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Thread: Increase in Red Cards since ODB

Thread Tools

04-09-18, 10:48 AM

#1

GFRay
VIP

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

Increase in Red Cards since ODB

Question for saturn and others:

Do you also find that you get more red cards on the v5 patch than on other patches?

I find there is a significant increase in 'random' red cards than in the previous patches. With a 'random' red card I mean red cards given for seemingly normal fouls that would at max deserve a yellow. I'm not talking about the lunging, reckless, two footed challenges.

It feels like red cards are much more abundant in this latest patch and I'm not the only one to notice it. All my mates that I play online games with have noticed it as well since it hits us all much more than previous saves on the v4.

Did you change anything saturn that could have caused this?

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

05-09-18, 07:09 AM

#2

Kope22
Decent Young Player

Join Date: 28-10-16
Posts: 64

Please fix this in the next update lads. its killing my fun. So many red and yellows on the V5 patch. I love all the updates but this latest one is nuts with an average of 7-10 reds and 60-80 yellow cards per league season.

05-09-18, 03:08 PM

#3

Redknapp69
Member of the Month
Social Media Mod

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

Have you got "hard" tackling on? 😊

05-09-18, 03:16 PM

#4

GFRay
VIP

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

Originally Posted by **Redknapp69**

Have you got "hard" tackling on? 😊

He does and so do I Redders. Kope22 is my bud that I play a lot of online games with. 🤖

Like him I have also noticed a significant increase in cards (both yellow and red) in the latest v5 patch. I've been playing hard tackling forever, never played anything else like Kope, but this is the first patch in which we both find that you get significant more cards. And it's not just us, but all our buds we play online with have noticed it.

We had some saves on the v4 patch and never noticed an increase so that's why we think it's something in the v5 patch.

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

06-09-18, 12:02 AM

#5

Redknapp69
Member of the Month
Social Media Mod

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

more players play acting/diving/feigning injury/out of control challenges isn't it - i'd say true to life 😊

14-09-18, 10:44 PM

#6

SteveV
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Originally Posted by **GFRay**

He does and so do I Redders. Kope22 is my bud that I play a lot of online games with. 🤖

Like him I have also noticed a significant increase in cards (both yellow and red) in the latest v5 patch. I've been playing hard tackling forever, never played anything else like Kope, but this is the first patch in which we both find that you get significant more cards. And it's not just us, but all our buds we play online with have noticed it.

We had some saves on the v4 patch and never noticed an increase so that's why we think it's something in the v5 patch.

Definitely more disciplinary events! I get fined every year for not controlling my players but as my opponents have 4 or 5 goalkeepers sent off against me a season for the old 'clipped him as he went past' I am quite ok with it.....

18-09-18, 10:05 PM

#7

Kope22
Decent Young Player

Join Date: 28-10-16
Posts: 64

A look into the amount of red and yellow cards given on the V5 compared to the ODB

22-09-18, 03:59 PM

#8

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Please restore training development to level it is without the patches and make the number of yellow and red cards more realistic to modern day. You guys do so much good work on these updates and its kind of ruined as the game play is worse of than the without. the ODB gives the fewest cards and even that is more than real life modern day and yet it has increased with the updates and patches.

22-09-18, 04:14 PM

#9

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Any stats onm yellow cards from 20 years ago to now that show it was way less?

22-09-18, 04:40 PM

#10

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Redknapp69**

Any stats onm yellow cards from 20 years ago to now that show it was way less?

Im not worried about 20 years ago, im more interested in the current game and making it closer to real life if its possible. you can check any records here https://www.premierleague.com/stats/...ayers/red_card if you watch the video i posted it will show the difference in the amount of red cards and yellow cards from ODB to V5.

Last edited by Kope22; 22-09-18 at 04:59 PM.

22-09-18, 05:47 PM

#11

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Opinions I guess mate

Don't see that many others mentioning it (based on number of people that have probably used V5) or even bothered by it

Mr Saturn always welcomes feedback though - let's hope we get a V6 if he has the time/desire 🙏

22-09-18, 06:00 PM

#12

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Redknapp69**

Opinions I guess mate

Don't see that many others mentioning it (based on number of people that have probably used V5) or even bothered by it

Mr Saturn always welcomes feedback though - let's hope we get a V6 if he has the time/desire 🙏

Its not an opinion that there a far more red cards on cm than in real life, its just a fact, it is also a fact that they have grown in number from ODB to V5. But it is an opinion that it makes game play worse along with the training being changed in the patches. Heres hoping whatever updates and patches come out next bring it up to modern day along with everything else they do, as you may not hear feedback on it on here, but on the Championship Manager 01-02 facebook group page its mentioned a lot more. Not everyone comes on here.

22-09-18, 06:35 PM

#13

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Out of fairness ive created a poll on the group page to see if people think they get more reds and yellows in the game compared to real life. So i guess we'll see what people think, as your right it maybe just me.

