



Thread: CMRTE - Real Time Editor alpha

Thread Tools

14-03-16, 01:48 AM

#1

Anoxic

Youth Team Player

Join Date:
Posts:

24-02-13
16

CMRTE - Real Time Editor alpha

CMRTE 0.1.2 alpha

CMRTE is real time editor for **Championship Manager 2001/02** with **patch 3.9.68**.

How to use:

- Run CM 01/02 and load or start new game
- Run CMRTE as admin
- Click **Open CM** to load data
- Enter Staff to Search (CaseSensitive).
- EDIT
- Click **Apply CM** to Save (NOTE: Save ONLY actually selected staff and team)

Features:

- Searching Staff by Second Name and Common Name
- Select Clubs from ComboBox
- a) Staff Editing
 - Date of birth
 - Nation Apps and Goals
 - Contract Start and Expire (after changing system Bosman)
 - Contract Wage and TransferValue
 - Traits
 - Player Reputation, Position and Attributes.
 - Non-Player Reputation and Attributes.
- b) Club Editing
 - Attendance
 - Reputation
 - Training
 - Balance
 - Finances

DOWNLOAD: [CMRTE_0.1.2.ZIP](#)

Version 0.1.4

- Added Load all Squad Players or/and Staff from Club to SearchBox (in Club Tab)
- Added Scripts for Unhappines (in Staff Box), make or clean.

DOWNLOAD: [CMRTE_0.1.4.ZIP](#)

New Version 0.1.6

- Add immediate Transfer
- Add Clear Injures
- Add Player Positon Text
- Add Actual Game Data
- Add Clear Unhappens
- Add Make Unhappens
- Add Make Tired

DOWNLOAD: [CMRTE_0.1.6.ZIP](#)

New Version 0.1.8

- Add Display Age and Position
- Add Script Generate Players (Youth/Avarage/Good/Star->Position)
- Add Script Renew and Terminate Contract
- Reload data only for actual player/club. (Not load all data everytime)
- Fix some bugs.
- Add Shortcut (Ctrl+A - Apply)(Ctrl+O - Open/Reload)(Ctrl+1/2/3/4 - Change Tabs: Staff/Player/Non-Player/Club)
- Add Toolbar with Icon (Open/Apply/Exit)

DOWNLOAD: [CMRTE_0.1.8.ZIP](#)
MEGA MIRROR: [CMRTE_0.1.8.ZIP](#)

New Version 0.1.9

- Fix Inspire Team / Clear Unhappines
- Add Bankrupt/Destroy Team (Money to -2000000000 and Terminate contract all players)
- Add Set Team Players Condition to specific value.
- Add Game Speed Selector to main menu (based on Tapani's CMPatcher)

DOWNLOAD: [CMRTE_0.1.9.ZIP](#)
MEGA MIRROR: [CMRTE_0.1.9.ZIP](#)

New Version 0.1.10

- Fix Search Names non-English like Muñoz etc..
- Add Changing Nation/Second Nation.
- Add Specific Search by First/Second or Common Names.
- Add Clubs Stadium changing

DOWNLOAD: [CMRTE_0.1.10.ZIP](#)
MEGA MIRROR: [CMRTE_0.1.10.ZIP](#)

New version 0.1.11

- Add Contract Causes.
- Fix Contract Saving.
- Fix Health Team.

DOWNLOAD ZIPPY: [CMRTE-0.1.11.ZIP](#)
MEGA MIRROR: [CMRTE-0.1.11.ZIP](#)

Individuals/hobbyists: support continued maintenance and development via PayPal
[DONATE](#)

Last edited by Anoxic; 31-03-20 at 04:19 PM.

14-03-16, 09:32 AM

#2

Jesus ◊

First Team Player

Join Date:

04-03-12

Posts:

3,459

Interesting, where has this come from?

14-03-16, 01:24 PM

#3

Anoxic ◊

Youth Team Player

Join Date:

24-02-13

Posts:

16

I am author.

