



Forum > CM 01/02 Updates > Patches > League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

11-05-12, 10:46 AM

#1

albdono
Youth Team Player

Join Date: 11-03-12
Location: Padua, Italy
Posts: 3

League / Cup Structure Queries

Hello,
I would ask you if you will be able to publish a patch to change the mechanism of promotion and relegation in a country.
Also, do you think the Tapani patch can increase the size of a league such as manually bringing it from 20 to 24 teams?

albdono

11-05-12, 12:18 PM

#2

swedishcmgod
Backup Player

Join Date: 02-03-12
Location: Stockholm, Sweden
Posts: 624

1 thread about this is enough, mate.

11-05-12, 12:44 PM

#3

BlazeRavenwolf
First Team Player

Join Date: 02-03-12
Posts: 2,500

Unfortunately Tapani is not around any more and we don't make any new patches at the moment.

Sorry, mate

But enjoy the game anyway

11-05-12, 12:55 PM

#4

tembo_86
Unattached

What happened to Taipani? 😊

11-05-12, 07:01 PM

#5

info ◦
VIP

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

He is busy with life dude. He has better things to do in life than doing CM stuff (those patches were his hobby).

Probably is travelling around the World... Again 😊.

27-05-12, 09:17 PM

#6

Gonk ◦
Youth Team Player

Join Date: 27-05-12
Posts: 6

Structure League

Hello,

How can i change the structure league for the ODB March 2012 update?

Because the french league for the "ligue 1" is 20 teams in the reality but with the update and the tapani patch 2.19 the number for this championship is 18 teams.

Thanks in advance

Gonk

27-05-12, 09:20 PM

#7

Topofthekop ◦
Squad Rotation Player

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

You cant change the structure of any leagues throughout the game. (At least i think so)

27-05-12, 09:24 PM

#8

Gonk ◦
Youth Team Player

Join Date: 27-05-12
Posts: 6

But I actually remember some of the patches or zozoa Tapani allowed. But I no longer found on the site.

27-05-12, 09:26 PM

#9

Fods ◦
Not Needed at the Club

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

The 3.12 patches may change them, they are in the download section, but there are no recent ones, last was 2010 I think!

27-05-12, 09:30 PM

#10

Gonk ◦
Youth Team Player

Join Date: 27-05-12
Posts: 6

Yes but the Tapani patch 3.12 does not work with the update in March, maybe with the old patch zozoa it is possible to modify the structure. If a person has still should test it with patch 2.19 and the update of March.

27-05-12, 09:34 PM

#11

Fods ◦
Not Needed at the Club

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

Didn't we discuss this in the shout box a few months ago! Certainly rings a bell!

And I know u can't use the 3.12 with march update, I just said the latest one is 2010!

So your plan is to apply the zoZoa add on to the 2.19 patch and march 2012 update?

27-05-12, 09:56 PM

#12

Gonk ◦
Youth Team Player

Join Date: 27-05-12
Posts: 6

Yes i would like to try the zozoa add on to the 2.19 patch and the march 2012 ODB update.

Maybe it will work

27-05-12, 09:59 PM

#13

Fods ◦
Not Needed at the Club

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

I don't think it will!

Your best bet is to follow the tutorial and try to add the march 2012 database into a 3.12 patch!

27-05-12, 10:03 PM

#14

Gonk ◦
Youth Team Player

Join Date: 27-05-12
Posts: 6

You have probably true and I will try to include the 3.12 update with March.
But if a person to another utility zozoa who put it on the forum.
Thank you for your help fodster.

27-05-12, 10:06 PM

#15

Fods ◦
Not Needed at the Club

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

Good luck mate, I tried a whole back but the amount of work involved is immense! Patinoz also started a 3.12 patch with the latest data but didnt get finished as far as I know! Maybe u can work on it together 🤝

28-05-12, 05:26 AM

#16

info0 ◦
VIP

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



Zozoa is long gone too. Just as Tapani.

Btw zozoa tools are already in 3.12... (at least that's what I remember from what Tapani said). 2.19 is different matter and I don't believe it will work with any zozoa addon.

28-05-12, 06:01 AM

#17

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

also, you can manually add or remove some teams from leagues if you follow the steps in the new league replacement guide in the Tech Support tutorials....

28-05-12, 08:54 AM

#18

Originally Posted by info0



Zooza is long gone too. Just as Tapani.

Btw zooza tools are already in 3.12... (at least that's what I remember from what Tapani said). 2.19 is different matter and I don't believe it will work with any zooza addon.

zooza ain't long gone neither is the tap

30-05-12, 06:25 PM

#19

PIEaSeDoNtHaCkMe
Unattached

Blue Square North And South?

hey all...i was wondering if anyone could create a patch that had Blue square north and south in it? or if it was hard enough for me to create on the editor?

thanks guys

30-05-12, 06:38 PM

#20

Coys ◦
First Team Player

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

Use a Tapani Patch, they are there.

30-05-12, 06:41 PM

#21

PIEaSeDoNtHaCkMe
Unattached

thanks coys...

01-06-12, 09:48 PM

#22

BlazeRavenwolf ◦
First Team Player

Join Date: 02-03-12
Posts: 2,500

only north is there actually

01-06-12, 09:52 PM

#23

Baz ◦
Coach

Join Date: 02-03-12
Location: Torfaen
Posts: 3,084

Can swap the teams around if you please 😊

01-06-12, 09:56 PM

#24

BlazeRavenwolf ◦
First Team Player

Join Date: 02-03-12
Posts: 2,500

that is true

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Changing Number of Teams per Division

Would love if have someone here who can shed some light on this for me:

Greek Leagues on the ODB 3.9.68

National Division A - 16 Teams
National Division B - 16 Teams

Greek Leagues on the March Update (which is based on the 3.9.68 patch)

National Division A - **14** Teams
National Division B - 16 Teams

So it's obvious this was changeable at some stage *within the data* as we don't get any errors and there no need for the cm0102.exe to be packed with the Data Updates each time. Be great if we could edit this safely to correct a couple of leagues - mainly Serie A and Ligue1

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Thread: League / Cup Structure Queries

Thread Tools

23-06-12, 02:08 AM

#26

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Thats v strange that it's been amended and caused no errors! Who have you had updating Greece who could of done this?

23-06-12, 09:36 AM

#27

Patinoz

Player

Join Date:

18-12-11

Location:

Dresden

Posts:

6,429

dermo, is the new league structure happening right from the start or one season in (a la france)

23-06-12, 11:22 AM

#28

Dermotron

Sir Mergements

Director

Manager

VIP

Captain

Join Date:

15-12-11

Location:

Your Mother

Posts:

29,995

No lads, this is in the current data updates.

Was 16/16 in 2005 but was 14/16 by Sept 2009 DB

And yeah Pat this is from the start as I've only checked in the Editor, not in play.

So it seems it can be changed within the Data without corrupting or requiring a .exe to be packed each time. Would be great if someone knows how and have a cut a sorting a couple of the leagues.

24-06-12, 02:11 AM

#29

ClayDatsusara ◦
Squad Rotation Player

Join Date: 03-03-12
Location: Portugal
Posts: 1,076

wow, is this for real?? we need to figure it out! testing in demand!

24-06-12, 11:44 AM

#30

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

I done some testing Clay and reducing the size of a league seems ok but increasing it is not 😞 I guess due the end date of the fixtures or something.

Also comps have criteria for the top leagues entering a cup so the game just crashes on load.

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24-06-12, 11:46 AM

#31

Fods ◦
Not Needed at the Club

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

Can you reduce the A League in Australia then, Derm?

24-06-12, 11:48 AM

#32

djole2mcloud ◦
Programmer

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

changing number of clubs without editing .exe...reducing number of teams yes,but increasing i am almost 100% sure not...there a few offset that needs to be increased along with offset for number of teams (multiplying with 59)...

Originally Posted by **Dermotron** ◦

I done some testing Clay and reducing the size of a league seems ok but increasing it is not 😞 I guess due the end date of the fixtures or something.

Also comps have criteria for the top leagues entering a cup so the game just crashes on load.

24-06-12, 11:49 AM

#33

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Hadn't thought of the A-League mate but I can give it a try.

I used one of the tools in Flex - League Organiser. You just name the league, A Lower Division (think this is used to move excess clubs to), then list the clubs in that league. After that you'll see a league have the amount of teams you listed - so incase of the A-league the Editor would say 10/10 instead of 10/13 if you only listed 10 clubs.

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24-06-12, 11:56 AM

#34

Fods ◦
Not Needed at the Club

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

Quality. Will take a look, Cheers 🍷

24-06-12, 02:36 PM

#35

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **djole2mcloud** 🗨

changing number of clubs without editing .exe...reducing number of teams yes, but increasing i am almost 100% sure not...there a few offset that needs to be increased along with offset for number of teams (multiplying with 59)...

Strange that it was done in the data for Greece and caused no issues. I tried reducing the Brazilian 1st Division to 20 teams and it crashed on loading, I guess something has to be done somewhere in regards to the scheduling of the games?

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24-06-12, 03:37 PM

#36

djole2mcloud ◦
Programmer

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

long ago Pirovatis asked me to change number of teams in greece from 14 to 16...as i recall, other members trzed also increasing number of clubs in greece without success...perhaps, another case of hardcoding or something...

Originally Posted by **Dermotron** 🗨

Strange that it was done in the data for Greece and caused no issues. I tried reducing the Brazilian 1st Division to 20 teams and it crashed on loading, I guess something has to be done somewhere in regards to the scheduling of the games?

24-06-12, 06:45 PM

#37

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

But look at my opening post mate, the 3.9.68 patch contains 16 teams in the Greek Super League. It was changed between 2005 and 2009 *within* the data so it would be awesome if this type of thing could be replicated. If it was just with the .exe it probably wouldn't be worth looking into. There must be a lot more that can be changed within the data than we know.

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24-06-12, 07:29 PM

#38

milo ◦
Director

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

maybe that can be done with a different editor?

24-06-12, 08:38 PM

#39

JohnLocke ◦
Programmer
VIP

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

Originally Posted by **Dermotron** ◦

There must be a lot more that can be changed within the data than we know.

It doesn't work like that unfortunately, the data is just that 'data'. It's not intelligent, or clever, it's just information (numbers and text) the fact that the game accepts 14 clubs is because the exe doesn't complain not because the data did something special.

24-06-12, 09:11 PM

#40

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Any how the change was made John given that it's accepted by the .exe. Would it be contained within any of the files that can be exported using the distribution wizard?

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24-06-12, 09:21 PM

#41

JohnLocke ◦
Programmer
VIP

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

I don't know what the distribution wizard is, but the changes would be in club.dat - which stores all clubs and the id number of the division they play in.

24-06-12, 09:30 PM

#42

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

In the official Editor we use the Data Distribution Wizard to export the database for A. the next person to update the database or B. to export the data for a database release. That's why I was thinking it was changed within those files somewhere/somehow as we just makes changes on the 3.9.68 framework, the .exe is never passed between updaters as there's no need.

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24-06-12, 09:49 PM

#43

JohnLocke ◦
Programmer
VIP

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

If any particular data modification doesn't work with the 3.9.68 exe then the only two fixes: either undo the data change or figure out how to edit the exe to make it accept the data. The latter would mean you'd have to distribute a modified exe.

24-06-12, 09:53 PM

#44

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW

would a modified exe be the same as releasing an update with bulks changes to league restrictions?

24-06-12, 09:55 PM #45

Patinoz o
Player

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

i dont know about bulks changes but a modified exe would mean for example that you get a 5809 error when playing your old save games.

24-06-12, 09:56 PM #46

Dermotron o
Sir Mergements
Director
Manager
VIP
Captain

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

Indeed, would love to know how someone changed the number of clubs in the Greek Super League without apparently changing the exe.

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24-06-12, 09:57 PM #47

Dermotron o
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **BeezerCeltic1967** o
would a modified exe be the same as releasing an update with bulks changes to league restrictions?

Originally Posted by **Patinoz** o
i dont know about bulks changes but a modified exe would mean for example that you get a 5809 error when playing your old save games.

A modified exe is to be avoided at all costs 🙅

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24-06-12, 10:11 PM #48

JohnLocke o
Programmer
VIP

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

Originally Posted by **Dermotron** o
Indeed, would love to know how someone changed the number of clubs in the Greek Super League without apparently changing the exe.

I assume that for some leagues the number of clubs is important, e.g. for cups etc, but for Greece it obviously doesn't matter - so the developers didn't write any code that breaks when the 'wrong' number of clubs are in a division.

I know the official editor won't save the data when the number of clubs is wrong, but maybe 'wrong' to the editor just means different from when the data was opened - so if you make such changes with a different editor then the official editor is happy - but that still leaves the exe.

26-06-12, 04:50 PM #49

Do the 14 teams appear in the editor or ingame?

26-06-12, 05:24 PM

#50

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Editor and in game. With JohnLocke's league organiser tool it will show 16 in the Editor but only 14 load.

On the 3.9.68 DB its 16 in Editor and 16 in game

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Thread: League / Cup Structure Queries

Thread Tools

27-06-12, 12:04 AM

#51

djole2mcloud
Programmer

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

Tri Wasano editor?

Originally Posted by **Dermotron**

Editor and in game. With JohnLocke's league organiser tool it will show 16 in the Editor but only 14 load.

On the 3.9.68 DB its 16 in Editor and 16 in game

27-06-12, 02:20 AM

#52

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

also, when increasing teams you need to add additional info to a few other offsets in the EXE or the game will crash.... I know that reducing teams in a league doesn't require extra changes, unless there is a requirement from the game to use X clubs from Y division in a cup..... for example if FA Cup needs all 20 teams from EPL in it you can't reduce.... but obviously the Greek league doesn't need that and there are no issues.... I would assume that a few leagues can be changed this way but you'd have to test and find out.... but don't try increasing or you'd have to amend the # of fixtures and rounds in the EXE itself which is a no-go

27-06-12, 06:01 PM

#53

Pirovatis
Youth Team Player

Join Date: 04-03-12
Posts: 24

Originally Posted by **djole2mcloud**

Tri Wasano editor?

I'll go with that.

Greek 1st league was at 14 teams when I became updater, so it must have changed before 2008.

milo ◊
Director

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

can't it be an editor issue? nobody realized then and so everyone kept updating safely

Pirovatis ◊
Youth Team Player

Join Date: 04-03-12
Posts: 24

The editor can't change the teams per league.

The same problem exists with Green National B where there are 18 teams in editor and 16 ingame. Or 16/14 can't check it atm.

djole2mcloud ◊
Programmer

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

i have tried to change number of clubs only via editors...that doesn't work as i suppose...number of teams inside the game stays...i think,without touching .exe this is not possible...

Originally Posted by **Pirovatis** ▶

The editor can't change the teams per league.

The same problem exists with Green National B where there are 18 teams in editor and 16 ingame. Or 16/14 can't check it atm.

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

I just loaded up the Nov 2007 update.... in-game there are 14 teams in Greek A and 14 team in Greek B..... in the editor there are 14 teams in Greek A and 16 teams in Greek B

and in my 3.9.68 data, it shows that both Greek A and Greek B have 16 teams in the editor but only 14 when you load the game.... Skoda Xanthi and Proodeftiki are in the editor as being in Greek A but in-game they are in a lower Greek League.....

very strange.....

Pirovatis ◊
Youth Team Player

Join Date: 04-03-12
Posts: 24

Skoda Xanthi and Proodeftiki are the last teams in Gr A that's why they are left out.

I don't remember if they are alphabetically last or last sorted by the teamid.

Last edited by Craig Forrest; 28-06-12 at 02:53 AM.

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **Craig Forrest** ▶

I just loaded up the Nov 2007 update.... in-game there are 14 teams in Greek A and 14 team in Greek B..... in the editor there are 14 teams in Greek A and 16 teams in Greek B

and in my 3.9.68 data, it shows that both Greek A and Greek B have 16 teams in the editor but only 14 when you load the game.... Skoda Xanthi and Proodeftiki are in the editor as being in Greek A but in-game they are in a lower Greek League.....

very strange.....

Well that settles it so. Was a flaw in design, not something changed since release 😞

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28-06-12, 02:54 AM

#60

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **Pirovatis** ▶

Skoda Xanthi and Proodeftiki are the last teams in Gr A that's why they are left out.

I don't remember if they are alphabetically last or last sorted by the teamid.

I would assume team ID... I had a similar problem when making league patches... I had to make sure that the teams left out were the 2 I wanted and it sorts by team ID

28-06-12, 07:54 PM

#61

talacasto
Unattached

Argentinian League structure / Mercosur Cup

Hi all team,
How you doing?

I'm a big fan of CM0102 series. I'm delighted by this website, keeping the game alive!

I've posted a couple of questions about Argentinian League. I love to play in this league, but the League structure have suffered several changes since 2001.

Is there any chance we can modify the Second Division structure? Could we create third division?

Sorry if this is the wrong place at the forum to ask for, but please let me know how can I help. I'm not a programmer, but certainly can provide data for the team/rosters creation.

All the best,

28-06-12, 08:59 PM

#62

Jesus ◦
First Team Player

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

Unfortunately the game is way over ten years old now and we don't have the original source code or the developers to code such a thing. The game is a complex beast and the community has managed to develop it as much as it is possible with the little tools and patches that have been released. It's the same reason as to why we can't modify the Champions League structure to the more modern format. It's impossible for us to do it without the source code.

28-06-12, 09:18 PM

#63

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Plus I've tried creating patches based on the Arg leagues and they are hardcoded into the game.... everything I've tried has crashed when I load it 😞

talacasto
Unattached

Thank you Jesus and Craig for the quick reply.

First idea:

Do we have the email of the developers? I mean, now as the game is free maybe they accept to share the part of the code dedicated to the League structure?

Second idea:

What if we substitute another League with a "new" Argentinian league? As example, Croatia. Just as other league patches does with South American leagues (Ecuador, Chile, etc.)

Let me know. Thanks!

28-06-12, 10:37 PM

#65

BlazeRavenwolf ◊
First Team Player

Join Date: 02-03-12
Posts: 2,500

I think we have tried this before, mate, and with no results

28-06-12, 11:37 PM

#66

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **talacasto** ▶

Thank you Jesus and Craig for the quick reply.

