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Thread: Competition / Club / Nation Renaming

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📄 09-07-15, 12:25 PM   #1

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Competition / Club / Nation Renaming

Hi guys,

does anyone know how to change the names of the competitions using the hex editor?

I have tried to use the Name change tool but it always crashes. I think its because i am using the 3.12 patch.

Any ideas?

📄 10-07-15, 06:48 PM   #2

JohnLocke ○
Programmer
VIP

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

This might be even easier. Save the line below as a text file.
FrenchLowerDivision 0x5DC200 String:23 "French Lower Division"

Then open it with the Flex Editor (http://www.champman0102.co.uk/downlo...do=file&id=201) and open the file you just saved.

Change the name.

Edit the data to match - you'll need something other than the official editor.

Start a new game.

I'll post a full list at some point, or post details on how to find out yourself 'cause working them all out will be boring.

📄 11-07-15, 05:48 PM   #3

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

what editor do i use to edit the data?

📄 11-07-15, 05:51 PM   #4

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

thanks locke! i only really need belgian, danish, english, irish, northern irish, scottish, turkish and welsh leagues. but every single competition thats playable.

how comes the names editor doesnt work with the 3.12 patch?

JohnLocke ○
Programmer
VIP

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

Tri Wasano's editor should do it.

Am a bit busy at the moment, so it might be quicker to edit the exe manually using something like XVI32 - just go (ctrl+g, I think) to 0x5DC200 and edit the text, all other competitions will be nearby.

Ravanelli ○
Decent Young Player

Join Date: 15-12-13
Posts: 98

A question that is maybe linked to this: can you change the names of players in a save game? Because names are maybe the only thing that can't be changed with Graeme Kelly's save game editor. Could be great with databases from the '90s. So when your game is in 2003 you can 'create' the likes of Messi of Ronaldo in your save game.

JohnLocke ○
Programmer
VIP

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

Turns out I've already created a file for this, you can find it here: https://hugo9cf.wordpress.com/2015/0...x-editor-file/

@Ravanelli, it should be possible to write an application that could do that - but I'm not sure the game will accept new names being entered into a save. The last 16 names in each of the three name files are used for human players, so additional names might need to go before them. You can't just edit the names because the game stores names as a number, so if you edit the text then, for example, everyone called John will end up being called Lionel or whatever.

---

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

hi johnlocke, i have done what u said using the hex editor but everytime i save the file it comes up with not a valid win32 application? what am i doing wrong?

- - - Updated - - -

i tried the other way using the flex editor and the tri wasano but i cant find english football league championship in the exe file?

---

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

im not sure what im doing wrong but basically i do these steps.

edit the flex file english first division to = european division 1
then i go into tri wasano and the name of the league in there is english football league championship, i edit that to = european division 1

i open the editor and the european division one is there as i edited it.

but then when i load and run the game it comes up with an error cannot find english_first_division

what am i doing wrong?

JohnLocke ○
Programmer
VIP

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

This might depend on what data you're using - in the original data the league below the English Premier was called the English First Division (now known as the Championship). If you're using a modified data (& exe) then the English First Division could be the league below that (originally the English Second Division).

Brilee1972 ○
Youth Team Player

Join Date: 05-01-16
Posts: 1

👍 **Updating leagues to Championship, league1 etc**

Hi guys id there a patch/update for updaitng the leagues to the current state, Premier league, Championship, League 1, League 2.
I've done the October 2015 data update and the tapani patch v2.21.1 and still have old league format
Thanks

Mark ○
Chairman

Join Date: 31-10-11
Posts: 29,427

The format in England (in the Conference at least) has been fixed in the Tapani Patch. It's just that the names haven't been updated which cannot be changed as it's hard coded.

Jesus ○
First Team Player

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

If you're talking about the names of the competitions, you would have to do all the renaming yourself. Here's a thread for Names Editor Queries.

The Names Editor can be downloaded here.

saturn ○
Programmer
VIP

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

Competition renaming

Here is an updated set of names for all active leagues and cups in the game. This process will rely heavily on feedback from native followers of different leagues, so please feel free to suggest improvements or point out any glaring mistakes. Currently most of the names chosen were taken from Wikipedia etc, so any advice is welcome. Some leagues such as Italy are particularly difficult to rename given the change in their league structure.

Here are some screenshots:

Spoiler! Show

A full list of changes (a '-' indicates no change):

Spoiler! Show

Instructions
1. Download Rename.zip from here.
2. Unzip the two files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy club_comp.dat into the Data folder in your main Championship Manager folder, overwriting the club_comp.date file already there.

The new names are fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh competition names untouched, as the names vary depending upon whether you're using the Tapani patch or not (Welsh Premier Division / English Northern Premier League Premier Division).

Competitions were renamed in two ways. Firstly, by using zozoa's Names Editor where the new names were not longer than the original names. Secondly, via this method posted by JohnLocke some time ago. The exe was patched to allow competitions requiring longer names than their originals to be edited directly, using the XVI32 debugger on the club_comp.dat file. A couple of minor tricks were also used, I'll try and write up a tutorial in the Patches forum some time.

For now the inactive / non-league divisions and cups have not been renamed. Let's try and get the active ones accurate first 🙂. Awards have also not been renamed - no point until we settle on final names for the competitions that they're used for.

Thanks to zozoa for the Names Editor, JohnLocke for the patching instructions, Dermotron for a full list of suggested new names, and edcrowley100 for a handy list of the original competition names.
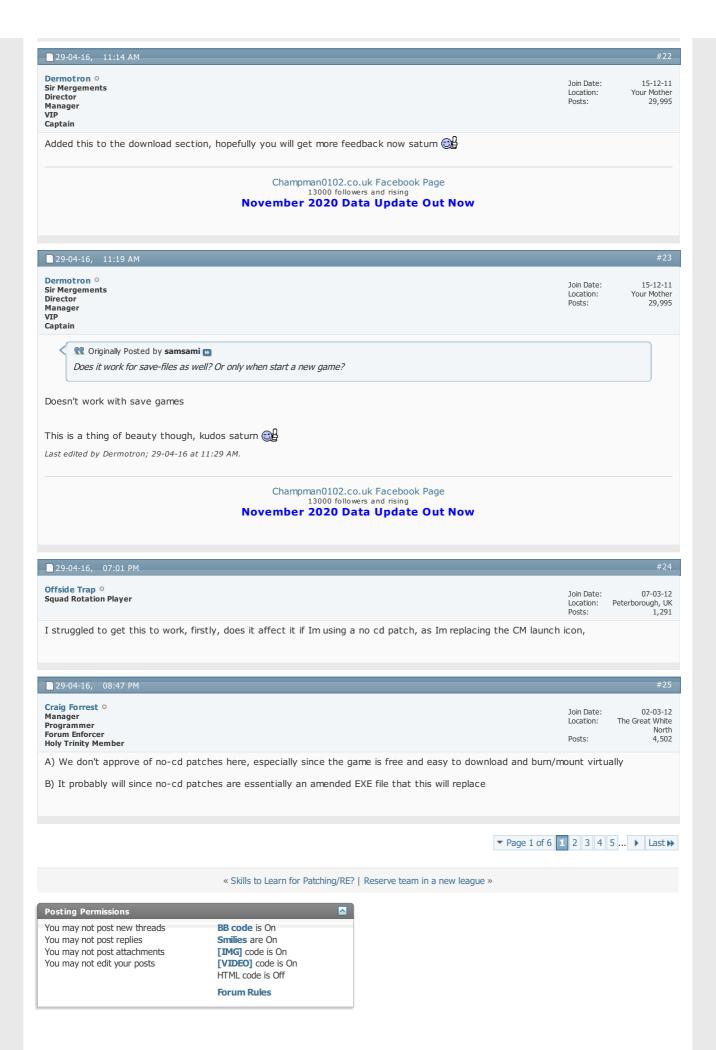
Rename v1.1 now available here.

