



Thread: Applying for jobs abroad

Thread Tools

11-10-14, 10:53 PM

#1

JohnLocke
Programmer
VIP

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

Applying for jobs abroad

I thought this topic was worthy of it's own thread.

Originally Posted by **Tapani**

*About job applications abroad:
Good news is that I found the job application processing function. The bad news are that I do not understand it. It is a long list of floating point instructions -- mixed with table lookups and weird reputation comparisons. Would take me at least a whole day, if not more, to roughly understand it.*

Originally Posted by **JohnLocke**

Can you post the offset? I'd like to take a look at how this works.

Originally Posted by **Tapani**

69d1b0

gl hf 😊

I've been looking at some of the code and will post some details shortly. I haven't deciphered anything major but there are little glimpses of what the game is doing.

11-10-14, 11:19 PM

#2

bluestilldie00
Youth Team Player

Join Date: 13-10-12
Posts: 12

Surely you and Tapani can fix this. Good Luck!

12-10-14, 09:54 AM

#3

JohnLocke
Programmer
VIP

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

The code, with some notes.

Code:

```
CPU Disasm
Address  Hex  dump          Command          Comments
0069D1B0  /$  64:A1 00000000  MOV EAX,DWORD PTR FS:[0] ; cm0102.0069D1B0 (guessed Arg1,Arg2,Arg3,Arg4
0069D1B6  |.  6A FF          PUSH -1
0069D1B8  |.  68 48CD9500    PUSH 0095CD48
0069D1BD  |.  50            PUSH EAX
0069D1BE  |.  64:8925 00000000  MOV DWORD PTR FS:[0],ESP ; Installs SE handler 95CD48
```

```

0069D1C5 | . 81EC 8C000000 | SUB ESP,8C
0069D1CB | . 53 | PUSH EBX
0069D1CC | . 55 | PUSH EBP
0069D1CD | . 56 | PUSH ESI
0069D1CE | . 8BB424 A8000000 | MOV ESI,DWORD PTR SS:[ARG.1]
0069D1D5 | . 57 | PUSH EDI
0069D1D6 | . 8B46 69 | MOV EAX,DWORD PTR DS:[ESI+69] ; person.nonPlayerId
0069D1D9 | . 85C0 | TEST EAX,EAX
0069D1DB | . 0F84 1B040000 | JE 0069D5FC
0069D1E1 | . 8BAC24 B4000000 | MOV EBP,DWORD PTR SS:[ARG.3]
0069D1E8 | . 8B9C24 B0000000 | MOV EBX,DWORD PTR SS:[ARG.2]
0069D1EF | . 85ED | TEST EBP,EBP
0069D1F1 | . 74 07 | JE SHORT 0069D1FA
0069D1F3 | . 8B45 69 | MOV EAX,DWORD PTR SS:[EBP+69] ; person.nonPlayerId
0069D1F6 | . 85C0 | TEST EAX,EAX
0069D1F8 | . 75 21 | JNE SHORT 0069D21B
0069D1FA | > 8BAB BF000000 | MOV EBP,DWORD PTR DS:[EBX+0BF] ; club.chairman
0069D200 | . 85ED | TEST EBP,EBP
0069D202 | . 89AC24 B4000000 | MOV DWORD PTR SS:[ARG.3],EBP
0069D209 | . 74 07 | JE SHORT 0069D212
0069D20B | . 8B45 69 | MOV EAX,DWORD PTR SS:[EBP+69] ; person.nonPlayerId
0069D20E | . 85C0 | TEST EAX,EAX
0069D210 | . 75 09 | JNE SHORT 0069D21B
0069D212 | > 33ED | XOR EBP,EBP ; set EBP to 0: use nonPlayer 0 if no chairma

```

12-10-14, 09:54 AM

#4

JohnLocke
Programmer
VIP

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

continued...

Code:

```

0069E4E7 |> 8B46 69 | MOV EAX,DWORD PTR DS:[ESI+69] ; person.nonPlayerId, case A of switch cm0102
0069E4EA | . 0FBE48 1E | MOVSB ECX,BYTE PTR DS:[EAX+1E]
0069E4EE | . 894C24 10 | MOV DWORD PTR SS:[LOCAL.37],ECX
0069E4F2 | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]
0069E4F6 | . DC0D 98789600 | FMUL QWORD PTR DS:[967898] ; FLOAT 0.010000000000000000
0069E4FC | . DC05 90789600 | FADD QWORD PTR DS:[967890] ; FLOAT 1.0000000000000000
0069E502 | . DA4C24 14 | FIMUL DWORD PTR SS:[LOCAL.36]
0069E506 | . E8 35712A00 | CALL 00945640
0069E50B | . 0FBE56 59 | MOVSB EDX,BYTE PTR DS:[ESI+59] ; person.loyalty
0069E50F | . 894424 10 | MOV DWORD PTR SS:[LOCAL.37],EAX
0069E513 | . 83EA 0A | SUB EDX,0A
0069E516 | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]
0069E51A | . 895424 10 | MOV DWORD PTR SS:[LOCAL.37],EDX
0069E51E | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]
0069E522 | . DC0D 988A9600 | FMUL QWORD PTR DS:[968A98] ; FLOAT 0.020000000000000000
0069E528 | . DC05 90789600 | FADD QWORD PTR DS:[967890] ; FLOAT 1.0000000000000000
0069E52E | . DEC9 | FMULP ST(1),ST
0069E530 | . E8 0B712A00 | CALL 00945640
0069E535 | . 894424 10 | MOV DWORD PTR SS:[LOCAL.37],EAX
0069E539 | . 0FBE46 58 | MOVSB EAX,BYTE PTR DS:[ESI+58] ; person.determination
0069E53D | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]
0069E541 | . 83E8 0A | SUB EAX,0A
0069E544 | . 894424 10 | MOV DWORD PTR SS:[LOCAL.37],EAX
0069E548 | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]
0069E54C | . DC0D 988A9600 | FMUL QWORD PTR DS:[968A98] ; FLOAT 0.020000000000000000
0069E552 | . DC05 90789600 | FADD QWORD PTR DS:[967890] ; FLOAT 1.0000000000000000
0069E558 | . DEC9 | FMULP ST(1),ST
0069E55A | . E8 E1702A00 | CALL 00945640
0069E55F | . 0FBE4E 5A | MOVSB ECX,BYTE PTR DS:[ESI+5A] ; person.pressure
0069E563 | . 894424 10 | MOV DWORD PTR SS:[LOCAL.37],EAX
0069E567 | . 83E9 0A | SUB ECX,0A
0069E56A | . DB4424 10 | FILD DWORD PTR SS:[LOCAL.37]

```

14-11-14, 05:19 PM

#5

zozoa
Coach
Programmer

Join Date: 03-03-12
Posts: 107

Any progress here?

01-07-15, 08:13 PM

#6

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

I've a largely untested solution to this, but so far it seems to work.

From Red9's research we can see that the main problems human (and I guess AI) managers have in trying to attain jobs abroad are:

1. Not having the language of the target club's country (through their nationality selected at the beginning of the game).
2. Not having high enough values for CA/PA, values determined randomly at the start of the game and which remain the same over the course of a save game.

So, all we have to do is tell the game not to factor these variables into the job application process. As you can see from JL's posts above, there's a lot of code there. I hope you like cutting and pasting.

Spoiler!

0x29d315 0x7e 0xeb
0x29ea36 0x74 0xeb

Yep, that's it.

Two offsets to change (both discussed below a bit).

(Apologies to those who do actually like cutting and pasting.)

0069D315 JLE 0069D33E -> JMP 0069D33E

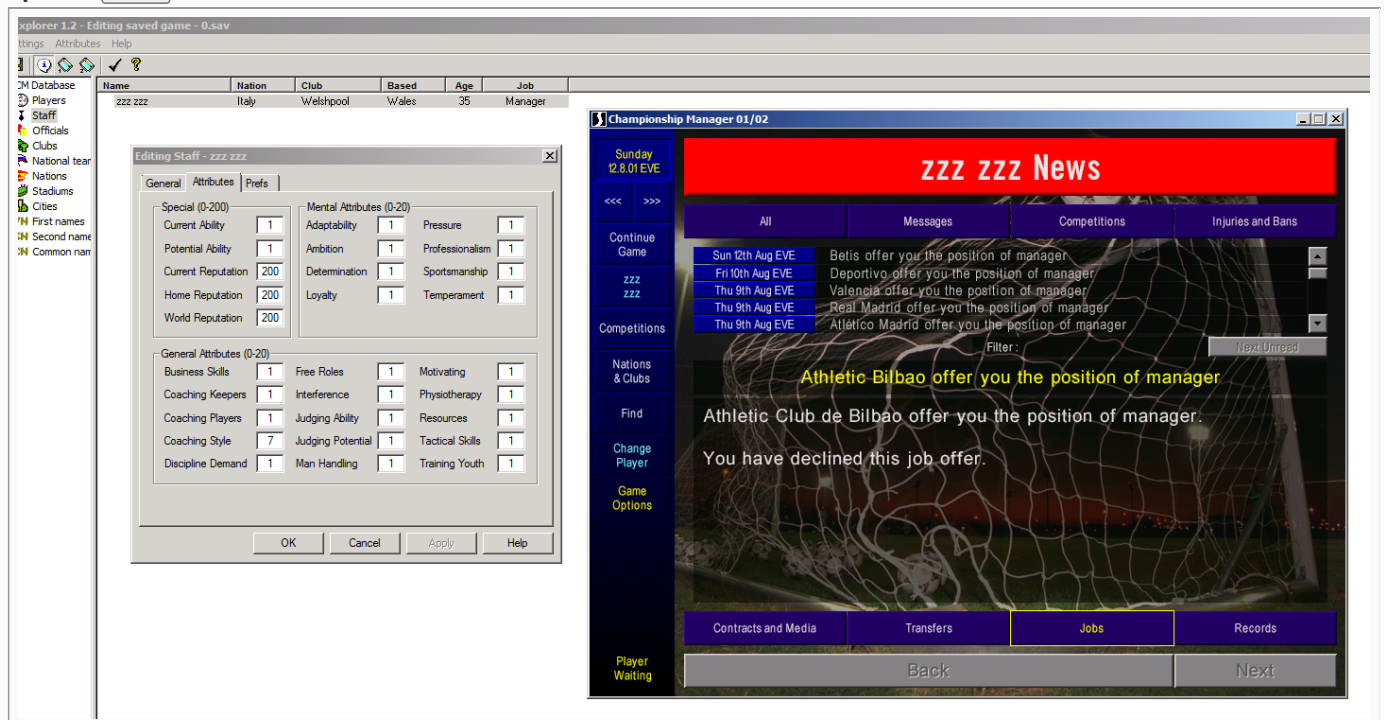
If you look up to the beginning of JL's first large post you can see that this jump involves skipping the CA/PA code. There is a second bit of code that involves CA/PA at 0069D6ED, but I think this might have something to do with increasing the chances of younger managers with room to grow their PA (ha!) being appointed to smaller clubs. I don't think this greatly impacts managerial selections, but perhaps we could maybe look at this again in the future as it might stop the terrible performing ex-players from being hired over and over again just because of their high PA.

0069EA36 JE 0069EA71 -> JMP 0069EA71

If you look towards the end of JL's second large post you can see that this jump involves skipping the languages code. Not much more to add on that front, but something to note is that the game thankfully still favours its own nation's managers in the lower leagues. This is quite important as it means an influx of foreign managers with better reputations won't occur, eg if you're running Brazil and England the lower leagues of Brazil won't have a load of English managers there. Something I did notice though was a couple of foreign player-managers being appointed in the lower leagues, eg Pagliuca was appointed player-manager of Division Two Port Vale a couple of seasons in (he spoke no English). This happens a bit IRL so it was nice to see.

A couple of screenies to whet the appetite:

Spoiler!



Here I was running the Spanish and Welsh leagues. With Barcelona I offered a few big Spanish clubs' managers some month-to-month contracts to get them to join my staff and thus resign from their post. With CA/PA of 1/1 and without a word of Spanish I was offered all six jobs. Oddly though, I had to resign from Welshpool to get the jobs. Thinking it was because they wouldn't hire me from a small club, I made myself Milan manager but was again bypassed unless I resigned. So you might have to resign from your club to get the top jobs - this needs further testing.

And of course it's not just the human managers that have been unshackled:

Spoiler!



Besides Passarella the rest don't have a word of Spanish between them. It's fun to track some managers' journeys: in another save Zaccheroni went to Velez in Argentina, then to Leeds in England before going back to Italy to manage the national team, all in about five seasons. It's nice that managers don't get frozen out forever if they're sacked too, eg in .68 if you're running just the English league you would see the likes of Tigana sat unemployed for about 20 years if he got sacked from Fulham because he only spoke French, despite having amazing stats.

Something else from that above screenshot is that while waiting to see who would get the Spanish jobs I had rejected, I decided to retire my Barcelona manager seeing as I didn't need him anymore. Barcelona later approached me unsolicited and offered me the job - always nice to feel wanted! I'm not sure how the changes will affect all unsolicited job offers. It's a bit difficult to test for as you need to be playing when it happens, or else holiday and check through your news every couple of months. Something that I hope doesn't occur is if, with a very high rep, you fancy going to a lower league club somewhere for a change but are then just constantly inundated with job offers because nothing is really preventing the AI from *not* offering you a job now that that ability/language barriers are gone. Something to test in the future.

