Offsets

Patinoz

27-01-12, 08:50 PM

Offsets for Tapani Patches (to merge)

So since there are a few of us doing patches now, I thought I'd start a thread where we could list all the offsets by country for the things that we need to change when making patches (number of teams, prize and TV money, number of subs, etc...).

Post whatever you know and I'll keep the first post as up-to-date as I can

ARGENTINA

004045AA - Argentine Premier Opening Stage Number of Fixtures
00404D9A - Argentine Premier Closing Stage Number of Fixtures
008322A2 - Argentine Premier League (Change JE to JMP to disable league)
00405552 - Argentine Premier Number of Teams
0040564A - Argentine Premier Prize Money
008322F7 - Argentine 2nd Division (Change JE to JMP to disable league)
00407530 - Argentine 2nd Division Number of Fixtures - Group Stage
00406F36 - Argentine 2nd Division Number of Fixtures - League
00407EE5 - Argentine 2nd Division Number of Subs
00407CE2 - Argentine 2nd Division Number of Teams

AUSTRALIA

004111DD - Australia Number of league fixtures
00411D24 - Australia Number of rounds (hard-coded as DX)
00411D70 - Australia Number of subs in Opening Stage
00411B82 - Australia Number of teams in the league
00411659 - Australia Playoff fixtures

BELGIUM

0041E9AC - Belgium First Division Prize or TV Money
0041E9BA - Belgium First Division Prize or TV Money
0041FE6E - Belgium Second Division Prize or TV Money
0041FE7A - Belgium Second Division Prize or TV Money

BRAZIL

CROATIA

005148AC - Croatian First Division Prize or TV Money
005148BA - Croatian First Division Prize or TV Money
00515DAC - Croatian Second North Prize or TV Money
00515DBA - Croatian Second North Prize or TV Money
00516ECC - Croatian Second South Prize or TV Money
00516EDA - Croatian Second South Prize or TV Money

DENMARK

005539CC - Danish Premier Division Prize or TV Money
005539DA - Danish Premier Division Prize or TV Money
0055238C - Danish Division 1 Prize Money
00554B3C - Danish Division 2 Prize Money

ENGLAND

00574BF5 - English Premier number of subs
0056EDAC - English Conference Prize Money
00572CED - English Division 1 Prize Money
0057672C - English Division 2 Prize Money
0057806C - English Division 3 Prize Money
0056444A - English FA Cup Prize Money
0056F5E2 - English FA Cup Prize Money
0056F702 - English FA Cup Prize Money
0056F7CB - English FA Cup Prize Money
0056F890 - English FA Cup Prize Money
0056F93C - English FA Cup Prize Money
0056F9E7 - English FA Cup Prize Money
0056FA98 - English FA Cup Runner-up
0056FA8D - English FA Cup Winner
00574B1C - English Premier Prize Money

FINLAND

00595C6C - Finnish Premier Prize Money

FRANCE

GERMANY

005DB3C5 - German Bundesliga Prize Money
005DF3AC - German Zweite Bundesliga Prize Money

GREECE

005EAE5C - Greek A Prize or TV Money
005EAE6A - Greek A Prize or TV Money
005EBDAC - Greek B Prize or TV Money
005EBDBA - Greek B Prize or TV Money

HOLLAND

005F852C - Dutch Premier Division Prize or TV Money
005F853A - Dutch Premier Division Prize or TV Money

ITALY

0064160C - Italian Serie A Prize Money
0064687C - Italian Serie B Prize Money
0063EE80 - Italian Cup Prize Money
0063EF15 - Italian Cup Prize Money
0063EFBA - Italian Cup Prize Money
0063F05B - Italian Cup Prize Money
0063F106 - Italian Cup Prize Money
0063F3C2 - Italian Cup Prize Money - Winner

JAPAN

006635E5 - J-League 1 Prize or TV Money
006635F3 - J-League 1 Prize or TV Money

N. IRELAND

0078ED5C - Northern Ireland Premier Division Prize Money
0078AA2E - Northern Ireland Cup Prize Money
0078AAD9 - Northern Ireland Cup Prize Money
0078ABB9 - Northern Ireland Cup Prize Money
0078AC5F - Northern Ireland Cup Prize Money WINNER
0078AC69 - Northern Ireland Cup Prize Money RUNNER UP

CHARITY SHIELD NORTHERN IRELAND

0078A174 (MONTH)
0078A176 (DAY)
00789E5B (NUMER SUBS)

PLAY-OFF SECOND DIVISION NORTHERN IRELAND

0078BBD2 (MONTH)
0078BBD4 (DAY)

OFFSET DRAW NORTHERN IRELAND CUP:

0078A932 (MONTH)
0078A934 (DAY)

DATE OF THE CUP:

0078A934 (JANUARY - 5 TURN)
0078A9C3 (FEBRUARY - 6 TURN)
0078AA5C (MARCH - QUARTERS)
0078AB03 (APRIL - SEMI-FINAL)
0078ABE4 (MAY - FINAL)

NORWAY

007926DC - Norwegian Premier League Prize Money

POLAND

007C966E - Poland Premier Division Prize Money

PORTUGAL

007CF8FC - Portuguese Premier Division Prize or TV Money
007CF90A - Portuguese Premier Division Prize or TV Money

REP. IRELAND

0063A8D3 - Republic of Ireland Premier Division Prize Money

RUSSIA

007EB71A - Russian Premier Division Prize Money

SCOTLAND

007F2A43 - Scotland Premier Maximum subs named
007F2A35 - Scotland Premier Maximum subs used
007F293A - Scotland Premier Prize Money
007F2948 - Scotland Premier TV Money
007EEEE9 - Scotland First Division Maximum subs named
007EEEDE - Scotland First Division Maximum subs used
007F4014 - Scotland Second Division Maximum subs named
007F4009 - Scotland Second Division Maximum subs used
007F4F9C - Scotland Third Division Maximum subs named
007F4F7E - Scotland Third Division Maximum subs used
007ED379 - Scottish Cup Maximum subs named

007ED37D - Scottish Cup Maximum subs used
007ED6F7 - Scottish FA Cup Prize Money
007ED883 - Scottish FA Cup Prize Money
007ED8D6 - Scottish FA Cup Prize Money
007ED97F - Scottish FA Cup Prize Money
007EDA27 - Scottish FA Cup Prize Money
007EDAD1 - Scottish FA Cup Prize Money
007EC9E9 - Scottish League Challenge Cup Maximum subs named
007EC9ED - Scottish League Challenge Cup Maximum subs used
007EFA49 - Scottish League Cup Maximum subs named
007EFA4D - Scottish League Cup Maximum subs used

SOUTH KOREA

0066BC92 - K League Prize Money

SPAIN

0084FDB9 - Spanish Premier Division prize money

SWEDEN

0089052C - Swedish Premier League Prize Money

TURKEY

UNITED STATES

WALES

OTHER (UEFA CUP, CL, etc...)

00584533 - CL Champions Prize Money
00583BD6 - CL Draw 1 of 4 Prize Money
00583BF1 - CL Draw 2 of 4 Prize Money
00583C0F - CL Draw 3 of 4 Prize Money
00583C28 - CL Draw 4 of 4 Prize Money
00585803 - CL First Group 1 of 2 Prize Money
00585822 - CL First Group 2 of 2 Prize Money
00586065 - CL Second Group 1 of 2 Prize Money
00586084 - CL Second Group 2 of 2 Prize Money
00583BAA - CL Win 1 of 2 Prize Money
00583BC5 - CL Win 2 of 2 Prize Money
009028C8 - UEFA Cup 3rd Round Prize Money
0090295D - UEFA Cup 4th Round Prize Money
00902B67 - UEFA Cup Champions Prize Money
00902AE4 - UEFA Cup Final Prize Money
009029DE - UEFA Cup Quarter Finals Prize Money
00902A61 - UEFA Cup Semi Finals Prize Money

Patinoz   27-01-12, 08:50 PM
Offsets for Merge

So since there are a few of us doing patches now, I thought I'd start a thread where we could list all the offsets by country for the things that we need to change when making patches (number of teams, prize and TV money, number of subs, etc...).

Post whatever you know and I'll keep the first post as up-to-date as I can

BY NATION:

ARGENTINA
AUSTRALIA
BELGIUM
BRAZIL
CROATIA
DENMARK
ENGLAND
FINLAND
FRANCE
GERMANY
GREECE
HOLLAND
ITALY
JAPAN
N. IRELAND
NORWAY
POLAND
PORTUGAL
REP. IRELAND
RUSSIA
SCOTLAND
SOUTH KOREA
SPAIN
SWEDEN
TURKEY
UNITED STATES
WALES

BY CONTINENT:

AFRICA
ASIA
EUROPE
NORTH AMERICA
OCEANIA
SOUTH AMERICA

BY SUBJECT:

START YEAR
COMPETITIONS
MISCELLANEOUS

Patinoz   27-01-12, 08:52 PM

Northern Irish Cup offset's:

0078AA2E
0078AAD9
0078ABB9
0078AC5F WINNER
0078AC69 RUNNER UP

Patinoz   27-01-12, 08:52 PM

ARGENTINA

008322A2 - Argentinian Premier
008322F7 - Argentinian Second
004045AA - Argentine Premier Opening Stage Number of Fixtures
00404D9A - Argentine Premier Closing Stage Number of Fixtures
00405552 - Argentine Premier Number of Teams
00407CE2 - Argentine Second Division Number of Teams
0040564A - Argentine Premier Prize Money
00405708 - Argentinian Premier subs named
00407EE5 - Argentinian Second subs named
00407530 - Argentine 2nd Division Number of Fixtures - Group Stage
00406F36 - Argentine 2nd Division Number of Fixtures - League
0040AA23 - Argentina Foreigner Rule

Patinoz   27-01-12, 08:52 PM

German Bundesliga

Number of Teams - 005DB24A
Fixtures - 005D9CAA

Croatia Premier Division

Teams - 0051411D
Fixtures - 005147C2

(Only problem is that I have not been able to get the game to load after changing the croatian offsets.)

IN Australia you have marked that the number of rounds is hard-coded as DX. Does this mean it cannot be changed?

Patinoz   27-01-12, 08:52 PM

AUSTRALIA

004111DD - Australia Number of league fixtures
00411D24 - Australia Number of rounds (hard-coded as DX)
00411D70 - Australia Number of subs in Opening Stage
00411B82 - Australia Number of teams in the league
00411659 - Australia Playoff fixtures
00411D70 - Australian NSL subs named

Patinoz   27-01-12, 08:53 PM

no, if you look at other lines in other leagues that are hard coded, it just means that if you replace the DX value with a number, it will probably also overwrite the following line or 2 with NOPs.... so you ned to copy down what the line or 2 following is going to be and change them back if NOPs do over write them

---

Patinoz   27-01-12, 08:53 PM

Or set DX to the right value (but make sure it is not used elsewhere). There can also be some tricks how to avoid squeeze in more code into the same space (no need for the NOPs).

BELGIUM

00832792 - Belgian First
008327E7 - Belgian Second
0083283A - Belgian Third
0083288D - Belgian FA Cup
008328E0 - Belgian Super Cup
0041E9AC - Belgium First Division Prize or TV Money
0041E9BA - Belgium First Division Prize or TV Money
0041DD91 - Begian First subs named
0041DD95 - Belgian First subs allowed
0041FE6E - Belgium Second Division Prize or TV Money
0041FE7A - Belgium Second Division Prize or TV Money
0041F081 - Belgian Second subs named
0041F085 - Belgian Second subs allowed
00422794 - Belgian Third subs named
0041D0BE - Belgian FA Cup subs allowed

this is the Belgium rules offsets:

Code:

```
00424F80 . 8B5424 08 MOV EDX,DWORD PTR SS:[ESP+8]
00424F84 . 57 PUSH EDI
00424F85 . B9 0A000000 MOV ECX,0A
00424F8A . 83C8 FF OR EAX,FFFFFFFF
00424F8D . 8BFA MOV EDI,EDX
00424F8F . F3:AB REP STOS DWORD PTR ES:[EDI]
00424F91 . 66:AB STOS WORD PTR ES:[EDI]
00424F93 . C642 06 15 MOV BYTE PTR DS:[EDX+6],15 - no player restrictions for belgium
00424F97 . E9 C8F41200 JMP cm0102.00554464
00424F9C > C2 0800 RETN 8

00424F97 . E9 C8F41200 JMP cm0102.00554464 - when u press ENTER on this line it takes u right at the Danish 2nd div
block where i found Belgium competition references:

00554464 > C642 08 02 MOV BYTE PTR DS:[EDX+8],2
00554468 . 8B4424 08 MOV EAX,DWORD PTR SS:[ESP+8]
0055446C . 5F POP EDI
0055446D . 85C0 TEST EAX,EAX
0055446F . 74 25 JE SHORT cm0102.00554496
00554471 . 8B40 14 MOV EAX,DWORD PTR DS:[EAX+14]
00554474 . 8B08 MOV ECX,DWORD PTR DS:[EAX]
00554476 . A1 A0F59C00 MOV EAX,DWORD PTR DS:[9CF5A0] - belgian 2nd div
0055447B . 3BC8 CMP ECX,EAX
0055447D . 75 07 JNZ SHORT cm0102.00554486
0055447F . C642 02 03 MOV BYTE PTR DS:[EDX+2],3
00554483 . C2 0800 RETN 8
00554486 > A1 C4F79C00 MOV EAX,DWORD PTR DS:[9CF7C4] - belgian 3rd div
0055448B . 3BC8 CMP ECX,EAX
0055448D . 75 07 JNZ SHORT cm0102.00554496
0055448F . C642 02 00 MOV BYTE PTR DS:[EDX+2],0
00554493 . C2 0800 RETN 8
00554496 > C642 06 15 MOV BYTE PTR DS:[EDX+6],15
0055449A .^E9 FD0AEDFF JMP cm0102.00424F9C
0055449F 90 NOP
005544A0 > 74 08 JE SHORT cm0102.005544AA
005544A2 . 3B3D FCF69C00 CMP EDI,DWORD PTR DS:[9CF6FC] - belgian super cup
and also this:
00554398 > 3B3D 04F79C00 CMP EDI,DWORD PTR DS:[9CF704] - belgian super cup
```

Quote:

> Originally Posted by **Patinoz** »
>
> *Is possible to edit number of substitutes in French National ?*

5C07B1 ....

BRAZIL

00832C0F - Brazilian Reg Bahia
00832CB0 - Brazilian Reg Gaucho
00832E44 - Brazilian Reg Parana
00832E94 - Brazilian Reg Pern
00832F35 - Brazilian Reg Santa
00833027 - Brazilian Champions Cup
042A461 - Brazilian First Division TV Money (£)
042CA51 - Brazilian Second Division TV Money (£)
004259F5 - Brazilian Champions Cup subs named
004259F1 - Brazilian Champions Cup subs allowed
00427501 - Brazilian Cup subs named

00427ED3 - Brazilian Cup subs named
00427505 - Brazilian Cup subs allowed
00427ED7 - Brazilian Cup subs allowed
0042A625 - Brazilian First subs named
0042CBF9 - Brazilian Second subs named
0042DED5 - Brazilian Third subs named
0043107E - Brazilian Central State Championship subs named
0043234F - Brazilian Gaúcho State Championship subs named
004336CF - Brazilian Goiás State Championship subs named
0043803F - Brazilian Paraná State Championship subs named
004394AF - Brazilian Pernambuco State Championship subs named
0043A67E - Brazilian Rio State Championship subs named
0043BCF2 - Brazilian Santa Catarina State Championship subs named

And if you follow that pattern for Brazilian Third Division TV Money...
0042DC79 - MOV DWORD PTR DS:[ESI+60],EBX
But as that value = 0 you will need to be clever to change it to a value > 0. (Probably why JL didn't automate it)

Patinoz

27-01-12, 09:01 PM

is it possible to decrease the number of the teams of the Korean League?

Patinoz

27-01-12, 09:01 PM

Quote:

Originally Posted by **Patinoz** »

is it possible to decrease the number of the teams of the Korean League?

66BBB2 .....

Patinoz

27-01-12, 09:01 PM

CROATIA

00833275 - Croatian First Division
008332CA - Croatian Second Division North
0083331D - Croatian Second Division South
00833370 - Croatian Cup
005148AC - Croatian First Division Prize
005148BA - Croatian First Division TV Money
0051497A - Croatian First Division subs named
00515DAC - Croatian Second North Prize
00515DBA - Croatian Second North TV Money
00515E7C - Croatian Second North subs named
00516ECC - Croatian Second South Prize
00516EDA - Croatian Second South TV Money
00516F9A - Croatian Second South subs named
0051411D - Number of Teams in Croatia Premier Division
005147C2 - Number of Fixtures in Croatia Premier Division
005174E9 - Croatian Cup subs named
005174ED - Croatian Cup subs allowed

Code:

```
00518633 MOV BYTE PTR DS:[EDX],4 - player restriction offset for croatian league, change it as u like

POP EDI
RETN 8 (also this two lines must be added because changing the first offset will overwrite them)

ASCII "the CROATIAN_CUP"

00607364 > 393D 98F89C00 CMP DWORD PTR DS:[9CF898],EDI

00517C68 |. C605 A7F89C00 >MOV BYTE PTR DS:[9CF8A7],0C - croatia 1st
00517D08 |. 3B35 A4F89C00 |CMP ESI,DWORD PTR DS:[9CF8A4] - croatia 3rd central
00517F39 |. A1 ACF29C00 MOV EAX,DWORD PTR DS:[9CF2AC] - Croatia
```

Patinoz

27-01-12, 09:02 PM

Have I decreased the teams of the Korean League from 10 to 8 removing from her two teams in excess, but when I make to depart the game me from error of the national cup and the cup of league, because?

Patinoz

27-01-12, 09:02 PM

You need to keep 10 teams in the league,2 teams will be hidden.

Patinoz   27-01-12, 09:02 PM

Zozoa then as I can make for Ireland break the championship of the North Ireland? I have decreased the teams from 10 to 8 and diminuto the games from 36 to 21, but the championship has gone since August to December. How can I make to end the championship in January?

Patinoz   27-01-12, 09:02 PM

You have to edit the fixtures dates.

Patinoz   27-01-12, 09:03 PM

Go to the Northern Irish fixtures area and change the dates you want.

Patinoz   27-01-12, 09:03 PM

Hi Zozoa, i'm green to this what i have to do with french national offsets ??

Patinoz   27-01-12, 09:03 PM

I gave you the offset - 5C07B1.
Change the value from 5 to whatever you want.

Patinoz   27-01-12, 09:04 PM

It has to be like this ? Because before i start editing there wasn't be anything, and i copy that line from tutorial about adding new leagues.

http://img695.imageshack.us/img695/4636/beztytuuzqf.jpg

Patinoz   27-01-12, 09:05 PM

From the pic you posted I suggest you to do this:
1.Go to offset 5C0782
2.Change it to JMP 5C07B1
3.Change offset 5C07B5 to JMP 5C0785

Patinoz   27-01-12, 09:06 PM

any idea to change number of subs in the english cups (FA-League cup- Vans Trophy- Charity Sheild)?

Patinoz   27-01-12, 09:07 PM

english FA CUP

0056F227 MOV BYTE PTR DS:[ESI+49],7 (7 is number of how many players can be registered as subs)

english FA trophy

00570C6B MOV BYTE PTR DS:[ESI+49],AL (AL is a number of how many players can be registered as subs)
00570C6E MOV BYTE PTR DS:[ESI+4A],AL (AL is a number of how many subs can be used during match)

note:If the line doesn't have numeric value but use a variant like in the rounds line,than you will have to do the same trick again and move all the following lines one step down.
But make sure you don't overwrite the next block.

english charity shield

0056D3E9 MOV BYTE PTR DS:[ESI+49],7 (7 is a number of how many players can be registered as subs)
0056D3ED MOV BYTE PTR DS:[ESI+4A],5 (5 is a number of how many subs can be used during match)

english Auto cup (in olly says auto cup,i am not sure what english cup is it,i have no time to test,so if someone is willing to try,thanks)

0056AAB5 MOV BYTE PTR DS:[ESI+49],5 (5 is a number of how many players can be registered as subs)
0056AAB9 MOV BYTE PTR DS:[ESI+4A],3 (3 is a number of how many subs can be used during match)

english CC cup (in olly says CC cup,i am not sure what english cup is it,i have no time to test,so if someone is willing to try,thanks)

0056C477 MOV BYTE PTR DS:[ESI+49],7 (7 is a number of how many players can be registered as subs)

All times are GMT +1. The time now is 01:14 PM.

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Patinoz   27-01-12, 09:07 PM

DENMARK

008335C3 - Danish Premier
00833618 - Danish First
0083366B - Danish Second
008336BE - Danish Cup
005539CC - Danish Premier Division Prize or TV Money
005539DA - Danish Premier Division Prize or TV Money
0055238C - Danish Division 1 Prize Money
00554B3C - Danish Division 2 Prize Money
00550A8C - Danish Cup subs named *
005516D3 - Danish Cup subs named *
00553A89 - Danish Premier subs named
00552437 - Danish First subs named
00550A90 - Danish Cup subs allowed
005516D7 - Danish Cup subs allowed

If someone want to increase number of clubs in Dannish premier division,this is how to do it:

Spoiler! [Show]

Patinoz   27-01-12, 09:07 PM

ENGLAND

0083392C - English Premier
00833981 - English First
008339D4 - English Second
00833A27 - English Third
00833B37 - English League Cup
00833B8F - English Vans Trophy
0056EDAC - English Conference Prize Money
00572CED - English Division 1 Prize Money
0057672C - English Division 2 Prize Money
0057806C - English Division 3 Prize Money
0056444A - English FA Cup Prize Money
0056F5E2 - English FA Cup Prize Money
0056F702 - English FA Cup Prize Money
0056F7CB - English FA Cup Prize Money
0056F890 - English FA Cup Prize Money
0056F93C - English FA Cup Prize Money
0056F9E7 - English FA Cup Prize Money
0056FA98 - English FA Cup Runner-up
0056FA8D - English FA Cup Winner
00574B1C - English Premier Prize Money
00579E58: CMP BYTE PTR DS:[EAX+ECX],5 - Maximum Number of Loans in England
00579F16: CMP AL,1 - Maximum Number of Loans in England
00574C03 - English Premier subs named
00574BF5 - English Premier subs allowed
00572E0D - English First subs named
005767FE - English Second subs named
00578159 - English Third subs named
0056EE5A - English Conference subs named
0056AAB5 - Englsih Vans Trophy subs named
0056AAB9 - English Vans Trophy subs allowed
0056C317 - English Conference Cup subs named
0056D3E9 - English Charity Shield subs named
0056D3ED - English Charity Shield subs allowed

0056F227 MOV BYTE PTR DS:[ESI+49],7 - number of subs in the english FA CUP (7 is number of how many players can be registered as subs)

00570C6B MOV BYTE PTR DS:[ESI+49],AL - number of subs allowed in the english FA trophy (AL is number of how many players can be registered as subs)

00570C6E MOV BYTE PTR DS:[ESI+4A],AL - number of subs used in the english FA trophy (AL is a number of how many subs can be used during match)

0056D3E9 MOV BYTE PTR DS:[ESI+49],7 - number of subs allowed in the english charity shield (7 is a number of how many players can be

registered as subs)

0056D3ED MOV BYTE PTR DS:[ESI+4A],5 - number of subs used in the english charity shield (5 is a number of how many subs can be used during match)

0056AAB5 MOV BYTE PTR DS:[ESI+49],5 - number of subs allowed in the english vans thophy (5 is a number of how many players can be registered as subs)

0056AAB9 MOV BYTE PTR DS:[ESI+4A],3 - number of subs used in the english vans trophy (3 is a number of how many subs can be used during match)

0056C477 MOV BYTE PTR DS:[ESI+49],7 - number of subs allowed in the english league cup (7 is a number of how many players can be registered as subs)

00570C6B MOV BYTE PTR DS:[ESI+49],AL - number of subs allowed in the english fa cup

00570C6E MOV BYTE PTR DS:[ESI+4A],AL - number of subs used in the english fa cup

Dates of the "English Vans Trophy" (English Auto Cup)
> Code:

```
Date offsets
------------
ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)


Final (Draw)
0056AEAD - Day
0056AEB6 - Month
0056AEB7 - Date

Final (Match)
0056AEC7 - Time (AM/PM/EVE)
0056AEC9 - Day
0056AECD - Month
0056AECF - Date

Section Round 1 (Draw)
0056AFAA - Day
0056AFAD - Month
0056AFAF - Date

Section Round 1 (Match)
0056AFBE - Time (AM/PM/EVE)
0056AFC0 - Day
0056AFC3 - Month
0056AFC5 - Date

Section Round 2 (Draw)
0056B01F - Day
0056B022 - Month
0056B024 - Date

Section Round 2 (Match)
0056B034 - Time (AM/PM/EVE)
0056B036 - Day
0056B03A - Month
0056BO3B - Date

Section Quarter-Final (Draw)
0056B0B2 - Day
0056B0B6 - Month
0056B0B7 - Date

Section Quarter-Final (Match)
0056B0C7 - Time (AM/PM/EVE)
0056B0C9 - Day
0056B0CD - Month
0056B0CF - Date

Section Semi-Final (Draw)
0056B154 - Day
0056B158 - Month
0056B15A - Date

Section Semi-Final (Match)
0056B16A - Time (AM/PM/EVE)
0056B16C - Day
0056B170 - Month
0056B172 - Date

Section Final (Draw)
0056B1F7 - Day
0056B1FB - Month
0056B1FD - Date

Section Final (Match- 1st Leg)
0056B20D - Time (AM/PM/EVE)*
0056B20F - Day*
0056B213 - Month
0056B215 - Date*

*Section Final 2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!
```

Dates of the English League Cup"(English CC Cup)
> Code:

NB. English CC Cup is not the Conference Cup as some have speculated. It's definately the League Cup which back
then was sponsored by Coca-Cola and commonly known as the Coca-Cola Cup. Hope they are useful.

Date offsets

ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

Round 1

Draw

0056C62F - Day
0056C632 - Month
0056C634 - Date

Match

0056C643 - Time (AM/PM/EVE]
0056C645 - Day
0056C648 - Month
0056C64A - Date

Round 2

Draw

0056C6C0 - Day
0056C6C3 - Month
0056C6C5 - Date

Match

0056C6D5 - Time (AM/PM/EVE]
0056C6D7 - Day
0056C6DA - Month
0056C6DC - Date

Round 3

Draw

0056C78B - Day
0056C78E - Month
0056C790 - Date

Match

0056C7A0 - Time (AM/PM/EVE]
0056C7A2 - Day
0056C7A5 - Month
0056C7A7 - Date

Round 4

Draw

0056C845 - Day
0056C848 - Month
0056C84A - Date

Match

0056C85A - Time (AM/PM/EVE]
0056C85C - Day
0056C85F - Month
0056C861 - Date

Quarter-Final

Draw

0056C8E8 - Day
0056C8EB - Month
0056C8ED - Date

Match

0056C8FD - Time (AM/PM/EVE]
0056C8FF - Day
0056C902 - Month
0056C904 - Date

Semi-Final

Draw

0056C98C - Day
0056C98F - Month
0056C991 - Date

1st Leg

0056C9A1 - Time (AM/PM/EVE]
0056C9A3 - Day
0056C9A7 - Month
0056C9A8 - Date

2nd Leg

```
2nd Leg takes place 21 days after 1st Leg, but not sure where this is coded!

FINAL

Draw

0056CA32 - Day
0056CA36 - Month
0056CA38 - Date

Match

0056CA49 - Time (AM/PM/EVE]
0056CA4B - Day
0056CA4F - Month
0056CA51 - Date
```

Date of the Charity Shield

Code:

```
0056D70D |. 6A 04 PUSH 4 ; |Arg9 = 4
0056D70F |. 51 PUSH ECX ; |Arg8
0056D710 |. 6A 01 PUSH 1 ; |Arg7 = 1
0056D712 |. 6A 06 PUSH 6 ; |Arg6 = 6
0056D714 |. 53 PUSH EBX ; |Arg5
0056D715 |. 6A 07 PUSH 7 ; |Arg4 = 7
0056D717 |. 6A 0D PUSH 0D ; |Arg3 = 0D
0056D719 |. 53 PUSH EBX ; |Arg2
0056D71A |. 56 PUSH ESI ; |Arg1

Arg3 is the day of the month (0 is the 1st).
Arg4 is the month (0 is January)
Arg6 is day of the week (Monday is 0)
Arg7 is the time of day (0=AM, 1=PM, 2=EVE).

Arg6 overrides Arg3, i.e. it picks the nearest day specified (e.g. Saturday) to the date specified (e.g. 20th); so
if you use Saturday and 20th but the 20th is a Thursday then the game will use the 22nd. I think I have previously
seen a date that was fixed irrespective of the day of the week it was but can't remember where or how it worked.
```

0085C3A6 - offset for the venue of English Cup Finals. I changed code from 9CF2E4 (England) to 9D0240 (Manchester United) and the following all
took place at Old Trafford during first season (2001-02)...

Spoiler! Show

Offsets for Promotion/Relegation between English Third Division & Conference.

Code:

```
English Third Division Relegation:
00578111 - MOV BYTE PTR DS:[ESI+BE],BL
(Changing ending from "...+BE],BL" to "...0BE],AL" creates 3 automatic relegation spots

English Conference Promotion:
0056EE23 - MOV BYTE PTR DS:[ESI+C1],CL
(changing ending from "...+C1],CL" to "...0C1],AL" creates 3 automatic promotion spots
```

Patinoz

Quote:

Originally Posted by **Patinoz** »

Can someone please provide me with the offsets for changing the subs in the french leagues and cup competitions?

Also i would love to change the International subs as well for competitions to include 9 subs, can this be done?

If there are alot i would just like the ones for the world cup and euro's please?

french first division (005BC489)
sec. (005BF134)
league Cup (005BC9EB)
And this is for the forgien instructions
(005C1A57)

Patinoz

FINLAND

00833EB3 - Finnish Premier
00833F09 - Finnish First
00833F60 - Finnish Cup

00595C6C - Finnish Premier Prize Money
00595CFA - Finnish Premier subs named
00593C06 - Finnish First subs named
005922B9 - Finnish Cup subs named
005922BD - Finnish Cup allowed

Patinoz

Here are a few more offsets.

Russia Premier - Fixtures: 007EAD8D, Teams: 007EB622
Japan J-League 1 - Fixtures: 00662E6D, Teams: 006634F2. I tried reducing the number of teams from 16 to 14 but the game crashed due to emperor cup issue. Anyway around this? Should I disable the Emperor Cup? How is this done again?

Argentina foreigner Rule: 0040AA23

Greece National A - Fixtures: 005EA70A, Teams: 005EAD72

Patinoz

FRANCE

008341B4 - French First
00834209 - French Second
0083425C - French Third
008342AF - French Cup
00834302 - French League Cup
00834355 - French Super Cup
005BC489 - French First subs named
005BF134 - French Second subs named
005C07B1 - French National subs named
005BC9EB - French League Cup subs named
005C1A57 - foreign instructions

Patinoz

00835B66 JE SHORT 00835B8C change it to JMP SHORT 00835B8C - Japan Emperors Cup
00835BB9 JE SHORT 00835BDF change it to JMP SHORT 00835BDF - Japan Cup
00835C0C JE SHORT 00835C32 change it to JMP SHORT 00835C32 - Japan Super Cup

Japanese foreign player restriction: 006670A3

When I last frequented these boards a couple of years ago, I drove myself mad looking for this offset. Turns out you have to scroll way down from the reference line, but there it is.

Patinoz

GERMANY

008345C9 - German First
0083461E - German Second
005DB3C5 - German Bundesliga Prize Money
005DF3AC - German Zweite Bundesliga Prize Money
005DB24A - Number of Teams in German Bundesliga
005D9CAA - Fixtures in German Bundesliga
005DDC8A - Promotion numbers offset in German Regional South
005DDC99 - Relegation numbers offset in German Regional South
005DB489 - German First subs named
005DF477 - German Second subs named
005DCBA3 - German Regional subs named
005DCBA7 - German Regional subs allowed
005D8C89 - German Cup subs named
005D8C8D - German Cup subs allowed
005DC1AA - German League Cup subs named
005DC1AE - German League Cup subs allowed

Patinoz

GREECE

00834985 - Greek Premier
008349DA - Greek Second
00834A2D - Greek Cup
00834A80 - Greek Super Cup
005EAE5C - Greek A Prize or TV Money
005EAE6A - Greek A Prize or TV Money
005EBDAC - Greek B Prize or TV Money
005EBDBA - Greek B Prize or TV Money
005EA70A - Fixtures in Greece National A
005EAD72 - Teams in Greece National A
005EAED3 - Number of Non-EU Players in Greek Premier League

005EAF26 - Greek Premier subs named
005EAF18 - Greek Premier subs allowed
005EBE74 - Greek Second subs named
005E88F5 - Greek Cup subs named
005E88F1 - Greek Cup subs allowed
005EC0A9 - Greek Super Cup subs named
005EC0AD - Greek Super Cup subs allowed

Patinoz   27-01-12, 09:10 PM

007D43EA
007D43F1

Patinoz   27-01-12, 09:10 PM

lol does the offsets change depending on the patch i use? dont really want to use tapani.

Patinoz   27-01-12, 09:10 PM

> Quote:
> ___
> Originally Posted by **Patinoz** »
> *lol does the offsets change depending on the patch i use? dont really want to use tapani.*
> ___

well,it does...so if you tell me what update or patch you use i will look up and provide you offsets...

Patinoz   27-01-12, 09:11 PM

SI Games Official Patch v3.9.68 and June 2010 Data Update (ODB Team). the offsets for portuguese league please (do you need one offset per nation to change player restriction or for each league?)

On the first page what patch and update is the offsets for?

Thanks

Patinoz   27-01-12, 09:11 PM

> Quote:
> ___
> Originally Posted by **Patinoz** »
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>
> *On the first page what patch and update is the offsets for?*
>
> *Thanks*
> ___

007D43EA MOV BYTE PTR DS:[EDX+3],3

007D43F1 MOV BYTE PTR DS:[EDX+3],12

try this two lines...

Patinoz   27-01-12, 09:11 PM

Please

Tell me what the offset to reduce the number of teams in the Irish league? Thanks in advance

---

Patinoz   27-01-12, 09:11 PM

Hey Pasquale...no one want to help you...?! :-)

here you go...i think this is it...

0063591F MOV WORD PTR DS:[ESI+3E],BP (Irish First)

0063A74F MOV WORD PTR DS:[ESI+3E],BP(Irish Premier)

Patinoz   27-01-12, 09:12 PM

> Originally Posted by *Patinoz* »
>
> *007D43EA MOV BYTE PTR DS:[EDX+3],3*
>
> *007D43F1 MOV BYTE PTR DS:[EDX+3],12*
>
> *try this two lines...*

Thank you

got it working. just a few question though when changing them do i tick the fill with NOD/NOP (cant remember which one it is)?

And i remember something being mentioned about european cup? about it beeing a different matter, maybe its ludicrous but what if we applied the same rules that national squads have to teams that compete in europe? is this possible? :~ Even if was to have a radicle effect such as ownly club grown players could play etc.

Patinoz   27-01-12, 09:12 PM

i think it is possible to add restrictions to european competitions also...never tried till now,but idea is cool...i remember the time when only 3 fgn players were allowed...english clubs were really english,italian clubs were truly italian...and now...11 fgn players in the squad...how can someone support that team...?!

nly club grown players,i think that can't be done,but reducing number of fgn players yes...

Patinoz   27-01-12, 09:12 PM

Completely agree, support Benfica but dont even like watching them play anymore, 3 portuguese players in squad of 16. says it all. Remember the time were it was exiting to see a foreign player come into the team.

Oh an do i fill in with Nops? lol just i never know wether to tick the option or not :~

hmmm that would be interesting reducing number of foreign players would definately make sense. Now if i can apply this to all competitions it would be good to see who exactly dominates the game in 20/30 years time. how do you find the correct offsets yourself?

Patinoz   27-01-12, 09:13 PM

> Originally Posted by *Patinoz* »
>
> *Completely agree, support Benfica but dont even like watching them play anymore, 3 portuguese players in squad of 16. says it all. Remember the time were it was exiting to see a foreign player come into the team.*
>
> *Oh an do i fill in with Nops? lol just i never know wether to tick the option or not :~*
>
> *hmmm that would be interesting reducing number of foreign players would definately make sense. Now if i can apply this to all competitions it would be good to see who exactly dominates the game in 20/30 years time. how do you find the correct offsets yourself?*

well,finding offsets is not very tough...after you find few all others are similar...and yes fill with NOP's should be checked...

Patinoz   27-01-12, 09:13 PM

If someone from some reason wish to disable Dutch Cup and Dutch Super Cup:

offset 00834D7D (command JE change to JMP) - Dutch Cup
offset 00834DD0 (command JE change to JMP) - Dutch Super Cup

Patinoz   27-01-12, 09:14 PM

Japanese foreign player restriction: 006670A3

When I last frequented these boards a couple of years ago, I drove myself mad looking for this offset. Turns out you have to scroll way down from the reference line, but there it is.

Patinoz   27-01-12, 09:14 PM

Not sure if this is going to be of any use or interest to anyone but here are the Olly offsets to every .cpp file referred to in the exe file.

Code:

```
9870f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\african_nations.cpp
9873c0 E:\dev\CM3\cm3 00-01\si\code\Area.cpp
9873e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\arg_prm.cpp
9874ec E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\arg_second.cpp
987924 E:\dev\CM3\cm3 00-01\cm3\code\award\argentina_awards.cpp
987960 E:\dev\CM3\cm3 00-01\cm3\code\transfer\argentina_rules.cpp
```

```
987a40 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_club_champ.cpp
987b60 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_cup_winner.cpp
987ba0 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\asia_nations.cpp
987be0 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_super_cup.cpp
987c20 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\aus_nsl.cpp
987cc0 E:\dev\CM3\cm3 00-01\cm3\code\award\australia_awards.cpp
987cfc E:\dev\CM3\cm3 00-01\cm3\code\transfer\australia_rules.cpp
987e24 E:\dev\CM3\cm3 00-01\cm3\code\award\award_manager.cpp
987fa4 E:\dev\CM3\cm3 00-01\cm3\code\award_screens.cpp
9880b0 E:\dev\CM3\cm3 00-01\cm3\code\award\award_shortlist.cpp
9880f4 E:\dev\CM3\cm3 00-01\cm3\code\awol.cpp
989934 E:\dev\CM3\cm3 00-01\cm3\code\background.cpp
989ae0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bel_fa_cup.cpp
989b18 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_first.cpp
989b54 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_second.cpp
989ccc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bel_super.cpp
989d04 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_third.cpp
989dfc E:\dev\CM3\cm3 00-01\cm3\code\award\belgium_awards.cpp
989e34 E:\dev\CM3\cm3 00-01\cm3\code\transfer\belgium_rules.cpp
98a1e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bra_champ_cup.cpp
98a3bc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bra_cup.cpp
98aa30 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_first.cpp
98ab64 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_second.cpp
98aba4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_third.cpp
98acac E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_bahia.cpp
98ae10 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_central.cpp
98ae50 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_gaucho.cpp
98ae90 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_goias.cpp
98aed0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_minas_gerais.cpp
98af14 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_north.cpp
98af54 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_northeast.cpp
98af98 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_parana.cpp
98afd8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_pern.cpp
98b014 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_rio.cpp
98b050 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_santa.cpp
98b090 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_sp.cpp
98b0cc E:\dev\CM3\cm3 00-01\cm3\code\award\brazil_awards.cpp
98b104 E:\dev\CM3\cm3 00-01\cm3\code\transfer\brazil_rules.cpp
98b1fc E:\dev\CM3\cm3 00-01\cm3\code\cash.cpp
98b644 E:\dev\CM3\cm3 00-01\cm3\code\club_history.cpp
98b6a0 E:\dev\CM3\cm3 00-01\cm3\code\club_records.cpp
98e598 E:\dev\CM3\cm3 00-01\cm3\code\club_screens.cpp
99b3e0 E:\dev\CM3\cm3 00-01\cm3\code\coach.cpp
99b80c E:\dev\CM3\cm3 00-01\cm3\code\comp\comp.cpp
99c15c E:\dev\CM3\cm3 00-01\cm3\code\comp_screens.cpp
99ca94 E:\dev\CM3\cm3 00-01\cm3\code\comp_stats.CPP
99ebd8 E:\dev\CM3\cm3 00-01\si\code\comp_text.cpp
99ec20 E:\dev\CM3\cm3 00-01\cm3\code\comp\comp_util.cpp
9a7d30 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_champ.cpp
9a7d6c E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_merc_cup.cpp
9a7de4 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\conmebol_liber.cpp
9a7e5c E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\conmebol_merc.cpp
9a7ed8 E:\dev\CM3\cm3 00-01\cm3\code\comp\conmebol_seeding.cpp
9a8190 E:\dev\CM3\cm3 00-01\cm3\code\contract_manager.cpp
9afc8c E:\dev\CM3\cm3 00-01\cm3\code\contract_screens.cpp
9b53c0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a1.cpp
9b53f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a2a.cpp
9b5430 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a2b.cpp
9b5468 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\cro_cup.cpp
9b5538 E:\dev\CM3\cm3 00-01\cm3\code\award\croatia_awards.cpp
9b5570 E:\dev\CM3\cm3 00-01\cm3\code\transfer\croatia_rules.cpp
9b55ac E:\dev\CM3\cm3 00-01\cm3\code\comp\Cup.cpp
9b5944 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\cup_stage.cpp
9b5ac8 E:\dev\CM3\cm3 00-01\cm3\code\Database.cpp
9b8478 E:\dev\CM3\cm3 00-01\si\code\Date.cpp
9b8dc0 E:\dev\CM3\cm3 00-01\cm3\code\Db_files.cpp
9b8dfc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\den_cup.cpp
9b8e30 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_first.cpp
9b8e6c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_prm.cpp
9b8ea4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_second.cpp
9b8ee0 E:\dev\CM3\cm3 00-01\cm3\code\award\denmark_awards.cpp
9b8f18 E:\dev\CM3\cm3 00-01\cm3\code\discipline.cpp
9c36ec E:\dev\CM3\cm3 00-01\si\code\display.cpp
9c3734 E:\dev\CM3\cm3 00-01\si\code\network.h
9c3858 E:\dev\CM3\cm3 00-01\cm3\code\dispute.cpp
9c4180 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_auto_cup.cpp
9c4224 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_cc_cup.cpp
9c425c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_charity.cpp
9c4294 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_conf.cpp
9c42cc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_fa_cup.cpp
9c4338 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_fa_trophy.cpp
9c4374 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_first.cpp
9c43b0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_prm.cpp
9c43e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_second.cpp
9c4424 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_third.cpp
9c4460 E:\dev\CM3\cm3 00-01\cm3\code\award\england_awards.cpp
9c4498 E:\dev\CM3\cm3 00-01\cm3\code\transfer\england_rules.cpp
9c45f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\eur_super_cup.cpp
9c4638 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\euro_champ.cpp
9c4674 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\euro_champ_qual.cpp
9c48c8 E:\dev\CM3\cm3 00-01\cm3\code\award\european_awards.cpp
9c4900 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\european_cup.cpp
9c7474 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\fifa_confed.cpp
9c74f4 E:\dev\CM3\cm3 00-01\cm3\code\comp\fifa_rankings.cpp
9c7540 E:\dev\CM3\cm3 00-01\si\code\file_llist.CPP
9c7a48 E:\dev\CM3\cm3 00-01\cm3\code\file_screens.cpp
9c8158 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fin_cup.cpp
9c818c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fin_first.cpp
9c8254 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fin_prm.cpp
9c8784 E:\dev\CM3\cm3 00-01\cm3\code\finance.CPP
9c9eb4 E:\dev\CM3\cm3 00-01\cm3\code\find_screens.cpp
9ca1e0 E:\dev\CM3\cm3 00-01\cm3\code\Fine.cpp
9cc0fc E:\dev\CM3\cm3 00-01\cm3\code\award\finland_awards.cpp
9cc134 E:\dev\CM3\cm3 00-01\cm3\code\transfer\finland_rules.cpp
9cc208 E:\dev\CM3\cm3 00-01\cm3\code\comp\fix_man.cpp
9cc27c E:\dev\CM3\cm3 00-01\cm3\code\fog_of_war.cpp
9cc3dc E:\dev\CM3\cm3 00-01\cm3\code\formation.cpp
```

```
9ccaf0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_cfa.cpp
9ccb28 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_cup.cpp
9ccb5c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_first.cpp
9ccb98 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_lge_cup.cpp
9ccbd0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_lower.cpp
9ccc0c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_second.cpp
9ccc48 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_super.cpp
9ccc80 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_third.cpp
9cccbc E:\dev\CM3\cm3 00-01\cm3\code\award\france_awards.cpp
9cccf4 E:\dev\CM3\cm3 00-01\cm3\code\transfer\france_rules.cpp
9cd0a0 E:\dev\CM3\cm3 00-01\cm3\code\comp\friendly.cpp
9cd2a4 E:\dev\CM3\cm3 00-01\cm3\code\game.cpp
9cd3a0 E:\dev\CM3\cm3 00-01\cm3\code\game_config.cpp
9cd3e0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ger_cup.cpp
9cd414 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_first.cpp
9cd450 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ger_lge_cup.cpp
9cd488 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_regional.cpp
9cd4c4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_second.cpp
9cd500 E:\dev\CM3\cm3 00-01\cm3\code\award\germany_awards.cpp
9cd538 E:\dev\CM3\cm3 00-01\cm3\code\transfer\germany_rules.cpp
9cd640 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\goldcup.cpp
9cdab0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\gre_cup.cpp
9cdae4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\gre_prm.cpp
9cdb1c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\gre_second.cpp
9cdb58 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\gre_super.cpp
9cdb90 E:\dev\CM3\cm3 00-01\cm3\code\award\greece_awards.cpp
9cdbc8 E:\dev\CM3\cm3 00-01\cm3\code\transfer\greece_rules.cpp
9cdc00 E:\dev\CM3\cm3 00-01\si\code\gui_utils.cpp
9cdc60 E:\dev\CM3\cm3 00-01\si\code\Guio.cpp
9ce408 E:\dev\CM3\cm3 00-01\cm3\code\hall_of_fame.cpp
9cec24 E:\dev\CM3\cm3 00-01\cm3\code\History.cpp
9cedd4 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\hol_cup.cpp
9cee08 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\hol_first.cpp
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ad4ce0 E:\dev\CM3\cm3 00-01\cm3\code\comp\worldcup\wc_south_american_league .cpp
ad4dec E:\dev\CM3\cm3 00-01\cm3\code\weather.cpp
ad5684 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\wel_cup.cpp
ad56f4 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\wel_lge_cup.cpp
ad572c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\wel_prm_cup.cpp
ad5764 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\world_club_champ.cpp
ad5848 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\world_club_cup.cpp
ad5888 E:\dev\CM3\cm3 00-01\cm3\code\comp\worldcup\world_cup.cpp
ad58c4 E:\dev\CM3\cm3 00-01\cm3\code\award\world_cup_awards.cpp
ad59b0 E:\dev\CM3\cm3 00-01\cm3\code\award\year_award.cpp
ad6a38 E:\dev\CM3\cm3 00-01\cm3\code\award\year_ratings.cpp
ad6ab0 E:\dev\CM3\cm3 00-01\si\code\zipdir.cpp
```

a695f0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_charity.cpp
a69628 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_cup.cpp
a6965c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nir_first.cpp
a69698 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_lge_cup.cpp
a696d0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nir_prm.cpp

---

Patinoz   27-01-12, 09:14 PM

HOLLAND

00834CD5 - Dutch Premier
00834D2A - Dutch First
00834D7D - Dutch Cup
00834DD0 - Dutch Super Cup
005F852C - Dutch Premier Division Prize or TV Money
005F853A - Dutch Premier Division Prize or TV Money
005F85F2 - Dutch Premier subs named
005F63D2 - Dutch First subs named
005F34AB - Dutch Cup subs named

Patinoz   27-01-12, 09:15 PM

this is for 00-01 season?

All times are GMT +1. The time now is 01:14 PM.

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Offsets

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Patinoz   27-01-12, 09:15 PM

No, 01-02, I guess the developers must have just updated the code they already had from 00-01 and not bothered renaming the files.

Patinoz   27-01-12, 09:15 PM

a yes....you are right...when i was trying to edit nation names in 00-01 season i had to change the cm0001.exe in to cm0102.exe...but if you start that renamed file game seeks CD to be present...but when you get back original name cm0001.exe game does not require CD to be present...crazy but that it is...

Patinoz   27-01-12, 09:15 PM

ITALY

008354FB - Italian Serie A
00835550 - Italian Serie B
008355A3 - Italian Serie C1A
008355F6 - Italian Serie C1B
008356AF - Italian Serie C2B
00835702 - Italian Serie C2C
0083580A - Italian Super Cup
00835862 - Italian Serie C1 Super Cup
0064160C - Italian Serie A Prize Money
0064687C - Italian Serie B Prize Money
0063EE80 - Italian Cup Prize Money
0063EF15 - Italian Cup Prize Money
0063EFBA - Italian Cup Prize Money
0063F05B - Italian Cup Prize Money
0063F106 - Italian Cup Prize Money
0063F3C2 - Italian Cup Prize Money - Winner
006416D6 - Italian Serie A subs named
006416DA - Italian Serie A subs allowed
00646938 - Italian Serie B subs named
0064693C - Italian Serie B subs allowed
0064B803 - Italian Serie C1A subs named
0064F9CA - Italian Serie C1B subs named
00653C23 - Italian Serie C2A subs named
006580E3 - Italian Serie C2B subs named
0065C271 - Italian Serie C2C subs named
0063E955 - Italian Cup subs named
0063E951 - Italian Cup subs allowed
0065F6DD - Italian Super Cup subs named
0065F6D9 - Italian Super Cup subs allowed
0063CC95 - Italian Serie C Cup subs named
0063CC91 - Italian Serie C Cup subs allowed
0063C64D - Italian Serie C1 Super Cup subs named
0063C649 - Italian Serie C1 Super Cup subs allowed

00646792 MOV WORD PTR DS:[ESI+3E],16 - Number of Teams in Italian Serie B (16 is 22 in decimal)
0064678B PUSH 512 (number of clubs *59)
00645B2D MOV WORD PTR DS:[EAX],2A - Number of Fixtures in Italian Serie B (2A is 42 in decimal)
006468B2 MOV WORD PTR DS:[ESI+3C],CX - Number of Rounds in Italian Serie B

Patinoz   27-01-12, 09:15 PM

Can someone give me some advice or help with this? I've been looking through the .exe to find as many offsets for substitutes as I can as part of my Flex tool.

5EAE94: MOV DL,3
5EAEA1: MOV BYTE PTR DS:[ESI+0C2],DL
5EAED3: MOV BYTE PTR DS:[ESI+0C7],DL
5EAF18: MOV BYTE PTR DS:[ESI+4A],DL

The first line sets the register DL to 3, the last is the number of allowed substitutes in the Greek Premier League. The other two uses of DL are for the number of points for win and, I think, the number of non-eu players.

So is it possible to have these three values changed independently? Could the two middle lines be re-written as:
MOV BYTE PTR DS:[ESI+C2], 3

MOV BYTE PTR DS:[ESI+C7], 3

The fourth line doesn't have enough space, so that could be left as it is, so DL would only be used once.

I'm not an expert in Olly, can someone advice me if this would be possible? And if so, how exactly do I do it?

Patinoz

JAPAN

00835ABE - Japanese J League
00835B13 - Japanese J2
00835B66 - Japanese Emporers Cup
00835BB9 - Japanese J Cup
00835C0C - Japanese Super Cup
006635E5 - J-League 1 Prize or TV Money
006635F3 - J-League 1 Prize or TV Money
00662E6D - Number of Fixtures in J-League 1
006634F2 - Number of Teams in J-League 1
006636BB - Japanese J1 subs named
006651CD - Japanese J2 subs named
006653E9 - Japanese J Cup subs named
006653ED - Japanese J Cup subs allowed
00661D99 - Japanese Emporer's Cup subs named
00661D9D - Japanese Emporer's Cup subs allowed

00835B66 JE SHORT 00835B8C change it to JMP SHORT 00835B8C - Disabling Japan Emperors Cup
00835BB9 JE SHORT 00835BDF change it to JMP SHORT 00835BDF - Disabling Japan Cup
00835C0C JE SHORT 00835C32 change it to JMP SHORT 00835C32 - Disabling Japan Super Cup
006670A3 - Japanese Foreign Player Restriction
00665042 MOV WORD PTR DS:[EDI+3E],0C - Teams Japan J-League 2
00665149 MOV WORD PTR DS:[ESI+3C],4 - Rounds in Japan J-League 2
006651CD MOV BYTE PTR DS:[ESI+49],5 - Subs in Japan J-League 2
006647BA MOV WORD PTR DS:[EAX],2C - Fixtures in Japan J-League 2
0066503B PUSH 2C4 (*59)
006647B5 PUSH 0B2C (*65)

Patinoz

http://champman0102.co.uk/forum/show...lacement-Guide

12.Change number of subs in leagues:

1.Go again to the number of rounds block
2.Search the line:"MOV BYTE PTR DS:[ESI+49],value" - this line determines how many players you can register as subs
3.Change it as you like

Attention:If the line doesn't have numeric value but use a variant like in the rounds line,than you will have to do the same trick again and move all the following lines one step down.
But make sure you don't overwrite the next block.

this is the one line from the replacement guide...i think that is same situation with your post...this situations are very hard for editing,reqiures lot of patience,care and on the end often changes simply don't work...

Patinoz

Thanks.

I have just written a short tool to scan the .exe file for all the substitute offsets, here is the definitive list of values that can be edited via Olly (excluding hard-coded values).

Code:

```
//Subs named
401b2e - African Nations Cup
405708 - Argentinian Premier
407ee5 - Argentinian Second
40ab69 - Asia Club Championship
40cc69 - Asia Cup Winners Cup
40f53c - Asia Nations Cup
4106b9 - Asian Super Cup
411d70 - Australian NSL
41dd91 - Begian First
41f081 - Belgian Second
422794 - Belgian Third
4259f5 - Brazilian Champions Cup
427501 - Brazilian Cup *
427ed3 - Brazilian Cup *
42a625 - Brazilian First
42cbf9 - Brazilian Second
42ded5 - Brazilian Third
43107e - Brazilian Central State Championship
43234f - Brazilian Gaúcho State Championship
4336cf - Brazilian Goiás State Championship
43803f - Brazilian Paraná State Championship
4394af - Brazilian Pernambucco State Championship
43a67e - Brazilian Rio State Championship
43bcf2 - Brazilian Santa Catarina State Championship
51497a - Croatian A1
515e7c - Croatian A2A
516f9a - Croatian A2B
5174e9 - Croatian Cup
```

```
550a8c - Danish Cup *
5516d3 - Danish Cup *
552437 - Danish First
553a89 - Danish Premier
56aab5 - Englsih Auto Cup
56c317 - English Conference Cup
56d3e9 - English Charity Shield
56ee5a - English Conference
572e0d - English First (now Championship)
574c03 - English Premier
5767fe - English Second (now First)
578159 - English Third (now Second)
57a16e - European Super Cup
57b6b5 - European Championships
57e976 - European Champions League Qualifiers
58383f - European Champiosn League
58be1b - Fifa Confederations Cup
5922b9 - Finnish Cup
593c06 - Finnish First
595cfa - Finnish Premier
5bc489 - French First
5bf134 - French Second
5d8c89 - German Cup
5db489 - German First
5dc1aa - German League Cup
5dcba3 - German Regional
5df477 - German Second
5e1354 - Gold Cup
5e88f5 - Greek Cup
5eaf26 - Greek Premier
5ebe74 - Greek Second
5ec0a9 - Greek Super Cup
5f34ab - Dutch Cup
5f63d2 - Dutch First
5f85f2 - Dutch Premier
6320ed - Inter American Cup
63301e - Intertoto Cup
634109 - Irish Challenge Cup
635b1d - Irish First
636509 - Irish Leinster Cup
636e25 - Irish League Cup
638809 - Irish Munster Cup
63a98b - Irish Premier
63ad21 - Irish Super Cup
63c64d - Italian C1 Super
63cc95 - Italian Serie C Cup
63e955 - Italian Cup
6416d6 - Italian Serie A
646938 - Italian Serie B
64b803 - Italian Serie C1A
64f9ca - Italian Serie C1B
653c23 - Italian Serie C2A
6580e3 - Italian Serie C2B
65c271 - Italian Serie C2C
65f6dd - Italian Super Cup
661d99 - Japanese Emporer's Cup
6636bb - Japanese J1
6651cd - Japanese J2
6653e9 - Japanese J Cup
66bd46 - Korean League
66bf55 - Korean League Cup
66d885 - Korean Super Cup
78c7d5 - Northern Irish League Cup
78f089 - Norwegain Cup
790b7e - Norwegian First
79278c - Norwegian Premier
79970e - Oceania Nations Cup
7a02ae - Olympic Games
7c7de9 - Polish Cup
7c9716 - Polish First
7ca5bc - Polish League Cup *
7cb1b3 - Polish League Cup *
7cbfe4 - Polish Second
7cc985 - Polish Super
7cf9c0 - Portuguese Premier
7d1742 - Portuguese Second
7d268b - Portuguese Second B
7e9279 - Russian Cup
7ea89e - Russian First
7eb7da - Russian Premier
7ec9e9 - Scottish Challenge Cup
7ed379 - Scottish FA Cup
7eeee9 - Scottish First
7efa49 - Scottish League Cup
7f2a43 - Scottish Premier
7f4014 - Scottish Second
7f4f9c - Scottish Third
84cfb9 - Spanish Cup
84fe8f - Spanish First
853811 - Spanish Lower
855d66 - Spanish Second
856f74 - Spanish Second B
858719 - Spanish Super Cup
88cc1d - Swedish Cup
88f136 - Swedish First
8905dc - Swedish Premier
8bf3b1 - nothing
8fc419 - Turkish Cup
8fe020 - Turkish First
8ff312 - Turkish Second
9004df - Tukish Second B
90234e - Uefa Cup
90f292 - World Cup African League
911c61 - World Cup Asian League
919265 - World Cup European League
91ed6c - World Cup Oceania Group
9210fc - World Cup South American Group
```

```
925cd1 - Conference North / Welsh Premier
925ee5 - Welsh League Cup
927845 - Welsh Premier Cup
929c1c - World Club Championships
92b51e - World Club Cup
92d28c - World Cup


//Subs allowed
40ab6d - Asian Club Championship
40cc6d - Asian Cup Winners Cup
4106bd - Asian Super Cup
41d0be - Belgian FA Cup
41dd95 - Belgian First
41f085 - Belgian Second
4259f1 - Brazilian Champions Cup
427505 - Brazilian Cup
427ed7 - Brazilian Cup
5174ed - Croatian Cup
550a90 - Danish Cup
5516d7 - Danish Cup
56aab9 - English Auto Cup
56d3ed - English Charity Shield
5922bd - Finnish Cup
5d8c8d - German Cup
5dc1ae - German League Cup
5dcba7 - German Regional
5e88f1 - Greek Cup
5ec0ad - Greek Super Cup
5f34a7 - Dutch Cup
6320f1 - Inter American Cup
63410d - Irish Challenge Cup
63650d - Irish Leinster Cup
636e21 - Irish League Cup
63880d - Irish Munster Cup
63ad25 - Irish Super Cup
63c649 - Italian Serie C1 Super Cup
63cc91 - Italian Serie C Cup
63e951 - Italian Cup
6416da - Italian Serie A
64693c - Italian Serie B
65f6d9 - Italian Super Cup
661d9d - Japanese Emporer's Cup
6653ed - Japanese J Cup
66bf51 - Korean League Cup
66d889 - Korean Super Cup
78c7d1 - Northern Irish League Cup
78f08d - Norwegian Cup
7c7ded - Polish Cup
7c971a - Polish First
7ca5c0 - Polish League Cup *
7cb1b7 - Polish League Cup *
7cc989 - Polish Super Cup
7d268f - Portuguese Second B
7e927d - Russian Cup
7ec9ed - Scottish Challenge Cup
7ed37d - Scottish FA Cup
7efa4d - Scottish League Cup
84cfbd - Spanish Cup
85871d - Spanish Super Cup
88cc21 - Swedish Cup
8fc41d - Turkish Cup
90f296 - World Cup African Group
911c65 - World Cup Asian Group
914a72 - World Cup CONCACAF Group
925ee1 - Welsh League Cup
927841 - Welsh Premier Cup
```

Those marked with a * indicate they appear twice but I don't know why. Possibly because the competition has two stages which can be edited independently?

Patinoz

N. IRELAND

```
00835E4F - Northern Irish Premier
00835EA4 - Northern Irish First
00835EF7 - Northern Irish Cup
00835F4A - Northern Irish League Cup
00835F9D - Northern Irish Charity Shield
0078ED5C - Northern Ireland Premier Division Prize Money
0078AA2E - Northern Ireland Cup Prize Money
0078AAD9 - Northern Ireland Cup Prize Money
0078ABB9 - Northern Ireland Cup Prize Money
0078AC5F - Northern Ireland Cup Prize Money WINNER
0078AC69 - Northern Ireland Cup Prize Money RUNNER UP
0078C7D5 - Northern Irish League Cup subs named
0078C7D1 - Northern Irish League Cup subs allowed
005E1354 - Northern Irish Gold Cup subs named

009CF8B0 - Northern Ireland Premier Division
009CF8B4 - Northern Ireland First Division
009CF8B8 - Northern Ireland Lower Division
009CF8BC - Northern Ireland Charity Shield
009CF8C0 - Northern Ireland Cup
009CF8C4 - Northern Ireland Gold Cup
009CF8C8 - Northern Ireland League Cup

0078A174 - Month of Northern Ireland Charity Shield
```

0078A176 - Day of Northern Ireland Charity Shield
00789E5B - Number of Subs in Northern Ireland Charity Shield

0078BBD2 - Month of Northern Ireland Second Division Play-Off
0078BBD4 - Day of Northern Ireland Second Division Play-Off

0078A932 - Month of Northern Ireland Cup Draw
0078A934 - Day of Northern Ireland Cup Draw

0078A934 - Date of Northern Ireland Cup (JANUARY - 5 TURN)
0078A9C3 - Date of Northern Ireland Cup (FEBRUARY - 6 TURN)
0078AA5C - Date of Northern Ireland Cup (MARCH - QUARTERS)
0078AB03 - Date of Northern Ireland Cup (APRIL - SEMI-FINAL)
0078ABE4 - Date of Northern Ireland Cup (MAY - FINAL)

0078AA2E - Northern Ireland Cup
0078AAD9 - Northern Ireland Cup
0078ABB9 - Northern Ireland Cup
0078AC5F - Northern Ireland Cup WINNER
0078AC69 - Northern Ireland Cup RUNNER UP

007937B2 - Opening Month of Transfer Window in Northern Ireland
007937B6 - Opening Day of Transfer Window in Northern Ireland
007937CD - Closing Month of Transfer Window in Northern Ireland
007937C9 - Clsoing Day of Transfer Window in Northern Ireland

0078A19B MOV WORD PTR DS: [ESI + D] .200-----> changes to 83 - Inserting extra time by eventual golden goal and penalties
0078A1B6 MOV BYTE PTR DS: [ESI + 21].----2--> change to 1 - Inserting extra time by eventual golden goal and penalties

---

Patinoz

John,about .cpp offsets,can you explain it more closer what are they represent exactly...some of the offsets Olly does not recognize,at least for me...

Patinoz

Sure.

If you open Olly,
Go to the box the in the bottom left quarter of the screen,
Press Ctrl+G
Enter the offset and press Enter

The first thing in the bottom left should begin E:\dev\CM3\ etc.
Click on the 'E'
Press Ctrl+R

A new box should appear which lists all the times this .cpp file referenced through the code (in Olly these are labeled - ASCII "E:\dev\CM3\etc\whatever.cpp")
Double click one of the lines and Olly will take you to the code relating to that .cpp file.

Patinoz

0x41b93d - John,i'v found this offset in one of the old Tapani's threads...this is for changing starting date but Olly does not recognize this offset?

there is a great amount of info in this thread,specially ideas about changing CL and Uefa cup structure...

http://www.thedugout.net/community/s...t=14860&page=3

Patinoz

plays with Olly

0x41b93d is the literal offset (where it actually is in the .exe file) + 0x400000 to get the Olly offset gives 0x81b93d

Which is: PUSH 7D1 (7D1 = 2001)

BTW - start is stored in lots of places, in some places it is even stored relatively, e.g. 0x7e6819 is start year minus 3 (no idea why).

Let me know if you want me to post all the offsets for that (courtesy of Tapani's patch where I stole them from).

Patinoz

a ha ha...well...we have stolen lot's of info from Tapani...(let him sue us :-))
i think that minus 3 is because of the first release of CM 3 which was in season 98-99...maybe some old stuff left behind SI programmers...
please,post the offsets...
thanks

Patinoz

These are literal offsets (add 0x400000 for Olly offsets)

Start Year:
0x13386, 0x140e5, 0x224f0, 0x44270, 0x44297, 0x5f4ee, 0x5f97c, 0x5f981, 0x16fc63, 0x18b387, 0x1aee53, 0x1bab86, 0x1bac32, 0x1bb6ab,
0x1bc8b2, 0x1c3068, 0x1db242, 0x2673c3, 0x267495, 0x267582, 0x26766d, 0x26775a, 0x267829, 0x2678f8, 0x2679c6, 0x267aa1, 0x267b81,
0x267c6d, 0x267d5a, 0x267e55, 0x267f50, 0x268043, 0x268149, 0x268236, 0x268324, 0x268411, 0x2684ff, 0x2685ed, 0x2686bc, 0x2687ac,
0x268899, 0x268987, 0x268a77, 0x268b65, 0x268c54, 0x268d40, 0x268e2f, 0x268f1d, 0x26900b, 0x2690da, 0x37d858, 0x3d2410, 0x41b93d,
0x430591, 0x430598, 0x4305dc, 0x430a64, 0x430f8e, 0x430fb4, 0x43129a, 0x4312b4, 0x431608, 0x431622, 0x4318ad, 0x4318c6, 0x431b54,
0x431b6d, 0x431e66, 0x431e80, 0x4320b3, 0x4320cd, 0x432324, 0x432577, 0x43290d, 0x433055, 0x43339d, 0x4336eb, 0x433c84, 0x433f8e,
0x434382, 0x43475d, 0x434aad, 0x434dfd, 0x435297, 0x435c39, 0x435fca, 0x43668e, 0x436a55, 0x436d68, 0x4371a5, 0x4371d5, 0x4374e9,
0x43805d, 0x438357, 0x43869f, 0x456ce0, 0x4fddd2, 0x5041f3

Start Year - 3 0x3e6819

Start Year - 1 0x55fd1, 0xdc02c, 0x12d2e2, 0x3e68fe, 0x3e691f, 0x45e98f

Start Year + 1 0xdc135

Start Year + 2 0x29e84e, 0x45b841, 0x45b898, 0x45c40c

Start Year + 3 0xdc113, 0x19ba24

Patinoz   27-01-12, 09:17 PM

NORWAY

00836214 - Norwegian Premier
0083626A - Norwegian First
008362C1 - Norwegian Cup
007926DC - Norwegian Premier League Prize Money
0079278C - Norwegian Premier subs named
00790B7E - Norwegian First subs named
0078F089 - Norwegain Cup subs named
0078F08D - Norwegian Cup subs allowed

Patinoz   27-01-12, 09:17 PM

I've just been looking in the .exe file at the section that, I believe, checks that certain clubs exist. I was wondering if anyone knew if it was possible
to disable all the checks - this would allow allow the clubs to be renamed without generating an error when the game loads.

Examples:
0x6146B6: PUSH OFFSET 009E1F08 - "MLS All Stars East"
0x616EA9: PUSH OFFSET 009E060C - "stuttgarter kickers ii"

I'm not an expert at actually editing the code but could these checks be disabled with an appropriately placed JMP command to skip this section of
code?

Last edited by JohnLocke; 05-02-2011 at 02:48 PM.

Patinoz   27-01-12, 09:17 PM

offset 0083660E (JE SHORT 00836634 change to JMP SHORT 00836634)

John,this is the offset for disable/enable Polish league cup,and i have some more similar offsets for disabling Irish Cups for example...can you scan
.exe file and provide a list with all competition offsets just as u did for subs?

Patinoz   27-01-12, 09:17 PM

POLAND

00836513 - Polish First
00836568 - Polish Second
008365BB - Polish Cup
0083660E - Polish League Cup
00836661 - Polish Super Cup
007C966E - Poland Premier Division Prize Money
007C9716 - Polish First subs named
007C971A - Polish First subs allowed
007CBFE4 - Polish Second subs named
007C7DE9 - Polish Cup subs named
007C7DED - Polish Cup subs allowed
007CA5BC - Polish League Cup subs named *
007CB1B3 - Polish League Cup subs named *
007CA5C0 - Polish League Cup *
007CB1B7 - Polish League Cup *
007CC985 - Polish Super Cup subs named
007CC989 - Polish Super Cup subs allowed

Patinoz   27-01-12, 09:18 PM

Slight problem, what I'm searching for are the values in the second column in Olly (0x74 0x24 in this case). That combination appears in the exe
5013 times!

Will all the lines be followed by: MOV EDX,DWORD PTR DS:[9CF860] ? If so I can include this to see if that reduces the number of matches.

PORTUGAL

008368BE - Portuguese Premier
00836913 - Portuguese Second
007CF8FC - Portuguese Premier Division Prize or TV Money
007CF90A - Portuguese Premier Division Prize or TV Money
007CF9C0 - Portuguese Premier subs named
007D1742 - Portuguese Second subs named
007D268B - Portuguese Second B subs named
007D268F - Portuguese Second B subs allowed
007D43EA - Portuguese Premier Division Foreigners Restrictions for Squad
007D43F1 - Portuguese Premier Division Foreigners Restrictions for Match

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Patinoz 27-01-12, 09:18 PM

REP. IRELAND

00835023 - Irish Premier
00835078 - Irish First
008350CB - Irish Challenge Cup
0083511E - Irish League Cup
00835171 - Irish Super Cup
008351C4 - Irish Presidents Cup
00835217 - Irish Munster Cup
0083526A - Irish Leinster Cup
0063A8D3 - Republic of Ireland Premier Division Prize Money
0063A98B - Irish Premier subs named
00635B1D - Irish First subs named
00634109 - Irish Challenge Cup subs named
0063410D - Irish Challenge Cup subs allowed
00636509 - Irish Leinster Cup subs named
0063650D - Irish Leinster Cup subs allowed
00636E25 - Irish League Cup subs named
00636E21 - Irish League Cup subs allowed
00638809 - Irish Munster Cup subs named
0063880D - Irish Munster Cup subs allowed
0063AD21 - Irish Super Cup subs named
0063AD25 - Irish Super Cup subs allowed

0063A74F MOV WORD PTR DS:[ESI+3E],BP - Number of Teams in Republic of Ireland Premier
0063591F MOV WORD PTR DS:[ESI+3E],BP - Number of Teams in Republic of Ireland First Division

---

Patinoz 27-01-12, 09:18 PM

Quote:

> Originally Posted by **Patinoz** »
>
> *as i can remember all lines with disable/enable competition are in format*
>
> *JE PUSH ******** than JE must be replaced with JMP in order to disable it...*

8322a2 - Argentinian Premier
8322f7 - Argentinian Second
832792 - Belgian First
8327e7 - Belgian Second
83283a - Belgian Third
83288d - Belgian FA Cup
8328e0 - Belgian Super Cup
832c0f - Brazilian Reg Bahia
832cb0 - Brazilian Reg Gaucho
832e44 - Brazilian Reg Parana
832e94 - Brazilian Reg Pern
832f35 - Brazilian Reg Santa
833027 - Brazilian Champions Cup
833275 - Croatian A1
8332ca - Croatian A2A
83331d - Croatian A2B
833370 - Croatian Cup
8335c3 - Danish Premier
833618 - Danish First
83366b - Danish Second
8336be - Danish Cup
83392c - English Premier
833981 - English First (Championship)
8339d4 - English Second (League One)
833a27 - English Third (League Two)
833b37 - English CC Cup (Conference Cup I think)
833b8f - English Auto Windscreens Cup
833eb3 - Finnish Premier
833f09 - Finnish First

833f60 - Finnish Cup
8341b4 - French First
834209 - French Second
83425c - French Third
8342af - French Cup
834302 - French League Cup
834355 - French Super Cup
8345c9 - German First
83461e - German Second
834985 - Greek Premier
8349da - Greek Second
834a2d - Greek Cup
834a80 - Greek Super Cup
834cd5 - Dutch Premier
834d2a - Dutch First
834d7d - Dutch Cup
834dd0 - Dutch Super Cup
835023 - Irish Premier
835078 - Irish First
8350cb - Irish Challenge Cup
83511e - Irish League Cup
835171 - Irish Super Cup
8351c4 - Irish Presidents Cup
835217 - Irish Munster Cup
83526a - Irish Leinster Cup
8354fb - Italian Serie A
835550 - Italian Serie B
8355a3 - Italian Serie C1A
8355f6 - Italian Serie C1B
8356af - Italian Serie C2B
835702 - Italian Serie C2C
83580a - Italian Super Cup
835862 - Italian Serie C1 Super Cup
835abe - Japanese J League
835b13 - Japanese J2
835b66 - Japanese Emporers Cup
835bb9 - Japanese J Cup
835c0c - Japanese Super Cup
835e4f - Northern Irish Premier
835ea4 - Northern Irish First
835ef7 - Northern Irish Cup
835f4a - Northern Irish League Cup
835f9d - Northern Irish Charity Shield
836214 - Norwegian Premier
83626a - Norwegian First
8362c1 - Norwegian Cup
836513 - Polish First
836568 - Polish Second
8365bb - Polish Cup
83660e - Polish League Cup
836661 - Polish Super Cup
8368be - Portuguese Premier
836913 - Portuguese Second
836c8f - Russian Premier
836ce4 - Russian First
836f84 - Scottish Premier
836fd9 - Scottish First
83702c - Scottish Second
83707f - Scottish Third
8370d2 - Scottish FA Cup
837125 - Scottish League Cup
837178 - Scottish Challenge Cup
8373c1 - South Korean K League
837416 - South Korean FA Cup
837469 - South Korean League Cup
8374bc - South Korean Super Cup
83773b - Spanish First
837790 - Spanish Second
8377f3 - Spanish Second Division B
837846 - Spanish Cup *
8378fd - Spanish Cup *
837950 - Spanish Super Cup
837bd5 - Swedish Premier
837c2a - Swedish First
837f35 - Turkish First (Super Lig)
837f8a - Turkish Second
837fdd - Turkish Second B
838030 - Turkish Cup
838282 - USA MLS
8382d7 - USA Open Cup
83832a - USA MLS All Stars
838577 - English Northern Premier / Welsh Premier
8385cc - Welsh Cup
83861f - Welsh League Cup
838672 - Welsh Premier Cup

* Not sure why its there twice.

I searched for: 0x74 0x24 0x8b 0x15, which found 127 matches, the 114 are the only ones that related to a competition.

Also:
92C077 CALL 0092DA40
92C07E CALL 0092D200

These are, I believe, the calls to create the World Cup. These are within a block starting at: 0092C047 JNE 0092C190. Wikipedia tells me that JNE is jump on inequality, so if it was changed to JE (jump on equality) would the World Cup be disabled?

Patinoz

RUSSIA

00836C8F - Russian Premier
00836CE4 - Russian First
007EB71A - Russian Premier Division Prize Money
007EB622 - Teams in Russian Premier Division
007EAD8D - Fixtures in Russian Premier Division
007EB7DA - Russian Premier subs named
007EA89E - Russian First subs named
007EA875 - Russian First subs allowed
007E9279 - Russian Cup subs named
007E927D - Russian Cup subs allowed

007EC978 : MOV BYTE PTR DS:[EDX+2], 3 - Player Restrictions (unknown division)

Patinoz

27-01-12, 09:19 PM

In answer to my own question, YES! Changing the JNE to JE disables the World Cup! Not had any errors after 1 season - although the World Cup still appears on the menu in the game and if you select it the game crashes.

Anyone know how to remove a competition from the menu? Would I have to delete the competition in the editor?

Patinoz

27-01-12, 09:20 PM

John,when i disable competition i only change command JE PUSH to JMP PUSH,after that when starting game,that disabled competition does not appear in the menu.
i'v tried to disable WC long ago when i was creating league with only national teams participating in it...i remember i'v change around 50 lines...no,i get it,my idea was to disable all nation competitions,WC,Euro Championship,Copa America...that why i changed so many lines.In the end that worked but with many error messages,but game didn't crashed...

Show 40 post(s) from this thread on one page

Patinoz

27-01-12, 09:20 PM

International competitions must be different from domestic.

Here's a screenshot to show no World Cup in 2002 (Japan as co-host would have played if it had). Clicking on the highlighted menu crashes the game.

http://img16.imageshack.us/img16/9839/57282780.jpg

I'll have to holiday on a bit to see if anything breaks. The game still says the qualifying draw will be made in March 2004 - so it might break then or when the teams qualify for the non-existent competition.

Patinoz

27-01-12, 09:22 PM

Looks like I spoke too soon, the game crashed 4 weeks later.

Patinoz

27-01-12, 09:22 PM

the problem is this line for FA cup not existin the original v68 file it was add by tapani patch
and i tried to add it but nothing changed in the game
thats the problem
(and i know what i requested before)

Patinoz

27-01-12, 09:22 PM

yeah... icy is right.... some of those offsets are for tapanified patches, not the regular, untouched EXE file.... I have no idea how to change subs in Engerland

---

Patinoz

27-01-12, 09:23 PM

icy wants offset for england FA cup subs inside the untapanified official 3.9.68 .exe file...

you should go to the this offset:

9c42cc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_fa_cup.cpp

13.Change number of subs in cup:
1.Go to the 1st reference line in the cup references list
2.Scroll up a bit until you see the block start (should start with:"Push -1")
2.Look down for the same lines as the league subs lines
3.Change it as you like
4.Save the changes
5.Close olly

and somewhere inside that block should be a line like this:

MOV BYTE PTR DS:[ESI+49],value

Patinoz

27-01-12, 09:23 PM

00570C6B MOV BYTE PTR DS:[ESI+49],AL (this is the offset for changing how many subs can be assigned for the FA cup)

00570C6E MOV BYTE PTR DS:[ESI+4A],AL (this is the offset for changing how many subs you can use during match)

now,they don't have numeric value and changing offset will affect other lines and game would crash...i don't know how to change this...this is the question for Tapani or Zozoa.

Patinoz

27-01-12, 09:23 PM

what is the offset to disable the League Cup in Korea?

00837469 JE SHORT 0083748F change it to JMP SHORT 0083748F

00835023 - Irish Premier
00835078 - Irish First
008350cb - Irish Challenge Cup
0083511e - Irish League Cup
00835171 - Irish Super Cup
008351c4 - Irish Presidents Cup
00835217 - Irish Munster Cup
0083526a - Irish Leinster Cup

all JE commands just replace with JMP commands for the competitions you like. That is all.

I'm looking to change the size of the Irish First Division from 12 to maybe 16 or 18. Have gotten fed up of playing the same clubs so many times, would rather play each team twice only. I know Djole managed to do this with the scottish premier, second and third divisions. And as the correct league sizes are now in place I guessed someone must have found a way to change the size of the leagues. I'm just having difficulty finding the offsets in Olly.

for Ireland i only managed to reduce number of rounds from 3 to 2,22 fixtures...offsets for number of teams for ireland premier are not in HEXADECIMAL value,instead they are something like ECX or EPB...and that is tricky part...

SCOTLAND

00836F84 - Scottish Premier
00836FD9 - Scottish First
0083702C - Scottish Second
0083707F - Scottish Third
008370D2 - Scottish FA Cup
00837125 - Scottish League Cup
00837178 - Scottish Challenge Cup
007F2A43 - Scotland Premier subs named
007F2A35 - Scotland Premier subs allowed
007EEEE9 - Scotland First Division subs named
007EEEDE - Scotland First Division subs allowed
007F4014 - Scotland Second Division subs named
007F4009 - Scotland Second Division subs allowed
007F4F9C - Scotland Third Division subs named
007F4F7E - Scotland Third Division subs allowed
007ED379 - Scottish Cup subs named
007ED37D - Scottish Cup subs allowed
007EC9E9 - Scottish Challenge Cup subs named
007EC9ED - Scottish Challenge Cup subs allowed
007ED379 - Scottish FA Cup subs named
007ED37D - Scottish FA Cup subs allowed
007EFA49 - Scottish League Cup subs named
007EFA4D - Scottish League Cup subs allowed
007F293A - Scotland Premier Prize Money
007F2948 - Scotland Premier TV Money
007ED6F7 - Scottish FA Cup Prize Money
007ED883 - Scottish FA Cup Prize Money
007ED8D6 - Scottish FA Cup Prize Money
007ED97F - Scottish FA Cup Prize Money
007EDA27 - Scottish FA Cup Prize Money
007EDAD1 - Scottish FA Cup Prize Money

007F29CF – MOV BYTE PTR DS:[ESI+C1],BL (…+0C1],DL) - Scottish Premier Division Relegation
007F29A1 - MOV BYTE PTR DS:[ESI+C1],AL (…+0C1],DL) - Scottish Premier Division Relegation
007EEE90 - MOV BYTE PTR DS:[ESI+BE],BL (…+0BE],DL) - Scottish First Division Promotion
007EEEB0 - MOV BYTE PTR DS:[ESI+C1],CL (…+0C1],DL) - Scottish First Division Relegation
007F3FBD - MOV BYTE PTR DS:[ESI+BE],AL (…+0BE],DL) - Scottish Second Division Promotion
007F3FDD - MOV BYTE PTR DS:[ESI+C1],AL (…+0C1],DL) - Scottish Second Division Relegation
007F4F33 - MOV BYTE PTR DS:[ESI+BE],AL (…+0BE],CL) - Scottish Third Division Promotion

007EDBBB |. A1 5CF49C00 |MOV EAX,DWORD PTR DS:[9CF45C] - SCOTLAND
007EDD99 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - Scotland Premier Clubs in Scottish Cup
007EDCCC |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - Scotland First Division Clubs in Scottish Cup
007EDC35 |. 3B05 E4F59C00 |CMP EAX,DWORD PTR DS:[9CF5E4] - Scotland Second Division Clubs in Scottish Cup
007EDC2B |. 8B2D E8F59C00 |MOV EBP,DWORD PTR DS:[9CF5E8] - Scotland Third Division Clubs in Scottish Cup
007EDBCF |. 8B0D 64F79C00 |MOV ECX,DWORD PTR DS:[9CF764] - Scotland A Lower Division Clubs in Scottish Cup

Spoiler! [Show]

Patinoz   27-01-12, 09:26 PM

Quote:

> *Originally Posted by **Patinoz*** »
>
> *what is the offset to change the italian Serie B, Round,team and Fixtures?*
> *thank's*

00646792 MOV WORD PTR DS:[ESI+3E],16 (number of clubs) 16 is 22 in decimal

0064678B PUSH 512 (number of clubs *59) 512 is 1298 in decimal 1298/22=59 ,if you change number of clubs,let's say on 24 you will have to change PUSH command like this:24*59=1416 and to convert 1416 to hexadecimal,that is 588 so command should be PUSH 588

00645B2D MOV WORD PTR DS:[EAX],2A (number of fixtures)

006468B2 MOV WORD PTR DS:[ESI+3C],CX (number of rounds)
CX is a variant that contain some value(in this case it contains the value 2)
We can't edit this line and put 3 instead of CX because it will overwrite the next line and we aren't allowed to do it.
We can't either change the value CX gets above("MOV ECX,2") because it may affect other things like number of subs or number of points for winning a game
Therefore we will have move all the following lines 1 step down.
4.Mark all this block in grey using Shift+key down
5.Right-click somewhere on the grey block->copy->to file
6.Now change the "MOV WORD PTR DS:[ESI+3C],CX" to "MOV WORD PTR DS:[ESI+3C],3"
7.Copy the the following lines as they are in the file you have created

Note:when copying the lines it may give the message:"unknown identifier",in this case you just need to add 0 before the variant name.
For example,if the line you want to copy is:"MOV WORD PTR DS:[ESI+AB],AX",write it as "MOV WORD PTR DS:[ESI+0AB],AX"

Patinoz   27-01-12, 09:26 PM

SOUTH KOREA

008373C1 - South Korean K League
00837416 - South Korean FA Cup
00837469 - South Korean League Cup
008374BC - South Korean Super Cup
0066BC92 - K League Prize Money
0066BD46 - Korean League subs named
0066D885 - Korean Super Cup subs named
0066D889 - Korean Super Cup subs allowed
0066BF55 - Korean League Cup subs named
0066BF51 - Korean League Cup subs allowed
0066BBB2 - Number of Teams in K League

Patinoz   27-01-12, 09:27 PM

I'm looking to make a new application to simplify the process of editing player restrictions in various leagues. I'm looking for as many offsets as I can get, I've done some scanning and found the following but if anyone that has any more I'd really appreciate it.

