

SENSIBLE WORLD OF EDITOR SOCCER

USER GUIDE

1. THE EDITOR	2
1.1. MAIN WINDOW	2
1.2. CONFIGURE	2
1.3. PLAYERS DATA.....	3
1.4. CALCULATING SKILLS.....	4
1.5. TACTICS.....	5
2. FILES INPUT/OUTPUT	5
2.1. LOADING A TEAM FILE.....	5
2.2. EXPORTING A TEAM.....	6
2.3. IMPORTING A TEAM FILE	6
2.4. IMPORTING A CVS FILE.....	6
2.5. EXTRACTING A LEAGUE TO SINGLE TEAM FILES.....	7
3. EDITING	7
3.1. WORLD COMPETITIONS	7
3.2. CHANGING LEAGUES NAMES	8
3.3. TEAMS PER LEAGUE.....	9
3.4. ADDING A NEW TEAM.....	10
3.5. COPYING PLAYERS.....	11



THE EDITOR

1.1. Main window

Sensible World Of Editor Soccer Current Team : OLYMPIAKOS

File Edit Help

Countries: GREECE Teams: OLYMPIAKOS PREMIER : 16 FIRST : 0 SECOND : 0
THIRD : 0 NONE : 7

TEAM INFO
General #: 1507 Rating: 37.9%
Index #: 16 Country #: 15
Division: PREMIER

KITS
Shirt Style: 2 Colors: [Color Selection]

Team: OLYMPIAKOS Coach: TRONT SOLID TACTICS: [Tactics Selection] ☐ Defender Midfield

NUM	NAME	POS	NAT	PA	VE	HE	TA	CO	SP	FI	VALUE	Choose Desire Price To Calculate
1	ANTONIS NIKOPOLIDIS	G	GRE	0	0	0	0	0	0	0	800K	***
12	KLEOPAS GIANNOU	G	GRE	0	0	0	0	0	0	0	200K	***
2	DIMITRIS MAVROGENIDIS	RB	GRE	2	1	2	15	1	15	0	550K	*** TSP
3	GRIGORIS GEORGATOS	LB	GRE	2	2	2	15	0	15	0	550K	*** TSP
4	YORGOS ANATOLAKIS	D	GRE	3	1	14	14	1	1	1	500K	*** HTP
5	ATHANASIOS KOSTOULAS	D	GRE	2	1	15	14	1	2	0	500K	*** HTP
13	MIHALIS KAPSIS	D	GRE	2	2	15	15	0	2	1	600K	*** HTP
11	PREDRAG DJORDJEVIC	LW	YUG	13	1	2	3	15	15	1	850K	*** CSP
6	PANTELIS KAFES	RW	GRE	14	1	3	4	14	14	1	950K	*** SCP
7	IEROKLIS STOLTIDIS	M	GRE	14	3	4	14	13	2	1	950K	*** PTC
8	GNERI YAYA TOURE	M	CIV	15	13	4	2	15	4	1	1.3M	*** PCV
14	ANASTASIOS PANTOS	RB	GRE	2	2	1	14	0	15	1	500K	*** STP
15	ARUNA BABAGINDA	RW	NIG	2	2	2	0	13	15	2	550K	*** SCP
9	MIHALIS KONSTANTINOU	A	CYP	4	14	15	3	3	13	14	1.9M	*** HVF
10	RIVALDO	A	BRA	5	15	12	2	5	12	15	1.9M	*** VFP
16	YANNIS OKKAS	A	NIG	1	3	13	2	2	13	14	750K	*** FHS

In the main window you can see all information about selected team.

1.2. Configure

Before proceed to any data modification you should configure the editor.

Choose DATA folder of all TEAM.* files and swos executable file.

Choose File → Open to define the DATA folder.

Choose File → Set swos.exe path to define swos executable file.

1.3. Players Data

You can change players attributes such Name, Number, Positions, Skills etc.

You have the ability to move cursors keys while you are focus in players' skills number to change them. Move cursors keys up to increase numbers and down to decrease them.