Rename v1.2 now available here.

Rename v1.3 now available here.

Last edited by saturn; 03-09-16 at 08:55 PM.

Erkifino ○
First Team Player

Join Date: 02-03-12
Posts: 4,536

Beautiful. Nice to see ed get a shout out... Where are you now ed?

---

samsami ○
VIP

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

Very nice!!!

Does it work for save-files as well? Or only when start a new game?

---

saturn ○
Programmer
VIP

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

> 🞂 Originally Posted by **samsami** ⏩
> *Does it work for save-files as well? Or only when start a new game?*

I don't know tbh. With the exe and data both changing I wouldn't be too confident that it would work.

Nurishi ○
Hot Prospect for the Future

Join Date: 01-05-14
Location: Germany
Posts: 164

Excellent, thank you!!! 😊👍

---

djole2mcloud ○
Programmer

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

Saturn,is it possible to add this through some sort of .patch...cause i alredy made so much changes in .exe crating new patches?

---

saturn ○
Programmer
VIP

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

> 🞂 Originally Posted by **djole2mcloud** ⏩
> *Saturn,is it possible to add this through some sort of .patch...cause i alredy made so much changes in .exe crating new patches?*

Sure. 🙂

.patch version:

Spoiler! Show

Of course you will still need to overwrite the club_comp.dat.

---

djole2mcloud ○
Programmer

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

thank you

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Added this to the download section, hopefully you will get more feedback now saturn 😊👍

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

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> 🔁 Originally Posted by **samsami** 🔽
> *Does it work for save-files as well? Or only when start a new game?*

Doesn't work with save games

This is a thing of beauty though, kudos saturn 😊👍

Last edited by Dermotron; 29-04-16 at 11:29 AM.

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

Offside Trap ○
Squad Rotation Player

Join Date: 07-03-12
Location: Peterborough, UK
Posts: 1,291

I struggled to get this to work, firstly, does it affect it if Im using a no cd patch, as Im replacing the CM launch icon,

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

A) We don't approve of no-cd patches here, especially since the game is free and easy to download and burn/mount virtually

B) It probably will since no-cd patches are essentially an amended EXE file that this will replace

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Thread: Competition / Club / Nation Renaming

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☐ 29-04-16, 11:46 PM   #26

Offside Trap ○
Squad Rotation Player

Join Date: 07-03-12
Location: Peterborough, UK
Posts: 1,291

Ok thanks Craig

☐ 30-04-16, 01:30 PM   #27

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Changing Names Of Staff titles

Hi there is there any way to change the name of the staff job titles:

Managing Director - Vice President

what offset would i need to change?

☐ 30-04-16, 04:51 PM   #28

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Looks so much better than Inter-Toto Cup 😊🏃

---

samsami ○
VIP

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

> 📖 Originally Posted by **Dermotron** ▸
> *Doesn't work with save games*
> *This is a thing of beauty though, kudos saturn 😊🏃*

I tried it and it does indeed not work with save files. I got error messages when I tried to open my save file.
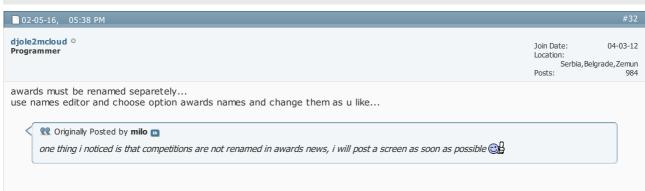It's good to let people know that.
You can only use it when you start a new game but you can no longer open ANY save game with the program.

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> 📖 Originally Posted by **samsami** ▸
> *You can only use it when you start a new game but you can no longer open ANY save game with the program.*

Yes you can. Just have multiple installs with the setup the same as the save games

---

milo ○
Director

one thing i noticed is that competitions are not renamed in awards news, i will post a screen as soon as possible 😊

📄 02-05-16, 05:38 PM   #32

djole2mcloud ○
Programmer

awards must be renamed separetely...
use names editor and choose option awards names and change them as u like...

> 🗨 Originally Posted by **milo** ▶▶
>
> *one thing i noticed is that competitions are not renamed in awards news, i will post a screen as soon as possible* 😊

📄 04-05-16, 08:08 AM   #33

saturn ○
Programmer
VIP

Code:

```
0053ADE1      |. 68 7C6A9B00           PUSH cm0102.009B6A7C              ;  ASCII "Mng/Director<%s
- COMMENT - short name>"
0053ADE6      |. E9 24020000           JMP cm0102.0053B00F
0053ADEB      |> 68 546A9B00           PUSH cm0102.009B6A54              ;  ASCII "mng/director<%s
- COMMENT - short name>"
0053ADF0      |. E9 1A020000           JMP cm0102.0053B00F
0053ADF5      |> 85C0                  TEST EAX,EAX
0053ADF7      |. 74 17                 JE SHORT cm0102.0053AE10
0053ADF9      |. 68 406A9B00           PUSH cm0102.009B6A40              ;  ASCII "Managing Directo
r"
0053ADFE      |. 68 B419AE00           PUSH cm0102.00AE19B4
0053AE03      |. E8 D8461300           CALL cm0102.0066F4E0
0053AE08      |. 83C4 08               ADD ESP,8
```

Change the ASCIIs at 009B6A7C, 009B6A54, 009B6A40 and 009B6A2C.

Open up cm0102 in XVI32 and hit CTRL+G and enter the addresses mentioned above while subtracting -00400000 from them (so 0059B6A7C etc). You can then rename the ASCIIs easily with XVI32's built-in Text -> Hex command in Edit -> Overwrite String. Overwrite any leftover characters from the Managing Director ASCII by entering 00s.

📄 04-05-16, 08:17 AM   #34

saturn ○
Programmer
VIP

Yes, good idea of yours 🙂. Slight downside is that it can look a bit rubbish in a team's Honours list.

Yes, going to finalize all of the competition names before tackling them.

The plan is to update the names in three parts:

1. Active competitions in active leagues (leagues and cups that are played in the game).
eg English Premier Division, Italian Cup.

2. Inactive competitions in active leagues (non-league divisions, defunct/inactive cups).
eg Italian Serie D, Belgian League Cup.