+5
579c63 (England Match Rules)
5c1a53 x
5c1a5a x
5e02f8 Unknown (3), Germany
5e02ff Unknown (18) Germany
5ed048 Unknown (5), Greece
5ed04f Unknown (4), Greece
6397f1 Unknown (0), Irish Presidents Cup?
6d79ed Unknown (0), ?
6d7adc Unknown (0), ?
6d7ae6 Unknown (0), ?
794753 Unknown (3), Norway
8595a5 Unknown (4), Spain
8595b9 Unknown (2), Spain
8595c9 Unknown (4), Spain
8595d1 Unknown (3), Spain
90a731 Unknown (0), MLS All Stars

+2
40aa23 Unknown (4), Argentina
412dc3 Unknown (6), Australia
43f2c8 Unknown (2), Brazil
6670a3 Unknown (3), Japan
7cd973 Unknown (18), Poland
7ec978 Unknown (3), Russia
902203 Unknown (0), Turkey
90222d Unknown (6), Turkey
90ba88 Unknown (18), USA

If anyone can confirm what any of the are I'd also appreciate it. The number in brackets is the number of players allowed.
+5 is for non-eu restriction, +2 wasn't in the tutorial but, as a guess, I'd say it is non-region or non-continent restriction (I've only played in Australia from that list).

I'll see if I can find some more at the weekend.

John

SPAIN

0083773B - Spanish First
00837790 - Spanish Second
008377F3 - Spanish Second Division B
00837846 - Spanish Cup
008378FD - Spanish Cup
00837950 - Spanish Super Cup
0084FDB9 - Spanish Premier Division prize money
0084FE8F - Spanish First subs named
00855D66 - Spanish Second subs named
00856F74 - Spanish Second B subs named
00853811 - Spanish Lower subs named
0084CBF9 - Spanish Cup subs named
0084CFBD - Spanish Cup subs allowed
00858719 - Spanish Super Cup subs named
0085871D - Spanish Super Cup subs allowed

0053D819: MOV ECX,DWORD PTR DS:[9D0120] ---> MOV ECX,-1 (Disabling the Basque-only restriction at Athletic Bilbao)
008CECAC: MOV ECX,DWORD PTR DS:[9D0128] ---> MOV ECX,-1 (Disabling the Basque-only restriction at Real Sociedad)
008CECB1: NOP (Disabling the Basque-only restriction at Real Sociedad)

The code that deals with the basque-only restriction:

Code:

```
0053D7EF    90              NOP
0053D7F0 /$ 8B4C24 04       MOV ECX,DWORD PTR SS:[ESP+4]
0053D7F4 |. 85C9            TEST ECX,ECX
0053D7F6 |. 0F84 F9000000   JE cm0102.0053D8F5
0053D7FC |. 8B41 53         MOV EAX,DWORD PTR DS:[ECX+53] = (83, get nation id of club)
0053D7FF |. 85C0            TEST EAX,EAX            check if it is -1 (none), I think.
0053D801 |. 0F84 EE000000   JE cm0102.0053D8F5
0053D807 |. 8B00            MOV EAX,DWORD PTR DS:[EAX]    get the id of the club
0053D809 |. 8B15 88F49C00   MOV EDX,DWORD PTR DS:[9CF488] = Spain
0053D80F |. 3BC2            CMP EAX,EDX                      tests if club is spanish
0053D811 |. 0F85 DE000000   JNZ cm0102.0053D8F5             skip next section if not spanish
0053D817 |. 8B01            MOV EAX,DWORD PTR DS:[ECX]
0053D819 |. 8B0D 20019D00   MOV ECX,DWORD PTR DS:[9D0120] = Athletic Bilbao
0053D81F |. 3BC1            CMP EAX,ECX
0053D821 |. 0F84 C8000000   JE cm0102.0053D8EF
0053D827 |. 3B05 34019D00   CMP EAX,DWORD PTR DS:[9D0134] = Athletic Bilbao B
0053D82D |. 0F84 BC000000   JE cm0102.0053D8EF
0053D833 |. 3B05 E4029D00   CMP EAX,DWORD PTR DS:[9D02E4] = SD Eibar
0053D839 |. 0F84 B0000000   JE cm0102.0053D8EF
0053D83F |. 3B05 E8029D00   CMP EAX,DWORD PTR DS:[9D02E8] = Amurrio CF
0053D845 |. 0F84 A4000000   JE cm0102.0053D8EF
0053D84B |. 3B05 EC029D00   CMP EAX,DWORD PTR DS:[9D02EC] = CD Aurrera Vitoria
0053D851 |. 0F84 98000000   JE cm0102.0053D8EF
0053D857 |. 3B05 F0029D00   CMP EAX,DWORD PTR DS:[9D02F0] = Barakaldo
0053D85D |. 0F84 8C000000   JE cm0102.0053D8EF
0053D863 |. 3B05 F4029D00   CMP EAX,DWORD PTR DS:[9D02F4] = SD Beasain
0053D869 |. 0F84 80000000   JE cm0102.0053D8EF
0053D86F |. 3B05 F8029D00   CMP EAX,DWORD PTR DS:[9D02F8] = Berneo Club
0053D875 |. 74 78           JE SHORT cm0102.0053D8EF
0053D877 |. 3B05 FC029D00   CMP EAX,DWORD PTR DS:[9D02FC] = Gernika Club
0053D87D |. 74 70           JE SHORT cm0102.0053D8EF
0053D87F |. 3B05 04039D00   CMP EAX,DWORD PTR DS:[9D0304] = SD Lemona
0053D885 |. 74 68           JE SHORT cm0102.0053D8EF
0053D887 |. 3B05 08039D00   CMP EAX,DWORD PTR DS:[9D0308] = Elgoibar CD
0053D88D |. 74 60           JE SHORT cm0102.0053D8EF
0053D88F |. 3B05 0C039D00   CMP EAX,DWORD PTR DS:[9D030C] = Hernani CD
0053D895 |. 74 58           JE SHORT cm0102.0053D8EF
0053D897 |. 3B05 10039D00   CMP EAX,DWORD PTR DS:[9D0310] = Zalla UC
0053D89D |. 74 50           JE SHORT cm0102.0053D8EF
0053D89F |. 3B05 14039D00   CMP EAX,DWORD PTR DS:[9D0314] = Cultural Durango
0053D8A5 |. 74 48           JE SHORT cm0102.0053D8EF
0053D8A7 |. 3B05 18039D00   CMP EAX,DWORD PTR DS:[9D0318] = SD Amorebieta
0053D8AD |. 74 40           JE SHORT cm0102.0053D8EF
0053D8AF |. 3B05 1C039D00   CMP EAX,DWORD PTR DS:[9D031C] = Arenas Getxo Bilbao
0053D8B5 |. 74 38           JE SHORT cm0102.0053D8EF
0053D8B7 |. 3B05 20039D00   CMP EAX,DWORD PTR DS:[9D0320] = Aurrera Ondarroa CD
0053D8BD |. 74 30           JE SHORT cm0102.0053D8EF
0053D8BF |. 3B05 24039D00   CMP EAX,DWORD PTR DS:[9D0324] = Baskonia CD
0053D8C5 |. 74 28           JE SHORT cm0102.0053D8EF
0053D8C7 |. 3B05 28039D00   CMP EAX,DWORD PTR DS:[9D0328] = SD Eibar B
0053D8CD |. 74 20           JE SHORT cm0102.0053D8EF
0053D8CF |. 3B05 2C039D00   CMP EAX,DWORD PTR DS:[9D032C] = San Pedro UD
0053D8D5 |. 74 18           JE SHORT cm0102.0053D8EF
0053D8D7 |. 3B05 30039D00   CMP EAX,DWORD PTR DS:[9D0330] = Santurtzi CD
0053D8DD |. 74 10           JE SHORT cm0102.0053D8EF
0053D8DF |. 3B05 34039D00   CMP EAX,DWORD PTR DS:[9D0334] = Sestto River Club
0053D8E5 |. 74 08           JE SHORT cm0102.0053D8EF
0053D8E7 |. 3B05 38039D00   CMP EAX,DWORD PTR DS:[9D0338] = Tolosa CF
0053D8ED |. 75 06           JNZ SHORT cm0102.0053D8F5
0053D8EF |> B8 01000000     MOV EAX,1
0053D8F4 |. C3              RETN
0053D8F5 |> 33C0            XOR EAX,EAX
0053D8F7 \. C3              RETN
```

I have discovered a new way of understanding the code during decoding the section.

```
MOV EAX,DWORD PTR DS:[ECX+53] would previously have been a bit of a mystery but I now know that it is accessing the
value 83 (53 in hex) bytes into a club - which is the field 'nation id'. I'll post some more examples of this that
should help improve our understanding of the code.


Editing the nation 'basque' clubs are restricted to:

008CEBB5: MOV EAX,DWORD PTR DS:[9CF424] - original value, basque restriction
008CEBB5: MOV EAX,DWORD PTR DS:[9CF488] - restricts them to just Spanish players.
```

Patinoz

Offsets for the names of continents, should anyone wish to rename them (.dat files would also need changing):
Africa - 0x5d9458
Asia - 0x5d9450
Europe - 0x5d9448
North America - 0x5d9438
Oceania - 0x5d9430
South America - 0x5d9420

Offsets are literal, add 0x400000 for Olly offsets.

Patinoz

SWEDEN

00837BD5 - Swedish Premier
00837C2A - Swedish First
0089052C - Swedish Premier League Prize Money
008905DC - Swedish Premier subs named
0088F136 - Swedish First subs named
0088CC1D - Swedish Cup subs named
0088CC21 - Swedish Cup subs allowed

0088DAD8 |. 3B0D A8F49C00 |CMP ECX,DWORD PTR DS:[9CF4A8] - Sweden
0088DB8B |. 8B1D ECF59C00 |MOV EBX,DWORD PTR DS:[9CF5EC] - Sweden Premier Division Clubs in Swedish Cup
0088DB2E |. 3B0D F0F59C00 |CMP ECX,DWORD PTR DS:[9CF5F0] - Sweden First Division Clubs in Swedish Cup
0088DAA1 |. 3B0D C8F79C00 |CMP ECX,DWORD PTR DS:[9CF7C8] - Sweden Second Division Clubs in Swedish Cup
0088DAE9 |. 3B0D ACF69C00 |CMP ECX,DWORD PTR DS:[9CF6AC] - Sweden Lower Division Clubs in Swedish Cup
0088D5AF |. 66:C746 3E 1E0>MOV WORD PTR DS:[ESI+3E],1E - The 30 clubs for the cup needed

---

Patinoz

Data directory name offset: 0x9c3824.

Not particularly important but it would allow one to run multiple databases without needing to swap data directories. With the later versions of the Tapani patch there is no requirement for the exe to be called cm0102.exe. So you could have an exe called odb.exe that reads data from a directory call odbdata, an exe called sim.exe that reads data from a directory called simdata etc. You could also have a different directory for Tapanified data, 3.9.60 data etc etc.

There is limited space available - only 8 bytes (enough for 7 characters and the null termination).

Patinoz

TURKEY

00837F35 - Turkish First
00837F8A - Turkish Second
00837FDD - Turkish Second B
00838030 - Turkish Cup

008FE020 - Turkish First subs named
008FF312 - Turkish Second subs named
009004DF - Tukish Second B subs named
008FC419 - Turkish Cup subs named
008fC41D - Turkish Cup subs allowed

Patinoz

A huge collection of text offsets - http://www.sendspace.com/file/347me9

The file includes a line that is pre-formatted to work with the Flex Editor along with the original value.

There is a problem with the way Flex Editor, and my software generally, handles the endline character (ASCII value 10), as a result I have replaced it with a '$' sign. If you want to edit text with '$' signs then the only think I can suggest is to replace it with a ' ' - this would result in some news stories being squashed into one paragraph rather than being split. The endline is also used by the game on buttons where the text is over two lines - at present there is no way of keeping editing these values with the Flex Editor.

Values wrapped with '{}' appear to be those that can be clicked in the game, e.g. club names in news items, you could remove them if you really wanted to.

Some values will contain comments that can safely be removed to give more space, e.g. 'Club chairman <%s - Chairman Name eg Peter Johnson>

is glad that you are not getting over confident about the club's chances of beating the drop this season.' - here the text ' - Chairman Name eg Peter Johnson' can be removed without impacting on the visible message.

I have been working on a tutorial for the Flex Editor, it can be found here: http://champman0102.co.uk/forum/show...ditor+Tutorial

Please note - the text file was auto-generated, some of the values will be critical to the game working properly, others will be linked to the names of things in the data files. Please back-up your .exe.

Patinoz

0x60d780: change from MOV EAX,DWORD PTR SS:[ESP+4]
to: JMP 0060D800 (make sure Fill rest with NOPs is ticked, this will insert two lines of NOP).

This disables the error message displayed when a hard-coded club name has been changed; i.e. you can rename Barcelona, Manchester United etc and not get an annoying error message when the game loads.

The official editor still won't let you make the changes so you'll have to use something like Tri Wasono's editor.

I have just noticed that editing Barcelona's name has broken the link with Barcelona B, i.e. you can't promote / relegate player between the two. So you might want to bear that in mind before renaming a club.

Patinoz

UNITED STATES

00838282 - USA MLS
008382D7 - USA Open Cup
0083832A - USA MLS All Stars

Patinoz

Someone has probably noticed this pattern before but if not the following offsets represent a date. In this case it is the date of the Charity Shield.

0056D70D |. 6A 04 PUSH 4 ; |Arg9 = 4
0056D70F |. 51 PUSH ECX ; |Arg8
0056D710 |. 6A 01 PUSH 1 ; |Arg7 = 1
0056D712 |. 6A 06 PUSH 6 ; |Arg6 = 6
0056D714 |. 53 PUSH EBX ; |Arg5
0056D715 |. 6A 07 PUSH 7 ; |Arg4 = 7
0056D717 |. 6A 0D PUSH 0D ; |Arg3 = 0D
0056D719 |. 53 PUSH EBX ; |Arg2
0056D71A |. 56 PUSH ESI ; |Arg1

Arg3 is the day of the month (0 is the 1st).
Arg4 is the month (0 is January)
Arg6 is day of the week (Monday is 0)
Arg7 is the time of day (0=AM, 1=PM, 2=EVE).

Arg6 overrides Arg3, i.e. it picks the nearest day specified (e.g. Saturday) to the date specified (e.g. 20th); so if you use Saturday and 20th but the 20th is a Thursday then the game will use the 22nd. I think I have previously seen a date that was fixed irrespective of the day of the week it was but can't remember where or how it worked.

Patinoz

WALES

00838577 - Welsh Premier
008385CC - Welsh Cup
0083861F - Welsh League Cup
00838672 - Welsh Premier Cup

00925CD1 - Welsh Premier subs named
00925EE5 - Welsh League Cup subs named
00925EE1 - Welsh League Cup subs allowed
00927845 - Welsh Premier Cup subs named
00927841 - Welsh Premier Cup subs allowed

Code:

```
00460D77 MOV ECX,DWORD PTR DS:[9D0430] //9D0430 - Swansea City, set using a name lookup elsewhere.
00460D7D CMP EAX,ECX
00460D7F JE 00460E0A
00460D85 CMP EAX,DWORD PTR DS:[9D0434] //9DO434 -Cardiff City
00460D8B JE SHORT 00460E0A
00460D8D CMP EAX,DWORD PTR DS:[9D043C] // - Wrexham
...
00460E0F PUSH OFFSET 009904F4 ; ASCII "Wales<%s - COMMENT - Country Name>"

All the above (and nearby code) does is display the text 'Wales' (the '<' onwards is ignored, it's there to tell
the developers what the text is for only) if the club being looked at is one of the 3 mentioned.
```

Code:

```
Welsh Premier Cup invites (untested):

00928A3D MOV EAX,DWORD PTR DS:[9D0434] - Cardiff City

00928A62 MOV EAX,DWORD PTR DS:[9D0430] - Swansea City

00928AA6 MOV EAX,DWORD PTR DS:[9D0438] - Merthyr Tydfil

00928A85 MOV EAX,DWORD PTR DS:[9D043C] - Wrexham
```

Patinoz

27-01-12, 09:29 PM

just started a game in croatia, so I've edited its prizes

CROATIA

005148AC - This is the prize for 1st div
005148BA - This is TV money
00515DAC - this is the prize for 1st div A
00515DBA - This is TV money
00516ECC - this is the prize for 1st div B
00516EDA - This is TV money

Patinoz

27-01-12, 09:29 PM

AFRICA

CLUB COMPETITIONS

00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals
00401B2E - African Nations Cup Subs Named

African Cup of Nations hosts
Code:

```
005F9F19 - MOV EDX,DWORD PTR DS:[9CF2D8] - 2002 HOST (EGYPT)
005F9F37 - MOV EAX,DWORD PTR DS:[9CF49C] - 2004 HOST (SUDAN)
005F9F54 - MOV ECX,DWORD PTR DS:[9CF4D8] - 2006 HOST (TUNISIA)
005F9F72 - MOV EDX,DWORD PTR DS:[9CF27C] - 2008 HOST (CAMEROON)
005F9F90 - MOV EAX,DWORD PTR DS:[9CF400] - 2010 HOST (NIGERIA)
005F9FAD - MOV ECX,DWORD PTR DS:[9CF3D8] - 2012 HOST (MOROCCO)
005F9FCB - MOV EDX,DWORD PTR DS:[9CF208] - 2014 HOST (ALGERIA)
005F9EEA - MOV EAX,DWORD PTR DS:[9CF318] - 2016 JOINT HOST (GHANA)
005F9EFA - MOV EDX,DWORD PTR DS:[9CF400] - 2016 JOINT HOST (NIGERIA)

NB. After all nations have hosted the game goes back to the start of the list and Egypt host in 2018, Sudan in 2020
etc...
```

Nations that take part in the African Nations Cup
Code:

```
004023A0  |> /8B43 71    /MOV EAX,DWORD PTR DS:[EBX+71]    --continent of nation
004023A3  |. |85C0        |TEST EAX,EAX
004023A5  |. |74 5A       |JE SHORT 00402401
004023A7  |. |8B00        |MOV EAX,DWORD PTR DS:[EAX]
004023A9  |. |8B0D 08FA9C00 |MOV ECX,DWORD PTR DS:[9CFA08] --Africa, maybe this can be changed?
004023AF  |. |3BC1        |CMP EAX,ECX
```

```
004023B1  |.  |75 4E        |JNE SHORT 00402401
004023B3  |.  |83FF 32      |CMP EDI,32
004023B6  |.  |7D 49        |JGE SHORT 00402401                        -- stop once 50 teams are invited?
004023B8  |.  |84D2         |TEST DL,DL
004023BA  |.  |C74424 14 000 |MOV DWORD PTR SS:[LOCAL.132],0
004023C2  |.  |7E 26        |JLE SHORT 004023EA
004023C4  |.  |8B86 EE000000 |MOV EAX,DWORD PTR DS:[ESI+0EE]
004023CA  |.  |0FBECA       |MOVSX ECX,DL
004023CD  |>  |8B28         |/MOV EBP,DWORD PTR DS:[EAX]
004023CF  |.  |395D 53      ||CMP DWORD PTR SS:[EBP+53],EBX
004023D2  |.  |75 08        ||JNE SHORT 004023DC
004023D4  |.  |C74424 14 010 ||MOV DWORD PTR SS:[LOCAL.132],1
004023DC  |>  |83C0 04      ||ADD EAX,4
004023DF  |.  |49           ||DEC ECX
004023E0  |.^|75 EB        |\JNE SHORT 004023CD
004023E2  |.  |8B4424 14     |MOV EAX,DWORD PTR SS:[LOCAL.132]
004023E6  |.  |85C0         |TEST EAX,EAX
004023E8  |.  |75 17        |JNE SHORT 00402401
004023EA  |>  |53           |PUSH EBX                                  ; /Arg1
004023EB  |.  |E8 E08F1300  |CALL 0053B3D0                             ;
004023F0  |.  |8B8E EE000000 |MOV ECX,DWORD PTR DS:[ESI+0EE]
004023F6  |.  |8A5424 17     |MOV DL,BYTE PTR SS:[LOCAL.133+3]
004023FA  |.  |83C4 04      |ADD ESP,4
004023FD  |.  |8904B9       |MOV DWORD PTR DS:[EDI*4+ECX],EAX
00402400  |.  |47           |INC EDI
00402401  |>  |8B4424 18     |MOV EAX,DWORD PTR SS:[LOCAL.131]
00402405  |.  |8B0D 5023AE00 |MOV ECX,DWORD PTR DS:[0AE2350]
0040240B  |.  |40           |INC EAX
0040240C  |.  |81C3 22010000 |ADD EBX,122
00402412  |.  |894424 18     |MOV DWORD PTR SS:[LOCAL.131],EAX
00402416  |.  |0FBFC0       |MOVSX EAX,AX
00402419  |.  |3BC1         |CMP EAX,ECX
0040241B  |.^\7C 83        \JL SHORT 004023A0
```

Patinoz

Note to self:

Just copied across all posts with valuable infos in them or problems (only the ones which got solved though)

left out the "thank you" and pasquale / probe stuff

this obviously needs serious sorting, perhaps somebody with a slight understanding of these things can help there? i only see random numbers and letters there :lol:

Patinoz

ASIA

CLUB COMPETITIONS

00831D43 - Asian Club Competitions
00831DA4 - Asian Club Competitions
00831E07 - Asian Club Competitions
0083204E - Asian Club Competitions
00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)
0040ABB9 - Asia Club Championship Subs Named
0040AB6D - Asian Club Championship Subs Allowed
0040CC69 - Asia Cup Winners Cup Subs Named
0040CC6D - Asian Cup Winners Cup Subs Allowed
004106B9 - Asian Super Cup Subs Named
004106BD - Asian Super Cup Subs Allowed

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals
0040F53C - Asia Nations Cup Subs Named

Asian Cup Hosts
Code:

```
005FA585 - MOV EDX,DWORD PTR DS:[9CF46C] - 2004 HOST (SINGAPORE)
```

```
005FA5A3 - MOV EAX,DWORD PTR DS:[9CF36C] - 2008 HOST (JAPAN)
005FA5C0 - MOV ECX,DWORD PTR DS:[9CF298] - 2012 HOST (CHINA)
005FA5DE - MOV EDX,DWORD PTR DS:[9CF484] - 2016 HOST (SOUTH KOREA)
005FA563 - MOV ECX,DWORD PTR DS:[9CF390] - 2020 HOST (LEBANON)

NB. After all nations have hosted the game goes back to the start of the list and Singapore host in 2024, Japan in
2028 etc...
```

Patinoz

EUROPE

CLUB COMPETITIONS

00584533 - CL Champions Prize Money
00583BD6 - CL Draw 1 of 4 Prize Money
00583BF1 - CL Draw 2 of 4 Prize Money
00583C0F - CL Draw 3 of 4 Prize Money
00583C28 - CL Draw 4 of 4 Prize Money
00585803 - CL First Group 1 of 2 Prize Money
00585822 - CL First Group 2 of 2 Prize Money
00586065 - CL Second Group 1 of 2 Prize Money
00586084 - CL Second Group 2 of 2 Prize Money
00583BAA - CL Win 1 of 2 Prize Money
00583BC5 - CL Win 2 of 2 Prize Money
009028C8 - UEFA Cup 3rd Round Prize Money
0090295D - UEFA Cup 4th Round Prize Money
00902B67 - UEFA Cup Champions Prize Money
00902AE4 - UEFA Cup Final Prize Money
009029DE - UEFA Cup Quarter Finals Prize Money
00902A61 - UEFA Cup Semi Finals Prize Money
00831482 - European club competitions (Champions league, Europa league, Intertoto, Super cup)
008314E6 - European club competitions (Champions league, Europa league, Intertoto, Super cup)
00831549 - European club competitions (Champions league, Europa league, Intertoto, Super cup)
008315AC - European club competitions (Champions league, Europa league, Intertoto, Super cup)
00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)
0057E976 - European Champions League Qualifiers subs named
0058383F - European Champions League subs named
0090234E - Uefa Cup subs named
0057A16E - European Super Cup subs named

European Super Cup Venue

Code:

```
0085C351: MOV EAX,DWORD PTR DS:[9D0264]
Stadium at which the European Super Cup is played.
It is set using a club and then uses that club's stadium (9D0264 refers to AS Monaco, changing this to 9D0120
(Athletic Bilbao) alters where the game is played from Stade Louis II to San Mamés)
```

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals
0057B6B5 - European Championships subs named

Euro Championship Host Biddings
Code:

```
Fed up of seeing Scotland/Wales and Denmark hosting the European Championships? Well here are the offsets for
nations bidding for the European Championships starting with 2008. Each European Championship has 3 bidders with 1
selected (at random?). I have included an example of the edits I made to my .exe to make it more realistic and only
have each county bidding once over the 8 bidding cycles.

BID FOR 2008

005F9CE7 - MOV EDX,DWORD PTR DS:[9CF45C] > [9CF228] - SCOTLAND (JOINT) > AUSTRIA (JOINT)
005F9CF5 - MOV ECX,DWORD PTR DS:[9CF510] > [9CF4AC] - WALES (JOINT) > SWITZERLAND (JOINT)
005F9D03 - MOV EAX,DWORD PTR DS:[9CF4A8] > [9CF344] - SWEDEN > HUNGARY
005F9D18 - MOV EAX,DWORD PTR DS:[9CF4AC] > [9CF31C] - SWITZERLAND > GREECE

BID FOR 2012

005F9D35 - MOV ECX,DWORD PTR DS:[9CF300] > [9CF4F0] - FRANCE > UKRAINE
005F9D4B - MOV ECX,DWORD PTR DS:[9CF408] > [9CF430] - NORWAY > POLAND
```

```
005F9D61 - MOV ECX,DWORD PTR DS:[9CF2C0] > [9CF4A8] - DENMARK > SWEDEN

BID FOR 2016

005F9D7F - MOV EDX,DWORD PTR DS:[9CF2DC] > [9CF300] - IRELAND > FRANCE
005F9D95 - MOV EDX,DWORD PTR DS:[9CF4AC] > [9CF360] - SWITZERLAND > ITALY
005F9DAB - MOV EDX,DWORD PTR DS:[9CF51C] > [9CF238] - YUGOSLAVIA > BULGARIA

BID FOR 2020

005F9DD3 - MOV EAX,DWORD PTR DS:[9CF4AC] > [9CF45C] - SWITZERLAND > SCOTLAND
005F9DE8 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF2C0] - BELGIUM > DENMARK
005F9DFD - MOV EAX,DWORD PTR DS:[9CF338] > [9CF408] - HOLLAND > NORWAY

BID FOR 2024

005F9E1A - MOV ECX,DWORD PTR DS:[9CF360] > [9CF2E4] - ITALY > ENGLAND
005F9E30 - MOV ECX,DWORD PTR DS:[9CF314] > [9C338F] - GERMANY > HOLLAND
005F9E46 - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF244] - ENGLAND > BELGIUM

BID FOR 2028

005F9E64 - MOV EDX,DWORD PTR DS:[9CF31C] > [9CF2AC] - GREECE > CROATIA
005F9E7A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF51C] - SPAIN > YUGOSLAVIA
005F9E90 - MOV EDX,DWORD PTR DS:[9CF300] > [9CF444] - FRANCE > ROMANIA

BID FOR 2032

005F9C47 - MOV ECX,DWORD PTR DS:[9CF338] > [9CF2B8] - HOLLAND (JOINT) > CZECH REP (JOINT)
005F9C55 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF470] - BELGIUM (JOINT) > SLOVAKIA (JOINT)
005F9C62 - MOV EDX,DWORD PTR DS:[9CF360] > [9CF448] - ITALY > RUSSIA
005F9C78 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF314] - NORWAY > GERMANY

BID FOR 2036

005F9C97 - MOV EAX,DWORD PTR DS:[9CF344] > [9CF2DC] - HUNGARY (JOINT) > IRELAND (JOINT)
005F9CA4 - MOV EDX,DWORD PTR DS:[9CF228] > [9CF3E4] - AUSTRIA (JOINT) > N.IRELAND (JOINT)
005F9CB2 - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL*
005F9CC8 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF4DC] - SPAIN > TURKEY
(*HOSTS FOR 2004- ALTERING WILL ALSO CHANGE 2004 HOSTS!)

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa
bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...
```

MORE

Here are all the offsets for the dates of the "European Champions Cup" (UEFA Champions League). Hope they are useful.

Code:

```
Date offsets
------------
ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

---------------------------------------------

1st Qualifying Round

Draw

00583CEF - Day
00583CF2 - Month
00583CF4 - Date

1st Leg

00583D03 - Time (AM/PM/EVE]
00583D05 - Day
00583D08 - Month
00583D0A - Date

2nd Leg

2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

2nd Qualifying Round

Draw

00583D62 - Day
00583D65 - Month
00583D67 - Date

1st Leg

00583D77 - Time (AM/PM/EVE]
00583D79 - Day
00583D7C - Month
00583D7E - Date

2nd Leg

2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

3rd Qualifying Round

Draw

00583DFA - Day
00583DFD - Month
00583DFF - Date
```

```
1st Leg

00583E0F - Time (AM/PM/EVE]
00583E11 - Day
00583E14 - Month
00583E16 - Date

2nd Leg

2nd Leg takes place 14 days after 1st Leg, but not sure where this is coded!

1st Group Stage

Draw

I couldn't locate the offsets for this. Maybe because it's not a draw you can watch?

Match Day 1 Group A-D

00583F36 - Time (AM/PM/EVE]
00583F3E - Day
00583F41 - Month
00583F43 - Date

Match Day 2 Group A-D

00583F52 - Time (AM/PM/EVE]
00583F54 - Day
00583F57 - Month
00583F59 - Date

Match Day 3 Group A-D

00583F6C - Time (AM/PM/EVE]
00583F6E - Day
00583F71 - Month
00583F73 - Date

Match Day 4 Group A-D

00583F83 - Time (AM/PM/EVE]
00583F85 - Day
00583F88 - Month
00583F8A - Date

Match Day 5 Group A-D

00583F9D - Time (AM/PM/EVE]
00583F9F - Day
00583FA2 - Month
00583FA4 - Date

Match Day 6 Group A-D

00583FB4 - Time (AM/PM/EVE]
00583FB6 - Day
00583FB9 - Month
00583FBB - Date

Match Day 1 Group E-H

00583F38 - Time (AM/PM/EVE]
00583FBF - Day
00583FC2 - Month
00583FC4 - Date

Match Day 2 Group E-H

00583FD3 - Time (AM/PM/EVE]
00583FD5 - Day
00583FD8 - Month
00583FDA - Date

Match Day 3 Group E-H

00583FED - Time (AM/PM/EVE]
00583FEF - Day
00583FF2 - Month
00583FF4 - Date

Match Day 4 Group E-H

00584004 - Time (AM/PM/EVE]
00584006 - Day
00584009 - Month
0058400B - Date

Match Day 5 Group E-H

0058401E - Time (AM/PM/EVE]
00584020 - Day
00584023 - Month
00584025 - Date

Match Day 6 Group E-H

00584035 - Time (AM/PM/EVE]
00584037 - Day
0058403A - Month
0058403C - Date

2nd Group Stage

Draw

I couldn't locate the offsets for this. Maybe because it's not a draw you can watch?
```

```
Match Day 1 Group A&B

00584144 - Time (AM/PM/EVE]
00584146 - Day
0058414F - Month
00584151 - Date

Match Day 2 Group A&B

00584160 - Time (AM/PM/EVE]
00584162 - Day
00584165 - Month
00584167 - Date

Match Day 3 Group A&B

0058417A - Time (AM/PM/EVE]
0058417C - Day
00584180 - Month
00584182 - Date

Match Day 4 Group A&B

00584192 - Time (AM/PM/EVE]
00584194 - Day
00584198 - Month
0058419B - Date

Match Day 5 Group A&B

005841AD - Time (AM/PM/EVE]
005841AF - Day
005841B3 - Month
005841B5 - Date

Match Day 6 Group A&B

005841C5 - Time (AM/PM/EVE]
005841C7 - Day
005841CB - Month
005841CD - Date

Match Day 1 Group C&D

00584146 - Time (AM/PM/EVE]
005841D4 - Day
005841D7 - Month
005841D9 - Date

Match Day 2 Group C&D

005841E8 - Time (AM/PM/EVE]
005841EA - Day
005841ED - Month
005841EF - Date

Match Day 3 Group C&D

00584202 - Time (AM/PM/EVE]
00584204 - Day
00584208 - Month
0058420A - Date

Match Day 4 Group C&D

0058421A - Time (AM/PM/EVE]
0058421C - Day
00584220 - Month
00584222 - Date

Match Day 5 Group C&D

00584235 - Time (AM/PM/EVE]
00584237 - Day
0058423B - Month
0058423D - Date

Match Day 6 Group C&D

0058424D - Time (AM/PM/EVE]
0058424F - Day
00584253 - Month
00584255 - Date

Quarter-Final

Draw

00584349 - Day
0058434C - Month
0058434E - Date

1st Leg

0058435D - Time (AM/PM/EVE]
0058435F - Day
00584363 - Month
00584364 - Date

2nd Leg

2nd Leg takes place 14 days after 1st Leg, but not sure where this is coded!

Semi-Final

Draw
```

```
     005843CF - Day
     005843D3 - Month
     005843D4 - Date

     1st Leg

     005843E4 - Time (AM/PM/EVE]
     005843E6 - Day
     005843EA - Month
     005843EC - Date

     2nd Leg

     2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

     FINAL

     Draw

     00584474 - Day
     00584477 - Month
     00584479 - Date

     Match

     005844A2 - Time (AM/PM/EVE]
     005844A4 - Day
     005844A8 - Month
     005844AA - Date
```

Patinoz

CHARITY SHIELD NORTHERN IRELAND

0078A174 (MONTH)
0078A176 (DAY)
00789E5B (NUMER SUBS)

PLAY-OFF SECOND DIVISION NORTHERN IRELAND

0078BBD2 (MONTH)
0078BBD4 (DAY)

OFFSET DRAW NORTHERN IRELAND CUP:

0078A932 (MONTH)
0078A934 (DAY)

DATE OF THE CUP:

0078A934 (JANUARY - 5 TURN)
0078A9C3 (FEBRUARY - 6 TURN)
0078AA5C (MARCH - QUARTERS)
0078AB03 (APRIL - SEMI-FINAL)
0078ABE4 (MAY - FINAL)

Date of transfer windows of Northern Ireland:

OPEN TRANSFERT:

007937B2 (MONTH)
007937B6 (DAY)

CLOSE TRANSFER:

007937CD (MONTH)
007937C9 (DAY)

Patinoz

NORTH AMERICA

CLUB COMPETITIONS

00831802 - North American Club Competitions
00831856 - North American Club Competitions
00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)
006320ED - Inter American Cup subs named
006320F1 - Inter American Cup subs allowed

Teams involved in the Inter American Cup
   Code:

```
CPU Disasm
Address Hex dump Command Comments
00632566 |> /56 /PUSH ESI ; /Arg1
00632567 |. |E8 9493F0FF |CALL 0053B900 ; \_idle_only.0053B900
0063256C |. |83C4 04 |ADD ESP,4
0063256F |. |85C0 |TEST EAX,EAX
00632571 |. |75 44 |JNE SHORT 006325B7
00632573 |. |66:81BE 80000 |CMP WORD PTR DS:[ESI+80],3E8 //club rep must be > 1000
0063257C |. |7E 20 |JLE SHORT 0063259E
0063257E |. |8B46 53 |MOV EAX,DWORD PTR DS:[ESI+53] //must be in a nation
00632581 |. |85C0 |TEST EAX,EAX
00632583 |. |74 19 |JE SHORT 0063259E
00632585 |. |8B40 71 |MOV EAX,DWORD PTR DS:[EAX+71] //checking nation's continent
00632588 |. |85C0 |TEST EAX,EAX
0063258A |. |74 12 |JE SHORT 0063259E
0063258C |. |8B08 |MOV ECX,DWORD PTR DS:[EAX]
0063258E |. |A1 14FA9C00 |MOV EAX,DWORD PTR DS:[9CFA14]//comparing continent to North America
00632593 |. |3BC8 |CMP ECX,EAX
00632595 |. |75 07 |JNE SHORT 0063259E
00632597 |. |8975 00 |MOV DWORD PTR SS:[EBP],ESI
0063259A |. |43 |INC EBX
0063259B |. |83C5 04 |ADD EBP,4
0063259E |> |8B4424 10 |MOV EAX,DWORD PTR SS:[LOCAL.1128]
006325A2 |. |8B0D 5C23AE00 |MOV ECX,DWORD PTR DS:[0AE235C]
006325A8 |. |40 |INC EAX
006325A9 |. |81C6 45020000 |ADD ESI,245 //move onto the next club
006325AF |. |3BC1 |CMP EAX,ECX
006325B1 |. |894424 10 |MOV DWORD PTR SS:[LOCAL.1128],EAX
006325B5 |.^\7C AF \JL SHORT 00632566


Similar loop for South America ([9CFA1C]) can be found at 00632692
```

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals

Rivaldo

hi
Where is the England Premier Maximum subs named?

Craig Forrest

it isn't.... I think if you use a Tapani patch you can find it.... but if you use the original game with no patches, it is impossible to change... as far as I know anyway...

Pasquale

OCEANIA

CLUB COMPETITIONS

00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals

00830A27 - World Cup and all WC quals
0079970E - Oceania Nations Cup subs named

Goofy

Quick question for the clever folk :lol:

Ive used Olly to change the amount of named subs in the SPL and cups to 7 instead of 5 and its working fine when i start a new game in Scotland, question is - is there any way to get it to work on a save game as my current save still shows only 5 named subs? Cheers.

Fods

14-03-12, 12:59 AM

Didnt John Locke make a tool for this? not sure about save games though....

Craig Forrest

14-03-12, 05:12 AM

I don't think there is... when you use Olly, it changes the DB.... but each save file is based on the DB that was used to create it..... I don't think you can change league/cup rules in a save....

Goofy

14-03-12, 01:47 PM

Ok, cheers guys, thought as much :)

---

djole2mcloud

14-03-12, 03:01 PM

tapani wrote about this...olly changes .exe and therefore it affect on save...as i remember,for my save game always had affect at once...no need to start new game...

Zorb

14-03-12, 04:45 PM

Does anyone know the offset that Tapani used to disable Unprotected contracts ? They are the bane of my life.

Thanks in anticipation

Yorkshiremale2012

20-03-12, 03:30 AM

Changing Prize Moneys ?

Hello All

I had to Register again.....

I am Liverpool Fan here :)

I would like to know how Do I open the club_comp.dat Files to change the Prize Moneys?

FA CUP £1.8M

LEAGUE CUP £100,000?

CHAMP LEAGUE £42M?

Fods

20-03-12, 04:01 AM

Check this thread mate, these are the offsets you need to change. You will need to edit the Exe file.

or you could try one of John Lockes tools which is in the downloads section

---

Pasquale

21-03-12, 09:46 PM

Hi guys I have two questions:

1) you can limit the number of foreign players in the league of northern ireland? I'm trying for a long time looking for some solution could not find anything ... can you give me a hand?

2) you can decide what kind of transfers to make a nation? example: if I make the championship of San Marino (exchange with northern ireland) you can make sure that the League of San Marino buy only Italian players?

I hope you understand ... thanks

Craig Forrest

26-03-12, 02:38 PM

Anybody happen to know the offset to turn off the CONCACAF Champions Cup and/or the Merconorte Cup? Neither is in John Locke's Big On/Off Switch program

djole2mcloud

North American club competitions:

00831802
00831856

South American club Competitions:

00831A94
00831AF5

Asian club competitions:

00831D43
00831DA4
00831E07
0083204E

All International competitions and quls(EURO Champ,Copa America...) :

00830C75
00830CDA
00830D3D
00830DA0
00830E03
00830E66
00830EC9
00830F15
00830F35

World Cup and all WC quals:

008307D3
00830838
0083089B
008308FE
00830961
008309C4
00830A27

World club competitions(Inter American Cup,World club championship...) :

00831189
008311E7
00831233
00831253

Europian club competitions(Champions league,Europa league,Intertoto,Super cup) :

00831482
008314E6
00831549
008315AC

Yorkshiremale2012

Can anyone do it for me please then I will be able to overwrite it when I put in the data folder :)

Craig Forrest

Quote:

Originally Posted by **Yorkshiremale2012** »

Can anyone do it for me please then I will be able to overwrite when I put in the data folder :)

Go into the downloads section, download John Locke's tool called "Flex"

When you run it, you will be able to select a bunch of options from the drop down menu.... one of those options allows you to change TV and Prize money.... set it to what you want, save and voila.....

djole2mcloud

00518633 MOV BYTE PTR DS:[EDX],4 - player restriction offset for croatian league
change it as u like

POP EDI
RETN 8 (also this two lines must be added because changing the first offset will overwrite them)

Pasquale

offset of the northern ireland restriction?

Show 40 post(s) from this thread on one page

Offsets

Printable View

Show 40 post(s) from this thread on one page

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djole2mcloud   18-04-12, 04:22 PM

> Quote:
>
> *Originally Posted by **Pasquale** »*
>
> *offset of the northern ireland restriction?*

somehow i saw this question is coming... :-)
wait a minute Pasquale...i'll try to find it for you...

Pasquale   18-04-12, 07:44 PM

Maybe could you find this offset djole :-)

---

djole2mcloud   18-04-12, 08:42 PM

> Quote:
>
> *Originally Posted by **Pasquale** »*
>
> *Maybe could you find this offset djole :-)*

sorry pasquale...i'v looked through Olly,even tried to change few offsets but nothing...simply,offset for NIR rules aren't there where they suppose to be...

Pasquale   18-04-12, 10:18 PM

No matter djole, thank you anyway :)

---

vult   07-05-12, 03:21 PM

Hi, do anyone knows how to turn off the unprotected contracts without using tapani patch? Maybe changing some offsets? Thanks.

Pasquale   20-05-12, 12:36 PM

Hey guys you can cancel the repeat of the match in the Northern Ireland cups? :confused:

---

djole2mcloud   13-08-12, 03:16 PM

If someone want to increase number of clubs in Dannish premier division,this is how to do it:

offset 005538E2 - put the value 10(10 is 16 in hexadecimal)
offset 00553808 - put the value 3B0(3B0 is 944 in hexadecimal and this number is number of teams 16 * 59.If u like to increase number of teams to 18 than u must multiply 18*59)
offset 0055293A - put the value 1E(1E is 30 in hexadecimal,and this is number of fixtures,16 clubs,two rounds)
offset 0055293a - leave the value 861(861 is 2145 in hexadecimal and that is 33 fixtures * 65.now we have 30 fixtures but higher number can stay,however if u increase number of clubs to 18,then will be 34 fixtures and u must do next math 34*65,convert to hexadecimal and input in this offset)

now add 4 more clubs via Tri Wasano editor to Dannish premier division.

next is crucial...to change number of rounds,but not to mess offset for awarding points for a win:
start changing offsets one by one until the very end...currently playing third season,no errors...

00553A00 PUSH ESI
00553A01 MOV ESI,ECX

```
00553A03 MOV EDX,3
00553A08 MOV CL,3
00553A0A XOR EAX,EAX
00553A0C PUSH EDI
00553A0D MOV WORD PTR DS:[ESI+3C],2
00553A11 MOV BYTE PTR DS:[ESI+C2],DL
00553A17 MOV BYTE PTR DS:[ESI+C3],1
00553A1E MOV BYTE PTR DS:[ESI+C4],CL
00553A24 MOV WORD PTR DS:[ESI+AB],AX
00553A2B MOV WORD PTR DS:[ESI+DB],AX
00553A32 MOV BYTE PTR DS:[ESI+42],1
00553A36 MOV BYTE PTR DS:[ESI+C5],1
00553A3D MOV BYTE PTR DS:[ESI+C6],CL
00553A43 MOV BYTE PTR DS:[ESI+C7],AL
00553A49 MOV BYTE PTR DS:[ESI+BE],AL
00553A4F MOV BYTE PTR DS:[ESI+BF],AL
00553A55 MOV BYTE PTR DS:[ESI+C0],AL
00553A5B MOV BYTE PTR DS:[ESI+C1],CL
00553A61 MOV DWORD PTR DS:[ESI+1C],-1
00553A68 MOV EDI,DWORD PTR DS:[9CF5B0]
00553A6E PUSH EAX
00553A6F MOV BYTE PTR DS:[ESI+52],CL
00553A72 LEA EAX,DWORD PTR DS:[ESI+3A]
00553A75 LEA ECX,DWORD PTR DS:[ESI+A9]
00553A7B MOV BYTE PTR DS:[ESI+4A],DL
00553A7E MOV EDX,DWORD PTR DS:[ESI]
00553A80 PUSH EAX
00553A81 PUSH ECX
00553A82 PUSH -1
00553A84 MOV ECX,ESI
00553A86 MOV DWORD PTR DS:[ESI+20],EDI
00553A89 MOV BYTE PTR DS:[ESI+49],7
00553A8D CALL DWORD PTR DS:[EDX+3C]
00553A90 MOV DWORD PTR DS:[ESI+BA],EAX
00553A96 POP EDI
00553A97 MOV EAX,1
00553A9C POP ESI
00553A9D RETN
```

---

djole2mcloud

SOUTH AMERICA

CLUB COMPETITIONS

00831A94 - South American Club Competitions
00831AF5 - South American Club Competitions
00831189 - World club competitions (Inter American Cup,World club championship...)
008311E7 - World club competitions (Inter American Cup,World club championship...)
00831233 - World club competitions (Inter American Cup,World club championship...)
00831253 - World club competitions (Inter American Cup,World club championship...)
006320ED - Inter American Cup subs named
006320F1 - Inter American Cup subs allowed

NATION COMPETITIONS

00830C75 - All International competitions and quals (EURO Champ, Copa America...)
00830CDA - All International competitions and quals (EURO Champ, Copa America...)
00830D3D - All International competitions and quals (EURO Champ, Copa America...)
00830DA0 - All International competitions and quals (EURO Champ, Copa America...)
00830E03 - All International competitions and quals (EURO Champ, Copa America...)
00830E66 - All International competitions and quals (EURO Champ, Copa America...)
00830EC9 - All International competitions and quals (EURO Champ, Copa America...)
00830F15 - All International competitions and quals (EURO Champ, Copa America...)
00830F35 - All International competitions and quals (EURO Champ, Copa America...)
008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals

Copa America Hosts
Code:

```
005FA1D3 – MOV EDX,DWORD PTR DS:[9CF29C] – 2001 HOST (COLOMBIA)
005FA1F1 – MOV EAX,DWORD PTR DS:[9CF428] – 2003 HOST (PERU)
005FA20E – MOV ECX,DWORD PTR DS:[9CF504] – 2005 HOST (VENEZUELA)
005FA22C – MOV EDX,DWORD PTR DS:[9CF218] – 2007 HOST (ARGENTINA)
005FA24A – MOV EAX,DWORD PTR DS:[9CF260] – 2009 HOST (BRAZIL)
005FA1B5 – MOV ECX,DWORD PTR DS:[9CF420] – 2011 HOST (PARAGUAY)

NB. After all nations have hosted the game goes back to the start of the list and Colombia host in 2013, Peru in
2015 etc...
```

---

vedrant

When i change offsets in Flex Editor.. and save..

i don't see changes in game.. for example.. when i change money prize, it's the same like before...

Pasquale

I managed to get rid of the annoying problem of northern ireland charity shield .... I did some testing and modifying these offset it is possible to insert extra time by eventual golden goal and penalties .... more than this I couldn't find:

0078A19B MOV WORD PTR DS: [ESI + D] .200-----> changes to 83
0078A1B6 MOV BYTE PTR DS: [ESI + 21].----2--> change to 1

Pasquale

WORLD

CLUB COMPETITIONS

0058BE1B - Fifa Confederations Cup subs named
007A02AE - Olympic Games subs named
00929C1C - World Club Championships subs named
0092B51E - World Club Cup subs named

First year the FIFA Club World Cup takes place

Code:

```
009291B2 - Change it from CMP AX,7D3 to CMP AX,7D1 and the Competition takes place in 2001.

NB 7D3 is hex for 2003 and obviously 7D1 is hex for 2001.
```

Clubs that take part in FIFA club world cup

Code:

```
the first one is: 0092A9F2: CALL 0092AE60

There are then another 11 similar calls.

Arg5 is the competition - which is only used once (UEFA Cup), the rest seem to be picked on other criteria. The
game uses -1 to signify that the club to pick is not based on a competition winner.
Arg1 is the continent. 9CFA08=Africa, 9CFA0C=Asia, 9CFA10=Europe, 9CFA14=North America, 9CFA18=Oceania,
9CFA1C=South America.

Not sure it would work but you could create a new continent in the editor and move Northern Ireland to that
continent. Then make sure EAX (used for Arg1) is always 6 (the id of any new continent, the existing ones being 0
to 5) - use MOV EAX, 6 at 0x92A9E3 and the other locations where EAX is set. The game should then pick a club
(suspect it will be using club rep to ensure it pick the 'best' clubs) from this new continent.


Just made the changes below - the competition has now picked 12 European clubs to take part (2 is the id for
Europe).

Teams picked are: Arsenal, Bayern, Real Madrid, Romam Dortmund, Lazio, Liverpool, Valencia, Barcelona, Juventus,
Man Utd & Villarreal.

0092A9E3: MOV EAX,2

0092AA09: MOV EAX,2

0092AA2C: MOV EAX,2

0092AA4F: MOV EAX,2

0092AA72: MOV EAX,2

0092AA8B: MOV EDX,-1 //tells game not to use UEFA Cup winners
0092AA90: NOP

0092AA97: MOV ECX,2
0092AA9C: NOP

0092AABE: MOV ECX,2
0092AAC3: NOP

0092AAE2: MOV ECX,2
0092AAE7: NOP

0092AB06: MOV ECX,2
0092AB0B: NOP

0092AB2A: MOV ECX,2
0092AB2F: NOP

0092AB4E: MOV ECX,2
0092AB53: NOP


I didn't edit:
0092AB78: PUSH -1

I think this might have the effect of telling the game to pick a big club from any continent - as all the best
clubs are in Europe the game picked one of them.
```

If you change all the continent references to a continent with no great clubs, e.g. Oceania (4), then move N. Ireland to Oceania (maybe boost club and league reps too) this might get the clubs you want invited. Moving a nation might crash the game though.

First FIFA Club World Championship hosts

Code:

```
005FA36C - MOV EAX,DWORD PTR DS:[9CF488] > [9CF36C] - SPAIN > JAPAN

0x585078 to 0x58517D, seems to relate picking clubs to play in the UEFA Champions League.
The equivalent for the UEFA cup seems to be: 0x902c3f > 0x902c9d and/or: 0x902cda > 0x902d63

I think the following 2 lines are accessing the nation a club is from and checking it is not from 'no nation'.
00902CF2 |. 8B41 53 |MOV EAX,DWORD PTR DS:[ECX+53]
00902CF5 |. 85C0 |TEST EAX,EAX

This line is, I think, checking the repuation of the nation the club is from.
00902D17 |. 8B96 A7000000 |MOV EDX,DWORD PTR DS:[ESI+0A7]
```

FIFA Club World Championship Fixtures

Code:

```
Those who use a Tapani patch will know that the great man moved the WCC fixtures around and screwed it up somewhat
(esp Group C).
NB. I use Tapani 2.19

WCC TAKES PLACE IN 2001

009291B2 - CMP AX,7D3 > 7D1

CHANGE THE DATE OF THE INITIAL DRAW

00929C39 - PUSH 7 > 6
00929C3B - PUSH 5 > 1
(Draw takes place on Sat 1st Jul instead of Sat 5th Aug)

SORTING OUT GROUP STAGE MATCH DAYS

0092942C - PUSH 5 > 6
00929431 - PUSH 6 > 3
0092945B - PUSH 9 > 6
00929487 - PUSH 0C > 9

SORTING OUT GROUP A FIXTURES

009295CD - PUSH 6 > 5
009295DE - PUSH 2 > 1
009295F2 - PUSH 2 > 1
00929602 - PUSH 1 > 2
00929604 - PUSH 5 > 4
00929615 - PUSH 5 > 4

SORTING OUT GROUP B FIXTURES DO IN THIS EXACT ORDER!!!

00929551 - PUSH 2 > FILL WITH NOPs
00929553 - PUSH EBX > FILL WITH NOPs

00929551 - NOP > PUSH EBX
00929552 - NOP > PUSH 6
00929563 - PUSH 3 > 2
00929577 - PUSH 3 > 2
00929589 - PUSH 6 > 5
00929598 - PUSH 2 > 1
0092959A - PUSH 6 > 5

SORTING OUT GROUP C FIXTURES DO IN THIS EXACT ORDER!!!

009294CA - PUSH 1 > 0
009294DA - PUSH 1 > 0
009294EB - PUSH 4 > 3
009294FF - PUSH 4 > 3

0092950F - PUSH 1 > FILL WITH NOPs
00929511 - PUSH EBX > FILL WITH NOPs

0092950F - NOP > PUSH EBX
00929510 - NOP > PUSH 6

0092951F - PUSH 2 > FILL WITH NOPs
00929521 - PUSH EBX > FILL WITH NOPs

0092951F - PUSH EBX
00929520 - PUSH 6

CHANGING SEMI-FINAL DRAW DATE

009296E0 - PUSH 1 > 0
009296E5 - PUSH 0E > 0B
(Draw takes place on Mon 11th Dec)

CHANGING SEMI-FINAL MATCH DATE

009296F5 - PUSH 1 > 2
009296FC - PUSH 10 > 0D

CHANGING FINAL DRAW DATE

00929756 - PUSH EAX (=4) > EBP (=2)
0092975A - PUSH 11 > 0D

CHANGING FINAL MATCH DATE
```

```
00929771 - PUSH 14 > 10

CHANGING 3rd/4th PLAY-OFF DRAW DATE

009297EC - PUSH 4 > 2
009297F1 - PUSH 11 > 0D

CHANGING 3rd/4th PLAY-OFF MATCH DATE

00929808 - PUSH 13 > 10

RESULT

Fixtures are spread out much better. Like this...

SAT - GROUP A x2
SUN - GROUP B x2
MON - GROUP C x2
TUE - GROUP A x2
WED - GROUP B x2
THU - GROUP C x2
FRI - GROUP A x2 (Fixtures kick off at same time)
SAT - GROUP B x2 (Fixtures kick off at same time)
SUN - GROUP C x2 (Fixtures kick off at same time)
MON
TUE
WED - SEMI-FINALS x2
THU
FRI
SAT - 3rd/4th Play-off
SUN - FINAL


Additionally, if you want the WCC Group stage to be moved to pre-season (End of July) BUT want the Semi-Finals and
Final to remain in December (for realism). Change the following...

SORTING OUT GROUP STAGE MATCH DAYS

0092942F - PUSH 0B > 6
00929431 - PUSH 3 > 17
00929459 - PUSH 0B > 6
0092945B - PUSH 6 > 1A
00929485 - PUSH 0B > 6
00929487 - PUSH 9 > 1D

This will help with fixture congestion caused by playing 5 games in WCC in December.
```

NATION COMPETITIONS

008307D3 - World Cup and all WC quals
00830838 - World Cup and all WC quals
0083089B - World Cup and all WC quals
008308FE - World Cup and all WC quals
00830961 - World Cup and all WC quals
008309C4 - World Cup and all WC quals
00830A27 - World Cup and all WC quals
009291B2 - The first year the FIFA Club World Cup takes place (CMP AX,7D3 to CMP AX,7D1 for playing in 2001)
0090F292 - World Cup African Group subs named
0090F296 - World Cup African Group subs allowed
00911C61 - World Cup Asian Group subs named
00911C65 - World Cup Asian Group subs allowed
00919265 - World Cup European Group subs named
00914A72 - World Cup North America Group subs allowed
0091ED6C - World Cup Oceania Group subs named
009210FC - World Cup South American Group subs named
0092D28C - World Cup subs named

World Cup fix in order to start in 2013, so here are the changes need to be done

Code:

```
Change offset 005F9ACC to MOV EAX,DWORD PTR DS:[9CF4AC] - replaces Sweden with Switzerland as WC Host
Change offset 005F9AD9 to MOV EDX,DWORD PTR DS:[9CF3A0] - replaces Norway with LIECHTENSTEIN as WC Host
Change offset 0091B8E2 to MOV ECX,DWORD PTR DS:[9CF300] - replaces Spain with France in the WC Euro Quals

Change the following offsets to DS:[9CF300] - replaces Spain with France in the WC Euro Quals, sorts the results
against another teams in the group
0091D2B5
0091D323
0091D363
0091D3AF
0091D43B
0091D479
0091D4C4
0091D4E0

Sort Qualifying nations:
0092F304 .^E9 3751C2FF JMP NEW.00554440
0092F309 90 NOP
0092F30A 90 NOP
0092F30B 90 NOP
0092F30C 90 NOP

00554440 > 66:813D 922CAE>CMP WORD PTR DS:[AE2C92],7DD
00554449 . 75 0C JNZ SHORT NEW.00554457
0055444B . 66:833A 0B CMP WORD PTR DS:[EDX],0B
0055444F . 75 06 JNZ SHORT NEW.00554457
00554451 . 81C2 B2520000 ADD EDX,52B2
```

```
00554457 > 52            PUSH EDX
00554458 . E8 736FFEFF   CALL NEW.0053B3D0
0055445D . E9 ABAE3D00   JMP NEW.0092F30D
```

FIFA World Cup Host Biddings

Code:

Fed up of seeing Switzerland and Sweden/Norway hosting the World Cup? Well here are the offsets for nations bidding for the World Cup starting with 2010. Each World Cup has 3 bidders with 1 selected (at random?). I have included an example of the edits I made to my .exe to make it more realistic and only have each county bidding once over the 8 bidding cycles.

```
BID FOR 2010

005F9A91 - MOV EDX,DWORD PTR DS:[9CF260] > [9CF2D8] - BRAZIL > EGYPT
005F9AA1 - MOV EDX,DWORD PTR DS:[9CF218] > [9CF3D8] - ARGENTINA > MOROCCO
005F9AB1 - MOV EDX,DWORD PTR DS:[9CF480] - STH AFRICA


BID FOR 2014

005F9ACC - MOV EAX,DWORD PTR DS:[9CF4A8] > [9CF4F4] - SWEDEN (JOINT) > URUGUAY (JOINT)
005F9AD9 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF218] - NORWAY (JOINT) > ARGENTINA (JOINT)
005F9AE7 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF29C] - SPAIN > COLOMBIA
005F9AFD - MOV ECX,DWORD PTR DS:[9CF4AC] > [9CF260] - SWITZERLAND > BRAZIL


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


BID FOR 2022

005F9B6F - MOV EAX,DWORD PTR DS:[9CF360] > [9CF43C] - ITALY > QATAR
005F9B84 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF224] - GERMANY > AUSTRALIA
005F9B99 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF4DC] - ENGLAND > TURKEY


BID FOR 2026

005F9BB6 - MOV ECX,DWORD PTR DS:[9CF260] > [9CF4F8] - BRAZIL > U.S.A.
005F9BCC - MOV ECX,DWORD PTR DS:[9CF218] > [9CF3D0] - ARGENTINA > MEXICO
005F9BE2 - MOV ECX,DWORD PTR DS:[9CF4F8] > [9CF280] - U.S.A. > CANADA


BID FOR 2030

005F99E9 - MOV ECX,DWORD PTR DS:[9CF300] > [9CF31C] - FRANCE > GREECE
005F99FB - MOV ECX,DWORD PTR DS:[9CF488] - SPAIN
005F9A0B - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL


BID FOR 2034

005F9A21 - MOV EDX,DWORD PTR DS:[9CF484] - S KOREA*
005F9A2C - MOV ECX,DWORD PTR DS:[9CF36C] - JAPAN*
005F9A37 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF298] - ENGLAND > CHINA
005F9A46 - MOV EAX,DWORD PTR DS:[9CF360] > [9CF34C] - ITALY > INDIA
(*HOSTS FOR 2002- ALTERING WILL ALSO CHANGE 2002 HOSTS!)


BID FOR 2038

005F9A5B - MOV ECX,DWORD PTR DS:[9CF314] - GERMANY*
005F9A6B - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF360] - ENGLAND > ITALY
005F9A7B - MOV ECX,DWORD PTR DS:[9CF218] > [9CF300] - ARGENTINA > FRANCE
(*HOSTS FOR 2006- ALTERING WILL ALSO CHANGE 2006 HOSTS!)
```

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...

Olympic Games Hosts

Code:

```
ACTUAL HOSTS

005FA076 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF298] GERMANY > CHINA (2008)
005FA093 - MOV ECX,DWORD PTR DS:[9CF360] > [9CF2E4] ITALY > ENGLAND (2012)
005FA0B1 - MOV EDX,DWORD PTR DS:[9CF36C] > [9CF260] JAPAN > BRAZIL (2016)
005FA0CF - MOV EAX,DWORD PTR DS:[9CF3D0] > [9CF36C] MEXICO > JAPAN (2020)

POSSIBLE FUTURE HOSTS

005FA0EC - MOV ECX,DWORD PTR DS:[9CF280] > [9CF4DC] CANADA > TURKEY (2024)
005FA10A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF3D8] SPAIN > MOROCCO (2028)
005FA030 - MOV ECX,DWORD PTR DS:[9CF224] > [9CF280] AUSTRALIA > CANADA (2032) * especially for Craig Forrest (this
offset seems to be the 2000 hosts. Probably left over from a previous version)
```

Fods   20-09-12, 03:50 AM

Northern Ireland is only annoying to you Pasquale

Pasquale   21-09-12, 01:10 PM

Annoying because no one before had managed to solve this little problem ..... I wanted to share the discovery with you, but if you are interested in pretend that I did not write anything

JohnLocke

Thanks for this, any idea if it would be possible to do the same for other competitions? It would be cool if you could find the corresponding offsets for other competitions to add/remove extra time etc.

Pasquale

I do not know but I think that trying to do some testing will be some result is obtained .... but which one do you intend to change the competition?

Cam F

I changed swiss league with Northern Ireland, did the full shebang but then still got UK youngsters coming through. Any1 know the offsets to unlink the UK Nations? might be pissing up stream with this one though :lol:

technoir

I have question regarding this instruction:

006468B2 MOV WORD PTR DS:[ESI+3C],CX (number of rounds)
CX is a variant that contain some value(in this case it contains the value 2)
We can't edit this line and put 3 instead of CX because it will overwrite the next line and we aren't allowed to do it.
We can't either change the value CX gets above("MOV ECX,2") because it may affect other things like number of subs or number of points for winning a game
Therefore we will have move all the following lines 1 step down.
4.Mark all this block in grey using Shift+key down
5.Right-click somewhere on the grey block->copy->to file
6.Now change the "MOV WORD PTR DS:[ESI+3C],CX" to "MOV WORD PTR DS:[ESI+3C],3"
7.Copy the the following lines as they are in the file you have created

I cant change CX into 2 so it means that i have to do like this? [ESI+03C],2

I want to change Portuguese first and second league like it is now (first-16 and second-22). So is it possible to do this? I am asking cause maybe someone tried and failed or succeeded

Pasquale

I'd also like to remove link with UK .. credoi that the only thing to do is block the transfer market in UK :dance:

Bomberinho

Prize for(offset):

Fifa world cup (Clubs)?
European super cup?
Intercontinentel cup?
League cup (England)?
Charity Shield(ENG)?

albdono

Hy,
and for Italy
- Italian Serie A Numbers of Teams
- Italian Serie B Numbers of Teams?

albdono

Hello everybody.

I've changed the number of teams in Italian Serie A and Italian Serie B without big problems with Olly.
How can I change the start month of the season? Increasing the number of teams, the first day arrives in June, quite a bit too early.

What is the offset to change this? Thank you very much!

albdono

Spectral

Almost everyone gave player restriction offsets, what about transfers ?
Anyone has some to share please ? :) would like to use for portugal ie.. or how to turn off work permit in premier league ?

faz44   22-01-13, 12:35 AM

Serious question, has anybody tried modding Wales and, as such, know any of the offsets?

Golly   28-01-13, 06:10 PM

Date offsets

ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

See Post #79 in this threas for more details on editing dates correctly.

Here are all the offsets for the dates of the "English Auto Cup" (English Vans Trophy). Hope they are useful.

Final (Draw)
0056AEAD - Day
0056AEB6 - Month
0056AEB7 - Date

Final (Match)
0056AEC7 - Time (AM/PM/EVE)
0056AEC9 - Day
0056AECD - Month
0056AECF - Date

Section Round 1 (Draw)
0056AFAA - Day
0056AFAD - Month
0056AFAF - Date

Section Round 1 (Match)
0056AFBE - Time (AM/PM/EVE)
0056AFC0 - Day
0056AFC3 - Month
0056AFC5 - Date

Section Round 2 (Draw)
0056B01F - Day
0056B022 - Month
0056B024 - Date

Section Round 2 (Match)
0056B034 - Time (AM/PM/EVE)
0056B036 - Day
0056B03A - Month
0056BO3B - Date

Section Quarter-Final (Draw)
0056B0B2 - Day
0056B0B6 - Month
0056B0B7 - Date

Section Quarter-Final (Match)
0056B0C7 - Time (AM/PM/EVE)
0056B0C9 - Day
0056B0CD - Month
0056B0CF - Date

Section Semi-Final (Draw)
0056B154 - Day
0056B158 - Month
0056B15A - Date

Section Semi-Final (Match)
0056B16A - Time (AM/PM/EVE)
0056B16C - Day
0056B170 - Month
0056B172 - Date

Section Final (Draw)
0056B1F7 - Day
0056B1FB - Month
0056B1FD - Date

Section Final (Match- 1st Leg)
0056B20D - Time (AM/PM/EVE)*
0056B20F - Day*
0056B213 - Month
0056B215 - Date*

*Section Final 2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

Date offsets

ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

See Post #79 in this threas for more details on editing dates correctly.

Here are all the offsets for the dates of the "European Champions Cup" (UEFA Champions League). Hope they are useful.

1st Qualifying Round

Draw

00583CEF - Day
00583CF2 - Month
00583CF4 - Date

1st Leg

00583D03 - Time (AM/PM/EVE]
00583D05 - Day
00583D08 - Month
00583D0A - Date

2nd Leg

2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

2nd Qualifying Round

Draw

00583D62 - Day
00583D65 - Month
00583D67 - Date

1st Leg

00583D77 - Time (AM/PM/EVE]
00583D79 - Day
00583D7C - Month
00583D7E - Date

2nd Leg

2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

3rd Qualifying Round

Draw

00583DFA - Day
00583DFD - Month
00583DFF - Date

1st Leg

00583E0F - Time (AM/PM/EVE]
00583E11 - Day
00583E14 - Month
00583E16 - Date

2nd Leg

2nd Leg takes place 14 days after 1st Leg, but not sure where this is coded!

1st Group Stage

Draw

I couldn't locate the offsets for this. Maybe because it's not a draw you can watch?

Match Day 1 Group A-D

00583F36 - Time (AM/PM/EVE]
00583F3E - Day
00583F41 - Month
00583F43 - Date

Match Day 2 Group A-D

00583F52 - Time (AM/PM/EVE]
00583F54 - Day
00583F57 - Month
00583F59 - Date

Match Day 3 Group A-D

00583F6C - Time (AM/PM/EVE]
00583F6E - Day
00583F71 - Month
00583F73 - Date

Match Day 4 Group A-D

00583F83 - Time (AM/PM/EVE]
00583F85 - Day
00583F88 - Month
00583F8A - Date

Match Day 5 Group A-D

00583F9D - Time (AM/PM/EVE]

00583F9F - Day
00583FA2 - Month
00583FA4 - Date

Match Day 6 Group A-D

00583FB4 - Time (AM/PM/EVE]
00583FB6 - Day
00583FB9 - Month
00583FBB - Date

Match Day 1 Group E-H

00583F38 - Time (AM/PM/EVE]
00583FBF - Day
00583FC2 - Month
00583FC4 - Date

Match Day 2 Group E-H

00583FD3 - Time (AM/PM/EVE]
00583FD5 - Day
00583FD8 - Month
00583FDA - Date

Match Day 3 Group E-H

00583FED - Time (AM/PM/EVE]
00583FEF - Day
00583FF2 - Month
00583FF4 - Date

Match Day 4 Group E-H

00584004 - Time (AM/PM/EVE]
00584006 - Day
00584009 - Month
0058400B - Date

Match Day 5 Group E-H

0058401E - Time (AM/PM/EVE]
00584020 - Day
00584023 - Month
00584025 - Date

Match Day 6 Group E-H

00584035 - Time (AM/PM/EVE]
00584037 - Day
0058403A - Month
0058403C - Date

2nd Group Stage

Draw

I couldn't locate the offsets for this. Maybe because it's not a draw you can watch?

Match Day 1 Group A&B

00584144 - Time (AM/PM/EVE]
00584146 - Day
0058414F - Month
00584151 - Date

Match Day 2 Group A&B

00584160 - Time (AM/PM/EVE]
00584162 - Day
00584165 - Month
00584167 - Date

Match Day 3 Group A&B

0058417A - Time (AM/PM/EVE]
0058417C - Day
00584180 - Month
00584182 - Date

Match Day 4 Group A&B

00584192 - Time (AM/PM/EVE]
00584194 - Day
00584198 - Month
0058419B - Date

Match Day 5 Group A&B

005841AD - Time (AM/PM/EVE]
005841AF - Day
005841B3 - Month
005841B5 - Date

Match Day 6 Group A&B

005841C5 - Time (AM/PM/EVE]
005841C7 - Day
005841CB - Month
005841CD - Date

Match Day 1 Group C&D

00584146 - Time (AM/PM/EVE]
005841D4 - Day
005841D7 - Month
005841D9 - Date

Match Day 2 Group C&D

005841E8 - Time (AM/PM/EVE]
005841EA - Day
005841ED - Month
005841EF - Date

Match Day 3 Group C&D

00584202 - Time (AM/PM/EVE]
00584204 - Day
00584208 - Month
0058420A - Date

Match Day 4 Group C&D

0058421A - Time (AM/PM/EVE]
0058421C - Day
00584220 - Month
00584222 - Date

Match Day 5 Group C&D

00584235 - Time (AM/PM/EVE]
00584237 - Day
0058423B - Month
0058423D - Date

Match Day 6 Group C&D

0058424D - Time (AM/PM/EVE]
0058424F - Day
00584253 - Month
00584255 - Date

Quarter-Final

Draw

00584349 - Day
0058434C - Month
0058434E - Date

1st Leg

0058435D - Time (AM/PM/EVE]
0058435F - Day
00584363 - Month
00584364 - Date

2nd Leg

2nd Leg takes place 14 days after 1st Leg, but not sure where this is coded!

Semi-Final

Draw

005843CF - Day
005843D3 - Month
005843D4 - Date

1st Leg

005843E4 - Time (AM/PM/EVE]
005843E6 - Day
005843EA - Month
005843EC - Date

2nd Leg

2nd Leg takes place 7 days after 1st Leg, but not sure where this is coded!

FINAL

Draw

00584474 - Day
00584477 - Month
00584479 - Date

Match

005844A2 - Time (AM/PM/EVE]
005844A4 - Day
005844A8 - Month
005844AA - Date

Date offsets

ARG 7 = TIME OF DAY (AM/PM/EVE)

ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

See Post #79 in this thread for more details on editing dates correctly.

Here are all the offsets for the dates of the "English CC Cup" (English League Cup). NB. English CC Cup is not the Conference Cup as some have speculated. It's definately the League Cup which back then was sponsored by Coca-Cola and commonly known as the Coca-Cola Cup. Hope they are useful.

Round 1

Draw

0056C62F - Day
0056C632 - Month
0056C634 - Date

Match

0056C643 - Time (AM/PM/EVE]
0056C645 - Day
0056C648 - Month
0056C64A - Date

Round 2

Draw

0056C6C0 - Day
0056C6C3 - Month
0056C6C5 - Date

Match

0056C6D5 - Time (AM/PM/EVE]
0056C6D7 - Day
0056C6DA - Month
0056C6DC - Date

Round 3

Draw

0056C78B - Day
0056C78E - Month
0056C790 - Date

Match

0056C7A0 - Time (AM/PM/EVE]
0056C7A2 - Day
0056C7A5 - Month
0056C7A7 - Date

Round 4

Draw

0056C845 - Day
0056C848 - Month
0056C84A - Date

Match

0056C85A - Time (AM/PM/EVE]
0056C85C - Day
0056C85F - Month
0056C861 - Date

Quarter-Final

Draw

0056C8E8 - Day
0056C8EB - Month
0056C8ED - Date

Match

0056C8FD - Time (AM/PM/EVE]
0056C8FF - Day
0056C902 - Month
0056C904 - Date

Semi-Final

Draw

0056C98C - Day
0056C98F - Month
0056C991 - Date

1st Leg

0056C9A1 - Time (AM/PM/EVE]
0056C9A3 - Day
0056C9A7 - Month

0056C9A8 - Date

2nd Leg

2nd Leg takes place 21 days after 1st Leg, but not sure where this is coded!

FINAL

Draw

0056CA32 - Day
0056CA36 - Month
0056CA38 - Date

Match

0056CA49 - Time (AM/PM/EVE]
0056CA4B - Day
0056CA4F - Month
0056CA51 - Date

Golly   28-01-13, 06:10 PM

MISCELLANEOUS

Disabling the error displayed when a hard-coded club name is changed

Code:

```
This disables the error message displayed when a hard-coded club name has been changed; i.e. you can rename
Barcelona, Manchester United etc and not get an annoying error message when the game loads.

The official editor still won't let you make the changes so you'll have to use something like Tri Wasono's editor.

I have just noticed that editing Barcelona's name has broken the link with Barcelona B, i.e. you can't promote /
relegate player between the two. So you might want to bear that in mind before renaming a club.

0x60d780: change from MOV EAX,DWORD PTR SS:[ESP+4]
to: JMP 0060D800 (make sure Fill rest with NOPs is ticked, this will insert two lines of NOP).
```

Disabling the splash screen (untested)

Code:

```
0x5ccd3c - change JE 005cd0b3 to JMP 005cd0b3 NOP.
```

Names of continents

Code:

```
should anyone wish to rename them (.dat files would also need changing):

Africa - 0x5d9458
Asia - 0x5d9450
Europe - 0x5d9448
North America - 0x5d9438
Oceania - 0x5d9430
South America - 0x5d9420

Offsets are literal, add 0x400000 for Olly offsets.
```

Data directory name offset

Code:

```
0x9c3824

Not particularly important but it would allow one to run multiple databases without needing to swap data
directories.
With the later versions of the Tapani patch there is no requirement for the exe to be called cm0102.exe.
So you could have an exe called odb.exe that reads data from a directory call odbdata, an exe called sim.exe that
reads data from a directory called simdata etc.
You could also have a different directory for Tapanified data, 3.9.60 data etc etc.

There is limited space available - only 8 bytes (enough for 7 characters and the null termination).
```

League selection screen

Code:

```
CPU Disasm
Address       Hex dump              Command                               Comments
00669F50   /$  8B4C24 04          MOV ECX,DWORD PTR SS:[ARG.1]          ; jlpatched.00669F50(guessed
Arg1,Arg2,Arg3)
00669F54   |.  81EC 00020000      SUB ESP,200
00669F5A   |.  85C9               TEST ECX,ECX
00669F5C   |.  74 78              JE SHORT 00669FD6
```

```
00669F5E   |. 8B8424 08020000  MOV EAX,DWORD PTR SS:[ARG.2]
00669F65   |. 85C0             TEST EAX,EAX
00669F67   |. 74 76            JE SHORT 00669FDF
00669F69   |. 83BC24 0C020000 1 CMP DWORD PTR SS:[ARG.3],14
00669F71   |. 7D 6C            JGE SHORT 00669FDF
00669F73   |. 8D4424 00        LEA EAX,[LOCAL.127]
00669F77   |. 8D8C24 00010000  LEA ECX,[LOCAL.63]
00669F7E   |. 50              PUSH EAX                              ; /Arg5 => OFFSET LOCAL.127
00669F7F   |. 51              PUSH ECX                              ; |Arg4 => OFFSET LOCAL.63
00669F80   |. 6A 00           PUSH 0                                ; |Arg3 = 0
00669F82   |. 6A 00           PUSH 0                                ; |Arg2 = 0
00669F84   |. 68 F4AF9E00     PUSH OFFSET 009EAFF4                  ; |Arg1 = ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\key_nation.cpp"
00669F89   |. E8 71AD2D00     CALL 00944CFF                         ; \jlpatched.00944CFF
00669F8E   |. 83C4 14         ADD ESP,14
00669F91   |. 8D5424 00       LEA EDX,[LOCAL.127]
00669F95   |. 8D8424 00010000 LEA EAX,[LOCAL.63]
00669F9C   |. 68 A1040000     PUSH 4A1
00669FA1   |. 52              PUSH EDX
00669FA2   |. 50              PUSH EAX
00669FA3   |. E8 88312A00     CALL 0090D130
00669FA8   |. 50              PUSH EAX
00669FA9   |. 68 E8709800     PUSH OFFSET 009870E8                  ; ASCII "v%s %s.%s %d"
00669FAE   |. 68 D024AE00     PUSH OFFSET 00AE24D0
00669FB3   |. E8 E7AC2D00     CALL 00944C9F
00669FB8   |. 6A 00           PUSH 0
00669FBA   |. 68 D024AE00     PUSH OFFSET 00AE24D0
00669FBF   |. 68 E0709800     PUSH OFFSET 009870E0                  ; ASCII "Error"
00669FC4   |. E8 C7E2F7FF     CALL 005E8290
00669FC9   |. 83C4 24         ADD ESP,24
00669FCC   |. C705 347AB600 000 MOV DWORD PTR DS:[0B67A34],0
00669FD6   |> 33C0            XOR EAX,EAX
00669FD8   |. 81C4 00020000   ADD ESP,200
00669FDE   |. C3              RETN
00669FDF   |> 8B09            MOV ECX,DWORD PTR DS:[ECX]
00669FE1   |. 8B15 E4F29C00   MOV EDX,DWORD PTR DS:[9CF2E4]
00669FE7   |. 3BCA            CMP ECX,EDX
00669FE9   |. 75 27           JNE SHORT 0066A012
00669FEB   |. 85C0            TEST EAX,EAX
00669FED   |. 0F84 BB000000   JE 0066A0AE
00669FF3   |. 68 649CAD00     PUSH OFFSET 00AD9C64
00669FF8   |. 68 78B09E00     PUSH OFFSET 009EB078                  ; ASCII "Conference Division<%s - COMMENT
- English Conference>"
00669FFD   |. 50              PUSH EAX
00669FFE   |. E8 DD540000     CALL 0066F4E0
0066A003   |. 83C4 0C         ADD ESP,0C
0066A006   |. B8 01000000     MOV EAX,1
0066A00B   |. 81C4 00020000   ADD ESP,200
0066A011   |. C3              RETN
0066A012   |> 3B0D 14F39C00   CMP ECX,DWORD PTR DS:[9CF314]
0066A018   |. 75 22           JNE SHORT 0066A03C
0066A01A   |. 85C0            TEST EAX,EAX
0066A01C   |. 0F84 8C000000   JE 0066A0AE
0066A022   |. 68 64B09E00     PUSH OFFSET 009EB064                  ; ASCII "Regional Divisions"
0066A027   |. 50              PUSH EAX
0066A028   |. E8 B3540000     CALL 0066F4E0
0066A02D   |. 83C4 08         ADD ESP,8
0066A030   |. B8 01000000     MOV EAX,1
0066A035   |. 81C4 00020000   ADD ESP,200
0066A03B   |. C3              RETN
0066A03C   |> 3B0D 60F39C00   CMP ECX,DWORD PTR DS:[9CF360]
0066A042   |  EB 1E           JMP SHORT 0066A062
0066A044   |. 85C0            TEST EAX,EAX
0066A046   |. 74 66           JE SHORT 0066A0AE
0066A048   |. 68 50B09E00     PUSH OFFSET 009EB050                  ; ASCII "Serie C2 A, B, C"
0066A04D   |. 50              PUSH EAX
0066A04E   |. E8 8D540000     CALL 0066F4E0
0066A053   |. 83C4 08         ADD ESP,8
0066A056   |. B8 01000000     MOV EAX,1
0066A05B   |. 81C4 00020000   ADD ESP,200
0066A061   |. C3              RETN
0066A062   |> 3B0D 34F49C00   CMP ECX,DWORD PTR DS:[9CF434]
0066A068   |. 74 08           JE SHORT 0066A072
0066A06A   |. 3B0D 88F49C00   CMP ECX,DWORD PTR DS:[9CF488]
0066A070   |. 75 1E           JNE SHORT 0066A090
0066A072   |> 85C0            TEST EAX,EAX
0066A074   |. 74 38           JE SHORT 0066A0AE
0066A076   |. 68 3CB09E00     PUSH OFFSET 009EB03C                  ; ASCII "Second Division B"
0066A07B   |. 50              PUSH EAX
0066A07C   |. E8 5F540000     CALL 0066F4E0
0066A081   |. 83C4 08         ADD ESP,8
0066A084   |. B8 01000000     MOV EAX,1
0066A089   |. 81C4 00020000   ADD ESP,200
0066A08F   |. C3              RETN
0066A090   |> 3B0D A8F49C00   CMP ECX,DWORD PTR DS:[9CF4A8]
0066A096   |.^ 0F85 3AFFFFFF  JNE 00669FD6
0066A09C   |. 85C0            TEST EAX,EAX
0066A09E   |. 74 0E           JE SHORT 0066A0AE
0066A0A0   |. 68 2CB09E00     PUSH OFFSET 009EB02C                  ; ASCII "Second Division"
0066A0A5   |. 50              PUSH EAX
0066A0A6   |. E8 35540000     CALL 0066F4E0
0066A0AB   |. 83C4 08         ADD ESP,8
0066A0AE   |> B8 01000000     MOV EAX,1
0066A0B3   |. 81C4 00020000   ADD ESP,200
0066A0B9   \. C3              RETN
```

3 lines above each of the lower division names is a JNE instruction; change these to JMP and the lower division
selection is removed from the list.