15-03-16, 08:49 AM

#4

Fods ◊

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Loaded up and a lot works great in game 🤖 Some errors appeared but game has not crashed yet.

One thing I tried to do which would be a huge help is moving players in game, i changed a player by changing club but it didn't work, any ideas? Or is that not possible yet?

Good stuff 🤖

15-03-16, 02:34 PM

#5

Anoxic ◊

Youth Team Player

Join Date:

24-02-13

Posts:

16

Changing players club is not posible yet.
I have more function to implementation in next vesion.

I search yet structure and position (or structures/positions) in memory the unhappy, bans and injures.

15-03-16, 11:02 PM

#6

saturn ◊

Programmer
VIP

Join Date:

18-03-14

Posts:

1,240

Don't think there's ever been a real time editor for 01/02, very nice!

15-03-16, 11:15 PM

#7

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I think CM God and Parcye editors are both real time. CM God for sure.

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

15-03-16, 11:46 PM

#8

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

I could not use CM God or parcye. are they really working with Tapani patches?

16-03-16, 12:08 AM

#9

tembo_86 ◊
Decent Young Player

Join Date: 07-07-14
Posts: 92

This works like a charm!

18-03-16, 10:54 AM

#10

labras1985 ◊
Youth Team Player

Join Date: 30-04-14
Location: Porto, Portugal
Posts: 5

doesn't work for me
can't search anything

15-04-16, 11:09 AM

#11

Henke25 ◊
Youth Team Player

Join Date: 15-04-16
Posts: 1

Doesn't work for me. It seems impossible to search. Nothing shows. It would have been a nice tool. Any idea what's wrong? The game is loaded, and so is the RTE.

15-04-16, 11:18 AM

#12

Fods ◊
Not Needed at the Club

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

run as admin!?

20-04-16, 07:12 AM

#13

frazzngarth ◊
Youth Team Player

Join Date: 20-04-16
Posts: 9

Originally Posted by **Anoxic**

I am author.

hi, do your editor works with 3.9.60?

thank you in advance 😊

20-04-16, 07:15 AM

#14

Fods ◊
Not Needed at the Club

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

Originally Posted by **frazzngarth** ◊
*hi, do your editor works with 3.9.60?
thank you in advance 😊*

You could try it but the OP states with 3.9.68 patch

20-04-16, 09:51 PM

#15

evesham ◊
VIP

Join Date: 15-05-12
Posts: 2,379

doesn't work on my 3.68, its patched with John Locke's tools though. looks great though 🍷

20-04-16, 10:47 PM

#16

evesham ◊
VIP

Join Date: 15-05-12
Posts: 2,379

just tried it with clean 3.68, its working fine...note to others who don't find anything when searching, you have to type Giggs not giggs or GIGGS to find the player

Last edited by evesham; 21-04-16 at 01:02 PM.

14-07-16, 10:32 PM

#17

Zeggy ◊
Youth Team Player

Join Date: 11-07-16
Posts: 5

Seems to be a bug where if the player has any kind of pronunciation (e.g. é ó í - García for example) that player will not appear.

16-07-16, 12:38 AM

#18

fisher ◊
Youth Team Player

Join Date: 28-05-16
Posts: 41

Originally Posted by **Fods** ◊
run as admin!?

tried it but still no search results for any player.

Clubs do appear to be selectable, but editing them doesn't affect change.

27-07-16, 02:29 AM

#19

Zeggy ◊
Youth Team Player

Join Date: 11-07-16
Posts: 5

Originally Posted by **fisher** ◊
*tried it but still no search results for any player.
Clubs do appear to be selectable, but editing them doesn't affect change.*


You need to follow the following advice ..

Originally Posted by **evesham** ◊
just tried it with clean 3.68, its working fine...note to others who don't find anything when searching, you have to type Giggs not giggs or GIGGS to find the player

This definitely works for searching players, some things need to be resolved in the next release but it works

27-01-17, 04:39 AM

#20

Anoxic 
Youth Team Player

Join Date: 24-02-13
Posts: 16



New version 1.4 available. Download link on first post.

