



Thread: Names Editor Queries

Thread Tools

08-03-12, 04:36 AM

#1

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Names editor tool

Why is it that when I use the names editor tool, it causes the game to crash? I used it before when making other patches with no issues but I tried using it again and while it tells me that the changes have been made and saved, the game crashes when I try to load it.

Thoughts?

08-03-12, 07:39 AM

#2

Fods
Not Needed at the Club

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

Its the new forum

08-03-12, 10:04 PM

#3

djole2mcloud
Programmer

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

tapanified, non-tapanified db?

08-03-12, 11:34 PM

#4

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

non...

I think I may have figured it out... I tried copying my CM folder to my desktop, then used the names editor.... it worked fine to change the league names... will try the cup comp names next and see what happens then.

28-03-12, 05:13 AM

#5

Mick ◊
Reserve Team Player

Join Date: 03-03-12
Location: England, Newcastle
Posts: 452

You shouldnt have to do that, maybe you are not running the game as administrator, as i have changed about 10-15 competition names on my database (cup & league) with no issues.

28-03-12, 02:46 PM

#6

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

No... the error was that when you swap Mexico with Portugal, you don't have enough space to write "Portugal" only "Portuga"... so it was giving me the 5809 error as that was causing a mis-match in the DB... now that I've switched Mexico and Turkey, I have no problem 🙄

24-04-12, 06:47 PM

#7

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

Names Editor Queries

Is it software specific doesn't like windows 7, have tried compatability mode but no joy. any ideas ? :Cry::Cry::Cry::Cry:

24-04-12, 07:53 PM

#8

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

It seems to like my copy of Win7 64bit just fine.....



Never changed compat/ never run as admin - simply downloaded it and double clicked the exe and it loaded up fine. Either a corrupt download or pilot error..... does the program not load at all?

24-04-12, 07:56 PM

#9

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

I can do it at home on my windows 7 comp... but I can't do it at work on my Win XP comp... never figured out why that is.....

24-04-12, 09:00 PM

#10

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

starts loading like the others bits that i can edit just not comp names.

24-04-12, 09:03 PM

#11

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

u running it in tapani patch or just 3.9.68 patch?

24-04-12, 09:44 PM

#12

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

😞😞😞 i just want it to work 🤔

24-04-12, 10:03 PM

#13

djole2mcloud ◊
Programmer

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

Originally Posted by **Cardinal** ◊

😞😞😞 i just want it to work 🤔

install application compatibility toolkit and NET framework passport 2 and 3.5 versions and Names Editor will work then.

24-04-12, 10:24 PM

#14

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

thanks will give it ago 🙌🙌

25-04-12, 03:14 AM

#15

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

:Cry::Cry::Cry::Cry::Cry::Cry::Cry::Cry: 🤔🤔🤔🤔🤔🤔🤔🤔

right i have now tried all previous suggested options doesnt work on my laptop or desktop, when i try load both comp name and comp awards it keeps giving me the following:

"unhandled exception has occurred in your application. if you click contine, the application will ignore this error and attempt to continue. Click quit to close immediately."

with:
"index was outside the bounds of the array"

and i have download the file from 3 other sites now and still the same prob (and yes i deleted the other versions as i tried them) 😞😞

25-04-12, 03:33 AM

#16

Fods ◊
Not Needed at the Club

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

Are you trying to enter a name that is too long?

25-04-12, 05:55 AM

#17

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

No i cant even load it, it just crashes starts to load then gives me the error message i quoted,

25-04-12, 08:00 PM

#18

tongo1
Unattached

Those error messages suggest your database is in a state that Names editor can't handle. Best option probably is to uninstall CM then reinstall.

25-04-12, 10:26 PM

#19

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

done that three times i think its possibly a windows 7 hp prob as i can't get lots of things working like font changes, menu bar etc. have tried everything i know and my brother whoose far more competent than i cant work it out.

25-04-12, 10:33 PM

#20

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

You got HP Credential Manager running on that machine? Disable it maybe?

Also disable User Account Controls and try that

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26-04-12, 12:19 AM

#21

Cardinal ◊
Youth Team Player

Join Date: 22-04-12
Location: UK
Posts: 25

Thanks for the tips will give those ago

30-07-12, 04:01 AM

#22

Tom_Bouhraoua
Unattached

Can anyone help me with this, I tried al above but It doesn't want to load up... When I select my main CM folder and try to edit club comps it just say loading... Don't want to load it anyway, what should I do?

03-11-12, 03:30 AM

#23

bfcxen
Unattached

Exactly what Cardinal said, I'm getting the same issue. It'll go fine loading country names, but it loses when I try to load club comp names. I've tried editing the data in the C:/Program Files, and also tried it with a copy of the folder in a different drive; I've also tried running as administrator. I'd appreciate any suggestions... (I'm running Vista, for the record).

03-11-12, 09:27 PM

#24

bfcxen
Unattached

Anyone?

It's clear by the other posts that this isn't an isolated occurrence... but it's also evident that it works for others, so there must be some solution!

I've poked around things a bit more, but it's beyond my knowledge to figure out. I'd hate to have to give up on my project before I can even start it... 😞

29-12-12, 06:58 PM

#25

Zé ◊
Backup Player

Join Date: 11-09-12
Posts: 561

Names Editor

Hello all, me again with yet another problem.

I keep getting the following error when trying to save.



Page 1 of 5 1 2 3 4 5 Last

<< CM0102 in a Web Browser? | Adding mass of clubs tool ? >>

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Thread: Names Editor Queries

Thread Tools

14-03-13, 09:24 PM

#26

ilovesanmarino
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

I have clean installed the game, then 3.9.68 then the March 2013 update then tapani 2.19. I started a new game but all the league names are old. I loaded up the editor and changed the English league 1 to "english championship" short name "championship" code "FLC" and loaded my save game up. I wasnt sure if the changes would take place in the save game or if I should create a new one (the save game is on day 1) upon loading i got error "v3.9.68T eng_first..cpp 80" twice, then it crashed.

Have I made a mistake or do I just need to start a new game?

I have been advised applying the JL patch will change all the names but I have already installed tapani 2.19 and it advises not to do that, I would rather just edit the league names

14-03-13, 09:30 PM

#27

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Yes, you need to start a new game. You made the changes to the exe not the save game

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14-03-13, 09:36 PM

#28

JohnLocke
Programmer
VIP

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

Originally Posted by **ilovesanmarino**

I have been advised applying the JL patch will change all the names but I have already installed tapani 2.19 and it advises not to do that, I would rather just edit the league names

JLPatch won't rename all the leagues - it just suppresses the error message. I don't think it will work here though as this is something more than an error message - a JLPatched version of the exe would probably just crash without giving the error messages first.

14-03-13, 10:01 PM

#29

ilovesanmarino
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

Great, I'll get on renaming everything and then just load up a new game. As it appears I cannot pick a new name longer than the old one, any suggestions for what I call some of the competitions? (Such as the Copa Del Rey?)

15-03-13, 06:44 PM

#30

Golly ◊
Reserve Team Player

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

I'd call it the Spanish Cup if I were you 😊

15-03-13, 09:49 PM

#31

ilovesanmarino ◊
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

well I renamed just about every league and tried a new game, the option to select the welsh league was not available, which was a problem as it is one of the main ones I play in, the game crashed upon trying to begin a new game too, no error message, just windows closed it as not responding. What on earth went wrong? It took me ages to go through all the leagues.

15-03-13, 09:54 PM

#32

JohnLocke ◊
Programmer
VIP

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

You can't play in Wales with Tapani's patch installed because he used the Welsh league for the Northern Premier League. Not sure what caused the crash though, you might just have to put up with the original league names.

15-03-13, 10:20 PM

#33

ilovesanmarino ◊
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

This is immensely depressing, I am severely regretting ever beginning this entire process. I backed up the exe as Dermotron said it modified the exe, but replacing it caused the database error again, and this time it did not go away when selecting it, appears the game must modify club_comp.dat in the data file as well, which I didn't backup.

15-03-13, 10:29 PM

#34

JohnLocke ◊
Programmer
VIP

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

You could try just replacing club_comp.dat with the same file from any one of the data updates - the contents should be pretty much the same as no competitions will have been deleted.

If you want to try again you should probably do it a few leagues at a time and run the game to see if the latest changes have broken it.

15-03-13, 10:29 PM

#35

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Best way is to make few changes as you go and make sure they work, then you can just find the one thing that goes wrong and pass it off to the end or find an alternative.

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16-03-13, 12:30 AM

#36

ilovesanmarino ◊
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

ok, might take me a while but I will see if I can pin it down

16-03-13, 08:48 PM

#37

ilovesanmarino ◊
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

I think it was caused by editing a league not in the game either a lower swedish division I edited without needing to, or the welsh league. It may have been aggravated by the fact that if you select "all leagues" when starting a new game, the welsh league appears as an option but not if you select them all individually.

24-03-13, 07:02 PM

#38

kiky ◊
Youth Team Player

Join Date: 03-03-12
Posts: 4

Names_Editor.exe - League Abbreviations

Hi,

A (hopefully) quick question, I'm using the Names Editor to edit some competition names but changing League competition Abbreviations is giving me a headache. Whatever 2 or 3 letter code I type in returns the "Name exists in database" message.

Is there any alternative method to edit these values or even a way of listing the currently used codes?

Any help would be gratefully received!

Cheers and thanks for the updates!!

24-03-13, 07:06 PM

#39

Cam F ◊
VIP

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

Change it to something else. save it then go back & change it to what you want.

I tended to add a 2 on the end of the name then go back & change it to what I wanted. Had no issues at all & works a treat.



24-03-13, 07:15 PM

#40

kiky ◊
Youth Team Player

Join Date: 03-03-12
Posts: 4

Thanks for the fast response. Hmm...still not having any joy - even putting 'XXX' in there gives me the Name Exists message as does putting a 2 on the end.....

24-03-13, 08:53 PM

#41

Cam F ◊
VIP

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

Originally Posted by **kikyt**

Thanks for the fast response. Hmmmm....still not having any joy - even putting 'XXX' in there gives me the Name Exists message as does putting a 2 on the end.....

It's not the 3 letter abbreviation that's the problem, one of the long or short name exists already so you need to change it to something else 1st.



24-03-13, 11:04 PM

#42

kikyt
Youth Team Player

Join Date: 03-03-12
Posts: 4

Originally Posted by **Cam F**

It's not the 3 letter abbreviation that's the problem, one of the long or short name exists already so you need to change it to something else 1st.

Perfect - thanks so much that's sorted everything out. All the best Cam!!

