



Forum » Championship Managers Club » Network Games » Network game problems with saturn's patches

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Thread: Network game problems with saturn's patches

Thread Tools

02-04-19, 09:43 PM

#1

GFRay
VIP

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

Network game problems with saturn's patches

Okay so here's the deal.

To play network games you need to set your CM .exe to Windows 95 compatibility (when you're on Windows 10) or Windows 4.0/NT compatibility (when you're on Windows 7) to be able to create network games. Up until saturn patch v5 that was no problem and I've played many games on those patches.

But with the release of the v6 patch it was no longer possible to create a network game. With my Win 95 compatibility the game would crash and on Windows XP (SP2 or SP3) the network game could not be created. Since there was no time to sort this out, I let it be but I was sad that I couldn't play network games anymore on the best patch since Tapani's.

So for the v7 I decided to make a thread where I (and others) can do testing to help saturn find the problem and hopefully fix it! 🙏

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

02-04-19, 09:46 PM

#2

GFRay
VIP

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

Saturn, I tested with the .exe you created for me tonight. Settings were Windows 95 compatibility and run as admin.

Game crashed at the start of the "Creating shortlists" phase.

So I ran it again, but this time through Olly. Game crashed again, but here's the Olly screenshot of where it went wrong:

Hopefully this can give you some pointers. 🙏

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

02-04-19, 09:56 PM #3

saturn Programmer VIP
 Join Date: 18-03-14
 Posts: 1,240

Interesting, I think somebody reported something similar when they were trying to create a single player game on Windows Vista.
 Try changing JLE SHORT 0083A237 to JMP SHORT 0083A237 in Olly (skips the Creating Shortlist part of a new game).

02-04-19, 10:00 PM #4

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

Originally Posted by saturn
*Interesting, I think somebody reported something similar when they were trying to create a single player game on Windows Vista.
 Try changing JLE SHORT 0083A237 to JMP SHORT 0083A237 in Olly (skips the Creating Shortlist part of a new game).*

I can't find the JLE SHORT on offset 0083A237.

