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KEEPING THE GAME ALIVE

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📄 31-10-20, 07:29 AM

#1

dickryan ○
Youth Team Player

Join Date: 30-10-20
Posts: 3

ℹ️ **Coloured Attributes**

Serching the whole forum I can't find the tool, I just want to change the coloured attribtes.

Many Thanks for all.

📄 31-10-20, 09:38 AM

#2

samsami ○
VIP

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

There is no such tool.

You can change many other colors, though, using this tool:

https://nic.hopto.org/open/cm0102/tapani/CM%20color.zip

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*

📄 31-10-20, 12:32 PM

#3

John Locke ○
Decent Young Player

Join Date: 04-05-20
Posts: 89

❝❞ Originally Posted by **samsami** ▶
There is no such tool.

😀🍵🎩

📄 31-10-20, 09:57 PM

#4

John Locke ○

Decent Young Player

Join Date: 04-05-20
Posts: 89

Watch this space. I need re-check my code when I'm sober (🤮) but I think I've got a working tool to simply change the colours used by the Coloured Attributes feature of existing patches.

https://ibb.co/G04y968

Yes, I know it looks like crap - I just used full R, G, & B and repeated them as a pattern in a text config file - the tool will let you pick your own colours (just edit a text file with your preferred RGB value).

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

MadScientist, Redknapp69

01-11-20, 07:10 AM

#5

dickryan ○
Youth Team Player

Join Date: 30-10-20
Posts: 3

That's it, I will be waiting for... Respect.

01-11-20, 02:41 PM

#6

John Locke ○
Decent Young Player

Join Date: 04-05-20
Posts: 89

Done.

http://www.mediafire.com/file/oxhbez...3/CAT.zip/file

See Instructions.txt for details on how to use it.

I can't see an option to add this to the Downloads section.

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

MadScientist, toguchi

01-11-20, 04:54 PM

#7

hodgy ○
Hot Prospect for the Future

Join Date: 05-02-14
Posts: 109

Thanks for this.

OP is right though I think. Tapani I'm sure released this type of tool very early on in his patching days (late 2000's???).

01-11-20, 05:05 PM

#8

John Locke ○
Decent Young Player

Join Date: 04-05-20
Posts: 89

Tapani released the Colour Adjuster, but that's different. AFAIK, attribute colours have only ever been available in vanilla and Tapani's coloured attributes - until now.

02-11-20, 01:50 AM

#9

MadScientist ○
Director

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

Nice tool 😊 I like it a lot!

I added it to downloads section: https://champman0102.co.uk/downloads.php?do=file&id=397 . However with this mediafire link the link might get broken after some time (and I cant host the zip in the forum site). So, do you mind if I host the files in a public github project (so the link will never expire)?

Do you know if its compatible with a tapani exe that already contains the coloured attributes patch?

Any idea if I will mess something up in the exe if I add more lines to the colors.txt file up to 46, like:
...
20 = Red
21 = Orange
22 = etc...
...
46 = Green

The reason I ask this is with tapani patch the color pattern is weird when some attribute is higher than 20 (when using nick's uncap20s patch) as in screenshot below, so I wanted to design better color pattern for values between 21 and 46

Thanks a lot, there must be many fans need this tool.

Thanks for adding to the Downloads. Yes, you can host it anywhere.

The tool will only work with an exe that already has coloured attributes - using it on a vanilla exe won't work. I could change this by making the tool install the coloured attributes patch if it isn't already installed.

Adding lines to colours.txt will will break the exe. Technically, the tool will honour the instruction - but after the colour values set by Tapani is more code (relating to idle sensitivity by the looks of it) which will then be overwritten by the colours. This is why the colours go wrong above 20 - the game is using the bytes of actual code (written by Tapani) and treating it like a colour (this is safe, the game doesn't care whether the bytes are 'code' or not).
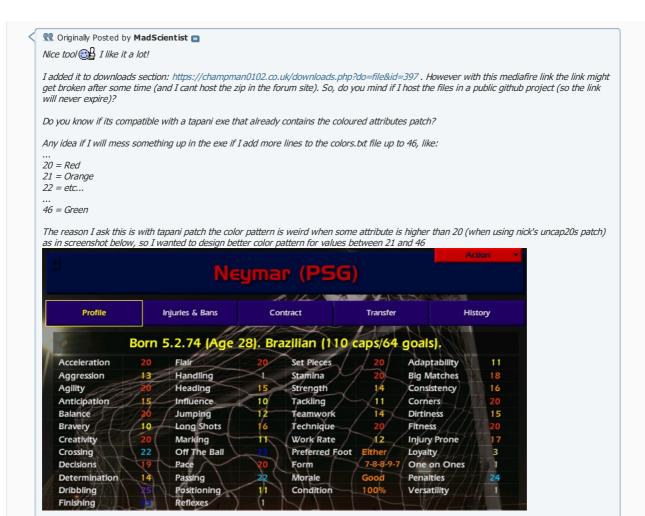
This can be resolved, but it would mean re-writing the coloured attributes code in a new location (where these is more space available). This isn't that difficult - but it might be confusing for people because there will then be two different coloured attributes patches (and I know people will get them mixed up).