22-05-13, 08:55 PM

#43

mikemoscrop
Youth Team Player

Join Date: 04-03-12
Location: Lund, Sweden
Posts: 6

I have the same problem. Club names and nations editor works, the awards and club comp editor doesn't. Keeps saying "out of bounds". I have managed to get it going once, but have no idea how it worked, think it was a fluke. Really want to edit club comp names, is there any hope that somebody can finally tell us all how to get those two editors going? Because nothing I do...works... :-)

23-05-13, 12:29 AM

#44

Fods
Not Needed at the Club

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

<http://www.champman0102.co.uk/showth...8833#post98833>

27-05-13, 03:26 PM

#45

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

hello, this is my first post and apologies if it's in the wrong place.

i'm trying to download an in game editor. i went for the CM god as i recall using it a decade ago. however, when i try to download it, the links sends me to a very dodgy looking site without anywhere to actually download the editor.

any help?

ps. plus when i finally managed to download, my anti-virus went nuts saying there were multiple stuff inside it that posed a severe risk to my machine.

Last edited by **ajra21**; 27-05-13 at 03:34 PM.

27-05-13, 03:28 PM

#46

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

4Shared is fine to use. Just need to create an account quickly is all (add email address and create a password afaik)

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27-05-13, 03:47 PM

#47

ajra21 ◊
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Dermotron** ◊

4Shared is fine to use. Just need to create an account quickly is all (add email address and create a password afaik)

thanks.

does cm god still work like it did all those years ago?

or is there a better in game editor?

27-05-13, 03:51 PM

#48

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

CM God edits whilst the game is running doesn't it? Think it's the only one that does that.

Graeme Kelly Save Game Editor and CM Explorer will allow you to modify Uncompressed Save Games

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27-05-13, 04:05 PM

#49

ajra21 ◊
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Dermotron** ◊

CM God edits whilst the game is running doesn't it? Think it's the only one that does that.

Graeme Kelly Save Game Editor and CM Explorer will allow you to modify Uncompressed Save Games

sorry to keep asking questions: what do you mean by an "uncompressed save game"?

27-05-13, 04:08 PM

#50

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

In Game Settings you will see Save Compressed and an option Yes/No. Yes will compress the save to make it smaller but No will leave it uncompressed, and accessible by those tools/editors

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Thread: Names Editor Queries

Thread Tools

27-05-13, 04:14 PM

#51

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Dermotron**

In Game Settings you will see Save Compressed and an option Yes/No. Yes will compress the save to make it smaller but No will leave it uncompressed, and accessible by those tools/editors

awesome. thank you. may come back with more questions later.

30-09-13, 10:47 AM

#52

rafafioripa
Youth Team Player

Join Date: 30-09-13
Posts: 39

Can I edit competition names without Tapani?

30-09-13, 11:09 AM

#53

milo
Director

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

yes

08-11-13, 02:43 PM

#54

wato1981
Youth Team Player

Join Date: 07-03-12
Posts: 12

Changing Competition and League Names

Hi guys

I know I have seen it on here before but can no longer see a thread on this (forgive me if I have missed it) but how do you change the name of the Competitions and League to the correct names.

For Example

Champions Cup to Champions League
UEFA Cup to Europa Cup
English First Division to English Championship.

I know I used something before like a patch or an update but can't remember how I did it.

Any advice please guys?

Cheers

08-11-13, 02:50 PM

#55

Kaneman ◊
VIP

Join Date: 15-12-12
Location: Slovenia
Posts: 490

You can edit the names with this:
<http://www.champman0102.co.uk/downlo...?do=file&id=15>

08-11-13, 03:19 PM

#56

wato1981 ◊
Youth Team Player

Join Date: 07-03-12
Posts: 12

Thanks Kaneman I did see this editor but the last time I did it whatever I used all the comps were changed for me I didnt have to change them myself?

Does one of the Tapani patches change competition names?

09-11-13, 08:49 AM

#57

Fods ◊
Not Needed at the Club

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

3.12 series, but I wouldn't recommend using it

09-11-13, 02:06 PM

#58

wato1981 ◊
Youth Team Player

Join Date: 07-03-12
Posts: 12

Thanks Fodster yes I thought that was the patch that did it. I must have been able to use it with a previous database.

09-11-13, 02:54 PM

#59

Fods ◊
Not Needed at the Club

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

yeh you can use them dont get me wrong, even with the latest update there is a version. But... they crash frequent and are very unstable.

09-11-13, 03:06 PM

#60

wato1981 ◊
Youth Team Player

Join Date: 07-03-12
Posts: 12

Ive tried doing it myself using the CM Editor in the folder but cant seem to change the Comp Names they are greyed out?

09-11-13, 03:10 PM

#61

Fods ◊
Not Needed at the Club

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

yeh you cant with the Standard editor... hence the tools (names Editor) that does this for you...

09-11-13, 04:04 PM

#62

wato1981 ◊
Youth Team Player

Join Date: 07-03-12
Posts: 12

I have tried to use the name editor but it get this error message

"Unhandled exception has occurred in your application. If you pick continue, the application will ignore this error and attempt to continue. If you click Quit the application will close immediately"

I chose the CM Folder path "C:\Program Files (x86)\Championship Manager 01-02"

and

Edit Comps names

Any ideas how I cant this program to run?

Cheers

09-11-13, 04:50 PM

#63

Fods ◊
Not Needed at the Club

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

Names Editor Queries

Read the thread you are posting in from page 1

23-12-13, 12:20 AM

#64

Chappers ◊
Youth Team Player

Join Date: 25-10-13
Posts: 9

Competition names

Hi all,

Does anyone have a link to the real names for competitions on cm 01 02?

24-12-13, 01:11 AM

#65

Fods ◊
Not Needed at the Club

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

Well it looks like a Mod moved your post to here Chappers.... shame they couldn't of helped you at the same time.

