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KEEPING THE GAME ALIVE

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Thread Tools ▾

📄 02-03-12, 11:15 PM

#1

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

CM0102 Help Notes / Editor FAQs

Explanations and Descriptions taken directly from the Championship Manager 01-02 Editor (cm0102ed.exe) Help Topics

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Championship Manager 01/02
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Editor FAQ

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Last edited by Dermotron; 04-03-16 at 06:23 PM.

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

📄 04-03-16, 04:45 PM

#2

2.0 Toolbar Menus

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2.0 Toolbar Menus
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2.1 File
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Open (Ctrl + O) - Open CM3 Database File (index.dat).
Save (Ctrl + S) - Save CM3 Database File (index.dat).
Save As... - Save and rename CM3 Database File (index.dat).


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2.2 Edit
----------


Cut (Ctrl + X) - Cut current selection.
Copy (Ctrl + C) - Copy current selection.
Paste (Ctrl + V) - Paste previously cut or copied selection.
Delete (Del) - Delete current selected.
-
New Item (Ctrl + N) - Create new item.
Delete Item (Ctrl + D) - Delete selected item.


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2.3 Search
------------


Find (Ctrl + F) - Find specified text.
Find Again (F3) - Find next entry of specified text.
Advanced Search (Ctrl + A) - Search specific fields for specified data.
-
Filter (Ctrl + I) - List all items containing specified text.
Cancel/Reset Filter (Ctrl + Q) - Remove the current filter.
-
Re-sort List (Ctrl + R) - Sorts item list into alphabetical order.