22-09-18, 07:31 PM

#14

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Kope22** ◊

Out of fairness ive created a poll on the group page to see if people think they get more reds and yellows in the game compared to real life. So i guess we'll see what people think, as your right it maybe just me.

About an hour since i posted the poll on the group page. So far 28 votes. 26 say yes they see more red cards in cm than in real life and 2 people say they are not sure. Nobody has used the "No" option. I dont say these things to be awkward or annoying, i bring them up to make the game better.

23-09-18, 02:22 PM

#15

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Kope22** ◊

Out of fairness ive created a poll on the group page to see if people think they get more reds and yellows in the game compared to real life. So i guess we'll see what people think, as your right it maybe just me.

Its been 19 hrs since i made this poll on the group page. Latest finding show that 47 people agree there are more red and yellow cards on CM than in real life, 7 people don't think there are and 5 have no idea. I think this is fairly conclusive that there needs to be a change to this area of the game.

23-09-18, 04:25 PM

#16

Offside Trap ◊
Squad Rotation Player

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

In fairness to Kope here, it really depends how much one plays CM to notice differences, I for one play it a lot and echo everything that has been said. The amount of reds/yellows and injuries that occur in the SV4 & SV5 is a big increase to that of a version without any patches or Saturn. The same with the development of players during training, and its fair to say, this is feedback for all those concerned, and nothing more. I've played alot over the weekend, and SV5 continued to give out more cards than I get at Xmas, (and for stupid reasons) injuries galore, and the amount of times I or we, are ChampManned by AI is just unreal. So today, I've moved to the standard 3.9.68 with the March 18 update (no patches or anything) and so far, so good, more realism. Okay, colored attributes and many other tweaks been removed, which I think are great, but would rather that for a fairer game play than anything else.

Bear in mind, this is only my opinion, but the videos are there for all to debate, and to see the differences

23-09-18, 10:02 PM

#17

SteveV ◊
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Has there been any research as to whether it makes a difference to have tackling set to Hard or Normal? Or if the Aggression attributes of the players makes a difference? I played a save managing Kaiserslautern and got a ton of cards. Currently managing Estudiantes in Argentina and hardly seeing any cards for either team, also no Goalkeepers got sent off in a season and a half, which is completely different to my Bundesliga career.

24-09-18, 12:34 PM

#18

Kope22 ◊
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **SteveV** ◊

Has there been any research as to whether it makes a difference to have tackling set to Hard or Normal? Or if the Aggression attributes of the players makes a difference? I played a save managing Kaiserslautern and got a ton of cards. Currently managing Estudiantes in Argentina and hardly seeing any cards for either team, also no Goalkeepers got sent off in a season and a half, which is completely different to my Bundesliga career.

Hi SteveV, your right if you play normal or easy tackling you will receive marginally less cards but my comparisons were done between the different databases/patches and not on the intensity of the tackling, which is the concern. Also normal and easy tackling don't allow

your defenders to compete as much, so its not conducive to being consistently successful. Agreed more aggressive players do get more bookings and reds, but there are aggressive players on the ODB and they dont get as many reds as the latest updates and patches. still there are far to many compared to the ODB and also compared to real life. Fingers crossed there is a simple solution.

24-09-18, 12:51 PM

#19

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

You guys have the data to play with, test solutions to bring it down if it's an issue e.g. lower dirtiness, aggression, temperament etc.

Remember the members here and the guys that make the updates are just enthusiasts the same as yourselves 🙌

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24-09-18, 01:16 PM

#20

Kope22 ◦
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Dermotron** ◦

You guys have the data to play with, test solutions to bring it down if it's an issue e.g. lower dirtiness, aggression, temperament etc.

Remember the members here and the guys that make the updates are just enthusiasts the same as yourselves 🙌

The only difference is when you guys do it and release it for everyone it feels fair, when i edit stuff i feel like im cheating haha.

24-09-18, 02:07 PM

#21

Kope22 ◦
Decent Young Player

Join Date: 28-10-16
Posts: 64

Looking at the referees stats, I think that discipline of refs is the issue. When you hover over the stat it says 20 is the best, but just like with the injury prone stat 1 is actually the best. But there are a lot that seem to be towards 20 and in this day and age 10 would be about right for the discipline of refs. It looks like a lot of refs have between 15-20 and some have a 0 which as we know has a chance to go to 20 which would be annoying. Im not sure if this is the problem and i only took a brief look in the editor at English refs. I compared the ones for the game that hand out the most cards and they either have a 0 or high discipline stat. Anyway thought i would share this.

Last edited by Kope22; 24-09-18 at 03:22 PM.

03-10-18, 06:50 AM

#22

saturn ◦
Programmer
VIP

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

I did a few quick tests of the March data on both a .68 exe and a +v5 exe.