First idea:

Do we have the email of the developers? I mean, now as the game is free maybe they accept to share the part of the code dedicated to the League structure?

Never going to happen... sorry....

Originally Posted by **talacasto** ▶

Second idea:

What if we substitute another League with a "new" Argentinian league? As example, Croatia. Just as other league patches does with South American leagues (Ecuador, Chile, etc.)

Let me know. Thanks!

I think the issue is that the game requires the Argentine teams to be in the real Arg Leagues.....everytime I have tried swapping them out to another league, or swapping new teams in, the game crashes.... not all the teams are required but there are some key teams that can't be moved...

29-06-12, 09:46 PM

#67

talacasto
Unattached

Craig,

What if we create them with "fictional names". So you just need to don't select the original Argentinian League structure, and then you can manage "Bocas Juniorss" & "Riverr Platee".

Let me know if this is a good idea...

Best,

29-06-12, 10:02 PM

#68

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I think he's only asking for his own benefit mate as it requires patching to do it so nothing to do with updating

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29-06-12, 10:03 PM

#69

BlazeRavenwolf ◦
First Team Player

Join Date: 02-03-12
Posts: 2,500

OK I revoke my comment

29-06-12, 10:26 PM

#70

BeezerCeltic1967 ◦
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
A ROW
Posts: 6,197

Originally Posted by **Craig Forrest** ▶

Never going to happen... sorry....

Never say never buddy :nono2:

30-06-12, 09:16 AM

#71

Fods ◦
Not Needed at the Club

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

Say never, never ever gonna get the source code for free! Why don't people get that...

01-07-12, 01:15 AM

#72

tongo1
Unattached

Game is over 10 years old but part of source code is in more recent games, hence why they won't release it.

01-07-12, 08:24 AM

#73

djole2mcloud ◦
Programmer

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

you could move Argentinian clubs to some other league...let's say Belgium...But then,all offsets for Argentinian competitions must be turned off...and,i don't know how will that affect Mercosur Cup or other SA competitions...

Originally Posted by **Craig Forrest** ▶

Never going to happen... sorry....

I think the issue is that the game requires the Argentine teams to be in the real Arg Leagues....everytime I have tried swapping them out to another league, or swapping new teams in, the game crashes.... not all the teams are required but there are some key teams that can't be moved...

01-07-12, 02:00 PM

#74

djole2mcloud ◦

Join Date: 04-03-12

Craig,i'v decided to swapp Argentina for France...3.leagues with 20 teams...in addition,i will disable all Argetinian comps just to see how whole thing will look like on the end...

02-07-12, 02:35 PM

#75

talacasto
Unattached

Thanks Djole

Let me know how the game reacts.

Sorry, I'm not a programmer. I'm trying to patch it for the community, not only for myself.

Hope I can help at some point.

Best,

« German Financial Bug | Offsets »

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

01-11-12, 01:53 AM

#76

bfcxen
Unattached

Adding (non-playable) leagues?

I did a bit of a search (not overly comprehensive, though), so apologies if this has been discussed and I missed it.

Is it possible to add "placeholder leagues" that don't have any teams and aren't actively used by the game, except to store competition histories?

I'd like to add the East German league and cup winners/runners-up to these new leagues so that they show up in-game on each team's competition info page...

Thanks in advance!

01-11-12, 10:13 AM

#77

djole2mcloud
Programmer

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

Originally Posted by bfcxen

I did a bit of a search (not overly comprehensive, though), so apologies if this has been discussed and I missed it.

Is it possible to add "placeholder leagues" that don't have any teams and aren't actively used by the game, except to store competition histories?

I'd like to add the East German league and cup winners/runners-up to these new leagues so that they show up in-game on each team's competition info page...

Thanks in advance!

not possible to add...leagues only can be swapped...

01-11-12, 01:32 PM

#78

bfcxen
Unattached

Just to be explicitly clear...

I'm not looking to add a league with any teams in it, but rather, a defunct league no longer in operation, simply for the purpose of storing club/comp histories.

I'm just figuring, it's a straightforward thing to do in EHM, don't see why it shouldn't be possible in CM?

01-11-12, 01:34 PM #79

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Use A Premier Division and A Lower Division. They are in built generic leagues. So if you are adding say 16 clubs to the top division and 20 to the lower division, do this:

Add 16 clubs to A Premier Division
Add 20 clubs to A Lower Division

And the Clubs nation as East Germany, similar to other non playable leagues like Slovenia, Uzbekistan, Uruguay, Canada

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01-11-12, 02:19 PM #80

bfcxen
Unattached

Hm, I think I'm not being very clear.

What I'd like to do is to add a league to hold competition histories... you know how if you look at the 'Competitions' tab in a teams 'History' section in the game, it lists all the league and cup wins and whatnot.

I intend to keep all the teams themselves wherever they happen to be, I just want to add that historical info, so that East German teams like BFC Dynamo or Dynamo Dresden or whoever have their East German Oberliga championships and FDGB Cup wins and DDR-Liga championships listed in their in-game histories...

01-11-12, 02:41 PM #81

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Hmmm, I think the Tri Wasano Editor will allow that not sure how stable it would be.

Might be better to use the [Names Editor](#) to rename a non-active current league within the Editor like say Austria or Czech Rep leagues and then use Club Swap to move the clubs before changing the Nation of the comp

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01-11-12, 03:17 PM #82

bfcxen
Unattached

If it's a non-active league, would one even need to do the club swapping?

A random thought: could a league not be added directly through the club_comp.dat, if it's not going to contain any teams?

Off to work, but will poke about some more when I get home!

01-11-12, 11:23 PM #83

zozoa ◦
Coach
Programmer

Join Date: 03-03-12
Posts: 107

As Dermot mentioned, rename an unplayable league and then add there the histories.
You can see the full competitions list on the CICmp tab in the game editor.
I suggest you to rename one of the Arab/Singapore/South Africa competitions.

02-11-12, 12:13 AM

#84

bfcxen
Unattached

Ooh, thanks - that sounds like a good simple solution!

02-11-12, 04:29 AM

#85

bfcxen
Unattached

Okay, trying that, I got the Names Editor and when I try to go to edit club comp names, it gives "Unhandled exception has occurred in your application... Index was outside the bounds of the array".

As an experiment, I selected the "edit nation names" option, and that loaded all the names up just fine.

Any suggestions?

31-10-13, 12:33 PM

#86

Ultra_Manager08
Youth Team Player

Join Date: 17-04-12
Posts: 13

Northern Ireland League Format 2013/2014

IFA Premiership (10 teams to 12 teams) team that finishes last gets automatically relegated to Championship, team that finishes in 11th has a 2 leg playoff against team that finishes 2nd in Championship.
Winners of league qualify for 1st qualifying round of champions league. 2nd, 3rd and 4th get in qualifying rounds for Europa League.

Ards
Ballinamallard United
Ballymena United
Cliftonville
Coleraine
Crusaders
Dungannon Swifts
Glenavon
Glentoran
Linfield
Portadown
Warrenpoint Town

IFA Championship (10 teams to 14 teams) team that finishes last gets automatically relegated to Championship 2. Team that finishes 13th has a play off against team that finishes 2nd in championship 2. Winners of championship gets automatic promotion and 2nd place has a two leg playoff against 11th place in premiership.

Ballyclare Comrades
Bangor
Carrick Rangers
Coagh United
Dergview
Donegal Celtic
Dundela
HW Welders
Institute
Knockbreda
Larne
Limavady United
Lisburn Distillery
Loughgall

Championship 2 (League needs created 16 teams in total, most teams are present in non-league section.) Winners gain automatic promotion to Championship 1, 2nd place has a two leg play off with 13th place in Championship. Teams that finish 16th and 15th will automatically be relegated to non-league, where they will be replaced by two non-league clubs.

Annagh United
Armagh City
Ballymoney United
Banbridge Town
Chimney Corner
Glebe Rangers
Killymoon Rangers
Lurgan Celtic
Moyola Park
Newington YC

Portstewart
PSNI
Queen's University
Sport & Leisure Swifts
Tobermore United
Wakehurst

This would be very in depth, is it possible if the non-league was made a league hidden in the background and not seen by the player?

Thanks
Ultra_Manager

31-10-13, 12:44 PM

#87

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I've moved this to the patches forum. Without using league replacement and patching this isn't possible to change in the regular data

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31-10-13, 01:36 PM

#88

Ultra_Manager08 ◊
Youth Team Player

Join Date: 17-04-12
Posts: 13

Originally Posted by **Dermotron** ◊

I've moved this to the patches forum. Without using league replacement and patching this isn't possible to change in the regular data

Thanks, so does this mean that you would have to replace a league with a similar format in order for it to work? I suppose all the game's code would have to be edited in order for everything to run smoothly together, so it would be like making a brand new game lol

I have big expectations!!

31-10-13, 01:43 PM

#89

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I'd lower you're expectations tbh, unless someone has a similar interest in N.Irish football it's unlikely they will be willing to make the changes for reasons other than something to be doing. That said there is a tutorial on how to change it yourself

League Replacement Guide - <http://www.champman0102.co.uk/showth...lacement-Guide>

Denmark might be a good option but think swapping 2 playable leagues it tougher than 1 playable and 1 non playable

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31-10-13, 05:31 PM

#90

djole2mcloud ◊
Programmer

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

i'v changed NIR format,i mean on first division,increased from 10 to 12 clubs,3 rounds,33 fixtures with my newest Montenegrin patch.i think i can increase it to 14 clubs 2 rounds 26 fixtures,but i am not sure.about 2nd division,can't be added...and replacing some other country for NIR,my pick would be Denmark due to similar format:

1st 12 teams
2nd 16 teams
3rd 16 teams

31-10-13, 06:45 PM

#91

316's Regen
Unattached

there he is!

Are you from here mcloud?

31-10-13, 07:05 PM

#92

djole2mcloud ◊
Programmer

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

from where? NIR u think?

Originally Posted by **Chris_3_16**

there he is!

Are you from here mcloud?

31-10-13, 07:17 PM

#93

316's Regen
Unattached

yeah!

You are the one that updates all the NIR stuff.
I'm from here and couldn't find half the info you post!

31-10-13, 07:27 PM

#94

djole2mcloud ◊
Programmer

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

i think u messed me with someone...?
the only thing i do with NIR is when i'm patching, then i replace NIR with some other league.

31-10-13, 07:32 PM

#95

316's Regen
Unattached

yeah must have.

perhaps it was topaztiger who was the Norn Iron updater before all the re-arrangement, someone used to keep NIR up to date.
(i only know because every time i went to post one he had it well before me)
Ultra Manager is surely from here, looking through the NI thread he's posted a right few transfers etc.

01-11-13, 06:10 AM

#96

Fods ◊
Not Needed at the Club

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

Originally Posted by **Dermotron**

I'd lower your expectations tbh, unless someone has a similar interest in N.Irish football it's unlikely they will be willing to make the changes for reasons other than something to be doing. That said there is a tutorial on how to change it yourself

Pasquale?????????

01-11-13, 11:29 AM

#97

djole2mcloud ◦
Programmer

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

is he banned again,and using again different alias,like few yrs ago...as i remember he was Catalonia guy with IP address from Naples :-)

Originally Posted by **Fodster** ◻
Pasquale????????

01-11-13, 12:04 PM

#98

Alan ◦
Backup Player

Join Date: 20-09-12
Posts: 649

Very obviously not as this Ultra chap can use proper English.

01-11-13, 01:24 PM

#99

djole2mcloud ◦
Programmer

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

yes...u'r right...but whenever someone says "NIR" my first guess is same as Fodster's...it must be Paquale...and his legendary "complements to the site"... :-)

01-11-13, 03:03 PM

#100

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **Alan** ◻
Very obviously not as this Ultra chap can use proper English.

Pasquale's English has improved a hundred-fold since he started posting on here..... just so you know... 😊

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

02-11-13, 12:07 PM

#101

BlazeRavenwolf
First Team Player

Join Date: 02-03-12
Posts: 2,500

I am the updater for NIR but I have not posted transfers recently, just been updating at the moment

02-11-13, 12:18 PM

#102

316'sRegen
Unattached

Thanks for your work mate 🙌

Not played NIR with any of the updates recently, but it's nice to know someone is updating it.

Most people even that live here couldn't name many players from the whole league these days, it's pretty poor compared to what the Belfast Giants ice hockey or the Ulster rugby has to offer (both within 10 minutes of The Oval as well)

I need to get the NIR league loaded up, even as an extra league in a network game and try some home grown cm 🙌

02-11-13, 12:25 PM

#103

BlazeRavenwolf
First Team Player

Join Date: 02-03-12
Posts: 2,500

Well I like a challenge 🙌

06-11-13, 05:38 PM

#104

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **Chris_3_16**

Thanks for your work mate 🙏

Not played NIR with any of the updates recently, but it's nice to know someone is updating it.

Most people even that live here couldn't name many players from the whole league these days, it's pretty poor compared to what the **Belfast Giants ice hockey** or the Ulster rugby has to offer (both within 10 minutes of The Oval as well)

I need to get the NIR league loaded up, even as an extra league in a network game and try some home grown cm 🙏

You guys have a hockey team? Excellent 🙏

06-11-13, 06:00 PM

#105

316'sRegen
Unattached

Oh Yeah!

They came here just after the peace process was agreed and we got an arena built 🙏
it's a great non sectarian cross community setup at the Odyssey Arena.

Supposed to be a good team as well, they have a few Super League (UK) titles already!

26-02-14, 12:42 PM

#106

ryanitaa ◦
Youth Team Player

Join Date: 26-09-12
Posts: 31

changing regulation and rules in japan league

any one can help me change regulation in japan league likes english premiere league or other league, if we play draw in match not need extra time any more..which offsets should be changed?

26-02-14, 10:56 PM

#107

Fods ◦
Not Needed at the Club

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

Maybe post in the Offset thread? Or check that thread?

28-03-14, 12:21 AM

#108

87vini ◦
Youth Team Player

Join Date: 30-06-12
Posts: 14

Brazilian League changes

Hello, guys.

Is there any way the following changes could be made in the Brazilian League for the next update?

- 4 divisions (A, B, C, D)
- limit of 5 foreign players
- A and B with 20 teams; normal league format with home and away games; from early may until mid december
- Copa Mercosul is now Copa Sulamericana; equivalent of Europa League; 5th to 8th in SERIE A classify; not the same teams every year like the game is
- 1st to 4th go to Libertadores
- Intercontinental Cup doesn't exist anymore; just FIFA WORLD CHAMPIONSHIP
- Interamerican Cup should be replaced by RECOPA SULAMERICANA (winners of COPA SULAMERICANA AND COPA LIBERTADORES; JUST LIKE EUROPA LEAGUE AND CHAMPIONS LEAGUE)

28-03-14, 12:24 AM

#109

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Data Updates don't/can't make any of those changes as none of them are changes to the Data but require coding changes to the cm0102.exe. [Here](#) is a list of everything a Data Update changes (basically anything that can be changed in the editor that comes with the

game and doesn't require another tool or edit code).

Hopefully someone will be able to help but without source code all these things are a nightmare to change. I have seen Serie A with 20 teams (possibly 3.12 Tapani patch) so maybe its possible. But it will be no small task.

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28-03-14, 01:07 AM

#110

giovanisantana29 ◊
Reserve Team Player

Join Date: 04-03-12
Location: Diadema (SP), Brazil
Posts: 260

Originally Posted by **87vini** ◊

Hello, guys.

Is there any way the following changes could be made in the Brazilian League for the next update?

- 4 divisions (A, B, C, D)
- limit of 5 foreign players
- A and B with 20 teams; normal league format with home and away games; from early may until mid december
- Copa Mercosul is now Copa Sulamericana; equivalent of Europa League; 5th to 8th in SERIE A classify; not the same teams every year like the game is
- 1st to 4th go to Libertadores
- Intercontinental Cup doesn't exist anymore; just FIFA WORLD CHAMPIONSHIP
- Interamerican Cup should be replaced by RECOPA SULAMERICANA (winners of COPA SULAMERICANA AND COPA LIBERTADORES; JUST LIKE EUROPA LEAGUE AND CHAMPIONS LEAGUE)

Of all the things that you said, only limit of 5 foreign players and Série A and B with 20 teams it is possible to do.

29-03-14, 01:29 PM

#111

87vini ◊
Youth Team Player

Join Date: 30-06-12
Posts: 14

Ok. Hope someone is willing to help. It's my favorite league to play, but without these changes it can be come kind of lame. But thanks anyway, guys!

29-03-14, 01:31 PM

#112

87vini ◊
Youth Team Player

Join Date: 30-06-12
Posts: 14

In patch 3.12, I've seen 20 teams and Copa Sulamericana for CONCACAF clubs, I believe. But I don't think this patch works for all updates though.

29-03-14, 03:20 PM

#113

giovanisantana29 ◊
Reserve Team Player

Join Date: 04-03-12
Location: Diadema (SP), Brazil
Posts: 260

The patch 3.12 really don't work in all DBs. So what you can do is this:

Série A and B with 20 teams: This tutorial shows how to change the number of teams
<http://www.champman0102.co.uk/showthread.php?t=381>

Limit of 5 foreign: <http://www.champman0102.co.uk/showthread.php?t=303>

Copa Sulamericana instead of Copa Mercosul: You can just change the name of the competition to Copa Sulamericana, but the format of the competition will remain identical to the Mercosur. This is the program that changes the name of the competitions
<http://www.champman0102.co.uk/downlo...?do=file&id=15>

I did tutorials on how to delete the Brazilian Champions Cup and how to change the teams that participate in the Copa Mercosur, but are in Portuguese. If they are useful to you, I post them here.

29-03-14, 11:04 PM

#114

87vini ◊ Youth Team Player	Join Date: Posts:	30-06-12 14
--------------------------------------	----------------------	----------------

Thanks! And yes, if you could post them here I'd be very grateful. I'm brazilian so it'd be fine if it's in portuguese!

