

SWOSFFF

COLLABORATORS

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Chapter 1

SWOSFFF

1.1 main

SWOSFFF V2.3 (31-12-97)
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*** WHAT'S NEW ***

...please read it, it's important :)

Introduction

Typical Disclaimer

Requirements

Difficult Installation

Usage

The Buttons...

Career Editing???

Compressed Files!

Grandma's Tips & Tricks

History

Bugs + Limitations

The Advertising Bit

Where's the Author...?

This guide just can't be more Multimedia and Interactive. Isn't it fantastic? :)

1.2 Y ezo ke e???

SWOSFFF

SWOSFFF (SWOS Fast and Friendly File-editor) is a nice, friendly and easy to use editor for any data file from Sensible World Of Soccer (SWOS) in any of its versions. With it, you can alter about any aspect of any team, as well as the stats of every player.

It recognizes about all sorts of SWOS file formats: Original Club and National team data, both Original and Edited Custom teams, International tournament .TMD files, and even saved games! :)

It has built-in (external) crunching/decrunching of files, a fast, SWOS-like editing engine, and many other useful features... :)

1.3 Yo no fui, no tienes testigos!!!

This program is provided "AS-IS", with no warranty of... oh, ←
forget it!!

If you use it and your computer hangs up, explodes, starts spitting components through the disk drive or turns into a PC, it's not my fault!!! :)

This program is released under the concept of
SHORRAWARE

.

It can be freely distributed, and included in any DP collection, CD or magazine coverdisks as long as the archive contents are unaltered and all that. Oh, and sending me a copy wouldn't be bad, either... ;)))

1.4 Necesito... unos pastelillos!!

What do you really really need to run this???

- An Amiga :-)
- A mouse :->
- A keyboard :-}
- A screen :-D
- A disk drive X-D (oh, ok... let's forget this)
- Sensible World Of Soccer, in any of its versions.
- Patience...

1.5 Mi jar dis ta vassio sin ejto!!!

Installing this can't be simpler. Just copy the SWOSFFF executable and this doc wherever you want to, and the RNCdepack command somewhere in your path, e.g.

the C: directory. If you want, you can replace the icon with one of the icons provided: 4 colour (puargh! :P), MagicWB 8 colour (default) and a nice looking 16 colour MWB icon following the 'RomIcons' standard (get any of these nice icon collections for more info... :))

1.6 Kuantas lusesitas, ke botito...

Using this is easy and intuitive :). Almost everything is ←
 mouse driven,
 although many options can be keyboard controlled as well.

First you will get the typical AmosPro file requester, asking you for a data file. Choose one (e.g. TEAM.035 are the Spanish clubs, TEAM.008 the english ones and TEAM.080 the european national teams) and, if there are no problems, the program will load it and tell you how many teams are in the file. Then the first team will appear on the screen... (unless you loaded a 'Career': press

here
 to know more about this)

The team data appears in the following format:

- First, the team data, in this order:
 - * team number
 - * team name
 - * coach's name
 - * tactics used
 - * the division the team is in: goes from 1 to 4 and 0 for non-league teams.

Be careful when changing divisions: you may use this effectively to promote/relegate a team, etc., but always keep the correct number of teams for each division or you may crash the game!

- On the right, the team kits (first or second).
- And below, the player data, in this order:
 - * number (1-16, usually)
 - * player's head (dark/fair hair, black)
 - * name
 - * position (G, RB, LB, D, RW, LW, A)
 - * nation (3 letter code)
 - * value (25000 to 15000000 UK pounds)
 - * skills (valued from 0 to 15 and on this order: passing, shooting, heading, tackling, ball control, speed and finishing)

To edit something, you just have to move the pointer over what you want to change and press the mouse button: LMB to increase an amount, RMB to lower it. If it's a name or other character string, just type in the new one...

And now, press

here
 to know about all those buttons...

1.7 Botones, botoncitos, botoncetes...

And now I go to explain about everything that can be clicked... :)
(between parenthesis is the keyboard shortcut for that option, if there's one)

THE DATA: Editable in the
previously explained
normal way.

THE UNIFORMS: To change the kit colours, you just have to do the same as with the other data: click on the shirt, shorts or shoes to alter their colour. Click on the shirt's collar to change the SECONDARY shirt colour (used for stripes and sleeves). The two buttons on the right can be used to swap between the first and second kit and to change the shirt design (between plain, different-coloured sleeves, vertical and horizontal stripes), respectively.

The upper 5-button panel:

- SAVE (S): Save the edited data.
- UNDO (U): Undo all changes and reload the original teams.
- LOAD (L): Load another data file.
- QUIT (Q,Esc): Exit the program.

And the new one, PACK (P): This saves the data, BUT it RNC-packs it first using the external Propack utility (which you must provide and have in your path).

And, to finish: On the left of the team name and each of the 16 players, there's a small brown button. Well, if you click on it...

- With the LEFT mouse button, the team/player is stored in SWOSFFF's internal clipboard and replaced with the previously stored one (none, by default)
- With the RIGHT mouse button, the team/player previously stored is pasted over the one you choose.

