

# **FOOTBALL MANAGER REVISITED**

## **EDITOR GUIDANCE NOTES**

## **CONTENTS**

1.	INTRODUCTION	<a href="#"><u>2</u></a>
2.	GETTING STARTED	<a href="#"><u>3</u></a>
3.	LOADING IN A LEAGUE	<a href="#"><u>4</u></a>
4.	THE EDITING MENU	<a href="#"><u>5</u></a>
4.1	VIEW LEAGUE DETAILS	<a href="#"><u>5</u></a>
4.2	CHANGE LEAGUE DETAILS	<a href="#"><u>5</u></a>
4.3	EDIT ADDITIONAL ITEMS	<a href="#"><u>8</u></a>
4.4	EDIT TEAMS' DETAILS	<a href="#"><u>10</u></a>
4.5	EDIT PLAYERS' NAMES	<a href="#"><u>13</u></a>
4.6	EDIT SPONSORS	<a href="#"><u>13</u></a>
4.7	RESET ALL TEAMS, PLAYERS OR SPONSORS	<a href="#"><u>14</u></a>
5.	SAVING TO TAPE	<a href="#"><u>15</u></a>

## **1. INTRODUCTION**

After several years of developing Football Manager Revisited, I thought it was about time to give users the facility to create their own leagues to use in the game and to that end I've created a league editor program. There's also, obviously, an import function now included in the game, but the 26 built in countries are not affected by the imports. The only thing you won't see when importing countries is a large flag.

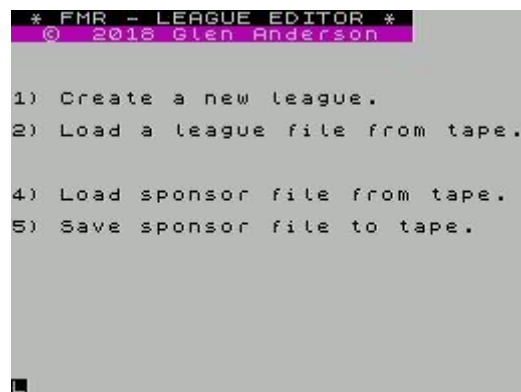
Leagues can have 2, 3 or 4 divisions, each having between 8 and 20 teams, with or without playoffs. There's also a variety of options to increase flexibility available too...

There have been the facilities within the game to edit teams and players for several years and these remain - they've now also been ported in to the editor along with a new sponsors editor function.

All that remains for me to say is have fun creating and playing new leagues!

Glen Anderson  
March 2018

## 2. GETTING STARTED

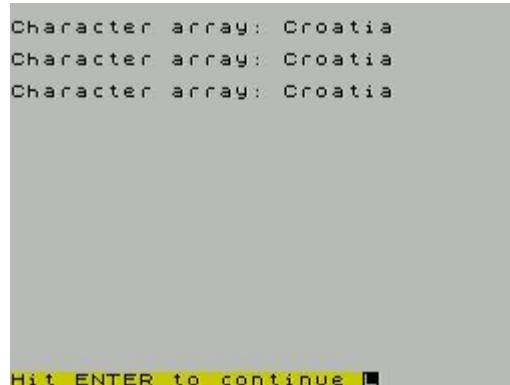
A screenshot of a terminal window showing the 'FMR - LEAGUE EDITOR' menu. The title bar is purple with white text. The menu lists five options: 1) Create a new league., 2) Load a league file from tape., 4) Load sponsor file from tape., and 5) Save sponsor file to tape. There is a small cursor at the bottom left.

```
* FMR - LEAGUE EDITOR *  
© 2018 Glen Anderson  
  
1) Create a new league.  
2) Load a league file from tape.  
  
4) Load sponsor file from tape.  
5) Save sponsor file to tape.  
  
█
```

The Editor initially presents only 4 options upon loading as there are no league files to save just yet. The standard sponsors database is preset into the Editor - hence option 5. The options are rather self-explanatory, and we'll deal with creating a new league a bit later (section [4.2](#)) along with sponsors (section [4.6](#)). For now, we'll load in the Croatian league that I've supplied as an example...

### **3. LOADING IN A LEAGUE**

To load a league, please ensure that the auto loading function on your emulator is disabled then open/load a 'tape' file with country data on it (in this case Croatia.tzx) and then select option **2**. If all goes well, you should see the following screen:



```
Character array: Croatia
Character array: Croatia
Character array: Croatia

Hit ENTER to continue
```

If all you get is a blank screen, then the Editor is still looking for the virtual tape. If you have a red / blue alternating screen border, then your emulator is likely to be in 'real tape' mode. In either case, check your emulator settings and instructions.