30-03-14, 12:34 AM #115

giovanisantana29 ◊ Reserve Team Player	Join Date: Location: Posts:	04-03-12 Diadema (SP), Brazil 260
--------------------------------------------------	-----------------------------------	-----------------------------------------

So, here are the tutorials:
<http://www.sendspace.com/file/sagytyj>
<http://www.sendspace.com/file/rqij34>

10-05-14, 02:51 PM #116

Rheidol ◊ Youth Team Player	Join Date: Posts:	10-05-14 3
---------------------------------------	----------------------	---------------

Adding relegation slots?

Is there a way to add relegation in a league where there is none? In particular the welsh league?
Thanks

11-05-14, 02:00 AM #117

Craig Forrest ◊ Manager Programmer Forum Enforcer Holy Trinity Member	Join Date: Location: Posts:	02-03-12 The Great White North 4,502
------------------------------------------------------------------------------------------	-----------------------------------	-----------------------------------------------

adding a relegation slot would be simple.... getting a lower league team promoted would be hard.....

11-05-14, 04:18 PM #118

Rheidol ◊ Youth Team Player	Join Date: Posts:	10-05-14 3
---------------------------------------	----------------------	---------------

So you can't just make a list of teams that could go up and the game will choose one? Is it dependent on reputation? How does it work with other leagues that are the lowest playable?

I like playing the welsh premier league, but it's really getting to me now that it's the same 18 teams every year.

12-05-14, 02:55 PM #119

Craig Forrest ◊ Manager Programmer Forum Enforcer Holy Trinity Member	Join Date: Location: Posts:	02-03-12 The Great White North 4,502
------------------------------------------------------------------------------------------	-----------------------------------	-----------------------------------------------

I can play around with it.... but usually there is code that selectes the correct number of teams from the correct lower league to be promoted..... and I'm assuming that because there is no promotion from the Welsh lower league, then there is no code to make it happen...

18-05-14, 08:47 PM #120

Rheidol ◊ Youth Team Player	Join Date: Posts:	10-05-14 3
---------------------------------------	----------------------	---------------

Ah, ok then. Thanks for the explanation.

14-06-14, 05:16 PM #121

can i change number of teams?

Can i change the number of teams in a competition?
*For example*Dutch Jupiler League has 18 clubs in the game, but i real life they have 20 clubs.

15-06-14, 09:15 AM

#122

[Golly](#)
Reserve Team Player

Join Date: 15-10-12
Location: Grantham
Posts: 381

Theoretically yes. But the Dutch First Division has a play-off systems where teams qualify throughout the season- Games 1-8, Games 9-16, Games 17-26 and Games 27-34. So you would have to find a way of sorting this out too. I will have a quick look.

15-06-14, 11:00 AM

#123

[_dwallie_](#)
Youth Team Player

Join Date: 16-06-12
Posts: 43

okay because i want to adjust all the big competitions like Italy (they also have 18 clubs in game, but 20 clubs in real life in the Serie A) is this possible for me to change?

15-06-14, 11:41 AM

#124

[djole2mcloud](#)
Programmer

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

it is possible but very hard for the leagues where there is a playoff after regular season...for the leagues where there is no playoffs it is a simple thing...
then,changing number of teams also affect cup competitions,so that is also one thing u must have in mind...

Originally Posted by [_dwallie_](#)

okay because i want to adjust all the big competitions like Italy (they also have 18 clubs in game, but 20 clubs in real life in the Serie A) is this possible for me to change?

16-06-14, 09:03 AM

#125

[_dwallie_](#)
Youth Team Player

Join Date: 16-06-12
Posts: 43

okay so how can i do this?

Originally Posted by [djole2mcloud](#)

*it is possible but very hard for the leagues where there is a playoff after regular season...for the leagues where there is no playoffs it is a simple thing...
then,changing number of teams also affect cup competitions,so that is also one thing u must have in mind...*

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

16-06-14, 09:10 AM

#126

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

have a read through the Sub-Forum you have posted in

Patches

26-06-14, 04:36 PM

#127

dwallie

Youth Team Player

Join Date:

16-06-12

Posts:

43

still dont know how to do this haha

Last edited by _dwallie_; 26-06-14 at 07:02 PM.

07-10-14, 10:10 PM

#128

Pasquale

Reserve Team Player

Join Date:

08-03-12

Location:

Napoli

Posts:

417

Editing Croatian League

Guys I have a problem with the Croatia Premier Division: I decreased the number of clubs from 16 to 10 and set the number of fixtures in 27 but I can not decrease the number of rounds can anyone tell me how to do? Please.....

07-10-14, 11:13 PM

#129

Craig Forrest

Manager

Programmer

Forum Enforcer

Holy Trinity Member

Join Date:

02-03-12

Location:

The Great White

North

Posts:

4,502

Find the offset and change it to the number you want..... that's how you do it

07-10-14, 11:36 PM

#130

Pasquale ◦
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

I know, I did like the guide says, but the game gives me error....

08-10-14, 03:08 PM

#131

ivicamlacko ◦
Youth Team Player

Join Date: 01-10-12
Posts: 5

bok pasquale,možeš li mi ukratko objasniti kako smanjiti broj klubova u hnl jer mi uopće neće otvara offset threadove?

08-10-14, 03:53 PM

#132

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Wow if Pasquale understand Croatian I'll be very impressed 🙌

08-10-14, 07:36 PM

#133

ivicamlacko ◦
Youth Team Player

Join Date: 01-10-12
Posts: 5

Hi Craig, could you briefly explain how to reduce the number of clubs in HNL because I cant open threads in offsets

08-10-14, 08:18 PM

#134

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

If you check out the [League Replacement Guide](#), step 8 tells you how to change the number of teams 🙌

08-10-14, 09:24 PM

#135

Pasquale ◦
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

my problem is that if I decrease the number of rounds the game does strange things, for example, instead of assigning 3 points for a win it by 2 ... etc ... I do not know how to change this problem

09-10-14, 02:48 AM

#136

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

That's because the value you changed to get the right number of rounds (I assume 2) is also the same value the game uses for points for a win

09-10-14, 10:21 AM

#137

ivicamlacko ◊
Youth Team Player

Join Date: 01-10-12
Posts: 5

Sorry Craig; where I can see this few things? I cant open offsets. Many thanks.

TV & Prize Money:

Croatia - <http://www.champman0102.co.uk/showth...&p=165#post165>

All - <http://www.champman0102.co.uk/showth...7220#post87220>

Take Control of any club (non playable leagues, b-teams, nations & U21s) - <http://www.champman0102.co.uk/showth...8247#post88247>

Unprotected Contracts - how to disable:

<http://www.champman0102.co.uk/showth...2417#post82417>

Player Restrictions:

Croatia - <http://www.champman0102.co.uk/showth...4729#post14729>

09-10-14, 01:23 PM

#138

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

All those links are to the old servers, where are you getting them from on here?

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09-10-14, 01:32 PM

#139

ivicamlacko ◊
Youth Team Player

Join Date: 01-10-12
Posts: 5

but how I can get from new one? I only see this

09-10-14, 02:05 PM

#140

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Go to the patches thread and look through to find what you need

Download Olly and use it to pen the EXE

Find the offsets you need by using Olly and change them as necessary

09-10-14, 08:32 PM

#141

Pasquale ◊
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

Korea League Fixtures

Guys I have another problem: I would like to change the number of rounds of Korea League only that there is a value CX ... how can I change this value? if I change the game crashes I wanted to bring in the 28 fixtures and decrease the number of clubs from 10 to 8

10-10-14, 03:22 PM

#142

djole2mcloud ◊
Programmer

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

that's not croatian...it is serbian language :-)

Originally Posted by **Craig Forrest**

Wow if Pasquale understand Croatian I'll be very impressed 🤔

10-10-14, 03:32 PM

#143

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **djole2mcloud**

that's not croatian...it is serbian language :-)

Ah whatever.... you guys are all the same over there anyway 😊

10-10-14, 03:38 PM

#144

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **ivicamlacko**

but how I can get from new one? I only see this

Where do you see those links? i.e. which thread on here?

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24-10-14, 08:45 PM

#145

Pasquale
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

I decreased the number of clubs from 16 to 10 and set the number of fixtures in 27 but I can not decrease the number of rounds can anyone tell me how to do? Please

24-10-14, 09:49 PM

#146

djole2mcloud
Programmer

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

decrease or increase?

if there was 16 teams that is 30 fixtures with 2 rounds,if u decreased number of teams to 10 that is 27 fixtures with 3 rounds,right?

Originally Posted by **Pasquale**

I decreased the number of clubs from 16 to 10 and set the number of fixtures in 27 but I can not decrease the number of rounds can anyone tell me how to do? Please

25-10-14, 06:14 PM

#147

Hello Djole, I'll explain what I did in the Croatian league: I decreased the number of clubs from 16 to 10, the number of fixtures to 27 but I can not edit the rounds ... if I change the value of the game gives me an error (for example not by 3 points for a win but ... 2) how can I do?

25-10-14, 10:38 PM

#148

djole2mcloud ◊
Programmer

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

Originally Posted by Pasquale ◊

Hello Djole, I'll explain what I did in the Croatian league: I decreased the number of clubs from 16 to 10, the number of fixtures to 27 but I can not edit the rounds ... if I change the value of the game gives me an error (for example not by 3 points for a win but ... 2) how can I do?

```
005148E2 |. 8BF1 MOV ESI,ECX
005148E4 |. B2 03 MOV DL,3
005148E6 |. B9 02000000 MOV ECX,2
005148EB |. BB 01000000 MOV EBX,1
005148F0 |. 33C0 XOR EAX,EAX
005148F2 |. 57 PUSH EDI
005148F3 |. 66:894E 3C MOV WORD PTR DS:[ESI+3C],CX
```

try changing 005148F3 to MOV WORD PTR DS:[ESI+3C],DX

30-10-14, 08:48 PM

#149

Pasquale ◊
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

I tried to insert the value DX...il first year everything is ok, the second does not create the calendar

26-08-15, 09:48 AM

#150

sebastiankogut ◊
Youth Team Player

Join Date: 19-11-12
Posts: 22

Polish League Structure

Polish League Structure
Is it possible to do the reorganization of Polish league in the next update
- eliminate the groups into division
Thank you

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

26-08-15, 09:51 AM

#151

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Not in the next Data Update, this is what a Data Update changes -
<http://www.champman0102.co.uk/showthread.php?t=3589>

Champman0102.co.uk Facebook Page
13000 followers and rising

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26-08-15, 10:35 AM

#152

sebastiankogut
Youth Team Player

Join Date: 19-11-12
Posts: 22

Maybe Patch???

04-10-15, 11:18 PM

#153

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Is there any play off before UEFA Cup qualifying round?!!

Hi
Both teams were loser of semi finals in Italian Cup. I don't know why but they will play a playoff in Uefa to attend qualifying round.
What do you think the problem? euro.cfg file?

05-10-15, 09:52 AM

#154

milo ◊
Director

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

probably that was the rule in 2001/02 🙄

05-10-15, 09:54 PM

#155

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi, start year is 2002 and play off is at beginning of 2003-2004 season, Nobody see this mistake before?

05-10-15, 09:59 PM

#156

Fods ◊
Not Needed at the Club

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

What Milo is saying is that whats happened there is as were the rules back in 2001/2002 and therefore its possibly not a mistake.

Possibly the teams who won and where runner up had already qualified through league placings or something similar!

06-10-15, 12:49 PM

#157

Cam F ◊
VIP

Join Date: 03-03-12
Posts: 2,949

Same thing happens in Scotland in the game and from memory might even have seen it occur in England when winners and runners up already qualified for Europe.

Not a mistake, that's what happened, should those rare circumstances occur.



06-10-15, 05:45 PM

#158

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

thanks, the club who finished in upper level in league table can be chosen as qualifier to UEFA cup, I think. No need a playoff under UEFA cup.

28-01-16, 02:36 PM

#159

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

UNDER 21 LEAGUE

hi there i was just wondering if it would be possible at all to make a league patch for an under 21 league, like the english u21 league, and have restrictions for the clubs to use players up to the age of 21 like the national teams do? it must be possible in the game for the u21 teams to have that action.

29-01-16, 11:48 AM

#160

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

anyone like this?

29-01-16, 11:57 AM

#161

Fods ◊

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Nope

31-01-16, 05:31 PM

#162

eurit25 ◊

Youth Team Player

Join Date:

17-05-14

Posts:

1

Change League Structures

Hi there!

I was wondering if there is a patch that changes the league structures, i.e. Champions League with only 1 group stage or Italian Serie A with 20 teams?

I've tried Tapani's 2.21.1 patch but this didn't do the trick. Would the 3.x version of Tapani change those things? Or is there any other way to achieve this?

Thanks in advance!

31-01-16, 05:59 PM

#163

info0 ◊

VIP

Join Date:

02-03-12

Location:

Poland/Lodz

Posts:

3,856

No. Champions League and Europe League cannot be changed.

20 teams Serie A is possible to achieve with 3.xx patches, that's correct, but you need specially prepared Database for this patch (Tapanified).

01-02-16, 03:27 AM

#164

Fiestita ◊

Backup Player

Join Date:

06-03-12

Posts:

496

You forgot to say 'yet' info0

09-04-16, 10:37 AM

#165

totallyaddicted ◊

Reserve Team Player

Join Date:

07-04-13

Posts:

380

American League

Hi Guys,

Ok so i think this might be a big project but im not sure.

Basically i will simplify what i want to do and maybe someone might know what to do:

1. I want to Recreate all of the American Clubs so that they have the correct names (without the old names in background)
2. I want to swap Wales (or a similar league) (maybe Korea) and make this the American League with the new clubs i have created.
3. I will NOT choose USA league in my league choices when i start the game, so i will replace them with lower american clubs and give the existing american clubs no nation so they are defunct.
4. I want to make (korea or wales) to be able to play in the American champions cup competitions so that they dont compete in the european competitions. If this is not possible i just would like to make the existing league not choose any teams to play in europe, is this possible?
5. I obviously want to change (korea or wales) league names to the American league names.

Guys is this possible any step by step simple guides on how to do this?

I am using the most recent patch and starting in 2015.

thanks.

09-04-16, 10:45 AM

#166

Jesus ◦
First Team Player

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

<http://champman0102.co.uk/showthread...lacement+guide>

Here's where to start. Good luck.

09-04-16, 08:30 PM

#167

djole2mcloud ◦
Programmer

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

i really dont understan what u think under American?
USA clubs or all clubs from NA and SA?
It is possible to make that clubs from that new "country" not to play in Europe...
as i said ,can u explain little bit more what are you trying to do,and i am more than willing to help.

09-04-16, 11:38 PM

#168

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Hi Djole

Basically what I want to do is replace the Welsh league with the American League, creating new clubs like recreating New York City FC etc etc. I want them to not take park in the European competitions and possibly play in the concacaf competitions still! On top of this I want to make the clubs that play in the original American League on the game defunct and replace them with minor clubs etc so that the game still works. On top of that also I want To change the Welsh league names to the American ones. Thanks

10-04-16, 12:39 AM

#169

Rapinoe ◦
Backup Player

Join Date: 21-06-14
Location: Canada
Posts: 608

Originally Posted by **djole2mcloud** ◦

*i really dont understan what u think under American?
USA clubs or all clubs from NA and SA?*

By "American" he means, not Canadian or Mexican or Bolivian or whatever, but USA. In English, the default meaning of "America/American" refers to the United States of America only, never to the continents - to talk about the continents or subcontinent, one must append "North" or "Central" or "South".

Basically, don't call me American! 😊

10-04-16, 09:24 AM

#170

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Sorry yeah I do mean just USA lol

10-04-16, 09:48 AM

#171

djole2mcloud ◦
Programmer

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

Originally Posted by **totallyaddicted** ◦

Sorry yeah I do mean just USA lol

just pick what country you like to swapp with america,do it,and mls than switch off via big on /of switcher...
if u change wales to america american young player will show up in English clubs instead of welsh...minor bug
about concacaf...i never looked at concacaf code to se what game picks for that comp...
but if there is a USA reference and MLS reference,changing them to newly swapped nation and league maybe can work...
Craig FOrEst was creating USA patches in the past,maybe he can help with ...

10-04-16, 10:56 AM

#172

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Ok mate thanks so if I changed Wales league to American would Wales still play in the euros though? I simply just want USA league to be new and the clubs to qualify for the concacaf championships, what are the codes for the concacaf refs?

10-04-16, 11:03 AM

#173

Jesus ◊
First Team Player

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

Originally Posted by **totallyaddicted** ◊

Ok mate thanks so if I changed Wales league to American would Wales still play in the euros though? I simply just want USA league to be new and the clubs to qualify for the concacaf championships, what are the codes for the concacaf refs?

If you're worried about misplacing Wales, use Korea.

10-04-16, 11:19 AM

#174

djole2mcloud ◊
Programmer

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

there should be also some swapping lines inside code...usa with wales...
that is all try and hope...

10-04-16, 11:22 AM

#175

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Where do I get the codes from?

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Thread Tools

10-04-16, 07:52 PM

#176

totallyaddicted
Reserve Team Player

Join Date: 07-04-13
Posts: 380

ok so i thought of a quicker and easier way maybe to create a new USA League, the patch im using which is the new tapani one does not have the concacaf champions league playable on the game so im not that worried really.

So what i thought is to swap the USA Teams to the Northern Irish League but there would be a few requirements needed, can anyone tell me if these following are not possible.

1. I want to have NO Northern Irish teams qualifying for any European competitions (I.E. Champions league, UEFA Cup etc) how do i do that?
2. I want to swap all the USA teams to the Northern Irish league, but still have them as the Nation of USA
3. Im not too fussed about the N Irish clubs nation as i will just probably transfer them to the English lower leagues.
4. Can i turn off the United States League & the inter american cup?

10-04-16, 08:03 PM

#177

totallyaddicted
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Also can you change a time when a season starts? so that you can make the USA league start in july the same as England etc?

11-04-16, 08:13 AM

#178

totallyaddicted
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Changing Russia start dates

Hi there I'm looking at changing Russia and USA league start dates is this simple using olly does anyone have step by step guide?

