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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

05-07-14, 09:00 PM #1

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Over the past two weeks I have been hard at work porting over my Eastside Hockey Manager 2007 editing tool (aka EHM 2007 Updater) to CM01/02. Many thanks to Hugo9 who posted the CM database structure here, enabling me to start porting over my tool. If you want to see the sort of things my EHM 2007 Updater can do (so you can see what sort of things I hope to port over to the CM01/02 Updater) then there's a changelist and some screenshots here (the screenshots are slightly out of date now): http://www.ehmtheblueline.com/forums...157635#p157635

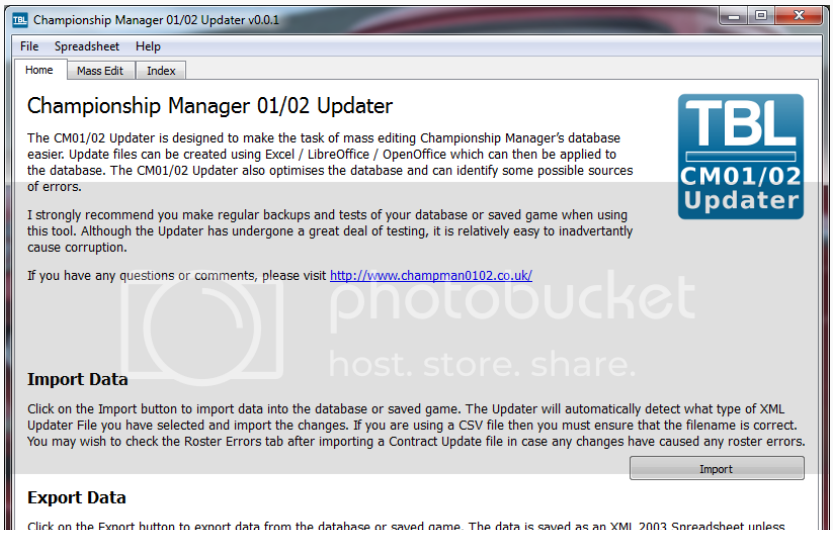
I'm hoping to release the first version of the Updater soon, but thought I'd post a couple of screenshots and a brief update seeing as progress is going really well. Here's what I've done thus far:

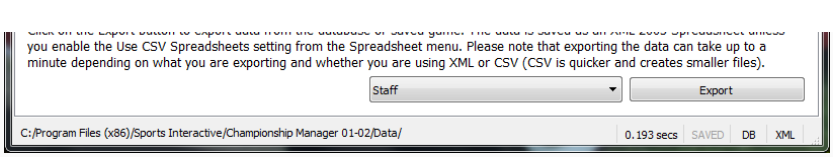
- Loading and saving the database
- Exporting various data. You can export either to CSV or XML (you can choose from the Settings menu). CSV has smaller file sizes, but XML creates tidier spreadsheets (basically the same sort of formatting as XLS/XLSX spreadsheets).
- Adjusting all years in the DB (I just need to extend it to the dates stored in the cfg files).

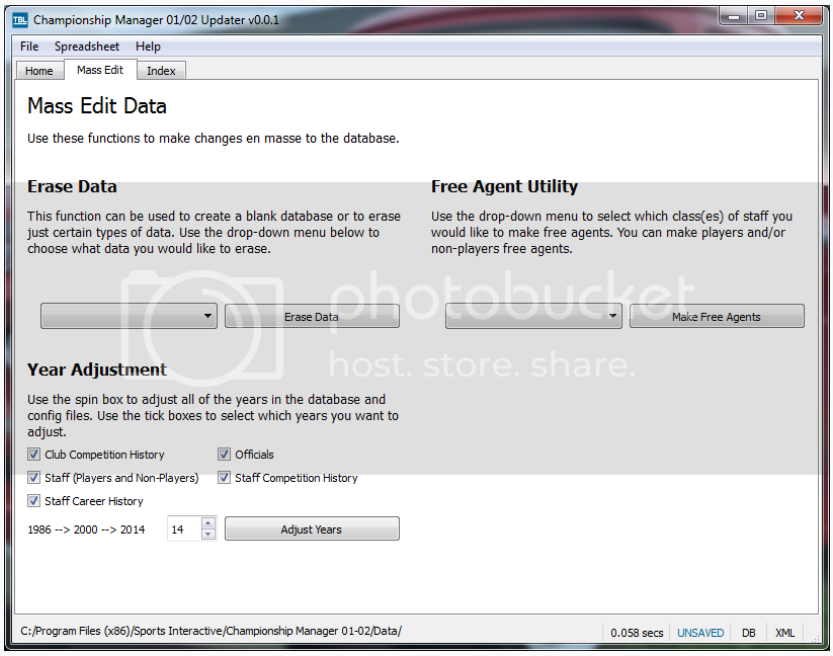
Things I'll be doing next:

- Ability to make players and/or non-players free agents.
- Ability to delete various parts of the database (e.g. delete all staff or staff career history) - including the ability to generate a blank database (but it won't delete nations, cities, teams, etc as these are essential for the game to work).
- Ability to edit existing data via CSV/XML spreadsheets (e.g. create a list of attributes you want to edit from existing players in a spreadsheet and the Updater will apply them to the DB).
- Ability to import new data from CSV/XML spreadsheets (e.g. create new staff, import staff career history, etc).

Here are a couple of early screenshots:







The tool is compatible with Windows XP onwards.

Finally, just to say a **MASSIVE THANK YOU** to the likes of Taipani, John Locke and the guys that run the site and the DB updates. Thanks to you, I have re-discovered the joys of CM01/02 so many years after I last played it.

Last edited by archibalduk; 05-07-14 at 09:07 PM.

05-07-14, 09:05 PM #2

Zé
Backup Player

Join Date: 11-09-12
Posts: 561

> Originally Posted by **archibalduk**
> ***- Ability to import new data from CSV/XML spreadsheets (e.g. create new staff, import staff career history, etc).***

This will be fantastic Great work

05-07-14, 09:07 PM #3

Goofy
First Team Player

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

Good stuff Archie, i'm sure this will be a very helpful tool for our update team Oh, and welcome to the site

05-07-14, 09:36 PM #4

Cam F
VIP

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

Wow, has there ever been a more exciting time on the forum, Tapani, John Locke & Archibalduk all working their magic.

From a personal point of view, if this comes off and you can extract/inject to a CSV or XML document, the possibility of a fully updated 0001 is nearer to a reality than ever before.

Great work Archie.

05-07-14, 11:15 PM #5

Jesus
First Team Player

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

Top, top stuff Archie. You're an asset to the forum already with this magic! I don't think words can explain how key this sort of thing can be for the game and the future.

06-07-14, 07:59 AM #6

Edgars
Decent Young Player

Join Date: 04-12-13
Location: Latvija
Posts: 74

It looks promising, but I just truly hope that to use this program I won't need to have admin rights...

06-07-14, 08:22 AM #7

Rapinoe
Backup Player

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

> Originally Posted by **Edgars**
> *It looks promising, but I just truly hope that to use this program I won't need to have admin rights...*

One way to possibly avoid that is to install CM somewhere that is NOT on C: drive.

Having used the EHM version of this tool extensively I can say with confidence that this will be great.

06-07-14, 08:25 AM #8

Rapinoe
Backup Player

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

Archie - a question/suggestion: are you planning to include that 'count' screen that shows the number of players in each league with minimum, maximum and average CAs? I think that could also be quite useful here too.

06-07-14, 09:04 AM #9

Edgars
Decent Young Player

Join Date: 04-12-13
Location: Latvija
Posts: 74

> Originally Posted by **Rapinoe**
> *One way to possibly avoid that is to install CM somewhere that is NOT on C: drive.*
>
> *Having used the EHM version of this tool extensively I can say with confidence that this will be great.*

I am running the game and original editor without admin rights and without any issues on Windows 7, so that won't be a problem!

06-07-14, 10:56 AM #10

milo

Join Date: 02-03-12

Director Posts: 3,608

archibald, since this tool can be very very helpful for the update team, can you also add any features requested by the team?

if so, you and the team could cooperate to make this tool as best we can

06-07-14, 12:31 PM #11

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Edgars**
> *It looks promising, but I just truly hope that to use this program I won't need to have admin rights...*

If your database is located in C:/Program Files(x86)/.../ then yes you'd need to use Run as Admin (otherwise you end up with ghost copies of your DB in your Roaming folder).

BUT, you can easily avoid this by coping your DB (i.e. all of your .dat files plus player_setup.cfg) to another folder temporarily. E.g. if you move it to a folder on your Desktop or My Documents then you don't need to use Run as Admin. It's only when it's in Program Files where you have to worry about admin rights.

> Originally Posted by **Rapinoe**
> *Archie - a question/suggestion: are you planning to include that 'count' screen that shows the number of players in each league with minimum, maximum and average CAs? I think that could also be quite useful here too.*

Will do! I'll get the Free Agent Utility and Delete DB functions done and then I'll move on to that for you.

> Originally Posted by **milo**
> *archibald, since this tool can be very very helpful for the update team, can you also add any features requested by the team?*
>
> *if so, you and the team could cooperate to make this tool as best we can*

Yes, I would be more than happy to do so. The aim of my tool is to make DB editing easier for the guys who maintain the excellent roster updates. So please do post suggestions and I'll see what I can do. I won't make any promises, but it would be really useful to know what sorts of things would help the roster update team because then I can prioritise those aspects.

I must however stress that I do have a heavy workload and so progress on this tool will be very stop-start. Just to give you an idea of the other things I have on my plate: 1) I'm continuing to develop my EHM Updater, 2) I help maintain an unofficial roster update for EHM 2007, 3) I'm a researcher for Franchise Hockey Manager and 4) I run my own EHM/FHM website. On top of that, I have a pretty busy job. So I tend to rotate my tasks somewhat. My current priority is to get some basic functions up and running for the CM Updater (at which point I'll release it for testing) and then I'll probably do some roster work and EHM Updater work before returning to spend some more time on the CM Updater. I'm also working on creating a shared library of code that both the CM and the EHM Updater will share - so when I improve core functions for one Updater, the other Updater will benefit too.

06-07-14, 12:40 PM #12

Edgars
Decent Young Player

Join Date: 04-12-13
Location: Latvija
Posts: 74

> Originally Posted by **archibalduk**
> *If your database is located in C:/Program Files(x86)/.../ then yes you'd need to use Run as Admin (otherwise you end up with ghost copies of your DB in your Roaming folder).*
>
> *BUT, you can easily avoid this by coping your DB (i.e. all of your .dat files plus player_setup.cfg) to another folder temporarily. E.g. if you move it to a folder on your Desktop or My Documents then you don't need to use Run as Admin. It's only when it's in Program Files where you have to worry about admin rights.*

Glad to read it and thank you for your job!

06-07-14, 01:21 PM #13

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Seems promising :-)

Is one of the intended usages to allow the update team to work in parallell? I.e. make it possible to, say, let one updater take care of Italian leagues and another one Spain -- and sometime before release, dump those leagues as CSV files, and then import them into a master database?

06-07-14, 02:18 PM #14

archibalduk
Reserve Team Player

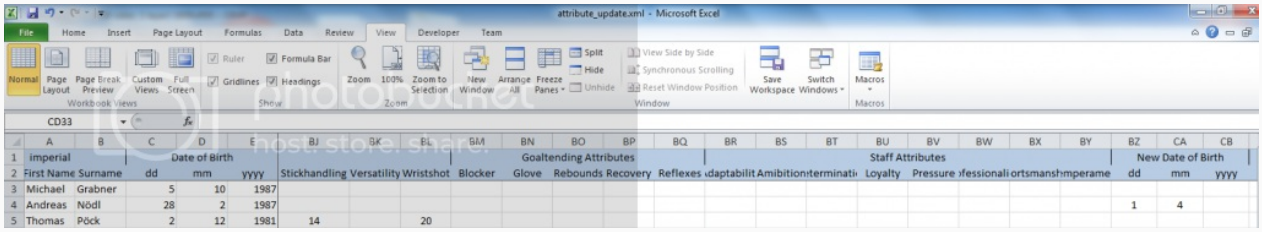
Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Tapani**
> *Seems promising :-)*
>
> *Is one of the intended usages to allow the update team to work in parallell? I.e. make it possible to, say, let one updater take care of Italian leagues and another one Spain -- and sometime before release, dump those leagues as CSV files, and then import them into a master database?*

Yes, that's exactly right.

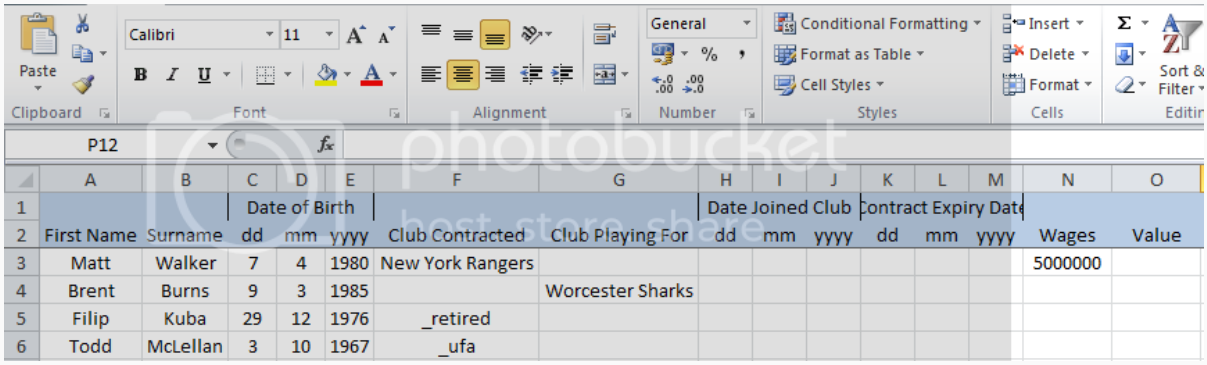
Each researcher could work on their own blank spreadsheets. They just list the attribute/transfer changes and players/non-players that need to be created in their own spreadsheets and send them to the person who has the DB. The person who has the DB imports the spreadsheets into the DB using the Updater. This is how we have been editing EHM for about 3 years now - we have been able to achieve a lot more than just one person having to make all the changes manually using the Pre-Game Editor.

Here are some screenshots of some of the EHM Updater spreadsheets we use (they might give you an idea of how the spreadsheets work in the EHM Updater and roughly how I plan to get them to work in the CM Updater):



	A	B	C	D	E	BJ	BK	BL	BM	BN	BO	BP	BQ	BR	BS	BT	BU	BV	BW	BX	BY	BZ	CA	CB
1	Imperial			Date of Birth							Goaltending Attributes						Staff Attributes					New Date of Birth		
2	First Name	Surname	dd	mm	yyyy	Stickhandling	Versatility	Wristshot	Blocker	Glove	Rebounds	Recovery	Reflexes	daptabilit	Amibition	terminati	Loyalty	Pressure	fessionali	ortsmansh	mperame	dd	mm	yyyy
3	Michael	Grabner	5	10	1987																			
4	Andreas	Nödl	28	2	1987																	1	4	
5	Thomas	Pöck	2	12	1981	14		20																

In the screenshot above, when this spreadsheet is imported into a DB using the Updater: Andreas Nodl's date of birth will be changed to 1st April and the Stickhandling and Wristshot attributes for Thomas Pock will be changed to 14 and 20 respectively.



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1			Date of Birth					Date Joined Club			Contract Expiry Date				
2	First Name	Surname	dd	mm	yyyy	Club Contracted	Club Playing For	dd	mm	yyyy	dd	mm	yyyy	Wages	Value
3	Matt	Walker	7	4	1980	New York Rangers								5000000	
4	Brent	Burns	9	3	1985		Worcester Sharks								
5	Filip	Kuba	29	12	1976	_retired									
6	Todd	McLellan	3	10	1967	_ufa									

In the screenshot above, when this spreadsheet is imported into a DB using the Updater:

* Matt Walker will be moved to the New York Rangers' roster and his salary will be set to $5m per year;
* Brent Burns will be moved to the Worcester Sharks' roster;
* Filip Kuba will be retired (and set to a free agent);
* Todd McLellan will be set to a free agent (UFA = free agent in ice hockey terminology).

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1			-- DATE	OF	BIRTH --	--	NATIONALITY	--	-- BIRTH	PLACE --	--	CONTRACT DATA	--	-- DATE	JOINED	CLUB --	-- CONTRACT	END	DATE --		
2	First Name	Surname	dd	mm	yyyy	Primary	Secondary	Declared	City	Nation	Job For Club	Club Contracted	Club Playing For	dd	mm	yyyy	dd	mm	yyyy	Wages	Value
3	Don	Cherry	1	6	1984	Great Britain		1	Liverpool	Great Britain	Player	Manchester Phoenix		31	1	1900	1	6	2013	100000	500000

The screenshot above is of the staff_new.xml/csv spreadsheet which is used for inserting new players/non-players into the DB.

06-07-14, 02:31 PM #15

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Yes, I would be more than happy to do so. The aim of my tool is to make DB editing easier for the guys who maintain the excellent roster updates. So please do post suggestions and I'll see what I can do. I won't make any promises, but it would be really useful to know what sorts of things would help the roster update team because then I can prioritise those aspects.*
>
> *I must however stress that I do have a heavy workload and so progress on this tool will be very stop-start. Just to give you an idea of the other things I have on my plate: 1) I'm continuing to develop my EHM Updater, 2) I help maintain an unofficial roster update for EHM 2007, 3) I'm a researcher for Franchise Hockey Manager and 4) I run my own EHM/FHM website. On top of that, I have a pretty busy job. So I tend to rotate my tasks somewhat. My current priority is to get some basic functions up and running for the CM Updater (at which point I'll release it for testing) and then I'll probably do some roster work and EHM Updater work before returning to spend some more time on the CM Updater. I'm also working on creating a shared library of code that both the CM and the EHM Updater will share - so when I improve core functions for one Updater, the other Updater will benefit too.*

we all work here in our spare time

thank you very much, hope we can really collaborate

06-07-14, 02:33 PM #16

Patinoz
Player

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

Great stuff mate. I am looking forward to testing it.

07-07-14, 07:31 PM #17

faz44
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

I've actually put my league patch on hold because this should make it much less time-consuming. Waiting on the edge of my seat.

07-07-14, 07:34 PM #18

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Don't know if you are taking requests but these 2 are sorely missing from the official editor (and a lot of other tools)

Filter Free Players
Filter Free Staff
Filter Players by Continent
Filter Staff by Continent

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

07-07-14, 07:41 PM #19

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Filter Stadia by Country..... it can only be done by City and it's a huge pain when making patches..... maybe just for me though

07-07-14, 07:55 PM #20

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Nope, that's a good one CF

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

07-07-14, 08:29 PM #21

JohnLocke
Programmer
VIP

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

@archibalduk - just in case you don't know already. If you ever try opening the original 3.9.68 data you might notice that staff.dat is in a different format; staff preferences are stored in the person data rather than as a 4th 'file'. When I first found this out it freaked me out as my code just stopped working after I had re-installed CM. Running the data through the editor once will modify staff.dat to be in 4 files again.

07-07-14, 09:27 PM #22

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Dermotron**
> *Don't know if you are taking requests but these 2 are sorely missing from the official editor (and a lot of other tools)*
>
> *Filter Free Players*
> *Filter Free Staff*
> *Filter Players by Continent*
> *Filter Staff by Continent*

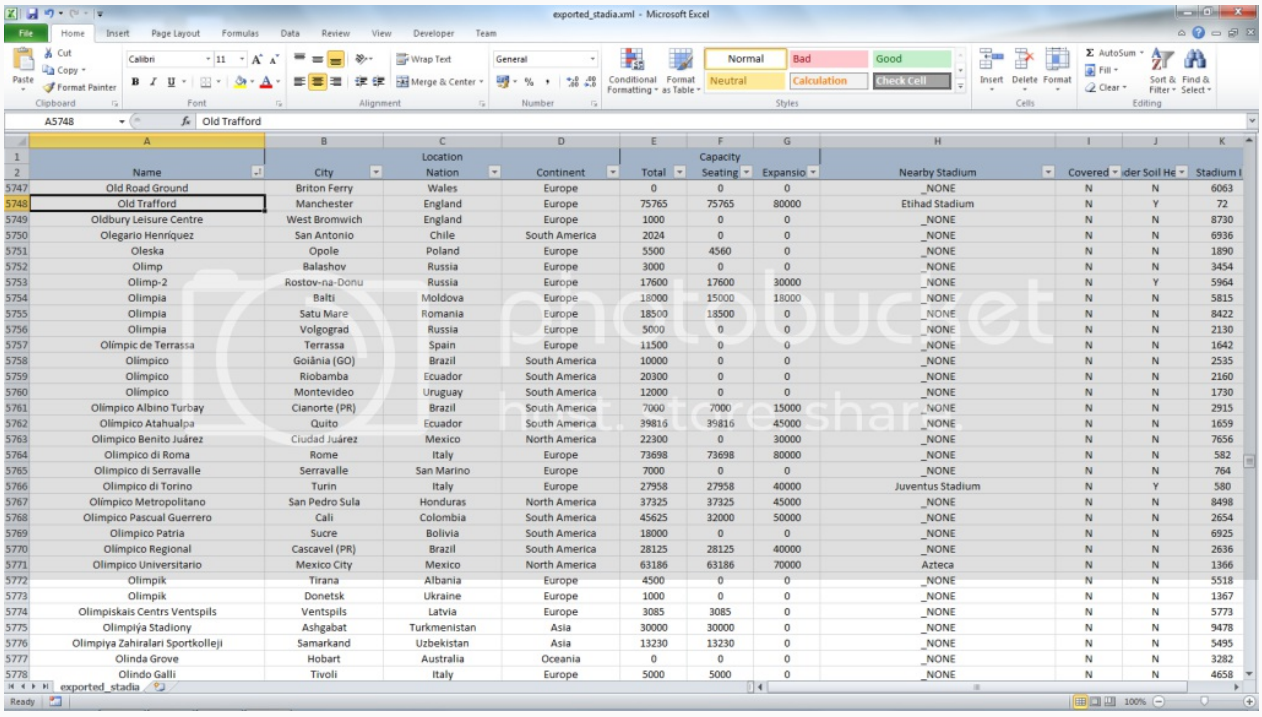
> Originally Posted by **Craig Forrest**
> *Filter Stadia by Country..... it can only be done by City and it's a huge pain when making patches..... maybe just for me though*

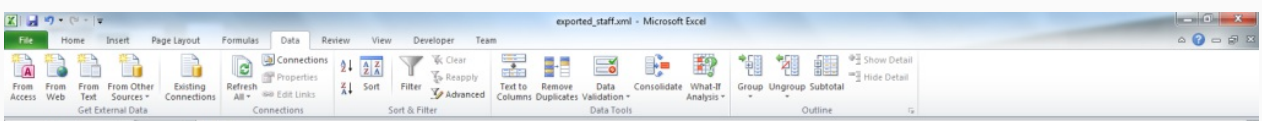
Do you mean being able to look at the data in a spreadsheet and being able to filter by that data? Assuming that's the case:

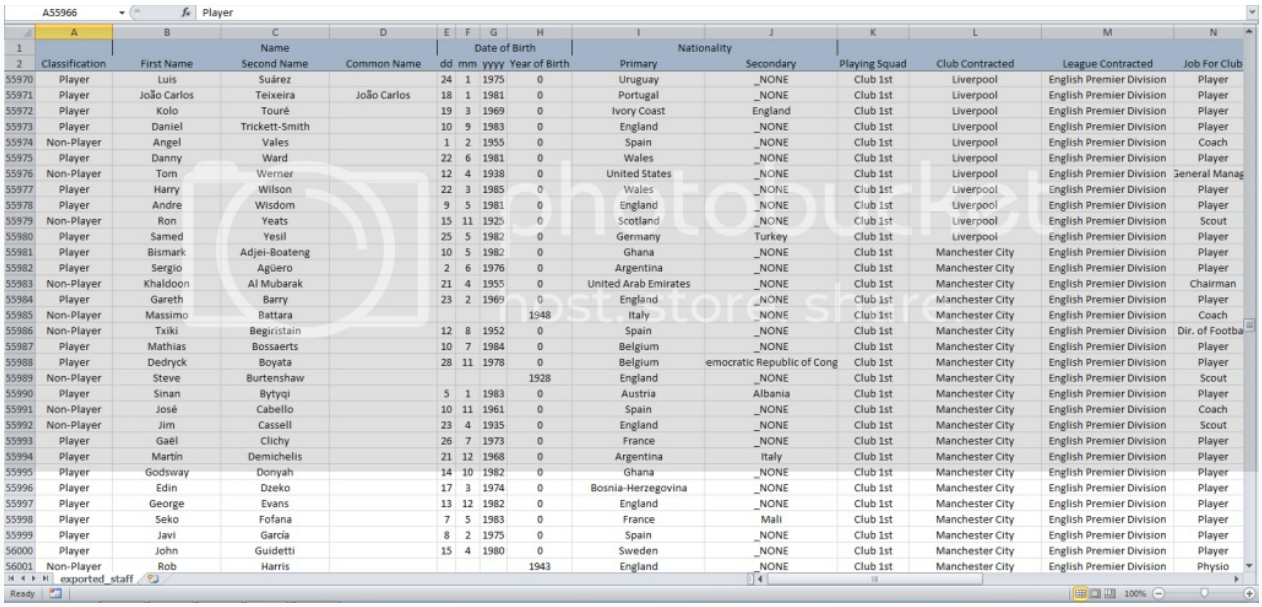
Filter Free Players - ALREADY ADDED
Filter Free Staff - ALREADY ADDED (You can also filter by job for club and job for nation, league contracted, etc etc)
Filter Players by Continent - I CAN ADD THIS, NO PROBLEM (IT'LL TAKE ABOUT 5 MINUTES' WORK)
Filter Staff by Continent - I CAN ADD THIS, NO PROBLEM (IT'LL TAKE ABOUT 5 MINUTES' WORK)

Filter Stadia by Country - ALREADY ADDED (YOU CAN ALSO FILTER BY CONTINENT)

Here are some screenshots of the exported xml files (the csv files are the same but they don't have the nicely formatted column widths and coloured frozen pane header row):







	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1			Name		Date of Birth				Nationality					
2	Classification	First Name	Second Name	Common Name	dd	mm	yyyy	Year of Birth	Primary	Secondary	Playing Squad	Club Contracted	League Contracted	Job For Club
55970	Player	Luis	Suárez		24	1	1975	0	Uruguay	_NONE	Club 1st	Liverpool	English Premier Division	Player
55971	Player	João Carlos	Teixeira	João Carlos	18	1	1981	0	Portugal	_NONE	Club 1st	Liverpool	English Premier Division	Player
55972	Player	Kolo	Touré		19	3	1969	0	Ivory Coast	England	Club 1st	Liverpool	English Premier Division	Player
55973	Player	Daniel	Trickett-Smith		10	9	1983	0	England	_NONE	Club 1st	Liverpool	English Premier Division	Player
55974	Non-Player	Angel	Vales		1	2	1955	0	Spain	_NONE	Club 1st	Liverpool	English Premier Division	Coach
55975	Player	Danny	Ward		22	6	1981	0	Wales	_NONE	Club 1st	Liverpool	English Premier Division	Player
55976	Non-Player	Tom	Werner		12	4	1938	0	United States	_NONE	Club 1st	Liverpool	English Premier Division	General Manag
55977	Player	Harry	Wilson		22	3	1985	0	Wales	_NONE	Club 1st	Liverpool	English Premier Division	Player
55978	Player	Andre	Wisdom		9	5	1981	0	England	_NONE	Club 1st	Liverpool	English Premier Division	Player
55979	Non-Player	Ron	Yeats		15	11	1925	0	Scotland	_NONE	Club 1st	Liverpool	English Premier Division	Scout
55980	Player	Samed	Yesil		25	5	1982	0	Germany	Turkey	Club 1st	Liverpool	English Premier Division	Player
55981	Player	Bismark	Adjei-Boateng		10	5	1982	0	Ghana	_NONE	Club 1st	Manchester City	English Premier Division	Player
55982	Player	Sergio	Agüero		2	6	1976	0	Argentina	_NONE	Club 1st	Manchester City	English Premier Division	Player
55983	Non-Player	Khaldoon	Al Mubarak		21	4	1955	0	United Arab Emirates	_NONE	Club 1st	Manchester City	English Premier Division	Chairman
55984	Player	Gareth	Barry		23	2	1969	0	England	_NONE	Club 1st	Manchester City	English Premier Division	Player
55985	Non-Player	Massimo	Battara					1948	Italy	_NONE	Club 1st	Manchester City	English Premier Division	Coach
55986	Non-Player	Txiki	Begiristain		12	8	1952	0	Spain	_NONE	Club 1st	Manchester City	English Premier Division	Dir. of Footba
55987	Player	Mathias	Bossaerts		10	7	1984	0	Belgium	_NONE	Club 1st	Manchester City	English Premier Division	Player
55988	Player	Dedryck	Boyata		28	11	1978	0	Belgium	emocratic Republic of Cong	Club 1st	Manchester City	English Premier Division	Player
55989	Non-Player	Steve	Burtenshaw					1928	England	_NONE	Club 1st	Manchester City	English Premier Division	Scout
55990	Player	Sinan	Bytyqi		5	1	1983	0	Austria	Albania	Club 1st	Manchester City	English Premier Division	Player
55991	Non-Player	José	Cabello		10	11	1961	0	Spain	_NONE	Club 1st	Manchester City	English Premier Division	Coach
55992	Non-Player	Jim	Cassell		23	4	1935	0	England	_NONE	Club 1st	Manchester City	English Premier Division	Scout
55993	Player	Gaël	Clichy		26	7	1973	0	France	_NONE	Club 1st	Manchester City	English Premier Division	Player
55994	Player	Martín	Demichelis		21	12	1968	0	Argentina	Italy	Club 1st	Manchester City	English Premier Division	Player
55995	Player	Godsway	Donyah		14	10	1982	0	Ghana	_NONE	Club 1st	Manchester City	English Premier Division	Player
55996	Player	Edin	Dzeko		17	3	1974	0	Bosnia-Herzegovina	_NONE	Club 1st	Manchester City	English Premier Division	Player
55997	Player	George	Evans		13	12	1982	0	England	_NONE	Club 1st	Manchester City	English Premier Division	Player
55998	Player	Seko	Fofana		7	5	1983	0	France	Mali	Club 1st	Manchester City	English Premier Division	Player
55999	Player	Javi	García		8	2	1975	0	Spain	_NONE	Club 1st	Manchester City	English Premier Division	Player
56000	Player	John	Guidetti		15	4	1980	0	Sweden	_NONE	Club 1st	Manchester City	English Premier Division	Player
56001	Non-Player	Rob	Harris					1943	England	_NONE	Club 1st	Manchester City	English Premier Division	Physio

Note that the exported_staff spreadsheet is a work in progress (I still need to pre-set the column widths). Owing to the huge amount of data (over 100,000 players and staff), the resultant xml file is about 230mb (and it takes a whopping 17 seconds to generate - whereas exporting city/club/stadium/etc data takes a fraction of a second). The csv file will be smaller, but it's still a bit of a pain. I think I'll remove the staff attributes from the exported_staff spreadsheet and instead export these with the player and non-player attributes spreadsheets.

07-07-14, 09:38 PM #23

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **JohnLocke**
> *@archibalduk - just in case you don't know already. If you ever try opening the original 3.9.68 data you might notice that staff.dat is in a different format; staff preferences are stored in the person data rather than as a 4th 'file'. When I first found this out it freaked me out as my code just stopped working after I had re-installed CM. Running the data through the editor once will modify staff.dat to be in 4 files again.*

Thanks for pointing that out. I hadn't realised that (I've been working with the March roster update).

I'll proceed on the basis of only supporting the staff.dat with 4 "sub-files" for the time being. Is the Version number different in the index.dat file where the preferences data is stored in the person data?

Something that bothers me about index.dat is that if your index file is ever corrupt, the staff.dat file is essentially lost because you need the offsets in order to index the 4 "sub-files". I don't like relying on index.dat, instead I prefer just getting the Updater to figure out the index on the fly (i.e. by looking at the file sizes of each file and figuring out the index itself). I think it should be fairly straightforward to calculate the offsets of where each sub-file begins from reading staff.dat. Then I'll be free from having to rely on index.dat.

07-07-14, 09:42 PM #24

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Nice job and cheers for the additions. So far the Export options look good, any luck with re-importing or have you got that far?

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

07-07-14, 09:49 PM #25

JohnLocke
Programmer
VIP

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

That the solution I've gone for. I don't recall checking the version number on the original data but I expect it will be different (1 instead of 2 presumably).

My code relies on index.dat - even to the extent of using the file names (staff.dat, club.dat etc). Also allows data to be 'ignored', e.g. one of my tools edits index.dat by making it think there is only 1 staff history - which makes the game load quicker (at the expense of showing the histories in game).

Not sure how you'd work out numbers based on file size but you could manually scan the file, e.g. read 4 bytes skip 106 bytes, read 4 bytes, skip 106 bytes - then when the last 4 byte number is not 1 above the previous 4 byte number you know that you've got to the end of the person section.

« New guy, new league | Skills to Learn for Patching/RE? »

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Results 26 to 50 of 322 Page 2 of 13 First 1 2 3 4 5 6 12 ... Last

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

07-07-14, 09:54 PM #26

djole2mcloud
Programmer

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

looks great...spreadsheet is almost exact as spreadsheet i used to insert data via JL uber tool...
how fast will be inserting option?just for comparing,JL uber tool can insert around 5000 staff with full attributes under 10 minutes...
just suggestion:

option for adding clubs,cities,stadiums to DB via spreadsheet (same as JL tool Uber Parser does)
option for altering club and nation histories via spreadsheet

Also...there is a handy option in Uber Parser tool (update club option) through .csv file that allows u to relocate great amount of clubs at once from league to league (specially great for league patching),so i wonder if something like that can be included.
thanks for the great work m8!

07-07-14, 10:00 PM #27

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Dermotron**
> *Nice job and cheers for the additions. So far the Export options look good, any luck with re-importing or have you got that far?*

No importing quite yet. I think that might not be until next month. I'm just finishing off data deletion and the free agent utility. Then I'll release it for people to test.

Regarding data import/filtering - if there is anything else you need, please let me know. Adding data export stuff is a simple 10 minute job.

> Originally Posted by **JohnLocke**
> *That the solution I've gone for. I don't recall checking the version number on the original data but I expect it will be different (1 instead of 2 presumably).*
>
> *My code relies on index.dat - even to the extent of using the file names (staff.dat, club.dat etc). Also allows data to be 'ignored', e.g. one of my tools edits index.dat by making it think there is only 1 staff history - which makes the game load quicker (at the expense of showing the histories in game).*
>
> *Not sure how you'd work out numbers based on file size but you could manually scan the file, e.g. read 4 bytes skip 106 bytes, read 4 bytes, skip 106 bytes - then when the last 4 byte number is not 1 above the previous 4 byte number you know that you've got to the end of the person section.*

Yeah I used to rely on index.dat very heavily too. However, I now load the full DB each time into individual classes, so I can't rely on index.dat any more.

Regarding the staff files - It would be a case of tracking the ID numbers of each entry read until you reach 0 again (at which point you know the next sub-file begins). I think it's a bit of overkill, but maybe I'll look at it once other more important things are done.

07-07-14, 10:05 PM #28

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
> *how fast will be inserting option?just for comparing,JL uber tool can insert around 5000 staff with full attributes under 10 minutes...*

I can't remember the exact numbers, but IIRC the EHM Updater can insert around 100,000 player career history entries in under a minute (the EHM career history entries are *slightly* larger than the CM history structure, so I'd hope the CM Updater to be marginally quicker).

Adding and updating data via spreadsheets will come with time. Player, non-player and official attributes, staff data (e.g. contract data) updating/editing and player/non-player and player career history insertion are my first tasks. But I can't commit to any ETA I'm afraid.

07-07-14, 10:12 PM #29

JohnLocke
Programmer
VIP

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

Just out of curiosity, what programming language do you use?

07-07-14, 10:24 PM #30

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I use C++ and the Qt Library (Qt makes GUI programming much easier than pure C++).