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2.4 View
----------


Next Edit (Ctrl + Alt + Tab) - Changes to next item list.
Previous Edit (Shift + Ctrl + Alt + Tab) - Changes to previous item list.
-
Staff (Ctrl + Alt + 1) - Changes to the Staff item list.
Clubs (Ctrl + Alt + 2) - Changes to the Clubs item list.
Nations (Ctrl + Alt + 3) - Changes to the Nations item list.
-
Stadiums (Ctrl + Alt + 4) - Changes to the Stada item list.
Cities (Ctrl + Alt + 5) - Changes to the Cities item list.
Continents (Ctrl + Alt + 6)
-
Staff Competitions (Ctrl + Alt + 7) - Changes to the Staff Competitions
item list.
Club Competitions (Ctrl + Alt + 8) - Changes to the Club Competitions
item list.
International Competitions (Ctrl + Alt + 9) - Changes to the International
Competitions item list.
-
Officials (Ctrl + Alt + 0) - Changes to the Officials item list.
Colours (Ctrl + Alt + A) - Changes to the Colours item list.
-
First Names (Ctrl + Alt + B) - Changes to the First Names item list.
Second Names (Ctrl + Alt + C) - Changes to the Second Names item list.
Common Names (Ctrl + Alt + D) - Changes to the Common Names item list.
-
Staff Configurations (Ctrl + Alt + E) - Changes to the Staff Configuration
item list.
Weather Configurations (Ctrl + Alt + F) - Changes to the Weather Configuration
item list.
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2.5 Tools
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Options - Confirm delete - When selected a prompt screen will require you to
confirm each delete.
- Confirm quit - When selected a prompt screen will require you to
confirm exiting the program.
- Show toolbar - When confirmed all the item lists will be displayed
along the top.
- Load data on program start - When confirmed, the program will no
longer prompt you to load the CM3
Database File (index.dat), but only
after you have specified the location
of the file.
```

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2.6 Help
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Help Topics (F1) - Displays the Help Topics screen.
About - Gives version information about the editor.

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3.1 Staff

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3.1 Staff
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```

Pers (Personal information)

Personal:
First name - Enter a first name or choose one from the menu.
Second name - Enter a second name or choose one from the menu.
Common name - This is his nickname, like Ronaldo. Enter a common name
or choose one from the list.
Date of birth - Enter his date of birth (DD/MM/YYYY).
Year of birth - If his exact date of birth is unknown, then specify
a year and using this, the game will then randomise a
date of birth.
Classification - Choose from Not Set, Non-Player (Coach, Scout), Player
and Non-Player & Player (Player-Manager).

Nationality
Nation - Select a nationality from the menu.
Second nation - Select a second nationality from the menu.
Int. apps - Enter the number of his international caps (0-255).
Int. goals - Enter the number of his international goals (0-255).

Staff Configuration - Takes you to the Staff Configuration screen.

-

Ctr (Contractual information)

Club Contract
Check box - Check the box to contract him to a club.
Contracted - Select a club from the menu.
Job as - Specify a role for him by selecting either Not Set, Chairman,
Managing Director, Director Of Football, Manager, Assistant
Manager, Coach, Scout, Physio, Player, Player/Manager,
Player/Assistant Manager or Player/Coach from the menu.
Date joined - Enter the date that he joined the club (DD/MM/YYYY).
Contract expires - Enter an expiry date for his contract (DD/MM/YYYY).
Playing Squad - Specify a playing role for him by selecting either Not
Set, Senior Squad or Reserve Squad from the menu.
Estimated wage (£) - Specify an estimated wage (per week) that he is
contracted for (0 - 999,999,999).
Estimated Value (£) - Specify an estimated value for him (0 -
999,999,999).

Nation Contract:
Check Box - Check the box to contract him to a nation.
Contracted - Select a nation from the menu.
Job as - Specify a role for him by selecting either Not Set, Chairman,
Managing Director, Director Of Football, Manager, Assistant
Manager, Coach, Scout, Physio, Player, Player/Manager,
Player/Assistant Manager or Player/Coach from the menu.
Date joined - Enter the date that he joined the club (DD/MM/YYYY).
Contract expires - Enter an expiry date for his contract (DD/MM/YYYY).

-

Mental (Mental attributes)

Adaptability (0-20) - How quickly he settles into a new country and learns
the language, allowing him to be happy.
Ambition (0-20) - Determines his drive to win trophies at the club.
Determination (0-20) - His determination to be the best he can be.
Loyalty (0-20) - His Loyalty to the club.
Pressure (0-20) - His ability to handle the pressures of football and media.

Profesionalism (0-20) - Determines his conduct at the club.