11-04-16, 08:16 AM

#179

Fods
Not Needed at the Club

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

Everything you need is in the offsets thread and can be found by searching the forum!

11-04-16, 08:37 AM

#180

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Hi mate, I'm using the 2.21 patch and tried following the thread but to no luck as yet, does anyone have a simplified step guide to change it?

11-04-16, 08:54 AM

#181

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

There are no simple guides for changing or replacing leagues.

At best read [this thread](#), study it and have a go at some small changes

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11-04-16, 12:56 PM

#182

Fiestita ◦
Backup Player

Join Date: 06-03-12
Posts: 496

Changing start date is tricky. You can set those leagues aug-may but their competition stats will struggle. There's something in comp_stats.cpp that needs a change or you'll get players stats updated in the middle of a season.

11-04-16, 01:09 PM

#183

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

ok fiestita no worries.

what about these:

how do i change the name of the league on the choose league page, like changing South Korea to Arabic Leagues? All i want to do is change the name.

also is there an option to turn on the concacaf champs league? its not in the on off tool.

11-04-16, 03:34 PM

#184

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

It's not overly complicated.... I often make an MLS patch using Wales.... I may be doing that again this update, along with a Mexican League patch 🤖

11-04-16, 04:42 PM

#185

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Hi Craig how would I do the changes for America to Wales? Would Wales still be able to be in the euros and USA in the concacaf qualifying ?

11-04-16, 05:17 PM

#186

Craig Forrest ◦

Join Date: 02-03-12
Location:

Manager
Programmer
Forum Enforcer
Holy Trinity Member

The Great White North
Posts: 4,502

Follow the league replacement guide, using USA and Wales as the countries to swap

Find the offsets that specify that Welsh teams play in Europe and swap them with the offsets for the US league.... then do the same for the CONCACAF CL

11-04-16, 06:03 PM

#187

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

I have no idea on how to find those offsets Craig lol! Maybe if u had time could u find them for me? Thanks

11-04-16, 06:24 PM

#188

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Dude, I could... but if you want to start patching, then you need to be able to look in Olly at the offsets in the EXE file and figure out what needs to be changed and when.... maybe I'll point you in the right direction, but I'm not going to hold your hand

11-04-16, 06:41 PM

#189

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Kool yeah what ever u can show me would be a great help mate

11-04-16, 07:16 PM

#190

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

OK.... for the European competitions (CL, UEFA Cup, Inter-Toto), they use the euro.cfg file... so once you've swapped USA and Wales, you need to change the name of the country in the file....

For the CONCACAF CL, start at 004C1664 and scroll up for the offsets for the competition..... you'll need this thread <http://champman0102.co.uk/showthread.php?t=4795> to find references to the country and the competitions.... change the ones you don't want to the ones you do want, and see what happens 🙄

11-04-16, 07:21 PM

#191

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

For both you would need to learn to use Ollydbg and have some background about programming in Assembler.

I do not advise to change Competitions name since names need to be changed both in executable and data, and it will struggle every time you update database.

11-04-16, 07:37 PM

#192

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Or use the Names Editor which does it for you.....

djole2mcloud ◦
Programmer

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

Originally Posted by **Craig Forrest** ◻

Dude, I could... but if you want to start patching, then you need to be able to look in Olly at the offsets in the EXE file and figure out what needs to be changed and when.... maybe I'll point you in the right direction, but I'm not going to hold your hand

etaoin ◦
Youth Team Player

Join Date: 31-01-14
Posts: 3

English lower leagues

Hi, long time lurker here.

I find the way the English lower leagues are dealt with in the Tapani patch problematic. The Southern League is a dead-end and promotion to the NPL is bizarre (most, but not all, teams come from the Isthmian league?)

I understand that the name of the NPL can't be changed, nor can the correct structure be implemented, because of limitations regarding what we can do with the game. However, for the sake of immersion, I'm trying to make the following changes:

1. Make the NPL the sole sixth-tier league; eliminate the Southern League. The best teams from the Conference North/South IRL would be in the NPL.
2. Alter the FA Trophy accordingly, so it pulls teams from the Conference and NPL.
3. Regularise relegation from the NPL; possibly through having all teams come from the Isthmian League and making that the sole functional seventh-tier league.

I think this would be the best option to deal with English lower leagues within the game's framework, but I'm not sure how to achieve it. Can anyone give me any pointers?

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Just open the Editor and swap the teams around that you want

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi, yes, in patch 2.21 (also in earlier Tapani patches) , there is below issues. I also tried some offset changes, but not successful until now.
*Teams who are promoting to English Northern Premier are not always from English Southern Premier . Teams who are relegated from Northern premier goes to [9CF764] ASCII "A_LOWER_DIVISION" sometimes instead of English Southern Premier .
*Some English Northern Premier teams can not attend English FA Trophy because of FA Trophy cup team qualification offsets

etaoin
Youth Team Player

Join Date: 31-01-14
Posts: 3

Originally Posted by **Dermotron**
Just open the Editor and swap the teams around that you want

I understand that this is roughly how to convert the NPL into a standalone sixth-tier league, but then I also want to have the FA Trophy pull teams from the NPL and not from the Southern League, which I want to disable, or at least fill with junk teams.

I'm also trying to fix relegation from the NPL in-game. I've tried a couple of times to edit its offsets, but this always causes a crash on initialising the database.

sebastiankogut
Youth Team Player

Join Date: 19-11-12
Posts: 22

Polish league

I have a question whether it is possible to change the structure of the Polish league, if so, if anyone could do it

Fods
Not Needed at the Club

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

It's been changed in the latest patch I believe

sebastiankogut
Youth Team Player

Join Date: 19-11-12
Posts: 22

Unfortunately not , there are still two groups in the first division

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

08-08-16, 11:18 AM

#201

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

The 2.21.1 patch?

10-08-16, 10:30 AM

#202

sebastiankogut

Youth Team Player

Join Date:

19-11-12

Posts:

22

No

Last edited by sebastiankogut; 12-08-16 at 07:42 AM.

13-08-16, 12:12 AM

#203

BlazeRavenwolf

First Team Player

Join Date:

02-03-12

Posts:

2,500

Saturn, Is there any chance of activating the leagues that are in the editor but are not in game (e.g. China, India, Malaysia, South Africa, etc)

15-08-16, 02:22 PM

#204

Craig Forrest

Manager

Programmer

Forum Enforcer

Holy Trinity Member

Join Date:

02-03-12

Location:

The Great White

North

Posts:

4,502

Topaz - I don't think so.... they appear in the official editor but there is no game code connected to them.... I think the only thing you can do is swap them with a playable league

15-08-16, 06:16 PM

#205

saturn ◦
Programmer
VIP

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

As CF says above there isn't anything in the exe relating to those leagues, so nothing can really be done for them.

16-08-16, 12:48 PM

#206

BlazeRavenwolf ◦
First Team Player

Join Date: 02-03-12
Posts: 2,500

Could we possibly make a league patch with the 25 best leagues in the world, and Wales (as they can't be changed if using the patch can they), also could you replace so many leagues at once

16-08-16, 01:22 PM

#207

Mark ◦
Chairman

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

You can only overwrite leagues that are already in the game so you'd have to also adopt the same league structure.

17-08-16, 08:24 PM

#208

saturn ◦
Programmer
VIP

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

Originally Posted by **topaztiger1983** ◻

Could we possibly make a league patch with the 25 best leagues in the world, and Wales (as they can't be changed if using the patch can they), also could you replace so many leagues at once

Yes, in theory. I don't really know too much about swapping leagues, but totallyaddicted has a few of the bigger leagues in his patch.

25-08-16, 12:23 PM

#209

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

does anyone know how to sort out the belgian league?

I have reduced down the number of clubs now to 16 in the premier league but ive noticed that the league structure changes at the end of the first season.

I want to have 16 teams in premier league with just 1 relegation spot.

and 8 teams in the second division with 2 relegation spots and 1 promotion spot.

then the third id like to keep the same but with just 2 promotion spots.

thanks any help would be brilliant,

12-09-16, 10:06 PM

#210

saturn ◦
Programmer
VIP

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

I tried to rewrite the MLS over the weekend, with the aim of just making it a normal 20 team league. I mass copy and pasted the Korean league's structure (using [this](#) method) and to my surprise it seemed to work, after a couple more tweaks. Using the .68 data the 12 team league worked fine.

Unfortunately, once a new season initialises the season is somehow still tied to the Korean league, reverting to a 10 team league (South Korea's number of teams). Changing the +3E offset in the Korean league allows me to use that value instead, but ideally I would like to break/change that tie to Korea. In the exe below I think it might be one of the values at 00906F82 (SEH1), 00906FC7 + 009071CE (ESI) or 009071B2 (SEH2). Probably the ESI value, but I've no idea really.

Here is the exe: <http://www.mediafire.com/download/tw...h7u/cm0102.exe>. No renaming or anything on it, just an otherwise standard exe for use with normal databases. Anyone have any suggestions?

13-09-16, 01:40 AM #211

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

Game will crash if I change those offsets to MLS's original code...

EDIT: managed to get past it. I get another crash in MLS all-stars. I'm gonna try disabling it.
EDIT2: weird, you already disabled it but my game is trying to load it...

Last edited by Fiestita; 13-09-16 at 02:16 AM.

16-09-16, 07:54 AM #212

saturn ◊
Programmer
VIP

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

Thanks for trying. I got either crashes or no changes when trying various ESIs/SEHs changes, I think the original USA ones gave me no changes while others (12 team Finnish Premier Division) gave me crashes. Tbh I'm surprised it works as much as it does as it was initially just a lazy copy and paste job that got closer and closer to fully working.

I was looking at Tapani's changes for the English Northern Premier/Wales and he had a couple of lines of different code written towards the end of Wales' table block, but he'd a lot of changes elsewhere too so replicating those table changes had no effect. I'd love if he could shed some light on those changes whenever he returns.

18-09-16, 03:54 PM #213

DaleNiland2k711 ◊
Youth Team Player

Join Date: 18-09-16
Posts: 13

Championship Manager 01 02 Europa League Group Stage Format Instead Of Knockout Format

Championship Manager 01 02 Europa League Group Stage Format Instead Of Knockout Format..

Has anyone body know how to change the europa league knockout format to the group stage format anyone please or is there a tool that i can change it thankyou ??

18-09-16, 04:03 PM #214

AMC ◊
CML Mod
Official Challenges Team

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

Can't be changed, and there's no need to make multiple threads asking the same thing.

21-09-16, 12:16 PM #215

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

does anyone know how i can get the northern irish league cup to change to the australian competition page on the game? ive managed to get australian teams qualify for it but it still appears in the northern irish competition page. please help thanks.

19-10-16, 09:25 AM #216

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Moving Competitions

Hi guys, does anyone know how to move competitions from one page to another (for example Polish League cup to Argentina Cup) like giovanni did?

i would like to move Northern Irish League cup to Australia...

thanks.

19-10-16, 10:04 AM

#217

Fods ◦

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Dont you have a thread of your own for this "amazing" patch!

19-10-16, 10:14 AM

#218

totallyaddicted ◦

Reserve Team Player

Join Date:

07-04-13

Posts:

380

Originally Posted by **Fods** »

Dont you have a thread of your own for this "amazing" patch!

yeah sorry dude, just trying to get the thread seen as not a lot of people reply!!

19-10-16, 01:17 PM

#219

giovanisantana29 ◦

Reserve Team Player

Join Date:

04-03-12

Location: Diadema (SP), Brazil

Posts:

260

<http://champman0102.co.uk/showthread...949#post191949>

19-10-16, 01:58 PM

#220

Kowalinho ◦

Backup Player

Join Date:

03-03-12

Location:

Kraków, Poland

Posts:

869

Hello

I found out that Ireland Leinster Cup only needs 16 clubs to run and when i found out about giovani's discoveries i immediately though about San Marino league (inner pasquale here) 😊 But my question is if i move leinster cup to northern ireland and disable other NIR cups will i be able to change leinster cup to NIR Cup and have winner play in europa league?

I looked through editor and forum but couldn't find (or get) answer to my problems with creating San Marino league with only 15(or 16 clubs if needed).

31-10-16, 03:57 PM

#221

totallyaddicted ◦

Reserve Team Player

Join Date:

07-04-13

Posts:

380

U23 League

Hi guys, So now that were able to have B Teams in another Country i want to create a U23 League.

So my idea is to use Northern Irish League.

I want to make B teams linking all the english Clubs and then putting the B teams in the Northern Irish League.

I have managed to make the game run with making the B team clubs appearing as (English) instead of Nothern irish.

The only issue i can think of is i dont want the U23 Clubs (B team clubs) qualifying for Europe using this league, is there a way round that to stop the N ire league qualifying for european competitions (i thought maybe i could make the northern irish league a different nationality that is extinct in a save game editor, like west germany or something).

I know that the teams wont be U23 because they will sign different players but it will give the premier league sides reserve players competition games etc.

also is there a way to change the name of the selecting league option (rather than changing a country name) from Northern Ireland to say 'U23 League'

totallyaddicted ◦
Reserve Team Player

Join Date: 07-04-13
Posts: 380

What would happen if i created a nation called U23? if they had no clubs or players then none would qualify for europe at all?

English1989 ◦
Youth Team Player

Join Date: 08-12-15
Posts: 12

Adding more leagues

I haven't checked all the threads, maybe (probably) someone else also thought about this, but I was thinking, we are always making requests for new leagues. Has anyone thought of adding more playable leagues additional to the ones that already exist? I mean not just replacing one league with another, making it possible to play all the current one plus more. If anyone has any experience at designing games and/or similar things, I can offer to try and help out in any way. Then I think it would be much easier for everyone just to update their own leagues with the original editor rather than anyone who wants to play a certain league having to create it. So basically my question would be: What would be needed to add more leagues?

Fiestita ◦
Backup Player

Join Date: 06-03-12
Posts: 496

Plain and simple: you can't add more leagues than the already existing. cm0102.exe has a fixed size thus one can only overwrite it using the space it has. In order to add more code one would have to re-write the executable which is unlikely considering we don't have SI Games' source code.

Next time you think smart you should read and check all threads before querying. Everything if not all about this beautiful game is already very well documented in this site so any future query you are willing to write down in a new thread is very likely to be already answered in here.

English1989 ◦
Youth Team Player

Join Date: 08-12-15
Posts: 12

Well why not just raise money and ask Si Games for the source code, in exchange for a sum of money (keeping in mind that it's a game from 15-16 years ago I think it's pretty likely they will agree). And then someone who knows something about coding could re-write the executable, or if not, raise money to hire someone to do this (given that it's a one time job) and then people could just get updates here or do them themselves. Just I thought. I for one would be open to do my part however I can weather it means sending money or helping out with the updates.

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum > CM 01/02 Updates > Patches > League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

31-12-16, 06:27 PM

#226

colml
Squad Rotation Player

Join Date: 20-06-12
Location: Ireland
Posts: 1,232

They still use some of the source code in their modern games, so there is no chance of getting it if that's the case.

02-01-17, 03:56 AM

#227

English1989
Youth Team Player

Join Date: 08-12-15
Posts: 12

Well maybe by offering them some money that can be raised. I think there are enough people who would pay for something like this to be done. Again, big "maybe". I'm just saying trying never hurt and then sending Si games an email.

02-01-17, 04:13 AM

#228

Fods
Not Needed at the Club

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



20-01-17, 09:44 PM

#229

DaleNiland2k711
Youth Team Player

Join Date: 18-09-16
Posts: 13

please help

is there anyway that you can add more teams to the all of the english league is there anyway at all ???

Fods ◊

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

The latest patch I believe has the correct set up of teams in the majority of the biggest leagues in the game.

Bhaalspawn ◊

Hot Prospect for the Future

Join Date:

05-02-17

Posts:

112

disable northern irish league cup

hi,

i tried to gather the information, but i not found. So pls help me, how to disable northern irish league cup.

thank you very much !

Dermotron ◊

Sir Mergements

Director

Manager

VIP

Captain

Join Date:

15-12-11

Location:

Your Mother

Posts:

29,995

Use the On/Off Switch in Flex2

Champman0102.co.uk Facebook Page

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November 2020 Data Update Out Now

Bhaalspawn ◊

Hot Prospect for the Future

Join Date:

05-02-17

Posts:

112

I dont use flex2, are there any solution in the exe editing ? offsets egz ?

Dermotron ◊

Sir Mergements

Director

Manager

VIP

Captain

Join Date:

15-12-11

Location:

Your Mother

Posts:

29,995

On/Off Switch already has the offsets ready to go, saves you the trouble of doing it

Even if you don't want to use it i'm pretty sure the list of offsets is in the config files of the programs

Champman0102.co.uk Facebook Page

13000 followers and rising

November 2020 Data Update Out Now

Bhaalspawn ◊

Hot Prospect for the Future

Join Date:

05-02-17

Posts:

112

Thank you Dermotron, its a good idea 😊 I only hunt for the offset now, i read somewhere that in the right offset just change the command JE to JMP.

Dermotron ◊
Sir Mergements
 Director
 Manager
 VIP
 Captain

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

All the offsets for all leagues are in the first couple of pages of the Offsets thread if you ever need them. NI is here <http://champman0102.co.uk/showthread...&p=131#post131>

Champman0102.co.uk Facebook Page
 13000 followers and rising

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Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
 Posts: 112

I cannot have permission to see that page in the link 😞

Dermotron ◊
Sir Mergements
 Director
 Manager
 VIP
 Captain

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

Try this link - <http://champman0102.co.uk/showthread...901#post335901>

Champman0102.co.uk Facebook Page
 13000 followers and rising

November 2020 Data Update Out Now

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
 Posts: 112

Oh, thank you again, you are a legend 😊

Craig Forrest ◊
 Manager
 Programmer
 Forum Enforcer
 Holy Trinity Member

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

Mexico patch creation issues

Hey all,

I'm busy making a Mexico patch that replaces Germany. I've made patches before, so I know what I'm doing.... however when I get to the part where I swap the name of Germany with the name of Mexico, I get the 5809 data mismatch error. I've changed everything else with no issues. I've linked B-teams with their senior squads. I've reduced the amount of teams in the German 2nd division to match Mexico..... and I've been saving and testing every step of the way..... so why this simple name change causes an error, I have no idea....