**There is no point going any further until you have completed a successful file load.**

As the screen above shows, each league/country consists of 3 Character arrays, all with the same name.

- The first array contains the name of the cup and each division, along with their sizes, promotion / playoff / relegation rules and some other miscellaneous data.
- The second array contains all the teams' data - names, colours, local rivals etc.
- The third array contains all the players' names. Players' stats are randomly generated within the game itself and are not stored here.

Once you have loaded in a league, select option **0** for the Editing Menu...

## 4. THE EDITING MENU

```
EDITING MENU
1) View league details.
2) Change league details.
3) Edit additional items without
   affecting leagues/teams.
4) Edit teams' details.
5) Edit players' names.
6) Edit sponsors database.
7) Reset all teams, players or
   sponsors.
0) Return to the main menu.
```

```
EDITING MENU
6) Edit sponsors database.
7) Reset all teams, players or
   sponsors.
0) Return to the main menu.
```

The Editing Menu contains a variety of options, including option **0** to return to the main menu for loading and saving files. The options are detailed in sections 4.1 to 4.7 below. If there's no league present, then options **1-5** will not be displayed, as in the 2nd picture.

Please note that Editing Menu option **2** is exactly the same as the first option in the main menu; it's duplicated simply for convenience.

### 4.1 VIEW LEAGUE DETAILS

```
LEAGUE DETAILS
Prva HNL      Size: 10
Dir promoted: 0 Playoffs: 0/0
Relegated:    2 Join cup: R4
Druga HNL     Size: 12
Dir promoted: 1 Playoffs: 1/2
Relegated:    2 Join cup: R3
Currency:     kn      Snow: Yes
P/O final legs: 2 Ave crowd: 1/5
Cup Q/F round: 3 Replays: No
Hit ENTER to continue
```

Editing Menu option **1** shows all the data stored in the 1st character array that was loaded - this can also be manually input via option **2** of the Editing menu (as in section 4.2 below) if a new league is desired. The information shown in the screen above will become clearer in the next two sections of this guide.

Pressing **ENTER** to continue will take you back to the Editing Menu.

### 4.2 CHANGE LEAGUE DETAILS

By choosing menu option **2**, we'll now walk through recreating the Croatian league. If a league is already in memory, you will be warned that it will be lost by continuing with this option. As the Croatian league can be reloaded from 'tape' as required, you can safely type **Y** to continue. The following message will be displayed on screen:

```
Enter the name of the knockout  
cup (max 12 chrs), or just press  
ENTER if none.  
Croatian Cup█
```

Before you enter the new league details, you must decide whether there will be a knockout cup competition in addition to the league. Nearly all countries have one, but there are a few exceptions hence the reason it is an optional feature. If you would like to include a cup then give it a name, otherwise just press **ENTER**.

```
Each country can have 2, 3 or 4  
divisions.  
Number of divisions? 2█
```

You need to input how many divisions to include, between 2 and 4 (Croatia=**2**). A minimum of 2 divisions is required so that promotion and relegation can take place. Note that the game cannot handle multiple divisions in parallel, (eg North & South).

```
Druga HNL  
  
Druga HNL can hold any even  
number of teams from 8 to 20.  
How many teams? 12█
```

Now we get into a series of questions regarding each division in turn starting with the top tier. To start, the division requires a name (eg 'Division 1', 'Super League' or whatever), and also a size which can be any even number of teams from 8 to 20. If the division you are simulating has an odd number or more than 20 teams, then sorry but you'll just have to miss one or more teams out. The Croatian divisions are called Prva HNL and Druga HNL and have 10 and 12 teams respectively.

```

Druga HNL
Division size: 12

Number of playoff teams, if any.
The options are: 0,2,4,6
How many teams? 2

```

The next question is about playoffs. Playoffs are optional, including in the top division. By way of explanation, top level playoffs are obviously not for promotion, but may be used to produce an overall season champion. The number of teams in the playoffs is requested with a maximum of 8 if the division is large enough. For Croatia, the top tier Prva HNL doesn't have playoffs so **0** would be entered but the Druga HNL is (shown here) has a promotion playoff with **2** teams, i.e. a simple final.

```

Druga HNL
Division size: 12
Direct promoted: 1
Playoff teams: 2 (1 promoted)

Number of relegated teams from
Druga HNL (0-5)
How many teams? 1