I think that's everything for now. There are some other minor stuff that could be changed, eg the need to select a nationality from a developed footballing country so as to maximise your chances of getting a job can probably be removed so people can play as their IRL nationality without any penalty. As I said, this needs a lot more testing as all I've done is mess around with that Spain/Wales league and run a couple of games on holiday for a few years to see if anything unexpected happened, but I haven't actually played a game with it yet.

Thanks to Red9 for the research, Tapani for finding the relevant offsests and to JohnLocke for annotating them so thoroughly.

Happy testing!

Last edited by saturn; 08-07-15 at 09:09 AM.

01-07-15, 10:58 PM

#7

Rapinoe ◊
Backup Player

Join Date: 21-06-14
Location: Canada
Posts: 608

Will be following this with great interest, definitely will be something I'll want to incorporate into the Women's game.

03-07-15, 09:39 AM

#8

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Just running this test now with Eng, Spa, Fra, Ger & Ita as selected Leagues on Maximum Database

03-07-15, 10:38 AM

#9

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

First interesting switch, current Udinese boss taking over from Mark Hughes at Stoke.

Not a word of English, a very rare occurrence

Wednesday 16.1.02 AM

Stefano Colantuono (Stoke) Action

Profile Injuries & Bans Contract Transfer History

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Achievements

14.1.02	Stoke	Bought Calum Ferguson from Inverness Caley for £220K
12.1.02	Stoke	Hired as Stoke City manager

Manager

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Last edited by Dermotron; 03-07-15 at 10:46 AM.

03-07-15, 10:54 AM

#10

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

Looks promising.

If the having to resign before getting another job issue can be fixed we might be on to a real winner here.

Good work saturn.

03-07-15, 11:00 AM

#11

Mark ◦
Chairman

Join Date: 31-10-11
Posts: 29,427

If this works out as a fix, will it be added to an existing JLPatch or is it something that has to be manually done?

Cam F ◯
VIP

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

This is highly exciting I do agree for someone who stopped playing 0102 due to this but also agree having to resign would have to be overcome but apart from that, totally amazeballs and from another planet, Saturn it is so good.

Who would of thought it wouldn't be one of our demi gods - Tapani or JL either who came up with it.



Dermotron ◯
Sir Mergements
Director
Manager
VIP
Captain

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

Some notables at the end of Season 1

Championship Manager 01/02

Frank de Boer (Milan)

Profile Injuries & Bans Contract Transfer History

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Achievements

5.4.02	Milan	Hired as A.C. Milan manager
3.3.02	Ajax	Sold Nick Viergever to PSV for £1.2M
20.10.01	Ajax	Bought Fabio Borini from Liverpool for £2M
31.8.01	Ajax	Hired Michael Mols as scout
28.8.01	Ajax	Bought Ahmed Abdurhman from Ajax CT for £650K
22.8.01	Ajax	Qualified for Champlons Cup Group Stage
22.8.01	Ajax	Hired Michel Valke as scout
9.8.01	Ajax	Bought Virgil van Dijk from Celtic for £2.1M
3.8.01	Ajax	Hired Edward Sturing as assistant manager
3.8.01	Ajax	Hired Ronald Dols as physio
2.8.01	Ajax	Bought Benjamin van Leer from Roda JC for £275K
21.7.01	Ajax	Hired Rob Witschge as coach
19.7.01	Ajax	Hired Sander Westerveld as coach

Manager

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Vincenzo Montella (Schalke 04)

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Achievements

21.3.02	Schalke 04	Qualified for UEFA Cup Semi Final
7.3.02	Schalke 04	Qualified for UEFA Cup Quarter Final
6.12.01	Schalke 04	Qualified for UEFA Cup Fourth Round
1.11.01	Schalke 04	Qualified for UEFA Cup Third Round
24.10.01	Schalke 04	Hired Gerald Ehrmann as coach
10.10.01	Schalke 04	Knocked out in German Cup Second Round
27.9.01	Schalke 04	Qualified for UEFA Cup Second Round
5.9.01	Schalke 04	Bought Antonio Nocerino from Milan for £875K
25.8.01	Schalke 04	Qualified for German Cup Second Round
22.8.01	Schalke 04	Signed Andrey Arshavin in free transfer
21.8.01	Schalke 04	Qualified for UEFA Cup First Round
15.8.01	Schalke 04	Signed Jean Makoun in free transfer
14.8.01	Schalke 04	Bought Kevin Maek from Elversberg for £600K
1.8.01	Schalke 04	Qualified for Inter-Toto Cup Final
26.7.01	Schalke 04	Bought Jonathan de Guzmán from Napoli for £2.6M
24.7.01	Schalke 04	Hired Colin Bell as scout
23.7.01	Schalke 04	Hired Hermann Andreev as scout
21.7.01	Schalke 04	Hired as FC Schalke 04 manager

Manager

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Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

03-07-15, 01:25 PM

#14

Dermotron ◊
Sir Mergements
 Director
 Manager
 VIP
 Captain

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

End of Season 2 😊

This is very good so far

Sunday 8.6.03 PM Action

Fred Rutten (Athletic Bilbao)

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Achievements

8.6.03	Athletic Bilbao	Finished 5th in Spanish First Division
5.2.03	Athletic Bilbao	Knocked out in Spanish Cup Quarter Final
15.1.03	Athletic Bilbao	Qualified for Spanish Cup Quarter Final
8.1.03	Athletic Bilbao	Sold Gorka Iturraspe to Aurrerá for £140K
1.1.03	Athletic Bilbao	Qualified for Spanish Cup Third Round
15.12.02	Athletic Bilbao	Bought Eneko Undabarrena from Amorebieta for £625K
15.12.02	Athletic Bilbao	Bought David López from Lugo for £60K
11.12.02	Athletic Bilbao	Qualified for Spanish Cup Second Round
8.9.02	Athletic Bilbao	Released Iñaki Williams on free transfer
12.7.02	Athletic Bilbao	Sold Jurgi Oteo to Getafe for £230K
30.6.02	Athletic Bilbao	Released Unal Bilbao to Alcorcón in free transfer
30.6.02	Athletic Bilbao	Released Jonás Ramalho to Levante in free transfer
30.6.02	Athletic Bilbao	Released Iker Guarrotxena to Éibar in free transfer
30.6.02	Athletic Bilbao	Released Óscar Gil to Barakaldo in free transfer
30.6.02	Athletic Bilbao	Signed Mikel Arteta from Arsenal in free transfer
30.6.02	Athletic Bilbao	Released Guillermo to Metz in free transfer
27.6.02	Athletic Bilbao	Released Markel Etxeberria to Éibar in free transfer
23.6.02	Athletic Bilbao	Released Jon Iru to Sestao in free transfer

Manager

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Sunday 8.6.03 PM Action

Diego López (Bologna)

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Achievements

12.5.03	Bologna	Finished 16th in Italian Serie A
8.5.03	Bologna	Lost Marco Tardelli to Lazio as coach
4.5.03	Bologna	Relegation from Italian Serie A
10.1.03	Bologna	Released Andrea Pisanu on free transfer
23.10.02	Bologna	Knocked out in Italian Cup First Round
18.9.02	Bologna	Bought Rafal Wolski from Fiorentina for £1.2M
18.9.02	Bologna	Bought Jorge Fucile from Nacional Montevideo for £220K
16.9.02	Bologna	Bought Igor Bubnjic from Udinese for £825K
10.9.02	Bologna	Bought Diego Rodriguez da Luz from Defensor Sporting for £875K
9.9.02	Bologna	Hired Rocco Massara as assistant manager
8.9.02	Bologna	Bought Quasim Bouy from Juventus for £825K
8.9.02	Bologna	Bought Pierluigi Gollini from Verona for £975K
6.9.02	Bologna	Signed Federico Valverde from Peñarol in free transfer
5.9.02	Bologna	Bought Guzmán Pereira from Univ. de Chile for £425K
1.9.02	Bologna	Bought Mirko Eramo from Sampdoria for £925K
16.8.02	Bologna	Bought Riccardo Saponara from Milan for £2.4M
29.7.02	Bologna	Signed Francesco Rossi from Atalanta (R) in free transfer
3.7.02	Bologna	Bought Leandro Otormin from Nacional Montevideo for £16K

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Sunday 8.6.03 PM Action

Jorge Jesus (Napoli)

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Achievements

6.6.03	Napoli	2002/03 Italian Serie A Manager of the Year third placed
1.6.03	Napoli	Sold Marcelo Brozovic to Sporting for €3.5M
12.5.03	Napoli	Finished 6th in Italian Serie A
1.5.03	Napoli	Italian Cup runners up
5.2.03	Napoli	Qualified for Italian Cup Final
8.1.03	Napoli	Qualified for Italian Cup Semi Final
31.12.02	Napoli	Signed Domenico Criscito from Zenit in free transfer
31.12.02	Napoli	Released Diego Peroni on free transfer
27.11.02	Napoli	Qualified for Italian Cup Quarter Final
5.11.02	Napoli	Qualified for Champions Cup Phase 2 Group Stage
27.8.02	Napoli	Hired as Napoli manager
21.8.02	Sporting	Bought Marquinhos from Cruzeiro for €8.75M
30.6.02	Sporting	Released Zakaria Labyad to PSV in free transfer
7.3.02	Sporting	Knocked out in UEFA Cup Fourth Round
14.1.02	Sporting	Bought Henrique Sereno from Kayserispor for €300K
14.1.02	Sporting	Sold Luis Ribeiro to Anderlecht for €45K
31.12.01	Sporting	Bought Babanco from Estoril for €220K
15.12.01	Sporting	Sold Ryan Gauld to Real Sociedad for €1.6M

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Sunday 8.6.03 PM Action

Carlo Ancelotti (FC Bayern)

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Achievements

6.6.03	FC Bayern	2002/03 German First Division Manager of the Year
21.5.03	FC Bayern	European Champions Cup winners
17.5.03	FC Bayern	Finished 1st in German First Division
10.5.03	FC Bayern	German First Division champions
7.5.03	FC Bayern	Qualified for Champions Cup Final
16.4.03	FC Bayern	Qualified for Champions Cup Semi Final
5.3.03	FC Bayern	Qualified for Champions Cup Quarter Final
11.12.02	FC Bayern	Intercontinental Cup winners
15.10.02	FC Bayern	Qualified for Champions Cup Phase 2 Group Stage
16.9.02	FC Bayern	Sold Javi Martinez to Inter for €13M
9.9.02	FC Bayern	Hired Mark Schwarzer as coach
27.8.02	FC Bayern	Hired Thorsten Arnold as scout
25.8.02	FC Bayern	Hired Gary Lewin as physio
24.8.02	FC Bayern	Hired Benjamin Brauer as scout
24.8.02	FC Bayern	Knocked out in German Cup First Round
21.8.02	FC Bayern	European Super Cup runners up
17.8.02	FC Bayern	Hired as FC Bayern München manager
2.8.02	Napoli	Sold Raúl Albiol to Barcelona for €2.3M

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Igor Tudor (Reims)

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Achievements

5.6.03	Reims	Bought Arnaud Bernardet from Sochaux for £70K
1.6.03	Reims	Bought Abdel M'Bock from Dunkerque for £190K
17.5.03	Reims	Finished 18th In French First Division
17.5.03	Reims	Relegation from French First Division
16.3.03	Reims	Knocked out in French Cup Quarter Final
12.3.03	Reims	Hired as Stade de Reims manager

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Sunday 8.6.03 PM Action ▾

Filippo Inzaghi (Blackburn)

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Achievements

8.6.03	Blackburn	Signed Michael Townsend from Rushall in free transfer
3.6.03	Blackburn	Sold John O'Sullivan to Leamington for £7K
4.5.03	Blackburn	Finished 10th In English First Division
6.2.03	Blackburn	Sold Kieran Lee to Gillingham for £550K
5.2.03	Blackburn	Knocked out in FA Cup Fourth Round
4.1.03	Blackburn	Qualified for FA Cup Fourth Round
25.12.02	Blackburn	Bought Hadlee Dunn from Shirebrook for £18K
5.11.02	Blackburn	Signed Dale Gibbs in free transfer
25.10.02	Blackburn	Sold Zack Dale to Derby for £425K
18.9.02	Blackburn	Signed Gabriel in free transfer
14.9.02	Blackburn	Signed Marvin Matip in free transfer
9.9.02	Blackburn	Signed René Bobic in free transfer
27.8.02	Blackburn	Signed John Kane in free transfer
24.8.02	Blackburn	Signed Craig Heath in free transfer
23.8.02	Blackburn	Bought Kim Bo-Kyung from Jeonnam for £140K
20.8.02	Blackburn	Sold Lee Williamson to Wycombe for £80K
20.8.02	Blackburn	Knocked out in League Cup First Round
13.8.02	Blackburn	Bought Conor Newton from Rotherham for £550K

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Vincenzo Montella (Man Utd)

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Achievements

4.6.03	Man Utd	Hired Alan Curtis as coach
18.5.03	Man Utd	Finished 2nd in English Premier Division
17.4.03	Man Utd	Knocked out in UEFA Cup Semi Final
30.3.03	Man Utd	English League Cup runners up
20.3.03	Man Utd	Qualified for UEFA Cup Semi Final
20.3.03	Man Utd	Bought Giuseppe Rossi from Fiorentina for £8.5M
6.3.03	Man Utd	Qualified for UEFA Cup Quarter Final
19.2.03	Man Utd	Qualified for League Cup Final
5.2.03	Man Utd	Knocked out in FA Cup Fourth Round
4.1.03	Man Utd	Qualified for FA Cup Fourth Round
11.12.02	Man Utd	Qualified for League Cup Semi Final
5.12.02	Man Utd	Qualified for UEFA Cup Fourth Round
30.11.02	Man Utd	English Premier Division Manager of the Month for November
27.11.02	Man Utd	Qualified for League Cup Quarter Final
3.11.02	Man Utd	Qualified for League Cup Fourth Round
31.10.02	Man Utd	Qualified for UEFA Cup Third Round
26.10.02	Man Utd	Sold Ben Davies to Leicester for £2.5M
30.9.02	Man Utd	English Premier Division Manager of the Month for September

Manager

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You Have News

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November 2020 Data Update Out Now

03-07-15, 02:27 PM

#15

craigibhoy ◦
Youth Team Player

Join Date: 30-04-13
Location: House
Posts: 45

ive started playing again will i have this fix already or do i need to wait

03-07-15, 02:30 PM

#16

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

waiting craig.

it's being tested.