27-01-17, 05:22 AM

#21

Fods 
Not Needed at the Club

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

 Originally Posted by **Anoxic** 
New version 1.4 available. Download link on first post.

Are we able to move players between clubs in game?

27-01-17, 10:33 AM

#22


xeno 
Reserve Team Player

Join Date: 20-09-15
Posts: 304

good job Anoxic
are we able to add a stadium to a club if club has no stadium in the game?
Also, could you make it compatible with Tapani patches as most of us are using Tapani patches?

27-01-17, 03:41 PM

#23

Anoxic 
Youth Team Player


Join Date: 24-02-13
Posts: 16

Is compatible with Tapani patch 3.9.68T (Test on ver. cmpatcher 2.21.1).

In next versions i try implement features like:
- clean injures / bans
- move or transfer players

10-02-17, 11:47 AM

#24


xeno 
Reserve Team Player

Join Date: 20-09-15
Posts: 304

could you add this tool to downloads section?

29-12-17, 02:55 AM

#25

Anoxic 
Youth Team Player

Join Date: 24-02-13
Posts: 16

New version available. Download Link Up...

Posting Permissions 

You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules

All times are GMT +1. The time now is 01:07 PM.

Powered by vBulletin® Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Forum CM 01/02 Updates Patches CMRTE - Real Time Editor alpha

Results 26 to 50 of 71 Page 2 of 3 First 1 2 3 Last

Thread: CMRTE - Real Time Editor alpha

Thread Tools

31-12-17, 10:01 PM

#26

leo_brazil

Youth Team Player

Join Date: 06-12-17
Posts: 2

Thank you!!
Great job!!

27-02-18, 06:56 PM

#27

leo_brazil

Youth Team Player

Join Date: 06-12-17
Posts: 2

Immediate transfer is working, but when I set the transferred player to play a game is required to add a number before and it is not possible to register his number.

14-03-18, 01:07 PM

#28

martinho

Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Does this work on randomly generated players in the future? Assuming it does but at work so can't check it. Thanks!

04-05-18, 05:46 PM

#29

RuneF

Youth Team Player

Join Date: 04-05-18
Posts: 1

Hi
When I try to open CM in the cmrte program it says "out of memory"
Could anyone help me?
Thanks 😊

27-06-18, 08:03 PM

#30

mrefc

Youth Team Player

Join Date: 26-06-18
Posts: 13

doesn't save the finances after apply CM???

04-08-18, 09:16 AM

#31

tembo_86 ◊
Decent Young Player

Join Date: 07-07-14
Posts: 92

Are you still working on this editor mate? Works fine with the newest Saturn patch btw.

17-04-19, 10:23 PM

#32

Anoxic ◊
Youth Team Player

Join Date: 24-02-13
Posts: 16

New version 0.1.8 available.
Download link on first page.

18-04-19, 10:29 AM

#33

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

zippyshare is giving me a 403 Forbidden when trying to access any of the links 🤔 (EDIT: Oh it looks like the whole of www.zippyshare.com is down)

Last edited by Nick+Co; 18-04-19 at 10:36 AM.

18-04-19, 09:48 PM

#34

jacobclear ◊
Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

Originally Posted by **Nick+Co** ◊

zippyshare is giving me a 403 Forbidden when trying to access any of the links 🤔 (EDIT: Oh it looks like the whole of www.zippyshare.com is down)

The storm has passed

19-04-19, 10:03 AM

#35

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

It actually appears like zippyshare.com is either being blocked by parts of the UK/UK ISPs or they are blocking some providers contacting them (so it just returns a 403). A VPN from Spain worked though.

(Nicely made app! Aren't Delphi interfaces still just the best? Makes anything WinForms/MFC look so basic by only being subtly different)

19-04-19, 07:40 PM

#36

Anoxic ◊
Youth Team Player

Join Date: 24-02-13
Posts: 16

I added mirror download to mega.
Nick+Co: App was made in the CodeTyphon (Lazarus version), is good for Windows/Linux GUI apps. and is freeware.