If you want to generate the attributes of a Defender midfielder then pick the desire price for your midfielder and press the *Defender Midfielder* check box. Uncheck it if you want to generate attributes for an Attacking Midfielder

TEAM INFO

General #: 1507 Rating: 37.6%
 Index #: 17 Country #: 15
 Division: PREMIER

KITS

Shirt Style: 2 Colors: [Color palette]
 [Kit preview]

TACTICS

☐ Defender Midfielder

NUM	NAME	POS	NAT	PA	VE	HE	TA	CO	SP	FI	VALUE	Choose Desire Price To Calculate
1	ANTONIS NIKOPOLIDIS	G	GRE	0	0	0	0	0	0	0	650K	***
12	KLEOPAS GIANNOU	G	GRE	0	0	0	0	0	0	0	200K	***
2	DIMITRIS MAVROGENIDIS	RB	GRE	3	0	1	14	3	14	0	500K	***
3	TASOS PANTOS	LB	GRE	3	0	1	15	1	15	0	500K	***
4	YORGOS ANATOLAKIS	D	GRE	1	0	14	14	2	3	1	500K	***
5	GABRIEL SCHURRER	D	ARG	12	1	13	13	2	2	1	550K	***
13	THANASIS KOSTOULAS	D	GRE	1	0	14	14	2	3	1	500K	***
8	MILOS MARIC	RW	YUG	2	3	0	1	13	14	2	500K	***
7	GRIGORIS GEORGATOS	LW	YUG	13	13	1	1	14	13	2	800K	***
6	IEROKLIS STOLTIDIS	M	GRE	13	3	12	14	3	5	1	950K	***
11	PREDRAG DJORDJEVIC	M	GRE	14	13	2	1	13	5	3	950K	***
	YIANNIS TARALIDIS	M	GRE	4	13	1	0	2	3	2	350K	***
	RIVALDO	A	BRA	3	15	14	2	4	14	15	2M	***
	GIOVANNI	A	BRA	1	4	14	0	14	3	15	950K	***
	NERY CASTILLO	LW	URU	1	12	1	1	15	15	4	800K	***
9	YANNIS OKKAS	A	CYP	4	3	12	1	13	14	14	1.1M	***

You can see your player real face by copying his picture to *players* folder.


Image must be 95 Height and 95 Width in jpeg format with extension .jpg

The filename of picture must be <team general number>_<player number>.jpg without <> symbols. That's means Rivaldo's image must have a filename like this: 1507_10.jpg

To display the picture just hold *Shift* key and *left click* to swos player face.

1.4. Calculating Skills

This feature allows you to generate players' abilities according to their position.

Choose a desire price and press button 

The editor will generate random skills for your player. Here is the order for generated skills.

Position: RB, LB

TA SP PA VE HE CO FI

Position: D

TA HE PA SP VE CO FI

Position: RW

SP CO PA TA HE FI VE

Position: LW

CO SP PA TA HE FI VE

Position: M (DM)

TA PA CO HE VE SP FI

Position: M (AM)