08-07-14, 06:42 AM #31

JohnLocke
Programmer
VIP

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

If you're interested, here are a couple of features I have planned to implement in my CSV tool:

Attributes can be set using a 5-star rating system as well as being set explicitly, e.g. you can enter '*' to '****** which will convert a random number as follows: 1-5, 4-9, 10-13, 14-17, 18-20. I have designated dirtyness and injury proneness as 'bad' attributes - so if you enter ***** you'll get a low value rather than a high.

For club kit colours I'm planning to allow the user to use the name of another club as well as the colour names, e.g. it would accept 'Man Utd:away' then copy the values from Man Utd's away kit.

08-07-14, 10:53 AM #32

milo
Director

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

archibald, can you also add the option to export stadiums attached to clubs that use them?

i mean extracting a list of stadiums like this:

etihad - man city
emirates - arsenal
anfield - liverpool

i know it's not so useful maybe but as i'm a maniac of tables, it would save me some work before every release

08-07-14, 06:50 PM #33

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **JohnLocke**
>
> *If you're interested, here are a couple of features I have planned to implement in my CSV tool:*
>
> *Attributes can be set using a 5-star rating system as well as being set explicitly, e.g. you can enter '*' to '****** which will convert a random number as follows: 1-5, 4-9, 10-13, 14-17, 18-20. I have designated dirtyness and injury proneness as 'bad' attributes - so if you enter ***** you'll get a low value rather than a high.*
>
> *For club kit colours I'm planning to allow the user to use the name of another club as well as the colour names, e.g. it would accept 'Man Utd:away' then copy the values from Man Utd's away kit.*

That's a really neat idea about the team colours. I might "borrow" that idea for my EHM Updater!!

The rating system is intriguing. Something I'd been thinking about for the EHM Updater was to create some player profiles or roles which weight the attributes according to the player's profile (e.g. a physical attacking winger). I.e. you select the role and then the tool will create an appropriate set of attributes according to this role and the CA.

> Originally Posted by **milo**
>
> *archibald, can you also add the option to export stadiums attached to clubs that use them?*
>
> *i mean extracting a list of stadiums like this:*
>
> *etihad - man city*
> *emirates - arsenal*
> *anfield - liverpool*
>
> *i know it's not so useful maybe but as i'm a maniac of tables, it would save me some work before every release*

Currently it lists all of the clubs and says which stadium is attached to each club. Is this what you mean, or are you looking for a spreadsheet that lists every stadium and says how many teams play at that stadium?

08-07-14, 07:08 PM #34

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Currently it lists all of the clubs and says which stadium is attached to each club. Is this what you mean, or are you looking for a spreadsheet that lists every stadium and says how many teams play at that stadium?*

the second one

i need it to know which stadiums are not attached, not needed.

currently i extract the list of stadiums, compare it to the list of clubs with their stadiums deleting those used by clubs, then i compare it again to the list of nations with their stadiums deleting those used by national teams.

what remains is what i was looking for, the list of unattached stadiums.

same for cities and related stadiums...

08-07-14, 09:11 PM #35

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Ok I see. Leave it with me. I'll see what I can do!

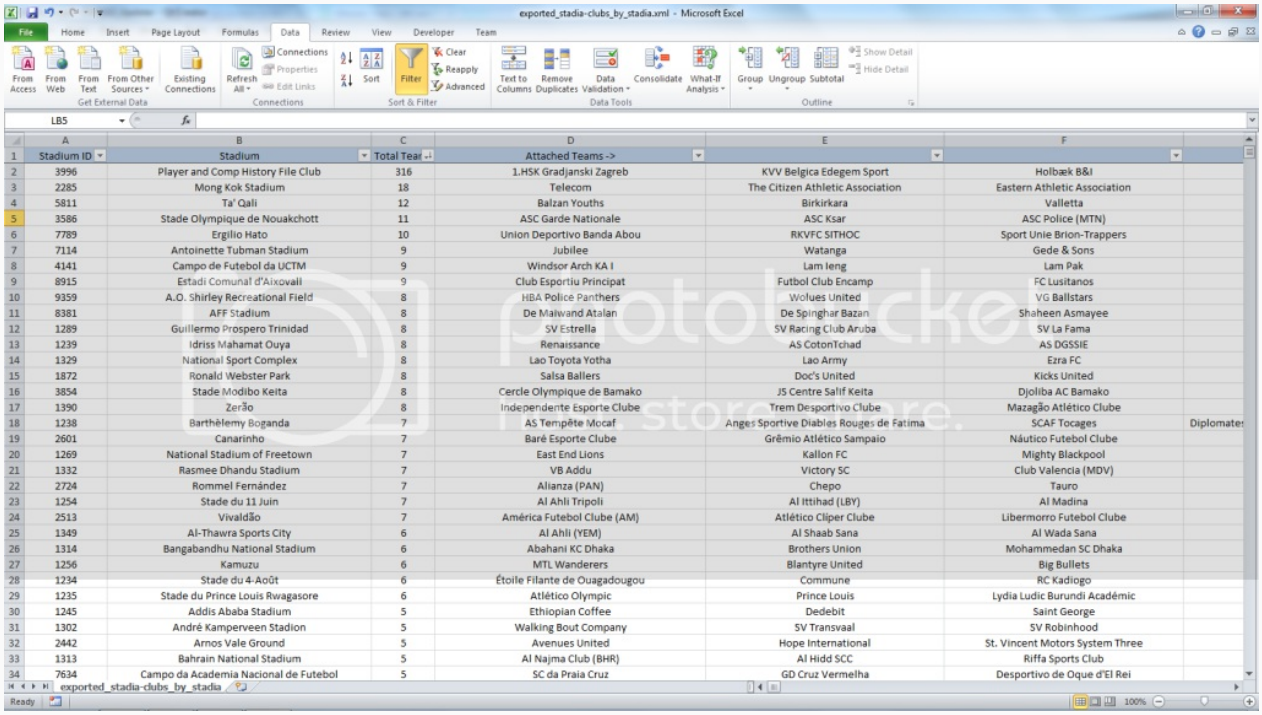
09-07-14, 09:23 PM #36

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *the second one*
>
> *i need it to know which stadiums are not attached, not needed.*
>
> *currently i extract the list of stadiums, compare it to the list of clubs with their stadiums deleting those used by clubs, then i compare it again to the list of nations with their stadiums deleting those used by national teams.*
>
> *what remains is what i was looking for, the list of unattached stadiums.*
>
> *same for cities and related stadiums...*

Is this what you had in mind?



exported_stadia-clubs_by_stadia.xml - Microsoft Excel

Stadium ID	Stadium	Total Teams	Attached Teams ->		
3996	Player and Comp History File Club	316	1.HSK Gradjanski Zagreb	KVV Belgica Edegem Sport	Holbæk B&I
2285	Mong Kok Stadium	18	Telecom	The Citizen Athletic Association	Eastern Athletic Association
5811	Ta' Qali	12	Balzan Youths	Birkirkara	Valletta
3586	Stade Olympique de Nouakchott	11	ASC Garde Nationale	ASC Ksar	ASC Police (MTN)
7789	Ergilio Hato	10	Union Deportivo Banda Abou	RKVFC SITHOC	Sport Unie Brion-Trappers
7114	Antoinette Tubman Stadium	9	Jubilee	Watanga	Gede & Sons
4141	Campo de Futebol da UCTM	9	Windsor Arch KA I	Lam Ieng	Lam Pak
8915	Estadi Comunal d'Aixovall	9	Club Esportiu Principat	Futbol Club Encamp	FC Lusitanos
9359	A.O. Shirley Recreational Field	8	HBA Police Panthers	Wolves United	VG Ballstars
8381	AFF Stadium	8	De Maiwand Atalan	De Spinghar Bazan	Shaheen Asmayee
1289	Guillermo Prospero Trinidad	8	SV Estrella	SV Racing Club Aruba	SV La Fama
1239	Idriss Mahamat Ouya	8	Renaissance	AS CotonTchad	AS DGSSIE
1329	National Sport Complex	8	Lao Toyota Yotha	Lao Army	Ezra FC
1872	Ronald Webster Park	8	Salsa Ballers	Doc's United	Kicks United
3854	Stade Modibo Keita	8	Cercle Olympique de Bamako	JS Centre Salif Keita	Djoliba AC Bamako
1390	Zerão	8	Independente Esporte Clube	Trem Desportivo Clube	Mazagão Atlético Clube
1238	Barthèlemy Boganda	7	AS Tempête Mocaf	Anges Sportive Diables Rouges de Fatima	SCAF Tocages
2601	Canarinho	7	Baré Esporte Clube	Grêmio Atlético Sampaio	Náutico Futebol Clube
1269	National Stadium of Freetown	7	East End Lions	Kallon FC	Mighty Blackpool
1332	Rasmee Dhandu Stadium	7	VB Addu	Victory SC	Club Valencia (MDV)
2724	Rommel Fernández	7	Alianza (PAN)	Chepo	Tauro
1254	Stade du 11 Juin	7	Al Ahli Tripoli	Al Ittihad (LBY)	Al Madina
2513	Vivaldão	7	América Futebol Clube (AM)	Atlético Cliper Clube	Libermorro Futebol Clube
1349	Al-Thawra Sports City	6	Al Ahli (YEM)	Al Shaab Sana	Al Wada Sana
1314	Bangabandhu National Stadium	6	Abahani KC Dhaka	Brothers Union	Mohammedan SC Dhaka
1256	Kamuzu	6	MTL Wanderers	Blantyre United	Big Bullets
1234	Stade du 4-Août	6	Étoile Filante de Ouagadougou	Commune	RC Kadiogo
1235	Stade du Prince Louis Rwagasore	6	Atlético Olympic	Prince Louis	Lydia Ludic Burundi Académic
1245	Addis Ababa Stadium	5	Ethiopian Coffee	Dedebit	Saint George
1302	André Kamperveen Stadion	5	Walking Bout Company	SV Transvaal	SV Robinhood
2442	Arnos Vale Ground	5	Avenues United	Hope International	St. Vincent Motors System Three
1313	Bahrain National Stadium	5	Al Najma Club (BHR)	Al Hidd SCC	Riffa Sports Club
7634	Campo da Academia Nacional de Futebol	5	SC da Praia Cruz	GD Cruz Vermelha	Desportivo de Oque d'El Rei

This lists all clubs and nations attached to each stadium. It also lists blank stadia (just use the Data -> Sort or Auto-Filter in Excel/etc to filter them out). There are 2,037 unattached stadia (out of 9,490 stadia) in the March DB update.

What is the deal with the stadium named "Player and Comp History File Club"? Is it a game-critical stadium? It has 316 stadia attached to it.

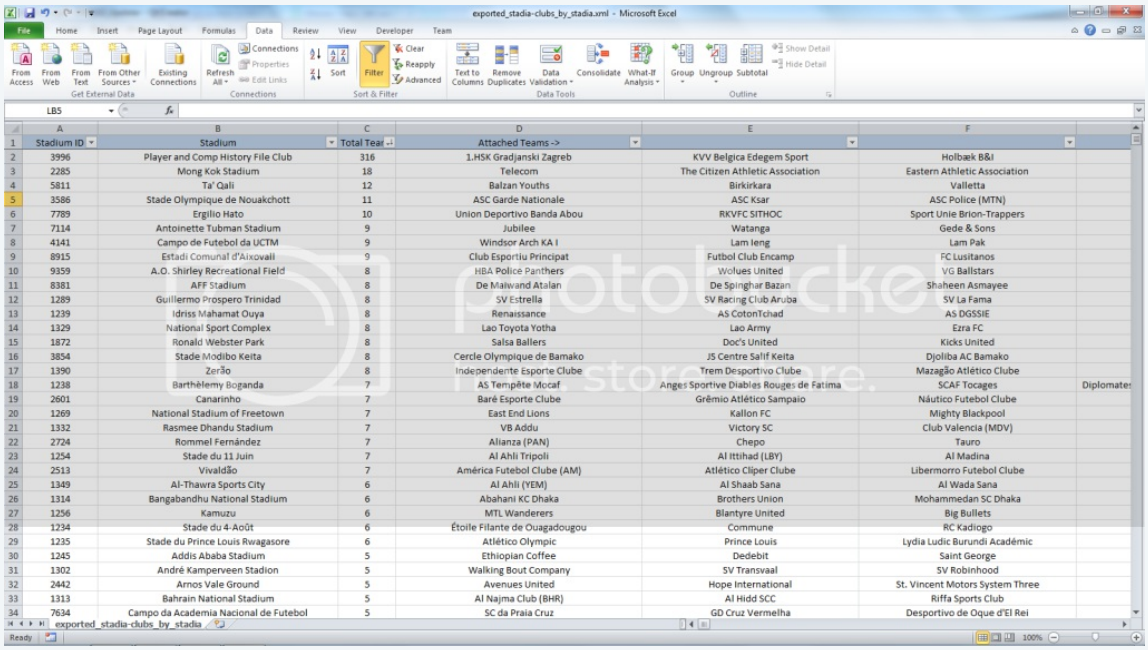
Let me know if you need anything else displayed on this spreadsheet.

Assuming this is what you had in mind, I'll get started on the stadia by cities spreadsheet later this week/weekend.

09-07-14, 10:02 PM #37

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Is this what you had in mind?*
>
> 
>
>
> | Stadium ID | Stadium | Total Teams | Attached Teams -> | | |
> |---|---|---|---|---|---|
> | 3996 | Player and Comp History File Club | 316 | 1.HSK Gradjanski Zagreb | KVV Belgica Edegem Sport | Holbæk B&I |
> | 2285 | Mong Kok Stadium | 18 | Telecom | The Citizen Athletic Association | Eastern Athletic Association |
> | 5811 | Ta' Qali | 12 | Balzan Youths | Birkirkara | Valletta |
> | 3586 | Stade Olympique de Nouakchott | 11 | ASC Garde Nationale | ASC Ksar | ASC Police (MTN) |
> | 7789 | Ergilio Hato | 10 | Union Deportivo Banda Abou | RKVFC SITHOC | Sport Unie Brion-Trappers |
> | 7114 | Antoinette Tubman Stadium | 9 | Jubilee | Watanga | Gede & Sons |
> | 4141 | Campo de Futebol da UCTM | 9 | Windsor Arch KA I | Lam leng | Lam Pak |
> | 8915 | Estadi Comunal d'Aixovall | 9 | Club Esportiu Principat | Futbol Club Encamp | FC Lusitanos |
> | 9359 | A.O. Shirley Recreational Field | 8 | HBA Police Panthers | Wolues United | VG Ballstars |
> | 8381 | AFF Stadium | 8 | De Maiwand Atalan | De Spinghar Bazan | Shaheen Asmayee |
> | 1289 | Guillermo Prospero Trinidad | 8 | SV Estrella | SV Racing Club Aruba | SV La Fama |
> | 1239 | Idriss Mahamat Ouya | 8 | Renaissance | AS CotonTchad | AS DGSSIE |
> | 1329 | National Sport Complex | 8 | Lao Toyota Yotha | Lao Army | Ezra FC |
> | 1872 | Ronald Webster Park | 8 | Salsa Ballers | Doc's United | Kicks United |
> | 3854 | Stade Modibo Keita | 8 | Cercle Olympique de Bamako | JS Centre Salif Keita | Djoliba AC Bamako |
> | 1390 | Zerão | 8 | Independente Esporte Clube | Trem Desportivo Clube | Mazagão Atlético Clube |
> | 1238 | Barthèlemy Boganda | 7 | AS Tempête Mocaf | Anges Sportive Diables Rouges de Fatima | SCAF Tocages |
> | 2601 | Canarinho | 7 | Baré Esporte Clube | Grêmio Atlético Sampaio | Náutico Futebol Clube |
> | 1269 | National Stadium of Freetown | 7 | East End Lions | Kallon FC | Mighty Blackpool |
> | 1332 | Rasmee Dhandu Stadium | 7 | VB Addu | Victory SC | Club Valencia (MDV) |
> | 2724 | Rommel Fernández | 7 | Alianza (PAN) | Chepo | Tauro |
> | 1254 | Stade du 11 Juin | 7 | Al Ahli Tripoli | Al Ittihad (LBY) | Al Madina |
> | 2513 | Vivaldão | 7 | América Futebol Clube (AM) | Atlético Cliper Clube | Libermorro Futebol Clube |
> | 1349 | Al-Thawra Sports City | 6 | Al Ahli (YEM) | Al Shaab Sana | Al Wada Sana |
> | 1314 | Bangabandhu National Stadium | 6 | Abahani KC Dhaka | Brothers Union | Mohammedan SC Dhaka |
> | 1256 | Kamuzu | 6 | MTL Wanderers | Blantyre United | Big Bullets |
> | 1234 | Stade du 4-Août | 6 | Étoile Filante de Ouagadougou | Commune | RC Kadiogo |
> | 1235 | Stade du Prince Louis Rwagasore | 6 | Atlético Olympic | Prince Louis | Lydia Ludic Burundi Académic |
> | 1245 | Addis Ababa Stadium | 5 | Ethiopian Coffee | Dedebit | Saint George |
> | 1302 | André Kamperveen Stadion | 5 | Walking Bout Company | SV Transvaal | SV Robinhood |
> | 2442 | Arnos Vale Ground | 5 | Avenues United | Hope International | St. Vincent Motors System Three |
> | 1313 | Bahrain National Stadium | 5 | Al Najma Club (BHR) | Al Hidd SCC | Riffa Sports Club |
> | 7634 | Campo da Academia Nacional de Futebol | 5 | SC da Praia Cruz | GD Cruz Vermelha | Desportivo de Oque d'El Rei |
>
> *This lists all clubs and nations attached to each stadium. It also lists blank stadia (just use the Data -> Sort or Auto-Filter in Excel/etc to filter them out). There are 2,037 unattached stadia (out of 9,490 stadia) in the March DB update.*
>
> *What is the deal with the stadium named "Player and Comp History File Club"? Is it a game-critical stadium? It has 316 stadia attached to it.*
>
> *Let me know if you need anything else displayed on this spreadsheet.*
>
> *Assuming this is what you had in mind, I'll get started on the stadia by cities spreadsheet later this week/weekend.*

2037!?!?!?

i was sure i deleted them all in the previous release... or maybe i deleted unattached cities... can't remember now

yes archibald, it's just what i have been wishing for, thank you so much

the "player and comp..." stadium is a fictional stadium that help us not to delete clubs needed for history files, basically we set that stadium to extinct clubs in db so that if you wanted to delete the club you can see you don't have to

11-07-14, 09:34 PM #38

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

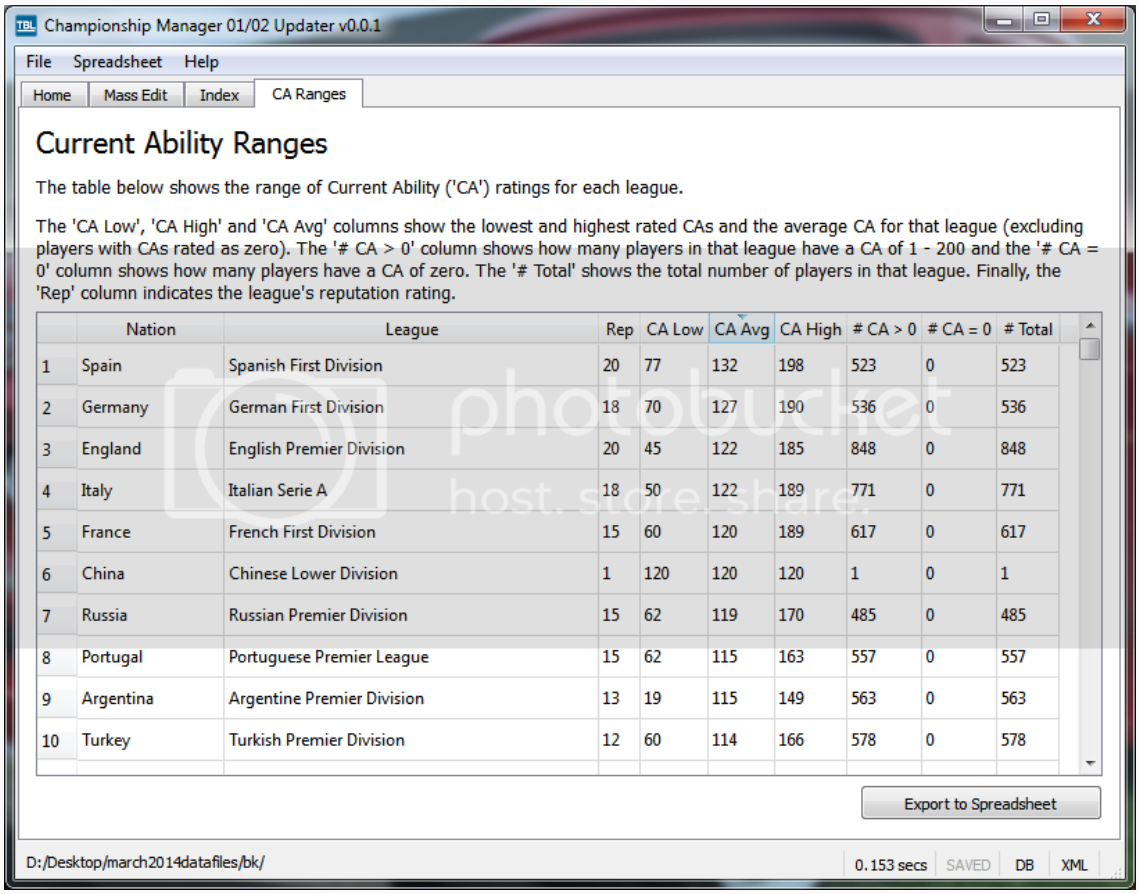
I've finished the spreadsheet showing stadia grouped by city. Melbourne has the most stadia attached (64 stadia). 496 of 7229 cities don't have a stadium attached.

13-07-14, 06:33 PM #39

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I've been making a little more progress with the Updater this weekend. The lasted feature I've transferred across from the EHM Updater is a screen which shows some stats about the Current Ability ratings of players in each league. It shows stats such as the league average as well as how many players have a zero CA:



	Nation	League	Rep	CA Low	CA Avg	CA High	# CA > 0	# CA = 0	# Total
1	Spain	Spanish First Division	20	77	132	198	523	0	523
2	Germany	German First Division	18	70	127	190	536	0	536
3	England	English Premier Division	20	45	122	185	848	0	848
4	Italy	Italian Serie A	18	50	122	189	771	0	771
5	France	French First Division	15	60	120	189	617	0	617
6	China	Chinese Lower Division	1	120	120	120	1	0	1
7	Russia	Russian Premier Division	15	62	119	170	485	0	485
8	Portugal	Portuguese Premier League	15	62	115	163	557	0	557
9	Argentina	Argentine Premier Division	13	19	115	149	563	0	563
10	Turkey	Turkish Premier Division	12	60	114	166	578	0	578

I'm hoping to have a version online within the next couple of days. I had hoped to have it uploaded today, but the Delete Staff function is still buggy. It might be that I won't have the Delete Staff function working before I release it (I need to take some time off from working on the Updater for a week or two to work on some other things).

13-07-14, 06:44 PM #40

Golly
Reserve Team Player

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

> Originally Posted by **archibalduk**
> *I've finished the spreadsheet showing stadia grouped by city. Melbourne has the most stadia attached (64 stadia). 496 of 7229 cities don't have a stadium attached.*

Just a thought as it was something I could have done with a few months ago when I was looking at stadiums. Not just viewing stadiums by city, but also by country. Is this possible?

13-07-14, 06:54 PM #41

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Golly**
> *Just a thought as it was something I could have done with a few months ago when I was looking at stadiums. Not just viewing stadiums by city, but also by country. Is this possible?*

Yeah, that's not a problem. I'll add a Nation column to the stadia spreadsheets.

13-07-14, 06:56 PM #42

Golly
Reserve Team Player

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

> Originally Posted by **archibalduk**
> *Yeah, that's not a problem. I'll add a Nation column to the stadia spreadsheets.*

Oooh I love you. I already have a son called Archie, but if I didn't I would name any further son I might have in your honour.

13-07-14, 07:47 PM #43

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Golly**
> *Oooh I love you. I already have a son called Archie, but if I didn't I would name any further son I might have in your honour.*

Haha that's quite a compliment!

Give me a shout if there's anything else you'd like to export from the DB in spreadsheet form. It's pretty straightforward to add exporting functions.

15-07-14, 12:51 PM #44

Jesus
First Team Player

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

This is such an amazing project, hats off to you Archi.

17-07-14, 09:53 PM #45

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

As promised, here is version 0.0.1 of the CM 01/02 Updater: http://1drv.ms/1oNV0aY

Please note that the Updater is still in a beta state. The Updater has not yet been fully tested. I'm uploading it now because I don't think I'll have much time to do more work on the Updater for a week or two. If anybody tests it out then please let me know what does or does not work (exporting should work fine, but the other functions may be buggy - I know for certain that parts of the Erase DB function is buggy - see more details below).

It is imperative that you backup your database before editing it using the Updater. You do not need to backup your database if you just use the exporting functions and don't click on File->Save afterwards. It's only if you're going to use the File->Save function that you need to first backup your database. Alternatively, you can use File->Save As to save the database in an different location.

Here are some notes:

Minimum Requirements
You must have the Microsoft Visual C++ 2010 Redistributable Package installed otherwise you'll encounter a crash when you try to load a database in the Updater. Here's the download link: http://www.microsoft.com/en-us/downl...s.aspx?id=5555

Installation
Simply extract the contents of the downloaded zip file into a folder of your choice. You'll see that the zip file consists of the exe and a number of dll files (including a 'platforms' sub-folder which consists of 3 further dll files).

If you're going to edit and save a database located in C:/Program Files/../ then you must use 'Run as Admin' to load the Updater - otherwise it won't be able to save your database properly (as with any other editor, if you don't use Run as Admin for a database in Program Files, you'll end up with a shadow copy in your /Users/Roaming/ folder which is a real pain). Also, you must always use 'Run as Admin' if you install the Updater to C:/Program Files/../ (otherwise it won't be able to save your settings to its config file).

I have Windows 7 on my laptop and so this is what I've tested the Updater on. However, I keep an old XP installation via a virtual machine and have briefly tested the Updater on XP (it seems to run ok).

CSV and XML Spreadsheets
You can export data to either CSV or XML file formats. You'll see in the status bar (bottom right corner of the window) that it says 'CSV' or 'XML' depending on your current setting. Click on Spreadsheet->Use CSV Spreadsheets if you want to use CSV rather than XML (and click on it again to re-enable XML). Also, when you click on the Export button you'll see from the Save File dialogue window that you can choose the file extension regardless of your CSV/XML setting. The CSV/XML setting is just a quick way of setting the default.

The advantages with CSV files are:
- They're smaller in file size than XML;
- They are fully compatible with OpenOffice/LibreOffice as well as Excel.

The advantages with XML files are:
- They have nicer formatting by default which the Updater utilises - such as frozen header panes and pre-set column widths;
- They are usually compatible with OpenOffice/LibreOffice. The only time these programmes struggle is if you load particularly large XML files (such as the exported staff and staff history spreadsheets);
- They are full compatible with Excel. Unlike OpenOffice/LibreOffice, Excel doesn't seem to have any problem with large XML files;
- They fully support UTF (whereas CSV is better suited to ASCII - not even Excel seems to particularly like UTF CSV files - at least from what I've tested). I don't think this is really an issue for CM because I haven't come across any UTF characters thus far (unlike

EHM);
- Unlike CSV files, they don't have different locale/regional types (see below for more details).

A particular drawback with CSV files is that the delimiter varies according to your computer's locale (or regional settings). A CSV file is simply a text file with a set delimiter (or separator) which acts as a column/cell separator. Computers with a British, Canadian or US locale use commas as delimiters. Most other countries use a semi-colon as a delimiter (because those countries use a comma as a decimal point). There is also a third option which OpenOffice/LibreOffice often uses by default - tab delimiters.

You can see what delimiter your system uses by clicking on the Spreadsheet menu. You'll see at the bottom of the menu, it'll say in grey text "CSV Delimiter: " followed by either "comma" or "semi-colon".

The various CSV delimiters is not a problem for the Updater because it automatically detects your locale and will export using the appropriate delimiter. It will also auto-detect the delimiter of a given file when the Import function is up and running. The difficulty arises when you want to share a CSV file with somebody from a different locale - it won't appear correctly in their Excel/OpenOffice/LibreOffice. To solve this problem, you can use Spreadsheet->Convert CSV Delimiters to convert the delimiters for any CSV file.

CSV and XML Spreadsheets - Which Should You Use?
The above section was a bit long-winded, so I thought I'd cut to the chase here: Given the choice, I would go with XML files where you can. The only time you might want to consider using CSV is if you're exporting a particularly large file (e.g. the staff spreadsheet) because when using XML the resultant file will be approx 170 mb (it takes around 15 secs to export). Compared with using CSV where the export file is 15 mb (4 secs to export). To get around the large size of the staff XML file, you could load it in Excel/etc and save it as an XLS/XLSX as they are smaller than XML files.

Export
This is no doubt obvious:- Use the drop-down menu to select what you want to export and then press the Export button.

I haven't had the chance to recently test the Export All option, but I'd expect it to take perhaps around a minute with XML and maybe about 30 secs with CSV.

Note that I need to tidy up the column headings in the exported attributes spreadsheet (for both players and non-players IIRC).

I plan to add additional export options in the future. If there is something in particular you'd like to be able to export then please let me know.

Erase Data
This function is buggy and still needs more testing and work.

CM doesn't like having any blank tables. To get around this, the Updater will erase the data and then create a single entry. From memory, this seems to work ok for erasing officials, staff career history and staff competition/awards history (note that when I say "staff" I mean both players and non-players).

Erasing club competition history doesn't cause a crash but it does cause a couple of errors to pop-up during game creation. I would guess that it's because certain competitions must have at least one entry of history. I'll need to test out this theory.

Deleting staff causes a crash without any error message. I need to figure this one out. Presently the Updater will create a single staff member who is a player/coach (thereby ensuring that there is a single entry in both the player and non-player tables). I thought this would work (as it does for EHM), but alas it crashes. Hence using the "Create a blank database" option from the drop-down menu also causes a crash (because it involves deleting staff). Hopefully I'll get to the bottom of this (it might be because the Updater doesn't update the staff counts in the nations table yet).

Free Agent Utility
Seems to work, but more thorough testing is needed.

Year Adjustment
Seems to work, but more thorough testing is needed.

Current Ability Ranges
This table shows the range of Current Ability ratings for players contracted to each league. You can export this to a spreadsheet via the Export button below the table (as you can also do so for the Index table).

Last edited by archibalduk; 18-07-14 at 08:12 PM.

17-07-14, 10:22 PM #46

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Jiminy fucking jilickers

4 secs and not 40 minutes, beautiful

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

17-07-14, 10:37 PM #47

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Insanely quick, top effort archie

I would suggest adding the CA/PA/HR/CR/WR to the exporter when you get a chance (and the others stuff I guess). So quick to export

Wonderful start

Last edited by Dermotron; 17-07-14 at 10:43 PM.

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

17-07-14, 10:43 PM #48

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Apologies, just seen that was missing for Staff, not Players, truly awesome stuff

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

17-07-14, 10:48 PM #49

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I'm on my mobile right now, but forgot to mention that if the Updater doesn't run then you'll need to install the Microsoft Visual C++ 2010 Redistributable. I'll post a link to it tomorrow.

Dermotron - my next task is to tidy up the player and non-player attribute spreadsheets with better column titles. IIRC CA/PA/Rep are already listed in those spreadsheets, but they might not be clearly labelled right now. [Edit - I see you've found them now]

17-07-14, 10:55 PM #50

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

One small change for future usage mate, the history exporter should probably use Club Shortname instead of Longname since thats what the History Tool that put them there uses

Of course, if you are developing your own History Tool/History Importer that's no big issue really

Champman0102.co.uk Facebook Page
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Archive Web Hosting Top

All times are GMT +1. The time now is 01:06 PM.

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Results 51 to 75 of 322 Page 3 of 13 First 1 2 3 4 5 6 7 ... Last

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

18-07-14, 04:58 AM #51

Rapinoe
Backup Player

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

> Originally Posted by **archibalduk**
>
> ***Erase Data***
> *This function is buggy and still needs more testing and work.*
>
> *CM doesn't like having any blank tables. To get around this, the Updater will erase the data and then create a single entry. From memory, this seems to work ok for erasing officials, staff career history and staff competition/awards history (note that when I say "staff" I mean both players and non-players).*
>
> *Erasing club competition history doesn't cause a crash but it does cause a couple of errors to pop-up during game creation. I would guess that it's because certain competitions must have at least one entry of history. I'll need to test out this theory.*
>
> *Deleting staff causes a crash without any error message. I need to figure this one out. Presently the Updater will create a single staff member who is a player/coach (thereby ensuring that there is a single entry in both the player and non-player tables). I thought this would work (as it does for EHM), but alas it crashes. Hence using the "Create a blank database" option from the drop-down menu also causes a crash (because it involves deleting staff). Hopefully I'll get to the bottom of this (it might be because the Updater doesn't update the staff counts in the nations table yet).*

Hmm, random thought here: might it work to do it such that you can choose to delete only staff of a specified nationality? That way, one could add some staff that is, say, East German, before you start work, then delete all the others. It'd take a bit longer but still much quicker than 200 at a time like with the official editor!

18-07-14, 06:16 AM #52

JohnLocke
Programmer
VIP

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

Opened database, got the progress bar but when it got to the end the application crashed. No error message.

Try twice - second time was much quicker but same result.

18-07-14, 08:58 AM #53

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **JohnLocke**
>
> *Opened database, got the progress bar but when it got to the end the application crashed. No error message.*
>
> *Try twice - second time was much quicker but same result.*

Could you upload your DB so I can test it out? Alternatively you can email it to me - archibalduk at gmail dot com.

Does the progress bar disappear before it crashes? If not, can you see what text is displayed above the progress bar at the time it crashes?

18-07-14, 12:05 PM #54

djole2mcloud
Programmer

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

same for me...running 3.9.68 at XP

> Originally Posted by **JohnLocke**
>
> *Opened database, got the progress bar but when it got to the end the application crashed. No error message.*
>
> *Try twice - second time was much quicker but same result.*

18-07-14, 04:19 PM #55

milo
Director

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

just checked it archibald, great great tool, thank you so much

i have also found a few errors or things that can be improved:

1. in the players file there are 2 rows showing the player & staff ID number
2. birthdates are showed in the m/d/y format, can you change it to d/m/y like in the staff file?
3. first and second nationalities are showed as numbers (i suppose the ID of the nation), can't you make it show the name?
4. club contracted column shows the long name of a club, can you make it show the short name?
5. in the players file the "job for club" columns shows only the non-playing job, can you also add the player one (i mean showing player/manager instead of player only)?
6. there is a column showing the morale (only 0 and 2 values), what is that?
7. when the player has no date of birth but only year of birth in the db the file shows nothing, can you make the year of birth appear like in the staff file?
8. columns of international caps, international goals, contract start date, contract end date, wage, mental traits (adaptability, etc.), the nation where the club of the player is from are missing, can you add them?

9. in the rosters file all the columns are filled with numbers, mainly -1

10. in the exported stadiums (clubs by stadium) file nations are duplicated (i.e. 2 brazils play at maracana)

11. can you make all the non-players attributes be showed in the staff file?

also, we often use filters on excel, can you remove the double heading on the top? (e.g. in the history file you have 1 row with name and 1 with first name, second name and common name) this way filters don't work and we must delete one of the headings everytime.

sorry for been annoying

18-07-14, 07:22 PM #56

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **JohnLocke**
>
> *Opened database, got the progress bar but when it got to the end the application crashed. No error message.*
>
> *Try twice - second time was much quicker but same result.*

> Originally Posted by **djole2mcloud**
>
> *same for me...running 3.9.68 at XP*

Can you both try using the March 2014 roster update? That'll help determine whether it's a DB issue or a system/software issue. If the March 2014 update doesn't work then it's a system/software issue.