Sortsmanship (0-20) - Determies whether he is a sportman or not.
Temperement (0-20) - Determines how well he keeps his temper.

Prefs (Preferences)

Favourite clubs - Select up to three clubs from the menus.
Favourite staff - Select up to three staff from the menus.
Disliked clubs - Select up to three clubs from the menus.
Disliked staff - Select up to three staff from the menu.

Coach (Coaching attributes)

Non-playing ability:
Current ability (0-200) - Determines how good he as part of the
backroom staff (coach, scout, etc).
Potential Ability (0-200) - Determines how good he will be as part
of the backroom staff (coach, scout, etc).
Home Reputation (0-200) - Determines how well known he is in his home
country and how much he has achieved there.
Current Reputation (0-200) - Determines his overall reputation.
World Reputation (0-200) - Determines how well known he is World-wide.

Non-playing attributes:
Attacking (0-20) - Determines how much he likes to play an attacking
style of football (managers, assistant managers).
Buisness (0-20) - Determines how good he is at managing the club's
business (chairmen).
Coaching (0-20) - How good he is at training outfield players
(managers, assistants and coaches).
Coaching goalie (0-20) - How good he is at training goalkeepers
(managers, assistant managers and coaches).
Coaching technique (0-20) - Determines whether he is a fitness coach
(0), a general coach (10) or a technical
coach (20).
Directness (0-20) - Determins how likely he is to deploy a direct style
of football (managers, assistant managers).
Discipline (0-20) - How hard he is on players who are out of line
(managers).
Free roles (0-20) - Determines how likely he is to play players in free
roles (managers, assistant managers).
Interference (0-20) - Determines how often he will interfere in the
manager's job (chairmen).
Judging ability (0-20) - How well he can determine a player's current
ability (managers, scouts).
Judging potential (0-20) - How well he can determine a player's ability
in years to come (managers, scouts).
Man handling (0-20) - How good he is at keeping his players happy
(managers).
Marking (0-20) - Determines how likely he will deploy a man-marking
system (managers, assistant managers).
Motivating (0-20) - How good he is at getting the best from his players
(managers, assistant managers, coaches, physios).
Offside (0-20) - Determines how likely he is to deploy the offside trap
(managers, assistant managers).
Patience (0-20) - How patient he is with his manager (chairmen).
Physiotherapy (0-20) - Determines his ability to treat injuries
(physios).
Pressing (0-20) - Determines how likely he is to play a pressing style
of football (managers, assistant managers).
Resources (0-20) - How likely he is to open up his wallet and splash
out some cash (chairmen).
Tactics (0-20) - Determines how good his tactical knowledge is
(managers, assistant managers).
Youngsters (0-20) - How good he is at getting the best out of young
players (managers, assistant managers, coaches,
physios).

Types (Player/tactics preferences)

Prefered formation - Choose his prefered formation from the menu.
Prefered player models - These determine the types of player that he wants
playing for his club. Choose players from the menus.

Pos (Player ability)

Playing ability
Current ability (0-200) - Determines the player's cyrrent ability.
Potential ability (0-200) - Determines how good the player will be at
his peak.
Home reputation (0-200) - How well known the player is in his own
club and country.
Current reputation (0-200) - His overall reputation.
World reputation (0-200) - How well he is known on a global scale.

Sides
Right side (0-20) - How well he plays on the right side of the pitch.
Left side (0-20) - How well he plays on the left side of the pitch.
Central (0-20) - How well he plays in the center of the pitch.

Positions

Positions

Goalkeeper (0-20) - How good a goalkeeper he is.
Sweeper (0-20) - How good a sweeper he is.
Defender (0-20) - How good a defender he is.
Defensive Midfielder (0-20) - How good a defensive midfielder he is.
Midfielder (0-20) - How good a midfielder he is.
Attacking Midfielder (0-20) - How good an attacking midfielder he is.
Attacker (0-20) - How good a striker he is.
Wing Back (0-20) - How good a wing back he is.
Free Role (0-20) - How good he is in a free role.
Squad Number (0-50) - His prefered shirt number.

Player (Player attributes)

All these are rated 0-20.

Acceleration - How quickly he can reach his top speed from a standing start.
Aggression - How aggressive he is whilst playing.
Agility - His ability to get back up when knocked over or when diving for
the ball.
Anticipation - His ability for reading passes and situations before they've
happened so he can be in the right place at the right time.
Balance - How well he stays on his feet when challenged.
Bravery - How brave he is during play. How likely he is to put himself on the
line in an attempt to win the ball.