Code:

```
One season tests of the March 2018 update on both exes, displaying the total number of yellow & red cards in the English
March 2018 .68 exe:      Yellows:      Reds:          1,145 / 39 (actual 2017/18 EPL cards)
-----
EPL Test 1              811           68
EPL Test 2              753           69
EPL Test 3              765           68
Average: 776.3 / 68.3

March 2018 +v5 exe:     Yellows:      Reds:          768.3 / 60
-----
EPL Test 1              695           57
EPL Test 2              787           60
EPL Test 3              823           63
Average: 768.3 / 60
```

There's no real difference between the two so the issue is a data one. Oddly there are too many red cards but not enough yellow cards compared with IRL figures today. For a solution, I'd echo what Dermo said a few posts back:

Originally Posted by **Dermotron** ◦

You guys have the data to play with, test solutions to bring it down if it's an issue e.g. lower dirtiness, aggression, temperament etc.

Play around with the referees' attributes and see if you can create referees that would give out cards to a level consistent with IRL numbers.

03-10-18, 06:22 PM

#23

MadScientist ◦
Director

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

Originally Posted by **Dermotron** ◻

You guys have the data to play with, test solutions to bring it down if it's an issue e.g. lower dirtiness, aggression, temperament etc.

I see there is a huge number of players in the october 2018 preview save game who have a good temperament in real life, but their temperament is set to 1. couldn't that be the cause for excessive red cards? I think the correct should be 20 as per the cm guide http://users.ox.ac.uk/~inet0039/cm01...team_guide.txt :

"Temperament - How well the player keeps his temper. The higher the rating, the less likely the player will retaliate against another player, or even punch referees."

03-10-18, 06:27 PM

#24

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Saturn's v5 patch uses the March 2018 data so it would be best to use that as testing point. Plus the data can be exported to excel to get so accurate data (refs can't be exported unfortunately)

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03-10-18, 06:37 PM

#25

MadScientist ◦
Director

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

Originally Posted by **Dermotron** ◻

Saturn's v5 patch uses the March 2018 data so it would be best to use that as testing point. Plus the data can be exported to excel to get so accurate data (refs can't be exported unfortunately)

Thanks, I agree it would be better to test this red card issue with saturn v5. But anyway, im using cm explorer to load the october 2018 preview save game and I see almost all players in the save game have temperament of 1, even players with very good behavior in real life, I think the correct should be 20.

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Forum CM 01/02 Updates Data Updates Increase in Red Cards since ODB

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Thread: Increase in Red Cards since ODB

Thread Tools

03-10-18, 06:59 PM

#26

MadScientist
Director

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

Originally Posted by **MadScientist**

Thanks, I agree it would be better to test this red card issue with saturn v5. But anyway, im using cm explorer to load the october 2018 preview save game and I see almost all players in the save game have temperament of 1, even players with very good behavior in real life, I think the correct should be 20.

Actually, I am wrong, sorry. I mean, some players in the database are set with temperament of 1 while it should be 20, but it is not as many players as I thought. Except in brazilian leagues, where most of them are set to 1 or a very low number, possibly by mistake, but I think it is not related to the red cards issue.

07-10-18, 04:49 PM

#27

London35
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

So...reading this thread...

Is there an issue with more red/yellow cards or not?...between newest patch and ODB? - to be fair thats a big gap between versions ?...loads inbetween!?

from what ive read....

apparently no...as no "real" evidence to back that up...
but then Kope22 "gave" evidence?...was it dismissed or not good enough?

confusing thread?!?

08-10-18, 09:02 AM

#28

Mark
Chairman

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

I think Derm worked out that it was to do with a setting in the DB which should be fixed if the attributes were swapped around?

08-10-18, 06:33 PM

#29

London35
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **Mark**

I think Derm worked out that it was to do with a setting in the DB which should be fixed if the attributes were swapped around?

so Kope22 was right about there being "more" red/yellow cards??

08-10-18, 06:51 PM

#30

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

I never really mentioned anything to be honest. Only pointed out that the data is there for anyone to test / run some math on ie work out the number of players with temperament filled in in both ODB and March DB for playable league's and then you'll have a starting point.

The refs can be tested fairly easily since only 20 or so need to be changed at a time. Ruling stuff out makes it easier to narrow down what's the apparent cause

As for evidence there's no evidence of anything in this thread yet regarding more red cards

Last edited by Dermotron; 08-10-18 at 07:04 PM.

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08-10-18, 07:36 PM

#31

London35
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **Mark**

I think Derm worked out that it was to do with a setting in the DB which should be fixed if the attributes were swapped around?

ah ok...just wondered as MARK said he thought you had worked out the problem...still wondering if there is a problem ??

Kope22's vid about changes not evidence of a problem?

this is a tricky thread to work out...lots of conflicting debate

08-10-18, 08:33 PM

#32

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Just seen the vid (must have been blocked at work)

You seem very interested or concerned, it would make you an ideal candidate to do some testing 🤖

This thread is getting a bit derailed so I'll cut the "Red Card" posts into their own thread

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08-10-18, 09:00 PM

#33

London35
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **Dermotron**

Just seen the vid (must have been blocked at work)

You seem very interested or concerned, it would make you an ideal candidate to do some testing 🙋

thought kope22 had done testing...just interested if anything could be found out...worked out?...

