



Thread: CM Scout Intrinsic

Thread Tools

09-05-18, 07:41 AM

#1

vfilatov

Youth Team Player

Join Date: 23-06-14
 Posts: 48

CM Scout Intrinsic

Hi,

I developed new CM Scout-like app named CM Scout Intrinsic. Developed for myself, but decided to release the app for everyone. The app works only on Windows 10 and can be downloaded from Microsoft Store.



The main feature of the app is the possibility to view intrinsic values and search players based on intrinsic values. You can create persistent filters which will be saved between the app launches. Also you can create custom weights sets for rating calculation as in the CM Agent. But unlike CM Agent you can have several weights sets and easily switch between them.

Some notes:

- tested with 3.9.68 saves
- only uncompressed saves are currently supported
- to rename filter or weights set please tap on the name at the top of the window
- you can edit weights set in the app or export it, edit txt and import back to the app
- after installing the app, you will see two weights sets: my default weights set and weights set from CM Scout (excluding weights for current ability, left and right foos which CM Scout also uses)

Thanks,
 Vladimir

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

Spectral

09-05-18, 10:22 AM

#2

Rodry97
 Coach

Join Date: 27-03-12
 Posts: 232

Great job!
 Version from win 7. Please

10-05-18, 11:12 AM

#3

vfilatov

Youth Team Player

Join Date: 23-06-14
 Posts: 48

Originally Posted by **Rodry97**

Version from win 7. Please

Sorry, there are no plans to support Windows 7 currently.

17-05-18, 10:50 AM

#4

^Jack^
Decent Young Player

Join Date: 12-08-12
Posts: 87

tried this out, got an error while loading saved games although they're uncompressed

17-05-18, 11:01 AM

#5

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **^Jack^**

tried this out, got an error while loading saved games although they're uncompressed

Could you please provide a link to your save?

31-05-18, 07:08 PM

#6

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

The app has been updated. Fixed bug with loading for some saves.

09-06-18, 09:09 AM

#7

^Jack^
Decent Young Player

Join Date: 12-08-12
Posts: 87

it's fine now, great work!

12-06-18, 11:16 AM

#8

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

Very nice work. It's nice to have a tool like this that doesn't look like it's been made 20 years ago 😊

12-06-18, 11:58 AM

#9

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

One little bug. If you change your main CM directory the app will no longer load due to keeping the directory path history of where the previous save games were situated.

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12-06-18, 03:02 PM

#10

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **Dermotron**

One little bug. If you change your main CM directory the app will no longer load due to keeping the directory path history of where the previous save games were situated.

Thanks for your feedback. The bug has been fixed. You will see the app update in the Microsoft Store soon.

12-06-18, 03:24 PM

#11

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Can we make suggestions here too? CA and PA ranges would be handy 🙏

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12-06-18, 03:54 PM

#12

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **Dermotron**

Can we make suggestions here too?

Yes, of course. I don't promise to implement all suggestions quickly, but I will take them into account in future releases.

12-06-18, 06:34 PM

#13

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

Current and potential ability as one of the filter parameters would be nice. And the filter could have lowest age set to 13-14, instead of 0, would make things a bit quicker.

And how do you scroll down when you click on a player?

Creativity	241	Marking	232	Work Rate	11
Crossing	232	Off The Ball	54		
Decisions	230	Pace	15	Right Foot	20
Determination	4	Passing	215	Left Foot	9
Dribbling	237	Positioning	230		
Finishing	39	Reflexes	226		
Adaptability	8	Professionalism	4	Right Side	0
Ambition	9	Sportsmanship	2	Left Side	0
Consistency	8	Temperament	8	Centre Side	20
Corners	9	Throw Ins	26		
Dirtytiness	8	Versatility	8	Goalkeeper	0
Important Matches	6			Sweeper	0
Injury Proneness	6	Current Ability	84	Defender	0
Loyalty	4	Potential Ability	88	Defensive Midfielder	0
Natural Fitness	12			Attacking Midfielder	0
One On One	221	Current Reputation	2200	Attacker	20

Forward (Centre)

Side Position Rating

12-06-18, 07:28 PM

#14

pegaso
Decent Young Player


Join Date: 29-04-17
Posts: 67

Hey, great app, I really liked it.



If I can make suggestions, it would make that even the original cm scout, can filter by contract, by value ...

12-06-18, 08:40 PM

#15

vfilatov 
Youth Team Player



Join Date: 23-06-14
Posts: 48

 Originally Posted by **AtomicAnt** 
Current and potential ability as one of the filter parameters would be nice.



It will be implemented in the next release.

 Originally Posted by **AtomicAnt** 
And the filter could have lowest age set to 13-14, instead of 0, would make things a bit quicker.

I think, 0 is more suitable and original CM Scout also uses 0 by default.

 Originally Posted by **AtomicAnt** 
And how do you scroll down when you click on a player?


Unfortunately, there is no scroll here. I define layout for a minimum window height of 768 pixels. What is the resolution of your screen, can you increase the height of the app window?

 Originally Posted by **pegaso** 
it would make that even the original cm scout, can filter by contract, by value ...

It will be implemented in one of the future releases.

12-06-18, 10:10 PM

#16

pegaso 
Decent Young Player

Join Date: 29-04-17
Posts: 67


@vfilatov thanks, Is this table in accordance with CA15?

13-06-18, 08:26 AM

#17

AtomicAnt 
Backup Player


Join Date: 06-03-12
Posts: 705

 Originally Posted by **vfilatov** 
Unfortunately, there is no scroll here. I define layout for a minimum window height of 768 pixels. What is the resolution of your screen, can you increase the height of the app window?



Its 768 and therefore I can not increase the height. But I'm guessing the last line (that can be seen partially in my screenshot) is the bottom line, the one with "one on ones", "current rep" and "attacker"? If so, scrolling is not necessary. 😊

13-06-18, 10:13 AM



#18

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

 Originally Posted by **pegaso** 
Is this table in accordance with CA15?

Maybe I didn't understand your question... I used this table and other info from the forum when I created my default weights set. But anyone can create their own weights set (and share it using 'Export' button in the app).

 Originally Posted by **AtomicAnt** 
Its 768 and therefore I can not increase the height. But I'm guessing the last line (that can be seen partially in my screenshot) is the bottom line, the one with "one on ones", "current rep" and "attacker"?

Most likely, the height of your window is less than 768 pixels because Windows Taskbar takes some space. I will try to fix layout in the next release. You can see the current full layout [in the screenshot](#).

13-06-18, 08:29 PM

#19

vfilatov 

Join Date: 23-06-14

The app has been updated to version 5. You will see the update in the Microsoft Store soon.

- added filter by CA/PA
- changed player profile layout for a small window height

15-06-18, 09:36 PM

#20

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

I've always wondered how the rating (%) is calculated?

16-06-18, 07:55 AM

#21

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **AtomicAnt**
I've always wondered how the rating (%) is calculated?

For each attribute with value **v** and weight **w** we calculate the weighted value **k** as
 $k = (v / 20) * w$
 Then we summarize all the weighted values and divide by the sum of the weights.
 Below the sample for two attributes.

```
Code:
      k = v * w
Passing  9  18/20  10
Long Shots 1  5/20  4
-----
      10 / 14 = 0.71 * 100 = 71%
```

Note: for Dirtiness and Injury Proneness if real value is **v** we use **21 - v** as **v** in the formula because a smaller value is better for these attributes.

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

MadScientist

16-06-18, 09:25 AM

#22

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

Purely based on attributes then, CA/PA does not matter? And different **w** for each position? Finishing has a high value **w** for attacker and low for defender, and so on?

16-06-18, 07:26 PM

#23

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **AtomicAnt**
*Purely based on attributes then, CA/PA does not matter? And different **w** for each position? Finishing has a high value **w** for attacker and low for defender, and so on?*

Yes to all questions.

18-06-18, 12:05 PM

#24

Dermotron
Sir Mergements
Director
Manager
VIP
Captain


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

Just loaded v5, very nice having the CA and PA range chosers 🍷

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19-06-18, 04:29 PM

#25

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

The app has been updated to version 6. You will see the update in the Microsoft Store soon.

- added 'Contract' tab to the player profile
- added several filters by contract (not all filters from CM Scout implemented yet)
- minor improvements and bug fixing

Page 1 of 7 **1** 2 3 4 5 ... Last

« Better Oilly or X64 to modify the exe? | UEFA Cup Winners Cup/Conference League »

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

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Forum CM 01/02 Updates Patches CM Scout Intrinsic

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Thread: CM Scout Intrinsic

Thread Tools

19-06-18, 05:10 PM

#26

Dermotron
 Sir Mergements
 Director
 Manager
 VIP
 Captain

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

Filtering by Continent would be a thing of beauty. Mainly because there isn't a single CM related tool or program that does it for players

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19-06-18, 05:15 PM

#27

vfilatov
 Youth Team Player

Join Date: 23-06-14
 Posts: 48

Originally Posted by **Dermotron**
Filtering by Continent would be a thing of beauty.

How are you going to use filtering by Continent? 😊

27-06-18, 09:11 PM

#28

dilson84
 Hot Prospect for the Future

Join Date: 08-03-12
 Location: Angola
 Posts: 108

Is it available only for Windows 10?

28-06-18, 07:36 AM

#29

vfilatov
 Youth Team Player

Join Date: 23-06-14
 Posts: 48

Originally Posted by **dilson84**

Is it available only for Windows 10?

Yes.

28-06-18, 08:58 AM

#30

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **vfilatov**

How are you going to use filtering by Continent? 😊

For review and updating of live database 😊

By division would probably more useful though

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29-06-18, 02:17 PM

#31

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

The app has been updated to version 7. You will see the update in the Microsoft Store soon.

Added comparison feature. It looks like in-game comparison but I show all attributes and compare based on normalized intrinsic values. Please look at the [screenshot](#).

You can also switch between positions and the most important attributes for each positions will be highlighted (using bold font). I take most important attributes for each position from current weights set - the first 10 attributes with the maximum weight will be highlighted.

To add a player to the comparison, use right mouse button click (or long tap for touch screen devices) in the Search Result Window. The Comparison Panel will be shown at the bottom of the window. Select a second player for comparison in the same way and click on the "Compare" button on the Panel. Please look at the [screenshot](#).

04-07-18, 06:37 PM

#32

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

The app has been updated to version 8. You will see the update in the Microsoft Store soon.

Added filter by transfer status.

Added filter by division.

Fixed minor bug.

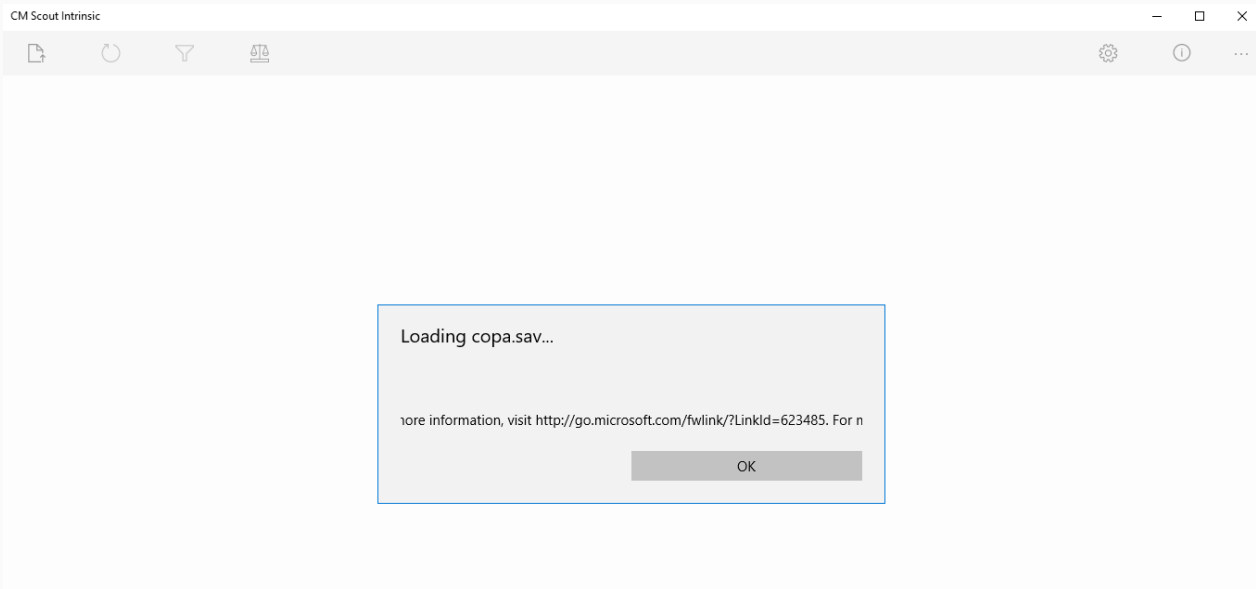
08-07-18, 11:32 PM

#33

pegaso
Decent Young Player

Join Date: 29-04-17
Posts: 67


i am with this error in every save





Last edited by pegaso; 09-07-18 at 12:07 AM.