Consistency - How consistent his performances are.
Corners - His ability for taking corners.
Crossing - How likely he is to provide the perfect cross.
Decisions - How likely he is to make the right decision when passing the ball
to a player.
Dirtiness - How dirty a player he is. How likely he is to foul someone.
Dribbling - How good he is at running with the ball.
Finishing - How likely he is to provide an accurate shot on goal.
Flair - How likely he is to perform something out of the ordinary.
Free Kicks - His chances of taking the perfect free kick.
Handling - How good he is at catching and handling the ball. - GK's only
Heading - How likely he is to provide an accurate header.
Important matches - How likely he is to perform well in derby matches etc.
Injury proneness - How likely he is to get injured.
Jumping - How good he can jump to get up there for the ball.
Leadership - His ability at leading other players and inspiring them to win.
Left foot - How comfortable he is using his left foot.
Long shots - How likely he is to provide an accurate shot from distance.
Marking - His ability to follow a player and keep up with his runs.
Movement - His ability to consistently take up good attacking positions.
Natural fitness - How well he recovers stamina from match to match.
One on ones - How well he performs in a one on one situation. [**Valid for gk's and outfield players**]
Pace - His top speed.
Passing - How likely he is to provide an accurate pass.
Penalties - How good he is at taking penalties.
Positioning - How well he keeps defensive positions.
Reflexes - His ability to make last gasp reflex saves. - GK's only
Right foot - How comfortable he is with his right foot.
Stamina - How well his fitness keeps during matches.
Strength - How strong he is physically.
Tackling - His ability to make a successful tackle.
Technique - His ball control ability.
Throw ins - His ability to provide an accurate throw in.
Versatility - How well he plays if forced to play out of position.
Vision - His ability to see players in spaces and making runs.
Work rate - How hard he works during the match.

Hist (Player history)

Season - Year the season started.
Club - Club he played for during that season, chosen from list.
Apps - How many appearances he made for the club (0-255).
Goals - His strike rate whilst there (0-255).
Loan - 0 not a loan. 1 upwards was a loan.

04-03-16,   04:48 PM   #4

Dermotron ○
Sir Mergements
Director
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Join Date: 15-12-11
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3.2 Clubs

3.2 Clubs

Details (Club details)

Name - Club's name.
Short name - Club's short name (like 'Inter').
Nation - Club's home nation. Choose from list.
Division - Club's current division. Choose from list.
Last division - Division the club was playing at last year. Choose from list.
Last position (0-50) - Position the club finished in last year.
Reserve division - Division the club's reserve team plays in, if any.
Cash (£0-£*.**M) (0-149,999,999) - Depends on club reputation.
Professional status - Choose from Not Set, Amateur, Semi-pro or Professional.
This will effect the players' contracts.
Training (0-20) - State of the club's training facilities.
Reputation (0-20) - The club's World wide reputation.
Public Limited Company/PLC - (Check Box) Determines whether the club has
floated shares on to the stock market.

Stadium (Stadium details)

Stadium - Stadium the club plays it's home games at. Choose from list.
Own Stadium - (Check Box) Determines whether the club owns the stadium.
Reserve Stadium - Stadium the club's reserve team plays in.
Home match day - Choose the day (from list) when the club plays its home games.
Attendance (0-999,999,999) - The average attendance at the club at the moment.
Minimum attendance (0-999,999,999) - The season's worst expected attendance.
Maximum attandance (0-999,999,999) - The season's best expected attendance.

Prefs (Preferences)

Rival clubs - Choose up to three rival clubs from the menus.
Favourite staff - Choose up to three staff from the menus.
Disliked staff - Choose up to three staff from the menus.

Colours (Kit colours)

Choose the foreground and background colours for your 1st, 2nd and 3rd kits.

Board (Boardroom staff)

Choose a chairman using the drop-down menu and choose up to three directors
by using the 'add' button or they will be added automatically when you set
their contracts.

Staff (Backroom staff)

Choose a manager and assistant manager by using the drop-down menus and choose
up to five coaches, seven scouts and three physios by using their respective
'add' buttons or they will be added automatically when you set their contracts.

Squad (Team)

Either choose players by using the 'add' button, or players will be added
automatically when you set their contracts.

04-03-16, 04:52 PM   #5

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Join Date:	15-12-11
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Posts:	29,995

