



Thread: 2.19 Tapani Patch

[Thread Tools](#) ▾

03-06-12, 08:00 AM

#1

Fods ◊

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

2.19 Tapani Patch

TapaniPatch 2.19

Patch 2.19 is available from: [cmpatcher-2.19.exe](#)

Installation

0. You need the 3.9.68 version of CM 01/02 (the executable, you can indeed use a data update!). If you have an earlier TapaniPatch or ZozoaUpdate, Uninstall them -- or reinstall the game.

1. Apply the patcher, cmpatcher-2.19.exe

2. Recommended but not strictly necessary: update your player database, by installing the latest data updates. **Autumn 2013** Do NOT use the Tapanified versions with this patch!

3. If you elected to use 1280x800 resolution, you need to download **the new background and menubars MBR files** and place them in your Data folder. (<http://www.sendspace.com/file/m2dykn> <http://www.sendspace.com/file/wut8rh>)

4. Play

The goal with the 2.xx-series of patches is to provide most of the changes in the TapaniPatches without risking game stability. There is a 3.xx series too where more, and more experimental changes, are done.

See the patches forum for a rough list of changes by these patches. For those who are familiar with the earlier 2.18 patch, the changes from 2.18 are:

Spoiler!

Show

How to use dev mode

Dev mode allows paralell testing of databases, patches or benchmarking of tactics.

To test a database or patch, you should download [eval.bat](#) and place it in your CM folder.

When you run it several CM windows will pop up. Start new games in each, and go on holiday. You will return the 31st of May to inspect league tables, player stats, relegations (or what you are interested in).

To benchmark a tactic in paralell you should download [bench.bat](#) and place it in your CM folder.

Then load your benchmark save, set holiday instructions, load the tactic you want to test, and save it as 000.sav

Run bench.bat: several CM windows will pop-up with you on holiday until 31st of May.

Dev mode also allows you to control any club in selected leagues. To do so, save the game after selecting your club and repatch without dev mode. Also don't ask the board for anything with a non-league club, since that might crash. Also beware that lower division teams lack proper economy (you cannot lose or gain money).

Problems and credits

Problems with your installation should be in the Tech Support Forum.

Any major general problems with this patch can be discussed here, or in the patches forum.

Thanks goes to GoofyZ for testing the development mode before release.

Quote: "you've created a monster 🐉" -- GoofyZ describing having 32 benchmarks running in paralell.

Last edited by Fods; 10-05-14 at 02:35 AM.

03-06-12, 08:00 AM

#2

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Q: Before I upgrade can anyone tell me if this is backwards compatible with saved games created on 2.18?

A: Alan, it should be. The changes are quite few between the two. At least, my savegames from 2.17 work with 2.19 ^^

03-06-12, 08:00 AM

#3

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Q: I have a couple of questions Tapani if you've got a minute.

1> What's the main differences between this and the 3.12 patch?

2> Are players of a low rep still 'unscoutable' in this patch i.e. show up in CMScout but not in the game?

A: 1) Not much, the 2.xx series usually are a collection of features from the 3.xx patches, but will work with a untapanified database. The new things I can recall are: 7 subs in FA cup, contract abuse fix and proper reset of Australian league.

2) Yes, that is the way I would want them to be. Otherwise there is no use for scouts in the game, and LLM becomes ridiculously simple (just go through all youngsters on free, offer them 1 week trials, and keep the best).

03-06-12, 08:01 AM

#4

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by Tapani

Dev mode sets 10,000x speed by default (ignoring the speed setting you set).

To increase the number of CM instances launched:

1. Edit bench.bat (or eval.bat)
2. Change the line

Code:

```
set nof_threads=%NUMBER_OF_PROCESSORS%
```

to the number of instances you want, for 32 you change it to

Code:

```
set nof_threads=32
```

3. Beware, this will put a humongous load on your CPU, and take up at least 1Gb of RAM (and disk space). You can easen a bit on the CPU load by changing the line "sleep 3" to "sleep 30" or even higher (this way the first instances finish before the last even have started).

If anyone wonders why there is a delay between launching the CM instances, it is in order to produce different results. The random number generator in CM gets initialized by the time and date CM is launched. Two CMs launched the same second will produce identical benchmark results.

Tapani

03-06-12, 08:01 AM

#5

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Q: I was wondering if in the future 2 series it would be possible for the slowing of player development to be an optional tick box on the patch, as i am missing the players developing as they did in the original game.

If not totally cool and love the patch just would be cool if it was optional for players to develop slower or as they do normally in the game.

Thanks Tapani for your great work.

Cam

A: Are you guys sure it is the player development speed you are against?

I am worried that you **believe** it is the player development, while it is the initialization of training counters that causes your worries.

So, do you really think regens take too long to develop? (Yes, they develop a bit slower now cf. earlier)

Or does this affect all players in the game from start? (Originally they all gained a few points in virtually every attribute in their first year, now they won't).

03-06-12, 08:01 AM

#6

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Q: Hey all,

I know this sounds like a bizarre thread- but im convinced that the last three games ive played with the tapani patches (as a single patch 2.19 and the most recent tapanified data update -tapanipatch -3.120DB ratio) - there is no long term development with players outside my own team! I know it sounds weird (and confusing given how badly i put that). But for example. On the latest update compatible with the tapani patch- after two seasons, c. ronaldo's attributes had decreased so much- that a player i signed for bury 'dean rance' from shrewsbury for 12k (or something similar) was as good as him when i compared the two players 3 seasons in- same amount of stars in midfield and att mid. On the same game, tevez, at 29 - had a finishing attribute of 11. Wilshere/Ramsey looked like league 1 players on the face of it- single figure stats aplenty.

Ive even tried the old database with the patch - totti and samuel (who as we know are pretty sweet on the original game) - had 13 passing and 14 marking respectively after 3 seasons. Bit odd right? or not i guess. but anyway, i wondered if anyone had seen this before? or had an incline on how to rectify it!? as it sort of takes the edge away from the game when there's no players outside your own team getting better...

any help would be great as always.

Cheers

Ted.

A: have a read of this thread I have merged your post into and also the 3.12 thread.

If you use the 2.16/2.17 patches the slow development of players isnt affected

Tapani added this into his more recent (2.19/3.12) patches

A: That is correct with 2.19. It doesn't bother most people but did my head in. Ig you go in and take over any AI club a few seasons in & look at thie training, EVERY single player is red not green.

From memory 2.17 was affected also with player dev toning but not as much. I did a thread on it somewhere. I just used 2.16 for colour atts & JL's speed adjuster to get it the way I liked but then you don't get loans on 2.16 after a certain year so that limited that also.

03-06-12, 08:02 AM

#7

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

INFO:

2.xx Tapani Patches when applied, patch your current Database (must have the Official 3.9.68 patch applied 1st) and make the changes that the patch allows (not all changes in the 3.xx series are in the 2.xx series)

3.xx Tapani Patches are a patched database as opposed to a patch you apply yourself i.e. this database will replace your current database (there's a lot of work to creating one and a plenty of issues will crop up along the way)

14-06-12, 05:06 PM

#8

mhtsoula ◊
Youth Team Player

Join Date: 14-06-12
Posts: 1

thanks.....

18-06-12, 09:55 AM

#9

Oswinner ◊
Youth Team Player

Join Date: 18-05-12
Posts: 7

is something wrong with the AI training schedules? All the AI's players attributes have lowered considerably since games start...other than Creativity. There's now little lethal finishers, yet loads of creative genuises.

Last edited by Oswinner; 18-06-12 at 10:03 AM.