3. Inactive competitions in inactive leagues (leagues and cups in inactive leagues).
eg Mexican First Division, Austrian Cup.

-

So part one is done (or an initial attempt at it anyway). All three parts of a competition's name (long, short, acronym) have been updated, but I'm wondering to what extent that has to be done for the next two parts. Basically, what parts of a competition will the player never see, and hence not have to be edited? So far I'm thinking:

2a. Inactive leagues in active leagues:
Long: ?
Short: Find Club, Honours, Player Search
Acronym: ?

2b. Inactive cups in active leagues:
Long: ?
Short: Honours
Acronym: ?

3a. Inactive leagues in inactive leagues:
Long: ?
Short: Find Club
Acronym: ?

3b. Inactive cups in inactive leagues*:
Long: ?
Short: ?
Acronym: ?

*Inactive continental cups appear in a club's honours list, so their short names will have to be changed.

Can anyone think of any other places these where any of these names would appear?

---

i think inactive national tournaments (both in active and inactive leagues) are shown nowhere other than editors

---

Here's an updated version of the competition renaming plan. It renames all the inactive competitions in active leagues (mostly non-league and defunct cups), as well as a few other changes from the first version. I only changed the short names of these competitions as I don't think their long names appear anywhere in the game. If anyone spots the long names anywhere then let me know.

Download link: http://www.mediafire.com/download/ee...ename_v1.1.zip

Instructions:
1. Download Rename v1.1.zip from above.
2. Unzip the files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy club_comp.dat, euro.cfg, nat.club.dat and nation.dat into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh competition names untouched, as the names vary depending upon whether you're using the Tapani patch or not (Welsh Premier Division / English Northern Premier League Premier Division).

A note of warning regarding the Netherlands name change. The nat_club.dat, nation.dat and euro.cfg files are based on the April 2016 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database, the game will crash upon loading. The cm0102.exe and club_comp.dat files are still fine to use (they contain all the rest of the competition renaming). You can see how to change Holland to Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

Full list of changes:
Spoiler! Show

Screenshots:
Spoiler! Show

Last edited by saturn; 24-05-16 at 10:32 PM.

---

saturn ○
Programmer
VIP

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

Version 1.2 now available here: http://www.mediafire.com/download/ey...ename_v1.2.zip

The final planned change to competition names: inactive competitions in inactive leagues. Also a few other changes to some names already changed in v1.1 (thanks milo!), full list of changes below.

Spoiler! Show

Instructions:
1. Download Rename v1.2.zip from above.
2. Unzip the files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy club_comp.dat, euro.cfg, nat.club.dat and nation.dat into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh competition names untouched, as the names vary depending upon whether you're using the Tapani patch or not (Welsh Premier Division / English Northern Premier League Premier Division).

A note of warning regarding the Netherlands name change. The nat_club.dat, nation.dat and euro.cfg files are based on the April 2016 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database, the game will crash upon loading. The cm0102.exe and club_comp.dat files are still fine to use (they contain all the rest of the competition renaming). You can see how to change Holland to Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

The final planned change will be to award names. There's more award names in the game than competition names so it'll be a little while before that gets released.

Last edited by saturn; 31-05-16 at 02:00 PM.

---

fisher ○
Youth Team Player

Join Date: 28-05-16
Posts: 41

Then how does the CM Explorer editor work? It allows you to edit names with no issues in CM 01/02 save games. It appears to simply create a new entry in the names DB anytime you edit a name in your save file. Obviously I don't know for sure because I don't know how to actually see the Names DB but in the editor, changing the name of a player does not overwrite the original name in the list of names, it just adds the new name to the list instead.

it would seem to make sense that the database has the ability to 'add' new names over the course of a save game since you can simply continue adding new managers to the game and give them a unique name each time.

Last edited by fisher; 29-05-16 at 01:27 AM.

📄 30-05-16, 09:41 PM   #39

Craig Forrest ◎
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Question about renaming things, Saturn....

I've made a World League patch using Brazil... but every time someone gets suspended, the text reads "player X will miss one Brazilian National match". Do you know where that info is stored in the EXE? I'd like to be able to change it via Olly if at all possible

---

📄 31-05-16, 08:19 AM   #40

saturn ◎
Programmer
VIP

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

Gio posted something about that in the Office:

"MOV BYTE PTR DS:[ESI+50],xx indicates which is the suspensive effect, BL is for international competitions. (Note other competitions. For example, Brazil national comps use No. 6, German cup comps use 0D)."

I don't really know beyond that.

📄 31-05-16, 12:58 PM   #41

Rodry97 ◎
Coach

| Join Date: | 27-03-12 |
| Posts: | 232 |

Hello!

Excellent work Saturn

I have a problem ... I install the game , then the patch .68 and then patch names .

And I close the game

📄 31-05-16, 01:22 PM   #42

saturn ◎
Programmer
VIP

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

I'm going to assume you're using v1.2. Did you copy the club_comp.dat, euro.cfg, nat.club.dat and nation.dat files too?

📄 31-05-16, 01:28 PM   #43

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

Yes. First copy the cm.exe and then the other files

📄 31-05-16, 01:30 PM   #44

saturn ○
Programmer
VIP

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

What database are you using?

📄 31-05-16, 01:31 PM   #45

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

I am using the original database of .68

📄 31-05-16, 01:40 PM   #46

saturn ○
Programmer
VIP

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

That'll be the Netherlands name change - there's warnings about it in post #22.

📄 31-05-16, 01:46 PM   #47

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

Then , I copy only the culb_comp and euro.cfg ?

As you can modify the file nation to use the base, 68 ?

📄 31-05-16, 01:59 PM   #48

saturn ○
Programmer
VIP

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

Just the club_comp.dat file, not the euro.cfg file.

My mistake not to clarify whether or not to use the euro.cfg file in post #22, I'll change that now.
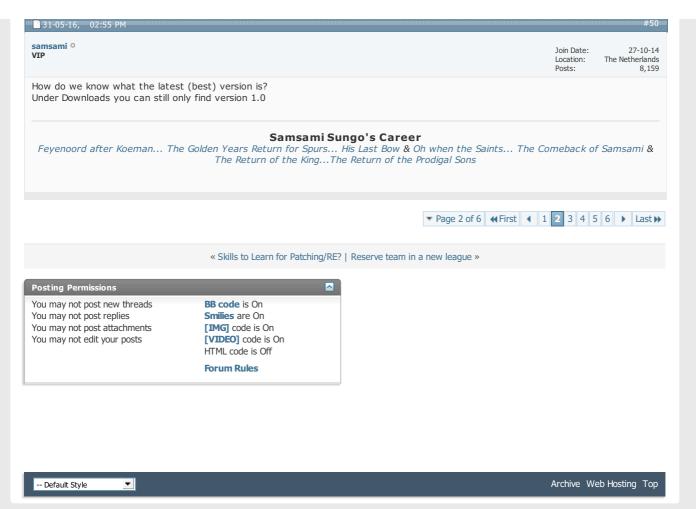

📄 31-05-16, 02:02 PM   #49

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

Okok thank you!

