



Thread: The Java Programming Thread

Thread Tools

06-04-13, 09:20 PM

#1

JohnLocke  
Programmer  
VIP

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

The Java Programming Thread

Back on the old forum I wrote some tutorials on Java programming, well now they're back!

These tutorials aren't going to be for everyone but if you're an IT person you might be surprised how (relatively) easy it is to write software. It will mainly be useful to automate the editing of CM data (including save games).

Steps involved:

Download and install this: <http://www.oracle.com/technetwork/java...s-1880260.html> (pick the version you need based on your OS)

Then do likewise with this: <http://textpad.com/download/index.html>

Note: you need to do the above in this order because TextPad detects Java during installation - so if you installed TextPad first it won't find your Java installation so it wouldn't work.

Finally, download this: <http://www.sendspace.com/file/rb0leu> and extract the contents into a directory - this is a collection of code for editing CM data (written by me) and some are additional libraries of code courtesy of <http://commons.apache.org/>.

Now to test if this has worked.

Open Example.java (included in the above download) in TextPad

Code:

```
public class Example {
    public static void main(String[] args) throws Exception {
        System.out.println("ChampMan0102.co.uk - Keeping the game alive!");
    }
}
```

You can probably guess what this code will do.

Press Ctrl+1 to 'compile' this code - you should get a message saying 'Tool completed successfully'.

Now press Ctrl+2 to execute the code - you should then see the above message printed in a command prompt window.

Last edited by JohnLocke; 01-10-13 at 07:34 PM. Reason: link updated

06-04-13, 09:56 PM

#2

Patinoz  
Player

Join Date: 18-12-11  
Location: Dresden  
Posts: 6,429

i'll have to give this a try again so will probably hassle you with noob questions 😊

06-04-13, 10:10 PM

#3

**JohnLocke** ◊  
Programmer  
VIP

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

One final thing you need to do to configure TextPad is to tell it where to find the code you downloaded. To do this go to Configure > Preferences > Environment Variables and click 'New', enter 'CLASSPATH' in the name field and ';c:\java\libs\\*'; in the value field. You will need to change the location accordingly to reflect wherever you decide to put the libs directory.

06-04-13, 10:35 PM

#4

**JohnLocke** ◊  
Programmer  
VIP

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

Code:

```
import core.files.NationFile;
import core.files.PersonFile;
import core.obj.map.StaffFinder;
import core.obj.Person;
import core.obj.Nation;
import core.PreData;

public class Messi {

    public static void main(String[] args) throws Exception {

        PreData data = new PreData("C:/Program Files/Championship Manager 01-02/Data/");

        NationFile nations = data.getNations();

        Nation england = nations.findByLongName("England");

        StaffFinder sf = new StaffFinder(data);

        Person messi = sf.findFirst("Lionel Messi");

        messi.setNationality(england);

        data.save();

    }

}
```

You can probably tell what this code will do - you might need to change the location of your data to make it work though. Make sure you back it up first!

09-04-13, 11:46 AM

#5

**MarcoVanBast** ◊  
Reserve Team Player

Join Date: 17-06-12  
Posts: 455

JL can u tell whatthat error means

**java.io.EOFException: offset=1140850688, sof=0, eof=804360**

*Last edited by MarcoVanBast; 09-04-13 at 03:18 PM.*

09-04-13, 12:02 PM

#6

**Fods** ◊  
Not Needed at the Club

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

Don't delete them. When you make a post just put all the details in there, not 50 different posts. I come in here like many others to see what's progressing and all I see is your problems, just keep them to one post

08-06-13, 05:18 PM

#7

**JohnLocke** ◊  
Programmer  
VIP

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

## Mass editing player stats

This code will cap the positioning attribute to 10 for everyone with a CA of less than 175. You'll obviously want to change the name / location of your save game - and it only works on uncompressed saves. Save the files as 'PositioningFix.java'.