09-07-18, 09:13 AM

#34

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

 Originally Posted by **pegaso** 
i am with this error in every save



Could you please provide a link to your save?

09-07-18, 06:15 PM

#35

pegaso 
Decent Young Player

Join Date: 29-04-17
Posts: 67


 Originally Posted by **vfilatov** 
Could you please provide a link to your save?

sure

<https://www.sendspace.com/file/05vvw8>

09-07-18, 08:37 PM

#36

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **pegaso**

sure

<https://www.sendspace.com/file/05vww8>

Your save contains players who were signed before birth 😊

Alessandro Montesi (Lupa Roma)

Alessandro Montesi (Lupa Roma)

Born 14.5.2016 (Age 2). Italian.

Profile Hidden **Contract** Transfer

Type	Part Time Contract
Wages	J300 per week
Started	<u>18.2.2015</u>
Protected	No (At least 2 years since start of contract)
Expires	22.6.2021
Squad Status	This player is important first team player
Bonuses	None
Clauses	None

Defender (Right/Left)

The app doesn't handle this situation correctly.
Fixed in the version 9. You will see the update in the Microsoft Store soon.

09-07-18, 08:50 PM

#37

pegaso
Decent Young Player

Join Date: 29-04-17
Posts: 67

Originally Posted by **vfilatov**

Your save contains players who were signed before birth 😊

Alessandro Montesi (Lupa Roma)

Alessandro Montesi (Lupa Roma)

Born 14.5.2016 (Age 2). Italian.

Profile Hidden **Contract** Transfer

Type	Part Time Contract
Wages	J300 per week
Started	<u>18.2.2015</u>
Protected	No (At least 2 years since start of contract)
Expires	22.6.2021
Squad Status	This player is important first team player
Bonuses	None
Clauses	None

Defender (Right/Left)

The app doesn't handle this situation correctly.
Fixed in the version 9. You will see the update in the Microsoft Store soon.

thank you! awesome work!

13-07-18, 11:13 PM

#38

hawthorino
Youth Team Player

Join Date: 27-03-12
Posts: 36

Hi guys,

Super work btw

Having a wee look through one of my saved games on this new intrinsic scout.

Found a guy with 77 of the ball and 44 finishing..... am I right in saying he could be incredible given these 2 important stats are out of this world?


cheers

14-07-18, 12:14 AM

#39

GFRay 
VIP

Join Date: 11-03-12
Location: The Netherlands
Posts: 5,651

Originally Posted by **hawthorino** 

Hi guys,

Super work btw

Having a wee look through one of my saved games on this new intrinsic scout.

Found a guy with 77 of the ball and 44 finishing..... am I right in saying he could be incredible given these 2 important stats are out of this world?

cheers


What are his Anticipation and Pace values?

But yeah those two you mentioned are insane for goalscorers.

Go check out my [YouTube](#) channel with lots of CM 01-02 related video's!

31-07-18, 03:51 PM

#40


buddilove 
Youth Team Player

Join Date: 25-07-18
Posts: 1

Does anyone have any search filters for each position? Just to use as a guide

25-08-18, 05:16 PM

#41


Alygator 
Youth Team Player

Join Date: 23-08-18
Posts: 1

Great application, well done ! But in my case the search filter is not working properly. For example, when i try to list strikers with above 16 finishing (thats the only search option i put), its only listing 23 players and mostly from low reputation teams and low potential abilities. No strikers from top teams, such as Lewandowski or Costa (both have 20 finishing). Im tryin to figure out if i am doing something wrong, any ideas ??

25-08-18, 08:41 PM

#42

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

Alygator, the app uses intrinsic values when applying filters. Intrinsic values have range [-128, 127], but the app normalizes this range to the range [1, 20]. You can read more about intrinsic values in [this thread](#).

14-10-18, 09:00 AM

#43

BeezerCeltic1967 
Director

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

Hi,

Is there any way you would be able to search for managers at all? can that even be done?

cheers

14-10-18, 09:17 AM

#44

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

There is no way to search for managers now.
I have no plans to add this feature in the near future.

14-10-18, 09:41 AM

#45

BeezerCeltic1967 ◊
Director

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

ok pal,
thanks anyway 😊👍

06-11-18, 09:04 PM

#46

MadScientist ◊
Director

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

nice app, simply great app. I love using it in some of my savegames when i allow cheating, then I use it instead of the game player screen, because intrinsic atts are much more representative of player's performance than normal atts.

Any plans to make it open source? Maybe put on github? I would colaborate with code for more features and improvements as im programer too.

I suggest two improvements which should be simple to do:

- Option to hide CA and or PA, because sometimes I like to see the player intrinsic attributes but i dont like to know the PA of the player as i feel im cheating too much 😊
- Allow bigger weight vallues, currently max is 25 but I would like to put very high values like 1000

Edit: found a way to use values bigger than 25: export the set to txt file, edit manually, then reimport. But only works for values up to 255. I would like 1000.

Last edited by MadScientist; 25-11-18 at 07:37 PM. Reason: Found way for values bigger than 25

08-11-18, 11:23 PM

#47

MadScientist ◊
Director

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

Originally Posted by **buddilove**

Does anyone have any search filters for each position? Just to use as a guide

Not a search filter but Im sharing the weights set i use in this app for my savegames.

To use it, paste it into a txt file and import iinto the weights tab of this app. Feel free to edit it as you prefer and im happy to listen opinions.

Warning: you will find lots of Tsigalkos using this set! Dont cheat too much! 😊

Code:

MadScientist	GK	D	DM	M	AM	A	WB
Anticipation	10	25	15	5	3	10	15
Creativity	0	0	5	100	250	15	25
Crossing	0	0	0	1	25	5	200
Decisions	10	15	8	5	3	10	10
Dribbling	0	0	5	50	250	100	50
Finishing	0	0	1	10	50	250	3
Heading	0	10	5	5	5	50	1
Long Shots	0	0	5	25	100	50	10
Marking	0	150	50	5	0	0	25
Off The Ball	0	0	0	10	50	250	5
Passing	5	15	50	250	250	25	50
Penalties	0	0	0	0	0	0	0
Positioning	75	250	250	25	0	0	250
Tackling	5	200	150	15	0	0	100
Throw Ins	0	0	0	0	0	0	20
Handling	250	0	0	0	0	0	0
One On Ones	75	0	0	0	0	0	0
Reflexes	75	0	0	0	0	0	0
Acceleration	15	15	10	10	30	20	20
Agility	75	5	7	10	20	10	7
Balance	10	10	10	10	20	10	10
Corners	0	0	0	0	0	0	0
Flair	0	0	0	10	75	25	1
Injury Proneness	15	5	5	1	1	5	10
Jumping	75	50	25	10	1	50	25
Natural Fitness	0	2	2	1	4	2	5

Note: the 'D' column is intended for central defenders only. For right and left defenders, use the values from the 'WB' column.

Note 2: there is a contradiction in the official guides of the game about these 3 attributes:

- one on ones: in a place it says its for GK only, but in other place it says its for outfield players too. For this weight set im assuming its Gk only (but im almost convinced the true is its important for outfield players too).
- set pieces: in a place it says its important for who kick the free kicks, but in othrr place it says its related to positioning of players during free kicks, so that would be important for all players including goalkeepers. For this weight set im assuming it only related to who kicks free kicks (but im almost convinced its not).
- agression: some say its violence, other says its how the player goes into disputes for the ball, othrr says its how objectively the player tries to goes in the direction of the opponent goal with the ball on his foot. For this weight set im assuming its the last two.

Hopeful one day will find the true about those 3 attributes!

Last edited by MadScientist; 03-01-19 at 02:25 PM. Reason: adjust acceleration

12-11-18, 11:04 AM

#48

qellu

Youth Team Player

Join Date:
Posts:

01-10-13
3

Amazing application sir ! Would be cool if you guys can share your "weight filters" here, just for science you know 😊

Last edited by qellu; 12-11-18 at 11:29 AM.

14-11-18, 07:41 PM

#49

MadScientist

Director

Join Date:
Location:
Posts:

26-09-18
Brazil
882

another idea for next version is filter by reputation becoz i have no money and only low rep players want to join.
Or, is it possible to add filter to filter by players who are interested in join my club, like in the player and staff search screen?

17-11-18, 11:42 PM

#50

MadScientist

Director

Join Date:
Location:
Posts:

26-09-18
Brazil
882

I dont understand the 'transfer arranged' checkbox, it has 3 states, i untick it but still players with transfer arranged appears?

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Thread: CM Scout Intrinsic

Thread Tools

18-11-18, 09:26 AM

#51

samsami
VIP

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

Originally Posted by vfilatov

For each attribute with value v and weight w we calculate the weighted value k as $k = (v / 20) * w$. Then we summarize all the weighted values and divide by the sum of the weights. Below the sample for two attributes.

Code:

	k	=	v	*	w	
Passing	9		18/20	*	10	
Long Shots	1		5/20	*	4	
		10		/	14	= 0.71 * 100 = 71%

Note: for Dirtiness and Injury Proneness if real value is v we use $21 - v$ as v in the formula because a smaller value is better for these attributes.

Scout Rating is different from the Scout Rating percentage in CMScout, I noticed? In simple English, how important is scout rating actually, compared to CA/PA or attributes?

Also the in-game attributes for **positioning** (and note that this only applies to goalkeepers!) are totally different from the positioning attributes for goalkeepers in CMScout. There may be other discrepancies as well, but if there are I have not found those yet.

Last edited by samsami; 18-11-18 at 10:43 AM.

18-11-18, 01:37 PM

#52

MadScientist
Director

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

Originally Posted by samsami

Scout Rating is different from the Scout Rating percentage in CMScout, I noticed? In simple English, how important is scout rating actually, compared to CA/PA or attributes?

Also the in-game attributes for **positioning** (and note that this only applies to goalkeepers!) are totally different from the positioning attributes for goalkeepers in CMScout. There may be other discrepancies as well, but if there are I have not found those yet.

I dont know about cm scout because i only use this cm scout intrinsic. I just know cm scout uses in game attributes while cm scout intrinsic uses intrinsic attributes.

If you use a good weight set in cm scout intrinsic, then the scout rating in cm scout intrinsic is much more important to determine a player performance than ca and pa and than in game attributes, because intrinsic attributes are much more representative of a player performance than ca and pa and than in game attributes.

As for your positioning comment,do you mean cm scout or cm scout intrinsic? If its cm scout then its strange, it should be equal of in game. If cm scout intrinsic, then thats expected, all ca15 in game attributes are different than the ca15 shown in cm scout intrinsic.

samsami ◊
VIP

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

Originally Posted by **MadScientist** ◊

I dont know about cm scout because i only use this cm scout intrinsic. I just know cm scout uses in game attributes while cm scout intrinsic uses intrinsic attributes.