If there is any solution for complete your patch 1.2 . please let

samsami ○
VIP

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

How do we know what the latest (best) version is?
Under Downloads you can still only find version 1.0

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

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Thread: Competition / Club / Nation Renaming

Thread Tools▾

📄 31-05-16, 06:10 PM   #51

saturn ○
Programmer
VIP

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

Version 1.2 in here is the best/most complete renaming.

📄 31-05-16, 06:50 PM   #52

samsami ○
VIP

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

❝❝ Originally Posted by **saturn** ▸
Version 1.2 in here is the best/most complete renaming.

Thanks! Most people only look at the Downloads though.

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

📄 31-05-16, 07:20 PM   #53

milo ○
Director

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

❝❝ Originally Posted by **samsami** ▸
How do we know what the latest (best) version is?
Under Downloads you can still only find version 1.0

updated in downloads too 👍

also the title, no longer competition remaining 😀

📄 31-05-16, 09:16 PM   #54

fairedinkum ○
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Works a treat Saturn, I've chucked it in and edited all me pictures in the pictures file to match the names, appreciate your time and work on it cos it's pukka.

☐ 01-06-16, 03:15 PM

#55

samsami ○
VIP

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

How does renaming competitions affect background pictures like the 2015-2016 PLAYERS AND MANAGERS PACK
Do I have to make changes there?

☐ 01-06-16, 06:02 PM

#56

fairedinkum ○
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

> 🗨 Originally Posted by **samsami** ▶▶
> *How does renaming competitions affect background pictures like the 2015-2016 PLAYERS AND MANAGERS PACK*
> *Do I have to make changes there?*

I just edited all the names of the comps in the pic. file to match Saturn's name changes so that when you click on say the EPL, the picture in the pictures file appears.

I have only done all the major leagues in Europe plus all the European competitions, just a personal preference really.

I can upload the file if you want to save you editing the ones I've already done?

☐ 01-06-16, 07:14 PM

#57

milo ○
Director

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

> 🗨 Originally Posted by **samsami** ▶▶
> *How does renaming competitions affect background pictures like the 2015-2016 PLAYERS AND MANAGERS PACK*
> *Do I have to make changes there?*

april version of my pack includes all the needed changes so every competition should have a picture, whether if you're using the original names or saturn's patch

---

☐ 30-07-16, 07:18 AM

#58

luisito ○
Squad Rotation Player

Join Date: 17-07-12
Location: Paris
Posts: 1,008

Structure ligue change

Long Old: Ligue 2
Long New: Domino's Ligue 2
Short Old: Ligue 2
Short New: Ligue 2
Reason: partnership naming

☐ 31-07-16, 07:28 PM

#59

eddieC ○
Reserve Team Player

Join Date: 27-08-14
Posts: 308

NO WAY, I got a mention!!! I'm well happy about that!, I'm eddieC now

EDIT: Actually shout out to everyone, I'm looking at expanding on this great patch as well by renaming awards for each league, and MLS teams etc.... as well as applying a few patches and offsets here and there, I will upload whenI am done. For anyone who cares for it.

📄 31-07-16, 07:32 PM   #60

eddieC ○
Reserve Team Player

Join Date: 27-08-14
Posts: 308

I'm here dude.... had to reboot my laptop, so lost password for old account

---

📄 02-08-16, 08:39 PM   #61

eddieC ○
Reserve Team Player

Join Date: 27-08-14
Posts: 308

😎 **FULL RENAME DATA.zip**

Hi there,

Expanding on the excellent work of Saturn with his **Competition Renaming Patch v1.2.....**

I thought I would take the Liberty and also rename the 'awards' for the Leagues that have had their names changed.

E.G...

English Premier Division - English Premier League
Premier Division - Premier League
PRM - EPL

But the weekly, monthly and Yearly awards would still show their 'Old' name.

So now "**English Premier Division Manager of the Month**" is "**English Premier League Manager of the Month**"

THESE are what I have updated and changed **THROUGHOUT ALL LEAGUE AWARDS in the game [Where it was Possible]**

In a lot of the cases where it would say "**Manager of the Year**" I have now changed to "**Manager of the Season**" for example.
I think this just adds a nice touch, personally.

IMPORTANT TO NOTE:

I made NO changes to ANY of the League of Ireland & Northern Ireland awards - EVERYTIME I attempted to do so, It resulted in errors and crashes.
I still don't know why, so I just left these alone. Which is a shame!

Instructions:
1. Download FULL RENAME DATA.zip
2. Unzip the files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy the Data folder and overwrite your already existing one

Tapani 2.21.1. - Has already been applied and in 1280x800 Window Mode

As I like to Custom my game to the way 'I' like to play it, I've applied the following changes using ollydb and Flex 2. so.......
Before undoing any of these offset changes, look up what the Original .exe values were before applying this Patch.

See & Consult - OFFSETS

Spoiler! [Show]

Included in folder is a saved game file, which has ALL Leagues selected, so you can see the full list of changes to the awards for Pretty much every League in the game. Including International Player awards.

Have also Changed those pesky MLS team names that were bugging the hell out of me!

I am no programmer. I have done nothing genius in patching but what I did do was Laborious and time consuming, so I hope you appreciate it, Should you wish to download this.

Vast VAST majority of work has obviously been done by the following:

Competition Renaming Patch v1.2 - Saturn
& Dermotron for a full list of suggested new names.

Tapani 2.21.1. - Tapani [All Hail the great one!]

Flex 2 - JohnLocke [Fantastic Tool for customizing your game]

Names Editor - zozoa [Did ALL the renaming on this]

OllyDB - Oleh Yuschuk

Hope at Least some of you enjoy it and/or find it of some use.

Last edited by eddieC; 02-08-16 at 08:54 PM.

Version 1.3 now available here: http://www.mediafire.com/download/76...ename_v1.3.zip

The award names have now been updated, full list of changes below. All feedback welcomed - getting accurate information on awards was much more difficult than it was for competition names.

Spoiler! Show

Instructions:
1. Download Rename v1.3.zip from above.
2. Unzip the files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh award names untouched.

A note of warning regarding the Netherlands name change. The nat_club.dat, nation.dat and euro.cfg files are based on the April 2016 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database, the game will crash upon loading. The cm0102.exe, club_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

Everything is still based on the 2015/16 data, so any competitions with new names this season have not yet been updated. I hope to have that done for v1.4 (along with any feedback related changes), in time for the Autumn data update.

Saturn, I got all kinds of errors when trying to rename any of the Irish leagues awards.. did you encounter this?

Can't say I did. The only problem I had was the Names Editor not liking apostrophes. (I got around that by just initially naming things like FIFA Ballon d_Or and then replacing the underscore with an apostrophe directly in the exe and staff_comp.dat file.)

---

interesting

Like the "MLS Manager of the Year to MLS Coach of the Year" .... nice touch dude.

---

how can i change celtic and rangers short name to Glasgow Celtic & Glasgow Rangers, it doenst let me in the editor and when i do it with the xv editor on the club.dat file it doesnt show up in the editor or on the game? thanks.