23-06-19, 11:01 AM

#37

scemoka ◊
Backup Player

Join Date: 08-03-12
Posts: 596

Hi Anoxic!

Thanks for your genius great work for new tool **CMRTE!**

Can you add an option "**make the team's fitness level 55**" ?

When we are clicking "**make tired team**", results are very harmful, they are losing 12-0, 9-0, if they have 36-50 players at squad. And this badly effects club records.

Tired team option is very good only when they have **30** or less players at their squad. Because **gray**players's quality are proportional to club's reputation so with gray players they loose not so big difference.

For clubs who have 36-50 players.... If we set their condition by "**55**" 1-2 days before match day, they can loose 3-1, 3-0, 2-0 etc. or rarely draw.

By this way when can manage whole game, when can decide who will relegate-promote or not. it would be great. 😊

Last edited by scemoka; 23-06-19 at 11:30 AM.

14-08-19, 03:01 PM

#38

Quag91

Youth Team Player

Join Date:

06-06-19

Posts:

2

Hi Anoxic,

Thanks for a cracking tool. It works brilliantly! One problem I have at the moment is I've edited one of my players attributes, and now he asks me two times a day for future assurances, despite constantly being told he's indispensable. Is there a way I can sort this out? Thanks again!

29-09-19, 08:04 AM

#39

Anoxic

Youth Team Player

Join Date:

24-02-13

Posts:

16

New version 0.1.9 available.
Download link on first page.

05-10-19, 08:43 PM

#40

faz44

Backup Player

Join Date:

09-03-12

Location:

London

Posts:

931

Originally Posted by **Anoxic**

*New version 0.1.9 available.
Download link on first page.*

Really excellent stuff thus far.

18-10-19, 05:58 PM

#41

canergi23

Youth Team Player

Join Date:

03-10-19

Posts:

1

Dude, hi

Im thank u for this app.

But i cannot change nation or 2. nation players.

D u fix this?

20-10-19, 03:44 PM

#42

faz44

Backup Player

Join Date:

09-03-12

Location:

London

Posts:

931

OK, two questions, sir.

1. Can you search based on non-English characters? I searched for a player called Muñoz and it didn't find anybody named Muñoz.

2. Is there a way for searching by first name and surname?

01-11-19, 10:06 AM

#43

Kingsley

The Mascot

Join Date:

05-03-12

Location:

Ribble Valley

Posts:

5,734

Just discovered this and it is an absolutely brilliant creation with some very useful tools. I particularly like the scripts to wreck other teams 🍀

I hope that this will continue to develop. If so, can I request a couple of features if possible ?

1. Ability to change the nationality/second nationality of a player/staff
2. Ability to set the fitness level of a specific player, rather than the full team

If there is anything I can do to help the development or testing, please let me know by direct message.

Thanks 🙏

The artist formally known as The Eejit

01-11-19, 10:37 AM

#44

scemoka
Backup Player

Join Date: 08-03-12
Posts: 596

Originally Posted by Kingsley

Just discovered this and it is an absolutely brilliant creation with some very useful tools. I particularly like the scripts to wreck other teams 🍀

I hope that this will continue to develop. If so, can I request a couple of features if possible ?

1. Ability to change the nationality/second nationality of a player/staff
2. Ability to set the fitness level of a specific player, rather than the full team

If there is anything I can do to help the development or testing, please let me know by direct message.

Thanks 🙏

Yes... I hope so that this will continue develop.

Ability to set nationality/2nd nationality and ability fitness level specific player in GK4_SGE available.