3.3 Nations

3.3 Nations

Details (Nation details)

Name - Nation's name (this cannot be changed).
Short Name - Nation's short name (this cannot be changed).
Three letter name - Three letters that represent the club.
Nationality name - Set the people of the nation's nationality.
Continent - Choose a continent for the nation.
Region - Choose a region for the nation.
Actual region - Choose the actual region for the nation.
Capital city - Choose the nation's capital city.
National stadium - Choose the stadium where the national team plays all of
its games.
Manager - Choose the national team's manager.

Stats (Statistics)

First language - Choose the nation's main spoken language.
Second & Third languages - Choose the nation's other languages.
Number of clubs - The number of clubs in the nation (automatic).
Number of staff - The number of staff with this nationality (automatic).
Season update day (0-365) - the day the season is updated.
Group membership - Choose from Not set, Non-EU/EEA or EU or EEA.
Game importance (0-20) - The importance the nation's football.
State of development - Choose from Not set, Developed, Developing or
Third world.
League Standard (0-20) - The standard of the nation's football league.
Reputation (0-20) - The nation's reputation.

Coefficients (FIFA/UEFA ratings)

Choose a coefficient from each organisation.

Preferences

Rival Nations - Choose up to three rival nations from the menu.
Foreground & Background colours - Choose the nation's team colours.

04-03-16, 05:00 PM   #6

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

3.4 Stadia

3.4 Stadia

Name - Name of the stadium.
City - City the stadium is located near.
Capacity (0-999,999,999) - Stadium's total capacity.
Seating capacity (0-999,999,999) - Total number of seats in the stadium.
Expansion capacity (0-999,999,999) - Upper limit of the expansion capacity.
Nearby stadium - Choose a stadium that is near by.
Covered - (check box) Choose whether the stadium has a retractable roof.
Under soil heating - (check box) Choose whether there is under soil heating.

04-03-16, 05:02 PM   #7

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Join Date: 15-12-11
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Posts: 29,995

3.5 Cities

3.5 Cities

Name - Name the city.
Nation - Choose the nation the city is located in.
Latitude - Choose the city's latitudal co-ordinates.
Longitude - Choose the cities longitudal co-ordinates.
Attraction (0-20) - The attraction of the city in its nation.
Weather - Choose the city's weather patterns.

04-03-16, 05:04 PM   #8

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3.6 Continents

3.6 Continents

Name - Choose the continent's name.
3 letter name - Choose the continent's abbreviated name.
Name continentality - Like nationality, only for a continent.
Federation name - The name of the continent's football federation.
Federation short name - The abbreviation of the continent's federation.
Regional strength (0-1,000,000) - How much strength this region has.

04-03-16, 05:06 PM   #9

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Join Date: 15-12-11
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Posts: 29,995

3.7 Staff Competitions

3.7 Staff Competitions

Details (Competition details)

Name - Competition's name (cannot change).
Short name - Competition's short name (cannot change).
Reputation - Competition's reputation (cannot change).
Continent - The continent this competition concerns (cannot change).
Nation - The nation this competition concerns (cannot change).
Colours - Choose what colours the competition's name will appear in-game.

History (Competition history)

Season - Choose the year the season started in.
Winners - Choose from a drop-down menu.
Runner's up - Choose from a drop-down menu.
Third place - Choose from a drop-down menu.

04-03-16, 05:09 PM   #10

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3.8 Club Competitions

3.8 Club Competitions

Name - Competition's name (cannot change).
Short name - Competition's short name (cannot change).
Three letter name - Competition's abbreviated name (cannot change).
Scope - The competition's scope (cannot change).
Selected - The competition's selected attribute (cannot change).
Reputation - Competition's reputation (cannot change).
Continent - The continent this competition concerns (cannot change).
Nation - The nation this competition concerns (cannot change).
Colours - Choose what colours the competition's name will appear in-game (doesn't work, over ruled by National team colors. Works for comps without a nation (e.g. UEFA Champions League)

04-03-16, 05:12 PM #11

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3.9 International Competitions

3.9 International Competitions

Name - Competition's name (cannot change).
Short name - Competition's short name (cannot change).
Three letter name - Competition's abbreviated name (cannot change).
Scope - The competition's scope (cannot change).