That's odd, I wouldn't have thought the game would've cared too much about short names, but apparently it does (they're hard-coded clubs but even at that...).

I thought maybe the game mightn't have liked their long and short names being the same, but there are other hard-coded clubs that have the same for both, so I'm stumped.

16-09-16, 10:28 AM

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

> Originally Posted by **saturn**
> *That's odd, I wouldn't have thought the game would've cared too much about short names, but apparently it does (they're hard-coded clubs but even at that...).*
>
> *I thought maybe the game mightn't have liked their long and short names being the same, but there are other hard-coded clubs that have the same for both, so I'm stumped.*

yeah its odd becasue i tried with fc bayern and changed it to bayern munchen and it worked fine. but tried it with sporting to sporting lisbon, rangers to glasgow rangers and az to az alkmaar and none of them work.

odd.

16-09-16, 10:50 AM

saturn ○
Programmer
VIP

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

> Originally Posted by **totallyaddicted**
> *yeah its odd becasue i tried with fc bayern and changed it to bayern munchen and it worked fine. but tried it with sporting to sporting lisbon, rangers to glasgow rangers and az to az alkmaar and none of them work.*
>
> *odd.*

If you change the long name while changing the short name too it should work. So change the long to Glasgow Celtic1 and the short to Glasgow Celtic, save, and then go back and rename the long to Glasgow Celtic.

21-09-16, 08:46 AM

saturn ○
Programmer
VIP

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

Thanks for the suggestion, but I don't include any sponsorship names due to the regularity with which they change.

Proposed changes for v1.4:

Code:

```
European Football Championship   UEFA European Championship
European Championship      -
-        -

Oceania Nations Cup     OFC Nations Cup
OFC Nations Cup     -
-        -

Australian A-League      -
A-League     -
AL        A-L

Belgian Pro League     *Belgian First Division A
Pro League      First Division A
D1        D1A
Belgian Second Division     *Belgian First Division B
Second Division     First Division B
D2        D1B

Belgian Third Division     *Belgian First Amateur Division
Third Division      First Amateur Division
D3        AMA

English Community Shield   *English FA Community Shield
Community Shield    FA Community Shield
-        -

English Football League 1    *English Football League One
League 1       League One
```

Award names will be changed to match the above too.

I might also edit some of the award names that end in "xxxx Award" due to it looking a bit weird in the news screen, eg "xxx has won the "xxxx Award" award." Open to any further suggestions.

📄 03-10-16, 02:01 PM   #72

tom_clarke_6 ◦
Youth Team Player

Join Date: 27-08-12
Posts: 36

Does this change the structure of the European competitions? eg does Europa league now have groups and has champions league second group stage been changed to last 16 matches?

📄 03-10-16, 09:41 PM   #73

Fods ◦
Not Needed at the Club

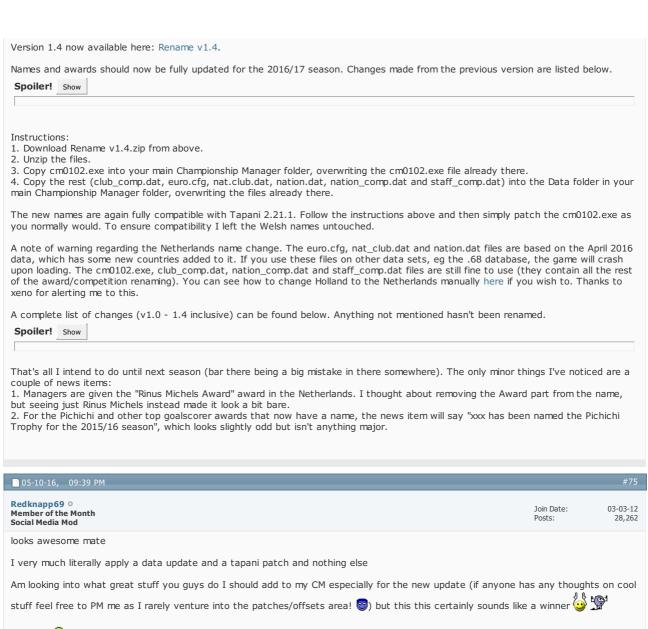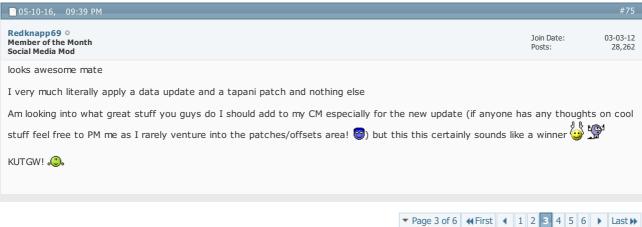Join Date: 16-12-11
Location: Australia
Posts: 11,493

It changes the names of the competitions only not the structure, the structures for those cannot at this stage be changed

---

📄 05-10-16, 06:54 PM   #74

saturn ◦
Programmer
VIP

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

Version 1.4 now available here: Rename v1.4.

Names and awards should now be fully updated for the 2016/17 season. Changes made from the previous version are listed below.

Spoiler! [Show]

Instructions:
1. Download Rename v1.4.zip from above.
2. Unzip the files.
3. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
4. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are based on the April 2016 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

A complete list of changes (v1.0 - 1.4 inclusive) can be found below. Anything not mentioned hasn't been renamed.

Spoiler! [Show]

That's all I intend to do until next season (bar there being a big mistake in there somewhere). The only minor things I've noticed are a couple of news items:
1. Managers are given the "Rinus Michels Award" award in the Netherlands. I thought about removing the Award part from the name, but seeing just Rinus Michels instead made it look a bit bare.
2. For the Pichichi and other top goalscorer awards that now have a name, the news item will say "xxx has been named the Pichichi Trophy for the 2015/16 season", which looks slightly odd but isn't anything major.

📄 05-10-16, 09:39 PM   #75

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

looks awesome mate

I very much literally apply a data update and a tapani patch and nothing else

Am looking into what great stuff you guys do I should add to my CM especially for the new update (if anyone has any thoughts on cool

stuff feel free to PM me as I rarely venture into the patches/offsets area! 😎) but this this certainly sounds like a winner 👬 🤹

KUTGW! 😀

« Skills to Learn for Patching/RE? | Reserve team in a new league »

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📄 06-10-16, 08:38 AM   #76

domtos88 ○
Youth Team Player

Join Date: 27-09-16
Posts: 41

for next competition renaiming 1.5 for italian:

TEAM OF THE WEEK to SQUADRA DELLA SETTIMANA
TEAM OF THE YEAR to SQUADRA DELL'ANNO
MANAGER OF THE YEAR to PANCHINA D'ORO
PLAYER OF THE YEAR to MIGLIOR GIOCATORE DELL'ANNO
YOUNG PLAYER OF THE YEAR to MIGLIOR GIOVANE DELL'ANNO
TOP GOALSCORER to CAPOCANNONIERE
GOALKEEPEER OF THE YEAR to MIGLIOR PORTIERE DELL'ANNO
DEFENDER OF THE YEAR to MIGLIOR DIFENSORE DELL'ANNO
ITALIAN PLAYER OF THE YEAR to MIGLIOR GIOCATORE ITALIAO DELL'ANNO
FOREIGN PLAYER OF THE YEAR to MIGLIOR GIOCATORE STRANIERO DELL'ANNO