Effectively, with a bit of practice these 2 little functions can be used for about every typical editing feature: cut, copy, paste, swap, delete...

1.8 Tramposo yo? Tururu!

OK, let's suppose you loaded a Career file, that is, a saved game ↔
whan playing
as a manager (extension .CAR):

If you load such a file, you will be warned and asked for the name of the team you want to edit. Type it and SWOSFFF will try to find it:

If it doesn't, well, bad luck. :)

If it does, it will appear on screen. If the found data don't seem correct, it will keep on trying until valid data are found.

If it finally does and the team is displayed on screen, you'll be able to edit

it on the usual way (but this time there's only one team to edit) and, furthermore, you'll have two more options available that can be accessed from the keyboard:

- Pressing "B", SWOSFFF will keep looking through the same team through the file (sometimes there's more than a copy of the team in the file)
- Pressing "J" you can flick between the first and second half of the team roster. During a Career game, the squad is usually made of more than 16 players, but only the first 16 will be displayed: press J to see the rest. Any remaining places in the 32-man squad will remain blank: Don't try to edit them!

More details about this in the

TIPS
section.

1.9 Cruncheteate p'alla que no entro

The original SWOS data files are packed with the well-known Rob Northern Computing (RNC) cruncher. To be edited they must be unpacked first: now SWOSFFF does this automatically providing you have the included, external 'RNCdepac' command somewhere in your path (e.g. in C: or current dir).

Once they have been unpacked, the 'Save' option will save them uncompressed, so, if you are loading SWOS directly from disk, the file probably won't fit. The best way to avoid this is crunching the files before saving them (the 'Pack' option does this), but for this you MUST have the (not included) original 'ProPack' RNC crunching utility in your path, so be careful!!

If you have enough space, it's ok to leave the files uncompressed, but this can cause problems with large files like TEAM.008 so better re-pack them!

Note: Remember that the 'Pack' option already SAVES the file, apart from packing it, so you should not select Pack and then Save (if you did, the file actually would NOT be crunched!)

1.10 Rico, rico, y con fundamento

GRANDMA ZARRA'S HINTS, TIPS, TRICKS AND THINGS SECTION: *:B^)

* A player's quality is influenced by his skills, not his value; so, an expensive player with low skills will have his price dropped in little time...

* The Career editing feature actually could work with any sort of saved game, but the program only recognizes files ending with ".CAR". So, if you want to edit another sort of data file, just add the .CAR extension to it and, if you are lucky... :)

* WATCH this: The first team players in the team (numbers 1-11) will still be the ones playing after the team is edited and will remain in the same position, regardless of the number you gave them. So, try to respect every player's position in the roster: The player swap/copy feature can be very useful for this... ;)

* More about the career editor: the players whose name starts with *ERR* are no more than BLANK SPACES, vacant places on the squad (players who already left the club, etc...) So you can ADD players to your team, just by editing OVER these places... 8)

* Here are some TEAM.??? useful file names, so you do not have to search too much: Spain is 035, England 008, Italy 020, Germany 014, France 013, Portugal 029, Holland 025... 072 is the original Custom Teams file, and the National teams are 080-085: The European ones are in 080.

* And another thing... the editor has a 'secret' option that is toggled by pressing HELP. Once activated, when editing data, they get in/decreased much faster... 'useful' when putting random values in or... oh, ok, it has NO use ;) Also, this removes the 16 numeric limit for shirt numbers, so you can e.g. give a player number 69 ;), but the game is not ready for this so you probably won't see the numbers or something worse. Your risk...

1.11 Histeria, histeria, histeria colectiva...!

1.? (??-??-95): Ancient versions (for Editing Custom Teams and ←
Careers)

(time went on, and the project was abandoned, until...)

2.0 (26-2-96): New version! skill editing feature, some graphic changes, all the other file format support and many more... :)

2.01 (4-3-96): Mierda! there was a really stupid bug in skill editing. Fixed, but THEN another one turned up... :(

2.1 (7-3-96): Tachaaan... SWOSFFF expands to new horizons with the addition of the little buttons for player copy/swapping, now it's easier to make 'transfers'... :) Also, the documentation is revised and Grandma Zarra's tips section is included... ;)

2.11 (11-3-96): Button for team copy/swapping included.

2.12 (6-4-96): Some general little fixes in program and docs. The Career editor now works... ;}

2.13 (7-4-96): Carrer editor, at last, improved and fully functional!
Docs updated and revised. ;)

(...a lot of internal releases here...)

2.22 (29-8-96): MAJOR UPDATE! (changes from 2.13):

- First official Aminet international release ;).