BTW, 'Green' isn't a valid colour - for a somewhat stupid reason. The file x11.txt contains colours from 2 different colour lists (X11 & W3C), both of which have a 'Green' - but they're different shades of green. So you need 'Green (X11)' or 'Green (W3C)'. The same goes for 'Gray', 'Maroon' and 'Purple'. I might just add the X11 values again as 'Green', 'Gray' (& 'Grey' for that matter) etc to avoid the inevitable confusion.

Nice tool 😊 I like it a lot!

I added it to downloads section: https://champman0102.co.uk/downloads.php?do=file&id=397 . However with this mediafire link the link might get broken after some time (and I cant host the zip in the forum site). So, do you mind if I host the files in a public github project (so the link will never expire)?

Do you know if its compatible with a tapani exe that already contains the coloured attributes patch?

Any idea if I will mess something up in the exe if I add more lines to the colors.txt file up to 46, like:
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20 = Red
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...
46 = Green

The reason I ask this is with tapani patch the color pattern is weird when some attribute is higher than 20 (when using nick's uncap20s patch) as in screenshot below, so I wanted to design better color pattern for values between 21 and 46

How can normal atributes be >20, and how did you manage to show hidden attributes??? Is there a way i can do it too?

📄 08-11-20, 06:29 PM   #13

MadScientist ⊙
Director

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

How can normal atributes be >20

Attributes actually range from 1 to 46 but any attributes that are higher than 20 are displayed as 20. If you want to see the actual values higher than 20 of the attributes you can use nick's uncap20s patch that you can find in nick's patcher tool apply misc patches section.

and how did you manage to show hidden attributes???

You can find this patch to show hidden attributes in nicks patcher tool as well

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📄 08-11-20, 08:38 PM   #14

Michil90 ⊙
Youth Team Player

Join Date: 29-06-19
Posts: 1

Hello, I still dont get it how to set this tools.Can you tell me step by step what i must do to get those coulors. For me easyest way for instructions will be video on youtube. Can You upload video on youtube how putt this colours to CM. Tnx

---

📄 09-11-20, 12:58 AM   #15

John Locke ⊙
Decent Young Player

Join Date: 04-05-20
Posts: 89

Open colours.txt, by default it should be:

Code:

```
1 = Lime
2 = Yellow
3 = Yellow
4 = Yellow
5 = Yellow
6 = Yellow
7 = Yellow
8 = Yellow
9 = Yellow
10 = Yellow
11 = Yellow
12 = Yellow
13 = Yellow
14 = Yellow
15 = Yellow
16 = Yellow
17 = Yellow
18 = Yellow
19 = Orange
20 = Red
```

Edit the file as you desire, e.g. change 'Yellow' to 'Pale Goldenrod' or whatever colour you want. See x11.txt for a list of valid colour names. Save the changes.

Then double click Run.bat

📄 09-11-20, 12:27 PM   #16

yondaime94 ○
Youth Team Player

> 🔫 Originally Posted by **MadScientist** ⬚
> *Attributes actually range from 1 to 46 but any attributes that are higher than 20 are displayed as 20. If you want to see the actual values higher than 20 of the attributes you can use nick's uncap20s patch that you can find in* nick's patcher *tool apply misc patches section.*
>
> *You can find this patch to show hidden attributes in nicks patcher tool as well*

Thanks for Help Okabe!!

📄 09-11-20, 12:58 PM   #17

yondaime94 ○
Youth Team Player

[QUOTE=MadScientist;492176]Attributes actually range from 1 to 46 but any attributes that are higher than 20 are displayed as 20. If you want to see the actual values higher than 20 of the attributes you can use nick's uncap20s patch that you can find in nick's patcher tool apply misc patches section.

One more question about this, i downloaded patch, and when i go in misc tehre are 200+ pathces, and i dint see uncap 20'. DO you know the name under it is written?