Code:

```
import java.io.File;

import core.SaveData;
import core.obj.Player;
import core.files.PlayerFile;
import core.files.PlayerAttribute;

public class PositioningFix {

    public static void main(String[] args) throws Exception {

        File sav = new File("C:/Program Files/Championship Manager 01-02/Norway.sav");
        SaveData data = new SaveData(sav);
        PlayerFile players = data.getPlayers();

        int count = 0;


        final int MAX_POS = 10;

        for(Player pl : players) {
            int ca = pl.getCurrentAbility();
            if(ca < 175) {
                int pos = pl.getAttribute(PlayerAttribute.POSITIONING);
                if(pos > MAX_POS) {
                    pl.setAttribute(PlayerAttribute.POSITIONING, MAX_POS);
                    count++;
                }
            }
        }
    }
}
```

Last edited by JohnLocke; 04-10-13 at 07:08 PM.

25-06-13, 11:48 PM

#8

**peadar1987**   
Youth Team Player


Join Date: 27-03-13  
Posts: 22

Hi,



I tried downloading the files from the OP, but it looks like the sendspace link is broken. Is there any chance you could upload the files again somewhere? Cheers in advance!

26-06-13, 03:59 PM

#9

**peadar1987**   
Youth Team Player

Join Date: 27-03-13  
Posts: 22

 Originally Posted by **peadar1987** 


Hi,

*I tried downloading the files from the OP, but it looks like the sendspace link is broken. Is there any chance you could upload the files again somewhere? Cheers in advance!*

Or if anyone who has already downloaded them could send them to me, either would be fantastic.

04-07-13, 05:42 PM

#10

**peadar1987**   
Youth Team Player

Join Date: 27-03-13  
Posts: 22

Nobody? Ah well.

09-07-13, 08:01 PM

#11


**Coys**   
First Team Player

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

I wouldn't mind this either if somebody has a link that isn't dead

30-07-13, 02:03 PM

#12

**peadar1987**   
Youth Team Player

Join Date: 27-03-13  
Posts: 22

Originally Posted by **Coys**

*I wouldn't mind this either if somebody has a link that isn't dead*

JohnLocke looks like he's disappeared for a bit. No posts at all in the last month (hopefully he's alright!)

Looks like the best bet is if somebody downloaded the files and still has them on their computer, but even that's not looking too likely unfortunately

30-07-13, 09:08 PM

#13

**Fods**

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Maybe Pasquale tracked him down and has him prisoner working around the clock on the norther Irish offsets

15-09-13, 05:27 PM

#14

**peadar1987**

Youth Team Player

Join Date:

27-03-13

Posts:

22

JohnLocke hasn't been online since July. Looks like my strikers will never break 20 goals a season!

01-10-13, 07:34 PM

#15

**JohnLocke**

Programmer  
VIP

Join Date:

05-06-12

Posts:

1,032

link updated in first post.

03-10-13, 12:46 AM

#16

**peadar1987**

Youth Team Player

Join Date:

27-03-13

Posts:

22

Originally Posted by **JohnLocke**

*link updated in first post.*

JohnLocke, you are a prince among men! Hope your absence wasn't due to anything serious, and thanks very much for the link

04-10-13, 10:42 AM

#17

**peadar1987**

Youth Team Player

Join Date:

27-03-13

Posts:

22

Probably a total noob question, but when I try and compile the positioningfix, I get this error:

```
C:\Users\User\Documents\PositioningFix.java:6: error: cannot find symbol
import core.files.PlayerAttributes;
^
symbol: class PlayerAttributes
location: package core.files
C:\Users\User\Documents\PositioningFix.java:23: error: cannot find symbol
int pos = pl.getAttribute(PlayerAttributes.POSITIONING);
^
symbol: variable PlayerAttributes
location: class PositioningFix
C:\Users\User\Documents\PositioningFix.java:25: error: cannot find symbol
pl.setAttribute(PlayerAttributes.POSITIONING, MAX_POS);
^
symbol: variable PlayerAttributes
location: class PositioningFix
3 errors
Tool completed with exit code 1
```

Has anybody else had this problem? I'd understand if it was struggling to find all of the classes and variables, but the only one it seems to have a problem with is PlayerAttributes.

Cheers!

04-10-13, 07:10 PM

#18

**JohnLocke** ◊  
Programmer  
VIP

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

My bad, I seem to have renamed something - can you try again? I've amended the above post.

04-10-13, 09:24 PM

#19

**peadar1987** ◊  
Youth Team Player

Join Date: 27-03-13  
Posts: 22

Originally Posted by **JohnLocke** ◊

*My bad, I seem to have renamed something - can you try again? I've amended the above post.*

Thanks JL, it compiles perfectly now, just have to figure out how to increase my heap size on textpad before it'll let me run it!