📄 06-10-16, 08:46 AM   #77

Fods ○
Not Needed at the Club

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

> ❱❱ Originally Posted by **domtos88** ▶
>
> *for next competition renaiming 1.5 for italian:*
>
> *TEAM OF THE WEEK to SQUADRA DELLA SETTIMANA*
> *TEAM OF THE YEAR to SQUADRA DELL'ANNO*
> *MANAGER OF THE YEAR to PANCHINA D'ORO*
> *PLAYER OF THE YEAR to MIGLIOR GIOCATORE DELL'ANNO*
> *YOUNG PLAYER OF THE YEAR to MIGLIOR GIOVANE DELL'ANNO*
> *TOP GOALSCORER to CAPOCANNONIERE*
> *GOALKEEPEER OF THE YEAR to MIGLIOR PORTIERE DELL'ANNO*
> *DEFENDER OF THE YEAR to MIGLIOR DIFENSORE DELL'ANNO*
> *ITALIAN PLAYER OF THE YEAR to MIGLIOR GIOCATORE ITALIAO DELL'ANNO*
> *FOREIGN PLAYER OF THE YEAR to MIGLIOR GIOCATORE STRANIERO DELL'ANNO*

That's Italian language right?

It won't be done in Italian

📄 06-10-16, 08:47 AM   #78

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> **Originally Posted by Redknapp69** ▶▶
>
> *looks awesome mate*
>
> *I very much literally apply a data update and a tapani patch and nothing else*
>
> *Am looking into what great stuff you guys do I should add to my CM especially for the new update (if anyone has any thoughts on cool stuff feel free to PM me as I rarely venture into the patches/offsets area! 😎) but this this certainly sounds like a winner 😊 🐰*
>
> *KUTGW! 😄*

I am using one of the earlier versions for the Alphabet Game. It's a great addition.

📄 06-10-16, 09:01 AM	#79

domtos88 ○
Youth Team Player

Join Date: 27-09-16
Posts: 41

this is for italian serie A prize
correction:
ITALIAN PLAYER OF THE YEAR to MIGLIOR GIOCATORE ITALIANO DELL'ANNO

📄 24-10-16, 07:14 PM	#80

Johnny234 ○
Youth Team Player

Join Date: 30-03-12
Posts: 7

I don't know if others experienced the same problem, but with the latest data update (October 2016), I can't use this patch anymore. 🙁

When I try to start a new game my CM 0102 throws an error before league selection window with the following message:

"Error: v3.9.68T Setup..cpp 1672"

I have tried to install the game many times, but always the same. 🙁 It works well with data update April 2016, but not with the latest one. 🙁

Could you please give me an advise what to do? I would like to use this patch also, because I love the league names in it, but with this new data update it's not possible anymore. 🙁

📄 24-10-16, 07:34 PM	#81

saturn ○
Programmer
VIP

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

Version 1.41 now available here: http://www.mediafire.com/file/y8oro5...name_v1.41.zip

Everything should now be fully updated for the October 2016 update. Changes made from the previous version are listed below.

Spoiler! [Show]
_____

Instructions:
1. Have the October 2016 update files already in your Data folder.
2. Download Rename v1.41.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are **based on the October 2016 data**, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the October 2016 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

A complete list of changes (v1.0 - 1.41 inclusive) can be found below. Anything not mentioned hasn't been renamed.

Spoiler! [Show]
_____

That's all I intend to do until next season (bar there being a big mistake in there somewhere). The only minor things I've noticed are a couple of news items:
1. Managers are given the "Rinus Michels Award" award in the Netherlands. I thought about removing the Award part from the name, but seeing just Rinus Michels instead made it look a bit bare.
2. For the Pichichi and other top goalscorer awards that now have a name, the news item will say "xxx has been named the Pichichi Trophy for the 2015/16 season", which looks slightly odd but isn't anything major.

Last edited by saturn; 24-10-16 at 10:18 PM.

---

saturn ○
Programmer
VIP

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

Could the above be added to the Downloads section please? It might cut down on some of the Tech Support issues because I think people are trying to use v1.3 with the latest data update.

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

When you have a good lot of 2.21.1+ v2 patches I'll add them to download section too in a bundle. Only working version of starting in 2016

Oh yeah this one added now

_____

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

ERENAKARSU ○
Youth Team Player

Join Date: 13-03-12
Posts: 1

turkey football league 14 gives permission to foreign possession. but 6 gives foreigners permission in the first eleven games. How corrected.

Fods ○
Not Needed at the Club

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

Nothing to do with competition renaming so not sure why you posted here, check out some of the patches in here to see if they solve your problem: http://champman0102.co.uk/forumdisplay.php?f=12

25-10-16, 08:35 AM   #86

samsami ○
VIP

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

"Managers are given the "Rinus Michels Award" award in the Netherlands. I thought about removing the Award part from the name, but seeing just Rinus Michels instead made it look a bit bare."

What would work is calling it the "Rinus Michels Prijs" award. Prijs being the Dutch word for award.

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*

09-12-16, 09:21 PM   #87

Okocha26 ○
Youth Team Player

Join Date:	03-03-12
Posts:	14

hi saturn,
flex ed. doesnt work with renamed exe. please try to incoming prices for all leauges etc. tv, promote, winning...

14-12-16, 03:08 PM   #88

samsami ○
VIP

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

When updating after the first year (so summer 2017) I get this error:

□

I am using Tapani patch 2.21.1 and Rename 1.41

Is there a solution for this problem?

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*

14-12-16, 03:13 PM   #89

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Start in 2015, starting in 2016 doesn't work with Tapani 2.21.1, only saturn's 2.21.1+ v2 starts in 2016 (also contains the renamed comps)

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

17-12-16, 09:35 PM   #90

LAD2012 ○
Youth Team Player

Join Date:	23-03-12
Location:	Essex
Posts:	41

In theory i'm sure this is great however it's completely f****** my EXE - now backgrounds won't load at all, the new UI doesn't work properly now I can't actually use it in window mode, the exe I copied from the 'rename' folder to my main folder has buggered it up 🙁

Mohsin ○
Hot Prospect for the Future

Join Date: 30-01-13
Posts: 120

Changing Club Long Names

Hi I wanted to change as many club names to their nicknames or casuals firm names just to make things different and interesting, but I read on Tri Wasano's data editor notes that it will cause the game to be unstable and crash/errors if I change it.

For example changing Cardiff to Cardiff Soul Crew or Newcastle to Newcastle Gremlins/The Toon Army or Lazio/Inter Ultras/Nerazzuri ... you get the idea.

How do I do it? Thanks

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Here's a full list of long names that can't be changed. If you get an 5809 error just revert the club name back to the original. You can change short names for every club even though you might need CM Explorer or Tri Wasano to do so

Spoiler! [Show]

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

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

nation long name renaming

Hi there!