18-06-12, 10:54 AM

#10

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Did you read the thread before posting?

18-06-12, 01:34 PM

#11

Oswinner ◊
Youth Team Player

Join Date: 18-05-12
Posts: 7

yes. It confused me. The AI training is wrong?

18-06-12, 11:51 PM

#12

Fods ◯
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by **Oswinner** ◯
yes. It confused me. The AI training is wrong?

Q: I was wondering if in the future 2 series it would be possible for the slowing of player development to be an optional tick box on the patch, as i am missing the players developing as they did in the original game.

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Thanks Tapani for your great work.

Cam

A: Are you guys sure it is the player development speed you are against?

I am worried that you *believe* it is the player development, while it is the initialization of training counters that causes your worries.

So, do you really think regens take too long to develop? (Yes, they develop a bit slower now cf. earlier)

Or does this affect all players in the game from start? (Originally they all gained a few points in virtually every attribute in their first year, now they won't).

19-06-12, 01:29 AM

#13

Oswinner ◯
Youth Team Player

Join Date: 18-05-12
Posts: 7

I understand that part. However, how come players that start out world class get worse 2 seasons in? Creativity goes up yet most other attributes have gotten much worse. Why is this?

19-06-12, 01:41 AM

#14

Fods ◯
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

The answers to your questions are all in this thread 😊

I specifically copied them over from the old site in case anyone queried the Slower player development

19-06-12, 02:57 AM

#15

Oswinner ◯
Youth Team Player

Join Date: 18-05-12
Posts: 7

I understand the slower player development part and I like that it will now take a bit longer to develop players. However for players already developed, why do they become creative geniuses but get worse with finishing, technique, dribbling so on?

19-06-12, 05:43 AM

#16

Fods ◯
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

I don't think its the fact that its one particular attribute, although I could be wrong. Maybe the players who you are talking about have a high creativity attribute to start with

19-06-12, 08:30 AM

#17

Oswinner ◯
Youth Team Player

Join Date: 18-05-12
Posts: 7

Ran a holiday game. Searched creativity 20 and finishing 20 for all famous players 2 months into season. 3 pages of players for both. 2 years later did it again...7 pages for Creativity, 1 for finishing (only 4 players). A lot of these players with 20 creativity had higher finishing at game start. Weird. Tried it with both 2.18 and 2.19 patches.

19-06-12, 08:46 AM

#18

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

2.16/2.17 patches dont have this problem I beleive 🤔

19-06-12, 08:49 AM

#19

Oswinner ◊
Youth Team Player

Join Date: 18-05-12
Posts: 7

Thats cool I'm trying 2.17 as we speak. It's an unfortunate thing to have as slower player development would be swell.

19-06-12, 09:00 AM

#20

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Used 2.19 since release and never found a problem with any of it

19-06-12, 10:20 AM

#21

ebfatz ◊
Social Media Bod
Former Holy Trinity Member
Stories Mod

Join Date: 02-03-12
Posts: 8,522

Originally Posted by **Fodster** ▶
Used 2.19 since release and never found a problem with any of it

+1

Never had a problem with it!

03-08-12, 08:48 AM

#22

Notarius ◊
Youth Team Player

Join Date: 02-08-12
Posts: 1

Hi Tapani, thanks for the great work, however I notice that your ftp is down. Could you get it up again?

Best Regards
Notarius

03-08-12, 10:42 AM

#23

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

I stopped using this patch for the same reason, stick with 2.16 🤔 Shame because I love the new larger interface 😞 Wish Tapani would come back with a workaround

04-08-12, 12:37 AM

#24

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

<http://www.champman0102.co.uk/downlo...p?do=file&id=1>

16-08-12, 06:30 PM

#25

COEN
Unattached

After I've installed the patch, I don't get to see offers on players from other clubs, who are on my shortlist. How can I fix this?

Thanks!

« Adding the Gold Cup | Patch +v5 »

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All times are GMT +1. The time now is 01:03 PM.

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Thread: 2.19 Tapani Patch

Thread Tools

16-08-12, 06:47 PM

#26

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Uninstall the patch and when you are re-installing it, untick 'Hide Public Bids'

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

16-08-12, 10:06 PM

#27

coen
Unattached

Can I uninstall the patch without losing all the data I've changed in the editor (all transfers up until Van Persie) ? Were can I untick 'Hide Public Bids'?

16-08-12, 10:14 PM

#28

coen
Unattached

Never mind, I've tried it and it worked! Great advice Dermotron! Thanks!

19-09-12, 11:25 AM

#29

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Anyone got time to test what leagues will and what leagues won't run when you start in 2012 using the March 2012 Data.

If there are a some leagues that cause the game to crash we maybe able to resolve it similar to the USA August 1st crash that existed in some older databases.

Champman0102.co.uk Facebook Page
13000 followers and rising
November 2020 Data Update Out Now

03-10-12, 07:43 PM

#30

Basanova
Unattached

further to my goalscoring issue in this patch (striker score way to much goals).
I just played a season

goalscoring figures(just two examples)
messi 60 games, 89 goals
, huntelaar 57 games, 82 goals
almost al striker scoring 0,8 goal a game

Do other players also experience this? Not playing the Tapani patch makes the strikers score lesser goals

03-10-12, 07:47 PM

#31

Basanova
Unattached

just to clarify my previous post, i mean that all strikers (even that of marginal clubs) score at least 0,8 goal per game.

Huntelaar and Messi scoring so much goals, is not really realistic. Almost all strikers scoring 0,8 goal per game is really unrealistic

03-10-12, 07:48 PM

#32

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

play them in a 4-4-2 and they wont score as many.

4-5-1 is always gonna give you lots of goals.

03-10-12, 08:06 PM

#33

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Originally Posted by Basanova

Huntelaar and Messi scoring so much goals, is not really realistic. Almost all strikers scoring 0,8 goal per game is really unrealistic

You do realise it's a computer game and not real life?

05-10-12, 01:04 PM

#34

Basanova
Unattached

Originally Posted by Goofy

You do realise it's a computer game and not real life?

Goofy, ofcourse I realise that it's a computer game. I tought that one of the main purposes of this forum, the editing and the patching was to make the game as realistic as possible?

Patinoz, Almost all these strikers, of course, play in the computer teams.

17-03-13, 07:14 PM

#35

Golly ◊
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

For those interested I have managed to make the following changes to cm0102.exe patched with Tapani 2.19 patch using olly...

English Division 3/League 2 - Change to 2 relegated
English Conference - Change to 24 teams
English Conference - Change to 2 promoted
English Conference - Change to 4 relegated
English Northern Premier - Change to 4 promoted
English Northern Premier - Change to 24 teams (I place 12 clubs from Conf North and Conf South in this league when playing)

*NB All these obviously only take effect if you select Conference Leagues when starting a new game.
*NB 2 Conference clubs and 1 Northern Premier club miss out on playing in FA Cup- still trying to work out a solution!

17-03-13, 07:23 PM

#36

info0
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Originally Posted by **Basanova**

*Goofy, ofcourse I realise that it's a computer game. I thought that one of the main purposes of this forum, the editing and the patching was to make the game as realistic as possible?
Patinoz, Almost all these strikers, of course, play in the computer teams.*

Not really. Now the update is using both SIM/ODB approach. Mixing fun and realism in it, but with the way original game was in mind. 😊

Messi scoring 80 goals is not really that OTT in whole season 😊. Especially as lone striker... And in AI hands. In human hands he can easily score 110-130 goals per season... 😊

The curse of 1 striker formations in CM I guess 😊.