05-10-13, 04:34 AM

#20

**JohnLocke** ◊  
Programmer  
VIP

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

Try changing the Parameters box to: `-Xmx512m $BaseName`

06-10-13, 06:31 PM

#21

**peadar1987** ◊  
Youth Team Player

Join Date: 27-03-13  
Posts: 22

Originally Posted by **JohnLocke** ◊

*Try changing the Parameters box to: `-Xmx512m $BaseName`*

Yup, that's working now, and changing positioning values like a mad yoke. They don't all go all the way down to 10, but I'm guessing that's something to do with the game recalculating actual attributes, same as it does when you use a saved game editor.

06-10-13, 06:42 PM

#22

**JohnLocke** ◊  
Programmer  
VIP

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

Full list of attributes:

GOALKEEPER, SWEEPER, DEFENDER, DEFENSIVE\_MIDFIELDER, MIDFIELDER, ATTACKING\_MIDFIELDER, ATTACKER, WING\_BACK, RIGHT\_SIDE, LEFT\_SIDE, CENTRE, FREE\_ROLE, ACCELERATION, AGGRESSION, AGILITY, ANTICIPATION, BALANCE, BRAVERY, CONSISTENCY, CORNERS, CROSSING, DECISIONS, DIRTINESS, DRIBBLING, FINISHING, FLAIR, FREE\_KICKS, HANDLING, HEADING, IMPORTANT\_MATCHES, INJURY\_PRONENESS, JUMPING, LEADERSHIP, LEFT\_FOOT, LONG\_SHOTS, MARKING, MOVEMENT, NATURAL\_FITNESS, ONE\_ON\_ONES, PACE, PASSING, PENALTIES, POSITIONING, REFLEXES, RIGHT\_FOOT, STAMINA, STRENGTH, TACKLING, TEAMWORK, TECHNIQUE, THROW\_INS, VERSATILITY, VISION, WORKRATE, MORALE.

Vision is called Creativity in the game, I've kept the wording used by the developers.

09-10-13, 10:24 PM

#23

**byrkof** ◊  
Youth Team Player

Join Date: 04-03-12  
Posts: 4

I have two questions which could sound silly. Sorry if it so, but I really want to learn more about how you can write code for CM. So the questions:

1. How could you get player' names based on it's playerID? I didn't find appropriate method for that.
2. Why some attributes of players have values like -16, -7? Does it mean that the values for this attributes are randomly generated with the start of a new game?

I would appreciate if you guys give me links to some other useful resources for reading if there are any.

Thanks.

10-10-13, 10:23 AM

#24

**milo** ◊  
Director

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

Originally Posted by **byrkof**

1. How could you get player' names based on it's playerId? I didn't find appropriate method for that.

do you want a list of players ordered by id?

10-10-13, 10:30 AM

#25

**AMC**  
**CML Mod**  
**Official Challenges Team**

Join Date: 02-03-12  
Posts: 8,399

Originally Posted by **JohnLocke**

Full list of attributes:

GOALKEEPER, SWEEPER, DEFENDER, DEFENSIVE\_MIDFIELDER, MIDFIELDER, ATTACKING\_MIDFIELDER, ATTACKER, WING\_BACK, RIGHT\_SIDE, LEFT\_SIDE, CENTRE, FREE\_ROLE, ACCELERATION, AGGRESSION, AGILITY, ANTICIPATION, BALANCE, BRAVERY, CONSISTENCY, CORNERS, CROSSING, DECISIONS, DIRTINESS, DRIBBLING, FINISHING, FLAIR, FREE\_KICKS, HANDLING, HEADING, IMPORTANT\_MATCHES, INJURY\_PRONENESS, JUMPING, LEADERSHIP, LEFT\_FOOT, LONG\_SHOTS, MARKING, MOVEMENT, NATURAL\_FITNESS, ONE\_ON\_ONES, PACE, PASSING, PENALTIES, POSITIONING, REFLEXES, RIGHT\_FOOT, STAMINA, STRENGTH, TACKLING, TEAMWORK, TECHNIQUE, THROW\_INS, VERSATILITY, VISION, WORKRATE, MORALE.