The following lines refer to specific nations (i.e. those that have selectable lower leagues).

```
00669FE1   |. 8B15 E4F29C00   MOV EDX,DWORD PTR DS:[9CF2E4] = England
0066A012   |> 3B0D 14F39C00   CMP ECX,DWORD PTR DS:[9CF314] = Germany
0066A03C   |> 3B0D 60F39C00   CMP ECX,DWORD PTR DS:[9CF360] = Italy
0066A062   |> 3B0D 34F49C00   CMP ECX,DWORD PTR DS:[9CF434] = Portugal
0066A06A   |. 3B0D 88F49C00   CMP ECX,DWORD PTR DS:[9CF488] = Spain
```

```
0066A090    |>  3B0D A8F49C00    CMP ECX,DWORD PTR DS:[9CF4A8] = Sweden
```

Star players also for user's team

Code:

```
"%s*" @ 0x98e8dc. %s is always replaced at run time by text.

0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.
```

Taking control of any club in game

Code:

```
00482A74: JE 00482D04

Fill with NOP and you can Take Control of a club even if it is in a 'non-playable' league.
```

Show 40 post(s) from this thread on one page

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Golly   30-01-13, 04:03 PM

RESTRICTIONS

Letting Real Sociedad buy any spaniard players

Code:

```
change
008CECAC: MOV ECX,DWORD PTR DS:[9D0128]

to
008CECAC: MOV ECX,-1
008CECB1: NOP
```

Stop from buying a nation's players

Code:

```
008CE9D0: MOV EDX,DWORD PTR DS:[9CF458]
008CE9D6: CMP ECX,EDX
008CE9D8: JNE SHORT 008CEA14

9CF458 is Saudi Arabia, this is the code that stops you from buying Saudi players.  Changing 9CF458 will allow this
rule to be applied to another nation instead.

Alternatively, deleting JNE SHORT 008CEA14 (filling with NOP) will apply this restriction to everybody unless they
already play abroad.

It won't edit the messages the game shows though, they'll still refer to Saudi Arabia.
```

Stopping trial offers

Code:

```
change
00872538 - JE 00872620

to
00872538 - JMP 00872620
0087253D - NOP
```

Stopping transfers and loan bids

Code:

```
change
0087278D JE 00872918

to
0087278D JMP 00872918
00872792 NOP

I believe this just impacts on the user interface, so the AI should still be able to buy players.
```

Stop releasing players on free

Code:

```
change
00872077: JNE 00872165

to
JMP 00872165
```

Basque-only restriction

Code:

```
0053D7EF    90              NOP
0053D7F0  /$ 8B4C24 04       MOV ECX,DWORD PTR SS:[ESP+4]
0053D7F4  |. 85C9            TEST ECX,ECX
0053D7F6  |. 0F84 F9000000   JE cm0102.0053D8F5
0053D7FC  |. 8B41 53         MOV EAX,DWORD PTR DS:[ECX+53] = (83, get nation id of club)
0053D7FF  |. 85C0            TEST EAX,EAX          check if it is -1 (none), I think.
0053D801  |. 0F84 EE000000   JE cm0102.0053D8F5
0053D807  |. 8B00            MOV EAX,DWORD PTR DS:[EAX]    get the id of the club
0053D809  |. 8B15 88F49C00   MOV EDX,DWORD PTR DS:[9CF488] = Spain
0053D80F  |. 3BC2            CMP EAX,EDX                  tests if club is spanish
0053D811  |. 0F85 DE000000   JNZ cm0102.0053D8F5            skip next section if not spanish
0053D817  |. 8B01            MOV EAX,DWORD PTR DS:[ECX]
0053D819  |. 8B0D 20019D00   MOV ECX,DWORD PTR DS:[9D0120] = Athletic Bilbao
0053D81F  |. 3BC1            CMP EAX,ECX
0053D821  |. 0F84 C8000000   JE cm0102.0053D8EF
0053D827  |. 3B05 34019D00   CMP EAX,DWORD PTR DS:[9D0134] = Athletic Bilbao B
0053D82D  |. 0F84 BC000000   JE cm0102.0053D8EF
0053D833  |. 3B05 E4029D00   CMP EAX,DWORD PTR DS:[9D02E4] = SD Eibar
0053D839  |. 0F84 B0000000   JE cm0102.0053D8EF
0053D83F  |. 3B05 E8029D00   CMP EAX,DWORD PTR DS:[9D02E8] = Amurrio CF
0053D845  |. 0F84 A4000000   JE cm0102.0053D8EF
0053D84B  |. 3B05 EC029D00   CMP EAX,DWORD PTR DS:[9D02EC] = CD Aurrera Vitoria
0053D851  |. 0F84 98000000   JE cm0102.0053D8EF
0053D857  |. 3B05 F0029D00   CMP EAX,DWORD PTR DS:[9D02F0] = Barakaldo
0053D85D  |. 0F84 8C000000   JE cm0102.0053D8EF
0053D863  |. 3B05 F4029D00   CMP EAX,DWORD PTR DS:[9D02F4] = SD Beasain
0053D869  |. 0F84 80000000   JE cm0102.0053D8EF
0053D86F  |. 3B05 F8029D00   CMP EAX,DWORD PTR DS:[9D02F8] = Berneo Club
0053D875  |. 74 78           JE SHORT cm0102.0053D8EF
0053D877  |. 3B05 FC029D00   CMP EAX,DWORD PTR DS:[9D02FC] = Gernika Club
0053D87D  |. 74 70           JE SHORT cm0102.0053D8EF
0053D87F  |. 3B05 04039D00   CMP EAX,DWORD PTR DS:[9D0304] = SD Lemona
0053D885  |. 74 68           JE SHORT cm0102.0053D8EF
0053D887  |. 3B05 08039D00   CMP EAX,DWORD PTR DS:[9D0308] = Elgoibar CD
0053D88D  |. 74 60           JE SHORT cm0102.0053D8EF
0053D88F  |. 3B05 0C039D00   CMP EAX,DWORD PTR DS:[9D030C] = Hernani CD
0053D895  |. 74 58           JE SHORT cm0102.0053D8EF
0053D897  |. 3B05 10039D00   CMP EAX,DWORD PTR DS:[9D0310] = Zalla UC
0053D89D  |. 74 50           JE SHORT cm0102.0053D8EF
0053D89F  |. 3B05 14039D00   CMP EAX,DWORD PTR DS:[9D0314] = Cultural Durango
0053D8A5  |. 74 48           JE SHORT cm0102.0053D8EF
0053D8A7  |. 3B05 18039D00   CMP EAX,DWORD PTR DS:[9D0318] = SD Amorebieta
0053D8AD  |. 74 40           JE SHORT cm0102.0053D8EF
0053D8AF  |. 3B05 1C039D00   CMP EAX,DWORD PTR DS:[9D031C] = Arenas Getxo Bilbao
0053D8B5  |. 74 38           JE SHORT cm0102.0053D8EF
0053D8B7  |. 3B05 20039D00   CMP EAX,DWORD PTR DS:[9D0320] = Aurrera Ondarroa CD
0053D8BD  |. 74 30           JE SHORT cm0102.0053D8EF
0053D8BF  |. 3B05 24039D00   CMP EAX,DWORD PTR DS:[9D0324] = Baskonia CD
0053D8C5  |. 74 28           JE SHORT cm0102.0053D8EF
0053D8C7  |. 3B05 28039D00   CMP EAX,DWORD PTR DS:[9D0328] = SD Eibar B
0053D8CD  |. 74 20           JE SHORT cm0102.0053D8EF
0053D8CF  |. 3B05 2C039D00   CMP EAX,DWORD PTR DS:[9D032C] = San Pedro UD
0053D8D5  |. 74 18           JE SHORT cm0102.0053D8EF
0053D8D7  |. 3B05 30039D00   CMP EAX,DWORD PTR DS:[9D0330] = Santurtzi CD
0053D8DD  |. 74 10           JE SHORT cm0102.0053D8EF
0053D8DF  |. 3B05 34039D00   CMP EAX,DWORD PTR DS:[9D0334] = Sestto River Club
0053D8E5  |. 74 08           JE SHORT cm0102.0053D8EF
0053D8E7  |. 3B05 38039D00   CMP EAX,DWORD PTR DS:[9D0338] = Tolosa CF
0053D8ED  |. 75 06           JNZ SHORT cm0102.0053D8F5
0053D8EF  |> B8 01000000    MOV EAX,1
0053D8F4  |. C3             RETN
0053D8F5  |> 33C0           XOR EAX,EAX
0053D8F7  \. C3             RETN
```

I have discovered a new way of understanding the code during decoding the section.

MOV EAX,DWORD PTR DS:[ECX+53] would previously have been a bit of a mystery but I now know that it is accessing the value 83 (53 in hex) bytes into a club - which is the field 'nation id'. I'll post some more examples of this that should help improve our understanding of the code.

Stop applying for jobs

Code:

```
00482CA9: JNE SHORT 00482D04
```

Change this to JMP and you won't be able to apply for jobs - you'd have to wait to be offered a job.

Stop referring to players having 'British' passports

Code:

```
CPU Disasm
Address   Hex dump          Command                                           Comments
007BC4CD  |. 8B15 E4F29C00   MOV EDX,DWORD PTR DS:[9CF2E4]
007BC4D3  |. 8B01            MOV EAX,DWORD PTR DS:[ECX]
007BC4D5  |. 3BC2            CMP EAX,EDX
007BC4D7  |. 74 32           JE SHORT 007BC50B
007BC4D9  |. 3B05 10F59C00   CMP EAX,DWORD PTR DS:[9CF510]
007BC4DF  |. 74 2A           JE SHORT 007BC50B
007BC4E1  |. 3B05 5CF49C00   CMP EAX,DWORD PTR DS:[9CF45C]
007BC4E7  |. 74 22           JE SHORT 007BC50B
007BC4E9  |. 3B05 E4F39C00   CMP EAX,DWORD PTR DS:[9CF3E4]
007BC4EF  |. 74 1A           JE SHORT 007BC50B
007BC4F1  |. 6A 15           PUSH 15
007BC4F3  |. 8D9424 B40E0000 LEA EDX,[LOCAL.305]
007BC4FA  |. 68 C8000000     PUSH 0C8
007BC4FF  |. 52             PUSH EDX
007BC500  |. 51             PUSH ECX
```

```
007BC501  |.  E8 CABCE5FF     CALL 006181D0
007BC506  |.  83C4 10         ADD ESP,10
007BC509  |.  EB 1A           JMP SHORT 007BC525
007BC50B  |>  68 649CAD00     PUSH OFFSET 00AD9C64
007BC510  |.  8D8424 B40E0000 LEA EAX,[LOCAL.305]
007BC517  |.  68 AC12A700     PUSH OFFSET 00A712AC                        ; ASCII "British<%s - COMMENT - type
of passport>"
007BC51C  |.  50              PUSH EAX
007BC51D  |.  E8 BE2FEBFF     CALL 0066F4E0
007BC522  |.  83C4 0C         ADD ESP,0C
007BC525  |>  8D8C24 B00E0000 LEA ECX,[LOCAL.305]
007BC52C  |.  8D9424 20D00000 LEA EDX,[LOCAL.405]
007BC533  |.  51              PUSH ECX
007BC534  |.  52              PUSH EDX
007BC535  |.  6A 64           PUSH 64
007BC537  |.  6A 64           PUSH 64
007BC539  |.  68 2412A700     PUSH OFFSET 00A71224                        ; ASCII "
```

<%s - player name eg Batistuta> would not require a work permit because he holds {an}<%s - nationality name eg
Italian>{} passport."

Not tested this but I think if the bold lines are changed to CMP EAX,-1 the game will stop referring to players
having 'British' passports, i.e. the game could be made to report that a player holds a Scottish passport - which
might come in handy in a few years time.

```
9CF2E4 = England
9CF510 = Wales
9CF45C = Scotland
9CF3E4 = Northern Ireland
```

Imposing the basque-only restriction on every club

Code:

```
0053D7F0: MOV ECX,DWORD PTR SS:[ESP+4]
0053D7F4: TEST ECX,ECX

Change to:
0053D7F0: MOV EAX,1
0053D7F5: RETN
```

This will impose the basque-only restriction on every club, net result is that only a handful of transfers will
happen.

The following changes the nationality that everyone is restricted to and changes it from Basque to -1; as nobody
has -1 for a nationality (nationalities start at 0 for Afghanistan) no club will be able to sign anybody, not even
free transfers. Clubs will only get the players that come through their youth team.

```
008CEBB5     A1 24F49C00        MOV EAX,DWORD PTR DS:[9CF424]

Change to:
008CEBB5     B8 FFFFFFFF        MOV EAX,-1
```

Making this change will probably get really boring as I suspect lots of clubs will have squads full of grey players
as their players leave and don't get replaced.

Golly   30-01-13, 08:16 PM

START YEAR

These are literal offsets (add 0x400000 for Olly offsets)

Start Year:
0x13386, 0x140e5, 0x224f0, 0x44270, 0x44297, 0x5f4ee, 0x5f97c, 0x5f981, 0x16fc63, 0x18b387, 0x1aee53, 0x1bab86, 0x1bac32, 0x1bb6ab,
0x1bc8b2, 0x1c3068, 0x1db242, 0x2673c3, 0x267495, 0x267582, 0x26766d, 0x26775a, 0x267829, 0x2678f8, 0x2679c6, 0x267aa1, 0x267b81,
0x267c6d, 0x267d5a, 0x267e55, 0x267f50, 0x268043, 0x268149, 0x268236, 0x268324, 0x268411, 0x2684ff, 0x2685ed, 0x2686bc, 0x2687ac,
0x268899, 0x268987, 0x268a77, 0x268b65, 0x268c54, 0x268d40, 0x268e2f, 0x268f1d, 0x26900b, 0x2690da, 0x37d858, 0x3d2410, 0x41b93d,
0x430591, 0x430598, 0x4305dc, 0x430a64, 0x430f8e, 0x430fb4, 0x43129a, 0x4312b4, 0x431608, 0x431622, 0x4318ad, 0x4318c6, 0x431b54,
0x431b6d, 0x431e66, 0x431e80, 0x4320b3, 0x4320cd, 0x432324, 0x432577, 0x43290d, 0x433055, 0x43339d, 0x4336eb, 0x433c84, 0x433f8e,
0x434382, 0x43475d, 0x434aad, 0x434dfd, 0x435297, 0x435c39, 0x435fca, 0x43668e, 0x436a55, 0x436d68, 0x4371a5, 0x4371d5, 0x4374e9,
0x43805d, 0x438357, 0x43869f, 0x456ce0, 0x4fddd2, 0x5041f3

Start Year - 3 0x3e6819

Start Year - 1 0x55fd1, 0xdc02c, 0x12d2e2, 0x3e68fe, 0x3e691f, 0x45e98f

Start Year + 1 0xdc135

Start Year + 2 0x29e84e, 0x45b841, 0x45b898, 0x45c40c

Start Year + 3 0xdc113, 0x19ba24

Patinoz   30-01-13, 08:16 PM

good work dude :ok:

---

danifer1979   01-02-13, 11:25 PM

COMPETITIONS

008322A2 - Argentinian Premier
008322F7 - Argentinian Second
00832792 - Belgian First
008327E7 - Belgian Second
0083283A - Belgian Third
0083288D - Belgian FA Cup
008328E0 - Belgian Super Cup
00832C0F - Brazilian Reg Bahia
00832CB0 - Brazilian Reg Gaucho
00832E44 - Brazilian Reg Parana
00832E94 - Brazilian Reg Pern
00832F35 - Brazilian Reg Santa
00833027 - Brazilian Champions Cup
00833275 - Croatian First Division
008332CA - Croatian Second Division North
0083331D - Croatian Second Division South
00833370 - Croatian Cup
008335C3 - Danish Premier
00833618 - Danish First
0083366B - Danish Second
008336BE - Danish Cup
0083392C - English Premier
00833981 - English First (Championship)
008339D4 - English Second (League One)
00833A27 - English Third (League Two)
00833B37 - English CC Cup (Conference Cup I think)
00833B8F - English Auto Windscreens Cup
00833EB3 - Finnish Premier
00833F09 - Finnish First
00833F60 - Finnish Cup
008341B4 - French First
00834209 - French Second
0083425C - French Third
008342AF - French Cup
00834302 - French League Cup
00834355 - French Super Cup
008345C9 - German First
0083461E - German Second
00834985 - Greek Premier
008349DA - Greek Second
00834A2D - Greek Cup
00834A80 - Greek Super Cup
00834CD5 - Dutch Premier
00834D2A - Dutch First
00834D7D - Dutch Cup
00834DD0 - Dutch Super Cup
00835023 - Irish Premier
00835078 - Irish First
008350CB - Irish Challenge Cup
0083511E - Irish League Cup
00835171 - Irish Super Cup
008351C4 - Irish Presidents Cup
00835217 - Irish Munster Cup
0083526A - Irish Leinster Cup
008354FB - Italian Serie A
00835550 - Italian Serie B
008355A3 - Italian Serie C1A
008355F6 - Italian Serie C1B
008356AF - Italian Serie C2B
00835702 - Italian Serie C2C
0083580A - Italian Super Cup
00835862 - Italian Serie C1 Super Cup
00835ABE - Japanese J League
00835B13 - Japanese J2
00835B66 - Japanese Emporers Cup
00835BB9 - Japanese J Cup
00835C0C - Japanese Super Cup
00835E4F - Northern Irish Premier
00835EA4 - Northern Irish First
00835EF7 - Northern Irish Cup
00835F4A - Northern Irish League Cup
00835F9D - Northern Irish Charity Shield
00836214 - Norwegian Premier
0083626A - Norwegian First
008362C1 - Norwegian Cup
00836513 - Polish First
00836568 - Polish Second
008365BB - Polish Cup
0083660E - Polish League Cup
00836661 - Polish Super Cup
008368BE - Portuguese Premier
00836913 - Portuguese Second
00836C8F - Russian Premier
00836CE4 - Russian First
00836F84 - Scottish Premier
00836FD9 - Scottish First
0083702C - Scottish Second
0083707F - Scottish Third

008370D2 - Scottish FA Cup
00837125 - Scottish League Cup
00837178 - Scottish Challenge Cup
008373C1 - South Korean K League
00837416 - South Korean FA Cup
00837469 - South Korean League Cup
008374BC - South Korean Super Cup
0083773B - Spanish First
00837790 - Spanish Second
008377F3 - Spanish Second Division B
00837846 - Spanish Cup *
008378FD - Spanish Cup *
00837950 - Spanish Super Cup
00837BD5 - Swedish Premier
00837C2A - Swedish First
00837F35 - Turkish First
00837F8A - Turkish Second
00837FDD - Turkish Second B
00838030 - Turkish Cup
00838282 - USA MLS
008382D7 - USA Open Cup
0083832A - USA MLS All Stars
00838577 - English Northern Premier / Welsh Premier
008385CC - Welsh Cup
0083861F - Welsh League Cup
00838672 - Welsh Premier Cup

* Not sure why its there twice.

I searched for: 0x74 0x24 0x8b 0x15, which found 127 matches, the 114 are the only ones that related to a competition.

Also:
92C077 CALL 0092DA40
92C07E CALL 0092D200

These are, I believe, the calls to create the World Cup. These are within a block starting at: 0092C047 JNE 0092C190. Wikiepedia tells me that JNE is jump on inequality, so if it was changed to JE (jump on equality) would the World Cup be disabled?

JohnLocke

Quote:

> Originally Posted by **danifer1979** »
>
> Hello guys!!!.
> I want to change the Russian premier division restrictions, so you can't play with more than 3 foreing players.
> But the problem is i only found the offset for the 2nd division.
> I can't find the offset for premier.
> Can anyone help me?.
>
> Thanks!

007EC978 : MOV BYTE PTR DS:[EDX+2], 3

This is what I've got for Russia, not sure which division(s). If you've got another offset please post it.

JohnLocke

SUBSTITUTIONS

NAMED

00401B2E - African Nations Cup
00405708 - Argentinian Premier
00407EE5 - Argentinian Second
0040ABB9 - Asia Club Championship
0040CC69 - Asia Cup Winners Cup
0040F53C - Asia Nations Cup
004106B9 - Asian Super Cup
00411D70 - Australian NSL
0041DD91 - Begian First
0041F081 - Belgian Second
00422794 - Belgian Third
004259F5 - Brazilian Champions Cup
00427501 - Brazilian Cup *
00427ED3 - Brazilian Cup *
0042A625 - Brazilian First
0042CBF9 - Brazilian Second
0042DED5 - Brazilian Third
0043107E - Brazilian Central State Championship
0043234F - Brazilian Gaúcho State Championship
004336CF - Brazilian Goiás State Championship
0043803F - Brazilian Paraná State Championship
004394AF - Brazilian Pernambucco State Championship
0043A67E - Brazilian Rio State Championship
0043BCF2 - Brazilian Santa Catarina State Championship
0051497A - Croatian A1
00515E7C - Croatian A2A
00516F9A - Croatian A2B
005174E9 - Croatian Cup
00550A8C - Danish Cup *

```
005516D3 - Danish Cup *
00552437 - Danish First
00553A89 - Danish Premier
0056AAB5 - Englsih Auto Cup
0056C317 - English Conference Cup
0056D3E9 - English Charity Shield
0056EE5A - English Conference
00572E0D - English First (now Championship)
00574C03 - English Premier
005767FE - English Second (now First)
00578159 - English Third (now Second)
0057A16E - European Super Cup
0057B6B5 - European Championships
0057E976 - European Champions League Qualifiers
0058383F - European Champiosn League
0058BE1B - Fifa Confederations Cup
005922B9 - Finnish Cup
00593C06 - Finnish First
00595CFA - Finnish Premier
005BC489 - French First
005BF134 - French Second
005D8C89 - German Cup
005DB489 - German First
005DC1AA - German League Cup
005DCBA3 - German Regional
005DF477 - German Second
005E1354 - Gold Cup
005E88F5 - Greek Cup
005EAF26 - Greek Premier
005EBE74 - Greek Second
005EC0A9 - Greek Super Cup
005F34AB - Dutch Cup
005F63D2 - Dutch First
005F85F2 - Dutch Premier
006320ED - Inter American Cup
0063301E - Intertoto Cup
00634109 - Irish Challenge Cup
00635B1D - Irish First
00636509 - Irish Leinster Cup
00636E25 - Irish League Cup
00638809 - Irish Munster Cup
0063A98B - Irish Premier
0063AD21 - Irish Super Cup
0063C64D - Italian C1 Super
0063CC95 - Italian Serie C Cup
0063E955 - Italian Cup
006416D6 - Italian Serie A
00646938 - Italian Serie B
0064B803 - Italian Serie C1A
0064F9CA - Italian Serie C1B
00653C23 - Italian Serie C2A
006580E3 - Italian Serie C2B
0065C271 - Italian Serie C2C
0065F6DD - Italian Super Cup
00661D99 - Japanese Emporer's Cup
006636BB - Japanese J1
006651CD - Japanese J2
006653E9 - Japanese J Cup
0066BD46 - Korean League
0066BF55 - Korean League Cup
0066D885 - Korean Super Cup
0078C7D5 - Northern Irish League Cup
0078F089 - Norwegain Cup
00790B7E - Norwegian First
0079278C - Norwegian Premier
0079970E - Oceania Nations Cup
007A02AE - Olympic Games
007C7DE9 - Polish Cup
007C9716 - Polish First
007CA5BC - Polish League Cup *
007CB1B3 - Polish League Cup *
007CBFE4 - Polish Second
007CC985 - Polish Super
007CF9C0 - Portuguese Premier
007D1742 - Portuguese Second
007D268B - Portuguese Second B
007E9279 - Russian Cup
007EA89E - Russian First
007EB7DA - Russian Premier
007EC9E9 - Scottish Challenge Cup
007ED379 - Scottish FA Cup
007EEEE9 - Scottish First
007EFA49 - Scottish League Cup
007F2A43 - Scottish Premier
007F4014 - Scottish Second
007F4F9C - Scottish Third
0084CBF9 - Spanish Cup
0084FE8F - Spanish First
00853811 - Spanish Lower
00855D66 - Spanish Second
00856F74 - Spanish Second B
00858719 - Spanish Super Cup
0088CC1D - Swedish Cup
0088F136 - Swedish First
008905DC - Swedish Premier
008BF3B1 - nothing
008FC419 - Turkish Cup
008FE020 - Turkish First
008FF312 - Turkish Second
009004DF - Tukish Second B
```

0090234E - Uefa Cup
0090F292 - World Cup African League
00911C61 - World Cup Asian League
00919265 - World Cup European League
0091ED6C - World Cup Oceania Group
009210FC - World Cup South American Group
00925CD1 - Conference North / Welsh Premier
00925EE5 - Welsh League Cup
00927845 - Welsh Premier Cup
00929C1C - World Club Championships
0092B51E - World Club Cup
0092D28C - World Cup

ALLOWED

0040AB6D - Asian Club Championship
0040CC6D - Asian Cup Winners Cup
004106BD - Asian Super Cup
0041D0BE - Belgian FA Cup
0041DD95 - Belgian First
0041F085 - Belgian Second
004259F1 - Brazilian Champions Cup
00427505 - Brazilian Cup
00427ED7 - Brazilian Cup
005174ED - Croatian Cup
00550A90 - Danish Cup
005516D7 - Danish Cup
0056AAB9 - English Auto Cup
0056D3ED - English Charity Shield
005922BD - Finnish Cup
005D8C8D - German Cup
005DC1AE - German League Cup
005DCBA7 - German Regional
005E88F1 - Greek Cup
005EC0AD - Greek Super Cup
005F34A7 - Dutch Cup
006320F1 - Inter American Cup
0063410D - Irish Challenge Cup
0063650D - Irish Leinster Cup
00636E21 - Irish League Cup
0063880D - Irish Munster Cup
0063AD25 - Irish Super Cup
0063C649 - Italian Serie C1 Super Cup
0063CC91 - Italian Serie C Cup
0063E951 - Italian Cup
006416DA - Italian Serie A
0064693C - Italian Serie B
0065F6D9 - Italian Super Cup
00661D9D - Japanese Emporer's Cup
006653ED - Japanese J Cup
0066BF51 - Korean League Cup
0066D889 - Korean Super Cup
0078C7D1 - Northern Irish League Cup
0078F08D - Norwegian Cup
007C7DED - Polish Cup
007C971A - Polish First
007CA5C0 - Polish League Cup *
007CB1B7 - Polish League Cup *
007CC989 - Polish Super Cup
007D268F - Portuguese Second B
007E927D - Russian Cup
007EC9ED - Scottish Challenge Cup
007ED37D - Scottish FA Cup
007EFA4D - Scottish League Cup
0084CFBD - Spanish Cup
0085871D - Spanish Super Cup
0088CC21 - Swedish Cup
008fC41D - Turkish Cup
0090F296 - World Cup African Group
00911C65 - World Cup Asian Group
00914A72 - World Cup CONCACAF Group
00925EE1 - Welsh League Cup
00927841 - Welsh Premier Cup

Those marked with a * indicate they appear twice but I don't know why. Possibly because the competition has two stages which can be edited independently?

JohnLocke

Some CM00/01 offsets for those interested:

Here are all the .cpp offsets - these help identify what each bit of code relates to.

See this post for how to use: http://www.champman0102.co.uk/showth...&p=133#post133
Although now you would click the 'X', rather than the 'E'.

Code:

```
9040d8 X:\cm3\code\comp\intercomp\african_nations.cpp
9043a0 X:\cm3\code\comp\leagues\arg_prm.cpp
904494 X:\cm3\code\comp\leagues\arg_second.cpp
904ab0 X:\cm3\code\award\argentina_awards.cpp
904ad8 X:\cm3\code\transfer\argentina_rules.cpp
904ba8 X:\cm3\code\comp\intercomp\asia_nations.cpp
904bd4 X:\cm3\code\comp\leagues\aus_nsl.cpp
904d18 X:\cm3\code\award\australia_awards.cpp
```

```
904d40 X:\cm3\code\transfer\australia_rules.cpp
904e08 X:\cm3\code\award\award_manager.cpp
904f70 X:\cm3\code\award_screens.cpp
90506c X:\cm3\code\award\award_shortlist.cpp
9050a0 X:\cm3\code\awol.cpp
9061a0 X:\cm3\code\background.cpp
906338 X:\cm3\code\comp\cups\bel_fa_cup.cpp
906360 X:\cm3\code\comp\leagues\bel_first.cpp
906388 X:\cm3\code\comp\leagues\bel_second.cpp
9064ec X:\cm3\code\comp\cups\bel_super.cpp
906510 X:\cm3\code\comp\leagues\bel_third.cpp
9065f4 X:\cm3\code\award\belgium_awards.cpp
90661c X:\cm3\code\transfer\belgium_rules.cpp
9069bc X:\cm3\code\comp\cups\bra_cup.cpp
9069e0 X:\cm3\code\comp\leagues\bra_nat_first.cpp
906c3c X:\cm3\code\comp\leagues\bra_nat_second.cpp
906c68 X:\cm3\code\comp\leagues\bra_nat_third.cpp
906c94 X:\cm3\code\comp\leagues\bra_reg_central.cpp
906de8 X:\cm3\code\comp\leagues\bra_reg_north.cpp
906e14 X:\cm3\code\comp\leagues\bra_reg_northeast.cpp
906e44 X:\cm3\code\comp\leagues\bra_reg_rio.cpp
906e70 X:\cm3\code\comp\leagues\bra_reg_south.cpp
906e9c X:\cm3\code\comp\leagues\bra_reg_sp.cpp
906ec4 X:\cm3\code\award\brazil_awards.cpp
906ee8 X:\cm3\code\transfer\brazil_rules.cpp
906fcc X:\cm3\code\cash.cpp
9073cc X:\cm3\code\club_history.cpp
907418 X:\cm3\code\club_records.cpp
909c40 X:\cm3\code\club_screens.cpp
916544 X:\cm3\code\coach.cpp
916960 X:\cm3\code\comp\comp.cpp
917280 X:\cm3\code\comp_screens.cpp
917bc4 X:\cm3\code\comp\comp_stats.CPP
919d14 X:\cm3\code\comp\comp_util.cpp
922d08 X:\cm3\code\comp\eurocomp\con_champ.cpp
922d30 X:\cm3\code\comp\eurocomp\con_merc_cup.cpp
922d94 X:\cm3\code\comp\eurocomp\conmebol_liber.cpp
922dfc X:\cm3\code\comp\eurocomp\conmebol_merc.cpp
922e64 X:\cm3\code\comp\conmebol_seeding.cpp
923110 X:\cm3\code\contract_manager.cpp
92a89c X:\cm3\code\contract_screens.cpp
92ec0c X:\cm3\code\comp\cups\cro_cup.cpp
92ec30 X:\cm3\code\comp\leagues\cro_first.cpp
92ecf4 X:\cm3\code\comp\leagues\cro_second.cpp
92ed1c X:\cm3\code\comp\cups\cro_super.cpp
92ed40 X:\cm3\code\award\croatia_awards.cpp
92ed68 X:\cm3\code\transfer\croatia_rules.cpp
92ed90 X:\cm3\code\comp\Cup.cpp
92f118 X:\cm3\code\comp\cups\cup_stage.cpp
92f248 X:\cm3\code\Database.cpp
931ffc X:\cm3\code\Db_files.cpp
932048 X:\cm3\code\comp\cups\den_cup.cpp
93206c X:\cm3\code\comp\leagues\den_first.cpp
932094 X:\cm3\code\comp\leagues\den_prm.cpp
9320bc X:\cm3\code\comp\leagues\den_second.cpp
9320e4 X:\cm3\code\award\denmark_awards.cpp
93216c X:\cm3\code\discipline.cpp
93c818 X:\cm3\code\comp\cups\eng_auto_cup.cpp
93c8a8 X:\cm3\code\comp\cups\eng_cc_cup.cpp
93c8d0 X:\cm3\code\comp\cups\eng_charity.cpp
93c8f8 X:\cm3\code\comp\leagues\eng_conf.cpp
93c920 X:\cm3\code\comp\cups\eng_conf_cup.cpp
93c948 X:\cm3\code\comp\cups\eng_fa_cup.cpp
93c9a4 X:\cm3\code\comp\cups\eng_fa_trophy.cpp
93c9cc X:\cm3\code\comp\leagues\eng_first.cpp
93c9f4 X:\cm3\code\comp\leagues\eng_prm.cpp
93ca1c X:\cm3\code\comp\leagues\eng_second.cpp
93ca44 X:\cm3\code\comp\leagues\eng_third.cpp
93ca6c X:\cm3\code\award\england_awards.cpp
93ca94 X:\cm3\code\transfer\england_rules.cpp
93cc30 X:\cm3\code\comp\eurocomp\eur_super_cup.cpp
93cc5c X:\cm3\code\comp\intercomp\euro_champ.cpp
93cc88 X:\cm3\code\comp\intercomp\euro_champ_qual.cpp
93cec8 X:\cm3\code\award\european_awards.cpp
93cef0 X:\cm3\code\comp\eurocomp\european_cup.cpp
93edac X:\cm3\code\comp\intercomp\fifa_confed.cpp
93ee18 X:\cm3\code\comp\fifa_rankings.cpp
93f348 X:\cm3\code\file_screens.cpp
93f96c X:\cm3\code\comp\cups\fin_cup.cpp
93f990 X:\cm3\code\comp\leagues\fin_first.cpp
93f9b8 X:\cm3\code\comp\leagues\fin_prm.cpp
93fe24 X:\cm3\code\finance.CPP
9414cc X:\cm3\code\find_screens.cpp
9417e8 X:\cm3\code\Fine.cpp
9436cc X:\cm3\code\award\finland_awards.cpp
9436f4 X:\cm3\code\transfer\finland_rules.cpp
9437b4 X:\cm3\code\comp\fix_man.cpp
943880 X:\cm3\code\formation.cpp
943f84 X:\cm3\code\comp\leagues\fra_cfa.cpp
943fac X:\cm3\code\comp\cups\fra_cup.cpp
943fd0 X:\cm3\code\comp\leagues\fra_first.cpp
943ff8 X:\cm3\code\comp\cups\fra_lge_cup.cpp
944020 X:\cm3\code\comp\leagues\fra_lower.cpp
944048 X:\cm3\code\comp\leagues\fra_second.cpp
944070 X:\cm3\code\comp\cups\fra_super.cpp
944094 X:\cm3\code\comp\leagues\fra_third.cpp
9440bc X:\cm3\code\award\france_awards.cpp
9440e0 X:\cm3\code\transfer\france_rules.cpp
94447c X:\cm3\code\comp\friendly.cpp
944644 X:\cm3\code\game.cpp
944724 X:\cm3\code\game_config.cpp
944750 X:\cm3\code\comp\cups\ger_cup.cpp
944774 X:\cm3\code\comp\leagues\ger_first.cpp
94479c X:\cm3\code\comp\cups\ger_lge_cup.cpp
9447c4 X:\cm3\code\comp\leagues\ger_regional.cpp
9447f0 X:\cm3\code\comp\leagues\ger_second.cpp
944818 X:\cm3\code\award\germany_awards.cpp
```

```
944840 X:\cm3\code\transfer\germany_rules.cpp
944934 X:\cm3\code\comp\intercomp\goldcup.cpp
944de0 X:\cm3\code\comp\cups\gre_cup.cpp
944e04 X:\cm3\code\comp\leagues\gre_prm.cpp
944e2c X:\cm3\code\comp\leagues\gre_second.cpp
944e54 X:\cm3\code\comp\cups\gre_super.cpp
944e78 X:\cm3\code\award\greece_awards.cpp
944e9c X:\cm3\code\transfer\greece_rules.cpp
9456a8 X:\cm3\code\hall_of_fame.cpp
945e74 X:\cm3\code\History.cpp
946010 X:\cm3\code\comp\cups\hol_cup.cpp
946034 X:\cm3\code\comp\leagues\hol_first.cpp
9461bc X:\cm3\code\comp\leagues\hol_prm.cpp
9461e4 X:\cm3\code\comp\cups\hol_super.cpp
946208 X:\cm3\code\award\holland_awards.cpp
946230 X:\cm3\code\transfer\holland_rules.cpp
9462a8 X:\cm3\code\comp\host_country.cpp
9462dc X:\cm3\code\human_manager.cpp
94f728 X:\cm3\code\index.cpp
95c590 X:\cm3\code\injury.cpp
95d5f4 X:\cm3\code\comp\eurocomp\inter_amer_cup.cpp
95d624 X:\cm3\code\award\international_awards.cpp
95d650 X:\cm3\code\comp\eurocomp\intertoto_cup.cpp
95d6bc X:\cm3\code\comp\cups\ire_chal_cup.cpp
95d6e4 X:\cm3\code\comp\leagues\ire_first.cpp
95d70c X:\cm3\code\comp\cups\ire_lge_cup.cpp
95d734 X:\cm3\code\comp\cups\ire_pres_cup.cpp
95d75c X:\cm3\code\comp\leagues\ire_prm.cpp
95d784 X:\cm3\code\comp\cups\ire_super_cup.cpp
95d7ac X:\cm3\code\award\ireland_awards.cpp
95d7d4 X:\cm3\code\transfer\ireland_rules.cpp
95d7fc X:\cm3\code\comp\cups\ita_c1_super.cpp
95d824 X:\cm3\code\comp\cups\ita_c_cup.cpp
95d848 X:\cm3\code\comp\cups\ita_cup.cpp
95d8a4 X:\cm3\code\comp\leagues\ita_ser_a.cpp
95d968 X:\cm3\code\comp\leagues\ita_ser_b.cpp
95da48 X:\cm3\code\comp\leagues\ita_ser_c1a.cpp
95da74 X:\cm3\code\comp\leagues\ita_ser_c1b.cpp
95daa0 X:\cm3\code\comp\leagues\ita_ser_c2a.cpp
95dacc X:\cm3\code\comp\leagues\ita_ser_c2b.cpp
95daf8 X:\cm3\code\comp\leagues\ita_ser_c2c.cpp
95db24 X:\cm3\code\comp\cups\ita_super.cpp
95db48 X:\cm3\code\award\italy_awards.cpp
95db6c X:\cm3\code\transfer\italy_rules.cpp
95dd48 X:\cm3\code\comp\cups\jap_emp_cup.cpp
95dd70 X:\cm3\code\comp\leagues\jap_j1.cpp
95e070 X:\cm3\code\comp\leagues\jap_j2.cpp
95e094 X:\cm3\code\comp\cups\jap_j_cup.cpp
95e0b8 X:\cm3\code\comp\cups\jap_super.cpp
95e0dc X:\cm3\code\award\japan_awards.cpp
95e100 X:\cm3\code\transfer\japan_rules.cpp
95e128 X:\cm3\code\key_nation.cpp
961c9c X:\cm3\code\comp\league.cpp
961cc4 X:\cm3\code\comp\leagues\league_stage.cpp
961f14 X:\cm3\code\manager_manager.cpp
981890 X:\cm3\code\manager_screens.cpp
981e4c X:\cm3\code\match_day.cpp
981fb8 X:\cm3\code\match_eng.cpp
9820b4 X:\cm3\code\match_events.cpp
982468 X:\cm3\code\match_man.cpp
9824c4 X:\cm3\code\match_official.cpp
9826f8 X:\cm3\code\match_pl.cpp
9827a8 X:\cm3\code\match_screens.cpp
984198 X:\cm3\code\match_stats.CPP
9841cc X:\cm3\code\media.cpp
9c0e58 X:\cm3\code\Menubar.cpp
9c140c X:\cm3\code\comp\friendly\mini_cup.cpp
9c1434 X:\cm3\code\comp\friendly\mini_league.cpp
9c14cc X:\cm3\code\award\month_award.cpp
9c1b04 X:\cm3\code\award\month_ratings.cpp
9c1b28 X:\cm3\code\award\nation_awards.cpp
9c1b4c X:\cm3\code\national_teams.cpp
9cae58 X:\cm3\code\national_teams_screens.cpp
9ce844 X:\cm3\code\news.cpp
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9cea0c X:\cm3\code\comp\cups\nir_cup.cpp
9cea30 X:\cm3\code\comp\leagues\nir_first.cpp
9cea58 X:\cm3\code\comp\cups\nir_gold_cup.cpp
9cea80 X:\cm3\code\comp\cups\nir_lge_cup.cpp
9ceaa8 X:\cm3\code\comp\leagues\nir_prm.cpp
9cead0 X:\cm3\code\comp\cups\nor_cup.cpp
9ceaf4 X:\cm3\code\comp\leagues\nor_first.cpp
9ceb1c X:\cm3\code\comp\leagues\nor_prm.cpp
9ceb44 X:\cm3\code\award\northern_ireland_awards.cpp
9ceb74 X:\cm3\code\transfer\northern_ireland_rules.cpp
9ceba4 X:\cm3\code\award\norway_awards.cpp
9cebc8 X:\cm3\code\transfer\norway_rules.cpp
9ced60 X:\cm3\code\comp\eurocomp\oceania_club_champ.cpp
9cedd4 X:\cm3\code\comp\intercomp\oceania_nations.cpp
9cef00 X:\cm3\code\officials_manager.cpp
9cef2c X:\cm3\code\award\old_finland_awards.cpp
9cef58 X:\cm3\code\award\old_france_awards.cpp
9cef80 X:\cm3\code\award\old_international_awards.cpp
9cefb0 X:\cm3\code\award\old_ireland_awards.cpp
9cefdc X:\cm3\code\comp\intercomp\olympics.cpp
9cf9e8 X:\cm3\code\physio.cpp
9d042c X:\cm3\code\player_regen.cpp
9d442c X:\cm3\code\player_search.cpp
9d9c30 X:\cm3\code\player_stats.cpp
9d9e20 X:\cm3\code\comp\cups\pol_cup.cpp
9d9e44 X:\cm3\code\comp\leagues\pol_first.cpp
9d9e6c X:\cm3\code\comp\cups\pol_lge_cup.cpp
9d9e94 X:\cm3\code\comp\leagues\pol_second.cpp
9d9ebc X:\cm3\code\comp\cups\pol_super.cpp
9d9ee0 X:\cm3\code\award\poland_awards.cpp
9d9f04 X:\cm3\code\transfer\poland_rules.cpp
```

```
9d9f2c X:\cm3\code\comp\cups\por_cup.cpp
9d9f50 X:\cm3\code\comp\leagues\por_prm.cpp
9d9f78 X:\cm3\code\comp\leagues\por_second.cpp
9d9fa0 X:\cm3\code\comp\leagues\por_second_b.cpp
9d9fcc X:\cm3\code\comp\cups\por_super.cpp
9d9ff0 X:\cm3\code\award\portugal_awards.cpp
9da018 X:\cm3\code\transfer\portugal_rules.cpp
9da210 X:\cm3\code\printouts.cpp
9daa94 X:\cm3\code\ruling_body\rb_argentina.cpp
9daac0 X:\cm3\code\ruling_body\rb_australia.cpp
9daaf8 X:\cm3\code\ruling_body\rb_belgium_cup.cpp
9dab34 X:\cm3\code\ruling_body\rb_belgium_league.cpp
9dab78 X:\cm3\code\ruling_body\rb_brazil_national.cpp
9dabbc X:\cm3\code\ruling_body\rb_brazil_regional.cpp
9dabec X:\cm3\code\ruling_body\rb_croatia.cpp
9dac14 X:\cm3\code\ruling_body\rb_denmark.cpp
9dac3c X:\cm3\code\ruling_body\rb_england.cpp
9dac64 X:\cm3\code\ruling_body\rb_europe.cpp
9dac98 X:\cm3\code\ruling_body\rb_finland_cup.cpp
9dacd4 X:\cm3\code\ruling_body\rb_finland_league.cpp
9dad04 X:\cm3\code\ruling_body\rb_france.cpp
9dad38 X:\cm3\code\ruling_body\rb_germany_cup.cpp
9dad74 X:\cm3\code\ruling_body\rb_germany_league.cpp
9dada4 X:\cm3\code\ruling_body\rb_greece.cpp
9dadcc X:\cm3\code\ruling_body\rb_holland.cpp
9dae04 X:\cm3\code\ruling_body\rb_international.cpp
9dae34 X:\cm3\code\ruling_body\rb_ireland.cpp
9dae68 X:\cm3\code\ruling_body\rb_italy_cup.cpp
9daea4 X:\cm3\code\ruling_body\rb_italy_league.cpp
9daee0 X:\cm3\code\ruling_body\rb_japan_cup.cpp
9daf1c X:\cm3\code\ruling_body\rb_japan_league.cpp
9daf48 X:\cm3\code\ruling_body\rb_northern_ireland.cpp
9daf88 X:\cm3\code\ruling_body\rb_norway_cup.cpp
9dafc8 X:\cm3\code\ruling_body\rb_norway_league.cpp
9daff8 X:\cm3\code\ruling_body\rb_oceania.cpp
9db020 X:\cm3\code\ruling_body\rb_poland.cpp
9db048 X:\cm3\code\ruling_body\rb_portugal.cpp
9db070 X:\cm3\code\ruling_body\rb_russia.cpp
9db0a8 X:\cm3\code\ruling_body\rb_scotland_cup.cpp
9db0e4 X:\cm3\code\ruling_body\rb_scotland_league.cpp
9db114 X:\cm3\code\ruling_body\rb_south_america.cpp
9db150 X:\cm3\code\ruling_body\rb_spain_cup.cpp
9db18c X:\cm3\code\ruling_body\rb_spain_league.cpp
9db1c4 X:\cm3\code\ruling_body\rb_sweden_cup.cpp
9db200 X:\cm3\code\ruling_body\rb_sweden_league.cpp
9db23c X:\cm3\code\ruling_body\rb_turkey_cup.cpp
9db278 X:\cm3\code\ruling_body\rb_turkey_league.cpp
9db2a8 X:\cm3\code\ruling_body\rb_usa.cpp
9db2cc X:\cm3\code\ruling_body\rb_wales.cpp
9db2f4 X:\cm3\code\record_utils.cpp
9db850 X:\cm3\code\ruling_body\ruling_body.cpp
9dbc24 X:\cm3\code\comp\cups\rus_cup.cpp
9dbc48 X:\cm3\code\comp\leagues\rus_first.cpp
9dbc70 X:\cm3\code\comp\leagues\rus_prm.cpp
9dbc98 X:\cm3\code\award\russia_awards.cpp
9dbcbc X:\cm3\code\transfer\russia_rules.cpp
9dbce4 X:\cm3\code\comp\cups\sco_chal_cup.cpp
9dbd0c X:\cm3\code\comp\cups\sco_fa_cup.cpp
9dbd34 X:\cm3\code\comp\leagues\sco_first.cpp
9dbe74 X:\cm3\code\comp\cups\sco_lge_cup.cpp
9dbe9c X:\cm3\code\comp\leagues\sco_prm.cpp
9dbec4 X:\cm3\code\comp\leagues\sco_second.cpp
9dbeec X:\cm3\code\comp\leagues\sco_third.cpp
9dbf14 X:\cm3\code\award\scotland_awards.cpp
9dbf3c X:\cm3\code\transfer\scotland_rules.cpp
9dbf64 X:\cm3\code\scout_manager.cpp
9ded08 X:\cm3\code\search_edit_session.cpp
9ded2c X:\cm3\code\search_eng.cpp
9ded48 X:\cm3\code\search_filters.cpp
9df598 X:\cm3\code\search_screens.cpp
9e0e14 X:\cm3\code\Setup.cpp
9e3054 X:\cm3\code\shortlist_manager.cpp
9e322c X:\cm3\code\simulated_stats.cpp
9e327c X:\cm3\code\comp\cups\spa_cup.cpp
9e32a0 X:\cm3\code\comp\leagues\spa_first.cpp
9e32c8 X:\cm3\code\comp\leagues\spa_lower.cpp
9e32f0 X:\cm3\code\comp\leagues\spa_second.cpp
9e3318 X:\cm3\code\comp\leagues\spa_second_b.cpp
9e3468 X:\cm3\code\comp\cups\spa_super.cpp
9e348c X:\cm3\code\award\spain_awards.cpp
9e34b0 X:\cm3\code\transfer\spain_rules.cpp
9e3560 X:\cm3\code\comp\squad_manager.cpp
9e3f74 X:\cm3\code\comp\stadium.cpp
9e3fa0 X:\cm3\code\staff_contracts.cpp
9e44fc X:\cm3\code\staff_records.cpp
9e541c X:\cm3\code\staff_screens.cpp
9e9ebc X:\cm3\code\comp\leagues\sub_league.cpp
9e9ee4 X:\cm3\code\comp\cups\swe_cup.cpp
9e9f70 X:\cm3\code\comp\leagues\swe_first.cpp
9e9f98 X:\cm3\code\comp\leagues\swe_prm.cpp
9e9fc0 X:\cm3\code\comp\leagues\swe_second.cpp
9e9fe8 X:\cm3\code\award\sweden_awards.cpp
9ea30c X:\cm3\code\tactics.cpp
9ea33c X:\cm3\code\tactics_screens.cpp
9eb214 X:\cm3\code\award\team_award.cpp
9eb610 X:\cm3\code\training_edit_session.cpp
9eb648 X:\cm3\code\training_manager.cpp
9eb908 X:\cm3\code\training_schedule.cpp
9ebb30 X:\cm3\code\training_screens.cpp
9ebe5c X:\cm3\code\transfer_manager.cpp
9fc744 X:\cm3\code\transfer_offer.cpp
9fcab0 X:\cm3\code\transfer_screens.cpp
9ff7fc X:\cm3\code\comp\cups\tur_cup.cpp
9ff820 X:\cm3\code\comp\leagues\tur_first.cpp
9ff848 X:\cm3\code\comp\leagues\tur_second.cpp
9ff8ec X:\cm3\code\comp\cups\tur_super_cup.cpp
9ff914 X:\cm3\code\award\turkey_awards.cpp
```

```
9ff938 X:\cm3\code\transfer\turkey_rules.cpp
9ff960 X:\cm3\code\comp\eurocomp\uefa_cup.cpp
9ff988 X:\cm3\code\comp\uefa_seeding.cpp
9ffaec X:\cm3\code\award\usa_awards.cpp
9ffb10 X:\cm3\code\comp\leagues\usa_mls.cpp
9ffbb8 X:\cm3\code\comp\cups\usa_mls_all_stars.cpp
9ffbe4 X:\cm3\code\comp\cups\usa_open_cup.cpp
9ffc0c X:\cm3\code\transfer\usa_rules.cpp
a31e68 X:\cm3\code\virtual_staff.cpp
a31e88 X:\cm3\code\award\wales_awards.cpp
a31eac X:\cm3\code\transfer\wales_rules.cpp
a31ed4 X:\cm3\code\comp\worldcup\wc_african_cup.cpp
a32108 X:\cm3\code\comp\worldcup\wc_asia_league.cpp
a322c8 X:\cm3\code\comp\worldcup\wc_concacaf_cup.cpp
a324d4 X:\cm3\code\comp\worldcup\wc_europe_league.cpp
a32550 X:\cm3\code\comp\worldcup\wc_oceania_league.cpp
a32720 X:\cm3\code\comp\worldcup\wc_south_american_league.cpp
a32818 X:\cm3\code\weather.cpp
a3309c X:\cm3\code\comp\cups\wel_cup.cpp
a330c0 X:\cm3\code\comp\leagues\wel_first.cpp
a330e8 X:\cm3\code\comp\cups\wel_lge_cup.cpp
a33110 X:\cm3\code\comp\cups\wel_prm_cup.cpp
a33138 X:\cm3\code\comp\eurocomp\world_club_champ.cpp
a331a4 X:\cm3\code\comp\eurocomp\world_club_cup.cpp
a331d4 X:\cm3\code\comp\worldcup\world_cup.cpp
a331fc X:\cm3\code\award\world_cup_awards.cpp
a332d4 X:\cm3\code\award\year_award.cpp
a3434c X:\cm3\code\award\year_ratings.cpp
```

JohnLocke

CM 00/01 OFFSETS

Here are all the .cpp offsets - these help identify what each bit of code relates to.

See this post for how to use: http://www.champman0102.co.uk/showth...&p=133#post133
Although now you would click the 'X', rather than the 'E'.

Code:

```
9040d8 X:\cm3\code\comp\intercomp\african_nations.cpp
9043a0 X:\cm3\code\comp\leagues\arg_prm.cpp
904494 X:\cm3\code\comp\leagues\arg_second.cpp
904ab0 X:\cm3\code\award\argentina_awards.cpp
904ad8 X:\cm3\code\transfer\argentina_rules.cpp
904ba8 X:\cm3\code\comp\intercomp\asia_nations.cpp
904bd4 X:\cm3\code\comp\leagues\aus_nsl.cpp
904d18 X:\cm3\code\award\australia_awards.cpp
904d40 X:\cm3\code\transfer\australia_rules.cpp
904e08 X:\cm3\code\award\award_manager.cpp
904f70 X:\cm3\code\award_screens.cpp
90506c X:\cm3\code\award\award_shortlist.cpp
9050a0 X:\cm3\code\awol.cpp
9061a0 X:\cm3\code\background.cpp
906338 X:\cm3\code\comp\cups\bel_fa_cup.cpp
906360 X:\cm3\code\comp\leagues\bel_first.cpp
906388 X:\cm3\code\comp\leagues\bel_second.cpp
9064ec X:\cm3\code\comp\cups\bel_super.cpp
906510 X:\cm3\code\comp\leagues\bel_third.cpp
9065f4 X:\cm3\code\award\belgium_awards.cpp
90661c X:\cm3\code\transfer\belgium_rules.cpp
9069bc X:\cm3\code\comp\cups\bra_cup.cpp
9069e0 X:\cm3\code\comp\leagues\bra_nat_first.cpp
906c3c X:\cm3\code\comp\leagues\bra_nat_second.cpp
906c68 X:\cm3\code\comp\leagues\bra_nat_third.cpp
906c94 X:\cm3\code\comp\leagues\bra_reg_central.cpp
906de8 X:\cm3\code\comp\leagues\bra_reg_north.cpp
906e14 X:\cm3\code\comp\leagues\bra_reg_northeast.cpp
906e44 X:\cm3\code\comp\leagues\bra_reg_rio.cpp
906e70 X:\cm3\code\comp\leagues\bra_reg_south.cpp
906e9c X:\cm3\code\comp\leagues\bra_reg_sp.cpp
906ec4 X:\cm3\code\award\brazil_awards.cpp
906ee8 X:\cm3\code\transfer\brazil_rules.cpp
906fcc X:\cm3\code\cash.cpp
9073cc X:\cm3\code\club_history.cpp
907418 X:\cm3\code\club_records.cpp
909c40 X:\cm3\code\club_screens.cpp
916544 X:\cm3\code\coach.cpp
916960 X:\cm3\code\comp\comp.cpp
917280 X:\cm3\code\comp\comp_screens.cpp
917bc4 X:\cm3\code\comp\comp_stats.CPP
919d14 X:\cm3\code\comp\comp_util.cpp
922d08 X:\cm3\code\comp\eurocomp\con_champ.cpp
922d30 X:\cm3\code\comp\eurocomp\con_merc_cup.cpp
922d94 X:\cm3\code\comp\eurocomp\conmebol_liber.cpp
922dfc X:\cm3\code\comp\eurocomp\conmebol_merc.cpp
922e64 X:\cm3\code\comp\conmebol_seeding.cpp
923110 X:\cm3\code\contract_manager.cpp
92a89c X:\cm3\code\contract_screens.cpp
92ec0c X:\cm3\code\comp\cups\cro_cup.cpp
92ec30 X:\cm3\code\comp\leagues\cro_first.cpp
92ecf4 X:\cm3\code\comp\leagues\cro_second.cpp
92ed1c X:\cm3\code\comp\cups\cro_super.cpp
92ed40 X:\cm3\code\award\croatia_awards.cpp
92ed68 X:\cm3\code\transfer\croatia_rules.cpp
92ed90 X:\cm3\code\comp\Cup.cpp
92f118 X:\cm3\code\comp\cups\cup_stage.cpp
92f248 X:\cm3\code\Database.cpp
931ffc X:\cm3\code\Db_files.cpp
932048 X:\cm3\code\comp\cups\den_cup.cpp
93206c X:\cm3\code\comp\leagues\den_first.cpp
932094 X:\cm3\code\comp\leagues\den_prm.cpp
9320bc X:\cm3\code\comp\leagues\den_second.cpp
```

```
9320e4 X:\cm3\code\award\denmark_awards.cpp
93216c X:\cm3\code\discipline.cpp
93c818 X:\cm3\code\comp\cups\eng_auto_cup.cpp
93c8a8 X:\cm3\code\comp\cups\eng_cc_cup.cpp
93c8d0 X:\cm3\code\comp\cups\eng_charity.cpp
93c8f8 X:\cm3\code\comp\leagues\eng_conf.cpp
93c920 X:\cm3\code\comp\cups\eng_conf_cup.cpp
93c948 X:\cm3\code\comp\cups\eng_fa_cup.cpp
93c9a4 X:\cm3\code\comp\cups\eng_fa_trophy.cpp
93c9cc X:\cm3\code\comp\leagues\eng_first.cpp
93c9f4 X:\cm3\code\comp\leagues\eng_prm.cpp
93ca1c X:\cm3\code\comp\leagues\eng_second.cpp
93ca44 X:\cm3\code\comp\leagues\eng_third.cpp
93ca6c X:\cm3\code\award\england_awards.cpp
93ca94 X:\cm3\code\transfer\england_rules.cpp
93cc30 X:\cm3\code\comp\eurocomp\eur_super_cup.cpp
93cc5c X:\cm3\code\comp\intercomp\euro_champ.cpp
93cc88 X:\cm3\code\comp\intercomp\euro_champ_qual.cpp
93cec8 X:\cm3\code\award\european_awards.cpp
93cef0 X:\cm3\code\comp\eurocomp\european_cup.cpp
93edac X:\cm3\code\comp\intercomp\fifa_confed.cpp
93ee18 X:\cm3\code\comp\fifa_rankings.cpp
93f348 X:\cm3\code\file_screens.cpp
93f96c X:\cm3\code\comp\cups\fin_cup.cpp
93f990 X:\cm3\code\comp\leagues\fin_first.cpp
93f9b8 X:\cm3\code\comp\leagues\fin_prm.cpp
93fe24 X:\cm3\code\finance.CPP
9414cc X:\cm3\code\find_screens.cpp
9417e8 X:\cm3\code\Fine.cpp
9436cc X:\cm3\code\award\finland_awards.cpp
9436f4 X:\cm3\code\transfer\finland_rules.cpp
9437b4 X:\cm3\code\comp\fix_man.cpp
943880 X:\cm3\code\formation.cpp
943f84 X:\cm3\code\comp\leagues\fra_cfa.cpp
943fac X:\cm3\code\comp\cups\fra_cup.cpp
943fd0 X:\cm3\code\comp\leagues\fra_first.cpp
943ff8 X:\cm3\code\comp\cups\fra_lge_cup.cpp
944020 X:\cm3\code\comp\leagues\fra_lower.cpp
944048 X:\cm3\code\comp\leagues\fra_second.cpp
944070 X:\cm3\code\comp\cups\fra_super.cpp
944094 X:\cm3\code\comp\leagues\fra_third.cpp
9440bc X:\cm3\code\award\france_awards.cpp
9440e0 X:\cm3\code\transfer\france_rules.cpp
94447c X:\cm3\code\comp\friendly.cpp
944644 X:\cm3\code\game.cpp
944724 X:\cm3\code\game_config.cpp
944750 X:\cm3\code\comp\cups\ger_cup.cpp
944774 X:\cm3\code\comp\leagues\ger_first.cpp
94479c X:\cm3\code\comp\cups\ger_lge_cup.cpp
9447c4 X:\cm3\code\comp\leagues\ger_regional.cpp
9447f0 X:\cm3\code\comp\leagues\ger_second.cpp
944818 X:\cm3\code\award\germany_awards.cpp
944840 X:\cm3\code\transfer\germany_rules.cpp
944934 X:\cm3\code\comp\intercomp\goldcup.cpp
944de0 X:\cm3\code\comp\cups\gre_cup.cpp
944e04 X:\cm3\code\comp\leagues\gre_prm.cpp
944e2c X:\cm3\code\comp\leagues\gre_second.cpp
944e54 X:\cm3\code\comp\cups\gre_super.cpp
944e78 X:\cm3\code\award\greece_awards.cpp
944e9c X:\cm3\code\transfer\greece_rules.cpp
9456a8 X:\cm3\code\hall_of_fame.cpp
945e74 X:\cm3\code\History.cpp
946010 X:\cm3\code\comp\cups\hol_cup.cpp
946034 X:\cm3\code\comp\leagues\hol_first.cpp
9461bc X:\cm3\code\comp\leagues\hol_prm.cpp
9461e4 X:\cm3\code\comp\cups\hol_super.cpp
946208 X:\cm3\code\award\holland_awards.cpp
946230 X:\cm3\code\transfer\holland_rules.cpp
9462a8 X:\cm3\code\comp\host_country.cpp
9462dc X:\cm3\code\human_manager.cpp
94f728 X:\cm3\code\index.cpp
95c590 X:\cm3\code\injury.cpp
95d5f4 X:\cm3\code\comp\eurocomp\inter_amer_cup.cpp
95d624 X:\cm3\code\award\international_awards.cpp
95d650 X:\cm3\code\comp\eurocomp\intertoto_cup.cpp
95d6bc X:\cm3\code\comp\cups\ire_chal_cup.cpp
95d6e4 X:\cm3\code\comp\leagues\ire_first.cpp
95d70c X:\cm3\code\comp\cups\ire_lge_cup.cpp
95d734 X:\cm3\code\comp\cups\ire_pres_cup.cpp
95d75c X:\cm3\code\comp\leagues\ire_prm.cpp
95d784 X:\cm3\code\comp\cups\ire_super_cup.cpp
95d7ac X:\cm3\code\award\ireland_awards.cpp
95d7d4 X:\cm3\code\transfer\ireland_rules.cpp
95d7fc X:\cm3\code\comp\cups\ita_c1_super.cpp
95d824 X:\cm3\code\comp\cups\ita_c_cup.cpp
95d848 X:\cm3\code\comp\cups\ita_cup.cpp
95d8a4 X:\cm3\code\comp\leagues\ita_ser_a.cpp
95d968 X:\cm3\code\comp\leagues\ita_ser_b.cpp
95da48 X:\cm3\code\comp\leagues\ita_ser_c1a.cpp
95da74 X:\cm3\code\comp\leagues\ita_ser_c1b.cpp
95daa0 X:\cm3\code\comp\leagues\ita_ser_c2a.cpp
95dacc X:\cm3\code\comp\leagues\ita_ser_c2b.cpp
95daf8 X:\cm3\code\comp\leagues\ita_ser_c2c.cpp
95db24 X:\cm3\code\comp\cups\ita_super.cpp
95db48 X:\cm3\code\award\italy_awards.cpp
95db6c X:\cm3\code\transfer\italy_rules.cpp
95dd48 X:\cm3\code\comp\cups\jap_emp_cup.cpp
95dd70 X:\cm3\code\comp\leagues\jap_j1.cpp
95e070 X:\cm3\code\comp\leagues\jap_j2.cpp
95e094 X:\cm3\code\comp\cups\jap_j_cup.cpp
95e0b8 X:\cm3\code\comp\cups\jap_super.cpp
95e0dc X:\cm3\code\award\japan_awards.cpp
95e100 X:\cm3\code\transfer\japan_rules.cpp
95e128 X:\cm3\code\key_nation.cpp
961c9c X:\cm3\code\comp\league.cpp
961cc4 X:\cm3\code\comp\leagues\league_stage.cpp
961f14 X:\cm3\code\manager_manager.cpp
```

```
981890 X:\cm3\code\manager_screens.cpp
981e4c X:\cm3\code\match_day.cpp
981fb8 X:\cm3\code\match_eng.cpp
9820b4 X:\cm3\code\match_events.cpp
982468 X:\cm3\code\match_man.cpp
9824c4 X:\cm3\code\match_official.cpp
9826f8 X:\cm3\code\match_pl.cpp
9827a8 X:\cm3\code\match_screens.cpp
984198 X:\cm3\code\match_stats.CPP
9841cc X:\cm3\code\media.cpp
9c0e58 X:\cm3\code\Menubar.cpp
9c140c X:\cm3\code\comp\friendly\mini_cup.cpp
9c1434 X:\cm3\code\comp\friendly\mini_league.cpp
9c14cc X:\cm3\code\award\month_award.cpp
9c1b04 X:\cm3\code\award\month_ratings.cpp
9c1b28 X:\cm3\code\award\nation_awards.cpp
9c1b4c X:\cm3\code\national_teams.cpp
9cae58 X:\cm3\code\national_teams_screens.cpp
9ce844 X:\cm3\code\news.cpp
9ce8b0 X:\cm3\code\news_screens.cpp
9ce9e4 X:\cm3\code\comp\cups\nir_charity.cpp
9cea0c X:\cm3\code\comp\cups\nir_cup.cpp
9cea30 X:\cm3\code\comp\leagues\nir_first.cpp
9cea58 X:\cm3\code\comp\cups\nir_gold_cup.cpp
9cea80 X:\cm3\code\comp\cups\nir_lge_cup.cpp
9ceaa8 X:\cm3\code\comp\leagues\nir_prm.cpp
9cead0 X:\cm3\code\comp\cups\nor_cup.cpp
9ceaf4 X:\cm3\code\comp\leagues\nor_first.cpp
9ceb1c X:\cm3\code\comp\leagues\nor_prm.cpp
9ceb44 X:\cm3\code\award\northern_ireland_awards.cpp
9ceb74 X:\cm3\code\transfer\northern_ireland_rules.cpp
9ceba4 X:\cm3\code\award\norway_awards.cpp
9cebc8 X:\cm3\code\transfer\norway_rules.cpp
9ced60 X:\cm3\code\comp\eurocomp\oceania_club_champ.cpp
9cedd4 X:\cm3\code\comp\intercomp\oceania_nations.cpp
9cef00 X:\cm3\code\officials_manager.cpp
9cef2c X:\cm3\code\award\old_finland_awards.cpp
9cef58 X:\cm3\code\award\old_france_awards.cpp
9cef80 X:\cm3\code\award\old_international_awards.cpp
9cefb0 X:\cm3\code\award\old_ireland_awards.cpp
9cefdc X:\cm3\code\comp\intercomp\olympics.cpp
9cf9e8 X:\cm3\code\physio.cpp
9d042c X:\cm3\code\player_regen.cpp
9d442c X:\cm3\code\player_search.cpp
9d9c30 X:\cm3\code\player_stats.cpp
9d9e20 X:\cm3\code\comp\cups\pol_cup.cpp
9d9e44 X:\cm3\code\comp\leagues\pol_first.cpp
9d9e6c X:\cm3\code\comp\cups\pol_lge_cup.cpp
9d9e94 X:\cm3\code\comp\leagues\pol_second.cpp
9d9ebc X:\cm3\code\comp\cups\pol_super.cpp
9d9ee0 X:\cm3\code\award\poland_awards.cpp
9d9f04 X:\cm3\code\transfer\poland_rules.cpp
9d9f2c X:\cm3\code\comp\cups\por_cup.cpp
9d9f50 X:\cm3\code\comp\leagues\por_prm.cpp
9d9f78 X:\cm3\code\comp\leagues\por_second.cpp
9d9fa0 X:\cm3\code\comp\leagues\por_second_b.cpp
9d9fcc X:\cm3\code\comp\cups\por_super.cpp
9d9ff0 X:\cm3\code\award\portugal_awards.cpp
9da018 X:\cm3\code\transfer\portugal_rules.cpp
9da210 X:\cm3\code\printouts.cpp
9daa94 X:\cm3\code\ruling_body\rb_argentina.cpp
9daac0 X:\cm3\code\ruling_body\rb_australia.cpp
9daaf8 X:\cm3\code\ruling_body\rb_belgium_cup.cpp
9dab34 X:\cm3\code\ruling_body\rb_belgium_league.cpp
9dab78 X:\cm3\code\ruling_body\rb_brazil_national.cpp
9dabbc X:\cm3\code\ruling_body\rb_brazil_regional.cpp
9dabec X:\cm3\code\ruling_body\rb_croatia.cpp
9dac14 X:\cm3\code\ruling_body\rb_denmark.cpp
9dac3c X:\cm3\code\ruling_body\rb_england.cpp
9dac64 X:\cm3\code\ruling_body\rb_europe.cpp
9dac98 X:\cm3\code\ruling_body\rb_finland_cup.cpp
9dacd4 X:\cm3\code\ruling_body\rb_finland_league.cpp
9dad04 X:\cm3\code\ruling_body\rb_france.cpp
9dad38 X:\cm3\code\ruling_body\rb_germany_cup.cpp
9dad74 X:\cm3\code\ruling_body\rb_germany_league.cpp
9dada4 X:\cm3\code\ruling_body\rb_greece.cpp
9dadcc X:\cm3\code\ruling_body\rb_holland.cpp
9dae04 X:\cm3\code\ruling_body\rb_international.cpp
9dae34 X:\cm3\code\ruling_body\rb_ireland.cpp
9dae68 X:\cm3\code\ruling_body\rb_italy_cup.cpp
9daea4 X:\cm3\code\ruling_body\rb_italy_league.cpp
9daee0 X:\cm3\code\ruling_body\rb_japan_cup.cpp
9daf1c X:\cm3\code\ruling_body\rb_japan_league.cpp
9daf48 X:\cm3\code\ruling_body\rb_northern_ireland.cpp
9daf88 X:\cm3\code\ruling_body\rb_norway_cup.cpp
9dafc8 X:\cm3\code\ruling_body\rb_norway_league.cpp
9daff8 X:\cm3\code\ruling_body\rb_oceania.cpp
9db020 X:\cm3\code\ruling_body\rb_poland.cpp
9db048 X:\cm3\code\ruling_body\rb_portugal.cpp
9db070 X:\cm3\code\ruling_body\rb_russia.cpp
9db0a8 X:\cm3\code\ruling_body\rb_scotland_cup.cpp
9db0e4 X:\cm3\code\ruling_body\rb_scotland_league.cpp
9db114 X:\cm3\code\ruling_body\rb_south_america.cpp
9db150 X:\cm3\code\ruling_body\rb_spain_cup.cpp
9db18c X:\cm3\code\ruling_body\rb_spain_league.cpp
9db1c4 X:\cm3\code\ruling_body\rb_sweden_cup.cpp
9db200 X:\cm3\code\ruling_body\rb_sweden_league.cpp
9db23c X:\cm3\code\ruling_body\rb_turkey_cup.cpp
9db278 X:\cm3\code\ruling_body\rb_turkey_league.cpp
9db2a8 X:\cm3\code\ruling_body\rb_usa.cpp
9db2cc X:\cm3\code\ruling_body\rb_wales.cpp
9db2f4 X:\cm3\code\record_utils.cpp
9db850 X:\cm3\code\ruling_body\ruling_body.cpp
9dbc24 X:\cm3\code\comp\cups\rus_cup.cpp
9dbc48 X:\cm3\code\comp\leagues\rus_first.cpp
9dbc70 X:\cm3\code\comp\leagues\rus_prm.cpp
9dbc98 X:\cm3\code\award\russia_awards.cpp
```

```
9dbcbc X:\cm3\code\transfer\russia_rules.cpp
9dbce4 X:\cm3\code\comp\cups\sco_chal_cup.cpp
9dbd0c X:\cm3\code\comp\cups\sco_fa_cup.cpp
9dbd34 X:\cm3\code\comp\leagues\sco_first.cpp
9dbe74 X:\cm3\code\comp\cups\sco_lge_cup.cpp
9dbe9c X:\cm3\code\comp\leagues\sco_prm.cpp
9dbec4 X:\cm3\code\comp\leagues\sco_second.cpp
9dbeec X:\cm3\code\comp\leagues\sco_third.cpp
9dbf14 X:\cm3\code\award\scotland_awards.cpp
9dbf3c X:\cm3\code\transfer\scotland_rules.cpp
9dbf64 X:\cm3\code\scout_manager.cpp
9ded08 X:\cm3\code\search_edit_session.cpp
9ded2c X:\cm3\code\search_eng.cpp
9ded48 X:\cm3\code\search_filters.cpp
9df598 X:\cm3\code\search_screens.cpp
9e0e14 X:\cm3\code\Setup.cpp
9e3054 X:\cm3\code\shortlist_manager.cpp
9e322c X:\cm3\code\simulated_stats.cpp
9e327c X:\cm3\code\comp\cups\spa_cup.cpp
9e32a0 X:\cm3\code\comp\leagues\spa_first.cpp
9e32c8 X:\cm3\code\comp\leagues\spa_lower.cpp
9e32f0 X:\cm3\code\comp\leagues\spa_second.cpp
9e3318 X:\cm3\code\comp\leagues\spa_second_b.cpp
9e3468 X:\cm3\code\comp\cups\spa_super.cpp
9e348c X:\cm3\code\award\spain_awards.cpp
9e34b0 X:\cm3\code\transfer\spain_rules.cpp
9e3560 X:\cm3\code\comp\squad_manager.cpp
9e3f74 X:\cm3\code\comp\stadium.cpp
9e3fa0 X:\cm3\code\staff_contracts.cpp
9e44fc X:\cm3\code\staff_records.cpp
9e541c X:\cm3\code\staff_screens.cpp
9e9ebc X:\cm3\code\comp\leagues\sub_league.cpp
9e9ee4 X:\cm3\code\comp\cups\swe_cup.cpp
9e9f70 X:\cm3\code\comp\leagues\swe_first.cpp
9e9f98 X:\cm3\code\comp\leagues\swe_prm.cpp
9e9fc0 X:\cm3\code\comp\leagues\swe_second.cpp
9e9fe8 X:\cm3\code\award\sweden_awards.cpp
9ea30c X:\cm3\code\tactics.cpp
9ea33c X:\cm3\code\tactics_screens.cpp
9eb214 X:\cm3\code\award\team_award.cpp
9eb610 X:\cm3\code\training_edit_session.cpp
9eb648 X:\cm3\code\training_manager.cpp
9eb908 X:\cm3\code\training_schedule.cpp
9ebb30 X:\cm3\code\training_screens.cpp
9ebe5c X:\cm3\code\transfer_manager.cpp
9fc744 X:\cm3\code\transfer_offer.cpp
9fcab0 X:\cm3\code\transfer_screens.cpp
9ff7fc X:\cm3\code\comp\cups\tur_cup.cpp
9ff820 X:\cm3\code\comp\leagues\tur_first.cpp
9ff848 X:\cm3\code\comp\leagues\tur_second.cpp
9ff8ec X:\cm3\code\comp\cups\tur_super_cup.cpp
9ff914 X:\cm3\code\award\turkey_awards.cpp
9ff938 X:\cm3\code\transfer\turkey_rules.cpp
9ff960 X:\cm3\code\comp\eurocomp\uefa_cup.cpp
9ff988 X:\cm3\code\comp\uefa_seeding.cpp
9ffaec X:\cm3\code\award\usa_awards.cpp
9ffb10 X:\cm3\code\comp\leagues\usa_mls.cpp
9ffbb8 X:\cm3\code\comp\cups\usa_mls_all_stars.cpp
9ffbe4 X:\cm3\code\comp\cups\usa_open_cup.cpp
9ffc0c X:\cm3\code\transfer\usa_rules.cpp
a31e68 X:\cm3\code\virtual_staff.cpp
a31e88 X:\cm3\code\award\wales_awards.cpp
a31eac X:\cm3\code\transfer\wales_rules.cpp
a31ed4 X:\cm3\code\comp\worldcup\wc_african_cup.cpp
a32108 X:\cm3\code\comp\worldcup\wc_asia_league.cpp
a322c8 X:\cm3\code\comp\worldcup\wc_concacaf_cup.cpp
a324d4 X:\cm3\code\comp\worldcup\wc_europe_league.cpp
a32550 X:\cm3\code\comp\worldcup\wc_oceania_league.cpp
a32720 X:\cm3\code\comp\worldcup\wc_south_american_league.cpp
a32818 X:\cm3\code\weather.cpp
a3309c X:\cm3\code\comp\cups\wel_cup.cpp
a330c0 X:\cm3\code\comp\leagues\wel_first.cpp
a330e8 X:\cm3\code\comp\cups\wel_lge_cup.cpp
a33110 X:\cm3\code\comp\cups\wel_prm_cup.cpp
a33138 X:\cm3\code\comp\eurocomp\world_club_champ.cpp
a331a4 X:\cm3\code\comp\eurocomp\world_club_cup.cpp
a331d4 X:\cm3\code\comp\worldcup\world_cup.cpp
a331fc X:\cm3\code\award\world_cup_awards.cpp
a332d4 X:\cm3\code\award\year_award.cpp
a3434c X:\cm3\code\award\year_ratings.cpp
```

Two 00/01 offsets (Olly):

0x62f8d0 - this code relates to prize money, highlight this line, press ctrl+r and you'll get every call to this method. A couple of lines above the call you'll see a 'PUSH' instructions that specifies the amount of cash. An example call can be found at 0x405653 - scrolling up reveals this relates to the Argentinian Premier league.

0x62f970 - same thing but this relates to TV money.

---

danifer1979

Quote:

> Originally Posted by **danifer1979** »
>
> *Hello guys!!!.*
> *I want to change the Russian premier division restrictions, so you can't play with more than 3 foreing players.*
> *But the problem is i only found the offset for the 2nd division.*
> *I can't find the offset for premier.*
> *Can anyone help me?.*

Thanks!

Nevermind... I already didi it!. :rockon: Thanks anyway.
Bye!!! :tup:

JohnLocke
<div align="right">08-02-13, 10:23 PM</div>

Two 00/01 offsets (Olly):

0x62f8d0 - this code relates to prize money, highlight this line, press ctrl+r and you'll get every call to this method. A couple of lines above the call you'll see a 'PUSH' instructions that specifies the amount of cash. An example call can be found at 0x405653 - scrolling up reveals this relates to the Argentinian Premier league.

0x62f970 - same thing but this relates to TV money.

JohnLocke
<div align="right">08-02-13, 10:23 PM</div>

free

---

djole2mcloud
<div align="right">09-02-13, 10:11 AM</div>

what about Flex .txt file for changing nubers of promotions/relegations...
can it be done?

> Quote:
>
> Originally Posted by **JohnLocke** »
>
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>
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>
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---

djole2mcloud
<div align="right">09-02-13, 10:11 AM</div>

free

JohnLocke
<div align="right">09-02-13, 10:34 AM</div>

> Quote:
>
> Originally Posted by **djole2mcloud** »
>
> *what about Flex .txt file for changing nubers of promotions/relegations...*
> *can it be done?*

If you know the offsets I might be able to do something. All the Flex Editor can do is automate what would otherwise be done manually with Olly.

Golly
<div align="right">10-02-13, 06:54 PM</div>

For those interested in date offsets, I seem to have cracked the scheduling of 2nd legs. I have only tried it out on the League Cup Semi-Final, but it works perfectly.

Approximately a dozen lines down from the offsets controlling the dates of a match are a couple of offsets. I have highlighted them on the following screen grabs from Olly. These offsets are for the English League Cup Semi-Final. As well as changing the timing of the second leg (from 21 days after to 14 days after) I changed the date of the 1st Leg.

http://img571.imageshack.us/img571/586/2ndleg.jpg

The first line of the 2 highlighted seems to control the match timing (0= AM, 1= PM, 2= EVE) and the second line is how many days between the 1st and 2nd Leg. As you can see I changed to value from 15 (21) to OE (14) and that is reflected in the round dates in the game.

JohnLocke
<div align="right">10-02-13, 07:16 PM</div>

Nice work.

If you press Ctrl+B, then type into the 'HEX' box the values from the start of the line (C6 86 2A 02 00 00) you should be able to find the same instruction for other competitions.

Golly

10-02-13, 07:50 PM

Having just browsed through the FA Cup date offsets on Olly, it would appear replay dates are worked out the same way. Loads of 0A (10 days) in the equivalent offsets after the dates of each Round.

JohnLocke

10-02-13, 10:19 PM

Quote:

> Originally Posted by **Tapani**
>
> CM identifies leagues from the database by name, so editing the right name strings can cause league swaps like the one I have done with Wales and NPL.

Taken from: http://www.thedugout.net/community/s...&postcount=822

This quote has got me thinking - it would be nice to revert this change, I used to like managing in Wales.

I've found the right offsets and changed them back to their original values:
009DA3E0 welsh premier division.
00AD56B8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\wel_first.cpp

Doesn't seem to have made any difference though. Wales still isn't an option at the start and the Northern Premier loads as normal.

Anyone have any ideas?

Golly

11-02-13, 12:34 AM

I had a little experiment earlier with expanding the Conference and Northern Premier to 24 teams each.

Did both by simply finding the offset for Number of Teams in either division and increasing it to 18 (Hex for 24). 2 lines above these offsets is another where the offset is 59 x No of teams. So for Conference I had to change it from 512 (22x59 in hex) to 588 (24x59 in hex). Did nothing with the fixture list- ie left them at 42 rounds scheduled and same dates. Added 2 teams to Conference and 1 to Northern Premier using Explorer and...

Had no problems whatsoever. Both leagues run fine with 24 teams in. On the "Schedule" page of either competition there are only 42 games schedule for Conference and 34 for Northern Premier, but the game inserts the other rounds of fixtures into vacant midweek slots and all games are played.

The FA Cup still pulled 22 Conference teams and 23 Northern Premier teams into the Qualifying Round (so 2 random? Conference sides and 1 random? Northern Premier side misses out). And the FA Trophy also pulls in 22 Conference teams (2 miss out) and 10 other teams (some Northern Premier, some not) into Round 2.

Guessing reducing the Conference below 22 and the Northern Premier below 23 might screw up the FA Cup, although I haven't tried it. Ditto with the FA Trophy if there are less than 22 teams in the Conference.

Golly

12-02-13, 12:37 AM

Anybody fancy writing an idiots guide to editing a PUSH EBX command on Olly without screwing everything up. Keep encountering PUSH EBX on offsets I am wanting to play around with and haven't found a way around the issue. Really need step by step instructions that a complete novice could follow. Many thanks to anyone who can help.

---

danifer1979

12-02-13, 01:22 AM

Quote:

> Originally Posted by **JohnLocke** »
>
> 007EC978 : MOV BYTE PTR DS:[EDX+2], 3
>
> This is what I've got for Russia, not sure which division(s). If you've got another offset please post it.

Thats the only one. It's only applies to 2nd division, if you want to make for the premier division too.
Go to that adress, look up 1 lines and change the JNZ SHORT 007EC97C to JNZ SHORT 007EC978.
With this, you have the restriccion for the 2nd, 1st and russian cup.

JohnLocke

12-02-13, 07:27 PM

I'm no expert at Olly but I can try - not sure if this will help.

First, EBX is a 'register' - it holds a value (although finding the value it holds can be a bit tricky).
PUSH is an instruction to put the value in EBX (or whatever follows the PUSH) on the 'stack'.
The stack is the computer's memory, another part of the application will presumably get the value back later (using a POP instruction).

I have no idea how to edit this though. If you see the second column in Olly you can see the bytes that make up the instruction - PUSH EBX is just '53' (hex). 0x54 would be PUSH ESP but there is no space to change it to 'PUSH <value>'.

If you need more space you can have a go doing what Tapani did with his patches - find a spare piece of the executable and write code there. Then you just need a couple of JMP instructions - one to say 'go to the new code' and one to say 'go back and carry on executing from there' - but this is quite advanced (I've never done this except where I've been copying part of a Tapani patch).

Hope this helps.

Golly

I'll have a play about and report back, but think this confirms what I suspected. ie That it's beyond me. I did manage to edit one PUSH EBX as an experiment with a little (and I mean little) success.

I chose to edit the day of the English Championship Play-off Final as it was a basic PUSH command- PUSH EBX (EBX = 0 = Monday). Moved the match to a Saturday and got through 2 entire season working fine, but game kept crashing in June 2003 when the 3rd season was initialising. No idea why and to be honest I was surprised it worked up to that point.

Golly

Re: the 2nd paragraph of my last post...

Went through the same steps as I did before just to make sure I hadn't made a silly error. Same thing happened. Game crashes when it attempts to begin the 2003-04 season. Used Tapani to try and start the game in 2003 and it crashed. Changed start year to 2004, 2005, 2006 and every year up to 2010 and all work fine. It just doesn't want to work for 2003-04 season.

I guessed 2009-10 wouldn't work either as the PO Final would be schuduled on the same date, but it loaded no problems. So that got me thinking that as well as the Final falling on the same day maybe the combination of this and it being a leap year had caused the error. So I used Tapani to start the game in 2031 (as the 2031-32 is the next leap year with the exact same calendar day/dates as 2003-04). And... It crashed.

So, basically my edit works except the leap year seasons when February 29th falls on a Sunday!!!

Dermotron

Any idea what this line does or what could effect it?

981fb8 X:\cm3\code\match_eng.cpp

Show 40 post(s) from this thread on one page

Offsets

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Fiestita

14-02-13, 06:57 PM

I am somewhat out of free time JL, but I'll be helping you with Wales and NPL as soon as I can.

JohnLocke

15-02-13, 06:18 PM

Quote:

> Originally Posted by **Dermotron** »
>
> Any idea what this line does or what could effect it?
>
> 981fb8 X:\cm3\code\match_eng.cpp

That line by itself doesn't really do anything, however it can be used to find the game code that relates to the match engine (at least I assume what 'match_eng' refers to) - which begins at 0x660430.

The equivalent offset for 01/02 is:
a15884 E:\dev\CM3\cm3 00-01\cm3\code\match_eng.cpp, with the code starting at 0x6b7f20.

Golly

16-02-13, 06:23 PM

I was looking at the English Conference Fixture offsets and I found something very interesting. After the regular season fixtures are 3 extra dates set out in the same way as Play-off games are for the English First/Second/Third. It got me thinking, is it possible that there is a Promotion Play-off for the English Conference pre-written into the game that could maybe be activated by an offset change or few.

For those interested and/or clever enough to maybe work it out the first offsets for each of the 3 fixtures are:-

0056EAED
0056EB67
0056EBFF

JohnLocke

16-02-13, 06:54 PM

Quote:

> Originally Posted by **Golly** »
>
> I was looking at the English Conference Fixture offsets and I found something very interesting. After the regular season fixtures are 3 extra dates set out in the same way as Play-off games are for the English First/Second/Third. It got me thinking, is it possible that there is a Promotion Play-off for the English Conference pre-written into the game that could maybe be activated by an offset change or few.
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> 0056EAED
> 0056EB67
> 0056EBFF

Looks like that code is only accessed at 0x56EA67 (JNE SHORT 0056EAD3) - you could try changing the JNE to JMP.

If you're not familiar, JNE is Jump Not Equal (based on the line above "CMP ESI, EBX"), JMP is just jump. CMP is compare - so of the values in ESI and EBX are the same the code continues to 0x56EAD0 and returns, if they not equal the 'play off' section is executed.