17-03-13, 07:39 PM

#37

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Originally Posted by **Golly**

English Division 3/League 2 - Change to 2 relegated

0057811F - MOV BYTE PTR DS:[ESI+0C1],3 > 2

Originally Posted by **Golly**

English Conference - Change to 24 teams

0056ECBB - PUSH 512 > 588
0056ECC2 - MOV WORD PTR DS:[ESI+3E],16 > 18
Use CMEXPLORER to add 2 Lower League clubs to Conference.
Use CM Editor to arrange desired clubs into Conference as required.

Originally Posted by **Golly**

*English Conference - Change to 2 promoted
English Conference - Change to 4 relegated*

0056EE1D - MOV DWORD PTR DS:[ESI+0BE],30000003 > 40000002

Originally Posted by **Golly**

English Northern Premier - Change to 4 promoted


00925C6D - MOV WORD PTR DS:[ESI+0BE],CL > ***FILL WITH NOPS***
00925C6D - CALL 009274E6
009274E6 - NOP > MOV WORD PTR DS:[ESI+0BE],4
009274ED - NOP > RETN

Originally Posted by **Golly**

English Northern Premier - Change to 24 teams (I place 12 clubs from Conf North and Conf South in this league when playing)

00925B3B - PUSH 54D > 588
00925B42 - MOV WORD PTR DS:[ESI+3E],17 > 18
Use CMEXPLORER to add 1 Lower League club to English Northern Premier.
Use CM Editor to arrange desired club into English Northern Premier as required.

Last edited by Golly; 07-04-13 at 09:59 AM. Reason: Error with Offset highlighted in bold

Golly 
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

OFFSETS FOR TEAMS ENTERING FA CUP...

0056FAF2 PUSH 2D > PUSH 30 (45 > 48) - CONFERENCE & NORTHERN PREMIER CLUBS
0056FB05 PUSH 13 > PUSH 10 (19 > 16) - OTHERS

Change these 2 offsets and the Qualifying Round should contain all 24 Conference and 24 Northern Premier teams.

Having looked through the FA Cup offsets I believe I have worked out how to alter the competition structure a bit. IE if anyone wanted to reduce the amount of teams in English Divisions I could change the amount of teams in certain rounds so that the FA Cup wouldn't crash.

For instance if somebody wanted...

EPL 10 teams
FLC 24 teams
FL1 24 teams
FL2 24 teams
CON 24 teams
NPL 24 teams

I could alter the FA Cup so


QR - 144 teams - 72 Matches - 24 CON + 24 NPL + 96 others
R1 - 120 teams - 60 Matches - 24 FL1 + 24 FL2 + 72 QR winners
R2 - 60 teams - 30 Matches - R1 winners
R3 - 64 Teams - 32 Matches - 10 EPL + 24 FLC + 30 R2 winners
R4 - 32 Teams - 16 Matches - R3 winners
R5 - 16 Teams - 8 Matches - R4 winners
QF - 8 Teams - 4 Matches - R5 winners
SF - 4 Teams - 2 Matches - QF winners
FIN - 2 Teams - 1 Matches - SF winners

In fact anything could be achieved (within reason) really!

Fods 
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Anyone any idea why the Opening stage ends 12/03, the closing stage ends on 23/04 but the Final doesn't get played till 09/07?

Golly 
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

 Originally Posted by **Fodster** 

Anyone any idea why the Opening stage ends 12/03, the closing stage ends on 23/04 but the Final doesn't get played till 09/07?

What competition you referring to?

Fods 
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Australian National Soccer League

Golly 
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Originally Posted by **Fodster**

Australian National Soccer League

First thing I notice is that the "Schedule" consists of 24 "Opening Stage" dates and then 10 "Closing Stage" dates.

BUT each clubs actually plays the others 3 times in the "Opening Stage" - 36 games and NOT 24. AND the "Closing Stage" they only play each other the one time - 5 games instead of 10.

That's why there is a big gap. The final 5 scheduled "Closing Stage" games don't need to take place. Therefore the 5th (out of 10) scheduled match days is the final game.

When I run the original game 3.9.68 (un-Tapanified) and it's the same. So, it's an error that has always been there. Altering the fixture offsets is all I can suggest.

01-04-13, 10:15 AM

#43

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Thanks mate 🙏

04-04-13, 03:56 PM

#44

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Here are the offsets for changing Australian NSL to 10 teams...

00411B7B - PUSH 2FF > 24E

00411B82 - MOV WORD PTR DS:[EDI+3E],0D > 0A

I haven't tried this, but I can't see why it wouldn't work. This would leave 10 teams playing each other 3 times (27 fixtures), which is still more fixtures than is scheduled BUT only 3 more rather than 12+ currently.

After changing these offsets you will need to remove 3 teams from the NSL using CMEXPLORER. Then use the official editor to move teams around as you please.

Also changing this...

00411659 - MOV WORD PTR DS:[EAX],0A > 5

...will mean 5 games appear on the schedule for the Closing Stage. This will avoid the game throwing a fit if you move the Grand Final to before any of the Closing Stage game dates.

DISCLAIMER I haven't tried doing any of these changes, so please **BACK-UP** everything before trying any of this out.

04-04-13, 04:09 PM

#45

Cam F
VIP

Join Date: 03-03-12
Posts: 2,949

This thread is amazing to non-tech dudes who just amaze at what JL & Golly can do.

Hail JL & Golly, the best double act since Kelly Brook came on the scene.

If you can find the offset that stops the SPL reconstructing in season either 98/99 or 99/00 season for 0102 I will almost cream in my pants. That is the 1 thing stopping my CM3 Project working perfectly in Scotland when the year is set to 98.

It is 12 teams if you set year to 00 or 01 but goes back to 10 in either 98 or 99 then when tries to reconstruct at the end of the season the game crashes.



04-04-13, 05:30 PM

#46

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

I've tried to replicate the problem you described, but whatever method I use to get the game starting in 1998 there are still 12 teams and 38 fixtures (33-split-5) for the SPL.

Having said that I found an offsets which might hold the key to your problem..

007F282D - CMP WORD PTR DS:[ESI+40],7CF

7CF = 1999 is decimal. So try changing it to a smaller number (7C6 = 1990 for instance). There are quite a few offsets in the SPL that reference 7CF, but the above one is accompanied by an offset with value 0A (10) and another with value 0C (12). As these are the 2 different amount of teams in the SPL it seems the most likely offset for controlling the year.

04-04-13, 10:00 PM

#47

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Golly, you are a legend. Cheeky I know but are you able to make the changes for Australia and up the .exe file?



05-04-13, 03:51 PM

#48

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Originally Posted by **Fodster**

Golly, you are a legend. Cheeky I know but are you able to make the changes for Australia and up the .exe file?



You want this on an un-tapanified exe? 2.9.68?

Last edited by Golly; 05-04-13 at 03:52 PM. Reason: Extra detail

05-04-13, 05:05 PM

#49

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Australia Download

I have uploaded a CM0102.exe (3.9.68 and unTapanified) file with the edits for the Australian NSL included.

Changes:

10 teams

Only 5 fixtures scheduled for Closing Stage.

Grand Final brought forward to Saturday 8th May (closest Saturday to this date/2 weeks after the 5th and final Closing Stage game)

Also included is the CM0102 Data folder. Data is 3.9.68 with edits so that only 10 clubs are in the Australian NSL. I have also edited/arranged the clubs so that the 10 current A-League clubs are in the NSL.