I think ability to set the team fitness level specific level is great opportunity. It is much more quick rather than single click one by one. Another advantage of this editor ability to edit national teams fitness levels. By this way you can control even national team's fitness levels during FIFA-World Cup, UEFA-European Championship, Asian cup, African Cup of Nations, Copa America. And this makes the new editor more valuable than GK4 at fitness section. (GK4 is more valuable at editing finances section.) It gave us full-control over game. (eg Sometimes we want to see host nation at final vs its rival nation, sometimes we want surprises.)

Yes he would add these options which you demand which are already available in GK4. 😊

But ability to set full team's fitness level must be not removed.

Ps: Let's nominate Anoxic as member of the month October 2019!

Last edited by scemoka; 01-11-19 at 10:43 AM.

01-11-19, 12:00 PM

#45

Kingsley
The Mascot

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

Originally Posted by scemoka

Ps: Let's nominate Anoxic as member of the month October 2019!

Gets my vote

The artist formally known as The Eejit

02-11-19, 11:42 PM

#46

Anoxic
Youth Team Player

Join Date: 24-02-13
Posts: 16

New version 0.1.10 available.
Download link on first page.

03-11-19, 04:31 PM

#47

Kingsley
The Mascot

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

Originally Posted by **Anoxic**

New version 0.1.10 available.
Download link on first page.



The artist formally known as The Eejit

12-11-19, 06:51 PM

#48

samsami
VIP

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

Clubs Stadium changing was added, but when I change Ajax, Amsterdam Arena to Johan Crujiff Arena it doesn't accept it. It keeps the old Stadium name.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

07-01-20, 03:58 PM

#49

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Has the issue with changing attributes been fixed yet?

I downloaded this tool about 7 months ago and when I changed, specifically 'Creativity' of players... the game crashed..

Were you aware of this bug?

10-01-20, 04:51 AM

#50

fisher
Youth Team Player

Join Date: 28-05-16
Posts: 41

Is there a guide to using this? Has anyone seen any long term effects in stability of game from doing the instant transfers?

There is a feature described "Generate Player" - Does this create a new player in the database?

Page 2 of 3 First 1 2 3 Last

« The Dirty Editor | Tools for stats »

Posting Permissions

You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

[Forum Rules](#)

-- Default Style

Archive Web Hosting Top

All times are GMT +1. The time now is 01:07 PM.

Powered by vBulletin® Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Thread: CMRTE - Real Time Editor alpha

Thread Tools

12-01-20, 09:54 PM

#51

Anoxic

Youth Team Player

Join Date: 24-02-13
 Posts: 16

Feature Generate Player change only data of actual selected player (Quick cheat to change player).
 Game may crashed after any changes, this modify data direct in memory of cm, we never be sure how game reacts to changes.

24-03-20, 02:16 PM

#52

Atmosfear

Youth Team Player

Join Date: 18-03-20
 Posts: 1

Hello,
 Noob here. I have downloaded the CMRTE editor but when I run it, it states 'out of memory'. Could anyone assist?
 Cheers
 Atmos

24-03-20, 07:09 PM

#53

Tankian

Youth Team Player

Join Date: 24-03-20
 Posts: 1

Hi,
 Thanks a lot for this great editor! I am struggling on patched version 3.9.68, editor ver 0.1.10 - I started new season, used "heal" function to refresh the squad, after hitting "continue game" all team members are TIRed with Condition 1%. Has anyone seen such issue?
 Edit: Just tried to remove injury for Jamie Carragher (Liverpool), once I brought game back the injury was gone, Condition at 100% and game crashed after hitting "Continue game"

Last edited by Tankian; 24-03-20 at 07:16 PM. Reason: update

30-03-20, 06:53 PM

#54

valmirmn

Youth Team Player

Join Date: 30-03-20
 Posts: 1

Hey Anoxic,
Why when I sell a player, he still showing on my squad's screen and keeping count as a player on my squad?
It occurred after I change the finances of my team through the CMRTE editor.
Do you have some tip on this?

Thanks buddy.

31-03-20, 04:26 PM

#55

Anoxic ◊
Youth Team Player

Join Date: 24-02-13
Posts: 16

I added new version, download link on first page in this post.