Here is a link to the names editor where you can change the in game Comp names etc

<http://www.champman0102.co.uk/downlo...?do=file&id=15>

24-12-13, 12:38 PM

#66

Chappers ◊
Youth Team Player

Join Date: 25-10-13
Posts: 9

Cheers Fods

10-02-14, 09:45 PM

#67

dw82 ◊
Decent Young Player

Join Date: 27-01-14
Posts: 71

Before I started a new game with this update, I used the Names Editor to change some comp. names (English Premier League, English Championship, UEFA Champions League etc). No problem there. However I since realised I forgot to change the awards names beforehand (Team of the week, Manager of the Month etc) they all still refer to Premier Division, Division One etc. I changed one of these as a test but this has now given me an (Index cpp 5809) error when loading the save game, plus the award name I changed doesn't show in the save game, just appears blank when I select it and shows as 'abbey' in the awards list.

What's going on here? Is the error to do with the fact that there is a conflict between 2 sets of data? And is there anyway around this issue?

10-02-14, 09:56 PM

#68

Fods
Not Needed at the Club

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

Autumn 2013 Data Update Tech Queries

5809 error is in the tech support FAQ and there is a thread with solutions for names editor also in tech support

11-02-14, 05:46 AM

#69

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 **dw82**

Before I started a new game with this update, I used the Names Editor to change some comp. names (English Premier League, English Championship, UEFA Champions League etc). No problem there. However I since realised I forgot to change the awards names beforehand (Team of the week, Manager of the Month etc) they all still refer to Premier Division, Division One etc. I changed one of these as a test but this has now given me an (Index cpp 5809) error when loading the save game, plus the award name I changed doesn't show in the save game, just appears blank when I select it and shows as 'abbey' in the awards list.

What's going on here? Is the error to do with the fact that there is a conflict between 2 sets of data? And is there anyway around this issue?

5809 is when the exe doesn't match the data files..... names editor changes both.... so if you do it before game then your save file will match your exe..... if you try and do it in game it will cause a mis-match

11-02-14, 12:31 PM

#70

dw82
Decent Young Player

Join Date: 27-01-14
Posts: 71

Originally Posted by **Craig Forrest**

5809 is when the exe doesn't match the data files..... names editor changes both.... so if you do it before game then your save file will match your exe..... if you try and do it in game it will cause a mis-match

Originally Posted by **Fodster**

5809 error is in the tech support FAQ and there is a thread with solutions for names editor also in tech support

Thanks guys, I'd already looked up the 5809 error in the Tech Support FAQ but that related to the patches, my game isn't patched as such but I'd figured that using the Names Editor was obviously doing a similar thing to the exe.

I've changed the name of the award in question back to what it should be by default, and now my saved game doesn't have the error and it appears correctly in-game. I'll have to remember to change these to how I want them before starting new games.

09-03-14, 03:20 PM

#71

dw82
Decent Young Player

Join Date: 27-01-14
Posts: 71

Further to this, I've been editing some data and tweaking some things with a view to starting a new game. I've now got the 5809 error when trying to start a new game; this was just after I'd used the names editor to specifically change 'HSV' in Germany to 'Hamburg'. I've only changed the short name, not the long name.

And bearing in mind the names editor changes the data and the exe, why I am getting this mis-match error? Does anyone know anymore about the effects of changing club names using the names editor? The only thing I can think of is that because Hamburg have a B team connected to them, I presume there has to be something in the exe which connects the club to its B team, and having changed the club name, this is now the cause of the error? I ran a test and can't recall seeing their B team so maybe I've answered my own question! Any insight is welcome though.

EDIT: I think I worked it out, for anyone who's interested. It is simply that you can't change the names of clubs who have a B team because something in the exe must have the default names coded to 'link' a club to its B team, so by changing the name of the club, the link is lost, hence the error. I changed everything back to default and the error was gone. The strange thing with that though is that even though HSV is one of the teams you're not supposed to edit in the editor (well, their name anyway) you can freely edit the name of theirs, and other clubs' B teams in the editor. That could unwittingly cause problems as the B team's name needs to be default too or you'll get the error.

I may test this a bit more because I'm wondering if it will let me change the names if I make sure I leave the long names as default (maybe the exe just uses long names for the code, the same way it uses long names for the euro.cfg, for example.

Last edited by dw82; 10-03-14 at 09:37 PM.

05-04-14, 03:30 PM

#72

ajra21 ◊
Backup Player

Join Date: 18-05-13
Posts: 728

Anyone know which in-game editor works best on a mac with crossover?

09-09-14, 04:03 PM

#73

Dr. Conquest ◊
Decent Young Player

Join Date: 22-05-14
Posts: 88

What am I missing here? I am using the Names editor to rename 'Holland' to 'Netherlands'. (This is for CM 00/01, but it still works). The problem is, the Long Name field is limiting me to the same number of characters as originally entered, meaning I can only put 'Netherl' in there (Weirdly, the Short Name field is fine). I open the database with Tri Wasano editor and find the 'Netherl' I have saved, but I still can't extend the name length with this tool. I load a game and my changes appear to work just fine, but how can I get the Long Name field to accept the full spelling of 'Netherlands'?

09-09-14, 06:09 PM

#74

JohnLocke ◊
Programmer
VIP

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

In the exe the space for text is allocated in 4-byte chunks - the compiler only allocated 8 bytes, enough for 7 visible characters and the 1 byte needed for the null character (0).