File View Debug Plugins Options Window Help

LEMTW H C / K B R ... S

0083A237	> 8D4424 20	LEA EAX, DWORD PTR SS:[ESP+20]	
0083A238	. 68 D825A800	PUSH cm0102.00A825D8	ASCII "Creating ShortLists"
0083A240	. 50	PUSH EAX	
0083A246	> E1 9A52E3FF	CALL cm0102.0066F4E0	
0083A248	. 8B2D BC23AE00	MOV EBP, DWORD PTR DS:[AE2364]	
0083A251	. 83C4 08	ADD ESP, 8	
0083A254	> C74424 14 000	MOV DWORD PTR SS:[ESP+14], 0	
0083A25C	. 85C0	TEST EAX, EAX	
0083A25E	> 0F8E 4D040000	JLE cm0102.0083A6B1	
0083A267	. 8B75 39	MOV ESI, DWORD PTR SS:[EBP+39]	
0083A269	> 74 1E	JE SHORT cm0102.0083A289	
0083A26B	. 8D4C24 18	LEA ECX, DWORD PTR SS:[ESP+18]	
0083A26F	. 6A 01	PUSH 1	
0083A271	. 51	PUSH ECX	
0083A272	. 56	PUSH ESI	
0083A273	. E8 D867D0FF	CALL cm0102.00540A50	
0083A278	. 83C4 0C	ADD ESP, 0C	
0083A27D	> 74 0A	JE SHORT cm0102.0083A289	
0083A27F	. 8B4C24 18	MOV ECX, DWORD PTR SS:[ESP+18]	
0083A283	. 85C9	TEST ECX, ECX	
0083A285	> 75 02	JNZ SHORT cm0102.0083A289	
0083A287	. 8BF0	MOV ESI, EAX	
0083A28F	> 8B00 5010AE00	MOV ECX, DWORD PTR DS:[AE1050]	
0083A290	. 56	PUSH ESI	
0083A291	. 55	PUSH EBP	
0083A291	. E8 5A53C9FF	CALL cm0102.004CF5F0	
0083A296	. 85F6	TEST ESI, ESI	
0083A298	. 8BF8	MOV EDI, EAX	
0083A29A	> 0F84 BD030000	JE cm0102.0083A65D	
0083A2A2	> 0F84 B5030000	JE cm0102.0083A65D	
0083A2A8	. 837F 0C FF	CMP DWORD PTR DS:[EDI+C], -1	
0083A2AC	> 0F85 AB030000	JNZ cm0102.0083A65D	
0083A2B2	. 8A57 4F	MOV DL, BYTE PTR DS:[EDI+4F]	
0083A2B5	. 6A 00	PUSH 0	Arg6 = 00000000
0083A2B7	. C0EA 04	SHR DL, 4	Arg5 = 00000000
0083A2B8	. 6A 0B	PUSH 0B	Arg4 = 00000000
0083A2BC	. 52	PUSH EDX	Arg3 = 00000001
0083A2BD	. 6A 01	PUSH 1	Arg2 = 00000000
0083A2BF	. 56	PUSH ESI	Arg1 = 00000000
0083A2C0	. 55	PUSH EBP	
0083A2C1	. 8BCF	MOV ECX, EDI	
0083A2C3	. E8 58840200	CALL cm0102.00862720	cm0102.00862720
0083A2C6	. E8 73E31000	CALL cm0102.00945640	
0083A2D0	. 8947 0C	MOV DWORD PTR DS:[EDI+C], EAX	
0083A2D3	. 8B4E 53	MOV ECX, DWORD PTR DS:[ESI+53]	
0083A2D5	. 85C9	TEST ECX, ECX	
0083A2D5	. 894424 10	MOV DWORD PTR SS:[ESP+10], EAX	
0083A2D9	> 0F84 7E030000	JE cm0102.0083A65D	
0083A2DF	. 394D 1A	CMP DWORD PTR SS:[EBP+1A], ECX	
0083A2E2	> 0F84 75030000	JE cm0102.0083A65D	
0083A2E5	> 0F85 9C000000	MOVSX EDX, WORD PTR DS:[ESI+80]	
0083A2EF	. B8 D34D6210	MOV EAX, 10624DD3	
0083A2F4	. F7EA	IMUL EDX	
0083A2F6	. C1FA 05	SAR EDX, 5	
0083A2F9	. 8BC2	MOV EAX, EDX	
0083A2FB	. C1E8 1F	SHR EAX, 1F	
0083A2FE	. 83D0	ADD EDX, EAX	
0083A300	. 8B4E 53	MOV ECX, DWORD PTR DS:[ESI+53]	
0083A302	. 8B0D 84F49C00	MOV ECX, DWORD PTR DS:[9CF484]	
0083A308	. FEC2	INC DL	
0083A30A	. 3BC1	CMP EAX, ECX	
0083A30C	> 75 62	JNZ SHORT cm0102.0083A370	
0083A30E	. DB4424 10	FILD DWORD PTR SS:[ESP+10]	
0083A312	. DC15 08899600	FCOM QWORD PTR DS:[968908]	
0083A313	. DF00	FSTSW AX	
0083A31A	. F6C4 41	TEST AH, 41	
0083A31D	> 75 1C	JNZ SHORT cm0102.0083A33B	
0083A31F	. DC25 08899600	FSTSW QWORD PTR DS:[968908]	