You don't have to use this data folder, but to get the exe to work without it you will have to use CMEXPLORER or similar to remove 3 teams from the NSL.

Have fun x

07-04-13, 01:02 AM

#50

Patinoz
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

great stuff johnny. gotta give that a try.

so i can technically copy over the march db but before loading up a save, remove 3 clubs via cmexplorer?

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Thread: 2.19 Tapani Patch

Thread Tools

07-04-13, 09:45 AM

#51

Golly
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Ran the Australian league (with my updates) in holiday mode and seems to be running fine. Reached the start of 2004-05 season with no issues apparent.

19-06-13, 06:12 PM

#52

slivie
Hot Prospect for the Future

Join Date: 09-03-12
Posts: 216

I know the patch says select 2010 as the year but i chose 2013 and the game didn't crash

19-06-13, 07:06 PM

#53

Cam F
VIP

Join Date: 03-03-12
Posts: 2,949

it will though. I've tested it on many different years, as has board members



19-06-13, 07:27 PM

#54

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

years + or - 4years have proved to be fairly issue free. So next season starting in 2014 should be no problem.

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20-06-13, 06:36 PM

#55

Golly ◊
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

There's an issue with European Championship Qualifying if you start in the year before the Finals tournament. ie 2003, 2007, 2011, 2015, 2019, 2023.....

It's because CM01-02 inherited something for CM99-00 where if you start in those years the ECQ jumps to the Euro 2000 Play-off fixtures (England v Scotland etc...). As there were 2 host nations at Euro 2000 it will either leave the tournament a team short and crash if there is a single host or if there are 2 host nations there is a high risk of a nation being host and having qualified and appearing twice in the Finals which also causes a crash.

10-07-13, 11:00 PM

#56

Joster ◊
Youth Team Player

Join Date: 15-09-12
Posts: 11

Disable unprotected contracts, what's the correct "rule" in the real world? I thought it's possible to offer a contract to a player before his contract actually ends, but everyone here is disabling it?

17-09-13, 08:02 AM

#57

Golly ◊
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Originally Posted by **Joster**

Disable unprotected contracts, what's the correct "rule" in the real world? I thought it's possible to offer a contract to a player before his contract actually ends, but everyone here is disabling it?

Unprotected contracts is/was a rule where you could buy a player out of a contract 3 years after he signed it (2 for players over 30 I think) however long was left on their contract. So, you could sign a player on a 6 year deal and his contract would become unprotected after 3 years and another club could force you to sell for a tribunal decided fee.

30-09-13, 04:55 PM

#58

OttoBisk ◊
Youth Team Player

Join Date: 12-11-12
Posts: 45

I have the impression that the game is slightly easier with this tapani patch (I didnt try with the 3.12). I began a game with Maidstone United in Northern Conference, restricting myself to sign only youngsters scouted by my scouts or promoted by my academy. After a first season finished 11th, I was promoted every year finishing at the first place easily. First ten matches in Premier league and I m still first. I m playing with youngsters that are on my side from the very beginning, with awfull stats but still performing and scoring even if its clear that they dont have the level of the Premier League.... I dont wibwob....

I m used to play this kind of restricted game before but it was without the tapani patch. That was much harder than this time

A few screenshots:

		MJ	Vic	Nul	Déf	BP	BC	Pts
2017/8	1er Premier Division	13	10	1	2	27	13	31
2016/7	1er First Division	46	29	14	3	108	50	101
2015/6	1er Second Division	46	32	9	5	108	46	105
2014/5	1er Third Division	46	31	7	8	110	55	100
2013/4	1er Conference	42	30	9	3	83	33	99
2012/3	1er Northern Premier	44	32	8	4	107	41	104
2011/2	11ème Northern Premier	44	17	13	14	65	53	64



For example this Sean Smyth is one of my best players, an FC who's playing as a AMC just behind the two forwards... His stats are more than average but still performing even in Premier League....

Lundi 13-11.17 SOI

15. Sean Smyth (Maidstone Utd)

Profil | Blessures & Suspensions | Contrat | Transfert | Carrière

Né le 13.8.94 (23 ans). Irish (sélectionné en équipe Espoirs).

Accélération	15	Dribble	8	Réflexes	2
Agilité	17	Endurance	16	Saut	20
Agressivité	11	Equilibre	10	Tacles	9
Anticipation	4	Finition	8	Technique	11
Appels de balle	9	Flair	10	Tête	8
Apport au collectif	18	Force	9	Tirs de loin	10
Centres	9	Influence	17	Vitesse	16
Coups francs	14	Marquage	8	Meilleur pied	Droit
Courage	11	Opiniâtreté	8	Forme	9-7-8-7-8
Créativité	5	Passes	16	Moral	Excellent
Décisions	7	Positionnement	13	Condition	86%
Détermination	12	Prise de balle	1		

	Apps	Buts	Déc	HdM	Passes %	Tac	Drb	Tirs c.	Moy
Hors compétition	3	3	0	1	79%	1.3	0.7	85%	8.33
Championnat	12	6	3	0	75%	0.8	0.6	63%	7.33
Coupe	0	0	0	0	-	-	-	-	----
Continent	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Equipe prem.	12	6	3	0	75%	0.8	0.6	63%	7.33

Attaquant (Centre)

Lundi 13-11.17 SOI

15. Sean Smyth (Maidstone Utd)

Profil | Blessures & Suspensions | Contrat | Transfert | Carrière

Voir

Carrière

	Apps	Buts	Déc	HdM	Passes %	Tac	Drb	Tirs c.	Moy
2017/8 Maidstone Utd	12	6	3	0	75%	0.8	0.6	63%	7.33
2016/7 Maidstone Utd	37	28	5	9	75%	1.4	0.2	70%	7.89
2015/6 Maidstone Utd	43	26	8	10	76%	1.4	0.5	62%	7.98
2014/5 Maidstone Utd	41 (1)	30	10	11	73%	0.9	0.4	63%	8.00
2013/4 Maidstone Utd	44 (1)	14	7	3	72%	0.9	0.3	57%	7.24
2012/3 Maidstone Utd	20 (4)	6	10	2	72%	0.5	0.0	59%	7.46
2011/2 Maidstone Utd	6 (2)	0	1	0	82%	0.4	0.0	50%	6.13
Total	211	110	44	35	74%	1.1	0.3	63%	7.64

	Apps	Buts	Déc	HdM	Passes %	Tac	Drb	Tirs c.	Moy
Hors compétition	3	3	0	1	79%	1.3	0.7	85%	8.33
Championnat	12	6	3	0	75%	0.8	0.6	63%	7.33
Coupe	-	-	-	-	-	-	-	-	----
Continent	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Equipe prem.	12	6	3	0	75%	0.8	0.6	63%	7.33

Attaquant (Centre)

Backup Player Join Date: 11-09-12
Posts: 561

Help! I have tried to Tapanifi my game. However the widescreen version is too big for my screen! Every time I attempt to load the game in full screen it gives me an error.

□

Uploaded with [ImageShack.us](#)

□

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02-10-13, 08:42 AM #60

OttoBisk Join Date: 12-11-12
Posts: 45
Youth Team Player

Anybody experienced an easier game too with tapani 2.19 as explained below?...

Originally Posted by **OttoBisk**

I have the impression that the game is slightly easier with this tapani patch (I didnt try with the 3.12). I began a game with Maidstone

Last edited by Dermotron; 02-10-13 at 11:16 AM. Reason: no need for walls of text and images twice

02-10-13, 10:24 AM #61

Fods Join Date: 16-12-11
Location: Australia
Posts: 11,493
Not Needed at the Club

Nope. All good to me

02-10-13, 10:24 AM #62

Fods Join Date: 16-12-11
Location: Australia
Posts: 11,493
Not Needed at the Club

Nope. All good to me

02-10-13, 11:14 AM #63

OttoBisk Join Date: 12-11-12
Posts: 45
Youth Team Player

Thanks for the reply 😊.