If you use a good weight set in cm scout intrinsic, then the scout rating in cm scout intrinsic is much more important to determine a player performance than ca and pa and than in game attributes, because intrinsic attributes are much more representative of a player performance than ca and pa and than in game attributes.

As for your positioning comment,do you mean cm scout or cm scout intrinsic? If its cm scout then its strange, it should be equal of in game. If cm scout intrinsic, then thats expected, all ca15 in game attributes are different than the ca15 shown in cm scout intrinsic.

No, I have CM Scout Intrinsic with **CA15 attributes viewmode** set to show **In Game** values (as they appear in the game) so all the values are exactly like in CM Scout. However positioning (for goalkeepers only) is way off in CM Scout Intrinsic. That must be a bug, if I'm not mistaken.

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

MadScientist ◊
Director

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

Originally Posted by **samsami** ◊

No, I have CM Scout Intrinsic with CA15 attributes viewmode set to show In Game values (as they appear in the game) so all the values are exactly like in CM Scout. However positioning (for goalkeepers only) is way off in CM Scout Intrinsic. That must be a bug, if I'm not mistaken.

That must be a bug then indeed.

samsami ◊
VIP

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

Originally Posted by **MadScientist** ◊

That must be a bug then indeed.

Unless I'm missing something, yes. Hope it can be fixed then.

samsami ◊
VIP

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

Question:

How come the best player in my current Feyenoord story (Robin van Persie) scores so low in CM Scout and in CM Scout Intrinsic and in Mad Scientist's wight set while his average rating in my save game is clary the highest (and he is the top scorer and he provides assists.)

I must say the game is realistic but the scouting percentages are far too low. How can that be?

samsami ◊
VIP

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

Originally Posted by **samsami**

Question:

How come the best player in my current Feyenoord story (Robin van Persie) scores so low in CM Scout and in CM Scout Intrinsic and in Mad Scientist's wight set while his average rating in my save game is clarly the highest (and he is the top scorer and he provides assists.)

I must say the game is realistic but the scouting percentages are far too low. How can that be?

(Is it because the app uses Intrinsic Normalised values for filters? Because when I look at the Intrinsic Normalised atts for Van Persie they are way lower than his in-game attributes. But if that's the reason, what's the use/purpose of those Intrinsic Normalised values??)

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

19-11-18, 01:13 PM

#58

MadScientist
Director

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

Originally Posted by **samsami**

Question:

How come the best player in my current Feyenoord story (Robin van Persie) scores so low in CM Scout and in CM Scout Intrinsic and in Mad Scientist's wight set while his average rating in my save game is clarly the highest (and he is the top scorer and he provides assists.)

I must say the game is realistic but the scouting percentages are far too low. How can that be?

The scout percentages are low (normally bellow 60, far from 100) for all players in my weight set but thats on purpose, because i put lots of attributes into consideration in my weight set so it will never classify any players with a rating near 100 because its a very rigorous weight set.

So, it doesnt matter how close the scout percentage of a player is to 100. What matters is how close it is to the best scouting percentages of the players from the same position in the same weight set.

For example, lets say van persie percentage in his position is 55. To know if it is a good percentage, you need to compare with the scouting percentages of the other players from his same position using the same weight set. If he is a great player he should have one of the best scouting percentages of his position, even if thats a low percentage (far from 100).

If thats not the case with van persie, please let me know and share a screenshot of his attributes in cm scout intrinsic so that i can adjust my weight set, as i know its still far from perfect.

19-11-18, 01:46 PM

#59

samsami
VIP

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

Okay, here goes:

Ratings with your weight set:

Rating ▼		Name	Nation	Club	Position	Age	CA	PA
54.01	A	Summerville Crysencio	NED	Feyenoord	F RC	17	88	140
50.14	A	van Persie Robin	NED	Feyenoord	AM/F C	35	143	168
48.60	A	El Hankouri Mo	NED MAR	Feyenoord	F RLC	21	122	145

My start player:

Action ▼

9. Robin van Persie (Feyenoord)

Profile
Injuries & Bans
Contract
Transfer
History

Born 6.8.83 (Age 35). Dutch (102 caps/50 goals).

Acceleration	12	Flair	18	Set Pieces	16
Aggression	12	Handling	1	Stamina	11
Agility	14	Heading	13	Strength	17
Anticipation	12	Influence	20	Tackling	9
Balance	12	Jumping	18	Teamwork	18
Bravery	16	Long Shots	14	Technique	18
Creativity	13	Marking	9	Work Rate	16
Crossing	12	Off The Ball	14	Preferred Foot	Either
Decisions	14	Pace	12	Form	8-10-8-6-8
Determination	16	Passing	13	Morale	Superb
Dribbling	12	Positioning	6	Condition	75%
Finishing	14	Reflexes	2		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	1	0	0	0	81%	1.0	0.0	-	7.00
League	5	5	2	2	82%	1.0	2.0	85%	8.80
Cup	1	1	0	0	82%	2.0	1.0	50%	7.00
Continental	1	0	0	0	67%	0.0	1.0	66%	6.00
International	-	-	-	-	-	-	-	-	----
Senior Club	7	6	2	2	80%	1.0	1.7	80%	8.14

The striker for our Reserves, whose scouting rating is better than Van Persie's (also in the App with the CM Scout set and with the Default set) but in CM Scout itself Van Persie's rating is ten points higher!!

Action ▼

35. Crysencio Summerville (Feyenoord Reserves)

Profile
Injuries & Bans
Contract
Transfer
History

Born 30.1.01 (Age 17). Dutch.

Acceleration	7	Flair	14	Set Pieces	15
Aggression	12	Handling	1	Stamina	16
Agility	16	Heading	7	Strength	14
Anticipation	10	Influence	8	Tackling	7
Balance	9	Jumping	12	Teamwork	14
Bravery	9	Long Shots	11	Technique	15
Creativity	8	Marking	7	Work Rate	16
Crossing	10	Off The Ball	9	Preferred Foot	Right Only
Decisions	10	Pace	12	Form	6-9-6-7-8
Determination	16	Passing	10	Morale	Superb
Dribbling	19	Positioning	8	Condition	92%
Finishing	12	Reflexes	4		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	5	3	0	1	66%	0.4	0.8	60%	7.20

I think 50.14 is a fairly good rating for an attacker in my weight set. Crysencio has an insane intrinsic for dribbling and great intrinsic for finishing, he is probably going to be a freak if you put him to play more constantly. Looking at those screenshots i think the scout ratings are as expected, but i would be interested to see van persie intrinsic attributes screenshot from cm scout intrinsic to analyse better.

The default sets of this app have very low weights, max 25, so they arent very accurate in my opinion, so my set has 250 value and i think is more accurate.

The cm scout app only uses in game atts, not intrinsic, that why it cant detect crysencio is a freak.

19-11-18, 02:17 PM

#61

samsami ◊
VIP

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

Aha, now I understand. So his intrinsic for dribbling and for finishing indicate that he is an extremely talented attacker who might become a star player. Well, we'll see.

21-11-18, 02:24 PM

#62

samsami ◊
VIP

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

Am I right in assuming that CM Scout 'calculates' how good a player is **right now** solely based on his current attributes, while CM Scout Intrinsic calculates how good a player will **become** solely based on his intrinsic value?

That would explain a lot.

Having said that, how they really perform depends on many more factors: Their 'happiness', their 'current form', the formation, the combination of players, etc. Much like in real life 😊

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21-11-18, 04:39 PM

#63

MadScientist ◊
Director

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

Originally Posted by samsami ◊

*Am I right in assuming that CM Scout 'calculates' how good a player is **right now** solely based on his current attributes, while CM Scout Intrinsic calculates how good a player will **become** solely based on his intrinsic value?*

No, both calculate for now, not future. Cm scout uses solely in game attributes. Cm scout intrinsic uses solely intrinsic attributes (except for non CA15 atts). Intrinsic attributes should be more accurate than in game attributes to determine a player current performance as per experiments that can be found in this forum (but still there are many things not yet fully understood about those different types of attributes and how they affect players performance, so there is room for new discoveries). And it also depends if you use a good weight set, and no one knows exactly what is a good weight set because theres many things in the match engine that noone knows how they really works.

Originally Posted by samsami ◊

Having said that, how they really perform depends on many more factors: Their 'happiness', their 'current form', the formation, the combination of players, etc. Much like in real life 😊

Exactly, you are absolutely right. In the end, there is no way to say which player is better just based on attributes, be it intrinsic or not. There is a lot more factors to determine if a player is good or not, not only the attributes. For example, sometimes in real life a player is playing really great games, then the club changes the manager, and suddenly the player starts performing very badly. The same thing happens in the game. So the tools just give you a rough estimation of how good a player is in theory. In practice, its a matter of trying, and making the right use of the players you have based on their characteristics, and a lot more factors, just like in real life.

21-11-18, 05:08 PM

#64

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Looking forward to trialling some of the players your weights list finds. Found a DC with a 60+ Rating but 5 for jumping, 7 for strength and 4 for aggression. That will be an interesting test (he's got 59 as an intrinsic for tackling 🏆)

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

21-11-18, 06:17 PM

#65

MadScientist ◊
Director

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

Originally Posted by **Dermotron** 🏆

Looking forward to trialling some of the players your weights list finds. Found a DC with a 60+ Rating but 5 for jumping, 7 for strength and 4 for aggression. That will be an interesting test (he's got 59 as an intrinsic for tackling 🏆)

That will be interesting indeed. Whats his positioning? In real life, reminds me of Mauro Galvão, one of best DCs ever in brazil, very weak and small, he had insane positioning and tackling and mental atts. He knew all the shortcuts in the field. Hoppefully that can happen in game too. Just dont put him to play with another short dc, and dont put him to mark the big guys!

About agression, its one of the 3 mysterious atts i mentioned. There is not much evidence if its important fordefensive or attacking in the game. Per somemessages that appear in the game, it seems to me its more attacking related so i didnt put big weight on it for DCs.

Last edited by MadScientist; 21-11-18 at 06:28 PM.

21-11-18, 09:16 PM

#66

MadScientist ◊
Director

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

One more thing i would like to add to this conversation, i think its very important and explains some different types of players and how intrinsic atts can be actually a realistic thing perhaps planned by the game developers:

- Players like van persie: They have high CA, good intrinsic for all his important atts (not bad, not freak, just good), great physical and mental atts. So, those players can be considered 'complete' players. This makes them to be very reliable and easy to use. Whatever instructions you give to them, whoever their oponents and teammates are, whichever tactic u use, whatever the situation is, you can even put them a little out of position, and u can rest assured they will perform well. Thats why they are so expensive, in the game and in real world, its sure they will be worth the money.

- Players like crycensio (from Sams screenshot) and the DC found by Dermo: They have low CA, freak intrinsic for 1 att, great intrinsic for another 1 or 2 atts, and the rest is really bad intrinsic atts, usually followed by bad physical and or mental atts. They are freaking specialists in one single thing and really bad in the rest. This makes them very unreliable and hard to use. They can perform like a beast (thats why their scouting percentages are usually higher than the van persie type of player), but only if you work hard to make sure to put him to play under the circumstances he needs to perform well. You need to give them the exact instructions that match their speciality, in the right tatic, in the perfect positio , with the right team mates, against the right oponents, you cant ask them to do anything out of their specialities, otherwise they will play like a bitch.

For example if you put crysencio, who has freak dribbling, great finishng and long shots intrinsic, but ask him to try trough balls passing, he will suck. Otherwise if you ask him to come fron behind, run with ball, and try ling shots, dont put him in wet games, and maybe put him near the opponent who has the yellow card, he will win the game for you better than any other player could do.