Assuming it's a system/software issue (i.e. you still get a crash if you try using the March 2014 roster update), try both of the following:

- Install the Microsoft Visual C++ 2010 Redistributable Package (I think this not being installed *might* be the reason for the crash): http://www.microsoft.com/en-us/downl...s.aspx?id=5555
- If the Redistributable Package doesn't solve the issue, make sure you have the latest .NET Framework installed: http://www.microsoft.com/net/downloads

If it turns out to be a DB issue, please upload your DB or email it to me - archibalduk AT gmail DOT com

I'll respond to the other posts shortly. :)

18-07-14, 08:09 PM #57

djole2mcloud
Programmer

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

yes,with newest update it works perfectly...
Import option still is not in funcion?

18-07-14, 08:09 PM #58

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Rapinoe**
>
> *Hmm, random thought here: might it work to do it such that you can choose to delete only staff of a specified nationality? That way, one could add some staff that is, say, East German, before you start work, then delete all the others. It'd take a bit longer but still much quicker than 200 at a time like with the official editor!*

That's pretty complicated I'm afraid. The Erase Staff function simply deletes all of the relevant data and pointers. Deleting just a selection of staff is more complex as it involves updating all of the various pointers in other tables. It's something I'd like to include in the Updater eventually but it's more a long term goal (I already have a similar feature in the EHM Updater which will prove a useful starting point).

> Originally Posted by **Dermotron**
>
> *One small change for future usage mate, the history exporter should probably use Club Shortname instead of Longname since thats what the History Tool that put them there uses*
>
> *Of course, if you are developing your own History Tool/History Importer that's no big issue really*

I'll look into adding an option so that you can choose whether to export using long names or short names.

> Originally Posted by **milo**
>
> *jsorry for been annoying*

Not annoying at all! I'm really grateful for the feedback - it'll help me ensure that the Updater is as useful as possible. Here are my comments:

1. in the players file there are 2 rows showing the player & staff ID number

Yeah, I need to correct all of the headings in the player attributes spreadsheet.

2. birthdates are showed in the m/d/y format, can you change it to d/m/y like in the staff file?

That's a typo (again because I need to correct all of the headings in the player attributes spreadsheet). It is actually listed in d/m/y format; it's just that the headings are wrong.

I hadn't intended to leave the player attributes spreadsheet in a half-finished state, but I just ran out of time so thought it's better to get it uploaded for testing now rather than wait potentially another two or three weeks before I have free time again.

3. first and second nationalities are showed as numbers (i suppose the ID of the nation), can't you make it show the name?

My mistake. I'll fix that.

4. club contracted column shows the long name of a club, can you make it show the short name?

I'm going to try to add an option so that you can choose to export either long or short names.

5. in the players file the "job for club" columns shows only the non-playing job, can you also add the player one (i mean showing player/manager instead of player only)?

As far as I can see, it does show the full job. Can you give me an example of where a player/manager is listed as only a player? I'll then check out what's going on.

6. there is a column showing the morale (only 0 and 2 values), what is that?

It sets the player's morale. However, it is only used in saved games. The reason for including it is so that if I add saved game support, we'll be able to see (and edit) players' morale.

7. when the player has no date of birth but only year of birth in the db the file shows nothing, can you make the year of birth appear like in the staff file?

Thanks - I had intended to include YoB. I'll fix that.

8. columns of international caps, international goals, contract start date, contract end date, wage, mental traits (adaptability, etc.), the nation where the club of the player is from are missing, can you add them?

Do you mean you want to see this in the player attributes spreadsheet (in addition to all this info already being present in the staff spreadsheet)? I can certainly do that, but it'll make the player attributes spreadsheet file size somewhat larger.

9. in the rosters file all the columns are filled with numbers, mainly -1

Sorry, I should have mentioned that the rosters spreadsheet is just for my testing. It shows all of the staff IDs of players contracted to each team (I need to see this for testing in order to make sure the Updater correctly updates the rosters). I'll eventually replace the IDs with player/non-player names.

10. in the exported stadiums (clubs by stadium) file nations are duplicated (i.e. 2 brazils play at maracana)

One of those teams will be the U-21 team. I'm glad you reminded me of this. I'll make sure the Updater adds "U-21" to the U-21 nation teams.

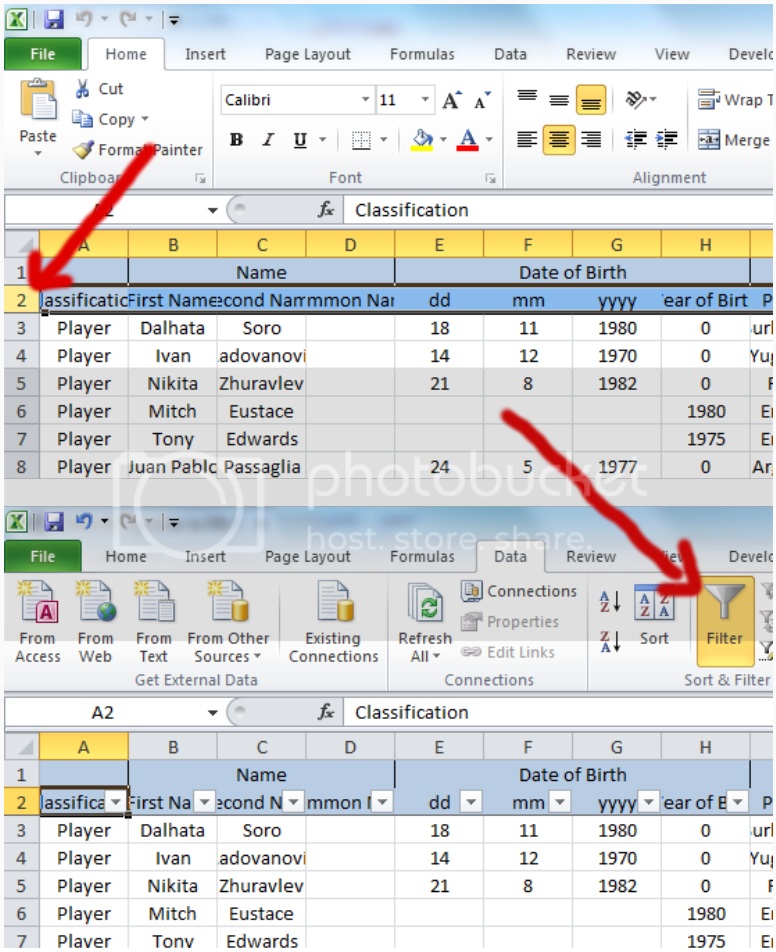
11. can you make all the non-players attributes be showed in the staff file?

They'll go in a separate non-player attributes spreadsheet. The staff attributes (i.e. those attributes which both players and non-players have) will be shown in the player and non-player attributes spreadsheets.

also, we often use filters on excel, can you remove the double heading on the top? (e.g. in the history file you have 1 row with name and 1 with first name, second name and common name) this way filters don't work and we must delete one of the headings everytime.

Ideally I'd rather keep the dual header rows as it makes it a little easier to display column headings.

That said, you can filter with dual header rows (I do it all the time). Just select the second header row - i.e. click on the "2" in the spreadsheet in Excel and then click on Data -> Autofilter (or Data -> Filter if you're using Excel 2007+ IIRC):



8	Player	Juan Pablc	Passaglia		24	5	1977	0	Ar
9	Player	Yang	Yuan	Yuan Yang	12	12	1973	0	

18-07-14, 08:10 PM #59

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
> *yes,with newest update it works perfectly...*
> *Import option still is not in funcion?*

Excellent! Thanks for letting me know. I'll update my original post.

No, the import function isn't working yet. It's near the top of my list for the next update (hopefully August).

18-07-14, 09:52 PM #60

djole2mcloud
Programmer

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

it really looks great...!
is it possible to add a option for editing histories(club comps,national comps...)

18-07-14, 11:43 PM #61

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I've added a setting so that you can choose whether to use long or short names when exporting/importing data.

> Originally Posted by **djole2mcloud**
> *it really looks great...!*
> *is it possible to add a option for editing histories(club comps,national comps...)*

Yes, that's the plan!

19-07-14, 01:07 AM #62

Rapinoe
Backup Player

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

Yeah, I didn't think that would really be viable, was just a sudden thought! Not meaning to sound impatient or anything, just am a bit antsy to get started on "actual" work on my project, and for that I need a blank (no staff at all) DB...

19-07-14, 06:04 AM #63

Cam F
VIP

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

I have a no player db, should be in downloads.

19-07-14, 07:01 AM #64

Rapinoe
Backup Player

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

Thanks Cam, I have it - but I need no staff at all (players or non-players).

19-07-14, 12:03 PM #65

milo
Director

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

> Originally Posted by **archibalduk**
>
> ***5. in the players file the "job for club" columns shows only the non-playing job, can you also add the player one (i mean showing player/manager instead of player only)?***
>
> *As far as I can see, it does show the full job. Can you give me an example of where a player/manager is listed as only a player? I'll then check out what's going on.*

you are right, my mistake

> Originally Posted by **archibalduk**
>
> ***8. columns of international caps, international goals, contract start date, contract end date, wage, mental traits (adaptability, etc.), the nation where the club of the player is from are missing, can you add them?***
>
> *Do you mean you want to see this in the player attributes spreadsheet (in addition to all this info already being present in the staff spreadsheet)? I can certainly do that, but it'll make the player attributes spreadsheet file size somewhat larger.*

well, some of those are really important, maybe you can make 2 different types of file, one with main attributes only and another one (much bigger) with a complete list of attributes? if so we can tell you what's really needed in the small file to update

> Originally Posted by **archibalduk**
>
> ***also, we often use filters on excel, can you remove the double heading on the top? (e.g. in the history file you have 1 row with name and 1 with first name, second name and common name) this way filters don't work and we must delete one of the headings everytime.***
>
> *Ideally I'd rather keep the dual header rows as it makes it a little easier to display column headings.*
>
> *That said, you can filter with dual header rows (I do it all the time). Just select the second header row - i.e. click on the "2" in the spreadsheet in Excel and then click on Data -> Autofilter (or Data -> Filter if you're using Excel 2007+ IIRC):*

great

thanks for your answers and for your work

19-07-14, 08:26 PM #66

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *well, some of those are really important, maybe you can make 2 different types of file, one with main attributes only and another one (much bigger) with a complete list of attributes? if so we can tell you what's really needed in the small file to update*

Sure, will do!

I might be able to push out an updated version tomorrow with some additional export spreadsheet options (including what you suggest).

P.s. How would you rather see the player attributes listed in the spreadsheet? Would you prefer them to be ordered alphabetically like in the Editor and the Player Profile Screen in game or would you rather see them categorised somehow?

Last edited by archibalduk; 19-07-14 at 08:35 PM.

19-07-14, 09:04 PM #67

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

This looks really good. Thanks for working on this archibalduk. Just wondering if this editor will work with older cm3 versions as well? I hope so...

20-07-14, 11:43 AM #68

milo
Director

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

> Originally Posted by **archibalduk**
> *Sure, will do!*
>
> *I might be able to push out an updated version tomorrow with some additional export spreadsheet options (including what you suggest).*
>
> *P.s. How would you rather see the player attributes listed in the spreadsheet? Would you prefer them to be ordered alphabetically like in the Editor and the Player Profile Screen in game or would you rather see them categorised somehow?*

personal opinion is to show them as they are in the editor from acceleration to work rate.
the only difference i would like to see is left and right foot at the beginning of the list (before acceleration)

20-07-14, 02:34 PM #69

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Vikingfk**
> *This looks really good. Thanks for working on this archibalduk. Just wondering if this editor will work with older cm3 versions as well? I hope so...*

I'm afraid it's not in my immediate plans - sorry.

> Originally Posted by **milo**
> *personal opinion is to show them as they are in the editor from acceleration to work rate.*
> *the only difference i would like to see is left and right foot at the beginning of the list (before acceleration)*

Thanks. Will do!

20-07-14, 04:29 PM #70

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Here is version 0.0.2: http://1drv.ms/1sBtjc9

If you haven't previously installed the Microsoft Visual C++ 2010 Redistributable Package then make sure you do so (the Updater needs the Redistributable to run correctly): http://www.microsoft.com/en-us/downl...s.aspx?id=5555

If you already have v0.0.1 installed, just delete the files and replace with the files contained in the v0.0.2 zip file. I recommend deleting your existing v0.0.1 updater.cfg file as the config settings have changed slightly for v0.0.2.

Many thanks to all of the suggestions from Milo and Dermotron. I have incorporated most of these suggestions (I'll incorporate Milo's other suggestions in v0.0.3). Here's a rough changelist:

- Improved the player and staff export spreadsheets (fixed mistakes, added additional data, etc);
- Added extended non-player and player spreadsheets which show contract details, etc in addition to attributes (Milo - you'll see these listed as "Non-Player Attributes (Extended)" and "Player Attributes (Extended)" in the Updater);
- Added a competition history spreadsheet;
- Default spreadsheet file format setting is now on the Settings tab (note that the Settings tab isn't very tidy right now - I'll tidy it up once I have more settings to add);
- Added a setting on the Settings tab so you can choose whether to export/import files using club's long names or short names (and there is a corresponding LONG/SHORT item in the status bar);
- Various behind the scenes changes in readiness for adding the first import function;
- Corrected the year adjustment tool so that Club Competition Histories can pre-date 1901 years.

The next version won't be for a few weeks now as I need to change focus to some EHM things. I'll return to the CM Updater in August. The next planned features are:

- Player and non-player attribute updating (importing);
- Nation staff count updating;
- Name count updating;
- Amend the exported non-players spreadsheet so that it shows appropriate text for Preferred Player Models and Preferred Formation (currently it just lists ID numbers);
- Add nationality of the contracted club for the non-player, player and staff spreadsheets (I forgot to add this to v0.0.2 - sorry!);
- Add "U-21" to international U-21 team names so they can be distinguished from senior international teams.

20-07-14, 05:06 PM #71

JohnLocke
Programmer
VIP

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

> Originally Posted by **Vikingfk**
> *This looks really good. Thanks for working on this archibalduk. Just wondering if this editor will work with older cm3 versions as well? I hope so...*

The data format is exactly the same in 00/01, so it might work on that, not sure about anything earlier.

20-07-14, 05:30 PM #72

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **JohnLocke**
> *The data format is exactly the same in 00/01, so it might work on that, not sure about anything earlier.*

There are some annotations to the data structure for 01/02 suggesting that there are some subtle changes following one of the patches where certain members have changed data type. Is that right - or do the annotations date back from an older CM3?

20-07-14, 08:29 PM #73

JohnLocke
Programmer
VIP

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

The original data may well be different (not sure) but once you've run it through the editor once they are the same.

20-07-14, 09:37 PM #74

djole2mcloud
Programmer

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

looks excellent!

20-07-14, 11:05 PM #75

Hoboken16
Coach

Join Date: 04-03-12
Location: Jersey City, NJ...USA
Posts: 179

Just read about this Updater and it sounds amazing.....Thank you very much

« New guy, new league | Skills to Learn for Patching/RE? »

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Results 76 to 100 of 322 Page 4 of 13 First 1 2 3 4 5 6 7 8 ... Last

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

21-07-14, 04:02 PM #76

milo
Director

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

just tested it archibald, top top work

only the CA ranges tool looks buggy (almost all championships have CA high = 127 and the CA average is wrong too)

21-07-14, 07:48 PM #77

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *only the CA ranges tool looks buggy (almost all championships have CA high = 127 and the CA average is wrong too)*

Thanks for pointing that out. It looks like a change I made to the way the Updater handles attributes has broken the CA Range table. I'll fix it for the next version.

22-07-14, 05:34 PM #78

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Brainstorm:
Could statistics on attribute values be relevant for the update teams?
Like: how many % of keepers has 18+ handling, and the like?

22-07-14, 05:42 PM #79

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

That would be fantastically handy. Totals and percentages would be great. Total/% Vs. Whole DB and Total/% Vs. Eligible Players (players with attribute other than 0)

Trying to manually calculate it in excel produces huge files that become unusable after awhile.

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22-07-14, 08:14 PM #80

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I can certainly do that for you. It wouldn't be too difficult at all.

Would you be looking for a spreadsheet which shows these stats on a per league basis (plus a totals row which shows a total for the whole DB) or simply a details of the DB as a whole? Could you tell me what stats exactly you'd want to see? I understand the Total/% vs whole DB and all players with >0 atts, but I'm not totally sure exactly which stats you want presented like that?

22-07-14, 08:42 PM #81

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Whichever the user wants to choose.

Something like:

Choose Attribute:
Crossing

Choose Value:
Total = (this is total of players with attribute of select value)

Other options:
Total <
Total >
Total % (percentage of total DB (ex staff)
Total %E (E = Eligible. percentage of total DB where Attribute > 0)

Mental attributes would probably need a player, staff or player & staff option.

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22-07-14, 09:04 PM #82

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

So it's not a spreadsheet per se, but rather you want to pick an attribute and a value and see the stats?

22-07-14, 09:54 PM #83

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Either is fine. If you can pump out a spreadsheet with say the attributes in a column on the left and then the headings across the top that works great too. Possibly even better

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22-07-14, 10:08 PM #84

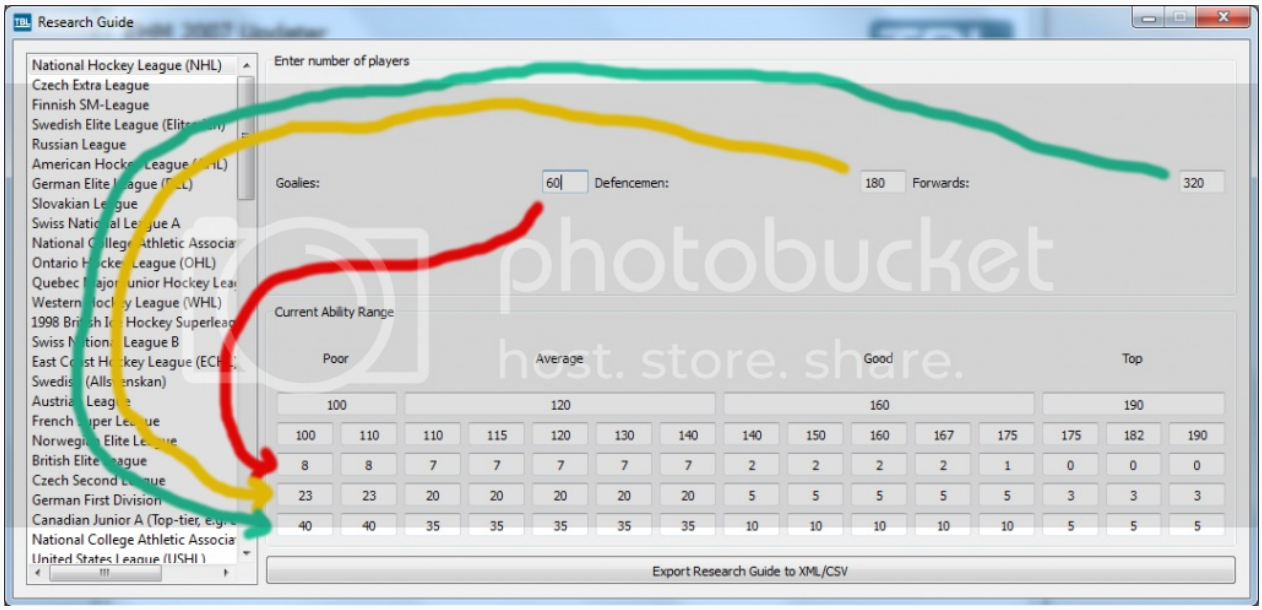
archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Both approaches are straightforward. Although I think I'm with you - the spreadsheet is possibly the better of the two.

Whilst I think of it, do you have guidelines on the CA range you use for each league? In EHM we have guidelines which indicate the range and what the average should be. For example, in the NHL the CAs should range from 100 to 190. The CAs of all the players in the NHL should average 120. "Good" players would get a CA of 160. So the CA range for the NHL can be expressed as Poor = 100, Average = 120, Good = 160 and Top = 200.

Do you have similar guidelines for CM? The reason I ask is because I have recently been working on adding a research guide template for the EHM Updater. You select the league and enter the number of players you want to rate (broken down by position i.e. goalie, defencemen and forwards) and the Updater creates a list of CAs for those players. It isn't intended to be totally scientific, but more a rough starting point. I could easily transfer this function over the CM Updater. It's still a work in progress in the EHM Updater, but here's an early screenshot:



And the resultant spreadsheet with the generated CAs:

	A	B	C
1	Goalies	Defencemen	Forwards
34	120	110	100
35	120	110	100
36	120	110	100
37	120	110	100
38	120	110	100
39	130	110	100
40	130	110	100
41	130	110	100
42	130	110	110
43	130	110	110
44	130	110	110
45	130	110	110
46	140	110	110
47	140	110	110
48	140	110	110
49	140	110	110
50	140	110	110
51	140	110	110
52	140	110	110
53	140	110	110
54	140	110	110
55	150	110	110
56	150	110	110
57	160	110	110
58	160	110	110
59	167	110	110
60	167	110	110
61	175	110	110
62		110	110
63		110	110
64		110	110
65		110	110
66		110	110

Research Guide

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Maybe a bar-diagram for attribute values in a certain league? (for a selected attribute)

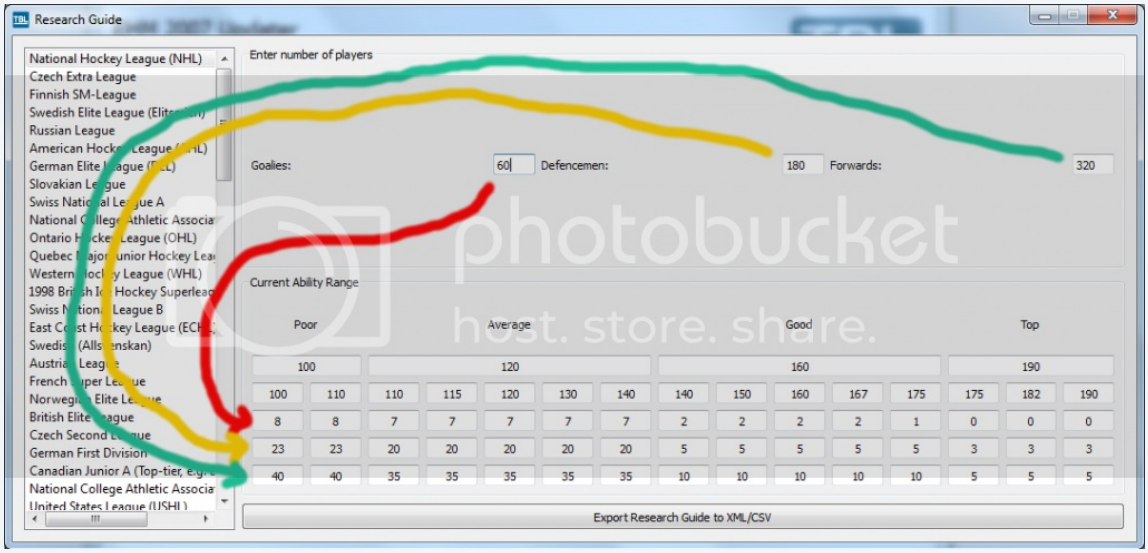
At least when poking with regen code, I found that the easiest way to see if the regenerated values were "ok" or kept drifting.

23-07-14, 03:41 PM #86

milo
Director

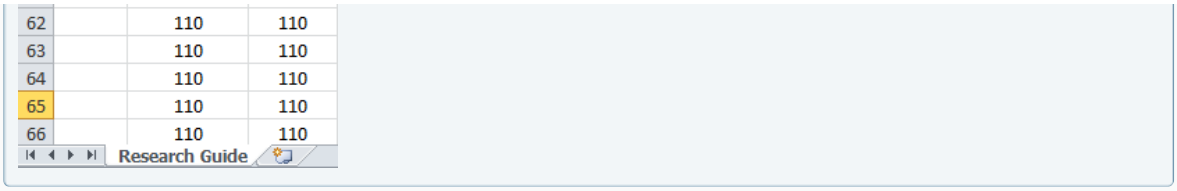
Join Date: 02-03-12
Posts: 3,608

> Originally Posted by **archibalduk**
>
> *Both approaches are straightforward. Although I think I'm with you - the spreadsheet is possibly the better of the two.*
>
> *Whilst I think of it, do you have guidelines on the CA range you use for each league? In EHM we have guidelines which indicate the range and what the average should be. For example, in the NHL the CAs should range from 100 to 190. The CAs of all the players in the NHL should average 120. "Good" players would get a CA of 160. So the CA range for the NHL can be expressed as Poor = 100, Average = 120, Good = 160 and Top = 200.*
>
> *Do you have similar guidelines for CM? The reason I ask is because I have recently been working on adding a research guide template for the EHM Updater. You select the league and enter the number of players you want to rate (broken down by position i.e. goalie, defencemen and forwards) and the Updater creates a list of CAs for those players. It isn't intended to be totally scientific, but more a rough starting point. I could easily transfer this function over the CM Updater. It's still a work in progress in the EHM Updater, but here's an early screenshot:*



And the resultant spreadsheet with the generated CAs:

	A	B	C
1	Goalies	Defencemen	Forwards
34	120	110	100
35	120	110	100
36	120	110	100
37	120	110	100
38	120	110	100
39	130	110	100
40	130	110	100
41	130	110	100
42	130	110	110
43	130	110	110
44	130	110	110
45	130	110	110
46	140	110	110
47	140	110	110
48	140	110	110
49	140	110	110
50	140	110	110
51	140	110	110
52	140	110	110
53	140	110	110
54	140	110	110
55	150	110	110
56	150	110	110
57	160	110	110
58	160	110	110
59	167	110	110
60	167	110	110
61	175	110	110



62		110	110
63		110	110
64		110	110
65		110	110
66		110	110

Research Guide

would be great archibald, i currently use the vlookup function in excel and it takes me so long (when i can apply it...).

it would be nice to have a spreadsheet like the CA ranges tool where it lists the number of player higher and lower of the "right" CA range of that league, and of course a more accurate spreadsheet with all the players higher and lower

is this possible?

23-07-14, 08:55 PM #87

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Tapani**
> *Maybe a bar-diagram for attribute values in a certain league? (for a selected attribute)*
>
> *At least when poking with regen code, I found that the easiest way to see if the regenerated values were "ok" or kept drifting.*

Yeah that's a good idea. I'll see what I can do.

Incidentally, how are attributes stored in the saved game? In EHM many of them are encoded relative to the players' CAs. Is that the case in CM? And if it is, has anybody ever figured out the formula? I have briefly tried myself but with little success.

The reason I ask is that I'll be looking to bring saved game support to the CM Updater in the near future. It'd be neat if the bar chart, stats, etc could be used on both the DB and saved games.

> Originally Posted by **milo**
> *would be great archibald, i currently use the vlookup function in excel and it takes me so long (when i can apply it...).*
>
> *it would be nice to have a spreadsheet like the CA ranges tool where it lists the number of player higher and lower of the "right" CA range of that league, and of course a more accurate spreadsheet with all the players higher and lower*
>
> *is this possible?*

If somebody can provide me with a list of the right CAs then yes I can for sure do something for you. All it really involves is simple maths.

Last edited by archibalduk; 23-07-14 at 09:05 PM.

23-07-14, 09:13 PM #88

Pucellab
Youth Team Player

Join Date: 19-07-14
Posts: 7

I just tried your app to open the original database provided with the game and it crashed just after the loading bar went all the way through (like it happened to someone else). It crashed every time I tried. Then, I went to cm editor, uploaded the same database and the editor did some corrections on the database. I saved it and then I tried to open it in your editor and it worked. Maybe this information could help else with the same problem.

23-07-14, 09:56 PM #89

milo
Director

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

> Originally Posted by **archibalduk**
> *If somebody can provide me with a list of the right CAs then yes I can for sure do something for you. All it really involves is simple maths.*

can't you make it "open" so that you need to upload the CA's everytime and it uses those as a reference? i'm saying this because we could change them (we sometimes did it in the past) and it wouldn't work in that case

23-07-14, 10:13 PM #90

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Pucellab**
>
> *I just tried your app to open the original database provided with the game and it crashed just after the loading bar went all the way through (like it happened to someone else). It crashed every time I tried. Then, I went to cm editor, uploaded the same database and the editor did some corrections on the database. I saved it and then I tried to open it in your editor and it worked. Maybe this information could help else with the same problem.*

Thanks!

JL mentioned that the original DB has a slightly different arrangement which is fixed/converted by first running it through the Editor - after which it'll work with the Updater. I need to add some sort of checking so it either fixes the DB or tells you how to fix it - rather than it just unhelpfully crashing.

> Originally Posted by **milo**
>
> *can't you make it "open" so that you need to upload the CA's everytime and it uses those as a reference? i'm saying this because we could change them (we sometimes did it in the past) and it wouldn't work in that case*

Yes that would make sense. However, I would still need an idea of what the correct CAs are for a couple of leagues at least. This would help me plan how such a function would work. I.e. do you have similar guidelines as EHM (e.g. a poor, average, good and top CA), do you look at the range or do you just look at the average?

24-07-14, 11:28 AM #91

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Yes that would make sense. However, I would still need an idea of what the correct CAs are for a couple of leagues at least. This would help me plan how such a function would work. I.e. do you have similar guidelines as EHM (e.g. a poor, average, good and top CA), do you look at the range or do you just look at the average?*

yes we have something like that for every division, so for example an english premier league player should be around a value according to his role in the squad, whether he's a top player or a youth team member

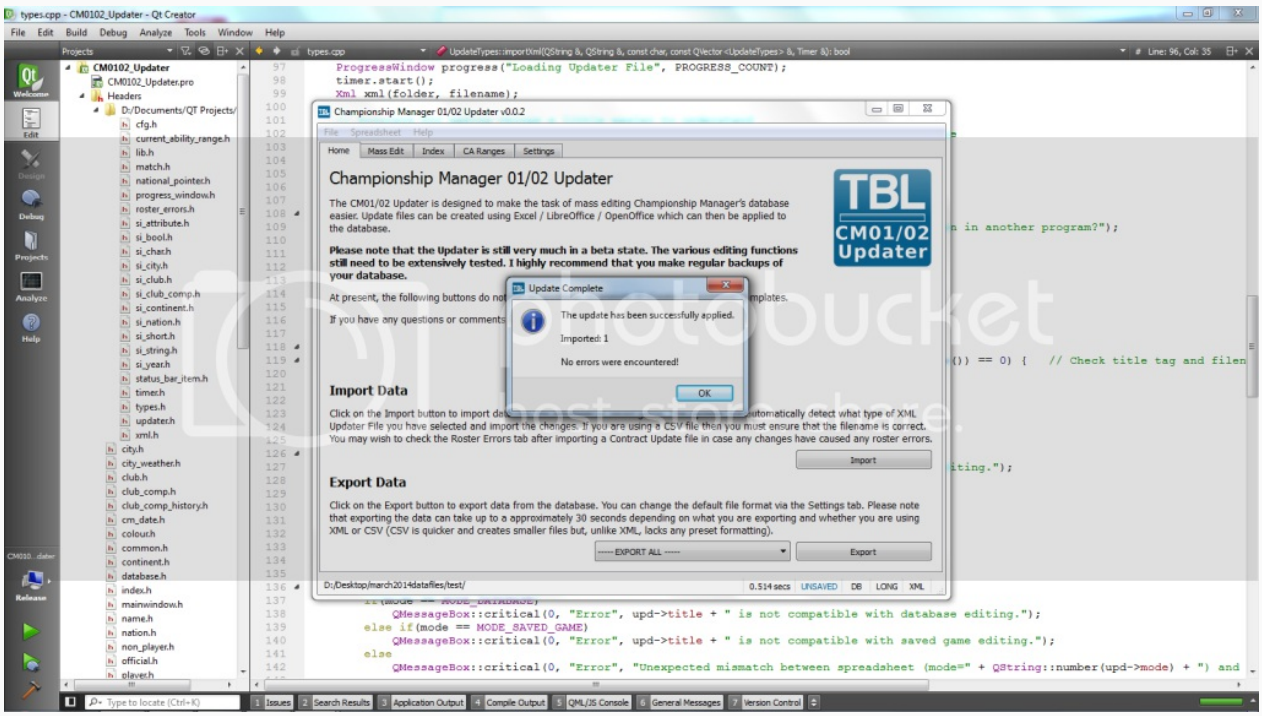
26-07-14, 06:52 PM #92

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

The basic data import function is up and running!

There's still a lot of work to do, but the basic player attribute importing works:



28-07-14, 08:48 AM #93

Fods
Not Needed at the Club

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

No idea what this is but looks great and everyone seems to like it. Added a thanks too

28-07-14, 10:32 AM #94

faz44
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

Inject data into the database from a spreadsheet, Fod. This would allow much easier updating/collation of a database with multiple scouts.

02-08-14, 05:51 PM #95

Rodry97
Coach

Join Date: 27-03-12
Posts: 232

I really was impressed with this work, thank you very much and good luck for what will come.

Questions. Will could create COPA ARGENTINA?

02-08-14, 06:55 PM #96

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Many thanks indeed! I'm not really sure I understand the question, but the main priority right now is to add/edit/delete things like players, non-players and staff career history. I don't really have any immediate plans to add competition editing (although I do plan on doing something similar for EHM 2007 so I *might* be able to pull across the code to the CM Updater - but I'd say that wouldn't happen any time soon).

By way of an update, I have been making further progress and have both player and non-player attribute editing up and running. I just need to get the preferred player models and preferred formation settings working. I've also been doing a lot of boring behind the scenes stuff which I won't bore you with. One concern I have right now is the speed of updating. The CM database is something like 4 or 5 times larger than the EHM database. I plan on doing some testing with the matching algorithm/function (this takes the player's name and DOB from the spreadsheet and finds the relevant record in the DB) to make sure I can try to make it as quick as possible. I have two alternative algorithms - one which is nice and tidy and one which is slightly more fiddly to maintain (but potentially faster).

I have also been spending some time on an EHM 2005 Saved Game Viewer for an online league (so users can export their stats, etc in a format which can then be posted in our forums using the forum's table code). It shouldn't be too much work to pull this into the CM Updater and so hopefully I'll get some basic saved game viewing working there too. It wasn't something I'd originally planned to do, but it should be an easy task and so I may as well!

03-08-14, 06:02 PM #97

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

> Originally Posted by **archibalduk**
> *I plan on doing some testing with the matching algorithm/function (this takes the player's name and DOB from the spreadsheet and finds the relevant record in the DB) to make sure I can try to make it as quick as possible. I have two alternative algorithms - one which is nice and tidy and one which is slightly more fiddly to maintain (but potentially faster).*

Sounds like a hashtable to me?

03-08-14, 09:50 PM #98

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Tapani**
> *Sounds like a hashtable to me?*

Yes, that's one of the options I'm looking at.

Currently the function is just iterating through a vector and performing a number of comparisons (e.g. comparing forename, surname and DOB). However, it involves a couple of function calls with each iteration as I use a custom String class which allows me to control how the string is formatted (e.g. ignore UTF characters if using csv, ignoring any accents if the user enables the Simple Match setting, etc). I'm interested to see what impact it has on the speed if I construct a hashtable or vector with the formatted strings before making the comparison rather than formatting the strings on the fly.

06-08-14, 10:10 PM #99

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Looks like the hashtable could be quicker in this instance. I've been testing using some test data and have found that a hashtable may be 0.015 secs per lookup faster than a vector. That's quite a lot of time if you're looking to update 70,000 records (i.e. importing attributes for every player from one DB to another). I expect the actual speed will be different once I've implemented this into my application (because my test was done in a separate test application), but it certainly looks like it could provide a speed improvement.

I'll keep on testing...

07-08-14, 08:56 PM #100

zrogba
Youth Team Player

Join Date: 31-07-14
Posts: 3

A great tool Archie!

One question though, as I don't have Microsoft office, I'm stuck with the sub-standard open office, and when I tried open the XML-file, I got an error saying I need a JER (?) Java enivorment-something), I installed that and now it opens, but there are no data what so ever in the file. Does anyone know how to open XML in Open Office?

If I try open CSV, the columns get seperated, for example A : Premier : Division, instead of A Premier Division, so I doubt importing will work.

Ahh, I hate Open Office.

Last edited by zrogba; 07-08-14 at 09:12 PM.