I've swapped countries before with no issues.... I've used Belgium and Turkey as replacement leagues in previous patches without encountering this error..... but for some reason, it doesn't like it when I swap Germany and Mexico. I can click through and continue, but I don't like having an error.

Any ideas from anyone?

saturn ◊

No ideas offhand, but if you zip up the data folder and exe I'll take a look at it.

14-07-17, 02:27 PM

#242

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

with the error? or without?

I've gone back to a version that I'm updating that is error free, but I can easily reproduce it

14-07-17, 06:14 PM

#243

saturn ◊
Programmer
VIP

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

With the error.

25-08-17, 10:34 AM

#244

Mercurio ◊
Decent Young Player

Join Date: 04-01-13
Posts: 53

Change number of teams and fixtures

I'm working in a '1996/97 patch' and just trying to change number of teams and fixtures from Spanish 1st and 2nd divisions following this tutorial: <http://champman0102.co.uk/showthread.php?t=381> (unfortunately images have expired)

Should be easy.

1st Division - change from 20 teams to 22 teams

2nd Division - change from 22 teams to 20 teams

So it's basically to change the number of fixtures from one to another and viceversa.

I've changed **number of teams** and **number of fixtures** but I'm struggling with **increasing number of fixtures**.

Tutorial says:

1. Go to the other league fixtures reference (in our case we will go to the Danish Premier League fixture reference)
2. Look for the closest JNZ command above the reference line
3. Copy this line to somewhere
4. Look for the "Push value" command above the "MOV WORD PTR DS:[EAX],value" line
5. Copy this line also
6. Go to the fixture reference line of the league we want to increase its fixtures.
7. Replace the "Push value" command above the "MOV WORD PTR DS:[EAX],value" line with the one you have copied before.
8. Change of course the "MOV WORD PTR DS:[EAX],value" line, if you haven't done it already
9. Click once on the "JNZ" command above the reference line
10. Press Enter
11. It will move the grey line a bit down.
12. Replace the grey line with JNZ command you have copied before, but change the JNZ to JMP and remove the SHORT.
For example, if the line you have copied was: "JNZ SHORT 00551A6B", change it to: "JMP 00551A6B"
13. Change the next command to RETN 8.
14. Save the changes
15. Close Olly

It has to be a "JNZ SHORT" command? The first above "MOV WORD PTR DS:[EAX],value" is "JE SHORT" command. Then above "JNZ (no short)" command. Which is the right command? I've tried with "JE SHORT" but it doesn't work.

25-08-17, 11:22 AM

#245

Mercurio ◊
Decent Young Player

Join Date: 04-01-13
Posts: 53

I've tried now with the above "JNZ (no short)" command but it crashes when I start a new game.

Mercurio ◦
Decent Young Player

Join Date: 04-01-13
Posts: 53

Solved. I was reducing 2nd Division fixtures and that's why game crashed. Now finally works.

Mercurio ◦
Decent Young Player

Join Date: 04-01-13
Posts: 53

It seems there is a problem with schedule.

<https://drive.google.com/open?id=0B-...WtnU1dVYkExaGc>

<https://drive.google.com/open?id=0B-...1U5TUp0TWJkLWs>

<https://drive.google.com/open?id=0B-...UtsMmNHbUwxaUE>

When the game starts 4 matches have been played already.

Last edited by Mercurio; 25-08-17 at 12:51 PM.

Mercurio ◦
Decent Young Player

Join Date: 04-01-13
Posts: 53

I'm definitely failing from the step 9.

9. Click once on the "JNZ" command above the reference line
10. Press Enter
11. It will move the grey line a bit down.
12. Replace the grey line with JNZ command you have copied before, but change the JNZ to JMP and remove the SHORT. For example, if the line you have copied was: "JNZ SHORT 00551A6B", change it to: "JMP 00551A6B"
13. Change the next command to RETN 8.

Could someone explain please?

Mercurio ◦
Decent Young Player

Join Date: 04-01-13
Posts: 53

Code:

```

0084E48A 66:C700 2A00 MOV WORD PTR DS:[EAX],2A (Number of fixtures - 42)
0084E48F 66:C701 0000 MOV WORD PTR DS:[ECX],0
0084E494 E8 AD690F00 CALL cm0102_f.00944E46
0084E499 8BF0 MOV ESI,EAX
0084E49B 83C4 04 ADD ESP,4
0084E49E 85F6 TEST ESI,ESI
0084E4A0 75 69 JNZ SHORT cm0102_f.0084E50B (JNZ command, I press Enter)
0084E4A2 8D5424 10 LEA EDX,DWORD PTR SS:[ESP+10]
0084E4A6 8D8424 10010000 LEA EAX,DWORD PTR SS:[ESP+110]
0084E4AD 52 PUSH EDX
0084E4AE 50 PUSH EAX
0084E4AF 56 PUSH ESI
0084E4B0 56 PUSH ESI
0084E4B1 68 4428A800 PUSH cm0102_f.00A82844 ; ASCII "E:\dev\CM3\cm3 00-01\cm3\code\comp\league
0084E4B6 E8 44680F00 CALL cm0102_f.00944CFE
0084E4BB 83C4 14 ADD ESP,14
0084E4BE 8D4C24 10 LEA ECX,DWORD PTR SS:[ESP+10]
0084E4C2 8D9424 10010000 LEA EDX,DWORD PTR SS:[ESP+110]
0084E4C9 68 B0000000 PUSH 0B0
0084E4CE 51 PUSH ECX
0084E4CF 52 PUSH EDX
0084E4D0 E8 5BEC0B00 CALL cm0102_f.0090D130
0084E4D5 50 PUSH EAX
0084E4D6 68 E8709800 PUSH cm0102_f.009870E8 ; ASCII "v%s %s.%s %d"
0084E4DB 68 D024AE00 PUSH cm0102_f.00AE24D0
0084E4E0 E8 BA670F00 CALL cm0102_f.00944C9F
0084E4E5 56 PUSH ESI
0084E4E6 68 D024AE00 PUSH cm0102_f.00AE24D0
0084E4EB 68 E0709800 PUSH cm0102_f.009870E0 ; ASCII "Error"
0084E4F0 E8 9B9DD9FF CALL cm0102_f.005E8290
0084E4F5 83C4 24 ADD ESP,24
0084E4F8 8935 347AB600 MOV DWORD PTR DS:[B67A34],ESI
0084E4FE 5F POP EDI
0084E4FF 33C0 XOR EAX,EAX
0084E501 5E POP ESI
0084E502 81C4 08020000 ADD ESP,208
0084E508 C2 1000 RETN 10
0084E50B 66:8B47 40 MOV AX,WORD PTR DS:[EDI+40] (here appears the grey line)

```

Should I replace the last line with "JMP 0056DEE6" (English Conference fixtures)? And the line above (RETN 10) with "RETN 8"? Fill with NOP's marked?

saturn
Programmer
VIP

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

Originally Posted by Mercurio
Should I replace the last line with "JMP 0056DEE6" (English Conference fixtures)?

Yes. Or you could have the Spanish First Division use the Second Division's fixture block (change 0084E50B to JMP 00853D4B).

Originally Posted by Mercurio
And the line above (RETN 10) with "RETN 8"? Fill with NOP's marked?

No, just leave that line. I don't think anything needs to be NOPed either.

« German Financial Bug | Offsets »

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Thread: League / Cup Structure Queries

Thread Tools

27-08-17, 11:54 PM

#251

Mercurio
Decent Young Player

Join Date: 04-01-13
Posts: 53

Thank you. Finally I achieved it. The problem was that Conference dates didn't match. So I put Spanish Second Division and worked it.

29-08-17, 04:52 AM

#252

Aalbergsjø
Youth Team Player

Join Date: 29-08-17
Posts: 2

Norwegian second division

Hello everyone, is it possible to make Norwegian second division playable somehow?

29-08-17, 06:30 PM

#253

Ratio
Coach

Join Date: 03-03-12
Location: Italy
Posts: 484

I don't think so, anyway you'd better ask Saturn in Patches section.

29-08-17, 07:21 PM

#254

Aalbergsjø
Youth Team Player

Join Date: 29-08-17
Posts: 2

Originally Posted by **Ratio**

I don't think so, anyway you'd better ask Saturn in Patches section.

Ok, thank you. I will send him a message and ask if he knows 😊

04-10-17, 08:20 PM

#255

Earwick ◦
Youth Team Player

Join Date: 18-10-14
Posts: 5

Czech Competition

Hello,

I was wondering if there is a way to be able to play with the Czech team, so meaning to manage a team in the Czech First League.

I don't see a patch or update for this.

Can someone help me?

06-10-17, 02:58 PM

#256

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Someone would have to make one, or you would have to make one yourself 🙄

08-10-17, 03:08 PM

#257

Earwick ◦
Youth Team Player

Join Date: 18-10-14
Posts: 5

I would make one if I had the skills. For instance, I would swap the Danish with the Czech League

20-02-18, 06:21 PM

#258

reinder ◦
Youth Team Player

Join Date: 18-04-14
Location: Glasgow
Posts: 5

Adding the USL, United Soccer League to the game?

Hi Guys,

I moved to the US, Las Vegas a year ago
and the new expansion team for the USL is setup here,
the las vegas lights.

is there someone that's interested in setting up this in the game?

https://en.wikipedia.org/wiki/United...r_League#Clubs
https://en.wikipedia.org/wiki/Las_Vegas_Lights_FC

I dont have the capability or knowledge to do this,
but thought it might be cool

Thanks

20-02-18, 07:03 PM

#259

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

I made a patch a year or 2 ago that had MLS, NASL, and USL all in Denmark with no relegation or promotion.... so it can be done.... but it takes time

18-03-18, 09:59 PM

#260

Polish League replacement

Hi Guys.
A question. Is it possible to replace Polish League from CM01-02 with Polish League from CM00-01?
Thanks for response

28-04-18, 12:16 PM

#261

Qvintvs ◦
Youth Team Player

Join Date: 17-10-17
Posts: 13

Hi Lads,
Does anyone is able to give some response on this case or is this replacement simply impossible to do?

30-04-18, 09:53 AM

#262

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Without the source code it would be an incredible amount of work since the offsets from one would be completely different in the next version

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

01-05-18, 10:06 AM

#263

Qvintvs ◦
Youth Team Player

Join Date: 17-10-17
Posts: 13

Thanks Dermotron. I think we can close this case then

02-05-18, 10:36 PM

#264

saturn ◦
Programmer
VIP

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

Russia / Ireland swap:

Spoiler!

Version
3.9.68T

<<< >>>

Add
Manager

Restart
Game

Exit
Game

Championship Manager 2001/02

Select Start Season

Ireland 2018

Russia 17/18



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Sunday
27.17 AM

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Continue
Game

Competitions

Nations
& Clubs

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Game
Options

Russian Premier League

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Table

Results

Fixtures

Schedule

Sun 22nd Oct 2017	Game 14
Sun 29th Oct 2017	Game 15
Sun 5th Nov 2017	Game 16
Sun 19th Nov 2017	Game 17
Sun 26th Nov 2017	Game 18
Sun 3rd Dec 2017	Game 19
Sun 10th Dec 2017	Game 20
Sun 4th Mar 2018	Game 21
Sun 11th Mar 2018	Game 22
Sun 18th Mar 2018	Game 23
Sun 1st Apr 2018	Game 24
Sun 8th Apr 2018	Game 25
Sun 15th Apr 2018	Game 26
Sun 22nd Apr 2018	Game 27
Sun 29th Apr 2018	Game 28
Sun 6th May 2018	Game 29
Sun 13th May 2018	Game 30

Team Stats

Player Stats

Referee Stats

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Russian Football National League

Wednesday 16.5.18 EVE
Print

Table
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Fixtures
Schedule

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League Table

8th	Kuban	38	13	13	12	51	50	52
9th	Tambov	38	13	12	13	48	51	51
10th	Sibir	38	14	8	16	50	55	50
11th	Dinamo St. Petersburg	38	15	4	19	55	70	49
12th	Rotor	38	13	8	17	54	58	47
13th	Shinnik	38	13	8	17	65	75	47
14th	Enisey	38	12	10	16	51	57	46
15th	Spartak-2	38	11	13	14	47	52	46
<hr style="border-top: 1px dashed yellow;"/>								
16th	R Volgar Astrakhan	38	12	7	19	46	64	43
17th	R Zenit-2	38	10	13	15	48	58	43
18th	R Khimki	38	10	11	17	55	64	41
19th	R Luch-Energia	38	10	11	17	59	77	41
20th	R Tyumen	38	10	9	19	67	86	39

Team Stats
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10. Quincy Promes (Spartak Moscow)

Wednesday 16.5.18 EVE
Action

Profile
Injuries & Bans
Contract
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Playing Career

		Apps	Gl	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
2017/8	Spartak Moscow	30	13	6	6	78%	2.4	2.4	66%	7.77
2016/7	Spartak Moscow	26	12							
2015/6	Spartak Moscow	30	18							
2014/5	Spartak Moscow	28	13							
2013/4	Twente	31	11							
2012	Unknown Club	6	3							
2011/2	Twente	2	0							
2011	Unknown Club	7	3							
Total		160	73	6	6	78%	2.4	2.4	66%	7.77
2017/8 Spartak Moscow		30	13	6	6	78%	2.4	2.4	66%	7.77
Non Competitive										
League		20	10	5	6	79%	2.5	2.5	64%	7.95
Cup		2	1	0	0	73%	3.0	1.0	85%	7.50
Continental		8	2	1	0	77%	2.0	2.6	61%	7.38
International		4	0	0	0	73%	0.3	0.5	40%	6.25
Senior Club		30	13	6	6	78%	2.4	2.4	66%	7.77

Attacking Midfielder/Forward (Right/Left/Centre)

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Championship Manager 01/02

Friday 26.1.18 AM

League of Ireland Premier Division

Print

Table	Results	Fixtures	Schedule
Fri 16th Feb 2018	Game 1		
Fri 23rd Feb 2018	Game 2		
Mon 26th Feb 2018	Game 3		
Fri 2nd Mar 2018	Game 4		
Fri 9th Mar 2018	Game 5		
Mon 12th Mar 2018	Game 6		
Fri 16th Mar 2018	Game 7		
Fri 23rd Mar 2018	Game 8		
Fri 30th Mar 2018	Game 9		
Fri 6th Apr 2018	Game 10		
Fri 13th Apr 2018	Game 11		
Mon 16th Apr 2018	Game 12		
Fri 20th Apr 2018	Game 13		
Fri 27th Apr 2018	Game 14		
Mon 30th Apr 2018	Game 15		
Fri 4th May 2018	Game 16		
Fri 11th May 2018	Game 17		

Team Stats | Player Stats | Referee Stats | Awards | History

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Championship Manager 01/02

Wednesday 14.11.18 EVE

League of Ireland First Division

Print

Stages	Results	Fixtures	Schedule
Fri 18th May 2018	Game 13		
Fri 25th May 2018	Game 14		
Fri 1st Jun 2018	Game 15		
Fri 8th Jun 2018	Game 16		
Fri 15th Jun 2018	Game 17		
Fri 29th Jun 2018	Game 18		
Fri 6th Jul 2018	Game 19		
Fri 13th Jul 2018	Game 20		
Fri 20th Jul 2018	Game 21		
Fri 27th Jul 2018	Game 22		
Fri 3rd Aug 2018	Game 23		
Fri 17th Aug 2018	Game 24		
Fri 31st Aug 2018	Game 25		
Fri 14th Sep 2018	Game 26		
Fri 28th Sep 2018	Game 27		
Tue 6th Nov 2018	Playoff First Leg		
Fri 9th Nov 2018	Playoff Second Leg		

Team Stats | Player Stats | Referee Stats | Awards | History

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With Russia being a summer league in the game but a winter one now, and Ireland the opposite, the easy solution is just to swap the two leagues. Other than the competitions' fixtures, not much needs to be changed:

1. In key_nation.cpp the CALLS to Irish competitions now point at the Russian ones in setup.cpp (and vice-versa).
2. In setup.cpp a few current year references [AE2C92] in the Irish code have been changed to current year +1 [DD6ECA] (and vice-versa in the Russian code).
3. Season reset dates set to December and June for Ireland and Russia respectively.
4. Dates for new game starts and training / no training periods changed.
5. All fixtures changed for Irish and Russian competitions to match real life 2017/18 dates.
6. Russian Football National League restructured from 18 --> 20 teams (Spartak 2 & Zenit 2 added to RFNL, Mosenergo Noginsk & Textilschik Kamyshin added to Russian Second Division - West).

.patch:

Spoiler!