Strange as to me there is a big difference.

02-10-13, 11:17 AM #64

Dermotron Join Date: 15-12-11
Location: Your Mother
Posts: 29,995
Sir Mergements
Director
Manager
VIP
Captain

I found it the opposite since there were less players loading when sending the scouts on a youth player search. And at the very lowest levels, a lot the time they are the only players who will sign.

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02-10-13, 11:20 AM #65

Cam F Join Date: 03-03-12
Posts: 2,949
VIP

Originally Posted by **Fodster**

Nope. All good to me

Originally Posted by **Fodster**

Nope. All good to me

Fods is so happy he happy he repeats everything he says twice



02-10-13, 11:57 AM

#66

OttoBisk
Youth Team Player

Join Date: 12-11-12
Posts: 45

Originally Posted by **Dermotron**

I found it the opposite since there were less players loading when sending the scouts on a youth player search. And at the very lowest levels, a lot the time they are the only players who will sign.

Its not the signings what looks harder for me but the high performances (for example, in my first season in Premier League) of players with low attributes makes the game easier... Strange thing... There s something so unrealistic that Im fighting for the title in Premier League after 5 promotions in 5 years with youngsters signed in my first years...

Anyway, thx for your returns....

Last edited by OttoBisk; 02-10-13 at 12:03 PM.

05-10-13, 12:33 AM

#67

Zé
Backup Player

Join Date: 11-09-12
Posts: 561

Has anybody got the bench.bat to work?

I get some funny goings on. When I click into games it will bring up a different match, the tactics screen will then show tactics used in another game etc...

Edit: I think the errors only happen if you use more than one instance. If I test on only one instance of CM then my results seem fine.

Last edited by Zé; 05-10-13 at 12:38 AM.

28-11-13, 12:27 AM

#68

LR
Reserve Team Player

Join Date: 03-03-12
Posts: 423

Does this patch holds back the attributes progression training wise in comparison with an unpatched game?

Since the release of Tapani patches, i barely play the unpatched version, but found myself playing it again, and noticed that my players atts improve better and faster with the same training programs i use with 2.19. The coaches/ass man atts are similar one to another.

Is just me or have you found yourselves asking the same question?

28-11-13, 03:42 AM

#69

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Read the posts on the first page Luis

28-11-13, 04:39 AM

#70

LR ◊
Reserve Team Player

Join Date: 03-03-12
Posts: 423

Right now i'm feeling like an...



Read all the thread should be the first thing i need to do before posting these stupid questions.

Cheers fodsyl! 🙌

17-12-13, 08:30 PM

#71

Cam F ◊
VIP

Join Date: 03-03-12
Posts: 2,949

All my Tapani patches are defaulting to 0001 instead of 0102, any suggestions how to stop this? It's very annoying & I can change it manually but that's a pain and think it's caused my career game to be ruined.



18-02-14, 08:44 AM

#72

Kenny Dalglish's Smile ◊
Backup Player

Join Date: 08-03-12
Location: Copenhagen
Posts: 762

Whats the fix for a newly installed 2,19 not adjusting the player ages for 2010 start? (i.e. new game players are all 9 years too old)

18-02-14, 11:15 AM

#73

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

You installed the patch twice (I think) reinstall and re-apply

04-04-14, 03:28 AM

#74

ajra21 ◊
Backup Player

Join Date: 18-05-13
Posts: 728

i've recently installed the march 2014 update. have never used the tapani stuff. can i install it and continue with my already started career?

i'm playing on a mac using crossover.

04-04-14, 03:29 AM

#75

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia

Yes, you can add it to an existing game

Not sure will work on MAC tho

« Adding the Gold Cup | Patch +v5 »

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Thread: 2.19 Tapani Patch

Thread Tools

04-04-14, 04:00 AM

#76

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Fodster**
 Yes, you can add it to an existing game
 Not sure will work on MAC tho

ok, cool. will attempt something.

12-04-14, 02:30 AM

#77

316'sRegen
Unattached

Originally Posted by **Zé**
 Help! I have tried to Tapanifi my game. However the widescreen version is too big for my screen! Every time I attempt to load the game in full screen it gives me an error.

I also had this problem until I found the correct driver to work with my graphics card. Is there any chance that could be the problem with you being on Linux?

I have tried to load up the game starting in 2014 and it doesn't work. Shame that because going back to 2010 makes them all a few years younger 😞

Cam says earlier in the thread that '13 will eventually cause a crash, is this for definite? I want to play it from there but I like the long games and if it crashed after 10 or more seasons i would be raging 🤔

so don't want to risk the devastation, i've loaded up 2010 and all leagues (never tried that before hould last me a few decades!)

14-04-14, 10:35 PM

#78

ori_reiser
Youth Team Player

Join Date: 04-09-12
Posts: 5

Is there any chance to install it along with the update of March 2014???

15-04-14, 04:13 AM

#79

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Yeh of course, install the update and then the 2.19 patch

19-04-14, 01:12 PM

#80

djole2mcloud ◊
Programmer

Join Date: 04-03-12
Location: Serbia, Belgrade, Zemun
Posts: 984

anyone knows maybe what 2.19 does to Welsh league?
after applying 2.19 Welsh league disappeared from the start game screen...
i have never experienced anything like this...

19-04-14, 01:27 PM

#81

Topofthekop ◊
Squad Rotation Player

Join Date: 04-03-12
Posts: 1,757

Originally Posted by **djole2mcloud** »

*anyone knows maybe what 2.19 does to Welsh league?
after applying 2.19 Welsh league disappeared from the start game screen...
i have never experienced anything like this...*

How long you been on forum Djole? 🇹🇲

Im sure it replaces welsch league with english conference 🤔

19-04-14, 02:23 PM

#82

bine ye ◊
Hot Prospect for the Future

Join Date: 23-03-12
Location: An Dún, Éire
Posts: 187

Originally Posted by **Chris_3_16** »

Cam says earlier in the thread that '13 will eventually cause a crash, is this for definite?

Is this the case? I loaded a T3.12 game (Sep 2012), set the start date to 2014, patched using zozoa's Sep 2012 patcher and holidayed 3 seasons with Eng, Ger, Ita and Spa selected and seemed ok.

I'm asking now as I'm going to have a look at doing 3.12 DBs in the future.

19-04-14, 02:24 PM

#83

djole2mcloud ◊
Programmer

Join Date: 04-03-12
Location: Serbia, Belgrade, Zemun
Posts: 984

maybe, cause i didn't use 2.19 or regular DB...i always use 3.12 and Tapanified DB, and Wales premier league is there along with Conference North...

21-04-14, 10:29 AM

#84

kabillion ◊
Youth Team Player

Join Date: 09-06-12
Posts: 2

Originally Posted by **Chris_3_16** »

so don't want to risk the devastation, i've loaded up 2010 and all leagues (never tried that before would last me a few decades!)

I've read in this forum that running all leagues causes problems. You need to leave around 6 leagues not running.

Sent from my iPhone using Tapataalk

22-04-14, 11:04 AM

#85

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

All depends, I know people who run ALL leagues with no issues

09-05-14, 06:09 PM

#86

danny_bhoy67 ◊
Youth Team Player

Join Date: 09-05-14
Posts: 23

3. If you elected to use 1280x800 resolution, you need to download the background and menubars and place them in your Data folder.