Vision is called Creativity in the game, I've kept the wording used by the developers.

movement is off the ball too 🤖

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« Argentine League System | The state of CM01/02 patches in 2019 »

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Thread: The Java Programming Thread

Thread Tools

10-10-13, 05:16 PM

#26

**byrkof**  
Youth Team Player

Join Date: 04-03-12  
Posts: 4

Originally Posted by **milo**  
*do you want a list of players ordered by id?*

Hi milo! Maybe that could help a but it's not exactly what I'm asking. I'd like to find the name of the player with playerID, for example 2367. The whole idea is that i would like to do a search based on certain attribute values, but i can only get playerID as a result with getPlayerID() method. The question is how to find the names of that player?

10-10-13, 07:02 PM

#27

**milo**  
Director

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

Originally Posted by **byrkof**  
*Hi milo! Maybe that could help a but it's not exactly what I'm asking. I'd like to find the name of the player with playerID, for example 2367. The whole idea is that i would like to do a search based on certain attribute values, but i can only get playerID as a result with getPlayerID() method. The question is how to find the names of that player?*

yes, it's what i meant.

if you download [this](#), run it as admin and then choose staff, you will get a list of all the people in db along with their ID

11-10-13, 07:04 PM

#28

**byrkof**  
Youth Team Player

Join Date: 04-03-12  
Posts: 4

Originally Posted by **milo**  
*yes, it's what i meant.*  
*if you download [this](#), run it as admin and then choose staff, you will get a list of all the people in db along with their ID*

Thanks, I did it and it works fine. But my initial idea was (and still is) to get the same result not from the original database (Data folder) but from a saved game (\*.sav file). Any idea how to do that? 😊

11-10-13, 07:05 PM

#29

**JohnLocke**  
Programmer

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

VIP

For EL\_TOPPO:

Code:

```
import core.files.PlayerFile;
import core.obj.Player;
import core.PreData;

public class Minus2 {
    public static void main(String[] args) throws Exception {
        PreData data = new PreData("C:/Program Files/Championship Manager 01-02/Data/");
        PlayerFile players = data.getPlayers();
        for(Player pl : players) {
            pl.setPotentialAbility(-2);
        }
        data.save();
    }
}
```

11-10-13, 09:05 PM

#30

**Topofthekop**  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **JohnLocke**

For EL\_TOPPO:

Code:

```
import core.files.PlayerFile;
import core.obj.Player;
import core.PreData;

public class Minus2 {
    public static void main(String[] args) throws Exception {
        PreData data = new PreData("C:/Program Files/Championship Manager 01-02/Data/");
        PlayerFile players = data.getPlayers();
        for(Player pl : players) {
            pl.setPotentialAbility(-2);
        }
        data.save();
    }
}
```

Hi John, I dont know what im doing wrong.. I downloaded and installed everything in the order as in the first post. I copy and paste the above text into textpad, Press ctrl + 1 which asks me to save a document. I do that and save as document1. I then click ctrl + 2 and get the following message in the command prompt box:

Error: Could not find or load main class Document1  
Press any key to continue . . .

I dunno if im doing it right or not. This is first attempt at doing anything like this...

11-10-13, 09:25 PM

#31

**milo**  
Director

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

Originally Posted by **byrkof**

*Thanks, I did it and it works fine. But my initial idea was (and still is) to get the same result not from the original database (Data folder) but from a saved game (\*.sav file). Any idea how to do that? 😊*

i have no idea, you probably need the same tool modified to work on saved games and i don't think there is one at the moment.

you should ask a genius, not my job 🙄

11-10-13, 09:38 PM

#32

**JohnLocke**  
Programmer  
VIP

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



Originally Posted by **EL-TOPPO**

Hi John, I dont know what im doing wrong.. I downloaded and installed everything in the order as in the first post. I copy and paste the above text into textpad, Press ctrl + 1 which asks me to save a document. I do that and save as document1. I then click ctrl + 2 and get the following message in the command prompt box:

Error: Could not find or load main class Document1  
Press any key to continue . . .

I dunno if im doing it right or not. This is first attempt at doing anything like this...

File needs to be saved as Minus2.java, that should fix it.