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

07-08-14, 09:50 PM #101

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

When opening CSV in Open Office you will get prompted to open in Fixed Limit or Delimited format, select Delimited and check the Comma box (and uncheck Space if its open).

Kingsoft Office is better than Open Office or Libre Office also
http://www.kingsoftstore.com/kingsof...-freeware.html

Champman0102.co.uk Facebook Page
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08-08-14, 10:17 PM #102

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Yeah it'll be your CSV delimiter settings in OpenOffice.

I would second that recommendation for LibreOffice. A couple of years ago virtually all of the guys who developed OpenOffice left and setup LibreOffice because IIRC they weren't happy with the lack of progress in OpenOffice. IMO LibreOffice is a better and more developed version of LibreOffice. Also, the XML files are compatible with LibreOffice.

11-08-14, 08:46 AM #103

zozoa
Coach
Programmer

Join Date: 03-03-12
Posts: 107

> Originally Posted by **archibalduk**
>
> *Yes, that's one of the options I'm looking at.*
>
> *Currently the function is just iterating through a vector and performing a number of comparisons (e.g. comparing forename, surname and DOB). However, it involves a couple of function calls with each iteration as I use a custom String class which allows me to control how the string is formatted (e.g. ignore UTF characters if using csv, ignoring any accents if the user enables the Simple Match setting, etc). I'm interested to see what impact it has on the speed if I construct a hashtable or vector with the formatted strings before making the comparison rather than formatting the strings on the fly.*

For comparing string I would suggest using a trie.
The time complexity is O(|s|) where s is the string length and not O(n) where n is the items amount in the data structure.

12-08-14, 12:59 PM #104

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I have found a lot of officials in the March 13/14 DB with invalid Years of Birth (e.g. 3514 and -21008). The Updater will correct these when you load/save the DB. However, with what Year of Birth would you like me to set such Officials? Perhaps just set them to zero?

The same rule will apply to Players and Non-Players. So if a player has a Year of Birth set to something less than zero then the Updater will correct it in the same manner.

EDIT: A second question I have is about the Year of Birth setting where the player/non-player/official has a Date of Birth set. In such cases, is it ok to set the person's Year of Birth to the same value as the year of their Date of Birth? It seems people in the DB have their Year of Birth set to zero if they have a Date of Birth set. I was wondering whether there is any reason for this or whether it's just simply nobody bothers with the Year of Birth if the Date of Birth has been set seeing as presumably the game ignores the Year of Birth in such circumstances.

Last edited by archibalduk; 12-08-14 at 04:50 PM.

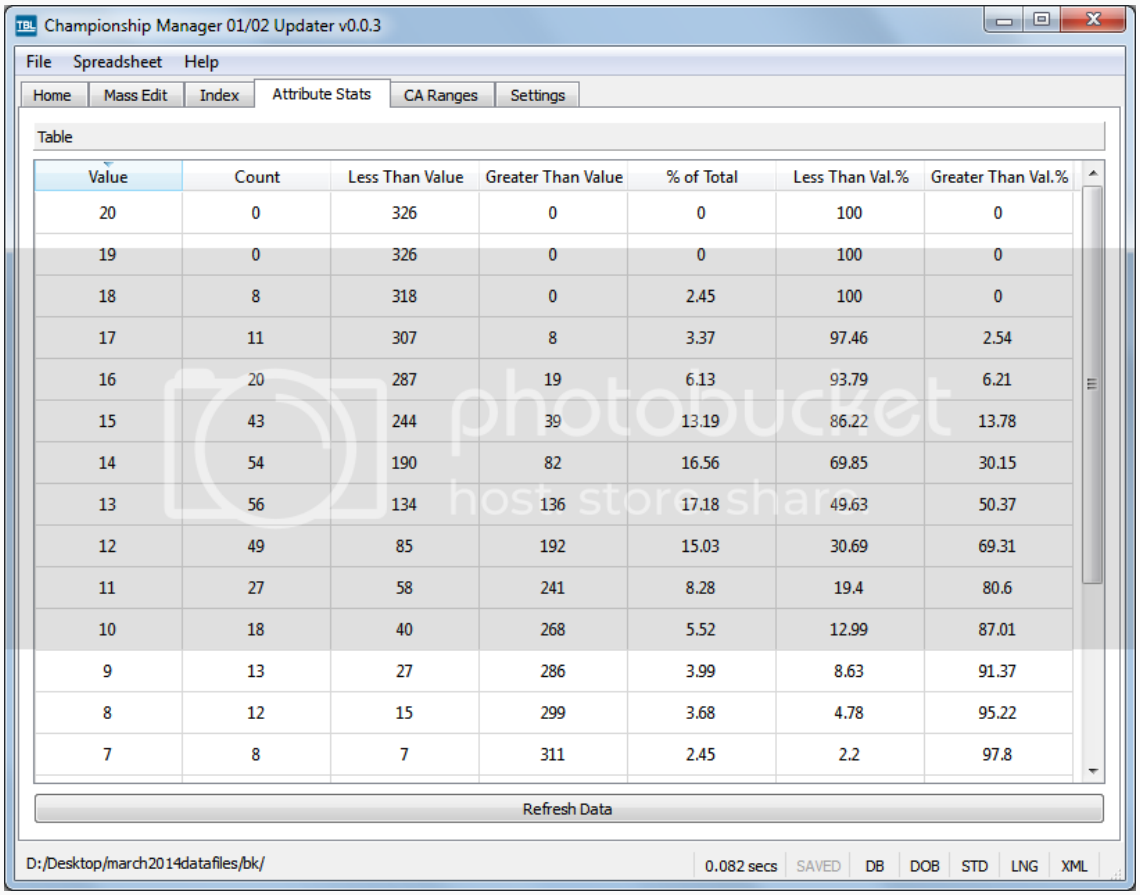
13-08-14, 07:41 PM #105

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Dermotron**
>
> *That would be fantastically handy. Totals and percentages would be great. Total/% Vs. Whole DB and Total/% Vs. Eligible Players (players with attribute other than 0)*
>
> *Trying to manually calculate it in excel produces huge files that become unusable after awhile.*

I've made a start on this today. So far it'll show a table like this (this shows the Acceleration attribute for the Belgian Premier League):



Value	Count	Less Than Value	Greater Than Value	% of Total	Less Than Val.%	Greater Than Val.%
20	0	326	0	0	100	0
19	0	326	0	0	100	0
18	8	318	0	2.45	100	0
17	11	307	8	3.37	97.46	2.54
16	20	287	19	6.13	93.79	6.21
15	43	244	39	13.19	86.22	13.78
14	54	190	82	16.56	69.85	30.15
13	56	134	136	17.18	49.63	50.37
12	49	85	192	15.03	30.69	69.31
11	27	58	241	8.28	19.4	80.6
10	18	40	268	5.52	12.99	87.01
9	13	27	286	3.99	8.63	91.37
8	12	15	299	3.68	4.78	95.22
7	8	7	311	2.45	2.2	97.8

Ignoring the unfinished UI, is this generally what you had in mind? Do the table headings make sense? Here's what they mean:

- Value = Attribute rating value
- Count = Number of players in the selected league whose attribute is set to that value
- Less Than Value = number of players in the selected league who have a rating lower than the Value
- Great Than Value = number of players in the selected league who have a rating greater than the Value

^ The three Percentage columns are simply expressions of the above as a percentage.

Presently it only shows the totals relative to the players in the same league. I will be adding a separate table to show the comparison against the rest of the DB. However, the percentage values will be really small (because we're comparing the number of e.g. Belgian Premier League players with the whole DB).

I will also add a bar graph as well.

13-08-14, 09:00 PM #106

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Awesome archie

An amazing analysis tool

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14-08-14, 12:01 PM #107

milo
Director

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

> Originally Posted by **archibalduk**
> *I have found a lot of officials in the March 13/14 DB with invalid Years of Birth (e.g. 3514 and -21008). The Updater will correct these when you load/save the DB. However, with what Year of Birth would you like me to set such Officials? Perhaps just set them to zero?*

where are those 3514 and -21008?

> Originally Posted by **archibalduk**
> *EDIT: A second question I have is about the Year of Birth setting where the player/non-player/official has a Date of Birth set. In such cases, is it ok to set the person's Year of Birth to the same value as the year of their Date of Birth? It seems people in the DB have their Year of Birth set to zero if they have a Date of Birth set. I was wondering whether there is any reason for this or whether it's just simply nobody bothers with the Year of Birth if the Date of Birth has been set seeing as presumably the game ignores the Year of Birth in such circumstances.*

i think the YoB just works when there is no DoB, otherwise is useless

Last edited by milo; 14-08-14 at 02:03 PM.

14-08-14, 03:53 PM #108

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Many thanks!

> Originally Posted by **milo**
> *where are those 3514 and -21008?*

Here are some examples:

Janez Babnik -21008
César Pastro -21008
Pasquale Cangiano -17747
Zoran Arsic -4083
Miran Bukovac 3514
Lencie Fred 3514

The above examples don't seem to have any DoB set either. 2,386 of the 3,749 officials seem to have a YoB like this. Some of them have a DoB set and so I guess it's not a problem for them. However, it looks like 1,420 of them don't have a DoB either.

AFAIK I haven't previously scrambled the DB with the Updater and so the above should be easily found in the March DB using the Editor.

14-08-14, 05:36 PM #109

milo
Director

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

they are in the editor too in fact, don't know why, don't know how it happened, it must be a bug.

if you can fix it set them to 0

14-08-14, 11:12 PM #110

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thanks! I've set it to zero.

> Originally Posted by **archibalduk**
>
> *Looks like the hashtable could be quicker in this instance. I've been testing using some test data and have found that a hashtable may be 0.015 secs per lookup faster than a vector. That's quite a lot of time if you're looking to update 70,000 records (i.e. importing attributes for every player from one DB to another). I expect the actual speed will be different once I've implemented this into my application (because my test was done in a separate test application), but it certainly looks like it could provide a speed improvement.*
>
> *I'll keep on testing...*

I've finished re-writing the algorithm which looks-up and matches the data. As mentioned above, it now uses a hashtable rather than a vector (which is what the EHM Updater uses). I've also made some other improvements to cut down a little on the data crunching. The improvement in speed is remarkable. I'm seeing a 93% speed improvement over the EHM Updater's algorithm.

The test data I've been using is a spreadsheet of 300 players; 100 of which have the first 100 player IDs in the DB, another 100 have the middle 100 IDs and the final 100 have the last 100 IDs in the DB. When importing the spreadsheet into the DB via the Updater, I was getting speeds of approx 6.62 seconds to apply the changes with the old algorithm. With the new algorithm, it is importing at 0.47 seconds. That's a far bigger improvement that I was expecting or hoping for (I would have been happy with a 10% increase!).

The tests were done using an XML spreadsheet. This format is a little larger in file size and so the speeds are a little slower than using CSV. I have since tested a CSV spreadsheet which updates every single player and staff attribute for every player in the March DB (all 82,665 of them). The time it takes to process this is 1.77 seconds. I was expecting a few of minutes at the very least (under the old algorithm it would have taken around 25 minutes).

There are a couple of caveats:
- The timings don't yet take into account the time it takes to load the file into the memory before applying the update. In the case of the CSV file, it took about 1 or 2 seconds. So you're looking at a total time of around 3 - 4 seconds to update all 82,665 records.
- If there are any erroneous entries in the spreadsheet (e.g. the player doesn't exist in the DB or you made a typo with the name or DOB) then it'll take some time to write the errors to a spreadsheet. E.g. if every entry in my test spreadsheet containing 82,665 entries was erroneous then I think it'd take roughly 6 - 10 seconds to write the spreadsheet detailing all of the errors.
- XML files are slower and I haven't tried a 82,665 entry XML spreadsheet yet. For such large volumes of data, I'd go with CSV.

There's still some work I need to complete before I can release the latest version, but things are going really well.

20-08-14, 11:58 AM #111

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I'm hoping to be able to upload a new version of the Updater later today. Before I do so, I'm going to post a couple of short tutorials on how to use some of the new features. Here's the first one:

Importing Data Using the Updater Spreadsheets

This is essentially why I created the EHM 2007 Updater in the first place. The idea being that several people can work on the same database at the same time. Each researcher can list their changes in the Updater Spreadsheets and then send them to the Head Researcher. The Head Researcher can then import all of the Updater Spreadsheets into the master database using the Updater's Import function.

The process can be broken down into 4 steps:

1. Create the spreadsheet templates;
2. List your changes in the relevant spreadsheets;
3. Import your spreadsheets;
4. Address any import errors.

1. Creating the Spreadsheet Templates

Before being able to list your changes, you will first need the spreadsheet templates.

You can either use CSV or XML format spreadsheets. If you are making a very large number of changes then you may be better off using CSV because it is faster to import into the Updater. Otherwise, it doesn't really matter which format you use (although I know some users can have trouble loading XML files in OpenOffice and older versions of LibreOffice).

Load the Updater and click on the Settings tab (there is NO need to load a DB into the Updater beforehand). You will see a group of settings entitled "Defaul Export File Format". Select either CSV or XML (the HTML and TBL Forum Tables options are no use for the purposes of creating the templates - they're more for exporting data).

Once you have chosen your spreadsheet format, click on the Spreadsheet menu and then click on Create Spreadsheet Templates. Select a folder to save the templates to and then click on the Select Folder button to save the templates. Note that that the Updater will overwrite any existing files with the same name as the templates. Hence I recommend saving the templates to an empty folder.

At present, the Updater will create three template spreadsheets:

1) official_update - This is used for editing officials' attributes
2) nonplayer_update - This is used for editing non-player attributes (you can also edit Staff Traits for non-players in this spreadsheet)
3) player_update - This is used for editing player attributes (you can also edit Staff Traits for players in this spreadsheet)

If you are using XML format and will be editing the spreadsheets using Excel then you may rename the spreadsheets' filenames to whatever you want. If you are using CSV or OpenOffice/LibreOffice then you must keep the filenames the same. XML files can be renamed because I have embedded a tag within the XML files which identifies what type of template they are (so the Updater can detect the template type when importing the data). However, it seems OpenOffice/LibreOffice removes the tag when editing the spreadsheet and so this is why you can only rename XML files that are edited with Excel.

2. Listing Your Changes in the Updater Spreadsheets

For the purposes of this tutorial, I will use the player_update spreadsheet.

You will see in the player_update spreadsheet that the first six columns are entitled First Name, Second Name, Common Name , DOB (dd), DOB (mm) and DOB (yyyy). The Updater will use the data you enter in these columns to match your players with those in the database. Thus, for every player you want to edit, you must enter the following:

1) Either their full name OR Common Name (you do not need to enter both); and
2) Their date of birth.

Here are some examples:

	A	B	C	D	E	F	G	H	I
1	Name			Date of Birth			New Date of Birth		
2	First Name	Second Name	Common Name	dd	mm	yyyy	dd	mm	yyyy
3			João Carlos	18	1	1981			
4	ryan	GIGGS		29	11	1961			
5	Víctor	Ibáñez		21	4	1977			
6			Álvaro Santos	30	1	1968			
7	KeNNeth	Høie		11	9	1967			
8	Håkan	Östberg		1	2	1963			

The Updater is case insensitive. This means that it does not matter whether you enter players' names using uppercase or lowercase letters. As can be seen in the screenshot above, you can use any combination you wish. However, you must use the corrected accented letters if the player's name has any such accented letters (note that you can disable accented letters by using the Simple Text setting - I'll explain this shortly in my tutorial on the Settings Screen).

Some players in the database do not have a Date of Birth set. Instead they just have a Year of Birth set. In such cases, you can leave the Date of Birth columns blank. If you're ever in doubt about what DOB to enter, you can use the Updater to export a spreadsheet of Staff or Officials and then see what DOB is listed there.

Once you have entered the names and DOBs for the players you want to edit, you can now list your changes. Simply complete the relevant columns for the attributes you want to edit. If you want to change a player's Squad Number to "30" then just enter the number 30 under the Squad # column for that player. You can leave as many columns blank as you like - the Updater will ignore any blank columns and will only update the attributes you enter for each player.

You will see that near the beginning of the spreadsheet there is a set of New Date of Birth columns. You can use these columns to edit the player's DOB. For example, if you want to change the player's month of birth to May then enter the number 5 in the MM column. If you don't want to edit that player's day or year of birth (i.e. you just want to edit the month), you can leave these blank. If you want to set the player's DOB to 1/2/1900 and instead use a Year of Birth, then enter 0 in the DD and MM columns and your chosen year in the YY column. Here is an example:

	A	B	C	D	E	F	G	H	I
1	Name			Date of Birth			New Date of Birth		
2	First Name	Second Name	Common Name	dd	mm	yyyy	dd	mm	yyyy
3	Wayne	Rooney		24	10	1973		4	
4	ryan	giggs		29	11	1961	0	0	1950

In the screenshot above, the Updater will make the following changes to the players' DOBs:

In the screenshot above, the Updater will make the following changes to the players' DOBs:

1) Wayne Rooney's month of birth will be changed to April. So his new DOB will be 24-04-1973
2) Ryan Giggs' DOB will be reset to 01-02-1900 and his Year of Birth will be 1950.

Note that the Updater will ignore any DOBs you enter with a year between 1 - 1899. This is on the assumption that any such years are a typing mistake and should not be imported.

Once you have made all of the desired changes using the various Updater Spreadsheets, you are now ready to import that changes into the database.

Just one final note about the nonplayer_update spreadsheet: You will find a column in the spreadsheet entitled "Preferred Formation". As the name suggests, you can edit the non-player's Preferred Formation using this column. If you want to change it to "none" then enter the word _none in the column. If you want to change to a particular formation, enter 4-4-2 or 4 4 2 or 442 (or whatever the desired formation is) into the column. If you export a Non-Player Attributes spreadsheet from the DB using the Updater you'll get an idea of the various formations available (or you can look at the relevant drop-down menu in the Official CM Editor).

3. Importing/Applying Your Changes to the Database

Load your chosen database in the Updater. Then click on the Import button (you'll see this button towards the bottom of the Home Screen (click on the "Home" tab).

When you click on the Import button you will be prompted to select the Updater Spreadsheet containing all of your changes. Select your file and click on Open.

The Updater will now import your changes. Once it has finished importing, you will be presented with a message detailing the number of records that were successfully imported and, if any errors were encountered, the number of erroneous records. See the section below on how to address errors.

If you are happy, you can now save your database.

4. Addressing any Import Errors

If any errors were encountered during the import process, the Updater will create an _errors spreadsheet in the same folder as the Updater Spreadsheet you imported. The Errors Spreadsheet will have the same filename as your Updater Spreadsheet but with "_errors" appended to the filename.

If you open the Errors Spreadsheet, it'll look a bit like this:

	A	B	C	D	E	F	G	H
1	ERRORS		|--	Name	--|	|--	Date of Birth	--|
2	STAFF ERRORS	First Name	Second Name	Common Name	dd	mm	yyyy	dd
3	No Match			Inaki Moran	1	1	0	
4	No Match	Sebastien	Flochon		19	1	1981	
5	No Match	Erik	Skordaker		3	1	1966	

The spreadsheet lists every record where an error was encountered. In the far left column(s) you will see the source of the error for each record. At the time of writing (version 0.0.3) there is only one error (but there will be more once I add more advanced editing). The cause of the error will be that no matching player/non-player/official can be found in the database. This means that the Updater could not find a matching person with the specified name and DOB in the database.

Common causes of this error are:

1) You have mispellt the person's name or you have missed an accented letter.
2) You have entered an incorrect date of birth. Remember that if the player only has a Year of Birth and no Date of Birth set then you can leave the DOB columns blank for that player.
3) You are trying to edit player attributes for a non-player or vice versa. E.g. if you are using the player-update spreadsheet and you enter a non-player's details, the Updater will treat this as No Match because there is no matching player.

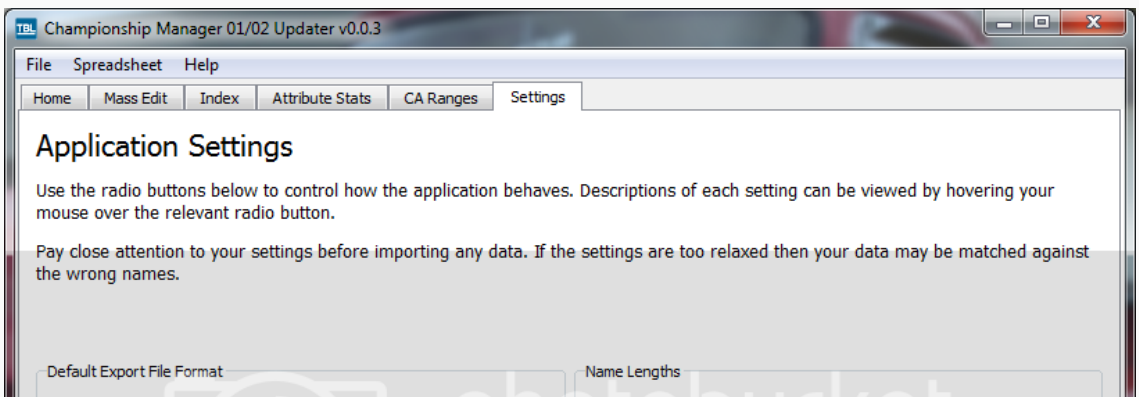
You can either correct the mistakes in your original Updater Spreadsheet or you can copy and paste the data from the Errors Spreadsheet into another Updater Spreadsheet and correct the errors that way.

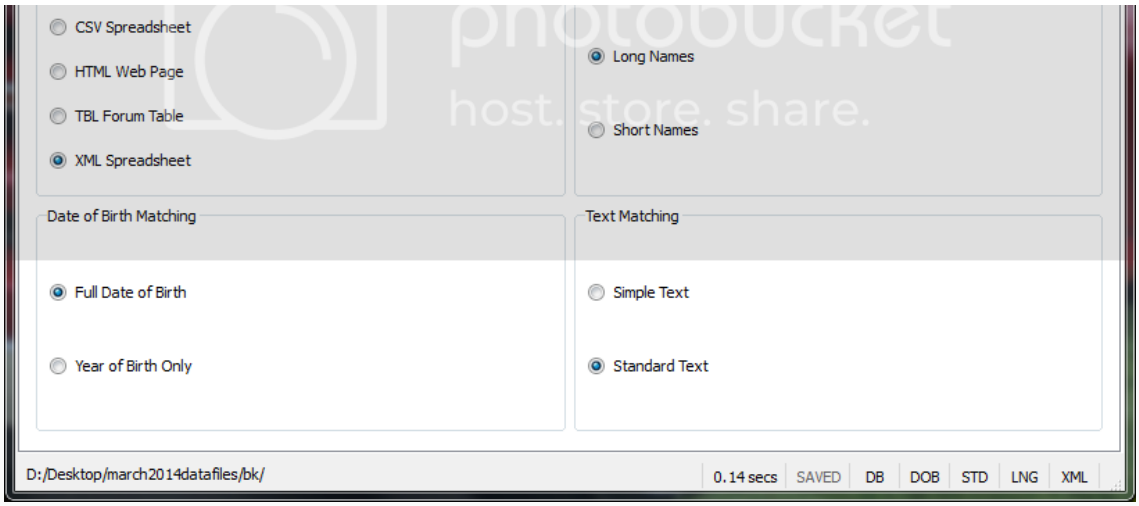
20-08-14, 12:00 PM #112

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

The Settings Screen





I thought it would be useful to explain how the Updater's settings work as it's probably not obvious from the screen (I hope to be able to add a Help section to the Updater in the future which will explain things like this).

You can hover your mouse over any of the radio buttons on the Settings screen to get a brief explanation as to what that setting does.

The status bar at the bottom of the window shows what settings you have currently selected.

Here is a run-down of each setting:

Default File Format

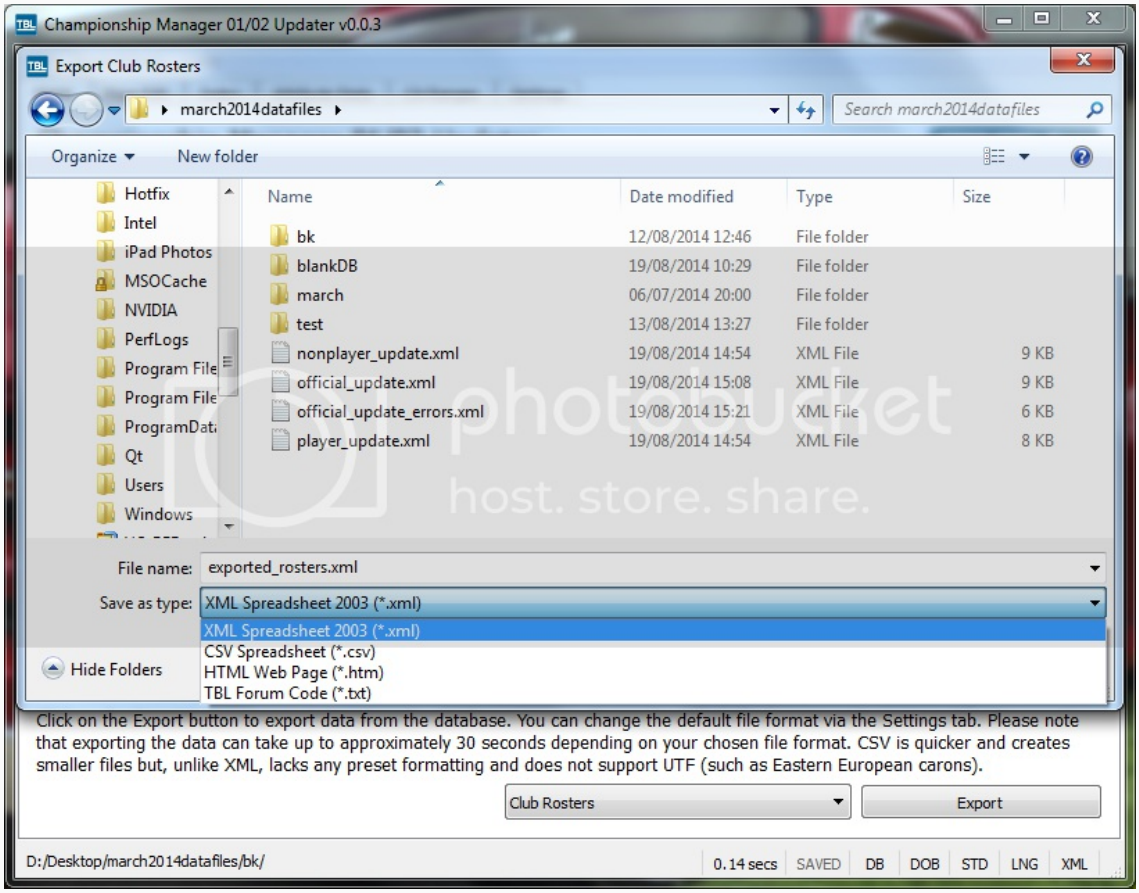
There are currently four formats supported. CSV and XML are the recommended file formats.

The HTML and TBL Forum formats are for planned features not yet implemented (e.g. team reports for online leagues so that they can be uploaded straight to the online league's website). The TBL Forum Format is designed with some EHM tools in mind and doesn't yet work (my forum has some Table BBCode which allows tables to be posted in forum posts). As far as I can see, the CM01/02 Forum does not support Table code - but if it does, let me know and I'll add this as a fifth file format.

This has two main functions:

1) It sets the format of spreadsheet when using the Create Spreadsheet Templates function.

2) It sets the default format when exporting data. This is simply to make things a little more convenient when exporting data. Note that if you want to export to a different format from your chosen default format then you can just use the drop-down menu on the Save Spreadsheet dialog window like so:



Name Lengths

Allows you to export team names using their long name or short name. Once contract editing and staff career history importing is up and running, it'll determine whether you need to enter the long or short team in the the relevant Updater Spreadsheets.

Date of Birth Matching

As mentioned in my previous tutorial, you must enter the player/non-player/official's full date of birth in the Updater Spreadsheet. However, you can change this by selecting the Year of Birth Only setting.

If you select the Year of Birth Only setting then you need only enter the Year of Birth in the Updater spreadsheet. If the player has a full DOB in the database, then just enter the year from his DOB. If he has no full DOB and only has a Year of Birth in the database, enter his Year of Birth.

Here are some examples:

	A	B	C	D	E	F
1	Name			Date of Birth		
2	First Name	Second Name	Common Name	dd	mm	yyyy
3	Janoi	Donacien				1983
4	Charlie	Penny				1983
5	Jacob	Blyth				1981
6	Sergio	Agüero				1976
7	Marcos	Lopes				1983
8	Reece	Wabara				1979
9	Vincent	Kompany				1974

Text Matching

This controls how the Updater matches text, such as Full Names and Common Names in Updater Spreadsheets. If you select Simple Text then there is no need to use accented letters in player names. E.g. "Iñaki Morán" can be entered as "Inaki Moran".

I think using the title "Simple Text" is a bit misleading. I'll probably change the name of this setting to "Ignore Accents" in the next version so that it is a little clearer.

It's worth keeping in mind that if you enable the Year of Birth Only and Simple Text settings, this may make it easier for false-positives to arise. E.g. let's say you have two different players in the database like this:

1) David Morales born on 15/04/1983
2) Dávid Moralés born on 01/10/1983

If you enable both of the Year of Birth Only and Simple Text settings, the Updater will treat both of the abovenamed players the same (because it'll ignore all of the accents and it'll only take into account the Year of Birth).

20-08-14, 12:02 PM #113

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

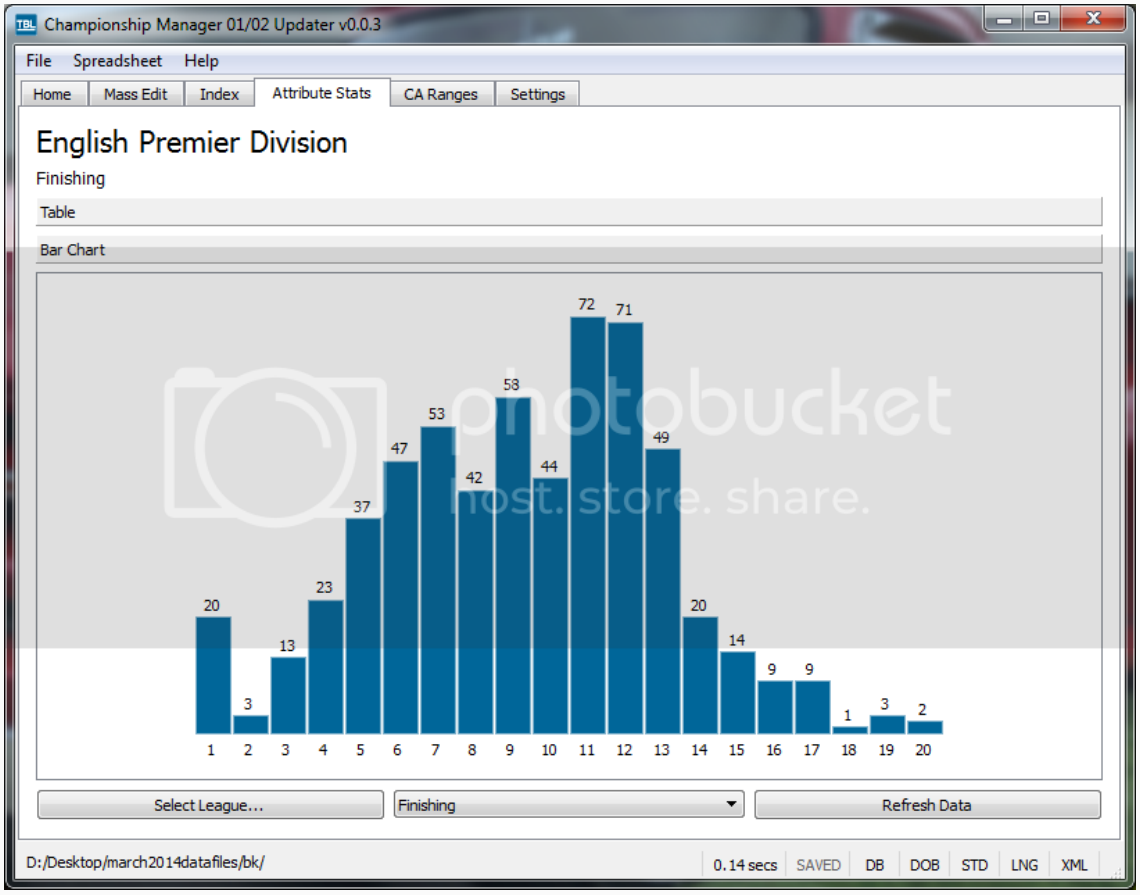
The Attribute Stats Screen

As discussed earlier in this thread, the Attribute Stats Screen consists of a table and bar chart showing the distribution of attribute ratings on a per league basis.

When I started writing this function, I was concerned that generating the stats would be quite a CPU-intensive task. Therefore I decided that the Updater wouldn't generate the stats upon loading the DB. Instead, the user must generate the stats by clicking on the Refresh Data button located at the bottom of the Screen. However, it turns out that generating the stats is not very challenging for the CPU at all (it seems to take about 1/10th of a second). Thus I plan to remove the Refresh Data button and instead the stats will be updated when you load the DB or import new data.

In the meantime, you must click on the Refresh Data button to generate the stats. You can then select the league and attributes using the button and drop-down menu located at the bottom of the screen. Note that you do NOT need to click on the Refresh Data button more than once.

You can click on the Table and Bar Chart tabs to switch between the two (the Bar Chart tab button is located below the Table).



20-08-14, 02:20 PM #114

milo
Director

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

> Originally Posted by **archibalduk**
> *Just one final note about the nonplayer_update spreadsheet: You will find a column in the spreadsheet entitled "Preferred Formation". As the name suggests, you can edit the non-player's Preferred Formation using this column. If you want to change it to "none" then enter the word _none in the column. If you want to change to a particular formation, enter 4-4-2 or 4 4 2 or 442 (or whatever the desired formation is) into the column. If you export a Non-Player Attributes spreadsheet from the DB using the Updater you'll get an idea of the various formations available (or you can look at the relevant drop-down menu in the Official CM Editor).*

is it possible, maybe in the future, to use more formations in addition to those in the editor?

20-08-14, 04:43 PM #115

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

The formations are hardcoded into the exe; so it would need some exe editing of some description.

All the database stores is the ID number for the chosen preferred formation. E.g. 0 = no preferred formation, 1 = 5-3-2 sweeper, 2 = 5-3-2, etc. The Updater can insert any ID number up to 128 for that particular setting, but the game will only pick up ID numbers from 0 to 9.

20-08-14, 05:21 PM #116

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Seeing as I have the non-player, player and official attribute editing functions and the attribute stats up and running (and I'll have little time over the next few weeks to do much more work), now seems like a good time to release the next version. **So here is version 0.0.3 - http://1drv.ms/1pL6Ren**

IMPORTANT!
Owing to time restraints, I haven't been able to test as extensively as I'd like to (as is always the case!). Keep this in mind when using the Updater. Try editing just a little bit of data and then test your DB in game to make sure there are no crashes and the attributes appear as you'd expected. I don't envisage there being any problems in terms of stability because it's just simple attribute editing - but best to be cautious.

Minimum Requirements
If you haven't already installed the Microsoft Visual C++ 2010 Redistributable Package then you'll need to first download and install it: http://www.microsoft.com/en-us/downl...s.aspx?id=5555

Installation/Upgrade
Simply extract the contents of the downloaded zip file into a folder of your choice. You'll see that the zip file consists of the exe and a number of dll files (including a 'platforms' sub-folder which consists of 3 further dll files).

If you have a previous copy of the Updater on your computer, you can just overwrite the files with the latest version. You don't have to delete your existing settings.cfg file, but I recommend it this time around because I've changed the settings system substantially since v0.0.2.

If you're going to edit and save a database located in C:/Program Files/../ then you must use 'Run as Admin' to load the Updater - otherwise it won't be able to save your database properly (as with any other editor, if you don't use Run as Admin for a database in Program Files, you'll end up with a shadow copy in your /Users/Roaming/ folder which is a real pain). Also, you must always use 'Run as Admin' if you install the Updater to C:/Program Files/../ (otherwise it won't be able to save your settings to its config file).

