

Multi-game Character Editor Update erschienen

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#1/1 Verfasst am: 17.04.2019 - 10:12 Titel: Multi-game Character Editor Update erschienen

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Multi-game Character Editor wurde in der Version 11.2 für AmigaOS 3.9, AmigaOS 4 und MorphOS veröffentlicht.

Der Source-Code ist dem Archiv beigelegt.

Mit MCE kann der User Spieldateien wie Highscores und Speicherstände von folgenden Spielen manipulieren:

Bard's Tale 1-3 & Construction Set
BattleTech
Bloodwych
California/Winter/World Games (1987-1988)
Cannon Fodder 1 & 2 (1993-1994)
Chambers of Shaolin
Champions of Krynn 1 & 3
Citadel of Vras
Dark Castle 1
Deja Vu 1 & 2
Demon's Winter
Dragon Wars
Druid 2
Eye of the Beholder 1 & 2
Faery Tale Adventure
Grand Monster Slam
Great Giana Sisters/Hard 'n' Heavy
GridStart 1-3
Heroes of the Lance
Hillsfar
Impossible Mission 2
It Came from the Desert (1989)
Keef the Thief
Last Ninja Remix (1990)
Legend of Faerghail
Legend of Lothian
Mercenary: Escape from Targ & The Second City
Might & Magic 2 & 3
Neuromancer
Nitro
Panza Kickboxing 1 & 2 (1990-1992)
Phantasie 1 & 3
Pinball Dreams/Fantasies/Illusions (1992-1995)
Pirates!
Pool of Radiance
Quadralien (1988)
Questron 2
Return of the Jedi
Rockford
Rogue
Rorke's Drift (1990)
Shadowgate
Shadowlands
Sinbad and the Throne of the Falcon
Slaygon
Syndicate

Temple of Apshai
Times of Lore
Transylvania 1 & 2
TV Sports Basketball (1990)
Ultima 3-6
Uninvited
Winter Games
Wizardry 6
World Games
Zerg

[Download AmigaOS 3.9](http://amigan.1emu.net/releases/MCE.lha)

[Download AmigaOS 4](http://amigan.1emu.net/releases/MCE-OS4.lha)

[Download MorphOS](http://amigan.1emu.net/releases/MCE-MOS.lha)

[File Format technische Informationen](http://amigan.1emu.net/releases/ami-form.txt)