```

The number of relegations comes next, in our case, **2**. Notice that the number of directly promoted teams has been inserted automatically. The maximum number of relegations is 5 in theory, but this may be reduced depending on the number of teams involved in promotions and/or playoffs and the overall size of the division.

```

Druga HNL
Division size: 12
Direct promoted: 1
Playoff teams: 2 (1 promoted)
Relegated: 2

There are 7 cup rounds plus the
final. Which round do teams in
this division join in? (1-5)
Joining round? 3

```

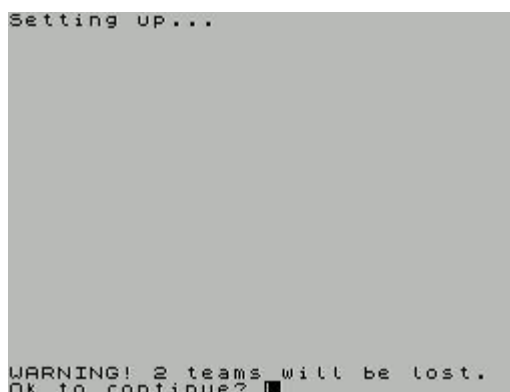
If a cup competition was chosen at the start of this section, then the above question will be asked. Within the game, there are fixture provisions for up to 7 cup rounds plus the final. Not all teams have to join in at the same round however. For example in England the Premier League and Championship teams do not enter until the 3rd



round. In our Croatian example, teams in the Prva HNL join the cup 3 rounds before the semi final (round 7) so  $7-3=4$  would should be entered. Druga HNL teams join the cup 4 rounds before the semi finals, so a value of **3** would be entered in this case.

At this point the Editor will check that you're happy with your data inputs before proceeding to the next division.

Once all divisions have been completed, the league will be generated with the total number of teams created as necessary. You will be informed how many teams have been added, or, if there was a previous league and the overall league capacity has shrunk resulting in a loss of teams, then the Editor will warn you first - if you don't accept the loss of teams you will be taken back to input the league details again. In our case there's no change so you won't see this screen:



Once the league has been set up, some additional items will be requested...

### 4.3 EDIT ADDITIONAL ITEMS

The first additional item is to choose a currency symbol. There are 30 symbols built into the game, which are either exactly like or similar to many currency symbols from around the world. The Croatian symbol is 'Kn' for example, number **16** in the list.



The next question asks whether matches can be postponed due to snow. This will obviously depend on which country in the world your league is being based on. A simple response, **Y** or **N**. It's **Y** for Croatia although it's rare to snow near the coast.

Next is a question about the average crowd size of top division matches relative to other nations, and requires an answer expressed as a rating out of 5, with 1 being very low and 5 is the highest.

```

Additional items
Currency symbol: kn
Show: Yes

Average crowd sizes relative to
other nations.
Range: 1=least to 5=biggest.
Crowd size (1-5)? █

```

Most countries would be rated 2/5 or 3/5. England and Germany have the highest domestic attendances in world football so they would get a 5/5 rating whilst small countries like Northern Ireland and Trinidad have very poor top league attendances so they would be rated 1/5. Croatian football is no better supported, with average top tier crowds of less than 3,000 so also gets 1/5. Here's a guide to help you decide:

Average top division attendances:	Rating
30,000 +	5/5
20,000 - 30,000	4/5
12,000 - 20,000	3/5
5,000 - 12,000	2/5
< 5,000	1/5

Please note that this rating factor is for the visual effect in the match highlights only. It has no impact on the revenue from gate receipts as that would make the low rated countries too hard to play.

If there is no cup competition or playoffs in any division, then this will be the end of the extra items and you'll be taken to the Editing Menu when happy with the data.

```

Additional items
Currency symbol: kn
Show: Yes
Average crowd: 1/5

A playoff final can either be
over 2 legs or a single match.
1 or 2 legged playoff final? █

```

If there are playoffs in one or more divisions, then you will be asked whether the playoff final should be over 2 legs or just a single match (Croatia=2 legs). This is just for the final, earlier playoff round(s), if any, will always be over two legs. Please note

that the answer given here applies to all this country's divisions that have playoff finals. You can't specify a separate answer for each division with this question.

If there's a cup competition, you will be asked which round number the Quarter Finals are called. This question at first glance seems a little weird. We've already established that the Semi Finals are round 7, so the Quarter Finals must be round 6, right? Well yes, but they don't have to be labelled 'Round 6'.