Changelist
There are a hell of a lot of changes following the previous version. Most of the changes are behind the scenes things and so I won't bore you with the details. Here's a list of the main changes since the previous version:

* Fixed the CA Range bug which was causing the ranges to be displayed incorrectly;
* Added Attribute Stats screen with a table and bar chart;
* Added non-player attribute updating via the nonplayer_update spreadsheet;
* Added player attribute updating via the player_update spreadsheet;
* Added official/referee attribute updating via the official_update spreadsheet;
* Added the option to export data to HTML;
* Improved Settings screen;
* Name and Players counters added to the name and nation dat files.

Known Issues
* The Erase Data function is still buggy. I've made a couple of changes, but this still needs more work. I'd advise not using this feature for the time being.
* Non-Player Updater Spreadsheet: The Preferred Player Models settings do not work yet (the Updater will just ignore anything you put in those columns). I need to put in some further work in order to get those parts working.
* Official Updater Spreadsheet: The Nationality and Birth City settings do not work yet (the Updater will just ignore anything you put in those columns). I need to put in some further work in order to get those parts working.
*** When importing a CSV/XML spreadsheet, a progress bar is not displayed until the spreadsheet has loaded into the memory. Thus, when you load larger spreadsheets (e.g. 10mb+) there will be a slight pause when the Updater seems to be doing nothing before a progress bar appears. Just be patient - a 15mb file takes about 2 or 3 seconds to load. I plan to add a progress bar for the next version.**

Planned Features for the Next Version
* Ability to export the Attribute Stats to a spreadsheet (hopefully including the bar charts);
* Make the Attribute Stats bar charts stretch to the full height of the window (it seems Qt has difficulties getting the actual visible window height which is why it doesn't stretch right now);
* Hopefully fix the Erase Data Function;
* Get the remaining parts of the Non-Player and Official Updater Spreadsheets working;
* Add "U-21" to international U-21 team names so they can be distinguished from senior international teams;
* Add a progress bar when loading the Updater Spreadsheets;
* There is a very slightly different spacing between text on the Attribute Stats screen. I'll fix this for the next version.

20-08-14, 08:05 PM #117

milo
Director

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

just tested the importing tool and it works! (i was sure it did)

and also the charts are great

one thing, when importing a player it creates his YOB in the db, don't think it can cause any issues but can this be removed?

also, in the CA ranges page swedish leagues have their generic name only (swedish second, swedish third), without the geographical status, can you fix that?

> Originally Posted by **archibalduk**
>
> *The formations are hardcoded into the exe; so it would need some exe editing of some description.*
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about this, do you mean that if you enable the other 119 (128-9) id numbers in the exe you can choose among 129 different formations to insert in the db?

20-08-14, 08:12 PM #118

BeezerCeltic1967
Director

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

> Originally Posted by **milo**
>
> *just tested the importing tool and it works! (i was sure it did)*
>
> *and also the charts are great*
>
> *one thing, when importing a player it creates his YOB in the db, don't think it can cause any issues but can this be removed?*
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>
> *about this, do you mean that if you enable the other 119 (128-9) id numbers in the exe* ***you can choose among 129 different formations to insert in the db?***

OMFG,

please please be true

20-08-14, 08:57 PM #119

djole2mcloud
Programmer

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

can we insert players and staff to the certain club using updater?
can we insert new players or just update existing one?
i'm confused what actually import data means?
thanks

Last edited by djole2mcloud; 20-08-14 at 09:07 PM.

20-08-14, 09:40 PM #120

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *just tested the importing tool and it works! (i was sure it did)*
>
> *and also the charts are great*

Glad to hear that! I find it a bit nerve-wracking when releasing my editors because I have a fear it'll crash or won't work on other people's systems.

> Originally Posted by **milo**
>
> *one thing, when importing a player it creates his YOB in the db, don't think it can cause any issues but can this be removed?*

If it doesn't cause any issues, I'd rather leave it in because it makes updating staff/officials a little bit easier. Is there any particular reason you'd rather see this removed?

> Originally Posted by **milo**
>
> *also, in the CA ranges page swedish leagues have their generic name only (swedish second, swedish third), without the geographical status, can you fix that?*

I'll need to check, but I'm guessing that'll also be an issue for the League List on the Attribute Stats Screen. I'll see what I can do. The first thing that comes to mind is to add the three letter abbreviation of the nation to the beginning or end of each league name.

Incidentally, I want the League List on the Attribute Stats Screen to eventually be sortable by ID, nation, reputation and alphabetically (rather than being fixed in ID order right now).

> Originally Posted by **milo**
>
> *about this, do you mean that if you enable the other 119 (128-9) id numbers in the exe you can choose among 129 different formations to insert in the db?*

Yes, that's right. I can input any number into that field of the DB. I'm doing this from memory, but I think the Preferred Formation field is a signed char which means a range from minus 127 to positive 128 (i.e. -127 to 128). Technically that means 256 possible values. Currently 0 is No Preferred Formation and 1 - 9 are the various formations. Hence the Updater will only allow those 10 settings right now. But if more formations were added to the exe then I can implement this into the Updater. I don't know how the Official Editor would handle any additional settings however - because the Editor would be fixed to handle those 10 settings.

I have absolutely no idea how feasible it is to add new formations to the exe. I'd say it sounds impossible, but seeing as Tapani is a bit of magician when it comes to these things, who knows!!

20-08-14, 09:49 PM #121

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
>
> *can we insert players and staff to the certain club using updater?*
> *can we insert new players or just update existing one?*
> *i'm confused what actually import data means?*
> *thanks*

No it can't create or move players/non-players between teams yet. It is something I have planned, though. I added attribute editing first because it is the easiest to implement and the work involved forms the basis of more complex functions, such as transferring and creating players/non-players.

"Import data" means to import the data from the spreadsheet into the database. At the moment the only importing that can be done is to import changes from the three attribute spreadsheets into the database. Another way to think of it is that the Updater applies the changes you list in the spreadsheets.

20-08-14, 09:55 PM #122

djole2mcloud
Programmer

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

ok,clear now...
it looks really beautiful...
looking forward for the new options...
thanks

21-08-14, 11:29 AM #123

milo
Director

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

> Originally Posted by **archibalduk**
> *Glad to hear that! I find it a bit nerve-wracking when releasing my editors because I have a fear it'll crash or won't work on other people's systems.*

i will test it better later and will report any issue

> Originally Posted by **archibalduk**
> *If it doesn't cause any issues, I'd rather leave it in because it makes updating staff/officials a little bit easier. Is there any particular reason you'd rather see this removed?*

nevermind, it's fine, i also realized that it does creates YOB's in db but just when you select a player in the editor it disappears

> Originally Posted by **archibalduk**
> *I'll need to check, but I'm guessing that'll also be an issue for the League List on the Attribute Stats Screen. I'll see what I can do. The first thing that comes to mind is to add the three letter abbreviation of the nation to the beginning or end of each league name.*
>
> *Incidentally, I want the League List on the Attribute Stats Screen to eventually be sortable by ID, nation, reputation and alphabetically (rather than being fixed in ID order right now).*

one more desire, i wonder if you can add a phantom chart behind those you crated for attributes that represents the average value of the whole db.
i mean, if i show the english premier finishing chart where there are 10 players out of 100 with finishing 20 (10% of the total), can you add another chart behind that shows the number of players with finishing 20 in the entire db?
so that if they are 1.000 out of 100.000 they are just the 1% so the chart bar is 1/10 of the english premier one

> Originally Posted by **archibalduk**
> *Yes, that's right. I can input any number into that field of the DB. I'm doing this from memory, but I think the Preferred Formation field is a signed char which means a range from minus 127 to positive 128 (i.e. -127 to 128). Technically that means 256 possible values. Currently 0 is No Preferred Formation and 1 - 9 are the various formations. Hence the Updater will only allow those 10 settings right now. But if more formations were added to the exe then I can implement this into the Updater. I don't know how the Official Editor would handle any additional settings however - because the Editor would be fixed to handle those 10 settings.*
>
> *I have absolutely no idea how feasible it is to add new formations to the exe. I'd say it sounds impossible, but seeing as Tapani is a bit of magician when it comes to these things, who knows!!*

this would be wonderful, i'm going to ask the master

21-08-14, 02:39 PM #124

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *one more desire, i wonder if you can add a phantom chart behind those you crated for attributes that represents the average value of the whole db.*
> *i mean, if i show the english premier finishing chart where there are 10 players out of 100 with finishing 20 (10% of the total), can you add another chart behind that shows the number of players with finishing 20 in the entire db?*
> *so that if they are 1.000 out of 100.000 they are just the 1% so the chart bar is 1/10 of the english premier one*

Yes, that shouldn't be too hard to add. I'll make it optional so you can hide/show the phantom chart.

I also think the chart and table should be broken down by position. If you look at the Handling graph you'll see it's really misleading because it includes the Handling rating for outfield players. I think breaking it down into G/D/M/F is probably too far, but maybe if we just split it between goalies and outfield players.

21-08-14, 04:52 PM #125

Steel Force
Youth Team Player

Join Date: 14-08-14
Location: England
Posts: 10

I take it this doesn't work on Vista 32 bit????

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Page 6 of 13 First ... 2 3 4 5 6 7 8 9 10 ... Last
Results 126 to 150 of 322

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

21-08-14, 04:53 PM #126

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Steel Force**
> *I take it this doesn't work on Vista 32 bit????*

It should do. I tested it in my spare Windows XP installation (which I have installed via Virtual Box) and it seemed to run fine.

21-08-14, 05:10 PM #127

Steel Force
Youth Team Player

Join Date: 14-08-14
Location: England
Posts: 10

I have downloaded it, opened it (run it) it came up with the EHM 2007 Updater box and then it shows me a screen with only the following options in use: File, Spreedsheet, Settings, Help. All other options are not clickable. Clearly I've done something wrong or missed something off.

Thanks

21-08-14, 06:40 PM #128

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

The other functions are unavailable because you have not loaded a DB into the Updater. Click on File -> Open Database, navigate to your Database folder and click on the Select Folder button. The Updater will load the DB and you'll see all of the other buttons and tabs will now be enabled.

22-08-14, 12:57 PM #129

Steel Force
Youth Team Player

Join Date: 14-08-14
Location: England
Posts: 10

Will give it a go when I'm not to busy :-)

25-08-14, 05:03 PM #130

Jesus
First Team Player

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

I just tried to load the original .60 database and each time it crashed.. is this written solely for the purpose of opening databases that use the .68 patch?

26-08-14, 08:30 PM #131

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Jesus**
> *I just tried to load the original .60 database and each time it crashed.. is this written solely for the purpose of opening databases that use the .68 patch?*

Yes, I'm afraid so.

Out of curiosity, is there a reason you're using .60 rather than 0.68? The reason I ask is that if there is a real reason why .60 is a necessary version then I'll look into making the Updater compatible with .60. The reason for not having done this so far is simply because of the time it would take to implement (time I've been spending getting the other features running).

26-08-14, 08:37 PM #132

Jesus
First Team Player

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

> Originally Posted by **archibalduk**
> *Yes, I'm afraid so.*
>
> *Out of curiosity, is there a reason you're using .60 rather than 0.68? The reason I ask is that if there is a real reason why .60 is a necessary version then I'll look into making the Updater compatible with .60. The reason for not having done this so far is simply because of the time it would take to implement (time I've been spending getting the other features running).*

My main ambition was to move the current update from the .68 patch to the .60 patch due to some very irritating bugs that occur with the .68 bug (getting a job in another country for example). However, you've yet to implement the ability to inject players to teams so my progress was quickly scuppered. As a result I'm waiting for the next update to this wonderful tool which will hopefully allow people to inject players to teams.

I would like it to be compatible with the .60 patch as well as the .65 patch but if it's something that isn't a priority for you then that is fine. There are a number of members here who would love to see the update on older patches mainly because of the irritating bugs that we have come across.

As a side note, I really like the interface you've made, it's clean and easy to understand and I'm sure the update team will be forever in your debt. It is such a powerful tool.

26-08-14, 09:39 PM #133

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thank you very much indeed. 🙂

Once I've got my priority functions up and running (contract/staff data editing, staff history injection and staff injection), I'll see what I can do about being compatible with older DB versions. Looks like there's a useful thread here which might help me figure out the differences between the two DB formats: http://www.champman0102.co.uk/showthread.php?t=2319

02-10-14, 07:50 PM #134

milo
Director

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

i have found some more issues in the club file.

- clubs that play in "a premier division" are listed in "premier division", this means they are in the same competition as english, dutch, russian, etc. premier league clubs.

- the cash column only shows until 999.999, beyond that an exponent is showed.

- also, some of them are bugged, for example everton have 1.181.250.000.000 £ while they have 11.812.500 £ in the editor (1/100.000)

08-10-14, 08:25 PM #135

archibalduk

Join Date: 14-06-14

Reserve Team Player

Location: the English Channel
Posts: 250

The competition names appearing as "Premier Division", etc is most likely because you have enabled the "Use Short Names" setting on the Settings screen. Change it to "Long Names" and this should fix your problem. If it doesn't then please let me know.

I'll check out the cash column issue once I get back to work on the Updater (I have been taking some time off because it's crunch time with the EHM and FHM hockey roster work). The exponent issue is likely a number formatting issue in Excel (I noticed the same issue with the EHM Updater last weekend). I'll see if there's a way around it and also what is going on with the bugged figures.

02-11-14, 06:02 PM #136

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Just checking in to say that I'm still working on the next version of the Updater. Unfortunately progress has slowed since I returned to work from annual leave and particularly since I temporarily changed offices in September (longer commute meaning I lose an hour of my evening compared to before - but it's only until mid-March next year). Also it has been the busy time of the year for hockey roster updating. Anyhow, I have still been chipping away and hopefully I'll have a new update released in late November / early December.

Most of the work has been behind the scenes stuff that makes adding new functions possible, so there's nothing particularly exciting to report. I've spent a lot of time on the UI; particularly building my own stylesheet and menu system. I'm now finishing off the overall look of the UI. It's nothing exciting, but it'll make navigating the application a little easier and generally things will be less cluttered.

As for the updater files:
* Birthplace and nationality are now editable for officials;
* Preferred player models for non-players are now editable and there is proper error-checking for preferred formations;
* I will soon be adding player career history injection.

I have also made some improvements with the attribute stats bar chart and table:
* The bar chart now fills the window. I am working on it automatically resizing/stretching when you resize the window (currently it only resizes each time you click on the Refresh Data button);
* I have started adding sub-category functionality to the chart and table - so that the stats are broken down by position (Goalie, Def, Mid, Att, Outfield and Totals).
* Once I've completed the above two items, I'll be adding the Total bar chart and table so the league attribute stats can be compared against the overall DB totals (again, with the option to break the stats down by position).

Last edited by archibalduk; 02-11-14 at 06:08 PM.

02-11-14, 06:56 PM #137

BeezerCeltic1967
Director

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

good man

03-11-14, 11:23 AM #138

scemoka
Backup Player

Join Date: 08-03-12
Posts: 596

Hi archibalduk & JohnLocke!
I want to reminder something about national languages.
In the official editor with ODB Mongolia's first languages is "Not Set". But in the game with usage ODB or with usage v.9.68 original patch-database a Mongolese player is fluent in "Mongol Language". In the game with every year updated databases "Mongol Language" is lost.
Same situation in Ukraine too. In the official editor with ODB Ukraine's first language is "Not Set", second language is "Russian", but in the game with usage ODB or with usage original v.9.68 patch-database an Ukrainian player is fluent in "Ukrainian and Russian". İn updated databes "Ukrainian language is lost, they know only Russian'.
Similar situation in South Africa too. In the official editor with ODB South Africa's first language is "English", second " Not Set", third "Afrikaans", but in the game with usage ODB or with usage v.9.68 original patch-database most of south african players fluent in "English" and "Zulu" and their basic languages are Afrikaans.
In the official editor with ODB Bosnia-Herzegovina's first languague "Not Set" in the game turned into "Bosnian" which is Croatia's third, Yugoslavia's second in the game.
Any ideas?
Or can you add Bosnian, Mongol, Ukrainian and Zulu languages to the drop list in your updaters-editors?

Last edited by scemoka; 03-11-14 at 11:51 AM.

03-11-14, 12:53 PM #139

djole2mcloud
Programmer

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

Excellent.
please add option for adding data to DB from .csv or similar...will make life easier :-)

03-11-14, 04:04 PM #140

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Just checking in to say that I'm still working on the next version of the Updater. Unfortunately progress has slowed since I returned to work from annual leave and particularly since I temporarily changed offices in September (longer commute meaning I lose an hour of my evening compared to before - but it's only until mid-March next year). Also it has been the busy time of the year for hockey roster updating. Anyhow, I have still been chipping away and hopefully I'll have a new update released in late November / early December.*
>
> *Most of the work has been behind the scenes stuff that makes adding new functions possible, so there's nothing particularly exciting to report. I've spent a lot of time on the UI; particularly building my own stylesheet and menu system. I'm now finishing off the overall look of the UI. It's nothing exciting, but it'll make navigating the application a little easier and generally things will be less cluttered.*
>
> *As for the updater files:*
> ** Birthplace and nationality are now editable for officials;*
> ** Preferred player models for non-players are now editable and there is proper error-checking for preferred formations;*
> ** I will soon be adding player career history injection.*
>
> *I have also made some improvements with the attribute stats bar chart and table:*
> ** The bar chart now fills the window. I am working on it automatically resizing/stretching when you resize the window (currently it only resizes each time you click on the Refresh Data button);*
> ** I have started adding sub-category functionality to the chart and table - so that the stats are broken down by position (Goalie, Def, Mid, Att, Outfield and Totals).*
> ** Once I've completed the above two items, I'll be adding the Total bar chart and table so the league attribute stats can be compared against the overall DB totals (again, with the option to break the stats down by position).*

welcome back archibald

could you try to improve your tool to let the update them work less and, if possible, even better?
if so, can we tell you what we really need and you tell us your opinion about it?

03-11-14, 10:41 PM #141

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *welcome back archibald*
>
> *could you try to improve your tool to let the update them work less and, if possible, even better?*
> *if so, can we tell you what we really need and you tell us your opinion about it?*

Thanks for the welcome back! Although I never really left - I have regularly checked in but have had nothing to report and nobody has posted much in this thread.

Yes, please do tell me what the update team really need. Helping the update team is exactly what I want to do with this tool.

> Originally Posted by **djole2mcloud**
>
> *Excellent.*
> *please add option for adding data to DB from .csv or similar...will make life easier :-)*

That's the plan. First will be player career history injection and then I'll be adding player, non-player and official injection (via csv and xml).

> Originally Posted by **scemoka**
>
> *Any ideas?*
> *Or can you add Bosnian, Mongol, Ukrainian and Zulu languages to the drop list in your updaters-editors?*

I think somebody like JL is the man to respond to this. I'm afraid I don't have much knowledge of the language aspects and it's not something I currently plan to develop within the Updater. JL has a plethora of tools so he may be able to help.

04-11-14, 03:23 PM #142

milo
Director

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

well... maybe i'm asking for the moon... but it would be great to have a tool that converts a text (access, excel, etc.) to the .dat file the game needs, is that possible?

04-11-14, 10:24 PM #143

archibalduk
Reserve Team Player

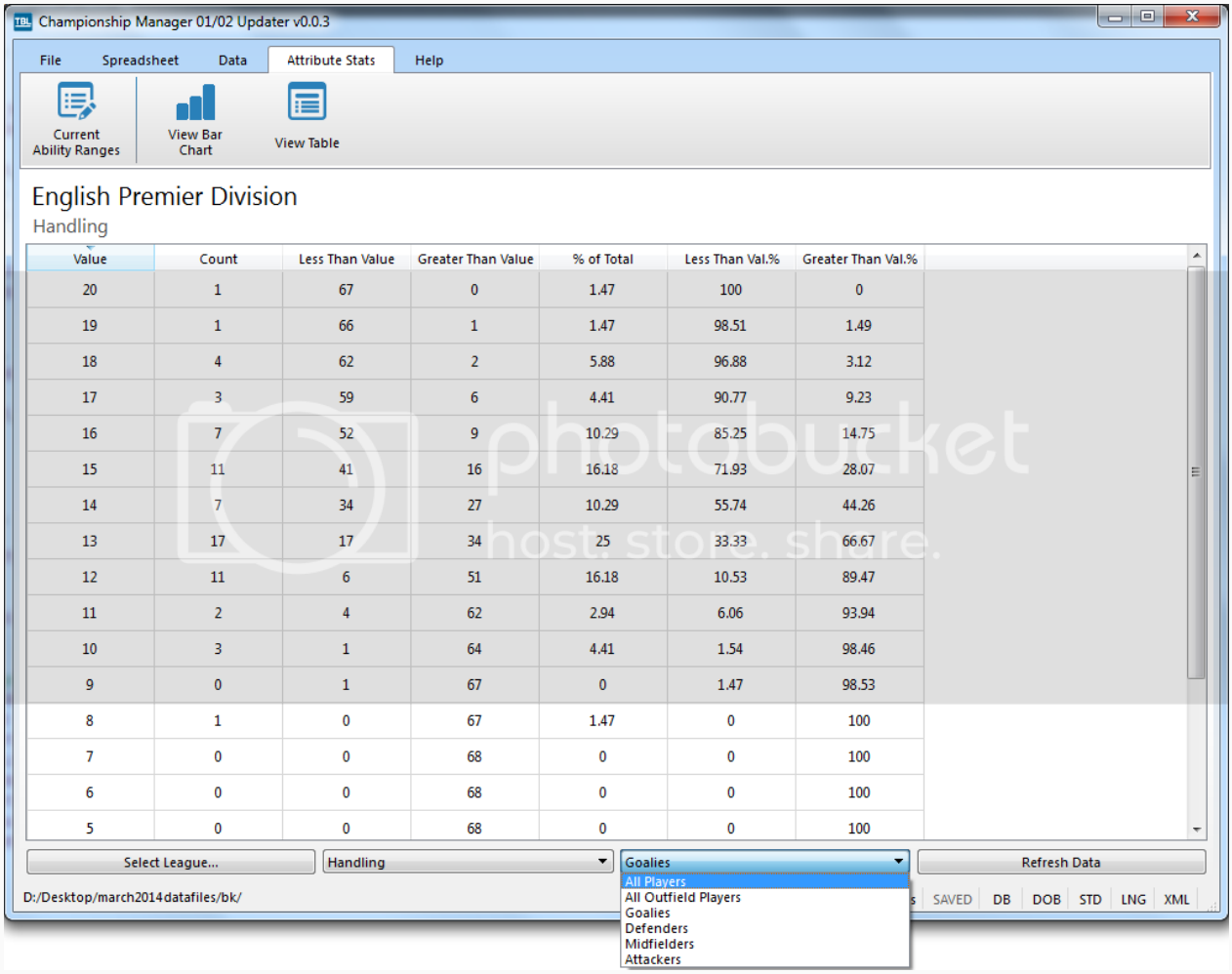
Join Date: 14-06-14
Location: the English Channel
Posts: 250

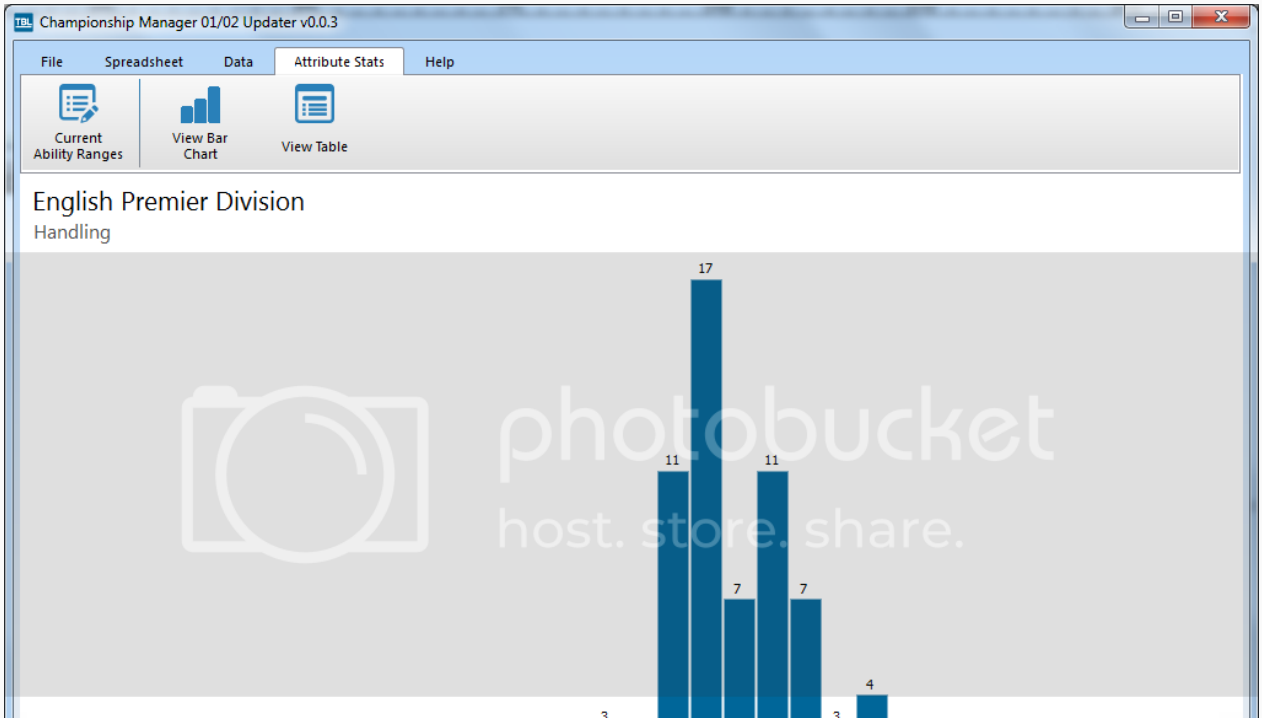
> Originally Posted by **milo**
>
> *well... maybe i'm asking for the moon... but it would be great to have a tool that converts a text (access, excel, etc.) to the .dat file the game needs, is that possible?*

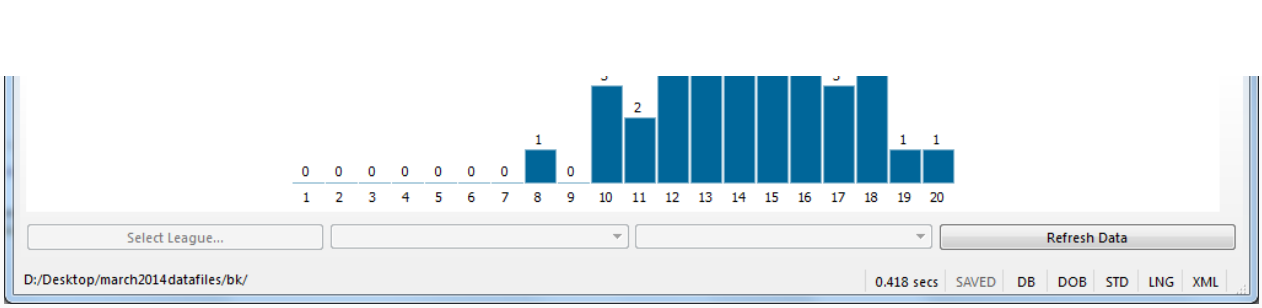
This is basically what the Updater does right now. It takes a text file (Excel - csv or xml) containing player attributes, non-player attributes and official attributes and imports them into the DB. Next I will be adding the ability to import new player career history entries from Excel into the DB (and after this, I will be doing the same with creating new players/non-players, editing contracts, etc of existing players and importing new officials). Was there something else you had in mind?

==========

By way of a further update, the Attributes Chart now allows us to break-down the chart by position (see screenshots below). My next task is to get the Grand Total graph overlay to appear.







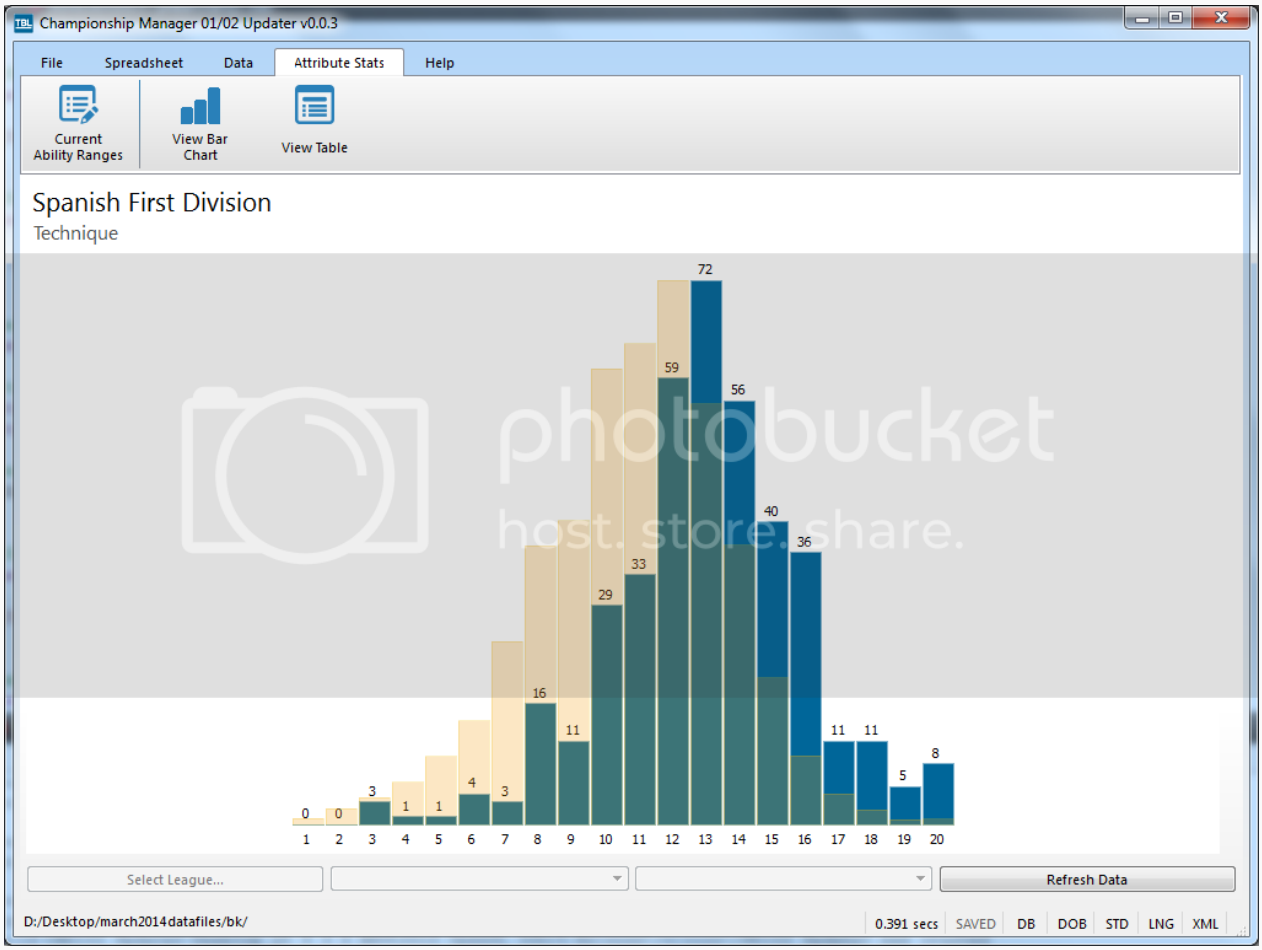
Last edited by archibalduk; 04-11-14 at 10:34 PM.

04-11-14, 11:20 PM #144

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Just another quick update: I've got the overlay up and running now. The overlay shows the stats for the entire database for the chosen position and attribute so that you can compare it to your selected league. I just need to make it so that you can turn the overlay on and off and to finalise the colour scheme of it.



04-11-14, 11:56 PM #145

BeezerCeltic1967
Director

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

looks really, really good archie

if we get it working with our DB it will be sensational for us i think

05-11-14, 12:04 PM #146

milo
Director

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

> Originally Posted by **archibalduk**
> *This is basically what the Updater does right now. It takes a text file (Excel - csv or xml) containing player attributes, non-player attributes and official attributes and imports them into the DB. Next I will be adding the ability to import new player career history entries from Excel into the DB (and after this, I will be doing the same with creating new players/non-players, editing contracts, etc of existing players and importing new officials). Was there something else you had in mind?*

yes, but you need to manually add names and dobs of the players you want to edit, this makes the editing very very slow.

in my ideal world, you should be able to generate the text file of the db (what your exporting tool already does) and simply edit it right away, then re-upload your sheet into the db.

if this is possible the 1st step for the happiness of the updater is made

05-11-14, 05:57 PM #147

djole2mcloud
Programmer

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

... now updater exports data to .csv or .html...archie,after u add option for inserting staff and players,is it possible exported data (from .csv or .html)to be instantly inserted in different DB?let's say i export everything i'v alredy updated in march DB,and now i want only to transferit to october DB?that could save a tons of working hours while patching leagues...

> Originally Posted by **milo**
> *yes, but you need to manually add names and dobs of the players you want to edit, this makes the editing very very slow.*
>
> *in my ideal world, you should be able to generate the text file of the db (what your exporting tool already does) and simply edit it right away, then re-upload your sheet into the db.*
>
> *if this is possible the 1st step for the happiness of the updater is made*

05-11-14, 11:17 PM #148

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *yes, but you need to manually add names and dobs of the players you want to edit, this makes the editing very very slow.*
>
> *in my ideal world, you should be able to generate the text file of the db (what your exporting tool already does) and simply edit it right away, then re-upload your sheet into the db.*

This is already possible. You can export the player/non-player/offical attributes into a spreadsheet, edit the spreadsheet and reimport them (either by deleting the extraneous columns or by copying and pasting the data into the appropriate template spreadsheet).

However, this is not the best way to do things because it means that you will overwrite any changes that other users make (assuming other users are working on the attributes at the same time). It is much better to just list the changes you want to make (i.e. don't list the attributes you don't want to alter). The best way to do this is to export a staff/official list, find the players/non-players/officials you want to edit and copy and paste them into the template and then make your changes. It is very simple to use the Excel/OpenOffice filters to create a list of all players/non-players from a particular league - and you can put these names and DOBs in your template.

> Originally Posted by **djole2mcloud**
> *is it possible exported data (from .csv or .html)to be instantly inserted in different DB?let's say i export everything i'v alredy updated in march DB,and now i want only to transferit to october DB?that could save a tons of working hours while patching leagues...*

Yes it is - Export the player/non-player attributes using the Updater and paste the exported data into the appropriate template spreadsheet.

If you think you will want to copy your changes from one DB to another, the best thing to do is to use an Updater spreadsheet to make all the changes you want. If you keep your spreadsheet up to date with all of your changes (i.e. rather than using the Pre-Game Editor to make your changes) then you can import your spreadsheet into any DB you want.

The same can be done with updating player transactions once I get contract editing up and running. Then you can list all of the transactions/contract updates, etc in one spreadsheet and import it into as many DBs as you want.

06-11-14, 11:48 AM #149

Dermotron
Sir Mergements
Director
Manager
VIP

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

Captain

Would it make more sense to have the exported_xxxx.csv and xxx_update.csv map the same? I was just having a try of editing an exported file but there are extra columns in player_update file. Unless of the course the exported file can be edited and reimported.

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

06-11-14, 12:07 PM #150

milo
Director

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

> Originally Posted by **archibalduk**
>
> *This is already possible. You can export the player/non-player/offical attributes into a spreadsheet, edit the spreadsheet and reimport them (either by deleting the extraneous columns or by copying and pasting the data into the appropriate template spreadsheet).*
>
> *However, this is not the best way to do things because it means that you will overwrite any changes that other users make (assuming other users are working on the attributes at the same time). It is much better to just list the changes you want to make (i.e. don't list the attributes you don't want to alter). The best way to do this is to export a staff/official list, find the players/non-players/officials you want to edit and copy and paste them into the template and then make your changes. It is very simple to use the Excel/OpenOffice filters to create a list of all players/non-players from a particular league - and you can put these names and DOBs in your template.*

i talked of the 1st step in my previous post, if you can do what i'm going to ask we are on the 2nd step

since you said extraneous colums can generate errors of course, can you supply a ready-to-use sheet?
i mean an exporting option that allows you to create a sheet with everything that can be edited (about that category, i.e. players, clubs, etc.) and without the extraneous columns?

also, i was wondering if you can make another option that lets you export only a part of the db, for example only the players based in france, this way every updater exports his own nation and more people can update at the same time without possible issues of overwriting (i know this can be manually made, extract the whole file, filter out what you don't need and work on the rest, but not all the updaters "like" excel and the more you have to do the more you can get errors...)