08-10-18, 09:14 PM

#34

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Aye but there's no looking at the cause. There probably can be something worked out, just needs those with the time and interest to get cracking.

Find the top 20 refs in England by Current Rep in the ODB and the March 2018 DB and add up their total attribute values

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08-10-18, 09:26 PM

#35

London35 ◦
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **Dermotron** 🙋

Find the top 20 refs in England by Current Rep in the ODB and the March 2018 DB and add up their total attribute values

sound advice to help 🙋

08-10-18, 09:33 PM

#36

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

It will help us too since it's likely data related.

There are the same amount of different posters in this thread as have worked on the entire October 2018 Data Update so the more that chip in the better

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09-10-18, 05:06 PM

#37

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

All down to the refs so . . .

Aggression

ODB 10.9
M18 8.9

Temperament

ODB 10.9
M18 10.8

10-10-18, 09:18 AM

#38

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

ODB

English Premier Division Print ▾

Table Results Fixtures Schedule

Official Stats

	Name	Games	Red	Yellow	Harshness	Rating
1st	Uriah Rennie	0	0	0	Harsh	----
2nd	Paul Durkin	0	0	0	Strict	----
3rd	David Elleray	0	0	0	Strict	----
4th	Roger Furnandiz	0	0	0	Strict	----
5th	Mark Halsey	0	0	0	Strict	----
6th	Barry Knight	0	0	0	Strict	----
7th	Roy Pearson	1	0	2	Strict	7.00
8th	Graham Poll	0	0	0	Strict	----
9th	Jeff Winter	0	0	0	Strict	----
10th	Paul Alcock	1	0	0	Fair	7.00
11th	Gerald Ashby	0	0	0	Fair	----
12th	Neale Barry	0	0	0	Fair	----
13th	Steve Bennett	0	0	0	Fair	----
14th	Andy D'Urso	0	0	0	Fair	----

Team Stats Player Stats **Referee Stats** Awards History

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March 2018

Saturday 14.7.01 AM Print ▾

English Premier Division

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Official Stats

	Name	Games	Red	Yellow	Harshness	Rating
1st	Martin Atkinson	0	0	0	Strict	----
2nd	Mark Clattenburg	0	0	0	Strict	----
3rd	Milke Dean	0	0	0	Strict	----
4th	Darren Drysdale	0	0	0	Strict	----
5th	Ross Joyce	0	0	0	Strict	----
6th	Andrew Madley	0	0	0	Strict	----
7th	Jon Moss	0	0	0	Strict	----
8th	Michael Oliver	0	0	0	Strict	----
9th	Lee Probert	0	0	0	Strict	----
10th	Stuart Attwell	0	0	0	Fair	----
11th	Peter Bankes	0	0	0	Fair	----
12th	Carl Berry	0	0	0	Fair	----
13th	Gary Brittain	0	0	0	Fair	----
14th	Adrian Holmes	1	0	3	Fair	8.00

Team Stats
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ODB is slightly more strict. The next check could be the solution/cause. The guys that made the ODB - DIDN'T fill any CA or PA in for the Refs.

Last edited by Dermotron; 10-10-18 at 09:41 AM.

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November 2020 Data Update Out Now

10-10-18, 09:50 AM

#39

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

ODB Refs

ODB	CA	PA	Rep	Allowing Flow	Discipline	Imp. Matches	Pressure	Refereeing	Running Lines	Timekeeping
Uriah Rennie	4	71	60	5	20	11	16	17	15	14
Paul Durkin	56	56	150	9	13	9	8	19	5	6
David Elleray	31	69	100	12	13	20	18	18	19	19
Roger Furnandiz	79	140	-116	18	14	9	5	20	1	10
Mark Halsey	34	63	100	6	13	8	19	18	11	19
Barry Knight	49	60	100	14	13	14	16	19	1	14
Roy Pearson	15	39	67	13	14	12	15	17	20	12
Graham Poll	38	38	150	14	18	11	11	19	17	18
Jeff Winter	29	29	100	8	15	7	11	20	11	11
Paul Alcock	39	39	100	9	12	10	2	16	12	17
Gerald Ashby	75	75	127	9	10	5	11	16	15	12
Neale Barry	66	66	100	10	9	6	12	20	10	20
Steve Bennett	9	43	100	10	11	6	14	18	20	16
And d'Urso	36	79	100	14	6	11	10	20	17	15
	40.0	61.9	88.4	10.8	12.9	9.9	12.0	18.4	12.4	14.5

March 18 Refs

Original Settings: 56

Looks CA/PA is cause. That's another bug up there with Game Importance

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10-10-18, 02:26 PM

#43

Mark ◦
Chairman

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

Originally Posted by **GFRay**

I would have gladly helped myself, but didn't read this thread until today. 😞

I know Kope22 is not doing anything anymore after being told by Derm to refrain from posting in the October feedback thread.

Also we've asked the members of the private FB group to do some testing on different patches and write down the results in regards to red/yellow cards. Not sure yet if this will deliver something usable, but perhaps it will.

