

in

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REVISION HISTORY

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Chapter 1

in

1.1 PremierManager 3 Editor

PremierManager 3 Editor Version 1.02.

 Look out for updates at: 'http://home8.inet.tele.dk/top_cat/'

Legal Notes

Motivation

History

What Do I Need ?

How 2 Install

Loading a game

Teamselection screen

Clubedit screen

Playeredit screen

Manageredit screen

History

The Fileformats

Written By:

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 "Honk if you've slept with Commander Riker!"

-Bumper Sticker on Enterprise-D

1.2 History Of The Editor

History of the Editor

V1.08 [] Second public Release

- Added Trackdiscloader for Disc-saved games..
- Checked up on ECS/OCS savegames..
- Link direct from manager to managed team..
- Division tables shown (Can't be changed so far)..
- Team Results shown (Can't be changed so far)..
- Added injuries option to players..
- Reduced the memory-usage quite a lot..

V1.01: First Public Release

1.3 Legal Notes

NOTE:

- All the usual stuff: I accept no responsibility for any damage on any devices (including Sister, Parents, Computer & Cat)..
- This program is MAILWARE, so if you like it and use it please send me an E-Mail or Snail-Mail and tell me what you think about it.
- This program may be included on CD-ROMS, PD-Collections, Homepages, Cover-disks, etc....
- This program is written in AMOS-Pro..

- This program is designed to modify datafiles saved by the Gremlin-game 'PremierManager 3', it will NOT hackup the game itself, only the save files is altered..

1.4 Install

Install:

- No big deal, just put the editor where you'd like it, you can copy this doc if you like it...
- The Editor is all contained in one file, no external files is needed..

1.5 It needs

Will it run ?

- This should run on a standard A500 with 1.0 Mb Ram (If you can run the game, you can run the editor-principle)

Tested on:

- KS: 1.3, 2.0, 2.1, 3.0, 3.1
- CPU: 68000/7.14, 68EC20/14, 68030/50 + fpu
- Systems:
 - Amiga 1200 w. Blizzard 1230/50+50fpu.
Squirrel SCSI w. SyQuest Ez135.
 - Amiga 1230, ZIP-drive..

1.6 Motivation

What will it do ?

- You can change names, skills, ages, etc. of players.
- You can change club-data (Names, Money)..
- You can change your stadium equipment..
- Changes your workers data..
- Works on both managers in 2-player mode..
- Quick-functions to make team perfect/useless..

Why will it do it ?

Well I got anoyed with the 'official' editor as it screws up my stadium every time I use it, also I hate Man.Utd. (That arrogant goalkeeper) and it takes a heck of a time to knock that team down with the editor. Also the 'official' editor only works at the start of season, but when 7 players in my team was injured mid-season I almost lost everything... So that's why I made up my own editor, as it works all times at season than you can't swap teams in the league (yet), but it won't destroy your stadium, and it'll make a team useless with a single click (or perfect)..

1.7 Loading A Game

Load a save-game from HD.

Select the 'HD-load' from the menu then you'll be asked to select the save-game from disc, the editor will try to find the AGA-verz of the game on a harddrive, the game has to have be run before to make this work, (The editor looks for the assign to the AGA-game) If not found the editor will start out in it's own directory simply find the right one and select your save-game.

The pattern of the selector is set to only show the savegames, you can change this if you'd like.

If the game is loaded correct you'll enter the Team-selection screen.. If not the editor will exit to the front screen.

Loading A Disc-saved game (*NEW in 1.08).

 PM3 saves it's games to floppy in a non-standard format, it took some work to get it right but here it works. Select the drive you wish to load your game from, then you'll be prompted to insert the save-game disc into the drive, select the savegame you'd like to edit, then just sit back and wait for the thing to load..

1.8 The Selecting a team

The Team-selection screen.

 Here you simply select a team to edit, you can't do much else here, at the top of the screen is 3 buttons to choose various menus for the Manager(s) in the game. If you select a team you'll be taken to the club-edit screen. The save-functions is also on this screen, simply save the game when you're done and the editor will exit to WB. If you'd made a mistake in the editor then quit the editor and restart it again. Note that the list of teams is shown in the order they're found in the data-files, this is often quite a mess, I hope to include some sort of sorting procedure soon.

1.9 The club edit screen

The Club-Edit screens.

 Top-line Buttons:

- X : Returns you to the team-selection screen
- Club : Does nothing, as this it the screen you're watching
- Player : Calls the
 Players edit screen
- The Editfields:
- Team : Name of the club
- Manager : Name of the manager
- Stadium : Name of the home-field
- Capacity: The capacity of the stadium (0->99999)
- Average : The average crowd at matches (0->99999)
- Money : The account of the club.