Thanks all for feedback, i fixed heal team, some problems like crashing game are unavoidable.
valmirmn: I think yes, because cm write transfers information in the contract data.

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

[scemoka](#)

01-04-20, 09:06 AM

#56

tonytony ◊
Youth Team Player

Join Date: 29-07-19
Posts: 41

Anoxic how are you getting the Players condition?

05-04-20, 09:17 AM

#57

fisher ◊
Youth Team Player

Join Date: 28-05-16
Posts: 41

Can you please say some words about how the player transfer works in the database and how it is supposed to execute?

Originally Posted by [valmirmn](#)

Hey Anoxic,
Why when I sell a player, he still showing on my squad's screen and keeping count as a player on my squad?
It occurred after I change the finances of my team through the CMRTE editor.
Do you have some tip on this?

Thanks buddy.

I am finding the same thing always with players when transfer from one club to another club

The whole player stays at the original club and the new club, and they play matches for both teams but the stats go to the same.

So Player A is on Manchester United, and transfer to Chelsea

First game of season is played, player is starting for both teams

In stats for both teams, shows Games Played : 2

Also for these players after transfer contract type becomes invalid and updates to the contract for players who have been transferred via RTE do not happen

Its possible to fix this? Its like its copying the player so they play for both teams instead of transferring them

05-04-20, 01:55 PM

#58

Zamora8949 ◊
Youth Team Player

Join Date: 03-04-20
Posts: 1

Link doesn't seem to be working anymore

05-04-20, 05:20 PM

#59

fisher ◊
Youth Team Player

Join Date: 28-05-16
Posts: 41

Just to add to this, I tried making sure players had no contract (making them free player via terminate contract function), waiting a few days, then using RTE to "transfer" them to a new club

They would show up at the 'new club' temporarily but they would have no contract details (N/A) and it wasn't possible to input contract details using RTE - just keeps showing "INVALID" as dates even if i enter dates

Then, a few days later, they would sign in game for a different club as if they had been free the whole time

06-04-20, 12:35 AM

#60

Anoxic ◊
Youth Team Player

Join Date: 24-02-13
Posts: 16

Player Condition and Injuries is in another table of database.
In database runtime cm add more tables compared to do start.
Example: contracts, injures, bans and transfers (last two i don't now how works). "Transfers" in RTE is not real transfers its a cheat. changes actual team to now, cm think the player from begin played for this new team.

06-04-20, 02:42 AM

#61

fisher ◊
Youth Team Player

Join Date: 28-05-16
Posts: 41

Originally Posted by **Anoxic** ◊

*Player Condition and Injuries is in another table of database.
In database runtime cm add more tables compared to do start.
Example: contracts, injures, bans and transfers (last two i don't now how works). "Transfers" in RTE is not real transfers its a cheat. changes actual team to now, cm think the player from begin played for this new team.*

I see, well it doesn't work, it doesn't change the actual team, the player stays on the original team and gets copied to the new team, and plays now for both 😊

06-04-20, 11:39 AM

#62

tonytony ◊
Youth Team Player

Join Date: 29-07-19
Posts: 41

@**Anoxic** what is the table are Condition and Injuries in?

Just an insight on fisher's issue. Sounds like you might not be removing the PlayerId from the Club.PlayerIds array? As he states it works if he releases the player from the club before transferring him?

As so far it actually seems to have "worked" for one player (don't see a phantom echo of a player on any other teams) but the other 5 or 6 i've tried it on have all resulted in phantoms. Perhaps if I release a player before transferring them I might have better luck though it won't fix the ones already done.

28-04-20, 12:49 AM

#63

nick_lee ◊
Youth Team Player

Join Date: 09-03-16
Posts: 1

Hi there,

I've been a fan of CM RTE and I think it's a great program that you created. The issue that I'm seeing is some players (most of them are regans), when I use options like "Make Player Unhappiness" or "ClearPlayer Unhappiness," it doesn't work and when I use the team options like "Inspire Team" or "Unhappy Team," it works for most players but regans.

