Loading~~~~~
- How to load CmEd

Usage~~~~~
- How to use CmEd

Bugs~~~~~
- Bug Reports etc..

Acknowledgements
- Thankyous

Authors~~~~~
- Information on the authors

History~~~~~
- History of CmEd

To~Do~~~~~
- List of things still to do

1.2 Introduction

Introduction

The idea for this editor all came about, because after playing about twelve season of Championship Manager, my save game became corrupted. Lots of the players had strange values for passing and so on, and my club were suddenly one thousand two hundred million pounds in debt. I decided to try and hack into the program, and try and fix the problem. After finding out what a few values represented in the savegame file, the project sort of snowballed, and I ended up joining forces with

Ronnie
, to write a full editor for the game.

HighRise

1.3 Distribution

Distribution and Copyright

Championship Manager Editor is SHAREWARE. It is NOT Public Domain. The authors give permission for CmEd to be freely distributed, providing that no commercial gain is made from its distribution, and no modification is made to the original distribution.

Organisations or people wishing to include CmEd on a coverdisk or CD-ROM, should contact me first to sort out the details. This EXCLUDES the AMINET CD-ROM or FRED FISH CD-ROM collections.

Disclaimer

This software is provided "as-is" and the authors accept no responsibility for damage and/or loss of data/equipment resulting from the use of this software.

Registering

The unregistered version of CmEd has some options disabled, but most of the main editing options are functional. If you keep CmEd for more than an evaluation period, please send the shareware fee to the authors. Please send international money orders or, if your willing to risk it, cash. Cheques are only acceptable from within the UK. Please make cheques/orders payable to "Paul Whelan".

Shareware Fee

UK Pounds	10.00
US Dollars	20.00
DM	25.00

(or equivalent in currency)

Contact Address

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North Yorkshire
YO12 6PY

If you have an e-mail address, please enclose it, so updates can be e-mailed to you, or otherwise, if you prefer to receive CmEd via Snail Mail, please enclose one 3.5" disk.

Please pay the fee: CmEd has taken up a LOT of our valuable time both in decoding the save game file and writing the editor.

Consider, how you can improve Championship Manager by using it! Paying the fee will encourage us to continue to develop CmEd, and add more features to it.

1.4 Requirements

Requirements to run CmEd

Unfortunately at the moment CmEd will only run on machines with a 68020+ or better processor. This is hopefully only a temporary problem, but due to the fact that CmEd handles a number of complex internal strings, it may take a while before a suitable version for a 68000 processor is fast enough to run.

1.5 Installation

Installation of CmEd

1.6 Loading

Loading CmEd

1.7 Usage

How to use CmEd

1.8 Bugs

Bugs in CmEd

1.9 Acknowledgements

Acknowledgements

We, the authors, would like to thanks the following people:

Domark, for creating such a great game.

Redvers)

Rodhog)- For play testing CmEd

Tubs)

My room mate Mike, for putting up with me codeing at 5am in the morning.

Dave Hollway for his help and suggestions.

1.10 Authors

Authors

Cmed is copyright, and was written by Paul Whelan and Allan Turvey.

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1.11 History

History

Versions 1.0 -> 2.33

Beta test programs, limited distribution

** NOTE **

If you have a version before 2.4, it is essential that you do NOT use it, as many of the earlier versions corrupt Championship Manager Data!!!!

Version 2.4 - 19/06/95

First Public Release

1.12 Still To Do

To-Do List as of 19/5/95

Key

L=Low Priority M=Medium Priority H=High Priority

R=Available only in registered version

TO-DO

Add staff information/editing. (M) (R)

Add financial information/editing. (M) (R)

Add player contract information/editing. (M) (R)

Add ground capacity information/editing. (M) (R)

Add player history editing. (M) (R)

Add support for saving a player details out, and keeping them in an archive, so they can be transferred from one version to another. (M) (R)

Improve text editing system. (H)

Add keyfile support. (H)

Improve documentation. (H)

Full re-write of all cmed code. (L)

Add support for Italia 95 and other version of Championship Manager. (H)

Make program update players history when he is transferred via the editor.

(H)

Allow user to change style and formation of other teams. (L)

Re-design of whole user interface. (L)

1.13 Loading Championship Manager Files

1.14 CmEd Main Menu

1.15 Searching for a Specific Player

1.16 View Divisions

1.17 Text Edit Menu

1.18 About CmEd

1.19 Quitting CMED

1.20 Show Specific Division

1.21 Show Specific Team Information

1.22 Show Players in Foreign Leagues

1.23 Player Information Screen

1.24 Player Transfers

1.25 How to Edit Text

1.26 Index

Index of database CmEd

Documents

About CmEd

Acknowledgements

Authors

Bugs

Championship Manager Editor

CmEd Main Menu

Distribution

History

How to Edit Text

Installation

Introduction

Loading

Loading Championship Manager Files

Player Information Screen

Player Transfers

Quitting CMED

Requirements

Searching for a Specific Player

Show Players in Foreign Leagues

Show Specific Division

Show Specific Team Information

Still To Do

Text Edit Menu

Usage

View Divisions

Buttons

Acknowledgements

Authors~~~~~

Bugs~~~~~

Distribution~~~~

HighRise

History~~~~~

Installation~~~~

Introduction~~~~

Loading~~~~~

Requirements~~~~

Ronnie

To~Do~~~~~

Usage~~~~~