NOTES:

- If you're editing your own club, note that you can change manager-name in the
 Manager screen
 too..
- When changing the capacity of your own club, thet won't have any effect on the actual crow at your games, as they are calculated from the installed seats, not the number on this screen, so if you have made many seats without changing the capacity, you might end up with an average larger than the capacity in the match-status. The seats are changed

using the

Manager screen

..

- The amount of money may be less than 0..
- By raising the average number, you'll get more people to watch your matches

The second is the players-screen, you can edit their skills and names as you like, select a player and enter the new values, if you know the game you should know what the various letters means. There are 2 special buttons at the top-right that allows you to make the team perfect/useless, Note that the perfect-button ALSO removes injuries and bannes. Note that it takes a match before some of the information is active, eg. the top-scorelist is only updated after matches..

1.10 Players screen

The Club-Edit screens.

Buttons:

- X : Returns you to the team-selection screen
- Club : Calls the Club-edit screen
 - Player : No action, calls the screen you're watching
- Perfect : Makes all the players perfect (see notes)
- Useless : Makes all the players useless (see notes)

Select a player to activate the edit-fields below the selector, then enter the new skills you'd like the player to have..

- Name
- HN : Handle skill (0-99)
- TK : Tackle skill (0-99)
- PS : Pasing skill (0-99)
- SH : Shooting skill (0-99)
- HD : Heading skill (0-99)
- CR : Controle (0-99)
- FT : Fit (0-99)
- AG : Age (0-60) (17-30 is recomended)
- A : Agression (0-9)
- M : Morale (0-9)
- F : Foot (Circle field: L(ef), R(ight), B(oth), A(ny))
- GAM : Games played this season
- GOA : Goals this season
- CNC : Conceded this season
- C : Contract (0-7)
- WAGE : Pay him off ;-)

NOTES:

- Don't know what they mean by any foot, but it works well
- USELESS sets: All skills to 1, agression & morale to 1, Foot to right and wage & insurence very high
- PERFECT sets: All skills to 99, agression & morale to 9, Foot to any, Age to 20, Contract to 7, best insurence (at a price of

20), wage to 100 and removes injuries and bannes.

1.11 The manager-editor

The Manager screen.

There are 2 managers available, but if only one is active, choosing the other will simply end up with an empty screen.

First you have your name :-), as a reminder the editor shows what team you control, you can't change that (yet.) as it seems to screw up the game..

Then your workers, assistant etc. this editor can't create new workers for you but you can edit the ones you have. If a name-field is empty then there won't be a worker in that position. The skills are entered just as the players (1=Fair, 99=Ultimate), while the ages are a little more spooky, they only range from 40->56. The type of worker is only shown for information (When changed the game crashes, so I disabled that). Note that you can't define the wage of the workers, it's calculated from the skill of the worker, so making the workers better, also rises the amount you have to pay them.

The rest of the screen is dedicated to the facilities of your stadium, seats, type of seats, lights etc. Simply change them as you'd like, note that it takes a match (at the field) before the changes are reflected in the rating of the stadium. Also notice that changing the capacity of the stands don't change the number set in your club-info, see the club-edit screens for more info on that, but you'll still be able to fill your field with people. There is a funny thing about the stadium, you can actually change the name of the stands, instead of North, South, etc. you can make up your own names..

*NEW in 1.08: Click the club name to go to the edit-club-screen..

1.12 History

History:

- V1.00
 - First version..
- V1.01
 - Added Perfect/Useless functions to player data.
 - Fixed the pattern in the file-selector.
- V1.02 (First public release)
 - Found and added stadium informations for manager
 - Added support for 2nd manager.
- Vnext
 - Guide doc added.
- Future ?
 - Sorting the club-names

- Add possibility to injure/heal a player..

1.13 The fileformat

Save-Game-File-Format

 This is a brief description of the parts of the savefiles as I've worked them out so far. A save-game will be split in 3 files, Here is a note of the addresses I know at this point. (n=the number of the save-game)

Save-File 'PM3-SAVEDGAMEnA'

Save-File 'PM3-SAVEDGAMEnB'

Save-File 'PM3-SAVEDGAMEnC'

1.14 Save-fileA

SaveFile: PM3-SAVEDGAMEnA

 This file holds information about the managers history and the current setup of the managers.. (I havn't paid much attension to this file).