Good stuff Dermo! 🙌

Shame about Kope22 not posting anymore. I think he handled his feedback the wrong way rather than offering constructive feedback that the team could work with.

10-10-18, 02:28 PM

#44

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **GFRay**

*I know Kope22 is not doing anything anymore after **being told** by Derm to refrain from posting in the October feedback thread.*

Asked 🙌 Just for accuracy.

Unlike some vids I've watched lately 🙄

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10-10-18, 03:31 PM

#45

GFRay ◦
VIP

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

Originally Posted by **Mark**

Shame about Kope22 not posting anymore. I think he handled his feedback the wrong way rather than offering constructive feedback that the team could work with.

Yes he might have handled the feedback better, but on the other hand when you feel like that you're only allowed to post/give 'certain' feedback then it's hard to remain friendly at times.

I know him well and he's very dedicated and emotional (aren't we all 😞) about this game. The amount of stuff he does to raise awareness for this game and also this forum on the private FB page is insane. He's always helping people out installing the game even with teamviewer taking over people's pc to get it done and makes some great video's about this game as well. You hardly see any of this and therefor dismiss him easily as probably someone that's only whining and not giving constructive feedback. I know for a fact that he's not that guy and can actually contribute something. Before Dermo asked him to stop posting he was even considering joining the Update Team himself to contribute to it because he also sees that there can only be done little with the amount of people that are available.

But what's done is done and it's up to him if he will return or not.

Originally Posted by **Dermotron**

Asked *Just for accuracy.*

Unlike some vids I've watched lately

I hope you're not referring to any of my video's Dermo? If you are then please point out what wasn't accurate so I can improve them.

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

10-10-18, 03:38 PM

#46

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Don't think I've seen one of yours mate. Oh I did, the World Cup draw for the International Managers Competition.

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10-10-18, 04:11 PM

#47

CMCZ
Director
VIP

Join Date: 07-07-12
Posts: 5,150

Originally Posted by **GFRay**

Yes he might have handled the feedback better, but on the other hand when you feel like that you're only allowed to post/give 'certain' feedback then it's hard to remain friendly at times.

Feedback is very good, but that doesn't mean we have to agree with all the feedback we get. I do think Dermo explained very good why some suggestions of Kope weren't the best idea. He could also decide to ignore it, but was nice enough to say why he didn't agree. At this point I do believe it's more wisely to accept instead of accusing people of being biased in updating and saying the things we do are 'embarassing'. Then we reach a point when I think it's wise to say: 'Ok, this is how far we go and now it's time to stop.' So it's not like; we don't like (certain) feedback. But it's more like; ok please stay respectful to us.

I still don't think people really understand how much work there is in updating, when we started the Preview Save Game we didn't even had the time yet to take a good look at the players skills and this was also stated in the opening post.

11-10-18, 08:19 PM

#48

saturn
Programmer
VIP

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

Good investigating Derm, I think refereeing as a whole is a bit all over the place in CM - few stats filled in, referees not always even in the same division, weird numbers of refs per division (40 in Australia!).

I never knew you could view referees' stats in a save game editor either. I've been trying to find a perfect set of attributes for referees by looking at save games where they give a decent ratio of yellows and reds per game (currently they give far too few yellows per red). I've a feeling it won't be possible with the current code, any time I've found a referee in a save game giving a decent ratio it appears to have been a fluke. I've edited ~10 refs to match the save game ref's stats and the disparity in cards given is quite large, with only one or two giving the amounts I'd hoped for.

Code wise it's hard to know what to look for. I've found reference to officials' discipline in the match engine part of the code, editing a few values around it gives some...[interesting results](#). Changing the discipline code mightn't even be the answer, it could just give out more/fewer cards in the same ratio. So it might be their refereeing stat, pressure stat or it might have to be a change to the actual match event, eg a goalie bringing down a player in the area is usually now a yellow IRL, whereas it's usually a red in the game.

I think lowering the reds to a lower level will be a good start anyway, I doubt many people will notice there are too few yellows given in the game.

11-10-18, 08:48 PM

#49

The 40/40 testing is working a treat ie CA40 PA40. The refs get picked to referee a division based on rep. I've adjusted some up and downing terms of their attributes but doesn't seem to make a huge difference. Even if you look at the attributes Vs. Results there's no real cooperation. Seems like an after thought that was forgotten about. Maybe there is some method to it all but I havent time to really get stuck in just at the minute.

It could be worth lowering them all to say 30/30 if you had a genuine arse of a ref in real life who was double everyone else for cards, you'd just need to stick a very high CA on him.