If you want to edit the name manually, go to: 009B1534 in Olly (bottom left quadrant). You can probably just enter Netherlands - it will overwrite into the next value but that seems to be name of some involved in scouting, so other than displaying his name incorrectly it shouldn't cause a problem.

edit: - the above offset is for CM01/02, the equivalent for the 00/01 file you upload for me is 00934A14

Last edited by JohnLocke; 09-09-14 at 06:23 PM.

09-09-14, 06:51 PM

#75

Dr. Conquest ◊
Decent Young Player

Join Date: 22-05-14
Posts: 88

Originally Posted by **JohnLocke** ◊

In the exe the space for text is allocated in 4-byte chunks - the compiler only allocated 8 bytes, enough for 7 visible characters and the 1 byte needed for the null character (0).

If you want to edit the name manually, go to: 009B1534 in Olly (bottom left quadrant). You can probably just enter Netherlands - it will overwrite into the next value but that seems to be name of some involved in scouting, so other than displaying his name incorrectly it shouldn't cause a problem.

edit: - the above offset is for CM01/02, the equivalent for the 00/01 file you upload for me is 00934A14

I was wondering if this was the issue. What surprised me is that I couldn't make the same change in the Tri Wasano Editor, which I thought only edited the database, not the .exe. I'll have a look at what you suggested. For those that have renamed all the competitions (which I was planning to do for 00/01), was it not done using the names editor tool? It strikes me that if the new names are longer than the originals and they exceed the allocation in the .exe, then the tool is no good on its own for much of the task.

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Thread: Names Editor Queries

Thread Tools

09-09-14, 08:08 PM

#76

JohnLocke
 Programmer
 VIP

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

There is another way that exploits the fact that nation ids are fixed (as all nations are always loaded, unlike, for example, clubs). An example can be found here:
<http://www.champman0102.co.uk/showth...460#post185460>

The equivalent in the exe you sent me is:

```
005D8DB0 | . 75 0B JNE SHORT 005D8DBD
005D8DB2 | . 893D B4C59400 MOV DWORD PTR DS:[94C5B4],EDI
005D8DB8 | . /E9 2F050000 JMP 005D92EC
```

Which would become:

```
005D8DB0 90 NOP
005D8DB1 90 NOP
005D8DB2 C705 B4C59400 MOV DWORD PTR DS:[94C5B4],54
005D8DBC 90 NOP
```

Please note that 54 (hexadecimal) is the id number for Holland in CM0102 it might be different in CM00/01. To find out, open nation.dat in XVI32 and search for 'Holland', just before it will be id number.

This change will let you edit the data to call Holland whatever you like - the exe will just use the id number.

XVI32: <http://www.chmaas.handshake.de/delph...2.htm#download>

Let me know how you get on.

09-09-14, 09:18 PM

#77

Cam F
 VIP

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

For 0001, rename your exe 0102 instead and works fine.

Most of the names are fine, only annoying one from memory was Europa League.



09-09-14, 10:23 PM

#78

Dr. Conquest
 Decent Young Player

Join Date: 22-05-14
 Posts: 88

Originally Posted by **JohnLocke**

There is another way that exploits the fact that nation ids are fixed (as all nations are always loaded, unlike, for example, clubs). An example can be found here:

<http://www.champman0102.co.uk/showth...460#post185460>

The equivalent in the exe you sent me is:

```
005D8DB0 |. 75 0B JNE SHORT 005D8DBD
005D8DB2 |. 893D B4C59400 MOV DWORD PTR DS:[94C5B4],EDI
005D8DB8 |. /E9 2F050000 JMP 005D92EC
```

Which would become:

```
005D8DB0 90 NOP
005D8DB1 90 NOP
005D8DB2 C705 B4C59400 MOV DWORD PTR DS:[94C5B4],54
005D8DBC 90 NOP
```

Please note that 54 (hexadecimal) is the id number for Holland in CM0102 it might be different in CM00/01. To find out, open nation.dat in XVI32 and search for 'Holland', just before it will be id number.

This change will let you edit the data to call Holland whatever you like - the exe will just use the id number.

XVI32: <http://www.chmaas.handshake.de/delph...2.htm#download>

Let me know how you get on.

Well, I haven't got into Olly yet, but it's pretty clear there's no way around that eventually. Time to swot up! I'll keep you posted.

Originally Posted by **Cam F**

For 0001, rename your exe 0102 instead and works fine.

Most of the names are fine, only annoying one from memory was Europa League.

Ah, Cam F, our 00/01 aficionado! I assume you are referring to getting the Names Editor to work. I actually figured this bit out; the editor was just limited by the byte allocation in the .exe in this instance. I haven't tried renaming any competitions yet, but from what JL is saying it looks like it's easier than renaming nations.

Also, I will check, but are you trying to tell me that the nation offsets are the same in 00/01 as they are in 01/02?

10-09-14, 05:04 PM

#79

Dr. Conquest
Decent Young Player

Join Date: 22-05-14
Posts: 88

Given that I've never used OllyDbg before last night I had to wing it a bit, but thanks JL. There was enough information there for me to figure out the rest. The CM 00/01 hex code for Holland is 53. I made the change to the .exe that substituted in this value, started a new game, and lo, 'Holland' still appears. So far, so good. The problem is that when editing the database (using either Names Editor, Tri Wasono, or even XVI32), I am still limited to the original seven characters in the long name. If I put 'Netherlands' in there, it shows up that way in the list of playable leagues. However, when creating a game (even without this league selected), it freezes at the final stages and fails to complete (cue Ctrl + Shift + Esc).