I just creating a hungarian league for my own fun, only swapping northern irish league, and use the saturn's patch, and 2016 october database.

I created everything what i want, but i cant modify hungary nation long name to norther ireland.

I found some threads about it, amd modified the exe to use the nation id. in long names, after in xvi32 i renamed the names in nation.dat, comp.nat.dat and euro.cfg. But this last three is doesnt work i think, because nothing changed ingame, and i cant load official editor too. Next i checked nation.dat via simple notead but in there all nation names were unmodified, after i rewrite it but the game crashes.

So with xvi32 how can i correctly rename nation's long name ? or i tried bad method ? The .exe change woth olly is seems good.

Can smbody helps me ?

Thxx 🙂

saturn ○
Programmer
VIP

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

With XVI32 (I wouldn't recommend using Notepad for .dat files), change the names in nat_club.dat.

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Hi saturn!
Okay i rename it with xvi32(overrite, text-hex) and save it, but nothing happened whem i create a game. I do something totally wrong
☹

saturn ○

Programmer
VIP

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

If you've followed everything posted here then I don't know what the issue could be. It might be that you're editing the +v2 patch, which can act strangely if you attempt to further edit it due to one of the programs used to initially create the +v2 patch.

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Ah, i use your v2 patch. Maybe this is the probelm. But thnx for help.

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

I tried it again with another hex editor but when i load new game it stops working at initializing. So just dont use v2 patch.

Edit: Ah im completly off, tried the linked guide to nation long name editing, now with odb but it crashed. I dont know whats the problem with my installs.

Edit2: i tried the 2015 austria league patch to rename northern ireland, and works. So it seems the problem is with me, and maybe v2 patch what i cant modify.

Last edited by Bhaalspawn; 21-02-17 at 09:30 PM.

---

xeno ○
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi Saturn, is it possible to add version 1.41 through some sort of .patch?

---

saturn ○
Programmer
VIP

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

Yes, here it is in .patch form: http://www3.zippyshare.com/v/oflAoA81/file.html

And in case that link dies:

Spoiler! Show

« Skills to Learn for Patching/RE? | Reserve team in a new league »

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CHAMPMAN 0102.CO.UK KEEPING THE GAME ALIVE

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📄 09-04-17, 02:17 PM   #101

saturn ○
Programmer
VIP

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

Rename v1.42: http://www.mediafire.com/file/tm2ya4...name_v1.42.zip

No real changes from 1.41, but it is now fully compatible with the April 2017 data update.

📄 09-04-17, 08:29 PM   #102

ebfatz ○
Social Media Bod
Former Holy Trinity Member
Stories Mod

Join Date: 02-03-12
Posts: 8,522

Saturn:

I use Tapani 2.19.1-test 2 patcher.

Compatible with this?

📄 10-04-17, 07:07 AM   #103

saturn ○
Programmer
VIP

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

Yes.

📄 10-04-17, 07:23 AM   #104

ebfatz ○
Social Media Bod
Former Holy Trinity Member
Stories Mod

Join Date: 02-03-12
Posts: 8,522

👍

📄 20-07-17, 02:32 PM   #105

EnglishMorcilla ○
Youth Team Player

Join Date: 20-07-17
Location: Santander, Spain

Is version 1.42 compatible with Tapani patch 2.20?

20-07-17,   02:37 PM   #106

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Just install saturn 2.21.1+v3 as it's a merge of Tapani 2.21.1, this renaming file and the April 2017 Data Update (an a few other additional changes i.e. the ones listed in the open post of the saturn patch thread)

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

14-10-17,   05:01 PM   #107

SteveV ○
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

How can I overwrite the original cm0102.exe file without it bringing up the 'no cd found' error? This happens any time the original .exe file is overwritten.

02-11-17,   09:58 AM   #108

saturn ○
Programmer
VIP

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

Version 1.4.3 now available here: http://www.mediafire.com/file/mkbxjz...ame_v1.4.3.zip

Everything should now be fully updated for the October 2017 update. Changes made from the previous version are listed below.

Spoiler! Show
_____

Instructions:
1. Have the October 2017 update files already in your Data folder.
2. Download Rename v1.4.3.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is **not** compatible with the +v3 patch, but it will be fully incorporated into the +v4 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are **based on the October 2017 data**, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the October 2017 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

A complete list of changes (v1.0 - 1.4.3 inclusive) can be found in the zip file.

02-11-17,   10:14 AM   #109

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

Woot - thanks pal 🎉

Question - **And1** passed me a euro.cfg file that puts my team Liverpool in CL - if I do NOT use your Euro.cfg file will that mess things up in any way or mean I am "missing out" on something?

Thanks as ever Mr Saturn 😊 😊

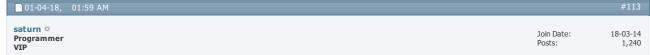02-11-17,   02:09 PM   #110

saturn ○
Programmer

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

VIP

Just change *Holland to *Netherlands in your euro.cfg file and it will be compatible.

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

> 🔁 Originally Posted by **saturn** ▶
> *Just change *Holland to *Netherlands in your euro.cfg file and it will be compatible.*

Sorry mate and stupid question (I asked And1 and he wasn't sure), but what program do you need to open the euro.cfg file to change?

Mark ○
Chairman

Join Date: 31-10-11
Posts: 29,427

Any text editor such as Notepad or Wordpad.

---

saturn ○
Programmer
VIP

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

Version 1.4.4 now available here: http://www.mediafire.com/file/tlkk5z...ame_v1.4.4.zip

Everything should now be fully updated for the March 2018 update. Changes made from the previous version are listed below.

Spoiler! [Show]
_____

A complete list of changes (v1.0 - 1.4.4 inclusive) can be found in the zip file.

Instructions:
1. Have the March 2018 update files already in your Data folder.
2. Download Rename v1.4.4.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1 and Tapani 2.22. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is **not** compatible with the +v4 patch, but it will be fully incorporated into the +v5 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are **based on the March 2018 data**, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the March 2018 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

As always 😊 Mr Saturn

---

saturn ○
Programmer
VIP

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

Version 1.4.5 now available here: http://www.mediafire.com/file/a8y7lz...ame_v1.4.5.zip.

Changes from the previous version:

Spoiler! Show

A complete list of changes (v1.0 - 1.4.5 inclusive) can be found in the zip file.

Instructions:
1. Have the October 2018 update files already in your Data folder.
2. Download Rename v1.4.5.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1 and Tapani 2.22. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is not compatible with the +v5 patch, but it will be fully incorporated into the +v6 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are based on the October 2018 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the October 2018 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

🗋 27-10-18, 05:44 PM   #116

Marquss ○
Youth Team Player   Join Date: 08-06-15
                                                                       Posts: 23

> 🗫 Originally Posted by **saturn** 🔟
>
> *The new names are again fully compatible with Tapani 2.21.1 and **Tapani 2.22**.*

2.22 ? U mean this? Tapani 2.21.1 Patch https://champman0102.co.uk/downloads.php?do=file&id=268 ? Where's download link for 2.22...

ok. got it! 🙂
Most users will be surprised to learn of the existence of Tapani's 2.22 patch (or to give it its full title: 2.22-wip0): it's his 2.21.1 patch with a small (3-5%) processing speed optimization. It was posted in the Programming forum two years ago to the day almost.