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

02-04-19, 10:17 PM #5

saturn Programmer
VIP
 Join Date: 18-03-14
 Posts: 1,240

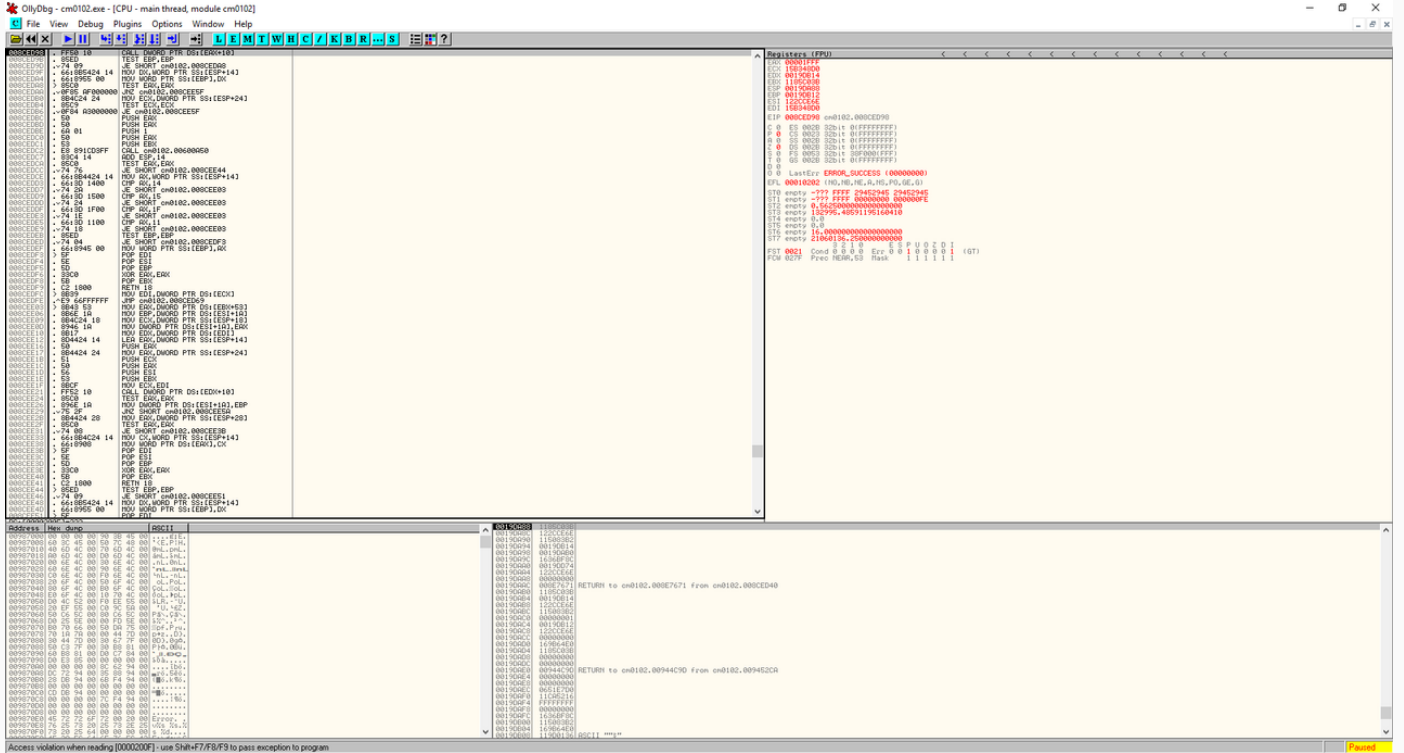
Sorry, I never even gave you the address for the line:
 At **0083A1D5** try changing JLE SHORT 0083A237 to JMP SHORT 0083A237.