After altering the .exe, Names Editor does actually allow me to type more characters in the long name. The game simply doesn't like it. Similarly, the Tri Wasono editor includes a warning about not extending this in order to prevent game crashes, but I thought the edited .exe would nullify this problem. Apparently not. So, have I been indulging in an exercise of futility, or is there a way to extend this name in the database without upsetting the .exe?

Last edited by Dr. Conquest; 10-09-14 at 05:39 PM.

11-09-14, 07:24 AM

#80

Cam F
VIP

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

Originally Posted by **Dr. Conquest**

Well, I haven't got into Olly yet, but it's pretty clear there's no way around that eventually. Time to swot up! I'll keep you posted.

Ah, Cam F, our 00/01 aficionado! I assume you are referring to getting the Names Editor to work. I actually figured this bit out; the editor was just limited by the byte allocation in the .exe in this instance. I haven't tried renaming any competitions yet, but from what JL is saying it looks like it's easier than renaming nations.

Also, I will check, but are you trying to tell me that the nation offsets are the same in 00/01 as they are in 01/02?

Tbh I didn't mess about with nations. I only changed Yugoslavia to Serbia then went competition renaming crazy.



11-09-14, 02:22 PM

#81

JohnLocke
Programmer
VIP

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

Originally Posted by **Dr. Conquest**

However, when creating a game (even without this league selected), it freezes at the final stages and fails to complete (cue Ctrl + Shift + Esc).

Jus thinking... I found this technique when edit competition names but have never tested it for nations. Maybe the 2 clubs in nat_club.dat also need to be renamed so that they match the name in nation.dat?

11-09-14, 04:23 PM

#82

Dr. Conquest
Decent Young Player

Join Date: 22-05-14
Posts: 88

Originally Posted by **JohnLocke**

Jus thinking... I found this technique when edit competition names but have never tested it for nations. Maybe the 2 clubs in nat_club.dat also need to be renamed so that they match the name in nation.dat?

Unfortunately, this is not the direct solution. Names Editor looks like it already modifies nation.dat, nat_club.dat and euro.cfg. The warning I mentioned in the Tri Wasono editor shows up when editing nat_club.dat. This tool does not allow you to edit nations.dat. I get the same results when manually editing entries via XVI32. Being less than familiar with this program, I figured out to overwrite the existing 'Holland' entries then use the next four existing blank spots to complete the longer name. The game would crash on loading if I tried to insert new character slots.

I tested rotating original versions of nation.dat and nat_club.dat back into the Data folder, but get the same game creation error if any single one of these contains my modifications. However, now I think about it, I didn't do the same with euro.cfg. Regardless, I'm not very confident that is what's causing the hangup. From what you are telling me, there was no issue using this general method to rename club competitions (to something longer) in 01/02?

12-09-14, 08:37 AM

#83

JohnLocke
Programmer
VIP

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

Originally Posted by **Dr. Conquest**

However, now I think about it, I didn't do the same with euro.cfg. Regardless, I'm not very confident that is what's causing the hangup.

It is, I've just tested it.

Made the modification in post 76 - <http://www.champman0102.co.uk/showth...496#post191496>

Then renamed the nation in nation.dat and euro.cfg and it works - I didn't even have to touch nat_club.dat, although you probably should just for completeness.

12-09-14, 03:49 PM

#84

Originally Posted by **JohnLocke** ◊

It is, I've just tested it.

Made the modification in post 76 - <http://www.champman0102.co.uk/showth...496#post191496>

Then renamed the nation in nation.dat and euro.cfg and it works - I didn't even have to touch nat_club.dat, although you probably should just for completeness.

Okay, I'll check again. Like I said, I successfully made the aforementioned modification. The problem is in the support files. I will admit, I never manually checked euro.cfg. I simply noticed from the time stamp after using the Names Editor that it had been changed along with the .dat files, never confirming what that change was. Given how late in the evening it was, I decided to call it quits at that point and get some shut-eye. I guess it is a reminder of the age-old lesson never to depend on assumptions.

What did you use to edit naton.dat? The .cfg files can be converted to text, but the .dat ones can't. As I explained earlier, I had to come up with different approaches when trying to alter it before.

12-09-14, 04:58 PM

#85

JohnLocke ◊
Programmer
VIP

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

I used XVI32 but an unofficial editor will work just as well.

12-09-14, 06:37 PM

#86

Dr. Conquest ◊
Decent Young Player

Join Date: 22-05-14
Posts: 88

Originally Posted by **JohnLocke** ◊

I used XVI32 but an unofficial editor will work just as well.

Great! I was wondering if there was a specific tool for it. I already figured out I could use XVI32, so I think I'll just stick with that.

Update: Yay, it works! As far as I can tell, the problem I had seemed to be that Names Editor would modify my .exe along with the support files, and I didn't need it to do that. I manually edited the files instead and it loaded first time. I made the change to club_nat.dat as well, because I want the national team to have the correct name. Club competitions, here I come!

Last edited by Dr. Conquest; 13-09-14 at 05:59 AM.

22-10-14, 12:23 PM

#87

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Names_Editor Error

Can anyone help me please as I am currently having a big problems with this program.

I've run through all the usual setup with the latest October 2014 update:

Uninstalled completely the old game, reinstalled, 242, October 2014 update, 2.19 and then I've tried using the Names_Editor program in which I'm getting the following error:-

'Unhandled exception has occurred in your application. If you click Continue, the application will ignore this error and attempt to continue. If you click Quit, the application will close immediately.

Access to this path denied'.