03-07-15, 02:34 PM

#17

craigibhoy ◦
Youth Team Player

Join Date: 30-04-13
Location: House
Posts: 45

Thanks so for now i can't manage abroad?

03-07-15, 02:37 PM

#18

Cam F ◦
VIP

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

The same as it's been for last 14 years, calm your beans and they will upload it once tested.



03-07-15, 02:55 PM

#19

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Forgot to stop end of season 3

Carlo is a whore for the money

Action

Carlo Ancelotti (Man City)

Profile
Injuries & Bans
Contract
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History

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Filter

Achievements

1.3.05	Man City	Knocked out in FA Cup Fifth Round
9.2.05	Man City	Qualified for FA Cup Fifth Round
8.1.05	Man City	Qualified for FA Cup Fourth Round
28.12.04	Man City	Sold Alisson to Norwich for £675K
9.12.04	Man City	Knocked out in UEFA Cup Third Round
1.12.04	Man City	Knocked out in League Cup Fourth Round
3.11.04	Man City	Qualified for League Cup Fourth Round
15.8.04	Man City	English Charity Shield winners
6.8.04	Man City	Sold Eirik Johansen to Blackburn for £600K
26.7.04	Man City	Released Kerry Clarke on free transfer
17.7.04	Man City	Hired Gil Prescott as scout
10.7.04	Man City	Released Yaw Yeboah on free transfer
8.7.04	Man City	Hired as Manchester City manager
1.7.04	FC Bayern	Bought Cristiano Ronaldo from Chelsea for £6.75M
1.7.04	FC Bayern	Bought Dominique Heintz from Kaiserslautern for £4.9M
1.7.04	FC Bayern	Sold Mitchell Weiser to HSV for £1.8M
17.6.04	FC Bayern	Sold Mario Götze to Barcelona for £16.75M
17.6.04	FC Bayern	Sold Jérôme Boateng to Barcelona for £21M

Manager

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You Have News

Wednesday 23.3.05 EVE Action

Rudi Garcia (FC Bayern)

Profile
Injuries & Bans
Contract
Transfer
History

View
Filter

Achievements

9.3.05	FC Bayern	Qualified for Champions Cup Quarter Final
9.2.05	FC Bayern	Qualified for German Cup Final
22.12.04	FC Bayern	Qualified for German Cup Semi Final
1.12.04	FC Bayern	Qualified for German Cup Quarter Final
20.10.04	FC Bayern	Qualified for Champions Cup Phase 2 Group Stage
16.10.04	FC Bayern	Qualified for German Cup Third Round
1.10.04	FC Bayern	Hired Patrick Thomas as coach
24.9.04	FC Bayern	Bought Marco Verratti from PSG for £19.25M
22.9.04	FC Bayern	Bought Javi Martinez from Inter for £14.5M
1.9.04	FC Bayern	Qualified for German Cup Second Round
27.8.04	FC Bayern	European Super Cup winners
3.8.04	FC Bayern	German League Cup winners
31.7.04	FC Bayern	Qualified for German League Cup Final
26.7.04	FC Bayern	Released Franck Ribéry on free transfer
22.7.04	FC Bayern	Released Thorsten Glöckner on free transfer
17.7.04	FC Bayern	Hired as FC Bayern München manager
6.6.04	Roma	2003/04 Italian Serie A Manager of the Year third placed
10.5.04	Roma	Finished 3rd in Italian Serie A

Manager

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You Have News

Wednesday 23.3.05 EVE Action

Massimiliano Allegri (Arsenal)

Profile
Injuries & Bans
Contract
Transfer
History

View
Filter

Achievements

10.3.05	Arsenal	Qualified for UEFA Cup Quarter Final
1.3.05	Arsenal	Qualified for League Cup Final
28.2.05	Arsenal	English Premier Division Manager of the Month for February
9.2.05	Arsenal	Knocked out in FA Cup Fourth Round
8.1.05	Arsenal	Qualified for FA Cup Fourth Round
15.12.04	Arsenal	Sold Marco Sau to Torino for £3.2M
9.12.04	Arsenal	Qualified for UEFA Cup Fourth Round
1.12.04	Arsenal	Qualified for League Cup Semi Final
10.11.04	Arsenal	Qualified for League Cup Quarter Final
4.11.04	Arsenal	Qualified for UEFA Cup Third Round
27.10.04	Arsenal	Qualified for League Cup Fourth Round
30.9.04	Arsenal	Qualified for UEFA Cup Second Round
10.8.04	Arsenal	Sold Dejan Iliev to Brentford for £975K
2.8.04	Arsenal	Released Krystian Blellk on free transfer
24.7.04	Arsenal	Released Lloyd Lee on free transfer
12.7.04	Arsenal	Sold Jon Toral to Betis for £1.7M
11.7.04	Arsenal	Sold Toni Kroos to Benfica for £8.5M
1.6.04	Arsenal	Bought Roberto Firmino from Liverpool for £13M

Manager

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You Have News

Wednesday 23.3.05 EVE

Sergio Batista (Tours)

Action

Profile Injuries & Bans Contract Transfer History

View Filter

Achievements

15.2.05 Tours Hired as Tours Football Club manager

photobucket
host. store. share.

Manager

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You Have News

Wednesday 23.3.05 EVE

Gerardo Martino (Bordeaux)

Action

Profile Injuries & Bans Contract Transfer History

View Filter

Achievements

12.2.05	Bordeaux	Knocked out in French Cup Tenth Round
29.1.05	Bordeaux	Knocked out in League Cup Third Round
22.1.05	Bordeaux	Qualified for French Cup Tenth Round
8.1.05	Bordeaux	Qualified for League Cup Third Round
28.7.04	Bordeaux	Sold Florlan Julien to Bastia for £625K
28.7.04	Bordeaux	Bought Fabien Jarsalé from Nancy for £925K
26.7.04	Bordeaux	Sold Ignacio Almada to San Lorenzo for £600K
22.7.04	Bordeaux	Bought Oscar Ustari from Newell's for £600K
22.7.04	Bordeaux	Bought Ricardo Ibáñez from Santamarina for £28K
21.7.04	Bordeaux	Bought Jean Camara from Consolat Marseille for £140K
19.7.04	Bordeaux	Signed Bryce Moon in free transfer
17.7.04	Bordeaux	Released Jérôme Prior on free transfer
12.7.04	Bordeaux	Bought Yassine Benzia from Lyon for £1.1M
11.7.04	Bordeaux	Sold Jack Stacey to Cardiff for £550K
6.7.04	Bordeaux	Sold Grégory Sertic to Lyon for £5.5M
30.6.04	Bordeaux	Sold Alvin Arrondel to Orléans for £400K
30.6.04	Bordeaux	Released Enzo Crivelli to Avranches in free transfer
30.6.04	Bordeaux	Released Younés Kaabouni to Lens in free transfer

Manager

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You Have News

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November 2020 Data Update Out Now

Manager
VIP
Captain

Here's the .exe I was using if anyone wants to try. It's only got that change, no other patch based changes

<https://www.sendspace.com/file/ei7z12>

Last edited by Dermotron; 03-07-15 at 03:24 PM.

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November 2020 Data Update Out Now

03-07-15, 03:39 PM

#21

JLa ◦
Backup Player

Join Date: 02-04-12
Posts: 865

Happy days!! Finally someone cracked this - thank you! Can't wait to see this being released.

03-07-15, 03:46 PM

#22

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

It already is released really

Originally Posted by **evesham** ◻

- 1) save the 2 offsets saturn posted above in notepad as regens.patch
- 2) open Flex 2.bat
- 3) Downward arrow top right, select Patch Installer and then Go
- 4) Select CM01/02.exe file and press open (I'd backup the original first)
- 5) Press Apply.
- 6) Locate where you saved regens.patch and press open, job done.

Maybe change regens.patch to jobabroad.patch so you'll know what the file does

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November 2020 Data Update Out Now

03-07-15, 03:57 PM

#23

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **saturn** ◻

something to note is that the game thankfully still favours its own nation's managers in the lower leagues. This is quite important as it means an influx of foreign managers with better reputations won't occur, eg if you're running Brazil and England the lower leagues of Brazil won't have a load of English managers there.

Noticed that the lower leagues were mainly home nationality managers which is generally the case the world over. The top jobs going to the top managers irrelevant of the country is fantastic. Some bring a few players of the same nationality along too which tends to happen quite a bit irl also.

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13000 followers and rising

November 2020 Data Update Out Now

03-07-15, 06:13 PM

#24

I'm using Tapani patch, will this Flex tool still work?

03-07-15, 06:18 PM

#25

saturn ◦
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Dermotron**

Noticed that the lower leagues were mainly home nationality managers which is generally the case the world over. The top jobs going to the top managers irrelevant of the country is fantastic. Some bring a few players of the same nationality along too which tends to happen quite a bit irl also.

Thanks for the .exe and for testing, looks promising. I also like the little enclaves of Dutch/English/German players that get signed by a foreign manager abroad.

I've found a bit more code that needs editing/skipping too regarding a manager's age. Apparently the optimal range for applicants is 45-59 years old, so with human managers starting out as 35 year olds that's another handicap for us in the first decade. It should be easy enough to remove.

Originally Posted by **JLa**

I'm using Tapani patch, will this Flex tool still work?

You should be able to just apply Tapani's patch over the .exe that Derm posted.

« Qualifying for the Olympic Games? | Funny Regen Names »

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 - You may not post replies
 - You may not post attachments
 - You may not edit your posts
- BB code** is On
 - Smilies** are On
 - [IMG]** code is On
 - [VIDEO]** code is On
 - HTML code is Off
- Forum Rules**

-- Default Style

Archive Web Hosting Top

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Forum » Championship Managers Club » General » Applying for jobs abroad

Results 26 to 50 of 147 Page 2 of 6 First 1 2 3 4 5 6 Last

Thread: Applying for jobs abroad

Thread Tools

03-07-15, 07:05 PM

#26

Vikingfk

Hot Prospect for the Future

Join Date:

03-03-12

Posts:

139

Great news, guys. Starting to feel the itch to play CM with the updates again. The jobs issue is the one thing holding me back from playing with the 3.9.68 patch, so any progress with this issue is fantastic.

Kudos to Saturn for digging into this.

Edit: Not meaning to be rude, but how much does this code differ from the 3.9.65 exe? And would it be possible to use JLs patcher to inject this code into that particular version?

Last edited by Vikingfk; 03-07-15 at 07:25 PM.

03-07-15, 08:20 PM

#27

craigibhoy

Youth Team Player

Join Date:

30-04-13

Location:

House

Posts:

45

i downloaded the .exe am am i good to go or do i need to do what evesham posted ?

04-07-15, 10:09 AM

#28

JLa

Backup Player

Join Date:

02-04-12

Posts:

865

In case anyone wonders, I ran flex 2 on top of a Tapani patched exe and it seems to work without any errors. I can see foreign managers moving across borders far more frequently than they used to - amazing! Still haven't landed any new jobs myself though, but I suppose I need to build my reputation (and resign from my current club?).

04-07-15, 02:19 PM

#29

saturn

**Programmer
VIP**

Join Date:

18-03-14

Posts:

1,240

Originally Posted by **Vikingfk**

Not meaning to be rude, but how much does this code differ from the 3.9.65 exe? And would it be possible to use JLs patcher to inject this code into that particular version?

The location of the code will probably be in a different place in the .65 exe, but if it's written the same (ie the same jobs abroad problem exists in .65) then it should be patchable too.

Originally Posted by **craigibhoy**

i downloaded the .exe am i good to go or do i need to do what evesham posted ?

Yes you're good to go, although you might have a bit of a problem for the first decade due to the age issue mentioned above.

Originally Posted by **JLa**

*In case anyone wonders, I ran flex 2 on top of a Tapani patched exe and it seems to work without any errors. I can see foreign managers moving across borders far more frequently than they used to - amazing! Still haven't landed any new jobs myself though, but I suppose I need to build my reputation (and **resign from my current club?**).*

I think I know why this didn't work in my Spain/Wales test. I had just been hired at Welshpool and Milan, so when I applied for other jobs the game overlooked me as I had just been appointed somewhere else recently. Once I resigned this wasn't a problem anymore.

To test it I ran a save with England and Spain, as a manager of a big club (Arsenal) and a small one (Rushden & Diamonds in D3). This time I holidayed for a year before applying for the same Spanish jobs as before. Both managers were Turkish, had CA/PA/attributes of 1/1/1s, had their ages changed to 46 and had all their reputations maxxed.

With Arsenal I was offered six out of seven jobs, with Barcelona choosing Ottmar Hitzfeld over me (he had max reps too, so this was fine).

Spoiler!



I ran a second test to see what unsolicited offers I'd get and was offered the Deportivo job.

With Rushden I was offered five out of seven jobs, with Barcelona and Real Madrid passing me over. This seems realistic enough, the really big (10000 rep) clubs aren't going to hire you from a Division 3 club, but others (9000) are happy to.

