

Š”Ž®%öiŽĐfrfĀfbfWfZf“f^ [fAfbfvff [fg

URL: <http://www.villagecenter.co.jp/>  目次へ戻る

Pocket WZ Editor

Pocket WZ EDITOR 2.00A fAfbfvff [fg for Windows CE1.0 @

 DISC1:\APUPDATE\VC\PWZ_A1 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PWZ_A1\README.TXT',1)}  目次へ戻る

Pocket WZ EDITOR 2.00A fAfbfvff [fg for Windows CE2.0 @

 DISC1:\APUPDATE\VC\PWZ_A {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PWZ_A\README.TXT',1)}  目次へ戻る

Pocket WZ Editor 1.01 for Windows CE1.0 .•.a @

 DISC1:\APUPDATE\VC\PW101CE1 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PW101CE1\README.TXT',1)}  目次へ戻る

Pocket WZ Editor 1.01 for Windows CE2.0 .•.a @

 DISC1:\APUPDATE\VC\PW101CE2 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PW101CE2\README2.TXT',1)}  目次へ戻る

WZ Editor 32bit

 **2.00E** .•.a

WZ Editor 32bit 2.00E .•.a © 2.00, 2.00A, 2.00B, 2.00C @

 DISC1:\APUPDATE\VC\WZ200C_E {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ200C_E\WZUP.TXT',1)}  目次へ戻る

WZ Editor 32bit 2.00E .•.a © 2.00D @ **NEW!**

 DISC1:\APUPDATE\VC\WZ200D_E {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ200D_E\WZUP.TXT',1)}  目次へ戻る

 **3.00D** .•.a



WZ300_D.EXE WZ32 3.00 " 3.00D .•.a @


 DISC1:\APUPDATE\VC\WZ300_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300_D\README.TXT',1)}  目次へ戻る

WZ300A_D.EXE WZ32 3.00A " 3.00D .•.a @

 DISC1:\APUPDATE\VC\WZ300A_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\

WZ300A_D\README.TXT',1)}  à-¾,ð·Ž!

WZ300B_D.EXE WZ32 3.00B  3.00D  ··ª@

 DISC1:\APUPDATE\VC\WZ300B_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300B_D\README.TXT',1)}  à-¾,ð·Ž!

WZ300C_D.EXE WZ32 3.00C  3.00D  ··ª@




 DISC1:\APUPDATE\VC\WZ300C_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300C_D\README.TXT',1)}  à-¾,ð·Ž!

 **WZ Editor 16bit**

 **2.00E**  ··ª



WZ Editor 16bit 2.00E  ··ª  © 2.00D  @

 DISC1:\APUPDATE\VC\WZ2E_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ2E_D16\WZUP.TXT',1)}  à-¾,ð·Ž!



WZ Editor 16bit 2.00E  ··ª  © 2.00, 2.00A, 2.00B, 2.00C  @

 DISC1:\APUPDATE\VC\WZ2C_E16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ2C_E16\WZUP.TXT',1)}  à-¾,ð·Ž!



 **3.00D**  ··ª

WZ3_D16.EXE WZ16 3.00  3.00D  ··ª@



 DISC1:\APUPDATE\VC\WZ3_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3_D16\README.TXT',1)}  à-¾,ð·Ž!

WZ3A_D16.EXE WZ16 3.00A  3.00D  ··ª@

 DISC1:\APUPDATE\VC\WZ3A_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3A_D16\README.TXT',1)}  à-¾,ð·Ž!

WZ3B_D16.EXE WZ16 3.00B  3.00D  ··ª@

 DISC1:\APUPDATE\VC\WZ3B_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3B_D16\README.TXT',1)}  à-¾,ð·Ž!




WZ3C_D16.EXE WZ16 3.00C  3.00D  ··ª@

 DISC1:\APUPDATE\VC\WZ3C_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3C_D16\README.TXT',1)}  à-¾,ð·Ž!


 **•W**  €ĭ, Ūĭ^{°1/2}

WZ Editor 32bit/16bit 3.00D  •W  €ĭ, Ūĭ^{°1/2}  @

 DISC1:\APUPDATE\VC\TX300D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\TX300D\README.TXT',1)}  à-¾,ð·Ž!

  ··Ö, !f, fWf...  [f<

WZ GOODIES #1 WZ3.00C—p'Ö,if,fWf...[f<@

 DISC1:\APUPDATE\VC\WZGD300C {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZGD300C\README.TXT',1)} à-¾,ö•Ž!