I've tried all sorts to solve this from a whole reinstall to changing the UAC settings, unticking read only and running as administrator to absolutely no avail. Even on just installing Champ as 01/02 without any data updates or patches applied I'm still getting this poxy error.

Any help would be HIGHLY appreciated as this seems beyond my capabilities.

Huge thanks in advance to anyone who can help me.

I'm running on Windows 8.1 (to which I updated to recently).

30-10-14, 03:53 PM

#88

Milanfanman ◊
Youth Team Player

Join Date: 08-07-14
Posts: 24

Hi! Have tried to find my problem in this thread, but couldn't. I have downloaded the Names Editor by zozoa, but what folder should I choose as my CM MAIN? No matter what I choose it just says WRONG FOLDER. I have the 3.9.68 version of the game... Please help

31-10-14, 10:45 PM

#89

Dr. Conquest ◊
Decent Young Player

Join Date: 22-05-14
Posts: 88

Originally Posted by **JohnLocke** ◊

There is another way that exploits the fact that nation ids are fixed (as all nations are always loaded, unlike, for example, clubs). An example can be found here:

<http://www.champman0102.co.uk/showth...460#post185460>

The equivalent in the exe you sent me is:

```
005D8DB0 |. 75 0B JNE SHORT 005D8DBD
005D8DB2 |. 893D B4C59400 MOV DWORD PTR DS:[94C5B4],EDI
005D8DB8 |. /E9 2F050000 JMP 005D92EC
```

Which would become:

```
005D8DB0 90 NOP
005D8DB1 90 NOP
005D8DB2 C705 B4C59400 MOV DWORD PTR DS:[94C5B4],54
005D8DB3 90 NOP
```

Please note that 54 (hexadecimal) is the id number for Holland in CM0102 it might be different in CM00/01. To find out, open nation.dat in XVI32 and search for 'Holland', just before it will be id number.

This change will let you edit the data to call Holland whatever you like - the exe will just use the id number.

XVI32: <http://www.chmaas.handshake.de/delph...2.htm#download>

Let me know how you get on.

I've made some good progress with my project. Right now I'm at the stage of correcting all the national team names, colours and demonyms. Most of it was easy to do by conventional means, but I have a few left over where I have a similar problem that I had with Holland i.e. there are not enough character slots available in the .exe when the new name turns out to be longer than the original. I plan to fix this that same way as before, by inserting numerical references for these nations into the .exe instead of having the actual names. How can I go about locating the right offsets for these nations using OllyDbg? I can't figure out how to search the ASCII listings to the right of the actual hex code. For the time being, I am having to manually scroll up and down to find stuff using Holland as a known starting point.

Last edited by Dr. Conquest; 05-11-14 at 06:58 PM.

04-11-14, 07:05 PM

#90

Deatus
Unattached

win 32 error

What should i do? 😞

01-12-14, 08:34 AM

#91

cmfan_1986 ◊
Youth Team Player

Join Date: 05-08-13
Posts: 1

Hello everybody. When I change club cmp., club and nation names everything is alright, but when I want to change the awards comp. names, although there isn't any error message I can't save the changes I'd like to make!

Can anyone help me?

26-02-15, 03:14 AM

#92

Dr. Conquest ◊
Decent Young Player

Join Date: 22-05-14
Posts: 88

I have a couple of quick Names Editor questions. Is it possible to add apostrophes to competition names? The tool won't let me save when I try. Also, is there a tool for renaming international competitions, such as the World Cup and Olympics? FYI, I am editing 00/01, not 01/02, but there is a lot of overlap between them.

24-03-15, 11:27 PM

#93

TonyBiH ◊
Youth Team Player

Join Date: 28-07-12
Posts: 8

I readed whole thread and find no answer so i will cry for help (now when i found solution for mass swap) there is problem with endless loading in Names Editor. I have Framwork 2.0 and 3.5 as Dole said. Any suggestions. I have Windows XP and this editor worked fine for me. Then i was forced to reinstall Windows and now i cant use Names Editor because of endless loading which ends with "not responding". I also tried to find is it any better when i move folder to desktop but no luck. Also i make sure that there is only one application Names editor because i heard that you need to have only one version not two or more on system. In download section instruction said that you need only to install - there is nothing to install. When you make download you will find only exe file no setup.

07-04-15, 08:02 PM

#94

Okocha26 ◊

Youth Team Player

Join Date:
Posts:

03-03-12
14

I installed clean 3,68 and tapannified by 2,19 start year 2014 (it works 2002+4x years). I was trying some changes comp. names, nation names, i saved and installed new game. some crushed. i ve seen nation list begining Amber, Amber, Amber. When i choose one of Ambers, choosing three Ambers by leauge. Crushed. I cancelled nation name changes. game is installing but game crushed when i want to save game.

I have a question to updating team.

Turkish first names and second names are mixed. some first names in second name list and some second names in first name list. a few years after starting to game youth players names are coming absurd. Can you or me do anything about change that all true. if you send me a txt list of 1st name, 2nd name, common name, birthday etc. i will send you back which is true...

01-05-15, 07:58 PM

#95

scott1986 ◊

Decent Young Player

Join Date:
Posts:

08-08-12
77

Name Change Tool

I am having problems with the name change tool which i downloaded, i tried loading club competitions and came up with an error message which i dont quite understand as i have used this tool before and it worked fine. Does anyone know a way of fixing this, cheers.

01-05-15, 08:00 PM

#96

scott1986 ◊

Decent Young Player

Join Date:
Posts:

08-08-12
77

I would add a picture to show you want kind of message i get but this site is not letting me upload any pictures it never does.