The link in this step seems to be broken 😞

Does anyone have access to the files so that I can play the game in 1280x800 mode?

Thanks

Edit: Nevermind. My laptop screen max is 1280x768, so it looks like I'll have to make do with 800x600 😞

Last edited by danny_bhoy67; 09-05-14 at 06:25 PM.

31-05-14, 12:40 AM

#87

alex239 ◊
Youth Team Player

Join Date: 13-06-12
Posts: 5

Is there any tool or add on that lets you play as all international teams in the 2.19 patch? I love playing as New Zealand in the Tapanified September 2012 version, but that unfortunately doesn't work with the new data update: is there any way to make them playable on this patch?

31-05-14, 12:44 AM

#88

alex239 ◊
Youth Team Player

Join Date: 13-06-12
Posts: 5

Scratch that, my lazy ass found the dirty editor in a few clicks...

01-06-14, 06:13 AM

#89

DiscoBar ◊
Youth Team Player

Join Date: 18-06-12
Posts: 8

in 2.19, is the bit where your laptop does not use all its processing power included? I don't want to burn out my computer. Thanks

01-06-14, 11:37 AM

#90

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

yeh. see the option when yu open the 2.19 patch options

01-06-14, 03:00 PM

#91

DiscoBar ◊
Youth Team Player

Join Date: 18-06-12
Posts: 8

in 2.19, is the bit where your laptop does not use all its processing power included? I don't want to burn out my computer. In which case how do I activate it?Thanks

01-06-14, 04:17 PM

#92

Topofthekop ◊
Squad Rotation Player

Join Date: 04-03-12
Posts: 1,757

Originally Posted by **DiscoBar** ◊

in 2.19, is the bit where your laptop does not use all its processing power included? I don't want to burn out my computer. In which case how do I activate it?Thanks

It is under idle sensitivity (unless thats just for yr mouse)...

01-06-14, 05:12 PM	#93
DiscoBar ◊ Youth Team Player	Join Date: 18-06-12 Posts: 8
<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <p>Originally Posted by EL-TOPPO ◊</p> <p><i>It is under idle sensitivity (unless thats just for yr mouse)...</i></p> </div>	
<p>Many thanks, now on my laptop, Should i select the idle sensitivity as "laptop" whats the difference between laptop and desktop. Really appreciate the help mate</p>	
26-07-14, 09:13 AM	#94
palermocitta ◊ Youth Team Player	Join Date: 26-07-14 Posts: 1
<p>Hi mates, I'm trying to apply Tapani's patch v2.19 and the tip 'Enable harder AI tactics' is not available.</p>	
26-07-14, 09:04 PM	#95
Cam F ◊ VIP	Join Date: 03-03-12 Posts: 2,949
<p>That's because that is a 3 series feature unless I'm mistaken.</p>	
05-08-14, 09:30 PM	#96
zrogba ◊ Youth Team Player	Join Date: 31-07-14 Posts: 3
<p>In my game (Tapan 2.19, set year to 2014, March 2014 update (with my own player transfers), the European Championship 2016 is held in... AFGHANISTAN! 😊 What's up with that?</p>	
06-08-14, 08:47 AM	#97
Dermotron ◊ Sir Mergements Director Manager VIP Captain	Join Date: 15-12-11 Location: Your Mother Posts: 29,995
<p>Move your query here, that issue only happens with 2.19 applied, never with just plain data update</p>	
<p>Champman0102.co.uk Facebook Page 13000 followers and rising November 2020 Data Update Out Now</p>	
06-08-14, 05:27 PM	#98
Cam F ◊ VIP	Join Date: 03-03-12 Posts: 2,949
<p>It's the call of duty version of the patch, limited to VIPs only.</p>	
07-08-14, 12:29 AM	#99
zrogba ◊ Youth Team Player	Join Date: 31-07-14 Posts: 3
<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <p>Originally Posted by Dermotron ◊</p> <p><i>Move your query here, that issue only happens with 2.19 applied, never with just plain data update</i></p> </div>	
<p>Sorry for that. The strange thing is now the news says that when a new team is qualified, it's going to be held in Switzerland, but if you look at the actual tournament, Ireland are qualified because they are hosts...</p>	
07-08-14, 03:35 PM	#100
Tapani ◊ CM 01/02 Legend	Join Date: 30-06-14

Originally Posted by **zrogba**
In my game (Tapan 2.19, set year to 2014, March 2014 update (with my own player transfers), the European Championship 2016 is held in... AFGHANISTAN! 😊 What's up with that?

That means that the game is confused which country to choose, and picks just the first one it finds (which happens to be in alphabetical order).

« Adding the Gold Cup | Patch +v5 »

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Forum CM 01/02 Updates Patches 2.19 Tapani Patch

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Thread: 2.19 Tapani Patch

Thread Tools

17-08-14, 04:29 PM

#101

tomdavechubs
Youth Team Player

Join Date: 17-08-14
Posts: 12

Hi all

I'm about to re-download this patch onto my new laptop, and I've now noticed (if I'm not mistaken) that you can now start the game from 2014? If I do this then will all of the players be 4 years older, or do they stay the correct age?

Cheers

17-08-14, 04:43 PM

#102

tomdavechubs
Youth Team Player

Join Date: 17-08-14
Posts: 12

I've just found the answer on the Data Update download itself, thanks anyway!

27-08-14, 07:25 PM

#103

J.D.
Decent Young Player

Join Date: 06-05-12
Location: Quebec City,
Canada
Posts: 67

I've been very unsuccessful lately and I noticed that the other teams were suddenly using wib wob tactics against me. Is it because I started using Tapani patch 2.19.2?

I didn't check the enable harder tactics box. (I can't check it even if I want to, anyway)
I'm already having enough trouble with the regular game, I certainly don't want harder tactics.

30-08-14, 07:07 PM

#104

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

The 2.19 patches do not make any tactical changes. Sometimes the computer managers can do some wib-wobbing, especially in top clubs.

10-09-14, 05:36 PM

#105

pearce241188
Youth Team Player

Join Date: 23-07-14
Posts: 12

the link cmpatcher-2.19.exe in not avaiable

10-09-14, 05:57 PM

#106

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

<http://www.champman0102.co.uk/downlo...p?do=file&id=1> Click the blue button titled Download and download the file from Sendspace

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10-09-14, 09:49 PM

#107

pearce241188 ◊
Youth Team Player

Join Date: 23-07-14
Posts: 12

thank you very much

05-12-14, 12:35 PM

#108

Hairy ◊
Youth Team Player

Join Date: 10-03-12
Location: Australia
Posts: 16

Hello i try downloading patch 2.19 tapani patch but when finish my virus proction norton 360 says is unsafe to use and delete the file.I try disable for about 15 minutes and it works then i put it back on then it says unsafe to use and delete the file any help by the way cmpatcher 2.18 and 2.16.2 works thanks.

26-12-14, 12:28 PM

#109

DelPjerro ◊
Youth Team Player

Join Date: 27-05-14
Posts: 30

Does the october 2014 update work perfectly fine with the 2.19.2 patch?
Without the patch, when I start the game, I see the 'Update Team presents october 2014 update' screen. But when I patch the game with 2.19.2, it starts the game directly, without showing me the Update Team presents.. screen. The game itself seems to be updated, but I just wonder why it doesn't show me that update screen with the patch.
It doesn't show with the 2.19 either? Maybe its 2.19.2 that causes it?

