



Thread: Benchmarking

Thread Tools

13-08-19, 09:48 AM

#1

Darth Vader
Youth Team Player

Join Date: 12-03-12
Posts: 26

Benchmarking

Hi everyone,

Really sorry but I just need to be clear on a few things so please bear with me as I want to do my own benchmarking.

In a previous thread I think GFRay provided a link to Tapani's zip file for benchmarking which contained "a.sav" and the exe. Also included was Tapani's description on what to do with these files.

Grateful if someone could answer the following:

1. Which version of the game should these files be used with - 3.9.68 or updated/Tapanified db? I presume the former?
2. I've run the files in 3.9.68 - which team should I be looking at in terms of league position? PAS Giannina? (as this team appears in the hall of fame).
3. I presume the tactic to be tested goes in the user tactics folder - this is what I've done.

Again, sorry for my basic questions but I need to be clear on using these files and clear on interpreting the results they generate.

Thanks.

Last edited by Darth Vader; 13-08-19 at 01:21 PM. Reason: Changing Dermotron to GFRay

13-08-19, 06:19 PM

#2

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

I had som trouble doing this, but I got it working after some initial problems. If I remember correctly it has to be 3.9.68T. First you have to load the game, load the tactic you want to test, then save&exit the game. Then use cmd and type in the command to test.

13-08-19, 06:37 PM

#3

Darth Vader
Youth Team Player

Join Date: 12-03-12
Posts: 26

Thanks AtomicAnt - where can I get 3.9.68T from?

13-08-19, 06:43 PM

#4

Darth Vader
Youth Team Player

Join Date: 12-03-12
Posts: 26

This is what I've been using...

Originally Posted by Tapani

Ok, I have created a benchmark save candidate:

<http://tapani.homeftp.org/cm/BM-v1.0.zip>

On my computer, it takes around 12 seconds for a season.

Also, the accompanying exe writes the benchmark result to the file "benchresult.txt" after each run.

This makes it possible to benchmark many times in a row, fully automated.

So to run the benchmark 20 times (without having to lift a finger to copy results) do:

Start a command prompt

Navigate to your CM folder

Code:

```
for /l %x in (1, 1, 20) do start /wait cm0102_bm.exe -load a.sav
```

The league tables are all in benchresult.txt !

(Obviously you need to place the cm0102_bm.exe and a.sav in your CM folder.)

EDIT: The tiny database I used is also included in the zip, but unless you want to create a new game you do not need that

13-08-19, 08:21 PM

#5

AtomicAnt ◊
Backup Player

Join Date: 06-03-12
Posts: 705

Doesn't it say 3.9.68T in the top left corner when you fire up the game using cm0102_bm.exe?

14-08-19, 09:17 AM

#6

Darth Vader ◊
Youth Team Player

Join Date: 12-03-12
Posts: 26

I'll check. May abandon this though. I was just curious as to what the benchmarking showed and which team is used for benchmarking in a.sav.

Thanks for your help.

14-08-19, 12:49 PM

#7

^Jack^ ◊
Decent Young Player

Join Date: 12-08-12
Posts: 87

Originally Posted by **Darth Vader** ◊

I'll check. May abandon this though. I was just curious as to what the benchmarking showed and which team is used for benchmarking in a.sav.

Thanks for your help.

Open cm0102_bm.exe and load a.sav, PAS Giannina is already selected
Open the tactics screen and load your tactic, then save the game and exit
Run bench.bat

Your scores will be stored in benchresult.txt, load it up in Excel and just filter PAS Giannina scores

14-08-19, 08:14 PM

#8

Darth Vader ◊
Youth Team Player

Join Date: 12-03-12
Posts: 26

Jack - perfect, thank you. Ran it and things were OK.

19-08-19, 09:29 PM

#9

Flotti ◊
Youth Team Player

Join Date: 17-08-19
Posts: 2

Hi,

For me everything seems to work fine, but at the end I can't find the benchresult.txt file. Does anyone know what I'm doing wrong?
Thanks

20-08-19, 09:48 PM

#10

Flotti ◦
Youth Team Player

Join Date: 17-08-19
Posts: 2

Found the problem. In the properties of cm0102_bm.exe I had to tick the "run as administrator" box.

[« Tutorial: Changing League Structures \(with DDraw.dll\) | Tutorial - How to install CM0102 on Android \(posted 15/09/19\) »](#)

Posting Permissions

You may not post new threads
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](#)

All times are GMT +1. The time now is 07:42 AM.

Powered by [vBulletin®](#) Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk