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Thread: **How to build a top tactic**

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📄 29-02-16,   10:05 AM   #1

Tapani ○   Join Date: 30-06-14
CM 01/02 Legend   Posts: 418
Programmer

💡 **How to build a top tactic**

It appears like most of the top tactics (in OTL etc) are variations of the same basic design.
How boring.
To change this, I thought I'd make short guide on how to build a tactic from scratch and
good enough to hit top 20 in OTL.

This is a guide without any tactical advice. Just basic scientific methodology applied to CM
:-)

You need: a fast PC, a quick holiday benchmark save, and a lot of patience. Also, some
automated way to gather results from holiday benchmarks is a huge time saver. Also a
tool (like cmtactool) for assessing benchmark resulst is needed.

What I did this weekend (actually, most work was done my computer, I only poked at it
every now and then) was to test how hard it was to beat top 20 in OTL. And it was not
very hard.

Terminology

A **notch** is the smallest unit you can move a player on the wib-wob screen.
The **pitch** is the whole playing field (duh). The pitch is divided into 12 **squares** where
positions can be given with and without ball. A square is 9x9 notches, and the whole pitch
is 27x36 notches.

Step 1. Overview

Build basic formation on the overview screen. Place out the players on the overview. And
make arrows where you really want them.

Step 2. Basic wib-wob

Basic wib-wob. This is to create a starting point, it does not have to be perfect, or even
have significant amount of effort put into it.

I never liked the default positioning of the players, so I kinda move them to my own
default locations before I start.
The wob screens are usually okayish, only some minor adjustments here (like moving the
left hand squares, I leave the right wingers where they are, but move the two central
players 1 and 2notches to the right, and the left wingers three notches to the right).

The wib screens are based on the wob screens, defenders are pushed around 3 notches
up, dms 3-6 notches, midfielders 6-9 notches, and attachers 6-12 notches from their
positions on wob screens. Also I spread out fcs and amcs a little on wib screens.

The result I save with a short name like: "451".

Here the tactic building starts.

Step 3. Player instructions

The first I do is to find a basic, decent, setup of player instructions.

I build up to ~8 versions of the tactic, with different forward runs, run with ball, and set pieces instructions. Naming them like 451_a, 451_b, ..., 451_h or smth.
Benchmark each some 50-200 times, until you feel you have a candidate setup that you think is best.

For example, in my experiment this weekend, the chosen setup was the first setting, i.e the 451_b tactic.

Step 4. Player positions

This is the main step.

Start with your candidate best version of your tactic (initially the one from step 3).

Do only one change, and save it with a new name. Like 451_b1. Then you go back to your candidate, and do another one change. Save it like 451_b2 or smth.

So what is one change? Depends on. It usually is a group of players (say MCs) that are moved a few notches up or down on a wib/wob square. The smaller a change, the more benchmark runs you need to run. The larger the change, the greater the chance that you don't distinguish a pattern (some part of the change is good, another bad).

Example change:
Spoiler! [Show]

A rule of thumb is to start with larger changes (totalling of 20 notches or so), and then gradually go down to changes of 3-6 notches.
A change of 6-12 notches takes about 200-500 benchmark runs to evaluate, and small changes like 2-3 notches can take 3000 (and sometimes that is not enough).

Since my CPU has 4 cores (8 virtual) I can run up to 8-9 CMs at the same time. So I make up to 8-9 variants of the candidate tactic, naming them with another new letter / number appended to the name. (Usually, doing 2-3 changes is enough to find an improvement).
To use a computer science term, I'll call these changed tactics **children** of the candidate tactic. Run these until you feel you have found one or more changes that improve on your candidate (or determined they are all just worse).

In case of one improved version:
- Then the improved version becomes your new candidate tactic.

In case of all worse:
- make 8-9 new changes.

In case of several improvements:
- cut and paste all improving changes into a new "consolidated" version. Benchmark the consolidated version as well, to verify it is better than the previous candidate and its children. (If not, cut and paste together any improved version, omitting some of the changes).
- sometimes the changes that improved cannot be applied at the same time. For instance, you might have moved MCs up in one version, and down in another -- and both are better than your candidate. Then pick one of them, and maybe return to the other variant later. (In building Iodine, this happened 4-5 times, and all the changes gave birth to interesting tactics in the end).

Step 5. Repeat step 4

Do step four until you give up. This weekend I had to do step 4 around 9 times to beat tactics on top 20 OTL, and after 11-13 times my tactic was as good as #10 OTL. Occasionally you can go back to make a change in player instructions, and see if it changes anything.

Advice

Patience. Benchmark more.
- Use CM tactool to determine when a tactic really is better than another.
- Tight cases (<0.10 pts diff or so) also look at conceded and scored. A tactic that scores slightly more points despite scoring less and condeding more is likely a the worse one in tight calls.
- Make your new candidate tactic prove they are worthy. I often run the new leader 2000 seasons or so to make them prove they are the best so far. Picking the wrong candidate tactic can cost you a lot of time (you'll notice it as nothing improving on it ... because your impression of its performance was luck and not its actually scores).
- If you can parallellize your CM runs, you can do 2500 seasons of 8-9 tactics while you sleep. Use that time to verify your findings.
- An improvement of over 0.5 points (or more) in average is very good. You should expect improvements of around 0.2-0.3 points per change.

There is a lot more to say, but this is just a forum post, not a book.

Last edited by Tapani; 29-02-16 at 11:51 AM.

Manager
VIP
Captain

Posts: 29,995

As a senior forum member I thought you'd have known how to use search by now http://champman0102.co.uk/showthread.php?t=6522

📄 29-02-16,   11:30 AM

#9

Fods ○
Not Needed at the Club

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

> 📖 Originally Posted by **Jesus** ▶
>
> *Tapani. Wow. This is amazing and exactly what I have wanted to read for ages. I've been trying to create a new tactic all week without much luck so this will definitely help. I have my own method of collating data using a spreadsheet I designed but how do you run 9 CMs at the same time? I've been using your benchmarking save which is brilliant for benchmarking but how do you get more than one instance of CM to benchmark at the same time?*

Its all detailed in the 2.19 patch thread (op on-wards I believe)

http://champman0102.co.uk/showthread.php?t=1434

and link derm posted!

📄 29-02-16,   11:47 AM

#10

probs ○
Youth Team Player

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

Tapani, It might be a question about pretty cosmetic thing, but, from your experience, can you feel the difference in obtained results between the DB size when the tests are conducted?

📄 29-02-16,   11:47 AM

#11

Felix ○
Squad Rotation Player

Join Date:	31-03-13
Location:	Happyland
Posts:	1,172

Nice one! After using other members' tactics and winning everything there is to win a lot of times I've been wanting to make my own for some while. Never seem to find the time nor the effort to do that. May give it a go in the future though.

You tactics makers: how long time does normally pass from the point where you first start on a new one until you are satisfied with it (then you can always make more changes ofc)?

📄 29-02-16,   11:50 AM

#12

Fods ○
Not Needed at the Club

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

> 📖 Originally Posted by **felixsjo** ▶
>
> *Nice one! After using other members' tactics and winning everything there is to win a lot of times I've been wanting to make my own for some while. Never seem to find the time nor the effort to do that. May give it a go in the future though.*
>
> *You tactics makers: **how long time** does normally pass from the point where you first start on a new one until you are satisfied with it (then you can always make more changes ofc)?*

I think Tapani answered that!

📄 29-02-16,   11:51 AM

#13

Jesus ○
First Team Player

Join Date:	04-03-12

> **Originally Posted by Dermotron**
>
> *As a senior forum member I thought you'd have known how to use search by now* http://champman0102.co.uk/showthread.php?t=6522

> **Originally Posted by Fodster**
>
> *Its all detailed in the 2.19 patch thread (op on-wards I believe)*
>
> http://champman0102.co.uk/showthread.php?t=1434
>
> *and link derm posted!*

I've used development mode and found it to be problematic. Results end up duplicating themselves when ever I have run tests using it and although Tapani explained that they need to be started with a greater time between them I couldn't get it to work. I was asking to see if there was another way of doing it that Tapani hadn't mentioned (much like doing the CMD prompt method with the benchmark .exe and save).

📄 29-02-16, 11:58 AM   #14

Tapani ○
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

> **Originally Posted by Jesus**
>
> *Tapani. Wow. This is amazing and exactly what I have wanted to read for ages. I've been trying to create a new tactic all week without much luck so this will definitely help. I have my own method of collating data using a spreadsheet I designed but how do you run 9 CMs at the same time? I've been using your benchmarking save which is brilliant for benchmarking but how do you get more than one instance of CM to benchmark at the same time?*

You need to use the dev mode feature. Also you need scripts that adds a delay between the instances, parses the results etc.
It is easier to make several instances running separate tactics, but that also needs a setup of several CM folders.

> **Originally Posted by probs**
>
> *Tapani, It might be a question about pretty cosmetic thing, but, from your experience, can you feel the difference in obtained results between the DB size when the tests are conducted?*

Since I want to get as many tests done quickly, I've only tested with small DBs. I don't think the DB size would matter -- in fact using a larger DB and more leagues would make it more random (more clubs to pull your staff and players away).

> **Originally Posted by felxsjo**
>
> *You tactics makers: how long time does normally pass from the point where you first start on a new one until you are satisfied with it (then you can always make more changes ofc)?*

For me ... I often tire of a tactic after a few days. To get top results (Iodine) ... maybe might have taken a month (single core CPU time, not my time).

📄 29-02-16, 12:05 PM   #15

info0 ○
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

No such thing as perfect tactic will be made. Too many variables to test, so I was never satisifed. Ever. 😎.

This is good read, but... I thought most of that was known by now? The Dugout started this after all, though at that point in time, no-one really knew what they were doing with tactics. It was trial and error, but when DDL came into play, I think, some people made breakthrough back then already.

Not that you see DDL concept used nowadays. Might actually go back to it. Just rambling 🙂.

📄 29-02-16, 12:18 PM   #16

Jesus ○
First Team Player

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

> **Originally Posted by Tapani**
>
> *You need to use the dev mode feature. Also you need scripts that adds a delay between the instances, parses the results etc.*
> *It is easier to make several instances running separate tactics, but that also needs a setup of several CM folders*

Would you mind describing your set up? I think having the foundation for testing is what would really speed things up for me and having multiple instances would take it to the next level.

29-02-16, 12:48 PM
#17

Felix ○
Squad Rotation Player

Join Date: 31-03-13
Location: Happyland
Posts: 1,172

Thx Tapani: Seems like I won't be able to try it out in the nearest future but I will use these tips when I do!

> ❝ Originally Posted by **Fodster** ▶
> *I think Tapani answered that!*

I must have missed not only that, but also the contribution that you made to this thread by this post. 😇 It does of course vary from person to person.

29-02-16, 12:55 PM
#18

Fods ○
Not Needed at the Club

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

How to build a top tactic

> ❝ Originally Posted by **felixsjo** ▶
> *I must have missed not only that, but also the contribution that you made to this thread by this post.* 😇 *It does of course vary from person to person.*

Reading the Op gives a clear indication as to how long it takes to create a tactic, to post a question that has already been answered doesn't really add anything to this thread!

29-02-16, 09:03 PM
#19

Centurion ○
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 121

Thank you so much for this Tapani! The timing is great because I have been trying to create some interesting tactics and trying to make them work. It looks like I will have to finally figure out how to work this dev/benchmaring mode. Does anyone have the De Graafschap benchmark template save game?

29-02-16, 09:41 PM
#20

Jesus ○
First Team Player

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

So I've started using this method tonight and running CM0102 in parallel is my biggest stumbling block. I don't know how to get CM0102 to load up the tactics individually for each save. As a result I'm running 50 tests of each tactic independantly which feels like a longer process than it should be..

29-02-16, 09:49 PM
#21

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

I presume create bench1.bat, bench2.bat etc. and point them at test1.sav, test2.sav would work. Just set different tactics in the different saves.

29-02-16, 09:52 PM

#22

Jesus ○
First Team Player

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

> 🦶 Originally Posted by **Dermotron** ▶
> *I presume create bench1.bat, bench2.bat etc. and point them at test1.sav, test2.sav would work. Just set different tactics in the different saves.*

If you use the benchmark .exe it automatically copies the table results to a text file.

Problem is, if I run more than one instance it will overwrite the data as the .txt filename is not unique to the save game name.

Last edited by Jesus; 29-02-16 at 10:03 PM.

29-02-16, 11:41 PM

#23

Jesus ○
First Team Player

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

So I've tried multiple work around tonight to try and run CM0102 in parallel but haven't got anywhere.

First I copied new folders of CM0102 to my desktop. I then renamed the folder, the benchmark .exe and save files. This didn't work.

Second I installed fresh copies of CM0102 on to my hard drive, giving them unique names. I then renamed the benchmark .exe and save files. This didn't work.

Third I created new partitions on my hard drive, installed fresh copies of CM0102, renamed the benchmark .exe and save files. This didn't work.

The problem I have found is that I get this error:
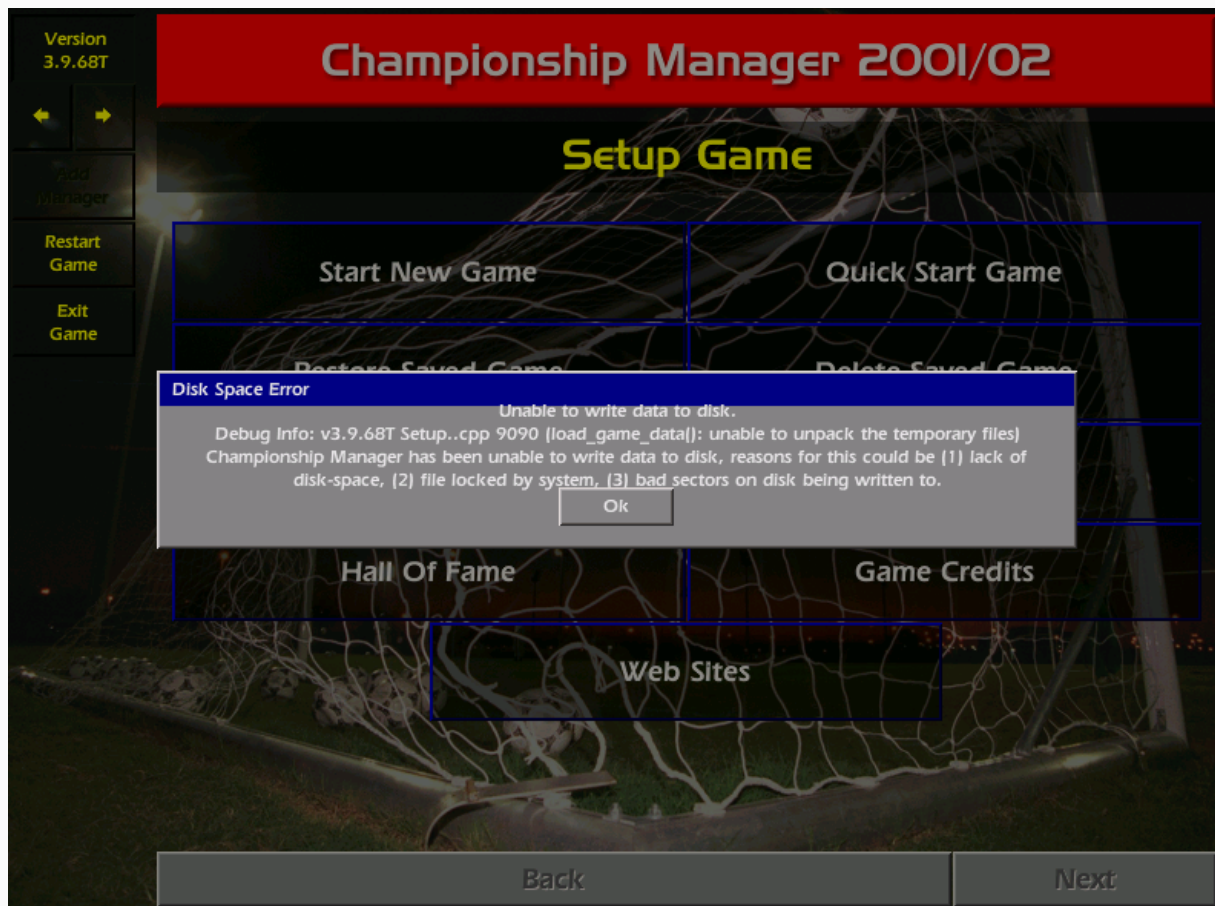
Sigh.

01-03-16, 12:00 AM

#24

Fods ○
Not Needed at the Club

Join Date: 16-12-11
Location: Australia

> **Originally Posted by Centurion** ▶▶
>
> *Thank you so much for this Tapani! The timing is great because I have been trying to create some interesting tactics and trying to make them work. It looks like I will have to finally figure out how to work this dev/benchmaring mode. Does anyone have the De Graafschap benchmark template save game?*

Its in the OTL thread I beleive: http://champman0102.co.uk/showthread.php?t=277

Link: http://www.mediafire.com/download/ch...+Benchmark.zip

If not PM Cam or Faz for it.

Oh look another person I helped... funny that as two very senior members of this forum just ignored this post 😳

📄 01-03-16, 02:56 PM
#25

Tapani ○
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Sorry guys for removing your bickering - have your barfight in the pub.

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Thread: How to build a top tactic

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☐ 01-03-16, 02:59 PM   #26

Tapani ○   Join Date: 30-06-14
CM 01/02 Legend   Posts: 418
Programmer

> 🔖 Originally Posted by **Jesus** ▸
>
> *So I've tried multiple work around tonight to try and run CM0102 in parallel but haven't got anywhere.*
>
> *First I copied new folders of CM0102 to my desktop. I then renamed the folder, the benchmark .exe and save files. This didn't work.*
>
> *Second I installed fresh copies of CM0102 on to my hard drive, giving them unique names. I then renamed the benchmark .exe and save files. This didn't work.*
>
> *Third I created new partitions on my hard drive, installed fresh copies of CM0102, renamed the benchmark .exe and save files. This didn't work.*
>
> *The problem I have found is that I get this error:*
>
> **Spoiler!** [Show]
> _____
> | |
> |_____|
>
> *Sigh.*

What I do for my parallell instances are bat files, pretty much like Derm tried to explain. I set CM3_DATA to point at my original data folder, CM3_TEMP to point at the current folder, and CM3_PREFS at my CM folder.

The basic structure for my bat files is:

Code:
```
@echo off
set CM3_TEMP=%CD%
set CM3_DATA=C:\Program Files\cm0102\Data_org\
set CM3_PREFS=C:\Program Files\cm0102

:repeat_cycle

cm0102bmquick.exe -load 00.sav

.....

goto repeat_cycle
exit
```

The .... is my results parsing/processing code.

Also the parallellism is not that useful. Just makes the process quicker. Running several benchmarks with the same tactic is still tricky (because of timing).

☐ 01-03-16, 03:43 PM   #27

Jesus ○   Join Date: 04-03-12
First Team Player   Posts: 3,459

Thank you. Would this work with the benchmark .exe you released?

I have my own method of tabulating the data from the .txt file so that isn't an issue, I just want to be able to run parallel CMs and collate the data.

Last edited by Jesus; 03-03-16 at 10:20 PM.

01-03-16, 08:05 PM

#28

Maragato ○
Youth Team Player

Join Date:		23-02-16
Location:	Porto Alegre, Brazil
Posts:		12

I think we should remember the objective: create a good tactic. Just it. Not a perfect, not a unbeatable one. Just think about this: if you could find a unique and perfect tactic tha win any game, with any players, against any oponente, the game was ruined for you, except if you delete it. We search for the best tactic ever, but is the fact of we do not find it that make we like to play CM 0102 even incredibles 15 years after its release.

Never the less, the benchmark method is not a perfect away to test a tactic. The assistente manager make stupid changes of mentality, use conter atack and behind the ball with no reason (that is horrible to a off side trap and pressing on strategy), and do not use the best set up of inicial players. I am pretty sure that if you use your experience, use the right players, you will dominate any match with any of the, lest say, 50 best formations on OTL. You will lose the 5% of stupid matches because superkeepers, red cards, contusions, bad keepers, etc., and i doubt that any tactic (of the top 20, for example) would be significant best or worst in those bases. I think the challenge of OTL is to buildt the best tactic for THAT group, THAT league, THAT oponentes and THAT stupid assistant manager.

01-03-16, 11:11 PM

#29

Jesus ○
First Team Player

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

So... following your advice I've made the following .bat file:

Code:
```
@echo off
set _number=0

:start
if %_number%==10 goto end

set CM3_DATA=A:\Games\CM0102\Data
set CM3_PREFS=A:\Games\CM0102

mkdir A:\Games\CM0102\temp\temp1
set CM3_TEMP=%CD%\temp\temp1
copy /y A:\Games\CM0102\cm0102_bm.exe A:\Games\CM0102\cm0102_bm_1.exe
copy /y A:\Games\CM0102\a.sav A:\Games\CM0102\a(1).sav
start /b /min cm0102_bm_1.exe -load a(1).sav

timeout 2

mkdir A:\Games\CM0102\temp\temp2
set CM3_TEMP=%CD%\temp\temp2
copy /y A:\Games\CM0102\cm0102_bm.exe A:\Games\CM0102\cm0102_bm_2.exe
copy /y A:\Games\CM0102\a.sav A:\Games\CM0102\a(2).sav
start /b /min cm0102_bm_2.exe -load a(2).sav

timeout 2

mkdir A:\Games\CM0102\temp\temp3
set CM3_TEMP=%CD%\temp\temp3
copy /y A:\Games\CM0102\cm0102_bm.exe A:\Games\CM0102\cm0102_bm_3.exe
copy /y A:\Games\CM0102\a.sav A:\Games\CM0102\a(3).sav
start /b /min cm0102_bm_3.exe -load a(3).sav
```

What it does is run 5 instances one after another with a 2 second delay between each.

It also copies the benchmark exe and the save game and renames it.

It also runs the 5 instances 10 times before ending; resulting in 50 results.

I think I cracked it!

Last edited by Jesus; 01-03-16 at 11:33 PM.

Maragato ○
Youth Team Player

Join Date: 23-02-16
Location: Porto Alegre, Brazil
Posts: 12

> 🕮 Originally Posted by **rabanadas** ▶
>
> *where do i find cmtactool?*
>
> *thank you*

CM Tactool is not on downloads section. Its a tool created by Tapani to analyze different benchmark runs results. You can download it here:
https://www.sendspace.com/file/jdi2il

To use it you have to use all Tapani benchmark stuff. Enjoy.

Last edited by Maragato; 02-03-16 at 02:25 PM.

---

minusmf ○
Decent Young Player

Join Date: 01-11-12
Location: GREECE
Posts: 97

Tapani may i ask you some 'silly' questions?

1)first of all i noticed that using your tactics my players dont get so much injuries.Is this a sign that the AI likes your formations?They also are in good shape after the match (condition)
2)Do you have in mind while building a tactic how your players will move so they minimize their effort and so keep their stamina for pressing?
3)If you could be kind can u explain why do you start your wib/wob from wob first?Isnt the opposite possible and effective?
4)And for last a bold question if i may...Do u use some kind of programm that can simulate all AI tactics simultaneously with their variations and arrows , the one above the other, so u could find the most free spots to place your players on every box?
With all my respect its nice having you here and i ll be glad if you have the time and chance to give me some answers😊

Jesus ○
First Team Player

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

> *Do only one change, and save it with a new name. Like 451_b1. Then you go back to your candidate, and do another one change. Save it like 451_b2 or smth.*

I honestly can't get my head around this bit. Does this mean make individual changes on different squares of the wib/wob (for example, 451_a1 moves MCs in the top left of the WIB, 451_a2 moves MCs in the top middle of the wib, etc) or does this mean make individual changes of the same square in different combinations to see which is best?

---

aneximandros ○
Youth Team Player

Join Date: 08-03-12
Posts: 8

It's great to see Tapani back on the forum! It's also great to see Monte Carlo simulations in action for CM! The methodology is solid. The only downside is that you may get stuck at local maxima while we search for global maxima. We really don't know what the "points surface" looks like. It might be worthwhile to generate a surface based on some of the classic formations and go from there. I wish I had time to conduct the analysis but thx to Tapani we have tools to get there. Hopefully, someone here will take the lead. I will be very curious to see follow-up work here.

churky ○
Backup Player

Join Date: 02-03-12
Posts: 828

Huh, after so long away from the forums, it's interesting to see people finally moving away from Iodine.

What's more interesting is that tactic creation has become a game on its own, arguably more fun than playing CM0102 in a "normal" way.

Creating a decent tactic which will win you everything is really, really easy with just basic wibwob. Using one of the top tactics, howevrer, sucks the fun out of the game as they render players' ability irrelevant.

Creating superb tactics for the testing leagues does seem challenging. It's a nice evolution of the game.

---

ballo ○
Decent Young Player

Join Date: 03-03-12
Posts: 67

I glady want to use it but i dont understand s*** sorry maybe my english is bad and maybe i am stupid as F*** because my native language is Dutch and never have taken the time to invest some in these topics. I appreciate the effort that has been put in this topic can anybody help me out that maybe are speaking dutch its for me easy to communicate?

Jesus ○
First Team Player

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

Tapani what code did you inject to get your cm0102_bm.exe to export the results at the end of each season in to one file?

I want to edit the filename/location that is exported by I can't find any reference to the command within the .exe 😕

---

pbxtn ○
Youth Team Player

Join Date: 13-07-16
Posts: 10

Hi guys, I'm trying to run some tactic benchmarks and am getting duplicate results seemingly at random times, one tactic I run 10 times has no repeats then the next has about 4! Is there anything I can change in the below code from the benchmark file to include enough of a delay? I've tried changing 'sleep 3' to values of 5,10,20 and 30 with absolutely no difference.

Code:

```
@echo off

set nof_threads=5

for /L %%i in (0,1,5) do mkdir dup%%i

set CM3_PREFS=%CD%
set i=0
:run_next
set CM3_TEMP=%CD%\dup%i%
start /b cm0102.exe -load PSV.sav
sleep 3
set /a i+=1
if %i% LSS %nof_threads% goto run_next
```

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Hopefully this will give you some guidance

http://champman0102.co.uk/showthread...ight=Benchmark

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

10-08-17, 11:10 AM
#39

GFRay ○
VIP

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

> **Originally Posted by Maragato** ▶▶
> CM Tactool is not on downloads section. Its a tool created by Tapani to analyze different benchmark runs results. You can download it here:
> https://www.sendspace.com/file/jdi2il
>
> To use it you have to use all Tapani benchmark stuff. Enjoy.