About those 2 by the way, I mainly tried 2.19.2 because it enables me to start in 2014 right? Because what is the reason why I couldn't start in 2014 wit 2.19? What else are the main difference between 2.19 and 2.19.2? Which one do you guys suggest?

26-12-14, 12:48 PM

#110

JohnLocke ◊
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

Originally Posted by **DelPjerro**

I just wonder why it doesn't show me that update screen with the patch. It doesn't show with the 2.19 either? Maybe its 2.19.2 that causes it?

That's not a problem, Tapani just disabled the splash screens at the start to speed up the loading time.

26-12-14, 07:37 PM

#111

Pinturicchio ◊
Youth Team Player

Join Date: 26-03-12
Posts: 5

Originally Posted by **DeIPjerro**

*Does the october 2014 update work perfectly fine with the 2.19.2 patch?
Without the patch, when I start the game, I see the 'Update Team presents october 2014 update' screen. But when I patch the game with 2.19.2, it starts the game directly, without showing me the Update Team presents.. screen. The game itself seems to be updated, but I just wonder why it doesn't show me that update screen with the patch.
It doesn't show with the 2.19 either? Maybe its 2.19.2 that causes it?*

About those 2 by the way, I mainly tried 2.19.2 because it enables me to start in 2014 right? Because what is the reason why I couldn't start in 2014 wit 2.19? What else are the main difference between 2.19 and 2.19.2? Which one do you guys suggest?

i ' m testing both

2.19 is easy, cpu scores few goals . training don't work for cpu teams

2.19.2 is hard. training work for cpu teams too.

There is a big difference. 2.19 is much more harder but i m not sure it s just the training issue,
still testing...

28-12-14, 06:39 PM

#112

czvladan
Youth Team Player

Join Date: 07-03-12
Posts: 8

/cmpatcher-2.19 is not valid Win32 application.Why?

28-12-14, 10:03 PM

#113

tny_87
Youth Team Player

Join Date: 17-12-14
Posts: 2

Hello.Can you tell me what is the differences between 2.19 and 3.12?Wich is the best?Who reduces the cpu usage?Thank you

28-12-14, 10:11 PM

#114

JohnLocke
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

3.12 requires a special database (known as a Tapanified database) as it edits the sizes of some leagues.

You'll almost always want the 2.19 version.

They both allow you to use the 'Idle Sensitivity' option which reduces CPU usage. As does the JLPatch:
<http://www.champman0102.co.uk/downlo...do=file&id=201>

28-12-14, 10:42 PM

#115

tny_87
Youth Team Player

Join Date: 17-12-14
Posts: 2

The 'Idle Sensitivity' is included in the 2.19?Or i have to manually install?

28-12-14, 11:04 PM

#116

JohnLocke
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

It's part of 2.19 - that's where I 'borrowed' it from for the JLPatch...

19-01-15, 02:03 PM

#117

0141607
Youth Team Player

Join Date: 06-01-15
Posts: 37

Hi guys

Just from reading the instructions I noticed that you install this match before using the data update.

I recently installed the game and have the 3.9.68 patch and I have the 2014 October update applied.

Can I run the Tapani patch after the October update or does it need to be patched before that update?

If so is there an easy way to go back to the original DB without having to uninstall the game?

Many Thanks

Chris

19-01-15, 04:31 PM

#118

milo ◊
Director

Join Date: 02-03-12
Posts: 3,608

i think you can (i recently did) 🙌

19-01-15, 04:56 PM

#119

0141607 ◊
Youth Team Player

Join Date: 06-01-15
Posts: 37

Originally Posted by **milo** ◊
i think you can (i recently did) 🙌

Thanks a million. I will try it tonight.

21-01-15, 03:12 AM

#120

Redknapp69 ◊
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

I always run after the DB update and no problems for me

26-01-15, 05:26 PM

#121

1bazzler ◊
Youth Team Player

Join Date: 22-09-14
Posts: 2

Managed to get the game but haven't applied any patches or data updates? Which patch should I apply? Loving the original game but I'm struggling as I don't really know any of the players anymore. Obviously I know my To Madeiras but not really enjoying playing a game where Clint Hill is only 23! 😊 Thanks for the game though Football manager went into too much delete that loads and seasons were just taking too long

26-01-15, 09:55 PM

#122

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Install 3.9.68, then one of the data updates and then this 2.19 patch 🙌

10-02-15, 02:20 AM

#123

ajra21 ◊
Backup Player

Join Date: 18-05-13
Posts: 728

ok, so i managed to get a tapani patch to work. just awesome.

ok, is it possible to change the start date? aren't there rules on which year you must start it on?

edit: bollocks. it's stopped working.

edit 2: the patch is no longer part of the setup but i'm getting these two errors when i save:

-
-

any ideas?

Last edited by ajra21; 10-02-15 at 02:57 AM.

10-02-15, 07:18 AM

#124

Fods

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Yeh you can change the year using the patcher. 2014 works now.

I think you need to take this to the MAC section mate, people answering you wont know you are using a MAC

10-02-15, 07:22 AM

#125

Fods

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

edit: You already have in 10 other threads 🚫

Page 5 of 7 First 1 2 3 4 5 6 7 Last

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**Thread: 2.19 Tapani Patch**

Thread Tools ▾

10-02-15, 01:23 PM

#126

0141607 ◊
Youth Team PlayerJoin Date: 06-01-15
Posts: 37

Can the patch be applied to saved games? I just want to apply the speed to my saved game.

10-02-15, 01:30 PM

#127

Dermotron ◊
Sir Mergements
Director
Manager
VIP
CaptainJoin Date: 15-12-11
Location: Your Mother
Posts: 29,995

You would be better of using JohnLocke's Speed Adjuster for that as you can't apply Tapani patches to save games safely.

Download this <http://www.champman0102.co.uk/download...do=file&id=201>

Make sure to have java installed

And then run SpeedAdjuster.bat and select the speed you want.

This way you're save game wont be effected and you can reduce the speed if you don't like it. Don't select the Max option as the game has been prone to freeze, x200 runs fine

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10-02-15, 02:40 PM

#128

0141607 ◊
Youth Team PlayerJoin Date: 06-01-15
Posts: 37

Originally Posted by **Dermotron**

You would be better of using JohnLocke's Speed Adjuster for that as you can't apply Tapani patches to save games safely.

Download this <http://www.champman0102.co.uk/downlo...do=file&id=201>

Make sure to have java installed

And then run SpeedAdjuster.bat and select the speed you want.

This way you're save game wont be effected and you can reduce the speed if you don't like it. Don't select the Max option as the game has been prone to freeze, x200 runs fine

Thanks for the reply. This is great as I have a Liverpool save going and even though it's still first season I am enjoying it too much to start over again but I forgot to apply the speed at the start of the game.

If I apply the JohnLocke's Speed Adjuster to a saved game does it matter that game has already patched using Tapani 2.19?

10-02-15, 04:38 PM

#129

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Fodster**

edit: You already have in 10 other threads 🚫

posting queries in just the mac thread doesn't work.

most of the advice i've gained on how to run this game is from the window machine threads and then applying the knowledge to ubuntu & linux stuff that also works on mac.

10-02-15, 07:08 PM

#130

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Originally Posted by **0141607**

If I apply the JohnLocke's Speed Adjuster to a saved game does it matter that game has already patched using Tapani 2.19?

You are patching cm0102.exe so it shouldn't matter that the Tapani was applied.

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11-02-15, 02:45 AM

#131

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by **0141607**

Thanks for the reply. This is great as I have a Liverpool save going and even though it's still first season I am enjoying it too much to start over again but I forgot to apply the speed at the start of the game.