\$0038AA Asc (16) : The name of the manager
 \$0038BA dc.w : Club identifier (Clubnumber, referes to B-file)
 \$003A54 : Name of assistent manager (14 chars)
 \$003A62 dc.b : Rating (0-99 legal)
 \$003A63 dc.b : Type+(Age-40)*16 (age is valid 40->56)
 \$003A64 : Youth coach (14 chars + 2 datafields)
 \$003A74 : Physician
 \$003A84 : Scout 1
 \$003A94 : Scout 2
 \$003AA4 : Scout 3
 \$003AB4 : Scout 4
 \$003AC4 : HeadCoach
 \$003AD4 : HN-Coach
 \$003AE4 : TK-Coach
 \$003AF4 : PS-Coach
 \$003B04 : SH-Coach

(Note: do not create new assistants manually, it will screw up the game, also don't alter the type field, that might crash the game)

\$003FB6 : Name of North stand (20 chars)
 \$003FCA : Name of East stand (20 chars)
 \$003FDE : Name of South stand (20 chars)
 \$003FF2 : Name of West stand (20 chars)
 \$00400A dc.b : Seating type of North (0=wood/Stand, 2=luxus)
 \$00400B dc.b : Seating type of East (0=wood/Stand, 2=luxus)
 \$00400C dc.b : Seating type of South (0=wood/Stand, 2=luxus)
 \$00400D dc.b : Seating type of West (0=wood/Stand, 2=luxus)

```

$00400E dc.b      : Cover over North (0=none, 3=luxus)
$00400F dc.b      : Cover over East  (0=none, 3=luxus)
$004010 dc.b      : Cover over South (0=none, 3=luxus)
$004011 dc.b      : Cover over West  (0=none, 3=luxus)
$004012 dc.b      : Facility (0=Basic, 3=Excelent)
$004016 dc.b      : Supporters Club (0=Small, 3=Luxus)
$00401A dc.b      : Floodlights (0=Small, 2=large)
$00401E dc.b      : Scoreboard (0=none, 3=large)
$004022 dc.b      : Undersoil Heating (0=no, 1=yes)
$004026 dc.b      : Changing Rooms (0=Basic, 2=Luxus)
$00402A dc.b      : Gymnasium (0=none, 3=Luxus)
$00402E dc.b      : Carpark (0=Small, 2=large)
$004032 dc.b      : Safety (0=*, 4=*****)
$004036 dc.w      : Capacity of North stand (+$8000 if teraces)
$004038 dc.w      : Capacity of East stand (+$8000 if teraces)
$00403A dc.w      : Capacity of South stand (+$8000 if teraces)
$00403C dc.w      : Capacity of West stand (+$8000 if teraces)
(Note: By seats $8000 must NOT be added to the capacity or crash)

```

1.15 Save-file B

SaveFile: PM3-SAVEDGAMEnB

This file holds club information
First club is listed at \$0000 and they each has a length of \$23A
The folowing are each club offset:

```

$0000          : Name of the Club (16 Chars)
$0010          : Managers name      (16 Chars)
$0020 dc.l     : Money in the Club
$0024          : Homefield          (16 Chars)
$003C dc.l     : Stadium Average
$0040 dc.l     : Stadium Capacity
$004C dc.w     : Player 1 (Pointer to pos-in-file-c/$28)
$004E dc.w     : Player 2
...
                : Player 24

```

1.16 Save-file C

SaveFile: PM3-SAVEDGAMEnC

This file holds the players information
First player is listed at \$0000 and each has a length of \$28
Offsets to each player

```

$0000          : Player name (12 chars)
$000D dc.b     : HN-Skill
$000F dc.b     : TK-Skill
$0011 dc.b     : PS-Skill
$0013 dc.b     : SH-Skill
$0015 dc.b     : HD-Skill

```

\$0017 dc.b : CR-Skill
\$0019 dc.b : FT-Skill
\$001A dc.b : (Aggression*16+Morale)
\$001B dc.b : (Age*4+InsurenceClass)
\$001C dc.b : (DPTS*4+Feet) (0=left,1=right,2=both,3=any?)
\$001D dc.b : Played games (this season)
\$001E dc.b : Scored goals (this season)
\$001F dc.b : Conceded
\$0020 dc.w : Wage
\$0022 dc.w : Insurance price
\$0024 dc.b : Pause/banned time (time*3(-2))
\$0025 dc.b : Contract*\$20 + pausereason (0=banned)
\$0026 dc.b :
\$0027 dc.b : Training (str*16+type)