« New guy, new league | Skills to Learn for Patching/RE? »

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All times are GMT +1. The time now is 01:06 PM.

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

08-11-14, 12:32 PM #151

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *since you said extraneous colums can generate errors of course, can you supply a ready-to-use sheet?*

> Originally Posted by **Dermotron**
> *Would it make more sense to have the exported_xxxx.csv and xxx_update.csv map the same? I was just having a try of editing an exported file but there are extra columns in player_update file. Unless of the course the exported file can be edited and reimported.*

There are a small number of columns you need to delete in order to make a file such as exported_players into player_update. Off the top of my head, it's Year of Birth and the Club and League columns. These columns are present so you can review whether any players/non-players can have full DOBs added and also so you can filter player/non-players from certain teams/leagues (useful if you just want to work on the attributes for e.g. Barcelona or the whole of the Premier League).

However, I can add some export options so you can export the player, non-player and official attributes into a file without these extraneous columns.

> Originally Posted by **milo**
> *also, i was wondering if you can make another option that lets you export only a part of the db, for example only the players based in france, this way every updater exports his own nation and more people can update at the same time without possible issues of overwriting (i know this can be manually made, extract the whole file, filter out what you don't need and work on the rest, but not all the updaters "like" excel and the more you have to do the more you can get errors...)*

Yeah I can look into this for you. I think I would initially limit it to exporting player and non-player attributes and perhaps also the staff list. I will probably look at this once I have finished adding the various key updating functions (i.e. staff history and player/non-player injection).

08-11-14, 08:15 PM #152

djole2mcloud
Programmer

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

what about updating club info's from .csv(club name,attendances info,finances,stadium)?

09-11-14, 12:04 PM #153

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
> *what about updating club info's from .csv(club name,attendances info,finances,stadium)?*

I'll put it on my to-do list, but it'll be after I've completed things like staff history injection and staff contract updating and injection.

09-11-14, 03:33 PM #154

djole2mcloud
Programmer

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

Excellent...

09-11-14, 04:22 PM #155

BeezerCeltic1967
Director

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

right laddies,

i have downloaded it,

open it up no probs,

loaded up my data folder no probs, can see the graphs etc for different attributes etc.

so how do i make a sheet so i can look at teams and then their players by CA?

also same for manager/coaches?

do i have to export these and then open them with WPS presentation [downloaded than and installed it as it was on here a page or so back]

bare with me, it could be a long night

09-11-14, 04:33 PM #156

milo
Director

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

select "export all" on the bottom of the home tab and click "export", it will create a series of excel files

09-11-14, 05:03 PM #157

BeezerCeltic1967
Director

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

done

09-11-14, 05:05 PM #158

BeezerCeltic1967
Director

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

it's exported a lot of XML? files,
they look like notepad files? is that right? [or more than likely have i fucked it up]

09-11-14, 05:12 PM #159

milo
Director

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

in the settings tab select csv files

09-11-14, 05:15 PM #160

BeezerCeltic1967
Director

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

i take it that is before i export them all mate?

09-11-14, 05:19 PM #161

BeezerCeltic1967
Director

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

right all exported again,

csv this time

- - - Updated - - -

now, best way to open these babies up?

09-11-14, 05:20 PM #162

milo
Director

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

yes, export them again

09-11-14, 05:22 PM #163

milo
Director

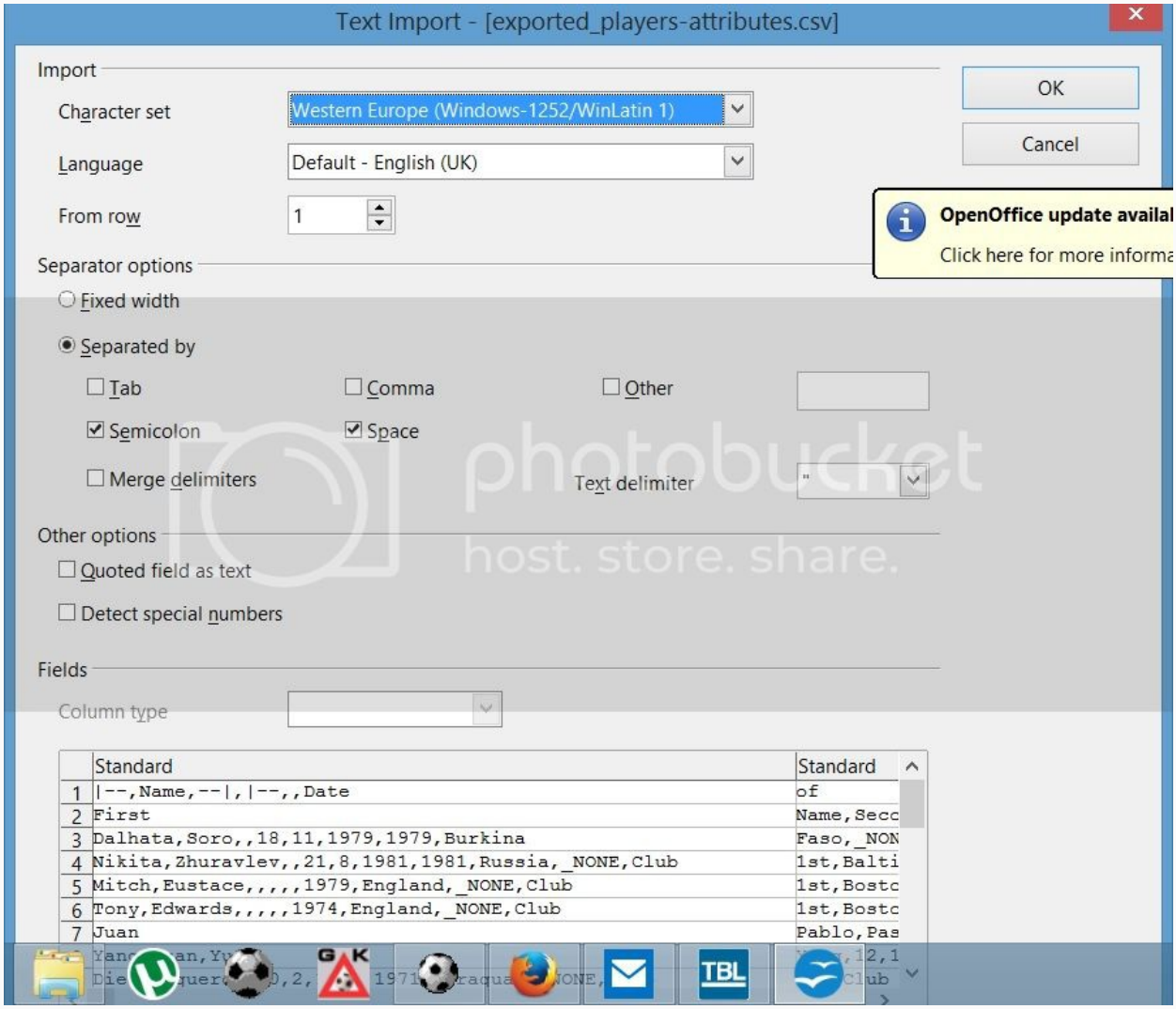
Join Date: 02-03-12
Posts: 3,608

they should be ready to be opened up by excel

09-11-14, 05:25 PM #164

BeezerCeltic1967
Director

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



right, what next? i got here before and opened it but it was a mess

do i need to change some settings here?

09-11-14, 05:33 PM #165

milo
Director

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

no idea, is this what you get when you double click on the exported csv's?

try to separate by comma though

09-11-14, 06:14 PM #166

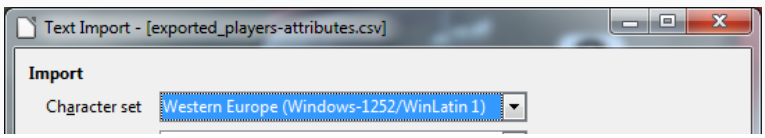
archibalduk
Reserve Team Player

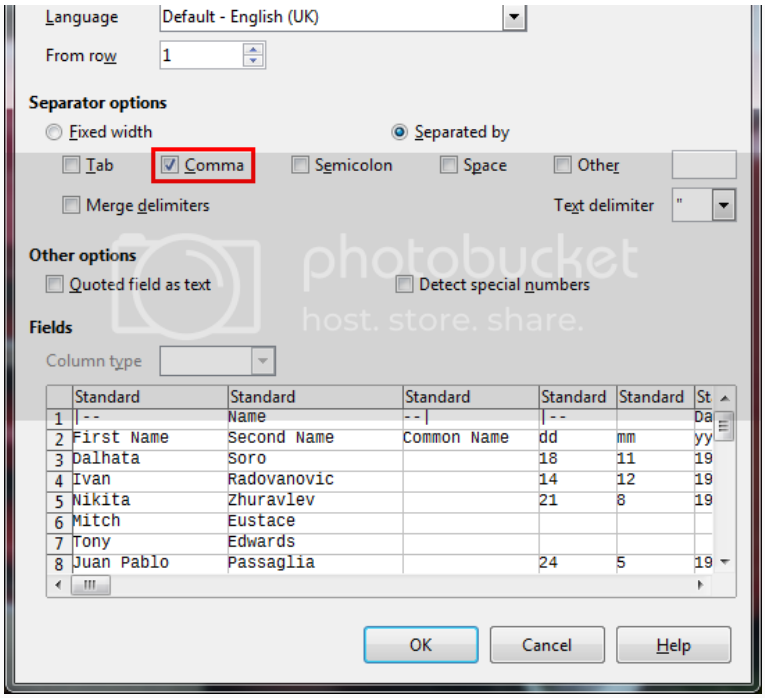
Join Date: 14-06-14
Location: the English Channel
Posts: 250

You should be able to open the XML files in OpenOffice. However, I have heard that some people have had difficulties loading this file type in OpenOffice (whereas LibreOffice is compatible with XML). If in doubt, make sure your copy of OpenOffice/LibreOffice is up to date.

Here's a rough guide on how to look at the CAs of players in a chosen league (let's take the Premier League for our example). The principle will apply the same regardless of which spreadsheet you're looking at. So hopefully this guide will show you how to look at the managers' CAs (using exported_non-players-attributes.csv) as opposed to "exported_players-attributes.csv" which contains the player attributes. I use LibreOffice rather than OpenOffice, so the screenshots will look slightly different to OpenOffice - but they should be similar enough to help you.

1. First we need to load the exported_players-attributes.csv file in OpenOffice/LibreOffice. On first opening the file, you'll be presented with a Text Import window where you must select your delimiter. I can see from your screenshot in your previous post that your files have a comma delimiter. Therefore you should tick the Comma box and untick all other boxes like this:

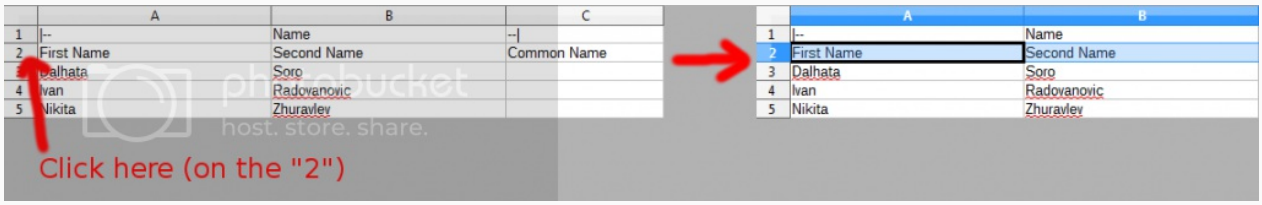




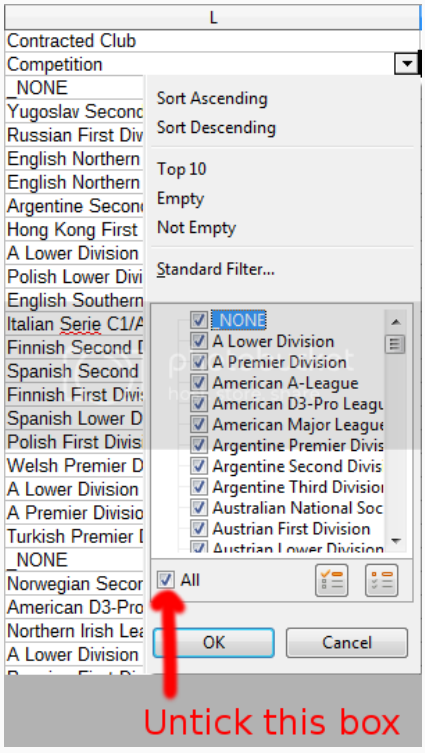
Note: If you don't live in the UK or North America (or if you receive a csv from somebody outside of the UK / North America), you are likely to have semicolon delimiters in the file. In which case you should select Semi-Colon rather than Comma.

2. The file will now load into OpenOffice/LibreOffice and everything should be presented in different cells (if it doesn't then re-open the file as per step #1 above and select the opposite of what you selected last time - i.e. Comma or Semi-Colon).

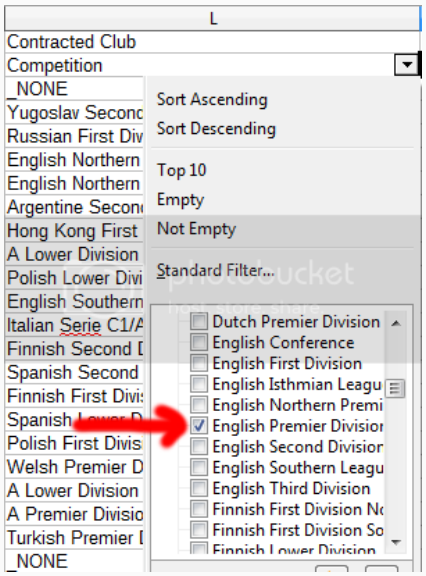
3. We must next add some autofilters to the header row so that we can filter through the data. Some spreadsheets have two header rows whereas others have one header row. In exported_players-attributes.csv you'll see there are two header rows. In which case, click on the "2" in order to select the whole row (if there is only one header row then you'd click on the "1" instead):



4. Now that the header row is selected, click on the Data menu -> Filter -> Auto Filter. You will now see that there are drop-down menus next to each cell in the header row. You can use these to filter out the various data. So to select the players in the English Premier League, click on the drop-down arrow next to the Competition cell. Then un-tick the "All" button in order to de-select all of the leagues:



Then scroll down through the list and tick the box next to the English Premier Division and click on OK:



5. You'll now see that the list is filtered to show just the EPL players. You can use the other drop-down menus to re-sort the data. E.g. click on the drop-down menu next to the Club header cell and click on "Sort Ascending" to sort the players by Club (although I find the sorting functions to be really slow in Open/LibreOffice).

Note: Before auto-filtering, you may also wish to freeze the header row so that it doesn't disappear when you scroll down the spreadsheet. Here's how to freeze the header row(s):

> LibreOffice: https://help.libreoffice.org/Calc/Fr...mns_as_Headers
> OpenOffice: https://wiki.openoffice.org/wiki/Doc...ws_and_columns

09-11-14, 06:45 PM #167

djole2mcloud
Programmer

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

can we edit/update club competition histories now via updater?

09-11-14, 06:47 PM #168

BeezerCeltic1967
Director

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

getting there lads,

once i select a club and go along to CA, how do i get to list the ca from high to low?

thanks for the help lads

archie,

are steps 3 and 4 saved now or do i need to do them each time i open a file?

09-11-14, 06:53 PM #169

BeezerCeltic1967
Director

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

great guide btw,
it's Beezerproof and that is some going

09-11-14, 08:16 PM #170

milo
Director

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

> Originally Posted by **BeezerCeltic1967**
> *getting there lads,*
>
> *once i select a club and go along to CA, how do i get to list the ca from high to low?*

select the whole sheet > data > sort > by column of CA's > largest to smallest (or vice versa)

> Originally Posted by **BeezerCeltic1967**
> *archie,*
>
> *are steps 3 and 4 saved now or do i need to do them each time i open a file?*

each time mate

09-11-14, 09:55 PM #171

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
> *can we edit/update club competition histories now via updater?*

No, not yet.

> Originally Posted by **BeezerCeltic1967**
> *are steps 3 and 4 saved now or do i need to do them each time i open a file?*

Each time, I'm afraid. CSV doesn't save things like this.

However, if you save the spreadsheet as an XLS or possibly an ODS it should save your filters, etc.

09-11-14, 10:56 PM #172

BeezerCeltic1967
Director

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

> Originally Posted by **milo**
> ***select the whole sheet*** *> data > sort > by column of CA's > largest to smallest (or vice versa)*
>
> *each time mate*

how do you do that?

open office is doing my head in, keeps fucking freezing....

also when i eventually manage to get the ca's in descending order, is there any way of moving that row along to the players surname so you can easily see which player has which ca without scrolling back and forth?

cheers

09-11-14, 11:41 PM #173

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Just use the drop down arrow on the CA header cell and click on sort ascending/descending. But yeah it does take a while to sort in Open/LibreOffice.

I'm on my iPad right now so can't post a screenshot, but what you can do is select the columns you want to hide and then there will be a Hide Columns button somewhere (possibly by right-clicking on the selected columns). By hiding the columns you don't want to see, you can get the CA column nearer the player names columns.

10-11-14, 12:02 PM #174

milo

Director

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

> Originally Posted by **BeezerCeltic1967**
> *how do you do that?*
>
> *open office is doing my head in, keeps fucking freezing....*
>
> *also when i eventually manage to get the ca's in descending order, is there any way of moving that row along to the players surname so you can easily see which player has which ca without scrolling back and forth?*
>
> *cheers*

to select the whole sheet just click on the small cell between row 1 and column A, it works in excel and should work in openoffice too

10-11-14, 07:45 PM #175

BeezerCeltic1967
Director

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

cheers for the help lads

one more thing

say for example i want to view all the players in holland with a ca between 120 and 140, how would i go about that? and could i then save and export it? so i could refer to it as and when? deleting players in the exported sheet once i had tweaked them in my wee DB?

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

10-11-14, 08:57 PM #176

djole2mcloud
Programmer

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

with a non player update sheet u can't edit players club?move it from one to another,right?

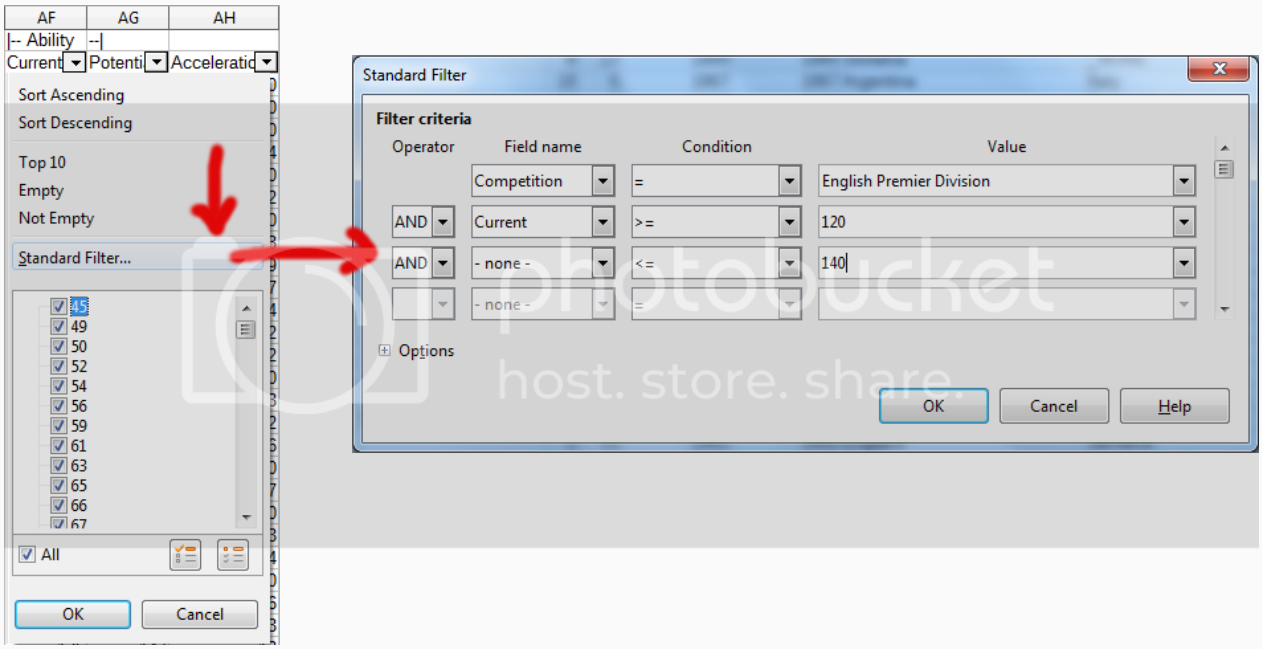
10-11-14, 09:46 PM #177

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **BeezerCeltic1967**
>
> *cheers for the help lads*
>
> *one more thing*
>
> *say for example i want to view all the players in holland with a ca between 120 and 140, how would i go about that? and could i then save and export it? so i could refer to it as and when? deleting players in the exported sheet once i had tweaked them in my wee DB?*

Click on the drop-down arrow on the CA header cell (when using the Auto-filter like I explained before) -> click on the button that says Standard Filter and then setup the options like this (but obviously you should select the Dutch league rather than the English Premier Division in my screenshot):



Once you have your spreadsheet suitably filtered:

1. Press Ctrl+A to select the entire spreadsheet and then press Ctrl+C to copy to the clipboard.

2. Create a new blank spreadsheet and press Ctrl+V. This will paste the filtered data into your new spreadsheet.

3. Save your new spreadsheet as an ODS or XLS spreadsheet.

> Originally Posted by **djole2mcloud**
>
> *with a non player update sheet u can't edit players club?move it from one to another,right?*

No, the non-player file edits non-player attributes.

10-11-14, 10:40 PM #178

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Is there ever a situation where you would want to add an entry to a player's career history where he has played 0 games? I need to know so that I can decide whether to add an error check preventing any entries from being imported where zero appearances have been entered.

11-11-14, 09:27 AM #179

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Yes there are times it is needed. A non EU probably should have his Club history added even though he hasnt played any games so that he obtains a work pemrit in game quicker, instead on his loan moves abroad.

Or do you mean total history combined equalling 0 games?

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

11-11-14, 08:25 PM #180

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thanks! That's exactly what I needed to know.

11-11-14, 08:30 PM #181

BeezerCeltic1967
Director

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

see if you are filtering and you make a mistake, is there any easy way of going back one step? instead of having to exit and reload the sheet again?

- - - Updated - - -

edit,

just seen Undo Filter, i clicked it and it looks like it's back to start of sheet

12-11-14, 10:10 PM #182

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I've pretty much got player career history injection sorted. I just need test it (hopefully straightforward) and get the table re-sorting finished (this is a simple 5-10 minute coding task). With this done, it won't take very long to get league competition history injection up and running. Then I'll move on to staff/contract updating (editing only - not injection at this stage) and will finalise the UI. Pending any disastrous bugs, hopefully I'll have a new version online before December (subject to my work schedule and available time at weekends).

15-11-14, 08:19 PM #183

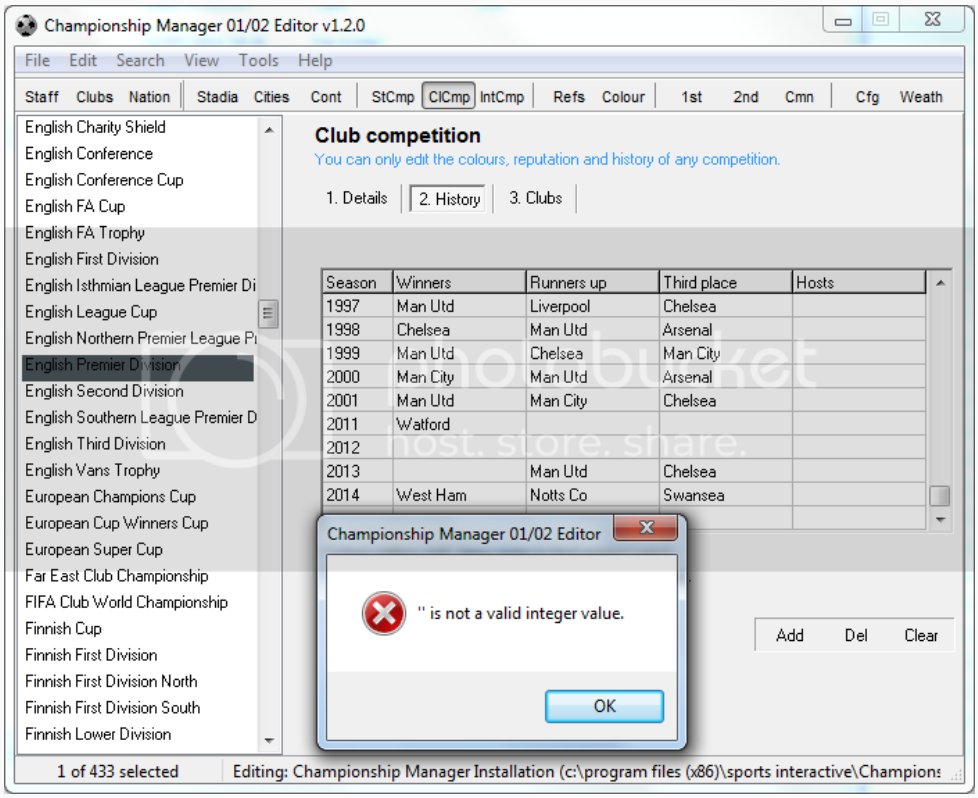
archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Two bits of progress news:

1) Good news: The player career history injection is up and running! I haven't tested it in game yet, but it seems to load fine in the Official Editor. Injecting 128,599 new entries from a csv file took under 2 seconds which is far quicker than I'd expected.

2) Bad news: Club competition history injection is up and running but it causes an error in the Official Editor. I'm going to have to spend some time getting to the bottom of the error. It might just be because I was injecting data for years after the 2000/01 season (I noticed the Editor doesn't like post-2000 data). I will do some testing later, but I thought in the mean time I'd post the error message in case anybody knows what it means (you'll see in the screenshot below that I left some of the fields blank - could this be the cause of the problem?):

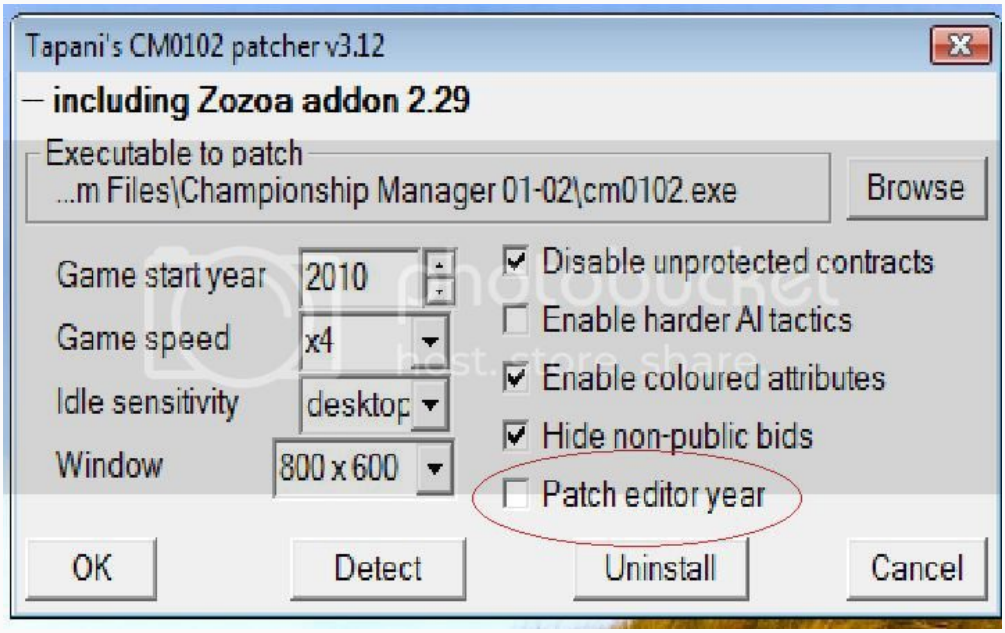


15-11-14, 08:54 PM #184

djole2mcloud
Programmer

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

is this helpful?
3.12 tapani patch has option to patch official editor year...could u extract that and implement it somehow to your tool...

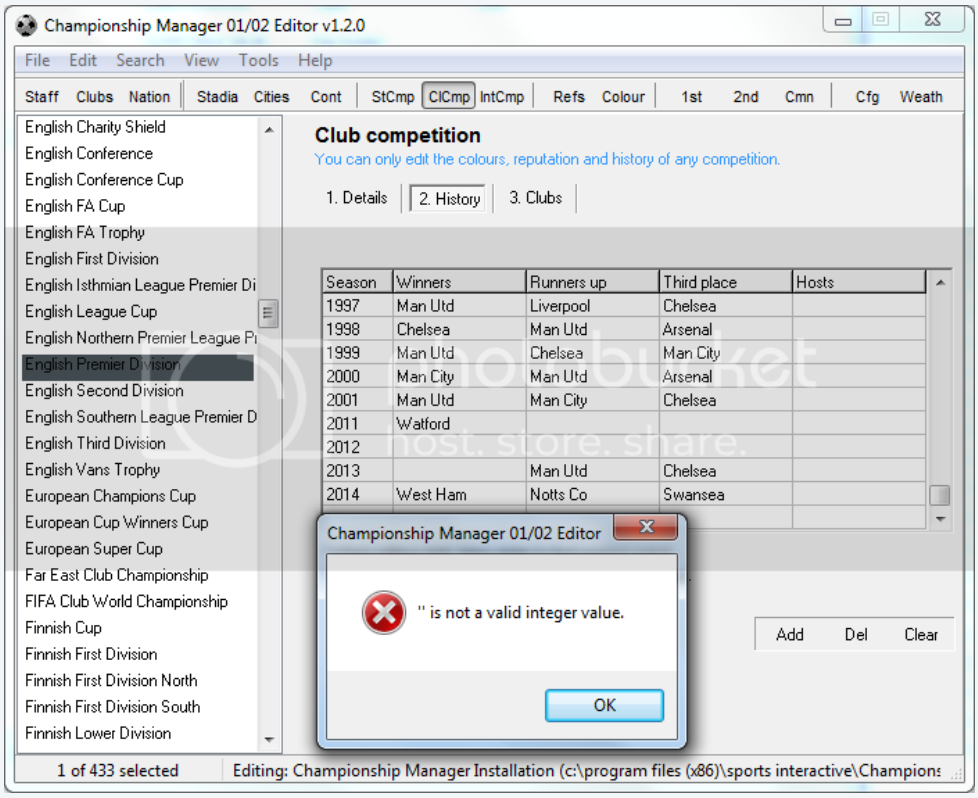


Originally Posted by **archibalduk**

Two bits of progress news:

1) Good news: The player career history injection is up and running! I haven't tested it in game yet, but it seems to load fine in the Official Editor. Injecting 128,599 new entries from a csv file took under 2 seconds which is far quicker than I'd expected.

2) Bad news: Club competition history injection is up and running but it causes an error in the Official Editor. I'm going to have to spend some time getting to the bottom of the error. It might just be because I was injecting data for years after the 2000/01 season (I noticed the Editor doesn't like post-2000 data). I will do some testing later, but I thought in the mean time I'd post the error message in case anybody knows what it means (you'll see in the screenshot below that I left some of the fields blank - could this be the cause of the problem?):



15-11-14, 08:57 PM #185

djole2mcloud
Programmer

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

do u have blank rows below last year injected?...if i see well u have under 2014 a blank row...i always get this error when i insert comp history via history project tool and when i left last row blank...

15-11-14, 09:28 PM #186

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Is "CM0102 Updater v0.0.3" still the latest version for download, or is there a more recent one?

This tool looks amazing. fantastic work honestly

15-11-14, 11:53 PM #187

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **djole2mcloud**
> *do u have blank rows below last year injected?...if i see well u have under 2014 a blank row...i always get this error when i insert comp history via history project tool and when i left last row blank...*

There is always a blank row on each screen in the Editor. I think this is simply where you enter new entries into the DB.

It looks like the error isn't necessarily anything to do with the Updater. The error appears even with an unedited copy of the October 2014 DB. So it might not be anything to worry about - but more testing and some in-game testing is still needed.

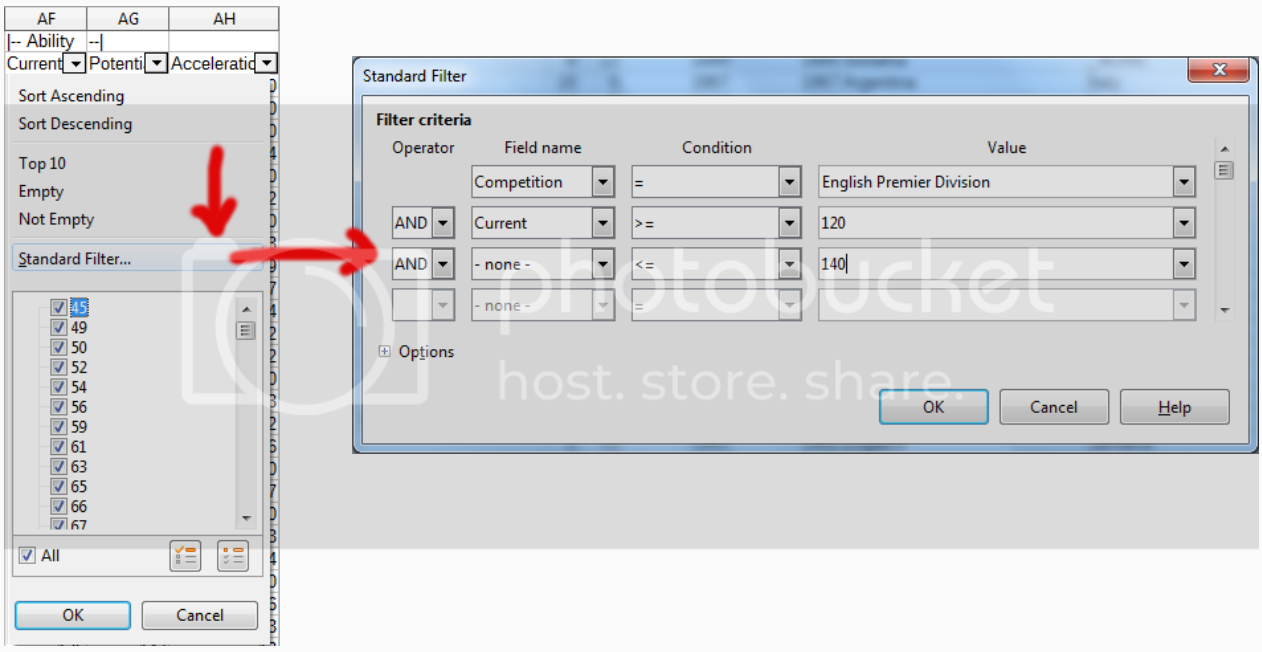
> Originally Posted by **edcrowley100**
> *Is "CM0102 Updater v0.0.3" still the latest version for download, or is there a more recent one?*
>
> *This tool looks amazing. fantastic work honestly*

Yes, that's the latest version.