Dead link, can you repost?

22-06-18, 03:21 PM
#40

ZanSnake ○
VIP

Join Date: 02-03-12
Location: Nothing, England
Posts: 3,065

Maybe good if GF or someone as talented, could write a new guide?

Since all the images are gone, this one doesn't make as much sense. 😛

ZanSnake's Stories:
A Golden and Fearless Ambition|-A Narrative of Zan- Chapter 1: The Motherland Calling....|The Journey Manager

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27-06-18, 10:54 AM
#41

Schiavoni ○
Youth Team Player

Join Date: 31-03-15
Posts: 11

I want to benchmark some tactics. Is there a possibility to upload the benchmark.exe again?

Thanks in advance

08-07-18, 11:20 AM
#42

^Jack^ ○
Decent Young Player

Join Date: 12-08-12
Posts: 87

> **Originally Posted by pbxtn** ▶▶
> Hi guys, I'm trying to run some tactic benchmarks and am getting duplicate results seemingly at random times, one tactic I run 10 times has no repeats then the next has about 4! Is there anything I can change in the below code from the benchmark file to include enough of a delay? I've tried changing 'sleep 3' to values of 5,10,20 and 30 with absolutely no difference.
>
> Code:
> ```
> @echo off
>
> set nof_threads=5
>
> for /L %%i in (0,1,5) do mkdir dup%%i
>
> set CM3_PREFS=%CD%
> set i=0
> :run_next
> set CM3_TEMP=%CD%\dup%i%
> start /b cm0102.exe -load PSV.sav
> sleep 3
> set /a i+=1
> if %i% LSS %nof_threads% goto run_next
> ```

for anyone having a similar issue, you need to edit the batch file and replace **sleep** with **timeout**

10-07-18, 10:31 AM
#43

Dermotron ○

Sir Mergements
Director
Manager
VIP
Captain

Nice one Jack. It put me off using it sometimes.

It's a really handy tool to test a league i.e. get performance data from running the same league over and over. 5-10 one season tests at a time far more rewarding that loading one at a time. 10 one season tests takes about 3 days real time (we only test on max DB all leagues)

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

10-11-18,   04:51 PM   #44

Spectral ○
Tactics Mod

Join Date: 28-03-12
Posts: 553

> ❝❝ Originally Posted by **Jesus** ▶
>
> *Tapani what code did you inject to get your cm0102_bm.exe to export the results at the end of each season in to one file?*
>
> *I want to edit the filename/location that is exported by I can't find any reference to the command within the .exe* 😧

Did you find out any answer to this yet?

I'm looking for something like benchmark way to do collect league data to txt but also restart at the end of the first year to test the tactic over and over for the first year only.

11-03-19,   04:43 PM   #45

jcarreira13 ○
Youth Team Player

Join Date: 11-03-19
Posts: 3

HI everyone, where i can download the cmtactool? i cant find it

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11-03-19,   04:49 PM   #46

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> ❝❝ Originally Posted by **jcarreira13** ▶
>
> *HI everyone, where i can download the cmtactool? i cant find it*

Here https://champman0102.co.uk/downloads.php?do=file&id=222

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

08-08-19,   08:58 AM   #47

jcarreira13 ○
Youth Team Player

Join Date: 11-03-19
Posts: 3

Tapani, where i get the difference tool? i can't find for download. Thanks

---

19-07-20,   03:13 PM   #48

CM_King_39 ○
Youth Team Player

Join Date: 18-07-20
Posts: 4

Is there an answer to this question by anyone? I'm also interested in exporting results at the end of each season into a file but have no clue how I need to modify the batch.dat to achieve this 🙂

« AI Tactics (How to Convert) | Using Develpoment/Benchmark Mode »

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