11-10-13, 09:57 PM

#33

**Topofthekop**  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **JohnLocke**

For **EL\_TOPPO**:

Code:

```
import core.files.PlayerFile;
import core.obj.Player;
import core.PreData;

public class Minus2 {
    public static void main(String[] args) throws Exception {
        PreData data = new PreData("C:/Program Files/Championship Manager 01-02/Data/");
        PlayerFile players = data.getPlayers();
        for(Player pl : players) {
            pl.setPotentialAbility(-2);
        }
        data.save();
    }
}
```

Did exactly what it says in OP (had to change program files to program files (x86) ).. Saved as minus2.java but now get access denied

Last edited by Topofthekop; 11-10-13 at 10:04 PM.

11-10-13, 10:02 PM

#34

**JohnLocke**  
Programmer  
VIP

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

Hmm, maybe move your Data directory somewhere else (and amend the code accordingly) - Windows might be 'protecting' the default location.

11-10-13, 10:14 PM

#35

**Topofthekop**  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Tried moving from (x86) to program files and that didnt work, moved into C:/ and that didnt work, neither did moving it to desktop.. Thanks anyways john.. Think i'll just give up on this

11-10-13, 10:17 PM

#36

**JohnLocke**  
Programmer  
VIP

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


Files in your Data folder aren't read-only are they?

11-10-13, 10:20 PM

#37

**Topofthekop**  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **JohnLocke**   
*Files in your Data folder aren't read-only are they?*

No i made sure to uncheck that box before trying

12-10-13, 04:14 PM

#38


**HossamAllam**   
Decent Young Player

Join Date: 01-04-12  
Posts: 73


hi john  
i missed CM93 and then decided to go back to it again  
i wanted to do some editing on the game like foreign restrictions and club cash  
its a dos game ... i tried direct cheat programs like cheat engine but no result .... the tried hex editing for the save game and exe file  
and cant get it !!  
i need help

12-10-13, 06:07 PM

#39

**byrkof**   
Youth Team Player

Join Date: 04-03-12  
Posts: 4

Originally Posted by **EL-TOPPO**   
*Tried moving from (x86) to program files and that didnt work, moved into C:/ and that didnt work, neither did moving it to desktop.. Thanks anyways john.. Think i'll just give up on this*


Try to move the folder on different drive if you have one - for example D:\, E:\, etc. Sometimes Windows make problems when you want to access files on C:\ drive.

12-10-13, 06:23 PM

#40

**JohnLocke**   
Programmer  
VIP

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

Originally Posted by **HossamAllam**   
*hi john  
i missed CM93 and then decided to go back to it again  
i wanted to do some editing on the game like foreign restrictions and club cash  
its a dos game ... i tried direct cheat programs like cheat engine but no result .... the tried hex editing for the save game and exe file and cant get it !!  
i need help*

Sorry, not something I can help with.

12-10-13, 09:26 PM

#41

**JohnLocke**   
Programmer  
VIP

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

Code:

```
import java.io.File;
import core.files.PersonFile;
import core.obj.map.StaffFinder;
import core.obj.Person;
import core.SaveData;

public class Swap {
public static void main(String[] args) throws Exception {
File dir = new File("C:/Program Files/Championship Manager 01-02/");
SaveData data = new SaveData(dir, "game.sav");

StaffFinder sf = new StaffFinder(data);

Person one = sf.findFirst("Alfonso Camplone");
Person two = sf.findFirst("Sergio Giovanardi");

int p1 = one.getPlayerId();
int p2 = two.getPlayerId();

one.setPlayerId(p2);
two.setPlayerId(p1);

data.save();
}
}
```

Save as 'Swap.java'. This code will swap the 'player' data between two people. Might not work if staff names are not unique.

15-01-14, 06:48 PM

#42

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Anyone got a copy of the files from the sendspace link in the OP. The link has expired

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

26-01-14, 11:14 PM

#43

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Originally Posted by **Dermotron**  
Anyone got a copy of the files from the sendspace link in the OP. The link has expired



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

05-12-18, 01:07 PM

#44

**Duleto**  
Decent Young Player

Join Date: 28-02-15  
Location: Bulgaria  
Posts: 59

I am trying to apply the "Positioning Fix". Can someone tell me where I can find the files from the Sendspace in the OP. And is this fix working on 3.9.60? Thanks.

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