01-05-15, 08:38 PM

#97

Dermotron ◊

Sir Mergements
Director
Manager
VIP
Captain

Join Date:
Location:
Posts:

15-12-11
Your Mother
29,995

There's a Tutorial in Tech Support on how to post a screenshot

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01-05-15, 10:20 PM

#98

totallyaddicted ◊

Reserve Team Player

Join Date:
Posts:

07-04-13
380

one thing i noticed with name change make sure u dont end up losing the three name string for the competition or what u are editing or it crashes

13-01-16, 02:06 PM

#99

The_D ◊

Youth Team Player

Join Date:
Posts:

24-01-13
2

Possible renaming of Division One to Championship?

Hi all,

Apologies if this is in the wrong section of the forum but just a quick question. I'm running the latest database and patches and the game is running very smoothly so my congratulations and thanks regarding this.

The question I have is related to the league structure. At present the English leagues are listed as: Premiership, Division One, Division Two and Division Three.

However as Division One is entitled the Championship, should the leagues not be: Premiership, Championship, Division One and Division Two?

I've no idea if this is a small or big fix but just thought I'd mention it being a Championship side supporter and all.

Cheers guys!

13-01-16, 02:09 PM

#100

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

This tool will allow you change them - <http://www.champman0102.co.uk/download...?do=file&id=15>

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Page 4 of 5 ◀◀ First ◀ 1 2 3 4 5 ▶ Last ▶▶

◀ CM0102 in a Web Browser? | Adding mass of clubs tool ? ▶

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Thread: Names Editor Queries

Thread Tools

14-01-16, 06:56 PM

#101

The_D

Youth Team Player

Join Date: 24-01-13
Posts: 2

Thanks Dermotron - that's great!

29-01-16, 10:49 PM

#102

jedicho

Youth Team Player

Join Date: 08-03-12
Posts: 3

After a break from CM 01/02 I have dusted off the cobwebs and made the game how I would like it again apart from the final piece of the jigsaw - renaming the competitions.

I have used the Names Editor to rename the English competitions but upon starting a new game get an error message about not finding the Welsh Premier Division index which is obviously to do with it being swapped for the Conference North. As I have changed the Conference North League name, CM 01/02 can no longer replace the Welsh League with the league name it is expecting via the Tapani patch.

I am usually a bit of a whiz with editing but anything to do with league and club swapping has me stumped. If anyone has a league patch file or can give instructions how to change this in the editor then I would be most grateful.

29-01-16, 11:37 PM

#103

Dermotron

Sir Mergements
Director
Manager
VIP
Captain

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

Just change it back to the original since it's being changed in the patch not the data. The other option is to go without the Tapani patch but then there is no conference north to worry about. Don't think it works on save games but if it did you could just change it when loading a new game.

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30-01-16, 09:57 AM

#104

[jedicho](#)

Youth Team Player

Join Date: 08-03-12
Posts: 3

Thanks for the help, I have renamed all of the Conference divisions back to their original names and i don't get an error message but CM crashes towards the end of loading a new game. I am starting the comp renaming from scratch to find out the problem.

UPDATE: It seems that even if you alter the Conference North name and then rename it back again it crashes when loading a new game.

Last edited by jedicho; 30-01-16 at 01:50 PM.

30-11-17, 12:07 AM

#105

[kaef](#)

Youth Team Player

Join Date: 15-01-17
Posts: 17

Edit awards

How could I edit the championship awards?

Champions League, Libertadores ...

30-11-17, 03:03 PM

#106

[Redknapp69](#)

Member of the Month
Social Media Mod

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

Use Saturns new patch - V4?

Or he has a separate Competition Renaming patch

Both in Patches section

04-01-18, 06:39 PM

#107

[kaef](#)

Youth Team Player

Join Date: 15-01-17
Posts: 17

Yes, I'm using the Saturn patch - v4

How can I edit the competitions?, using which editor?

Last edited by kaef; 04-01-18 at 08:41 PM. Reason: --

03-04-20, 01:45 AM

#108

[Mazriel](#)

Youth Team Player

Join Date: 07-06-19
Posts: 8

League Replacement

Solved

Last edited by Mazriel; 03-04-20 at 06:50 PM.

06-04-20, 07:31 PM

#109

[Bhaalspawn](#)

Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Names editor problems

Hi!

In my win 10 system, the names editor just not working. Either i got an error message from windows, or in cases of tapanified database, the award name modification do nothing. How can i properly use it in win 10 ?

06-04-20, 10:19 PM

#110

[@usso](#)

Decent Young Player

Join Date: 12-11-18
Location: Portugal
Posts: 64

first: i don't use win 10
second: i usually copy the champman folder content into the desktop and perform my names editor changes there. Once finished i move them back to the original folder.

dunno if this will help or not, but no can't do no harm.

07-04-20, 07:17 PM

#111

Bhaalspawn
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Thank you RUsso!
Whats about, i edit the exe to modify the league long name. But the names editor not allow me to do that. Use compatibility mod on the names editor or what ?

07-04-20, 07:22 PM

#112

Bhaalspawn
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

Or maybe i wrong, after editing the exe i just need to rename competition in the clubcomp.dat and staffcomp.dat i think.

07-04-20, 08:31 PM

#113

@usso
Decent Young Player

Join Date: 12-11-18
Location: Portugal
Posts: 64

I think i had those kinds of problems before. The solution i gave you earlier always worked for me, but i might have enabled the editor's compatibility to run as administrator as well.
I haven't touch clubcomp and staffcomp data files at any occasion.

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