JohnLocke

16-02-13, 06:54 PM

NON-TESTED & INCOMPLETE STUFF

Quote:

> Originally Posted by **Golly** »
>
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Here's an interesting one, or at least interesting to me.

0x60d780 - this is a function that seems to be called when you rename certain clubs so the game can't find them (the 5809 error).

If you replace the instruction at this address with: RETN, NOP NOP, NOP (c3 90 90 90) the game just continues without showing the error - so you can rename any club you like.

Edit: do not rely on this post, it's more complicated that this post makes it look.

I'm looking to make a new application to simplify the process of editing player restrictions in various leagues. I'm looking for as many offsets as I can get, I've done some scanning and found the following but if anyone that has any more I'd really appreciate it.

+5
579c63 (England Match Rules)
5c1a53 x
5c1a5a x
5e02f8 Unknown (3), Germany
5e02ff Unknown (18) Germany
5ed048 Unknown (5), Greece
5ed04f Unknown (4), Greece
6397f1 Unknown (0), Irish Presidents Cup?
6d79ed Unknown (0), ?
6d7adc Unknown (0), ?
6d7ae6 Unknown (0), ?
794753 Unknown (3), Norway
8595a5 Unknown (4), Spain
8595b9 Unknown (2), Spain
8595c9 Unknown (4), Spain
8595d1 Unknown (3), Spain
90a731 Unknown (0), MLS All Stars

+2
40aa23 Unknown (4), Argentina
412dc3 Unknown (6), Australia
43f2c8 Unknown (2), Brazil
6670a3 Unknown (3), Japan
7cd973 Unknown (18), Poland
7ec978 Unknown (3), Russia
902203 Unknown (0), Turkey
90222d Unknown (6), Turkey
90ba88 Unknown (18), USA

If anyone can confirm what any of the are I'd also appreciate it. The number in brackets is the number of players allowed.
+5 is for non-eu restriction, +2 wasn't in the tutorial but, as a guess, I'd say it is non-region or non-continent restriction (I've only played in Australia from that list).

I'll see if I can find some more at the weekend.

Golly

16-02-13, 07:30 PM

The equivalent offset in the English Football League divisions are also JNE SHORT... so don't think it's that.

JohnLocke

16-02-13, 07:56 PM

Maybe the values being compared are different though.

You could try setting a breakpoint and looking out for values of ESI and EBX.

To do this, go to: 0x56EA65, right-click, Breakpoint > Toggle (the address should highlight red), then run the application by clicking the little blue triangle (just next to the right of the 'x' in the top left). When the game gets to this instruction it will freeze. The Registers section in Olly will then show you what value is stored in each register.

Golly

16-02-13, 08:37 PM

Quote:

*Originally Posted by **Golly*** »

I had a little experiment earlier with expanding the Conference and Northern Premier to 24 teams each.

Did both by simply finding the offset for Number of Teams in either division and increasing it to 18 (Hex for 24). 2 lines above these offsets is another where the offset is 59 x No of teams. So for Conference I had to change it from 512 (22x59 in hex) to 588 (24x59 in hex). Did nothing with the fixture list- ie left them at 42 rounds scheduled and same dates. Added 2 teams to Conference and 1 to Northern Premier using Explorer and...

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Guessing reducing the Conference below 22 and the Northern Premier below 23 might screw up the FA Cup, although I haven't tried it. Ditto with the FA Trophy if there are less than 22 teams in the Conference.

Finally got around to checking out what effect reducing Northern Premier to 22 teams has on the FA Cup. And... The FA Cup Qualifying Round draw fails to take place and therefore the competition doesn't start.

Therefore I think it is fair to say that you can increase amount of clubs in English divisions, but reducing them messes up the FA Cup.

Might have a play around with Scotland to see how league sizes effect Scottish Cup(s).

JohnLocke
17-02-13, 09:12 AM

Here's an interesting one, or at least interesting to me.

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Edit: do not rely on this post, it's more complicated that this post makes it look.

JohnLocke
17-02-13, 09:12 AM

FREE

Fods
17-02-13, 09:31 AM

So that's all the 5809 error is?

JohnLocke
17-02-13, 09:42 AM

Yes, unless there are other causes I'm not familiar with.

Also, I've just realised that in some cases there was a good reason for checking club names - this is how the game creates a link between one club and their B team. So, for example, renaming Barcelona will still cause an error and leave them with no connection to Barcelona B.

--

Edit: it appears this error is a generic 'something is missing' error - so there are a lot more causes, including when a colour can't be found.

Fods
17-02-13, 10:52 AM

I just got the same error 5809 when using the Names Editor changing the Scottish comp names?

JohnLocke
17-02-13, 11:04 AM

I've just checked the code and the above fix should also work on all 3 Scottish cups - it should let you rename them in the data without needing to use the Names Editor.

JohnLocke
22-02-13, 10:28 PM

Quote:

> *Originally Posted by **vult*** »
>
> *Hi, do anyone knows how to turn off the unprotected contracts without using tapani patch? Maybe changing some offsets? Thanks.*

Better late than never...

Offset: 0x524cd2 (PUSH 7d1), 7d1 converted to decimal is 2001
Change this to a much later year (which is what Tapani's patch does) to disable the rule change, for example:
PUSH 77D1 (the year 30673, which is the year Tapani's patch uses).

JohnLocke

Disable the splash screen (untested).

0x5ccd3c - change JE 005cd0b3 to JMP 005cd0b3 NOP.

Credit to Tapani - the above is taken from his 2.19 patch.

JohnLocke

free

JohnLocke

Coloured Attributes (work in progress)

0x87abf1: Change to CALL 09660e8 NOP NOP and all the attributes are black instead of yellow.

Somewhere in there Tapani has instructed the game to use different colours.

Edit:

0x9660e9: MOV EDX, DWORD PTR SS:[ARG.3]
0x9660ed: MOV CX, WORD PTR DS:[0AEBDEC]

EDX stores the attribute value (1-20)
CX stores the colour each attribute should be displayed.

I can't get Tapani's modification to work - it must rely on something I don't yet know - however I have figured out it uses the attribute value itself as part of the calculation. For example, the result is something akin to setting the green element of the colour to 255 - (attribute value * 12).

JohnLocke

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JohnLocke

Still working on it...

http://i46.tinypic.com/34i5x5g.gif

Golly

009291B2 - Offset for the first year the FIFA Club World Cup takes place.

Change it from CMP AX,7D3 to CMP AX,7D1 and the Competition takes place in 2001.

NB 7D3 is hex for 2003 and obviously 7D1 is hex for 2001.

Golly

FREE

MarcoVanBast

I know the offset of Intro Header colour. But it seems that heres no one colour -> one element. Theres colour -> different elements. So when i

changing red header background to black - **Red cards** and **you have news** also becoming black. Any ideas how to attach it to another colour?

JohnLocke

Post the offset and I'll have a look.

MarcoVanBast

1e45d9 - it not olly offset, i using HxD, olly seems + 4. It offset of red byte i think.

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All times are GMT +1. The time now is 01:14 PM.

Offsets

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JohnLocke   11-03-13, 07:28 PM

Ah, that colour seems to be stored at 0AE31A8, which is accessed 80 times.

If you know how to use Olly (or something similar), you could find an empty 4 byte block and put another colour in it - then find any the references to the original colour and replace them with references to the new location.

JohnLocke   11-03-13, 07:28 PM

FREE

MarcoVanBast   11-03-13, 07:42 PM

I know Olly a little.

then find any the references to the original colour and replace them with references to the new location.

Any idea how to do that? I maen i can change all the 80 references and change one by one to see which is header background, but how to do it? Ctrl+R in ascii editor?

JohnLocke   11-03-13, 08:00 PM

If you go to address 0AE31A8 in Olly you'll see: ADD BYTE PTR DS:[EAX],AL (lots of them).

Press ctrl+r (make sure you're on the right line), a new window will appear with all references - double-click each in turn and you can get a rough idea what they relate to as there will be some text shown, e.g.

Address = 0081BB1A
Command = MOV DX,WORD PTR DS:[0AE3184]

Which is referred to at:

0081BB13 66:8B0D 8431AE00 MOV CX,WORD PTR DS:[0AE3184]
0081BB1A 66:8B15 A831AE00 MOV DX,WORD PTR DS:[0AE31A8]

To start with small steps, swap the two values (0AE3184 & 0AE31A8) and save to file - then start run the edited file.

If you get the colours to swap then come back and I'll see if I can find some more colour locations.

JohnLocke   11-03-13, 08:00 PM

FREE

MarcoVanBast   11-03-13, 08:06 PM

Quote:

> *Originally Posted by **JohnLocke** ⧉*
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> *Command = MOV DX,WORD PTR DS:[0AE3184]*
>
> *Which is referred to at:*
>
> *0081BB13 66:8B0D 8431AE00 MOV CX,WORD PTR DS:[0AE3184]*
> *0081BB1A 66:8B15 A831AE00 MOV DX,WORD PTR DS:[0AE31A8]*
>
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If you get the colours to swap then come back and I'll see if I can find some more colour locations.

great will try. BIg thanks JL!

PS: However didnt understand really much :) need to try with olly opened.

MarcoVanBast   11-03-13, 08:38 PM

JohnLocke colour chhanged :)

MarcoVanBast   11-03-13, 08:40 PM

How u find that exactly that reference to start game background header? by random clicking and finding smth looks like start game strings?

As i understand now i need to change reference to bytes-colour (i wanna green like cm9900) so i need to change reference to **positions boxes** colour right?

MarcoVanBast   11-03-13, 08:42 PM

I mean i dont nned new block of bytes i wanna use those which already there.

JohnLocke   11-03-13, 09:03 PM

First try to find all the colours, go to the offset you post and look for lines that look like:

MOV WORD PTR DS:[0AE31A2],CX.

Now try editing the title colours again to include this new value (0AE31A2), then make a note of which colour is stored at this location. When you know where each colour is stored you can start editing the colours by changing the location the game is looking for a colour.

What are you wanting to change the colour of? Just the title?

MarcoVanBast   11-03-13, 09:06 PM

What are you wanting to change the colour of? Just the title?

Background of title. And maybe background of title when u are on **settings** screen and add manager - but its not important as start game title screen.

JohnLocke   11-03-13, 09:11 PM

OK, so go through the list of colours as described above, then edit the values here:
0081BB13 66:8B0D 8431AE00 MOV CX,WORD PTR DS:[0AE3184]
0081BB1A 66:8B15 A831AE00 MOV DX,WORD PTR DS:[0AE31A8]

Change the value in the square brackets.

MarcoVanBast   11-03-13, 09:23 PM

Ok will try. U are best as always JL :)

MarcoVanBast   12-03-13, 03:17 PM

After some code searching finally done what i want :) Noy sure i find ALL the colors coz i dont find pure black for example, find 24 colours.

Bomberinho   12-03-13, 06:39 PM

offset for spanish cup?

JohnLocke   12-03-13, 07:39 PM

Quote:

*Originally Posted by **Bomberinho*** »

offset for spanish cup?

JohnLocke

.cpp FILES

Not sure if this is going to be of any use or interest to anyone but here are the Olly offsets to every .cpp file referred to in the exe file.

Code:

```
9870f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\african_nations.cpp
9873c0 E:\dev\CM3\cm3 00-01\si\code\Area.cpp
9873e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\arg_prm.cpp
9874ec E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\arg_second.cpp
987924 E:\dev\CM3\cm3 00-01\cm3\code\award\argentina_awards.cpp
987960 E:\dev\CM3\cm3 00-01\cm3\code\transfer\argentina_rules.cpp
987a40 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_club_champ.cpp
987b60 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_cup_winner.cpp
987ba0 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\asia_nations.cpp
987be0 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\asia_super_cup.cpp
987c20 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\aus_nsl.cpp
987cc0 E:\dev\CM3\cm3 00-01\cm3\code\award\australia_awards.cpp
987cfc E:\dev\CM3\cm3 00-01\cm3\code\transfer\australia_rules.cpp
987e24 E:\dev\CM3\cm3 00-01\cm3\code\award\award_manager.cpp
987fa4 E:\dev\CM3\cm3 00-01\cm3\code\award_screens.cpp
9880b0 E:\dev\CM3\cm3 00-01\cm3\code\award\award_shortlist.cpp
9880f4 E:\dev\CM3\cm3 00-01\cm3\code\awol.cpp
989934 E:\dev\CM3\cm3 00-01\cm3\code\background.cpp
989ae0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bel_fa_cup.cpp
989b18 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_first.cpp
989b54 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_second.cpp
989ccc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bel_super.cpp
989d04 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bel_third.cpp
989dfc E:\dev\CM3\cm3 00-01\cm3\code\award\belgium_awards.cpp
989e34 E:\dev\CM3\cm3 00-01\cm3\code\transfer\belgium_rules.cpp
98a1e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bra_champ_cup.cpp
98a3bc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bra_cup.cpp
98aa30 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_first.cpp
98ab64 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_second.cpp
98aba4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_nat_third.cpp
98acac E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_bahia.cpp
98ae10 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_central.cpp
98ae50 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_gaucho.cpp
98ae90 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_goias.cpp
98aed0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_minas_gerais.cpp
98af14 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_north.cpp
98af54 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_northeast.cpp
98af98 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_parana.cpp
98afd8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_pern.cpp
98b014 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_rio.cpp
98b050 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_santa.cpp
98b090 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\bra_reg_sp.cpp
98b0cc E:\dev\CM3\cm3 00-01\cm3\code\award\brazil_awards.cpp
98b104 E:\dev\CM3\cm3 00-01\cm3\code\transfer\brazil_rules.cpp
98b1fc E:\dev\CM3\cm3 00-01\cm3\code\cash.cpp
98b644 E:\dev\CM3\cm3 00-01\cm3\code\club_history.cpp
98b6a0 E:\dev\CM3\cm3 00-01\cm3\code\club_records.cpp
98e598 E:\dev\CM3\cm3 00-01\cm3\code\club_screens.cpp
99b3e0 E:\dev\CM3\cm3 00-01\cm3\code\coach.cpp
99b80c E:\dev\CM3\cm3 00-01\cm3\code\comp.cpp
99c15c E:\dev\CM3\cm3 00-01\cm3\code\comp_screens.cpp
99ca94 E:\dev\CM3\cm3 00-01\cm3\code\comp_stats.CPP
99ebd8 E:\dev\CM3\cm3 00-01\si\code\comp_text.cpp
99ec20 E:\dev\CM3\cm3 00-01\cm3\code\comp\comp_util.cpp
9a7d30 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_champ.cpp
9a7d6c E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_merc_cup.cpp
9a7de4 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\conmebol_liber.cpp
9a7e5c E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\conmebol_merc.cpp
9a7ed8 E:\dev\CM3\cm3 00-01\cm3\code\comp\conmebol_seeding.cpp
9a8190 E:\dev\CM3\cm3 00-01\cm3\code\contract_manager.cpp
9afc8c E:\dev\CM3\cm3 00-01\cm3\code\contract_screens.cpp
9b53c0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a1.cpp
9b53f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a2a.cpp
9b5430 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\cro_a2b.cpp
9b5468 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\cro_cup.cpp
9b5538 E:\dev\CM3\cm3 00-01\cm3\code\award\croatia_awards.cpp
9b5570 E:\dev\CM3\cm3 00-01\cm3\code\transfer\croatia_rules.cpp
9b55ac E:\dev\CM3\cm3 00-01\cm3\code\comp\Cup.cpp
9b5944 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\cup_stage.cpp
9b5ac8 E:\dev\CM3\cm3 00-01\cm3\code\Database.cpp
9b8478 E:\dev\CM3\cm3 00-01\si\code\Date.cpp
9b8dc0 E:\dev\CM3\cm3 00-01\cm3\code\Db_files.cpp
9b8dfc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\den_cup.cpp
9b8e30 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_first.cpp
9b8e6c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_prm.cpp
9b8ea4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\den_second.cpp
9b8ee0 E:\dev\CM3\cm3 00-01\cm3\code\award\denmark_awards.cpp
9b8f18 E:\dev\CM3\cm3 00-01\cm3\code\discipline.cpp
9c36ec E:\dev\CM3\cm3 00-01\si\code\display.cpp
9c3734 E:\dev\CM3\cm3 00-01\si\code\network.h
9c3858 E:\dev\CM3\cm3 00-01\cm3\code\dispute.cpp
9c4180 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_auto_cup.cpp
9c4224 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_cc_cup.cpp
9c425c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_charity.cpp
9c4294 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_conf.cpp
9c42cc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_fa_cup.cpp
9c4338 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\eng_fa_trophy.cpp
9c4374 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_first.cpp
9c43b0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_prm.cpp
9c43e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_second.cpp
9c4424 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\eng_third.cpp
9c4460 E:\dev\CM3\cm3 00-01\cm3\code\award\england_awards.cpp
9c4498 E:\dev\CM3\cm3 00-01\cm3\code\transfer\england_rules.cpp
9c45f8 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\eur_super_cup.cpp
```

```
9c4638 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\euro_champ.cpp
9c4674 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\euro_champ_qual.cpp
9c48c8 E:\dev\CM3\cm3 00-01\cm3\code\award\european_awards.cpp
9c4900 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\european_cup.cpp
9c7474 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\fifa_confed.cpp
9c74f4 E:\dev\CM3\cm3 00-01\cm3\code\comp\fifa_rankings.cpp
9c7540 E:\dev\CM3\cm3 00-01\si\code\file_llist.CPP
9c7a48 E:\dev\CM3\cm3 00-01\cm3\code\file_screens.cpp
9c8158 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fin_cup.cpp
9c818c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fin_first.cpp
9c8254 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fin_prm.cpp
9c8784 E:\dev\CM3\cm3 00-01\cm3\code\finance.CPP
9c9eb4 E:\dev\CM3\cm3 00-01\cm3\code\find_screens.cpp
9ca1e0 E:\dev\CM3\cm3 00-01\cm3\code\Fine.cpp
9cc0fc E:\dev\CM3\cm3 00-01\cm3\code\award\finland_awards.cpp
9cc134 E:\dev\CM3\cm3 00-01\cm3\code\transfer\finland_rules.cpp
9cc208 E:\dev\CM3\cm3 00-01\cm3\code\comp\fix_man.cpp
9cc27c E:\dev\CM3\cm3 00-01\cm3\code\fog_of_war.cpp
9cc3dc E:\dev\CM3\cm3 00-01\cm3\code\formation.cpp
9ccaf0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_cfa.cpp
9ccb28 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_cup.cpp
9ccb5c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_first.cpp
9ccb98 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_lge_cup.cpp
9ccbd0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_lower.cpp
9ccc0c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_second.cpp
9ccc48 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\fra_super.cpp
9ccc80 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\fra_third.cpp
9cccbc E:\dev\CM3\cm3 00-01\cm3\code\award\france_awards.cpp
9cccf4 E:\dev\CM3\cm3 00-01\cm3\code\transfer\france_rules.cpp
9cd0a0 E:\dev\CM3\cm3 00-01\cm3\code\comp\friendly.cpp
9cd2a4 E:\dev\CM3\cm3 00-01\cm3\code\game.cpp
9cd3a0 E:\dev\CM3\cm3 00-01\cm3\code\game_config.cpp
9cd3e0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ger_cup.cpp
9cd414 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_first.cpp
9cd450 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ger_lge_cup.cpp
9cd488 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_regional.cpp
9cd4c4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ger_second.cpp
9cd500 E:\dev\CM3\cm3 00-01\cm3\code\award\germany_awards.cpp
9cd538 E:\dev\CM3\cm3 00-01\cm3\code\transfer\germany_rules.cpp
9cd640 E:\dev\CM3\cm3 00-01\cm3\code\comp\intercomp\goldcup.cpp
9cdab0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\gre_cup.cpp
9cdae4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\gre_prm.cpp
9cdb1c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\gre_second.cpp
9cdb58 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\gre_super.cpp
9cdb90 E:\dev\CM3\cm3 00-01\cm3\code\award\greece_awards.cpp
9cdbc8 E:\dev\CM3\cm3 00-01\cm3\code\transfer\greece_rules.cpp
9cdc00 E:\dev\CM3\cm3 00-01\si\code\gui_utils.cpp
9cdc60 E:\dev\CM3\cm3 00-01\si\code\Guio.cpp
9ce408 E:\dev\CM3\cm3 00-01\cm3\code\hall_of_fame.cpp
9cec24 E:\dev\CM3\cm3 00-01\cm3\code\History.cpp
9cedd4 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\hol_cup.cpp
9cee08 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\hol_first.cpp
9cefa4 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\hol_prm.cpp
9cefdc E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\hol_super.cpp
9cf014 E:\dev\CM3\cm3 00-01\cm3\code\award\holland_awards.cpp
9cf04c E:\dev\CM3\cm3 00-01\cm3\code\transfer\holland_rules.cpp
9cf0d8 E:\dev\CM3\cm3 00-01\cm3\code\comp\host_country.cpp
9cf11c E:\dev\CM3\cm3 00-01\cm3\code\human_manager.cpp
9d93cc E:\dev\CM3\cm3 00-01\cm3\code\index.cpp
9e7f28 E:\dev\CM3\cm3 00-01\cm3\code\injury.cpp
9e9d94 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\inter_amer_cup.cpp
9e9dd4 E:\dev\CM3\cm3 00-01\cm3\code\award\international_awards.cpp
9e9e14 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\intertoto_cup.cpp
9e9e94 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_chal_cup.cpp
9e9ed0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ire_first.cpp
9e9f0c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_leinster_cup.cpp
9e9f4c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_lge_cup.cpp
9e9f84 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_munster_cup.cpp
9ea000 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_pres_cup.cpp
9ea080 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ire_prm.cpp
9ea0b8 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ire_super_cup.cpp
9ea0f4 E:\dev\CM3\cm3 00-01\cm3\code\award\ireland_awards.cpp
9ea12c E:\dev\CM3\cm3 00-01\cm3\code\transfer\ireland_rules.cpp
9ea1c8 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ita_c1_super.cpp
9ea204 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ita_c_cup.cpp
9ea23c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ita_cup.cpp
9ea2a8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_a.cpp
9ea384 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_b.cpp
9ea474 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_c1a.cpp
9ea558 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_c1b.cpp
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9ea75c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_c2b.cpp
9ea83c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\ita_ser_c2c.cpp
9ea934 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\ita_super.cpp
9ea96c E:\dev\CM3\cm3 00-01\cm3\code\award\italy_awards.cpp
9ea9a4 E:\dev\CM3\cm3 00-01\cm3\code\transfer\italy_rules.cpp
9eab90 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\jap_emp_cup.cpp
9eabc8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\jap_j1.cpp
9eaedc E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\jap_j2.cpp
9eaf14 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\jap_j_cup.cpp
9eaf4c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\jap_super.cpp
9eaf84 E:\dev\CM3\cm3 00-01\cm3\code\award\japan_awards.cpp
9eafbc E:\dev\CM3\cm3 00-01\cm3\code\transfer\japan_rules.cpp
9eaff4 E:\dev\CM3\cm3 00-01\cm3\code\key_nation.cpp
9eb0e8 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\kor_fa_cup.cpp
9eb120 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\kor_league.cpp
9eb15c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\kor_league_cup.cpp
9eb198 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\kor_super_cup.cpp
9eb1d4 E:\dev\CM3\cm3 00-01\cm3\code\award\korea_awards.cpp
9eb20c E:\dev\CM3\cm3 00-01\cm3\code\transfer\korea_rules.cpp
9ed840 E:\dev\CM3\cm3 00-01\si\code\Langlib.cpp
9f15f4 E:\dev\CM3\cm3 00-01\cm3\code\comp\league.cpp
9f1630 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\league_stage.cpp
9f1734 E:\dev\CM3\cm3 00-01\si\code\main.cpp
9f18a4 E:\dev\CM3\cm3 00-01\cm3\code\manager_manager.cpp
a15138 E:\dev\CM3\cm3 00-01\cm3\code\manager_screens.cpp
a15708 E:\dev\CM3\cm3 00-01\cm3\code\match_day.cpp
```

```
a15884 E:\dev\CM3\cm3 00-01\cm3\code\match_eng.cpp
a159b0 E:\dev\CM3\cm3 00-01\cm3\code\match_events.cpp
a15da4 E:\dev\CM3\cm3 00-01\cm3\code\match_man.cpp
a15e10 E:\dev\CM3\cm3 00-01\cm3\code\match_official.cpp
a16058 E:\dev\CM3\cm3 00-01\cm3\code\match_pl.cpp
a161d4 E:\dev\CM3\cm3 00-01\cm3\code\match_screens.cpp
a17ba0 E:\dev\CM3\cm3 00-01\cm3\code\match_stats.CPP
a17bec E:\dev\CM3\cm3 00-01\cm3\code\media.cpp
a5a51c E:\dev\CM3\cm3 00-01\cm3\code\Menubar.cpp
a5ab00 E:\dev\CM3\cm3 00-01\cm3\code\comp\friendly\mini_cup.cpp
a5ab3c E:\dev\CM3\cm3 00-01\cm3\code\comp\friendly\mini_league.cpp
a5abe4 E:\dev\CM3\cm3 00-01\cm3\code\award\month_award.cpp
a5b234 E:\dev\CM3\cm3 00-01\cm3\code\award\month_ratings.cpp
a5b26c E:\dev\CM3\cm3 00-01\cm3\code\award\nation_awards.cpp
a5b2a4 E:\dev\CM3\cm3 00-01\cm3\code\national_teams.cpp
a645e4 E:\dev\CM3\cm3 00-01\cm3\code\national_teams_screens.cpp
a649a8 E:\dev\CM3\cm3 00-01\si\code\network.CPP
a649e8 E:\dev\CM3\cm3 00-01\cm3\code\new_transfer_rule_screens.cpp
a693ec E:\dev\CM3\cm3 00-01\cm3\code\news.cpp
a694ac E:\dev\CM3\cm3 00-01\cm3\code\news_screens.cpp
a695f0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_charity.cpp
a69628 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_cup.cpp
a6965c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nir_first.cpp
a69698 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_lge_cup.cpp
a696d0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nir_prm.cpp
a69708 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nor_cup.cpp
a69740 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nor_first.cpp
a6977c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\nor_prm.cpp
a697b4 E:\dev\CM3\cm3 00-01\cm3\code\award\northern_ireland_awards.cpp
a697f4 E:\dev\CM3\cm3 00-01\cm3\code\transfer\northern_ireland_rules.cpp
a69838 E:\dev\CM3\cm3 00-01\cm3\code\award\norway_awards.cpp
a69870 E:\dev\CM3\cm3 00-01\cm3\code\transfer\norway_rules.cpp
a69a18 E:\dev\CM3\cm3 00-01\cm3\code\notes.cpp
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a8b94c E:\dev\CM3\cm3 00-01\cm3\code\tactics_screens.cpp
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a8cfa0 E:\dev\CM3\cm3 00-01\cm3\code\training_schedule.cpp
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aa187c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\tur_second.cpp
aa18b8 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\tur_second_b.cpp
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aa1b90 E:\dev\CM3\cm3 00-01\cm3\code\ultimatum.cpp
aa1f80 E:\dev\CM3\cm3 00-01\cm3\code\award\usa_awards.cpp
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ad4afc E:\dev\CM3\cm3 00-01\cm3\code\comp\worldcup\wc_oceania_league.cpp
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ad572c E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\wel_prm_cup.cpp
ad5764 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\world_club_champ.cpp
ad5848 E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\world_club_cup.cpp
ad5888 E:\dev\CM3\cm3 00-01\cm3\code\comp\worldcup\world_cup.cpp
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ad6ab0 E:\dev\CM3\cm3 00-01\si\code\zipdir.cpp
```

| JohnLocke | 12-03-13, 08:37 PM |

0053D819: MOV ECX,DWORD PTR DS:[9D0120]

Amend this to: MOV ECX, -1

This will disable the Basque-only restriction at Athletic Bilbao.

| JohnLocke | 12-03-13, 08:37 PM |

I'm looking to make a new application to simplify the process of editing player restrictions in various leagues. I'm looking for as many offsets as I can get, I've done some scanning and found the following but if anyone that has any more I'd really appreciate it.

+5
579c63 (England Match Rules)
5c1a53 x
5c1a5a x
5e02f8 Unknown (3), Germany
5e02ff Unknown (18) Germany
5ed048 Unknown (5), Greece
5ed04f Unknown (4), Greece
6397f1 Unknown (0), Irish Presidents Cup?
6d79ed Unknown (0), ?
6d7adc Unknown (0), ?
6d7ae6 Unknown (0), ?
794753 Unknown (3), Norway
8595a5 Unknown (4), Spain
8595b9 Unknown (2), Spain
8595c9 Unknown (4), Spain
8595d1 Unknown (3), Spain
90a731 Unknown (0), MLS All Stars

+2
40aa23 Unknown (4), Argentina
412dc3 Unknown (6), Australia
43f2c8 Unknown (2), Brazil
6670a3 Unknown (3), Japan
7cd973 Unknown (18), Poland
7ec978 Unknown (3), Russia
902203 Unknown (0), Turkey
90222d Unknown (6), Turkey
90ba88 Unknown (18), USA

If anyone can confirm what any of the are I'd also appreciate it. The number in brackets is the number of players allowed.
+5 is for non-eu restriction, +2 wasn't in the tutorial but, as a guess, I'd say it is non-region or non-continent restriction (I've only played in Australia from that list).

I'll see if I can find some more at the weekend.

John

Dermotron

Does that reference Bilboa and the Nation specifically?

Just wondering would be possible to a Nation specific restriction to any club

---

JohnLocke

The way the code is written it only allows Spanish clubs to have the Basque restriction. I can probably remove the check on the club being Spanish (although this would make the game loop through all clubs, which might be visibly slower) but the club would need to be one that the editor won't let you rename.

Edit: scratch that about making it slower, it would be fractionally slower but not enough to notice.

Dermotron

Cool. Sounds like it could make for an interesting twist in a game. There are plenty of clubs that can't be renamed. (None in Italy or France though)

---

djole2mcloud

fantastic!

Quote:

Originally Posted by **JohnLocke** »

0053D819: MOV ECX,DWORD PTR DS:[9D0120]

Amend this to: MOV ECX, -1

This will disable the Basque-only restriction at Athletic Bilbao.

JohnLocke

Editing the nation 'basque' clubs are restricted to:
008CEBB5: MOV EAX,DWORD PTR DS:[9CF424] - original value, basque restriction
008CEBB5: MOV EAX,DWORD PTR DS:[9CF488] - restricts them to just Spanish players.

I'll try and put together a list of all nations.

JohnLocke

FREE

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is 01:14 PM.

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Offsets

Printable View

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JohnLocke   12-03-13, 10:27 PM

008CE9D0: MOV EDX,DWORD PTR DS:[9CF458]
008CE9D6: CMP ECX,EDX
008CE9D8: JNE SHORT 008CEA14

9CF458 is Saudi Arabia, this is the code that stops you from buying Saudi players. Changing 9CF458 will allow this rule to be applied to another nation instead.

Alternatively, deleting JNE SHORT 008CEA14 (filling with NOP) will apply this restriction to everybody unless they already play abroad.

It won't edit the messages the game shows though, they'll still refer to Saudi Arabia.

JohnLocke   12-03-13, 10:27 PM

free

Alan   12-03-13, 11:12 PM

On a related theme, can you find where Real Sociedad are restricted to Basque Spaniards and Foreign players (i.e. they can't sign Spanish players unless they have Basque 2nd Nat.) This self-imposed rule no longer exists so it would be great for Real Sociedad to be able to act without any transfer restrictions.

Fods   12-03-13, 11:18 PM

John, do you plan on adding all of these finds to one exe file to make the game as accurate as you can to current date, obviously without all the league structures etc but all these small things you are finding all in one exe would be amazing... or do you plan on having a patcher like app where people would select each change them self?

MarcoVanBast   13-03-13, 12:45 AM

Always wanted the 3 stars in team showed also when i controlling team - is it possible?

JohnLocke   14-03-13, 06:31 PM

Quote:
> Originally Posted by **Fodster** ▶▶
> John, do you plan on adding all of these finds to one exe file to make the game as accurate as you can to current date, obviously without all the league structures etc but all these small things you are finding all in one exe would be amazing... or do you plan on having a patcher like app where people would select each change them self?

JLPatch should have some extra features at some point over the weekend.

JohnLocke   14-03-13, 06:35 PM

Quote:
> Originally Posted by **Alan** ▶▶
> On a related theme, can you find where Real Sociedad are restricted to Basque Spaniards and Foreign players (i.e. they can't sign Spanish players unless they have Basque 2nd Nat.) This self-imposed rule no longer exists so it would be great for Real Sociedad to be able to act without any transfer restrictions.

I'll see what I can do.

Bomberinho

Quote:

> *Originally Posted by **Bomberinho** »*
> *offset for spanish cup?*

Thanks a lot.

Could you help me with these?

Prize for(offset):

Fifa world cup (Clubs)?
European super cup?
Intercontinentel cup?
League cup (England)?
Charity Shield(ENG)?

JohnLocke

All the prize offsets I've got:

Code:

```
Argentina.Premier.Prize            0x563D int "Argentinian Premier Division Prize Money (£)"
Argentina.Premier.TV               0x564B int "Argentinian Premier Division TV Money (£)"

//Australia

Belgium.First.Prize                0x1E9AD int "Belgian First Division Prize Money (£)"
Belgium.First.TV                   0x1E9BB int "Belgian First Division TV Money (£)"

Belgium.Second.Prize               0x1FE6F int "Belgian Second Division Prize Money (£)"
Belgium.Second.TV                  0x1FE7B int "Belgian Second Division TV Money (£)"

Brazil.First.TV                    0x2A461 int "Brazilian First Division TV Money (£)"

Brazil.Second.TV                   0x2CA51 int "Brazilian Second Division TV Money (£)"

//Brazil

Croatia.First.Prize                0x1148AD int "Croatian First Division Prize Money (£)"
Croatia.First.TV                   0x1148BB int "Croatian First Division TV Money (£)"

Croatia.Second.North.Prize         0x115DAD int "Croatian Second Division North Prize Money (£)"
Croatia.Second.North.TV            0x115DBB int "Croatian Second Division North TV Prize Money (£)"

Croatia.Second.South.Prize         0x116ECD int "Croatian Second Division South Prize Money (£)"
Croatia.Second.South.TV            0x116EDB int "Croatian Second Division South TV Money (£)"

Denmark.Premier.Prize              0x1539CD int "Danish Premier Division Prize Money (£)"
Denmark.Premier.TV                 0x1539DB int "Danish Premier Division TV Money (£)"

Denmark.Second.Prize               0x154B3D int "Danish Second Division Prize Money (£)"

England.Premier.Prize              0x174B1D int "English Premier Division Prize Money (£)"
England.Premier.TV                 0x174B40 int "English Premier Division TV Money (£)"

England.Championship.Prize         0x172CEE int "English Championship Prize Money (£)"
England.Championship.TV            0x172D66 int "English Championship TV Money (£)"

England.First.Prize                0x17672D int "English First Division Prize Money (£)"
England.First.TV                   0x176750 int "English First Division TV Money (£)"

England.Second.Prize               0x17806D int "English Second Division Prize Money (£)"
England.Second.TV                  0x178090 int "English Second Division TV Money (£)"

England.Conference.Prize           0x16EDAD int "English Conference Prize Money (£)"
England.Conference.TV              0x16EDBB int "English Conference TV Money (£)"

England.ConferenceNorth.Prize      0x525C29 int "English Northern Conference / Welsh Premier Prize Money (£)"
England.ConferenceNorth.TV         0x525E81 int "English Northern Conference / Welsh Premier TV Money (£)"

England.FACup.Winner.Prize         0x16FA93 int "English FA Cup Winner Prize Money (£)"
England.FACup.RunnerUp.Prize       0x16FA9E int "English FA Cup Runner-Up Prize Money (£)"
England.FACup.SemiFinal.Prize      0x16F9ED int "English FA Cup Semi-Final Prize Money (£)"
England.FACup.QuarterFinal.Prize 0x16F942 int "English FA Cup Quarter-Final Prize Money (£)"
England.FACup.5thRound.Prize       0x16F896 int "English FA Cup 5th Round Prize Money (£)"
England.FACup.4thRound.Prize       0x16F7D1 int "English FA Cup 4th Round Prize Money (£)"
England.FACup.3rdRound.Prize       0x16F708 int "English FA Cup 3rd Round Prize Money (£)"
England.FACup.2ndRound.Prize       0x16F5E8 int "English FA Cup 2nd Round Prize Money (£)"
England.FACup.1stRound.Prize       0x16F4E6 int "English FA Cup 1st Round Prize Money (£)"
England.FACup.QualifyingRound.Prize       0x16F44D int "English FA Cup Qualifying Round Prize Money (£)"

Finland.Premier.Prize              0x195C6D int "Finland Premier Division Prize Money (£)"

Germany.Bundesliga.Prize           0x1DB3C6 int "German Bundesliga Prize Money (£)"
Germany.Bundesliga.TV              0x1DB3D4 int "German Bundesliga TV Money (£)"

Germany.ZweiteBundesliga.Prize     0x1DF3AD int "German Zweite Bundesliga Prize Money (£)"
Germany.ZweiteBundesliga.TV        0x1DF3BB int "German Zweite Bundesliga TV Money (£)"

Germany.LeagueCupWinner.Prize      0x1DC1B5 int "German League Cup Winner Prize Money"

Greece.Superleague.Prize           0x1EAE5D int "Greek Superleague Prize Money (£)"
Greece.Superleague.TV              0x1EAE6B int "Greek Superleague TV Money (£)"

Greece.FootballLeague.Prize        0x1EBDAD int "Greek Football League Prize Money (£)"
```

```
Greece.FootballLeague.TV         0x1EBDBB int "Greek Football League TV Money (£)"

Ireland.Premier.Prize             0x23A8D4 int "League of Ireland Premier Division Prize Money (£)"

Italy.SerieA.Prize               0x24160D int "Italian Serie A Prize Money (£)"
Italy.SerieA.TV                  0x24161B int "Italian Serie A TV Money (£)"

Italy.SerieB.Prize               0x24687D int "Italian Serie B Prize Money (£)"

Italy.CoppaItalia.Winner.Prize         0x23F3C5 int "Italian Coppa Italia Winner Prize Money (£)"
Italy.CoppaItalia.RunnerUp.Prize       0x23F10C int "Italian Cup Runner-Up Prize Money (£)"
Italy.CoppaItalia.SemiFinal.Prize      0x23F061 int "Italian Cup Semi-Final Prize Money (£)"
Italy.CoppaItalia.QuarterFinal.Prize   0x23EFC0 int "Italian Cup Quarter-Final Prize Money (£)"
Italy.CoppaItalia.Last16.Prize         0x23EF1B int "Italian Cup Last 16 Prize Money (£)"
Italy.CoppaItalia.4thRound.Prize       0x23EE83 int "Italian Cup 4th Round Prize Money (£)"

Japan.J1.Prize                   0x2635E6 int "Japanese J.League Division 1 Prize Money (£)"
Japan.J1.TV                      0x2635F4 int "Japanese J.League Division 1 TV Money (£)"

Netherlands.Premier.Prize        0x1F852D int "Dutch Premier Division Prize Money (£)"
Netherlands.Premier.TV           0x1F853B int "Dutch Premier Division TV Money (£)"

NorthernIreland.Premier.Prize    0x38ED5D int "IFA Premiership Prize Money (£)"

NorthernIreland.IrishCup.Winner.Prize       0x38AC65 int "Irish Cup Winner Prize (£)"
NorthernIreland.IrishCup.RunnerUp.Prize     0x38AC6F int "Irish Cup Runner-Up Prize (£)"
NorthernIreland.IrishCup.SemiFinal.Prize    0x38ABBF int "Irish Cup Semi-Final Prize (£)"
NorthernIreland.IrishCup.QuarterFinal.Prize 0x38AADF int "Irish Cup Quarter-Final Prize (£)"
NorthernIreland.IrishCup.Last16.Prize       0x38AA34 int "Irish Cup Last 16 Prize (£)"

Norway.Premier.Prize             0x3926DD int "Norwegian Premier League Prize Money (£)"

Poland.Premier.TV                0x3C966F int "Polish Premier League TV Money (£)"

Portugal.Premier.Prize           0x3CF8FD int "Portuguese Primeira Liga Prize Money (£)"
Portugal.Premier.TV              0x3CF90B int "Portuguese Primeira Liga TV Money (£)"

Russia.Premier.Prize             0x3EB71B int "Russian Premier League Prize Money (£)"
Russia.Premier.TV                0x3EB70D int "Russian Premier League TV Money (£)"

Scotland.Premier.Prize           0x3F293B int "Scottish Premier League Prize Money (£)"
Scotland.Premier.TV              0x3F2949 int "Scottish Premier League TV Money (£)"

Scotland.FACup.Winner.Prize      0x3EDAD7 int "Scottish FA Cup Winner Prize Money (£)"
Scotland.FACup.RunnerUp.Prize    0x3EDA2D int "Scottish FA Cup Runner-Up Prize Money (£)"
Scotland.FACup.SemiFinal.Prize   0x3ED985 int "Scottish FA Cup Semi-Final Prize Money (£)"
Scotland.FACup.QuarterFinal.Prize 0x3ED8DC int "Scottish FA Cup Quarter-Final Prize Money (£)"
Scotland.FACup.Last16.Prize 0x3ED793 int "Scottish FA Cup Last 16 Prize Money (£)"
Scotland.FACup.Last32.Prize 0x3ED6FA int "Scottish FA Cup Last 32 Prize Money (£)"

SouthKorea.KLeague.Prize         0x26BC93 int "South Korean K League Prize Money (£)"

Spain.Premier.Prize              0x44FDBA int "Spanish La Liga Prize Money (£)"
Spain.Premier.TV                 0x44FDC8 int "Spanish La Liga TV Money (£)"

Sweden.Premier.Prize             0x49052D int "Swedish Premier (Allsvenskan) Prize Money (£)"

Turkey.First.TV                  0x4FDF60 int "Turkish Süper Lig TV Money (£)"
Turkey.Second.TV                 0x4FF24B int "Turkish First League TV Money (£)"

Turkey.TurkishCup.Winner.Prize       0x4FCB74 int "Turkish Cup Winner Prize Money (£)"
Turkey.TurkishCup.RunnerUp.Prize     0x4FCAC9 int "Turkish Cup Runner-Up Prize Money (£)"
Turkey.TurkishCup.SemiFinal.Prize    0x4FCA22 int "Turkish Cup Semi-Final Prize Money (£)"
Turkey.TurkishCup.QuarterFinal.Prize 0x4FC982 int "Turkish Cup Quarter-Final Prize Money (£)"
Turkey.TurkishCup.Last16.Prize       0x4FC8D7 int "Turkish Cup Last 16 Prize Money (£)"
Turkey.TurkishCup.Last32.Prize       0x4FC82E int "Turkish Cup Last 32 Prize Money (£)"
Turkey.TurkishCup.Last64.Prize       0x4FC79A int "Turkish Cup Last 64 Prize Money (£)"

//Wales

Europe.ChampionsLeague.Winner.Prize       0x184539 int "Champions League Winner Prize Money (£)"
Europe.ChampionsLeague.RunnerUp.Prize     0x184543 int "Champions League Runner-Up Prize Money (£)"
Europe.ChampionsLeague.SemiFinal.Prize    0x18445F int "Champions League Semi-Final Prize Money (£)"
Europe.ChampionsLeague.QuarterFinal.Prize 0x1843C0 int "Champions League Quarter-Final Prize Money (£)"

Europe.ChampionsLeague.2ndGroupStageA.Prize 0x186066 int "Champions League 2nd Group Stage Money (£) (1 of 2)"
Europe.ChampionsLeague.2ndGroupStageB.Prize 0x186085 int "Champions League 2nd Group Stage Money (£) (2 of 2)"

Europe.ChampionsLeague.1stGroupStageA.Prize 0x185804 int "Champions League 1st Group Stage Money (£) (1 of 2)"
Europe.ChampionsLeague.1stGroupStageB.Prize 0x185823 int "Champions League 1st Group Stage Money (£) (2 of 2)"

Europe.ChampionsLeague.DrawMoneyA        0x183BD7 int "Champions League Draw Money (£) (1 of 4)"
Europe.ChampionsLeague.DrawMoneyB        0x183BF2 int "Champions League Draw Money (£) (2 of 4)"
Europe.ChampionsLeague.DrawMoneyC        0x183C10 int "Champions League Draw Money (£) (3 of 4)"
Europe.ChampionsLeague.DrawMoneyD        0x183C29 int "Champions League Draw Money (£) (4 of 4)"

Europe.ChampionsLeague.WinMoneyA         0x183BAB int "Champions League Win Money (£) (1 of 2)"
Europe.ChampionsLeague.WinMoneyB         0x183BC6 int "Champions League Win Money (£) (2 of 2)"

Europe.UEFACup.Winner.Prize              0x502B6A int "UEFA Cup Winner Prize Money (£)"
Europe.UEFACup.RunnerUp.Prize            0x502AE7 int "UEFA Cup Runner-Up Prize Money (£)"
Europe.UEFACup.SemiFinal.Prize           0x502A64 int "UEFA Cup Semi-Final Prize Money (£)"

Europe.UEFACup.QuarterFinal.Prize        0x5029E1 int "UEFA Cup Quarter-Final Prize Money (£)"
Europe.UEFACup.4thRound.Prize            0x502960 int "UEFA Cup 4th Round Prize Money (£)"
Europe.UEFACup.3rdRound.Prize            0x5028CB int "UEFA Cup 3rd Round Prize Money (£)"
```

Sorry about the format, offsets are literal - add 0x400000 to get Olly offsets.

JohnLocke   14-03-13, 06:56 PM

PRIZES

All the prize offsets I've got:

Code:

```
Argentina.Premier.Prize               0x563D int "Argentinian Premier Division Prize Money (£)"
Argentina.Premier.TV                  0x564B int "Argentinian Premier Division TV Money (£)"

//Australia

Belgium.First.Prize                   0x1E9AD int "Belgian First Division Prize Money (£)"
Belgium.First.TV              0x1E9BB int "Belgian First Division TV Money (£)"

Belgium.Second.Prize                  0x1FE6F int "Belgian Second Division Prize Money (£)"
Belgium.Second.TV            0x1FE7B int "Belgian Second Division TV Money (£)"

Brazil.First.TV                       0x2A461 int "Brazilian First Division TV Money (£)"

Brazil.Second.TV             0x2CA51 int "Brazilian Second Division TV Money (£)"

//Brazil

Croatia.First.Prize                   0x1148AD int "Croatian First Division Prize Money (£)"
Croatia.First.TV             0x1148BB int "Croatian First Division TV Money (£)"

Croatia.Second.North.Prize            0x115DAD int "Croatian Second Division North Prize Money (£)"
Croatia.Second.North.TV               0x115DBB int "Croatian Second Division North TV Prize Money (£)"

Croatia.Second.South.Prize            0x116ECD int "Croatian Second Division South Prize Money (£)"
Croatia.Second.South.TV               0x116EDB int "Croatian Second Division South TV Money (£)"

Denmark.Premier.Prize                 0x1539CD int "Danish Premier Division Prize Money (£)"
Denmark.Premier.TV           0x1539DB int "Danish Premier Division TV Money (£)"

Denmark.Second.Prize                  0x154B3D int "Danish Second Division Prize Money (£)"

England.Premier.Prize                 0x174B1D int "English Premier Division Prize Money (£)"
England.Premier.TV           0x174B40 int "English Premier Division TV Money (£)"

England.Championship.Prize            0x172CEE int "English Championship Prize Money (£)"
England.Championship.TV               0x172D66 int "English Championship TV Money (£)"

England.First.Prize                   0x17672D int "English First Division Prize Money (£)"
England.First.TV             0x176750 int "English First Division TV Money (£)"

England.Second.Prize                  0x17806D int "English Second Division Prize Money (£)"
England.Second.TV            0x178090 int "English Second Division TV Money (£)"

England.Conference.Prize         0x16EDAD int "English Conference Prize Money (£)"
England.Conference.TV                 0x16EDBB int "English Conference TV Money (£)"

England.ConferenceNorth.Prize         0x525C29 int "English Northern Conference / Welsh Premier Prize Money (£)"
England.ConferenceNorth.TV            0x525E81 int "English Northern Conference / Welsh Premier TV Money (£)"

England.FACup.Winner.Prize       0x16FA93 int "English FA Cup Winner Prize Money (£)"
England.FACup.RunnerUp.Prize     0x16FA9E int "English FA Cup Runner-Up Prize Money (£)"
England.FACup.SemiFinal.Prize         0x16F9ED int "English FA Cup Semi-Final Prize Money (£)"
England.FACup.QuarterFinal.Prize 0x16F942 int "English FA Cup Quarter-Final Prize Money (£)"
England.FACup.5thRound.Prize          0x16F896 int "English FA Cup 5th Round Prize Money (£)"
England.FACup.4thRound.Prize          0x16F7D1 int "English FA Cup 4th Round Prize Money (£)"
England.FACup.3rdRound.Prize          0x16F708 int "English FA Cup 3rd Round Prize Money (£)"
England.FACup.2ndRound.Prize          0x16F5E8 int "English FA Cup 2nd Round Prize Money (£)"
England.FACup.1stRound.Prize          0x16F4E6 int "English FA Cup 1st Round Prize Money (£)"
England.FACup.QualifyingRound.Prize      0x16F44D int "English FA Cup Qualifying Round Prize Money (£)"

Finland.Premier.Prize                 0x195C6D int "Finland Premier Division Prize Money (£)"

Germany.Bundesliga.Prize         0x1DB3C6 int "German Bundesliga Prize Money (£)"
Germany.Bundesliga.TV                 0x1DB3D4 int "German Bundesliga TV Money (£)"

Germany.ZweiteBundesliga.Prize        0x1DF3AD int "German Zweite Bundesliga Prize Money (£)"
Germany.ZweiteBundesliga.TV           0x1DF3BB int "German Zweite Bundesliga TV Money (£)"

Germany.LeagueCupWinner.Prize         0x1DC1B5 int "German League Cup Winner Prize Money"

Greece.Superleague.Prize         0x1EAE5D int "Greek Superleague Prize Money (£)"
Greece.Superleague.TV                 0x1EAE6B int "Greek Superleague TV Money (£)"

Greece.FootballLeague.Prize           0x1EBDAD int "Greek Football League Prize Money (£)"
Greece.FootballLeague.TV         0x1EBDBB int "Greek Football League TV Money (£)"

Ireland.Premier.Prize                 0x23A8D4 int "League of Ireland Premier Division Prize Money (£)"

Italy.SerieA.Prize               0x24160D int "Italian Serie A Prize Money (£)"
Italy.SerieA.TV                       0x24161B int "Italian Serie A TV Money (£)"

Italy.SerieB.Prize               0x24687D int "Italian Serie B Prize Money (£)"

Italy.CoppaItalia.Winner.Prize            0x23F3C5 int "Italian Coppa Italia Winner Prize Money (£)"
Italy.CoppaItalia.RunnerUp.Prize     0x23F10C int "Italian Cup Runner-Up Prize Money (£)"
Italy.CoppaItalia.SemiFinal.Prize         0x23F061 int "Italian Cup Semi-Final Prize Money (£)"
Italy.CoppaItalia.QuarterFinal.Prize      0x23EFC0 int "Italian Cup Quarter-Final Prize Money (£)"
Italy.CoppaItalia.Last16.Prize            0x23EF1B int "Italian Cup Last 16 Prize Money (£)"
Italy.CoppaItalia.4thRound.Prize     0x23EE83 int "Italian Cup 4th Round Prize Money (£)"

Japan.J1.Prize                   0x2635E6 int "Japanese J.League Division 1 Prize Money (£)"
Japan.J1.TV                      0x2635F4 int "Japanese J.League Division 1 TV Money (£)"

Netherlands.Premier.Prize        0x1F852D int "Dutch Premier Division Prize Money (£)"
Netherlands.Premier.TV                0x1F853B int "Dutch Premier Division TV Money (£)"

NorthernIreland.Premier.Prize         0x38ED5D int "IFA Premiership Prize Money (£)"

NorthernIreland.IrishCup.Winner.Prize            0x38AC65 int "Irish Cup Winner Prize (£)"
NorthernIreland.IrishCup.RunnerUp.Prize              0x38AC6F int "Irish Cup Runner-Up Prize (£)"
NorthernIreland.IrishCup.SemiFinal.Prize         0x38ABBF int "Irish Cup Semi-Final Prize (£)"
NorthernIreland.IrishCup.QuarterFinal.Prize          0x38AADF int "Irish Cup Quarter-Final Prize (£)"
NorthernIreland.IrishCup.Last16.Prize                0x38AA34 int "Irish Cup Last 16 Prize (£)"
```

```
Norway.Premier.Prize            0x3926DD int "Norwegian Premier League Prize Money (£)"

Poland.Premier.TV               0x3C966F int "Polish Premier League TV Money (£)"

Portugal.Premier.Prize          0x3CF8FD int "Portuguese Primeira Liga Prize Money (£)"
Portugal.Premier.TV             0x3CF90B int "Portuguese Primeira Liga TV Money (£)"

Russia.Premier.Prize            0x3EB71B int "Russian Premier League Prize Money (£)"
Russia.Premier.TV               0x3EB70D int "Russian Premier League TV Money (£)"

Scotland.Premier.Prize          0x3F293B int "Scottish Premier League Prize Money (£)"
Scotland.Premier.TV             0x3F2949 int "Scottish Premier League TV Money (£)"

Scotland.FACup.Winner.Prize     0x3EDAD7 int "Scottish FA Cup Winner Prize Money (£)"
Scotland.FACup.RunnerUp.Prize   0x3EDA2D int "Scottish FA Cup Runner-Up Prize Money (£)"
Scotland.FACup.SemiFinal.Prize  0x3ED985 int "Scottish FA Cup Semi-Final Prize Money (£)"
Scotland.FACup.QuarterFinal.Prize 0x3ED8DC int "Scottish FA Cup Quarter-Final Prize Money (£)"
Scotland.FACup.Last16.Prize 0x3ED793 int "Scottish FA Cup Last 16 Prize Money (£)"
Scotland.FACup.Last32.Prize 0x3ED6FA int "Scottish FA Cup Last 32 Prize Money (£)"

SouthKorea.KLeague.Prize        0x26BC93 int "South Korean K League Prize Money (£)"

Spain.Premier.Prize             0x44FDBA int "Spanish La Liga Prize Money (£)"
Spain.Premier.TV                0x44FDC8 int "Spanish La Liga TV Money (£)"

Sweden.Premier.Prize            0x49052D int "Swedish Premier (Allsvenskan) Prize Money (£)"

Turkey.First.TV                 0x4FDF60 int "Turkish Süper Lig TV Money (£)"
Turkey.Second.TV                0x4FF24B int "Turkish First League TV Money (£)"

Turkey.TurkishCup.Winner.Prize          0x4FCB74 int "Turkish Cup Winner Prize Money (£)"
Turkey.TurkishCup.RunnerUp.Prize  0x4FCAC9 int "Turkish Cup Runner-Up Prize Money (£)"
Turkey.TurkishCup.SemiFinal.Prize       0x4FCA22 int "Turkish Cup Semi-Final Prize Money (£)"
Turkey.TurkishCup.QuarterFinal.Prize    0x4FC982 int "Turkish Cup Quarter-Final Prize Money (£)"
Turkey.TurkishCup.Last16.Prize          0x4FC8D7 int "Turkish Cup Last 16 Prize Money (£)"
Turkey.TurkishCup.Last32.Prize          0x4FC82E int "Turkish Cup Last 32 Prize Money (£)"
Turkey.TurkishCup.Last64.Prize          0x4FC79A int "Turkish Cup Last 64 Prize Money (£)"

//Wales

Europe.ChampionsLeague.Winner.Prize         0x184539 int "Champions League Winner Prize Money (£)"
Europe.ChampionsLeague.RunnerUp.Prize       0x184543 int "Champions League Runner-Up Prize Money (£)"
Europe.ChampionsLeague.SemiFinal.Prize      0x18445F int "Champions League Semi-Final Prize Money (£)"
Europe.ChampionsLeague.QuarterFinal.Prize 0x1843C0 int "Champions League Quarter-Final Prize Money (£)"

Europe.ChampionsLeague.2ndGroupStageA.Prize 0x186066 int "Champions League 2nd Group Stage Money (£) (1 of 2)"
Europe.ChampionsLeague.2ndGroupStageB.Prize 0x186085 int "Champions League 2nd Group Stage Money (£) (2 of 2)"

Europe.ChampionsLeague.1stGroupStageA.Prize 0x185804 int "Champions League 1st Group Stage Money (£) (1 of 2)"
Europe.ChampionsLeague.1stGroupStageB.Prize 0x185823 int "Champions League 1st Group Stage Money (£) (2 of 2)"

Europe.ChampionsLeague.DrawMoneyA       0x183BD7 int "Champions League Draw Money (£) (1 of 4)"
Europe.ChampionsLeague.DrawMoneyB       0x183BF2 int "Champions League Draw Money (£) (2 of 4)"
Europe.ChampionsLeague.DrawMoneyC       0x183C10 int "Champions League Draw Money (£) (3 of 4)"
Europe.ChampionsLeague.DrawMoneyD       0x183C29 int "Champions League Draw Money (£) (4 of 4)"

Europe.ChampionsLeague.WinMoneyA        0x183BAB int "Champions League Win Money (£) (1 of 2)"
Europe.ChampionsLeague.WinMoneyB        0x183BC6 int "Champions League Win Money (£) (2 of 2)"

Europe.UEFACup.Winner.Prize             0x502B6A int "UEFA Cup Winner Prize Money (£)"
Europe.UEFACup.RunnerUp.Prize           0x502AE7 int "UEFA Cup Runner-Up Prize Money (£)"
Europe.UEFACup.SemiFinal.Prize          0x502A64 int "UEFA Cup Semi-Final Prize Money (£)"

Europe.UEFACup.QuarterFinal.Prize       0x5029E1 int "UEFA Cup Quarter-Final Prize Money (£)"
Europe.UEFACup.4thRound.Prize           0x502960 int "UEFA Cup 4th Round Prize Money (£)"
Europe.UEFACup.3rdRound.Prize           0x5028CB int "UEFA Cup 3rd Round Prize Money (£)"
```

Sorry about the format, offsets are literal - add 0x400000 to get Olly offsets.

JohnLocke

Quote:

> *Originally Posted by **Alan** »*
>
> *On a related theme, can you find where Real Sociedad are restricted to Basque Spaniards and Foreign players (i.e. they can't sign Spanish players unless they have Basque 2nd Nat.) This self-imposed rule no longer exists so it would be great for Real Sociedad to be able to act without any transfer restrictions.*

Done.

008CECAC: MOV ECX,DWORD PTR DS:[9D0128]

Change to:
008CECAC: MOV ECX,-1
008CECB1: NOP

I'll add this to the JLPatch shortly.

JohnLocke

free

Brilliant, thanks for that.

Before:
00872538 - JE 00872620
After:
00872538 - JMP 00872620
0087253D - NOP

Result - you can no longer offer trials.

Same thing for disabling transfer and loan bids

0087278D JE 00872918
to
0087278D JMP 00872918
00872792 NOP

I believe this just impacts on the user interface, so the AI should still be able to buy players.

And another...

00872077: JNE 00872165

Change to JMP 00872165 and you won't be able to release players on free transfers.

free

free

free

John can you confirm something for me? Else I will go nuts or break something up :D.

Did SI apply some sort of CRC mechanism in cm0102.exe file? Would make sense why my stuff breaks it... If not, then there must be some sort of other algorithm preventing the file from exceeding MB limit. At least that what it looked like to me... Though I may be completely wrong here :lol:.

Btw amazing job getting all those offsets. Assembly is out of my head for long time now :lol:. Hated it (despite it being the lowest programming level, so you should know basics of it if you're trying to be serious programmer :lol:).

Great job and :ok: up.

Not to my knowledge, what are you trying to do?

I know the game crashes if renamed but only because of Cpuinf32.dll (in the Data directory), delete that and it's happy.

I know what you mean, I did some Assembly at uni and never really understood what I was doing - but now I can see what is happening from what must look like gibberish to most people.

Yeah, Uni made me hate it with passion to be fair... -.-

Trying to inject some code into exe file. But here is when you hit wall. I must be missing something Tapani did in 3.12 patchers. Well, I never give up though, so scratching my head, lots of coffee and good night ahead of me :D.

What exactly do you mean do you mean bu inject code? I know Tapani re-wrote large chunks of code and added code into the gaps - is that what you're doing?

---

info0

<div align="right">15-03-13, 08:42 PM</div>

Yep, trying to do. That guy was a wizard, remember ;).

Though I don't need to rewrite "that" much. Still missing the guy a lot :(. He could be helpful again. :/.

Actually, might say, trying to rewrite his harder AI stuff. Without source code. Yeah!

Jumped from high platform here :lol: and the landing might be hard, but who does not try gets nothing ;).

JohnLocke

<div align="right">15-03-13, 08:46 PM</div>

So true, it's amazing to think he could see errors in the original C++ code and fix them just using Olly.

Let me know if I can help at all.

---

info0

<div align="right">15-03-13, 08:51 PM</div>

Oh definitely you may and I will probably end up hitting on your door :).

JohnLocke

<div align="right">15-03-13, 09:13 PM</div>

```
008EC856: JE SHORT 008EC8A8
008EC962: JE SHORT 008EC9B4
008ECAEE: JE SHORT 008ECB40
008ECC1F: JE SHORT 008ECC5F
008F3ED9: JE SHORT 008F3F2B
008F3FC7: JE SHORT 008F4029
```

Change all these JE to JMP and you can reject any bid even if it should trigger a release clause.

Offsets

Printable View

MarcoVanBast | 15-03-13, 09:21 PM

JL any chance to disable ALL transfers? it will be great feature as "disable first transfer window" in FM, after december in game just re-edit .exe and playing with transfers.

JohnLocke | 15-03-13, 10:36 PM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
> *After some code searching finally done what i want :) Noy sure i find ALL the colors coz i dont find pure black for example, find 24 colours.*

One possible solution to this is to find a 4-byte block of NOP instructions - of which there are many, e.g. 0x573375. Then replace the 4 NOP (0x90) with 0x0 (Right click > Edit > Binary edit). Then use this location where you were using the locations where the other colours are stored.

JohnLocke | 15-03-13, 10:40 PM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
> *JL any chance to disable ALL transfers? it will be great feature as "disable first transfer window" in FM, after december in game just re-edit .exe and playing with transfers.*

That should quite easy - I think I can just edit the basque restriction code to always block the transfer irrespective of which club tries to sign the player.

---

djole2mcloud | 16-03-13, 12:40 AM

can u take a try to find offsets that breaks the link beetween NIR,ROI and Welsh leagues with England...to avoid promoting young players from this countries through English clubs...?Same for Belgium and Holland...
thanks

JohnLocke | 16-03-13, 09:38 AM

Not really sure what that would look like in the code but I'll keep it in mind.

Pasquale | 16-03-13, 06:51 PM

free

JohnLocke | 17-03-13, 03:13 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> *I'll try and put together a list of all nations.*

As promised.

Code:
```
00605144  |> 393D 00F29C00  CMP DWORD PTR DS:[9CF200],EDI = "AFGHANISTAN"
00605159  |> 393D 04F29C00  CMP DWORD PTR DS:[9CF204],EDI = "ALBANIA"
```

```
00605516E  |> 393D 08F29C00  CMP DWORD PTR DS:[9CF208],EDI = "ALGERIA"
00605183  |> 393D 0CF29C00  CMP DWORD PTR DS:[9CF20C],EDI = "ANDORRA"
00605198  |> 393D 10F29C00  CMP DWORD PTR DS:[9CF210],EDI = "ANGOLA"
006051AD  |> 393D 14F29C00  CMP DWORD PTR DS:[9CF214],EDI = "ANTIGUA__BARBUDA"
006051C2  |> 393D 18F29C00  CMP DWORD PTR DS:[9CF218],EDI = "ARGENTINA"
006051D7  |> 393D 1CF29C00  CMP DWORD PTR DS:[9CF21C],EDI = "ARMENIA"
006051EC  |> 393D 20F29C00  CMP DWORD PTR DS:[9CF220],EDI = "ARUBA"
00605201  |> 393D 24F29C00  CMP DWORD PTR DS:[9CF224],EDI = "AUSTRALIA"
00605216  |> 393D 28F29C00  CMP DWORD PTR DS:[9CF228],EDI = "AUSTRIA"
0060522B  |> 393D 2CF29C00  CMP DWORD PTR DS:[9CF22C],EDI = "AZERBAIJAN"
00605240  |> 393D 30F29C00  CMP DWORD PTR DS:[9CF230],EDI = "THE_BAHAMAS"
00605255  |> 393D 34F29C00  CMP DWORD PTR DS:[9CF234],EDI = "BAHRAIN"
0060526A  |> 393D 38F29C00  CMP DWORD PTR DS:[9CF238],EDI = "BANGLADESH"
0060527F  |> 393D 3CF29C00  CMP DWORD PTR DS:[9CF23C],EDI = "BARBADOS"
00605294  |> 393D 40F29C00  CMP DWORD PTR DS:[9CF240],EDI = "BELARUS"
006052A9  |> 393D 44F29C00  CMP DWORD PTR DS:[9CF244],EDI = "BELGIUM"
006052BE  |> 393D 48F29C00  CMP DWORD PTR DS:[9CF248],EDI = "BELIZE"
006052D3  |> 393D 4CF29C00  CMP DWORD PTR DS:[9CF24C],EDI = "BENIN"
006052E8  |> 393D 50F29C00  CMP DWORD PTR DS:[9CF250],EDI = "BERMUDA"
006052FD  |> 393D 54F29C00  CMP DWORD PTR DS:[9CF254],EDI = "BOLIVIA"
00605312  |> 393D 58F29C00  CMP DWORD PTR DS:[9CF258],EDI = "BOSNIA_HERZEGOVINA"
00605327  |> 393D 5CF29C00  CMP DWORD PTR DS:[9CF25C],EDI = "BOTSWANA"
0060533C  |> 393D 60F29C00  CMP DWORD PTR DS:[9CF260],EDI = "BRAZIL"
00605351  |> 393D 64F29C00  CMP DWORD PTR DS:[9CF264],EDI = "BRUNEI_DARUSSALAM"
00605366  |> 393D 68F29C00  CMP DWORD PTR DS:[9CF268],EDI = "BULGARIA"
0060537B  |> 393D 6CF29C00  CMP DWORD PTR DS:[9CF26C],EDI = "BURKINO_FASO"
00605390  |> 393D 74F29C00  CMP DWORD PTR DS:[9CF274],EDI = "BURUNDI"
006053A5  |> 393D 78F29C00  CMP DWORD PTR DS:[9CF278],EDI = "COMMONWEALTH_OF_SOVIET_STATES"
006053BA  |> 393D 7CF29C00  CMP DWORD PTR DS:[9CF27C],EDI = "CAMEROON"
006053CF  |> 393D 80F29C00  CMP DWORD PTR DS:[9CF280],EDI = "CANADA"
006053E4  |> 393D 84F29C00  CMP DWORD PTR DS:[9CF284],EDI = "CAPE_VERDE_ISLANDS"
006053F9  |> 393D 88F29C00  CMP DWORD PTR DS:[9CF288],EDI = "CAYMAN_ISLANDS"
0060540E  |> 393D 8CF29C00  CMP DWORD PTR DS:[9CF28C],EDI = "CENTRAL_AFRICAN_REPUBLIC"
00605423  |> 393D 90F29C00  CMP DWORD PTR DS:[9CF290],EDI = "CHAD"
00605438  |> 393D 94F29C00  CMP DWORD PTR DS:[9CF294],EDI = "CHILE"
0060544D  |> 393D 98F29C00  CMP DWORD PTR DS:[9CF298],EDI = "CHINA"
00605462  |> 393D 9CF29C00  CMP DWORD PTR DS:[9CF29C],EDI = "COLOMBIA"
00605477  |> 393D A0F29C00  CMP DWORD PTR DS:[9CF2A0],EDI = "THE_CONGO"
0060548C  |> 393D A4F29C00  CMP DWORD PTR DS:[9CF2A4],EDI = "COOK_ISLANDS"
006054A1  |> 393D A8F29C00  CMP DWORD PTR DS:[9CF2A8],EDI = "COSTA_RICA"
006054B6  |> 393D ACF29C00  CMP DWORD PTR DS:[9CF2AC],EDI = "CROATIA"
006054CB  |> 393D B0F29C00  CMP DWORD PTR DS:[9CF2B0],EDI = "CUBA"
006054E0  |> 393D B4F29C00  CMP DWORD PTR DS:[9CF2B4],EDI = "CYPRUS"
006054F5  |> 393D B8F29C00  CMP DWORD PTR DS:[9CF2B8],EDI = "CZECH_REPUBLIC"
0060550A  |> 393D BCF29C00  CMP DWORD PTR DS:[9CF2BC],EDI = "CZECHOSLOVAKIA"
0060551F  |> 393D C0F29C00  CMP DWORD PTR DS:[9CF2C0],EDI = "DENMARK"
00605534  |> 393D C4F29C00  CMP DWORD PTR DS:[9CF2C4],EDI = "DJIBOUTI"
00605549  |> 393D C8F29C00  CMP DWORD PTR DS:[9CF2C8],EDI = "DOMINICA"
0060555E  |> 393D CCF29C00  CMP DWORD PTR DS:[9CF2CC],EDI = "DOMINICAN_REPUBLIC"
00605573  |> 393D D0F29C00  CMP DWORD PTR DS:[9CF2D0],EDI = "EAST_GERMANY"
00605588  |> 393D D4F29C00  CMP DWORD PTR DS:[9CF2D4],EDI = "ECUADOR"
0060559D  |> 393D D8F29C00  CMP DWORD PTR DS:[9CF2D8],EDI = "EGYPT"
006055B2  |> 393D DCF29C00  CMP DWORD PTR DS:[9CF2DC],EDI = "REPUBLIC_OF_IRELAND"
006055C7  |> 393D E0F29C00  CMP DWORD PTR DS:[9CF2E0],EDI = "EL_SALVADOR"
006055DC  |> 393D E4F29C00  CMP DWORD PTR DS:[9CF2E4],EDI = "ENGLAND",
006055F1  |> 393D E8F29C00  CMP DWORD PTR DS:[9CF2E8],EDI = "EQUATORIAL_GUINEA"
00605606  |> 393D ECF29C00  CMP DWORD PTR DS:[9CF2EC],EDI = "ESTONIA"
0060561B  |> 393D F0F29C00  CMP DWORD PTR DS:[9CF2F0],EDI = "ETHIOPIA"
00605630  |> 393D F4F29C00  CMP DWORD PTR DS:[9CF2F4],EDI = "FAROE_ISLANDS"
00605645  |> 393D F8F29C00  CMP DWORD PTR DS:[9CF2F8],EDI = "FIJI"
0060565A  |> 393D FCF29C00  CMP DWORD PTR DS:[9CF2FC],EDI = "FINLAND"
0060566F  |> 393D 00F39C00  CMP DWORD PTR DS:[9CF300],EDI = "FRANCE"
00605684  |> 393D 04F39C00  CMP DWORD PTR DS:[9CF304],EDI = "FYR_OF_MACEDONIA"
00605699  |> 393D 08F39C00  CMP DWORD PTR DS:[9CF308],EDI = "GABON"
006056AE  |> 393D 0CF39C00  CMP DWORD PTR DS:[9CF30C],EDI = "THE_GAMBIA"
006056C3  |> 393D 10F39C00  CMP DWORD PTR DS:[9CF310],EDI = "GEORGIA"
006056D8  |> 393D 14F39C00  CMP DWORD PTR DS:[9CF314],EDI = "GERMANY"
006056ED  |> 393D 18F39C00  CMP DWORD PTR DS:[9CF318],EDI = "GHANA"
00605702  |> 393D 1CF39C00  CMP DWORD PTR DS:[9CF31C],EDI = "GREECE"
00605717  |> 393D 20F39C00  CMP DWORD PTR DS:[9CF320],EDI = "GRENADA"
0060572C  |> 393D 24F39C00  CMP DWORD PTR DS:[9CF324],EDI = "GUATEMALA"
00605741  |> 393D 28F39C00  CMP DWORD PTR DS:[9CF328],EDI = "GUINEA"
00605756  |> 393D 2CF39C00  CMP DWORD PTR DS:[9CF32C],EDI = "GUINEA_BISSAU"
0060576B  |> 393D 30F39C00  CMP DWORD PTR DS:[9CF330],EDI = "GUYANA"
00605780  |> 393D 34F39C00  CMP DWORD PTR DS:[9CF334],EDI = "HAITI"
00605795  |> 393D 38F39C00  CMP DWORD PTR DS:[9CF338],EDI = "HOLLAND"
006057AA  |> 393D 3CF39C00  CMP DWORD PTR DS:[9CF33C],EDI = "HONDURAS"
006057BF  |> 393D 40F39C00  CMP DWORD PTR DS:[9CF340],EDI = "HONG_KONG"
006057D4  |> 393D 44F39C00  CMP DWORD PTR DS:[9CF344],EDI = "HUNGARY"
006057E9  |> 393D 48F39C00  CMP DWORD PTR DS:[9CF348],EDI = "ICELAND"
006057FE  |> 393D 4CF39C00  CMP DWORD PTR DS:[9CF34C],EDI = "INDIA"
00605813  |> 393D 50F39C00  CMP DWORD PTR DS:[9CF350],EDI = "INDONESIA"
00605828  |> 393D 54F39C00  CMP DWORD PTR DS:[9CF354],EDI = "IRAN"
0060583D  |> 393D 58F39C00  CMP DWORD PTR DS:[9CF358],EDI = "IRAQ"
00605852  |> 393D 5CF39C00  CMP DWORD PTR DS:[9CF35C],EDI = "ISRAEL"
00605867  |> 393D 60F39C00  CMP DWORD PTR DS:[9CF360],EDI = "ITALY"
0060587C  |> 393D 64F39C00  CMP DWORD PTR DS:[9CF364],EDI = "IVORY_COAST"
00605891  |> 393D 68F39C00  CMP DWORD PTR DS:[9CF368],EDI = "JAMAICA"
006058A6  |> 393D 6CF39C00  CMP DWORD PTR DS:[9CF36C],EDI = "JAPAN"
006058BB  |> 393D 70F39C00  CMP DWORD PTR DS:[9CF370],EDI = "JORDAN"
006058D0  |> 393D 74F39C00  CMP DWORD PTR DS:[9CF374],EDI = "KAMPUCHEA"
006058E5  |> 393D 78F39C00  CMP DWORD PTR DS:[9CF378],EDI = "KAZAKHSTAN"
006058FA  |> 393D 7CF39C00  CMP DWORD PTR DS:[9CF37C],EDI = "KENYA"
0060590F  |> 393D 80F39C00  CMP DWORD PTR DS:[9CF380],EDI = "KUWAIT"
00605924  |> 393D 84F39C00  CMP DWORD PTR DS:[9CF384],EDI = "KYRGYZSTAN"
00605939  |> 393D 88F39C00  CMP DWORD PTR DS:[9CF388],EDI = "LAOS"
0060594E  |> 393D 8CF39C00  CMP DWORD PTR DS:[9CF38C],EDI = "LATVIA"
00605963  |> 393D 90F39C00  CMP DWORD PTR DS:[9CF390],EDI = "LEBANON"
00605978  |> 393D 94F39C00  CMP DWORD PTR DS:[9CF394],EDI = "LESOTHO"
0060598D  |> 393D 98F39C00  CMP DWORD PTR DS:[9CF398],EDI = "LIBERIA"
006059A2  |> 393D 9CF39C00  CMP DWORD PTR DS:[9CF39C],EDI = "LIBYA"
006059B7  |> 393D A0F39C00  CMP DWORD PTR DS:[9CF3A0],EDI = "LIECHTENSTEIN"
006059CC  |> 393D A4F39C00  CMP DWORD PTR DS:[9CF3A4],EDI = "LITHUANIA"
006059E1  |> 393D A8F39C00  CMP DWORD PTR DS:[9CF3A8],EDI = "LUXEMBOURG"
006059F6  |> 393D ACF39C00  CMP DWORD PTR DS:[9CF3AC],EDI = "MACAU"
00605A0B  |> 393D B0F39C00  CMP DWORD PTR DS:[9CF3B0],EDI = "MADAGASCAR"
00605A20  |> 393D B4F39C00  CMP DWORD PTR DS:[9CF3B4],EDI = "MALAWI"
```

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00605A35  |> 393D B8F39C00  CMP DWORD PTR DS:[9CF3B8],EDI = "MALAYSIA"
00605A4A  |> 393D BCF39C00  CMP DWORD PTR DS:[9CF3BC],EDI = "MALDIVES"
00605A5F  |> 393D C0F39C00  CMP DWORD PTR DS:[9CF3C0],EDI = "MALI"
00605A74  |> 393D C4F39C00  CMP DWORD PTR DS:[9CF3C4],EDI = "MALTA"
00605A89  |> 393D C8F39C00  CMP DWORD PTR DS:[9CF3C8],EDI = "MAURITANIA"
00605A9E  |> 393D CCF39C00  CMP DWORD PTR DS:[9CF3CC],EDI = "MAURITIUS"
00605AB3  |> 393D D0F39C00  CMP DWORD PTR DS:[9CF3D0],EDI = "MEXICO"
00605AC8  |> 393D D4F39C00  CMP DWORD PTR DS:[9CF3D4],EDI = "MOLDOVA"
00605ADD  |> 393D D8F39C00  CMP DWORD PTR DS:[9CF3D8],EDI = "MOROCCO"
00605AF2  |> 393D DCF39C00  CMP DWORD PTR DS:[9CF3DC],EDI = "MOZAMBIQUE"
00605B07  |> 393D E0F39C00  CMP DWORD PTR DS:[9CF3E0],EDI = "MYANMAR"
00605B1C  |> 393D E4F39C00  CMP DWORD PTR DS:[9CF3E4],EDI = "NORTHERN_IRELAND"
00605B31  |> 393D E8F39C00  CMP DWORD PTR DS:[9CF3E8],EDI = "NAMIBIA"
00605B46  |> 393D ECF39C00  CMP DWORD PTR DS:[9CF3EC],EDI = "NEPAL"
00605B5B  |> 393D F0F39C00  CMP DWORD PTR DS:[9CF3F0],EDI = "NETHERLANDS_ANTILLES"
00605B70  |> 393D F4F39C00  CMP DWORD PTR DS:[9CF3F4],EDI = "NEW_ZEALAND"
00605B85  |> 393D F8F39C00  CMP DWORD PTR DS:[9CF3F8],EDI = "NICARAGUA"
00605B9A  |> 393D FCF39C00  CMP DWORD PTR DS:[9CF3FC],EDI = "NIGER"
00605BAF  |> 393D 00F49C00  CMP DWORD PTR DS:[9CF400],EDI = "NIGERIA"
00605BC4  |> 393D 04F49C00  CMP DWORD PTR DS:[9CF404],EDI = "NORTH_KOREA"
00605BD9  |> 393D 08F49C00  CMP DWORD PTR DS:[9CF408],EDI = "NORWAY"
00605BEE  |> 393D 0CF49C00  CMP DWORD PTR DS:[9CF40C],EDI = "OMAN"
00605C03  |> 393D 10F49C00  CMP DWORD PTR DS:[9CF410],EDI = "PAKISTAN"
00605C18  |> 393D 14F49C00  CMP DWORD PTR DS:[9CF414],EDI = "PALESTINE"
00605C2D  |> 393D 18F49C00  CMP DWORD PTR DS:[9CF418],EDI = "PANAMA"
00605C42  |> 393D 1CF49C00  CMP DWORD PTR DS:[9CF41C],EDI = "PAPUA_NEW_GUINEA"
00605C57  |> 393D 20F49C00  CMP DWORD PTR DS:[9CF420],EDI = "PARAGUAY"
00605C6C  |> 393D 24F49C00  CMP DWORD PTR DS:[9CF424],EDI = "PAYS_BASQUE"
00605C81  |> 393D 28F49C00  CMP DWORD PTR DS:[9CF428],EDI = "PERU"
00605C96  |> 393D 2CF49C00  CMP DWORD PTR DS:[9CF42C],EDI = "THE_PHILIPPINES"
00605CAB  |> 393D 30F49C00  CMP DWORD PTR DS:[9CF430],EDI = "POLAND"
00605CC0  |> 393D 34F49C00  CMP DWORD PTR DS:[9CF434],EDI = "PORTUGAL"
00605CD5  |> 393D 38F49C00  CMP DWORD PTR DS:[9CF438],EDI = "PUERTO_RICO"
00605CEA  |> 393D 3CF49C00  CMP DWORD PTR DS:[9CF43C],EDI = "QATAR"
00605CFF  |> 393D 40F49C00  CMP DWORD PTR DS:[9CF440],EDI = "DEMOCRATIC_REPUBLIC_OF_CONGO"
00605D14  |> 393D 44F49C00  CMP DWORD PTR DS:[9CF444],EDI = "ROMANIA"
00605D29  |> 393D 48F49C00  CMP DWORD PTR DS:[9CF448],EDI = "RUSSIA"
00605D3E  |> 393D 4CF49C00  CMP DWORD PTR DS:[9CF44C],EDI = "RWANDA"
00605D53  |> 393D 50F49C00  CMP DWORD PTR DS:[9CF450],EDI = "SAN_MARINO"
00605D68  |> 393D 54F49C00  CMP DWORD PTR DS:[9CF454],EDI = "SAO_TOME___PRINCIPE"
00605D7D  |> 393D 58F49C00  CMP DWORD PTR DS:[9CF458],EDI = "SAUDI_ARABIA"
00605D92  |> 393D 5CF49C00  CMP DWORD PTR DS:[9CF45C],EDI = "SCOTLAND"
00605DA7  |> 393D 60F49C00  CMP DWORD PTR DS:[9CF460],EDI = "SENEGAL"
00605DBC  |> 393D 64F49C00  CMP DWORD PTR DS:[9CF464],EDI = "SEYCHELLES"
00605DD1  |> 393D 68F49C00  CMP DWORD PTR DS:[9CF468],EDI = "SIERRA_LEONE"
00605DE6  |> 393D 6CF49C00  CMP DWORD PTR DS:[9CF46C],EDI = "SINGAPORE"
00605DFB  |> 393D 70F49C00  CMP DWORD PTR DS:[9CF470],EDI = "SLOVAKIA"
00605E10  |> 393D 74F49C00  CMP DWORD PTR DS:[9CF474],EDI = "SLOVENIA"
00605E25  |> 393D 78F49C00  CMP DWORD PTR DS:[9CF478],EDI = "SOLOMON_ISLANDS"
00605E3A  |> 393D 7CF49C00  CMP DWORD PTR DS:[9CF47C],EDI = "SOMALIA"
00605E4F  |> 393D 80F49C00  CMP DWORD PTR DS:[9CF480],EDI = "SOUTH_AFRICA"
00605E64  |> 393D 84F49C00  CMP DWORD PTR DS:[9CF484],EDI = "SOUTH_KOREA"
00605E79  |> 393D 88F49C00  CMP DWORD PTR DS:[9CF488],EDI = "SPAIN"
00605E8E  |> 393D 8CF49C00  CMP DWORD PTR DS:[9CF48C],EDI = "SRI_LANKA"
00605EA3  |> 393D 90F49C00  CMP DWORD PTR DS:[9CF490],EDI = "ST_KITTS___NEVIS"
00605EB8  |> 393D 94F49C00  CMP DWORD PTR DS:[9CF494],EDI = "SAINT_LUCIA"
00605ECD  |> 393D 98F49C00  CMP DWORD PTR DS:[9CF498],EDI = "ST_VINCENT___THE_GRENADINES"
00605EE2  |> 393D 9CF49C00  CMP DWORD PTR DS:[9CF49C],EDI = "SUDAN"
00605EF7  |> 393D A0F49C00  CMP DWORD PTR DS:[9CF4A0],EDI = "SURINAM"
00605F0C  |> 393D A4F49C00  CMP DWORD PTR DS:[9CF4A4],EDI = "SWAZILAND"
00605F21  |> 393D A8F49C00  CMP DWORD PTR DS:[9CF4A8],EDI = "SWEDEN"
00605F36  |> 393D ACF49C00  CMP DWORD PTR DS:[9CF4AC],EDI = "SWITZERLAND"
00605F4B  |> 393D B0F49C00  CMP DWORD PTR DS:[9CF4B0],EDI = "SYRIA"
00605F60  |> 393D B4F49C00  CMP DWORD PTR DS:[9CF4B4],EDI = "TAHITI"
00605F75  |> 393D B8F49C00  CMP DWORD PTR DS:[9CF4B8],EDI = "TAIWAN"
00605F8A  |> 393D BCF49C00  CMP DWORD PTR DS:[9CF4BC],EDI = "TAJIKISTAN"
00605F9F  |> 393D C0F49C00  CMP DWORD PTR DS:[9CF4C0],EDI = "TANZANIA"
00605FB4  |> 393D C4F49C00  CMP DWORD PTR DS:[9CF4C4],EDI = "THAILAND"
00605FC9  |> 393D C8F49C00  CMP DWORD PTR DS:[9CF4C8],EDI = "TIMOR"
00605FDE  |> 393D CCF49C00  CMP DWORD PTR DS:[9CF4CC],EDI = "TOGO"
00605FF3  |> 393D D0F49C00  CMP DWORD PTR DS:[9CF4D0],EDI = "TONGA"
00606008  |> 393D D4F49C00  CMP DWORD PTR DS:[9CF4D4],EDI = "TRINIDAD___TOBAGO"
0060601D  |> 393D D8F49C00  CMP DWORD PTR DS:[9CF4D8],EDI = "TUNISIA"
00606032  |> 393D DCF49C00  CMP DWORD PTR DS:[9CF4DC],EDI = "TURKEY"
00606047  |> 393D E0F49C00  CMP DWORD PTR DS:[9CF4E0],EDI = "TURKMENISTAN"
0060605C  |> 393D E4F49C00  CMP DWORD PTR DS:[9CF4E4],EDI = "UNITED_ARAB_EMIRATES"
00606071  |> 393D E8F49C00  CMP DWORD PTR DS:[9CF4E8],EDI = "SOVIET_UNION"
00606086  |> 393D ECF49C00  CMP DWORD PTR DS:[9CF4EC],EDI = "UGANDA"
0060609B  |> 393D F0F49C00  CMP DWORD PTR DS:[9CF4F0],EDI = "UKRAINE"
006060B0  |> 393D F4F49C00  CMP DWORD PTR DS:[9CF4F4],EDI = "URUGUAY"
006060C5  |> 393D F8F49C00  CMP DWORD PTR DS:[9CF4F8],EDI = "UNITED_STATES"
006060DA  |> 393D FCF49C00  CMP DWORD PTR DS:[9CF4FC],EDI = "UZBEKISTAN"
006060EF  |> 393D 00F59C00  CMP DWORD PTR DS:[9CF500],EDI = "VANUATU"
00606104  |> 393D 04F59C00  CMP DWORD PTR DS:[9CF504],EDI = "VENEZUELA"
00606119  |> 393D 08F59C00  CMP DWORD PTR DS:[9CF508],EDI = "VIETNAM"
0060612E  |> 393D 0CF59C00  CMP DWORD PTR DS:[9CF50C],EDI = "WEST_GERMANY"
00606143  |> 393D 10F59C00  CMP DWORD PTR DS:[9CF510],EDI = "WALES"
00606158  |> 393D 14F59C00  CMP DWORD PTR DS:[9CF514],EDI = "WESTERN_SAMOA"
0060616D  |> 393D 18F59C00  CMP DWORD PTR DS:[9CF518],EDI = "YEMEN"
00606182  |> 393D 1CF59C00  CMP DWORD PTR DS:[9CF51C],EDI = "YUGOSLAVIA"
00606197  |> 393D 20F59C00  CMP DWORD PTR DS:[9CF520],EDI = "ZAIRE"
006061AC  |> 393D 24F59C00  CMP DWORD PTR DS:[9CF524],EDI = "ZAMBIA"
006061C1  |> 393D 28F59C00  CMP DWORD PTR DS:[9CF528],EDI = "ZIMBABWE"
006061D6  |> 393D 2CF59C00  CMP DWORD PTR DS:[9CF52C],EDI = "AMERICAN_SAMOA"
006061EB  |> 393D 30F59C00  CMP DWORD PTR DS:[9CF530],EDI = "NEW_CALEDONIA"
00606200  |> 393D 34F59C00  CMP DWORD PTR DS:[9CF534],EDI = "BRITISH_VIRGIN_ISLANDS"
00606215  |> 393D 38F59C00  CMP DWORD PTR DS:[9CF538],EDI = "TURKS_AND_CAICOS_ISLANDS"
0060622A  |> 393D 3CF59C00  CMP DWORD PTR DS:[9CF53C],EDI = "US_VIRGIN_ISLANDS"
0060623F  |> 393D 40F59C00  CMP DWORD PTR DS:[9CF540],EDI = "ANGUILLA"
00606254  |> 393D 44F59C00  CMP DWORD PTR DS:[9CF544],EDI = "MONTSERRAT"
```

The important bit it the '[9CF544],EDI = "MONTSERRAT"' section. Every reference in Olly to 9CF544 relates to Montserrat.

Interesting, if you go to this location there's nothing there - this is because the game sets the value at this location at run time based on the name of the country - which is why the game can't handle countries being renamed.

LIST OF NATIONS

Code:

```
00605144  |> 393D 00F29C00  CMP DWORD PTR DS:[9CF200],EDI = "AFGHANISTAN"
00605159  |> 393D 04F29C00  CMP DWORD PTR DS:[9CF204],EDI = "ALBANIA"
0060516E  |> 393D 08F29C00  CMP DWORD PTR DS:[9CF208],EDI = "ALGERIA"
00605183  |> 393D 0CF29C00  CMP DWORD PTR DS:[9CF20C],EDI = "ANDORRA"
00605198  |> 393D 10F29C00  CMP DWORD PTR DS:[9CF210],EDI = "ANGOLA"
006051AD  |> 393D 14F29C00  CMP DWORD PTR DS:[9CF214],EDI = "ANTIGUA___BARBUDA"
006051C2  |> 393D 18F29C00  CMP DWORD PTR DS:[9CF218],EDI = "ARGENTINA"
006051D7  |> 393D 1CF29C00  CMP DWORD PTR DS:[9CF21C],EDI = "ARMENIA"
006051EC  |> 393D 20F29C00  CMP DWORD PTR DS:[9CF220],EDI = "ARUBA"
00605201  |> 393D 24F29C00  CMP DWORD PTR DS:[9CF224],EDI = "AUSTRALIA"
00605216  |> 393D 28F29C00  CMP DWORD PTR DS:[9CF228],EDI = "AUSTRIA"
0060522B  |> 393D 2CF29C00  CMP DWORD PTR DS:[9CF22C],EDI = "AZERBAIJAN"
00605240  |> 393D 30F29C00  CMP DWORD PTR DS:[9CF230],EDI = "THE_BAHAMAS"
00605255  |> 393D 34F29C00  CMP DWORD PTR DS:[9CF234],EDI = "BAHRAIN"
0060526A  |> 393D 38F29C00  CMP DWORD PTR DS:[9CF238],EDI = "BANGLADESH"
0060527F  |> 393D 3CF29C00  CMP DWORD PTR DS:[9CF23C],EDI = "BARBADOS"
00605294  |> 393D 40F29C00  CMP DWORD PTR DS:[9CF240],EDI = "BELARUS"
006052A9  |> 393D 44F29C00  CMP DWORD PTR DS:[9CF244],EDI = "BELGIUM"
006052BE  |> 393D 48F29C00  CMP DWORD PTR DS:[9CF248],EDI = "BELIZE"
006052D3  |> 393D 4CF29C00  CMP DWORD PTR DS:[9CF24C],EDI = "BENIN"
006052E8  |> 393D 50F29C00  CMP DWORD PTR DS:[9CF250],EDI = "BERMUDA"
006052FD  |> 393D 54F29C00  CMP DWORD PTR DS:[9CF254],EDI = "BOLIVIA"
00605312  |> 393D 58F29C00  CMP DWORD PTR DS:[9CF258],EDI = "BOSNIA_HERZEGOVINA"
00605327  |> 393D 5CF29C00  CMP DWORD PTR DS:[9CF25C],EDI = "BOTSWANA"
0060533C  |> 393D 60F29C00  CMP DWORD PTR DS:[9CF260],EDI = "BRAZIL"
00605351  |> 393D 64F29C00  CMP DWORD PTR DS:[9CF264],EDI = "BRUNEI_DARUSSALAM"
00605366  |> 393D 68F29C00  CMP DWORD PTR DS:[9CF268],EDI = "BULGARIA"
0060537B  |> 393D 6CF29C00  CMP DWORD PTR DS:[9CF26C],EDI = "BURKINO_FASO"
00605390  |> 393D 74F29C00  CMP DWORD PTR DS:[9CF270],EDI = "BURUNDI"
006053A5  |> 393D 78F29C00  CMP DWORD PTR DS:[9CF278],EDI = "COMMONWEALTH_OF_SOVIET_STATES"
006053BA  |> 393D 7CF29C00  CMP DWORD PTR DS:[9CF27C],EDI = "CAMEROON"
006053CF  |> 393D 80F29C00  CMP DWORD PTR DS:[9CF280],EDI = "CANADA"
006053E4  |> 393D 84F29C00  CMP DWORD PTR DS:[9CF284],EDI = "CAPE_VERDE_ISLANDS"
006053F9  |> 393D 88F29C00  CMP DWORD PTR DS:[9CF288],EDI = "CAYMAN_ISLANDS"
0060540E  |> 393D 8CF29C00  CMP DWORD PTR DS:[9CF28C],EDI = "CENTRAL_AFRICAN_REPUBLIC"
00605423  |> 393D 90F29C00  CMP DWORD PTR DS:[9CF290],EDI = "CHAD"
00605438  |> 393D 94F29C00  CMP DWORD PTR DS:[9CF294],EDI = "CHILE"
0060544D  |> 393D 98F29C00  CMP DWORD PTR DS:[9CF298],EDI = "CHINA"
00605462  |> 393D 9CF29C00  CMP DWORD PTR DS:[9CF29C],EDI = "COLOMBIA"
00605477  |> 393D A0F29C00  CMP DWORD PTR DS:[9CF2A0],EDI = "THE_CONGO"
0060548C  |> 393D A4F29C00  CMP DWORD PTR DS:[9CF2A4],EDI = "COOK_ISLANDS"
006054A1  |> 393D A8F29C00  CMP DWORD PTR DS:[9CF2A8],EDI = "COSTA_RICA"
006054B6  |> 393D ACF29C00  CMP DWORD PTR DS:[9CF2AC],EDI = "CROATIA"
006054CB  |> 393D B0F29C00  CMP DWORD PTR DS:[9CF2B0],EDI = "CUBA"
006054E0  |> 393D B4F29C00  CMP DWORD PTR DS:[9CF2B4],EDI = "CYPRUS"
006054F5  |> 393D B8F29C00  CMP DWORD PTR DS:[9CF2B8],EDI = "CZECH_REPUBLIC"
0060550A  |> 393D BCF29C00  CMP DWORD PTR DS:[9CF2BC],EDI = "CZECHOSLOVAKIA"
0060551F  |> 393D C0F29C00  CMP DWORD PTR DS:[9CF2C0],EDI = "DENMARK"
00605534  |> 393D C4F29C00  CMP DWORD PTR DS:[9CF2C4],EDI = "DJIBOUTI"
00605549  |> 393D C8F29C00  CMP DWORD PTR DS:[9CF2C8],EDI = "DOMINICA"
0060555E  |> 393D CCF29C00  CMP DWORD PTR DS:[9CF2CC],EDI = "DOMINICAN_REPUBLIC"
00605573  |> 393D D0F29C00  CMP DWORD PTR DS:[9CF2D0],EDI = "EAST_GERMANY"
00605588  |> 393D D4F29C00  CMP DWORD PTR DS:[9CF2D4],EDI = "ECUADOR"
0060559D  |> 393D D8F29C00  CMP DWORD PTR DS:[9CF2D8],EDI = "EGYPT"
006055B2  |> 393D DCF29C00  CMP DWORD PTR DS:[9CF2DC],EDI = "REPUBLIC_OF_IRELAND"
006055C7  |> 393D E0F29C00  CMP DWORD PTR DS:[9CF2E0],EDI = "EL_SALVADOR"
006055DC  |> 393D E4F29C00  CMP DWORD PTR DS:[9CF2E4],EDI = "ENGLAND",
006055F1  |> 393D E8F29C00  CMP DWORD PTR DS:[9CF2E8],EDI = "EQUATORIAL_GUINEA"
00605606  |> 393D ECF29C00  CMP DWORD PTR DS:[9CF2EC],EDI = "ESTONIA"
0060561B  |> 393D F0F29C00  CMP DWORD PTR DS:[9CF2F0],EDI = "ETHIOPIA"
00605630  |> 393D F4F29C00  CMP DWORD PTR DS:[9CF2F4],EDI = "FAROE_ISLANDS"
00605645  |> 393D F8F29C00  CMP DWORD PTR DS:[9CF2F8],EDI = "FIJI"
0060565A  |> 393D FCF29C00  CMP DWORD PTR DS:[9CF2FC],EDI = "FINLAND"
0060566F  |> 393D 00F39C00  CMP DWORD PTR DS:[9CF300],EDI = "FRANCE"
00605684  |> 393D 04F39C00  CMP DWORD PTR DS:[9CF304],EDI = "FYR_OF_MACEDONIA"
00605699  |> 393D 08F39C00  CMP DWORD PTR DS:[9CF308],EDI = "GABON"
006056AE  |> 393D 0CF39C00  CMP DWORD PTR DS:[9CF30C],EDI = "THE_GAMBIA"
006056C3  |> 393D 10F39C00  CMP DWORD PTR DS:[9CF310],EDI = "GEORGIA"
006056D8  |> 393D 14F39C00  CMP DWORD PTR DS:[9CF314],EDI = "GERMANY"
006056ED  |> 393D 18F39C00  CMP DWORD PTR DS:[9CF318],EDI = "GHANA"
00605702  |> 393D 1CF39C00  CMP DWORD PTR DS:[9CF31C],EDI = "GREECE"
00605717  |> 393D 20F39C00  CMP DWORD PTR DS:[9CF320],EDI = "GRENADA"
0060572C  |> 393D 24F39C00  CMP DWORD PTR DS:[9CF324],EDI = "GUATEMALA"
00605741  |> 393D 28F39C00  CMP DWORD PTR DS:[9CF328],EDI = "GUINEA"
00605756  |> 393D 2CF39C00  CMP DWORD PTR DS:[9CF32C],EDI = "GUINEA_BISSAU"
0060576B  |> 393D 30F39C00  CMP DWORD PTR DS:[9CF330],EDI = "GUYANA"
00605780  |> 393D 34F39C00  CMP DWORD PTR DS:[9CF334],EDI = "HAITI"
00605795  |> 393D 38F39C00  CMP DWORD PTR DS:[9CF338],EDI = "HOLLAND"
006057AA  |> 393D 3CF39C00  CMP DWORD PTR DS:[9CF33C],EDI = "HONDURAS"
006057BF  |> 393D 40F39C00  CMP DWORD PTR DS:[9CF340],EDI = "HONG_KONG"
006057D4  |> 393D 44F39C00  CMP DWORD PTR DS:[9CF344],EDI = "HUNGARY"
006057E9  |> 393D 48F39C00  CMP DWORD PTR DS:[9CF348],EDI = "ICELAND"
006057FE  |> 393D 4CF39C00  CMP DWORD PTR DS:[9CF34C],EDI = "INDIA"
00605813  |> 393D 50F39C00  CMP DWORD PTR DS:[9CF350],EDI = "INDONESIA"
00605828  |> 393D 54F39C00  CMP DWORD PTR DS:[9CF354],EDI = "IRAN"
0060583D  |> 393D 58F39C00  CMP DWORD PTR DS:[9CF358],EDI = "IRAQ"
00605852  |> 393D 5CF39C00  CMP DWORD PTR DS:[9CF35C],EDI = "ISRAEL"
00605867  |> 393D 60F39C00  CMP DWORD PTR DS:[9CF360],EDI = "ITALY"
0060587C  |> 393D 64F39C00  CMP DWORD PTR DS:[9CF364],EDI = "IVORY_COAST"
00605891  |> 393D 68F39C00  CMP DWORD PTR DS:[9CF368],EDI = "JAMAICA"
006058A6  |> 393D 6CF39C00  CMP DWORD PTR DS:[9CF36C],EDI = "JAPAN"
006058BB  |> 393D 70F39C00  CMP DWORD PTR DS:[9CF370],EDI = "JORDAN"
006058D0  |> 393D 74F39C00  CMP DWORD PTR DS:[9CF374],EDI = "KAMPUCHEA"
006058E5  |> 393D 78F39C00  CMP DWORD PTR DS:[9CF378],EDI = "KAZAKHSTAN"
006058FA  |> 393D 7CF39C00  CMP DWORD PTR DS:[9CF37C],EDI = "KENYA"
0060590F  |> 393D 80F39C00  CMP DWORD PTR DS:[9CF380],EDI = "KUWAIT"
00605924  |> 393D 84F39C00  CMP DWORD PTR DS:[9CF384],EDI = "KYRGYZSTAN"
00605939  |> 393D 88F39C00  CMP DWORD PTR DS:[9CF388],EDI = "LAOS"
```

```
00605940  |> 393D 8CF39C00   CMP DWORD PTR DS:[9CF38C],EDI = "LATVIA"
00605963  |> 393D 90F39C00   CMP DWORD PTR DS:[9CF390],EDI = "LEBANON"
00605978  |> 393D 94F39C00   CMP DWORD PTR DS:[9CF394],EDI = "LESOTHO"
0060598D  |> 393D 98F39C00   CMP DWORD PTR DS:[9CF398],EDI = "LIBERIA"
006059A2  |> 393D 9CF39C00   CMP DWORD PTR DS:[9CF39C],EDI = "LIBYA"
006059B7  |> 393D A0F39C00   CMP DWORD PTR DS:[9CF3A0],EDI = "LIECHTENSTEIN"
006059CC  |> 393D A4F39C00   CMP DWORD PTR DS:[9CF3A4],EDI = "LITHUANIA"
006059E1  |> 393D A8F39C00   CMP DWORD PTR DS:[9CF3A8],EDI = "LUXEMBOURG"
006059F6  |> 393D ACF39C00   CMP DWORD PTR DS:[9CF3AC],EDI = "MACAU"
00605A0B  |> 393D B0F39C00   CMP DWORD PTR DS:[9CF3B0],EDI = "MADAGASCAR"
00605A20  |> 393D B4F39C00   CMP DWORD PTR DS:[9CF3B4],EDI = "MALAWI"
00605A35  |> 393D B8F39C00   CMP DWORD PTR DS:[9CF3B8],EDI = "MALAYSIA"
00605A4A  |> 393D BCF39C00   CMP DWORD PTR DS:[9CF3BC],EDI = "MALDIVES"
00605A5F  |> 393D C0F39C00   CMP DWORD PTR DS:[9CF3C0],EDI = "MALI"
00605A74  |> 393D C4F39C00   CMP DWORD PTR DS:[9CF3C4],EDI = "MALTA"
00605A89  |> 393D C8F39C00   CMP DWORD PTR DS:[9CF3C8],EDI = "MAURITANIA"
00605A9E  |> 393D CCF39C00   CMP DWORD PTR DS:[9CF3CC],EDI = "MAURITIUS"
00605AB3  |> 393D D0F39C00   CMP DWORD PTR DS:[9CF3D0],EDI = "MEXICO"
00605AC8  |> 393D D4F39C00   CMP DWORD PTR DS:[9CF3D4],EDI = "MOLDOVA"
00605ADD  |> 393D D8F39C00   CMP DWORD PTR DS:[9CF3D8],EDI = "MOROCCO"
00605AF2  |> 393D DCF39C00   CMP DWORD PTR DS:[9CF3DC],EDI = "MOZAMBIQUE"
00605B07  |> 393D E0F39C00   CMP DWORD PTR DS:[9CF3E0],EDI = "MYANMAR"
00605B1C  |> 393D E4F39C00   CMP DWORD PTR DS:[9CF3E4],EDI = "NORTHERN_IRELAND"
00605B31  |> 393D E8F39C00   CMP DWORD PTR DS:[9CF3E8],EDI = "NAMIBIA"
00605B46  |> 393D ECF39C00   CMP DWORD PTR DS:[9CF3EC],EDI = "NEPAL"
00605B5B  |> 393D F0F39C00   CMP DWORD PTR DS:[9CF3F0],EDI = "NETHERLANDS_ANTILLES"
00605B70  |> 393D F4F39C00   CMP DWORD PTR DS:[9CF3F4],EDI = "NEW_ZEALAND"
00605B85  |> 393D F8F39C00   CMP DWORD PTR DS:[9CF3F8],EDI = "NICARAGUA"
00605B9A  |> 393D FCF39C00   CMP DWORD PTR DS:[9CF3FC],EDI = "NIGER"
00605BAF  |> 393D 00F49C00   CMP DWORD PTR DS:[9CF400],EDI = "NIGERIA"
00605BC4  |> 393D 04F49C00   CMP DWORD PTR DS:[9CF404],EDI = "NORTH_KOREA"
00605BD9  |> 393D 08F49C00   CMP DWORD PTR DS:[9CF408],EDI = "NORWAY"
00605BEE  |> 393D 0CF49C00   CMP DWORD PTR DS:[9CF40C],EDI = "OMAN"
00605C03  |> 393D 10F49C00   CMP DWORD PTR DS:[9CF410],EDI = "PAKISTAN"
00605C18  |> 393D 14F49C00   CMP DWORD PTR DS:[9CF414],EDI = "PALESTINE"
00605C2D  |> 393D 18F49C00   CMP DWORD PTR DS:[9CF418],EDI = "PANAMA"
00605C42  |> 393D 1CF49C00   CMP DWORD PTR DS:[9CF41C],EDI = "PAPUA_NEW_GUINEA"
00605C57  |> 393D 20F49C00   CMP DWORD PTR DS:[9CF420],EDI = "PARAGUAY"
00605C6C  |> 393D 24F49C00   CMP DWORD PTR DS:[9CF424],EDI = "PAYS_BASQUE"
00605C81  |> 393D 28F49C00   CMP DWORD PTR DS:[9CF428],EDI = "PERU"
00605C96  |> 393D 2CF49C00   CMP DWORD PTR DS:[9CF42C],EDI = "THE_PHILIPPINES"
00605CAB  |> 393D 30F49C00   CMP DWORD PTR DS:[9CF430],EDI = "POLAND"
00605CC0  |> 393D 34F49C00   CMP DWORD PTR DS:[9CF434],EDI = "PORTUGAL"
00605CD5  |> 393D 38F49C00   CMP DWORD PTR DS:[9CF438],EDI = "PUERTO_RICO"
00605CEA  |> 393D 3CF49C00   CMP DWORD PTR DS:[9CF43C],EDI = "QATAR"
00605CFF  |> 393D 40F49C00   CMP DWORD PTR DS:[9CF440],EDI = "DEMOCRATIC_REPUBLIC_OF_CONGO"
00605D14  |> 393D 44F49C00   CMP DWORD PTR DS:[9CF444],EDI = "ROMANIA"
00605D29  |> 393D 48F49C00   CMP DWORD PTR DS:[9CF448],EDI = "RUSSIA"
00605D3E  |> 393D 4CF49C00   CMP DWORD PTR DS:[9CF44C],EDI = "RWANDA"
00605D53  |> 393D 50F49C00   CMP DWORD PTR DS:[9CF450],EDI = "SAN_MARINO"
00605D68  |> 393D 54F49C00   CMP DWORD PTR DS:[9CF454],EDI = "SAO_TOME___PRINCIPE"
00605D7D  |> 393D 58F49C00   CMP DWORD PTR DS:[9CF458],EDI = "SAUDI_ARABIA"
00605D92  |> 393D 5CF49C00   CMP DWORD PTR DS:[9CF45C],EDI = "SCOTLAND"
00605DA7  |> 393D 60F49C00   CMP DWORD PTR DS:[9CF460],EDI = "SENEGAL"
00605DBC  |> 393D 64F49C00   CMP DWORD PTR DS:[9CF464],EDI = "SEYCHELLES"
00605DD1  |> 393D 68F49C00   CMP DWORD PTR DS:[9CF468],EDI = "SIERRA_LEONE"
00605DE6  |> 393D 6CF49C00   CMP DWORD PTR DS:[9CF46C],EDI = "SINGAPORE"
00605DFB  |> 393D 70F49C00   CMP DWORD PTR DS:[9CF470],EDI = "SLOVAKIA"
00605E10  |> 393D 74F49C00   CMP DWORD PTR DS:[9CF474],EDI = "SLOVENIA"
00605E25  |> 393D 78F49C00   CMP DWORD PTR DS:[9CF478],EDI = "SOLOMON_ISLANDS"
00605E3A  |> 393D 7CF49C00   CMP DWORD PTR DS:[9CF47C],EDI = "SOMALIA"
00605E4F  |> 393D 80F49C00   CMP DWORD PTR DS:[9CF480],EDI = "SOUTH_AFRICA"
00605E64  |> 393D 84F49C00   CMP DWORD PTR DS:[9CF484],EDI = "SOUTH_KOREA"
00605E79  |> 393D 88F49C00   CMP DWORD PTR DS:[9CF488],EDI = "SPAIN"
00605E8E  |> 393D 8CF49C00   CMP DWORD PTR DS:[9CF48C],EDI = "SRI_LANKA"
00605EA3  |> 393D 90F49C00   CMP DWORD PTR DS:[9CF490],EDI = "ST_KITTS___NEVIS"
00605EB8  |> 393D 94F49C00   CMP DWORD PTR DS:[9CF494],EDI = "SAINT_LUCIA"
00605ECD  |> 393D 98F49C00   CMP DWORD PTR DS:[9CF498],EDI = "ST_VINCENT___THE_GRENADINES"
00605EE2  |> 393D 9CF49C00   CMP DWORD PTR DS:[9CF49C],EDI = "SUDAN"
00605EF7  |> 393D A0F49C00   CMP DWORD PTR DS:[9CF4A0],EDI = "SURINAM"
00605F0C  |> 393D A4F49C00   CMP DWORD PTR DS:[9CF4A4],EDI = "SWAZILAND"
00605F21  |> 393D A8F49C00   CMP DWORD PTR DS:[9CF4A8],EDI = "SWEDEN"
00605F36  |> 393D ACF49C00   CMP DWORD PTR DS:[9CF4AC],EDI = "SWITZERLAND"
00605F4B  |> 393D B0F49C00   CMP DWORD PTR DS:[9CF4B0],EDI = "SYRIA"
00605F60  |> 393D B4F49C00   CMP DWORD PTR DS:[9CF4B4],EDI = "TAHITI"
00605F75  |> 393D B8F49C00   CMP DWORD PTR DS:[9CF4B8],EDI = "TAIWAN"
00605F8A  |> 393D BCF49C00   CMP DWORD PTR DS:[9CF4BC],EDI = "TAJIKISTAN"
00605F9F  |> 393D C0F49C00   CMP DWORD PTR DS:[9CF4C0],EDI = "TANZANIA"
00605FB4  |> 393D C4F49C00   CMP DWORD PTR DS:[9CF4C4],EDI = "THAILAND"
00605FC9  |> 393D C8F49C00   CMP DWORD PTR DS:[9CF4C8],EDI = "TIMOR"
00605FDE  |> 393D CCF49C00   CMP DWORD PTR DS:[9CF4CC],EDI = "TOGO"
00605FF3  |> 393D D0F49C00   CMP DWORD PTR DS:[9CF4D0],EDI = "TONGA"
00606008  |> 393D D4F49C00   CMP DWORD PTR DS:[9CF4D4],EDI = "TRINIDAD___TOBAGO"
0060601D  |> 393D D8F49C00   CMP DWORD PTR DS:[9CF4D8],EDI = "TUNISIA"
00606032  |> 393D DCF49C00   CMP DWORD PTR DS:[9CF4DC],EDI = "TURKEY"
00606047  |> 393D E0F49C00   CMP DWORD PTR DS:[9CF4E0],EDI = "TURKMENISTAN"
0060605C  |> 393D E4F49C00   CMP DWORD PTR DS:[9CF4E4],EDI = "UNITED_ARAB_EMIRATES"
00606071  |> 393D E8F49C00   CMP DWORD PTR DS:[9CF4E8],EDI = "SOVIET_UNION"
00606086  |> 393D ECF49C00   CMP DWORD PTR DS:[9CF4EC],EDI = "UGANDA"
0060609B  |> 393D F0F49C00   CMP DWORD PTR DS:[9CF4F0],EDI = "UKRAINE"
006060B0  |> 393D F4F49C00   CMP DWORD PTR DS:[9CF4F4],EDI = "URUGUAY"
006060C5  |> 393D F8F49C00   CMP DWORD PTR DS:[9CF4F8],EDI = "UNITED_STATES"
006060DA  |> 393D FCF49C00   CMP DWORD PTR DS:[9CF4FC],EDI = "UZBEKISTAN"
006060EF  |> 393D 00F59C00   CMP DWORD PTR DS:[9CF500],EDI = "VANUATU"
00606104  |> 393D 04F59C00   CMP DWORD PTR DS:[9CF504],EDI = "VENEZUELA"
00606119  |> 393D 08F59C00   CMP DWORD PTR DS:[9CF508],EDI = "VIETNAM"
0060612E  |> 393D 0CF59C00   CMP DWORD PTR DS:[9CF50C],EDI = "WEST_GERMANY"
00606143  |> 393D 10F59C00   CMP DWORD PTR DS:[9CF510],EDI = "WALES"
00606158  |> 393D 14F59C00   CMP DWORD PTR DS:[9CF514],EDI = "WESTERN_SAMOA"
0060616D  |> 393D 18F59C00   CMP DWORD PTR DS:[9CF518],EDI = "YEMEN"
00606182  |> 393D 1CF59C00   CMP DWORD PTR DS:[9CF51C],EDI = "YUGOSLAVIA"
00606197  |> 393D 20F59C00   CMP DWORD PTR DS:[9CF520],EDI = "ZAIRE"
006061AC  |> 393D 24F59C00   CMP DWORD PTR DS:[9CF524],EDI = "ZAMBIA"
006061C1  |> 393D 28F59C00   CMP DWORD PTR DS:[9CF528],EDI = "ZIMBABWE"
006061D6  |> 393D 2CF59C00   CMP DWORD PTR DS:[9CF52C],EDI = "AMERICAN_SAMOA"
006061EB  |> 393D 30F59C00   CMP DWORD PTR DS:[9CF530],EDI = "NEW_CALEDONIA"
00606200  |> 393D 34F59C00   CMP DWORD PTR DS:[9CF534],EDI = "BRITISH_VIRGIN_ISLANDS"
```

```
00606215  |> 393D 38F59C00  CMP DWORD PTR DS:[9CF538],EDI = "TURKS_AND_CAICOS_ISLANDS"
0060622A  |> 393D 3CF59C00  CMP DWORD PTR DS:[9CF53C],EDI = "US_VIRGIN_ISLANDS"
0060623F  |> 393D 40F59C00  CMP DWORD PTR DS:[9CF540],EDI = "ANGUILLA"
00606254  |> 393D 44F59C00  CMP DWORD PTR DS:[9CF544],EDI = "MONTSERRAT"
```

The important bit it the '[9CF544],EDI = "MONTSERRAT"' section. Every reference in Olly to 9CF544 relates to Montserrat.

Interesting, if you go to this location there's nothing there - this is because the game sets the value at this location at run time based on the name of the country - which is why the game can't handle countries being renamed.

JohnLocke

The code that deals with the basque-only restriction:

Code:

```
0053D7EF   90            NOP
0053D7F0  /$ 8B4C24 04    MOV ECX,DWORD PTR SS:[ESP+4]
0053D7F4  |. 85C9         TEST ECX,ECX
0053D7F6  |. 0F84 F9000000 JE cm0102.0053D8F5
0053D7FC  |. 8B41 53       MOV EAX,DWORD PTR DS:[ECX+53] = (83, get nation id of club)
0053D7FF  |. 85C0          TEST EAX,EAX              check if it is -1 (none), I think.
0053D801  |. 0F84 EE000000 JE cm0102.0053D8F5
0053D807  |. 8B00          MOV EAX,DWORD PTR DS:[EAX]   get the id of the club
0053D809  |. 8B15 88F49C00 MOV EDX,DWORD PTR DS:[9CF488] = Spain
0053D80F  |. 3BC2          CMP EAX,EDX                    tests if club is spanish
0053D811  |. 0F85 DE000000 JNZ cm0102.0053D8F5            skip next section if not spanish
0053D817  |. 8B01          MOV EAX,DWORD PTR DS:[ECX]
0053D819  |. 8B0D 20019D00 MOV ECX,DWORD PTR DS:[9D0120] = Athletic Bilbao
0053D81F  |. 3BC1          CMP EAX,ECX
0053D821  |. 0F84 C8000000 JE cm0102.0053D8EF
0053D827  |. 3B05 34019D00 CMP EAX,DWORD PTR DS:[9D0134] = Athletic Bilbao B
0053D82D  |. 0F84 BC000000 JE cm0102.0053D8EF
0053D833  |. 3B05 E4029D00 CMP EAX,DWORD PTR DS:[9D02E4] = SD Eibar
0053D839  |. 0F84 B0000000 JE cm0102.0053D8EF
0053D83F  |. 3B05 E8029D00 CMP EAX,DWORD PTR DS:[9D02E8] = Amurrio CF
0053D845  |. 0F84 A4000000 JE cm0102.0053D8EF
0053D84B  |. 3B05 EC029D00 CMP EAX,DWORD PTR DS:[9D02EC] = CD Aurrera Vitoria
0053D851  |. 0F84 98000000 JE cm0102.0053D8EF
0053D857  |. 3B05 F0029D00 CMP EAX,DWORD PTR DS:[9D02F0] = Barakaldo
0053D85D  |. 0F84 8C000000 JE cm0102.0053D8EF
0053D863  |. 3B05 F4029D00 CMP EAX,DWORD PTR DS:[9D02F4] = SD Beasain
0053D869  |. 0F84 80000000 JE cm0102.0053D8EF
0053D86F  |. 3B05 F8029D00 CMP EAX,DWORD PTR DS:[9D02F8] = Berneo Club
0053D875  |. 74 78         JE SHORT cm0102.0053D8EF
0053D877  |. 3B05 FC029D00 CMP EAX,DWORD PTR DS:[9D02FC] = Gernika Club
0053D87D  |. 74 70         JE SHORT cm0102.0053D8EF
0053D87F  |. 3B05 04039D00 CMP EAX,DWORD PTR DS:[9D0304] = SD Lemona
0053D885  |. 74 68         JE SHORT cm0102.0053D8EF
0053D887  |. 3B05 08039D00 CMP EAX,DWORD PTR DS:[9D0308] = Elgoibar CD
0053D88D  |. 74 60         JE SHORT cm0102.0053D8EF
0053D88F  |. 3B05 0C039D00 CMP EAX,DWORD PTR DS:[9D030C] = Hernani CD
0053D895  |. 74 58         JE SHORT cm0102.0053D8EF
0053D897  |. 3B05 10039D00 CMP EAX,DWORD PTR DS:[9D0310] = Zalla UC
0053D89D  |. 74 50         JE SHORT cm0102.0053D8EF
0053D89F  |. 3B05 14039D00 CMP EAX,DWORD PTR DS:[9D0314] = Cultural Durango
0053D8A5  |. 74 48         JE SHORT cm0102.0053D8EF
0053D8A7  |. 3B05 18039D00 CMP EAX,DWORD PTR DS:[9D0318] = SD Amorebieta
0053D8AD  |. 74 40         JE SHORT cm0102.0053D8EF
0053D8AF  |. 3B05 1C039D00 CMP EAX,DWORD PTR DS:[9D031C] = Arenas Getxo Bilbao
0053D8B5  |. 74 38         JE SHORT cm0102.0053D8EF
0053D8B7  |. 3B05 20039D00 CMP EAX,DWORD PTR DS:[9D0320] = Aurrera Ondarroa CD
0053D8BD  |. 74 30         JE SHORT cm0102.0053D8EF
0053D8BF  |. 3B05 24039D00 CMP EAX,DWORD PTR DS:[9D0324] = Baskonia CD
0053D8C5  |. 74 28         JE SHORT cm0102.0053D8EF
0053D8C7  |. 3B05 28039D00 CMP EAX,DWORD PTR DS:[9D0328] = SD Eibar B
0053D8CD  |. 74 20         JE SHORT cm0102.0053D8EF
0053D8CF  |. 3B05 2C039D00 CMP EAX,DWORD PTR DS:[9D032C] = San Pedro UD
0053D8D5  |. 74 18         JE SHORT cm0102.0053D8EF
0053D8D7  |. 3B05 30039D00 CMP EAX,DWORD PTR DS:[9D0330] = Santurtzi CD
0053D8DD  |. 74 10         JE SHORT cm0102.0053D8EF
0053D8DF  |. 3B05 34039D00 CMP EAX,DWORD PTR DS:[9D0334] = Sestto River Club
0053D8E5  |. 74 08         JE SHORT cm0102.0053D8EF
0053D8E7  |. 3B05 38039D00 CMP EAX,DWORD PTR DS:[9D0338] = Tolosa CF
0053D8ED  |. 75 06         JNZ SHORT cm0102.0053D8F5
0053D8EF  |> B8 01000000   MOV EAX,1
0053D8F4  |. C3            RETN
0053D8F5  |> 33C0          XOR EAX,EAX
0053D8F7  \. C3            RETN
```

I have discovered a new way of understanding the code during decoding the section.

MOV EAX,DWORD PTR DS:[ECX+53] would previously have been a bit of a mystery but I now know that it is accessing the value 83 (53 in hex) bytes into a club - which is the field 'nation id'. I'll post some more examples of this that should help improve our understanding of the code.

JohnLocke

FREE

JohnLocke

This block of code relates to the league selection screen.

Code:

```
CPU Disasm
Address    Hex dump           Command                                    Comments
00669F50   /$  8B4C24 04      MOV ECX,DWORD PTR SS:[ARG.1]                ; jlpatched.00669F50(guessed
Arg1,Arg2,Arg3)
00669F54   |.  81EC 00020000  SUB ESP,200
00669F5A   |.  85C9           TEST ECX,ECX
00669F5C   |.  74 78          JE SHORT 00669FD6
00669F5E   |.  8B8424 08020000 MOV EAX,DWORD PTR SS:[ARG.2]
00669F65   |.  85C0           TEST EAX,EAX
00669F67   |.  74 76          JE SHORT 00669FDF
00669F69   |.  83BC24 0C020000 1 CMP DWORD PTR SS:[ARG.3],14
00669F71   |.  7D 6C          JGE SHORT 00669FDF
00669F73   |.  8D4424 00      LEA EAX,[LOCAL.127]
00669F77   |.  8D8C24 00010000 LEA ECX,[LOCAL.63]
00669F7E   |.  50             PUSH EAX                                   ; /Arg5 => OFFSET LOCAL.127
00669F7F   |.  51             PUSH ECX                                   ; |Arg4 => OFFSET LOCAL.63
00669F80   |.  6A 00          PUSH 0                                     ; |Arg3 = 0
00669F82   |.  6A 00          PUSH 0                                     ; |Arg2 = 0
00669F84   |.  68 F4AF9E00    PUSH OFFSET 009EAFF4                       ; |Arg1 = ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\key_nation.cpp"
00669F89   |.  E8 71AD2D00    CALL 00944CFF                              ; \jlpatched.00944CFF
00669F8E   |.  83C4 14        ADD ESP,14
00669F91   |.  8D5424 00      LEA EDX,[LOCAL.127]
00669F95   |.  8D8424 00010000 LEA EAX,[LOCAL.63]
00669F9C   |.  68 A1040000    PUSH 4A1
00669FA1   |.  52             PUSH EDX
00669FA2   |.  50             PUSH EAX
00669FA3   |.  E8 88312A00    CALL 0090D130
00669FA8   |.  50             PUSH EAX
00669FA9   |.  68 E7709800    PUSH OFFSET 009870E8                       ; ASCII "v%s %s.%s %d"
00669FAE   |.  68 D024AE00    PUSH OFFSET 00AE24D0
00669FB3   |.  E8 E7AC2D00    CALL 00944C9F
00669FB8   |.  6A 00          PUSH 0
00669FBA   |.  68 D024AE00    PUSH OFFSET 00AE24D0
00669FBF   |.  68 E0709800    PUSH OFFSET 009870E0                       ; ASCII "Error"
00669FC4   |.  E8 C7E2F7FF    CALL 005E8290
00669FC9   |.  83C4 24        ADD ESP,24
00669FCC   |.  C705 347AB600 000 MOV DWORD PTR DS:[0B67A34],0
00669FD6   |>  33C0           XOR EAX,EAX
00669FD8   |.  81C4 00020000  ADD ESP,200
00669FDE   |.  C3             RETN
00669FDF   |>  8B09           MOV ECX,DWORD PTR DS:[ECX]
00669FE1   |.  8B15 E4F29C00  MOV EDX,DWORD PTR DS:[9CF2E4]
00669FE7   |.  3BCA           CMP ECX,EDX
00669FE9   |.  75 27          JNE SHORT 0066A012
00669FEB   |.  85C0           TEST EAX,EAX
00669FED   |.  0F84 BB000000  JE 0066A0AE
00669FF3   |.  68 649CAD00    PUSH OFFSET 00AD9C64
00669FF8   |.  68 78B09E00    PUSH OFFSET 009EB078                       ; ASCII "Conference Division<%s - COMMENT
- English Conference>"
00669FFD   |.  50             PUSH EAX
00669FFE   |.  E8 DD540000    CALL 0066F4E0
0066A003   |.  83C4 0C        ADD ESP,0C
0066A006   |.  B8 01000000    MOV EAX,1
0066A00B   |.  81C4 00020000  ADD ESP,200
0066A011   |.  C3             RETN
0066A012   |>  3B0D 14F39C00  CMP ECX,DWORD PTR DS:[9CF314]
0066A018   |.  75 22          JNE SHORT 0066A03C
0066A01A   |.  85C0           TEST EAX,EAX
0066A01C   |.  0F84 8C000000  JE 0066A0AE
0066A022   |.  68 64B09E00    PUSH OFFSET 009EB064                       ; ASCII "Regional Divisions"
0066A027   |.  50             PUSH EAX
0066A028   |.  E8 B3540000    CALL 0066F4E0
0066A02D   |.  83C4 08        ADD ESP,8
0066A030   |.  B8 01000000    MOV EAX,1
0066A035   |.  81C4 00020000  ADD ESP,200
0066A03B   |.  C3             RETN
0066A03C   |>  3B0D 60F39C00  CMP ECX,DWORD PTR DS:[9CF360]
0066A042   |.  EB 1E          JMP SHORT 0066A062
0066A044   |.  85C0           TEST EAX,EAX
0066A046   |.  74 66          JE SHORT 0066A0AE
0066A048   |.  68 50B09E00    PUSH OFFSET 009EB050                       ; ASCII "Serie C2 A, B, C"
0066A04D   |.  50             PUSH EAX
0066A04E   |.  E8 8D540000    CALL 0066F4E0
0066A053   |.  83C4 08        ADD ESP,8
0066A056   |.  B8 01000000    MOV EAX,1
0066A05B   |.  81C4 00020000  ADD ESP,200
0066A061   |.  C3             RETN
0066A062   |>  3B0D 34F49C00  CMP ECX,DWORD PTR DS:[9CF434]
0066A068   |.  74 08          JE SHORT 0066A072
0066A06A   |.  3B0D 88F49C00  CMP ECX,DWORD PTR DS:[9CF488]
0066A070   |.  75 1E          JNE SHORT 0066A090
0066A072   |>  85C0           TEST EAX,EAX
0066A074   |.  74 38          JE SHORT 0066A0AE
0066A076   |.  68 3CB09E00    PUSH OFFSET 009EB03C                       ; ASCII "Second Division B"
0066A07B   |.  50             PUSH EAX
0066A07C   |.  E8 5F540000    CALL 0066F4E0
0066A081   |.  83C4 08        ADD ESP,8
0066A084   |.  B8 01000000    MOV EAX,1
0066A089   |.  81C4 00020000  ADD ESP,200
0066A08F   |.  C3             RETN
0066A090   |>  3B0D A8F49C00  CMP ECX,DWORD PTR DS:[9CF4A8]
0066A096   |.^ 0F85 3AFFFFFF  JNE 00669FD6
0066A09C   |.  85C0           TEST EAX,EAX
0066A09E   |.  74 0E          JE SHORT 0066A0AE
0066A0A0   |.  68 2CB09E00    PUSH OFFSET 009EB02C                       ; ASCII "Second Division"
0066A0A5   |.  50             PUSH EAX
0066A0A6   |.  E8 35540000    CALL 0066F4E0
0066A0AB   |.  83C4 08        ADD ESP,8
0066A0AE   |>  B8 01000000    MOV EAX,1
0066A0B3   |.  81C4 00020000  ADD ESP,200
0066A0B9   \.  C3             RETN
```

3 lines above each of the lower division names is a JNE instruction; change these to JMP and the lower division selection is removed from the list.

The following lines refer to specific nations (i.e. those that have selectable lower leagues).

```
00669FE1 |. 8B15 E4F29C00 MOV EDX,DWORD PTR DS:[9CF2E4] = England
0066A012 |> 3B0D 14F39C00 CMP ECX,DWORD PTR DS:[9CF314] = Germany
0066A03C |> 3B0D 60F39C00 CMP ECX,DWORD PTR DS:[9CF360] = Italy
0066A062 |> 3B0D 34F49C00 CMP ECX,DWORD PTR DS:[9CF434] = Portugal
0066A06A |. 3B0D 88F49C00 CMP ECX,DWORD PTR DS:[9CF488] = Spain
0066A090 |> 3B0D A8F49C00 CMP ECX,DWORD PTR DS:[9CF4A8] = Sweden
```

JohnLocke　　　　　　　　　　　　　　　　　　　　　　　17-03-13, 03:59 PM

FREE

---

milo　　　　　　　　　　　　　　　　　　　　　　　　　　17-03-13, 04:01 PM

Quote:

> Originally Posted by **JohnLocke** »
>
> *Interesting, if you go to this location there's nothing there - this is because the game sets the value at this location at run time based on the name of the country - which is why the game can't handle countries being renamed.*

the game can't, but can you through olly?
i mean, if you change the name of a nation there, then will the game crash or not?

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 04:12 PM

Indeed nations can be renamed with Olly - as long as the name in Olly matches the data the game won't crash.

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 04:49 PM

00482CA9: JNE SHORT 00482D04

Change this to JMP and you won't be able to apply for jobs - you'd have to wait to be offered a job.

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 04:49 PM

free

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 05:41 PM

Quote:

> Originally Posted by **MarcoVanBast** »
>
> *Always wanted the 3 stars in team showed also when i controlling team - is it possible?*

Discovered this quite by chance - I spotted "%s*" @ 0x98e8dc. %s is always replaced at run time by text.

0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 05:41 PM

free

JohnLocke　　　　　　　　　　　　　　　　　　　　　　17-03-13, 06:55 PM

Code:

```
CPU Disasm
Address    Hex dump          Command                                    Comments
007BC4CD  |. 8B15 E4F29C00   MOV EDX,DWORD PTR DS:[9CF2E4]
007BC4D3  |. 8B01            MOV EAX,DWORD PTR DS:[ECX]
007BC4D5  |. 3BC2            CMP EAX,EDX
007BC4D7  |. 74 32           JE SHORT 007BC50B
007BC4D9  |. 3B05 10F59C00   CMP EAX,DWORD PTR DS:[9CF510]
007BC4DF  |. 74 2A           JE SHORT 007BC50B
007BC4E1  |. 3B05 5CF49C00   CMP EAX,DWORD PTR DS:[9CF45C]
007BC4E7  |. 74 22           JE SHORT 007BC50B
007BC4E9  |. 3B05 E4F39C00   CMP EAX,DWORD PTR DS:[9CF3E4]
007BC4EF  |. 74 1A           JE SHORT 007BC50B
007BC4F1  |. 6A 15           PUSH 15
007BC4F3  |. 8D9424 B40E0000 LEA EDX,[LOCAL.305]
```

```
007BC4FA  |.  68 C8000000       PUSH 0C8
007BC4FF  |.  52                 PUSH EDX
007BC500  |.  51                 PUSH ECX
007BC501  |.  E8 CABCE5FF        CALL 006181D0
007BC506  |.  83C4 10            ADD ESP,10
007BC509  |.  EB 1A              JMP SHORT 007BC525
007BC50B  |>  68 649CAD00        PUSH OFFSET 00AD9C64
007BC510  |.  8D8424 B40E0000    LEA EAX,[LOCAL.305]
007BC517  |.  68 AC12A700        PUSH OFFSET 00A712AC              ; ASCII "British<%s - COMMENT - type
of passport>"
007BC51C  |.  50                 PUSH EAX
007BC51D  |.  E8 BE2FEBFF        CALL 0066F4E0
007BC522  |.  83C4 0C            ADD ESP,0C
007BC525  |>  8D8C24 B00E0000    LEA ECX,[LOCAL.305]
007BC52C  |.  8D9424 200D0000    LEA EDX,[LOCAL.405]
007BC533  |.  51                 PUSH ECX
007BC534  |.  52                 PUSH EDX
007BC535  |.  6A 64              PUSH 64
007BC537  |.  6A 64              PUSH 64
007BC539  |.  68 2412A700        PUSH OFFSET 00A71224              ; ASCII "

<%s - player name eg Batistuta> would not require a work permit because he holds {an}<%s - nationality name eg
Italian>{} passport."
```

Not tested this but I think if the bold lines are changed to CMP EAX,-1 the game will stop referring to players having 'British' passports, i.e. the game could be made to report that a player holds a Scottish passport - which might come in handy in a few years time.

9CF2E4 = England
9CF510 = Wales
9CF45C = Scotland
9CF3E4 = Northern Ireland

JohnLocke   17-03-13, 06:55 PM

free

MarcoVanBast   17-03-13, 07:48 PM

JL not about offests but about coding question - how to change club id manually in staff.dat? Want to set "no club" id more than 0 so ur extractor will extract it without error "club id <0 (-1)"

MarcoVanBast   17-03-13, 07:51 PM

Quote:

Originally Posted by **JohnLocke** »

Discovered this quite by chance - I spotted "%s" @ 0x98e8dc. %s is always replaced at run time by text.*

0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.

JL, Del Piero is my first football-theme heroe, u are second :)

will try it soon :)

JohnLocke   17-03-13, 08:06 PM

Quote:

Originally Posted by **MarcoVanBast** »

JL not about offests but about coding question - how to change club id manually in staff.dat? Want to set "no club" id more than 0 so ur extractor will extract it without error "club id <0 (-1)"

Not possible, all club ids (in club.dat) run sequentially from 0. 'club id < 0' is basically saying 'that club does not exist'. A club id of -1 in staff.dat indicates a person is currently at 'No Club'.

MarcoVanBast   17-03-13, 08:54 PM

Okie :)

JL as u are in "Genious-mode" now, i will ask - any chance to make World Club Champ to playing EVERY year? I know competition editing is very hard, but after all your things done here, all is possible :)

JohnLocke   17-03-13, 08:57 PM

Golly is probably better placed to answer that, it probably is possible but I don't know how to do it.

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All times are GMT +1. The time now is **01:14 PM**.

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Offsets

Printable View

MarcoVanBast   17-03-13, 09:03 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> Discovered this quite by chance - I spotted "%s*" @ 0x98e8dc. %s is always replaced at run time by text.
>
> 0045B82C: JNE SHORT 0045B89F
>
> Replace this line with NOP NOP.

Works brilliant :)

JohnLocke   17-03-13, 09:08 PM

0053D7F0: MOV ECX,DWORD PTR SS:[ESP+4]
0053D7F4: TEST ECX,ECX

Change to:
0053D7F0: MOV EAX,1
0053D7F5: RETN

This will impose the basque-only restriction on every club, net result is that only a handful of transfers will happen.

The following changes the nationality that everyone is restricted to and changes it from Basque to -1; as nobody has -1 for a nationality (nationalities start at 0 for Afghanistan) no club will be able to sign anybody, not even free transfers. Clubs will only get the players that come through their youth team.

008CEBB5 A1 24F49C00 MOV EAX,DWORD PTR DS:[9CF424]

Change to:
008CEBB5 B8 FFFFFFFF MOV EAX,-1

Making this change will probably get really boring as I suspect lots of clubs will have squads full of grey players as their players leave and don't get replaced.

JohnLocke   17-03-13, 09:08 PM

free

Golly   17-03-13, 09:18 PM

I've actually been looking at this one on and off. As you are probably aware I found the offset for the year the World Club Champ starts a few weeks ago- allowing you to start in 2001. I'll report back if I make a breakthrough.

MarcoVanBast   17-03-13, 09:33 PM

> Quote:
>
> Originally Posted by **Golly** »
>
> I've actually been looking at this one on and off. As you are probably aware I found the offset for the year the World Club Champ starts a few weeks ago- allowing you to start in 2001. I'll report back if I make a breakthrough.

Hmm i already have WCC start year i even posted it here :) what interseting if u set 2000 and start game in 1999, it will be played in 1999.. seems "2 years" rule here acting.

Golly   17-03-13, 09:41 PM

From my experience the game doesn't seem to like it being played in an even number year. I set it to 2002 and the first tournament was played in 2003.

MarcoVanBast

Quote:
> Originally Posted by **Golly** »
>
> *From my experience the game doesn't seem to like it being played in an even number year. I set it to 2002 and the first tournament was played in 2003.*

Maybe i playing with it rather long time ago. I just remember i can set 1999, 2001., 2002 etc but not 2000.

JohnLocke

0085C351: MOV EAX,DWORD PTR DS:[9D0264]

This piece of code sets the stadium at which the European Super Cup is played. It is set using a club and then uses that club's stadium.

9D0264 refers to AS Monaco, changing this to 9D0120 (Athletic Bilbao) alters where the game is played from Stade Louis II to San Mamés.

JohnLocke

free

Golly

Where do you find the codes for each club?

JohnLocke

Olly, bottom left, ctrl+b, ASCII (untick 'ignore case'), then type a club name in uppercase replacing spaces with '_', e.g. MANCHESTER_UNITED.

MANCHESTER_UNITED is found at 0x9d2040 (lots of other clubs are nearby too). Click on the 'M', ctrl+r, then click on the only reference that is listed on the window that comes to the foreground. This will take you to:

```
0060A973 |> \393D 40029D00 CMP DWORD PTR DS:[9D0240],EDI
0060A979 |. 75 0D          JNE SHORT 0060A988
0060A97B |. 68 40209D00    PUSH OFFSET 009D2040 ; ASCII "MANCHESTER_UNITED"
```

JohnLocke

Olly, bottom left, ctrl+b, ASCII (untick 'ignore case'), then type a club name in uppercase replacing spaces with '_', e.g. MANCHESTER_UNITED.

MANCHESTER_UNITED is found at 0x9d2040 (lots of other clubs are nearby too). Click on the 'M', ctrl+r, then click on the only reference that is listed on the window that comes to the foreground. This will take you to:

```
0060A973 |> \393D 40029D00 CMP DWORD PTR DS:[9D0240],EDI
0060A979 |. 75 0D          JNE SHORT 0060A988
0060A97B |. 68 40209D00    PUSH OFFSET 009D2040 ; ASCII "MANCHESTER_UNITED"
```

milo

Quote:
> Originally Posted by **JohnLocke** »
>
> *0085C351: MOV EAX,DWORD PTR DS:[9D0264]*
>
> *This piece of code sets the stadium at which the European Super Cup is played. It is set using a club and then uses that club's stadium.*
>
> *9D0264 refers to AS Monaco, changing this to 9D0120 (Athletic Bilbao) alters where the game is played from Stade Louis II to San Mamés.*

can you also tell it to choose a random stadium like UCL final? i think from 2013 onwards it will be played in different towns

Golly

Quote:
> Originally Posted by **JohnLocke** »

0085C351: MOV EAX,DWORD PTR DS:[9D0264]

This piece of code sets the stadium at which the European Super Cup is played. It is set using a club and then uses that club's stadium.

9D0264 refers to AS Monaco, changing this to 9D0120 (Athletic Bilbao) alters where the game is played from Stade Louis II to San Mamés.

0085C3A6 - offset for the venue of English Cup Finals. I changed code from 9CF2E4 (England) to 9D0240 (Manchester United) and the following all took place at Old Trafford during first season (2001-02)...

Charity Shield
League Cup Final
Vans Trohpy Final
FA Cup Final
Division One Play-Off Final
Division Two Play-Off Final
Division Three Play-Off Final

JohnLocke

17-03-13, 11:45 PM

Quote:

> Originally Posted by **milo** »
>
> can you also tell it to choose a random stadium like UCL final? i think from 2013 onwards it will be played in different towns

To do that would require a random number generator of some sort and I don't know how to do that, would be nice though.

---

milo

17-03-13, 11:47 PM

Quote:

> Originally Posted by **JohnLocke** »
>
> To do that would require a random number generator of some sort and I don't know how to do that, would be nice though.

can't you copy the code used for champions league final?

MarcoVanBast

18-03-13, 11:07 AM

Quote:

> Originally Posted by **milo** »
>
> can't you copy the code used for champions league final?

I find UCL offset but cant find final venue offset, how u find offsets for current comp?

Patinoz

18-03-13, 11:20 AM

some of this stuff in here is amazing. it is a shame that this is all random numbers and letters to me :(

Golly

18-03-13, 01:47 PM

Quote:

> Originally Posted by **Patinoz** »
>
> some of this stuff in here is amazing. it is a shame that this is all random numbers and letters to me :(

You don't have to go too far back to find a post I made because I didn't understand how to use Olly and needed some help. Practise is the best way. I have probably uninstalled and reinstalled the game 100 times in the last couple of months while I tinkered with various things and experimented. I have made more mistakes than I care to remember, but keep plugging away and you start having successes and more importantly you work out the limitations to what can be achieved.

MarcoVanBast

18-03-13, 02:37 PM

Quote:

> Originally Posted by **Golly** »
>
> You don't have to go too far back to find a post I made because I didn't understand how to use Olly and needed some help. Practise is the best way. I have probably uninstalled and reinstalled the game 100 times in the last couple of months while I tinkered with various things and experimented. I have made more mistakes than I care to remember, but keep plugging away and you start having successes and more importantly you work out the limitations to what can be achieved.

+1 here :) i have about 42 backups of data and cm0102.exe file, i dont even remember what i changed in it :) good i have txt file where i write it all

---

MarcoVanBast

About offsets: any chance to see how to load ALL database, as i understand Maximum data load only some %s

---

milo

Quote:

> Originally Posted by **Patinoz** »
>
> some of this stuff in here is amazing. it is a shame that this is all random numbers and letters to me :(

i was just wondering if some good soul could gather all good infos posted here in a single thread to use as a tutorial (e.g. do you want 10 teams to be relegated from premier league to the championship? go to this line and change the code like this, etc.).
i thought i can do that but i completely miss the olly part (i.e. i can't use it) so i'm not able to post any technical suggestions :(

JohnLocke

00482A74: JE 00482D04

Fill with NOP and you can Take Control of a club even if it is in a 'non-playable' league. :cool:

JohnLocke

free

Patinoz

Just out of interest, what then? there won't be any games, will there?

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Offsets

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Patinoz
18-03-13, 07:32 PM

Quote:

> Originally Posted by **MarcoVanBast** »
>
> About offsets: any chance to see how to load ALL database, as i understand Maximum data load only some %s

This is something i have been wondering about too.

what i noticed is that when I load all leagues, there are a few players who suddenly change names. they keep atts, caps etc. but their name is different and they are not under any contract officially (albeit they are at the right club). yet you cannot sign them for some reason

---

JohnLocke
18-03-13, 07:54 PM

Quote:

> Originally Posted by **Patinoz** »
>
> Just out of interest, what then? there won't be any games, will there?

If you pick a club in a playable country you can still get into cup competitions.

MarcoVanBast
18-03-13, 08:27 PM

Quote:

> Originally Posted by **JohnLocke** »
>
> 00482A74: JE 00482D04
>
> Fill with NOP and you can Take Control of a club even if it is in a 'non-playable' league. :cool:

Amazing :)

Dermotron
18-03-13, 09:43 PM

Quote:

> Originally Posted by **JohnLocke** »
>
> If you pick a club in a playable country you can still get into cup competitions.

This is available on the 2.19 patch - think it possibly requires eval.bat running 1st though

---

Alan
19-03-13, 04:16 AM

You needed to choose the benchmark option in the patch. You could then choose to manage lower league clubs from the nations you had selected. Also, with this option the interface had been changed so that in theory all clubs (including non-league clubs) were listed at the point of club selection, but due to certain constraints only a certain number were actually visible.

This hack above doesn't change the interface so if you want to manage a club not on the normal list then you have to find them via player history or some other means. There is an interesting benefit to this change though, in that it will allow you to manage B teams, although the same constraints seem to apply as when managing a B team via editing through CM Explorer, in that the A team manager has full control over player promotion and relegation and player purchases.

---

giovanisantana29
23-03-13, 02:48 PM

Does anyone know how to change the player restrictions of Danish league?

djole2mcloud   31-03-13, 09:23 PM

Japan j-league 2 offsets:

0066503B PUSH 2C4 (*59)

00665042 MOV WORD PTR DS:[EDI+3E],0C (teams)

00665149 MOV WORD PTR DS:[ESI+3C],4 (rounds)

006651CD MOV BYTE PTR DS:[ESI+49],5 (subs)

006647BA MOV WORD PTR DS:[EAX],2C (fixtures)

006647B5 PUSH 0B2C (*65)

---

jarssonn   01-04-13, 02:03 PM

is there a way to change for each league time required for a player to gain second nationality?

MarcoVanBast   09-04-13, 04:12 PM

Sorry if it was asked already, any chance to make team squad unlimited size not 50?

Dermotron   09-04-13, 04:21 PM

Even double would be an awesome exe to play on

---

djole2mcloud   09-04-13, 07:21 PM

what is the point of that?

> Quote:
> ___
> *Originally Posted by **MarcoVanBast*** »
> *Sorry if it was asked already, any chance to make team squad unlimited size not 50?*
> ___

MarcoVanBast   09-04-13, 09:52 PM

> Quote:
> ___
> *Originally Posted by **djole2mcloud*** »
> *what is the point of that?*
> ___

U didnt understand question, or didnt understand for what i need unlimited capacity for teams? :)

---

djole2mcloud   09-04-13, 10:04 PM

what for u need unlimited capacity...isn't 50 players enough? for me,everything above 35 players in squad is to much...

MarcoVanBast   09-04-13, 11:01 PM

I would like have bigger reserve :) Its not so important of course, just asked maybe someone know how to do it :)

---

djole2mcloud
10-04-13, 09:26 AM

yeah...i remember other insane requests here...to reduce number of players from 11 to 6,to reduce half time from 45 mins to 30 mins...players numbers to be from 1 to 99...and many,many more...

Quote:

*Originally Posted by **MarcoVanBast** »*

I would like have bigger reserve :) Its not so important of course, just asked maybe someone know how to do it :)

Dermotron
10-04-13, 09:31 AM

Increasing squad size is an interesting one given clubs with B teams can still only have 50 players split between each club. If you could have up to 100, even 80, it would be nice to have. Instead on having the likes of Parma with 50 players in one squad, 30 in a bogus Parma (R) and 14 on permanent deals at the wrong clubs.

Be good fun developing strong B teams full of youth players

MarcoVanBast
10-04-13, 10:54 AM

Quote:

*Originally Posted by **djole2mcloud** »*

yeah...i remember other insane requests here...to reduce number of players from 11 to 6,to reduce half time from 45 mins to 30 mins...players numbers to be from 1 to 99...and many,many more...

Never saw such requests but u are here longer u better to know :)

Honestly any requests can be strange :) Personally I cant understand tons of requests to change some prize money, or number of subs, absolutely idiotic requests for me :)

---

djole2mcloud
10-04-13, 12:54 PM

u don't know Pasquale... :-)
Foods can tell u about his requests...

Pasquale
10-04-13, 01:18 PM

What?:dizzy:

---

djole2mcloud
10-04-13, 03:46 PM

Pasquale strikes again :-)

Quote:

*Originally Posted by **Pasquale** »*

What?:dizzy:

Craig Forrest
10-04-13, 06:18 PM

Offsets for Northern Ireland?

;)

Pasquale
10-04-13, 10:38 PM

mmm .... strikes? What have I done?

Craig Forrest

Relax Pasquale... we're just having a bit of fun....

When you were new to the forums and spoke terrible English you used to ask the same thing over and over and over and over and over and over and over again..... like the offsets for Northern Ireland :D

but we're just making a little joke :ok:

djole2mcloud

and when he got banned he registered again,but he sad he was from Spain...and asked for a Basque patch...but Foods and Derm saw his IP address from Naples... :-)

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Fods

12-04-13, 12:32 AM

Who is foods, dooolj?

Craig Forrest

12-04-13, 03:48 AM

> Quote:
>
> Originally Posted by **Fodster** »
>
> Who is foods, dooolj?

just some jerk Englishman who lives in Oz.... you wouldn't know him ;)

Pasquale

12-04-13, 09:21 AM

> Quote:
>
> Originally Posted by **Craig Forrest** »
>
> Relax Pasquale... we're just having a bit of fun....
>
> When you were new to the forums and spoke terrible English you used to ask the same thing over and over and over and over and over and over and over again..... like the offsets for Northern Ireland :D
>
> but we're just making a little joke :ok:

:rofl:no problem right It

---

djole2mcloud

18-04-13, 11:49 AM

u have your own banner on the site... :-)

http://img833.imageshack.us/img833/3892/foodsm.jpg

> Quote:
>
> Originally Posted by **Fodster** »
>
> Who is foods, dooolj?

Pasquale

18-04-13, 12:20 PM

:confused:

Golly

26-04-13, 07:27 PM

I had a request via a PM for a bit of help with a competition. I won't say who it was, but the competition was the Northern Irish Charity Shield.

The question was, is it possible to change which competitions provide the entrants for the NI Charity Shield. ie Can you change it from Premier Division winners v Cup winners to something else.

Well, I had a quick scan through and within the NI Charity Shield offsets I found 3 references to other competitions.

These offsets are:-
0078A26E - MOV EAX,DWORD PTR DS:[9CF8C0]
0078A2D5 - MOV EAX,DWORD PTR DS:[9CF8B0]
0078A345 - MOV EAX,DWORD PTR DS:[9CF8C0]

The first and last reference the NI Cup and the middle on references the NI Premier Division.

So, my suggestion would be to try and change these references to the other competitions you want the winners of to qualify for the NI Charity Shield.

The competition references for Northern Ireland are as follows:-
9CF8B0 - PREMIER DIVISION
9CF8B4 - FIRST DIVISION
9CF8B8 - LOWER DIVISION
9CF8BC - CHARITY SHIELD
9CF8C0 - CUP
9CF8C4 - GOLD CUP
9CF8C8 - LEAGUE CUP

Hope this might be helpful to anyone with an obsession with Northern Irish football.

Golly

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9CF8C4 - GOLD CUP
9CF8C8 - LEAGUE CUP

Hope this might be helpful to anyone with an obsession with Northern Irish football.

Golly

I am not really interested in Northern Ireland. But I tried doing the same with the English Charity Shield. I changed it from winners of Premier League v winners of FA Cup to winners of Conference v winners of FA Trophy. And....

English Charity Shield fixture...
Boston United v Yeovil Town (Conference champions v FA Trophy winners)

So, Pasquale the above post should sort out your problem.

Pasquale

How can I change to norther ireland?

Golly

Quote:

Originally Posted by **Pasquale** »

How can I change to norther ireland?

Read post 276

Pasquale

I tried to change the first and last values but showing an error

---

Golly

Well, I have just changed NI Cup to NI League Cup and NI Premier to NI First and the game initialised fine and the NI Charity Shield was played between Distillery (First Division champions) and Linfield (League Cup winners). So, try again mate.

djole2mcloud

brilliant post

Quote:

> Originally Posted by **Golly** »
>
> I had a request via a PM for a bit of help with a competition. I won't say who it was, but the competition was the Northern Irish Charity Shield.
>
> The question was, is it possible to change which competitions provide the entrants for the NI Charity Shield. ie Can you change it from Premier Division winners v Cup winners to something else.
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> 0078A345 - MOV EAX,DWORD PTR DS:[9CF8C0]
>
> The first and last reference the NI Cup and the middle on references the NI Premier Division.
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> 9CF8C0 - CUP
> 9CF8C4 - GOLD CUP
> 9CF8C8 - LEAGUE CUP
>
> Hope this might be helpful to anyone with an obsession with Northern Irish football.

Pasquale

Sorry Golly, finally I succeeded thanks to your help ... but the problem is that having the teams in the premier division decreased from 10 to 8 and that of the second division from 10 to 12, reactivating the league cup game is wrong. ..

Golly

There's probably an offset in the NI League Cup saying there has to be 10 teams from the Premier Division. If you only have 8 that will be your problem. You need to try and locate the offset and change it from 10 (0A) to 8 (8). And there may well be a similar one for First Divison to change from 10 (0A) to 12 (0C).

Fods

Quote:

Quote:

Wouldnt of guessed which member it was Golly until Pasquale posted, makes sense tho, shame he cant read :lol:

Pasquale

27-04-13, 01:40 PM

Quote:

*Originally Posted by **Golly*** »

There's probably an offset in the NI League Cup saying there has to be 10 teams from the Premier Division. If you only have 8 that will be your problem. You need to try and locate the offset and change it from 10 (0A) to 8 (8). And there may well be a similar one for First Divison to change from 10 (0A) to 12 (0C).

This problem has been solved ... the problem is that the League Cup begins and ends in the same year ... I do not know how to carry out the final during the following

Golly

29-04-13, 02:46 PM

Quote:

*Originally Posted by **Pasquale*** »

This problem has been solved ... the problem is that the League Cup begins and ends in the same year ... I do not know how to carry out the final during the following

You just want the Final to take place in the new year or more rounds?

I know which offset controls which year any fixture takes place (ie in season 2001-02 either 2001 or 2002), but I haven't mastered it with the couple of experiments I had.

Pasquale

29-04-13, 03:00 PM

The cup begins in 2012 and ends in 2012 ... I would like to begin in 2012 and end in 2013 ....

Golly

29-04-13, 03:02 PM

Date offsets

ARG 7 = TIME OF DAY (AM/PM/EVE)
ARG 6 = DAY OF WEEK (MONDAY etc...)
ARG 5 = YEAR
ARG 4 = MONTH OF YEAR (JANUARY etc...)
ARG 3 = DATE OF MONTH (1st etc...)

Arg 5 controls the year the match/draw takes place. For season 2001-02 the value 0 = 2001 and 1 = 2002 etc...

The problem with editing matches so they take place after the new year is that all dates for the first year seem to be hardcoded using the value EBX. So to change that to 1 is a pain in the arse.

The other way around (ie moving a game to before the new year from after it) is fairly straight forward. As the value for Arg5 = 1 and you can just change that to = 0.

How good with olly are you Pasquale?

Golly

29-04-13, 03:02 PM

Golly

29-04-13, 03:04 PM

> *Originally Posted by **Pasquale*** »
>
> *The cup begins in 2012 and ends in 2012 ... I would like to begin in 2012 and end in 2013 ....*

I understand that, but there is a group stage, a quarter-final, a semi-final and a Final.

Which rounds do you want to be played in 2013? Just the Final or some earlier rounds too?

Pasquale

29-04-13, 03:09 PM

Golly I tried to change the date of the final of the League Cup, but I can not find the offset to advance to the next year ... you can tell me you?

Pasquale

29-04-13, 03:11 PM

Or change the cup of northern ireland .. instead of starting from 32 teams make 16 .. then 8 to 4 to 2 .... at least this is possible?

Golly

29-04-13, 03:15 PM

Do you ever actually read a post properly? I know English isn't your first language, but I have told you if you bother to read my posts in full. If you only want to change the Final you need to change offset 0078CE18 from PUSH EBX to a value which equals 1. Remember if you change it to PUSH 1 the next line will be overwritten and you will have to fanny about rewriting line after line after line.

Offsets

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Golly   29-04-13, 03:17 PM

Quote:

> Originally Posted by **Pasquale** »
>
> *Or change the cup of northern ireland .. instead of starting from 32 teams make 16 .. then 8 to 4 to 2 .... at least this is possible?*

I can't delete rounds of a competition, but what I can do is reduce the Northern Irish Cup to 16 teams (from 32) and change the first round from 32 teams to 16 and from 16 matches to 0. That way when the first round draw takes place every team will receive a bye and no matches will actually take place.

Pasquale   29-04-13, 03:18 PM

Have you ever heard of coincidence? While you where typing the post I will write another ... but I tried to change quell'offset but the game crashes ...

Pasquale   29-04-13, 03:20 PM

Quote:

> Originally Posted by **Golly** »
>
> *I can't delete rounds of a competition, but what I can do is reduce the Northern Irish Cup to 16 teams (from 32) and change the first round from 32 teams to 16 and from 16 matches to 0. That way when the first round draw takes place every team will receive a bye and no matches will actually take place.*

Well, then can you explain to me how it works?

Golly   29-04-13, 03:23 PM

Quote:

> Originally Posted by **Pasquale** »
>
> *Have you ever heard of coincidence? While you where typing the post I will write another ... but I tried to change quell'offset but the game crashes ...*

YES!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

I said you can't overwrite a PUSH EBX with a PUSH 1 without the next line being deleted!!!!!!!!!!!!!!!!

That's why your game crashed. You need to either find a way of using a PUSH EAX/EBX/ECX/EDX etc... where the EAX/EBX/ECX/EDX etc... = 1 or change it to PUSH 1 and then rewrite every line that follows until you reach a big group of NOPs and the offsets are all back in place.

Both, like yourself, are a pain in the arse.

Golly   29-04-13, 03:24 PM

Quote:

> Originally Posted by **Pasquale** »
>
> *Well, then can you explain to me how it works?*

I could.

The question is will I?

Pasquale   29-04-13, 03:28 PM

:cheer:

Fods

Ive seen lesser pain in the arse banned from this forum.

Aula

Every community has its own clown, ours has just "breakfest" another.

---

jarssonn

Hi! Is there a way to change the rules for gaining second nationalities by adjusting the code? i.e. foreigners will get second polish nationality after 3 years not after 5-6 like it is at the moment? Thanks for help

---

Pasquale

Hello guys
you can increase the number of teams in MLS?

---

djole2mcloud

what have u in mind with MLS now?

> Quote:
> ___
> Originally Posted by **Pasquale** »
> Hello guys
> you can increase the number of teams in MLS?
> ___

Craig Forrest

I wish we could make the USA 2 divisions instead of 3..... increasing the number of teams wouldn't be that hard......

Fods

U can

Pasquale

I would like to exchange USA with San Marino .... but the MLS has 12 teams...

---

djole2mcloud

u have lot of minor American leagues that must be also replaced with teams from san marino...and i don't know is there a 200 clubs from san marino

> Quote:
> ___
> Originally Posted by **Pasquale** »
> I would like to exchange USA with San Marino .... but the MLS has 12 teams...
> ___

Pasquale

me to now only interested in increasing the teams in the MLS ...

Kowalinho

Is there any offset for number of groups in Greece Cup? To have less than 4 groups? Or probably changing from groups/knockout to only knockout phase. (I'm swapping Greece with luxembourg and have problems with cup).

Or offset of minimum number of teams in Greek lower division, so i can put there lux clubs from lux div 3 to div 5 and greek clubs put to A premier and A lower divison?

---

colml   09-05-13, 06:47 PM

How are the teams who qualify for the Olympics chosen, or is it always the same teams? If so, how do you change it?

JohnLocke   10-05-13, 06:58 PM

Quote:

> Originally Posted by **ChrisWex** »
>
> Hi guys,
>
> Am trying to find the offsets to change relegations from the two German regional divisions but can only find one of them.
>
> These offsets are the only ones I found that seem to fit the bill:
>
> 005DDA43 - MOV BYTE PTR DS:[ESI+C1],5
> 005DDA4C - MOV BYTE PTR DS:[ESI+C1],4
>
> Changing 005DDA4C to end with a 0 means North has no relegations (instead of original 4) but changing the other one has no obvious change on anything, and South still has 4 relegations.
>
> Does anyone know if there's a particular code/pattern I should be looking for when a league level is split into different divisions?
>
> Thanks

Look at the code only 1 of the above lines is ever executed never both. Some value (a year presumably) is compared to 2000 (7d0 hex) at 0x5dd9fa - so I assume the German league was restructured in 2000 meaning 4 are relegated except in 2000 when 5 were.

Southern code might be separate but I can't find it either.

Nice find though.

ChrisWex   10-05-13, 09:41 PM

Thanks John,

I'll keep plugging away and hopefully find it - given that i'm pretty new to olly it may be some time!

Checked on rsssf and you were right, league restructuring happened around 2000 :ok:

JohnLocke   12-05-13, 09:09 PM

Quote:

Not tested this...

007A0BB9 | MOV EAX,DWORD PTR DS:[9CF260] - I think this is the line that causes Brazil to play in the Olympics.

If someone wants to test it, try changing the value to 9CF264 and holiday to the Olympics - if I'm right then Brunei should take part instead.

JohnLocke

<div align="right">12-05-13, 09:09 PM</div>

Quote:

*Originally Posted by **colml*** ⟫

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Golly

<div align="right">13-05-13, 07:25 AM</div>

I have found the German Regional South Promotion/Relegation numbers offsets...

Promotion numbers offset : 005DDC8A
Relegation numbers offset : 005DDC99

Golly

<div align="right">13-05-13, 07:25 AM</div>

I have found the German Regional South Promotion/Relegation numbers offsets...

Promotion numbers offset : 005DDC8A
Relegation numbers offset : 005DDC99

Offsets

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Kowalinho
13-05-13, 03:32 PM

> Quote:
>
> *Originally Posted by* **Kowalinho** »
>
> *Is there any offset for number of groups in Greece Cup? To have less than 4 groups? Or probably changing from groups/knockout to only knockout phase. (I'm swapping Greece with luxembourg and have problems with cup).*
>
> *Or offset of minimum number of teams in Greek lower division, so i can put there lux clubs from lux div 3 to div 5 and greek clubs put to A premier and A lower divison?*

No one :(

---

stakhanovite
15-05-13, 07:07 AM

Is there any offset for the amount of substitutes allowed in league games in the Russian First Division? This year teams can make four subs a game, despite the RPL still only having three.

Golly
15-05-13, 07:52 AM

> Quote:
>
> *Originally Posted by* **stakhanovite** »
>
> *Is there any offset for the amount of substitutes allowed in league games in the Russian First Division? This year teams can make four subs a game, despite the RPL still only having three.*

The offset for subs allowed to use in Russian First is 007EA87F. BUT the value for this offset is DL (which = 3) and changing the value of DL (007EA818) will also change points for a win and another offset. So, unless you are very clever I wouldn't bother trying.

ACTUALLY...

I have managed to come up with a work around for this problem.

Change 007EA875 from NOP > MOV DL,4

I have had a quick look and this works- you can use 4 subs in the Russian First Division. You will have to check yourself that nothing else has been screwed up by this though.

Golly
15-05-13, 07:52 AM

> Quote:
>
> *Originally Posted by* **stakhanovite** »
>
> *Is there any offset for the amount of substitutes allowed in league games in the Russian First Division? This year teams can make four subs a game, despite the RPL still only having three.*

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I have had a quick look and this works- you can use 4 subs in the Russian First Division. You will have to check yourself that nothing else has been screwed up by this though.

Golly
15-05-13, 08:00 AM

I guess this means I am very clever :D

---

stakhanovite

Quote:

Originally Posted by **Golly** »

I guess this means I am very clever :D

Good golly, you are. :D

ChrisWex

Couldn't find these in other pages on this thread so putting them up for anyone who's interested, sorry if already common knowledge :):

Offsets for Promotion/Relegation between English Third Division & Conference.

English Third Division Relegation:
00578111 – MOV BYTE PTR DS:[ESI+BE],BL
(Changing ending from "…+BE],BL" to "…0BE],AL" creates 3 automatic relegation spots

English Conference Promotion:
0056EE23 - MOV BYTE PTR DS:[ESI+C1],CL
(changing ending from "…+C1],CL" to "…0C1],AL" creates 3 automatic promotion spots

Scottish Promotion/Relegation Offsets

Premier Division
Relegation:
007F29CF – MOV BYTE PTR DS:[ESI+C1],BL (…+0C1],DL)*
007F29A1 - MOV BYTE PTR DS:[ESI+C1],AL (…+0C1],DL)*

First Division
Promotion: 007EEE90 - MOV BYTE PTR DS:[ESI+BE],BL (…+0BE],DL)
Relegation: 007EEEB0 - MOV BYTE PTR DS:[ESI+C1],CL (…+0C1],DL)

Second Division
Promotion: 007F3FBD - MOV BYTE PTR DS:[ESI+BE],AL (…+0BE],DL)
Relegation: 007F3FDD - MOV BYTE PTR DS:[ESI+C1],AL (…+0C1],DL)

Third Division
Promotion: 007F4F33 - MOV BYTE PTR DS:[ESI+BE],AL (…+0BE],CL)

For what it's worth, the figures in brackets are the changes I made to make all promotions 3up-3down between all the divisions
So it's PD>3<FD>3<SD>3<TD rather than the original PD>1<FD>2<SD>2<TD

*both of these changes seem to be necessary so the SPL split after game 33 still happens (when it's three relegation spots a lot of those last games are suddenly cup finals!)

Am 12 seasons in and no error messages.

---

*both of these changes seem to be necessary so the SPL split after game 33 still happens (when it's three relegation spots a lot of those last games are suddenly cup finals!)

Am 12 seasons in and no error messages.

JohnLocke

I think I've figured out a way of renaming competitions that neatly gets around the issue of name lengths being restricted. Can someone test this?

1) Save the following text as a file called 'Greek Cup.patch'.

Code:

```
0x1ec536 0xa1 0xb8
0x1ec537 0x78 0x8e
0x1ec538 0xf8 0x0
0x1ec539 0x9c 0x0
0x20d780 0x0 0xc3
0x20d781 0x0 0x90
0x20d782 0x0 0x90
0x20d783 0x0 0x90
0x268263 0xa1 0xb8
0x268264 0x78 0x8e
0x268265 0xf8 0x0
0x268266 0x9c 0x0
0x434a2f 0x8b 0xba
0x434a30 0x15 0x8e
0x434a31 0x78 0x0
0x434a32 0xf8 0x0
0x434a33 0x9c 0x0
0x434a34 0x0 0x90
```

2) Download Flex 2 and run Patch Install, select your exe (back it up first), then click 'apply' and select the above file.

3) Edit the name of the Greek Cup in an editor - you don't need to use the Names Editor and you can give it a longer name.

4) Start a new game.

If I'm right the game should run as normal and display the new name instead of 'Greek Cup'. If this works I'll post details on how this works and how to do it for other competitions.

Kowalinho

Sorry, i can't. No change in editor and names editor crashes after choosing "clubs comps names"

JohnLocke

Ah, just realised that the Patch Installer doesn't actually work - the changes are not saved.

JohnLocke

Try this:
005EC536: MOV EAX,DWORD PTR DS:[9CF878] to MOV EAX,8E
00668263: MOV EAX,DWORD PTR DS:[9CF878] to MOV EAX,8E
00834A2F: MOV EDX,DWORD PTR DS:[9CF878] to MOV EDX,8E NOP

These changes just tell the game to use the id number of the greek cup (8E, 142 decimal) rather than using the value stored at 9CF878.

Finally, to suppress the error message caused by renaming a competition change the following
0060D780: MOV EAX,DWORD PTR SS:[ESP+4] to RETN NOP NOP NOP

JohnLocke

JohnLocke

Or download this: http://www.sendspace.com/file/lcymc3

Then edit the name of the Greek Cup in the data and start a new game.

ChrisWex

JL, what kind of file should it be saved as? just had a quick go and the cmd window went crazy! (tried it as a notepad file)

ignore me, hadn't checked most recent posts.

ChrisWex

Yep, it worked for me.

Downloaded the exe you linked to then used Tri Wasono's editor to change "Greek Cup" to "Greek Challenge Cup" for short & long names and game started with no problem

holidayed for 4 seasons and no errors

Nice work JL

Pasquale

You can change the participants in the fifa club world championship?

ChrisWex

> Quote:
>
> *Originally Posted by **JohnLocke** »*
>
> *Not tested this...*
>
> *007A0BB9 | MOV EAX,DWORD PTR DS:[9CF260] - I think this is the line that causes Brazil to play in the Olympics.*
>
> *If someone wants to test it, try changing the value to 9CF264 and holiday to the Olympics - if I'm right then Brunei should take part instead.*

Didn't work unfortunately - I changed the value to 9CF504 (Venezuela) instead to avoid any potential continent allocations conflict but Brazil were still in the tournament with no errors. Holidayed it to 2017 and no problems at all (apart from France or Italy winning every major flipping tournament possible!)

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JohnLocke

Cardiff City, Swansea City and Wrexham play in the English leagues and as a result the data has to have them as English clubs, the game however displays that they are Welsh - this is how it does it.

00460D77 MOV ECX,DWORD PTR DS:[9D0430] //9D0430 is Swansea City, set using a name lookup elsewhere.
00460D7D CMP EAX,ECX
00460D7F JE 00460E0A
00460D85 CMP EAX,DWORD PTR DS:[9D0434] //9DO434 is Cardiff City
00460D8B JE SHORT 00460E0A
00460D8D CMP EAX,DWORD PTR DS:[9D043C] //Wrexham
...
00460E0F PUSH OFFSET 009904F4 ; ASCII "Wales<%s - COMMENT - Country Name>"

All the above (and nearby code) does is display the text 'Wales' (the '<' onwards is ignored, it's there to tell the developers what the text is for only) if the club being looked at is one of the 3 mentioned.

One thing that might be of use to people is the following:

Move Rangers and Celtic into England - which would necessitate them being English in the data, then...

00460D77 MOV ECX,DWORD PTR DS:[**9D0118**] //Glasgow Celtic
00460D7D CMP EAX,ECX
00460D7F JE 00460E0A
00460D85 CMP EAX,DWORD PTR DS:[**9D011C**] //Glasgow Rangers
00460D8B JE SHORT 00460E0A
00460D8D CMP EAX,-1 NOP NOP NOP //EAX will never be -1, this just removes the Wrexham check as we only need to do this for 2 clubs now.
...
005F0DAA PUSH OFFSET **009CE6A4** ; ASCII "Scotland<%s - COMMENT - hall of fame menu>" //just re-using an existing piece of text already present in the exe.

---

djole2mcloud

can this be used for bigger number of clubs...example for various super leagues patches where all clubs should retain their nationality...?

Quote:

---

*Originally Posted by **JohnLocke*** »

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JohnLocke

26-05-13, 01:23 PM

Could do but as with so many things a lack of available space in the exe restricts what can be done. There is only space for 3 clubs and all would need to be in the same country, I suppose you could use JMP or CALL instructions to leap into space somewhere else but not sure you could find enough space to do a whole league of teams.

Pasquale

26-05-13, 05:19 PM

what is the offset of the FIFA Club World Cup?

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All times are GMT +1. The time now is **01:14 PM**.

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Offsets

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JohnLocke   26-05-13, 05:48 PM

9cf7bc then press ctrl+r to get a list of offsets where the competition is referred to.

See also: http://www.champman0102.co.uk/showth...?p=124#post124

JohnLocke   26-05-13, 05:48 PM

Quote:

Originally Posted by **Pasquale** »

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Pasquale   26-05-13, 06:30 PM

John you can change the participants in the league for fifa club? for example, instead of inserting the African team to enter the winner of a championship?

JohnLocke   26-05-13, 07:18 PM

Possibly - what competition does a club have to win in order to be invited?

Pasquale   26-05-13, 07:48 PM

I would like to enter:
1) northern ireland premier league winning
2) Three Flowers
3) FC Vaduz
4) HB Torshavn
5) FC Valletta
6) KR Reykjavik
7) FC Pyunik
8) F91 Dudelange
9) Flora Tallin
10) Zalgiris Kaunas
11) Skonto Riga
12) APOEL Nicosia

is possible inserie these teams?

Pasquale   26-05-13, 07:50 PM

Or in addition to winning the premier league northern ireland other rolling but always and only national ones mentioned

---

JohnLocke   26-05-13, 07:51 PM

Just done a bit of tinkering and have managed to get the champions of Norway into the competition.

Original:
0092AA8B: MOV EDX,DWORD PTR DS:[9CF6F0] //UEFA Cup

Modified:
0092AA8B: MOV EDX,DWORD PTR DS:[9CF6BC] //Norwegian Premier Division

Some participants seem to have been picked at least partly at random as some of the clubs haven't won anything recently, e.g. Asante Kotoko and Monterrey.

JohnLocke   26-05-13, 07:56 PM

Not sure I could get specific team into it, especially if the team isn't 'hard coded' into the game.

Pasquale   26-05-13, 07:56 PM

How do you write in hexadecimal norther ireland premier league, San Marino, Liechtenstein, Luxembourg, Malta, Cyprus, Armenia, Estonia, Latvia, Lithuania, Faroe Island, Iceland? and what are the offsets to change?

I would be grateful for this help John

Pasquale   26-05-13, 08:19 PM

Help John...:hail::hail::hail::hail::hail:

JohnLocke   26-05-13, 08:31 PM

9CF8B4 is the Northern Irish Premier League, the rest are a little tricky as they don't see to be hard-coded.

It might be possible to use the id number of the competition (which is the value stored at the offset) but if the league isn't playable then I'm not sure the game will be able to find the team that won that league.

Pasquale   26-05-13, 08:34 PM

But the offsets of the other teams where I find them? this and tell me how to write in hexadecimal those nations ... please ... John

---

JohnLocke   26-05-13, 08:42 PM

To find offsets for clubs see: http://www.champman0102.co.uk/showth...8020#post88020

Most clubs aren't hard-coded though, so it won't work for the majority of clubs.

Not sure I understand what you're wanting to do with this though.

Pasquale   26-05-13, 08:50 PM

So let me explain so you know what I would do: I created the league of Andorra (in place of the Northern Ireland) and I would like the teams of those nations (ie Malta, Cyprus etc.) play a competition parallel to the Champions League .... . know? I tried to do as you said with OllyDB but can not find any of the teams that I told you ....

JohnLocke   26-05-13, 09:09 PM

Hard-coding a club was done for a reason, e.g. linking B teams to their parent club as well as some others reasons I don't understand yet but the majority of clubs can just be renamed without fear that the game will complain about them being missing.

You could possibly replace some of the hard-coded clubs, for example Crystal Palace is hard-coded for no good reason I can find (I think this was because they were in Europe in 2001). To do this, find "CRYSTAL_PALACE" and overwrite it with another club name. This isn't enough yet though as at present I don't know how the game picks the club - somewhere it must find the winners of a competition and use that value (club id) but I don't know where this is yet. If you just swapped the UEFA Cup offset for a club offset the game would almost crash as it would be a number for which there was no competition.

Pasquale   26-05-13, 09:41 PM

instead you can do a similar thing with the Oceania champions cup?

JohnLocke   26-05-13, 09:48 PM

I found the 12 calls that pick which clubs take part, the first one is:
0092A9F2: CALL 0092AE60

There are then another 11 similar calls.

Arg5 is the competition - which is only used once (UEFA Cup), the rest seem to be picked on other criteria. The game uses -1 to signify that the club to pick is not based on a competition winner.
Arg1 is the continent. 9CFA08=Africa, 9CFA0C=Asia, 9CFA10=Europe, 9CFA14=North America, 9CFA18=Oceania, 9CFA1C=South America.

Not sure it would work but you could create a new continent in the editor and move Northern Ireland to that continent. Then make sure EAX (used for Arg1) is always 6 (the id of any new continent, the existing ones being 0 to 5) - use MOV EAX, 6 at 0x92A9E3 and the other locations where EAX is set. The game should then pick a club (suspect it will be using club rep to ensure it pick the 'best' clubs) from this new continent.

Pasquale

John Ok now I try to do this test that you say ... I created a continent named'' MICRO STATI'' how do I turn it into hexadecimal?

JohnLocke

You shouldn't need to. Where the code refers to 9CFA08 (Africa) the value at this address will always be 0 (the id number of the continent).

This:
0092AA09: MOV EAX,DWORD PTR DS:[9CFA08]

Could be written:
MOV EAX, 0

The result should be exactly the same.

Try changing the 0 to 6 (the id of the new continent) and as long as there is at least 1 nation (and some clubs) on this continent one club should get picked for the tournament (I think).

You could try changing the continents around first to see if that works, e.g. set all to Europe (9CFA10 - or just 2).

Pasquale

How do I give an ID to the new continent? I have created the continent'' MICRO STATI'' how do I enter the new ID in OllyDB of the continent?

JohnLocke

The editor will have done it automatically, it will assign 1 more than the previous maximum.

As the number of continents is fixed they will always be 0 for Africa, 1 for Asia, 2 for Europe etc. South America is 5, so your new continent will be id 6.

Pasquale

Sorry John so my ID would be 4 or 7? goes in alphabetical order the game?

JohnLocke

Yours would be 6 - the existing continents are numbered 0 to 5 (alphabetically).

JohnLocke

Just ran a quick test - I created a new continent and moved Northern Ireland to it; the game crashed a few months in.

JohnLocke

Just made the changes below - the competition has now picked 12 European clubs to take part (2 is the id for Europe).

Teams picked are: Arsenal, Bayern, Real Madrid, Romam Dortmund, Lazio, Liverpool, Valencia, Barcelona, Juventus, Man Utd & Villarreal.

0092A9E3: MOV EAX,2

0092AA09: MOV EAX,2

0092AA2C: MOV EAX,2

0092AA4F: MOV EAX,2

0092AA72: MOV EAX,2

0092AA8B: MOV EDX,-1 //tells game not to use UEFA Cup winners
0092AA90: NOP

0092AA97: MOV ECX,2
0092AA9C: NOP

0092AABE: MOV ECX,2
0092AAC3: NOP

0092AAE2: MOV ECX,2
0092AAE7: NOP

0092AB06: MOV ECX,2
0092AB0B: NOP

0092AB2A: MOV ECX,2
0092AB2F: NOP

0092AB4E: MOV ECX,2
0092AB53: NOP

I didn't edit:
0092AB78: PUSH -1

I think this might have the effect of telling the game to pick a big club from any continent - as all the best clubs are in Europe the game picked one of them.

Paquale, if you change all the continent references to a continent with no great clubs, e.g. Oceania (4), then move N. Ireland to Oceania (maybe boost club and league reps too) this might get the clubs you want invited. Moving a nation might crash the game though.

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Offsets

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Pasquale   27-05-13, 12:25 PM

John I tried to make these changes, by changing the first 6 offset okay, but after does not go .. after changing any other offset the game does not go as expected.

Pasquale   27-05-13, 12:50 PM

What is the offset to disable the Oceania Champions Cup?

JohnLocke   27-05-13, 12:55 PM

I have 830E66 as the offset for 'OFC Nations Cup' - is that the same thing?

If you've got Flex 2 on your computer there should be a folder called 'config', from there go to the 'onoff' folder for a file with all the offset for turning competitions on / off.

Pasquale   27-05-13, 12:57 PM

No OFC Nations Cup, but Oceania Champions Cup .. when to start the game with Australia winning the part in the Oceania Champions Cup .. I would like to disable this cup .... but how? I checked with Legion but this cup was not included ...

JohnLocke   27-05-13, 01:24 PM

Ah, if it's not in the Big On/Off Switch tool then I don't know how to turn it off. I've had a quick look in the exe and there doesn't appear to be an offset that stores the competition id - so it can't be turned off in the same way as other competitions.

Pasquale   27-05-13, 01:28 PM

John was able to exchange small nations with those of Africa .... but I only have two problems:

1) The city of matches can you change?
2) The cup is held every two years .. you can do it every year?

JohnLocke   27-05-13, 02:02 PM

Not seen anything to edit either of those. I've never seen the game record cities, so I suspect the game will be using clubs or nations and then selecting stadiums from there.

Pasquale   27-05-13, 02:35 PM

John I exchanged small nations with Africa, but when I start the game after changing the offset appears as a team Betis .... why?

JohnLocke   27-05-13, 03:09 PM

Were they UEFA Cup winners? If so, edit 0092AA8B to MOV EDX,-1. If not I don't know why.

JohnLocke   27-05-13, 04:16 PM

Quote:

Originally Posted by **JohnLocke**

Ah, if it's not in the Big On/Off Switch tool then I don't know how to turn it off.

Try this:
0083204E: JE SHORT 00832096

Change JE to JMP - I think this will disable the Oceania Club Championship. Untested.

Pasquale
27-05-13, 05:28 PM

it is the offset .... however the team that participates in the Club World ... Spanish is always a time when Real Betis Athletic Bilbao or ..... nop is the winner of the Uefa Cup

---

giovanisantana29
27-05-13, 05:40 PM

I think this is not possible, but it never hurts to ask:
Is there any way to put in the Match Rules of the Copa Libertadores the rule "Away goals used if scores are level after 90 minutes." ?

JohnLocke
27-05-13, 05:58 PM

Not that I know of.

Pasquale
27-05-13, 06:34 PM

No John I tried to change the offset with MOV EDX, -1 but the game crashes ....

JohnLocke
27-05-13, 08:17 PM

Not sure what's causing that, I've tried it with both Europe and North America; it worked both times - the only clubs selected where from the continent I specified.

Details in post 360 is all I was doing.

Pasquale
27-05-13, 08:57 PM

John but instead enter the name of the continent can not Enter your extension name of the nation?

JohnLocke
27-05-13, 09:23 PM

0092AFDB: MOV EDX,DWORD PTR DS:[EAX+53] //moves the clubs nation id into EDX

0092AFE2: MOV EDX,DWORD PTR DS:[EDX+71] //moves the nations continent id into EDX

0092AFF4: CMP WORD PTR DS:[EAX+80],BX //compares club rep to BX (set to 5000 @ 0x92AFB1

If you can tamper with this section (not just these 3 lines) it might be possible to make the code skips clubs not in a specified nation.

JohnLocke
27-05-13, 09:23 PM

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Pasquale
27-05-13, 09:31 PM

:dizzy:

---

stakhanovite
28-05-13, 05:29 PM

Is there any way to change how many coefficient points are awarded for wins/draws and progression in the CL/UC?

JohnLocke
31-05-13, 05:54 AM

Quote:

Not that I know of.

JohnLocke

31-05-13, 06:03 AM

Pasquale, check this out:

```
0092AFE2 MOV DL,BYTE PTR DS:[EDX+75]
0092AFE5 TEST DL,DL
0092AFE7 JE SHORT 0052B016
0092AFE9 CMP DL,4
0092AFEC NOP
0092AFED NOP
0092AFEE NOP
0092AFEF NOP
0092AFF0 NOP
0092AFF1 NOP
0092AFF2 JNE SHORT 0052B00F
```

EDX+75 (originally +71) is accessing the club's 'region' (rather than what country they are in). The following 2 lines just check if the region isn't set - the clever bit is CMP DL, 4 - which is comparing each club's region to Brazil.

List of all codes below. As you can see not every nation has a region of their own. You could try moving Northern Ireland into a region of their own by moving England, Scotland and Wales out of the 'Britain' region in the editor - not sure what impact this will have on other aspects of the game.

Code:

```
// nation region
#define REGION_AFRICA 1
#define REGION_ASIA 2
#define REGION_BALKAN 3
#define REGION_BRAZIL 4
#define REGION_BRITAIN 5
#define REGION_CARIBBEAN 6
#define REGION_CENTRAL_AMERICA 7
#define REGION_EASTERN_EUROPE 8
#define REGION_FRANCE 9
#define REGION_GERMANY 10
#define REGION_HOLLAND 11
#define REGION_ITALY 12
#define REGION_JAPAN 13
#define REGION_MIDDLE_EAST 14
#define REGION_NORTH_AFRICA 15
#define REGION_NORTH_AMERICA 16
#define REGION_NORTHERN_EUROPE 17
#define REGION_OCEANIA 18
#define REGION_RUSSIA 19
#define REGION_SCANDINAVIA 20
#define REGION_SOUTH_AFRICA 21
#define REGION_SOUTH_AMERICA 22
#define REGION_SOUTHERN_EUROPE 23
#define REGION_SPAIN 24
#define FIRST_REGION 1
#define LAST_REGION 24

// nation actual region
#define ACTUAL_REGION_AFRICA 1
#define ACTUAL_REGION_ASIA 2
#define ACTUAL_REGION_CARIBBEAN 3
#define ACTUAL_REGION_CENTRAL_AMERICA 4
#define ACTUAL_REGION_CENTRAL_EUROPE 5
#define ACTUAL_REGION_EASTERN_EUROPE 6
#define ACTUAL_REGION_MIDDLE_EAST 7
#define ACTUAL_REGION_NORTH_AFRICA 8
#define ACTUAL_REGION_NORTH_AMERICA 9
#define ACTUAL_REGION_OCEANIA 10
#define ACTUAL_REGION_SCANDINAVIA 11
#define ACTUAL_REGION_SOUTH_AMERICA 12
#define ACTUAL_REGION_SOUTHERN_EUROPE 13
#define ACTUAL_REGION_UK_AND_IRELAND 14
#define FIRST_ACTUAL_REGION 1
#define LAST_ACTUAL_REGION 14
```

If you want to use the 'actual region' change 0052AFE2 to EDX+76.

It's not perfect - the game still invited Dortmund (UEFA Cup winners), Man Utd (Champions League) and Atletico Madrid (not sure why) but the other 9 teams were from Brazil.

Edit - clubs invited from Brazil were: Atlético Mineiro, Corinthians, Cruzeiro, Botafogo, Coritiba, Vasco, Gremio, Internacional and Palmeiras.

JohnLocke

31-05-13, 06:03 AM

Pasquale, check this out:

```
0092AFE2 MOV DL,BYTE PTR DS:[EDX+75]
0092AFE5 TEST DL,DL
0092AFE7 JE SHORT 0052B016
0092AFE9 CMP DL,4
```

```
0092AFEC NOP
0092AFED NOP
0092AFEE NOP
0092AFEF NOP
0092AFF0 NOP
0092AFF1 NOP
0092AFF2 JNE SHORT 0052B00F
```

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#define REGION_BRAZIL 4
#define REGION_BRITAIN 5
#define REGION_CARIBBEAN 6
#define REGION_CENTRAL_AMERICA 7
#define REGION_EASTERN_EUROPE 8
#define REGION_FRANCE 9
#define REGION_GERMANY 10
#define REGION_HOLLAND 11
#define REGION_ITALY 12
#define REGION_JAPAN 13
#define REGION_MIDDLE_EAST 14
#define REGION_NORTH_AFRICA 15
#define REGION_NORTH_AMERICA 16
#define REGION_NORTHERN_EUROPE 17
#define REGION_OCEANIA 18
#define REGION_RUSSIA 19
#define REGION_SCANDINAVIA 20
#define REGION_SOUTH_AFRICA 21
#define REGION_SOUTH_AMERICA 22
#define REGION_SOUTHERN_EUROPE 23
#define REGION_SPAIN 24
#define FIRST_REGION 1
#define LAST_REGION 24

// nation actual region
#define ACTUAL_REGION_AFRICA 1
#define ACTUAL_REGION_ASIA 2
#define ACTUAL_REGION_CARIBBEAN 3
#define ACTUAL_REGION_CENTRAL_AMERICA 4
#define ACTUAL_REGION_CENTRAL_EUROPE 5
#define ACTUAL_REGION_EASTERN_EUROPE 6
#define ACTUAL_REGION_MIDDLE_EAST 7
#define ACTUAL_REGION_NORTH_AFRICA 8
#define ACTUAL_REGION_NORTH_AMERICA 9
#define ACTUAL_REGION_OCEANIA 10
#define ACTUAL_REGION_SCANDINAVIA 11
#define ACTUAL_REGION_SOUTH_AMERICA 12
#define ACTUAL_REGION_SOUTHERN_EUROPE 13
#define ACTUAL_REGION_UK_AND_IRELAND 14
#define FIRST_ACTUAL_REGION 1
#define LAST_ACTUAL_REGION 14
```

If you want to use the 'actual region' change 0052AFE2 to EDX+76.

It's not perfect - the game still invited Dortmund (UEFA Cup winners), Man Utd (Champions League) and Atletico Madrid (not sure why) but the other 9 teams were from Brazil.

Edit - clubs invited from Brazil were: Atlético Mineiro, Corinthians, Cruzeiro, Botafogo, Coritiba, Vasco, Gremio, Internacional and Palmeiras.

JohnLocke   31-05-13, 08:04 AM

0092AFE2 MOV DL,BYTE PTR DS:[EDX+57]
This would access the division in which the club plays, it should be possible to use this as the filter but I can't get it to work. I'll keep trying.

JohnLocke   31-05-13, 08:04 AM

0092AFE2 MOV DL,BYTE PTR DS:[EDX+57]
This would access the division in which the club plays, it should be possible to use this as the filter but I can't get it to work. I'll keep trying.

Offsets

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Pasquale

31-05-13, 12:46 PM

I tried to move the small nations instead of Oceania ... off the Champions League and tried to change offset 0092AFE2 MOV DL, BYTE PTR DS:
[EDX +75] (although I did not understand with what I have to change it) and then 0092AFE9 CMP DL, 4 (with 18 number of Oceania) ... but the
game crashes .....

Pasquale

31-05-13, 12:47 PM

John thanks for the help

JohnLocke

01-06-13, 08:45 PM

This pick 9 teams form a specified nation, Norway in this case.

0092AFE2 8B12 MOV EDX,DWORD PTR DS:[EDX]
0092AFE4 81FA 8B000000 CMP EDX,8B //8B is Norway, use 81 for Northern Ireland
0092AFEA 75 23 JNE SHORT 0092B00F
0092AFEC 90 NOP
0092AFED 90 NOP
0092AFEE 90 NOP
0092AFEF 90 NOP
0092AFF0 90 NOP
0092AFF1 90 NOP
0092AFF2 90 NOP
0092AFF3 90 NOP

3 non-Norwegian clubs were still invited (including the CL winner and UEFA Cup winner).

Golly

02-06-13, 07:41 AM

There's a reference to the UEFA Cup (9CF6F0) at 0092AA8B with a reference to Europe just below it. You could always try changing thede to
another competition and country and see what happens?

At a guess the third non-Norwegian clubs involved was from the host country?

I had a little experiment with who the host club are. If I start a game without playing the host country (Spain) league when it appears the club
selected is random (Zaragoza). If I run that league then the current champions (Valenica) are selected. I used the editor to change the current
champions to another team (Osasuna) and ran the game 4 times with Spanish League included and... Osasuna are in the WCC all 4 times. Then I
started again but without the Spanish league running (again 4 times) and... Valencia, Alaves, Real Madrid and Deportivo were placed in the WCC.

So, if you pick the league of the host nation the current champions go into the WCC, if you don't it's random.

Golly

02-06-13, 07:41 AM

JohnLocke

02-06-13, 08:02 AM

This line is accessing the value that indicates whether a league is selected or not.
0092B23D: MOV CL,BYTE PTR DS:[EAX+11C]

JohnLocke

This line is accessing the value that indicates whether a league is selected or not.
0092B23D: MOV CL,BYTE PTR DS:[EAX+11C]

Golly

On a completely unrelated topic, I have been experimenting with adding a new competition (well an old one actually) to England- the English Conference Cup. I have done it on a Tapanified exe (2.19) using a Welsh Cup competition. When I started I rated my chance of success about 10%, I have now upgraded that to 90%. Just need to crack on and polish out the wrinkles.

Golly

Update: I'm at that frustrating point. I probably had the job 80% done, but made a mistake without having a back-up. Now, I am trying to work out/remember how I had got to the point I had got too. Argggggghhhhh!

Zé

I am wondering if somebody can help.

I would like to restrict the number of foreign players at a club. The Portuguese league to be exact, I have used flex and I can force the game to only allow a certain number of foreign players to be selected for domestic games. However I cannot force the game to restrict the purchase of foreign players, like the Brazilian league does.

Can anyone point me in the right direction?

Craig Forrest

hmmm... there is obviously an offset that controls things like that.... same way that Saudi players can't be transferred outside the KSA and that some Basque teams can only sign Basque players.... maybe John Locke will have an idea?

Dermotron

Saudi and Basque already covered in this thread - http://www.champman0102.co.uk/showth...6705#post86705 & http://www.champman0102.co.uk/showth...7865#post87865

Craig Forrest

> Quote:
>
> Originally Posted by **Dermotron** »
>
> Saudi and Basque already covered in this thread - http://www.champman0102.co.uk/showth...6705#post86705 & http://www.champman0102.co.uk/showth...7865#post87865

And that's why you're a Director and I'm a lowly Manager.... :ok:

I thought it had been covered before :D

Dermotron

Don't think that's what he's after though :D

Think it's like in Turkey when you have more than 5 FGN and when you try buy the 6th guy the deals falls through.

JohnLocke

> Quote:
>
> Originally Posted by **Zé** »
>
> I am wondering if somebody can help.
>
> I would like to restrict the number of foreign players at a club. The Portuguese league to be exact, I have used flex and I can force the game to only allow a certain number of foreign players to be selected for domestic games. However I cannot force the game to restrict the purchase of foreign players, like the Brazilian league does.
>
> Can anyone point me in the right direction?

I've just checked the offsets that Flex uses and I think that it actually edits different leagues in Portugal rather than the number of players allowed at a club.

The only restriction I can see that actually works at the club level is Poland.

I'll see what I can do.

Zé   09-06-13, 03:03 PM

Many thanks JohnLocke.

A further question, I note the following on the first post.

> Quote:
>
> *AUSTRALIA*
>
> *004111DD - Australia Number of league fixtures*
> *00411D24 - Australia Number of rounds (hard-coded as DX)*
> *00411D70 - Australia Number of subs in Opening Stage*
> **00411B82 - Australia Number of teams in the league**
> *00411659 - Australia Playoff fixtures*

Am I correct in saying you can reduce the number of teams in a league but not increase them? Am I also right in saying we cannot edit the number of teams that are relegated/promoted?

The reason I ask is because the Oceanic structure is ideal for what i'm looking to do. *Except for the fact they do not have relegations.*

Fods   11-06-13, 08:59 AM

There are no relegations/promotions in Australia, Ze

---

paysbasque   11-06-13, 01:53 PM

Does anyone know how to change the teams participating in the Welsh Premier Cup?
In the game some participants are the best Welsh Premier League teams (and I want it to stay that way), but also 4 Welsh clubs playing in England: Wrexham, Swansea, Cardiff and Merthyr Tydfil. I assume that those 4 clubs are hardcoded in exe file.

JohnLocke   11-06-13, 05:14 PM

Welsh Premier Cup invites (untested):

00928A3D MOV EAX,DWORD PTR DS:[9D0434] (Cardiff City)

00928A62 MOV EAX,DWORD PTR DS:[9D0430] (Swansea City)

00928AA6 MOV EAX,DWORD PTR DS:[9D0438] (Merthyr Tydfil)

00928A85 MOV EAX,DWORD PTR DS:[9D043C] (Wrexham)

JohnLocke   11-06-13, 05:14 PM

Welsh Premier Cup invites (untested):

00928A3D MOV EAX,DWORD PTR DS:[9D0434] (Cardiff City)

00928A62 MOV EAX,DWORD PTR DS:[9D0430] (Swansea City)

00928AA6 MOV EAX,DWORD PTR DS:[9D0438] (Merthyr Tydfil)

00928A85 MOV EAX,DWORD PTR DS:[9D043C] (Wrexham)

Zé   11-06-13, 05:46 PM

> Quote:
>
> Originally Posted by **Fodster** »
>
> *There are no relegations/promotions in Australia, Ze*

Thanks Fodster, as I thought (Well as google told me).

Maybe I am thinking far too simplistically, but I was hoping there was an offset which would enable relegation/promotion. Therefore I could attach teams to the lower division and then the game would promote based on reputation.

It would certainly make the league more interesting if one team dropped every year... It's bad enough there is no cup!

---

paysbasque   11-06-13, 06:34 PM

Quote:

Thanks JohnLocke!
I'll see if it works.

---

slivie   19-06-13, 11:43 AM

what is the offset for changing a 800x600 game into a 1280x800 game without applying the tapani patch? I downloaded a tapanified 3.12 league patch that is 800x600

JohnLocke   19-06-13, 05:07 PM

Can you just re-apply the 3.12 patch to the exe and select the wide screen option?

---

slivie   19-06-13, 06:11 PM

i tried that it crashes the game, i'm just going to use tapani 2.19 instead

---

Show 40 post(s) from this thread on one page

Offsets

Printable View

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paysbasque   22-06-13, 07:10 AM

Does anyone know how to change a competition nation?
I changed the Northern Irish Charity Shield, so that it is played between winners of Welsh Premier Division and Welsh Cup and that works, but the competition is only active when Northern Ireland was selected. I tried using the Tri Wasono Editor to switch the nation to Wales, but changes made there do not influence if the competition is loaded, so I suppose something has to be changed in the exe file.

---

zozoa   29-06-13, 08:48 AM

John, will you be able to locate the command which determines how many year required for a foreigner to get nationality in a league?
I have tried few times to locate it but never managed to.

Pasquale   05-07-13, 12:04 PM

You can increase the friendly matches of the national?

Fods   05-07-13, 12:47 PM

You can. ESP for Northern Ireland

Pasquale   05-07-13, 08:18 PM

John, you can move the final of the League northern ireland league cup from December to January or February of the following year? Can you tell me how to do?

Kowalinho   15-07-13, 06:56 PM

Ok i did a 2nd attempt on lux league ;) So far good but i have a problems:

1)Greek Cup (which is now lux cup) have 11 groups with 4 teams so is there any possibility to change any offset to reduce number of groups or something else because game gets rest of teams from "greek lower league".

2a) Greek lower league -> is there any possibility to cut it from luxembourg so greek teams dont get involved into luxembourg competitions?

2b) Or you know any other possiblity to get lux teams in lux 2nd div a greek teams keep away?

3) I tried to change with olly number of relegations from 2nd division to 0 so no greek teams will be promoted but game crashes at last round

---

Pasquale   20-07-13, 09:10 PM

Hello
I have two questions:

1) you can change the number of teams participating in the playoffs to Australia?
2) you can change the start date of the championship of South Korea?

Fods   21-07-13, 01:08 AM

You can

Pasquale   21-07-13, 12:40 PM

I can but how?

Golly

The answer is 42.

Now you just need to find the question.

Fods

4+2 = post 6 in this thread......

or 4 x 2 = Pasquale is a twat.com

paysbasque

Hey!

I spotted something interesting when browsing through the exe file in Olly.
At offset 525394 starts a block of code that references by name two players from the original database: Collin Samuel and Devon Mitchell (both talented Trinidadian youngsters).
I have no idea what this code does and this is the first time I see any player referenced in the file.

Alan

Samuel has Mitchell as a favourite staff. Both players have a future transfer to Falkirk on 1/10/01. Also, if you browse through the exe you will see that Falkirk are one of the teams used as an example in many of the text strings.

Alan

> Quote:
>
> Originally Posted by **paysbasque** »
>
> Hey!
>
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> At offset 525394 starts a block of code that references by name two players from the original database: Collin Samuel and Devon Mitchell (both talented Trinidadian youngsters).
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Samuel has Mitchell as a favourite staff. Both players have a future transfer to Falkirk on 1/10/01. Also, if you browse through the exe you will see that Falkirk are one of the teams used as an example in many of the text strings.

paysbasque

> Quote:
>
> Originally Posted by **Alan** »
>
> Samuel has Mitchell as a favourite staff. Both players have a future transfer to Falkirk on 1/10/01. Also, if you browse through the exe you will see that Falkirk are one of the teams used as an example in many of the text strings.

That's true, but both the transfers and the favourite staff info is specified in the database, so why put in the exe file?

Alan

I have no idea but feel this just adds to the fact that there is something curiously relevant about these two players. Suppose it could be a hangover from something that was going on in an earlier CM3 game.

Astro

> Quote:
>
> Originally Posted by **albdono** »
>
> Hy,
> and for Italy
> - Italian Serie A Numbers of Teams
> - Italian Serie B Numbers of Teams?

Any luck with this?

Jesus

<div align="right">12-08-13, 07:57 PM</div>

Anyone know what offsets refer to the maximum number of loans in England? I want to loan more than two players.

Fods

<div align="right">12-08-13, 09:44 PM</div>

Use the patch

Jesus

<div align="right">12-08-13, 11:21 PM</div>

No? I don't like how it alters the player development.

Fods

<div align="right">13-08-13, 07:40 AM</div>

2.16 doesnt

MarcoVanBast

<div align="right">13-08-13, 07:06 PM</div>

any1 gave offset of transfer deadline date? startinng game in 1999 and whole months no transfer deadline in any countries.

Golly

<div align="right">01-09-13, 09:58 PM</div>

Been away a while doing grown up things, but finally got around to having a play with CM0102 offsets.

I have managed to change the English League Cup First Round back to 2 Legs like it was upto 2000-01 season. Still need to thorough test it all out though and fix an issue with the date of the 2nd Leg.

I have also managed to turn English FA Cup Semi-Final replays back on. Unfortunately I am still trying to work out how to turn FA Cup Semi-Final penalty shoot-out off as this overrides the replay as the method of sorting out a SF drawn match.

I am pretty confident that once I have worked everything out I will know how to edit any competition. ie One off match or 2 Legs. Extra-time or no Extra-time. Penalties or replay(s).

I should just add that all that will be totally impossible for all Northern Ireland competitions due to a bug in the CM0102.exe

kurtkolik

<div align="right">06-09-13, 01:09 PM</div>

Does anyone know how to change the player restrictions of Turkish league?

Turkey's second citizenship five years. What should I do to be the first year?

Dermotron

<div align="right">24-09-13, 11:15 AM</div>

Are there offset's for the number of clubs required for each competition, specifically the Cup competitions.

I guess it's not the offset's I am particularly interested in, more the so the minimum number of clubs required.

Offsets

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djole2mcloud
25-09-13, 06:16 PM

yes there are...u have an explanation here:
http://www.champman0102.co.uk/showth...lacement+guide
STEP 2

> Quote:
>
> *Originally Posted by **Dermotron*** »
>
> *Are there offset's for the number of clubs required for each competition, specifically the Cup competitions.*
>
> *I guess it's not the offset's I am particularly interested in, more the so the minimum number of clubs required.*

Dermotron
25-09-13, 06:19 PM

Cheers mate. Must give Olly a look, havent used it in about 6 years, lol

Trying to trim the amount of teams in some countries, wanna find the minimum number of teams the cups require

---

Okocha26
30-09-13, 01:08 PM

Turkish leagues foreign player limit problem
please research how can we buy foreign player to Turkish 2. leauges
and how can we change to Turkish Super Leauge foreign player limit to 10 but 6 in first 18

JohnLocke
02-10-13, 12:19 PM

Pointless:
004608F4: JE 00460BBA
00460905: JNE 00460BBA

Replace the above lines with NOP in Olly, you can then see the 'Finances', 'Income' & 'Expenditure' options on the menu for AI controlled clubs too - clicking them does nothing though.

JohnLocke
02-10-13, 12:19 PM

Pointless:
004608F4: JE 00460BBA
00460905: JNE 00460BBA

Replace the above lines with NOP in Olly, you can then see the 'Finances', 'Income' & 'Expenditure' options on the menu for AI controlled clubs too - clicking them does nothing though.

Craig Forrest
04-10-13, 04:28 PM

JL,

I'm trying to work off what you were showing Paquale in post 381.... am trying to figure out how I can get the comp to select teams for the CONCACAF CL after I move them to a new league.... for example, if I create a new MLS league by swapping USA with Wales, then the CONCACAF CL will select 2 Welsh teams from what used to be the USA, and then select 3 teams from the new MLS as the three random Caribbean teams that get invited, as the MLS squads will have a higher rep than anyone else....

what I'd like to do is find the offset(s) that tell the program which regions (or nations) to invite teams from.

Make any sense?

//CF

Pasquale

Quote:

> Originally Posted by **Craig Forrest** »
>
> JL,
>
> I'm trying to work off what you were showing Paquale in post 381.... am trying to figure out how I can get the comp to select teams for the CONCACAF CL after I move them to a new league.... for example, if I create a new MLS league by swapping USA with Wales, then the CONCACAF CL will select 2 Welsh teams from what used to be the USA, and then select 3 teams from the new MLS as the three random Caribbean teams that get invited, as the MLS squads will have a higher rep than anyone else....
>
> what I'd like to do is find the offset(s) that tell the program which regions (or nations) to invite teams from.
>
> Make any sense?
>
> //CF

No Paquale but Pasquale :lol::lol:

JohnLocke

Quote:

> Originally Posted by **JohnLocke** »
>
> Pasquale, check this out:
>
> 0092AFE2 MOV DL,BYTE PTR DS:[EDX+75]
> 0092AFE5 TEST DL,DL
> 0092AFE7 JE SHORT 0052B016
> 0092AFE9 CMP DL,4
> 0092AFEC NOP
> 0092AFED NOP
> 0092AFEE NOP
> 0092AFEF NOP
> 0092AFF0 NOP
> 0092AFF1 NOP
> 0092AFF2 JNE SHORT 0052B00F
>
> EDX+75 (originally +71) is accessing the club's 'region' (rather than what country they are in). The following 2 lines just check if the region isn't set - the clever bit is CMP DL, 4 - which is comparing each club's region to Brazil.
>
> List of all codes below. As you can see not every nation has a region of their own. You could try moving Northern Ireland into a region of their own by moving England, Scotland and Wales out of the 'Britain' region in the editor - not sure what impact this will have on other aspects of the game.
>
> Code:
>
> ```
> // nation region
> #define REGION_AFRICA 1
> #define REGION_ASIA 2
> #define REGION_BALKAN 3
> #define REGION_BRAZIL 4
> #define REGION_BRITAIN 5
> #define REGION_CARIBBEAN 6
> #define REGION_CENTRAL_AMERICA 7
> #define REGION_EASTERN_EUROPE 8
> #define REGION_FRANCE 9
> #define REGION_GERMANY 10
> #define REGION_HOLLAND 11
> #define REGION_ITALY 12
> #define REGION_JAPAN 13
> #define REGION_MIDDLE_EAST 14
> #define REGION_NORTH_AFRICA 15
> #define REGION_NORTH_AMERICA 16
> #define REGION_NORTHERN_EUROPE 17
> #define REGION_OCEANIA 18
> #define REGION_RUSSIA 19
> #define REGION_SCANDINAVIA 20
> #define REGION_SOUTH_AFRICA 21
> #define REGION_SOUTH_AMERICA 22
> #define REGION_SOUTHERN_EUROPE 23
> #define REGION_SPAIN 24
> #define FIRST_REGION 1
> #define LAST_REGION 24
>
> // nation actual region
> #define ACTUAL_REGION_AFRICA 1
> #define ACTUAL_REGION_ASIA 2
> #define ACTUAL_REGION_CARIBBEAN 3
> #define ACTUAL_REGION_CENTRAL_AMERICA 4
> #define ACTUAL_REGION_CENTRAL_EUROPE 5
> #define ACTUAL_REGION_EASTERN_EUROPE 6
> #define ACTUAL_REGION_MIDDLE_EAST 7
> #define ACTUAL_REGION_NORTH_AFRICA 8
> #define ACTUAL_REGION_NORTH_AMERICA 9
> #define ACTUAL_REGION_OCEANIA 10
> ```

```
#define ACTUAL_REGION_SCANDINAVIA 11
#define ACTUAL_REGION_SOUTH_AMERICA 12
#define ACTUAL_REGION_SOUTHERN_EUROPE 13
#define ACTUAL_REGION_UK_AND_IRELAND 14
#define FIRST_ACTUAL_REGION 1
#define LAST_ACTUAL_REGION 14
```

If you want to use the 'actual region' change 0052AFE2 to EDX+76.

It's not perfect - the game still invited Dortmund (UEFA Cup winners), Man Utd (Champions League) and Atletico Madrid (not sure why) but the other 9 teams were from Brazil.

Edit - clubs invited from Brazil were: Atlético Mineiro, Corinthians, Cruzeiro, Botafogo, Coritiba, Vasco, Gremio, Internacional and Palmeiras.

> Quote:
>
> *Originally Posted by **Craig Forrest***
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>
> *what I'd like to do is find the offset(s) that tell the program which regions (or nations) to invite teams from.*
>
> *Make any sense?*

Not really. Can you explain it without the league swapping aspect - do you want Welsh teams to appear in the CONCACAF CL?

Who gets invited now? (which competition winners etc).

JohnLocke   07-10-13, 09:03 PM

The only code I can find is for the Inter American Cup, is that the same thing?

See 00632566 & 00632692.

JohnLocke   07-10-13, 09:37 PM

0x585078 to 0x58517D, seems to relate picking clubs to play in the UEFA Champions League.

JohnLocke   07-10-13, 09:37 PM

0x585078 to 0x58517D, seems to relate picking clubs to play in the UEFA Champions League.

Craig Forrest   08-10-13, 02:37 PM

CONCACAF CL takes 2 USA teams, 2 Mexican teams, 3 Central American Teams and 1 Carribean team.... as only the USA is playable I believe that the 2 USA spots go to the MLS winner and the US Open Cup winner while the spots for the other teams probably work on reputation (although I'm not certain).

What I'd like to do is find a way to get the computer to choose a different region than USA, Mexico or the Caribbean.... I'd like to be able to select the region that clubs are chosen from... that way if I do a league swap and I can get it to choose teams from the nation I want rather than always choosing Mexico, USA, Central America and the Caribbean.

When I search for the comp in Olly, it is referred to as eurocomp\con_champ.cpp.... don't know if that's helpful or not...

Cheers

JohnLocke   08-10-13, 05:44 PM

> Quote:
>
> *Originally Posted by **Craig Forrest** »*
>
> *When I search for the comp in Olly, it is referred to as eurocomp\con_champ.cpp.... don't know if that's helpful or not...*
> *Cheers*

Very helpful, see 0x4c11e7 to 0x4c12b8, which is looping through every club in the game.

MOV EAX,DWORD PTR DS:[EDI+53] is accessing club.nation
MOV ECX,DWORD PTR DS:[9CF3D0] is accessing location of mexico id (see 0x60e56F)
MOV ECX,DWORD PTR DS:[EDI+57] is accessing club.division
CMP ECX,DWORD PTR DS:[9CF590] is accessing then location of 'America Major League', MLS I assume. See 0x6063e3
CMP EDX,DWORD PTR DS:[9CF4F8] is accessing location of USA id - see 0x60ed91
CMP BYTE PTR DS:[EAX+75],7 is, I think, nation.region, 7 is REGION_CENTRAL_AMERICA (see above post)

CMP BYTE PTR DS:[EAX+75],6 ditto - REGION_CARIBBEAN
ADD EDI,245 - 0x245 is 581 decimal, which is the length of a club - this means the next iteration will access the next club.

Let me know if this doesn't make sense or if you want more info.

JohnLocke

08-10-13, 05:44 PM

> Quote:
>
> Originally Posted by **Craig Forrest** »
>
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MOV ECX,DWORD PTR DS:[9CF3D0] is accessing location of mexico id (see 0x60e56F)
MOV ECX,DWORD PTR DS:[EDI+57] is accessing club.division
CMP ECX,DWORD PTR DS:[9CF590] is accessing then location of 'America Major League', MLS I assume. See 0x6063e3
CMP EDX,DWORD PTR DS:[9CF4F8] is accessing location of USA id - see 0x60ed91
CMP BYTE PTR DS:[EAX+75],7 is, I think, nation.region, 7 is REGION_CENTRAL_AMERICA (see above post)
CMP BYTE PTR DS:[EAX+75],6 ditto - REGION_CARIBBEAN
ADD EDI,245 - 0x245 is 581 decimal, which is the length of a club - this means the next iteration will access the next club.

Let me know if this doesn't make sense or if you want more info.

Craig Forrest

08-10-13, 05:54 PM

Cheers Mr. Locke :ok:

I'll mess around with this tonight and see what I can do with it :D

Oh..... and out of curiosity, how can you determine what the Nation ID is from the 9CF*** number?

EDIT

Never mind that last bit... figured out what you meant :ok:

Cam F

08-10-13, 06:12 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> *Very helpful, see 0x4c11e7 to 0x4c12b8, which is looping through every club in the game.*
>
> *MOV EAX,DWORD PTR DS:[EDI+53] is accessing club.nation*
> *MOV ECX,DWORD PTR DS:[9CF3D0] is accessing location of mexico id (see 0x60e56F)*
> *MOV ECX,DWORD PTR DS:[EDI+57] is accessing club.division*
> *CMP ECX,DWORD PTR DS:[9CF590] is accessing then location of 'America Major League', MLS I assume. See 0x6063e3*
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>
> *Let me know if this doesn't make sense or if you want more info.*

Oh this is quite exciting, so looking at that it might then be possible to dissociate nations from the UK as that looks like has 2 bits for region & maybe the 2nd is for regens.

In my game I find Ireland, N Ireland & no offence Top but Wales pointless.

I would love to replace these leagues with other European nations, say Switzerland, Romania & Austria for example but when you replace them presently the regens also include the UK & Ireland kids.

---

zozoa

08-10-13, 08:39 PM

> Quote:
>
> Originally Posted by **zozoa** »
>
> *John, will you be able to locate the command which determines how many year required for a foreigner to get nationality in a league?*
> *I have tried few times to locate it but never managed to.*

Any ideas JohnLocke?

Craig Forrest

09-10-13, 02:35 PM

> Quote:

I seem to have been able to do what I needed to do thanks to this great piece of info.... Cheers Mr. Locke :ok:

JohnLocke   09-10-13, 06:23 PM

> Quote:
>
> *Originally Posted by **zozoa** »*
>
> *John, will you be able to locate the command which determines how many year required for a foreigner to get nationality in a league?*
> *I have tried few times to locate it but never managed to.*

Never seen anything that relates to this. As there is no text message (news item etc) associated with gaining a 2nd nationality it almost impossible to figure out what most code is actually doing.

The code in Olly would contain a reference to [EAX+1E] (although not necessarily EAX, it could be any of the registers. +1E is 30 decimal, which is the location of 2nd nationality in the person data. There'd also be a CMP instructions, and probably a TEST to check it the existing value is -1 (no 2nd nationality).

You might be able to narrow it down if you knew which .cpp file (see post 39) relates to gaining a second nationality.

JohnLocke   09-10-13, 06:23 PM

JohnLocke   09-10-13, 06:49 PM

> Quote:
>
> *Originally Posted by **Cam F** »*
>
> *Oh this is quite exciting, so looking at that it might then be possible to dissociate nations from the UK as that looks like has 2 bits for region & maybe the 2nd is for regens.*
>
> *In my game I find Ireland, N Ireland & no offence Top but Wales pointless.*
>
> *I would love to replace these leagues with other European nations, say Switzerland, Romania & Austria for example but when you replace them presently the regens also include the UK & Ireland kids.*

Continent, region and 'actual region' of each nation can be changed in the editor - I assume you've already tried editing these?

Cam F   09-10-13, 07:00 PM

> Quote:
>
> *Originally Posted by **JohnLocke** »*
>
> *Continent, region and 'actual region' of each nation can be changed in the editor - I assume you've already tried editing these?*

Assumption kiiled the cat.

I asked the guys who regularly made patches and they didn't know how to stop it & they didn't know how. Worth a try for sure.

JohnLocke

Quote:

> Originally Posted by **Jesus** »
>
> *Anyone know what offsets refer to the maximum number of loans in England? I want to loan more than two players.*

00579E58: CMP BYTE PTR DS:[EAX+ECX],5
00579F16: CMP AL,1

See how the first is followed by a JL instruction, the second by a JLE.

JL = Jump if less than, JLE = Jump if less than or equal to

JohnLocke

Pasquale

Quote:

> Originally Posted by **Craig Forrest** »
>
> *I seem to have been able to do what I needed to do thanks to this great piece of info.... Cheers Mr. Locke :ok:*

you can do the same for the Oceania Champions Cup?

Offsets

Printable View

Pasquale   11-10-13, 05:22 PM

What is the offset to disable the Merconorte Cup?

Alan   12-10-13, 10:07 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> *00579E58: CMP BYTE PTR DS:[EAX+ECX],5*
> *00579F16: CMP AL,1*
>
> *See how the first is followed by a JL instruction, the second by a JLE.*
>
> *JL = Jump if less than, JLE = Jump if less than or equal to*

Great. Works a treat.
On a similar note, is there a way of allowing non-EU loans into English clubs?

Unrelated but something that bugs me a lot as I spend a great deal of my management time in Spain:
Would you be able to identify and disable the game not allowing any more than 26 players in the 'A' team. This only seems to apply when promoting players from the 'B' team, and doesn't stop incoming transfers. Once the maximum 26 players is exceeded (by transferring in or trialling in for example) in the 'A' team the game will then allow further promotions from the reserves. Si in short, it seems that if the 'A' team has exactly 26 players then you are unable to promote from the 'B' team.

JohnLocke   12-10-13, 10:36 PM

Post a screenshot of the message the game displays in each situation and I'll take a look.

Alan   12-10-13, 11:14 PM

For the non-EU loans it's this:
http://imageshack.us/a/img198/1374/zajd.jpg

For the maximum squad:
http://imageshack.us/a/img163/9518/1hfi.jpg

This message only seems to appear if you try and promote players on the day of Spanish Cup matches.

JohnLocke   13-10-13, 10:06 AM

I can find the code that displays the messages but I've not manged to find the code that controls whether a player can be loaned or moved.

008F12CC: PUSH OFFSET 00A9F514; ASCII "{}<%s - Club Name(e.g.Chelsea)>{} are not allowed to loan non-EU players."

008887B0: PUSH OFFSET 00A8B2CC; |ASCII "There is no space in the {}<%s - Club Name(e.g.Barcelona)>{} squad for this player."
0088A16D: PUSH OFFSET 00A8B2CC; |ASCII "There is no space in the {}<%s - Club Name(e.g.Barcelona)>{} squad for this player."

Code checking if a nation is in Europe should access [register+7F], there would probably be a [register+1A] (nationality of a person) line nearby too but I can't find anything.

JohnLocke   13-10-13, 10:06 AM

I can find the code that displays the messages but I've not manged to find the code that controls whether a player can be loaned or moved.

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Code checking if a nation is in Europe should access [register+7F], there would probably be a [register+1A] (nationality of a person) line nearby

too but I can't find anything.

---

zozoa   13-10-13, 01:09 PM

Few people asked me about the World Cup fix in order to start in 2013, so here are the changes need to be done:

Change offset 005F9ACC to MOV EAX,DWORD PTR DS:[9CF4AC] - replaces Sweden with Switzerland as WC Host
Change offset 005F9AD9 to MOV EDX,DWORD PTR DS:[9CF3A0] - replaces Norway with LIECHTENSTEIN as WC Host
Change offset 0091B8E2 to MOV ECX,DWORD PTR DS:[9CF300] - replaces Spain with France in the WC Euro Quals

Change the following offsets to DS:[9CF300] - replaces Spain with France in the WC Euro Quals, sorts the results against another teams in the group
0091D2B5
0091D323
0091D363
0091D3AF
0091D43B
0091D479
0091D4C4
0091D4E0

Sort Qualifying nations:
0092F304 .^E9 3751C2FF JMP NEW.00554440
0092F309 90 NOP
0092F30A 90 NOP
0092F30B 90 NOP
0092F30C 90 NOP

00554440 > 66:813D 922CAE>CMP WORD PTR DS:[AE2C92],7DD
00554449 . 75 0C JNZ SHORT NEW.00554457
0055444B . 66:833A 0B CMP WORD PTR DS:[EDX],0B
0055444F . 75 06 JNZ SHORT NEW.00554457
00554451 . 81C2 B2520000 ADD EDX,52B2
00554457 > 52 PUSH EDX
00554458 . E8 736FFEFF CALL NEW.0053B3D0
0055445D . E9 ABAE3D00 JMP NEW.0092F30D

JohnLocke   22-10-13, 07:52 AM

0x98b3fc - change from '$' to '£' (0xA3 - displays as a 'ú' in Olly), then when you load the game select the 2nd '£' on the currency list (where the '$' used to be) - hey presto, you've got all monetory values inflated by about 50%. Quick test shows Del Piero on £190,000pw as opposed to £120,000.

Dermotron   22-10-13, 09:21 AM

Awesome :lol:

Alan

Muppetry on my part I know but how is this done? No problems with normal offset values but when the begin in 0x I don't have a clue! :redface:

JohnLocke

'0x' just means its a hexadecimal number. Seeing as all offsets are hexadecimal you can just ignore it.

zozoa

Enable option to offer Ast. Managers & Coaches scout position:
change offset 004CBA67 from JNZ to JGE

It has bothered me for a while...

zozoa

Enable option to offer Ast. Managers & Coaches scout position:
change offset 004CBA67 from JNZ to JGE

It has bothered me for a while...

scemoka

Hello Mates!
Is there anybody here, who knows the OFFSET of Olympiastadion in Helsinki ? National stadium of Finland.
This stadium is very interesting for me. During game (both 3.9.60-3.9.68) Olympiastadion hosts FC Haka's, Hjk's,Mypa's home Champions League matches.
Where is the magic? Which code/rule or offset provide this? I'm very curious. ;)
Any suggestions, any ideas ?

Bomberinho

Prize for(offset):

Fifa world cup (Clubs)?
European super cup?
Intercontinentel cup?
League cup (England)?
Charity Shield(ENG)?
Spanish cup?

Fods

Check the first page

djole2mcloud

JL can u extract offsets from 3.12 tapani patch that switch on/of harder AI tactics?

Pasquale

Hello Guys
you can disable the playoffs /out of northern ireland?

Fods

:pound:

Pasquale

Quote:

> Originally Posted by **Pasquale** »
>
> *Hello Guys*

you can disable the playoffs /out of northern ireland?

nobody knowshow to do? :help::help:

Golly

What is the obsession with Northern Ireland?

Pasquale

Why the Northern Ireland you can change many things..............:bowl: can you help me

Pasquale

Asian Champions League Offset

AFC CHAMPIONS LEAGUE

QUARTER 1:
YEAR - 0040B1DB
MONTH - 0040B1DD
DAY - 0040B1DF

QUARTER 2:
YEAR - 0040B227
MONTH - 0040B229
DAY - 0040B22B

QUARTER 3:
YEAR - 0040B27A
MONTH - 0040B27C
DAY - 0040B27E

SEMIFINAL:
0040AF92 - MONTH
0040AF94 - DAY

FINAL
0040B035 - MONTH
0040B037 - DAY

FINAL 3° PLACE
0040B0C5 - MONTH
0040B0C7 - DAY

0040B950 - COUNTRIES PARTICIPATING IN THE AFC CHAMPIONS LEAGUE
0040D830 - COUNTRIES PARTICIPATING IN THE CUP WINNER CUP
0040CC69 - SUBS AFC CHAMPIONS LEAGUE

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Pasquale   05-12-13, 03:38 PM

Asian Champions League Offset

AFC CHAMPIONS LEAGUE

QUARTER 1:
YEAR - 0040B1DB
MONTH - 0040B1DD
DAY - 0040B1DF

QUARTER 2:
YEAR - 0040B227
MONTH - 0040B229
DAY - 0040B22B

QUARTER 3:
YEAR - 0040B27A
MONTH - 0040B27C
DAY - 0040B27E

SEMIFINAL:
0040AF92 - MONTH
0040AF94 - DAY

FINAL
0040B035 - MONTH
0040B037 - DAY

FINAL 3° PLACE
0040B0C5 - MONTH
0040B0C7 - DAY

0040B950 - COUNTRIES PARTICIPATING IN THE AFC CHAMPIONS LEAGUE
0040D830 - COUNTRIES PARTICIPATING IN THE CUP WINNER CUP
0040CC69 - SUBS AFC CHAMPIONS LEAGUE

Pasquale   05-12-13, 03:42 PM

004C11AF - CONCACAF CHAMPIONS LEAGUE PARTECIPATED:

9CF3D0 - MEXICO
9CF4F8 - UNITED STATES
9CF2A8 - COSTA RICA
9CF4D4 - TRINIDAD TOBAGO
9CF2E0 - EL SALVADOR
9CF728 - WINNER US OPEN CUP
9CF590 - WINNER MLS

Pasquale   05-12-13, 03:42 PM

004C11AF - CONCACAF CHAMPIONS LEAGUE PARTECIPATED:

9CF3D0 - MEXICO
9CF4F8 - UNITED STATES
9CF2A8 - COSTA RICA
9CF4D4 - TRINIDAD TOBAGO
9CF2E0 - EL SALVADOR
9CF728 - WINNER US OPEN CUP
9CF590 - WINNER MLS

Pasquale   05-12-13, 03:47 PM

NATION PARTECIPED TO MERCONORTE CUP:

004C2650 - MEXICO
004C2684 - COLOMBIA
004C26AE - PERU
004C26D7 - BOLIVIA

004C270B - WINNER CAMPIONATO MLS

With these codes are able to create an alternative Champions League with Andorra, San Marino, Luxembourg, Liechtenstein, Gibraltar .....
removing the country in the continent of North America and replacing them with the ones you want, then change the codes with OllyDB

Pasquale

NATION PARTECIPED TO MERCONORTE CUP:

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removing the country in the continent of North America and replacing them with the ones you want, then change the codes with OllyDB

Pasquale

Quote:

Originally Posted by **Pasquale** »

Hello Guys
you can disable the playoffs /out of northern ireland?

no one can give me a hand? :-(

---

djole2mcloud

in earlier post JL mention this about continents:

9CFA08=Africa,
9CFA0C=Asia,
9CFA10=Europe,
9CFA14=North America,
9CFA18=Oceania,
9CFA1C=South America.

does anyone knows what is the command for "no continent"?

---

djole2mcloud

inspired by Pasquale's posts,i tried to edit Asian Club Championship in order to create new World club Champions Cup,competition with best teams from all over the world...
but,that didn't work because ACC has continent set to ASIA at offset : 0040BD56 MOV EDI,DWORD PTR DS:[9CFA0C]"Asia" .But i edited continent value to Europe 9CFA10,and change whole lot of other offset to force game to pick clubs from European nations.This is what i manage to do so far.Next goal is to try to find value that stores competition as "international" like world club championship so i can insert nations from other continents.

http://imageshack.us/a/img199/2265/7a86.JPG

http://imageshack.us/a/img18/958/s6si.jpg

http://imageshack.us/a/img812/4210/wbb8.jpg

Pasquale

I created the Armenian championship and moved even Kazakhstan and Australia in Asia

---

Zé

Fantastic stuff :whoo:.

So correct me if I am wrong but with the above we can now create a cup competition?

Djole you mention that you edited a lot of other offsets, are the offsets included in this thread?

Pasquale

Now let me see if Fodster laughs ..... for once I think I've given a lot of help with the discovery of the offsets for the cups .... it is a major turning point for this game:loco:

Zé 08-12-13, 02:11 PM

Quote:

> Originally Posted by **Pasquale** »
>
> *Now let me see if Fodster laughs ..... for once I think I've given a lot of help with the discovery of the offsets for the cups .... it is a major turning point for this game:loco:*

Thank you :ok:

---

djole2mcloud 08-12-13, 07:47 PM

The competition is already there,only that now picks European teams...so we can call it a new European competition...it can be used to create a custom,let's say ''South East European Champions Cup'',and only teams from South East European countries will participate...i think even winner of the UEFA CL and Europa League can be ''called'' to participate...didn't test that,but there is offset for J-League winner,so if we change it with UEFA CL reference i think that is possible...
Still,one issue is standing,if u like to play this competition with European teams u still must pick Japan or S.Korea as selected leagues because competition still appears under ASIAN competition screen...
this is the point where we need a wizard like JL... :-)

Quote:

> Originally Posted by **Zé** »
>
> *Fantastic stuff :whoo:.*
>
> *So correct me if I am wrong but with the above we can now create a cup competition?*
>
> *Djole you mention that you edited a lot of other offsets, are the offsets included in this thread?*

Cam F 08-12-13, 07:50 PM

It could be the European Cup Winners Cup trophy. Miss that cup :(

---

djole2mcloud 08-12-13, 08:43 PM

i might try to force game to pick winners of the all european cups...

Quote:

> Originally Posted by **Cam F** »
>
> *It could be the European Cup Winners Cup trophy. Miss that cup :(*

Golly 09-12-13, 07:30 AM

On the subject of changing competitions to other things...

It always struck me that the structure of the German League Cup is as close as you get to the current FIFA Club World Cup Structure. Whether it would be possible to edit the German League Cup to become the Club World Cup and get the correct teams/competition winners into it is another matter. Would automatically take place every year too is it was achieved.

I did manage to add the Conference Cup to the English Leagues by using (and changing) the offsets for one of the Welsh Cup competitions. Didn't get it quite right (and how I wanted it), but the competition ran and I was close. But then I messed it up without properly backing up my work and I lost it all. Not had the time or inspiration to have another crack as of yet.

---

djole2mcloud 09-12-13, 01:44 PM

all nation competitions have stored (leagues and cups) reference to a certain nation...(9CF***),and now u gave me idea...
also when i have looked argentinian 1st div through olly i saw lot of references to argentinian 2nd div...that must be offset to point where relegated teams should go...also,i saw references for the copa libertadores,that must be for a winner of the argentina 1...also in asian champions league there is a reference for the World club cup,that must be for a winner again...
Continental championships have stored continent reference,again(9CF***),and if u change it to another continent,u must assign nations to compete in from same continent...i tried to force game to pick teams with league references instead of nation references but that wont work...i also wanted to try to go around offset that specify competition nation or continent to be ''international''like WCC,but till now had no luck...maybe u golly have an idea about that

note:golly,from your post,now i think i understand how tapani added conference north using welsh league...he simply change nation reference of the welsh league,and changed references from english conference where relegated teams should go,and from welsh league reference where winner or first 3 clubs should go.still, i dont understand how he adds relegetions to some leagues.am i right?

> *Originally Posted by **Golly** »*
>
> *On the subject of changing competitions to other things...*
>
> *It always struck me that the structure of the German League Cup is as close as you get to the current FIFA Club World Cup Structure. Whether it would be possible to edit the German League Cup to become the Club World Cup and get the correct teams/competition winners into it is another matter. Would automatically take place every year too is it was achieved.*
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giovanisantana29

09-12-13, 04:02 PM

Reading this thread, I had the idea of transforming the Inter-American Cup (an extinct competition) in South American Recopa (a super cup between the champions of the Copa Libertadores and Copa Sudamericana).
I managed to do it perfectly:
http://imageshack.us/a/img43/953/dndd.png

But when the same team wins the Copa Libertadores and Copa Sudamericana, this happens:
http://imageshack.us/a/img268/5127/qngz.png

Has some way to fix this, or is it impossible?

djole2mcloud

09-12-13, 04:24 PM

yes...that is because it is specified that winners of both competitions take a part...if u take a look,above this offsets u should se some EDX,ECX or EAX command followed by some numeric values (+75 for example).I read somewhere where JL pointed that some values are determine that ''winner'' of the competition takes part,but some other value determine ''random'' club from that competition...
now,i don't understand how this EAX,EDX,ECX and numeric value commands works...will try to figure out

> *Originally Posted by **giovanisantana29** »*
>
> *Reading this thread, I had the idea of transforming the Inter-American Cup (an extinct competition) in South American Recopa (a super cup between the champions of the Copa Libertadores and Copa Sudamericana).*
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> *http://imageshack.us/a/img268/5127/qngz.png*
>
> *Has some way to fix this, or is it impossible?*

djole2mcloud

09-12-13, 09:16 PM

ok,i used irish league cup to change it to be serbian league cup...offset changes were flawless...the only matter now is how to move serbian league cup from northern irish competition screen to serbian competition screen...maybe golly can help with this?

http://imageshack.us/a/img11/7217/trzc.jpg

http://imageshack.us/a/img198/3981/c3ih.JPG

Fods

09-12-13, 09:56 PM

> *Originally Posted by **Pasquale** »*
>
> *Now let me see if Fodster laughs ..... for once I think I've given a lot of help with the discovery of the offsets for the cups .... it is a major turning point for this game:loco:*

yeh and fuck all to do with Northern Ireland that you keep going on about :bravo:

Cam F

09-12-13, 10:21 PM

So potentially if some clever person masters it, changing cup/league competitions could be a new tutorial like swapping nations for new patches :D

Looking forward to adding the highland league to Scottish leagues for sure :)

http://t3.gstatic.com/images?q=tbn:A...a2VK_tqeUiKzSQ

djole2mcloud

09-12-13, 10:39 PM

well,i think this is not that far...
i read it now on wiki,that is 5th tier of scottish football system,below 2nd division,right?

> Quote:
>
> Originally Posted by **Cam F** ⏩
>
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> http://t3.gstatic.com/images?q=tbn:A...a2VK_tqeUiKzSQ

Fods

09-12-13, 10:55 PM

Australia could sure do with a Cup or two.

Cam F

09-12-13, 11:21 PM

> Quote:
>
> Originally Posted by **djole2mcloud** ⏩
>
> well,i think this is not that far...
> i read it now on wiki,that is 5th tier of scottish football system,below 2nd division,right?

Correct. Going to be a 5th tier with mix of highland & top junior teams in a pyramid system but not sure how far off it is.

> Quote:
>
> Originally Posted by **Fodster** ⏩
>
> Australia could sure do with a Cup or two.

Got to love a bit of Home & Away :)

http://i56.photobucket.com/albums/g1...49e0e47d55.jpg

Show 40 post(s) from this thread on one page

Offsets

Printable View

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djole2mcloud   10-12-13, 01:21 AM

i think u r prepared to pay for highland division playable in scotland... :):):):)

Sent from my Telenor_Smart_HD using Tapatalk 2

Golly   10-12-13, 06:53 AM

> Quote:
>
> *Originally Posted by **djole2mcloud*** »
>
> *all nation competitions have stored (leagues and cups) reference to a certain nation...(9CF***),and now u gave me idea...*
> *also when i have looked argentinian 1st div through olly i saw lot of references to argentinian 2nd div...that must be offset to point where relegated teams should go...also,i saw references for the copa libertadores,that must be for a winner of the argentina 1...also in asian champions league there is a reference for the World club cup,that must be for a winner again...*
> *Continental championships have stored continent reference,again(9CF***),and if u change it to another continent,u must assign nations to compete in from same continent...i tried to force game to pick teams with league references instead of nation references but that wont work...i also wanted to try to go around offset that specify competition nation or continent to be "international"like WCC,but till now had no luck...maybe u golly have an idea about that*
>
> *note:golly,from your post,now i think i understand how tapani added conference north using welsh league...he simply change nation reference of the welsh league,and changed references from english conference where relegated teams should go,and from welsh league reference where winner or first 3 clubs should go.still, i dont understand how he adds relegetions to some leagues.am i right?*

When I changed that Welsh Cup Competition to the English Conference Cup I spent a good amount of time examining exactly what offsets Tapani changed to alter the Welsh Premier into the Northern Premier League and trying to replicate that for the Conference Cup.

Like Tapani I changed it to a competition that is in the game (from a previous version), although no longer active.

---

djole2mcloud   10-12-13, 07:58 AM

do u have saved that changes somewhere maybe?
i would like to take a look of it.
that your new english conference cup,is it appearing under english competitions or welsh competitions?

Golly   10-12-13, 10:34 AM

I lost everything by not backing up and then making a f*** up, but I'll have a little play and report back.

---

djole2mcloud   10-12-13, 01:41 PM

ok thanks a lot m8...
currently i manage to link up different comps...now i have issue about promotions / relegations...to sort those offsets,to point how many relegations/promotions go to right leagues and to switch off relegations...and specially offset that moves competition from one nation screen to the other...

> Quote:
>
> *Originally Posted by **Golly*** »
>
> *I lost everything by not backing up and then making a f*** up, but I'll have a little play and report back.*

---

djole2mcloud   14-12-13, 12:39 PM

adding cup comp to australia

was looking about this request past few days...the thing is that Australia has reference in .exe only for NSL(national soccer league),and beside that i can use only teams from A lower or A premier division(australian teams)...the rest of Australian leagues visible in Editor are not stored in .exe,so if u use tri wasano editor to place all other teams to A lower or A premier division,it has no effect on game.Now i need some Cup competition that

select teams only from top division or cup competition that select teams from top division and only one division more(in case of Australia that will be A lower division)I started to check NIR and IRE cup comps to see if something will fit.Your suggestion is also welcome.

Beside that i was busting my had with Cam F idea of adding Highland league to Scotland like Conference north to England..I can say i was 50% successful.
Still trying...

djole2mcloud

15-12-13, 11:04 PM

Finally got it all sorted.Changed Irish League cup to Australian FFA Cup.Game picks all 13 teams from NSL,rest of teams are from Australian lower leagues.
Winner of NSL goes to Asian Champions League,and the winner of Australian FFA Cup goes to Asian Cup Winners Cup.The only thing that still i can't figure out is how to transfer FFA Cup from Irish competition screen to Australian competition screen,that why,when u start Australian league u must select Ireland also in order to play FFA Cup.
Here some screenshots:

p.s.Fods,u wanted cup or two for Australia,i give u three :-)

http://imageshack.us/a/img801/4697/4t4j.jpg

http://imageshack.us/a/img542/5164/s7j9.jpg

http://imageshack.us/a/img62/6156/na7y.jpg

http://imageshack.us/a/img22/9485/x6qc.jpg

http://imageshack.us/a/img34/4585/xnft.jpg

http://imageshack.us/a/img12/4725/zboc.jpg

http://imageshack.us/a/img823/9956/dsk9.jpg

http://imageshack.us/a/img69/661/bqaz.jpg

http://imageshack.us/a/img209/5994/2fso.jpg

Fods

16-12-13, 01:36 AM

You are a legend Djool :D

Thanks man :hail:

link download?

djole2mcloud

16-12-13, 01:03 PM

i can give u a link of this patch,but it is tapanified 3.12...i know u hate it,lol...i can make all of this under ODB latest update,but i need few days for that...
your choice :-)

> Quote:
>
> *Originally Posted by **Fodster** »*
> *You are a legend Djool :D*
>
> *Thanks man :hail:*
>
> *link download?*

Fods

16-12-13, 11:51 PM

Latest update please :D

djole2mcloud

17-12-13, 08:51 AM

ok,no problem...will try to modify ODB Autumn 2013 this evening...
meanwhile,u have latest tapanified patch with australia added to download section...just to feel the rhythm...

> Quote:
>
> *Originally Posted by **Fodster** »*
> *Latest update please :D*

Fods

17-12-13, 09:03 AM

No rush matey. :ok:

djole2mcloud

was little experimenting so i did the following:

English Charity shield is now playing between EPL and SPL winners

http://imageshack.us/a/img837/3606/9z5w.jpg

Scottish cup is now ''British'' cup.I'v changed the participants of the cup and now clubs from Irish Premier Division,Scottish Premier,Scottish D1,English Premier and English Championship entering the draw:

http://imageshack.us/a/img811/5584/gsnk.jpg

http://imageshack.us/a/img593/8123/x2k4.jpg

http://imageshack.us/a/img823/4098/13s1.jpg

http://imageshack.us/a/img30/1300/614m.jpg

http://imageshack.us/a/img209/8765/k0eb.jpg

http://imageshack.us/a/img46/4633/0db1.jpg

http://imageshack.us/a/img19/3134/y6dp.jpg

no errors at all,everything goes smoothly...

Craig Forrest

It's fun what we can do with the offsets now :D

Good work djole :ok:

djole2mcloud

indeed...the next i will do is to scottish and english league cup.
scottish league cup will play scottish D2 and D3 teams and english D2 and D3 clubs,maybe Conf clubs also
english league cup will play scottich PRM and D1 clubs,and sam goes for english clubs.Also,i plan to assign welsh and NIR prem clubs to some minor english or scottish cup(fa trophy or scottish challenge cup)

p.s. happy b'day Mr.Forrest :-)

> Quote:
> ---
> Originally Posted by **Craig Forrest** »
> It's fun what we can do with the offsets now :D
>
> Good work djole :ok:

giovanisantana29

How to fix the Australia League Bug (the bug that the same team is champion every year because the competition don't reset in the end of first season):
Same modification used in CMPatcher 2.19

Replace this command:
00411D82 POP ESI

with this:
00411D82 MOV DWORD PTR DS:[ESI+30],-1

Change the next two commands to this:
00411D89 POP ESI
00411D8A RETN

image example:
http://img823.imageshack.us/img823/7936/cvyg.png

giovanisantana29

How to fix the Australia League Bug (the bug that the same team is champion every year because the competition don't reset in the end of first season):
Same modification used in CMPatcher 2.19

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00411D8A RETN

image example:
http://img823.imageshack.us/img823/7936/cvyg.png

Pasquale

hey guys no one found a way to disable the playoffs / out Northern Ireland?

Fods

Yeh post 319

Pasquale

what would this post?

---

lucasdm

Brazilian league now permit 5 foreigners per game, how can i change it from three (that it is already set in my game) to five?

Thanks :baby:

---

stakhanovite

I've been looking at some of the posts on editing continental cup competitions, and tried a bit myself despite being an amateur at this. I swapped Russia and Uzbekistan through the editor to start with. Uzbekistan clubs now take part in CL and EL, and the national team competes in national qualifiers for UEFA. That was alright. Russia played in the Asian national qualifiers, however the teams never showed up in the Asian club competitions. I modified the Asian club competition offsets so that the Russian league ID stuff replaced Uzbekistan, and now Russian teams do play in the western section of the competitions. Success. The only thing is that it just picks random teams at first for the competitions, for all countries seemingly, and even after a couple of seasons it's still prone to picking lower-league teams. Is there any way to make it pick champions and cup winners?

On a side note, is it possible to change the start and finish dates of the Russian league and cup competitions?

---

djole2mcloud

there is no way to pick winners for the competitions that does not exist in db...uzbekistan league isn't playable therefore game picks randomly...u can change it with japan or south korea,and then will work cause those leagues are playable.for all other countries i think game picks based by club reputation.

> Quote:
>
> Originally Posted by **stakhanovite** »
>
> *I've been looking at some of the posts on editing continental cup competitions, and tried a bit myself despite being an amateur at this. I swapped Russia and Uzbekistan through the editor to start with. Uzbekistan clubs now take part in CL and EL, and the national team competes in national qualifiers for UEFA. That was alright. Russia played in the Asian national qualifiers, however the teams never showed up in the Asian club competitions. I modified the Asian club competition offsets so that the Russian league ID stuff replaced Uzbekistan, and now Russian teams do play in the western section of the competitions. Success. The only thing is that it just picks random teams at first for the competitions, for all countries seemingly, and even after a couple of seasons it's still prone to picking lower-league teams. Is there any way to make it pick champions and cup winners?*
>
> *On a side note, is it possible to change the start and finish dates of the Russian league and cup competitions?*

---

stakhanovite

Cheers for the reply. I take it I would need to completely swap Russia with Japan/South Korea through the league swap guide rather than just a couple of offsets to make that work?

---

djole2mcloud

u have already swapped russia with uzbekistan,right?

thisi is it:

0040B99A |. A1 6CF39C00 MOV EAX,DWORD PTR DS:[9CF36C]"JAPAN" - CHANGE IT TO [9CF448],EDI = "RUSSIA"(BECAUSE U SWAPPED RUSSIA WITH UZBEKISTAN,SO UZBEKISTAN IS NOW 9CF448
0040B9FA |. 8B0D 84F49C00 MOV ECX,DWORD PTR DS:[9CF484]"SOUTH_KOREA"

0040BC41 |> A1 6CF39C00 MOV EAX,DWORD PTR DS:[9CF36C] - JAPAN - CHANGE IT TO [9CF448],EDI = "RUSSIA"(BECAUSE U SWAPPED RUSSIA WITH UZBEKISTAN,SO UZBEKISTAN IS NOW 9CF448

0040BC5F |. A1 5CF69C00 MOV EAX,DWORD PTR DS:[9CF65C]"JAPANESE J-LEAGUE" - 9CF59C - CHANGE IT TO [9CF930] - RUSSIAN PREMIER

0040BC91 |> A1 5CF69C00 MOV EAX,DWORD PTR DS:[9CF65C]"JAPANESE J-LEAGUE" - 9CF59C - CHANGE IT TO [9CF930] - RUSSIAN PREMIER

0040BCC0 |> A1 84F49C00 MOV EAX,DWORD PTR DS:[9CF484] - S,KOREA

0040BCDE |. A1 00FA9C00 MOV EAX,DWORD PTR DS:[9CFA00]

0040BD0F |> A1 00FA9C00 MOV EAX,DWORD PTR DS:[9CFA00]

0040BD56 |. 8B3D 0CFA9C00 MOV EDI,DWORD PTR DS:[9CFA0C]"Asia"

THIS HOW GAME WILL PICK ALWAYS WINNER OF UZBEKISTAN/RUSSIAN PREMIER TO ASIAN CL

U CAN DO THIS ALSO,SWAPPING REFERENCES WITH S.KOREA

THEN,THIS HAS TO BE DONE ALSO FOR ASIAN CWC IN ORDER TO GAME PICK WINNER OF JAPANESE EMPERORS CUP TO CWC

```
0040DB28 A1 44F29C00 MOV EAX,DWORD PTR DS:[9CF244] - japan
0040DB4A |. A1 60F69C00 MOV EAX,DWORD PTR DS:[9CF660] - japan emperors cup
0040DB8B |> A1 60F69C00 MOV EAX,DWORD PTR DS:[9CF660] - japan emperors cup
0040DBDC |> A1 84F49C00 MOV EAX,DWORD PTR DS:[9CF484] - south korea
0040DBFE |. A1 04FA9C00 MOV EAX,DWORD PTR DS:[9CFA04]
0040DC3F |> A1 04FA9C00 MOV EAX,DWORD PTR DS:[9CFA04]
0040DCA9 |. 8B35 0CFA9C00 MOV ESI,DWORD PTR DS:[9CFA0C] - asia
```

Offsets

Printable View

---

stakhanovite
31-12-13, 04:02 PM

I actually just swapped Uzbek and Russia in terms of continent, confederation, coefficient, euro.config etc through the editor, but I'll start again and swap them properly, then try this. :P

---

djole2mcloud
31-12-13, 04:46 PM

AHA...A THOUGHT U SWAP LEAGUES...U'LL HAVE TROUBLE WITH THIS CAUSE RUSSIA HAS LOT OF CLUBS IN DB,SO U WILL HAVE TO ADD MANY UZBEK CLUBS IN ORDER TO FINISH REPLACING LEAGUES...

> Quote:
>
> Originally Posted by **stakhanovite** »
>
> *I actually just swapped Uzbek and Russia in terms of continent, confederation, coefficient, euro.config etc through the editor, but I'll start again and swap them properly, then try this. :P*

Zé
31-12-13, 06:58 PM

This thread is a great read.

Just a thought, once the forum geniuses figure out how to add a competition to a nation can I suggest a step by step tutorial? This may encourage those with less editing knowledge to contribute.

I for one get lost with what to edit :suspicious:

---

stakhanovite
31-12-13, 10:01 PM

Is there a full list somewhere of offsets for Russian TV & prize money across the two divisions? (and even the cup) I think there was something on an earlier page but it didn't look like the usual offsets I've used.

Edit: I worked it out for RPL, but not R1D.

Kowalinho
04-01-14, 12:18 AM

Can anyone tell me offsets for changing number of rounds for scottish leagues? Prm to third. I cant fidn it :(

---

djole2mcloud
05-01-14, 12:14 AM

```
007F4F20 /$ 56 PUSH ESI
007F4F21 |. 8BF1 MOV ESI,ECX
007F4F23 |. B0 02 MOV AL,2
007F4F25 |. B1 03 MOV CL,3
007F4F27 |. 8886 C4000000 MOV BYTE PTR DS:[ESI+C4],AL
007F4F2D |. 8886 C6000000 MOV BYTE PTR DS:[ESI+C6],AL
007F4F33 |. 8886 BE000000 MOV BYTE PTR DS:[ESI+BE],AL
007F4F39 |. 33C0 XOR EAX,EAX
007F4F3B |. 66:817E 40 CF0>CMP WORD PTR DS:[ESI+40],7CF
007F4F41 |. 66:C746 3C 040>MOV WORD PTR DS:[ESI+3C],4 - THIS IS THE OFFSET U LOOKING FOR - CHANGE IT AS U LIKE
007F4F47 |. 888E C2000000 MOV BYTE PTR DS:[ESI+C2],CL
007F4F4D |. C686 C3000000 >MOV BYTE PTR DS:[ESI+C3],1
007F4F54 |. C646 42 01 MOV BYTE PTR DS:[ESI+42],1
007F4F58 |. C686 C5000000 >MOV BYTE PTR DS:[ESI+C5],1
007F4F5F |. 888E C7000000 MOV BYTE PTR DS:[ESI+C7],CL
007F4F65 |. 8886 BF000000 MOV BYTE PTR DS:[ESI+BF],AL
007F4F6B |. 8886 C0000000 MOV BYTE PTR DS:[ESI+C0],AL
007F4F71 |. 8886 C1000000 MOV BYTE PTR DS:[ESI+C1],AL
007F4F77 |. 8B15 E4F59C00 MOV EDX,DWORD PTR DS:[9CF5E4]
007F4F7D |. 50 PUSH EAX
007F4F7E |. 884E 4A MOV BYTE PTR DS:[ESI+4A],CL
007F4F81 |. 8D46 3A LEA EAX,DWORD PTR DS:[ESI+3A]
007F4F84 |. 8D8E A9000000 LEA ECX,DWORD PTR DS:[ESI+A9]
```

```
007F4F8A |. 8956 1C MOV DWORD PTR DS:[ESI+1C],EDX
007F4F8D |. 8B16 MOV EDX,DWORD PTR DS:[ESI]
007F4F8F |. 50 PUSH EAX
007F4F90 |. 51 PUSH ECX
007F4F91 |. 6A FF PUSH -1
007F4F93 |. 8BCE MOV ECX,ESI
007F4F95 |. C746 20 FFFFFF>MOV DWORD PTR DS:[ESI+20],-1
007F4F9C |. C646 49 05 MOV BYTE PTR DS:[ESI+49],5
007F4FA0 |. FF52 3C CALL DWORD PTR DS:[EDX+3C]
007F4FA3 |. 8986 BA000000 MOV DWORD PTR DS:[ESI+BA],EAX
007F4FA9 |. B8 01000000 MOV EAX,1
007F4FAE |. 5E POP ESI
007F4FAF \. C3 RETN
```

Quote:

djole2mcloud

05-01-14, 12:14 AM

```
007F4F20 /$ 56 PUSH ESI
007F4F21 |. 8BF1 MOV ESI,ECX
007F4F23 |. B0 02 MOV AL,2
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007F4F33 |. 8886 BE000000 MOV BYTE PTR DS:[ESI+BE],AL
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007F4F47 |. 888E C2000000 MOV BYTE PTR DS:[ESI+C2],CL
007F4F4D |. C686 C3000000 >MOV BYTE PTR DS:[ESI+C3],1
007F4F54 |. C646 42 01 MOV BYTE PTR DS:[ESI+42],1
007F4F58 |. C686 C5000000 >MOV BYTE PTR DS:[ESI+C5],1
007F4F5F |. 888E C7000000 MOV BYTE PTR DS:[ESI+C7],CL
007F4F65 |. 8886 BF000000 MOV BYTE PTR DS:[ESI+BF],AL
007F4F6B |. 8886 C0000000 MOV BYTE PTR DS:[ESI+C0],AL
007F4F71 |. 8886 C1000000 MOV BYTE PTR DS:[ESI+C1],AL
007F4F77 |. 8B15 E4F59C00 MOV EDX,DWORD PTR DS:[9CF5E4]
007F4F7D |. 50 PUSH EAX
007F4F7E |. 884E 4A MOV BYTE PTR DS:[ESI+4A],CL
007F4F81 |. 8D46 3A LEA EAX,DWORD PTR DS:[ESI+3A]
007F4F84 |. 8D8E A9000000 LEA ECX,DWORD PTR DS:[ESI+A9]
007F4F8A |. 8956 1C MOV DWORD PTR DS:[ESI+1C],EDX
007F4F8D |. 8B16 MOV EDX,DWORD PTR DS:[ESI]
007F4F8F |. 50 PUSH EAX
007F4F90 |. 51 PUSH ECX
007F4F91 |. 6A FF PUSH -1
007F4F93 |. 8BCE MOV ECX,ESI
007F4F95 |. C746 20 FFFFFF>MOV DWORD PTR DS:[ESI+20],-1
007F4F9C |. C646 49 05 MOV BYTE PTR DS:[ESI+49],5
007F4FA0 |. FF52 3C CALL DWORD PTR DS:[EDX+3C]
007F4FA3 |. 8986 BA000000 MOV DWORD PTR DS:[ESI+BA],EAX
007F4FA9 |. B8 01000000 MOV EAX,1
007F4FAE |. 5E POP ESI
007F4FAF \. C3 RETN
```

Quote:

Kowalinho

05-01-14, 03:27 PM

Thanks but now i encountered another problems :P

1) Premier league have 39 fixtures (33 normal and champions & relegation group) - Is there any offset to change it to normal format?
2) When i change number of round and fixtures for 2, 3 and 4 league to 2 round & 18 matches - league end in december any possibility to set end date to next year or something?

djole2mcloud

05-01-14, 04:57 PM

i think someone found a way to switch off groups,Golly as i remember wrote about it...but i think it is not only one offset
about other question,it is possible but u need to reorder the schedule for the first 18 matches...to complicated as far as i can tell...