PA CO VE HE SP FI TA

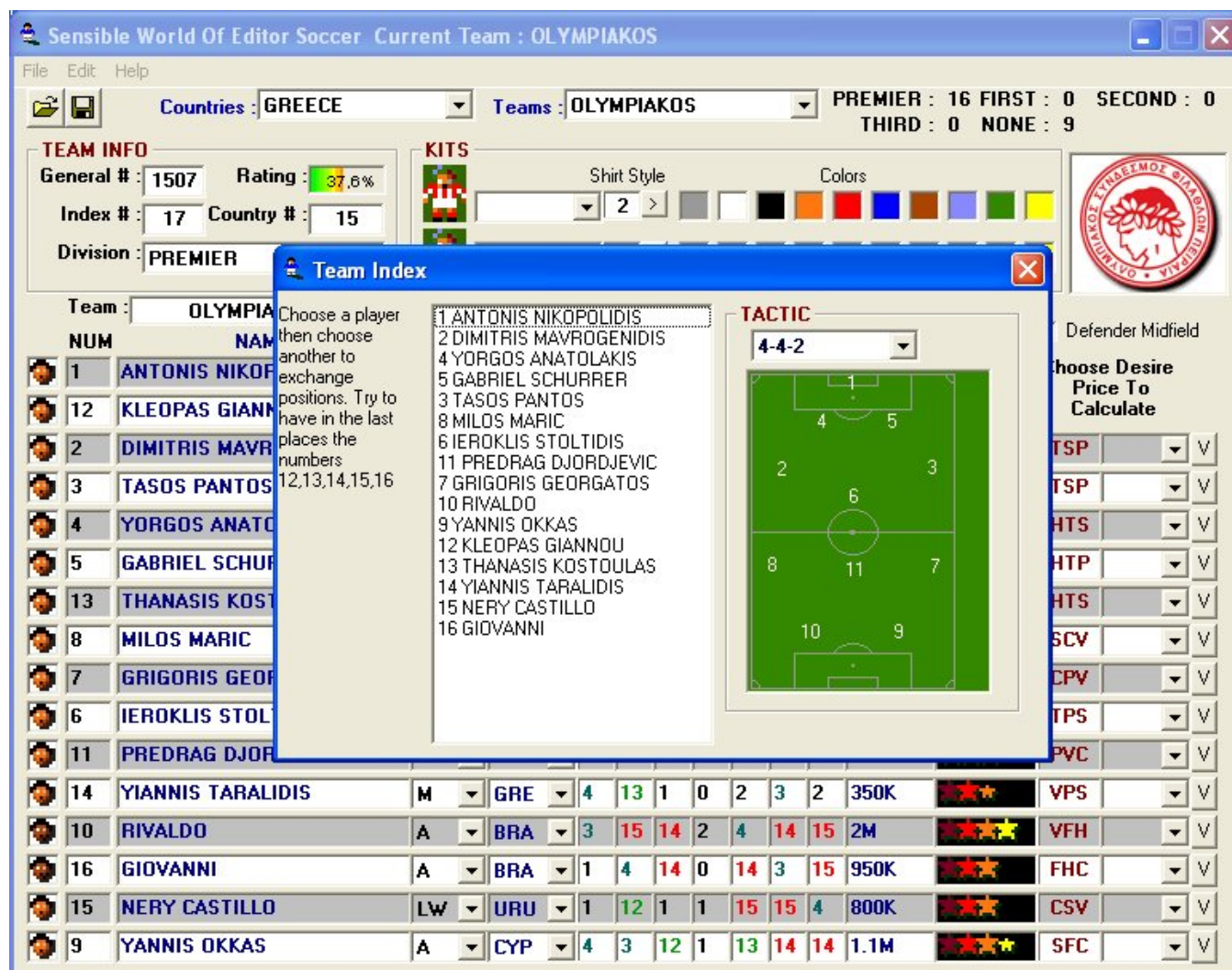
Position: A

FI HE SP VE CO PA TA

So in a player with position D will give best values to TA HE and PA first.

This order is the best for increasing the value of players in career mode. Of course you can edit the players' abilities as you wish but this is the order that original SWOS choose to give the 3 best skills in players. (Yellow letters next to his position)

1.5. Tactics



After editing players' position and numbers you must change their place in tactics too. So check before save, if players' positions are correct. Choose a player and then choose another to exchange positions.

2. Files Input/Output

2.1. Loading a team file

With this option you can load a single team file to edit. When the dialog box opens choose the desire file to edit.

2.2. Exporting a team

With this option you can export a team from a league to a single file with extension .TEAM. This file contains all information about current team.

2.3. Importing a team file

With this option you can import a file with extension .TEAM in place of any other team loaded in editor.

2.4. Importing a CVS file

You can import a .csv file, a file that separates fields with character “;”
Such files you can make with Microsoft Excel or with other programs that can export such data. An example of a csv file is this:

```
1;Justin Haber;MLT;G
12;Saviour Darmanin;MLT;G
2;Lino Galea;MLT;RB
3;William Camenzuli;MLT;LB
4;Lucian Dronka;ROM;D
6;Precious Monye;NIG;D
13;Mark Anthony Bonnici;MLT;D
14;Roderick Sammut;MLT;D
7;Adrian Ciantar;MLT;RW
8;George Mallia;MLT;LW
5;Chucks Nwoko;NIG;M
15;Roderick Briffa;MLT;M
9;Etienne Barbara;MLT;A
11;Michael Galea;MLT;A
10;Haruna Doda;NIG;A
16;Jean Triganza;MLT;A
```

2.5. Extracting a league to single team files

This option allows you to extract a whole league to singles files with extension .TEAM

3. Editing

3.1. World Competitions



This option allows you to edit 6 world competitions of SWOS such as Champions League, World Cup etc. You can edit the teams that take part in each competition. Choose the desire team from the bottom of window then the team that you want to be replaced and press the Save button.