16-11-14, 12:11 AM #188

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308



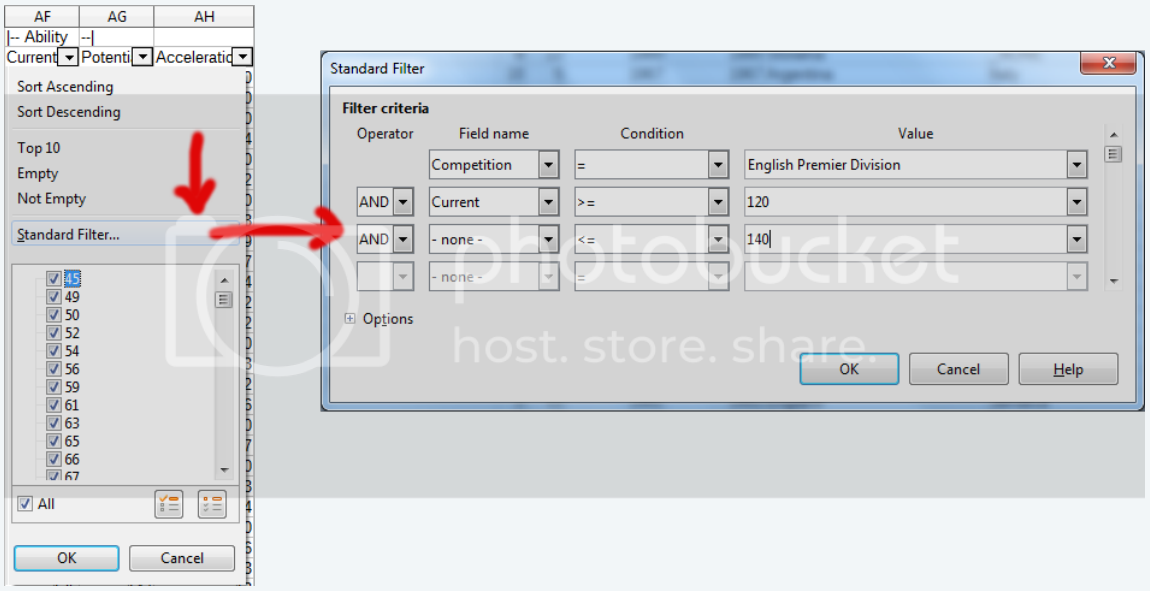
I havent seen this screen anywhere tho when i've used the updater... how do i view this.....?

16-11-14, 12:42 AM #189

djole2mcloud
Programmer

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

it is open office,not updater...an exported .csv file from updater opened through open office

> Originally Posted by **edcrowley100**
>
> 
>
>
> *I havent seen this screen anywhere tho when i've used the updater... how do i view this.....?*

16-11-14, 01:57 AM #190

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

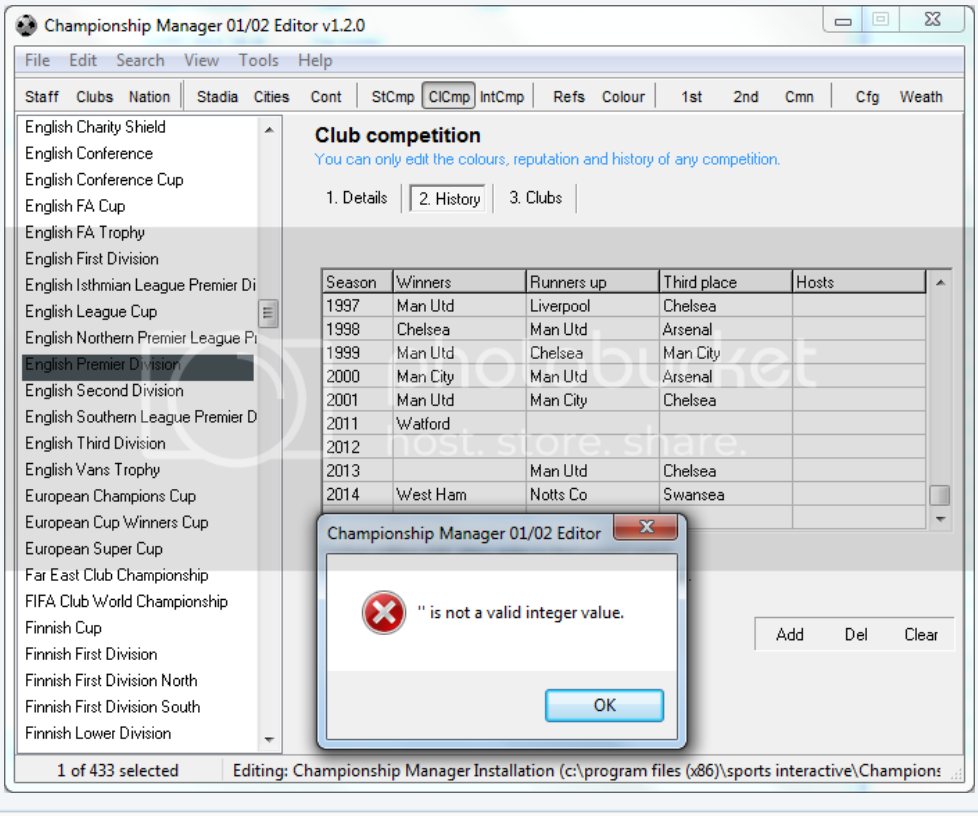
ah, i suspected as much, cheers

16-11-14, 12:22 PM #191

milo
Director

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

> Originally Posted by **archibalduk**



this also happens everytime you click on a 'cell' of a club competition history in the official editor, whether you edit something or not.

i have no idea what it means but as far as i know it never causes any issues in the game

16-11-14, 04:30 PM #192

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *this also happens everytime you click on a 'cell' of a club competition history in the official editor, whether you edit something or not.*
>
> *i have no idea what it means but as far as i know it never causes any issues in the game*

Excellent. Thanks for confirming. 🙂

16-11-14, 08:07 PM #193

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I've started work on the staff_update file (actually, I've nearly finished it already). There are some things that will not be editable in the first version (e.g. Staff Classification and Job for Club), but we will still be able to edit DOB, nationality, club/nation contracted to, date joined club/nation, contract expiry, etc. It also won't be possible to create/inject new staff in this first version - it'll be editing only to start with.

Hopefully I'll have the staff_update function completed over the next few days (day job permitting) and I can then get on to doing some proper testing and finalising the UI.

16-11-14, 11:08 PM #194

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

I'm in the middle of importing staff file, once i'd selected the staff file, the program has been unresponsive now for like 40 mins...??

I understand the staff file is pretty large, so i'm guessing it might just be taking ages, the program is saying (Not Responding)

Is this normal, should I be worried or have i just not done it right?

20-11-14, 03:39 PM #195

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

The delete option works very well

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20-11-14, 03:45 PM #196

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

> Originally Posted by **Dermotron**
> *The delete option works very well*

ha ha ha..... yeah, its really fast too!

20-11-14, 06:11 PM #197

djole2mcloud
Programmer

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

really?

> Originally Posted by **Dermotron**
> *The delete option works very well*

20-11-14, 06:16 PM #198

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Yep. Empty DB. https://www.sendspace.com/file/av22st

Added a couple of players to stabilise the DB (and fix the Giorgos Ismail 'bug'). Totally empty DB in 30 seconds. I left Comp Histories in this one.

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20-11-14, 06:23 PM #199

djole2mcloud
Programmer

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

cool stuff...so league patched DB i can erase,and import data from unpatched and save tons of time used for patching?
what does mean empty DB,only staff erased or clubs also?

20-11-14, 06:24 PM #200

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Staff (players and non-players) only it seems.

Deleting clubs would never work

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« New guy, new league | Skills to Learn for Patching/RE? »

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All times are GMT +1. The time now is 01:06 PM.

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Results 201 to 225 of 322

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

20-11-14, 06:32 PM #201

djole2mcloud
Programmer

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

ok,even better...so,the only thing then is to match different club names in those two DB...
nice idea...

21-11-14, 09:07 AM #202

Jesus
First Team Player

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

I thought that importing players to specific clubs isn't available yet? Or did I miss that in a recent update?

21-11-14, 09:43 AM #203

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

It isn't, there is still an old importer JL knock together that works if you take the time to learn how to use it.

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

21-11-14, 03:28 PM #204

djole2mcloud
Programmer

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

my favourite tool of all times,along with city,stadium and club import tool... :-)

> Originally Posted by **Dermotron**
> *It isn't, there is still an old importer JL knock together that works if you take the time to learn how to use it.*

21-11-14, 10:50 PM #205

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Annoyingly I've had the week from hell and have had no time to work on the Updater. I should be able to make decent progress this weekend however.

> Originally Posted by **Dermotron**
> *The delete option works very well* :)

I thought most of it still caused a crash?

> Originally Posted by **edcrowley100**
> *I'm in the middle of importing staff file, once i'd selected the staff file, the program has been unresponsive now for like 40 mins...??*
>
> *I understand the staff file is pretty large, so i'm guessing it might just be taking ages, the program is saying (Not Responding)*
>
> *Is this normal, should I be worried or have i just not done it right?*

You can't import the staff file. The process will be taking so long because the staff xml file is hundreds of megabytes. If it manages to get to the end of the file it'll then show an error that the file cannot be imported. There will be a progress bar in the next version to show how the loading process is going.

22-11-14, 03:43 AM #206

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Right, ok....

So will this be possible at some point, by using you tool?

For example, lets say, I delete all the player and staff from a tapanified DB, and want to import Player and staff from another, could I do this?

22-11-14, 03:45 AM #207

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

> Originally Posted by **archibalduk**
> ***Annoyingly I've had the week from hell*** *and have had no time to work on the Updater. I should be able to make decent progress this weekend however.*

Hope you're ok dude?

22-11-14, 11:32 AM #208

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Is there any interest in testing a near completed version of the Updater? I mean some genuine interest in testing the new updating spreadsheets and checking that things appear correctly in-game and in the Official Editor - and also trying to "break" the Updater (i.e. to see if will do things it shouldn't). I will of course do some testing myself, but it would be really helpful if a couple of users with more familiarity of DB editing could help out.

I have a list of things I want to have done for the upcoming version and am getting very close to completing that list. I was thinking I could upload a version with nearly all things ticked-off the list for people to test. Then I can continue getting those final things ticked off and added to the Updater along with fixes for any bug that users report.

> Originally Posted by **edcrowley100**
>
> *Right, ok....*
>
> *So will this be possible at some point, by using you tool?*
>
> *For example, lets say, I delete all the player and staff from a tapanified DB, and want to import Player and staff from another, could I do this?*

Eventually, yes. I'm working on the staff updating at the moment and it will hopefully be complete today. However, it will only update existing staff rather than insert new staff. Inserting staff is a little more complex and so I want to get the editing aspect done first before moving on to inserting. I must point out however that I'll soon be taking a break from the CM Updater whilst I work on other projects for a while - so I imagine staff insertion won't be done until some point before next year. But it is very high on my to-do list.

> Originally Posted by **edcrowley100**
>
> *Hope you're ok dude?*

Yeah, I'm good. Thanks for asking.

I'm a trainee solicitor and am currently working in corporate law which is renowned for its long hours. Last week I was lucky to be home before 9pm (and often closer to 11pm).

22-11-14, 12:19 PM #209

milo
Director

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

i can help

22-11-14, 06:38 PM #210

djole2mcloud
Programmer

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

Also here and keen to help...

23-11-14, 02:08 PM #211

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thanks guys. Hopefully I can get a test version out next weekend.

What is the earliest season you think you will need to enter when updating players' career histories and club competition histories? I have set the limit at the year 1700 right now (i.e. if you try to import an entry with a year earlier than 1700 the Updater will throw an error). Is that reasonable?

Last edited by archibalduk; 23-11-14 at 02:16 PM.

23-11-14, 03:26 PM #212

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *- the cash column only shows until 999.999, beyond that an exponent is showed.*
>
> *- also, some of them are bugged, for example everton have 1.181.250.000.000 £ while they have 11.812.500 £ in the editor (1/100.000)*

The exponent problem is because of the way Excel deals with numbers in CSV files. I've found a way round it by pre-pending budgets with the "£" symbol. They now appear correctly in Excel along with thousand separators. Annoyingly this isn't possible in XML and so the budgets will appear just as numbers (but at least not as exponents).

The second issue I haven't been able to recreate. The budgets appear to export correctly in both CSV and XML. Everton's budget appears as £11,812,500 in my tests.

23-11-14, 03:56 PM #213

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Thanks guys. Hopefully I can get a test version out next weekend.*
>
> *What is the earliest season you think you will need to enter when updating players' career histories and club competition histories? I have set the limit at the year 1700 right now (i.e. if you try to import an entry with a year earlier than 1700 the Updater will throw an error). Is that reasonable?*

i know one player who began his career in 1694....

thanks for the other thing

23-11-14, 08:20 PM #214

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *i know one player who began his career in 1694....*
>
> *thanks for the other thing*

I'll leave it at 1700 then!

23-11-14, 08:57 PM #215

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I've managed to make a lot of progress today and so I'm ahead of where I expected to be.

Here is version 0.0.4: http://1drv.ms/1uXZNfP

As I mentioned previously, **this version is for testing purposes only.** It is not suitable for use on live databases, etc. The user interface is a mess at the moment and is next on my to-do list. You'll see things like the Mass Edit screen don't work right now and various icons are duplicated or blue squares. However, the importing functions are up and running and so now seems a good time to upload it for some testing.

If you would like to help with testing, here is what you need to do:

> ***1.*** *Load the Updater and click on Spreadsheet -> Create Templates to create all of the spreadsheet templates. You can choose whether to create CSV or XML templates via the File -> Settings screen.*
>
> ***2.*** *Once you have created the templates, it is just a case of trying them out. Try doing different things and importing the data into a spare copy of a database. Then check that the changes have been made correctly via an editor (e.g. the Official Editor or Tri Wasano's Editor). If the changes appear ok then try creating a new game in CM to check that the changes work and the game doesn't crash.*

Some things to keep an eye out for and to note generally:

- If you left a cell blank in the Updater spreadsheet, check that the original setting is preserved in the DB. E.g. if you edited a couple of Wayne Rooney's attributes in the player_update spreadsheet, check that those you didn't update remain unaffected. I found a possible bug with v0.0.3 where leaving a cell blank might reset those unedited attributes to zero (but it is fixed now).

- Can you break the Updater? E.g. what happens if you try to enter a national team in the Club Contracted field or if you try to edit a player via the nonplayer_update file?

- Note that the Name Lengths setting (see File -> Settings) affects whether you should use Long or Short names for teams in the various spreadsheets. This should not affect league names in the Club_Comp_History_Update file (league long names should always be used) - but I need to check that the Short Names setting doesn't affect league names.

- You can change how the Updater behaves via the File -> Settings screen:
http://www.champman0102.co.uk/showth...649#post187649

- When importing large XML/CSV files you'll see that the progress bar freezes at around 80-99%. Just be patient and it'll reach 100% - annoyingly I haven't yet been able to get the progress bar to increment properly when loading the files.

- If you want to check out the Attribute Stats graph, note that you must click on Refresh Data when viewing the graph otherwise you'll find that half of the graph is cut-off. I haven't yet gotten to the bottom of this bug.

Here is a brief run-down of the various updater spreadsheets (note that unless I have listed a field as mandatory (see Mandatory Fields below) then you can leave that cell/field blank if you don't want to edit it or set a value):

Career_History_Update
What it does: Insert/inject new player career history entries. This should only work for players. The Updater should give an error if you try to add entries for non-players. You will see that the order of the columns is in the same format as that used in the Player Histories Thread: http://www.champman0102.co.uk/showthread.php?t=865
Mandatory fields: Player name, dob and year
Club field: You can leave this blank or alternatively enter "_none" or "_unknown" if you don't want a club assigned (I haven't checked that this works in game yet, but I hope it appears as something like Unknown Club in game).
On Loan field: Y / Yes / 1 = On loan and N / No / 0 = Not on loan (you can also leave this field blank and it will be treated as not on loan).
IMPORTANT: If you're going to import a very large amount of data (e.g. several thousand entries), use a csv file rather than xml (xml is very slow with large numbers of rows).

Club_Comp_History_Update
What it does: Insert/inject new domestic and international league/tournament histories.
Mandatory fields: Competition, year and winners

Nonplayer_Update
What it does: Edit non-player attributes.
Mandatory fields: Non-player name and dob
Preferred player models: It is well worth testing this. E.g. what happens if you enter the name of a non-player? You can remove a preferred player model by entering "_none" in any of the three name fields for that model (i.e. any of the First Name, Second Name or Common Name fields). It is worth checking that this "_none" setting does in fact work.

Official_Update
What it does: Edit official/referee attributes, birth place, nationality, etc.
Mandatory fields: Official name and dob
City editing: To edit an official's city, you must also enter the city's nation in the appropriate field (it's the cell to the right of the City cell).

Player_Update
What it does: Edit player attributes.
Mandatory fields: Player name and dob

Staff_Update
What it does: Edit various data for players and also non-players - e.g. nationalities, club/nation contracted, wages, contract expiry, etc. It is also possible to edit some basic player and non-player attributes such as squad number, CA, PA, reputations and positions.
Mandatory fields: Staff name and dob
Nationalities and club/nation contracted: You can make a player a free agent by entering "_fa", "_free", "_free_transfer", "_none", "_ufa" or "_none" in Club/Nation Contracted. You can also enter any of the same values in Nationalities cells in order to remove a player's Primary/Secondary Nationality.
Fields that don't yet work: Please note that the following cells can be ignored because they do not yet do anything: Mode, Classification, Job For Club, Club Valuation, Playing Squad, Euro Squad and Job For Nation.

Last edited by archibalduk; 23-11-14 at 10:50 PM.

23-11-14, 09:06 PM #216

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I have updated the post above.

P.s. I have done some of my own basic testing and it seems ok. However, it really needs some more in-depth testing (and I haven't had the chance to do so yet because I'm still working on the coding). The Staff_Update particularly needs some real testing. I will do some further testing once I have the UI finished - but if anybody can do some testing too then that'd be such a big help for me. If anybody does any testing, please let me know roughly what sorts of things you've tested.

24-11-14, 09:47 AM #217

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

> Originally Posted by **archibalduk**
>
> *I thought most of it still caused a crash?*

Perhaps people were getting a crash when they reopened the editor? Or loaded the game. Then yes that would occur if you remove everything, the game needs a set amount of club comp histories. The other thing it needs it one member of staff and one official. After deletion our old friend Giorgios Ismail is the only staff and official in the DB. No idea how this name came up but whenever our data gets messed up old Giorgi boy appears.

But you can check the DB I posted on the previous page, it works fine, it just needs some staff.

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24-11-14, 12:21 PM #218

milo
Director

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

archie, maybe i'm stupid, blind or both... but i can't see the import button in your 0.0.4 so i don't know how to test anything...

24-11-14, 12:26 PM #219

milo
Director

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

i'm stupid, i didn't open the db

24-11-14, 12:38 PM #220

djole2mcloud
Programmer

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

EPIC

> Originally Posted by **milo**
> *i'm stupid, i didn't open the db*

24-11-14, 06:06 PM #221

milo
Director

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

well i had some testing

> Originally Posted by **archibalduk**
> *- If you left a cell blank in the Updater spreadsheet, check that the original setting is preserved in the DB. E.g. if you edited a couple of Wayne Rooney's attributes in the player_update spreadsheet, check that those you didn't update remain unaffected. I found a possible bug with v0.0.3 where leaving a cell blank might reset those unedited attributes to zero (but it is fixed now).*

this is fine, no blank cells left

> Originally Posted by **archibalduk**
> *- Can you break the Updater? E.g. what happens if you try to enter a national team in the Club Contracted field*

it gives you an error (creating an error excel file) and nothing is updated into the db

> Originally Posted by **archibalduk**
> *or if you try to edit a player via the nonplayer_update file?*

again an error (no match) and nothing updated

i also tried to:

- give illogical values for attributes, e.g. 22,19 or 150 or -888:
nothing is updated (as if i made no changes), giving me some errors in the error file (although telling me they are different errors, e.g. goolkeeper when i actually edited phisioterapy)

- set a wrong nationality (a club instead):
it gives me a no match error, nothing updated

- set a wrong classification (a club):
it gives me no errors but nothing is updated

- set a fantasy club:
no errors found but it makes the non-player unattached

> Originally Posted by **archibalduk**
>
> ***Career_History_Update***
> ***What it does:*** *Insert/inject new player career history entries. This should only work for players. The Updater should give an error if you try to add entries for non-players. You will see that the order of the columns is in the same format as that used in the Player Histories Thread: http://www.champman0102.co.uk/showthread.php?t=865*
> ***Mandatory fields:*** *Player name, dob and year*
> ***Club field:*** *You can leave this blank or alternatively enter "_none" or "_unknown" if you don't want a club assigned (I haven't checked that this works in game yet, but I hope it appears as something like Unknown Club in game).*
> ***On Loan field:*** *Y / Yes / 1 = On loan and N / No / 0 = Not on loan (you can also leave this field blank and it will be treated as not on loan).*
> ***IMPORTANT:*** *If you're going to import a very large amount of data (e.g. several thousand entries), use a csv file rather than xml (xml is very slow with large numbers of rows).*

this works but of course it doesn't overwrite the season, it creates 2 lines for the same season, so an edit tool would be needed

> Originally Posted by **archibalduk**
>
> ***Club_Comp_History_Update***
> ***What it does:*** *Insert/inject new domestic and international league/tournament histories.*
> ***Mandatory fields:*** *Competition, year and winners*

it does insert competition, year and winner but:
a) it doesn't recognize full names of competition (tried that and gives a no match in the error file); it works with the short name but if you update premier division, which one does it update in the db?
b) it doesn't overwrite old winners, it just creates a new line so, for example, you will have 2 winners, runners up and 3rd ranked in a given year; host is ignored, even if set, where it's not available (e.g. a national championship).

> Originally Posted by **archibalduk**
>
> ***Nonplayer_Update***
> ***What it does:*** *Edit non-player attributes.*
> ***Mandatory fields:*** *Non-player name and dob*
> ***Preferred player models:*** *It is well worth testing this. E.g. what happens if you enter the name of a non-player? You can remove a preferred player model by entering "_none" in any of the three name fields for that model (i.e. any of the First Name, Second Name or Common Name fields). It is worth checking that this "_none" setting does in fact work.*

- i set a non-player and it gives a no match error, nothing updated

- i set _none to remove a preferred player and it gives a no match error, nothing updated so this doesn't work

> Originally Posted by **archibalduk**
>
> ***Official_Update***
> ***What it does:*** *Edit official/referee attributes, birth place, nationality, etc.*
> ***Mandatory fields:*** *Official name and dob*
> ***City editing:*** *To edit an official's city, you must also enter the city's nation in the appropriate field (it's the cell to the right of the City cell).*

can't get this to work, it always gives me a no match error so i can't update anything

> Originally Posted by **archibalduk**
>
> ***Player_Update***
> ***What it does:*** *Edit player attributes.*
> ***Mandatory fields:*** *Player name and dob*

it works

> Originally Posted by **archibalduk**
>
> ***Staff_Update***
> ***What it does:*** *Edit various data for players and also non-players - e.g. nationalities, club/nation contracted, wages, contract expiry, etc. It is also possible to edit some basic player and non-player attributes such as squad number, CA, PA, reputations and positions.*
> ***Mandatory fields:*** *Staff name and dob*
> ***Nationalities and club/nation contracted:*** *You can make a player a free agent by entering "_fa", "_free", "_free_transfer", "_none", "_ufa" or "_none" in Club/Nation Contracted. You can also*
> *enter any of the same values in Nationalities cells in order to remove a player's Primary/Secondary Nationality.*

> ***Fields that don't yet work:*** *Please note that the following cells can be ignored because they do not yet do anything: Mode, Classification, Job For Club, Club Valuation, Playing Squad, Euro Squad and Job For Nation.*

- it works

- but trying to update the nation contracted cell it does update that in the db, i.e. i added rooney to brazil (picture below) and he has an unknown role (as the job for nation function is off).
i reckon this can cause some errors in game although it was fine in my test.

also, what is euro squad for?

24-11-14, 06:14 PM #222

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

> Originally Posted by **milo**
> *i know one player who began his career in 1694....*
>
> *thanks for the other thing*

Yes, I believe he signed for Henry VIII FC on a bosman transfer

24-11-14, 09:41 PM #223

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Milo - Thanks a million! You have saved me so much time.

It looks like it's another week of long working hours, but I'll be able to work on the issues you raised this weekend. The official_update and the preferred player model updating used to work before - I suspect something I did whilst working on the staff_update knocked something out (most likely the Match Function which matches up the text entered into the spreadsheet with data in the DB - I subsequently modified this somewhat in order to accommodate certain aspects of the staff_update).

Regarding club_comp_update, I suspect the Short/Long Names setting is affecting what competition names the Updater is accepting. That's an easy fix. Both club_comp_update and career_history_update are designed to inject new entries rather than update existing entries. For club_comp_update I can make it update rather than inject if an entry for a particular season already exists in the DB - would this be helpful? Is there ever a time when you would want to have two entries for a particular season for a particular competition?

I'll check out the issue about the illogical values for attributes. Actually no error should be flagged at all - it should just skip them. Also, setting a non-existent club shouldn't make the player/non-player a free agent - it should leave him on his current team and just flag up a NO MATCH error. So that's something else I need to check out.

That's a really good point about the Job For Nation field. I guess we shouldn't be able to set Nation Contacts for players. I'll sort this out for the next build.

Regarding the Euro Squad field - it's something that is only used in a saved game. But seeing as it is in the DB (but not used), I thought I'd include it. It might come in useful if/when I get saved game editing up and running. My guess is that this field sets whether the player is declared for the team's Champions League, etc squad.

24-11-14, 10:04 PM #224

milo
Director

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

> Originally Posted by **archibalduk**
>
> *Regarding club_comp_update, I suspect the Short/Long Names setting is affecting what competition names the Updater is accepting. That's an easy fix. Both club_comp_update and career_history_update are designed to inject new entries rather than update existing entries. For club_comp_update I can make it update rather than inject if an entry for a particular season already exists in the DB - would this be helpful? Is there ever a time when you would want to have two entries for a particular season for a particular competition?*

unfortunately yes, we need both a single line for a season (basically all the competitions) and a few ones that need 2 or more lines per year (e.g. brazil where we have less state champs in game so every one represents more than one state in real life) so if you could make two different options for this (one for overwriting/adding new years and one for adding old years without overwriting) would be perfect

> Originally Posted by **archibalduk**
>
> *I'll check out the issue about the illogical values for attributes. Actually no error should be flagged at all - it should just skip them. Also, setting a non-existent club shouldn't make the player/non-player a free agent - it should leave him on his current team and just flag up a NO MATCH error. So that's something else I need to check out.*

about the illogical values, there is nothing wrong in my opinion (maybe i wasn't very clear in my sentence before), it simply ignores you if you type odd numbers in (although it would be better to have an error instead maybe, so you can realize what was wrong in your importing).
the problem i was talking about is if you make an impossible change about an attribute (for example patience) it does tell you that you have made an error but it refers to a different one (i.e. the header in excel is goalkeeping, and not patience).

also, i forgot to say that in the non-player spreadsheet the headers of the preferred formation's player are too close to the following role so you can't read the role it is referred to (i.e. you can just see "Preferred Player Model" but not goalkeeper, sweeper, etc. so you need to select that cell everytime...).

thanks for all your hard work anyway and i forgot to say that i love your new interface, really nice, simple and accurate

24-11-14, 10:11 PM #225

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

> Originally Posted by **milo**
>
> *thanks for all your hard work anyway and i forgot to say that i love your new interface, really nice, simple and accurate*

Yeah, i second that

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Results 226 to 250 of 322

Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

29-11-14, 05:36 PM #226

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Another really hard week at work (lucky to be home before midnight most nights) but thankfully it should be quieter next week. Anyhow, I've been going through Milo's really helpful post and making various minor fixes to the Updater (see notes below). I'm going to have a look at the Job For Nation/Nation Contracted issue tomorrow and hopefully I can get another test version online tomorrow.

Club_comp_update

> Originally Posted by **milo**
> *it doesn't recognize full names of competition*

As suspected, the Use Short Names setting was affecting how the update was recognising competition names. I have fixed this so that long names must always be used for competition names (but the Use Long/Short Names setting still controls how team names are recognised).

For the moment I'm going to keep this as an injection fuction only. I want to keep things reasonably simple to start with and also I want to think about how best to have a spreadsheet that allows both updating and injecting. The goes with staff_history_update for the time being.

If you want to edit club competition history, you can:

1) Export the club competition history from the DB;
2) Delete the club competition history from the DB (using the Mass Edit screen);
3) Make the desired changes to the exported spreadsheet (i.e. add/delete/edit entries);
4) Import the spreadsheet back into your DB.

Essentially you're exporting your data, making changes, erasing the old data and replacing with your updated data.

Nonplayer_update

> Originally Posted by **milo**
> *i set _none to remove a preferred player and it gives a no match error, nothing updated so this doesn't work*

Fixed (along with another related bug and a bug with leaving the Preferred Formation field blank).

> Originally Posted by **milo**
> *give illogical values for attributes, e.g. 22,19 or 150 or -888: nothing is updated (as if i made no changes), giving me some errors in the error file (although telling me they*
>
> *are different errors, e.g. goolkeeper when i actually edited phisioterapy)*

The Goalkeeper error will be an error relating to the Goalkeeper Preferred Player Model rather than the attributes.

I found that setting attributes above 20 or below 0 was actually setting the attributes to the incorrect values. In re-writing the code I'd clearly forgotten to add this check. It is fixed now.

> Originally Posted by **milo**
> *also, i forgot to say that in the non-player spreadsheet the headers of the preferred formation's player are too close to the following role so you can't read the role it is*
>
> *referred to (i.e. you can just see "Preferred Player Model" but not goalkeeper, sweeper, etc. so you need to select that cell everytime...).*

I have renamed the header titles. Hopefully they're a bit easier to read.

Official_update

> Originally Posted by **milo**
> *can't get this to work, it always gives me a no match error so i can't update anything*

It works for me. Could you upload your official_update file or email it to me please? archibalduk AT gmail.com

Staff_update

> Originally Posted by **milo**
> *set a fantasy club: no errors found but it makes the non-player unattached*

I get a NO MATCH error when setting a non-existent club (and the player or non-player remains attached to his existing club). However, I found a bug with players/non-players being set unattached if you leave the Club/Nation Contracted blank. This is now fixed.

> Originally Posted by **milo**
> *but trying to update the nation contracted cell it does update that in the db, i.e. i added rooney to brazil (picture below) and he has an unknown role (as the job for nation function is off). i reckon this can cause some errors in game although it was fine in my test.*

I'm going to prevent players from having a Contracted Nation. I'm also going to enable Job For Club/Nation editing and some validation so that a non-player always has a Job For Nation if they're contracted to a nation.

30-11-14, 06:20 PM #227

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **archibalduk**
> *I'm going to have a look at the Job For Nation/Nation Contracted issue tomorrow and hopefully I can get another test version online tomorrow.*

Unfortunately I haven't gotten quite as far as I'd planned. I'm want to do some more testing before I release the next test version. Subject to what my job is like next week, I might be able to get the next test version online before next weekend.

01-12-14, 04:34 PM #228

milo
Director

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

> Originally Posted by **archibalduk**
> ***Official_update***
> *It works for me. Could you upload your official_update file or email it to me please? archibalduk AT gmail.com*

tested it again, the problem is with the nationality, until you import whatever you want but nation, nationality and city it's perfect, when you want to change nation, nationality and city it gives you a no match error and imports nothing

> Originally Posted by **archibalduk**
> ***Staff_update***
>
> *I get a NO MATCH error when setting a non-existent club (and the player or non-player remains attached to his existing club). However, I found a bug with players/non-players being set unattached if you leave the Club/Nation Contracted blank. This is now fixed.*

well, you are right

01-12-14, 10:09 PM #229

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *tested it again, the problem is with the nationality, until you import whatever you want but nation, nationality and city it's perfect, when you want to change nation, nationality and city it gives you a no match error and imports nothing*

Thanks! I'll check that out.

07-12-14, 06:45 PM #230

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I have been making a lot of progress with the UI and fixing the various bugs we found. However, I have had less time than anticipated and so it's going to be a while longer before I can get the next version released. The UI work is taking a lot of time.

I noticed with the October 2014 database update that the index.dat file is one byte too long (i.e. it has an extra byte at the end of the file which is superfluous). I have made a change to the Updater so that it will automatically fix this problem when loading and saving the database.

I have also added automatic staff/player career history validation. When loading and saving the database, the Updater will remove all career history entries where the Year has been set to zero. The October database has nearly 100,000 of these and so it takes the Updater about 35 seconds to delete all of them when you first load the database. However, once you have saved the database with the histories removed, the Updater loads the fixed database as quickly as normal.

08-12-14, 11:33 AM #231

milo
Director

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

> Originally Posted by **archibalduk**
> *I noticed with the October 2014 database update that the index.dat file is one byte too long (i.e. it has an extra byte at the end of the file which is superfluous).*

why does it have it? is it a bug?

14-12-14, 01:28 PM #232

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
> *why does it have it? is it a bug?*

I've no idea. It must have been an editor or tool that was used with the October DB. If it's not causing a crash then I'm guessing it's not a problem. In any event, the next Updater will repair it.

14-12-14, 01:42 PM #233

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **milo**
>
> *tested it again, the problem is with the nationality, until you import whatever you want but nation, nationality and city it's perfect, when you want to change nation, nationality and city it gives you a no match error and imports nothing*

I'm afraid I cannot recreate this error. Can you upload your spreadsheet or post a screenshot of it?

Here is an example of different combinations I tried - and all of them worked:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	|-- Name	--|	|--	Date of I	--|	|--	New Dat	--|		|-- Birth City	--|	|-- Ability	--|	
2	First Name	Second Name	dd	mm	yyyy	dd	mm	yyyy	Nationality	City	Nation	Current	Potential	Reputation
3	Jan	Suniar	10	8	1969				England	Liverpool	England	1	2	3
4	Neale	Barry	4	6	1951					Paris	France		1	2
5	Ladislav	Gadosi	3	5	1957							1		
6	Brian	Willett	13	8	1959				England					

EDIT: Just to clarify that the screenshot above is about Official updating (and not Staff updating).

Last edited by archibalduk; 14-12-14 at 02:38 PM.

14-12-14, 02:22 PM #234

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

wow, you can even state what City a player was born??? wish that showed in the game somehow

14-12-14, 02:24 PM #235

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	|-- Name	--|	|--	Date of I	--|	|--	New Dat	--|		|-- Birth City	--|	|-- Ability	--|	
2	First Name	Second Name	dd	mm	yyyy	dd	mm	yyyy	Nationality	City	Nation	Current	Potential	Reputation
3	Jan	Suniar	10	8	1969				England	Liverpool	England	1	2	3
4	Neale	Barry	4	6	1951					Paris	France		1	2
5	Ladislav	Gadosi	3	5	1957							1		
6	Brian	Willett	13	8	1959				England					

Why does it say '1' for current ability, how does that translate in the editor?

14-12-14, 02:31 PM #236

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

I had a query from Beezer which I thought I would answer here because it might of use to others.

> Originally Posted by **BeezerCeltic1967**
>
> *as you may or may not know i have released a data update, http://www.champman0102.co.uk/showth...2&goto=newpost*
>
> *the thing is, all that work will be lost unless i can merge it with our jan update that we will release, would this be possible? so that my changes to players attributes are kept, but also the transfers from the jan update are in it? if you get what i mean? because as soon as i download another DB over the top of this one then the changes i have made will be lost and i really don't want that. i know i can save this DB and then use it again but it wont have our jan work in it.*
>
> *cheers*

I don't think you can 100% achieve what you're looking to do, but you can get fairly close. I guess what you're looking for is to compare two DBs and apply the differences to one of them. This cannot be done right now, but you can export all of the data from one DB, manually choose what you want and then import it into another DB.

The best thing to do in the future is to make all of your changes in Updater spreadsheets as far as possible. Then you can import your spreadsheets into any future DB. The only difficulty here is that the Updater cannot create new players yet.

1. Transferring contracts/transfers from one DB to another

What we want to do is transfer contract details/transfers from the Source DB to the Destination DB.

> Load the Source DB in the Updater.
> Click on the Data tab and select **Staff (Updater Format)** from the Export Data drop-down menu. Click on the Export button and save the file as a csv file (because xml will result in larger and slower files). Then exit the Updater.
> Rename the exported file to staff_update.csv so that it can be imported into another DB.
> Make any changes you want in the spreadsheet (e.g. remove entries you don't want to import, etc).
> Load the Destination DB.
> Click on Data -> Import and select your staff_update.csv file.
> Save the Destination DB.