I don't know it's something wrong but I want to share with you so you can make it better.

Thanks and keep up good work!

03-05-20, 08:06 AM

#64

Kingsley ◊
The Mascot

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

@Anoxic are you still developing CMRTE ?

If so, would it be possible to include the Professional/Seme-Pro/Amature status for a club in the next release ? The required change is already discussed here

<https://champman0102.co.uk/showthread.php?t=13183>

This is a question that gets asked regularly, so if there was an easy way to action this change, it would help many.

The artist formally known as The Eejit

05-05-20, 12:45 AM

#65

John Locke ◊
Decent Young Player

Join Date: 04-05-20
Posts: 89

Originally Posted by **Anoxic** ◊

*Feature Generate Player change only data of actual selected player (Quick cheat to change player).
Game may crashed after any changes, this modify data direct in memory of cm, we never be sure how game reacts to changes.*

Can you provide some details of what you mean by 'modify data direct in memory of cm'? I assume it is more than just editing files (temporary or otherwise)? Is your app accessing RAM (or virtual memory) that stores the data and over-writing that?

15-05-20, 07:44 PM

#66

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

@John Locke: Yes, no file editing - just modifying the memory of the process. My loader also patches the memory and will use roughly the same techniques as Anoxic - you can see the code here: <https://github.com/nckstwr/CM0102Lo...0102Loader.cpp>
What Anoxic's editor could be doing is attaching to the CM0102.exe process (EnumProcesses + OpenProcess) and using VirtualProtect and Read and WriteProcessMemory to patch the memory as you go.

Then you can look at the table of pointers and sizes at: ae234c and read whatever you need (+0x18 is the number of staff +0x20 no of players, +0x70 pointer to staff table, etc). The objects are the same size as those we load from file - so easy to traverse.

Hope that makes sense!

The Following User Says Thank You to Nick+Co For This Useful Post:

John Locke

07-06-20, 10:58 AM

#67

TheDanishToon ◊
Stone Cold Steve Austin

Join Date: 10-02-18
Location: Copenhagen, Denmark
Posts: 19

Just wanted to share my love for this editor. I always go in and change Mark Kerr, Maxim Tsigalko, Skalidis, and so on to a lower level and then set players like Rooney and David Villa to become much better. I wish I could do it in the database before starting the game, but this helps anyway. I'm a bit tired of the game being dictated by players who never became anything in real life football.

07-06-20, 09:00 PM

#68

jblakes ◊
Youth Team Player

Join Date: 07-06-20
Posts: 2

the link to download this isn't working, can somebody post another link?

regards
James

13-06-20, 12:23 AM

#69

Sir_Arthurro ◊
Youth Team Player

Join Date: 13-06-20
Posts: 1

Hi All,
I'm new to this forum, however I have been reading a lot of your stories.
I did try and installed latest version of Cmrt on 3.9.68 version, but I'm struggling to run it. Every time I have a message saying#Open CM 0102 First#. I did try to open as admin and nothing really works.
I might be missing something obvious but would like to know if you know the solution to it.
Many thanks.

13-06-20, 12:40 AM

#70

AndyCope ◊
Youth Team Player

Join Date: 04-06-19
Location: N. Ireland
Posts: 10

how i normally use it is login to your save game then login to the editor then once everything is saved and changed go to your save game and restart the game once it loads back up everything should be changed long as you run in admin... hope this helps

19-06-20, 02:14 AM

#71

tkammen ◊
Youth Team Player

Join Date: 12-09-19
Posts: 1

have the same problem, did you fix it? 😊

Page 3 of 3 ◀ First ◀ 1 2 3

◀ The Dirty Editor | Tools for stats ▶

Posting Permissions

You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules

-- Default Style ▾

[Archive](#) [Web Hosting](#) [Top](#)

All times are GMT +1. The time now is 01:07 PM.

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

© www.champman0102.co.uk