Code:

```
0x234426 0x55 0x6a
0x234427 0x6a 0x3
0x234428 0x1 0x55
0x23443b 0x55 0x6a
0x23443c 0x6a 0x3
0x23443d 0x1c 0x6a
0x23443e 0x53 0x1d
0x23443f 0x56 0x53
0x234440 0xe8 0x56
0x234441 0x6b 0xe8
0x234442 0xda 0x6a
0x234443 0xee 0xda
0x234444 0xff 0xee
0x234445 0xc7 0xff
0x234446 0x46 0xc7
0x234447 0x7 0x46
0x234448 0xe6 0x7
0x234449 0x0 0xe6
0x23444c 0x90 0x0
0x23449a 0xb 0x6
0x23449c 0x6 0x1b
0x2344ae 0x6 0x5
0x2344af 0x6a 0x53
0x2344b0 0x1 0x6a
0x2344b1 0x53 0x7
0x2344b3 0x9 0xb
0x234530 0x6a 0x53
0x234531 0x1 0x6a
0x234532 0x53 0x7
0x234534 0x11 0xe
0x234544 0x1 0x2
0x234546 0x6 0x4
0x234548 0x1 0x0
0x23454a 0x1 0x7
0x23454c 0x6 0x18
0x2345d7 0x1 0x0
0x2345d9 0x1 0x7
0x2345db 0xe 0x1c
0x2345ea 0x1 0x2
0x2345ec 0x5 0x4
0x2345ee 0x1 0x0
0x2345f0 0x2 0x8
0x2345f2 0x4 0x7
0x23467a 0x1 0x0
0x23467c 0x2 0x8
0x23467e 0xd 0xb
0x23468e 0x1 0x2
0x234690 0x6 0x4
0x234691 0x6a 0x53
0x234692 0x1 0x6a
0x234693 0x55 0x8
0x234695 0x2 0x1c
0x23471f 0x6a 0x53
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0x23473a 0x1 0x6a
0x23473b 0x55 0xa
0x23473d 0x1e 0x4
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0x234f84 0x83 0x0
0x234f85 0xc3 0x0
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0x235047 0x7 0x1
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0x235079 0x6a 0x56
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0x23507b 0x56 0x4
0x23507f 0x7 0x2
0x235081 0x11 0x2
0x2350aa 0x1 0x2
0x2350ac 0x6 0x4
0x2350b0 0x7 0x2
0x2350b2 0x16 0x9
0x2350d7 0x1 0x2
0x2350d9 0x6 0x4
0x2350dd 0x8 0x2
0x2350df 0x5 0x10
0x235104 0x1 0x2
0x235106 0x6 0x4
0x23510a 0x8 0x2
0x23510c 0xc 0x17
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0x235133 0x6 0x4
0x235137 0x8 0x2
0x235139 0x13 0x1e
0x23515e 0x1 0x2
0x235160 0x6 0x4
0x235164 0x8 0x3
0x235166 0x1a 0x7
0x23518b 0x1 0x2
0x23518d 0x6 0x4
0x235191 0x9 0x3
0x235193 0x3 0xe
0x2351b8 0x1 0x2
0x2351ba 0x6 0x4
0x2351be 0x9 0x3
0x2351c0 0xa 0x15
0x2351e5 0x1 0x2
0x2351e7 0x6 0x4
0x2351eb 0x9 0x3
0x2351ed 0x11 0x1c
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0x235214 0x6 0x4
0x235218 0x9 0x4
0x23521a 0x18 0x4
0x23523f 0x1 0x2
0x235241 0x6 0x4
```

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0x235247 0x1f 0xb
0x23526c 0x1 0x2
0x23526e 0x6 0x4
0x235272 0xa 0x4
0x235274 0x7 0x12
0x235299 0x1 0x2
0x23529b 0x6 0x4
0x23529f 0xa 0x4
0x2352a1 0xe 0x19
0x2352c6 0x1 0x2
0x2352c8 0x6 0x4
0x2352cc 0xa 0x5
0x2352ce 0x15 0x1
0x2352f3 0x1 0x2
0x2352f5 0x6 0x4
0x2352f9 0xa 0x5
0x2352fb 0x1c 0x8
0x235320 0x1 0x2
0x235322 0x6 0x4
0x235326 0xb 0x5
0x235328 0x5 0xf
0x23534d 0x1 0x2
0x23534f 0x6 0x4
0x235353 0xb 0x5
0x235355 0xc 0x1d
0x23537a 0x1 0x2
0x23537c 0x6 0x4
0x235380 0xb 0x6
0x235382 0x13 0x6
0x23546d 0x2 0x4
0x235471 0xb 0x6
0x235473 0x16 0xd
0x23547c 0x1 0x2
0x23547e 0x6 0x4
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0x2373f4 0xa 0x7
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0x238d96 0x1 0x0
0x238d98 0x4 0x5
0x238d9a 0x9 0xc
0x239ed0 0x83 0xbb
0x239ed1 0xe3 0x24
0x239ed2 0x2 0x0
0x239ed3 0x83 0x0
0x239ed4 0xc3 0x0
0x239ed5 0x22 0x90
0x239f90 0x1 0x2
0x239f92 0x6 0x4
0x239f96 0x7 0x1
0x239f98 0xf 0x10
0x239fca 0x56 0x6a
0x239fcb 0x6a 0x4
0x239fcc 0x0 0x6a
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0x239fce 0x7 0x56
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0x3eb101 0xf0 0x6a
0x3eb102 0xe9 0x16
0x3eb103 0xff 0x6a
0x3eb104 0x66 0x1a
0x3eb105 0x8b 0x57
0x3eb106 0x4e 0xe8
0x3eb107 0x40 0x55
0x3eb108 0x53 0xf0
0x3eb109 0x51 0xe9
0x3eb10a 0x6a 0xff
0x3eb10b 0x1 0x66
0x3eb10c 0x6a 0x8b
0x3eb10d 0x5 0x4e
0x3eb10e 0x53 0x40
0x3eb10f 0x6a 0x53
0x3eb110 0x9 0x51
0x3eb112 0x15 0x1
0x3eb114 0x1b 0x6
0x3eb115 0x57 0x6a
0x3eb116 0xe8 0x1
0x3eb117 0x45 0x6a
0x3eb118 0xf0 0x3
0x3eb119 0xe9 0x6a
0x3eb11a 0xff 0x1d
0x3eb11b 0x66 0x6a
0x3eb11c 0x8b 0x1b
0x3eb11d 0x56 0x57
0x3eb11e 0x40 0xe8
0x3eb11f 0x83 0x3d
0x3eb120 0xc4 0xf0
0x3eb121 0x48 0xe9
0x3eb122 0x53 0xff
0x3eb123 0x52 0x66
0x3eb124 0x6a 0x8b
0x3eb125 0x1 0x56
0x3eb126 0x6a 0x40
0x3eb127 0x5 0x83
0x3eb128 0x53 0xc4
0x3eb129 0x6a 0x48

0x3eb12a 0x9 0x53
0x3eb12b 0x6a 0x52
0x3eb12c 0x1c 0x6a
0x3eb12d 0x6a 0x1
0x3eb12e 0x1c 0x6a
0x3eb12f 0x57 0x6
0x3eb130 0xe8 0x6a
0x3eb131 0x2b 0x1
0x3eb132 0xf0 0x6a
0x3eb133 0xe9 0x4
0x3eb134 0xff 0x6a
0x3eb135 0x66 0x6
0x3eb136 0x8b 0x6a
0x3eb137 0x46 0x1c
0x3eb138 0x40 0x57
0x3eb139 0x53 0xe8
0x3eb13a 0x50 0x22
0x3eb13b 0x6a 0xf0
0x3eb13c 0x1 0xe9
0x3eb13d 0x6a 0xff
0x3eb13e 0x6 0x66
0x3eb13f 0x53 0x8b
0x3eb140 0x6a 0x46
0x3eb141 0xa 0x40
0x3eb142 0x6a 0x53
0x3eb143 0x5 0x50
0x3eb145 0x1d 0x1
0x3eb146 0x57 0x6a
0x3eb147 0xe8 0x6
0x3eb148 0x14 0x6a
0x3eb149 0xf0 0x1
0x3eb14a 0xe9 0x6a
0x3eb14b 0xff 0x4
0x3eb14c 0x66 0x6a
0x3eb14d 0x8b 0xd
0x3eb14e 0x4e 0x6a
0x3eb14f 0x40 0x1d
0x3eb150 0x83 0x57
0x3eb151 0xc4 0xe8
0x3eb152 0x48 0xa
0x3eb153 0x53 0xf0
0x3eb154 0x51 0xe9
0x3eb155 0x6a 0xff
0x3eb156 0x1 0x83
0x3eb157 0x6a 0xc4
0x3eb158 0x6 0x48
0x3eb159 0x53 0xe9
0x3eb15a 0x6a 0xed
0x3eb15b 0xa 0x2
0x3eb15c 0x6a 0x0
0x3eb15d 0xc 0x0
0x3eb172 0x53 0xe8
0x3eb173 0x52 0xe9
0x3eb174 0x6a 0xef
0x3eb175 0x1 0xe9
0x3eb176 0x6a 0xff
0x3eb177 0x5 0x83
0x3eb178 0x53 0xc4
0x3eb179 0x6a 0x48
0x3eb17a 0x2 0x66
0x3eb17b 0x6a 0x8b
0x3eb17c 0x19 0x46
0x3eb17d 0x53 0x40
0x3eb17e 0x57 0x6a
0x3eb17f 0xe8 0x0
0x3eb180 0xdc 0x50
0x3eb181 0xef 0x6a
0x3eb182 0xe9 0x1
0x3eb183 0xff 0x6a
0x3eb184 0x66 0x6
0x3eb185 0x8b 0x6a
0x3eb186 0x46 0x1
0x3eb187 0x40 0x6a
0x3eb188 0x53 0x4
0x3eb189 0x50 0x6a
0x3eb18a 0x6a 0x6
0x3eb18b 0x1 0x6a
0x3eb18c 0x6a 0x24
0x3eb18d 0x5 0x56
0x3eb18e 0x53 0xe8
0x3eb18f 0x6a 0xcd
0x3eb190 0x3 0xef
0x3eb191 0x6a 0xe9
0x3eb192 0x1 0xff
0x3eb193 0x6a 0x66
0x3eb194 0x1 0x8b
0x3eb195 0x57 0x4f
0x3eb196 0xe8 0x40
0x3eb197 0xc5 0x6a
0x3eb198 0xef 0x0
0x3eb199 0xe9 0x51
0x3eb19a 0xff 0x6a
0x3eb19b 0x66 0x1
0x3eb19c 0x8b 0x6a
0x3eb19d 0x4e 0x5
0x3eb19e 0x40 0x6a
0x3eb19f 0x83 0x1
0x3eb1a0 0xc4 0x6a
0x3eb1a1 0x48 0x4
0x3eb1a2 0x53 0x6a
0x3eb1a3 0x51 0xc
0x3eb1a5 0x1 0x25
0x3eb1a6 0x6a 0x56
0x3eb1a7 0x5 0xe8
0x3eb1a8 0x53 0xb4
0x3eb1a9 0x6a 0xef
0x3eb1aa 0x3 0xe9
0x3eb1ab 0x6a 0xff
0x3eb1ac 0x8 0x83
0x3eb1ad 0x6a 0xc4
0x3eb1ae 0x2 0x48
0x3eb1af 0x57 0xe9
0x3eb1b0 0xe8 0xe1
0x3eb1b1 0xab 0xf4
0x3eb1b2 0xef 0xff
0x3eb1b3 0xe9 0xff
0x3eb1b4 0xff 0x90
0x3eb57f 0x53 0x6a
0x3eb580 0x6a 0x1
0x3eb581 0xa 0x6a
0x3eb582 0x6a 0x4
0x3eb583 0xd 0x6a

```

0x3eb584 0x53 0xe
0x3eb585 0x57 0x53
0x3eb586 0xe8 0x57
0x3eb587 0xd5 0xe8
0x3eb588 0x68 0xd4
0x3eb589 0xd3 0x68
0x3eb58a 0xff 0xd3
0x3eb58b 0xf 0xff
0x3eb58c 0xbf 0xf
0x3eb58d 0x4e 0xbf
0x3eb58e 0x40 0x4e
0x3eb58f 0x53 0x40
0x3eb590 0x51 0x53
0x3eb591 0x6a 0x51
0x3eb592 0x1 0x6a
0x3eb593 0x6a 0x2
0x3eb594 0x5 0x6a
0x3eb595 0x53 0x2
0x3eb597 0xa 0x1
0x3eb599 0x12 0x4
0x3eb59a 0x53 0x6a
0x3eb59b 0x57 0x10
0x3eb59c 0xe8 0x53
0x3eb59d 0xf 0x57
0x3eb59e 0x69 0xe8
0x3eb59f 0xd3 0xd
0x3eb5a0 0xff 0x69
0x3eb5a1 0x66 0xd3
0x3eb5a2 0xc7 0xff
0x3eb5a3 0x47 0x90
0x3eb5a4 0x7 0xc7
0x3eb5a5 0xa0 0x47
0x3eb5a6 0x0 0x7
0x3eb5a7 0x66 0xa0
0x3eb5a8 0x89 0x0
0x3eb5a9 0x5f 0x0
0x3eb5aa 0x9 0x0
0x434f15 0x92 0xca
0x434f16 0x2c 0x6e
0x434f17 0xae 0xdd
0x434f2e 0x92 0xca
0x434f2f 0x2c 0x6e
0x434f30 0xae 0xdd
0x434f3c 0x92 0xca
0x434f3d 0x2c 0x6e
0x434f3e 0xae 0xdd
0x43529c 0x5 0xb
0x436b6e 0xca 0x92
0x436b6f 0x6e 0x2c
0x436b70 0xdd 0xae
0x436b89 0xca 0x92
0x436b8a 0x6e 0x2c
0x436b8b 0xdd 0xae
0x436b95 0xca 0x92
0x436b96 0x6e 0x2c
0x436b97 0xdd 0xae
0x436d6d 0xb 0x5
0x436d72 0x1b 0x14

```

Downloadable .patch and breakdown of the patch a bit more: http://www.mediafire.com/file/2mc87u...ussia_swap.zip.

Remember to add the Russian clubs with the Tri Wasano Editor.

04-05-18, 02:48 PM #265

Pasquale ◦
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

Is it possible to do the same thing with South Korea, Finland other?

07-05-18, 06:18 PM #266

saturn ◦
Programmer
VIP

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

If you swap them with a summer league, yes.

07-05-18, 08:58 PM #267

Ravanelli ◦
Decent Young Player

Join Date: 15-12-13
Posts: 98

Hi Saturn, still can't get Flex working, so I'd have to change this with Olly. I looked at the text files, but not sure which one to do first (and if implementing them is enough to change all the fixtures etc.) Could you give me the right order (and eventual extra's I'd have to do to make it work?).

10-05-18, 07:36 PM #268

saturn ◊
Programmer
VIP

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

The changes aren't really going to be easily redone in Olly: you'd have to edit all the fixtures yourself and I didn't keep a track of the actual changes, just the new dates that I'd use. There were a couple of extra tricks to some of the fixture blocks too, like jumping to some new code for the RFNL's extra fixtures, setting the LOIFD's fixtures to 27 and then jumping to the correct line after the 27th fixture etc. I didn't list the instructions for those either, so the changes can really only be done through the .patch method.

11-05-18, 02:02 PM

#269

Ravenelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Thanks, no problem. I'll try again to get Flex working, and otherwise I'll just have to wait till October update, suppose you'll include this in your next patch.

14-05-18, 07:49 PM

#270

saturn ◊
Programmer
VIP

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

Yes, it should be in +v6 (was hoping to have it in +v5 but ran out of time).

24-05-18, 10:35 AM

#271

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Very nice changes saturn. Was just thinking of this on the way into work as all junior football is moving to summer leagues from 2019

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26-05-18, 05:55 AM

#272

Supriya ◊
Youth Team Player

Join Date: 14-10-17
Posts: 11

onoff set edit ? / Flex 2 ? / WM host /

With which program do I edit the onoff set to change the WM host ? With Flex2 ? How should I proceed exactly ?

I need to know exactly where I can edit this or find ?

kopie from: <https://champman0102.co.uk/archive/i...hp/t-5218.html>

"BID FOR 2018

005F9B25 - MOV EDX,DWORD PTR DS:[9CF3D0] > [9CF448] - MEXICO > RUSSIA
005F9B3B - MOV EDX,DWORD PTR DS:[9CF4F4] > [9CF2E4] - URUGUAY > ENGLAND
005F9B51 - MOV EDX,DWORD PTR DS:[9CF280] > [9CF338] - CANADA > HOLLAND"

^ But in this guide is not everything 😊

Many Thanks


26-05-18, 05:54 PM

#273

saturn ◊
Programmer
VIP

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

Use Olly.


cantal111 
Youth Team Player

Join Date: 25-05-18
Posts: 2

20 clubs in French D1 ?

How to have 20 clubs in French D1 in CM 01/02?

Last edited by cantal111; 26-05-18 at 07:46 PM.

Supriya 
Youth Team Player

Join Date: 14-10-17
Posts: 11

THANK YOU SATURN !!

I understood the instructions and the changes through the link very well. Many thanks.

My problem is that when I start Olly, an error is displayed. I am asked to run the computer as an administrator. But I already do it under Windows 7

I have also changed the exe as an administrator and as a non-administrator and tried everything but the error is still displayed.

I can skip the error and open the program anyway. I can also change the data as shown in the instructions.

BUT if I want to save, comes again a red error message that it does not work with these names.

I tried different names because of the error message, for example "cm0102_test", but the edited file is not saved.

Is the error known? What else can I do ? THANK YOU

[« German Financial Bug | Offsets »](#)

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum » CM 01/02 Updates » Patches » League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

27-05-18, 07:21 AM

#276

Supriya
Youth Team Player

Join Date: 14-10-17
Posts: 11

error is fixed

I did it! THANKS TO SATURN

15-06-18, 11:04 AM

#277

luisfrjgua
Youth Team Player

Join Date: 08-06-18
Posts: 41

World Cup with 48 Teams?

The World cup in 2026 will be with 48 teams and 3 host countries. It'd be possible make such thing in game? I hope yes...

Three hosts, 48 teams: how the 2026 World Cup will work

Last edited by luisfrjgua; 15-06-18 at 12:19 PM.

15-06-18, 11:25 AM

#278

evesham
VIP

Join Date: 15-05-12
Posts: 2,379

your link was incomplete

15-06-18, 12:20 PM

#279

luisfrjgua
Youth Team Player

Join Date: 08-06-18
Posts: 41

Sorry... Could you test again, please? I think it's ok now!

15-06-18, 03:17 PM

#280

evesham ◦
VIP

Join Date: 15-05-12
Posts: 2,379

yeah its ok now 🙄

25-06-18, 12:25 PM

#281

Telcontar ◦
Youth Team Player

Join Date: 31-05-13
Posts: 20

🔗 Changing the number of teams in the League

Hi,

I am looking for a way to change the number of teams in the league, specifically I want to change the number of teams in the English Premier League to 24, or maybe 22.

Obviously, the increased number of fixtures should fit in with other English competitions, as well as with Champions League / UEFA cup.

Is there any kind of tutorial on anything like this, what would be the best way to achieve it?