2. Transferring player attributes from one DB to another

What we want to do is transfer all player attributes from the Source DB to the Destination DB.

> Load the Source DB in the Updater.
> Click on the Data tab and select **Player Attributes (Updater Format)** from the Export Data drop-down menu. Click on the Export button and save the file as a csv file (because xml will result in larger and slower files). Then exit the Updater.
> Rename the exported file to player_update.csv so that it can be imported into another DB.
> Make any changes you want in the spreadsheet (e.g. remove entries you don't want to import, etc).
> Load the Destination DB.
> Click on Data -> Import and select your player_update.csv file.
> Save the Destination DB.

14-12-14, 02:37 PM #237

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **edcrowley100**
>
> *wow, you can even state what City a player was born??? wish that showed in the game somehow*

No, it's just for officials I'm afraid. The screenshot is for officials. Although I do find it weird how they have birth cities for officials but not for any staff.

> Originally Posted by **edcrowley100**

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	|-- Name	--|	|--	Date of I	--|	|--	New Dat	--|		|-- Birth City	--|	|-- Ability	--|	
2	First Name	Second Name	dd	mm	yyyy	dd	mm	yyyy	Nationality	City	Nation	Current	Potential	Reputation
3	Jan	Suniar	10	8	1969				England	Liverpool	England	1	2	3
4	Neale	Barry	4	6	1951					Paris	France		1	2
5	Ladislav	Gadosi	3	5	1957							1		
6	Brian	Willett	13	8	1959				England					

Why does it say '1' for current ability, how does that translate in the editor?

It was just me doing a quick test to check that various parts of the Official updating work correctly. The 1 will translate to a 1/200 Current Ability which is pretty darn low!

14-12-14, 02:51 PM #238

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

ah, right.... of course, I wondered why I didn't recognise any of the names... duh!!!

well the game needs to know the refs city of origin of course, as that matters, It doesn't for players

14-12-14, 03:05 PM #239

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Here is version 0.0.5: http://1drv.ms/1srzOKD

This is probably going to be the last release for a little while. I need to move on to some roster updating and Updater work for Eastside Hockey Manager. However, I will be picking up the CM Updater again afterwards and will continue to develop various new features for it (such as staff injection). Please do continue to post feedback here and I will pick up as soon as I recommence work on the tool. If we come across any bugs then I'll push out a fixed version asap.

PLEASE NOTE: If your DB has a lot of invalid player career history entries (i.e. entries with the Year set to zero) then there will be a pause whilst loading the DB. The pause can be up to 45 seconds depending on the number of invalid entries (e.g. with the October 2014 DB there is roughly a 30 second pause as there are nearly 100,000 invalid entries). The pause is because the Updater is deleting all of the invalid entries. When you next save the DB in the Updater it will save it without these invalid entries. The DB will load as quickly as before when you load a DB without any invalid entries.

A rough changelist is as follows:

- Fixed various minor bugs
- Improved UI (but still a work in progress - especially the Settings screen)
- Automatic index.dat repair if extraneous bytes are present at the end of the file
- Automatic removal of invalid player career history entries
- Players will no longer have a contracted nation. Job For Club will be copied to the non-player's Job For Nation when contracting a non-player to a nation via staff_update

Minimum Requirements
You must have the Microsoft Visual C++ 2010 Redistributable Package installed otherwise you'll encounter a crash when you try to load a database in the Updater. Here's the download link: http://www.microsoft.com/en-us/downl...s.aspx?id=5555

Installation
Simply extract the contents of the downloaded zip file into a folder of your choice. You'll see that the zip file consists of the exe and a number of dll files (including a 'platforms' sub-folder which consists of 3 further dll files).

If you're going to edit and save a database located in C:/Program Files/../ then you must use 'Run as Admin' to load the Updater - otherwise it won't be able to save your database properly (as with any other editor, if you don't use Run as Admin for a database in Program Files, you'll end up with a shadow copy in your /Users/Roaming/ folder which is a real pain). Also, you must always use 'Run as Admin' if you install the Updater to C:/Program Files/../ (otherwise it won't be able to save your settings to its config file).

Career_History_Update
What it does: Insert/inject new player career history entries. This should only work for players. The Updater should give an error if you try to add entries for non-players. You will see that the order of the columns is in the same format as that used in the Player Histories Thread: http://www.champman0102.co.uk/showthread.php?t=865
Mandatory fields: Player name, dob and year
Club field: You can leave this blank or alternatively enter "_none" or "_unknown" if you don't want a club assigned (I haven't checked that this works in game yet, but I hope it appears as something like Unknown Club in game).
On Loan field: Y / Yes / 1 = On loan and N / No / 0 = Not on loan (you can also leave this field blank and it will be treated as not on loan).
IMPORTANT: If you're going to import a very large amount of data (e.g. several thousand entries), use a csv file rather than xml (xml is very slow with large numbers of rows).

Club_Comp_History_Update
What it does: Insert/inject new domestic and international league/tournament histories.
Mandatory fields: Competition, year and winners

Nonplayer_Update
What it does: Edit non-player attributes.
Mandatory fields: Non-player name and dob
Preferred player models: It is well worth testing this. E.g. what happens if you enter the name of a non-player? You can remove a preferred player model by entering "_none" in any of the three name fields for that model (i.e. any of the First Name, Second Name or Common Name fields). It is worth checking that this "_none" setting does in fact work.

Official_Update
What it does: Edit official/referee attributes, birth place, nationality, etc.
Mandatory fields: Official name and dob
City editing: To edit an official's city, you must also enter the city's nation in the appropriate field (it's the cell to the right of the City cell).

Player_Update
What it does: Edit player attributes.
Mandatory fields: Player name and dob

Staff_Update
What it does: Edit various data for players and also non-players - e.g. nationalities, club/nation contracted, wages, contract expiry, etc. It is also possible to edit some basic player and non-player attributes such as squad number, CA, PA, reputations and positions.
Mandatory fields: Staff name and dob
Nationalities and club/nation contracted: You can make a player a free agent by entering "_fa", "_free", "_free_transfer", "_none", "_ufa" or "_none" in Club/Nation Contracted. You can also enter any of the same values in Nationalities cells in order to remove a player's Primary/Secondary Nationality.
Fields that don't yet work: Please note that the following cells can be ignored because they do not yet do anything: Mode, Classification, Job For Club, Club Valuation, Playing Squad, Euro Squad and Job For Nation.

BeezerCeltic1967
Director
Join Date: 02-03-12
Location: WATING FOR 10 IN A ROW

Posts: 6,197

> Originally Posted by **archibalduk**
> *I had a query from Beezer which I thought I would answer here because it might of use to others.*
>
> *I don't think you can 100% achieve what you're looking to do, but you can get fairly close. I guess what you're looking for is to compare two DBs and apply the differences to one of them. This cannot be done right now, but you can export all of the data from one DB, manually choose what you want and then import it into another DB.*
>
> *The best thing to do in the future is to make all of your changes in Updater spreadsheets as far as possible. Then you can import your spreadsheets into any future DB. The only difficulty here is that the Updater cannot create new players yet.*
>
> ***1. Transferring contracts/transfers from one DB to another***
> *What we want to do is transfer contract details/transfers from the Source DB to the Destination DB.*
>
> *> Load the Source DB in the Updater.*
> *> Click on the Data tab and select **Staff (Updater Format)** from the Export Data drop-down menu. Click on the Export button and save the file as a csv file (because xml will result in larger and slower files). Then exit the Updater.*
> *> Rename the exported file to staff_update.csv so that it can be imported into another DB.*
> *> Make any changes you want in the spreadsheet (e.g. remove entries you don't want to import, etc).*
> *> Load the Destination DB.*
> *> Click on Data -> Import and select your staff_update.csv file.*
> *> Save the Destination DB.*
>
> ***2. Transferring player attributes from one DB to another***
> *What we want to do is transfer all player attributes from the Source DB to the Destination DB.*
>
> *> Load the Source DB in the Updater.*
> *> Click on the Data tab and select **Player Attributes (Updater Format)** from the Export Data drop-down menu. Click on the Export button and save the file as a csv file (because xml will result in larger and slower files). Then exit the Updater.*
> *> Rename the exported file to player_update.csv so that it can be imported into another DB.*
> *> Make any changes you want in the spreadsheet (e.g. remove entries you don't want to import, etc).*
> *> Load the Destination DB.*
> *> Click on Data -> Import and select your player_update.csv file.*
> *> Save the Destination DB.*

so after the jan DB is released, i could move the attributes from my DB into the jan DB and the players and transfers would be at the correct clubs after the close of the transfer window, yet still have the changes i made to them in the fantasy DB?

that would be fucking unreal if it could happen.

14-12-14, 06:15 PM #241

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **BeezerCeltic1967**
> *so after the jan DB is released, i could move the attributes from my DB into the jan DB and the players and transfers would be at the correct clubs after the close of the transfer window, yet still have the changes i made to them in the fantasy DB?*
>
> *that would be fucking unreal if it could happen.*

Yeah that's exactly right. :)

14-12-14, 06:54 PM #242

BeezerCeltic1967
Director

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

> Originally Posted by **archibalduk**
> *Yeah that's exactly right.* :)

Perfect

14-12-14, 07:37 PM #243

BeezerCeltic1967
Director

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

what about CA/PA changes mate?
will they change over with the attribute changes would it be just attributes?
and if it was just att's could we move over ca/pa changes as well?

cheers

14-12-14, 09:52 PM #244

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

It does attributes, CAs, PAs, Reps, positions, etc.

Try doing this with your database right now (or any other DB) and everything in that spreadsheet is what will be updated/transferred:

> Load the Source DB in the Updater.
> Click on the Data tab and select Player Attributes (Updater Format) from the Export Data drop-down menu. Click on the Export button and save the file as a csv file (because xml will result in larger and slower files). Then exit the Updater.
> Close the Updater and open the csv spreadsheet you just saved/exported.

19-02-15, 01:02 AM #245

ascencio
Youth Team Player

Join Date: 08-02-14
Posts: 14

Excellent work,

For us publishers this work is fundamental to update. Two questions, first, how do I delete players in database, can explain step by step if possible? Second question, is there any news about the inclusion of new players through this tool?

I'm waiting for sanr my doubts, I appreciate the work and apologize for the English however am Brazilian, so it's understandable ...

03-03-15, 11:36 PM #246

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thanks!

At the moment, players cannot be added or deleted from the database. I'm not sure when I'll have a chance to look at adding this feature as I'm hugely busy with other projects right now. I will revisit it at some point in the future though. :)

To be honest, I wasn't really sure anybody was using my tool.

04-03-15, 12:34 PM #247

milo
Director

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

with the right amendments i think it would be very useful for the update team instead

the amount of transfers, loans, big squads and players to be looked after rises every season, so doing everything manually as we have always done is going to be outdated.

90% of the time an updater spends here is for mechanical things (moving a player to another team, setting an injury, updating caps, etc.) while we would like to do more "human" things (updating attributes, setting the right lineups, etc.)

04-03-15, 01:06 PM #248

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Echo what milo says, the last Updater version has it's uses but without the import/export and delete options it can be some what limited for us.

Last edited by Dermotron; 04-03-15 at 01:22 PM.

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04-03-15, 11:00 PM #249

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

Thanks guys. That's really useful feedback. I'm swamped with some big Eastside Hockey Manager projects right now, but I will certainly return to the CM Updater and get player/non-player injection and deletion working. It shouldn't be too much work as I've already done a lot of the ground work.

With regards to moving players from one team to another, this can already be done via the Updater import function (see the staff_update.csv/xml file).

04-03-15, 11:31 PM #250

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Must have a look at the moving players option again, could be very handy

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

04-03-15, 11:42 PM #251

djole2mcloud
Programmer

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

Looking forward for injection option at updater...

06-03-15, 12:00 AM #252

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

> Originally Posted by **archibalduk**
>
> *With regards to moving players from one team to another, this can already be done via the Updater import function (see the staff_update.csv/xml file).*

Tried using the Import option mate but keep getting "is not compatible with database editing" message. Here is the file I've used https://www.sendspace.com/file/f1ci1u

Settings: CSV, Full Date of Birth, Long Names, Standard Text

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13-03-15, 05:30 PM #253

Dr. Conquest
Decent Young Player

Join Date: 22-05-14
Posts: 88

First of all, I'd just like to say thanks to archibalduk for all your great work. While I hate to add to myriads of requests, I was wondering what the status is of making the tool backwards compatible with 00/01. I had to move some clubs around in my DB and need to update staff histories to match. I don't fancy moving ~1000 entries around by hand. Interestingly, v0.0.1 of the tool allows me to export my 00/01 staff_history.dat as a .csv file (XML does not work), while all subsequent versions will crash when trying to export it in any format. It seems the earlier version was able to read 00/01 well enough, but I'm sure the format had to be updated to make importing back into 01/02 work properly. I used my v0.0.1 extraction to sift through the players and see who needs updating, but it would be wonderful to be able to inject my changes back in en masse. Thanks.

05-04-15, 11:06 PM #254

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

I've been using the CA Ranges option, nice job

A very handy addition to this would be average of top 11 players in terms of CA by league per club. If that's possible maybe a page to list Managers CA by league by club also would be incredibly convenient.

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06-04-15, 06:39 PM #255

Jesus
First Team Player

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

What happened to the progress of this Archi? Have you been to consumed by the latest Hockey manager game?

25-04-15, 09:55 AM #256

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Jesus**
> *What happened to the progress of this Archi? Have you been to consumed by the latest Hockey manager game?*

That's exactly right! My EHM forum has exploded with activity and it's a full-time job trying to moderate it. It's great to see the buzz around the new game, but it's really hampering my side projects.

I have been doing a lot of work to the underlying system and I think there are a various improvements I can move over to the CM Updater in the not so distant future.

> Originally Posted by **Dermotron**
> *Tried using the Import option mate but keep getting "is not compatible with database editing" message. Here is the file I've used https://www.sendspace.com/file/f1ci1u*
>
> *Settings: CSV, Full Date of Birth, Long Names, Standard Text*

Can you re-upload the file so that I can take a look? I missed it the last time you uploaded it (sorry).

> Originally Posted by **Dermotron**
> *I've been using the CA Ranges option, nice job*
>
> *A very handy addition to this would be average of top 11 players in terms of CA by league per club. If that's possible maybe a page to list Managers CA by league by club also would be incredibly convenient.*

Just the top 11 players generally or would it be better to take say the best goalie, top 4 defenders, top 4 mids and top 2 strikers (or thereabouts)?

> Originally Posted by **Dr. Conquest**
> *First of all, I'd just like to say thanks to archibalduk for all your great work. While I hate to add to myriads of requests, I was wondering what the status is of making the tool backwards compatible with 00/01. I had to move some clubs around in my DB and need to update staff histories to match. I don't fancy moving ~1000 entries around by hand. Interestingly, v0.0.1 of the tool allows me to export my 00/01 staff_history.dat as a .csv file (XML does not work), while all subsequent versions will crash when trying to export it in any format. It seems the earlier version was able to read 00/01 well enough, but I'm sure the format had to be updated to make importing back into 01/02 work properly. I used my v0.0.1 extraction to sift through the players and see who needs updating, but it would be wonderful to be able to inject my changes back in en masse. Thanks.*

At this stage I don't have any intention to make it backward compatible with 00/01. It's too much work which I'd rather, at this stage, spend adding to the existing features (such as adding player/staff injection). Did anybody ever post details of the differences between the CM 01/02 and 00/01 database formats? If they did, I can take a quick look and give you an idea as to whether adding backwards compatibility is something that could be done in the future.

25-04-15, 08:35 PM #257

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

> Originally Posted by **archibalduk**
> *Can you re-upload the file so that I can take a look? I missed it the last time you uploaded it (sorry).*
>
> *Just the top 11 players generally or would it be better to take say the best goalie, top 4 defenders, top 4 mids and top 2 strikers (or thereabouts)?*
>
> .

I'll have to dig out the file. Top 11 players is best but as a colleague of mine pointed out, top 18 would be better since squads these days are huge.

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03-08-15, 09:14 PM #258

Jesus
First Team Player

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

So I've been using this tool quite a bit recently and it's really effective and efficient.

Is it possible to change a player's contract so that they become a free transfer?

03-08-15, 10:40 PM #259

Jesus
First Team Player

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

> Originally Posted by **Jesus**
> *So I've been using this tool quite a bit recently and it's really effective and efficient.*
>
> *Is it possible to change a player's contract so that they become a free transfer?*

Worked out how to do it, use _NONE for the contracted club.

05-08-15, 08:40 PM #260

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

what are you working on?

05-08-15, 08:41 PM #261

Jesus
First Team Player

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

> Originally Posted by **Craig Forrest**
> *what are you working on?*

It will be ready... soon. 🙂

01-09-15, 11:19 AM #262

NicolaIta
Youth Team Player

Join Date: 04-06-15
Posts: 27

Hi
when I Update db with the tool all works great but when I try to edit Players Name with official editor happens that the surname of following players disappear.

Thanks

05-07-16, 02:42 PM #263

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi, when export city data from selected database, latitude and langtitude data comes reverse, fyi

09-11-16, 09:16 PM #264

PedroPM
Youth Team Player

Join Date: 23-02-13
Posts: 3

Does anybody have a link for this?

10-11-16, 11:44 PM #265

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

http://champman0102.co.uk/showthread...249#post211249

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07-09-17, 10:45 AM #266

markuse
Youth Team Player

Join Date: 19-03-17
Posts: 14

This tool doesn't work on win 10. Any idea how to fix it guys?

07-09-17, 03:12 PM #267

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Run as admin?

Works fine on win 10

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10-12-18, 06:50 PM #268

PLP
Youth Team Player

Join Date: 17-03-13
Posts: 19

Hello to all,

I was kindly advised by MadScientist to switch to this tool re: my request to mass add players, but I must say this tool confuses me a fair bit, whilst I still sense it could be immensely helpful. What I want to do is (I think) less complex than what you guys have done but I fail to see what I need to do.

I understand that I need to use a spreadsheet and to fill in the fields, but I do not understand which model or template I should use? Are those the ones provided in the package when you create the Temporary folder?

Basically, as stated, what I wish to do is to mass create people in the game, but that wouldn't need to appear as all I wish to do is for their names to appear in the pool for the creation of regen players when the original real ones retire. I'd be happy with a way to just input first name, last name, nationality and DOB.

I understand this might be an odd request but I'd be immensely happy to be able to do this.

Thanks a lot for your help!

10-12-18, 07:20 PM #269

MadScientist
Director

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

> Originally Posted by **PLP**
> *I was kindly advised by MadScientist to switch to this tool re: my request to mass add players*

Im sorry it seems this tool cant mass add:

> Originally Posted by **archibalduk**
> *At the moment, players cannot be added or deleted from the database. I'm not sure when I'll have a chance to look at adding this feature as I'm hugely busy with other projects right now. I will revisit it at some point in the future though.*

Dont know why the transfer tool is giving that error for us though when trying to add players, as i think the transfer tool has mass add implemented.

11-12-18, 07:34 AM #270

PLP
Youth Team Player

Join Date: 17-03-13

Posts: 19

Thanks for the answer!

I will try that again then on an other computer and will let you know, on the other thread, whether that works!

11-12-18, 11:09 AM #271

zeus77
Decent Young Player

Join Date: 13-06-12
Location: Braga
Posts: 55

you guys simply don't stop amazing me...
well done

27-12-18, 03:26 PM #272

lehurleur
Youth Team Player

Join Date: 05-03-12
Location: Godalming, Surrey, England
Posts: 17

Where can I download this tool please?

Edit: never mind, I just found it above. Might be a good idea to add this to the Downloads section of the website.

10-01-19, 02:05 PM #273

bendt-b
Youth Team Player

Join Date: 22-07-18
Posts: 43

Hello,

I have tried this, done as it says, edited the updated file (in admin mode) - but it chrashes (chrashes means here that the software closes down with no further notes) when I try to import the file, and when I check an edited player in the original editor - nothing have been changed.

I am using Lussenhoff's 10 years of updating database, which have 130.000 lines of players in it so it creates quite a huge XML/excel file.

I would be happy to hear if anyone had any take on why this might be happening.

Sent from my iPhone using Tapatalk

10-01-19, 02:28 PM #274

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Isn't the Lussenhoff DB on v3.9.60? I do believe this program requires v3.9.68 patch

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10-01-19, 02:40 PM #275

jacobclear
Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

> Originally Posted by **Dermotron**
> *Isn't the Lussenhoff DB on v3.9.60? I do believe this program requires v3.9.68 patch*

Lussenhoff DB is indeed on .60

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

10-01-19, 03:25 PM #276

bendt-b
Youth Team Player

Join Date: 22-07-18
Posts: 43

I am 90% sure (I am at work) that it works with the .68 update - but I might be wrong.
You recon this is why the editor won't load my changes into the data?

Sent from my iPhone using Tapatalk

10-01-19, 04:51 PM #277

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Could be.

What format did you use when exporting the existing data?

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10-01-19, 05:40 PM #278

bendt-b
Youth Team Player

Join Date: 22-07-18
Posts: 43

> Originally Posted by **Dermotron**
> *Could be.*
>
> *What format did you use when exporting the existing data?*

I used the XML so I could open with Word (and only exported the updater sheet to update).

Sent from my iPhone using Tapatalk

10-01-19, 08:08 PM #279

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

The Updater is only compatible with the final database structure (whichever version that was introduced by).

If it's crashing when importing the spreadsheet then try saving the spreadsheet as CSV and then importing. XML results in larger file sizes which might result in making the Updater unstable.

11-01-19, 10:18 AM #280

bendt-b
Youth Team Player

Join Date: 22-07-18
Posts: 43

> Originally Posted by **archibalduk**
> *The Updater is only compatible with the final database structure (whichever version that was introduced by).*
>
> *If it's crashing when importing the spreadsheet then try saving the spreadsheet as CSV and then importing. XML results in larger file sizes which might result in making the Updater unstable.*

Thank you. First part - could you kindly elaborate further?

Second part: roger, checking if this work and coming back.

Sent from my iPhone using Tapatalk

11-01-19, 07:08 PM #281

bendt-b
Youth Team Player

Join Date: 22-07-18
Posts: 43

I tried changing in the database using the CSV file, but unfortunately the software report "is not compatiable with database editing" which I fail to fully grasp why. Any thoughts?

12-01-19, 10:40 AM #282

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **madsfrankmarkussen**
> *Thank you. First part - could you kindly elaborate further?*
>
> *Second part: roger, checking if this work and coming back.*
>
> *Sent from my iPhone using Tapatalk*

In one of the game patches, SI made some minor changes to the structure/format of the database. The Updater is designed to work with the final structure only and will crash if you try to load a database with the older structure. I cannot remember which patch version introduced the final structure but this is why the older version databases are incompatible with the Updater.

Edit: It's 3.6.98 and higher. It says it on the opening screen of the Updater.

> Originally Posted by **madsfrankmarkussen**
> *I tried changing in the database using the CSV file, but unfortunately the software report "is not compatiable with database editing" which I fail to fully grasp why. Any thoughts?*

I'm not sure I understand what you're getting at. If you can post a screenshot of the error then that would help.

Last edited by archibalduk; 12-01-19 at 10:53 AM.

12-01-19, 03:59 PM #283

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **madsfrankmarkussen**
>
> *I tried changing in the database using the CSV file, but unfortunately the software report "is not compatiable with database editing" which I fail to fully grasp why. Any thoughts?*

Ok so I know where you're getting this error now. Dermotron coincidentally came across the same issue. It's because the csv filenames must use the original names e.g. player_update.csv, staff_update.csv, etc.

19-07-19, 10:01 PM #284

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

Ok I have read all of this thread(Thanks to Dermotron for pointing it out) and unless i'm mistaken I havent seen the answer I am looking for. I was particularly excited to see there was a release all players as free agents option which I have done. I have loaded a game and every player is not at a club. I chose Arsenal as they are a high reputation club with rich status and have lots of money. I have tried to sign Aguero on an indispenable status and he obviously wants the top wage (£200k per Week) but I can only offer a max of £20k pw despite having over £200mil in the bank. He then rejects this offer. Is there anything I have done wrong when I have loaded this up as I assume this will be same for all top players?

19-07-19, 10:17 PM #285

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Nothing wrong. You will need to assign a player to each club, give them a high wage and then the maximum will be fine. It's a flaw/downside to having no players

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19-07-19, 10:27 PM #286

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

> Originally Posted by **Dermotron**
>
> *Nothing wrong. You will need to assign a player to each club, give them a high wage and then the maximum will be fine. It's a flaw/downside to having no players*

Sorry when you say assign a player to each club what do you mean? using the CM updater if so how or do you mean within the save ?

19-07-19, 10:53 PM #287

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

You'll need to use cm0102ed.exe and then create a new save

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20-07-19, 08:29 AM #288

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

Ok thanks.Do you mean for every top team ? I tend to run the top 5-6 leagues per save so wont that take a long time to do?

Sent from my SM-G955F using Tapatalk

20-07-19, 09:37 AM #289

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

It's up to yourself but you don't do this, the wages and thus the players any club can attract, will be messed up

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20-07-19, 11:16 AM #290

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

Ok thanks, I'll give it a go

Sent from my SM-G955F using Tapatalk

20-07-19, 04:22 PM #291

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

> Originally Posted by **Dermotron**
> *It's up to yourself but you don't do this, the wages and thus the players any club can attract, will be messed up*

I've managed to do it. It took abit of time to do all 6 top leagues but it's done. Theres some proper weird transfers going on now and I've built a nice squad for my arsenal team! Thanks for your help.

Sent from my SM-G955F using Tapatalk

20-07-19, 10:33 PM #292

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

One thing I have noticed on this save is while I have been signing all the free agents I want for my squad during the summer transfer window, most of the other top sides I.e Chelsea and Man City have hardly signed anyone apart from about 4 players so once the window had closed they had to play mostly a squad of 'greyed out' players. They have the money, the space and the wages now but they aren't using it. In the EPL other than myself only Man Utd have signed lots of players but even then only a first 11 and hardly any subs. Just wondering why all this is happening if anyone can provide some insight?

Sent from my SM-G955F using Tapatalk

08-04-20, 06:28 AM #293

cm182
Youth Team Player

Join Date: 01-04-20
Posts: 27

I'm having the same issue as above - I can't import the database spreadsheets. Doesn't work with .csv nor .xml and it crashes while importing. And ideas?

08-04-20, 10:22 AM #294

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

are you shortening the file names e.g. it exports as "exported_staff_update.csv" but you need to import as "staff_update.csv"

I am not sure this program will run against a modified exe e.g. Tapani or saturn (I'd imagine just tapani patch would be fine)

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08-04-20, 12:26 PM #295

cm182
Youth Team Player

Join Date: 01-04-20
Posts: 27

> Originally Posted by **Dermotron**
> *are you shortening the file names e.g. it exports as "exported_staff_update.csv" but you need to import as "staff_update.csv"*
>
> *I am not sure this program will run against a modified exe e.g. Tapani or saturn (I'd imagine just tapani patch would be fine)*

Yes, but an error message is coming up saying "Too many columns at row 49375 of the spreadsheet".

I've looked at that row but it doesn't seem any different to any others.

This is my first time using this tool, and am only testing it out, but I just can't seem to import at all.

Edit: Right, so I have managed to import now. Assuming I have to "save as", I did that and opened the newly saved data file in the editor, but my changes are not there.

An error file was created, with a few rows saying "no match". Very confusing, because I only edited one player to test it out.

Last edited by cm182; 08-04-20 at 12:36 PM.

08-04-20, 01:55 PM #296

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Upload your csv

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08-04-20, 08:57 PM #297

cm182
Youth Team Player

Join Date: 01-04-20
Posts: 27

I had already deleted it. When I had tried again, it came up with a few more errors. But when I try it now, I'm getting over 30,000 errors in the errors file.

Bear in mind, from when I first posted the problem I hadn't edited anything so how could suddenly all these errors come up?

When I check the error file, it's just a huge list of players - not even ones I've edited, just seemingly random.

Something is not right with my importing process/exporting but I don't know what I'm doing wrong.

Edit: Also just to clarify, I have only attempted to update the player_update file, and the only change I have attempted in the spreadsheet is one player name (to xyz so it's easy to find). I haven't done any mass editing or anything like that.

Ok so upon further investigation, I feel that maybe it has to do with my first_names or second_names dat files. The reason? When I go in the editor and search for counts of "0", I get 14,522 in first names and 18,460 in second names. But if I manually check those names, they're there, but they aren't counting in the ticker (although the names seems to work fine in-game). I never had this problem before, usually there might have been a couple of names with a count of 0 but not that many.

It would explain why recently it takes ages to validate the database and save changes, because it seems to get stuck when aligning names.

Last edited by cm182; 08-04-20 at 09:11 PM.

08-04-20, 10:12 PM #298

Dermotron
Sir Mergements
Director
Manager
VIP

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

Captain

Can you check if you have anyone called Ismael, Giorgos. Nationality - Afghan. Int Caps/Goals 255/255

Might be the reason for the error

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08-04-20, 11:14 PM #299

cm182
Youth Team Player

Join Date: 01-04-20
Posts: 27

> Originally Posted by **Dermotron**
> *Can you check if you have anyone called Ismael, Giorgos. Nationality - Afghan. Int Caps/Goals 255/255*
>
> *Might be the reason for the error*

I do not. Why that name in particular?

Something very strange has happened with my editor, seemingly specific to names which I have been experimenting a lot with recently.

I just don't understand how I can suddenly have tens of thousands of names with 0 counts - which, I presume, is causing the issue with importing (and causing the editor to take several minutes to align names).

Last edited by cm182; 08-04-20 at 11:23 PM.

08-04-20, 11:32 PM #300

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

There seems to be a bug (mostly when using filters) that causes a player to be overwritten and then 'reborn' as the guy above. The whole player index goes out of sync until he is delete, the DB is validated and then cmdbsort is run

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Thread: CM01/02 Updater (a DB/Pre-Game Editor) latest version post #239

Thread Tools

08-04-20, 11:56 PM #301

cm182
Youth Team Player
Join Date: 01-04-20
Posts: 27

I've tried running cmdbsort, it found 128 errors and fixed them.

I suppose my question now isn't why my database isn't importing... it's why are suddenly names etc showing as 0 counts and why is the editor taking so long to align them?

29-04-20, 03:43 AM #302

Coys
First Team Player
Join Date: 03-03-12
Posts: 3,312

Really struggling to Import.

Is not compatible with database editing

29-04-20, 09:25 AM #303

Andrea71
Director
Join Date: 07-03-17
Posts: 828

> Originally Posted by **Coys**
> *Really struggling to Import.*
>
> **Is not compatible with database editing**

Hi Coys. Most common reason for that is when you rename your player_update.csv to something different.

05-05-20, 04:30 PM #304

M.C.F.C
Hot Prospect for the Future
Join Date: 31-03-19
Posts: 141

Does anyone know how to set a player to retire as a new game is created using this tool? I tried to edit the Club Contracted to _RETIRED but it didn't work (despite the screenshot below).

Spoiler! Show

08-05-20, 01:07 PM #305

MaxiShagilko
Hot Prospect for the Future

Join Date: 13-01-20
Posts: 156

> Originally Posted by **M.C.F.C**
> *Does anyone know how to set a player to retire as a new game is created using this tool? I tried to edit the Club Contracted to _RETIRED but it didn't work (despite the screenshot below).*

Nope but I am sure you can in GK Editor and/or Cm Explorer

09-05-20, 06:09 PM #306

M.C.F.C
Hot Prospect for the Future

Join Date: 31-03-19
Posts: 141

> Originally Posted by **MaxiShagilko**
> *Nope but I am sure you can in GK Editor and/or Cm Explorer*

Unfortunately I have 400 players I want to retire at game start... Was hoping I could do this more efficiently using this tool.

15-05-20, 12:08 PM #307

Cam F
VIP

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

Did this get updated so it now extracts player stats also? it did pa/ca..ect but all the main ones were zeroes last time I used it. Still want to make a 2008 0001 with that great MU team at the time as a project for future.

15-05-20, 12:33 PM #308

M.C.F.C
Hot Prospect for the Future

Join Date: 31-03-19
Posts: 141

> Originally Posted by **Cam F**
> *Did this get updated so it now extracts player stats also? it did pa/ca..ect but all the main ones were zeroes last time I used it. Still want to make a 2008 0001 with that great MU team at the time as a project for future.*

Yep you can extract everything using this - CA, PA, attributes, etc

15-05-20, 12:36 PM #309

Cam F
VIP

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

Cool, thanks for that,do you have the latest download of it?

15-05-20, 01:37 PM #310

M.C.F.C
Hot Prospect for the Future

Join Date: 31-03-19
Posts: 141

> Originally Posted by **Cam F**
> *Cool, thanks for that,do you have the latest download of it?*

All versions available here: http://1drv.ms/1srzOKD

20-06-20, 12:44 AM #311

Cam F
VIP

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

I just want to extract the DB from here https://champman0102.co.uk/downloads.php?do=file&id=49 and remove the accented symbols not in 0001, can someone help me with that? 08 db for 0001 would be next project, the year my first son was born

21-06-20, 01:53 PM #312

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Cam F**
> *I just want to extract the DB from here https://champman0102.co.uk/downloads.php?do=file&id=49 and remove the accented symbols not in 0001, can someone help me with that? 08 db for 0001 would be next project, the year my first son was born*

I haven't looked at the Updater for a very long time, but you might be able to export the club/competition/player data to a spreadsheet and then create a new import spreadsheet with the relevant characters replaced (use Excel to do a global find and replace). I suggest trying a sample of each table to see if it works before committing a lot of time to this, just in case it doesn't work.

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

Cam F

22-06-20, 02:03 AM #313

Cam F
VIP

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

Thanks for the message, tried again and again but no success

22-06-20, 08:28 AM #314

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

CTRL+H in Excel or Notepad and use the Replace function perhaps? Not sure how to identify which aren't in 0001 but I'm guessing you know those,

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22-06-20, 09:05 PM #315

archibalduk
Reserve Team Player

Join Date: 14-06-14
Location: the English Channel
Posts: 250

> Originally Posted by **Cam F**
> *Thanks for the message, tried again and again but no success*

What exactly have you tried? Presumably you're only trying to edit a 2001/02 DB in the Updater and not a 2000/01 DB (that latter isn't compatible with the Updater).

30-06-20, 01:32 PM #316

Cam F
VIP

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

> Originally Posted by **archibalduk**
> *What exactly have you tried? Presumably you're only trying to edit a 2001/02 DB in the Updater and not a 2000/01 DB (that latter isn't compatible with the Updater).*

Sorry not been on recently as was off last week on holibags.

Yes, just want to edit the 0102 08 db to take out accents then save back to the 0102 db so I can extract the 0102 data for 0001 use.

30-06-20, 01:48 PM #317

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@Cam: Take out which accents - do you have a list? Or just all?

30-06-20, 02:21 PM #318

Cam F
VIP

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

I figured it would take too long to work out which accents differ between the games so taking out all from 0102 was the easiest option.

As it takes a week or more of inserting the club in but if I could do that happy in the knowledge it wouldn't crash at the end of it, it would be worth it.

30-06-20, 03:38 PM #319

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@Cam: https://nic.hopto.org/open/cm0102/Fe...No-Accents.zip <--- take a look at that? Good?

30-06-20, 04:02 PM #320

Cam F
VIP

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

Looks amazing, I might pee myself

Any chance you could do that on sep 08 https://champman0102.co.uk/downloads.php?do=file&id=49 andi will be good to go!

Thanks sooo much Nick!!!

30-06-20, 05:05 PM #321

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

https://nic.hopto.org/open/cm0102/Se...No-Accents.zip

The Following User Says Thank You to Nick+Co For This Useful Post:

Cam F

30-06-20, 06:00 PM #322

Cam F
VIP

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

Aaaw Nick

You have made another one of my dream dbs possible, thank you so much!!!

2008 for 0001 it will be. Year of my first son Josh's birth, another db for a year that meant something to me.

« New guy, new league | Skills to Learn for Patching/RE? »

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