Maybe with a bit of digging a cards table Vs CA chart could be compiled to adjust league's which are better are worse than others - I'd imagine La Liga blows the EPL out of the water on yellows just from checking games on Livescore, you'd see at 1 game per week 10+ bookings

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11-10-18, 08:51 PM

#50

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

That image is awesome btw. A great way to force squad rotation by the AI 🤖

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Forum CM 01/02 Updates Data Updates Increase in Red Cards since ODB

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Thread: Increase in Red Cards since ODB

Thread Tools

13-10-18, 07:17 PM

#51

Kope22
Decent Young Player

Join Date: 28-10-16
Posts: 64

Im posting this in the spirit of moving forward together. I admit i should have handled my feedback on the 2018 October update better and for that i apologies. As Ray mentioned i am an emotional guy and have a huge passion for the game and love the work you guys do. I think the reason for my directness was because it has felt like the forum and the FB group are 2 entities that dont really know about each other much (except a few of us), so coming on here it can feel like an your an outsider. The numbers are growing for members on the group rapidly and as its a private group so much can be done interactively. I feel theres a core group of members on the group that do a lot and that you should definitely speak to on a regular basis to see what a large consensus of CM fans/players think, GFRay and Offside Trap to name a few. Im not sure what Mark Whittakers name is on here, but he created the group and posts regularly about news about the game. I also felt like some elements of the game whether it be player attributes or play ability of the game weren't being adjusted for the future of the game to thrive. The Saturn patch is amazing and the feedback we receive from the group along with our own is what we share with you. Anyway i hope we can draw a line under everything as we all want the same thing and thats for the best possible version of CM for everyone to be able to play. Enough waffle from me keep it alive lads! 🙌

13-10-18, 08:11 PM

#52

London35
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

ahhh little bit of clarity...kope22 correct then ..in a roundabout sort of way!
good work by ALL involved!

22-10-18, 12:46 AM

#53

GFRay
VIP

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

Dermo quick question: Did you change anything to the CA/PA of the referees in regards to the many red cards? 😊

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

22-10-18, 01:05 PM

#54

GFRay
VIP

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

Dermo quick question: Did you change anything to the CA/PA of the referees in regards to the many red cards? 😊

Dermo: you might have missed this one from me. 😊

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

23-10-18, 08:07 PM

#55

London35 ◦
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **GFRay** ◻

Dermo quick question: Did you change anything to the CA/PA of the referees in regards to the many red cards? 😊

Loving the update!!!

I know its been asked twice...ill go for 3rd time lucky??
Any news on this?

24-10-18, 03:06 AM

#56

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

Originally Posted by **London35** ◻

Loving the update!!!

I know its been asked twice...ill go for 3rd time lucky??
Any news on this?

Can't you just check yourself?

Edit: I've checked for you. All the major refs have had their CA and PA lowered so you should see less yellow and red cards. I don't know why you couldn't have checked yourself though. Took 1 minute.

Last edited by Coys; 24-10-18 at 03:33 AM.

24-10-18, 12:24 PM

#57

GFRay ◦
VIP

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

Originally Posted by **Coys** ◻

Can't you just check yourself?

Edit: I've checked for you. All the major refs have had their CA and PA lowered so you should see less yellow and red cards. I don't know why you couldn't have checked yourself though. Took 1 minute.

I haven't downloaded the update yet as I'm busy with other stuff and I'm waiting on the saturn patch before I start playing. That's why I asked in here (twice) to get confirmation.

Not everyone immediately downloads and plays the update you know.

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

24-10-18, 01:01 PM

#58

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

Originally Posted by **GFRay** ◻

I haven't downloaded the update yet as I'm busy with other stuff and I'm waiting on the saturn patch before I start playing. That's why I asked in here (twice) to get confirmation.

Not everyone immediately downloads and plays the update you know.

I haven't played it, nor do i plan on playing it. It's frustrating seeing 3 of you all asking the same thing and liking each other's posts when all one of you needs to do is extract some files and open the editor.

24-10-18, 02:18 PM

#59

London35 ◦
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **Coys** »

I haven't played it, nor do i plan on playing it. It's frustrating seeing 3 of you all asking the same thing and liking each other's posts when all one of you needs to do is extract some files and open the editor.

Easier to ask a question/get a reply from the person who might have made the change...than download files...extract files...open editor... Its not lazy its common sense! - plus it gives the option of said person to add some context....explain how/why...what changes exactly... (if they want to)...this is a forum yes?...its for discussion yes?...

If it frustrates you!?!?...why?? - not enough for you to then do the above and answer the question?...what a weird set of replies! sheesh!



Last edited by London35; 24-10-18 at 02:24 PM.

24-10-18, 02:23 PM

#60

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

It's laziness. Mask over it however you like.

24-10-18, 02:25 PM

#61

Mark ◦
Chairman

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

Now, now. It's over now 🙄

24-10-18, 02:27 PM

#62

GFRay ◦
VIP

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

@Coys: Why did my question, which is simply answered with a yes or no, not get answered then while other questions that came later did get an answer?

Is that laziness too from the Update Team?

Be careful how you word things dude.

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

24-10-18, 02:31 PM

#63

London35 ◦
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Originally Posted by **GFRay** »

@Coys: Why did my question, which is simply answered with a yes or no, not get answered then while other questions that came later did get an answer?

Is that laziness too from the Update Team?