The same thing for Dermos DC. He can be a freak DC, one of the best in the world, but like Mauro Galvão, he needs a tall partner DC, he cant be asked to man mark the big opponent guys, the attacker team mates need to receive instruction to go to defense in defensive set pieces to help with aerial balls, your team will score less goals from comers, and a lot more requirements need to be met.

Thats why this type of player is much cheaper. They are always a risky purchase. They even may pass their entire careers unnoticed if they dont find a manager who knows how to play them. And if we stop to think, this happens a lot in real life. Some brazilian players can be example, anderson (ex man utd), oh man when he started his carrer he had such insane dribblig and pace, he could win a hard game alone, then he started playing to more demanding teams,being required to tactical instructikns, playing in mor defensive positions, now he is still young but playing bad in 2nd division of brazil, even forgot how to drbble due to no training. Ganso is another, started career as neymar teammate, everyone here said 'this neymar is good, but this ganso is a beast', but all his new managers requiring too many things from him, he only has insane creativity and paassing, the rest is shit, he only plays well if there is a neymar on his team otherwise noone will understand his creative passes. Today neymar is famous and ganso practically disappeared. Pato another example, and so on, those player are real life encarnations of low CA high intrinsic players.

I think the developers of the game made the intrinsic attributes hidden because in real life this type of thing is really hard to identify. Only sometimes some managers in real life can identify it in some players. Understanding how intrinsic atts work in the game engine and making them visible allows you to defeat a team of CA 200 with a team of CA 1 (if your CA 1 players have freak intrinsic and if you make good use of your players). Some people say its not realistic, but if a manager could make this 'visualization cheat' in real life perhaps he could defeat a team of world class players with a team of failed stars, thats my analogy at least.

Of course there are more types of players than this, in game and in real life, you can even have a combination of types in a single player, anyway that was just to try to explain how intrinsic atts can actually be a realistic thing and possible that was what the developers of the game had in mind with intrinsic atts, and also to explain how to read the scout percentages.

Last edited by MadScientist; 22-11-18 at 12:38 PM.

22-11-18, 08:30 AM

#67

samsami ◊
VIP

Join Date: 27-10-14
Location: The Netherlands

I hope you're right 😊

There are some who say that the game engine is absurdly simple and we are making things up in our minds because we like to think the engine is brilliant.

The fact remains that unexpected things happen to make players succeed and we don't know why (like Jason Steele in my Blackburn Rovers story who had mediocre attributes but became a world class player so I never needed to find a better goalkeeper) and I like that!

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22-11-18, 10:27 AM

#68

samsami ◊
VIP

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

Originally Posted by MadScientist ▶

CM scout intrinsic uses solely intrinsic attributes (except for non CA15 atts). Intrinsic attributes should be more accurate than in game attributes to determine a player current performance as per experiments that can be found in this forum (but still there are many things not yet fully understood about those different types of attributes and how they affect players performance, so there is room for new discoveries). And it also depends if you use a good weight set, and no one knows exactly what is a good weight set because there's many things in the match engine that no one knows how they really works.

Yes, for CA15 attributes CM Scout Intrinsic uses so-called "Intrinsics Normalised" attributes.

In my save-file the consequence is that:

1. Robin van Persie's finishing (14 in-game) becomes **9** because of the intrinsic value of 244 (or -12)
2. Crysencio Summerville's finishing (12) becomes **11** because of the intrinsic value of 1

In other words, in game attributes mean very little!!

Samsami Sungo's Career

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22-11-18, 12:44 PM

#69

MadScientist ◊
Director

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

Originally Posted by samsami ▶

I hope you're right 😊

There are some who say that the game engine is absurdly simple and we are making things up in our minds because we like to think the engine is brilliant.

Exactly. I am probably overthinking the game engine 🤖 , but imagination plays a key role in this game, thats our way to appreciate it ! 🙌😊

22-11-18, 01:05 PM

#70

jacobclear ◊
Not Needed at the Club

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

Originally Posted by **samsami**

Yes, for CA15 attributes CM Scout Intrinsic uses so-called "Intrinsics Normalised" attributes.

In my save-file the consequence is that:

1. Robin van Persie's finishing (14 in-game) becomes **9** because of the intrinsic value of 244 (or -12)
2. Cryscencio Summerville's finishing (12) becomes **11** because of the intrinsic value of 1

In other words, in game attributes mean very little!!

My apologies, but that made no sense.

Sent from my HUAWEI Y560-L02 using Tapatalk

22-11-18, 01:14 PM

#71

samsami
VIP

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

Originally Posted by **jacobclear**

My apologies, but that made no sense.

Sent from my HUAWEI Y560-L02 using Tapatalk

Looking at my players from within the game Van Persie has 14 for finishing and young Summerville has 12 so he needs to develop more.

CM Scout confirms that. Taken all atts into account (not only finishing) Van Persie scores almost ten points higher (69.43 vs 58.59)

CM Scout Intrinsic looks at the Intrinsic Scores rather than the regular attributes and claims that young Summerville should be taken far more more seriously 😊

Last edited by samsami; 22-11-18 at 03:35 PM.

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22-11-18, 02:49 PM

#72

MadScientist
Director

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

Originally Posted by **samsami**

Yes, for CA15 attributes CM Scout Intrinsic uses so-called "Intrinsics Normalised" attributes.

In my save-file the consequence is that:

1. Robin van Persie's finishing (14 in-game) becomes **9** because of the intrinsic value of 244 (or -12)
2. Cryscencio Summerville's finishing (12) becomes **11** because of the intrinsic value of 1

In other words, in game attributes mean very little!!

Originally Posted by **jacobclear**

My apologies, but that made no sense.

Sent from my HUAWEI Y560-L02 using Tapatalk

I know intrinsic attributes are a confusing thing, but what samsami said is true. Although van persie finishing in game is 14 and cryscencio is 12, cryscencio finishing is actually better than vanpersie because what matters most for the game engine is the hidden intrinsic value of the finishing attribute (which is higher for cryscencio: 1 > -12) and not the visible in game value. That's why players with poor in game attributes sometimes are so freak in this game, like tsgalko and to madeira. In a first glance it appears nonsense, but that's how the engine works, and as u get used to it and understand more how intrinsic atts work, it may start making more sense, and may even look a realistic thing depending on how you look at it.

Last edited by MadScientist; 22-11-18 at 04:00 PM.

22-11-18, 03:36 PM

#73

samsami
VIP

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

Originally Posted by **MadScientist**

I know intrinsic attributes are a confusing thing, but what samsami said is true. Although van persie finishing in game is 14 and cryscencio is 12, cryscencio finishing is actually better than vanpersie because what matters most for the game engine is the hidden intrinsic value of the finishing attribute (which is higher for cryscencio: 1 > -12) and not the visible in game value. Thats why players with poor in game attributes sometimes are so freak in this game, like tsigalko and to madeira. In a first glance it appears nonsense and unrealistic, but thats how the engine works, and as u get used to it and understand it more, it may start making more sense, and may even look a realistic thing depending on how you look at it.

As long as you don't think that the in-game attribute indicates all there is to know!

Samsami Sungo's Career

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18-12-18, 06:58 PM

#74

probs
Youth Team Player

Join Date: 30-03-12
Location: Cracow , Poland
Posts: 32

Trying to run this tool I've got: **Arg_ArguemntOutOfRangeException** What could possibly the reason for this even when running every uncopressed save as anticipated?

18-12-18, 08:26 PM

#75

MadScientist
Director

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

Originally Posted by **probs**

*Trying to run this tool I've got: **Arg_ArguemntOutOfRangeException** What could possibly the reason for this even when running every uncopressed save as anticipated?*

I get the same error when i open save game from .60 game version. It seems this tool doesn't work with .60 version, only works with .65 or above. Is that your case?

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« Better Ollly or X64 to modify the exe? | UEFA Cup Winners Cup/Conference League »

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Thread: CM Scout Intrinsic

Thread Tools ▾

19-12-18, 02:54 PM

#76

probs ◦
Youth Team Player

Join Date: 30-03-12
Location: Cracow , Poland
Posts: 32

Originally Posted by **MadScientist** ▾

I get the same error when i open save game from .60 game version. It seems this tool doesn't work with .60 version, only works with .65 or above. Is that your case?

Ehh, now I don't wonder why the scientist is in your nick 😊 Of course you are right, with .68 version it works harmonically.

28-12-18, 10:50 PM

#77

samsami ◦
VIP

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

I have a suggestion to make to improve the app.

What's always annoyed me about **CMScout.exe** and now also about the **CM Scout Intrinsic app** is that the ratings (percentages) seem to imply that players can do well in virtually any position, like in this example:

Lutsharel Geertruida (Feyenoord)

Born 17/07/2000 (Age 18). Dutch.

Profile	Contract	Ratings
Goalkeeper		43.48
Defender		50.46
Defensive Midfielder		52.18
Midfielder		52.47
Attacking Midfielder		50.21
Attacker		49.98
Wing Back		52.67

Apart from goalkeeper, Geertruida scores just around 50% for **any** position. But is that realistic? Surely he is more handicapped when he plays as striker or as attacking midfielder?

In reality he is a defender (20) / (defensive) midfielder (17) so he should **not** play as winger, striker or attacking midfielder.

These are his details:

Playing/Squad Details			
Goalie	<input type="text" value="0"/>	Right	<input type="text" value="17"/>
Sweeper	<input type="text" value="0"/>	Left	<input type="text" value="0"/>
Defender	<input type="text" value="20"/>	Centre	<input type="text" value="20"/>
Def Mid	<input type="text" value="17"/>	Transfer Value (£)	
Midfielder	<input type="text" value="17"/>	<input type="text" value="1171483"/>	
Att Mid	<input type="text" value="0"/>		
Attacker	<input type="text" value="0"/>		
Wing Back	<input type="text" value="0"/>		

My suggestion, then, is to take the ratings above and divide those by 20 and then multiply by the position rating as follows:

	rating	/ 20	position	new rating
Goalkeeper	43.48	2.17	0	2.17
Defender	50.46	2.52	20	52.98
Defensive Midfielder	52.18	2.61	17	46.96
Midfielder	52.47	2.62	17	47.22
Attacking Midfielder	50.21	2.51	0	2.51
Attacker	49.98	2.50	0	2.50
Wing Back	52.67	2.63	0	2.63

This shows that his best position is as defender, second best as midfielder and third best as defensive midfielder.

Beter make the minimum score for position 10 so that those extremely low scores (now just over 2%) become scores between 20% and 30%

Does this make any sense?

Great suggestion, i would like to have that option in the app too

29-12-18, 12:21 AM

#79

scemoka
Backup Player

Join Date: 08-03-12
Posts: 596

Originally Posted by **samsami**

I have a suggestion to make to improve the app.

What's always annoyed me about **CMScout.exe** and now also about the **CM Scout Intrinsic app** is that the ratings (percentages) seem to imply that players can do well in virtually any position, like in this example:

Lutsharel Geertruida (Feyenoord)

Born 17/07/2000 (Age 18). Dutch.

Profile Contract Ratings

Goalkeeper	43.48
Defender	50.46
Defensive Midfielder	52.18
Midfielder	52.47
Attacking Midfielder	50.21
Attacker	49.98
Wing Back	52.67

Apart from goalkeeper, Geertruida scores just around 50% for **any** position. But is that realistic? Surely he is more handicapped when he plays as striker or as attacking midfielder?

In reality he is a defender (20) / (defensive) midfielder (17) so he should **not** play as winger, striker or attacking midfielder.