If I apply the JohnLocke's Speed Adjuster to a saved game does it matter that game has already patched using Tapani 2.19?

I install and uninstall tapani patch to various save games and havent had a problem in the past. The only thing I notice that has any visual affect is that you get the transfer window message as soon as applied!

11-02-15, 06:29 PM

#132

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Fodster**

I install and uninstalltapani patch to various save games and havent had a problem in the past. The only thing I ntice that has any visial affect is that you get the transfer window message as soon as applied!

did this the other day and it crashed my game entirely. lost everything. two careers, multiple years. obviously this isn't a direct comparison as i play on a mac.

02-09-15, 07:52 PM

#133

Rudi-Assauer
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

I've installed 2.19. Which supposed to restructure the dutch league, but in my game it doesn't?

There's no relegation from the first division.

What did I do wrong?

02-09-15, 07:59 PM

#134

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

As far as I know, it doesn't restructure the Dutch leagues....

02-09-15, 08:15 PM

#135

Rudi-Assauer
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

The list of changes in post 1 says:

Gameplay changes:

* **Relegation to/from lower leagues in some nations** (Ireland, Northern Ireland, **Holland**, ..)

So, that's why I was wondering.

02-09-15, 09:26 PM

#136

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

Maybe you're not running the game as an admin?

02-09-15, 10:19 PM

#137

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Was pretty sure that was only in 3.12 patch/database. Ireland was definitely only 3.12

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07-09-15, 11:42 AM

#138

cmfan2k
Youth Team Player

Join Date: 07-09-15
Posts: 29

I started a new game and it has froze at the point of initialising data?

07-09-15, 11:49 AM

#139

Fods ◊

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Running as Admin/enable compatibility?

07-09-15, 11:53 AM

#140

cmfan2k ◊

Youth Team Player

Join Date: 07-09-15
Posts: 29

Sorry?

07-09-15, 12:10 PM

#141

Fods ◊

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Did you follow install instructions in the opening post?

09-09-15, 04:26 AM

#142

Redknapp69 ◊

Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

2.19 Tapani Patch

Originally Posted by cmfan2k

I started a new game and it has froze at the point of initialising data?

Download this and put it in your data folder - should be ok then

<https://m.sendspace.com/file/3rqbppe>

It's a euro.cfg file

21-09-15, 06:58 PM

#143

SteveV ◊

Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

I don't know if this is related to the Patch or the April 2015 Update but when the year rolled over from 2014 to 2015 all the players ages had 10 years knocked off. They were correct at game start (2014) but now Neymar is 17, Fabregas 18 for example. I really have tried to find the answer on the forum (I know how annoying it is to get the same queries over and over) but could only see problems relating to player ages at the game start, not mid season.

21-09-15, 07:11 PM

#144

samsami ◊

VIP

Join Date: 27-10-14
Location: The Netherlands
Posts: 8,159

Originally Posted by SteveV

I don't know if this is related to the Patch or the April 2015 Update but when the year rolled over from 2014 to 2015 all the players ages had 10 years knocked off. They were correct at game start (2014) but now Neymar is 17, Fabregas 18 for example. I really have tried to find the answer on the forum (I know how annoying it is to get the same queries over and over) but could only see problems relating to player ages at the game start, not mid season.

2.20.1 patch works fine.

22-09-15, 12:53 AM

#145

Fods ◊

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

This issue occurs when you have applied the patch twice I believe and from what I recall cant be fixed. As Samsami said use 2.20.1, this is the latest of Tapanis patches

SteveV
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Originally Posted by **Fodster**

This issue occurs when you have applied the patch twice I believe and from what I recall cant be fixed. As Samsami said use 2.20.1, this is the latest of Tapanis patches

Ah right, initially I tried setting the resolution to 1386x766 for my laptop but it did not scale properly so I changed it back to 800x600 - is this 'applying the patch twice'?

Fods
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Could well be!

Lewis MacLeod
Youth Team Player

Join Date: 23-12-13
Posts: 40

Can this be patch be used with the new October data update?

I've been using it with the previous updates ok, too many problems with the newer patches

Jesus
First Team Player

Join Date: 04-03-12
Posts: 3,459

Originally Posted by **Lewis MacLeod**

Can this be patch be used with the new October data update?

I've been using it with the previous updates ok, too many problems with the newer patches

Yes you can, no problem.

wumfirst
Youth Team Player

Join Date: 07-01-15
Location: United States
Posts: 2

Just a question on the DATE. The patch allow choosing start year, which corresponds to player history. Good. However, the competition/trophy history still date up to 2001, which is really annoying. Is there a way to fix this?

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Thread: 2.19 Tapani Patch

Thread Tools

06-12-15, 12:02 AM

#151

wwwooster
Youth Team Player

Join Date: 24-06-14
Posts: 1

.f

Originally Posted by **Fodster**

Dev mode sets 10,000x speed by default (ignoring the speed setting you set)

To increase the number of CM instances launched:

1. *Edit bench.bat (or eval.bat)*
2. *Change the line*

Code:

```
set nof_threads=%NUMBER_OF_PROCESSORS%
```

When I'm benchmarking multiple, say 8 games simultaneously, everything works fine: while the games are running, I can even watch Youtube videos at the same time and so on no problem (I've got a i7 4770K clocked to 4.2 ghz so hardware is not an issue). However when the first game reaches 31st of May, my computer starts do drag and when all the benchmarked games are finished the system gets jammed and non-responsive.

Is this a known issue? This is kind of paradox, system works fine while there is full cpu load on and jams when cpu intensive processes finish. Could setting the game to run at 10.000x speed be the reason? This setting seems to have an effect only at idle mode when the game is not processing forward.

26-10-18, 09:12 AM

#152

tafo
Youth Team Player

Join Date: 23-04-17
Posts: 3

Hello guys,
I would like to build my own tactics. I could not find eval.bat and bench.bat files. Links in this thread is not working!!! Please help.

30-10-18, 07:54 PM

#153

Spectral
Tactics Mod

Join Date: 28-03-12
Posts: 553

Originally Posted by **tafo**

*Hello guys,
I would like to build my own tactics. I could not find eval.bat and bench.bat files. Links in this thread is not working!!! Please help.*

Agreed all links dead, please update guys.

30-10-18, 11:01 PM

#154

Redknapp69 ◊
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

Which links?

If you need 2.19 does this help?

<https://champman0102.co.uk/downloads.php?do=file&id=1>

31-10-18, 10:28 AM

#155

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Originally Posted by **tafo**

*Hello guys,
I would like to build my own tactics. I could not find eval.bat and bench.bat files. Links in this thread is not working!!! Please help.*

Originally Posted by **Spectral**

Agreed all links dead, please update guys.

<https://www.sendspace.com/file/qeid0u>

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18-07-20, 02:35 AM

#156

CM_King_39 ◊
Youth Team Player

Join Date: 18-07-20
Posts: 4

Hi,

I have a question with using the Dev/Benchmark mode. I had a save game with v3.9.68 & October 2019 update. Then I applied the Tapani Patch 2.19 to make use of Benchmark mode. When I modify & run batch.dat as per my save game, I get an error somewhere along the season (v3.9.68T Cup..cpp 373) and the game shuts down.

Upon this, I created a new game and re-tried running batch.dat for this game. Again I got an error midway through (v3.9.68T match_eng..cpp 652).

Is it nos possible to use the benchmark mode in Patch 2.19 with save games and/or October 2019 update?

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