



HOCKEY MANAGER

20/20

EDITOR MANUAL

The Editor function is a major bonus feature in Hockey Manager 20|20. Aimed at serious hockey fans and gaming geeks, it provides the capability of creating your own teams, leagues, cup competitions, countries and even continents.

Detailed documentation is beyond the scope of this manual, so we would mainly recommend this feature to experienced users. The Editor functions are largely self-explanatory and should not prove a challenge to experienced computer users. The following documentation provides general instructions for the most important Editor functions.

The Editor offers a wide range of possibilities and a high level of flexibility. However, you should take care not to make your hockey world too complex or the game might react unexpectedly and/or run more slowly. Do not have more than 114 match days in your biggest league or more than 14 match days in a Cup competition, or the simulation cannot be completed within a game year.

In the main menu, click on edit game data to enter the Editor function.

Data with other users can be exchanged very well via the Steam workshop. We offer slots 1-9 in the program in the DB folder, each of which can be filled with different content.

In the game, the slots are selected in the main menu. The content in DB_Default should not be edited directly since we also update it. However, you can copy the contents of DB_Default into any other slot and edit them there. Please have a look at the instructions for the Steam Workshop Tool. You get to the Steam Tool by going to Steam in the game view. There is a settings button on the right side (third button from the right). Click on it with the left mouse button. Then click on "Manage - Search local files" to go to the installation folder of the Hockey Manager 20|20. Here you will find the file to be executed and the documentation for the corresponding tool in the "SteamWorkshopTool" folder.

The following instruction deals with the world editor, which you can access in the Hockey Manager 20|20 via the corresponding menu item in the start menu.

1. Editing a Team

To edit a team you can select an existing team from the World view and right click on the team. Alternatively you can create a new team using the League Editing dialogue box or use the same function to edit an existing team.

You can now edit all the club's key data. The team budget is displayed below the map and the team list, as is the projected profit. This should assist you in setting your budgets at a realistic level. You should also ensure that it is possible to finance the club's expenses. Ideally the projected profit should be just above 0%. This value can be adjusted by editing the pool of players.

2. Editing a League

To edit a league you can select a league from the World view and then edit it by right clicking, or you can use the Country Editing dialogue box to create a new league or edit an existing one.

An active league is subject to normal league operations; you can work in it as a coach and a manager. An active league must include all the teams who are to play in it.

A passive league is used for the preparation of participants for (international) cup competitions, or promotions/relegations if this league is in a country where other leagues are active. In this case at least two teams are required.

Ideally, your game will feature sufficient teams to support international cup competitions. If this is not the case, random teams will be created to take part in the relevant competitions. To enable prudent business conduct by the clubs, you need to input the number of teams this league would have contained if it were active. Activate the "professional league" checkbox if contracts between clubs and players are compulsory.

The program uses a league ranking to work out promotions, relegations and participants for international cup competitions. This ranking also provides a business framework. In an ideal situation division 1 will be ranked #1, division 2 as #2, etc. In a country that has a first and second division it is possible to have a

regional league even though there is no third division. The league rank should be set at #4. Teams will automatically be promoted to division 2. The number of training sessions indicates the opportunities available to coaches to train their team in the different leagues. The more available sessions, the better the teams can be trained. In a non-professional league more than nine training sessions will have no effect on the players. This reflects the limited amount of time available to amateurs.

The maximum team size can be increased from 12 to 14 players. On the right you are offered the option of reducing the area covered by the league. The league's area is shown inverted on the map, as are the areas for leagues of a similar rank. The program uses the area to determine which team is assigned to which league when it comes to promotions and relegations.

If you wish to add additional rules for promotions and relegations such as a play-off, it can be added at the bottom right.

If you have ticked the box "Multinational League", different countries can play together in one league. Please note that there are no promotions and relegations here. If a multinational league is set, the nation can be selected from the corresponding team. This is only necessary if the nation differs from the nation in which the league is located. For teams that do not play in the nation of the league, games against teams of the same nation are always derbies.