These are his details:

Playing/Squad Details			
Goalie	<input type="text" value="0"/>	Right	<input type="text" value="17"/>
Sweeper	<input type="text" value="0"/>	Left	<input type="text" value="0"/>
Defender	<input type="text" value="20"/>	Centre	<input type="text" value="20"/>
Def Mid	<input type="text" value="17"/>	Transfer Value (£)	
Midfielder	<input type="text" value="17"/>	<input type="text" value="1171483"/>	
Att Mid	<input type="text" value="0"/>		
Attacker	<input type="text" value="0"/>		
Wing Back	<input type="text" value="0"/>		

My suggestion, then, is to take the ratings above and divide those by 20 and then multiply by the position rating as follows:

	rating	/ 20	position	new rating
Goalkeeper	43.48	2.17	0	2.17
Defender	50.46	2.52	20	52.98
Defensive Midfielder	52.18	2.61	17	46.96
Midfielder	52.47	2.62	17	47.22
Attacking Midfielder	50.21	2.51	0	2.51
Attacker	49.98	2.50	0	2.50
Wing Back	52.67	2.63	0	2.63

This shows that his best position is as defender, second best as midfielder and third best as defensive midfielder.

Beter make the minimum score for position 10 so that those extremely low scores (now just over 2%) become scores between 20% and 30%

Does this make any sense?

I think this program is the best tool after John Locke's "Local Club" tool which sorts near clubs by kilometers, i've ever seen in this forum. This tool is very elastic, you can edit your own weight-set.

Your suggestion is good but not carries vital importance. You only see his attributes. The key point is weight-set. You are right that, a D/DMRC will have problems when he plays as striker or attacking midfielder. But according to ratings which depend on weight-set (not depend on natural position) (again here; his passing and dribbling ability better than his tackling) which means he can easily play as full-back in christmas tree formation and wing-back or winger in 3-4-3 or 3-5-2 formations, although he has "0" wingback.

Here is the my weight-set => <https://www.sendspace.com/file/249aq5>
i always filtering Pot Ability over 80. Under 80 pot ability i never buy, even they have high instinct ratings....

29-12-18, 09:05 AM

#80

samsami ◊
VIP

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

Originally Posted by **scemoka**

I think this program is the best tool after John Locke's "Local Club" tool which sorts near clubs by kilometers, i've ever seen in this forum. This tool is very elastic, you can edit your own weight-set.

Your suggestion is good but not carries vital importance. You only see his attributes. The key point is weight-set. You are right that, a D/DMRC will have problems when he plays as striker or attacking midfielder. But according to ratings which depend on weight-set (not depend on natural position) (again here; his passing and dribbling ability better than his tackling) which means he can easily play as full-back in christmas tree formation and wing-back or winger in 3-4-3 or 3-5-2 formations, although he has "0" wingback.

*Here is the my weight-set => <https://www.sendspace.com/file/249aq5>
i always filtering Pot Ability over 80. Under 80 pot ability i never buy, even they have high instinct ratings....*

I get what you are saying, but I'm not sure that your highlighted comment in red is actually correct. I would think that a player who has all the right atts for a certain position, but '0' for that position, will never perform well.

So, say, a central defender may happen to have a high (intrinsic) rating for finishing, but surely that does not make him as lethal as a striker who has that exact same (intrinsic) rating for finishing. Surely, a striker (with 20 for his position) does a whole lot better than a defender (with 0 for the striker position) who happens to have that same rating for finishing.

I just like the position ratings to be part of the formula rather than ignoring those ratings. Perhaps not as extreme as I suggest, though.

By the way, I'll check out your weight-set. Cheers!

01-01-19, 07:23 PM

#81

Kenny Dalglish's Smile ◊
Backup Player

Join Date: 08-03-12
Location: Copenhagen
Posts: 762

There have been tests in the past which seem to indicate that position is not *that* important. I believe that the test made was on ODB with Huntelaar who was a deadly striker. His position was changed to DC (SC value to 1) and he was still just as deadly.

Likewise, I had a regen Romanian defender once who had Off-the-ball 20 and finishing c.16. He also had decent DC attributes, some of which are relevant to forward play, e.g. strength, jumping, heading. One season I thought what the hell, I'm gonna try him as a forward and he scored over 30 goals for me.

I also have a save game where I play a 4-3-3 with narrow forwards (not wingers - like the default formation) and the two wider forwards are played by AMC's who are doing just fine.

Now, whether this extends to all positions, and it is *only* attributes-based is, I would say, not proven one way or another for certain. But it does seem to be true that having decent attributes will take a player a long way to success in any given position. Hence I regularly give wingers time playing as strikers and central midfielders and they are quite successful there.

01-01-19, 08:01 PM

#82

samsami ◊
VIP

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

Originally Posted by **Kenny Dalglish's Smile**

There have been tests in the past which seem to indicate that position is not that important. I believe that the test made was on ODB with Huntelaar who was a deadly striker. His position was changed to DC (SC value to 1) and he was still just as deadly.

Likewise, I had a regen Romanian defender once who had Off-the-ball 20 and finishing c.16. He also had decent DC attributes, some of which are relevant to forward play, e.g. strength, jumping, heading. One season I thought what the hell, I'm gonna try him as a forward and he scored over 30 goals for me.

I also have a save game where I play a 4-3-3 with narrow forwards (not wingers - like the default formation) and the two wider forwards are played by AMC's who are doing just fine.

Now, whether this extends to all positions, and it is only attributes-based is, I would say, not proven one way or another for certain. But it does seem to be true that having decent attributes will take a player a long way to success in any given position. Hence I regularly give wingers time playing as strikers and central midfielders and they are quite successful there.

Interesting stuff. Just goes to say (again!) that there are no formulas that can calculate how a player will perform. Experimenting is essential. Just as IRL.

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02-01-19, 09:17 PM

#83

Tridon
Youth Team Player

Join Date: 30-12-18
Posts: 8

Of the two default weight sets, which one would you guys recommend? The "Default" or "CM Scout"? I'm not trying to do anything weird or wonderful. I'm just wondering which one may be the better bet if I tried to find a player (in a new squad where I do not know each player's form) to put in a match or two when my first choice is injured/banned. I know it's not set in stone which player will perform best, but I'm just curious if one weight set is recommended over the other 😊

And yes, I'm such a poor performing game player that I struggle to judge these things by my own eyes after playing manager games for almost 25 years. Impressive!

02-01-19, 10:43 PM

#84

MadScientist
Director

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

Originally Posted by **Tridon**

Of the two default weight sets, which one would you guys recommend? The "Default" or "CM Scout"? I'm not trying to do anything weird or wonderful. I'm just wondering which one may be the better bet if I tried to find a player (in a new squad where I do not know each player's form) to put in a match or two when my first choice is injured/banned. I know it's not set in stone which player will perform best, but I'm just curious if one weight set is recommended over the other 😊

You answered your question: "it's not set in stone which player will perform best". So I recommend you look the two default sets and pick the one that relates better to your managing style and with how you are going to make use of your players, and use it as a base to make your own set.

You can check my set also: <https://champman0102.co.uk/showthread...203#post411203> . Its focused on a common usage of players, is very rigorous because takes many atts into consideration, the range goes from 1-250 instead of just 1-20 of default's so its more precise. Also, check scemoka's set above too.

Last edited by MadScientist; 02-01-19 at 10:48 PM.

03-01-19, 12:20 AM

#85

Tridon
Youth Team Player

Join Date: 30-12-18
Posts: 8

Thanks for the input and advice, MadScientist 😊

I just imported your weight set and it increased the score of an old reserve defender on my Armagh City team. His attributes are mediocre, even at this level, but I'm gonna promote him to the senior team and throw him on the pitch to see if he's able to help me. This is so cool!

03-01-19, 12:48 PM

#86

samsami
VIP

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

Originally Posted by **Tridon**

Thanks for the input and advice, MadScientist 😊

I just imported your weight set and it increased the score of an old reserve defender on my Armagh City team. His attributes are mediocre, even at this level, but I'm gonna promote him to the senior team and throw him on the pitch to see if he's able to help me. This is so cool!

It's always a good idea to try out players that score high in one or more weight sets. Consider the weight sets as your scouts. They may be too optimistic or too pessimistic. Besides, there's more than the attributes. Is the player happy? Is he playing in his favourite position? Does he have the right players around him? Is he fit? What's his current form like? Etc.

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04-01-19, 02:44 PM

#87

MadScientist
Director

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

Originally Posted by **Kenny Dalglish's Smile**

There have been tests in the past which seem to indicate that position is not that important. I believe that the test made was on ODB with Huntelaar who was a deadly striker. His position was changed to DC (SC value to 1) and he was still just as deadly.

Likewise, I had a regen Romanian defender once who had Off-the-ball 20 and finishing c.16. He also had decent DC attributes, some of which are relevant to forward play, e.g. strength, jumping, heading. One season I thought what the hell, I'm gonna try him as a forward and he scored over 30 goals for me.

I also have a save game where I play a 4-3-3 with narrow forwards (not wingers - like the default formation) and the two wider forwards are played by AMC's who are doing just fine.

Now, whether this extends to all positions, and it is only attributes-based is, I would say, not proven one way or another for certain. But it does seem to be true that having decent attributes will take a player a long way to success in any given position. Hence I regularly give wingers time playing as strikers and central midfielders and they are quite successful there.

I agree. Just want to add that some of the game guides mention there is a penalty if the player plays out of his preferred position, the penalty is bigger if he is more steps out of his position, but the guides say the higher the versatility, the lower the penalty. You can reduce this penalty if you train the player to play in new position, versatility will help train new position too.

You can also make players unhappy if you play them out of preferred position you may get lots of different messages like "Wants to move to a club where he can play as a <POSITION>", .

09-01-19, 04:37 PM

#88

baw
Reserve Team Player

Join Date: 13-04-17
Location: Italy
Posts: 480

I wondered if it was possible to save the search result in the "pls" format to be able to import it into the game just like with CM SCOUT

19-01-19, 09:34 PM

#89

evesham
VIP

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

Hi is there a way to search for players with a maximum injury proneness of 12 say for example?

20-01-19, 10:04 AM

#90

samsami
VIP

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

Originally Posted by **Tridon**

Thanks for the input and advice, MadScientist 😊

I just imported your weight set and it increased the score of an old reserve defender on my Armagh City team. His attributes are mediocre, even at this level, but I'm gonna promote him to the senior team and throw him on the pitch to see if he's able to help me. This is so cool!

That's exactly how I use CM Scout Intrinsic! I regard the different CM Scout weight sets as my **coaches** who recommend reserve players to me to give them game time with the first team.

Personally I don't use the program to scout for players outside my own squad. In the case of my story that would feel like cheating. But anyone can use the program for scouting purposes of course. I believe that's what it's actually been written for 😊

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20-01-19, 01:50 PM

#91

MadScientist
Director

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

Originally Posted by **evesham**

Hi is there a way to search for players with a maximum injury proneness of 12 say for example?

Yes, the author of the tool paid attention to this because its an inverted attribute (i.e. 20 is bad and 1 is good). So if for example you put in the filter '20' for injury proneness, it will 'invert' and will list only players with '1' for injury proneness. Put 19 and it will list players with 1 or 2. And so on. ,

So, put a '9' in the filter and it will list players with a maximum injury proneness of 12.

20-01-19, 04:26 PM

#92

evesham
VIP

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

thanks mate, thats great

22-03-19, 11:42 AM

#93

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

This could be getting a rattle later 😊

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

04-04-19, 02:06 PM

#94

evesham
VIP

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

In the next version is it possible to add more customizable columns after CA and PA like passing, tackling, heading etc so we can see instantly certain attributes we want appearing like CM Scout 2.0 had?

04-04-19, 02:10 PM

#95

MadScientist
Director

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

Originally Posted by **evesham**

In the next version is it possible to add more customizable columns after CA and PA like passing, tackling, heading etc so we can see instantly certain attributes we want appearing like CM Scout 2.0 had?

you can see them clicking in the settings icon on top right and ticking desired columns.