For example, the Quarter Finals in the real Coupe de France are labelled 'Round 12', whilst the Quarter Finals in the real Croatian Cup are only 'Round 3'. It depends on how the real tournaments operate and how many teams are included in them at the various stages. Its simply a labelling issue and has no bearing on the actual joining round data entered earlier when setting up each division.

```
Additional items
Currency symbol: kn
Show: Yes
Average crowd: 1/5
P/O final legs: 2

Cups can have varying labelling
of rounds in different countries
What is the cup round number of
the Quarter Finals? (1-15) █
```

The upshot is that if you were generating the French league you would input 12 and the cup rounds in the game prior to the semi finals would be labelled Rounds 7-12. For Croatia you would input **3** and the rounds would be labelled Qualifying, Qualifying Qualifying, Round 1, Round 2 and Round 3.

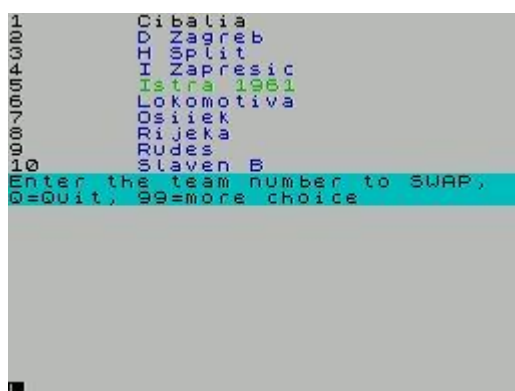
Finally, you will be asked if cup replays are permitted with a simple **Y** or **N** answer. If no, then cup games go straight to extra time and penalties if drawn (Croatia=**N**). If you're happy with your answers, you'll be taken to the Editing Menu.

## 4.4 EDIT TEAMS' DETAILS

```
1 Cibalia
2 D Zagreb
3 H Split
4 I Zapresic
5 Istra 1961
6 Lokomotiva
7 Osijek
8 Rijeka
9 Rudes
10 Slaven B
Enter the team number to change,
or Q=Quit, 99=more choice
█
```

Editing Menu option **4** allows you to edit the names, text and kit colours and local rivals of each team, and also which division they are in.. The lists of teams will be grouped into their divisions, with an additional list at the end (if applicable) of the teams ready to replace those relegated from the bottom division after the 1st season

Before we go into the editing options, if you simply wish to swap two teams around (as in a promotion and relegation), then there is a easy option to do this by typing **S**. This turns the options strip light blue to indicate 'swap mode' is active, and you will be asked to enter a team number to swap. (You can cycle through the divisions by entering **99**). You will then be asked for another team number to switch with your highlighted team. Once supplied, the swap takes place and the options strip returns to yellow.



If you wish to edit the details of a particular team, then input their team number when not in swap mode and you will firstly be asked to enter the new team name - maximum length of 10 characters and it should start with a capital letter or a number. If you wish to enter a reserve team, the 10th character must be a number 2, they must play in the lowest division and there must be enough non-reserve teams to cover promotion / playoff places or the new reserve team won't be accepted into the league.

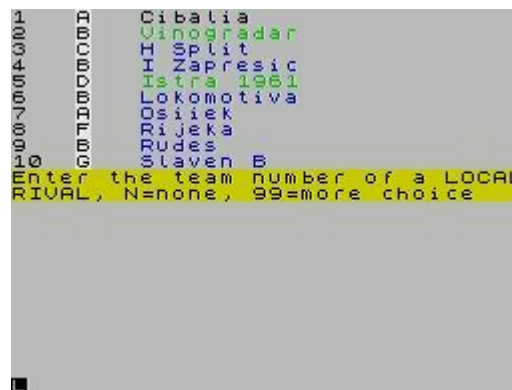


There are two colours assigned to each club, the text colour and the kit colour. They can be the same or be different, as they have different available colour ranges. The text colour is requested first, within the Spectrum colour range **0-4**. As the text is nearly always displayed on a light grey or white background, it would be difficult or impossible to read colours 5, 6 or 7 so these colours are not available.



Next, select the kit colour for the team. This time the range is any Spectrum colour except green for obvious reasons. Sadly, the Spectrum doesn't have orange, so teams playing in orange have been given yellow kits by default.

Note - It's best to avoid colour 5 (cyan) for kits where possible, as it can be a little difficult to see this colour on the green pitch.



Finally, you will be asked to input the team number of the team's local rivals. This is for identifying local derby games, so please don't select a team from the other side of the country or all teams in that area will become the edited team's local rivals which wouldn't make sense.