If you have selected the Conference League, please note that the teams are assigned to the conferences from top to bottom. The team at the top is assigned to a different conference than the team at the bottom of the list. Conference rounds cannot be played if the number of teams is odd. Conference game rounds are played within the conferences.

If you have ticked the box "Salary Cap", you can determine the maximum amount of money that can be invested in player salaries per team. Simply put the appropriate amount in hundred thousand euros under the check mark. If a salary cap is selected, no foreigner limit can be set.

If a champion or promoted team in the league is to be determined by playoff, please tick the playoff box. You then have the option to set the number of participants and games against each other. If there is a check mark at "Pre-Playoff with 5 games", the PrePlayoffs with 5 games will take place. The program automatically determines the participants. If e.g. If 10 participants have been determined at the play-offs and pre-playoffs are desired, 6 teams will automatically be set and 4 will be sent to the pre-playoffs. The same applies to playdowns.

3. Editing a Cup Competition

To accommodate all the different systems and structures used in cup competitions, cup editing offers very high flexibility.

To the top left you can determine the competition format. This format is illustrated graphically in the adjacent window. If this image has a green edge then it is viable and will run correctly. If the edge is red the most common fault is too few/too many teams. The number of teams still required to complete a given round is indicated under the display for the round. If the number is negative, there are too many teams for this round.

The area from which participants can be drawn is shown under the heading "Participants". For national cups this is the leagues, for international cups those nations which have a high enough ranking. National teams can qualify for competitions through continental tournaments and the most recent international tournaments. This allows you to determine the number of participants from the relevant area. If you add a new league or country you must remember to amend the competition accordingly. Take care not to include more participants from an area than is possible, particularly for national cup competitions. In the "Starting Round" you can determine from which round teams will participate. This means that in a national cup you can start teams from the higher leagues, or the best teams in each league, in the later rounds. "TM 1" from a particular area has a higher rank in the league than "TM 2". If you want the third team of the number one nation on the ranking list to start earlier, you can enter "TM 3" in an earlier round. In international competitions you can set the number of points earned by progressing to the next round. These points are the basis for the ranking list. When altering or expanding a cup, make sure the number of points on offer remain in the correct proportions. You can also transfer teams which have been eliminated to another competition, but you must ensure the other competition is set up to accept this.

4. Editing a Country

To edit a country, select it in the World view and right click or open the Continent Editing dialogue box. You must enter the points from international competitions and the participants so the country can be set up correctly. A range of characters (coach, referee, etc.) can be edited at national level, as can the sponsors. If these details are not filled in the game will automatically fill them in at the start of play. The entry "passive country" is not a selectable option. Instead, it simply indicates there is no active league in that country. A "P" in status indicates this in the league list. The number in brackets after this P is the number of teams the league would have if it were active. Input a range of sponsors and amateur teams.

5. Editing a Continent

To edit a continent, click on an existing continent in the list or create a new one. The country list is sorted according to the points earned in the last three years, i.e. it corresponds to the ranking list. On the right hand side you can manage the continental competitions and determine their relative rankings.

6. Edit important mod files

Hockey Manager 20|20 offers a great variety of options to adapt the game to your needs. Here, the Steam Workshop Tool can be of great help. You can use 9 slots for your own data as mentioned above.

In general, the database is saved into the save game. Changes to the database will only take effect when the next game is saved. Some of the most important content that can be edited in the game will be briefly described here. It is important that the names of the files match those of the database in the editor. It is far from a complete list.

Player Pictures

These are in the folder \Player\PlayerPicture\

The best format for this is 256x256 pixels as a bmp file.