04-04-19, 03:40 PM

#96

evesham
VIP

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

damn I didn't see that sneaky Columns, and I had already checked settings twice 😞
thanks very much MadScientist 🙏

04-06-19, 03:08 PM

#97

MVP
Youth Team Player

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

I am trying to understand the intrinsic values and have seen these posts in other threads. Just want to clarify a few things, so in terms of numbers from Beezer's post below the values are as follows

0-40 : very good to great (higher the better)
40-128 : best (higher the better, 128 is the best possible value)
129-235 : worst to average (lower the worse i.e. 129 is worst, improves as you go up to 235)
235-255 : average to good (higher the better)

Combined that with Samsani's post to see if a player has room to grow based on their CA/PA. Does this sound right??

Thanks to BeezerCeltic for this post...

Attribute < 235: average to weak to bad, down to 129, which is the worst possible intrinsic att.

235 < Attribute < 255: average to pretty decent

0 < Attribute < 40: good to excellent to fantastic

Attribute > 40: freak territory until 128, which is the best possible intrinsic att

And samsani for this one...

All players have a CA (Current Ability) and a PA (Potential Ability)

Example:

Say you have a young player with a CA of 110 and a PA of 160 that simply means he will get better over time (so his attributes for positioning or shooting or tackling or whatever will increase).

On the other hand, if you have player with a CA of 110 and a PA of 114 he is already as good as he will ever be.

Now how quickly a player will get better depends on the "intrinsic value" of each of his attributes.

Example:

Say you have a young striker with a CA of 100 and a PA of 190 and 16 for shooting.

If his intrinsic value for shooting is high he will quickly get to 20 and score lots of goals even at 16.

If his intrinsic value for shooting is poor he may never get to 20 and never score many goals.

So a good intrinsic value for an attribute guarantees quick growth in that area and success.

04-06-19, 07:13 PM

#98

MadScientist
Director

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

Originally Posted by **MVP**

I am trying to understand the intrinsic values and have seen these posts in other threads. Just want to clarify a few things, so in terms of numbers from Beezer's post below the values are as follows

*0-40 : very good to great (higher the better)
40-128 : best (higher the better, 128 is the best possible value)
129-235 : worst to average (lower the worse i.e. 129 is worst, improves as you go up to 235)
235-255 : average to good (higher the better)*

Combined that with Samsani's post to see if a player has room to grow based on their CA/PA. Does this sound right??



It depends on the context you are reading it, you may be misunderstanding it a bit.

Its actually very simple: the intrinsic value of an attribute simply indicates how good the player is in that attribute in that moment. Thats all.

Now how does the CA, PA and other proprieties affect the growth and distribution of the intrinsic values is something not fully discovered yet.

samsami 
VIP

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

 Originally Posted by **MadScientist** 

It depends on the context you are reading it, you may be misunderstanding it a bit.

It's actually very simple: the intrinsic value of an attribute simply indicates how good the player is in that attribute in that moment. That's all.

Now how the CA, PA and other properties affect the growth and distribution of the intrinsic values is something not fully discovered yet.

I like to think that the CA and PA values mostly indicate if a player will improve over time.


So with a CA of 102 and a PA of 140 I assume a player will get a whole lot better with a good training schedule and lots of game time.

With a CA of 150 and a PA of 152 I assume he will not get any better than he already is.

If that's true than it's much better to have a player with a CA of 60 and a PA of "only" 100 than a player with similar atts and a CA of 150 and a PA of 152.

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mhardy17 
Youth Team Player

Join Date: 05-06-19
Posts: 1

Forgive the basic opening question, but I presume this tool is only available on .68 and not the ODB .60?

This will save me a lot of back and forth later...

Thanks

« Better Olly or X64 to modify the exe? | UEFA Cup Winners Cup/Conference League »

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Thread: CM Scout Intrinsic

Thread Tools

05-06-19, 05:05 PM

#101

MadScientist
Director

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

Originally Posted by **mhardy17**

Forgive the basic opening question, but I presume this tool is only available on .68 and not the ODB .60?

right, the tool won't open .60 db. The only 'intrinsic' scout that open .60 db is
<https://champman0102.co.uk/showthread.php?t=11661>

20-09-19, 03:51 PM

#102

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Hi,

Sorry for the late reply. I just didn't get a notifications about new replies.

Originally Posted by **MadScientist**

Any plans to make it open source? Maybe put on github? I would collaborate with code for more features and improvements as im programmer too.

No problems. I don't want to put on github myself, but you can email me and I will send you the code. You can put it on github or make your local fork.

Originally Posted by **MadScientist**

Or, is it possible to add filter to filter by players who are interested in join my club, like in the player and staff search screen?

Most likely, this info is calculated on the fly, and isn't stored in the database. Therefore, I cannot implement this.

Originally Posted by **MadScientist**

I dont understand the 'transfer arranged' checkbox, it has 3 states, i untick it but still players with transfer arranged appears?

If you uncheck the checkbox only players without transfer arranged should be shown.
If you check the checkbox only players with transfer arranged should be shown.
The third (default) state should show all players.
I checked it now and it works correctly for me.

Originally Posted by **samsami**

*Also the in-game attributes for **positioning** (and note that this only applies to goalkeepers!) are totally different from the positioning attributes for goalkeepers in CMScout.*

This bug has been fixed for a long time and should not be reproduced in the latest version.

Originally Posted by **baw**

I wondered if it was possible to save the search result in the "pls" format to be able to import it into the game just like with CM SCOUT

No, this is not implemented at the moment.

21-09-19, 12:28 AM

#103

MadScientist
Director

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

Originally Posted by **vfilatov**

No problems. I don't want to put on github myself, but you can email me and I will send you the code. You can put it on github or make your local fork.

Hi there, many thanks for answer and welcome back.

I really like your tool, one of my favorites, many thanks for creating and sharing the tool.

I would like to put the code in github so we can add more features to the tool. How can I have access to the code? I tried to send you a PM but it says your account can't receive PM's, and i dont know your email. Maybe you send me your email by PM?

Regards

28-10-19, 02:23 PM

#104

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

I have released a new version of the app. You will see the update in the Microsoft Store soon.
Now you can add players to your favorites and save list in the "pls" format.
Do not forget to save the list before exiting the app.
To change the list, first load the saved list in the app after launch.

31-10-19, 10:17 AM

#105

samsami
VIP

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

The new version seems to have a bug. I cannot open my (uncompressed) save-file anymore since the update was installed yesterday:



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31-10-19, 11:16 AM

#106

vfilatov o
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **samsami** o

The new version seems to have a bug. I cannot open my (uncompressed) save-file anymore since the update was installed yesterday:

Could you provide a link to your save?

31-10-19, 01:35 PM

#107

samsami o
VIP

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

Originally Posted by **vfilatov** o

Could you provide a link to your save?

I have two save files. Both of them have the same error.

I will send you a PM.

CM Scout can read them fine and so can the game itself.

Last edited by samsami; 05-02-20 at 01:58 PM.

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31-10-19, 03:38 PM

#108

vfilatov o
Youth Team Player

Join Date: 23-06-14
Posts: 48

I checked your save.

The problem is that some players have -1 as the value of not CA15 attributes. For example, Diego Aiello has -1 for Technique.

The game cannot load the save (many errors in index.cpp).

CMScout works and show -1 as is.



I fixed this and replace negative values with 1. You will see the update in the Microsoft Store soon.

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

[samsami](#)

samsami 
VIP

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

 Originally Posted by **vfilatov** 


*I checked your save.
 The problem is that some players have -1 as the value of not CA15 attributes. For example, Diego Aiello has -1 for Technique.
 The game cannot load the save (many errors in index.cpp).
 CMScout works and show -1 as is.
 I fixed this and replace negative values with 1. You will see the update in the Microsoft Store soon.*

Thank you.



Is it normal that players get a -1 rating? Never seen that before.

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vfilatov 
Youth Team Player

Join Date: 23-06-14
 Posts: 48

 Originally Posted by **samsami** 


Is it normal that players get a -1 rating? Never seen that before.

I think this is not normal. I don't know how this could have happened, never seen this in my saves.

saturn 
Programmer
VIP

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


On Tapani patches goalkeepers can sometimes regen with a -1 for Technique.

Dermotron 
Sir Mergements
Director
Manager
VIP
Captain

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

sometimes they have right or left in there instead of a value. Or is that what -1 represents?

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

saturn 
Programmer
VIP

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

Yes. If you select View --> Attributes in the squad screen you can see the -1.

MadScientist 
Director

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

I want to say this is a great tool and the latest changes are great!

I noticed the latest release also contains the change to support values up to 65000 in the weight filters via .txt files, many thanks for this change, I was expecting this a lot! Now time to fine tune my weight sets 🤖 I hope to publish a new weight set in the coming weeks in this thread with big values, will be more precise than my previous weight set.

I noticed small bug in latest release: I can't sort the CA and PA columns anymore, but the other columns sort fine.

03-11-19, 06:57 PM

#115

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **MadScientist** ◊

I noticed small bug in latest release: I can't sort the CA and PA columns anymore, but the other columns sort fine.

Thanks for the bug report, this will be fixed soon.

04-01-20, 01:59 PM

#116

redgreenblue ◊
Youth Team Player

Join Date: 18-07-16
Posts: 7

Originally Posted by **MadScientist** ◊

I want to say this is a great tool and the latest changes are great!

I noticed the latest release also contains the change to support values up to 65000 in the weight filters via .txt files, many thanks for this change, I was expecting this a lot! Now time to fine tune my weight sets 🤖 I hope to publish a new weight set in the coming weeks in this thread with big values, will be more precise than my previous weight set.

I noticed small bug in latest release: I can't sort the CA and PA columns anymore, but the other columns sort fine.

Would love to get my hands on this to test out your findings.

And a feature suggestion to vfilatov is that it could be cool to add a column to show a rough estimate of a players ingame-match value that MadS discovered in this thread <https://champan0102.co.uk/showthread.php?p=663#post463663>

Cheers!

The Following 2 Users Say Thank You to redgreenblue For This Useful Post:

MadScientist, samsami

04-01-20, 04:23 PM

#117

samsami ◊
VIP

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

Is it necessary to download the new version? Or does it update automatically since it is a Windows 10 app?

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

04-01-20, 06:31 PM

#118

MadScientist ◊
Director

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

Originally Posted by **redgreenblue**

Would love to get my hands on this to test out your findings.

For now use this weight set, it contains values up to 30000 (thanks to vfilatov for update tool). Im still fine tuning this weight set with some experiments ive been doing on some attributes before i release a final version of my weight set, but its already better than my previous weight set (copy and paste text below in notepad, save as .txt, and then import it into the tool weight set section):

Code:

```
MadScientist
GK    D    DM    M    AM    A    WB
Anticipation    600    600    300    50    20    300    150
Creativity      0     0     25    300    30000    10    500
Crossing        0     0     0     10    25    0    30000
Decisions      1200    600    300    2500    100    75    300
Dribbling       0     0     10    2500    30000    5000    2000
Finishing       0     0     5     150    1000    30000    15
Heading         0    100    50    5     5    2000    5
Long Shots     0     0     50    150    5000    60    125
Marking        0    1500    500    50    0     0    250
Off The Ball   0     0     0     300    2500    30000    150
Passing        50     50    500    30000    5000    10    2000
Penalties      0     0     0     0     0     0    0
Positioning    6000    30000    10000    300    0     0    30000
Tackling       300    1500    1500    150    10    5    750
Throw Ins      0     0     0     0     0     0    50
Handling      30000    0     0     0     0     0    0
One On Ones   3600    0     0     0     0     0    0
Reflexes       6000    0     0     0     0     0    0
Acceleration   300    30     5     50    300    150    300
Agility        6000    0     0     0     0     0    0
Balance        1     15    10    50    45    40    40
Corners        0     0     0     1     1     0    0
Flair          0     0     0     50    1000    1000    10
Injury Proneness 300    15     5     5     15    30    10
Jumping       1200    600    200    10    7     200    25
Natural Fitness 5     20    30    20    50    30    50
```

Originally Posted by **redgreenblue**

And a feature suggestion to vfilatov is that it could be cool to add a column to show a rough estimate of a players ingame-match value that MadS discovered in this thread <https://champan0102.co.uk/showthread.php?p=663#post463663>

Yes, ideally it should have an option for the tool to use in_match values instead of intrinsic values, currently there isn't any scout tool that uses in_match values; It would be as simply as doing (ignoring the other_factors):

Code:

```
in_match_value = intrinsic_value/5 + CA/20
Maybe the result would have to be normalized to 1-20 range to keep the tool consistent.
```

That would be a much better representation of how good a player is in a given attribute, so the player ratings in the tool would be much more accurate.