Spoiler!



I ran a second test to see what unsolicited offers I'd get and was offered Alaves (low first division club that weren't part of the usual seven clubs I was applying to), Athletic Bilbao and Real Betis (plus Chelsea domestically). I was probably offered more here at Rushden as I was deemed to be more available.

I also played a career game with England, France, Germany, Italy and Spain running. I iodine'd my way to a decent reputation with Arsenal (and changed my age) before being hired by Atletico Madrid and later Juventus, winning the league with both. I then dropped down to French National (third division) club Niort to see what sort of unsolicited offers would come my way. Both Arsenal and Atletico tried to re-hire me (both still big clubs), while Serie A side Napoli and a couple of French clubs came in for me too. I was curious to see if any German clubs moved for me seeing as I hadn't managed there, but none did over the seven months I was with Niort. It's possible that this was simply due to the 'right' level of club not sacking their manager over that time. I moved on to German Division Two club Karlsruhe just to make sure I could still job hop from a lower ranked club.

Spoiler!



I'll try and edit the requirements for manager ages and developed vs developing/non-developed countries today.

Finally, here are what the description of your world reputation translates to in terms of actual numbers:

Code:

World Class	9500-10000
Superb	8500-9499
Very Good	7500-8499
Good	6500-7499
Fair	5250-6499
Average	3750-5249
Poor	1250-3749
Very Poor	0-1249
Unknown	Various

As you can see, you'll probably need at least a Very Good value to get decent jobs abroad. Managers with a lower world reputation than you may be hired instead of you due to them having a high home reputation in the country the club that you're applying for is in (they'll normally be already managing in that country).

World reputation is ranked in-game according to each manager's world reputation alone.

Home reputation is ranked slightly differently as it uses a combination of current, home and world reputations.

Last edited by saturn; 04-07-15 at 06:12 PM.

04-07-15, 10:15 PM

#30

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Code:

```
0x29d315 0x7e 0xeb
0x29d664 0x3b 0xff
0x29d6e4 0x7d 0xeb
0x29ea36 0x74 0xeb
0x29ea7e 0x74 0xeb
```

Here's an exe with just the above changes made to it: <http://www.mediafire.com/download/tu73yk8ghzbdlt/cm0102.exe>

This should hopefully be everything. The second line increases the upper age limit to 255, the third line skips the lower age limit altogether, while the last line skips the check to see whether a manager is from a developed/developing/non-developed country.

The usual test with Spanish clubs after one season:



So it looks like it works for human managers, just need to see if there's any negative long-term effects for the AI managers.

There is also this bit of code:

Code:

```
0069D6EF MOV ECX,DWORD PTR DS:[ESI+69] ; person.nonPlayerId
0069D6F2 MOV DWORD PTR SS:[ESP+10],32 ; 50
0069D6FA MOV SX EAX,WORD PTR DS:[ECX+6] ; nonPlayer.PA
0069D6FE MOV SX EDX,WORD PTR DS:[ECX+4] ; nonPlayer.CA
0069D702 SUB EAX,EDX ; EAX = PA-CA
0069D704 CMP EAX,32 ; 50
0069D707 JG SHORT 0069D70D
```

It looks like it checks a manager's Potential Ability, subtracts his Current Ability and then compares it to 50, jumping to a bit of code that I don't understand if it does. I'm presuming the piece of code it skips makes it more likely that the manager will be hired. I tried to change the code from checking the PA to instead check the Coaching Outfield Players stat for 16+, but didn't get anywhere. Maybe someone else will have better luck (plus the code is skipped at the moment anyway).

Here's my attempt for reference:

Code:

```
0069D6EF MOV ECX,DWORD PTR DS:[ESI+69]
0069D6F2 MOV DWORD PTR SS:[ESP+10],32
0069D6FA MOV SX EAX,BYTE PTR DS:[ECX+10]
0069D700 NOP (a few lines of NOPs, writing this from memory)
0069D704 CMP EAX,0F
0069D707 JG SHORT 0069D70D
```

Last edited by saturn; 26-01-16 at 11:00 PM. Reason: Added exe

05-07-15, 06:58 PM #31

Vikingfk

Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Ok, I did some testing on the 3.9.65 version. The two offsets in post #6 went fine and I got so far as starting up a save. I have not run a full season with it though.

I then tried with the additional offsets mentioned above but then the game crashed before the save was loaded. Obviously there are some differences in the two exe files but I had some hope it would work.

05-07-15, 07:48 PM #32

Jesus

First Team Player

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

Originally Posted by saturn

Code:

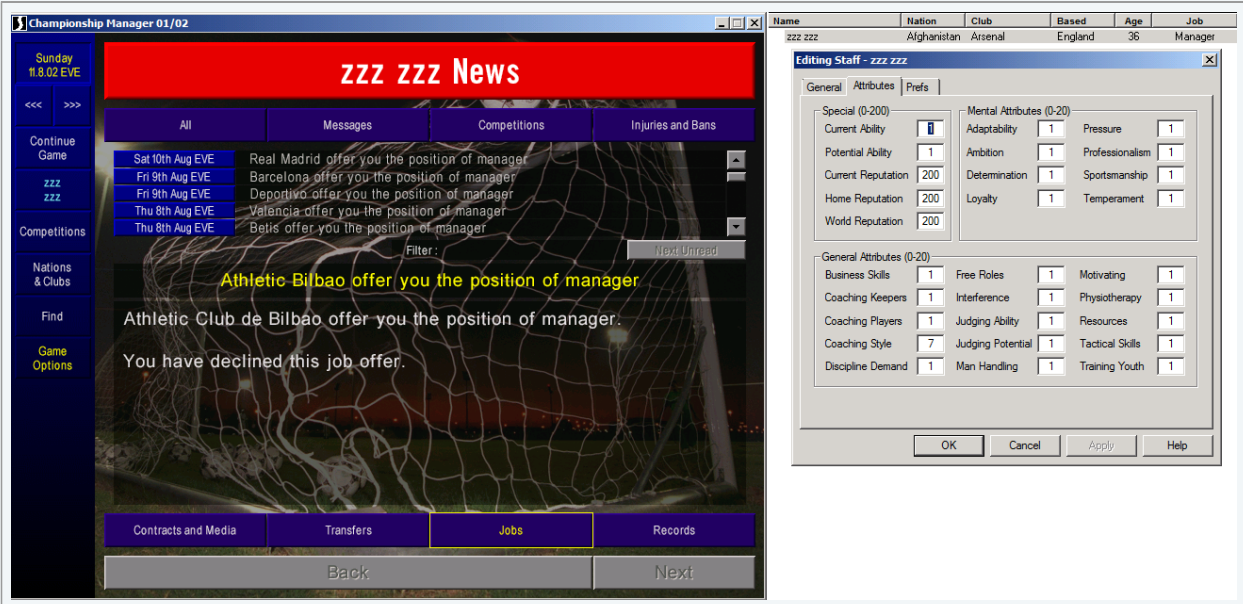
```
0x29d315 0x7e 0xeb
0x29d664 0x3b 0xff
0x29d6e4 0x7d 0xeb
0x29ea36 0x74 0xeb
0x29ea7e 0x74 0xeb
```

Here's an exe with just the above changes made to it: <http://www.mediafire.com/download/tu...dlt/cm0102.exe>

This should hopefully be everything. The second line increases the upper age limit to 255, the third line skips the lower age limit altogether, while the last line skips the check to see whether a manager is from a developed/developing/non-developed country.

The usual test with Spanish clubs after one season:

Spoiler!



So it looks like it works for human managers, just need to see if there's any negative long-term effects for the AI managers.

There is also this bit of code:

Code:

```
0069D6EF MOV ECX,DWORD PTR DS:[ESI+69] ; person.nonPlayerId
0069D6F2 MOV DWORD PTR SS:[ESP+10],32 ; 50
0069D6FA MOV SX EAX,WORD PTR DS:[ECX+6] ; nonPlayer.PA
0069D6FE MOV SX EDX,WORD PTR DS:[ECX+4] ; nonPlayer.CA
0069D702 SUB EAX,EDX ; EAX = PA-CA
0069D704 CMP EAX,32 ; 50
0069D707 JG SHORT 0069D70D
```

It looks like it checks a manager's Potential Ability, subtracts his Current Ability and then compares it to 50, jumping to a bit of code that I don't understand if it does. I'm presuming the piece of code it skips makes it more likely that the manager will be hired. I tried to change the code from checking the PA to instead check the Coaching Outfield Players stat for 16+, but didn't get anywhere. Maybe someone else will have better luck (plus the code is skipped at the moment anyway).

Here's my attempt for reference:

Code:

```
0069D6EF MOV ECX,DWORD PTR DS:[ESI+69]
0069D6F2 MOV DWORD PTR SS:[ESP+10],32
0069D6FA MOV SX EAX,BYTE PTR DS:[ECX+10]
0069D700 NOP (a few lines of NOPs, writing this from memory)
0069D704 CMP EAX,0F
0069D707 JG SHORT 0069D70D
```

Saturn! WOW! This is amazing. Kudos to you for pushing ahead with this and working it out.

Is there any reason why you were looking at that last bit of code out of interest?

06-07-15, 05:08 PM

#33

saturn
Game
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Vikingfk**

Ok, I did some testing on the 3.9.65 version. The two offsets in post #6 went fine and I got so far as starting up a save. I have not run a full season with it though. I then tried with the additional offsets mentioned above but then the game crashed before the save was loaded. Obviously there are some differences in the two exe files but I had some hope it would work.

If you upload your cm0102.exe patched to .65 I can take a look at it.

Originally Posted by **Jesus**

Is there any reason why you were looking at that last bit of code out of interest?

I was hoping that it would make it more likely that the AI would hire younger managers with a Coaching Outfield Players stat of 16+, usually a decent sign that they've got good all-rounds stats and abilities. In the future there would then generally be a better calibre of AI manager to compete against.

-

I've been running a minimum database ODB save with all the leagues selected to try and see the long term effects of the changes. I'm a decade in and there doesn't seem to be any negative side effects. Some big named former players have been hired at decent sized clubs recently: it'll be interesting to track their careers as some have very poor stats. They should hopefully begin to slide down from the big clubs once their reputations take a hit from their poor performances. I like the idea of famous ex-players being managers as it helps keep the player immersed in the game, just as long as those managers find their right level.

A few screenshots of some managers aged 30-40:

Spoiler!

Championship Manager 01/02

Saturday 30.4.11 PM

Player & Staff Search

Short List | Player Search | **Staff Search** | Scout #1 | Scout #2

Search View Filters Delete

Famous staff and all staff in your region << < Pg 1/2 > >>

Staff Search

Inf	Name	Club/Nation	Based	Job	Rep.
	Neville, Gary	Sah Lorenzo	Argentina	Manager	Very Good
	Southgate, Gareth	Walsall	England	Manager	Ok
	Popovic, Tony	No Club/Nation	Australia	Unemployed	Ok
	Brown, Michael	Distillery	N.Ireland	PI/Manager	Unproven
	Shearer, Alan	Swansea	England	Manager	Poor
	Kalac, Zeljko	Hartlepool	England	Manager	Poor
	Hunt, Kevin	Brentford	England	Manager	Poor
	Phillips, Kevin	Cheltenham	England	Manager	Poor
	Hope, Chris	Hibs	Scotland	Manager	Poor
	Finley, Gary	No Club/Nation	England	Unemployed	Poor
	Bowyer, Gary	No Club/Nation	England	Unemployed	Very Poor

13 staff found (32213 filtered out)

Scout #3 | Scout #4 | Scout #5 | Scout #6 | Scout #7

Cancel Ok

Championship Manager 01/02

Saturday 30.4.11 PM

Player & Staff Search

Short List | Player Search | **Staff Search** | Scout #1 | Scout #2

Search View Filters Delete

Famous staff and all staff in your region << < Pg 1/2 > >>

Staff Search

Inf	Name	Club/Nation	Based	Job	Rep.
	Jeremies, Jens	Union Berlin	Germany	Manager	Good
	Wörns, Christian	Elversberg	Germany	Manager	Good
	Babbel, Markus	Germany	Germany	Manager	Good
	Zé Roberto	Babelsberg	Germany	Manager	Good
	Neuville, Oliver	Darmstadt	Germany	PI/Manager	Good
	Scholl, Mehmet	MVV	Holland	Manager	Good
	Sebenschen, Zoltan	Stuttgarter K.	Germany	PI/Manager	Ok
	Rehmer, Marko	Burghausen	Germany	Manager	Ok
	Rost, Frank	Banfield	Argentina	Manager	Ok
	Petry, Michael	Dorfmerkingen	Germany	PI/Manager	Ok
	Asamoah, Gerald	Schalke 04	Germany	PI/Manager	Ok

19 staff found (32207 filtered out)

Scout #3 | Scout #4 | Scout #5 | Scout #6 | Scout #7

Cancel Ok



Here's the save (149mb): [Jobs Abroad.zip](#). I'd made a few other changes to the .exe so probably best to use the included one in the zip when loading the file.

Last edited by saturn; 26-01-16 at 11:19 PM.

06-07-15, 06:30 PM #34

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Hi, saturn. I have uploaded a clean .65 exe if you want to have a look at it.

Link: <http://www.mediafire.com/download/oj...4/cm3.9.65.rar>

Edit: If you meant the .65 exe with the added offsets, it's here:

Link: <http://www.mediafire.com/download/se...3.9.65edit.rar>

Last edited by Vikingfk; 06-07-15 at 06:37 PM.