The name is important:

Surname-firstname-date of birth.bmp -> Boris-Blank-10-07-78.bmp (birthday is July 10, 1978). Umlauts and special characters have to be converted e.g. ä = ae

team emblems

These are in the \Team\Emblem\ folder

The best format for this is 512x512 pixels as a tga file. If desired with alpha channel. It is important that the background is completely black!

team emblems for the 3D-Engine

These are in the \Team\Emblem3DEngine folder

The best format for this is 256x256 pixels as a png file. If desired with alpha channel. A black background is not necessary here.

team photos

These are in the \Team\TeamPicture\ folder

A bmp file with the name of the emblem in the editor. Width of the pictures at least 610 pixels. Height can be between approx. 385 and 395.

team fan sounds

These are in the \Team\FanSound\ folder

For example, chants with the name of the club. Only short tracks as wav files with the name of the emblem in the editor.

action photos

These are in the \World\Picturepool\ folder and are used as background images in the newspaper. The name must be numbered consecutively (max. 100 pictures). As a bmp file with a size of 650x600 pixels.

league emblems

These are in the \League\Emblem\ folder

The best format for this is 252x400 pixels as a tga file. If desired with alpha channel. It is important that the background is completely black!

sponsors

These are in the \Sponsors\Banner\ folder

The names of the files have to match the sponsor names in the database. The file format is 485x85 pixels as a bmp file.

sponsors for the 3D representation

These are in the \Sponsors\3DEngine\ folder

These are png files with the size 512x128. An alpha channel is possible but usually not necessary.

7. Exporting/Importing Data

If you wish to share alterations or updates, you can export all the above-mentioned competitions, leagues and teams. The information is saved in the "Export" folder. If you want to import something, copy the file to the "Export" folder and click the button marked import. Any old leagues or teams that are to be replaced must still be deleted afterwards.

If a league or continent is imported or a continent is deleted, revised rankings can affect the allocation of places in national cups or the World Cup.

If the database is significantly altered, you should check the details of the national cups and the World Cup to ensure that the changed data works and that all continents/new leagues can take part in the competition. The Steam Workshop Tool is another important way to exchange data. There is an additional manual for this.

8. World View

The initial World View offers an overview of the whole game world. You can edit everything from here, simply select the relevant heading with the left mouse button and then right-click. You can edit the list of continents from here. This is also where you must input your start year.

The World Cup and the Olympic games can also be edited directly from the Overview as well as the names and expectations of the life partners.

If you are inputting a large amount of data, the "fill up teams to 24 players" function can be very useful. Simply input the business information for the team and the Editor will add the requisite players to the team. Player names will be taken from existing names available in the country, so it is important to have some existing players available or you can end up with a serious name shortage.

The World View also allows you to check your data for errors and duplicate players. The following errors may arise:

1. Amateur team has the same name: The name of an amateur team is the same as a professional team. Add a suffix to the amateur team name to differentiate it.
2. Fan attendance exceeds maximum: The fan attendance for this team is higher than it should be. Either reduce the figure or increase the maximum allowed.
3. Very few seats in hall: You may have forgotten to edit the club's hall.
4. Very weak team: The team's strength is well below the average for the league.
5. No name for hall: You have not named the team's hall.
6. No scoreboard in the first division: You may have forgotten to set up a scoreboard.
7. No goalkeeper: The team has no goalkeeper.
8. Only one goalkeeper: The team only has one goalkeeper.
9. Only x players: The team is noticeably short of players.
10. No manager: You have not entered a manager.

11. No coach: You have not entered a coach.

12. Not within league area: The team's hometown is not within the league's area. Not in itself a problem, but it may indicate you have forgotten to input a hometown.

13. Non-professional players in a professional league: There are non-professional players in a professional league.

14. Professional players in a non-professional league: There are professionals in a non-professional league.

To review the relevant teams in more detail, simply double click the row or select the relevant row and click "Edit". The lower part of the dialogue box allows you to search for duplicate players. All players with the same name will be displayed.

It is common enough for players in different teams and leagues to have the same name. However, duplicates can also arise when editing, if for example a player transfers to one team but is not deleted from his old team. In this case click the button to delete the duplicate.