OR: keep the tool as is (with intrinsic values), but add a row for CA in the weight sets.

Originally Posted by **samsami**

Is it necessary to download the new version? Or does it update automatically since it is a Windows 10 app?

It updates automatically.

Last edited by MadScientist; 04-01-20 at 07:03 PM.

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

redgreenblue, samsami

09-01-20, 04:37 PM

#119

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

I have released a new version of the app. You will see the update in the Microsoft Store soon.

Now you can view in_match and in_match_normalized values.

In_match_normalized values are used when calculating the ratings and applying the filters.

Added **MadScientist's** weight set to the app. You can see it only with a new installation, not with an update. Also you can import it manually as described above.

The Following 2 Users Say Thank You to vfilatov For This Useful Post:

MadScientist, redgreenblue

09-01-20, 07:32 PM

#120

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

Lovely app mate. Would you ever consider incorporating code like: <https://github.com/nckstwr/CM0102Pa...dFileStream.cs> to let it open Compressed Saves?
(I know it's cr*p code, I ported it from CMScout's Delphi whilst sitting in a hospital waiting room one evening - but should give you enough to add it as a feature if you wanted)

Last edited by Nick+Co; 09-01-20 at 11:31 PM.

10-01-20, 11:50 AM

#121

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

Nick+Co, thanks for the code. Compressed saves will be supported in the next version. You will see the update in the Microsoft Store soon.

10-01-20, 05:28 PM

#122

MadScientist ◊
Director

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

Originally Posted by **vfilatov** ◊

I have released a new version of the app. You will see the update in the Microsoft Store soon. Now you can view in_match and in_match_normalized values. In_match_normalized values are used when calculating the ratings and applying the filters. Added MadScientist's weight set to the app. You can see it only with a new installation, not with an update. Also you can import it manually as described above.

Great job, thanks so much for this!

I noticed one thing: previously I said the other_factors variable should be ignored in the tool, but now I noticed its better to add a + 10 to all in_match values in the tool to simulate the other_factors variable, otherwise it results in too many 0s in in_match values. For example, Cristiano Ronaldo has a -57 intrinsic for crossing and 195 CA. So, $-57/5 + 195/20 = -1,65$ which results in 0 in match_value, but if we add 10 to it (to simulate the other_factors) we will get a 8,35 (which is more realistic to the value the match engine will use). This way the tool will be more accurate.

10-01-20, 07:25 PM

#123

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

Will be in the next version. You will see the update in the Microsoft Store soon.

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

MadScientist

10-01-20, 09:15 PM

#124

samsami ◊
VIP

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

Remind me what the Comparison Chart Set is for, please?

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

10-01-20, 09:36 PM

#125

JohnDoe ◊
Youth Team Player

Join Date: 16-10-14
Posts: 31

I've just uninstalled the old version. I've now downloaded the latest app and when i try to load the save into the app it says access denied with the file name ... never seen this before. I've tried to open a few saves and its says the same thing.

Any ideas? Thank you. The version i uninstalled worked perfectly so the save file is good.

« Better Olly or X64 to modify the exe? | UEFA Cup Winners Cup/Conference League »

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Thread: CM Scout Intrinsic

Thread Tools

10-01-20, 10:39 PM

#126

vfilatov

Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **JohnDoe**

I've just uninstalled the old version. I've now downloaded the latest app and when i try to load the save into the app it says access denied with the file name ... never seen this before. I've tried to open a few saves and its says the same thing.

Any ideas? Thank you. The version i uninstalled worked perfectly so the save file is good.

I have no idea why this could happen. I successfully load my saves as before. Maybe someone can confirm the problem?

10-01-20, 10:53 PM

#127

JohnDoe

Youth Team Player

Join Date: 16-10-14
Posts: 31

Originally Posted by **vfilatov**

I have no idea why this could happen. I successfully load my saves as before. Maybe someone can confirm the problem?

Loading Colchester.sav...

UnauthorizedAccess_IODenied_Path,E:\Colchester.sav

11-01-20, 05:34 PM

#128

uncool

Youth Team Player

Join Date: 07-01-20
Posts: 2

Originally Posted by **JohnDoe**

Loading Colchester.sav...

UnauthorizedAccess_IODenied_Path,E:\Colchester.sav

I had the same problem. It has something to do with file access restriction from the windows store application.

I managed to get it loaded by granting read access permission (of the .sav file) to everyone.

11-01-20, 09:10 PM

#129

JohnDoe


Youth Team Player

Join Date: 16-10-14
Posts: 31

I've just granted access to everyone. Same message comes up. No idea why this version isn't working when the previous version worked perfectly.

11-01-20, 10:49 PM

#130

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48


I made some fix in the code. Hope this helps. You will see the update in the Microsoft Store soon.

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

JohnDoe

11-01-20, 11:26 PM

#131


JohnDoe 
Youth Team Player

Join Date: 16-10-14
Posts: 31



Will it be version 17? I'll look out for it.

12-01-20, 04:25 AM

#132

uncool 
Youth Team Player

Join Date: 07-01-20
Posts: 2

 Originally Posted by **JohnDoe** 

I've just granted access to everyone. Same message comes up. No idea why this version isn't working when the previous version worked perfectly.


I actually gave permissions to every user object in the system. Apparently you only need to give access to "ALL APPLICATION PACKAGES".

<https://ibb.co/y05nCN8>


This one works for me

12-01-20, 09:49 AM

#133

vfilatov 
Youth Team Player

Join Date: 23-06-14
Posts: 48

 Originally Posted by **JohnDoe** 

Will it be version 17?

Yes, it will be version 17. The version at the certification stage in the Microsoft Store now.

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


JohnDoe

12-01-20, 03:17 PM

#134

MadScientist 
Director

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

Looks great, man! I see you added the +10 to simulate the other_factors, it looks much better now!  I had a look and it seems pretty accurate, good job. Maybe in future we can discover some of what is included in the other_factors and add it instead of the +10, anyway this is already a much better representation of player performance than just the intrinsics, thanks

12-01-20, 03:46 PM

#135

samsami 
VIP

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

Originally Posted by **MadScientist**

Looks great, man! I see you added the +10 to simulate the other_factors, it looks much better now! I had a look and it seems pretty accurate, good job. Maybe in future we can discover some of what is included in the other_factors and add it instead of the +10, anyway this is already a much better representation of player performance than just the intrinsics, thanks

Which weight sets or chart sets are included. The same three? What is the difference between them - in simple language that I can understand?

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

12-01-20, 05:38 PM

#136

JohnDoe
Youth Team Player

Join Date: 16-10-14
Posts: 31

Originally Posted by **uncool**

I actually gave permissions to every user object in the system. Apparently you only need to give access to "ALL APPLICATION PACKAGES".

<https://jibb.co/y05nCN8>

This one works for me

Fantastic, worked a treat. thanks again

13-01-20, 02:13 PM

#137

MadScientist
Director

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

Originally Posted by **samsami**

Which weight sets or chart sets are included. The same three? What is the difference between them - in simple language that I can understand?

The sets are unchanged, the same as usual: Default, CMScout and mine.

*Default: has big focus on 2 key attributes for each position (great for quickly finding insanelly specialist players).

*CMScout: is a more general set with focus on many attributes for each position (great for finding some generalist players that are reliable in any tactics).

*Mine: is a combination (or a balance) of both sets: focus on many atts but with a huge weight for the key atts of each position (good for finding players with freakish key attributes but that also have many good atts all around (like more "reliable freaks"). Its already usable but Im still going to adjust it some more and release a final version of it).

The importance of each attribute in each set is based on the personal preference of the creator of each set.

Last edited by MadScientist; 13-01-20 at 02:39 PM.

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

[samsami](#)

13-01-20, 04:26 PM

#138

samsami
VIP

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

Originally Posted by **MadScientist**

The sets are unchanged, the same as usual: Default, CMScout and mine.

*Default: has big focus on 2 key attributes for each position (great for quickly finding insanely specialist players).

*CMScout: is a more general set with focus on many attributes for each position (great for finding some generalist players that are reliable in any tactics).

*Mine: is a combination (or a balance) of both sets: focus on many atts but with a huge weight for the key atts of each position (good for finding players with freakish key attributes but that also have many good atts all around (like more "reliable freaks" 😊)). Its already usable but Im still going to adjust it some more and release a final version of it).

The importance of each attribute in each set is based on the personal preference of the creator of each set.

Thanks!

It might be an idea perhaps to create a set based on the official manual which lists the attributes needed for each position (but lists more than we usually think of).

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

14-01-20, 02:44 PM

#139

JohnDoe

Youth Team Player

Join Date:

16-10-14

Posts:

31

Originally Posted by **MadScientist**

One more thing i would like to add to this conversation, i think its very important and explains some different types of players and how intrinsic atts can be actually a realistic thing perhaps planned by the game developers:

- Players like van persie: They have high CA, good intrinsic for all his important atts (not bad, not freak, just good), great physical and mental atts. So, those players can be considered 'complete' players. This makes them to be very reliable and easy to use. Whatever instructions you give to them, whoever their oponents and teammates are, whichever tactic u use, whatever the situation is, you can even put them a little out of position, and u can rest assured they will perform well. Thats why they are so expensive, in the game and in real world, its sure they will be worth the money.

- Players like crycensio (from Sams screenshot) and the DC found by Dermo: They have low CA, freak intrinsic for 1 att, great intrinsic for another 1 or 2 atts, and the rest is really bad intrinsic atts, usually followed by bad physical and or mental atts. They are freaking specialists in one single thing and really bad in the rest. This makes them very unreliable and hard to use. They can perform like a beast (thats why their scouting percentages are usually higher than the van persie type of player), but only if you work hard to make sure to put him to play under the circumstances he needs to perform well. You need to give them the exact instructions that match their speciality, in the right tatic, in the perfect positio , with the right team mates, against the right oponents, you cant ask them to do anything out of their specialities, otherwise they will play like a bitch.

For example if you put cryscensio, who has freak dribbling, great finishing and long shots intrinsic, but ask him to try trough balls passing, he will suck. Otherwise if you ask him to come fron behind, run with ball, and try ling shots, dont put him in wet games, and maybe put him near the opponent who has the yellow card, he will win the game for you better than any other player could do.

The same thing for Dermos DC. He can be a freak DC, one of the best in the world, but like Mauro Galvão, he needs a tall partner DC, he cant be asked to man mark the big opponent guys, the attacker team mates need to receive instruction to go to defense in defensive set pieces to help with aerial balls, your team will score less goals from corners, and a lot more requirements need to be met.

Thats why this type of player is much cheaper. They are always a risky purchase. They even may pass their entire careers unnoticed if they dont find a manager who knows how to play them. And if we stop to think, this happens a lot in real life. Some brazilian players can be example, anderson (ex man utd), oh man when he started his carrer he had such insane dribblig and pace, he could win a hard game alone, then he started playing to more demanding teams,being required to tactical instructikns, playing in mor defensive positions, now he is still young but playing bad in 2nd division of brazil, even forgot how to drbble due to no training. Ganso is another, started career as neymar teammate, everyone here said 'this neymar is good, but this ganso is a beast', but all his new managers requiring too many things from him, he only has insane creativity and paassing, the rest is shit, he only plays well if there is a neymar on his team otherwise noone will understand his creative passes. Today neymar is famous and ganso practically disappeared. Pato another example, and so on, those player are real life encarnations of low CA high intrinsic players.

