Please notice that this is a **beta** version of the WBM2 data editor, so expect some bugs (either major or minor).

The new data editor is faster more stable and works both on Windows and MacOs.

For Windows:
To make changes in the game database and then start a new game, you have to edit **"…Documents/WBM2/template.db3"** file. **Select File > Open** and point to this location. If this location doesn't exist just run the game once in order to be created.

For MacOs:
In order to use the Data Editor you must run the game at least one time and then load and edit the file: "**Users/(username)/WBM2/template.db3**"

Notice that you must start a new game in order to see the changes.

This data editor is not a trainer and so **you can't edit saves with it**. Data editor works only to edit the game database and then to start a new game. Although it might work when you edit a save it might also destroy the save.

Most editing operations are now done automatically (like placing the previous club in player's history or the recalculation of a club's Financial Status according to roster or contract changes etc).

Also it **requires a completely different work flow** than any older version of our data editor.
- **Everything now is managed from inside team's page.**

- If you want to **CHANGE A MANAGER** you must go to the team's page and select a new one. The program will take care of the rest.

- If you want to **EDIT TEAM'S ROSTER** you must go to the team's roster page and **remove** ✖ or **add** ➕ any players you want. **Notice** that you can add only free agent players. So you must first go to the player's previous team roster page and release him as free agent.

- You can **EDIT CONTRACT DURATION** directly on the team's roster page. Just click the contract number and change it.

- Click on the **Home icon** 🏠 to open and **EDIT PLAYER'S ATRIBUTES.**

- You must hit the **Save button** every after change you make on a page in order to save it in the database.

- Use the [blue underlined Hyperlinks](#) to navigate from one page to another.