3.2. Changing Leagues names



Here you can edit the names of all leagues in game and also the names of nationalities. New names must have exactly the same number of letters as old ones. Click the desire name to edit. Write your text in the bottom and hit the *Apply* button.

3.3. Teams per League



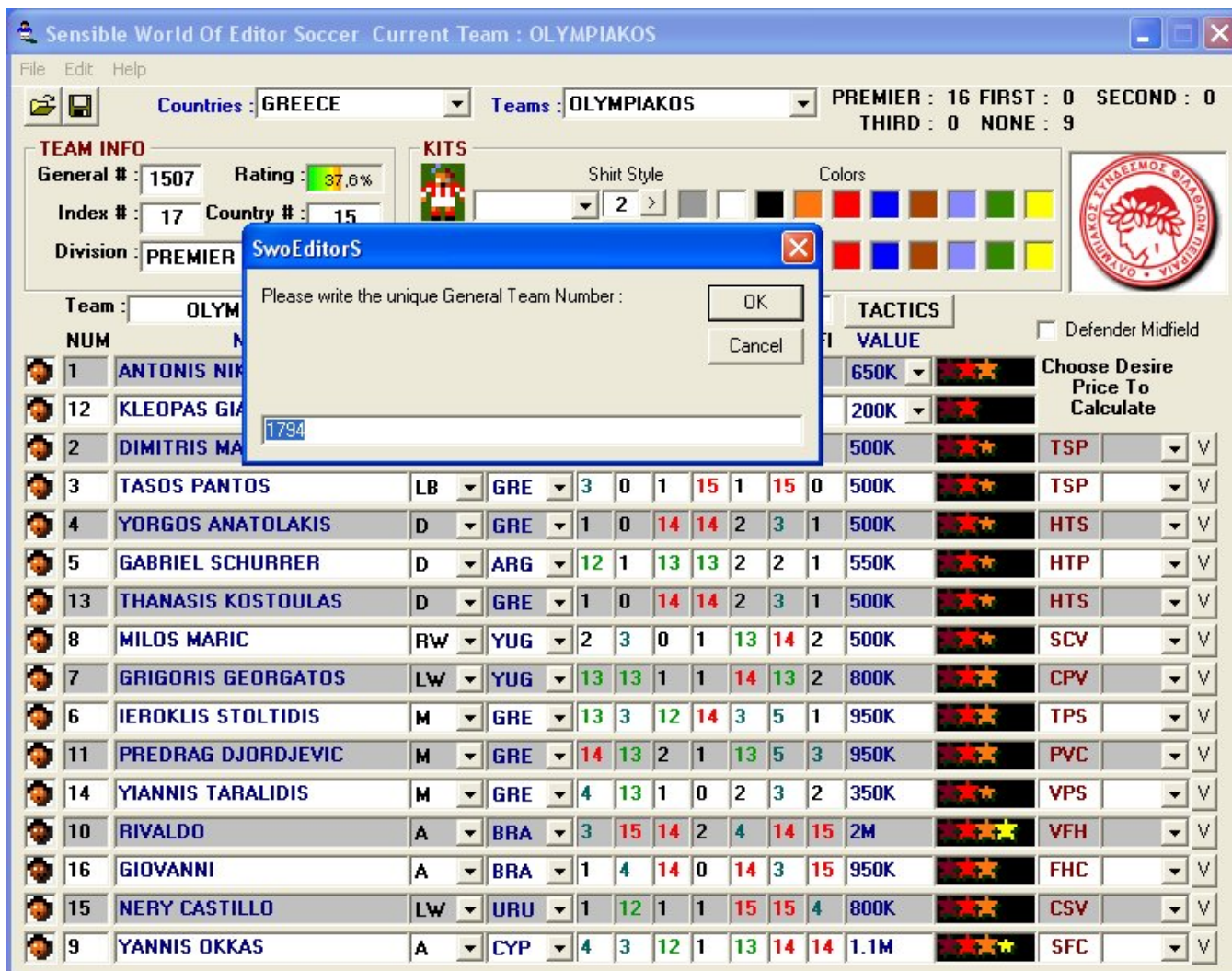
The screenshot shows a window titled "Teams Per League" with a close button (X) in the top right corner. The window contains the following fields and controls:

- START SEASON IN CAREER :** Two input boxes containing "05" and "06", followed by an "OK" button.
- Country:** A dropdown menu currently showing "GREECE".
- Hex Address :** An input box containing "1362971 / 14CC1B".
- Competition # :** An input box containing "54".
- Starting Month :** A dropdown menu showing "September".
- End Month :** A dropdown menu showing "June".
- Divisions :** An input box containing "1".
- Number Of Matches :** An input box containing "2".
- Points Per Win :** An input box containing "3".
- Number of Subs :** An input box containing "3".
- Max Subs :** An input box containing "5".
- Premiere :** An input box containing "16".
- Relegate :** An input box containing "0".
- FIRST :** An input box containing "0".
- Promote / Relegate :** An input box containing "0".
- SECOND :** An input box containing "0".
- Promote / Relegate :** An input box containing "0".
- THIRD :** An input box containing "0".
- Promote :** An input box containing "0".
- Buttons:** "SAVE" and "EXIT" buttons at the bottom right.

In this window you can change the number of teams per division, starting and ending month and also the start season in career mode.

Useful information can be displayed such as *Competition #* and *Hex address* of each country.

3.4. Adding a new team



This option allows you to add new teams in a league. Major problem is the general ID number for each team. You must enter a unique number that doesn't exist. You can see general id numbers of all SWOS teams here so you can select your unique ID number.

3.5. Copying players

Sensible World Of Editor Soccer Current Team : OLYMPIAKOS

File Edit Help

Countries: GREECE Teams: OLYMPIAKOS PREMIER : 16 FIRST : 0 SECOND : 0
THIRD : 0 NONE : 9