Selected - The competition's selected attribute (cannot change).
Reputation - Competition's reputation (cannot change).
Continent - The continent this competition concerns (cannot change).
Nation - The nation this competition concerns (cannot change).
Colours - The competition's colours (cannot change).

04-03-16, 05:16 PM #12

Dermotron ○
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3.a Officials

3.a Officials

Details (Official's details)

First name - The official's first name.
Second name - The official's second name.
Date of birth - Choose a birthday for the official (DD/MM/YYYY).
Year of birth - If the above is not known, then enter a year of birth for
a random birthday.
Nation - Official's nationality.
City - Official's place of residence.

Attributes

Current ability (0-200) - How good an official he currently is.
Potential ability (0-200) - How good an official he can become.
Reputation (0-200) - His world wide reputation, good or bad.

Allowing flow (0-20) - How likely he is to let the game play on.
Discipline (0-20) - How likely he is to reach for those cards.
Important matches (0-20) - How well he performs in important matches.
Pressure (0-20) - How good his decisions are when the pressure's on.
Refereeing (0-20) - How good he is at seeing what's happening.
Running line (0-20) - How good he is at seeing what's happening at the lines.
Timekeeping (0-20) - How well he keeps time of the match.

04-03-16, 05:24 PM   #13

Dermotron ○
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3.b Colours

3.b Colours

Name - Name of the colour.
Intensity (0-255) - Amount of specified colour that is used.
Preview - Shows you what your colour looks like.

04-03-16, 05:30 PM   #14

Dermotron ○
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3.c First, Second and Common Names

3.c First, Second and Common Names

Name - Choose a first name.
Count - How many there are in the game (automatic).
Nation - The name's nationality. Choose from menu.

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3.d Staff Configuration

3.d Staff Configuration

Staff - Staff's name (automatic).
Club - Club he's contracted to (automatic).
Type - Choose from Injury, Manager confidence, Retirement, International
retirement, Future transfer, Loan, Drugs ban, False passport ban or
misconduct ban.

Injury

Injury - Choose the injury from the drop-down menu. An estimate of the recovery
period will be next to it.
Recurring - (check box) Determines whether the injury will recur in the future.
Future - (check box) Determines whether the injury hasn't happened yet.
Chance of recurring (1-30) - How likely the injury will recur.

Manager confidence

Board confidence (0-20) - The amount of confidence the board have with the
current manager's abilities.

Retirement

Date - The date when he will retire (DD/MM/YYYY).

International retirement

This determines whether a player has retired from representing his country.

Future Transfer

To - Select a club to transfer to.
Date - The date the transfer will go through (DD/MM/YYYY).
Fee - How much the transfer costs (0-999,999,999).
Weekly wage (£) - The amount earned per week (0-999,999,999).
Contract length - Years till the contract expires (0-10).

Loan

To - Select a club to be loaned to.
Loan start - The date the loan started (DD/MM/YYYY).
Loan end - The date the loan ends (DD/MM/YYYY).

Drugs, False passport & Misconduct bans

Banned until - The date a player can finally return to action (DD/MM/YYYY).

04-03-16, 05:35 PM   #16

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3.e Weather configurations

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3.e Weather configurations
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Name - Name of the weather configuration.

Spring/Summer/Autumn/Winter
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Season start day (0-365) - Select the day each season starts on.

Wind, Precipitation & Temperature
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All attributes are taken from 100%, with -1 meaning 'never'.

For example:

Precipitation

Dry = 70
Wet = 80
Drizzle = 95
Shower = 100
Down Pour = -1

That means that it will be dry 70% of the time. As 70% of the weather is already taken, to work out the Wet percentage you subtract the preceeding value from it, i.e. 80-70, which leaves you with 10. Therfore it will be wet 10% of the time. It will drizzle 15% of the time (95-80), shower 5% of the time (100-95) and it will never down pour.

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

04-04-20,   06:18 PM   #17

Rodry97 ○
Coach   Join Date: 27-03-12
                                                                         Posts: 232

Is there a way to age ALL players / coaches 4 years? I want to create a 97/98 database but heavily using the 01/02 players / coaches

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04-04-20,   06:39 PM   #18

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