- Name changed from SWOSed to SWOSFFF to avoid confusion.
- Docs updated and translated. Phew. ;)
- Built-in (un)packing by using external commands.
- Division editing.
- And a lot of other small bugfixes and updates here and there... :)

2.3 (31-12-97): Small but important update! Read
THIS

1.12 Mierda, mierda y mas mierda

- Aaaaargh!! It's made in AMOS!! With everything that that implies: lousy multitasking, low system-friendliness, etc... :(
- A lot of small bugs, in a 99% due to AmosPro itself and its terrible compiler... :/
- No args (yet) :[
- Dumb filetype recognition (by extensions).
- Yep, one of the gadgets is still in Spanish: that's because of yet another unknown Amos bug that didn't accept the new one I made... :|
- No Windoze 95 Plug&Pray compatible... XDDD
- Etc, etc, etc... X{

1.13 Aprovecho para saludar al CESID, que me estara escuchando...

As SWOS related programs, you could also check this program's alterego, Swos Ed the MUI SWOS editor, and the SWOS hd-installer, both in Aminet game/patch and done by Piotr Bieniek (hi! :))

Also look for the best (well, the only) full-working demo by GoBLinS: EL OCASO DEL PAYASO, and our incoming production, the next big thing...

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>>> EL ADVENIMIENTO DEL PIMIENTO <<<
      --- The DemO ---
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1.14 Yo y mis circunstancias

Ideas??
Opinions??
Suggestions??
Bug Reports??
Critics??
Flames??
Mail-Bombs??

...Well, who made this wonderful program???

Aitor Garcia

** RiPP/GoBLinS **

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This program is SHORRAWARE! That means you can do with it whatever tou feel like doing. If you use it and it makes you laugh, cry, vomit, break something or have an epileptic attack (and it will), you may drop me an Email telling me what do you think about this program, what to do in the next version... or send me a lot of money (any currency) to the address above. Whatever you like.

Football things like badges, yearbooks, flags, TEAM.??? data files and the like are also greatly appreciated ;)

RiPP/GoBLinS.

1.15 Ni!

SWOSFFF 2.3 - SMALL BUT IMPORTANT UPDATE: PLEASE READ THIS!

Both before and after releasing SWOSFFF into the world, I received thousands (ok, maybe not thousands but a lot anyway :P) of mails asking about a common problem: Edited data files seem to like crashing the game from time to time, usually at the end of a career season.

So, I spent some time doing a bit more research into the SWOS team data file format, and found something interesting: How ALL the players in the data files are made following some special rules relative to their price and skills, and that SHOULD be followed when making team edits/updates:

First of all, I'll explain that among some other data, each player has seven skills, valued from 0 to 15, and a number (between 0 and 49) that represents his value; this number is not proportional to the value in pounds, i.e. the one you see while playing SWOS, but each number represents a different cash value taken from a list, being 0 the cheapest (25K) and 49 the most expensive (15M). SWOSFFF, as all other editors, handles this number<->value conversion internally so you only see the cash value, but you can see that you can only select some specific values, that is, the ones on the list...

A player can 'have' a certain skill or not. A player 'has' a particular skill (i.e. he's good at it) when his 0-15 rating at that skill is 8 or higher. You can see that when, while playing, you search for players in the transfer list: if you look for players with 'passing' and a certain player appears, that means he has 8 or more points at passing. If he doesn't, then he has 7 or less.

Well, the thing works like this: a player starts with a rating of 8 in all the skills he 'has', and 0 in the rest. Then, for each 'value point' he has above 0 (15M would mean the maximum, 49 points), an extra skill point is allocated to any of his skills, to a maximum of 7 (i.e. a skill rating of 7 or 15) extra points per skill. This is what makes a 'balanced' player; ALL the players in SWOS follow this rule and that's why they don't look too different from each other (though one player can still be better than another with the same value, because he can 'have' more skills...). The only exception to this are goalkeepers, which should always have all skill ratings at 0 (so, sorry, no Chilavert's, Campos, Molinas or Van der Sar's ;))

And so, this version of SWOSFFF helps you make 'compatible' players thanks to a coefficient that appears on the edit screen, at the right of each player. Balanced players will have 0, overpriced players will have negative values, and underpriced ones will have positive values.

'UH?', I hear you cry. Maybe you didn't understand anything of the above, didn't bother reading it or simply want me to explain it in a simpler way... OK, here it is :)

IN THE EDIT SCREEN, YOU WILL FIND A NUMBER AT THE RIGHT OF EACH PLAYER. WELL, MAKE SURE THIS NUMBER IS 0 IN ALL CASES.

You can do this by altering their skills and value.

Ok, and what's the point on maintaining this compatibility?
I've been making and trying some 'balanced' updates, and found that...

- Balanced data NEVER crashes the game.
- Balanced data is usually much better, and much more sensible ;) than the usual, chaotic updates. No strange performances - no players that just aren't as fast, as slow, or as anything else as you expected when you put in their values (Ever noticed that a defender with, say, 11 speed almost flies while a winger with the same value is virtually useless? Please, make some decent updates!), no prices that surprisingly rise or fall despite the player's real performance... I guess you get the idea.

Therefore I encourage all programmers of SWOS data editors (Hi Piotr! :) to include a similar feature in their programs, as I think it would help us to make really good, compatible, non-problematic updates. Believe me, it even makes editing easier :)

Greetings to every SWOS fan in the world,

Aitor (Aitortxu) Garcia

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<Aminet:game/patch/swosfff.lha>
