
Xstoryplayer Save

I use "Xstoryplayer" or "Xstoryplayer64"? Also, I still have .dats in my save file. How to make the program draw from them? All I'm trying to do is create custom playfields. I can get it to draw them, but they seem to be drawn in the same place as the previous ones. Thanks and it would be nice if you could explain where I should read the information about "custom fields". Thank you in advance! P.S.: I don't quite understand how I use "Xstoryplayer". I think I just use .sfx to download on my computer and create .dats files. How can I get it to draw something

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