Be careful how you word things dude.

Am I allowed to thank you for this? or is that frustrating!?



24-10-18, 02:35 PM

#64

Kope22 ◦
Decent Young Player

Join Date: 28-10-16
Posts: 64

Ok im confused to the attitude towards a simple question, especially after it was Ray that helped you recently COYS. You and i spent time on discord discussing issues with the game we both felt that could be improved, to which I said Ray was creating an exe that had development restored to the standard of the ODB with the latest patches, which Ray sent me to give to you to play and now you attack him for asking a simple question about an issue regarding the red and yellow card issue which we also talked about. Seems a bit ungrateful mate. I understand it doesn't take long to look up if you have the download as i did myself once i had time, but no need to have a go at someone when you don't know all the facts. Anyway lets move on as Mark said.

24-10-18, 02:40 PM

#65

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

What did Ray help me with exactly? I already had the offset and have for over a year.

24-10-18, 02:48 PM

#66

xeno ◦
Reserve Team Player

Join Date: 20-09-15
Posts: 304

hi, could somebody write their observations about red and yellow cards with playing October 2018 Update?
I will never play updated databases , but I want to apply refree CA/PA changes to my own DB if it works

Last edited by xeno; 24-10-18 at 05:32 PM.

24-10-18, 02:54 PM

#67

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

Originally Posted by **Coys** »

What did Ray help me with exactly? I already had the offset and have for over a year.

<https://champman0102.co.uk/showthrea...426#post334426>

Post 238.

The point of me talking to you was to share what I already knew. It turned out you'd recently found the same offset so that Is all there was to it. So don't know why you're acting like you've done me a favour?

24-10-18, 03:00 PM

#68

GFRay ◦
VIP

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

Originally Posted by **Coys** »

<https://champman0102.co.uk/showthrea...426#post334426>

Post 238.

The point of me talking to you was to share what I already knew. It turned out you'd recently found the same offset so that Is all there was to it. So don't know why you're acting like you've done me a favour?

Then this is a misunderstanding. We thought you were looking for it while you thought we were looking for it. Turns out we both already have it.

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

24-10-18, 03:02 PM #69

Kope22 ◦
Decent Young Player

Join Date: 28-10-16
Posts: 64

Originally Posted by **Coys** ▣

What did Ray help me with exactly? I already had the offset and have for over a year.

Yes you mentioned that and you also mentioned you had done nothing with it either, hence why you were interested in seeing how it worked out. You can act like nobody did you a favour, but people did go out of their way to be kind to you. But anyway I really don't care. Im tired and at work so no more on this from me.

24-10-18, 03:07 PM #70

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

I hadn't done any concrete testing on it, no. I talked with you because I wanted you to be aware it existed, and to recommend the 2.16 patch as an alternative (last tapani before player development changes)

24-10-18, 10:24 PM #71

Redknapp69 ◦
Member of the Month
Social Media Mod

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



26-10-18, 12:14 PM #72

xeno ◦
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by **xeno** ▣

*hi, could somebody write their observations about red and yellow cards with playing October 2018 Update?
I will never play updated databases , but I want to apply refree CA/PA changes to my own DB if it works*

Please feedback your observations with playing October 2018 Update

26-10-18, 12:22 PM #73

GFRay ◦
VIP

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

Originally Posted by **xeno** ▣

Please feedback your observations with playing October 2018 Update

I have tested it on the March 2017 update by manually editing CA/PA in the editor (set both to 40). I noticed much less red cards (around 5~7) and the same amount of yellows (+50) in the season. Tested it out on multiple save games. 🙏

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

20-03-19, 02:40 PM #74

Maybe I can shed some light on this cos my game had become unplayable since the latest patch came out. I've used hard tackling since day one but had never seen anything like what I've recently been experiencing, at least 10 red cards a season and numerous yellow cards. I read through all of this and everything that was suggested I tried, it got to the point where I was using easy tackling but still getting 3-4 yellows a game on easy tackling whereas the opposition who were playing hard were getting 1-2 yellows a game.

It got to the point where I was gonna stop playing the game cos it was just no fun and had become horrible to play. I then had a thought, I recalled in the built in editor the 'ARSE' option, I went in and checked and this was ticked so I turned it off.

What I believe this option is is it makes players do more silly things like push the ref and go AWOL, the only conclusion I can come to is this doesn't affect the AI as since I've turned it off my game has dramatically improved.

I'm 16 games in on hard tackling and I've had 2 red cards (both in 1 game) and 18 yellows which is just over 1 a game. I'll see the season out and report back, fingers crossed that was what was spoiling my game.

I use saturn's latest patch, the October 2018 update and 3.9.68T.

14-05-20, 08:24 PM

#75

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

It's been a over year since this was discussed but is anyone else still having problems with excessive reds? Again it has got to the point of my laptop going over my balcony directly into the sea as it's completely spoiling the game for me, so yesterday I decided to find out what was going on which pretty much took me 10 hours.