I think the developers of the game made the intrinsic attributes hidden because in real life this type of thing is really hard to identify. Only sometimes some managers in real life can identify it in some players. Understanding how intrinsic atts work in the game engine and making them visible allows you to defeat a team of CA 200 with a team of CA 1 (if your CA 1 players have freak intrinsic and if you make good use of your players). Some people say its not realistic, but if a manager could make this 'visualization cheat' in real life perhaps he could defeat a team of world class players with a team of failed stars, thats my analogy at least.

Of course there are more types of players than this, in game and in real life, you can even have a combination of types in a single player, anyway that was just to try to explain how intrinsic atts can actually be a realistic thing and possible that was what the developers of the game had in mind with intrinsic atts, and also to explain how to read the scout percentages.

I've never looked into the game in this much detail. A very interesting read. Would it be fair to say that these freak players dont work aswell in updates as the did in the ODB?

15-01-20, 03:16 PM

#140

MadScientist

Director

Join Date:

26-09-18

Location:

Brazil

Posts:

882

Originally Posted by **JohnDoe**

I've never looked into the game in this much detail. A very interesting read. Would it be fair to say that these freak players dont work aswell in updates as the did in the ODB?

That old post of mine was too phylosofical and not very objective. I think everyone has its own opinion about how players should be created and how freaks should work. Even I don't agree anymore with some of the points of that old post.

Anyway, to answer your question: In my opinion those players work more realistically in data updates than in ODB.

I never liked how the ODB players were created: the famous high CA players are too even in ODB (they have no weaknesses and no strenghts in the intrinsics) and consequently perform below expected, and the players they have choosen to be low CA freaks in ODB aren't realistic (in my opinion they should have choosen other players for that).

So, in my opinion the players in the data updates are much more realistic and better created than the players in ODB: in data updates, the famous high CA players are created with much more emphasis on their weaknesses and strenghts in the intrinsics (and thats great, because that makes them perform better and more realistically, because their important intrinsics are higher), and we still have many low CA freaks but in a more realistic way and better choosen than in ODB.

But in my opinion I would prefer the players were created with even more emphasis in the weaknesses and strenghts than in current data updates. Specially the visible 20s of most players currently are actually weak 20s (20s with not so high intrisic values). In my opinion I would prefer many of the players were created with strong 20s (20s with higher intrinsic value) by reducing their attributes where they are not so good (instead of increasing them to try to make the player look better in other areas just because they already have visible 20s for the desired atts, as that causes their visible 20s to become less strong intrinsically).

Last edited by MadScientist; 15-01-20 at 03:35 PM.

15-01-20, 09:05 PM

#141

JohnDoe
Youth Team Player

Join Date: 16-10-14
Posts: 31

Originally Posted by **MadScientist**

That old post of mine was too phylosofical and not very objective. I think everyone has its own opinion about how players should be created and how freaks should work. Even I don't agree anymore with some of the points of that old post.

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But in my opinion I would prefer the players were created with even more emphasis in the weaknesses and strenghts than in current data updates. Specially the visible 20s of most players currently are actually weak 20s (20s with not so high intrisic values). In my opinion I would prefer many of the players were created with strong 20s (20s with higher intrinsic value) by reducing their attributes where they are not so good (instead of increasing them to try to make the player look better in other areas just because they already have visible 20s for the desired atts, as that causes their visible 20s to become less strong intrinsically).

I know the tactics have been messed with to make the game harder, but I'm not enjoying players performances anymore. Low CA players dont perform has they have done in the past. Seems to be all about higher CA players.

I placed Maxim Tsigalko in my current save which is latest update. He's awful. 10 goals in 30 games as a lone striker. Thats in my team not AI. Despite a having 60 intrinsic for finishing and 52 for otb as well his other stats which are ok.

Do you play the game? Or are you all about testing etc

I love reading your posts.

15-02-20, 09:30 AM

#142

probs
Youth Team Player

Join Date: 30-03-12
Location: Cracow , Poland
Posts: 32

I have one question.

Is there any chance for compatibility with 3960? I am not an expert in this kind of things but my guess is the problem comes from db structure, doesn't it? I am asking because I don't know how effort is it necessary to put in making that.

At least I can use MadScientist method.

Anyway, thank you guys for developing such an awesome user-friendly tool.

03-03-20, 03:08 PM

#143

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **probs**

Is there any chance for compatibility with 3960? I am not an expert in this kind of things but my guess is the problem comes from db structure, doesn't it?

Yes, I do not know the differences between 3960 and 3968 database structures. If somewhere there is a description 3960 database structure I might think about supporting this version.

19-03-20, 11:50 AM

#144

tonytony
Youth Team Player

Join Date: 29-07-19
Posts: 41

Is it possible to just search based off of scouted/short listed players only?

Originally Posted by **samsami**

It might be an idea perhaps to create a set based on the official manual which lists the attributes needed for each position (but lists more than we usually think of).

Do you have a link to the official manual?

Last edited by tonytony; 19-03-20 at 05:20 PM.

19-03-20, 03:55 PM

#145

samsami
VIP

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

Originally Posted by **tonytony**

Is it possible to just search based off of scouted/short listed players?

Do you have a link to the official manual?

It's in the ISO file which has the setup program.

Samsami Sungo's Career

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

tonytony

19-03-20, 06:47 PM

#146

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **tonytony**

Is it possible to just search based off of scouted/short listed players only?

No

15-04-20, 04:48 AM

#147

petergriff
Youth Team Player

Join Date: 20-09-14
Posts: 5

Amazing tool, thanks, vfilatov.

I have a few queries, maybe i'm doing something wrong.

1. How do i see all of the columns i've ticked on in Settings>Attribute Columns? On CM Scout you could scroll left and right to see lots of attributes if you had lots ticked on.
2. Can the order of attributes be changed? Like in CM Scout you could drag them around into any order you liked.
3. Can the font size be changed? I was hoping smaller so i could see more players on 1 screen.

15-04-20, 09:30 AM

#148

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **petergriff** »

1. How do i see all of the columns i've ticked on in Settings>Attribute Columns? On CM Scout you could scroll left and right to see lots of attributes if you had lots ticked on.
2. Can the order of attributes be changed? Like in CM Scout you could drag them around into any order you liked.
3. Can the font size be changed? I was hoping smaller so i could see more players on 1 screen.

Unfortunately you cannot do any of this 😞

Case 1 is a bug (you can only maximize the window at the moment to see more attributes).
Cases 2 and 3 are features.

22-04-20, 03:53 PM

#149

emanon ◊
Youth Team Player

Join Date: 17-01-18
Posts: 8

Vladimir, thanks for the great program.

I would like to carry out a big data analysis by using the player statistics at the end of seasons, and see how the attributes correlate with average rating, goals, assists, tackles per game, etc. I would like to determine which combinations of attributes are critical for each position.

For this, would it be possible for you to implement:

- 1) In addition to attributes, can the program also display Average Rating, Goals, Assists, Tackles per game for the current season?
- 2) Export to .csv option: Export the shown players (and their positions, attributes, stats) to some file.

Thank you very much

23-04-20, 09:24 AM

#150

vfilatov ◊
Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by **emanon** »

can the program also display Average Rating, Goals, Assists, Tackles per game for the current season?

Unfortunately, I don't know where I can find these values in the save 😞

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Thread: CM Scout Intrinsic

Thread Tools

23-04-20, 08:40 PM

#151

emanon
Youth Team Player

Join Date: 17-01-18
Posts: 8

Originally Posted by **vfilatov**

Unfortunately, I don't know where I can find these values in the save 😞

I was thinking this could be a problem, because none of the other scouts/editors have this feature as well.

How about the export attributes to .csv feature? Another small project I have is to understand how the intrinsic attributes and their face-values and CA/PA are related. It would really help if I could export in-game and intrinsic/in-match attributes, and analyze them. Unfortunately CMScout and Greame Kelly editors only export the face-values to .csv, and not intrinsic attributes.

23-04-20, 10:43 PM

#152

MadScientist
Director

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

Originally Posted by **emanon**

How about the export attributes to .csv feature? Another small project I have is to understand how the intrinsic attributes and their face-values and CA/PA are related. It would really help if I could export in-game and intrinsic/in-match attributes, and analyze them. Unfortunately CMScout and Greame Kelly editors only export the face-values to .csv, and not intrinsic attributes.

The relation between intrinsic, facevalues, CA/PA and in_match values is already known:

Originally Posted by **MadScientist**

$$x = ((intrinsic + intrinsic + CA) / 20) + 10$$

$$face_value = (((x * x) / 10) + x) / 3$$

Originally Posted by **MadScientist**

Code:

```
in_match_value = intrinsic_value/5 + CA/20 + other_factors
```

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

emanon

03-05-20, 04:35 PM

#153

zeus77 ◊

Decent Young Player

Join Date: 13-06-12
Location: Braga
Posts: 55

make middle click to add favorite

04-05-20, 06:00 PM

#154

vfilatov ◊

Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by zeus77 ◊
make middle click to add favorite

I will think about it, thanks.

01-06-20, 03:08 PM

#155

Grantus1986 ◊

Youth Team Player

Join Date: 20-12-17
Posts: 17

First of all, fantastic app, i really enjoy using it. Just a few things i'd ask if you plan on implementing?

1. You have nation, club and division search but would you be adding a region search like you would get in the scouting option in the game, for example UK & Irish
2. I haven't found this yet on the app so apologies if it is in the app, but if i save a shortlist in game, is there a way i can upload that to the app so i can see how just my shortlisted players are getting on, to add it in the filter tab
3. Can you search intrinsic values at all or is it only the general 1-20 values? For example could i use the app to say search for SC's with finishing intrinsic value 60+ for finishing

Thanks guys

01-06-20, 08:28 PM

#156

vfilatov ◊

Youth Team Player

Join Date: 23-06-14
Posts: 48

Originally Posted by Grantus1986 ◊
1. You have nation, club and division search but would you be adding a region search like you would get in the scouting option in the game, for example UK & Irish

Search by region is not supported now.

Originally Posted by Grantus1986 ◊
2. I haven't found this yet on the app so apologies if it is in the app, but if i save a shortlist in game, is there a way i can upload that to the app so i can see how just my shortlisted players are getting on, to add it in the filter tab

You can save your list in the game and load it in the app (<Star icon on toolbar> -> Load Favorites menu action).

Originally Posted by Grantus1986 ◊
3. Can you search intrinsic values at all or is it only the general 1-20 values? For example could i use the app to say search for SC's with finishing intrinsic value 60+ for finishing

You can search by normalized 1-20 in-match values only.

I think the app is out of date. It is slow and not flexible enough. Also it does not correspond to the latest **MadScientist's research**. For example, you cannot correctly search for players in positions with arrows and specific side because the rating does not take into account position, free role and side values.

The app must be completely rewritten. But I do not know if this will ever be done by me or by anyone...

13-06-20, 06:13 PM

#157

MadScientist ◊

Director

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

Originally Posted by [vfilatov](#)

*I think the app is out of date. It is slow and not flexible enough. Also it does not correspond to the latest **MadScientist's** research. For example, you cannot correctly search for players in positions with arrows and specific side because the rating does not take into account position, free role and side values.
The app must be completely rewritten. But I do not know if this will ever be done by me or by anyone...*

Not out of date at all 😊 This tool is great! How can you say that? 😊 Its amazing it takes the in_match values into consideration! I think thats the only scouter tool that uses the in_match values, so it is very accurate!

I know it doesnt take the positional penalty into account , but I think thats a minor thing, and would be a bit complex to implement as the formula is very complex, anyway its impossible to implement a 100% accurate formula as there are so many factors that can influence player performance

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

probs

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