07-07-18, 01:42 PM

#282

kimkallstrom ◦
Youth Team Player

Join Date: 05-07-18
Posts: 19

Coloured in-game player condition percentages

Anyone know if it's possible to make it so the in-game player condition percentages on the team stats screen can be coloured? Green if in the 90s, blue in the 80s, red in the seventies... for example.

09-07-18, 11:54 AM

#283

GothicMatt ◦
Youth Team Player

Join Date: 07-11-16
Location: Reading
Posts: 3

Leagues

Is there a way i could add all of the leagues from around the world at all or is there a limit of countries and leagues i can add to cm01-02?

09-07-18, 04:48 PM

#284

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

You can only replace existing ones

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14-08-18, 10:10 PM

#285

JorgeValdano ◦
Youth Team Player

Join Date: 14-08-18
Posts: 3

Create Youth Team

Hi!

I'm wondering if a youth team (under-18 or "C" team) could be automatically generated by the game as it happens in more recent versions of Football Manager (as far as I know).

Thing is I'm managing a team in La Liga which already has a "B" team, but when I start to sign promising youngsters for it I quickly get to the max allowed number of players. It would be great to have an under-18 or "C" team so I can sign more number of players and to have them all playing in different teams.

Does anyone know if this happens in CM 01/02? If not: can anyone tell me how to use the editor to create such a team?

Thanks very much in advance for your answers!

19-08-18, 06:00 PM

#286

JorgeValdano ◊
Youth Team Player

Join Date: 14-08-18
Posts: 3

Hello? Anybody there?

19-08-18, 09:19 PM

#287

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Don't think it happens pal 🙄

20-08-18, 09:36 AM

#288

JorgeValdano ◊
Youth Team Player

Join Date: 14-08-18
Posts: 3

Is there any way to create this under-18 or "C" team with the editor?

21-08-18, 05:33 PM

#289

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Sure, but you can't link it to your main team the same way you can have a "B" team..... the game is old and doesn't work that way

02-09-18, 04:28 AM

#290

Rapinoe ◊
Backup Player

Join Date: 21-06-14
Location: Canada
Posts: 608

On adding promotion/relegation

I seem to recall there being a thread on the matter of adding promotion/relegation to a league, but I can't find it...

How might one go about changing the Korean league to have the bottom two teams relegated?

And the next part of that question is, given that there are several non-playable lower leagues under the Korean league, is there a way to specify which of those leagues the relegated teams go to/the promoted teams come from?

03-09-18, 03:17 PM

#291

Ariel85 ◊
Youth Team Player

Join Date: 09-03-13
Posts: 11

Hola.. una consulta, Soy de Argentina, y tanto la Superliga(Primera división), como la Primera B nacional(Segunda division), tienen una estructura diferente a la que tiene el juego. Hay alguna posibilidad de que la Superliga tenga 26 equipos con 4 descensos por temporada, y la Primera B nacional tenga 24 equipos y sea un torneo largo de dos rondas?

03-09-18, 08:21 PM

#292

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Amigo, the Argentina League cannot be changed. Lo siento

04-09-18, 07:49 AM

#293

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by **Craig Forrest** ◊
Amigo, the Argentina League cannot be changed. Lo siento

I suggest to follow Gio's South America patch for October 2018. May be, he can make a surprise for us.

<https://champman0102.co.uk/showthread.php?t=10213>

04-09-18, 01:36 PM

#294

Ariel85 ◊
Youth Team Player

Join Date: 09-03-13
Posts: 11

Originally Posted by **xeno** ◊
I suggest to follow Gio's South America patch for October 2018. May be, he can make a surprise for us.
<https://champman0102.co.uk/showthread.php?t=10213>

Thank You!

03-10-18, 07:11 AM

#295

saturn ◊
Programmer
VIP

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

The mechanism for adding new relegations is in Tapani's patches but I don't know whereabouts. In his patches you can specify which leagues teams are promoted from (I know where this code is), but overall I don't know how it fully works.

16-10-18, 01:45 AM

#296

julIMS ◊
Youth Team Player

Join Date: 16-10-18
Posts: 1

Change Brazilian's League

Is it possible to make changes in the Brazilian league?

Brazilian League:

1st division
20 times
shift and return
running points

the first 4 vacancies for liberators
5th and 6th places vacant in pre-liberators

17th to 20th relegation

2nd division
20 times
shift and return
running points

1st to 4th promotion
17th to 20th relegation

3rd division

It is being played by 20 clubs, divided into two groups, where all within each group face each other in round-robin games. In the end, the top four from each group will go into the knockout phase (quarter-finals, semi-final and final).

The four semi-finalists will be promoted to Series B the following year. The last two teams from Group A and the last two from Group B will be relegated to the Series D.

4th
keeps

Brazil's Cup

Times that go to Brazil Cup

https://en.wikipedia.org/wiki/Copa_of_Brasil_de_Futebol

16-10-18, 10:09 AM

#297

Mark ◊
Chairman

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

Moved this to the patches area as you posted it in the CML, one of our competition-run areas.

16-10-18, 10:29 AM

#298

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Yes it can but it hasn't been created since 2017 it appears - <https://champman0102.co.uk/showthread.php?t=3664>

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30-11-18, 02:29 PM

#299

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Offset Re- enable concafcaf champions cup ?

Hi
In tapani patch north american champions league is stopped working, how can i re enable it ? Whats the opcode for that ?
Thanks !

09-01-19, 01:02 PM

#300

pedro.pavl ◊
Youth Team Player

Join Date: 09-01-19
Posts: 18

Help to add relegation

Is it possible to add relegation to a League that has no relegation? Example, Australian League has no relegation.

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Forum CM 01/02 Updates Patches League / Cup Structure Queries



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Thread: League / Cup Structure Queries

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09-01-19, 01:09 PM

#301

jacobclear

Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

Unfortunately we don't have access to the game code so sadly competition rules and layouts can't be changed as far as I'm aware.

09-01-19, 01:40 PM

#302

pedro.pavl

Youth Team Player

Join Date: 09-01-19
Posts: 18

Is it possible to put relegation on leagues that do not have that? As in the Australian? He did not want to create other divisions, only relegation and promotion of random teams.

09-01-19, 01:42 PM

#303

Dermotron

Sir Mergements
Director
Manager
VIP
Captain

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

You can be 'stealing' unused code from elsewhere.

Finding how to do that on here is another matter

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09-01-19, 01:48 PM

#304

pedro.pavl

Originally Posted by **Dermotron**

You can be 'stealing' unused code from elsewhere.

Finding how to do that on here is another matter

I did not understand. Is there any tutorial on this?

21-01-19, 02:21 PM

#305

Rodry97
Coach

Join Date: 27-03-12
Posts: 232

Good morning community!

I apologize if this message does not correspond to this topic.

My query is for the next topic. Directed to those who really know about programming

In the Copa Libertadores the fixture starts in February and ends in November. Now the final is a unique match in neutral status. Similar to the champions league

It also has players registration before starting the competition. 30 players can be chosen. And you can modify a maximum of 5 after the group stage

Could this be modified?

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And the format of the compeptencia would be like this

32 teams

5 argentina
5 Brazil
4 uruguay
4 chile
3 colombia
3 Paraguay
2 ecuador
2 peru
2 bolivia
2 venezuela

Round of 16, round-trip matches, until the final that would be a unique match.

Player that has been registered for COPA LIBERTADORES will not be able to play in COPA SUDAMERICANA, identical if it were to the revez.

ARGENTINA

Could the SUPERCOPA ARGENTINA be created? It is disputed between the winner of the COPA ARGENTINA and the best of the league. Unique match in neutral stadium (generally played in may)

COPA ARGENTINA

Fixture from June to December

Thanks for coming and I hope you can make some changes, so the game has more realism

Goodbye!

08-04-19, 05:05 PM

#306

Pasquale
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

Saturn I would like to create a super cup between Africa and Asia, but if I reactivate the asian super cup there is no winning CAF champion league. Why?

08-04-19, 08:15 PM

#307

saturn

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

I don't know, Gio was the one who edited the CAF Champions League.

17-04-19, 02:44 PM

#308

Ariel85 ◦
Youth Team Player

Join Date: 09-03-13
Posts: 11

Originally Posted by **Rodry97** 

Good morning community!

I apologize if this message does not correspond to this topic.

My query is for the next topic. Directed to those who really know about programming

In the Copa Libertadores the fixture starts in February and ends in November. Now the final is a unique match in neutral status. Similar to the champions league

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Could this be modified?

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Round of 16, round-trip matches, until the final that would be a unique match.

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ARGENTINA

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COPA ARGENTINA

Fixture from June to December

Thanks for coming and I hope you can make some changes, so the game has more realism

Goodbye!

Hi, I would like to make the changes proposed by Rodry97, someone who knows programming and can do it? I currently use the GS MOD that Giovanni Santana had programmed, but as I read, he does not dedicate himself more to this topic. In that patch for example the Argentine Supercopa would be missing, and improve the South American Cup (currently in the patch starts in the quarterfinals and is too short and with few teams). It would also be nice to put the final of the Copa Libertadores in a single match and in a neutral court, as it will be done from this year .. can I help with these changes and give us a hand to know where to start doing them?

08-10-19, 04:32 PM

#309

Gibclaret80 ◦
Decent Young Player

Join Date: 05-10-19
Posts: 55

Would it be possible to swap Gibraltar for Ireland

Would it be possible with the editor to swap the Gibraltar teams/league/competition for Irish ones and make Gibraltar playable. Only thing Ireland has lots of competitions can you change those over also ??

luciobello ◦
Youth Team Player

Join Date: 13-10-19
Posts: 1

Bulgaria championship

Hello.
I wanna play bulgaria championship. Basic game not permit it.
Is ti possible ? how ?

15-10-19, 07:19 PM

#311

djole2mcloud ◦
Programmer

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

Originally Posted by **Gibclaret80** »

Would it be possible with the editor to swap the Gibraltar teams/league/competition for Irish ones and make Gibraltar playable. Only thing Ireland has lots of competitions can you change those over also ??

Can do it all you requesting

27-10-19, 04:29 PM

#312

Gibclaret80 ◦
Decent Young Player

Join Date: 05-10-19
Posts: 55

Originally Posted by **djole2mcloud** »

Can do it all you requesting

Yes please. If its easy to do any league which is closest to the Gib 1 in Europe.

10-11-19, 08:45 PM

#313

Kubz ◦
Hot Prospect for the Future

Join Date: 08-03-12
Location: Buenos Aires
Posts: 225

United States

Hey guys, how are you? I'm not sure this is the place to ask this but I'm currently working on a new pack of backgrounds for the MLS (lower league) and there seem to be a lot of Teams and old teams which I'm guessing are hard coded into the DB and you just replaced them with new franchises, also some "2" teams like Atlanta United 2 (which I would guess its like their B squad).

Could anyone be kind enough to explain me how the MLS Lower and unknown leagues work so I can know which bg's I should make and which I should avoid?

Thanks so much in advance you guys!

25-01-20, 06:43 PM

#314

haim101 ◦
Youth Team Player

Join Date: 15-08-17
Location: Israel
Posts: 5

Creating new league

Someone might know how to create another league in the game? Or maybe replace an existing league.
I tried to replace an existing league but i had a problem, the teams i want to create already exist in a lower division of the game and i dont want the team to be twice.
Who knows how to do it?

Last edited by haim101; 25-01-20 at 06:57 PM.

26-01-20, 06:27 PM

#315

I don't think you're able to create additional leagues - but in the editor you can swap the clubs you want to be in a league. For example you could swap Conference South teams with teams based in level 9 and the conference south would in essence be the league from level 9.

07-03-20, 08:11 PM

#316

mlyus ◦
Youth Team Player

Join Date: 07-03-20
Posts: 1

😊 Indoor soccer

Hi folks,

I would like to convert CM to an indoor-soccer version.
Consequently, I need to apply a few modifications.
Unfortunately, despite using different softwares/patches to edit the game data, it remains 3 unsolvable points for me at this time:
- limit the number of players to 6 (including a GK) on the field,
- divide the game into four quarters of 15 minutes each,
- after each match, a MVP is nominated in each team.

Could you please help me if you know the way to do this?
(I am able to use hexadecimal software if necessary)

Many thanks in advance,

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

Pasquale

02-04-20, 04:45 AM

#317

Foggy ◦
Hot Prospect for the Future

Join Date: 23-04-14
Posts: 125

Editor to change number of teams in Leagues?

Hi, I'm using the tapani 2.2.1 patch I believe. It's bthe one used for the march 2019 data update (last year's).

Is there a way to make bundesliga, serie a, lig Un etc, 20 teams using an editor?

Thanks in advance.

02-04-20, 09:42 AM

#318

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

You will need to edit the exe. The editor doesn't allow those changes (or else that would be in a Data Update)

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

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

Foggy

02-04-20, 09:22 PM

#319

Rodry97 ◦
Coach

Join Date: 27-03-12
Posts: 232

The "Copa Libertadores" begins in February and ends in late November. Before the start of the club world cup.

The "Copa Sudamericana" is also played in the same period as the "Copa Libertadores"

Can anyone make a patch for this?

03-04-20, 08:37 AM

#320

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

danish super cup not loading after borrow from north ireland

Hi

I tried to apply the northern irish charity shield as danish super cup, and the offsets works fine
0078A26E - MOV EAX,DWORD PTR DS:[9CF8C0]
0078A2D5 - MOV EAX,DWORD PTR DS:[9CF8B0]
0078A345 - MOV EAX,DWORD PTR DS:[9CF8C0]

where 9CF8C0 is ni cup changed to 9CF708 (danish cup) and 9CF8B0 (ni premier) changed to 9CF5AC (danish premier).

The new cup works fine, but, only load when northern ireland is loaded as league, and not denmark. I changed the nation of the cup, but there can be an offset to load the cup danish leagues not northern irihs ones.

Pls hep me!
Thanks a lot!

03-04-20, 10:31 AM

#321

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

I found some post about it in the offset thread: <https://champman0102.co.uk/showthrea...175#post336175> but it states, you can call a cup for the place of another cup.

So i i only have 4 danish competition, i need to disable one, to use the northern irihs charity instead.

Oor, i disable all northern irish competiitons (because they have 5 comps) and load the danish 1-2-3 divs, cup and the former northern irish charitiy as danish super cup ? Does it possible or i cant load denmark or norther ireland ?

Aren't there any solution to just load a new cup with another country?

03-04-20, 11:25 AM

#322

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

What i try, change northern irihs leagues to danish ones.

So i disabled all nir competitions, and change the following offsets :

00835E6E to 005525E0 (nir premier to danish premier)

00835EC3 to 005516F0 (nir firs to danish first)

00835F69 to 00553E80 (nir league cup to danish second, im not sure, can be a cup changed to a league)

00835F16 to 005509B0 (nir cup to danish cup)

835f9d nor charitiy is temporarily disabled to not be cause error.

But after the changes the game not loaded, maybe the league cup cause that.

Edit: not the league cup to league was the problem, i changed back the league cup to its original, and disable, but the nir league cause freeze out when try to load the league immidiately.

So it is just not possible to change a whole league to another ?

The whole thing is not work that way 🤔 The whole league swap is other method. SO i really confused is the original question is doable or not. Or i need to give it up.

Last edited by Bhaalspawn; 03-04-20 at 12:08 PM.

04-04-20, 07:27 AM

#323

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Finally it works with that way i found in this post: <https://champman0102.co.uk/showthrea...119#post292119>

I dont know how stable it is, but works.

<https://imgur.com/a/xSLBMkr>

I run in holiday mod 20 seasons, and works fine.

04-04-20, 01:03 PM #324

Mazriel
Youth Team Player

Join Date: 07-06-19
Posts: 8

Scotia League

So I've replaced the Greek leagues with the Scottish leagues - this means that there are now two leagues of 14 clubs each, with 26 games total in each league. Finally a sensible format for Scottish football!

Kept the best sides going by stadium capacity - minus the old firm (who I've given reps of 1 and amateur status). Queens Park kept in National League, we'll see for how long!

Premier League and National League

- 26 games total, 14 teams in each, each play one another home and away. 2 up and 2 down.

Scotia Shield

- one off game from previous years cup winner and premier winner

Scotia Cup

- 11 groups of 4 teams, top 2 teams from each progress, knockout from there (actually works 11 2nd place, plus 1 1st place in 2nd round - other 10 winners get a bye to the 3rd round) 44-28 = 16 teams from lower league including the likes of Spartans, Burntisland Shipyard, Kelty Hearts etc.

Made match importance, league reputation etc 20 in the editor, so attendances are good domestically at around 85-90% capacity. Will play a few more seasons and see what happens, but this also seems to affect the managerial merry go round with more visible sackings.

Few questions though (maybe mostly Olly):

How do I increase/view prize money and TV rights etc?

Can I invoke a no-foreigner rule? At present, this defaults to including English/Irish in Greece.

Anyway to easily change Scotia to Scotland (it wouldn't fit using Names Editor)?

Still using ODB for now - can I turn off Intertoto and does their entrants roll into the UEFA Cup?

04-04-20, 08:57 PM #325

Bhaalspawn
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

whats i miss when trying to change danish first division teams fixtures ?

Hi!

I tried to increase the danish first division from 16 to 20 clubs, it works fine, until i try to jmp the fixtures from another league. than it never loads the game anymore just quit without response.

the changes:

no of teams

```
005522A2 |. 66:C746 3E 10 MOV WORD PTR DS:[ESI+3E],14
```

teams * 59 in hex

```
0055229B |. 68 B0030000 PUSH 49C ; Arg1 = 3B0 - 49C - teams*59
```

fixtures

```
005519EA |. 66:C700 1E00 MOV WORD PTR DS:[EAX],26 ; | 1E-26
```

fixtures 38 in danish 2nd

```
005519E5 68 A6090000 PUSH 9A6 changed value
```

```
00551A6B \E9 9BCA2F00 JMP 0084E50B
```

```
00551A70 C2 0800 RETN 8
```


of course i added 4 more teams with editor. something i missed ? The rounds are already 2 so i not changed theme.

THanks fo help!