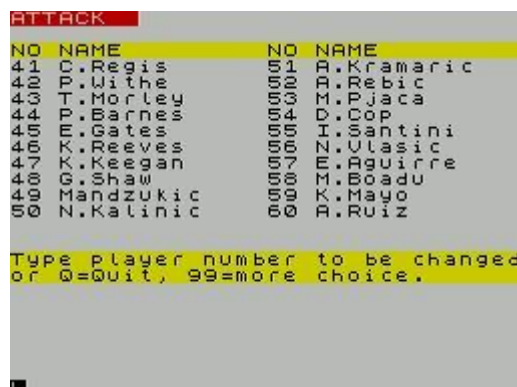


The game uses a sort of 'post code' system (the highlighted letter) for location purposes and once you've entered a rival's number it will find any others with a matching 'post code'. If the team doesn't have any local rivals or they've not been input yet, then type **N** which creates a new 'postcode' letter.

## 4.5 EDIT PLAYERS' NAMES

Option 5 of the Editing Menu allows you to change the player names. There are 20 players within each of the 3 positional areas (including the last 4 players in each area as youth players) and any of the names can be changed.

Players from the original 1982 Football Manager game and the youth players are already included by default or reset, but can still be changed if desired.



Player names are limited to 10 characters long. The usual format is first initial, a dot then family name of up to 8 characters, but its not a fixed rule. The Editor is likely to complain if the 1st character isn't a letter, but its free text after that.

## 4.6 EDIT SPONSORS' DATABASE

By choosing Editing Menu option 6, you can change the names and colours of the sponsors that appear in the game. Once imported into the game, this will overwrite the existing database and be used for all countries, as there is only room within the game for one sponsors' database at any given time.

There is the facility to load in a previously saved sponsors database on the main menu. It works in exactly the same way as loading in a league (see section 3) but there's only one array file instead of three.

Here's the sponsor editing screen:



After selecting which sponsor to change at the screen above, enter the new name. Remember that the sponsor boards are 10 characters long, so if your new sponsor's name has 6 characters for example, you may wish to insert a couple of spaces first to centralise it.

You will be asked to enter the text colour and then the board colour which obviously can't both be the same! The board colour can't be green either as that would make it indistinguishable from the pitch.

Once you've changed all that you want, just press **ENTER** at the screen above to return back to the Editing menu.

## **4.7 RESET ALL TEAMS, PLAYERS OR SPONSORS**

Selecting option **7** from the Editing Menu brings up the Reset Menu.



Option **1** resets all current teams to default names with random colours and 'postcode 'A'.' It does not alter the total number of teams or division sizes.

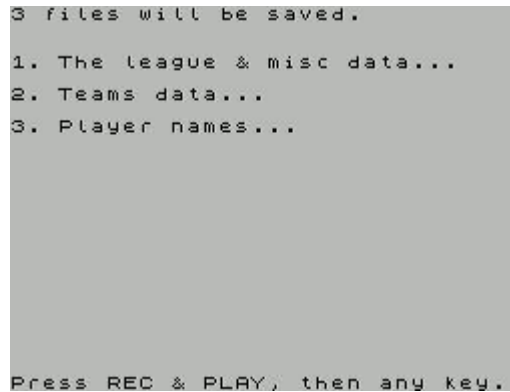
Option **2** resets the player names back to the original 1982 players, with default youth players and players 'A' to 'X' representing 24 current internationals.

Option **3** resets the sponsors' database to the standard one found in the game.

The Editor confirms with you before proceeding with any of the above, and option **0** returns you to the Editing Menu.

## 5. SAVING TO TAPE

After returning to the main menu via Editing Menu option **0**, the league and/or sponsors can be saved to 'tape' by selecting main menu options **3** or **5** respectively. The files can be saved at any point, not just when completed, but they may not work correctly in the game until they are finished.

A screenshot of a Spectrum emulator window showing a text-based menu. The text is as follows:  
3 files will be saved.  
1. The league & misc data...  
2. Teams data...  
3. Player names...  
  
Press REC & PLAY, then any key.  
The text is displayed in a monospaced font on a light gray background.

As previously seen when loading in the Croatian example, a league consists of 3 character arrays. The sponsors database, however, is just a single array.

Ensure your emulator has a virtual tape file ready for writing / recording in a tape format such as .tzx or .tap (**not** snapshot formats such as .z80 or .sna), then select the appropriate save option. You will be asked to supply a Spectrum filename (up to 10 characters) before the standard Spectrum 'Press REC & PLAY, then any key' message is displayed to save each array. In the case of league saving, a description is displayed for each array.