06-07-15, 07:40 PM #35

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Vikingfk**

Hi, saturn. I have uploaded a clean .65 exe if you want to have a look at it.

Link: <http://www.mediafire.com/download/oj...4/cm3.9.65.rar>

The offsets were in different places but the code seemed to be the same.

Here are the changes to be made to the .65 exe:

Code:

```
00687AB5 JLE 00687ADE -> JMP 00687ADE
00687E03 CMP AL,3B -> CMP AL,FF
00687E84 JGE 00687EF1 -> JMP 00687EF1
006891D6 JE 00689211 -> JMP 00689211
0068921E JE 0068925F -> JMP 0068925F
```

Flex .patch form:

Code:

```
0x287ab5 0x7e 0xeb  
0x287e04 0x3b 0xff  
0x287e84 0x7d 0xeb  
0x2891d6 0x74 0xeb  
0x28921e 0x74 0xeb
```

3.9.65 exe with just those changes made: <http://www.mediafire.com/download/x9h09baz1a929zh/cm0102.exe>

All untested but should be okay. What are the benefits of playing .65 over .68 btw?

Last edited by saturn; 26-01-16 at 11:05 PM.

06-07-15, 08:39 PM

#36

Cam F
VIP

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

Originally Posted by **saturn**

If you upload your cm0102.exe patched to .65 I can take a look at it.

I was hoping that it would make it more likely that the AI would hire younger managers with a Coaching Outfield Players stat of 16+, usually a decent sign that they've good all-rounds stats and abilities. In the future there would then generally be a better calibre of AI manager to compete against.

-

I've been running a minimum database ODB save with all the leagues selected to try and see the long term effects of the changes. I'm a decade in and there doesn't seem to be any negative side effects. Some big named former players have been hired at decent sized clubs recently: it'll be interesting to track their careers as some have very poor stats. They should hopefully begin to slide down from the big clubs once their reputations take a hit from their poor performances. I like the idea of famous ex-players being managers as it helps keep the player immersed in the game, just as long as those managers find their right level.

A few screenshots of some managers aged 30-40:

Spoiler!

Player & Staff Search

Short List
Player Search
Staff Search
Scout #1
Scout #2

Search
View
Filters
Delete

Famous staff and all staff in your region

Pg 1/2

Staff Search

Inf	Name	Club/Nation	Based	Job	Rep.
<input type="checkbox"/>	Neville, Gary	San Lorenzo	Argentina	Manager	Very Good
<input type="checkbox"/>	Southgate, Gareth	Walsall	England	Manager	Ok
<input type="checkbox"/>	Popovic, Tony	No Club/Nation	Australia	Unemployed	Ok
<input type="checkbox"/>	Brown, Michael	Distillery	N.Ireland	PI/Manager	Unproven
<input type="checkbox"/>	Shearer, Alan	Swansea	England	Manager	Poor
<input type="checkbox"/>	Kalac, Zeljko	Hartlepool	England	Manager	Poor
<input type="checkbox"/>	Hunt, Kevin	Brentford	England	Manager	Poor
<input type="checkbox"/>	Phillips, Kevin	Cheltenham	England	Manager	Poor
<input type="checkbox"/>	Hope, Chris	Hibs	Scotland	Manager	Poor
<input type="checkbox"/>	Finley, Gary	No Club/Nation	England	Unemployed	Poor
<input type="checkbox"/>	Bowyer, Gary	No Club/Nation	England	Unemployed	Very Poor

13 staff found (32213 filtered out)

Scout #3
Scout #4
Scout #5
Scout #6
Scout #7

Cancel
Ok

Player & Staff Search

Short List
Player Search
Staff Search
Scout #1
Scout #2

Search
View
Filters
Delete

Famous staff and all staff in your region

Pg 1/2

Staff Search

Inf	Name	Club/Nation	Based	Job	Rep.
<input type="checkbox"/>	Jeremies, Jens	Union Berlin	Germany	Manager	Good
<input type="checkbox"/>	Wörns, Christian	Elversberg	Germany	Manager	Good
<input type="checkbox"/>	Babbel, Markus	Germany	Germany	Manager	Good
<input type="checkbox"/>	Zé Roberto	Babelsberg	Germany	Manager	Good
<input type="checkbox"/>	Neuville, Oliver	Darmstadt	Germany	PI/Manager	Good
<input type="checkbox"/>	Scholl, Mehmet	MVV	Holland	Manager	Good
<input type="checkbox"/>	Sebeschen, Zoltan	Stuttgarter K.	Germany	PI/Manager	Ok
<input type="checkbox"/>	Rehmer, Marko	Burghausen	Germany	Manager	Ok
<input type="checkbox"/>	Rost, Frank	Banfield	Argentina	Manager	Ok
<input type="checkbox"/>	Petry, Michael	Dorfmerkingen	Germany	PI/Manager	Ok
<input type="checkbox"/>	Asamoah, Gerald	Schalke 04	Germany	PI/Manager	Ok

19 staff found (32207 filtered out)

Scout #3
Scout #4
Scout #5
Scout #6
Scout #7

Cancel
Ok



Here's the save (149mb): [Jobs Abroad.zip](#). I'd made a few other changes to the .exe so probably best to use the included one in the zip when loading the file.

This is sooo exciting. So use that exe in the zip for new career games or the one the 4th July?



06-07-15, 09:29 PM #37

saturn ◊
Programmer
VIP

Join Date: 18-03-14
 Posts: 1,240

Originally Posted by **Cam F** ►
This is sooo exciting. So use that exe in the zip for new career games or the one the 4th July?

The 4th of July one for career games.

The other one is for the uploaded save if you want to load it and have a poke around in (or play I guess). (It's just the other exe with a few Flex patches on it as well.)

06-07-15, 10:06 PM #38

Vikingfk ◊
Hot Prospect for the Future

Join Date: 03-03-12
 Posts: 139

Originally Posted by **saturn** ►
The offsets were in different places but the code seemed to be the same.

Here are the changes to be made to the .65 exe:

Code:

```
00687AB5 JLE 00687ADE -> JMP 00687ADE
00687E03 CMP AL,3B -> CMP AL,FF
00687E84 JGE 00687EF1 -> JMP 00687EF1
006891D6 JE 00689211 -> JMP 00689211
0068921E JE 0068925F -> JMP 0068925F
```

Flex .patch form:

Code:

```
0x287ab5 0x7e 0xeb
0x287e04 0x3b 0xff
0x287e84 0x7d 0xeb
0x2891d6 0x74 0xeb
0x28921e 0x74 0xeb
```

3.9.65 exe with just those changes made: <http://www.mediafire.com/download/x9...9zh/cm0102.exe>

All untested but should be okay. What are the benefits of playing .65 over .68 btw?

Wow. Thanks a lot, saturn 😊 Going to test this one for sure.

Benefits of playing .65 over .68: background leagues are working as they should, plays faster and smoother. Not any bugs I know of. These came with the later patches...

Short history of the 68 patch; After the .65 patch, viewed at that time as the most stable version by the community, Sigames released a .66 patch in a magazine. Shortly after a .67 patch came about and added the the Korean league but it also introduced several new bugs. The .68 patch was an attempt to fix this and was released shortly before CM4 hit the shelves... Apparently Sigames could just left the game at .65 and no one would complain.

As on .68 it is hard to get jobs abroad on .65 but as far as I can understand this is not due to a bug in the game, but working as intended by the developers.

So in the end I feel more comfortable playing with .65 version.

So thanks again, saturn, making a great game even better. Hopefully 😊

06-07-15, 10:16 PM

#39

Cam F
VIP

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

Originally Posted by **Vikingfk**

Wow. Thanks a lot, saturn 😊 Going to test this one for sure.

Benefits of playing .65 over .68: background leagues are working as they should, plays faster and smoother. Not any bugs I know of. These came with the later patches...

Short history of the 68 patch; After the .65 patch, viewed at that time as the most stable version by the community, Sigames released a .66 patch in a magazine. Shortly after a .67 patch came about and added the the Korean league but it also introduced several new bugs. The .68 patch was an attempt to fix this and was released shortly before CM4 hit the shelves... Apparently Sigames could just left the game at .65 and no one would complain.

As on .68 it is hard to get jobs abroad on .65 but as far as I can understand this is not due to a bug in the game, but working as intended by the developers.

So in the end I feel more comfortable playing with .65 version.

So thanks again, saturn, making a great game even better. Hopefully 😊

Wish forum update was on 3.65 😞



06-07-15, 11:41 PM

#40

Vikingfk

Originally Posted by **Cam F**

Wish forum update was on 3.65

Yes, kind of sad it isn't. Good then that I kind of like the retro feel of playing with the "old" players. Guess that is what makes the game what it is to me.

Usually I'm happy with just tweaking the reps of the competitions in the editor and have the leagues develop into the future to what they resemble today. Big stars going to Prem League and so on.

A bit of added randomness.

07-07-15, 07:35 AM

#41

JLa
Backup PlayerJoin Date: 02-04-12
Posts: 865

I was certain I got this to work when doing a short test save in England, and loaded up a new "serious" game. However, now I've been playing for five seasons and the only manager who has moved across borders is Joachim Löw, which is currently with West Brom. Man Utd recently appointed Simon Grayson (!), AC Milan have appointed a lot of mediocre Italians, so has Juventus. Something tells me this Flexing and Tapani patching didn't work as planned after all.

I'll start over with a clean install and see what happens. "Desperate" to get this to work. 😊

07-07-15, 08:41 AM

#42

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

Are you using minimum database JLa? I think for any sort of test it has to be at least max DB even if with only 1 league

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07-07-15, 09:57 AM

#43

Cam F
VIPJoin Date: 03-03-12
Posts: 2,949Originally Posted by **Dermotron**

Are you using minimum database JLa? I think for any sort of test it has to be at least max DB even if with only 1 league

Agree with Derm, max DB and really for me I wouldn't test without at least 5 leagues to give a bit of scope and ideally one south American country, one mainland Europe and one GB nation.



07-07-15, 10:05 AM

#44

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

The main issue with min DB is most clubs outside the nation you are running don't actually have a manager even if they have one set in the Editor

November 2020 Data Update Out Now

07-07-15, 11:40 AM

#45

JLa ◦
Backup Player

Join Date: 02-04-12
Posts: 865

I can't remember what DB I am using, but I have loaded England, Germany, Spain, Italy and Holland.

07-07-15, 04:42 PM

#46

Vikingfk ◦
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

I ran a test game on my 3.9.65 modified exe. Unfortunately I chose minimum database and two selected leagues, Spain and Italy, and most clubs in Premier League didn't even have a manager on that setting. Very little movement after one season but noticed a few managers moving and they didn't have the leagues nationality. This was a Turkish and a Bulgarian manager moving to Spain and Italy.

So my conclusion was that to have some large movement of managers between different nations you have to set the database on max. Going to test this further.

Edit: Almost a full season on holiday, 8 nations on max db; as far as I can tell this is working quite well with several foreign managers hired by clubs. Bruce Grobbelaar was even hired by Leverkusen towards the end of the season....

Last edited by Vikingfk; 07-07-15 at 07:17 PM.

07-07-15, 07:38 PM

#47

Cam F ◦
VIP

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

Originally Posted by **Vikingfk** ◦

Wow. Thanks a lot, saturn 😊 Going to test this one for sure.

Benefits of playing .65 over .68: background leagues are working as they should, plays faster and smoother. Not any bugs I know of. These came with the later patches...

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As on .68 it is hard to get jobs abroad on .65 but as far as I can understand this is not due to a bug in the game, but working as intended by the developers.

So in the end I feel more comfortable playing with .65 version.

So thanks again, saturn, making a great game even better. Hopefully 😊

I have a no player 3.65 DB - <https://www.sendspace.com/file/u9lxou>

If there was enough interest and enough people to get involved we could do a one off OBD update to mirror the forum update.

I would be willing to insert all the squads which would take quite a bit of time. We could maybe only do the main leagues or decide which leagues to do and all the free transfers but somebody or the group would need to sort out the clubs and staff which would take a long time.

As I say it's just an idea and the enormity of one person doing it would take forever with potential pitfalls out there.

Originally Posted by **Vikingfk** ◦

I ran a test game on my 3.9.65 modified exe. Unfortunately I chose minimum database and two selected leagues, Spain and Italy, and most clubs in Premier League didn't even have a manager on that setting. Very little movement after one season but noticed a few managers moving and they didn't have the leagues nationality. This was a Turkish and a Bulgarian manager moving to Spain and Italy.

So my conclusion was that to have some large movement of managers between different nations you have to set the database on max. Going to test this further.

Edit: Almost a full season on holiday, 8 nations on max db; as far as I can tell this is working quite well with several foreign managers hired by clubs. Bruce Grobbelaar was even hired by Leverkusen towards the end of the season....



07-07-15, 07:57 PM

#48

JohnLocke ◦
Programmer
VIP

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

Originally Posted by **Cam F** ▶

I have a no player 3.65 DB - <https://www.sendspace.com/file/u9lxou>

If there was enough interest and enough people to get involved we could do a one off OBD update to mirror the forum update.

I would be willing to insert all the squads which would take quite a bit of time. We could maybe only do the main leagues or decide which leagues to do and all the free transfers but somebody or the group would need to sort out the clubs and staff which would take a long time.

As I say it's just an idea and the enormity of one person doing it would take forever with potential pitfalls out there.

Out of interest, what is it exactly that makes the 3.9.68 data incompatible with 3.9.65?

07-07-15, 08:13 PM

#49

Cam F ◦
VIP

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

Originally Posted by **JohnLocke** ▶

Out of interest, what is it exactly that makes the 3.9.68 data incompatible with 3.9.65?