I'm running the March 2020 data with saturns latest patch and I was getting anywhere between 7-10 reds a season and the majority were for 'trips', 'pushing', 'upending', pretty much stuff that barely warrants a yellow let alone a red. What I also noticed was the majority of reds were occuring against one of the 'Big 6' (I play Premier League 99% of the time) so effectively 'Important Matches' in regards to hidden stats.

I ran holiday mode for 10 seasons and the reds were as the following - 89, 77, 65, 112, 86, 77, 69, 84, 93, 100.

I know that all refs CA/PA are set at 40 (this was believed to be the problem) so I used Nick's ref patcher and tried numerous tests going down as far down as 5 on CA/PA which actually caused worse results (Liverpool 2nd season had 12 reds, utter madness). I looked into real life stats and found this - <https://ibb.co/6W8TrHM> - average reds per season is 58 with a high of 75 and a low of 33 so clearly there's still an issue. This got me thinking about the stats in the editor and I found that a majority of refs have got 0's all over the place so the game will give them random one's which I think is causing the issue, especially on discipline and important matches.

What I did was to create a new game around 10 times therefore finding all Premier League refs I could and then filling all their stats in in the editor as I went along, the most important 2 it seems are discipline and important matches. I tried tests at 20, 15, 10, and finally 5 on discipline on all refs and got the reds down to a very realistic 59, 42, 48, 55, 39, 59, 46, 60, 40 and 53 over a 10 season test. After the first season the refs are completely generated names but I assume they are all regens as all of them were still 'Lenient' as in the first season (this is due to the discipline of 5 I had set).

Here's Mark Clattenburg March 2020 data - <https://ibb.co/JpPY8cY>
Here's Mark Clattenbury post edit - <https://ibb.co/803XbZY>

As you can see once the game begins he'll be thrown random numbers, for instance he could be given a 1 on important matches and 20 on discipline and bang, that's where the cards are coming from against the top sides. The only issue is there's 3649 refs in the game and I've only sorted the Premier League, I'm still seeing reds in the cups and Europe and I've just lost the EFL Cup Final to City in which Christensen got sent off for 'upending Aguero'. The ref was Simon Hooper who I found was reffing in the Championship (pox game) and here are his stats in the editor - <https://ibb.co/rZx1hN7>, zero's everywhere hence the problem.

I'm currently into March in a proper game and have had 3 reds, all in the English cups:-

1. Liverpool EFL Semi-final (<https://ibb.co/KF902d0>)
2. Liverpool FA Cup 5th round (fake ref not in editor)
3. City EFL Cup Final (ref as shown above)

Personally I think I've solved the issue, sorting out almost 3700 refs is almost impossible though, 🙄.

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Forum CM 01/02 Updates Data Updates Increase in Red Cards since ODB

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Thread: Increase in Red Cards since ODB

Thread Tools

14-05-20, 09:43 PM

#76

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@Faire: I'll just change that part of my patcher to instead/as well as shifting CA/PA - it shifts discipline to a number (like 5) - that would do it for all refs.

EDIT:
How about this? I've just put this in the next version:

Referee Patcher

officials.dat to patch

Set All Refs Discipline To: 5

It was discovered that high CA/PA values for referees can cause the number of red cards to be higher than that of the ODB. This simply modifies the CA, PA and Discipline of all referees by a percentage to help overcome any problem if too many red cards are seen in an update.

Set Discipline to Fixed Value

Last edited by Nick+Co; 14-05-20 at 09:55 PM.

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

xeno

14-05-20, 10:15 PM

#77

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Nick that is awesome mate, top work as always. The data the guys release on here all comes at 40/40 (CA/PA) on the refs so that's already covered, it's just the missing attributes that's causing issues. 5 discipline (showing within the game as lenient on the ref list) seems to be the right level, you'll still see reds and yellows but it's at a much more realistic amount.

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

Dermotron

26-05-20, 09:20 AM

#78

paulfitz
Decent Young Player

Join Date: 08-01-20
Posts: 79

Player aggression needs to be looks at in the editor/stats also as Virgil Van Dijk (who has 19 for aggression) is the modern day Paolo Montero on the latest updates. Rarely does he get booked in real life but he's guaranteed up to 5 red cards and almost a yellow every other game each season in latest updates.

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

Andrea71

27-05-20, 05:42 PM

#79

Renitor ◊
Hot Prospect for the Future

Join Date: 07-05-20
Posts: 183

I am in season 2028/29 in Serie A and after 10 games have currently 20 yellows and 6 reds. Not to mention 2 yellows and a red in the European Super Cup and 7 yellows in 5 champions league games.

That's 29 yellows and 7 reds in 16 games.

I know that one example is not necessarily statistically relevant but it does show a trend. Also had Koulibaly get 5 reds in one season for Bari as well as 16 yellows.

27-05-20, 06:03 PM

#80

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

Having a quick look at the EPL figures over the past few years, generally there would be an average of 3.0-3.5 yellow cards per game, and about 0.1 red cards per game.

Post 42 would imply a sort of confirmation bias.

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