Thanks

📄 09-11-20, 02:10 PM   #18

Nick+Co ○
Programmer

@yondaime94: Make sure you have the latest version of the patcher. They are listed in alphabetical order and it's called "Misc Patches/Uncap20s.patch"

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

MadScientist

📄 10-11-20, 08:06 PM   #19

Mohsin ○
Hot Prospect for the Future

This is my color scheme 🙂

1 = A5A929
2 = A5A929
3 = A5A929
4 = A5A929
5 = A5A929
6 = A5A929
7 = A5A929
8 = A5A929
9 = A5A929
10 = F7FF00
11 = F7FF00
12 = F7FF00
13 = F7FF00
14 = F7FF00
15 = 1AFF00
16 = 1AFF00
17 = 1AFF00
18 = 07DBEB
19 = 07DBEB
20 = FF0000

Bad - Dark Greyish-Yellow
Okay - Yellow
Good - Green
Excellent - Dark Turquoise
Perfect - Bright Red

Edit: I changed it to something I liked better.

Last edited by Mohsin; 11-11-20 at 08:02 PM.

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

MadScientist

Alan ○
Backup Player

Join Date: 20-09-12
Posts: 649

The 'original' Tapani Patch colors:

1 - #C6C3A5
2 - #BDBE7B
3 - #C6C37B
4 - #B5B26B
5 - #C6B263
6 - #E7E35A
7 - #F7F342
8 - #FFFB21
9 - #FFFB00
10 - #FFFF00
11 - #FFFF00
12 - #FFDF00
13 - #FFD300
14 - #FFBE00
15 - #FFB200
16 - #F79200
17 - #F77100
18 - #F75900
19 - #F73810
20 - #F72C10

The Following 3 Users Say Thank You to Alan For This Useful Post:

John Locke, MadScientist, Mohsin

---

sUpErBoBo1986 ○
Youth Team Player

Join Date: 18-05-18
Posts: 3

Ciao a tutti,
ho un problema con l'installazione di questi colori.
Ho seguito tutte le istruzioni e l'applicazione Run mi conferma che 20 colori sono stati cambiati

> 20 colours changed.
> Done.

Quando vado ad aprire il mio salvataggio, nessun colore è stato cambiato!

Penso di avere difficoltà con questa parte delle istruzioni:

> [For those that play versions other than 3.9.68 only]
> If you've managed to apply colored attributes to an earlier version of the game then the offset value in config.txt can be edited to allow this tool to change those colors - just change it to the offset 2 bytes before the color value for the attribute value of 1. The tool will just apply the colors to the location [offset + (attribute * 2)].

Can someone please explain me how to edit this part. I am still using version 3.9.60

thank you so much

John Locke ○
Decent Young Player

Join Date: 04-05-20
Posts: 89

> ❝❝ Originally Posted by **sUpErBoBo1986** ▶
>
> *Can someone please explain me how to edit this part. I am still using version 3.9.60*
>
> *thank you so much*

Have you installed a coloured attributes patch on 3.9.60?

This tool can only change existing colours, it isn't able to make attributes coloured.

---

sUpErBoBo1986 ○
Youth Team Player

Join Date: 18-05-18
Posts: 3

> Have you installed a coloured attributes patch on 3.9.60?

Yes, I have.

> This tool can only change existing colours, it isn't able to make attributes coloured.

I want the numbers in vanilla to become other colors as in the images of the previous posts.

John Locke ○
Decent Young Player

Join Date: 04-05-20
Posts: 89

If you can upload the vanilla 3.9.60 exe and 3.9.60 with coloured attributes (and no other modifications) then I can take a look but don't hold your breath.

---

sUpErBoBo1986 ○
Youth Team Player

Join Date: 18-05-18
Posts: 3

What do you mean by "*upload the vanilla 3.9.60 exe*"? Do you want to know the color code of the vanilla? Where can I find it?
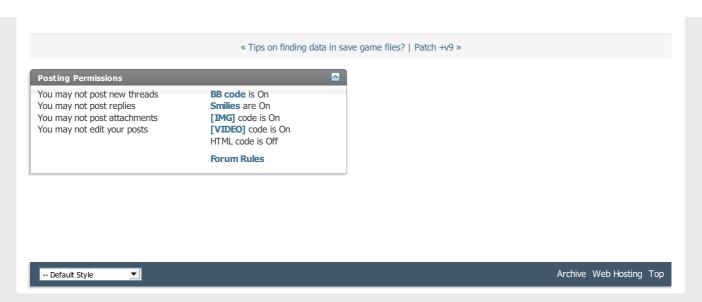
These are the codes I changed with CAT:

> *CONFIG:*
> *directory = C:\Users\andre\Desktop*
> *offset = 0x5660F6*

https://imgur.com/zx2Xsyq

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