They added South Korea in .68 and changed about league amount of teams in finland to name a few

Pretty sure back in the day Derm listed the differences and was quite a lot, more than we were expecting.



07-07-15, 09:52 PM

#50

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

The clubs are really the only difference. And the main issue there is deleting to reimport as the game wants X amount in a league before letting you save changes i.e. If the database requires 20 teams in a league it wont let you close when there is only 19, no idea how to get around that. Its easy find out what clubs are going to be repeated and what not

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Thread: Applying for jobs abroad

Thread Tools

08-07-15, 08:51 AM

#51

JonasAjax

Hot Prospect for the Future

Join Date:
Posts:

12-05-12
100

This is insanely awesome!

08-07-15, 08:57 AM

#52

AJ

Manager
Holy Trinity Member
VIP

Join Date:
Location:
Posts:

09-04-12
Rotterdam, Holland
6,208

It may well revive the challenges department as well!!

a great many cheers and huzzahs!



09-07-15, 12:34 PM

#53

JLa

Backup Player

Join Date:
Posts:

02-04-12
865

Is there any way to speed up the game when using max database? I'd think a game from 2001 should run pretty smoothly on today's hardware, but apparently not. I now remember why I've avoided using max db and multiple leagues - the game crawls along. Even FM is faster! 🤔

09-07-15, 12:36 PM

#54

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Speed Adjuster? <http://www.champman0102.co.uk/downlo...do=file&id=201>

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09-07-15, 12:50 PM

#55

JLa ◊
Backup Player

Join Date: 02-04-12
Posts: 865

Forgot to mention, I'm using Tapani and have set the speed to 200x. The actual matches fly by so fast they're unreadable, but the processing.. ugh. Does the speed adjuster help with that?

09-07-15, 12:54 PM

#56

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Nah, does the same thing as Tapani game speed changes. Just go on holiday mode. Pick a league, go to fixtures and view the last match of the season so it exits.

The game only runs on one processor so even with a quad core there is no major speed differences.

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09-07-15, 02:04 PM

#57

Cam F ◊
VIP

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

It must be something to do with 0102 engine as presume 0001 only runs on 1 processor but it can do max db all leagues/all nations and processes about 10 times as fast as 0102 with only 10 leagues max db.

Another thing which puts me off 0102 but puzzles as to why it is the case.



11-07-15, 09:57 PM

#58

ebfatz ◊
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

Just completed my first season with the changes.

Rudi Garcia to Man U
Jorge Jesus to Arsenal
Cesare Prandelli to Aston Villa.

Looks ok so far to me.

11-07-15, 10:23 PM

#59

JLa ◦
Backup Player

Join Date: 02-04-12
Posts: 865

Can confirm this works. I am seven or eight seasons in, and see plenty of managers moving between countries. My own career has been Vitesse -> Athletic Bilbao -> Porto. It is amazing to finally get this bug sorted. 🙏

14-07-15, 11:33 AM

#60

wato20 ◦
First Team Player

Join Date: 02-03-12
Posts: 3,152

Can someone put an official EXE file on the downloads section for this?

15-07-15, 02:42 PM

#61

Cafcjgreen ◦
Backup Player

Join Date: 03-03-12
Posts: 514

Just read through this, fantastic work. Made me download the game again! Can't wait to give it a go.

15-07-15, 02:47 PM

#62

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **wato20** 🗨

Can someone put an official EXE file on the downloads section for this?

Here's one for now 🙏

<https://www.sendspace.com/file/ei7z12>

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November 2020 Data Update Out Now

15-07-15, 05:39 PM

#63

Liam ◦
Squad Rotation Player

Join Date: 26-12-12
Location: Farnborough
Posts: 1,059

Assuming this doesn't work with Tapani?

15-07-15, 05:42 PM

#64

Jesus ◦
First Team Player

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

Originally Posted by **Liam** 🗨

Assuming this doesn't work with Tapani?

It does work with the Tapani patch.

15-07-15, 05:50 PM

#65

Liam ◦
Squad Rotation Player

Join Date: 26-12-12
Location: Farnborough
Posts: 1,059

Ok must be an issue with my CM, I'll retry

15-07-15, 06:08 PM

#66

Liam ◦
Squad Rotation Player

Join Date: 26-12-12
Location: Farnborough
Posts: 1,059

Nope, can't get this to work with tapani patch

15-07-15, 06:09 PM

#67

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

I haven't had an issue.

I'm using 2.19.1

15-07-15, 06:12 PM

#68

Liam ◦
Squad Rotation Player

Join Date: 26-12-12
Location: Farnborough
Posts: 1,059

Using the .exe that Derm uploaded?

15-07-15, 06:13 PM

#69

Liam ◦
Squad Rotation Player

Join Date: 26-12-12
Location: Farnborough
Posts: 1,059

Maybe because I was using 2.18 🤔

I'll retry

15-07-15, 07:35 PM

#70

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

I'm using the one that was posted up on 4th July.

15-07-15, 10:01 PM

#71

JLa ◦
Backup Player

Join Date: 02-04-12
Posts: 865

I have Tapani installed and it works for me. How I did it:

1) Clean install / 3.9.68

- 2) Run Flex and the code snippet etc for fixing this bug
- 3) Install Tapani

Start game.

It takes a while for the changes to take effect though. I didn't really notice high profile managers moving abroad until season six or so.

24-07-15, 12:57 PM

#72

Cam F ◊
VIP

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

It has been a few weeks, anybody many seasons into a serious career game with multi leagues max db?

Can you report on your findings?

Debating trying this tonight so want to know the ins and outs 🇮🇹



24-07-15, 03:10 PM

#73

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

I'm still playing around with so many things we are now able to change that didn't have the chance to go for a serious one.

24-07-15, 05:23 PM

#74

saturn ◊
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

I haven't played a real career game but have had a few long term holidays that still show no serious negative side effects. The worst thing I've seen is young managers with high reputations (good ex-players usually) jumping around to their first couple of clubs in a short period of time (sometimes three jobs in six months). Once they find a job that matches their reputation they settle down though.

24-07-15, 08:36 PM

#75

JLa ◊
Backup Player

Join Date: 02-04-12
Posts: 865

I'm on a career game right now. **Minimum** (!) db, leagues loaded: Eng, Ita, Hol, Por, Spa

I've played for thirteen seasons, Dutch nationality. My career so far has been Vitesse -> Athletic Bilbao -> Porto -> Man Utd -> Benfica. Recently Brazil approached me with a job offer, but I turned them down. I haven't encountered any errors what so ever, and managers are moving here there and everywhere. I've noticed what Saturn says about ex-players jumping around a bit, but that's not a big deal at all. The current world rankings look like this:

- 1: Luis Enrique - Barcelona
- 2: Diego Simeone - Chelsea
- 3: Julen Lopetegui - WBA
- 4: Brendan Rodgers - Celta
- 5: Rudi Garcia - Arsenal
- 6: Peter Bosz - Rayo
- 7: Eddie Howe - England
- 8: Didier Deschamps - Palermo
- 9: Laurent Blanc - Milan
- 10: Massimiliano Allegri - Italy

- 14: JLa - Benfica
- 17: Antonio Conte - Man City
- 20: Gareth Bale - Cordoba
- 23: Thomas Müller - Twente
- 32: Vincenzo Montella - Everton
- 38: Marco Van Basten - Man Utd

Applying this is a no brainer. Just do it. 🤖

Last edited by JLa; 24-07-15 at 09:02 PM.

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Forum » Championship Managers Club » General » Applying for jobs abroad

Results 76 to 100 of 147 Page 4 of 6 First 1 2 3 4 5 6 Last

Thread: Applying for jobs abroad

Thread Tools

26-07-15, 01:25 PM

#76

djole2mcloud
Programmer

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

yes,it works great...even on saved games...

26-07-15, 01:49 PM

#77

BeezerCeltic1967
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

Originally Posted by **Dermotron**

Here's one for now

<https://www.sendspace.com/file/ei7z12>

so whats the craic with this? just drag it into your cm folder and replace existing exe?

30-07-15, 07:44 PM

#78

BeezerCeltic1967
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

sitting in 2007 now, all leagues - max db.

06-08-15, 11:46 AM

#79

January 2030

Spoiler!

1st	Aitor Karanka	Middlesbrough	World Class
2nd	Graham Alexander	Chelsea	World Class
3rd	Hamza Hamzaoglu	Brentford	World Class
4th	Vincenzo Montella	West Ham	Superb
5th	Mauricio Pochettino	Millwall	Superb
6th	Nuno Santo	Wolves	Superb
7th	Diego Simeone	Tottenham	Superb
8th	Karl Robinson	Arsenal	Superb
9th	Brendan Rodgers	Norwich	Superb
10th	Besnik Hasi	Birmingham	Superb
11th	Thomas Tuchel	Everton	Very Good
12th	David Platt	West Brom	Very Good
13th	Simon Grayson	Leeds	Good
14th	Roberto Di Matteo	Sunderland	Good
15th	Eddie Howe	England	Good
16th	Slavisa Jokanovic	Watford	Good
17th	David de Gea	Hull	Good
18th	Stephen Glass	Cardiff	Good
19th	Sergio Agüero	Crystal Palace	Good
20th	Roberto Donadoni	Southampton	Good
21st	Andrew Davies	Coventry	Good
22nd	Neil Harris	Doncaster	Good
23rd	Derek McInnes	Mansfield	Good
24th	Andrea Stramaccioni	No Club/Nation	Good
25th	Leonardo Jardim	Swansea	Good
26th	Neill Byrne	Crawley	Good
27th	Julian Marshall	No Club/Nation	Good
28th	Brian Barry-Murphy	Huddersfield/Ireland	Good
29th	Sonny Anderson	Man Utd	Good
30th	Lee Nicholls	Sheff Utd	Good
31st	Neil Redfearn	Leicester	Fair
32nd	Coutinho	Barnet	Fair
33rd	Anthony Hudson	No Club/Nation	Fair
34th	Dean Holden	Nottm Forest	Fair
35th	Simon Royce	Rotherham	Fair
36th	Steven Pressley	Blackburn	Fair
37th	Alex Neil	Burton Albion	Fair
38th	Sergio Busquets	No Club/Nation	Fair
39th	Alan Archibald	Aston Villa	Fair
40th	Ben Fitcher	Burnley	Fair
41st	Garry Monk	Bournemouth	Fair
42nd	Jackie McNamara	Brighton	Fair
43rd	Micky Mellon	Shrewsbury	Average
44th	Paul Hartley	Q.P.R.	Average
45th	Daniel Sturridge	Man City	Average
46th	Harry Kane	Gillingham	Average
47th	Niki-Lee Bulmer	Reading	Average
48th	Keith Hill	Newport	Average

Middlesboro have just won the Club World Cup.

Brentford are fourth and have just signed a 34 year old Max Meyer who still looks amazing.

Birmingham are currently top.

Julian Marshall in 27th is a weird one. Got the England job from nowhere. Failed to get out of the group at the 2026 World Cup and is now a coach at Morecambe.

Big name former players at 17, 19 and 32. Sergio Busquets was just fired by Man City with Daniel Sturridge taking his place.

Others not listed:

Will Hughes is a 34 year old player/manager of Liverpool. (who are in the D1 relegation zone)

Nathaniel Clyne is managing Hyde
Adam Lallana - Fleetwood
Jordan Henderson - Yeovil
Jack Rodwell - Harrogate player/manager
John Terry has been through Ipswich, Leeds, Brighton, Sheff Utd and has just taken the reins at Peterborough.

06-08-15, 12:04 PM

#80

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **ebfatz**

John Terry has been through Ipswich, Leeds, Brighton, Sheff Utd and has just taken the reins at Peterborough.

Banging all the players missus's, somethings never change

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15-08-15, 02:59 PM

#81

Rudi-Assauer ◦
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

Great work that's been done here!

I've installed the .exe that Dermotron posted on page 3. Do I also need to adjust my PA and CA using CmEplorer to the values of 1 in order to let this work? I've now got CA 73 and PA 74 in my current game.

15-08-15, 03:01 PM

#82

Jesus ◦
First Team Player

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

Originally Posted by **Rudi-Assauer**

Great work that's been done here!

I've installed the .exe that Dermotron posted on page 3. Do I also need to adjust my PA and CA using CmEplorer to the values of 1 in order to let this work? I've now got CA 73 and PA 74 in my current game.

CA and PA shouldn't matter. 🤖

15-08-15, 03:25 PM

#83

saturn ◦
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Rudi-Assauer**

Great work that's been done here!

I've installed the .exe that Dermotron posted on page 3. Do I also need to adjust my PA and CA using CmEplorer to the values of 1 in order to let this work? I've now got CA 73 and PA 74 in my current game.

As Jesus said, it doesn't matter. I just set them as the worst possible values in the test saves to illustrate that no matter what random values you're given at the start of the game, it won't make a difference to moving abroad. Similarly that's why I chose an Afghan nationality.

18-08-15, 10:56 AM

#84

Originally Posted by saturn

As Jesus said, it doesn't matter. I just set them as the worst possible values in the test saves to illustrate that no matter what random values you're given at the start of the game, it won't make a difference to moving abroad. Similarly that's why I chose an Afghan nationality.

Great work Saturn-i've integrated the new exe into my current Stranraer game (non tapani).
Query-i assume you have a greater chance of applying for, and getting a job abroad now, but does it also increase the chance of getting a job offer 'out of the blue' from abroad ie a job you haven't applied for ?