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl

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Forum » CM 01/02 Updates » Patches » League / Cup Structure Queries

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Thread: League / Cup Structure Queries

Thread Tools

05-04-20, 09:54 AM

#326

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

So the answer is there may not any dates to use the england premier, spanish d2 or italian serie b fixtures but, the french national finally works.

Offset:
00551A6B jmp 005BFEEB

After i mod the cup entering, to all danish first div team entering, by lowering the 48 lower div clubs to 44. <https://champman0102.co.uk/showthread.php?t=5631>

Offset:
0055131C change the number to lower div teams *6 so
108 in hex in my case.

Last edited by Bhaalspawn; 05-04-20 at 10:53 AM.

05-04-20, 09:58 AM

#327

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

How can i create flex patch from my exe modifications ?

Hi

Cam you help me, where can i find any info about that ?
Thanks in advance ?

05-04-20, 03:09 PM

#328

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

There is a Patch Creator in Flex, near the bottom of the list. Initiate that program and you can then select the two exe files (one with your changes, and then a clean exe is I suppose what you would want). To be honest I can never remember which way around you need to select the exe files, but it's easy enough to test, and if you get it wrong the first time you will get it right the second time!

05-04-20, 03:10 PM

#329

MadScientist ◊
Director

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

Originally Posted by **Bhaalspawn**

Hi

Can you help me, where can i find any info about that ?
Thanks in advance ?

Compare the original exe with the patched exe using Patch Creator in Flex 2 and it will output the patch file.

05-04-20, 03:55 PM

#330

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

o o o, awesome, it works like a dream ! thanks Alan and MadScientist !

05-04-20, 05:28 PM

#331

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

Having read through various threads, I know that changes to the European competitions are nigh-on impossible.

However, was just wondering about the Europa League (old Uefa Cup). Once the 1st Group Phase of Champions League is played, 8 teams drop down into the Europa League and join 24 teams who have qualified from the Third Round of the Europa League. Could these 32 teams be drawn into 8 groups of 4 (similar to Champions League 1st Group Phase) rather than 16 head to head ties over two legs? The 8 group winners could then qualify directly for the quarter finals, thus meaning that only 2 extra game weeks would need to be added (currently CL 2nd Grp Stage have 6 game weeks which take place on the same game weeks as EL Rd of 32, Rd of 16 and QF).

Just a thought...

05-04-20, 07:29 PM

#332

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Can an award be move from league to another ?

Hi

Can an award moving from a league to another ?

Im not a big modder or anything, just i cant find any info in the forum. I want to move a most goal scorer award to danish premier league, because that league doesnt have that award. Somebody knows about what offsets needs to be changed ? I really liked to use the northern irish award for that.

07-04-20, 06:40 PM

#333

Tiax ◊
Hot Prospect for the Future

Join Date: 22-07-19
Posts: 103

How to add more team to Lower Divisions?

I cannot add more teams to lower divisions <https://ibb.co/1TVqPWs>

How to fix it?

07-04-20, 07:18 PM

#334

Bhaalspawn ◊
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Try to use with this: <https://champman0102.co.uk/downloads.php?do=file&id=19>

07-04-20, 08:19 PM

#335

Tiax ◊
Hot Prospect for the Future

Join Date: 22-07-19
Posts: 103

Originally Posted by **Bhaalspawn**
Try to use with this: <https://champman0102.co.uk/downloads.php?do=file&id=19>

Thx for link but i want change data files - not save 😊

07-04-20, 09:59 PM

#336

Bhaalspawn
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

<https://champman0102.co.uk/downloads.php?do=file&id=20>

That will be what i want to link 😊

07-04-20, 10:23 PM

#337

Tiax
Hot Prospect for the Future

Join Date: 22-07-19
Posts: 103

Originally Posted by **Bhaalspawn**
Try to use with this: <https://champman0102.co.uk/downloads.php?do=file&id=19>

Sorry mate - it works THX!!

15-04-20, 03:44 PM

#338

arabelo
Youth Team Player

Join Date: 06-03-13
Posts: 6

How to create new club competition

Hi! I'm playing with the new march 2020 update(great!!) and was thinking if there is an (easy) way to create/edit new club competition. I am playing in the Brazilian league, and want to create an under 20 competition with the U20 clubs that are available. Thanks!

15-04-20, 04:52 PM

#339

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

You can't without the source code which isn't available unfortunately

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November 2020 Data Update Out Now

15-04-20, 05:05 PM

#340

arabelo
Youth Team Player

Join Date: 06-03-13
Posts: 6

[QUOTE=Dermotron;477376]You can't without the source code which isn't available unfortunately[/QUOTE]

Thanks for the answer!

15-04-20, 05:12 PM

#341

arabelo
Youth Team Player

Join Date: 06-03-13
Posts: 6

One more question: Can I edit some other country league competition? For example, could I change the clubs from Major League Soccer using cmeditor? Or this is not recommended and could cause crashes in the game?

16-04-20, 08:33 AM

#342

Bigladwithagame ◦
Youth Team Player

Join Date: 01-01-19
Posts: 4

Is there a Mod where you can create your own League/Cup structures

16-04-20, 01:53 PM

#343

arabelo ◦
Youth Team Player

Join Date: 06-03-13
Posts: 6

How is that?

16-04-20, 10:43 PM

#344

MaxiShagilko ◦
Hot Prospect for the Future

Join Date: 13-01-20
Posts: 156

Originally Posted by **arabelo** ◦

How is that?

Not out!!

25-04-20, 04:44 PM

#345

footballer ◦
Youth Team Player

Join Date: 21-02-19
Posts: 48

Anyone know if it's possible to edit the Irish League Cup....

Currently it is 6 groups of 3 teams and 4 groups of 4 (so 26 in total). The coding in Olly for group fixtures is for 3 different fixture dates (as is needed for groups of 3 or 4). So in theory we should be able to change the 6 groups of 3 into 6 groups of 4. Not had any luck in trying so far. When selecting teams the cup makes calls to Irish Groups A-E (which have 26 teams in total). I increased this to 32 - but no joy. I've also found the likeliest offset for number of teams in the competition but this clearly only refers to number of teams in a group and is set at 3. There is a similar offset for the Italian Cup which is set at 4. If you reduce the Italian value to 3 then you have only 3 teams in all 8 groups. However reducing the Irish value to 2 only affects the 1st group, none of the others. Increasing the Irish value to 4 leads to the game crashing.

Any help would be appreciated.

19-05-20, 02:14 PM

#346

clipeus ◦
Decent Young Player

Join Date: 09-03-12
Posts: 99

well but is there any tool that allow me to change the structure, i want to take off Serie C1 and Serie C2 and substitute them with Lega Pro

20-05-20, 01:06 PM

#347

clipeus ◦
Decent Young Player

Join Date: 09-03-12
Posts: 99

Originally Posted by **Bhaalspawn** ◦

<https://champman0102.co.uk/downloads.php?do=file&id=20>

That will be what i want to link 😊

which league structure do you change? italian perhaps? do you have all the offsets?

can you share them?

ty

02-07-20, 02:44 PM

#348

Bigladwithagame ◦
Youth Team Player

Join Date: 01-01-19
Posts: 4

So there isn't one?

07-07-20, 06:59 AM

#349

stakhanovite ◦
Youth Team Player

Join Date: 14-03-12
Location: Scotland
Posts: 36

Not really sure where to post this, but I was playing the J-League in the most recent update, and it only allows 4 foreign players in the match squad. This has been changed IRL for the 2020 season:

"As of 2020 season, there are no more restrictions on a number of signed foreign players, but clubs can only register up to five foreign players for a single match-day squad. Players from J.League partner nations (Thailand, Vietnam, Myanmar, Malaysia, Cambodia, Singapore, Indonesia and Qatar) are exempt from these restrictions."

Not sure if all of that is possible, but if any of it could be updated, that would be great!

16-07-20, 11:20 PM

#350

stakhanovite ◦
Youth Team Player

Join Date: 14-03-12
Location: Scotland
Posts: 36

Anyone been able to change the size of the Korean league? In the v9 patch that had China in place of Korea, I swapped the Indonesian league in for China. It works fine, but when I try to change the league to 18 teams, it always gets errors when you try to start a new game.

I was following the old league replacement guide, but not sure where I'm going wrong.

I updated the league size, updated the number of rounds...those are the only two steps and I get the error.

Tags for this Thread

adding league, america, brazilian a series, brazilian league, competition, editor, las vegas, lights, u20, usl
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Thread: League / Cup Structure Queries

Thread Tools

21-10-20, 03:00 PM

#351

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

Stakhanovite,

If I'm right this will crash because there are only 30 fixtures coded in the Korean League (you need 34 for an 18 team league). Some leagues are structured this way and increasing the number is nigh on impossible unfortunately.

21-10-20, 03:04 PM

#352

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

Setting a Cup Final Venue

Anyone know how to set a specific stadium as the venue for a cup final?? Trying to set either Hampden Park or Celtic Park as the venue for the Scottish League Challenge Cup (which I have made a European rather than Scottish based cup so as to be able to have teams from Ireland, N. Ireland and Wales also compete). The issue is that as the cup is now a European competition and not linked to Scotland the final takes place at random venues - Madrd, Kiev, Moscow....

21-10-20, 04:22 PM

#353

John Locke
Decent Young Player

Join Date: 04-05-20
Posts: 89

Originally Posted by footballer

Stakhanovite,

If I'm right this will crash because there are only 30 fixtures coded in the Korean League (you need 34 for an 18 team league). Some leagues are structured this way and increasing the number is nigh on impossible unfortunately.

I seem to recall there being a memory allocation value in relation to this, so increasing the number also needs to be accompanied by a change to the amount of memory being set aside by the game. Not something I've ever done, so I don't have any details.

John Locke ◊
Decent Young Player

Join Date: 04-05-20
Posts: 89

Originally Posted by **footballer** ◊

Anyone know how to set a specific stadium as the venue for a cup final?? Trying to set either Hampden Park or Celtic Park as the venue for the Scottish League Challenge Cup (which I have made a European rather than Scottish based cup so as to be able to have teams from Ireland, N. Ireland and Wales also compete). The issue is that as the cup is now a European competition and not linked to Scotland the final takes place at random venues - Madrd, Kiev, Moscow....

Maybe take a look at the European Super Cup, that is coded to always take place at the home of Monaco [9D0264] - the game uses a specified club's stadium, rather than a specified stadium.

21-10-20, 05:40 PM

#355

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

OKay, will do, thanks. Has anyone managed to list all the 9D0 values as has been done with the 9CF values???

21-10-20, 06:21 PM

#356

John Locke ◊
Decent Young Player

Join Date: 04-05-20
Posts: 89

Originally Posted by **footballer** ◊

OKay, will do, thanks. Has anyone managed to list all the 9D0 values as has been done with the 9CF values???

They should be all in the 9CF*** thread. 9CF doesn't mean anything, it's just the area of the exe those values are stored (& 9D0 comes directly after 9CF in hexadecimal). If you find any 9CF/9D0 values that are missing / unknown post a thread and I'll take a look.

21-10-20, 07:18 PM

#357

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

Damn, must have not scrolled far enough down that thread 🙄

22-10-20, 12:05 PM

#358

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

Anyone know what offsets need changing to move a competition to a different drop down menu ie what used to be the German League Cup (which would appear under the Germany tab in-game) is now the Club World Cup and appears under the Worldwide Club tab now.

29-10-20, 12:58 PM

#359

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

So I tried editing offsets to move the Scottish League Two (now the Welsh Premier) back into the Welsh competitions drop down menu rather than being in the scottish drop down. I simply swapped the 9CF code for what is now the National League North (which appears in drop down with other welsh competitions) with the 9CF value for Scottish League Two..... And it worked, each now appears under the others dropdown menu (National League North appeared under Scottish League one). However....for some reason the Welsh Premier is now 22 teams in size and has all the National League North teams (these teams are also listed under the National League North competition too). Not sure if anyone else has experienced this.

29-10-20, 04:28 PM

#360

djole2mcloud ◊
Programmer

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

Originally Posted by **footballer**

So I tried editing offsets to move the Scottish League Two (now the Welsh Premier) back into the Welsh competitions drop down menu rather than being in the scottish drop down. I simply swapped the 9CF code for what is now the National League North (which appears in drop down with other welsh competitions) with the 9CF value for Scottish League Two..... And it worked, each now appears under the others dropdown menu (National League North appeared under Scottish League one). However....for some reason the Welsh Premier is now 22 teams in size and has all the National League North teams (these teams are also listed under the National League North competition too). Not sure if anyone else has experienced this.

what exactly offsets did you swapp?

31-10-20, 02:01 PM

#361

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

Swapped out 9CF5E8 (scottish league two) at offset 00837081, replacing this with the value for the National League North (9CF94C). I then did the reverse at offset 00838579

31-10-20, 03:31 PM

#362

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

On the league selection screen when starting a new game, is there a way to bring back the selection for Wales??

23-11-20, 01:15 PM

#363

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

A while back I spotted a post about separating leagues out but not being able to have the non-league system stay attached to the top divisions ie in Denmark teams finishing in last 3 places in 2nd Division would relegate into non-league, but if you disconnected the 2nd division from the 1st division teams in the first division would not relegate into non-league. There had been mention of the coding in the Polish 1st division or in the South Korea league that may work. After some trial and error it was clear that the Korean coding block for relegations/promotions could not just be easily copied into other leagues.

I have however found what I think controls this. I turned the Danish 2nd division into the Czech Premier League (so shut off promotion to the Danish 1st division). I changed the Indian Mumbai League to the Czech League and changed 9CF values as per Saturn's guide to league swaps - but only changing the Danish 2nd Division with Czech League. Changing the below lines of code seems to enable relegation from Danish 1st Division into non-league (non-playable Danish 2nd Division) and it works perfectly (have since done this with Russian Premier and Greek Premier and all working fine). Previously I had only tried changing the coding in the leagues relegation/promotion coding block without success.

```
00553AF0 . 8B0D B0F59C00 MOV ECX,DWORD PTR DS:[9CF5B0] - CHANGED THIS FROM 9CF5B4 (Danish Second Division)
00553C79 . BA CE000000 MOV EDX,0CE - THIS IS NEW CZECH LEAGUE; CHANGED FROM MOV EDX,DWORD PTR DS:[9CF5B4]
00553CBF |. 8B0D B0F59C00 MOV ECX,DWORD PTR DS:[9CF5B0] - CHANGED THIS FROM 9CF5B4
00553D8F |. A1 B4F59C00 |MOV EAX,DWORD PTR DS:[9CF5B4] - CHANGED FROM 9CF764 (which is A Lower Division)
00553DE7 |> A1 B0F59C00 /MOV EAX,DWORD PTR DS:[9CF5B0] - Changed from 9CF5B4
00553E2C |. A1 B4F59C00 |MOV EAX,DWORD PTR DS:[9CF5B4] - Changed from 9CF764
```

This was complete trial and error of changing lines with a number of changes crashing the game. However the above works great, provides a fully functioning Danish league system (albeit missing one playable division) and creates a playable Czech Premier League (albeit with no relegation - and I've not been able to get the league winners to qualify for CL).

Hopefully the above lines I changed may allow those with actual coding knowledge compared to I to work out what is being changed/accessed and whether more can now be done with altering league systems.

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

hodgy, John Locke

24-11-20, 11:34 AM

#364

clipeus
Decent Young Player

Join Date: 09-03-12
Posts: 99

Originally Posted by **footballer**

A while back I spotted a post about separating leagues out but not being able to have the non-league system stay attached to the top divisions ie in Denmark teams finishing in last 3 places in 2nd Division would relegate into non-league, but if you disconnected the 2nd division from the 1st division teams in the first division would not relegate into non-league. There had been mention of the coding in the Polish 1st division or in the South Korea league that may work. After some trial and error it was clear that the Korean coding block for relegations/promotions could not just be easily copied into other leagues.

I have however found what I think controls this. I turned the Danish 2nd division into the Czech Premier League (so shut off promotion to the Danish 1st division). I changed the Indian Mumbai League to the Czech League and changed 9CF values as per Saturn's guide to league swaps - but only changing the Danish 2nd Division with Czech League. Changing the below lines of code seems to enable relegation from Danish 1st Division into non-league (non-playable Danish 2nd Division) and it works perfectly (have since done this with Russian Premier and Greek Premier and all working fine). Previously I had only tried changing the coding in the leagues relegation/promotion coding block without success.

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00553CBF |. 8B0D B0F59C00 MOV ECX,DWORD PTR DS:[9CF5B0] - CHANGED THIS FROM 9CF5B4
00553D8F |. A1 B4F59C00 |MOV EAX,DWORD PTR DS:[9CF5B4] - CHANGED FROM 9CF764 (which is A Lower Division)
00553DE7 |> A1 B0F59C00 |MOV EAX,DWORD PTR DS:[9CF5B0] - Changed from 9CF5B4
00553E2C |. A1 B4F59C00 |MOV EAX,DWORD PTR DS:[9CF5B4] - Changed from 9CF764
```


This was complete trial and error of changing lines with a number of changes crashing the game. However the above works great, provides a fully functioning Danish league system (albeit missing one playable division) and creates a playable Czech Premier League (albeit with no relegation - and I've not been able to get the league winners to qualify for CL).

Hopefully the above lines I changed may allow those with actual coding knowledge compared to I to work out what is being changed/accessed and whether more can now be done with altering league systems.

thinking in this way we could get to what I had hypothesized, that is, as regards the Italian league, without swapping with portugal, eliminate the c1 and attack the c2 directly to the b to make it become lega pro isn't it?

24-11-20, 12:20 PM

#365

footballer 
Youth Team Player

Join Date: 21-02-19
Posts: 48

@clipeus - unfortunately not. What I've done is found some possible extra offsets where the league selection code is changed, that's all. Maybe it might be possible, but there's a lot of coding in that Italian league structure to tell 2 leagues to go into 1 and 3 into 2, to try and get 3 into 1 could be tricky. You'd also be left with C1/a and C1/b in the game but doing nothing. I think the swap with the Portuguese league is the best solution - albeit I would use Saturn's league swap guidelines rather than the old league swap guidelines.

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

[clipeus](#)

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