02-04-19, 10:39 PM #6

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

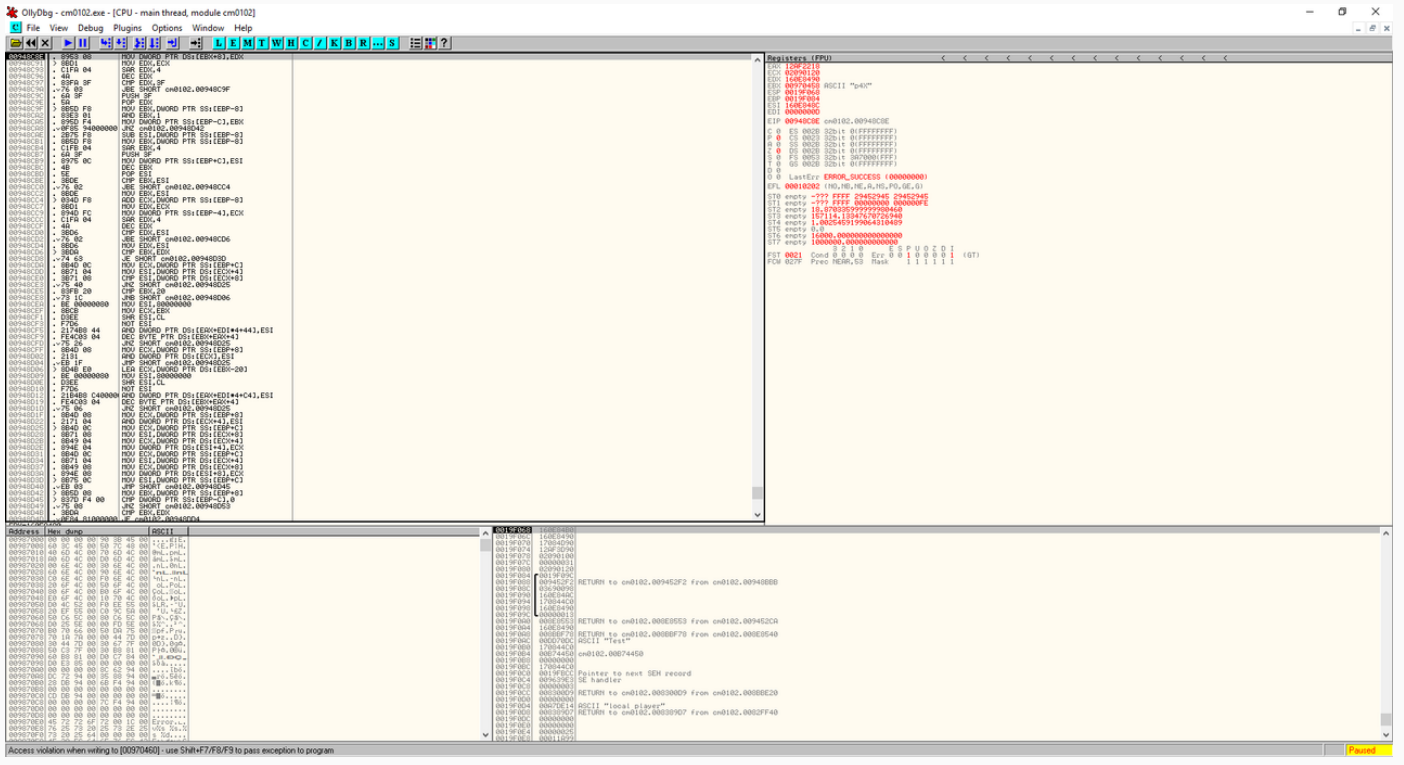
Originally Posted by **saturn**
*Sorry, I never even gave you the address for the line:
 At **0083A1D5** try changing JLE SHORT 0083A237 to JMP SHORT 0083A237.*

It now crashes at the end of the Creating shortlists phase:



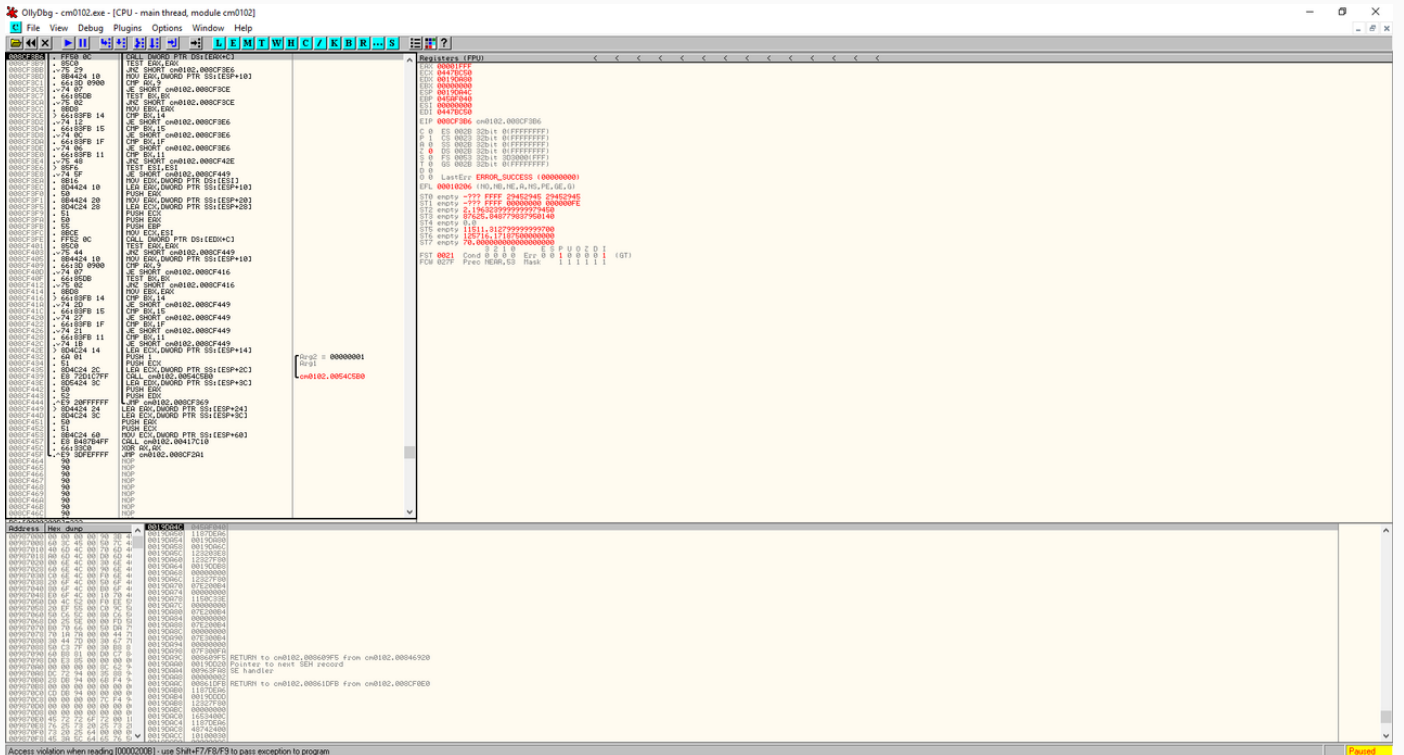
- Originally Posted by [satum](#)
- 2. Try deleting everything after the last Preset Tactics line in the player_setup.cfg file.

Crashed after creating shortlists, but it got stuck on 'creating network game' at the end.



- Originally Posted by [satum](#)
- 3. At 008CED79 in Olly, try changing JE 008CEE5A to JMP 008CEE5A.

Crashed after creating shortlists.



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

03-04-19, 12:45 AM #9

saturn Programmer VIP
 Join Date: 18-03-14
 Posts: 1,240

Thanks for the help GFRay. From your instructions in post#1 I was able to recreate the problem on my end (I had never heard of using Windows 4.0 compatibility to create Network Games before).

I went back to a v5 install and began adding the new .patches introduced in v6 one by one. It turns out it's the removal of the French Joker Window patch that is the problem patch. Could you try doing the following changes please?

```

005C15EA PUSH 18 --> 24
005C15EC MOV BYTE PTR DS:[ESI+8],2 --> 3
-
005C16A9 MOV BYTE PTR DS:[EAX+4],0 --> 8
005C16C4 MOV BYTE PTR DS:[EAX+4],0 --> 0B
-
005C19C8 JMP 005C1968 --> JLE 005C1968
005C19E8 JMP 005C1968 --> JLE 005C1968
-
005C1A96 CMP BYTE PTR DS:[ESI+1],2 --> 1
-
005C1BEE JNZ 005C1BF0 --> JNZ 005C1C25
005C1C5A PUSH 0098A148 --> PUSH 009CCF60
005C1C6E JNZ 005C1C70 --> JNZ 005C1CA3
005C1C9C PUSH 009CCE90 --> PUSH 009CCEE0
005C1D39 JNZ 005C1D3B --> JNZ 005C1D6E
005C1D67 PUSH 009CCDE0 --> PUSH 009CCE30
005C1E03 JNZ 005C1E05 --> JNZ 005C1E37
005C1E30 PUSH 009CCD2C --> PUSH 009CCD80
  
```

I can create Network Games on a v7 exe with the above changes and with Windows 4.0 compatibility on. I'm hopeful that this might solve the single player issue for Windows Vista users too.

03-04-19, 07:11 AM #10

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

Originally Posted by saturn
 Thanks for the help GFRay. From your instructions in post#1 I was able to recreate the problem on my end (I had never heard of using Windows 4.0 compatibility to create Network Games before).
 I went back to a v5 install and began adding the new .patches introduced in v6 one by one. It turns out it's the removal of the French Joker Window patch that is the problem patch. Could you try doing the following changes please?

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005C16C4 MOV BYTE PTR DS:[EAX+4],0 --> 0B
-
005C19C8 JMP 005C1968 --> JLE 005C1968
005C19E8 JMP 005C1968 --> JLE 005C1968
-
005C1A96 CMP BYTE PTR DS:[ESI+1],2 --> 1
-
005C1BEE JNZ 005C1BF0 --> JNZ 005C1C25
005C1C5A PUSH 0098A148 --> PUSH 009CCF60
005C1C6E JNZ 005C1C70 --> JNZ 005C1CA3
005C1C9C PUSH 009CCE90 --> PUSH 009CCEE0
005C1D39 JNZ 005C1D3B --> JNZ 005C1D6E
005C1D67 PUSH 009CCDE0 --> PUSH 009CCE30
005C1E03 JNZ 005C1E05 --> JNZ 005C1E37
005C1E30 PUSH 009CCD2C --> PUSH 009CCD80

```

I can create Network Games on a v7 exe with the above changes and with Windows 4.0 compatibility on. I'm hopeful that this might solve the single player issue for Windows Vista users too.

I will try this tonight, but the Windows 4.0 compatibility was only selectable for Windows 7 and below. I'm on Windows 10 where Windows 4.0 is removed as selectable compatibility and thus I use Windows 95 compatibility.

But I will try it nonetheless! 🤖

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

03-04-19, 08:41 AM

#11

saturn ◦
Programmer
VIP

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

Well, I'm hopeful that the fix will still be the same regardless of whether you run Windows 7 or 10 (or Vista) and their respective compatibility modes.

03-04-19, 12:16 PM

#12

jacobclear ◦
Not Needed at the Club

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

Yeah, I'm all in on a 7.01 as I'm on Vista so I'll keep posted

03-04-19, 05:58 PM

#13

GFRay ◦
VIP

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

Originally Posted by **saturn** ▶

Thanks for the help GFRay. From your instructions in post#1 I was able to recreate the problem on my end (I had never heard of using Windows 4.0 compatibility to create Network Games before).

I went back to a v5 install and began adding the new .patches introduced in v6 one by one. It turns out it's the removal of the French Joker Window patch that is the problem patch. Could you try doing the following changes please?

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005C16C4 MOV BYTE PTR DS:[EAX+4],0 --> 0B
-
005C19C8 JMP 005C1968 --> JLE 005C1968
005C19E8 JMP 005C1968 --> JLE 005C1968
-
005C1A96 CMP BYTE PTR DS:[ESI+1],2 --> 1
-
005C1BEE JNZ 005C1BF0 --> JNZ 005C1C25
005C1C5A PUSH 0098A148 --> PUSH 009CCF60
005C1C6E JNZ 005C1C70 --> JNZ 005C1CA3
005C1C9C PUSH 009CCE90 --> PUSH 009CCEE0
005C1D39 JNZ 005C1D3B --> JNZ 005C1D6E

```

```
005C1D67 PUSH 009CCDE0 -> PUSH 009CCE30
005C1E03 JNZ 005C1E05 --> JNZ 005C1E37
005C1E30 PUSH 009CCD2C --> PUSH 009CCD80
```

I can create Network Games on a v7 exe with the above changes and with Windows 4.0 compatibility on. I'm hopeful that this might solve the single player issue for Windows Vista users too.

Testing... and it worked!!!

I changed all the offsets you mentioned and even on Win 10 with Win 95 compatibility the game got created!!!

You are a freaking legend mate. Thank you very much for saving my beloved network gaming with your amazing patches! 🙏

Last edited by GFRay; 03-04-19 at 06:08 PM.

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

03-04-19, 08:51 PM

#14

jacobclear ◦
Not Needed at the Club

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

Great work Ray, Saturn.

I am most excited about playing a network game this weekend on this wonderful patch, so hats off to the both of you for making this right.

The people at SI are getting VERY jealous of your skills lads, I can tell without looking 😁

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