EDIT...Answering my own question...Yes it does-great work 🙌🙌🙌🙌🏆🏆🏆🏆

Last edited by Danceswithhorses; 08-10-15 at 03:20 PM. Reason: update

30-08-15, 11:29 PM

#85

MVP
Youth Team Player

Join Date: 21-07-13
Location: England
Posts: 23

Originally Posted by Dermotron

Here's one for now 🤖

<https://www.sendspace.com/file/ei7z12>

Can you explain to an absolute noob on applying patches how to get this working please?

31-08-15, 08:42 AM

#86

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Just copy the file in the link to your Championship Manager 01-02 folder and overwrite the current file when prompted

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11-09-15, 01:18 PM

#87

Asemprion
Youth Team Player

Join Date: 03-06-12
Posts: 5

Fantastic job guys especially saturn, for me this is best thing ever happened to CM 01/02 now I can play career mode with passion.

I have applied this exe and JL patch, and now have some things I always wanted to ask to see is there some solution to the things that are bothering me:

1. When applying Tapani patch, or as I now saw JL patch, game becomes more easily to play (I win more often and that can't be coincidence). Tried few times with patches/without patches and it confirmed. Anyone noticed this and maybe know why this happens?
example: AC Milan (april update) without patches fighting to get to CL but very rarely succed in first season, then second no problem fighting for winning the league but rarely succed, and then third becomes more easy and so on...
with patch: league immediately first season, second season: league, cup + champions league winner. Very easy must say.

2. Again when applying either of this patches the players just don't develop so good. When no patch in second and especially third season I have a lot of players with 20 in stats especially younger ones, with either patch only some of them get better slightly and others not at all (I know this is mybe more real, but I really love when you have a lot of fantastic players to choose from who developed through years).

Any solution to this 'problems' or only solution is to play without any patch ? (I really love 7 subs in england, coloured attributes aren't bad and so on...)

11-09-15, 01:37 PM

#88

riise
0102Bet Mod

Join Date: 08-09-15
Posts: 3,525

Wow didn't know about this, getting right on it next time I'm on my laptop. Great work, fellas.

11-09-15, 01:42 PM

#89

Jesus
First Team Player

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

Originally Posted by **Asemprion**

Fantastic job guys especially saturn, for me this is best thing ever happened to CM 01/02 now I can play career mode with passion.

I have applied this exe and JL patch, and now have some things I always wanted to ask to see is there some solution to the things that are bothering me:

1. When applying Tapani patch, or as I now saw JL patch, game becomes more easily to play (I win more often and that can't be coincidence). Tried few times with patches/without patches and it confirmed. Anyone noticed this and maybe know why this happens? example: AC Milan (april update) without patches fighting to get to CL but very rarely succed in first season, then second no problem fighting for winning the league but rarely succed, and then third becomes more easy and so on... with patch: league immediately first season, second season: league, cup + champions league winner. Very easy must say.

2. Again when applying either of this patches the players just don't develop so good. When no patch in second and especially third season I have a lot of players with 20 in stats especially younger ones, with either patch only some of them get better slightly and others not at all (I know this is mybe more real, but I really love when you have a lot of fantastic players to choose from who developed through years).

Any solution to this 'problems' or only solution is to play without any patch ? (I really love 7 subs in england, coloured attributes aren't bad and so on...)

I think this is just all in your head. The JL patch only alters specific parts of the exe code to coincidence with the changes you want (7 subs, coloured attributes, etc).

With regards to your second point, the Tapani patch used to alter the way players developed so that it took longer in earlier versions of the patch but I'm not too sure if he did a U-turn on this in later patches.

11-09-15, 02:18 PM

#90

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Kinda of agree with Jesus on the Tapani patch (assuming it's 2.20.1, earlier does have code to slow development) - I think the big thing is colours distort what the development looks like as 17's look better unpatched than patched. No idea I why, must be some human reaction to using colours for a numerical scale

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11-09-15, 05:20 PM

#91

JayFlo
Squad Rotation Player

Join Date: 17-03-12
Posts: 1,196

So from what I've gathered from quickly downloading it and messing about it > Download this exe, copy it over the existing one and then apply whatever patches you wish to it and then start/resume your game?

(I just fiddled around and noticed that if you just replace existing exe with this one and do nothing else when you load up a preexisting save any colour changes to the mens and tabs are back to grey and you get the News of Transfer Changes.

11-09-15, 07:50 PM

#92

Jesus
First Team Player

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

Originally Posted by **JayFlo**

So from what I've gathered from quickly downloading it and messing about it > Download this exe, copy it over the existing one and then apply whatever patches you wish to it and then start/resume your game?

(I just fiddled around and noticed that if you just replace existing exe with this one and do nothing else when you load up a preexisting save any colour changes to the mens and tabs are back to grey and you get the News of Transfer Changes.

That's because managers are linked to the exe you edit. You are right though, you can do exactly as you detailed. I prefer to copy the code in to a notepad document, save it as ManagerJob.patch and use JL's Flex too to apply it to my exe.

16-09-15, 04:33 PM

#93

JayFlo ◦
Squad Rotation Player

Join Date: 17-03-12
Posts: 1,196

Thank you, Jesus



01-10-15, 01:31 AM

#94

dekke ◦
Youth Team Player

Join Date: 11-12-12
Posts: 20

Just gotta say I love this, thanks to everyone involved!

Even though in the end I wasn't offered the job, just the game knowing I exist for jobs outside my native country makes everything so much more enjoyable 🙌

03-10-15, 12:23 PM

#95

Psmith
Unattached

Thank you John Locke and the rest of the lot for this incredible work!

This completely changes the dynamic of our save games. I am always in awe with the creativity, ingenuosness, and altruism of this community. Kudos!

I would love to be able to use it in my games. Having contributed absolutely nothing to this I will, nonetheless, shamelessly make you a request.

For us foolish mac users it is very difficult (and often impossible) to use the patches that are available on this site. To me it's fine because I like the game as it is and use only the coloured attributes + idle .exe file in my games.

The problem is, if I replace my .exe file with the jobs abroad .exe file my game is unplayable (the idle thing is what keeps my mac from frying itself, and I can't play without the coloured atts. any more :p)

As such, could you please make an .exe file with

- coloured atts
- idle sensitivity
- jobs abroad

I completely understand if you think this is too much work and a nuisance, so alternatively could you please explain how I could (using a Mac) edit the my .exe file in order to include the jobs abroad changes?

All the best,

03-10-15, 05:49 PM

#96

Tapani ◦
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Good work guys!

Amazing you cracked it Saturn! 😊

Hope there are no objections to including something like this into a future patch?

However I have a few questions ... the first JMP disables a PA/CA bonus for high reputation managers applying for high reputation clubs. Is there any drawback of this, like top clubs hiring bad managers? Would replacing the CA*25 and PA*5 bonuses with HomeRep/2 and CurrentRep/10 be an option? (I still like the idea that high reputation clubs hire high reputation managers).

The C-equivalent of the first change:

Spoiler!

Code:

```
int local36 = function_at_5407e0(person, &local30, 1);  
  
if (available_job == MANAGER || available_job == PLAYER_MANAGER) {  
    /* Proposed patch disables the block below, starting here*/  
    if (club.rep > 4250) {
```

```

        local36 += person->CA*25;
        if (person.worldRep > 3250)
            local36 += person->PA*5;
    }
}
/* ... to here */
}

```

Somehow local36 is used to determine who gets the job.

The proposed patch bypasses the IF on club.rep altogether

The second JMP seems to use a fallback CM has for clubs without nations, to disregard the effects of language and nationality.

@Johnlocke:

How did you annotate your code? Is there an Olly plugin for data structures I would have needed all these years?

03-10-15, 07:43 PM

#97

Jesus
First Team Player

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

Welcome back Tapani 😊

03-10-15, 07:47 PM

#98

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Tapani**

Good work guys!

Amazing you cracked it Saturn! 😊

Hope there are no objections to including something like this into a future patch?

Welcome back! Feel free to use it in any future patches, it should all be compatible.

However I have a few questions ... the first JMP disables a PA/CA bonus for high reputation managers applying for high reputation clubs. Is there any drawback of this, like top clubs hiring bad managers?
Would replacing the CA*25 and PA*5 bonuses with HomeRep/2 and CurrentRep/10 be an option? (I still like the idea that high reputation clubs hire high reputation managers).

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Code:

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    /* Proposed patch disables the block below, starting here*/
    if (club.rep > 4250) {
        local36 += person->CA*25;
        if (person.worldRep > 3250)
            local36 += person->PA*5;
    }
}
/* ... to here */
}

```

Somehow local36 is used to determine who gets the job.

The proposed patch bypasses the IF on club.rep altogether

The game will sometimes pick bad managers with high reps from what I've seen, these are usually ex-players who are living off their reps as players but have poor coaching stats. I don't think it's a big issue, plus it's something that happens in real life too. Perhaps the only slightly unrealistic thing that occurs is very high reputation players landing jobs in foreign countries as their first jobs (or very, very soon (weeks) after their first job in their domestic country). But again, even that isn't unheard of IRL.

I do think that that skipped piece of code should be used for something though - perhaps a combination of Home Rep and Coaching Outfield Players? This would ensure that managers with decent stats and high reputations could be hired in their home country, hopefully keeping the manager pool full of well known ex-players with good coaching stats. Managing alongside familiar names 30 years into the future would really help with player immersion, while the high stats for AI managers should help in keeping the game challenging.

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

But using Coaching Outfield Players would have the same issues as CA/PA? The value is random for human managers (and also, it depends on CA ...) ?

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Tapani**

But using Coaching Outfield Players would have the same issues as CA/PA? The value is random for human managers (and also, it depends on CA ...) ?

Of course, forgot about the initial problem altogether! Hmm, would it be possible to set a human manager's COP as a value, similar as to how Loyalty is always 20 for a human manager every game? I think the loyalty offset is at 0082704B MOV BYTE PTR DS:[EDI+59],14. Though as you say, CA would have to be changed too.

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Forum » Championship Managers Club » General » Applying for jobs abroad

Results 101 to 125 of 147 Page 5 of 6 First 1 2 3 4 5 6 Last

Thread: Applying for jobs abroad

Thread Tools

03-10-15, 09:04 PM

#101

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Actually, maybe COP wouldn't be a good stat, given that it would also need a high CA for human managers which could then could fluctuate if CA drops.

Do we even know what makes a good AI manager? I remember info0 saying in the thread in which he created the new 4-3-3 that managers with high Tactical Knowledge were good at picking suitable formations, but that would again be CA dependant for human managers. I only suggested COP as having that as a high value generally means the rest are good too.

04-10-15, 08:58 AM

#102

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Before this thread, my ideas was to keep the CA/PA check even for human managers.

Instead, I would initialize human managers to 1/200 CA/PA and during gameplay update CA to something like: $PA * (\text{currentRep} + \text{worldRep} + \text{homeRep}) / (3 * 10000)$.

Maybe also cap the changes to at most X points at a time, so you'd need a year or three before you can max out your CA.

My worry is that giving human managers CA=200 would make it several aspects easier (like attracting players, training etc), since the human's mangerial attributes are quite high.

Has anyone tried the proposed changes with only the second JMP changed?

04-10-15, 11:03 AM

#103

SteveV
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

When I try to use the.exe with this I get the message asking me to insert the CD, is there a way around this?

04-10-15, 05:28 PM

#104

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Tapani**

Has anyone tried the proposed changes with only the second JMP changed?

I tried a single test just now with the same Spain/Wales method as before and got 3/7 jobs as an Italian with 200 reps and 1/1 abilities. Better than the usual exe, but a below 50% strike rate for the "best" manager in the world still isn't good.

I think overall the reputation as it is works well for both AI and human managers: it's a quite meritocratic process in the game. It would be nice to edit the first offsets to manipulate the AI into choosing better managers, but the human manager having both random and static attributes makes this probably more hassle than it's worth.

04-10-15, 05:37 PM

#105

saturn
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Originally Posted by **Jack_Rabbit**

As such, could you please make an .exe file with

- coloured atts
- idle sensitivity
- jobs abroad

Here you go: <http://www.mediafire.com/download/98...ny1/cm0102.exe>

Originally Posted by **SteveV**

When I try to use the.exe with this I get the message asking me to insert the CD, is there a way around this?

Try re-mounting your CM .iso file.

Last edited by saturn; 26-01-16 at 11:37 PM.

05-10-15, 01:50 AM

#106

Fods
Not Needed at the Club

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

Amazing stuff Saturn and great to see Tapani back.

I am sure you guys are so close to creating the perfect (options) patch ever 🍀

My main selections would be

- colored atts
- idle sensitivity
- jobs abroad
- start year
- regular training/player improvement seen in latest patch

05-10-15, 08:19 AM

#107

JohnLocke
Programmer
VIP

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

Originally Posted by **Tapani**

@Johnlocke:

How did you annotate your code? Is there an Olly plugin for data structures I would have needed all these years?

Manually, i.e. clicking on each line and typing in a comment (or pasting, or selecting from the list of recent comments). I had a .udd file which had thousands of lines commented but lost it when the computer broke.

05-10-15, 09:54 AM

#108

Cam F
VIP

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

The 3.81 0001 job process works perfectly, why not just copy the structure and amend in 0102 exe to match?



08-10-15, 12:04 PM

#109

Psmith
Unattached

Originally Posted by saturn

Here you go: <http://www.mediafire.com/download/u4...e49/cm0102.exe>

Try re-mounting your CM .iso file.

THANK YOU Saturn! I thought you would be too busy to do this and stopped checking this thread, what a great surprise to see your link today!

Wow, there goes my weekend 😊 hehehehehe

Thanks a million mate!

23-02-16, 02:02 AM

#110

osoriop
Youth Team Player

Join Date: 23-02-16
Posts: 2

Is this still available? Or am I so much of a noob that I am doing something wrong?

23-02-16, 02:07 AM

#111

Fods
Not Needed at the Club

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

It was applied in the **2.21.1 Patch**

23-02-16, 09:47 PM

#112

osoriop
Youth Team Player

Join Date: 23-02-16
Posts: 2

Thank you

01-12-16, 09:21 AM

#113

marc1986
Hot Prospect for the Future

Join Date: 20-03-13
Location: Denmark
Posts: 172

Hi Guys

Amazing work ! Is it possible getting this to work with original cd version 3.9.60 Db?

01-12-16, 09:33 AM

#114

Fods
Not Needed at the Club

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

Yep, install the 68 patch then install the 60 data files which are in the download section

22-01-18, 12:41 PM

#115

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

Hi lads,
anybody got an exe for this that i can just replace my current one with on 68?
thanks

22-01-18, 02:25 PM

#116

Redknapp69 ◦
Member of the Month
Social Media Mod

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

Originally Posted by **BeezerCeltic1967**

*Hi lads,
anybody got an exe for this that i can just replace my current one with on 68?
thanks*

Just use Saturn V4?

22-01-18, 02:27 PM

#117

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

I have sent him one 🙌

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22-01-18, 02:38 PM

#118

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

Originally Posted by **Dermotron**

I have sent him one 🙌

via pigeon post? 🐦

22-10-18, 12:46 AM

#119

neivff ◦
Youth Team Player

Join Date: 24-08-17
Posts: 5

Applying for jobs abroad

Someone still has the link to this patch that makes it easy to pass as a coach to other teams??

22-10-18, 09:19 AM

#120

Mark ◦
Chairman

Join Date: 31-10-11
Posts: 29,427

It's embedded in the saturn patches.

22-10-18, 03:02 PM

#121

neivff ◦
Youth Team Player

Join Date: 24-08-17
Posts: 5

But can I use all the saturns in this new update?

22-10-18, 03:04 PM

#122

Mark ◦
Chairman

Join Date: 31-10-11
Posts: 29,427

No, but there will be a new version out in a week or two.

30-09-19, 09:32 AM

#123

Paiva ◦
Youth Team Player

Join Date: 12-12-18
Posts: 23

Dear Saturn,

Sorry for posting this publicly, but I can't send you a private message.

Four years ago almost to the day you helped me out by creating a cm0102.exe file that included:

- coloured attributes
- idle sensitivity
- jobs abroad

You can check your post in this very thread.

This weekend, my laptop was damaged and I lost everything, the game, your .exe file, my saved games, and so on 🤔

I know this is a bit of a nuisance, but could you send me the .exe file again? Everything else I can download from this wonderful site, but the link to the file you created is gone 😞

I would be forever grateful.

All the best,

30-09-19, 01:38 PM

#124

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Paiva** ◦

Dear Saturn,

Sorry for posting this publicly, but I can't send you a private message.

Four years ago almost to the day you helped me out by creating a cm0102.exe file that included:

- coloured attributes*
- idle sensitivity*
- jobs abroad*

You can check your post in this very thread.

This weekend, my laptop was damaged and I lost everything, the game, your .exe file, my saved games, and so on 🤔

I know this is a bit of a nuisance, but could you send me the .exe file again? Everything else I can download from this wonderful site, but the link to the file you created is gone 😞

I would be forever grateful.

All the best,

If you are using 3.9.68 then you can now use this tool to apply the 3 changes you want: <https://champman0102.co.uk/showthread.php?t=11661>

30-09-19, 03:08 PM

#125

Paiva
Youth Team Player

Join Date: 12-12-18
Posts: 23

Originally Posted by **MadScientist**

If you are using 3.9.68 then you can now use this tool to apply the 3 changes you want: <https://champman0102.co.uk/showthread.php?t=11661>

Thank you Mad! But I don't think I can use the tool on a Mac 😞

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Forum » Championship Managers Club » General » Applying for jobs abroad

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Thread: Applying for jobs abroad

Thread Tools

30-09-19, 06:14 PM

#126

saturn ◊
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Here you go Paiva: <http://www.mediafire.com/file/ww4ax0...m0102.exe/file>

01-10-19, 10:14 AM

#127

Paiva ◊
Youth Team Player

Join Date: 12-12-18
Posts: 23

Originally Posted by saturn

Here you go Paiva: <http://www.mediafire.com/file/ww4ax0...m0102.exe/file>

Dear Saturn,

One thousand thank yous!

It's amazing individuals like yourself that make this an outstanding community.

Cheers!

01-10-19, 10:16 AM

#128

Paiva ◊
Youth Team Player

Join Date: 12-12-18
Posts: 23

Originally Posted by saturn

Here you go Paiva: <http://www.mediafire.com/file/ww4ax0...m0102.exe/file>

Dear Saturn,

One thousand thank yous!

It's amazing individuals like you that make this an outstanding community.

Cheers!

11-05-20, 12:15 PM

#129

pebbel ◊
Youth Team Player

Join Date: 07-05-20
Posts: 2

Apply for jobs

Why cant i get ANY of the jobs i apply for?

I've won Conference League, 3. Division, 2 Division and my rep in England is very good. Still i dont get offered any jobs i apply to..... I've tried to apply for better team than my current and I've tried applying far worse team just to check. I've applied for other jobs while I still was managing a team and also tried resigning from my current team, but still no jobs offered. I litirally applied for every team in every division in England just to check if someone would offer me a job.... NOTHING!

Why??

11-05-20, 12:49 PM

#130

Asthereal ◊
VIP

Join Date: 13-01-14
Posts: 155

What's your nationality?

I ran into this issue in my Atletico save where I won everything for 18 years and my rep was highest of all managers in the world. But.... I'm Dutch, so that's what I chose for nationality, and in this game (at least the standard game) the AI heavily prefers managers that have the nationality of the country the club resides in. So when I finished my challenge, I tried to get a new job. Barcelona didn't want me, Deportivo didn't want me. Even Celta, who were at the bottom of the Segunda Division, still didn't want me. They even hired a complete newbie over the best manager in the world. So I cheated. I downloaded the savegame editor from the download section of this forum, and gave myself Spanish as second nationality. And a few months later applied at Barca when they again kicked their manager out, and this time they happily offered me the position.

So if your nationality is anything different than English, perhaps just edit your save and give yourself English as second nationality. Or check the forum for patches. I know this issue was fixed somewhere, but I'm not sure which patch you need. Someone else can probably help you out there. 😊

11-05-20, 01:00 PM

#131

pebbel ◊
Youth Team Player

Join Date: 07-05-20
Posts: 2

Originally Posted by **Asthereal** ◊

What's your nationality?

I ran into this issue in my Atletico save where I won everything for 18 years and my rep was highest of all managers in the world. But.... I'm Dutch, so that's what I chose for nationality, and in this game (at least the standard game) the AI heavily prefers managers that have the nationality of the country the club resides in. So when I finished my challenge, I tried to get a new job. Barcelona didn't want me, Deportivo didn't want me. Even Celta, who were at the bottom of the Segunda Division, still didn't want me. They even hired a complete newbie over the best manager in the world. So I cheated. I downloaded the savegame editor from the download section of this forum, and gave myself Spanish as second nationality. And a few months later applied at Barca when they again kicked their manager out, and this time they happily offered me the position.

So if your nationality is anything different than English, perhaps just edit your save and give yourself English as second nationality. Or check the forum for patches. I know this issue was fixed somewhere, but I'm not sure which patch you need. Someone else can probably help you out there. 😊

Real heroes dont always wear capes! Im norwegian, so got to change that... Thx for the tips, i'll try it right away 🇳🇴

Last edited by pebbel; 11-05-20 at 01:06 PM.

11-05-20, 01:11 PM

#132

Asthereal ◊
VIP

Join Date: 13-01-14
Posts: 155

Originally Posted by **pebbel** ◊

Real heroes dont always wear capes! Im norwegian, so got to change that... Thx for the tips, i'll try it right away 🇳🇴

I'm sure it will help a lot.

Next game you start, maybe think about in which country you may want to get a new job, and start with that nationality. Saves a lot of trouble. 😊

PS. I always forget to do that, and just automatically click Dutch, and then proceed to regret it afterwards....

11-05-20, 01:13 PM

#133

Kingsley ◦
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Make sure that your nationality (or second nationality) is the same as the league where you want a job. Also check your CA/PA. If they are too low then you will never get a job. Both can be changed by using the GK Editor or CM Explorer.

The artist formally known as The Eejit

11-05-20, 01:52 PM

#134

Mark ◦
Chairman

Join Date: 31-10-11
Posts: 29,427

The bug is fixed in Nick/Saturn's patches 🙌

The Following User Says Thank You to Mark For This Useful Post:

Asthereal

11-05-20, 02:59 PM

#135

Asthereal ◦
VIP

Join Date: 13-01-14
Posts: 155

Originally Posted by **Mark** ◦

The bug is fixed in Nick/Saturn's patches 🙌

See, I knew there'd be a CM god around here somewhere who just knows this stuff by heart. 😊

30-08-20, 09:45 PM

#136

PAID207 ◦
Youth Team Player

Join Date: 07-08-20
Posts: 3

Fixing foreign jobs issue

Hi all,

I am playing ODB and can't get a decent job anywhere but England, as my nationality is English. From reading the forum I see a suggestion is give myself a 2nd nationality, using CM Explorer or GK editor.

Due to me not being able to remove my CM's folder's read-only status, I can't use these editors (from looking online this stuck-on-read-only thing seems to be quite a common problem in Win 10, and I just can't work out a way around it).

So I thought I'd use a patch instead. I understand Nick's patch and Saturn's patch would fix the foreign jobs issue. My question is do these patches work on existing saved games? And if I use the Saturn patch, which version should I download? I see there are a few versions in the download section.

Thanks everyone

31-08-20, 03:02 PM

#137

Redknapp69 ◦
Member of the Month
Social Media Mod

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

Saturn V9 is latest

Needs to be on a new save

31-08-20, 09:21 PM

#138

TariboW ◊
Youth Team Player

Join Date: 13-06-20
Posts: 2

jobs in other countries

hi guys
does anyone know if nick's, Saturn's, or any other patches work on existing saves? I want to change my nationality to help get other jobs. I use odb.
i know I could use saved game editors in theory, but I have an issue with Windows not allowing me to take my cm folder off read only
Thanks

01-09-20, 11:18 AM

#139

Kingsley ◊
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Saturn's wont as it needs a special data folder.
Why not ask in the patches forum. (ask in the thread for Nick's patch) I'm sure that someone there will know.

The artist formally known as The Eejit

The Following User Says Thank You to Kingsley For This Useful Post:

foo_jam2002

04-10-20, 03:32 PM

#140

TezNutkins ◊
Youth Team Player

Join Date: 30-09-20
Posts: 2

Hi,
First ever post here and apologies if this is a stupid question. I have no coding experience or real undertsanding of how the updates all work.
I want to be able to play the game with ODB but take advantage of this particular change. How can I do that?
When I look for Saturns recent work it all seems to apply to using the database updates, which I don't want to do. Does Tapani2.21.1 encompass this update? Does just using nicks patcher make this change?

05-10-20, 12:05 AM

#141

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **TezNutkins** ◊

Hi,
First ever post here and apologies if this is a stupid question. I have no coding experience or real undertsanding of how the updates all work.
I want to be able to play the game with ODB but take advantage of this particular change. How can I do that?
When I look for Saturns recent work it all seems to apply to using the database updates, which I don't want to do. Does Tapani2.21.1 encompass this update? Does just using nicks patcher make this change?

Maybe better to use NICK's patch which is recent - <https://champman0102.co.uk/showthread.php?t=11661>

So - follow this

Install game

Install 3.9.68 path (remove bugs from original game)
Apply Nick's patch and choose what you want 🤖

08-10-20, 11:31 AM

#142

TezNutkins ◦
Youth Team Player

Join Date: 30-09-20
Posts: 2

Thanks a lot. Got confused by all the information.

The Following User Says Thank You to TezNutkins For This Useful Post:

[Redknapp69](#)

13-10-20, 12:34 AM

#143

yokofoxes ◦
Youth Team Player

Join Date: 17-11-19
Posts: 8

Another stupid question/request perhaps...

I play with .68 and none of the patches - I just like the original with no bells and whistles. I've used Olly to get rid of some of the bugs like 3rd/4th place crashes but can't find any Olly code for .68 to make getting jobs easier.

So...can anyone help me out?

13-11-20, 09:21 AM

#144

trengt ◦
Youth Team Player

Join Date: 24-06-17
Location: Denmark
Posts: 23

Apply for another job

Hi

I'm playing a game where you guys are 10 seasons away.

I can not be allowed to apply as a coach for Barcelona, even though they have no coach.

Anyone know why ??

13-11-20, 10:29 AM

#145

Redknapp69 ◦
Member of the Month
Social Media Mod

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

🗨️ Originally Posted by **trengt** »

Hi

I'm playing a game where you guys are 10 seasons away.

I can not be allowed to apply as a coach for Barcelona, even though they have no coach.

Anyone know why ??

Have you chosen Spain as a playable league?

13-11-20, 11:05 AM

#146

trengt ◦
Youth Team Player

Join Date: 24-06-17
Location: Denmark
Posts: 23

Hi

Yes, and can also apply for other jobs in Spain, but just not Barcelona.

13-11-20, 01:38 PM

#147

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

The game probably thinks the Barcelona B manager is also the first team manager. This happens is both the A and B team have a manager set in the editor.

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