Last edited by Marquss; 27-10-18 at 07:37 PM.

🗋 16-02-19, 10:38 AM   #117

the villan ○
Coach   Join Date: 10-03-17
                                                                       Posts: 743

'English Southern League Premier Division' should be called 'English National League South'

It is the equivalent of 'English National League North'

🗋 29-03-19, 08:49 PM   #118

saturn ○
Programmer
VIP   Join Date: 18-03-14
                                                                       Posts: 1,240

Version 1.4.6 now available here: http://www.mediafire.com/file/y1zg17...1.4.6.zip/file

Changes from the previous version:

Spoiler! Show

A complete list of changes (v1.0 - 1.4.6 inclusive) can be found in the zip file.

Instructions:
1. Have the March 2019 update files already in your Data folder.
2. Download Rename v1.4.6.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1 and Tapani 2.22. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is not compatible with the +v6 patch, but it will be fully incorporated into the +v7 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are based on the March 2019 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the March 2019 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

📄 04-04-19, 08:17 PM   #119

saturn ⊙   Join Date: 18-03-14
Programmer   Posts: 1,240
VIP

> 📖 Originally Posted by **the villan** ▶
>
> *'English Southern League Premier Division' should be called 'English National League South'*
>
> *It is the equivalent of 'English National League North'*

Forgot to reply to this: non-playable leagues' long names have been left as they are due to the fact that (AFAIK) those long names aren't shown anywhere in the game. It can be a bit confusing when using editors though.

📄 14-09-19, 06:48 PM   #120

bruebous ⊙   Join Date: 03-03-15
Director   Location: Nova Friburgo, Brazil
                                                                   Posts: 1,421

Hi saturn, how are you doing?
I'm playing a save from ODB, with renaiming v1.3 and tapani 2.21. I'm having 2 errors "unable to find belgian-fourth-division-c index" and "unable to find belgian-fourth-division-d index" when starting a new game or loading. It don't crash if I let belgium league out, but i'ts anoying. Any ideas?
tks!

📄 16-09-19, 07:48 AM   #121

saturn ⊙   Join Date: 18-03-14
Programmer   Posts: 1,240
VIP

I don't think the two are really compatible (I'm surprised the .60 files worked at all on the renamed .exe tbh). Someone would have to do a full renaming of the competitions/awards based on the .60 exe and dat files for them to properly work.

📄 27-10-19, 08:50 PM   #122

saturn ⊙   Join Date: 18-03-14
Programmer   Posts: 1,240
VIP

Version 1.4.7 now available here: http://www.mediafire.com/file/x8gtjb...1.4.7.zip/file

Changes from the previous version:

Spoiler! Show

A complete list of changes (v1.0 - 1.4.7 inclusive) can be found in the zip file.

Instructions:
1. Have the October 2019 update files already in your Data folder.
2. Download Rename v1.4.7.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1 and Tapani 2.22. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is not compatible with the +v7 patch, but it will be fully incorporated into the +v8 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are based on the March 2019 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the October 2019 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

📄 22-03-20, 08:49 AM   #123

saturn ○   Join Date: 18-03-14
Programmer   Posts: 1,240
VIP

Version 1.4.8 now available here: http://www.mediafire.com/file/n3y5wv...1.4.8.zip/file

Changes from the previous version:

Spoiler! Show

A complete list of changes (v1.0 - 1.4.8 inclusive) can be found in the zip file.

Instructions:
1. Have the March 2020 update files already in your Data folder.
2. Download Rename v1.4.8.zip from above.
3. Unzip the files.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest (club_comp.dat, euro.cfg, nat.club.dat, nation.dat, nation_comp.dat and staff_comp.dat) into the Data folder in your main Championship Manager folder, overwriting the files already there.

The new names are again fully compatible with Tapani 2.21.1 and Tapani 2.22. Follow the instructions above and then simply patch the cm0102.exe as you normally would. To ensure compatibility I left the Welsh names untouched.

This is not compatible with the +v8 patch, but it will be fully incorporated into the +v9 patch.

A note of warning regarding the Netherlands name change. The euro.cfg, nat_club.dat and nation.dat files are based on the March 2020 data, which has some new countries added to it. If you use these files on other data sets, eg the .68 database or databases newer than the March 2020 release, the game will crash upon loading. The cm0102.exe, club_comp.dat, nation_comp.dat and staff_comp.dat files are still fine to use (they contain all the rest of the award/competition renaming). You can see how to change Holland to the Netherlands manually here if you wish to. Thanks to xeno for alerting me to this.

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

MadScientist, Rodry97

📄 13-05-20, 01:40 PM   #124

davidmurton ○   Join Date: 10-04-20
Youth Team Player   Posts: 14

ive been on hours and just cant get this to work, i only want the south american updating, im following the steps, nothing. what could i be doing wrong? any help much much appreciated.

davey

📄 13-05-20, 08:13 PM   #125

Redknapp69 ○   Join Date: 03-03-12
Member of the Month   Posts: 28,262
Social Media Mod

Running the game (and everything else) as administrator?

Followng Saturn's instructions correctly?

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☐ 14-06-20, 10:33 PM   #126

bluemoon2009 ○
Youth Team Player

Join Date: 11-06-20
Posts: 6

> ❝❝ Originally Posted by **Redknapp69** ▶
>
> *Running the game (and everything else) as administrator?*
>
> *Followng Saturn's instructions correctly?*

hi can i use this without any updated data..and in the original database?

☐ 14-06-20, 11:17 PM   #127

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

> ❝❝ Originally Posted by **bluemoon2009** ▶
>
> *hi can i use this without any updated data..and in the original database?*

Yep - I used Saturn's comp renaming patch 1.4 a good while ago for my Swansea story which was based on 3.9.68 data

---

☐ 15-06-20, 03:55 PM   #128

bluemoon2009 ○
Youth Team Player

Join Date: 11-06-20
Posts: 6

ill give it a go thanks!

☐ 07-07-20, 07:43 PM   #129

Telcontar ○
Youth Team Player

Join Date: 31-05-13
Posts: 20

> **Originally Posted by Redknapp69** ▶▶
>
> *Yep - I used Saturn's comp renaming patch 1.4 a good while ago for my Swansea story which was based on 3.9.68 data*

How did you do that, I am getting errors? 🙂

📄 07-07-20, 11:08 PM

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

> **Originally Posted by Telcontar** ▶▶
>
> *How did you do that, I am getting errors?* 🙂

If I remember corectly I did this

Install game
Install 3.9.68 patch
I then applied Tapani 2.21 (you do nt need to do that I do not think)
Apply Saturn competition renaming patch (I used 1.4 I think)

Play game

« Skills to Learn for Patching/RE? | Reserve team in a new league »

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