TEAM INFO

General # : 1507 Rating : 37.6%
Index # : 17 Country # : 15
Division : PREMIER

KITS

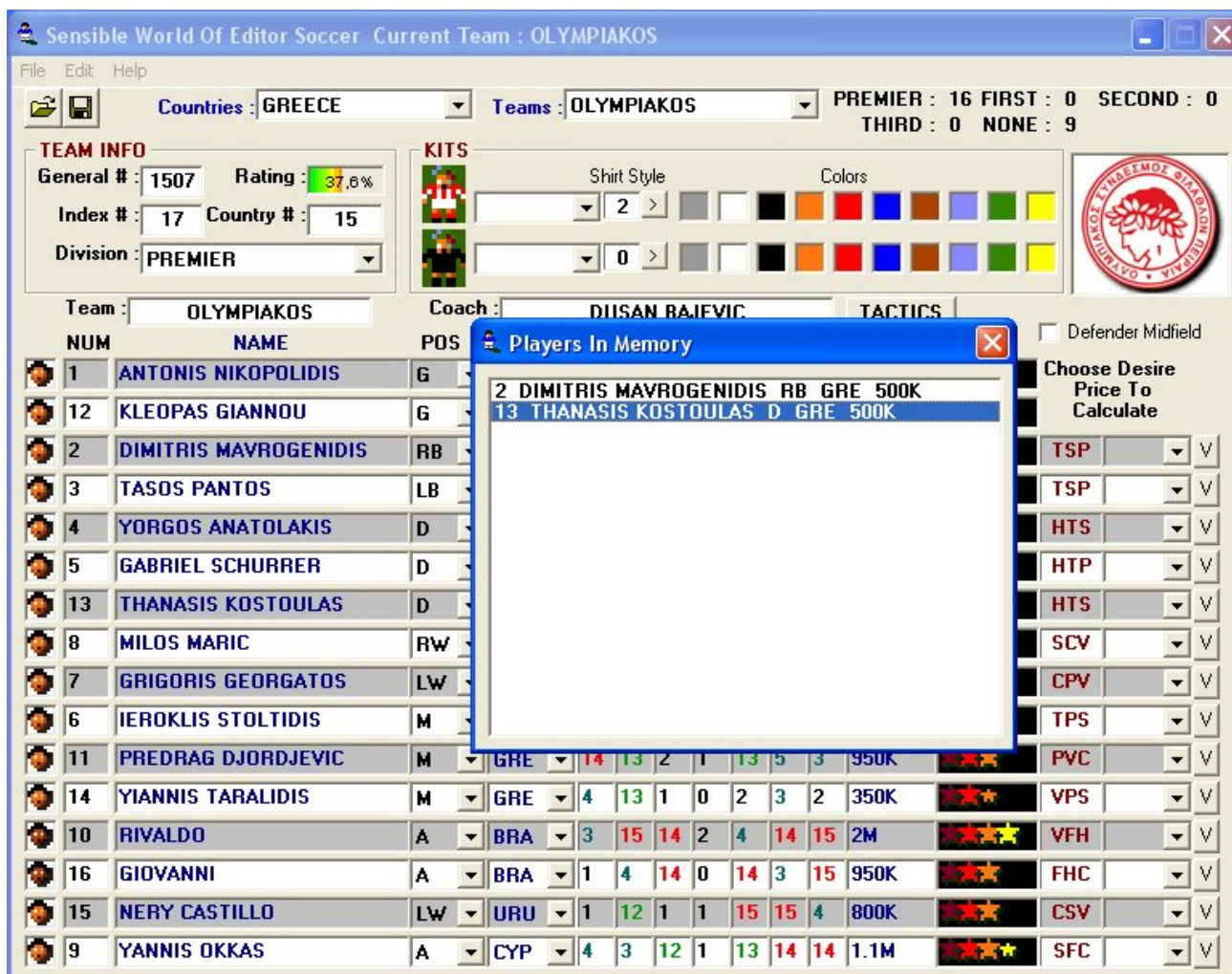
Shirt Style Colors

Team : OLYMPIAKOS Coach : DUSAN BAJEVIC TACTICS

Defender Midfield

NUM	NAME	POS	NAT	PA	VE	HE	TA	CO	SP	FI	VALUE	Choose Desire Price To Calculate
1	ANTONIS NIKOPOLIDIS	G	GRE	0	0	0	0	0	0	0	650K	***
12	KLEOPAS GIANNOU	G	GRE	0	0	0	0	0	0	0	200K	***
	MAVROGENIDIS	RB	GRE	3	0	1	14	3	14	0	500K	***
	ANTOS	LB	GRE	3	0	1	15	1	15	0	500K	***
4	YORGOS ANATOLAKIS	D	GRE	1	0	14	14	2	3	1	500K	***
5	GABRIEL SCHURRER	D	ARG	12	1	13	13	2	2	1	550K	***
13	THANASIS KOSTOULAS	D	GRE	1	0	14	14	2	3	1	500K	***
8	MILOS MARIC	RW	YUG	2	3	0	1	13	14	2	500K	***
7	GRIGORIS GEORGATOS	LW	YUG	13	13	1	1	14	13	2	800K	***
6	IEROKLIS STOLTIDIS	M	GRE	13	3	12	14	3	5	1	950K	***
11	PREDRAG DJORDJEVIC	M	GRE	14	13	2	1	13	5	3	950K	***
14	YIANNIS TARALIDIS	M	GRE	4	13	1	0	2	3	2	350K	***
10	RIVALDO	A	BRA	3	15	14	2	4	14	15	2M	***
16	GIOVANNI	A	BRA	1	4	14	0	14	3	15	950K	***
15	NERY CASTILLO	LW	URU	1	12	1	1	15	15	4	800K	***
9	YANNIS OKKAS	A	CYP	4	3	12	1	13	14	14	1.1M	***

To copy a player in memory *right-click* in his swos face to pop-up the menu and then click *copy player*. All players that you have copy are stored to memory an you can view them in the memory window.



Choose a player from the memory window then *right-click* to swos face of the destination player and click *paste player*.