Quote:

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1) Premier league have 39 fixtures (33 normal and champions & relegation group) - Is there any offset to change it to normal format?
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---

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> Quote:
>
> *Originally Posted by **Kowalinho*** »
>
> *Thanks but now i encountered another problems :P*
>
> *1) Premier league have 39 fixtures (33 normal and champions & relegation group) - Is there any offset to change it to normal format?*
> *2) When i change number of round and fixtures for 2, 3 and 4 league to 2 round & 18 matches - league end in december any possibility to set end date to next year or something?*

Golly

I didn't work out a way of switching off the 2 phases system in the SPL. But, I did notice that in the offsets for the SPL are 2 sets of fixture offsets and 2 sets of structure offsets. I imagine these were inherited from a previous edition when the SPL changed from 10 teams (36 games) to 12 teams (33 games and split into 6/6 and a further 5 games = 38 games).

Therefore someone clever might be able to work out how to change the SPL back to 10 teams and a straight 4 rounds of fixtures = 36 matches per team. I haven't really looked at it and as the SPL is still as it is in the game I have no plans to look at it at the current time.

Golly

Golly

URGENT APPEAL

I keep getting begging letters (well messages) from a poster who I won't name with a problem. I haven't been able to work out a solution but I am actually quite keen for it to be resolved.

Somebody (no names) wants to switch off the Play-offs in the Northern Ireland Premier. And whilst I have no interest in the NI Premier if we/somebody can crack the problem it will also work for other (more interesting and relevent) leagues with Play-offs too. For instance there are a set of Play-off fixture offsets in the English Conference. If we can switch off NI Play-offs we should be able to switch on English Conference Play-offs and get something closer to the real life system.

Switching competitions on and off has been achieved (Big On/Off Switch), so I am guessing this can be done.

Pasquale

I need to stop the playoffs / out Northern Ireland because I have to create the championship of Armenia that has not playout

---

Cam F

> Quote:
>
> *Originally Posted by **Golly*** »
>
> *I didn't work out a way of switching off the 2 phases system in the SPL. But, I did notice that in the offsets for the SPL are 2 sets of fixture offsets and 2 sets of structure offsets. I imagine these were inherited from a previous edition when the SPL changed from 10 teams (36 games) to 12 teams (33 games and split into 6/6 and a further 5 games = 38 games).*
>
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If you set the year to 98 or 99 in 0102 the SPL reverts to 10 team league, then at end of 99/00 it tries to change to 12 but crashes but sure some clever dude could fix it.

Golly

I am sure there is an offset in there for the year the change takes place (2000 = 7D0 in hex).

There is a good chance there will be something in Div 1 too. Because the year the change happened no one was relegated and 2 came up from D1. And coming to think about it only 1 team was relegated from D1 and D2 and three teams were promoted from D2 and D3 and 2 teams entered D3 from "Non-League".

Golly

06-01-14, 09:04 PM

> Quote:
> ---
> *Originally Posted by **Cam F** »*
> *If you set the year to 98 or 99 in 0102 the SPL reverts to 10 team league, then at end of 99/00 it tries to change to 12 but crashes but sure some clever dude could fix it.*
> ---

I have tried doing that (98 or 99) and it still starts with 12 teams and the 6/6 split. I might try it on an un-Tapanified DB.

Golly

06-01-14, 09:07 PM

> Quote:
> ---
> *Originally Posted by **Golly** »*
> *I have tried doing that (98 or 99) and it still starts with 12 teams and the 6/6 split. I might try it on an un-Tapanified DB.*
> ---

No, made no difference.

Cam F

06-01-14, 09:28 PM

Sorry, needs to be set to 1999, works fine on mine & see the cool playoffs for 2nd place promotion to SPL-

http://img836.imageshack.us/img836/9255/cztn.jpg

http://img845.imageshack.us/img845/2413/shhq.jpg

Golly

06-01-14, 09:33 PM

> Quote:
> ---
> *Originally Posted by **Cam F** »*
> *Sorry, needs to be set to 1999, works fine on mine & see the cool playoffs for 2nd place promotion to SPL-*
>
> *http://img836.imageshack.us/img836/9255/cztn.jpg*
>
> *http://img845.imageshack.us/img845/2413/shhq.jpg*
> ---

I can see why the game crashes. 1 down from SPL and only 2 up leaves the SPL one team short the following season.

Cam F

06-01-14, 09:40 PM

> Quote:
> ---
> *Originally Posted by **Golly** »*
> *I can see why the game crashes. 1 down from SPL and only 2 up leaves the SPL one team short the following season.*
> ---

Oh no Golly, it's weirder than that.

3 up from div 1, 2 up from every other league & with 99/00 it defaults to Peterhead and Gala Farydean being promoted to div 3 from non league.

SI must have been hedging their bets on who got promoted but they got it 50% right as Peterhead did but the other spot irl was Elgin.

You can't see it but the bottom 2 SPL teams are in limbo (11th & 12th)

Golly

06-01-14, 09:44 PM

> Quote:
> ---
> *Originally Posted by **Cam F** »*
> *Oh no Golly, it's weirder than that.*
>
> *3 up from div 1, 2 up from every other league & with 99/00 it defaults to Peterhead and Gala Farydean being promoted to div 3 from non league.*

SI must have been hedging their bets on who got promoted but they got it 50% right as Peterhead did but the other spot irl was Elgin.

You can't see it but the bottom 2 SPL teams are in limbo (11th & 12th)

Just having a play.

1 up from D1 automatically. Bottom team in SPL and 2nd and 3rd in D1 go into play-off group with top 2 going into SPL and 3rd place going into D1. So does leave 12 teams.

Golly

06-01-14, 09:48 PM

Quote:

> *Originally Posted by **Golly*** »
>
> *Just having a play.*
>
> *1 up from D1 automatically. Bottom team in SPL and 2nd and 3rd in D1 go into play-off group with top 2 going into SPL and 3rd place going into D1. So does leave 12 teams.*

Error message from D2 and D3 flash up as the game crashed. Hmmmmm.

Golly

06-01-14, 09:50 PM

Quote:

> *Originally Posted by **Cam F**»*
>
> *Oh no Golly, it's weirder than that.*
>
> *3 up from div 1, 2 up from every other league & with 99/00 it defaults to Peterhead and Gala Farydean being promoted to div 3 from non league.*
>
> *SI must have been hedging their bets on who got promoted but they got it 50% right as Peterhead did but the other spot irl was Elgin.*
>
> *You can't see it but the bottom 2 SPL teams are in limbo (11th & 12th)*

Think I know why the game crashes. I will have a play and report back.

Golly

06-01-14, 10:07 PM

Quote:

> *Originally Posted by **Golly*** »
>
> *Think I know why the game crashes. I will have a play and report back.*

No, still crashes. How very strange.

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is **01:14 PM**.

Offsets

Printable View

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djole2mcloud   06-01-14, 10:57 PM

i don't know if i follow right,but is there an offset for making changes in SPL after 1999?
if it is that offset for the year 2000,can u put year 3000 so game wont do any changes to SPL?

Golly   06-01-14, 11:15 PM

> Quote:
>
> Originally Posted by **djole2mcloud**
>
> i don't know if i follow right,but is there an offset for making changes in SPL after 1999?
> if it is that offset for the year 2000,can u put year 3000 so game wont do any changes to SPL?

More than likely. The problem is that the relegation/promotion system is set up for the reorganisation and all the Scottish Cups are set-up for 12-10-10-10. A lot of work considering the league structure is still correct.

Golly   06-01-14, 11:34 PM

> Quote:
>
> Originally Posted by **djole2mcloud**
>
> i don't know if i follow right,but is there an offset for making changes in SPL after 1999?
> if it is that offset for the year 2000,can u put year 3000 so game wont do any changes to SPL?

Change the following 2 offsets...

007F2833 - JNE SHORT 007F283D > JMP SHORT 007F283D
007F283B - JMP SHORT 007F2843 > JNE SHORT 007F2843

This means that instead of the SPL having 10 teams only in 1999/2000 it now has 10 teams every year except 1999/2000.

Still need to short out the relegation and promotion issues and Scottish Cup problems with number of teams entering etc...

Golly   06-01-14, 11:53 PM

Does it actually work?

Golly   06-01-14, 11:58 PM

> Quote:
>
> Originally Posted by **Golly**
>
> Does it actually work?

It doesn't.

Fods   07-01-14, 01:13 AM

> Quote:
>
> Originally Posted by **Golly**
>
> **_URGENT APPEAL_**
>
> I keep getting begging letters (well messages) from a poster who I won't name with a problem. I haven't been able to work out a
> solution but I am actually quite keen for it to be resolved.

Somebody (no names) wants to switch off the Play-offs in the Northern Ireland Premier. And whilst I have no interest in the NI Premier if we/somebody can crack the problem it will also work for other (more interesting and relevent) leagues with Play-offs too. For instance there are a set of Play-off fixture offsets in the English Conference. If we can switch off NI Play-offs we should be able to switch on English Conference Play-offs and get something closer to the real life system.

Switching competitions on and off has been achieved (Big On/Off Switch), so I am guessing this can be done.

Who on earth could that be?

Can I suggest turning off the Offset to receive Private Messages by said user :D

Golly   07-01-14, 10:39 AM

> Quote:
> ---
> *Originally Posted by **Fodster** »*
> *Who on earth could that be?*
>
> *Can I suggest turning off the Offset to receive Private Messages by said user :D*
> ---

He's harmless. And like I said, it's a question I wouldn't mind having an answer for.

Pasquale   07-01-14, 05:16 PM

Found a way to block the playout of northern ireland?

Golly   07-01-14, 07:33 PM

> Quote:
> ---
> *Originally Posted by **Pasquale** »*
> *Found a way to block the playout of northern ireland?*
> ---

If you use the On/Off Switch and turn off both the Northern Irish Premier and Northern Irish Division 1 that stops the play-offs from being played.

Golly   08-01-14, 02:24 PM

Djole this is directed at you.

I see you have had some success at moving competitions from one country to another. I think you moved an Irish Cup to Serbia. And I see the Cup shows up in the colours of Serbia. ie the game knows it is now a Serbian competition. How did you do this?

I have changed the Welsh League Cup into an English Northern Premier League Cup, but the competition header is still in Red with White letters (Welsh). How do you get the game to think it is an English competition?

Craig Forrest   08-01-14, 03:13 PM

I think that you use Tri-Wasano to change the nationality of the comp.... I did it with a patch I'm working on and the various divisions all have the correct nationality colour instead of the country they were originally from

---

Golly   08-01-14, 03:54 PM

Isn't Tri Wasano a saved game editor only? :s

Golly   08-01-14, 03:58 PM

Found it.

Golly   08-01-14, 04:00 PM

Yeah, that worked.

Another question...

If I change say the Welsh Cup into an English competition will the winners still go into the UEFA Cup representing Wales?

---

djole2mcloud   08-01-14, 04:06 PM

i did that with Irish cup but for Australia,as Fodster asked.Yes,i chaged it as Mr.Forest said,via Tri Wasano editor.But,some competitions have offset inside .exe that also pointing on competition nationality.
This is the case wit Irish league cup:

irish league cup:

```
00637E98 |. A1 DCF29C00 |MOV EAX,DWORD PTR DS:[9CF2DC] - "REPUBLIC_OF_IRELAND"
00637EB2 |. 3B05 14F89C00 |CMP EAX,DWORD PTR DS:[9CF814] - irish group a
00637EC0 |> 3B05 18F89C00 |CMP EAX,DWORD PTR DS:[9CF818] - irish group b
00637ECE |> 3B05 1CF89C00 |CMP EAX,DWORD PTR DS:[9CF81C] - irish group c
00637EDC |> 3B05 20F89C00 |CMP EAX,DWORD PTR DS:[9CF820] - irish group d
00637EEA |> 3B05 24F89C00 |CMP EAX,DWORD PTR DS:[9CF824] - irish group e
00637FA5 |. 8B0D 54F89C00 |MOV ECX,DWORD PTR DS:[9CF854] - irish leinster senior league
00637FB5 |> 3B05 48F89C00 |CMP EAX,DWORD PTR DS:[9CF848] - irish connacht league
00637FC3 |> 3B05 50F89C00 |CMP EAX,DWORD PTR DS:[9CF850] - irish munster senior league
00637FD1 |> 3B05 4CF89C00 |CMP EAX,DWORD PTR DS:[9CF84C] - irish ulster senior league
00638099 |. A1 DCF29C00 ||MOV EAX,DWORD PTR DS:[9CF2DC] - "REPUBLIC_OF_IRELAND"
```

now,if u open official editor u'll se that irish groups A,B,C,D,E are empty,but opening with Tri Wasabo,there are clubs in it.
Now if u open one of those clubs u'll notice that under OTHER LEAGUE tab is set Irish group A.Also,Irish groups has no nation.so it can be used for other competitions.
On the other hand in Scottish competitions u can merge clubs from any league u like.

http://imageshack.us/a/img10/320/vx3o.jpg

http://imageshack.us/a/img849/3806/gra7.jpg

http://imageshack.us/a/img842/2890/9tyc.jpg

http://imageshack.us/a/img18/329/wlio.jpg

ASCII "SCOTTISH_CUP"

00606D52 > 393D 5CF79C00 CMP DWORD PTR DS:[9CF75C],EDI

```
007EDBBB |. A1 5CF49C00 |MOV EAX,DWORD PTR DS:[9CF45C] - "SCOTLAND" / 9CF45C - SCOTLAND
007EDBCF |. 8B0D 64F79C00 |MOV ECX,DWORD PTR DS:[9CF764] - a lower div / 9CF5E0 - SCOTTISH_FIRST_DIVISION
007EDC2B |. 8B2D E8F59C00 |MOV EBP,DWORD PTR DS:[9CF5E8] - scotland 3rd / 9CF80C - IRISH_PREMIER_DIVISION
007EDC35 |. 3B05 E4F59C00 |CMP EAX,DWORD PTR DS:[9CF5E4] - scotland 2nd / 9CF5DC - SCOTTISH_PREMIER_DIVISION
007EDCCC |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - scotland 1st / 9CF5BC - ENGLISH_PREMIER_DIVISION
007EDD99 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm / 9CF5C0 - ENGLISH_FIRST_DIVISION
```

this is how i add english clubs to Scottish League Challenge Cup

1st round: 5 non league + 6 d3 clubs + 5 d2 clubs= 16 clubs / 2 = 8 to 2nd round
2nd round: 3 non league clubs + 4 d3 clubs + 5 d2 clubs= 12 + 8 1st round= 20 clubs / 2 = 10 to 3rd round
3rd round: 10 d1 clubs + 10 spl clubs=22 clubs + 10 clubs from 2nd round=32 clubs / 16 clubs to 4th round

---

djole2mcloud

Golly

That is what confused me. I knew there were country reference offsets in various competitions and went looking for it in the Welsh League Cup and there wasn't one. Maybe because the winners of the competition don't qualify for Europe?

djole2mcloud

ASCII "the WELSH_CUP"

00607934 > 393D 54F99C00 CMP DWORD PTR DS:[9CF954],EDI

00924B6D |. 3B2D 60F99C00 |CMP EBP,DWORD PTR DS:[9CF960] - WELSH_LOWER_DIVISION
00924B77 |. 8B2D 10F59C00 |MOV EBP,DWORD PTR DS:[9CF510] - WALES
00924BE3 |. 3B15 4CF99C00 |CMP EDX,DWORD PTR DS:[9CF94C] - WELSH_PREMIER_DIVISION

14 clubs lower league+18 clubs premier division

ASCII "the WELSH_PREMIER_CUP"

00607949 > 393D 58F99C00 CMP DWORD PTR DS:[9CF958],EDI

009288F7 > A1 54F99C00 MOV EAX,DWORD PTR DS:[9CF954] - WELSH_CUP
00928960 . A1 4CF99C00 MOV EAX,DWORD PTR DS:[9CF94C] - WELSH_PREMIER_DIVISION
009289B1 . A1 4CF99C00 MOV EAX,DWORD PTR DS:[9CF94C] - WELSH_PREMIER_DIVISION
00928A02 . A1 4CF99C00 MOV EAX,DWORD PTR DS:[9CF94C] - WELSH_PREMIER_DIVISION
00928A62 . A1 30049D00 MOV EAX,DWORD PTR DS:[9D0430] - SWANSEA_CITY
00928A85 . A1 3C049D00 MOV EAX,DWORD PTR DS:[9D043C] - WREXHAM
00928AA6 . A1 38049D00 MOV EAX,DWORD PTR DS:[9D0438] - MERTHYR_TYDFIL

2 goups by 4 teams,6 clubs from Welh premier division + 2 clubs from Welsh lower league(cwmbean town,llanlei)

interesting question.cause in some competition there is an offset for CL and Europa League,i didn't find it inside Welsh blocks,apart from:

ASCII "SCOTTISH_LEAGUE_CUP"

00606D67 > 393D 60F79C00 CMP DWORD PTR DS:[9CF760],EDI

007F04CD |. 8B1D E8F59C00 |MOV EBX,DWORD PTR DS:[9CF5E8] - scotland 3rd
007F04DD |. 8B1D E8F69C00 |MOV EBX,DWORD PTR DS:[9CF6E8] - europian champions cup ?
007F04E7 |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
007F054B |. 8B2D E4F59C00 |MOV EBP,DWORD PTR DS:[9CF5E4] - scotland 2nd
007F055B |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
007F0565 |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
007F05D5 |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - scotland 1st
007F05E5 |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
007F05EF |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
007F0613 |. 8B1D DCF59C00 |MOV EBX,DWORD PTR DS:[9CF5DC] - scotland prm
007F0681 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
007F0691 |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
007F069B |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
007F0717 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
007F0721 |. 3B0D E0F59C00 |CMP ECX,DWORD PTR DS:[9CF5E0] - scotland 1st
007F0729 |. 3B0D E4F59C00 |CMP ECX,DWORD PTR DS:[9CF5E4] - scotland 2nd
007F0731 |. 3B0D E8F59C00 |CMP ECX,DWORD PTR DS:[9CF5E8] - scotland 3rd
007F073F |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
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1st round 26 clubs(10 from 3rd,10 from 2nd,6 from 1st div)

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djole2mcloud

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007F0613 |. 8B1D DCF59C00 |MOV EBX,DWORD PTR DS:[9CF5DC] - scotland prm
007F0681 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
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1st round 26 clubs(10 from 3rd,10 from 2nd,6 from 1st div)

> Quote:
>
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> Yeah, that worked.
>
> Another question...
>
> If I change say the Welsh Cup into an English competition will the winners still go into the UEFA Cup representing Wales?

---

djole2mcloud   08-01-14, 04:12 PM

also my guess.

> Quote:
>
> Originally Posted by **Golly** »
>
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---

djole2mcloud   08-01-14, 04:19 PM

As i told u via PM,i am only one step away from adding league to the competition.Just as Tapani did it with Conference North.
Cam F gave me idea with Highland League of Scotland.I used Danish 3rd division for that,And everything works for the first season,but relegations from Scottish 3rd division don't go to the Highland leage,they end up in Scotland non league,while promotions form Highland league are promoted correctly to Scottish 3rd.I am working on this past 2 months,and tried over 200 solutions...but still no success...
On the other hand Danish league works perfectly even after i ''disconnected'' one division from competition.So i guess there is still one or more offsets to point correctly relegations.

Golly   08-01-14, 05:10 PM

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>
> Originally Posted by **djole2mcloud** »
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Do you have to run Denmark to get the Highlands League to work?

Oh and this season a new league started in Scotland...

The Lowlands League which is the same level as the Highlands League and will be 1 of 2 feeder leagues into the Scottish Football League.

Golly

Quote:

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This is probably obvious and you have probably already tried it but have you tried changing the following 2 offsets in the Scottish 3rd Division...

007F4F8D - MOV EDX,DWORD PTR DS:[ESI] > MOV EDX,DWORD PTR DS:[9CF5B4]
* causes next line to be written over so be careful

007F4F95 - MOV DWORD PTR DS:[ESI+20],-1 > MOV DWORD PTR DS:[ESI+20],6
* -1 is "A Lower Division" if I remember correctly. 6 is the number for Danish 2nd Division

---

Golly

08-01-14, 06:36 PM

Quote:

Originally Posted by **djole2mcloud** »

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---

Pasquale

08-01-14, 07:03 PM

Golly give me a hand to turn off the playout of northern ireland ....

Show 40 post(s) from this thread on one page

Golly   08-01-14, 07:17 PM

> Quote:
>
> *Originally Posted by Pasquale* »
>
> *Golly give me a hand to turn off the playout of northern ireland ....*

I honestly don't know how to.

Pasquale   08-01-14, 08:11 PM

Ok thanks all the same :pout::pout::pout:

Zé   09-01-14, 12:36 AM

The Oceania Champions Cup seems to play every other year.

Is it possible to change it to play every year?

---

djole2mcloud   09-01-14, 12:59 AM

yeah,i'v tried something like that,many,and many combinations,but,worth to try again,and i will try it...and yes i have read about lowland league also...
i know about overwriting next lines,so i manually add again until RETN command...

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>
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djole2mcloud   09-01-14, 12:59 AM

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---

djole2mcloud   09-01-14, 01:01 AM

probably it is,and i am confident it is...the trouble is where to look for the offset...in which block of commands inside desired competition...when u crack where is some offset stored after that is easy for other comps :-)

Golly   09-01-14, 09:09 AM

If you are having no problem with teams being relegated out of Scottish Div 3/Lge 2 into Non-League, you could always try inserting the Danish division inbetween Scottish Div2/Lge1 and Div3/Lg2 and rename the leagues accordingly. You would obviously have to do some editing with cups to get clubs to enter at the correct time.

---

djole2mcloud   09-01-14, 12:14 PM

already try this solution so many times...between d3 and d2,but problem is the same...teams from d2 end up relegated to non league and teams from league between also end up in non league instead in d3...while promotions are fine...in the 2nd season there are no matches in that league between...

Golly   09-01-14, 12:42 PM

I think I know your problem with Scotland crashing at the end of the 1999/2000. I remember you said Peterhead and Gala Farydean were promoted into the SD3 at the end of the season as the 2 extra clubs. Well, I have found 2 offsets with the SPL that point to 2 clubs...

007F2AAE - which references [9D029C] = Elgin City
007F2ADE - which references [9D02A0] = Peterhead

I think the game probably crashed because it is attempting to insert 2 clubs into the Scottish League which are already there.

Try removing Elgin City and Peterhead from the Scottish Leagues. Use CMEXPLORER to leave the SPL, SD1, SD2 and SD3 with 10 teams each and leave Elgin & Peterhead out of the 40 teams and put them in "A Lower Division".

See if that works and report back :D

---

djole2mcloud   09-01-14, 12:53 PM

and i was wondering ...
007F28EC |. A1 DCF59C00 MOV EAX,DWORD PTR DS:[9CF5DC] - scotland premier
007F2A22 |. 8B3D E0F59C00 MOV EDI,DWORD PTR DS:[9CF5E0] - scotland 1st div
007F2A91 . A1 E8F59C00 MOV EAX,DWORD PTR DS:[9CF5E8] - scotland 3rd div
007F2AC1 . A1 E8F59C00 MOV EAX,DWORD PTR DS:[9CF5E8] - scotland 3rd div
007F2ADE . A1 A0029D00 MOV EAX,DWORD PTR DS:[9D02A0] - some scottish club - unknown
007F2C92 . 8B15 E4F59C00 MOV EDX,DWORD PTR DS:[9CF5E4] - scotland 2nd div
007F2CAC . 8B0D E8F59C00 MOV ECX,DWORD PTR DS:[9CF5E8] - scotland 3rd div
007F2CC6 . A1 E0F59C00 MOV EAX,DWORD PTR DS:[9CF5E0] - scotland 1st div
007F2CD8 . 8B0D E4F59C00 MOV ECX,DWORD PTR DS:[9CF5E4] - scotland 2nd div
007F2CEB . 8B0D E8F59C00 MOV ECX,DWORD PTR DS:[9CF5E8] - scotland 3rd div

---

Golly   09-01-14, 12:58 PM

and i was wondering ...
007F28EC |. A1 DCF59C00 MOV EAX,DWORD PTR DS:[9CF5DC] - scotland premier
007F2A22 |. 8B3D E0F59C00 MOV EDI,DWORD PTR DS:[9CF5E0] - scotland 1st div
007F2A91 . A1 E8F59C00 MOV EAX,DWORD PTR DS:[9CF5E8] - scotland 3rd div
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007F2CD8 . 8B0D E4F59C00 MOV ECX,DWORD PTR DS:[9CF5E4] - scotland 2nd div
007F2CEB . 8B0D E8F59C00 MOV ECX,DWORD PTR DS:[9CF5E8] - scotland 3rd div

Referenced at...
00615622 and 0061563F

Golly

Quote:

Originally Posted by djole2mcloud »

and i was wondering ...
007F28EC |. A1 DCF59C00 MOV EAX,DWORD PTR DS:[9CF5DC] - scotland premier
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Referenced at...
00615622 and 0061563F

Vin_Z

Dear MR PatinoZ. It's possible to change Italian leagues numbers of teams? Example Serie A 2002 had 18 teams... today 20. If it's possible where have I add the new code? It's it on club_comp.dat ? Thanx

---

Golly

Quote:

Originally Posted by Vin_Z »

Dear MR PatinoZ. It's possible to change Italian leagues numbers of teams? Example Serie A 2002 had 18 teams... today 20. If it's possible where have I add the new code? It's it on club_comp.dat ? Thanx

I am sure there is a thread all about changing Serie A to 20 teams somewhere.

Golly

I think you can change Italy to Serie A (20), Serie B (22) and alter the Italian Cup without using Tapani 3.12 patch. I will have a play and report back.

Craig Forrest

Quote:

Originally Posted by Golly »

I think I know your problem with Scotland crashing at the end of the 1999/2000. I remember you said Peterhead and Gala Farydean were promoted into the SD3 at the end of the season as the 2 extra clubs. Well, I have found 2 offsets with the SPL that point to 2 clubs...

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Try removing Elgin City and Peterhead from the Scottish Leagues. Use CMEXPLORER to leave the SPL, SD1, SD2 and SD3 with 10 teams each and leave Elgin & Peterhead out of the 40 teams and put them in "A Lower Division".

See if that works and report back :D

LEAVE PETERHEAD ALONE!!!!

Golly

Quote:

> Originally Posted by **Craig Forrest** »
>
> *LEAVE PETERHEAD ALONE!!!!*

Richard's younger brother?

Golly

Quote:

> Originally Posted by **Golly** »
>
> *I think I know your problem with Scotland crashing at the end of the 1999/2000. I remember you said Peterhead and Gala Farydean were promoted into the SD3 at the end of the season as the 2 extra clubs. Well, I have found 2 offsets with the SPL that point to 2 clubs...*
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> *Try removing Elgin City and Peterhead from the Scottish Leagues. Use CMEXPLORER to leave the SPL, SD1, SD2 and SD3 with 10 teams each and leave Elgin & Peterhead out of the 40 teams and put them in "A Lower Division".*
>
> *See if that works and report back :D*

I tried this out and it worked. The game continued into 2000/2001 season. I am a genius! And modest with it!!!

Cam F

Quote:

> Originally Posted by **Golly** »
>
> *I tried this out and it worked. The game continued into 2000/2001 season. I am a genius! And modest with it!!!*

WTF, then as expected I proved I am a fanny as I keep getting an error loading Scotland saying sco_fa_cup.ccp 77 Can you upload you data folder?

Edit: still getting the error message but loaded up fine now testing :D Wow, you forget how slow 0102 is on holiday ffs.

Any chance some mega smart kind person could change this 0001 exe - http://www.sendspace.com/file/xvpvzn

Into two different exes, one set to year 98 & one to 99 so I can try some 0001 experiments? With 0001 starting on an even number there shouldn't be any problems with international competitions I'm reckoning.

http://img823.imageshack.us/img823/513/qvic.jpg

Golly

Ooooh Scottish Cup problem. During 1999-2000 it probably still wants 12 SPL clubs in the draw. I will have a look at this when I get a chance.

---

djole2mcloud

this r the references for the Scottish cup.U can change the order of the offsets.swap a lower division offset with premier league offset.a lower div has more then 12 clubs.only in this case prem clubs will enter the draw in the first round.

```
007EDBBB |. A1 5CF49C00 |MOV EAX,DWORD PTR DS:[9CF45C] - "SCOTLAND"
007EDBCF |. 8B0D 64F79C00 |MOV ECX,DWORD PTR DS:[9CF764] - a lower div
007EDC2B |. 8B2D E8F59C00 |MOV EBP,DWORD PTR DS:[9CF5E8] - scotland 3rd
007EDC35 |. 3B05 E4F59C00 |CMP EAX,DWORD PTR DS:[9CF5E4] - scotland 2nd
007EDCCC |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - scotland 1st
007EDD99 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
```

---

djole2mcloud

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007EDC35 |. 3B05 E4F59C00 |CMP EAX,DWORD PTR DS:[9CF5E4] - scotland 2nd
007EDCCC |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - scotland 1st
```

Golly

<div align="right">10-01-14, 08:05 AM</div>

Had a quick search through the Scottish Cup offsets and there doesn't appear to be 2 sets of offsets like there are in the Scottish Leagues for when the structure is 10-10-10-10 & 12-10-10-10. The only way around this I would think is to leave 12 teams in the SPL in the database. This will mean that the 2 last clubs alphabetically won't play in the league when it's 10 teams but will enter the Scottish Cups. And when it goes to 12 teams and there are 14 teams in the DB they won't play in the league or Cups (if Cups are selected alphabetically which I believe they are).

For these reasons for the extra 2 SPL clubs I would place Wishaw & Yoker Athletic in the SPL as these are the last 2 clubs alphabetically in Scotland.

Golly

<div align="right">10-01-14, 09:01 AM</div>

Djole has got me thinking with his Danish 3rd Tier becoming the Scottish Feeder League. Can I steal some of the Italian Serie C leagues to form an English Non-League Pyramid?

Yesterday I had a play and got the English Premier League clubs relegating to the Scottish First Division and vice-versa. Could be fun.

I mean, if I disabled the Welsh Premier/Northern Premier could I insert Serie C1 and C2 below it to form the current English Structure?

Premier League
Championship
League One
League Two
Conference National
Conference North / Conference South
Northern Premier / Southern Premier / Isthmian Premier

Might have a play around with it.

Golly

<div align="right">10-01-14, 09:10 AM</div>

Having had a good look at different leagues I actually think it might be easier to place German Regional Leagues below it. And theoretically I could place Portuguese Divsion 2B below that. So I am going to go down that route and try it. I am going to try and get the German Regional inserted first.

Show 40 post(s) from this thread on one page

Offsets

Printable View

Show 40 post(s) from this thread on one page

Vin_Z   10-01-14, 06:10 PM

File name where to look, pls

---

djole2mcloud   10-01-14, 09:09 PM

oh golly,i did that same thing last night...i quit danish league and played with england and it was success...why?
maybe because of britain?i might give a try welsh premier to become scottish feeder also.
let us know your findings...and i will post mine... :)

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *Having had a good look at different leagues I actually think it might be easier to place German Regional Leagues below it. And theoretically I could place Portuguese Divsion 2B below that. So I am going to go down that route and try it. I am going to try and get the German Regional inserted first.*

Golly   10-01-14, 11:00 PM

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *Having had a good look at different leagues I actually think it might be easier to place German Regional Leagues below it. And theoretically I could place Portuguese Divsion 2B below that. So I am going to go down that route and try it. I am going to try and get the German Regional inserted first.*

After looking through the Bundesliga offsets and seeing the huge amount of reference to German Regional leagues I think I will save myself the effort and give up before I have started.

---

djole2mcloud   10-01-14, 11:14 PM

golly do u have an offset for the Welsh premier league?the start of the block?
i can't find it anywhere...

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *After looking through the Bundesliga offsets and seeing the huge amount of reference to German Regional leagues I think I will save myself the effort and give up before I have started.*

Golly   11-01-14, 07:00 AM

> Quote:
>
> *Originally Posted by **djole2mcloud** »*
>
> *golly do u have an offset for the Welsh premier league?the start of the block?*
> *i can't find it anywhere...*

I generally use Tapani 2.19 and the Welsh Premier/Northern Premier offsets run from 00924E30 to 00925E83.

Golly   13-01-14, 07:50 PM

I have managed to reinstate FA Cup Semi-Final (and Final) replays. Managed to work out what offsets control when Extra-Time is played and when Penalty Shoot-outs take place.

I will write a full guide to changing Cup stuff when I have finished all my experimenting, but I think it is possible to change between 2-legs and 1 off matches, have as many replays as you like etc...

If I have time tomorrow I will write up everything I have worked out.

Golly

What I have worked out 100%...
Changing how many replays.
Changing from 2 legs to 1 off match and vice-versa.
When the replay/2nd leg takes place.

What I have changed but I need to experiment with...
Extra-Time. If it's played in original game or replay or both or neither.
Penalties Shoot-outs taking place or not. (You can plan a replay, but if you leave a penalty shoot-out in place it will take place and the replay won't happen).

I should just add that these changes are possible for all competitions except for the Northern Irish ones.

Pasquale

Golly, you can move a cup from one country to another?

---

djole2mcloud

yes

Quote:

> Originally Posted by **Pasquale** »
> *Golly, you can move a cup from one country to another?*

Pasquale

you can move the CFA Franch with North Ireland?

Golly

I can think of a problem with changing French competitions. The French League reorganises after the 1st Season so the distribution of teams entering at various rounds and the amount of games played in early rounds changes. I am sure it could still be done, but it would just be more difficult.

Pasquale

You can change the teams which come to class to participate in the cup of northern ireland? for example in the cup game involving 32 clubs, 10 premier division, first division 10, 12 lower division .... if I wish that the division will participate lower 16 is possible?

Golly

I don't think so. The NI Cup starts with 32 teams and the offset seem to tell the game to take ALL the teams from the Prem (10), ALL the teams from D1 (10) and then X amount Lower Division teams to make it up to 32 teams.

Pasquale

What is the offeset that decides how many teams of Lower Division participating in Northern Ireland Cup?

Golly

Quote:

> Originally Posted by **Pasquale** »
> *What is the offset that decides how many teams of Lower Division participating in Northern Ireland Cup?*

Like I said, it doesn't work like that.

The offsets tell the game to take 32 teams from Premier, D1 and Lower Division. SO IT TAKES ALL THE PREMIER TEAMS (10), ALL THE DIVISION 1 TEAM (10) & THEN USES LOWER DIVISION TEAMS TO MAKE UP THE NUMBER TO 32 (SO 12).

Sorry if that isn't the answer you are looking for.

(Actually I'm not really sorry at all)

Golly

Here as promised is a run down of Cup Round offsets. The more ?s the more uncertain I am either to what it does or how to edit it. Hope it is helpful...

https://imagizer.imageshack.us/v2/13...90/17/lhzz.png

Golly

Golly

The example shown shows the basic template for cup round offsets. Some are a lot more complicated and messier than the one shown, but even so you should be able to work out which are the ones as shown above to edit certain features as you please.

Pasquale

So I ask you the last thing Golly: You can move the League Cup Northern Ireland January of the following year?

Golly

Quote:

> Originally Posted by **Pasquale** »
>
> *So I ask you the last thing Golly: You can move the League Cup Northern Ireland January of the following year?*

Which Round(s) you want to move?

Pasquale

I would like to move the final from December to May of the following year

---

Golly

Give me an exact date. Do you want it the Wednesday after the NI season finishes? The Wednesday before?

Pasquale

The date I want is May 7. I also explain how did you change?

Golly

Actually forget that, it's a tricky one to change but I can get the Final played on the closest Wednesday to May 2nd (ie April 29th - May 5th). Change the following offsets and in this EXACT order...

1) 0078CE18 - PUSH EBX > FILL WITH NOPs
2) 0078CE19 - PUSH 0A > FILL WITH NOPs
3) 0078CE1B - PUSH 1C > FILL WITH NOPs
4) 0078CE18 - NOP > PUSH 1
5) 0078CE1A - NOP > PUSH 4
6) 0078CE1C - NOP > PUSH EDI

And just to prove it works and to stop you coming back and saying it doesn't work....

https://imagizer.imageshack.us/v2/77...90/43/q5x6.png

Golly

Just to explain I have changed 3 offsets although the offset numbers have changed slightly.

The first has changed from PUSH EBX (= 0) > PUSH 1. For competitions that spread over more than one year 0 = in the first calendar year (so 2001) and 1 = in the second calendar year (so 2002)
The second has changed from PUSH 0A (= 10) > PUSH 4. This is the offset for month. 0 = January, 1 = February, ... 4 = May, ... 0A (10) = November and 0B (11) = December.
The final has changed from PUSH 1C (= 28) > PUSH EDI. This is the offset for day of the month. 1 = 1st etc... I can see from the other offsets in this fixture that EDI = 2 and using EDI has allowed me to changed the 3 offsets without overwriting the next line.

Quote:

*Originally Posted by **Golly*** »

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Offsets

Printable View

Pasquale   14-01-14, 08:19 PM

The same thing is also possible for the other rounds?

Golly   14-01-14, 08:20 PM

Quote:

> Originally Posted by **Pasquale** »
> The date I want is May 7. I also explain how did you change?

May 2nd is best I can offer.

Golly   14-01-14, 08:22 PM

Quote:

> Originally Posted by **Pasquale** »
> The same thing is also possible for the other rounds?

FFS.

Yes, within reason. When do you want the different games played?

5 Group Stage matches
Quarter-Final
Semi-Final 1st Leg
Semi-Final 2nd Leg

Pasquale   14-01-14, 08:35 PM

1a giornata - 12 AUGUST
2a giornata - 1O SEPTEMBER
3a giornata - 9 OCTOBER
4a giornata - 15 NOVEMBER
5a giornata - 15 DICEMBER
Quarter - 25 JENUARY
semifinal And - 10 FEBRUARY
semifinal Rito - 20 FEBRUARY

Pasquale   14-01-14, 09:04 PM

Golly I back less the Premier Division from 10 to 8, the Second Division from 10 to 8, and Lowe Division from 12 to 4, I disabled the cup of northern ireland and changed the participant Supercup, but instead of displaying the winner Cup FC Pyunik is the national Armenian! Why?

Golly   14-01-14, 09:19 PM

Quote:

> Originally Posted by **Pasquale** »
> 1a giornata - 8 August
> 2a giornata - 12 August
> 3a giornata - 10 September
> 4a giornata - 9 OCTOBER
> 4a giornata - 15 NOVEMBER
> Quarter - 25 JENUARY
> semifinal And - 10 February
> semifinal Rito - 20 FEBBRAIO

Best I can do is..

Group 1/5 - Wed 9th August
Group 2/5 - Wed 16th August
Group 3/5 - Wed 20th September
Group 4/5 - Wed 25th October
Group 5/5 - Wed 29th November
Quarter-Final - Wed 10th January
Semi-Final 1st Leg - Wed 31st January
Semi-Final 2nd Leg - Wed 7th February

I have tweaked your dates slightly for several reasons. 1) So they fit into a uniform calendar. 2) To avoid Irish League matches. 3) To avoid International dates. 4) So I can successfully edit them on Olly.

<u>INSTRUCTION</u> Follow these EXACTLY!

Change Group match 1/5

0078CB6D - PUSH 1D > PUSH 9

Change Group match 2/5

0078CB93 - PUSH 8 > PUSH 7
0078CB95 - PUSH 0C > PUSH 10

Change Group match 3/5

0078CBBF - PUSH 1A > PUSH 14

Change Group match 4/5

0078CBE9 - PUSH 0A > PUSH 19

Change Group match 5/5

0078CC11 - PUSH 9 > PUSH 0A
0078CC13 - PUSH 18 > PUSH 1D

Change Quarter-Final draw date

0078CCEE - PUSH 9 > PUSH 0A
0078CCF0 - PUSH 19 > PUSH 1E
(will take place on Thursday 30th November)

Change Quarter-Final match date (FOLLOW EXACTLY!)

0078CD03 - PUSH EBX > FILL WITH NOPs
0078CD04 - PUSH 9 > FILL WITH NOPs

0078CD03 - NOP > PUSH 1
0078CD05 - NOP > PUSH EBX
0078CD06 - PUSH 1F > PUSH 0A

Change Semi-Final draw date (FOLLOW EXACTLY!)

0078CD63 - PUSH EBX > FILL WITH NOPs
0078CD64 - PUSH 0A > FILL WITH NOPs

0078CD63 - NOP > PUSH 1
0078CD65 - NOP > PUSH EBX
0078CD66 - PUSH 1 > PUSH 0B
(will take place on Thursday 11th January)

Change Semi-Final match date (FOLLOW EXACTLY!)

0078CD7A - PUSH EBX > FILL WITH NOPs
0078CD7B - PUSH 0A > FILL WITH NOPs

0078CD7A - NOP > PUSH 1
0078CD7C - NOP > PUSH EBX
0078CD7D - PUSH 0E > PUSH 1F

Change Final draw date (FOLLOW EXACTLY!)

0078CDFB - PUSH 3 > FILL WITH NOPs
0078CDFD - PUSH EBX > FILL WITH NOPs

0078CDFB - NOP > PUSH EBX
0078CDFC - NOP > PUSH 1
0078CDFE - PUSH 0A > PUSH 1
0078CE00 - PUSH 16 > PUSH 0C
(will take place on Monday 12th February)

Change Final match date

As I posted in Post #604

And if you do all that exactly as I have written out you can go from this to this...

https://imagizer.imageshack.us/v2/76...0/809/wr64.png

And that is why I am amazing!!!

Golly   14-01-14, 09:22 PM

*Originally Posted by **Pasquale*** »

Golly I back less the Premier Division from 10 to 8, the Second Division from 10 to 8, and Lowe Division from 12 to 4, I disabled the cup of northern ireland and changed the participant Supercup, but instead of displaying the winner Cup FC Pyunik is the national Armenian! Why?

The Irish Super Cup probably looks up the Irish Cup winners. As you have disabled it the game is throwing a fit. Go into the Irish Super Cup offsets and find the reference to the Irish Cup and change it to another competition that is still running.

Craig Forrest

14-01-14, 09:25 PM

£5 says the instructions don't get followed 100%

:D

---

djole2mcloud

14-01-14, 09:26 PM

Fods will raise you...

Quote:

*Originally Posted by **Craig Forrest*** »

£5 says the instructions don't get followed 100%

:D

Cam F

14-01-14, 09:26 PM

Don't put him off with this N Ireland stuff FFS. Golly is a star.

Pasquale

14-01-14, 09:29 PM

No you do not understand ... maybe in the group cup of the league appears armenia national team and not Pyunik ...

Golly

14-01-14, 09:31 PM

Quote:

*Originally Posted by **Pasquale*** »

Can you tell me the offsets?

What f***ing offsets?

Pasquale

14-01-14, 09:34 PM

No you do not understand ... maybe in the group cup of the league appears armenia national team and not Pyunik ...

---

djole2mcloud

14-01-14, 09:37 PM

```
ASCII "the NORTHERN_IRISH_CHARITY_SHIELD"

00607421 > 393D BCF89C00 CMP DWORD PTR DS:[9CF8BC],EDI
0078A176 6A 08 PUSH 8

0078A26E |> A1 C0F89C00 MOV EAX,DWORD PTR DS:[9CF8C0] - nir cup
0078A2D5 |> A1 B0F89C00 MOV EAX,DWORD PTR DS:[9CF8B0] - nir prm
0078A345 |. A1 C0F89C00 MOV EAX,DWORD PTR DS:[9CF8C0] - nir cup


ASCII "the NORTHERN_IRISH_CUP"

00607436 > 393D C0F89C00 CMP DWORD PTR DS:[9CF8C0],EDI
0078A652 |. 68 2896A600 PUSH cm0102.00A69628 ; ASCII "E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_cup.cpp"

0078AD61 |. 3B2D B8F89C00 |CMP EBP,DWORD PTR DS:[9CF8B8] - nir lower
0078AD81 |. 8B2D B0F89C00 |MOV EBP,DWORD PTR DS:[9CF8B0] - nir prm
0078AD8B |. 3B15 B4F89C00 |CMP EDX,DWORD PTR DS:[9CF8B4] - nir 1st
```

ASCII "the NORTHERN_IRISH_GOLD_CUP"

0060744B > 393D C4F89C00 CMP DWORD PTR DS:[9CF8C4],EDI

ASCII "the NORTHERN_IRISH_LEAGUE_CUP"

00607460 > 393D C8F89C00 CMP DWORD PTR DS:[9CF8C8],EDI
0078C861 |. 68 9896A600 PUSH cm0102.00A69698 ; ASCII "E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_lge_cup.cpp"

0078D8B6 |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"
0078D8CF |. 3B05 2CF89C00 |CMP EAX,DWORD PTR DS:[9CF82C] - montenegro group a
0078D8DD |> 3B05 30F89C00 |CMP EAX,DWORD PTR DS:[9CF830] - montenegro group b
0078D8EB |> 3B05 34F89C00 |CMP EAX,DWORD PTR DS:[9CF834] - montenegro group c
0078D8F9 |> 3B05 38F89C00 |CMP EAX,DWORD PTR DS:[9CF838] - montenegro group d
0078D95E |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"

---

djole2mcloud

ASCII "the NORTHERN_IRISH_CHARITY_SHIELD"

00607421 > 393D BCF89C00 CMP DWORD PTR DS:[9CF8BC],EDI
0078A176 6A 08 PUSH 8

0078A26E |> A1 C0F89C00 MOV EAX,DWORD PTR DS:[9CF8C0] - nir cup
0078A2D5 |> A1 B0F89C00 MOV EAX,DWORD PTR DS:[9CF8B0] - nir prm
0078A345 |. A1 C0F89C00 MOV EAX,DWORD PTR DS:[9CF8C0] - nir cup

ASCII "the NORTHERN_IRISH_CUP"

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0078A652 |. 68 2896A600 PUSH cm0102.00A69628 ; ASCII "E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\nir_cup.cpp"

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0078D8EB |> 3B05 34F89C00 |CMP EAX,DWORD PTR DS:[9CF834] - montenegro group c
0078D8F9 |> 3B05 38F89C00 |CMP EAX,DWORD PTR DS:[9CF838] - montenegro group d
0078D95E |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"

Cam F

Tapani - Scared off by constant requests.

John Locke - rarely here but suffered similar issues

Zozoa - rarely here but suffered similar issues

Don't scare off Golly or Djolem2mcloud FFS

Pasquale

Quote:

Originally Posted by **djole2mcloud** »

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0078A176 6A 08 PUSH 8

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0078D8F9 |> 3B05 38F89C00 |CMP EAX,DWORD PTR DS:[9CF838] - montenegro group d
0078D95E |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"

Montenegro? I have created the Armenian championship ...

Dermotron

14-01-14, 09:48 PM

djole/Golly, query for you sirs since you guys are wizards at finding stuff.

A. The Prize Money and TV Money Offsets for Brazilian National First, Second, Third and Club Championships

B. Do either of you know how JL reference those offset's for his Java apps.

I've had a look at them and where as you will list an offset one way, the ones in his apps seem to "+1" e.g. 0078D8B6 becomes 0x78D8B7

A rough guide would be great, I'm sure there's a scale or table somewhere to reference Hexidecimal numbers to get the next in a sequence.

Pasquale

14-01-14, 10:03 PM

:hippie:

djole2mcloud

14-01-14, 10:12 PM

yes,and u swap armenia for NIR,i did the sam for Montenegro...so that is what u seeking...as far as i understand u,national team of Armenia appears somewhere in the game?in the league cup?am i right?

Quote:

*Originally Posted by **Pasquale** »*

Montenegro? I have created the Armenian championship ...

Pasquale

14-01-14, 10:20 PM

It is League Cup in Northern Ireland appears the Armenian National

Golly

14-01-14, 10:23 PM

Quote:

*Originally Posted by **Dermotron** »*

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A rough guide would be great, I'm sure there's a scale or table somewhere to reference Hexidecimal numbers to get the next in a sequence.

Not sure these are right as I have just lifted them from a txt file done by JohnLocke, but anyway...

042A461 "Brazilian First Division TV Money (£)"
042CA51 "Brazilian Second Division TV Money (£)"

And if you follow that pattern for Brazilian Third Division TV Money...

0042DC79 - MOV DWORD PTR DS:[ESI+60],EBX
But as that value = 0 you will need to be clever to change it to a value > 0. (Probably why JL didn't automate it)

I'm not sure what the Club Championship is.

Golly

> Quote:
>
> *Originally Posted by **Dermotron** »*
>
> *djole/Golly, query for you sirs since you guys are wizards at finding stuff.*
>
> *A. The Prize Money and TV Money Offsets for Brazilian National First, Second, Third and Club Championships*
>
> *B. Do either of you know how JL reference those offset's for his Java apps.*
>
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---

djole2mcloud

0078D8B6 |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"
0078D8CF |. 3B05 2CF89C00 |CMP EAX,DWORD PTR DS:[9CF82C] - montenegro group a
0078D8DD |> 3B05 30F89C00 |CMP EAX,DWORD PTR DS:[9CF830] - montenegro group b
0078D8EB |> 3B05 34F89C00 |CMP EAX,DWORD PTR DS:[9CF834] - montenegro group c
0078D8F9 |> 3B05 38F89C00 |CMP EAX,DWORD PTR DS:[9CF838] - montenegro group d
0078D95E |. 8B0D E4F39C00 |MOV ECX,DWORD PTR DS:[9CF3E4] - "NORTHERN_IRELAND"

how does this offsets looks at your exe?

can u upload screenshot?

Show 40 post(s) from this thread on one page

Offsets

Printable View

---

djole2mcloud   14-01-14, 10:38 PM

bra 1:

0042A45B . C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],0F4240 (1000000)

bra 2:

0042CA4B . C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],7A120 (500000)

bra 3:

0042DC76 . 895E 5C MOV DWORD PTR DS:[ESI+5C],EBX - maybe
0042DC79 . 895E 60 MOV DWORD PTR DS:[ESI+60],EBX - maybe
0042DC7C . 895E 64 MOV DWORD PTR DS:[ESI+64],EBX - maybe

i have this offsets for brazil from long time ago?oh,i think it is little different due to a patched/non patched game?

> Quote:
>
> Originally Posted by **Golly** »
>
> Not sure these are right as I have just lifted them from a txt file done by JohnLocke, but anyway...
>
> 042A461 "Brazilian First Division TV Money (£)"
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>
> And if you follow that pattern for Brazilian Third Division TV Money...
> 0042DC79 - MOV DWORD PTR DS:[ESI+60],EBX
> But as that value = 0 you will need to be clever to change it to a value > 0. (Probably why JL didn't automate it)
>
> I'm not sure what the Club Championship is.

---

djole2mcloud   14-01-14, 10:45 PM

brazilian championship or whatever is named,try this:

00425FA6 . C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],0C3500 (800000)

---

djole2mcloud

brazilian championship or whatever is named,try this:

00425FA6 . C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],0C3500 (800000)

Pasquale

how do I insert a picture?

Dermotron

Upload it to imageshack and then post the link here

Fods

Quote:

> Originally Posted by **Golly** »
> He's harmless. And like I said, it's a question I wouldn't mind having an answer for.

Quote:

> Originally Posted by **Golly** »
> FFS.

Quote:

> Originally Posted by **Golly** »
> What f***ing offsets?

Relax Golly. The lads Harmless :ok:

Golly

Quote:

> Originally Posted by **djole2mcloud** »
> interesting question.cause in some competition there is an offset for CL and Europa League,i didn't find it inside Welsh blocks,apart from:
>
> ASCII "SCOTTISH_LEAGUE_CUP"
>
> 00606D67 > 393D 60F79C00 CMP DWORD PTR DS:[9CF760],EDI
>
> 007F04CD |. 8B1D E8F59C00 |MOV EBX,DWORD PTR DS:[9CF5E8] - scotland 3rd
> 007F04DD |. 8B1D E8F69C00 |MOV EBX,DWORD PTR DS:[9CF6E8] - europian champions cup ?
> 007F04E7 |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
> 007F054B |. 8B2D E4F59C00 |MOV EBP,DWORD PTR DS:[9CF5E4] - scotland 2nd
> 007F055B |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
> 007F0565 |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
> 007F05D5 |. 8B2D E0F59C00 |MOV EBP,DWORD PTR DS:[9CF5E0] - scotland 1st
> 007F05E5 |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
> 007F05EF |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
> 007F0613 |. 8B1D DCF59C00 |MOV EBX,DWORD PTR DS:[9CF5DC] - scotland prm
> 007F0681 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
> 007F0691 |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
> 007F069B |. 3B15 F0F69C00 |CMP EDX,DWORD PTR DS:[9CF6F0] - uefa cup ?
> 007F0717 |. 8B2D DCF59C00 |MOV EBP,DWORD PTR DS:[9CF5DC] - scotland prm
> 007F0721 |. 3B0D E0F59C00 |CMP ECX,DWORD PTR DS:[9CF5E0] - scotland 1st
> 007F0729 |. 3B0D E4F59C00 |CMP ECX,DWORD PTR DS:[9CF5E4] - scotland 2nd
> 007F0731 |. 3B0D E8F59C00 |CMP ECX,DWORD PTR DS:[9CF5E8] - scotland 3rd
> 007F073F |. 8B2D E8F69C00 |MOV EBP,DWORD PTR DS:[9CF6E8] - europian champions cup ?
> 007F0749 |. 3B0D F0F69C00 |CMP ECX,DWORD PTR DS:[9CF6F0] - uefa cup ?
>
> 1st round 26 clubs(10 from 3rd,10 from 2nd,6 from 1st div)

Sorry for later reply, just saw this post scanning through for something else.

There are probably reference to CL & UC in Scottish League Cup because European teams get a bye through to the 3rd(?) Round whereas other SPL clubs have to play in the previous round. Same happens in English League Cup.

Golly

Quote:

> *Originally Posted by **Fodster*** »
> *Relax Golly. The lads Harmless :ok:*

Quote:

> *Originally Posted by **Fodster*** »
> *4+2 = post 6 in this thread......*
>
> *or 4 x 2 = Pasquale is a twat.com*

isn't he just.

Fods

Everyone knows I dislike him and think he should of been banned years ago. Don't need to troll back to prove it golly. Concentrate on your offsets buddy

Mark

For all of his persistent questions, has Pasquale ever actually shared any of the things he keeps working on?

I have in my head that the Northern Ireland league is now something resembling the PS3 FIFA league which falls apart after the first few games :lol:

Fods

ha ha

He is a troll, i really do beleive that. I dont think for one second he does anything with the offsets he is given.

Golly

World Club Championship Fixtures

Those who use a Tapani patch will know that the great man moved the WCC fixtures around and screwed it up somewhat (esp Group C).
NB. I use Tapani 2.19

WCC TAKES PLACE IN 2001

009291B2 - CMP AX,7D3 > 7D1

CHANGE THE DATE OF THE INITIAL DRAW

00929C39 - PUSH 7 > 6
00929C3B - PUSH 5 > 1
(Draw takes place on Sat 1st Jul instead of Sat 5th Aug)

SORTING OUT GROUP STAGE MATCH DAYS

0092942C - PUSH 5 > 6
00929431 - PUSH 6 > 3
0092945B - PUSH 9 > 6
00929487 - PUSH 0C > 9

SORTING OUT GROUP A FIXTURES

009295CD - PUSH 6 > 5
009295DE - PUSH 2 > 1
009295F2 - PUSH 2 > 1
00929602 - PUSH 1 > 2
00929604 - PUSH 5 > 4
00929615 - PUSH 5 > 4

SORTING OUT GROUP B FIXTURES DO IN THIS EXACT ORDER!!!

00929551 - PUSH 2 > FILL WITH NOPs
00929553 - PUSH EBX > FILL WITH NOPs

00929551 - NOP > PUSH EBX
00929552 - NOP > PUSH 6
00929563 - PUSH 3 > 2
00929577 - PUSH 3 > 2
00929589 - PUSH 6 > 5
00929598 - PUSH 2 > 1
0092959A - PUSH 6 > 5

SORTING OUT GROUP C FIXTURES DO IN THIS EXACT ORDER!!!

009294CA - PUSH 1 > 0
009294DA - PUSH 1 > 0
009294EB - PUSH 4 > 3
009294FF - PUSH 4 > 3

0092950F - PUSH 1 > FILL WITH NOPs
00929511 - PUSH EBX > FILL WITH NOPs

0092950F - NOP > PUSH EBX
00929510 - NOP > PUSH 6

0092951F - PUSH 2 > FILL WITH NOPs
00929521 - PUSH EBX > FILL WITH NOPs

0092951F - PUSH EBX
00929520 - PUSH 6

CHANGING SEMI-FINAL DRAW DATE

009296E0 - PUSH 1 > 0
009296E5 - PUSH 0E > 0B
(Draw takes place on Mon 11th Dec)

CHANGING SEMI-FINAL MATCH DATE

009296F5 - PUSH 1 > 2
009296FC - PUSH 10 > 0D

CHANGING FINAL DRAW DATE

00929756 - PUSH EAX (=4) > EBP (=2)
0092975A - PUSH 11 > 0D

CHANGING FINAL MATCH DATE

00929771 - PUSH 14 > 10

CHANGING 3rd/4th PLAY-OFF DRAW DATE

009297EC - PUSH 4 > 2
009297F1 - PUSH 11 > 0D

CHANGING 3rd/4th PLAY-OFF MATCH DATE

00929808 - PUSH 13 > 10

RESULT

Fixtures are spread out much better. Like this...

SAT - GROUP A x2
SUN - GROUP B x2
MON - GROUP C x2
TUE - GROUP A x2
WED - GROUP B x2
THU - GROUP C x2
FRI - GROUP A x2 (Fixtures kick off at same time)
SAT - GROUP B x2 (Fixtures kick off at same time)
SUN - GROUP C x2 (Fixtures kick off at same time)
MON
TUE
WED - SEMI-FINALS x2
THU
FRI
SAT - 3rd/4th Play-off
SUN - FINAL

Example: Group C fixtures before and after...
https://imagizer.imageshack.us/v2/98...90/19/n2vh.png

Golly   15-01-14, 12:40 PM

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00929431 - PUSH 6 > 3
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00929487 - PUSH 0C > 9

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009295DE - PUSH 2 > 1
009295F2 - PUSH 2 > 1
00929602 - PUSH 1 > 2
00929604 - PUSH 5 > 4
00929615 - PUSH 5 > 4

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00929553 - PUSH EBX > FILL WITH NOPs

00929551 - NOP > PUSH EBX
00929552 - NOP > PUSH 6
00929563 - PUSH 3 > 2
00929577 - PUSH 3 > 2
00929589 - PUSH 6 > 5
00929598 - PUSH 2 > 1
0092959A - PUSH 6 > 5

SORTING OUT GROUP C FIXTURES DO IN THIS EXACT ORDER!!!

009294CA - PUSH 1 > 0
009294DA - PUSH 1 > 0
009294EB - PUSH 4 > 3
009294FF - PUSH 4 > 3

0092950F - PUSH 1 > FILL WITH NOPs
00929511 - PUSH EBX > FILL WITH NOPs

0092950F - NOP > PUSH EBX
00929510 - NOP > PUSH 6

0092951F - PUSH 2 > FILL WITH NOPs
00929521 - PUSH EBX > FILL WITH NOPs

0092951F - PUSH EBX
00929520 - PUSH 6

CHANGING SEMI-FINAL DRAW DATE

009296E0 - PUSH 1 > 0
009296E5 - PUSH 0E > 0B
(Draw takes place on Mon 11th Dec)

CHANGING SEMI-FINAL MATCH DATE

009296F5 - PUSH 1 > 2
009296FC - PUSH 10 > 0D

CHANGING FINAL DRAW DATE

00929756 - PUSH EAX (=4) > EBP (=2)
0092975A - PUSH 11 > 0D

CHANGING FINAL MATCH DATE

00929771 - PUSH 14 > 10

CHANGING 3rd/4th PLAY-OFF DRAW DATE

009297EC - PUSH 4 > 2
009297F1 - PUSH 11 > 0D

CHANGING 3rd/4th PLAY-OFF MATCH DATE

00929808 - PUSH 13 > 10

RESULT

Fixtures are spread out much better. Like this...

SAT - GROUP A x2
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SUN - GROUP C x2 (Fixtures kick off at same time)
MON
TUE
WED - SEMI-FINALS x2
THU
FRI
SAT - 3rd/4th Play-off
SUN - FINAL

Example: Group C fixtures before and after...
https://imagizer.imageshack.us/v2/98...90/19/n2vh.png

Golly

Additionally, if you want the WCC Group stage to be moved to pre-season (End of July) BUT want the Semi-Finals and Final to remain in December (for realism). Change the following...

SORTING OUT GROUP STAGE MATCH DAYS

0092942F - PUSH 0B > 6
00929431 - PUSH 3 > 17
00929459 - PUSH 0B > 6
0092945B - PUSH 6 > 1A
00929485 - PUSH 0B > 6
00929487 - PUSH 9 > 1D

This will help with fixture congestion caused by playing 5 games in WCC in December.

This leaves the schedule like this...

https://imagizer.imageshack.us/v2/78...0/802/og8z.png

Golly   15-01-14, 12:53 PM

Additionally, if you want the WCC Group stage to be moved to pre-season (End of July) BUT want the Semi-Finals and Final to remain in December (for realism). Change the following...

SORTING OUT GROUP STAGE MATCH DAYS

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00929431 - PUSH 3 > 17
00929459 - PUSH 0B > 6
0092945B - PUSH 6 > 1A
00929485 - PUSH 0B > 6
00929487 - PUSH 9 > 1D

This will help with fixture congestion caused by playing 5 games in WCC in December.

This leaves the schedule like this...

https://imagizer.imageshack.us/v2/78...0/802/og8z.png

Golly   15-01-14, 12:53 PM

Quote:

> Originally Posted by **Fodster** »
>
> ha ha
>
> He is a troll, i really do beleive that. I dont think for one second he does anything with the offsets he is given.

It begins with T, but he's not a troll.

Golly   15-01-14, 01:47 PM

Had a little play with the UEFA Champions League and changed the Semi-Finals to a 1 off game and moved it to the same venue as the Finals. Also changed the date of the Final (to a Saturday) so that the UCL now finishes...

TUE 21 MAY - Semi-Final 1 @ Hampden Park (2001/02)
WED 22 MAY - Semi-Final 2 @ Hampden Park
SAT 25 MAY - Final @ Hampden Park

Just need to get ET & Penalties to be played in the 1 off Semi's and it will be sorted.

Craig Forrest   15-01-14, 03:10 PM

Quote:

> Originally Posted by **Golly** »
>
> It begins with T, but he's not a troll.

Tmoron? Tidiot?

Golly   15-01-14, 07:24 PM

OLYMPIC GAMES HOSTS

ACTUAL HOSTS

005FA076 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF298] GERMANY > CHINA (2008)
005FA093 - MOV ECX,DWORD PTR DS:[9CF360] > [9CF2E4] ITALY > ENGLAND (2012)
005FA0B1 - MOV EDX,DWORD PTR DS:[9CF36C] > [9CF260] JAPAN > BRAZIL (2016)
005FA0CF - MOV EAX,DWORD PTR DS:[9CF3D0] > [9CF36C] MEXICO > JAPAN (2020)

POSSIBLE FUTURE HOSTS

005FA0EC - MOV ECX,DWORD PTR DS:[9CF280] > [9CF4DC] CANADA > TURKEY (2024)
005FA10A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF3D8] SPAIN > MOROCCO (2028)
005FA030 - MOV ECX,DWORD PTR DS:[9CF224] > [9CF280] AUSTRALIA > CANADA (2032) * especially for Craig Forrest (this offset seems to be

the 2000 hosts. Probably left over from a previous version)

Golly   15-01-14, 07:24 PM

OLYMPIC GAMES HOSTS

ACTUAL HOSTS

005FA076 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF298] GERMANY > CHINA (2008)
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005FA0B1 - MOV EDX,DWORD PTR DS:[9CF36C] > [9CF260] JAPAN > BRAZIL (2016)
005FA0CF - MOV EAX,DWORD PTR DS:[9CF3D0] > [9CF36C] MEXICO > JAPAN (2020)

POSSIBLE FUTURE HOSTS

005FA0EC - MOV ECX,DWORD PTR DS:[9CF280] > [9CF4DC] CANADA > TURKEY (2024)
005FA10A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF3D8] SPAIN > MOROCCO (2028)
005FA030 - MOV ECX,DWORD PTR DS:[9CF224] > [9CF280] AUSTRALIA > CANADA (2032) * especially for Craig Forrest (this offset seems to be
the 2000 hosts. Probably left over from a previous version)

Craig Forrest   15-01-14, 08:35 PM

Don't take away Canada's chance to host... it's the only way we'll ever qualify! :D

Golly   15-01-14, 09:08 PM

AFRICAN CUP OF NATION HOSTS

005F9F19 - MOV EDX,DWORD PTR DS:[9CF2D8] - 2002 HOST (EGYPT)
005F9F37 - MOV EAX,DWORD PTR DS:[9CF49C] - 2004 HOST (SUDAN)
005F9F54 - MOV ECX,DWORD PTR DS:[9CF4D8] - 2006 HOST (TUNISIA)
005F9F72 - MOV EDX,DWORD PTR DS:[9CF27C] - 2008 HOST (CAMEROON)
005F9F90 - MOV EAX,DWORD PTR DS:[9CF400] - 2010 HOST (NIGERIA)
005F9FAD - MOV ECX,DWORD PTR DS:[9CF3D8] - 2012 HOST (MOROCCO)
005F9FCB - MOV EDX,DWORD PTR DS:[9CF208] - 2014 HOST (ALGERIA)
005F9EEA - MOV EAX,DWORD PTR DS:[9CF318] - 2016 JOINT HOST (GHANA)
005F9EFA - MOV EDX,DWORD PTR DS:[9CF400] - 2016 JOINT HOST (NIGERIA)

NB. After all nations have hosted the game goes back to the start of the list and Egypt host in 2018, Sudan in 2020 etc...

COPA AMERICA HOST

005FA1D3 - MOV EDX,DWORD PTR DS:[9CF29C] - 2001 HOST (COLOMBIA)
005FA1F1 - MOV EAX,DWORD PTR DS:[9CF428] - 2003 HOST (PERU)
005FA20E - MOV ECX,DWORD PTR DS:[9CF504] - 2005 HOST (VENEZUELA)
005FA22C - MOV EDX,DWORD PTR DS:[9CF218] - 2007 HOST (ARGENTINA)
005FA24A - MOV EAX,DWORD PTR DS:[9CF260] - 2009 HOST (BRAZIL)
005FA1B5 - MOV ECX,DWORD PTR DS:[9CF420] - 2011 HOST (PARAGUAY)

NB. After all nations have hosted the game goes back to the start of the list and Colombia host in 2013, Peru in 2015 etc...

ASIAN CUP

005FA585 - MOV EDX,DWORD PTR DS:[9CF46C] - 2004 HOST (SINGAPORE)
005FA5A3 - MOV EAX,DWORD PTR DS:[9CF36C] - 2008 HOST (JAPAN)
005FA5C0 - MOV ECX,DWORD PTR DS:[9CF298] - 2012 HOST (CHINA)
005FA5DE - MOV EDX,DWORD PTR DS:[9CF484] - 2016 HOST (SOUTH KOREA)
005FA563 - MOV ECX,DWORD PTR DS:[9CF390] - 2020 HOST (LEBANON)

NB. After all nations have hosted the game goes back to the start of the list and Singapore host in 2024, Japan in 2028 etc...

Golly   15-01-14, 09:08 PM

ASIAN CUP

005FA585 - MOV EDX,DWORD PTR DS:[9CF46C] - 2004 HOST (SINGAPORE)
005FA5A3 - MOV EAX,DWORD PTR DS:[9CF36C] - 2008 HOST (JAPAN)
005FA5C0 - MOV ECX,DWORD PTR DS:[9CF298] - 2012 HOST (CHINA)
005FA5DE - MOV EDX,DWORD PTR DS:[9CF484] - 2016 HOST (SOUTH KOREA)
005FA563 - MOV ECX,DWORD PTR DS:[9CF390] - 2020 HOST (LEBANON)

NB. After all nations have hosted the game goes back to the start of the list and Singapore host in 2024, Japan in 2028 etc...

Golly   16-01-14, 09:14 AM

FIFA WORLD CUP HOST BIDDING

Fed up of seeing Switzerland and Sweden/Norway hosting the World Cup? Well here are the offsets for nations bidding for the World Cup starting with 2010. Each World Cup has 3 bidders with 1 selected (at random?). I have included an example of the edits I made to my .exe to make it more realistic and only have each county bidding once over the 8 bidding cycles.

BID FOR 2010

005F9A91 - MOV EDX,DWORD PTR DS:[9CF260] > [9CF2D8] - BRAZIL > EGYPT
005F9AA1 - MOV EDX,DWORD PTR DS:[9CF218] > [9CF3D8] - ARGENTINA > MOROCCO
005F9AB1 - MOV EDX,DWORD PTR DS:[9CF480] - STH AFRICA

BID FOR 2014

005F9ACC - MOV EAX,DWORD PTR DS:[9CF4A8] > [9CF4F4] - SWEDEN (JOINT) > URUGUAY (JOINT)
005F9AD9 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF218] - NORWAY (JOINT) > ARGENTINA (JOINT)
005F9AE7 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF29C] - SPAIN > COLOMBIA
005F9AFD - MOV ECX,DWORD PTR DS:[9CF4AC] > [9CF260] - SWITZERLAND > BRAZIL

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

BID FOR 2022

005F9B6F - MOV EAX,DWORD PTR DS:[9CF360] > [9CF43C] - ITALY > QATAR
005F9B84 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF224] - GERMANY > AUSTRALIA
005F9B99 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF4DC] - ENGLAND > TURKEY

BID FOR 2026

005F9BB6 - MOV ECX,DWORD PTR DS:[9CF260] > [9CF4F8] - BRAZIL > U.S.A.
005F9BCC - MOV ECX,DWORD PTR DS:[9CF218] > [9CF3D0] - ARGENTINA > MEXICO
005F9BE2 - MOV ECX,DWORD PTR DS:[9CF4F8] > [9CF280] - U.S.A. > CANADA

BID FOR 2030

005F99E9 - MOV ECX,DWORD PTR DS:[9CF300] > [9CF31C] - FRANCE > GREECE
005F99FB - MOV ECX,DWORD PTR DS:[9CF488] - SPAIN
005F9A0B - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL

BID FOR 2034

005F9A21 - MOV EDX,DWORD PTR DS:[9CF484] - S KOREA*
005F9A2C - MOV ECX,DWORD PTR DS:[9CF36C] - JAPAN*
005F9A37 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF298] - ENGLAND > CHINA
005F9A46 - MOV EAX,DWORD PTR DS:[9CF360] > [9CF34C] - ITALY > INDIA
(*HOSTS FOR 2002- ALTERING WILL ALSO CHANGE 2002 HOSTS!)

BID FOR 2038

005F9A5B - MOV ECX,DWORD PTR DS:[9CF314] - GERMANY*
005F9A6B - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF360] - ENGLAND > ITALY
005F9A7B - MOV ECX,DWORD PTR DS:[9CF218] > [9CF300] - ARGENTINA > FRANCE
(*HOSTS FOR 2006- ALTERING WILL ALSO CHANGE 2006 HOSTS!)

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...

Offsets

Printable View

Golly   16-01-14, 09:14 AM

FIFA WORLD CUP HOST BIDDING

Fed up of seeing Switzerland and Sweden/Norway hosting the World Cup? Well here are the offsets for nations bidding for the World Cup starting with 2010. Each World Cup has 3 bidders with 1 selected (at random?). I have included an example of the edits I made to my .exe to make it more realistic and only have each county bidding once over the 8 bidding cycles.

BID FOR 2010

005F9A91 - MOV EDX,DWORD PTR DS:[9CF260] > [9CF2D8] - BRAZIL > EGYPT
005F9AA1 - MOV EDX,DWORD PTR DS:[9CF218] > [9CF3D8] - ARGENTINA > MOROCCO
005F9AB1 - MOV EDX,DWORD PTR DS:[9CF480] - STH AFRICA

BID FOR 2014

005F9ACC - MOV EAX,DWORD PTR DS:[9CF4A8] > [9CF4F4] - SWEDEN (JOINT) > URUGUAY (JOINT)
005F9AD9 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF218] - NORWAY (JOINT) > ARGENTINA (JOINT)
005F9AE7 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF29C] - SPAIN > COLOMBIA
005F9AFD - MOV ECX,DWORD PTR DS:[9CF4AC] > [9CF260] - SWITZERLAND > BRAZIL

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

BID FOR 2022

005F9B6F - MOV EAX,DWORD PTR DS:[9CF360] > [9CF43C] - ITALY > QATAR
005F9B84 - MOV EAX,DWORD PTR DS:[9CF314] > [9CF224] - GERMANY > AUSTRALIA
005F9B99 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF4DC] - ENGLAND > TURKEY

BID FOR 2026

005F9BB6 - MOV ECX,DWORD PTR DS:[9CF260] > [9CF4F8] - BRAZIL > U.S.A.
005F9BCC - MOV ECX,DWORD PTR DS:[9CF218] > [9CF3D0] - ARGENTINA > MEXICO
005F9BE2 - MOV ECX,DWORD PTR DS:[9CF4F8] > [9CF280] - U.S.A. > CANADA

BID FOR 2030

005F99E9 - MOV ECX,DWORD PTR DS:[9CF300] > [9CF31C] - FRANCE > GREECE
005F99FB - MOV ECX,DWORD PTR DS:[9CF488] - SPAIN
005F9A0B - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL

BID FOR 2034

005F9A21 - MOV EDX,DWORD PTR DS:[9CF484] - S KOREA*
005F9A2C - MOV ECX,DWORD PTR DS:[9CF36C] - JAPAN*
005F9A37 - MOV EAX,DWORD PTR DS:[9CF2E4] > [9CF298] - ENGLAND > CHINA
005F9A46 - MOV EAX,DWORD PTR DS:[9CF360] > [9CF34C] - ITALY > INDIA
(*HOSTS FOR 2002- ALTERING WILL ALSO CHANGE 2002 HOSTS!)

BID FOR 2038

005F9A5B - MOV ECX,DWORD PTR DS:[9CF314] - GERMANY*
005F9A6B - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF360] - ENGLAND > ITALY
005F9A7B - MOV ECX,DWORD PTR DS:[9CF218] > [9CF300] - ARGENTINA > FRANCE
(*HOSTS FOR 2006- ALTERING WILL ALSO CHANGE 2006 HOSTS!)

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...

Golly   16-01-14, 09:27 AM

Quote:

> Originally Posted by **Craig Forrest** »
>
> *Don't take away Canada's chance to host... it's the only way we'll ever qualify! :D*

OK, I've given you 2032!

Offsets

> Quote:
>
> *Originally Posted by **Golly*** »
>
> *It begins with T, but he's not a troll.*

Termite

UEFA EUROPEAN CHAMPIONSHIP HOST BIDDING

Fed up of seeing Scotland/Wales and Denmark hosting the European Championships? Well here are the offsets for nations bidding for the European Championships starting with 2008. Each European Championship has 3 bidders with 1 selected (at random?). I have included an example of the edits I made to my .exe to make it more realistic and only have each county bidding once over the 8 bidding cycles.

BID FOR 2008

005F9CE7 - MOV EDX,DWORD PTR DS:[9CF45C] > [9CF228] - SCOTLAND (JOINT) > AUSTRIA (JOINT)
005F9CF5 - MOV ECX,DWORD PTR DS:[9CF510] > [9CF4AC] - WALES (JOINT) > SWITZERLAND (JOINT)
005F9D03 - MOV EAX,DWORD PTR DS:[9CF4A8] > [9CF344] - SWEDEN > HUNGARY
005F9D18 - MOV EAX,DWORD PTR DS:[9CF4AC] > [9CF31C] - SWITZERLAND > GREECE

BID FOR 2012

005F9D35 - MOV ECX,DWORD PTR DS:[9CF300] > [9CF4F0] - FRANCE > UKRAINE
005F9D4B - MOV ECX,DWORD PTR DS:[9CF408] > [9CF430] - NORWAY > POLAND
005F9D61 - MOV ECX,DWORD PTR DS:[9CF2C0] > [9CF4A8] - DENMARK > SWEDEN

BID FOR 2016

005F9D7F - MOV EDX,DWORD PTR DS:[9CF2DC] > [9CF300] - IRELAND > FRANCE
005F9D95 - MOV EDX,DWORD PTR DS:[9CF4AC] > [9CF360] - SWITZERLAND > ITALY
005F9DAB - MOV EDX,DWORD PTR DS:[9CF51C] > [9CF238] - YUGOSLAVIA > BULGARIA

BID FOR 2020

005F9DD3 - MOV EAX,DWORD PTR DS:[9CF4AC] > [9CF45C] - SWITZERLAND > SCOTLAND
005F9DE8 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF2C0] - BELGIUM > DENMARK
005F9DFD - MOV EAX,DWORD PTR DS:[9CF338] > [9CF408] - HOLLAND > NORWAY

BID FOR 2024

005F9E1A - MOV ECX,DWORD PTR DS:[9CF360] > [9CF2E4] - ITALY > ENGLAND
005F9E30 - MOV ECX,DWORD PTR DS:[9CF314] > [9C338F] - GERMANY > HOLLAND
005F9E46 - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF244] - ENGLAND > BELGIUM

BID FOR 2028

005F9E64 - MOV EDX,DWORD PTR DS:[9CF31C] > [9CF2AC] - GREECE > CROATIA
005F9E7A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF51C] - SPAIN > YUGOSLAVIA
005F9E90 - MOV EDX,DWORD PTR DS:[9CF300] > [9CF444] - FRANCE > ROMANIA

BID FOR 2032

005F9C47 - MOV ECX,DWORD PTR DS:[9CF338] > [9CF2B8] - HOLLAND (JOINT) > CZECH REP (JOINT)
005F9C55 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF470] - BELGIUM (JOINT) > SLOVAKIA (JOINT)
005F9C62 - MOV EDX,DWORD PTR DS:[9CF360] > [9CF448] - ITALY > RUSSIA
005F9C78 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF314] - NORWAY > GERMANY

BID FOR 2036

005F9C97 - MOV EAX,DWORD PTR DS:[9CF344] > [9CF2DC] - HUNGARY (JOINT) > IRELAND (JOINT)
005F9CA4 - MOV EDX,DWORD PTR DS:[9CF228] > [9CF3E4] - AUSTRIA (JOINT) > N.IRELAND (JOINT)
005F9CB2 - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL*
005F9CC8 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF4DC] - SPAIN > TURKEY
(*HOSTS FOR 2004- ALTERING WILL ALSO CHANGE 2004 HOSTS!)

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...

005F9D4B - MOV ECX,DWORD PTR DS:[9CF408] > [9CF430] - NORWAY > POLAND
005F9D61 - MOV ECX,DWORD PTR DS:[9CF2C0] > [9CF4A8] - DENMARK > SWEDEN

BID FOR 2016

005F9D7F - MOV EDX,DWORD PTR DS:[9CF2DC] > [9CF300] - IRELAND > FRANCE
005F9D95 - MOV EDX,DWORD PTR DS:[9CF4AC] > [9CF360] - SWITZERLAND > ITALY
005F9DAB - MOV EDX,DWORD PTR DS:[9CF51C] > [9CF238] - YUGOSLAVIA > BULGARIA

BID FOR 2020

005F9DD3 - MOV EAX,DWORD PTR DS:[9CF4AC] > [9CF45C] - SWITZERLAND > SCOTLAND
005F9DE8 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF2C0] - BELGIUM > DENMARK
005F9DFD - MOV EAX,DWORD PTR DS:[9CF338] > [9CF408] - HOLLAND > NORWAY

BID FOR 2024

005F9E1A - MOV ECX,DWORD PTR DS:[9CF360] > [9CF2E4] - ITALY > ENGLAND
005F9E30 - MOV ECX,DWORD PTR DS:[9CF314] > [9C338F] - GERMANY > HOLLAND
005F9E46 - MOV ECX,DWORD PTR DS:[9CF2E4] > [9CF244] - ENGLAND > BELGIUM

BID FOR 2028

005F9E64 - MOV EDX,DWORD PTR DS:[9CF31C] > [9CF2AC] - GREECE > CROATIA
005F9E7A - MOV EDX,DWORD PTR DS:[9CF488] > [9CF51C] - SPAIN > YUGOSLAVIA
005F9E90 - MOV EDX,DWORD PTR DS:[9CF300] > [9CF444] - FRANCE > ROMANIA

BID FOR 2032

005F9C47 - MOV ECX,DWORD PTR DS:[9CF338] > [9CF2B8] - HOLLAND (JOINT) > CZECH REP (JOINT)
005F9C55 - MOV EAX,DWORD PTR DS:[9CF244] > [9CF470] - BELGIUM (JOINT) > SLOVAKIA (JOINT)
005F9C62 - MOV EDX,DWORD PTR DS:[9CF360] > [9CF448] - ITALY > RUSSIA
005F9C78 - MOV EDX,DWORD PTR DS:[9CF408] > [9CF314] - NORWAY > GERMANY

BID FOR 2036

005F9C97 - MOV EAX,DWORD PTR DS:[9CF344] > [9CF2DC] - HUNGARY (JOINT) > IRELAND (JOINT)
005F9CA4 - MOV EDX,DWORD PTR DS:[9CF228] > [9CF3E4] - AUSTRIA (JOINT) > N.IRELAND (JOINT)
005F9CB2 - MOV ECX,DWORD PTR DS:[9CF434] - PORTUGAL*
005F9CC8 - MOV ECX,DWORD PTR DS:[9CF488] > [9CF4DC] - SPAIN > TURKEY
(*HOSTS FOR 2004- ALTERING WILL ALSO CHANGE 2004 HOSTS!)

NB. After all nations have bidded the game goes back to the start of the list and Brazil, Argentina & South Africa bid for 2042, Sweden/Norway, Spain & Switzerland bid in 2046 etc...

Golly

16-01-14, 12:04 PM

HOST OF FIRST FIFA CLUB WORLD CHAMPIONSHIP

005FA36C - MOV EAX,DWORD PTR DS:[9CF488] > [9CF36C] - SPAIN > JAPAN

Golly

16-01-14, 12:04 PM

Zé

22-01-14, 08:46 PM

Has anybody ever found the remaining colour offsets?

The main one I am looking for is the text colour. At the moment we are stuck to skinning the game with dark colours due to the text being white.

Dermotron

30-01-14, 05:36 PM

It's a bit of stretch but could I possible make a request from one of you patching/olly geniuses.

Would it be possible to get a list of the minimum amount of teams required by for each playable cup competition. If it is a lot of work this could be cut to a specific few either. I have a feeling there a number of Lower Division leagues that can be cleared from the *data* without effecting the game or required modification to the .exe but I reckon the only issue will be the number of entrants in the early stages of some cups.

For instance the Russian Lower Division, Swedish Lower Division & Finnish Lower Division, all have huge Non leagues structures that don't direct connect to the bottom playable tier in the way that the French CFA or Spanish Lower Division are. These seem like pointless comps that I am pretty sure can be reduced to 0 entrants. The only issue would be the cups.

Should help to lighten the DB when playing on Max settings ;)

---

djole2mcloud

30-01-14, 06:16 PM

i can take a look of few when i catch time...but be aware that some lower leagues are connected to cup competitions...
croatia:

ASCII "the CROATIAN_CUP"

00607364 > 393D 98F89C00 CMP DWORD PTR DS:[9CF898],EDI

00517C68 |. C605 A7F89C00 >MOV BYTE PTR DS:[9CF8A7],0C - croatia 1st
00517D08 |. 3B35 A4F89C00 |CMP ESI,DWORD PTR DS:[9CF8A4] - croatia 3rd central
00517F39 |. A1 ACF29C00 MOV EAX,DWORD PTR DS:[9CF2AC] - Croatia

u see,that cup picks clubs from croatia 3rd central div...so that league must not be cleared.,..i presume that also goes for many other divisions...

> Quote:
>
> *Originally Posted by **Dermotron*** »
>
> *It's a bit of stretch but could I possible make a request from one of you patching/olly geniuses.*
>
> *Would it be possible to get a list of the minimum amount of teams required by for each playable cup competition. If it is a lot of work this could be cut to a specific few either. I have a feeling there a number of Lower Division leagues that can be cleared from the data without effecting the game or required modification to the .exe but I reckon the only issue will be the number of entrants in the early stages of some cups.*
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>
> *Should help to lighten the DB when playing on Max settings ;)*

---

djole2mcloud   30-01-14, 06:16 PM

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00517C68 |. C605 A7F89C00 >MOV BYTE PTR DS:[9CF8A7],0C - croatia 1st
00517D08 |. 3B35 A4F89C00 |CMP ESI,DWORD PTR DS:[9CF8A4] - croatia 3rd central
00517F39 |. A1 ACF29C00 MOV EAX,DWORD PTR DS:[9CF2AC] - Croatia

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>
> *Should help to lighten the DB when playing on Max settings ;)*

Dermotron   30-01-14, 06:20 PM

Excellent djole, thanks. I think only lower than that would be what I'd be interested in. So for instance in Croatia, only Croatian Lower Division (even though with only 29 teams it's such a big issue)

Sweden is the big one though, with ~470 teams doing fuck all only taking up space!

---

djole2mcloud   30-01-14, 06:42 PM

yes,i agree...it is lot easier to do patching also, without those unplayable lower leagues...they just sit there...
i'll try to find time over weekend...
so,if i understood clearly, u need minimum number of teams for all playable cups?

> Quote:
>
> *Originally Posted by **Dermotron*** »
>
> *Excellent djole, thanks. I think only lower than that would be what I'd be interested in. So for instance in Croatia, only Croatian Lower Division (even though with only 29 teams it's such a big issue)*
>
> *Sweden is the big one though, with ~470 teams doing fuck all only taking up space!*

Dermotron   30-01-14, 06:53 PM

I think minimum number of teams should be enough. Or maybe check which leagues a Cup picks teams from?

For instance if Swedish Cup doesn't take any teams from Swedish Lower Division there should be no issue removing teams?

---

djole2mcloud

swedish cup:

0088DAA1 |. 3B0D C8F79C00 |CMP ECX,DWORD PTR DS:[9CF7C8] - swedish second div

0088DAD8 |. 3B0D A8F49C00 |CMP ECX,DWORD PTR DS:[9CF4A8] - sweden

0088DAE9 |. 3B0D ACF69C00 |CMP ECX,DWORD PTR DS:[9CF6AC] - swedish lower div

0088DB2E |. 3B0D F0F59C00 |CMP ECX,DWORD PTR DS:[9CF5F0] - swedish first div

0088DB8B |. 8B1D ECF59C00 |MOV EBX,DWORD PTR DS:[9CF5EC] - swedish premier div

0088D5AF |. 66:C746 3E 1E0>MOV WORD PTR DS:[ESI+3E],1E is 30 clubs for the cup needed

> Quote:
>
> Originally Posted by **Dermotron** »
>
> I think minimum number of teams should be enough. Or maybe check which leagues a Cup picks teams from?
>
> For instance if Swedish Cup doesn't take any teams from Swedish Lower Division there should be no issue removing teams?

Dermotron

Blah. Take it that means cant clear out swedish lower division :(

EDIT: Removed it and testing atm

---

djole2mcloud

i am little surprised with this lower number of clubs needed for the cup?!but i didn't found any other offset...on the other hand,i have never played swedish league so i don't know what id the cup system...maybe there is a way round but that requires .exe editing...

Dermotron

> Quote:
>
> Originally Posted by **djole2mcloud** »
>
> 0088D5AF |. 66:C746 3E 1E0>MOV WORD PTR DS:[ESI+3E],1E is 30 clubs for the cup needed

Does this mean 30 from the Swedish Lower Division? That's not bad. 30 down from 470!

Dermotron

Does this mean 30 from the Swedish Lower Division? That's not bad. 30 down from 470!

djole2mcloud

30-01-14, 10:03 PM

well,not sure..i must run swedish league to be certain...will test and report back...

djole2mcloud

30-01-14, 10:41 PM

as i see there are 8 groups with total of 232 clubs in the swedish cup first round...
and whole lot of them are from non league...

Dermotron

30-01-14, 10:43 PM

Still, that's potentially 204 less clubs loading. Interesting.

MarcoVanBast

31-01-14, 08:00 PM

I have text offsets, but need to take my old PC from parent's house to check it :)

Cam F

31-01-14, 11:38 PM

MVB, You back? can you change coloured atts for me in 0001 & if really greedy change my 3.81 exe to 98 for 0001?

All times are GMT +1. The time now is 01:14 PM.

Offsets

Printable View

Zé   01-02-14, 10:34 PM

> Quote:
> _____
> *Originally Posted by **Cam F**▶▶*
> *MVB, You back? can you change coloured atts for me in 0001 & if really greedy change my 3.81 exe to 98 for 0001?*
> _____

I'm first :fencing:

---

ryanitaa   02-02-14, 12:46 PM

is possible to enlarge japan league 2 club from 12 to 22 clubs?can anyone helpme step by step to create it?

---

djole2mcloud   02-02-14, 01:54 PM

NO!

> Quote:
> _____
> *Originally Posted by **ryanitaa**▶▶*
> *is possible to enlarge japan league 2 club from 12 to 22 clubs?can anyone helpme step by step to create it?*
> _____

---

giovanisantana29   02-02-14, 03:37 PM

Is there a way to change the date that starts the game in a certain league?
For example, when I start the game in Brazil, the game always starts on day 21/12, no way to change that date?

Golly   03-02-14, 04:31 PM

> Quote:
> _____
> *Originally Posted by **ryanitaa**▶▶*
> *is possible to enlarge japan league 2 club from 12 to 22 clubs?can anyone helpme step by step to create it?*
> _____

Change the following 4 offsets:-

006647BA - MOV WORD PTR DS:[EAX],2C > 2A
(Amount of Fixtures- 44 > 42)

0066503B - PUSH 2C4 > 512
00665042 - MOV WORD PTR DS:[EDI+3E],0C > 16
(Amount of teams in League- 12 > 22)

00665149 - MOV WORD PTR DS:[ESI+3C],4 > 2
(Amount of Fixtures Round- 4 > 2)

Use CMEXPLORER to add 10 Lower Division Japanese clubs to J-League 2. Then use the Editor to rearrange the lower division clubs as you please ensuring all Japanese unplayable Leagues still have the correct amount of teams in.

Do all this and you should have a league of 22 with each team playing the other twice and 42 fixtures in total.

One problem I can forsee is that the Japanese Cup is only contested between 28 teams- 16 from JL1 and 12 from JL2. So 10 teams will miss out on the Japanese Cup. When I ran a game with the changes listed above R1 contained 19 JL2 teams and 5 JL1 teams. The 4 teams entering in R2 were 1 from JL1 and 3 from JL2. So all 22 JL2 teams entered the Cup and only 6 JL1 teams (10 missed out).

The Emperor's Cup is larger. It starts with 64 teams entering R1 (12 JL2 and 52 others). After 2 rounds with these teams the 16 teams to make it through are joined by the 16 JL1 teams to make 32 teams and it's a straight knock-out from there. I ran all the offset edits and CMEXPLORER alterations I listed and when I run the game the First Round of the Emperor's Cup still contrains 12 JL2 and 52 others. I've had a good look through the Emperors Cup offsets and I can't find one that would pick 12 JL2 clubs and 52 others. So I am stumped on that one.

Golly   03-02-14, 04:31 PM

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---

ryanitaa   06-02-14, 06:03 AM

> Quote:
>
> *Originally Posted by **Golly** »*
>
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>
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ok thanks, i will try it.i have 4 question may be you can help me:
1. how many maximum clubs can be added to japan league 2?
2. how about enlarge participated club in emperor cup from 64 to 128 clubs? if i want to change emperor cup structure in new model, for example: emperor cup followed 128 club for first stage, 2nd stage 64 clubs, 3th 32 club, 4th 16 clubs, 5th 8 club, 6th semifinal, 7th final.. can you explain me how to create it step by step?
3. how about relegated club in japan league 2? if i decided 2 bottom japan league 2 relegated and 2 club from lower divion have promoted, what should i do? which offset will be changed?
4. how to chage regulation in japan league likes english premiere league, if we play draw not yet extra time anymore
i'm sorry for many question and poor english..

MarcoVanBast   12-02-14, 07:21 PM

Still wnat to load FULL database, i mean ALL layers who are in editor to show in game. Need it fro cm3 98-99? however i sure same code answering for it. Maybe it possible to shut down command which is counting "minimum" or "normal" data to load and load all.

Pasquale   18-02-14, 05:28 PM

Hi guys, I saw that giovannisantana has published the patch Austria with a limit of foreign players .. how do you restrict foreigners in northern

ireland?

Craig Forrest

18-02-14, 10:23 PM

Why would you want to know for N. Ireland? That seems very unlike you Pasquale..... who is this really?

Pasquale

18-02-14, 10:50 PM

:lol: mh?? I'm interested in the Northern Ireland because of all the championships CM 2001 is the most modifiable .. for example, I can create leagues such as Armenia, Andorra or San Marino, which are national with a few clubs ..... you know?

Fods

19-02-14, 03:07 AM

It seems by the amount of questions you ask its a fucking nightmare to modify :pound:

---

giovanisantana29

20-02-14, 11:21 PM

Quote:

Originally Posted by Pasquale »

Hi guys, I saw that giovannisantana has published the patch Austria with a limit of foreign players .. how do you restrict foreigners in northern ireland?

Go to offset 00793864 and put "MOV BYTE PTR DS:[EDX+5],3". And put in the line below "RETN 8"

Pasquale

21-02-14, 12:13 AM

I changed what you said but no change .....

---

giovanisantana29

21-02-14, 12:17 AM

You must have done something wrong, then..

Pasquale

21-02-14, 12:19 AM

I only changed what you said, nothing more ... but that patch do you use?

---

giovanisantana29

21-02-14, 12:23 AM

The patch makes no difference about it ... worked with and without it.

Pasquale

21-02-14, 12:27 AM

Very strange .... I did what you said but I have no result ... the strange thing is that I tried with your patch of Austria to take the value that you said but nothing changes always remain foreigners 3. ...

---

giovanisantana29

21-02-14, 12:53 AM

Ohh sorry Pasquale, I made a mistake..

Change this block:
http://s27.postimg.org/w1fkyvrkz/image.png
to this:
http://s27.postimg.org/muxablmcj/image.png

And both Republic of Ireland and Northern Ireland will be with limit foreign

---

Pasquale

21-02-14, 01:09 AM

I did not understand what I have to change ... can you explain step by step?

---

giovanisantana29

21-02-14, 01:50 AM

Dude, just put exactly what is in the picture...

Pasquale

The game crashes .... just click on a club the game freezes ... are you sure that it is only those steps?

giovanisantana29

Now surely you did something wrong...

Pasquale

Impossible, I followed the instructions in the photo you sent recently ... only those instructions and nothing more

giovanisantana29

In this .exe I did just what is in the picture that I posted and as you can see, it's working perfectly, and with foreigner limit in the two Irelands.

http://www.sendspace.com/file/t6055i

Offsets

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Pasquale   21-02-14, 11:51 AM

Here's my modified exe that .... I changed Northern Ireland with Armenia .... I have taken all the steps but it goes .....

http://www.sendspace.com/file/d7blgw

---

giovanisantana29   21-02-14, 02:36 PM

I SAID YOU HAD DID SOMETHING WRONG!

How you did:
http://s28.postimg.org/jlkz7v4ot/image.png

How it should have been done:
http://s28.postimg.org/i7tcck5fh/image.png

Pasquale   21-02-14, 02:49 PM

GIOVANI SANTANA YOU ARE THE BEST :clap::clap::clap::clap::clap::clap:

Cam F   21-02-14, 07:12 PM

This is fecking hilarious :rofl:

There should be a separate Northern Ireland offset thread so others who find the main offset thread interesting don't have to read every second post about N Ireland :lol:

Pasquale   21-02-14, 08:08 PM

The offsets are found useful not only to me but also to other users who want to create new leagues .... so shut up :roll:

MarcoVanBast   22-02-14, 04:22 PM

Guys what is cpp and what can we do with it?

Hugo9   22-02-14, 04:39 PM

cpp is a file extension used by the C++ programming language - I assume that is the language the game was written in.

I'm currently trying to teach myself to write software in C++ myself.

Golly   23-02-14, 04:38 PM

Oooooh

I have worked out how TV matches are scheduled in league competitions.

And I have successfully changed the English Premier League TV schedule from 2x Sunday Afternoon games + 1x Monday Evening game to 1x Saturday lunchtime (AM) + 1x Saturday evening + 1x Sunday afternoon.

---

milo   23-02-14, 04:47 PM

golly, can't you (and other geniuses here maybe) make a tool with all your findings in it like flex? something easy also for common donkeys like us

Golly

Quote:

> Originally Posted by **milo** »
>
> *golly, can't you (and other geniuses here maybe) make a tool with all your findings in it like flex? something easy also for common donkeys like us*

JohnLocke is the clever one who can make tools (like Flex). Not been on here for a while though.

Hugo9

I have been looking through all the files in JohnLocke's 'flex' and I think I have found out how the JL patch works.

The zip file (flex 2013-06-16) contains the following directory: \workspace\JLPatch\config\jlpatch\default\

This seems to be a collection of files with a .patch extension, each corresponds to an option in the jl patch.

If you rename one of these files and then run JL Patch the option is renamed too - so jl patch must just be reading all files in this directory.

These .patch files are just text files, for example - 'Italy - 18 loans.patch' contains just the following: 0x2618a4 0x4 0x12. If I've understood this correctly, these are just the offset, original value and new value.

ryanitaa

Quote:

> Originally Posted by **Golly** »
>
> *Oooooh*
>
> *I have worked out how TV matches are scheduled in league competitions.*
>
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golly can you help me how to chage regulation in japan league likes english premiere league, if we play draw not yet extra time anymore?

Pasquale

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>
> *And I have successfully changed the English Premier League TV schedule from 2x Sunday Afternoon games + 1x Monday Evening game to 1x Saturday lunchtime (AM) + 1x Saturday evening + 1x Sunday afternoon.*

how did you do?

milo

Quote:

> Originally Posted by **Hugo9** »
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so do you mean that anyone can add/remove/edit an option of JL tool just using the correct line in .patch extension?

MarcoVanBast

Any ideas how to remove squad number from header while viewing player screen?

Hugo9   26-02-14, 06:27 PM

Quote:

> Originally Posted by **milo** »
>
> *so do you mean that anyone can add/remove/edit an option of JL tool just using the correct line in .patch extension?*

Yes. To remove an option just go into \workspace\JLPatch\config\jlpatch\default\ and delete the file (or more it somewhere), that option will then be missing the next time you run the jl patch.

Adding options would be more difficult, however JL created a tool called Patch Creator (in Flex), which has this description: "Generates a 'patch' based on the difference between two files - useful for finding what the Tapani patch actually changes."

When you run it you select two CM exe files, it then auto-generates a .patch file with the differences between the two files.

So to create your own .patch just keep a 'before' exe, make the desired changes with Olly, then use the two exes in Patch Creator. Then place the generated .patch file in the folder mentioned above - JL Patch then auto loads it.

---

milo   26-02-14, 08:36 PM

Quote:

> Originally Posted by **Hugo9** »
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>
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cool, thanks :ok:

---

vult   28-02-14, 02:21 AM

Hey, does anyone know if there is an offset for Polish league TV money? The only one I found refers to prize money.

Pasquale   28-02-14, 03:29 PM

You can enter relegation in the Korean League?

Craig Forrest   28-02-14, 05:14 PM

what about removing relegation from a league? I want to do a USA patch... they have 3 league levels (MLS, NASL, USPRO) but with no promotion/relegation.... I'd love to figure out a way to turn that off so that you could manage in any of the 3 tiers but still keep all the leagues in the same country

---

Pasquale   28-02-14, 05:27 PM

Also remove the play-off/out of Northern Ireland would not be bad

---

djole2mcloud   01-03-14, 12:49 AM

what league u have in mind?

Quote:

> Originally Posted by **Craig Forrest** »
>
> *what about removing relegation from a league? I want to do a USA patch... they have 3 league levels (MLS, NASL, USPRO) but with no promotion/relegation.... I'd love to figure out a way to turn that off so that you could manage in any of the 3 tiers but still keep all the leagues in the same country*

Craig Forrest   01-03-14, 12:57 AM

i don't have a league in mind... something with a minimum of 3 tiers so i can have mls, nasl and USPro leagues... i can add pdl and stuff too if i have to

Sent from my SGH-S730M using Tapatalk

---

djole2mcloud

well,not a problem for a league which last tier has no relegation to non league...i did it many times...scotland for example...france has 3 tiers,denmark,but they have relegations/promotions to non league,and i didn't figured how to cancel promotions from non league...

> Quote:
> _____
> *Originally Posted by **Craig Forrest*** »
>
> *i don't have a league in mind... something with a minimum of 3 tiers so i can have mls, nasl and USPro leagues... i can add pdl and stuff too if i have to*
>
> *Sent from my SGH-S730M using Tapatalk*
> _____

Craig Forrest

i want no promotions or relegations from any of the leagues... three leagues in the same country and none have promotion or relegation

Sent from my SGH-S730M using Tapatalk

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Offsets

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Hugo9 01-03-14, 03:46 PM

> Quote:
>
> Originally Posted by **Craig Forrest** »
>
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This topic was touched on in this thread: http://www.champman0102.co.uk/showthread.php?t=2859

Hugo9 02-03-14, 12:09 PM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
> *Any ideas how to remove squad number from header while viewing player screen?*

Try this:

00870B0F /E9 B4000000 JMP 00870BC8
00870B14 |90 NOP

---

milo 02-03-14, 01:08 PM

about squad numbers, is there any way to increase them to 99?

Hugo9 02-03-14, 03:01 PM

> Quote:
>
> Originally Posted by **Dermotron** »
>
> *I've had a look at them and where as you will list an offset one way, the ones in his apps seem to "+1" e.g. 0078D8B6 becomes 0x78D8B7*

Depending on what is being edited, this is probably because the 'instruction' bit is not being changed.

For example, the prize money for the premier league offset is:

00574B1C |> \68 90D00300 PUSH 3D090

But in JL's config files the offset stored is: 0x174B1D

[Ignoring the 0x400000 difference] the 1 byte difference is to reflect that the important value (the money) starts **after** the PUSH instruction.

Hugo9 02-03-14, 03:01 PM

> Quote:
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> Originally Posted by **Dermotron** »
>
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Hugo9

Quote:

> Originally Posted by **Golly** »
>
> Not sure these are right as I have just lifted them from a txt file done by JohnLocke, but anyway...
>
> 042A461 "Brazilian First Division TV Money (£)"
> 042CA51 "Brazilian Second Division TV Money (£)"
>
> And if you follow that pattern for Brazilian Third Division TV Money...
> 0042DC79 - MOV DWORD PTR DS:[ESI+60],EBX
> But as that value = 0 you will need to be clever to change it to a value > 0. (Probably why JL didn't automate it)

Trying to be clever.

0042DC76 E8 99F9FFFF CALL 0042D614
0042DC7B 90 NOP
0042DC7C 895E 64 MOV DWORD PTR DS:[ESI+64],EBX (line not edited)

0042D614 BB 90D00300 MOV EBX,3D090
0042D619 895E 5C MOV DWORD PTR DS:[ESI+5C],EBX
0042D61C 895E 60 MOV DWORD PTR DS:[ESI+60],EBX
0042D61F C3 RETN

This should set EBX to 3D090 (250000) for use on these 3 lines.

I haven't got the patience to test this, or figure out why there would be a need for 3 values for TV money.

Hugo9

---

slivie

Anyone know how to dock a team points before the start of a season as i've seen it done before? I want to have heart of midlothian on -15

Hugo9

Quote:

> Originally Posted by **JohnLocke** »
>
> 0x585078 to 0x58517D, seems to relate picking clubs to play in the UEFA Champions League.

The equivalent for the UEFA cup seems to be: 0x902c3f > 0x902c9d and/or: 0x902cda > 0x902d63

I think the following 2 lines are accessing the nation a club is from and checking it is not from 'no nation'.
00902CF2 |. 8B41 53 |MOV EAX,DWORD PTR DS:[ECX+53]

00902CF5 |. 85C0 |TEST EAX,EAX

This line is, I think, checking the repuation of the nation the club is from.
00902D17 |. 8B96 A7000000 |MOV EDX,DWORD PTR DS:[ESI+0A7]

Hugo9

Quote:

0x585078 to 0x58517D, seems to relate picking clubs to play in the UEFA Champions League.

The equivalent for the UEFA cup seems to be: 0x902c3f > 0x902c9d and/or: 0x902cda > 0x902d63

I think the following 2 lines are accessing the nation a club is from and checking it is not from 'no nation'.
00902CF2 |. 8B41 53 |MOV EAX,DWORD PTR DS:[ECX+53]
00902CF5 |. 85C0 |TEST EAX,EAX

This line is, I think, checking the repuation of the nation the club is from.
00902D17 |. 8B96 A7000000 |MOV EDX,DWORD PTR DS:[ESI+0A7]

Hugo9

This code picks the nations that take part in the African Nations Cup

Code:

```
004023A0  |> /8B43 71       /MOV EAX,DWORD PTR DS:[EBX+71]      --continent of nation
004023A3  |. |85C0          |TEST EAX,EAX
004023A5  |. |74 5A          |JE SHORT 00402401
004023A7  |. |8B00          |MOV EAX,DWORD PTR DS:[EAX]
004023A9  |. |8B0D 08FA9C00 |MOV ECX,DWORD PTR DS:[9CFA08] --Africa, maybe this can be changed?
004023AF  |. |3BC1          |CMP EAX,ECX
004023B1  |. |75 4E          |JNE SHORT 00402401
004023B3  |. |83FF 32        |CMP EDI,32
004023B6  |. |7D 49          |JGE SHORT 00402401                    -- stop once 50 teams are invited?
004023B8  |. |84D2           |TEST DL,DL
004023BA  |. |C74424 14 000 |MOV DWORD PTR SS:[LOCAL.132],0
004023C2  |. |7E 26          |JLE SHORT 004023EA
004023C4  |. |8B86 EE000000 |MOV EAX,DWORD PTR DS:[ESI+0EE]
004023CA  |. |0FBECA         |MOVSX ECX,DL
004023CD  |> |8B28          |/MOV EBP,DWORD PTR DS:[EAX]
004023CF  |. |395D 53        ||CMP DWORD PTR SS:[EBP+53],EBX
004023D2  |. |75 08          ||JNE SHORT 004023DC
004023D4  |. |C74424 14 010 ||MOV DWORD PTR SS:[LOCAL.132],1
004023DC  |> |83C0 04        ||ADD EAX,4
004023DF  |. |49             ||DEC ECX
004023E0  |.^|75 EB          |\JNE SHORT 004023CD
004023E2  |. |8B4424 14      |MOV EAX,DWORD PTR SS:[LOCAL.132]
004023E6  |. |85C0           |TEST EAX,EAX
004023E8  |. |75 17          |JNE SHORT 00402401
004023EA  |> |53             |PUSH EBX                          ; /Arg1
004023EB  |. |E8 E08F1300   |CALL 0053B3D0                      ;
004023F0  |. |8B8E EE000000 |MOV ECX,DWORD PTR DS:[ESI+0EE]
004023F6  |. |8A5424 17      |MOV DL,BYTE PTR SS:[LOCAL.133+3]
004023FA  |. |83C4 04        |ADD ESP,4
004023FD  |. |8904B9         |MOV DWORD PTR DS:[EDI*4+ECX],EAX
00402400  |. |47             |INC EDI
00402401  |> |8B4424 18      |MOV EAX,DWORD PTR SS:[LOCAL.131]
00402405  |. |8B0D 5023AE00 |MOV ECX,DWORD PTR DS:[0AE2350]
0040240B  |. |40             |INC EAX
0040240C  |. |81C3 22010000 |ADD EBX,122
00402412  |. |894424 18      |MOV DWORD PTR SS:[LOCAL.131],EAX
00402416  |. |0FBFC0         |MOVSX EAX,AX
00402419  |. |3BC1           |CMP EAX,ECX
0040241B  |.^\7C 83          \JL SHORT 004023A0
```

Hugo9

```
004023DF  |. |49            ||DEC ECX
004023E0  |.^|75 EB         |\JNE SHORT 004023CD
004023E2  |. |8B4424 14     |MOV EAX,DWORD PTR SS:[LOCAL.132]
004023E6  |. |85C0          |TEST EAX,EAX
004023E8  |. |75 17         |JNE SHORT 00402401
004023EA  |> |53            |PUSH EBX                              ; /Arg1
004023EB  |. |E8 E08F1300   |CALL 0053B3D0                        ;
004023F0  |. |8B8E EE000000 |MOV ECX,DWORD PTR DS:[ESI+0EE]
004023F6  |. |8A5424 17     |MOV DL,BYTE PTR SS:[LOCAL.133+3]
004023FA  |. |83C4 04       |ADD ESP,4
004023FD  |. |8904B9        |MOV DWORD PTR DS:[EDI*4+ECX],EAX
00402400  |. |47            |INC EDI
00402401  |> |8B4424 18     |MOV EAX,DWORD PTR SS:[LOCAL.131]
00402405  |. |8B0D 5023AE00 |MOV ECX,DWORD PTR DS:[0AE2350]
0040240B  |. |40            |INC EAX
0040240C  |. |81C3 22010000 |ADD EBX,122
00402412  |. |894424 18     |MOV DWORD PTR SS:[LOCAL.131],EAX
00402416  |. |0FBFC0        |MOVSX EAX,AX
00402419  |. |3BC1          |CMP EAX,ECX
0040241B  |.^\7C 83         \JL SHORT 004023A0
```

Golly   03-03-14, 07:38 AM

> Quote:
>
> Originally Posted by **Hugo9** »
>
> *Trying to be clever.*
>
> *0042DC76 E8 99F9FFFF CALL 0042D614*
> *0042DC7B 90 NOP*
> *0042DC7C 895E 64 MOV DWORD PTR DS:[ESI+64],EBX (line not edited)*
>
>
> *0042D614 BB 90D00300 MOV EBX,3D090*
> *0042D619 895E 5C MOV DWORD PTR DS:[ESI+5C],EBX*
> *0042D61C 895E 60 MOV DWORD PTR DS:[ESI+60],EBX*
> *0042D61F C3 RETN*
>
> *This should set EBX to 3D090 (250000) for use on these 3 lines.*
>
> *I haven't got the patience to test this, or figure out why there would be a need for 3 values for TV money.*

For Cup competitions there are 3 prize money values for each round. These are for winners prize money, losers prize money and participation money.

There TV money might be because you get a fixed amount at the start of the season, a small amount when your game is on TV and place based prize money at the end of the season?

Golly   03-03-14, 07:38 AM

---

giovanisantana29   04-03-14, 05:56 PM

I do not know if anyone will be able to help me, but ..
I am trying to turn the Brazilian First Division in a "round-robin" tournament. Ie, without semi-final and final phases , just for points as it is currently. I made a lot of changes (several do not even remember all) and theoretically was perfect:

http://s25.postimg.org/448wwzkvj/image.png

http://s25.postimg.org/ml3bnt0tr/image.png

But after the last round (27) by clicking on any club or in competition, the game crashes...
Does anyone have any idea what it might be?

Spoiler! Show

Hugo9

This is the line that is picking 4 teams (DL is set to 4 @ 42A5AD):
0042A5DB - MOV BYTE PTR DS:[ESI+0BE],DL

I don't know how the rest of it works though.

If you expand the details section of the error it might give an offset at which the game crashed - this might help to narrow down where it broke.

Hugo9

NOT TESTED

I think I've found a way to make more space available in the exe.

This might be easier to explain if you have Olly open at the section below:

Code:

```
CPU Disasm
Address  Hex dump           Command                          Comments
00595B92 |.  3BC5             CMP EAX,EBP
00595B94 |.  8986 B1000000    MOV DWORD PTR DS:[ESI+0B1],EAX
00595B9A |.  75 68            JNE SHORT 00595C04
00595B9C |.  8D4424 0C        LEA EAX,[LOCAL.127]
00595BA0 |.  8D8C24 0C010000  LEA ECX,[LOCAL.63]
00595BA7 |.  50               PUSH EAX                        ; /Arg5 => OFFSET LOCAL.127
00595BA8 |.  51               PUSH ECX                        ; |Arg4 => OFFSET LOCAL.63
00595BA9 |.  55               PUSH EBP                        ; |Arg3 => 0
00595BAA |.  55               PUSH EBP                        ; |Arg2 => 0
00595BAB |.  68 54829C00      PUSH OFFSET 009C8254            ; |Arg1 = ASCII "E:\dev\CM3\cm3
00-01\cm3\code\comp\leagues\fin_prm.cpp"
00595BB0 |.  E8 4AF13A00      CALL 00944CFF                   ; \jlpatched.00944CFF
00595BB5 |.  83C4 14          ADD ESP,14
00595BB8 |.  8D5424 0C        LEA EDX,[LOCAL.127]
00595BBC |.  8D8424 0C010000  LEA EAX,[LOCAL.63]
00595BC3 |.  68 57010000      PUSH 157
00595BC8 |.  52               PUSH EDX
00595BC9 |.  50               PUSH EAX
00595BCA |.  E8 61753700      CALL 0090D130
00595BCF |.  50               PUSH EAX
00595BD0 |.  68 E8709800      PUSH OFFSET 009870E8            ; ASCII "v%s %s.%s %d"
00595BD5 |.  68 D024AE00      PUSH OFFSET 00AE24D0
00595BDA |.  E8 C0F03A00      CALL 00944C9F
00595BDF |.  55               PUSH EBP
00595BE0 |.  68 D024AE00      PUSH OFFSET 00AE24D0
00595BE5 |.  68 E0709800      PUSH OFFSET 009870E0            ; ASCII "Error"
00595BEA |.  E8 A1260500      CALL 005E8290
00595BEF |.  83C4 24          ADD ESP,24
00595BF2 |.  892D 347AB600    MOV DWORD PTR DS:[0B67A34],EBP
00595BF8 |.  33C0             XOR EAX,EAX
00595BFA |.  5E               POP ESI
00595BFB |.  5D               POP EBP
00595BFC |.  5B               POP EBX
00595BFD |.  81C4 00020000    ADD ESP,200
00595C03 |.  C3               RETN
00595C04 |>  A1 5C23AE00      MOV EAX,DWORD PTR DS:[0AE235C]
```

I think everything from 00595B9C to 00595C03 just relates to displaying an error message. If the RETN statment is moved to 00595B9C the rest can be filled with NOP, giving us 66 bytes of space to write new code. It looks like all the .cpp text lines just relate to error messages - so this technique can be used all over the place.

I'll test this at some point.

Hugo9

```
00595BB8  |.  8D5424 0C          LEA EDX,[LOCAL.127]
00595BBC  |.  8D8424 0C010000    LEA EAX,[LOCAL.63]
00595BC3  |.  68 57010000        PUSH 157
00595BC8  |.  52                  PUSH EDX
00595BC9  |.  50                  PUSH EAX
00595BCA  |.  E8 61753700        CALL 0090D130
00595BCF  |.  50                  PUSH EAX
00595BD0  |.  68 E8709800        PUSH OFFSET 009870E8                    ; ASCII "v%s %s.%s %d"
00595BD5  |.  68 D024AE00        PUSH OFFSET 00AE24D0
00595BDA  |.  E8 C0F03A00        CALL 00944C9F
00595BDF  |.  55                  PUSH EBP
00595BE0  |.  68 D024AE00        PUSH OFFSET 00AE24D0
00595BE5  |.  68 E0709800        PUSH OFFSET 009870E0                    ; ASCII "Error"
00595BEA  |.  E8 A1260500        CALL 005E8290
00595BEF  |.  83C4 24            ADD ESP,24
00595BF2  |.  892D 347AB600      MOV DWORD PTR DS:[0B67A34],EBP
00595BF8  |.  33C0               XOR EAX,EAX
00595BFA  |.  5E                 POP ESI
00595BFB  |.  5D                 POP EBP
00595BFC  |.  5B                 POP EBX
00595BFD  |.  81C4 00020000      ADD ESP,200
00595C03  |.  C3                 RETN
00595C04  |>  A1 5C23AE00        MOV EAX,DWORD PTR DS:[0AE235C]
```

I think everything from 00595B9C to 00595C03 just relates to displaying an error message. If the RETN statment is moved to 00595B9C the rest can be filled with NOP, giving us 66 bytes of space to write new code. It looks like all the .cpp text lines just relate to error messages - so this technique can be used all over the place.

I'll test this at some point.

---

giovanisantana29

Quote:

> Originally Posted by **Hugo9** »
>
> *This is the line that is picking 4 teams (DL is set to 4 @ 42A5AD):*
> *0042A5DB - MOV BYTE PTR DS:[ESI+0BE],DL*
>
> *I don't know how the rest of it works though.*
>
> *If you expand the details section of the error it might give an offset at which the game crashed - this might help to narrow down where it broke.*

I lost the exe that was making the changes... I did some wrong changes and it no longer works.

So I started it from the beginning:
I changed:
0042A5DB - MOV BYTE PTR DS:[ESI+BE],DL to MOV BYTE PTR DS:[ESI+BE],1 so that only one team qualify and therefore, be champion.
0042A2D4 MOV WORD PTR DS:[EAX],2 to MOV WORD PTR DS:[EAX],0 for the semi-final and final do not happen.

Everything worked perfectly, but at the end of the championship, this error occurs:
http://s25.postimg.org/r1id0mru7/image.png

Hugo9

No idea what causes it but that message relates to: 0x51CB3D - PUSH 0A64 (which is hex for 2660)

See also: 0x51C84B - JG 0051CB16, which is the line that causes the jump to the code that shows the error.

Hugo9

```
00683182 |. 807E 64 03 CMP BYTE PTR DS:[ESI+64],3
00683186 |. 75 04 JNE SHORT 0068318C
00683188 |. C646 64 02 MOV BYTE PTR DS:[ESI+64],2
```

I think the above sets a clubs pro status to semi-pro if they are amateur and the club gets promoted into a playable league.

Hugo9

```
00683182 |. 807E 64 03 CMP BYTE PTR DS:[ESI+64],3
00683186 |. 75 04 JNE SHORT 0068318C
00683188 |. C646 64 02 MOV BYTE PTR DS:[ESI+64],2
```

I think the above sets a clubs pro status to semi-pro if they are amateur and the club gets promoted into a playable league.

MarcoVanBast

Anyone know how to change value rate?

As i understand standard value is english pound and all others have their exchange values. I find part of code, can change the name/symbol of any value but cant understand wheres rate of each value

Fods

There's also a value limit too (26,000,000 I think) can the limit be removed

MarcoVanBast

Okie i find what strings in code answers for VALUE RATE.

MOV DWORD PTR DS:[8334F0],7AE147AE
MOV DWORD PTR DS:[8334F4],3FF7AE14
MOV DWORD PTR DS:[8335DC],40080000

NOW NEED TO EXPLORE WHICH EXACTLY SET rate

PS: Its cm3 (98-99) code but i sure cm01-02 same

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MarcoVanBast   08-03-14, 07:25 AM

> Quote:
>
> Originally Posted by **Fodster** »
> There's also a value limit too (26,000,000 I think) can the limit be removed

i think it more compicated coz it affected by many things like CA PA Reputation and etc..

MarcoVanBast   08-03-14, 07:41 AM

SO that code strings change all

MOV DWORD PTR DS:[8334F4],3FF7AE14 - "3FF7AE14" makes pound value get Pound x 1,4545454545 value (Euro value ingame)
MOV DWORD PTR DS:[8334F4],400B70A3 - "400B70A3" makes pound value get Pound x 3,4090909090 value (Real ingame)

Need to know hex numbers to manipulate it :) anyone know it

PS: understand how to set it approximately :)

MarcoVanBast   08-03-14, 07:41 AM

SO that code strings change all

MOV DWORD PTR DS:[8334F4],3FF7AE14 - "3FF7AE14" makes pound value get Pound x 1,4545454545 value (Euro value ingame)
MOV DWORD PTR DS:[8334F4],400B70A3 - "400B70A3" makes pound value get Pound x 3,4090909090 value (Real ingame)

Need to know hex numbers to manipulate it :) anyone know it

PS: understand how to set it approximately :)

Hugo9   08-03-14, 09:48 AM

None of those lines exist in the cm0102 executable

If it helps, the text string 'Value' can be found at 0x98ea0c.

MarcoVanBast   08-03-14, 11:02 AM

> Quote:
>
> Originally Posted by **Hugo9** »
> None of those lines exist in the cm0102 executable
>
> If it helps, the text string 'Value' can be found at 0x98ea0c.

Little advice from me

If u want find smth, try find binary name not so staright :)

I mean if u need value u need search binary string "Euro" or better "Peso". Not "value", its not so simple :)

---

djole2mcloud   09-03-14, 03:13 PM

hugo,
can u figure it out how to add relegation/promotion to Scottish 3rd div?

Hugo9

09-03-14, 04:57 PM

Tried.

007F4F65 66:C786 BF000000 0000 MOV WORD PTR DS:[ESI+0BF],0
007F4F6E C686 C0000000 01 MOV BYTE PTR DS:[ESI+0C0],1
007F4F75 90 NOP
007F4F76 90 NOP

Failed, crashes during season update - caused by line 48ce46.

Craig Forrest

09-03-14, 05:18 PM

those are the playoff offsets aren't they? shouldn't it be [ESI+0BE] and [ESI+0C1] that you change?

of course I'm probably totally wrong.....

Hugo9

09-03-14, 06:13 PM

The original values are weird - it uses AL for all four values (BE, BF, C0 & C1). AL is set to 2 (see 07f4f23).

MOV WORD PTR DS:[ESI+0BF],0 is a bit clever, this sets BF AND C0 to 0 - it does this by writing two bytes, rather than one (WORD = 2 bytes).
The C0 line above should have been C1 - but the game still crashes.

It might be because, unlike Denmark, there is no code to promote teams from non-league.

Hugo9

09-03-14, 07:43 PM

Not fully tested this but if this works - WOW!

00540B00 JE SHORT 00540B1B, change to: JMP SHORT 00540B1B

Result - you can have B teams in any country instead of just Germany, Spain and Portugal.

Hugo9

09-03-14, 07:43 PM

Not fully tested this but if this works - WOW!

00540B00 JE SHORT 00540B1B, change to: JMP SHORT 00540B1B

Result - you can have B teams in any country instead of just Germany, Spain and Portugal.

Craig Forrest

09-03-14, 07:49 PM

any idea what line of code I should be looking for if I want to change player restrictions within a certain country? It used to have it in the League Replacement guide tutorial but it has been changed to a video showing how to use the Flex tool.... but that tool doesn't have all the leagues... and I can't remember what I'm looking for....

Craig Forrest

09-03-14, 07:49 PM

Quote:

> Originally Posted by **Hugo9** »
> Not fully tested this but if this works - WOW!
>
> 00540B00 JE SHORT 00540B1B, change to: JMP SHORT 00540B1B
>
> Result - you can have B teams in any country instead of just Germany, Spain and Portugal.

does that change your reserve squad into a B team?

Hugo9

09-03-14, 08:01 PM

Alas not - but if you move, for example, Bayern Munich into the Premier league and Bayern Munich A into the Championship the link is preserved - if you do that withotut the above modification the two clubs would not be linked.

Craig Forrest

09-03-14, 08:05 PM

Will it preserve the link if the clubs are renamed? example: Club America and Club America B

Hugo9

Quote:

> *Originally Posted by Craig Forrest* »
>
> *any idea what line of code I should be looking for if I want to change player restrictions within a certain country? It used to have it in the League Replacement guide tutorial but it has been changed to a video showing how to use the Flex tool.... but that tool doesn't have all the leagues... and I can't remember what I'm looking for....*

The flex tool seems to be using the file ./config/flexeditor/Restrictions.txt - that might help track down what the code should look like.

Example: England 0x179c65

Hugo9

Quote:

> *Originally Posted by Craig Forrest* »
>
> *any idea what line of code I should be looking for if I want to change player restrictions within a certain country? It used to have it in the League Replacement guide tutorial but it has been changed to a video showing how to use the Flex tool.... but that tool doesn't have all the leagues... and I can't remember what I'm looking for....*

The flex tool seems to be using the file ./config/flexeditor/Restrictions.txt - that might help track down what the code should look like.

Example: England 0x179c65

Craig Forrest

I saw that but even though JL said that just add 400000 to that number to get the offset in Olly, it gives me offsets that have nothing to do with restrictions....

Hugo9

Quote:

> *Originally Posted by Craig Forrest* »
>
> *Will it preserve the link if the clubs are renamed? example: Club America and Club America B*

No - the clubs are linked by names stored in the exe. See http://www.champman0102.co.uk/showthread.php?t=380 for details on how to add B teams.

Craig Forrest

I've read that but I can't ever get it to work :D

Hugo9

Quote:

> *Originally Posted by Craig Forrest* »
>
> *I saw that but even though JL said that just add 400000 to that number to get the offset in Olly, it gives me offsets that have nothing to do with restrictions....*

0579C63 C642 05 03 MOV BYTE PTR DS:[EDX+5],3

5 is the type of restriction (mentioned in the youtube video), 3 is the maximum number of players.

Hugo9

Quote:

> *Originally Posted by Craig Forrest* »
>
> *I saw that but even though JL said that just add 400000 to that number to get the offset in Olly, it gives me offsets that have nothing to do with restrictions....*

0579C63 C642 05 03 MOV BYTE PTR DS:[EDX+5],3

5 is the type of restriction (mentioned in the youtube video), 3 is the maximum number of players.

Hugo9

EDIT: I've realised that the data below is only half right, I'll post new data shortly.

Try this (read this thread first - http://www.champman0102.co.uk/showthread.php?t=4763):

Code:

```
0x140b00 0x74 0xeb
0x5d1e0c 0x46 0x53
0x5d1e0d 0x43 0x48
0x5d1e0e 0x5f 0x45
0x5d1e0f 0x42 0x46
0x5d1e10 0x41 0x46
0x5d1e11 0x59 0x49
0x5d1e13 0x52 0x4c
0x5d1e14 0x4e 0x44
0x5d1e16 0x4d 0x55
0x5d1e17 0x55 0x4e
0x5d1e18 0x4e 0x49
0x5d1e19 0x43 0x54
0x5d1e1a 0x48 0x45
0x5d1e1b 0x45 0x44
0x5d1e1c 0x4e 0x0
0x5e1470 0x46 0x53
0x5e1471 0x43 0x68
0x5e1472 0x20 0x65
0x5e1473 0x42 0x66
0x5e1474 0x61 0x66
0x5e1475 0x79 0x69
0x5e1477 0x72 0x6c
0x5e1478 0x6e 0x64
0x5e147a 0x4d 0x55
0x5e147b 0xfc 0x6e
0x5e147c 0x6e 0x69
0x5e147d 0x63 0x74
0x5e147e 0x68 0x65
0x5e147f 0x65 0x64
0x5e1480 0x6e 0x0
```

First change enables b teams in all nations, the rest just changes the link from Bayern Munich to Sheffield United - game loads as normal but Bayern no longer have a b team; instead Sheffield United are linked to Bayern Munich A. Bayern Munich have a reserve team instead though.

In my data both Munich teams are playing in England already - have not tested with a link to a club in another nation. Will do that now - how amazing would that be?

Hugo9

It works!

http://s27.postimg.org/wcmubzkxf/hugo.gif

Edit: With Bayern back in Germany they no longer have a reserve team - just like other clubs with no b team.

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All times are GMT +1. The time now is 01:14 PM.

Offsets

Printable View

Pasquale

09-03-14, 09:01 PM

> Quote:
>
> Originally Posted by **Hugo9** »
>
> Try this (read this thread first - http://www.champman0102.co.uk/showthread.php?t=4763):
>
> Code:
>
> ```
> 0x140b00 0x74 0xeb
> 0x5d1e0c 0x46 0x53
> 0x5d1e0d 0x43 0x48
> 0x5d1e0e 0x5f 0x45
> 0x5d1e0f 0x42 0x46
> 0x5d1e10 0x41 0x46
> 0x5d1e11 0x59 0x49
> 0x5d1e13 0x52 0x4c
> 0x5d1e14 0x4e 0x44
> 0x5d1e16 0x4d 0x55
> 0x5d1e17 0x55 0x4e
> 0x5d1e18 0x4e 0x49
> 0x5d1e19 0x43 0x54
> 0x5d1e1a 0x48 0x45
> 0x5d1e1b 0x45 0x44
> 0x5d1e1c 0x4e 0x0
> 0x5e1470 0x46 0x53
> 0x5e1471 0x43 0x68
> 0x5e1472 0x20 0x65
> 0x5e1473 0x42 0x66
> 0x5e1474 0x61 0x66
> 0x5e1475 0x79 0x69
> 0x5e1477 0x72 0x6c
> 0x5e1478 0x6e 0x64
> 0x5e147a 0x4d 0x55
> 0x5e147b 0xfc 0x6e
> 0x5e147c 0x6e 0x69
> 0x5e147d 0x63 0x74
> 0x5e147e 0x68 0x65
> 0x5e147f 0x65 0x64
> 0x5e1480 0x6e 0x0
> ```
>
> First change enables b teams in all nations, the rest just changes the link from Bayern Munich to Sheffield United - game loads as normal but Bayern no longer have a b team; instead Sheffield United are linked to Bayern Munich A. Bayern Munich have a reserve team instead though.
>
> In my data both Munich teams are playing in England already - have not tested with a link to a club in another nation. Will do that now - how amazing would that be?

FANTASTICCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

Craig Forrest

09-03-14, 10:00 PM

> Quote:
>
> Originally Posted by **Hugo9** »
>
> 0579C63 C642 05 03 MOV BYTE PTR DS:[EDX+5],3
>
> 5 is the type of restriction (mentioned in the youtube video), 3 is the maximum number of players.

That's what I thought it was but it's not to be found in any of the Danish leagues......

Hugo9

09-03-14, 10:16 PM

There doesn't seem to be a denmark_rules.cpp either. Odd that the code works differently for Denmark.

I assume that's why it isn't in Flex.

djole2mcloud

there are no player restriction for Denmark,maybe that why denmark_rules.cpp does not exist
but maybe game can be forced to use some other country rules for Denmark?

Craig Forrest

Well it says max 3 non-EU players in the match squad so I was hoping to change that but I can't find anything that relates to it..... maybe my brain just isn't working right.... I've looked at too much code in the last few days

---

djole2mcloud

this is the Belgium rules offsets:

00424F80 . 8B5424 08 MOV EDX,DWORD PTR SS:[ESP+8]
00424F84 . 57 PUSH EDI
00424F85 . B9 0A000000 MOV ECX,0A
00424F8A . 83C8 FF OR EAX,FFFFFFFF
00424F8D . 8BFA MOV EDI,EDX
00424F8F . F3:AB REP STOS DWORD PTR ES:[EDI]
00424F91 . 66:AB STOS WORD PTR ES:[EDI]
00424F93 . C642 06 15 MOV BYTE PTR DS:[EDX+6],15 - no player restrictions for belgium
00424F97 . E9 C8F41200 JMP cm0102.00554464
00424F9C > C2 0800 RETN 8

00424F97 . E9 C8F41200 JMP cm0102.00554464 - when u press ENTER on this line it takes u right at the Danish 2nd div block where i found Belgium competition references:

00554464 > C642 08 02 MOV BYTE PTR DS:[EDX+8],2
00554468 . 8B4424 08 MOV EAX,DWORD PTR SS:[ESP+8]
0055446C . 5F POP EDI
0055446D . 85C0 TEST EAX,EAX
0055446F . 74 25 JE SHORT cm0102.00554496
00554471 . 8B40 14 MOV EAX,DWORD PTR DS:[EAX+14]
00554474 . 8B08 MOV ECX,DWORD PTR DS:[EAX]
00554476 . A1 A0F59C00 MOV EAX,DWORD PTR DS:[9CF5A0] - belgian 2nd div
0055447B . 3BC8 CMP ECX,EAX
0055447D . 75 07 JNZ SHORT cm0102.00554486
0055447F . C642 02 03 MOV BYTE PTR DS:[EDX+2],3
00554483 . C2 0800 RETN 8
00554486 > A1 C4F79C00 MOV EAX,DWORD PTR DS:[9CF7C4] - belgian 3rd div
0055448B . 3BC8 CMP ECX,EAX
0055448D . 75 07 JNZ SHORT cm0102.00554496
0055448F . C642 02 00 MOV BYTE PTR DS:[EDX+2],0
00554493 . C2 0800 RETN 8
00554496 > C642 06 15 MOV BYTE PTR DS:[EDX+6],15
0055449A .^E9 FD0AEDFF JMP cm0102.00424F9C
0055449F 90 NOP
005544A0 . 74 08 JE SHORT cm0102.005544AA
005544A2 . 3B3D FCF69C00 CMP EDI,DWORD PTR DS:[9CF6FC] - belgian super cup
and also this:
00554398 > 3B3D 04F79C00 CMP EDI,DWORD PTR DS:[9CF704] - belgian super cup

weird?

---

djole2mcloud

```
0055448D . 75 07 JNZ SHORT cm0102.00554496
0055448F . C642 02 00 MOV BYTE PTR DS:[EDX+2],0
00554493 . C2 0800 RETN 8
00554496 > C642 06 15 MOV BYTE PTR DS:[EDX+6],15
0055449A .^E9 FD0AEDFF JMP cm0102.00424F9C
0055449F 90 NOP
005544A0 > 74 08 JE SHORT cm0102.005544AA
005544A2 . 3B3D FCF69C00 CMP EDI,DWORD PTR DS:[9CF6FC] - belgian super cup
and also this:
00554398 > 3B3D 04F79C00 CMP EDI,DWORD PTR DS:[9CF704] - belgian super cup
```

weird?

Craig Forrest

Something Tapani did in the patch..... that's not in my exe..... if it was, then 0055447F would be the offset that I need to change...

Craig Forrest

ugh... I've been going over the EXE for too damn long... at least a couple of hours now trying to figure out where the game is told that Denmark is allowed 3 non-EU players in the match squad... which is crazy hard because there is no section for Denmark rules.... but it isn't anywhere..... it should be as simple as finding MOV BYTE PTR DS:[EDX+5],3 but that isn't anywhere either apart from some other countries (like England and France)..... now my thought is that like djole posted earlier, there is something in the code that points to another league to steal the rules from..... but I can't find that either..... it's possible that I just overlooked some JMP command or some CALL command so I'll look again in the morning.... I think I may dream of code tonight.....

Hugo9

Maybe the game has some sort of default setting? Then the developers just added code for countries where the rules were different.

---

djole2mcloud

a ham,you say in untapanified version there is player restrictions in Denmark,but in tapanified i have no restrictions at all...then maybe in tapanified version denmark uses belgium rules...cause there is no restrictions in belgium...tapani must linked that somehow...the same way i sent u Zozoa solution to use spanish 2nd div fixture structure for danish 1st division...
i manage to start Korean league in 2013 using that trick...
another question,is there player restrictions in belgium in untapanified version?

> Quote:
>
> Originally Posted by **Craig Forrest** »
>
> *Something Tapani did in the patch..... that's not in my exe..... if it was, then 0055447F would be the offset that I need to change...*

Craig Forrest

no... no player restrictions in Belgium

Sent from my SGH-S730M using Tapatalk

---

djole2mcloud

hmm...then Denmark must be using Belgium player restriction rules in Tapanified version of the game...then in theory,changing Belgium rules will affect Denmark rules...i speak for Tapanified version...will try and let u know...

Craig Forrest

problem is the code in the tapanified version is in the fixtures in Denmark so i can't just copy and paste

Sent from my SGH-S730M using Tapatalk

---

giovanisantana29

0059BA72
0059BC98

These offsets contains the code which team will receive the Kings Dock stadium, originally from Everton (9D0248 = Everton). I moved to 9D0110 (Arsenal's code) and the stadium was for Arsenal.

http://s25.postimg.org/a8aa9ivzj/115.png

These offsets are the same but are related to the Falmer stadium, of Brighton:
0059BA5F

0059BC0A

This line contains the year in which the move of stadium will occur (both Kings Dock as Falmer) in hexadecimal value. Originally 7D4 (2004). If changed to 7D1 the move will occur in 2001.
0059BA23

---

giovanisantana29

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0059BA23

Hugo9

Quote:

> Originally Posted by **giovanisantana29** »
>
> *0059BA72*
> *0059BC98*
>
> *These offsets contains the code which team will receive the Kings Dock stadium, originally from Everton (9D0248 = Everton). I moved to 9D0110 (Arsenal's code) and the stadium was for Arsenal.*
>
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> *0059BA5F*
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>
> *This line contains the year in which the move of stadium will occur (both Kings Dock as Falmer) in hexadecimal value. Originally 7D4 (2004). If changed to 7D1 the move will occur in 2001.*
> *0059BA23*

0059BCD7 PUSH OFFSET 009C87BC ; |Arg2 = ASCII "Kings Dock"

The text 'Kings Dock' can be found at 009C87BC, you could edit this to Emirates ('The Emirates' is 1 character too long), then create a stadium in the editor called Emirates - the game should then use that instead of Kings Dock.

Hugo9

Hugo9

Quote:

Leagues and Cups

Code:

```
[9CF548] ASCII "FRENCH_LOWER_DIVISION"
[9CF54C] ASCII "GERMAN_FIRST_DIVISION"
[9CF550] ASCII "GERMAN_SECOND_DIVISION"
[9CF554] ASCII "GERMAN_REGIONAL_DIVISION_WEST_SOUTHWEST"
[9CF558] ASCII "GERMAN_REGIONAL_DIVISION_EAST"
[9CF55C] ASCII "GERMAN_REGIONAL_DIVISION_NORTH"
[9CF560] ASCII "GERMAN_REGIONAL_DIVISION_SOUTH"
[9CF564] ASCII "GERMAN_REGIONAL"
[9CF568] ASCII "DUTCH_KPN_TELECOMPETITION"
[9CF56C] ASCII "DUTCH_TOTO_DIVISION"
[9CF570] ASCII "ITALIAN_SERIE_A"
[9CF574] ASCII "ITALIAN_SERIE_B"
[9CF578] ASCII "ITALIAN_SERIE_C1_A"
[9CF57C] ASCII "ITALIAN_SERIE_C1_B"
[9CF580] ASCII "ITALIAN_SERIE_C2_A"
[9CF584] ASCII "ITALIAN_SERIE_C2_B"
[9CF588] ASCII "ITALIAN_SERIE_C2_C"
[9CF58C] ASCII "ITALIAN_SERIE_D"
[9CF590] ASCII "AMERICAN_MAJOR_LEAGUE"
[9CF594] ASCII "AMERICAN_A_LEAGUE"
[9CF598] ASCII "AMERICAN_USISL"
[9CF59C] ASCII "BELGIAN_FIRST_DIVISION"
[9CF5A0] ASCII "BELGIAN_SECOND_DIVISION"
[9CF5A4] ASCII "BELGIAN_THIRD_DIVISION_A"
[9CF5A8] ASCII "BELGIAN_THIRD_DIVISION_B"
[9CF5AC] ASCII "DANISH_PREMIER_DIVISION"
[9CF5B0] ASCII "DANISH_FIRST_DIVISION"
[9CF5B4] ASCII "DANISH_SECOND_DIVISION"
[9CF5B8] ASCII "DANISH_KVALIFIKATIONSRAKKEN"
[9CF5BC] ASCII "ENGLISH_PREMIER_DIVISION"
[9CF5C0] ASCII "ENGLISH_FIRST_DIVISION"
[9CF5C4] ASCII "ENGLISH_SECOND_DIVISION"
[9CF5C8] ASCII "ENGLISH_THIRD_DIVISION"
[9CF5CC] ASCII "FRENCH_FIRST_DIVISION"
[9CF5D0] ASCII "FRENCH_SECOND_DIVISION"
[9CF5D4] ASCII "FRENCH_NATIONAL"
[9CF5D8] ASCII "FRENCH_CFA"
[9CF5DC] ASCII "SCOTTISH_PREMIER_DIVISION"
[9CF5E0] ASCII "SCOTTISH_FIRST_DIVISION"
[9CF5E4] ASCII "SCOTTISH_SECOND_DIVISION"
[9CF5E8] ASCII "SCOTTISH_THIRD_DIVISION"
[9CF5EC] ASCII "SWEDISH_PREMIER_DIVISION"
[9CF5F0] ASCII "SWEDISH_FIRST_DIVISION"
[9CF5F4] ASCII "SWEDISH_SECOND_DIVISION_SOUTH_GOTALAND"
[9CF5F8] ASCII "SWEDISH_SECOND_DIVISION_NORTH"
[9CF5FC] ASCII "SWEDISH_SECOND_DIVISION_EAST_SVEALAND"
[9CF600] ASCII "SWEDISH_SECOND_DIVISION_EAST_GOTALAND"
[9CF604] ASCII "SWEDISH_SECOND_DIVISION_WEST_SVEALAND"
[9CF608] ASCII "SWEDISH_SECOND_DIVISION_WEST_GOTALAND"
[9CF60C] ASCII "PORTUGUESE_PREMIER_DIVISION"
[9CF610] ASCII "PORTUGUESE_SECOND_DIVISION"
[9CF614] ASCII "PORTUGUESE_SECOND_DIVISION_B_NORTH"
[9CF618] ASCII "PORTUGUESE_SECOND_DIVISION_B_CENTRAL"
[9CF61C] ASCII "PORTUGUESE_SECOND_DIVISION_B_SOUTH"
[9CF620] ASCII "PORTUGUESE_THIRD_DIVISION"
[9CF624] ASCII "SPANISH_FIRST_DIVISION"
[9CF628] ASCII "SPANISH_SECOND_DIVISION"
[9CF62C] ASCII "SPANISH_SECOND_DIVISION_B1"
[9CF630] ASCII "SPANISH_SECOND_DIVISION_B2"
[9CF634] ASCII "SPANISH_SECOND_DIVISION_B3"
[9CF638] ASCII "SPANISH_SECOND_DIVISION_B4"
[9CF63C] ASCII "SOUTH_AMERICAN_COPA_LIBERTADORES"
[9CF640] ASCII "SOUTH_AMERICAN_SUPER_CUP"
[9CF644] ASCII "SOUTH_AMERICAN_CONMEBOL_CUP"
[9CF648] ASCII "SOUTH_AMERICAN_RECOPA"
[9CF64C] ASCII "ASIAN_CHAMPIONS_CUP"
[9CF650] ASCII "ASIAN_CUP_WINNERS_CUP"
[9CF654] ASCII "ARGENTINE_PREMIER_DIVISION"
[9CF658] ASCII "ARGENTINE_SECOND_DIVISION"
[9CF65C] ASCII "JAPANESE_J_LEAGUE_1"
[9CF660] ASCII "JAPANESE_EMPEROR_S_CUP"
[9CF664] ASCII "JAPANESE_YAMAZAKI_NABISCO_CUP"
[9CF668] ASCII "FRIENDLY"
[9CF66C] ASCII "JAPANESE_XEROX_SUPER_CUP"
[9CF670] ASCII "JAPANESE_FOOTBALL_LEAGUE"
[9CF674] ASCII "JAPANESE_UNIVERSITY_LEAGUE"
[9CF678] ASCII "JAPANESE_ADMINISTRATIVE_DIVISION"
[9CF67C] ASCII "ARGENTINE_METROPOLITAN_ZONE"
[9CF680] ASCII "ARGENTINE_INTERIOR_ZONE"
[9CF684] ASCII "RESERVE"
[9CF688] ASCII "ARGENTINE_THIRD_DIVISION"
[9CF68C] ASCII "CONCACAF_MERCONORTE_CUP"
[9CF690] ASCII "AMERICAN_MLS_ALL_STARS"
[9CF694] ASCII "GERMAN_LEAGUE_CUP"
[9CF698] ASCII "SOUTH_AMERICAN_COPA_MERCOSUR"
[9CF69C] ASCII "ENGLISH_CONFERENCE"
```

```
[9CF6A0] ASCII "ENGLISH_FA_TROPHY"
[9CF6A4] ASCII "ENGLISH_CONFERENCE_CUP"
[9CF6A8] ASCII "FRENCH_CHAMPIONS_TROPHY"
[9CF6AC] ASCII "SWEDISH_LOWER_DIVISION"
[9CF6B0] ASCII "SPANISH_LOWER_DIVISION"
[9CF6B4] ASCII "PORTUGUESE_SUPER_CUP"
[9CF6B8] ASCII "A_PREMIER_DIVISION"
[9CF6BC] ASCII "NORWEGIAN_PREMIER_DIVISION"
[9CF6C0] ASCII "NORWEGIAN_FIRST_DIVISION"
[9CF6C4] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_1"
[9CF6C8] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_2"
[9CF6CC] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_3"
[9CF6D0] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_4"
[9CF6D4] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_5"
[9CF6D8] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_6"
[9CF6DC] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_7"
[9CF6E0] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_8"
[9CF6E4] ASCII "WORLD_CLUB_CUP"
[9CF6E8] ASCII "EUROPEAN_CHAMPIONS_CUP"
[9CF6EC] ASCII "EUROPEAN_CUP_WINNERS_CUP"
[9CF6F0] ASCII "UEFA_CUP"
[9CF6F4] ASCII "EUROPEAN_SUPER_CUP"
[9CF6F8] ASCII "INTER_TOTO_CUP"
[9CF6FC] ASCII "BELGIAN_SUPER_CUP"
[9CF700] ASCII "BELGIAN_CUP"
[9CF704] ASCII "BELGIAN_LEAGUE_CUP"
[9CF708] ASCII "DANISH_CUP"
[9CF70C] ASCII "FRENCH_CUP"
[9CF710] ASCII "FRENCH_LEAGUE_CUP"
[9CF714] ASCII "GERMAN_CUP"
[9CF718] ASCII "DUTCH_AMSTEL_CUP"
[9CF71C] ASCII "ITALIAN_CUP"
[9CF720] ASCII "ITALIAN_SERIE_C_CUP"
[9CF724] ASCII "ITALIAN_SUPER_CUP"
[9CF728] ASCII "US_OPEN_CUP"
[9CF72C] ASCII "CONCACAF_CHAMPIONS_CUP"
[9CF730] ASCII "CONCACAF_CUP_WINNERS_CUP"
[9CF734] ASCII "NORWEGIAN_CUP"
[9CF738] ASCII "NORWEGIAN_THIRD_DIVISION"
[9CF73C] ASCII "PORTUGUESE_CUP"
[9CF740] ASCII "SPANISH_CUP"
[9CF744] ASCII "SPANISH_SUPER_CUP"
[9CF748] ASCII "SWEDISH_CUP"
[9CF74C] ASCII "ENGLISH_FA_CUP"
[9CF750] ASCII "ENGLISH_LEAGUE_CUP"
[9CF754] ASCII "ENGLISH_CHARITY_SHIELD"
[9CF758] ASCII "ENGLISH_AUTOGLASS_TROPHY"
[9CF75C] ASCII "SCOTTISH_CUP"
[9CF760] ASCII "SCOTTISH_LEAGUE_CUP"
[9CF764] ASCII "A_LOWER_DIVISION"
[9CF768] ASCII "JAPANESE_J_LEAGUE_2"
[9CF76C] ASCII "WORLD_CUP_OCEANIA_QUALIFYING_SECTION"
[9CF770] ASCII "WORLD_CUP_CONCACAF_QUALIFYING_SECTION"
[9CF774] ASCII "WORLD_CUP_ASIAN_QUALIFYING_SECTION"
[9CF778] ASCII "WORLD_CUP_SOUTH_AMERICAN_QUALIFYING_SECTION"
[9CF77C] ASCII "WORLD_CUP_AFRICAN_QUALIFYING_SECTION"
[9CF780] ASCII "WORLD_CUP_EUROPEAN_QUALIFYING_SECTION"
[9CF784] ASCII "EUROPEAN_CHAMPIONSHIP_QUALIFYING"
[9CF788] ASCII "ASIAN_CUP_QUALIFYING"
[9CF78C] ASCII "FOOTBALL_TOURNAMENT_OF_THE_ASIAN_GAMES"
[9CF790] ASCII "ASIAN_CUP"
[9CF794] ASCII "_B__INTERNATIONAL"
[9CF798] ASCII "UNDER_21_INTERNATIONAL"
[9CF79C] ASCII "FIFA_WORLD_CUP"
[9CF7A0] ASCII "FOOTBALL_TOURNAMENT_OF_THE_OLYMPIC_GAMES"
[9CF7A4] ASCII "EUROPEAN_FOOTBALL_CHAMPIONSHIP"
[9CF7A8] ASCII "COPA_AMERICA"
[9CF7AC] ASCII "AFRICAN_CUP_OF_NATIONS"
[9CF7B0] ASCII "DUTCH_SUPER_CUP"
[9CF7B4] ASCII "SCOTTISH_LEAGUE_CHALLENGE_CUP"
[9CF7B8] ASCII "the SPANISH_SECOND_DIVISION_B"
[9CF7BC] ASCII "the FIFA_CLUB_WORLD_CHAMPIONSHIP"
[9CF7C0] ASCII "the PORTUGUESE_SECOND_DIVISION_B"
[9CF7C4] ASCII "the BELGIAN_THIRD_DIVISION"
[9CF7C8] ASCII "the SWEDISH_SECOND_DIVISION"
[9CF7CC] ASCII "the OCEANIA_CLUB_CHAMPIONSHIP"
[9CF7D0] ASCII "the ASIAN_SUPER_CUP"
[9CF7D4] ASCII "the BELGIAN_FOURTH_DIVISION_A"
[9CF7D8] ASCII "the BELGIAN_FOURTH_DIVISION_B"
[9CF7DC] ASCII "the BELGIAN_FOURTH_DIVISION_C"
[9CF7E0] ASCII "the BELGIAN_FOURTH_DIVISION_D"
[9CF7E4] ASCII "the FINNISH_CUP"
[9CF7E8] ASCII "the FINNISH_PREMIER_DIVISION"
[9CF7EC] ASCII "the FINNISH_FIRST_DIVISION_NORTH"
[9CF7F0] ASCII "the FINNISH_FIRST_DIVISION_SOUTH"
[9CF7F4] ASCII "the FINNISH_LOWER_DIVISION"
[9CF7F8] ASCII "the FINNISH_FIRST_DIVISION"
[9CF7FC] ASCII "the FINNISH_SECOND_DIVISION_NORTH"
[9CF800] ASCII "the FINNISH_SECOND_DIVISION_WEST"
[9CF804] ASCII "the FINNISH_SECOND_DIVISION_SOUTH"
[9CF808] ASCII "the FINNISH_SECOND_DIVISION_EAST"
[9CF80C] ASCII "the IRISH_PREMIER_DIVISION"
[9CF810] ASCII "the IRISH_FIRST_DIVISION"
[9CF814] ASCII "the IRISH_GROUP_A"
```

```
[9CF818] ASCII "the IRISH_GROUP_B"
[9CF81C] ASCII "the IRISH_GROUP_C"
[9CF820] ASCII "the IRISH_GROUP_D"
[9CF824] ASCII "the IRISH_GROUP_E"
[9CF83C] ASCII "the IRISH_LEAGUE_CUP"
[9CF840] ASCII "the IRISH_SENIOR_CHALLENGE_CUP"
[9CF844] ASCII "the IRISH_SUPER_CUP"
[9CF848] ASCII "the IRISH_CONNACHT_SENIOR_LEAGUE"
[9CF84C] ASCII "the IRISH_ULSTER_SENIOR_LEAGUE"
[9CF850] ASCII "the IRISH_MUNSTER_SENIOR_LEAGUE"
[9CF854] ASCII "the IRISH_LEINSTER_SENIOR_LEAGUE"
[9CF858] ASCII "the POLISH_FIRST_DIVISION"
[9CF85C] ASCII "the POLISH_SECOND_DIVISION"
[9CF860] ASCII "the POLISH_LEAGUE_CUP"
[9CF864] ASCII "the POLISH_FA_CUP"
[9CF868] ASCII "the POLISH_LOWER_DIVISION"
[9CF86C] ASCII "the GREEK_PREMIER_DIVISION"
[9CF870] ASCII "the GREEK_SECOND_DIVISION"
[9CF874] ASCII "the GREEK_LOWER_DIVISION"
[9CF878] ASCII "the GREEK_CUP"
[9CF87C] ASCII "the CROATIAN_FIRST_DIVISION"
[9CF880] ASCII "the CROATIAN_SECOND_DIVISION"
[9CF884] ASCII "the CROATIAN_THIRD_DIVISION_CENTRAL"
[9CF888] ASCII "the CROATIAN_THIRD_DIVISION_NORTH"
[9CF88C] ASCII "the CROATIAN_THIRD_DIVISION_SOUTH"
[9CF890] ASCII "the CROATIAN_THIRD_DIVISION_EAST"
[9CF894] ASCII "the CROATIAN_THIRD_DIVISION_WEST"
[9CF898] ASCII "the CROATIAN_CUP"
[9CF89C] ASCII "the AUSTRALIAN_NATIONAL_SOCCER_LEAGUE"
[9CF8A0] ASCII "the OCEANIA_NATIONS_CUP"
[9CF8A4] ASCII "the CROATIAN_A1_DIVISION"
[9CF8A8] ASCII "the CROATIAN_A2_A_DIVISION"
[9CF8AC] ASCII "the CROATIAN_A2_B_DIVISION"
[9CF8B0] ASCII "the NORTHERN_IRELAND_PREMIER_DIVISION"
[9CF8B4] ASCII "the NORTHERN_IRELAND_FIRST_DIVISION"
[9CF8B8] ASCII "the NORTHERN_IRELAND_LOWER_DIVISION"
[9CF8BC] ASCII "the NORTHERN_IRISH_CHARITY_SHIELD"
[9CF8C0] ASCII "the NORTHERN_IRISH_CUP"
[9CF8C4] ASCII "the NORTHERN_IRISH_GOLD_CUP"
[9CF8C8] ASCII "the NORTHERN_IRISH_LEAGUE_CUP"
[9CF8CC] ASCII "the TURKISH_LOWER_DIVISION"
[9CF8D8] ASCII "the TURKISH_PREMIER_DIVISION"
[9CF8DC] ASCII "the TURKISH_2__DIVISION_CATEGORY_A"
[9CF8E0] ASCII "the TURKISH_2__DIVISION_CATEGORY_B"
[9CF8E4] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G1"
[9CF8E8] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G2"
[9CF8EC] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G3"
[9CF8F0] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G4"
[9CF8F4] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G5"
[9CF8F8] ASCII "the TURKISH_CUP"
[9CF900] ASCII "the TURKISH_SECOND_DIVISION_GROUP_1"
[9CF904] ASCII "the TURKISH_SECOND_DIVISION_GROUP_2"
[9CF908] ASCII "the TURKISH_SECOND_DIVISION_GROUP_3"
[9CF90C] ASCII "the TURKISH_SECOND_DIVISION_GROUP_4"
[9CF910] ASCII "the TURKISH_SECOND_DIVISION_GROUP_5"
[9CF914] ASCII "the RUSSIAN_SECOND_DIVISION_WEST"
[9CF918] ASCII "the RUSSIAN_SECOND_DIVISION_CENTRAL"
[9CF91C] ASCII "the RUSSIAN_SECOND_DIVISION_SOUTH"
[9CF920] ASCII "the RUSSIAN_SECOND_DIVISION_VOLGA"
[9CF924] ASCII "the RUSSIAN_SECOND_DIVISION_URAL"
[9CF928] ASCII "the RUSSIAN_SECOND_DIVISION_EAST"
[9CF92C] ASCII "the RUSSIAN_FIRST_DIVISION"
[9CF930] ASCII "the RUSSIAN_PREMIER_DIVISION"
[9CF934] ASCII "the RUSSIAN_CUP"
```

Would it be worth creating a thread for this? Then we can add more 9CF values for other things - clubs, countries etc. Then there would be one place to search (ctrl+f) when you find a value in Olly.

Hugo9   13-03-14, 06:06 PM

Quote:

> Originally Posted by **Craig Forrest** »
>
> Leagues and Cups
>
> Code:
>
> ```
> [9CF548] ASCII "FRENCH_LOWER_DIVISION"
> [9CF54C] ASCII "GERMAN_FIRST_DIVISION"
> [9CF550] ASCII "GERMAN_SECOND_DIVISION"
> [9CF554] ASCII "GERMAN_REGIONAL_DIVISION_WEST_SOUTHWEST"
> [9CF558] ASCII "GERMAN_REGIONAL_DIVISION_EAST"
> [9CF55C] ASCII "GERMAN_REGIONAL_DIVISION_NORTH"
> [9CF560] ASCII "GERMAN_REGIONAL_DIVISION_SOUTH"
> [9CF564] ASCII "GERMAN_REGIONAL"
> [9CF568] ASCII "DUTCH_KPN_TELECOMPETITION"
> [9CF56C] ASCII "DUTCH_TOTO_DIVISION"
> [9CF570] ASCII "ITALIAN_SERIE_A"
> ```

```
[9CF574] ASCII "ITALIAN_SERIE_B"
[9CF578] ASCII "ITALIAN_SERIE_C1_A"
[9CF57C] ASCII "ITALIAN_SERIE_C1_B"
[9CF580] ASCII "ITALIAN_SERIE_C2_A"
[9CF584] ASCII "ITALIAN_SERIE_C2_B"
[9CF588] ASCII "ITALIAN_SERIE_C2_C"
[9CF58C] ASCII "ITALIAN_SERIE_D"
[9CF590] ASCII "AMERICAN_MAJOR_LEAGUE"
[9CF594] ASCII "AMERICAN_A_LEAGUE"
[9CF598] ASCII "AMERICAN_USISL"
[9CF59C] ASCII "BELGIAN_FIRST_DIVISION"
[9CF5A0] ASCII "BELGIAN_SECOND_DIVISION"
[9CF5A4] ASCII "BELGIAN_THIRD_DIVISION_A"
[9CF5A8] ASCII "BELGIAN_THIRD_DIVISION_B"
[9CF5AC] ASCII "DANISH_PREMIER_DIVISION"
[9CF5B0] ASCII "DANISH_FIRST_DIVISION"
[9CF5B4] ASCII "DANISH_SECOND_DIVISION"
[9CF5B8] ASCII "DANISH_KVALIFIKATIONSRAKKEN"
[9CF5BC] ASCII "ENGLISH_PREMIER_DIVISION"
[9CF5C0] ASCII "ENGLISH_FIRST_DIVISION"
[9CF5C4] ASCII "ENGLISH_SECOND_DIVISION"
[9CF5C8] ASCII "ENGLISH_THIRD_DIVISION"
[9CF5CC] ASCII "FRENCH_FIRST_DIVISION"
[9CF5D0] ASCII "FRENCH_SECOND_DIVISION"
[9CF5D4] ASCII "FRENCH_NATIONAL"
[9CF5D8] ASCII "FRENCH_CFA"
[9CF5DC] ASCII "SCOTTISH_PREMIER_DIVISION"
[9CF5E0] ASCII "SCOTTISH_FIRST_DIVISION"
[9CF5E4] ASCII "SCOTTISH_SECOND_DIVISION"
[9CF5E8] ASCII "SCOTTISH_THIRD_DIVISION"
[9CF5EC] ASCII "SWEDISH_PREMIER_DIVISION"
[9CF5F0] ASCII "SWEDISH_FIRST_DIVISION"
[9CF5F4] ASCII "SWEDISH_SECOND_DIVISION_SOUTH_GOTALAND"
[9CF5F8] ASCII "SWEDISH_SECOND_DIVISION_NORTH"
[9CF5FC] ASCII "SWEDISH_SECOND_DIVISION_EAST_SVEALAND"
[9CF600] ASCII "SWEDISH_SECOND_DIVISION_EAST_GOTALAND"
[9CF604] ASCII "SWEDISH_SECOND_DIVISION_WEST_SVEALAND"
[9CF608] ASCII "SWEDISH_SECOND_DIVISION_WEST_GOTALAND"
[9CF60C] ASCII "PORTUGUESE_PREMIER_DIVISION"
[9CF610] ASCII "PORTUGUESE_SECOND_DIVISION"
[9CF614] ASCII "PORTUGUESE_SECOND_DIVISION_B_NORTH"
[9CF618] ASCII "PORTUGUESE_SECOND_DIVISION_B_CENTRAL"
[9CF61C] ASCII "PORTUGUESE_SECOND_DIVISION_B_SOUTH"
[9CF620] ASCII "PORTUGUESE_THIRD_DIVISION"
[9CF624] ASCII "SPANISH_FIRST_DIVISION"
[9CF628] ASCII "SPANISH_SECOND_DIVISION"
[9CF62C] ASCII "SPANISH_SECOND_DIVISION_B1"
[9CF630] ASCII "SPANISH_SECOND_DIVISION_B2"
[9CF634] ASCII "SPANISH_SECOND_DIVISION_B3"
[9CF638] ASCII "SPANISH_SECOND_DIVISION_B4"
[9CF63C] ASCII "SOUTH_AMERICAN_COPA_LIBERTADORES"
[9CF640] ASCII "SOUTH_AMERICAN_SUPER_CUP"
[9CF644] ASCII "SOUTH_AMERICAN_CONMEBOL_CUP"
[9CF648] ASCII "SOUTH_AMERICAN_RECOPA"
[9CF64C] ASCII "ASIAN_CHAMPIONS_CUP"
[9CF650] ASCII "ASIAN_CUP_WINNERS_CUP"
[9CF654] ASCII "ARGENTINE_PREMIER_DIVISION"
[9CF658] ASCII "ARGENTINE_SECOND_DIVISION"
[9CF65C] ASCII "JAPANESE_J_LEAGUE_1"
[9CF660] ASCII "JAPANESE_EMPEROR_S_CUP"
[9CF664] ASCII "JAPANESE_YAMAZAKI_NABISCO_CUP"
[9CF668] ASCII "FRIENDLY"
[9CF66C] ASCII "JAPANESE_XEROX_SUPER_CUP"
[9CF670] ASCII "JAPANESE_FOOTBALL_LEAGUE"
[9CF674] ASCII "JAPANESE_UNIVERSITY_LEAGUE"
[9CF678] ASCII "JAPANESE_ADMINISTRATIVE_DIVISION"
[9CF67C] ASCII "ARGENTINE_METROPOLITAN_ZONE"
[9CF680] ASCII "ARGENTINE_INTERIOR_ZONE"
[9CF684] ASCII "RESERVE"
[9CF688] ASCII "ARGENTINE_THIRD_DIVISION"
[9CF68C] ASCII "CONCACAF_MERCONORTE_CUP"
[9CF690] ASCII "AMERICAN_MLS_ALL_STARS"
[9CF694] ASCII "GERMAN_LEAGUE_CUP"
[9CF698] ASCII "SOUTH_AMERICAN_COPA_MERCOSUR"
[9CF69C] ASCII "ENGLISH_CONFERENCE"
[9CF6A0] ASCII "ENGLISH_FA_TROPHY"
[9CF6A4] ASCII "ENGLISH_CONFERENCE_CUP"
[9CF6A8] ASCII "FRENCH_CHAMPIONS_TROPHY"
[9CF6AC] ASCII "SWEDISH_LOWER_DIVISION"
[9CF6B0] ASCII "SPANISH_LOWER_DIVISION"
[9CF6B4] ASCII "PORTUGUESE_SUPER_CUP"
[9CF6B8] ASCII "A_PREMIER_DIVISION"
[9CF6BC] ASCII "NORWEGIAN_PREMIER_DIVISION"
[9CF6C0] ASCII "NORWEGIAN_FIRST_DIVISION"
[9CF6C4] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_1"
[9CF6C8] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_2"
[9CF6CC] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_3"
[9CF6D0] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_4"
[9CF6D4] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_5"
[9CF6D8] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_6"
[9CF6DC] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_7"
[9CF6E0] ASCII "NORWEGIAN_SECOND_DIVISION_GROUP_8"
[9CF6E4] ASCII "WORLD_CLUB_CUP"
[9CF6E8] ASCII "EUROPEAN_CHAMPIONS_CUP"
```

```
[9CF6EC] ASCII "EUROPEAN_CUP_WINNERS_CUP"
[9CF6F0] ASCII "UEFA_CUP"
[9CF6F4] ASCII "EUROPEAN_SUPER_CUP"
[9CF6F8] ASCII "INTER_TOTO_CUP"
[9CF6FC] ASCII "BELGIAN_SUPER_CUP"
[9CF700] ASCII "BELGIAN_CUP"
[9CF704] ASCII "BELGIAN_LEAGUE_CUP"
[9CF708] ASCII "DANISH_CUP"
[9CF70C] ASCII "FRENCH_CUP"
[9CF710] ASCII "FRENCH_LEAGUE_CUP"
[9CF714] ASCII "GERMAN_CUP"
[9CF718] ASCII "DUTCH_AMSTEL_CUP"
[9CF71C] ASCII "ITALIAN_CUP"
[9CF720] ASCII "ITALIAN_SERIE_C_CUP"
[9CF724] ASCII "ITALIAN_SUPER_CUP"
[9CF728] ASCII "US_OPEN_CUP"
[9CF72C] ASCII "CONCACAF_CHAMPIONS_CUP"
[9CF730] ASCII "CONCACAF_CUP_WINNERS_CUP"
[9CF734] ASCII "NORWEGIAN_CUP"
[9CF738] ASCII "NORWEGIAN_THIRD_DIVISION"
[9CF73C] ASCII "PORTUGUESE_CUP"
[9CF740] ASCII "SPANISH_CUP"
[9CF744] ASCII "SPANISH_SUPER_CUP"
[9CF748] ASCII "SWEDISH_CUP"
[9CF74C] ASCII "ENGLISH_FA_CUP"
[9CF750] ASCII "ENGLISH_LEAGUE_CUP"
[9CF754] ASCII "ENGLISH_CHARITY_SHIELD"
[9CF758] ASCII "ENGLISH_AUTOGLASS_TROPHY"
[9CF75C] ASCII "SCOTTISH_CUP"
[9CF760] ASCII "SCOTTISH_LEAGUE_CUP"
[9CF764] ASCII "A_LOWER_DIVISION"
[9CF768] ASCII "JAPANESE_J_LEAGUE_2"
[9CF76C] ASCII "WORLD_CUP_OCEANIA_QUALIFYING_SECTION"
[9CF770] ASCII "WORLD_CUP_CONCACAF_QUALIFYING_SECTION"
[9CF774] ASCII "WORLD_CUP_ASIAN_QUALIFYING_SECTION"
[9CF778] ASCII "WORLD_CUP_SOUTH_AMERICAN_QUALIFYING_SECTION"
[9CF77C] ASCII "WORLD_CUP_AFRICAN_QUALIFYING_SECTION"
[9CF780] ASCII "WORLD_CUP_EUROPEAN_QUALIFYING_SECTION"
[9CF784] ASCII "EUROPEAN_CHAMPIONSHIP_QUALIFYING"
[9CF788] ASCII "ASIAN_CUP_QUALIFYING"
[9CF78C] ASCII "FOOTBALL_TOURNAMENT_OF_THE_ASIAN_GAMES"
[9CF790] ASCII "ASIAN_CUP"
[9CF794] ASCII "_B__INTERNATIONAL"
[9CF798] ASCII "UNDER_21_INTERNATIONAL"
[9CF79C] ASCII "FIFA_WORLD_CUP"
[9CF7A0] ASCII "FOOTBALL_TOURNAMENT_OF_THE_OLYMPIC_GAMES"
[9CF7A4] ASCII "EUROPEAN_FOOTBALL_CHAMPIONSHIP"
[9CF7A8] ASCII "COPA_AMERICA"
[9CF7AC] ASCII "AFRICAN_CUP_OF_NATIONS"
[9CF7B0] ASCII "DUTCH_SUPER_CUP"
[9CF7B4] ASCII "SCOTTISH_LEAGUE_CHALLENGE_CUP"
[9CF7B8] ASCII "the SPANISH_SECOND_DIVISION_B"
[9CF7BC] ASCII "the FIFA_CLUB_WORLD_CHAMPIONSHIP"
[9CF7C0] ASCII "the PORTUGUESE_SECOND_DIVISION_B"
[9CF7C4] ASCII "the BELGIAN_THIRD_DIVISION"
[9CF7C8] ASCII "the SWEDISH_SECOND_DIVISION"
[9CF7CC] ASCII "the OCEANIA_CLUB_CHAMPIONSHIP"
[9CF7D0] ASCII "the ASIAN_SUPER_CUP"
[9CF7D4] ASCII "the BELGIAN_FOURTH_DIVISION_A"
[9CF7D8] ASCII "the BELGIAN_FOURTH_DIVISION_B"
[9CF7DC] ASCII "the BELGIAN_FOURTH_DIVISION_C"
[9CF7E0] ASCII "the BELGIAN_FOURTH_DIVISION_D"
[9CF7E4] ASCII "the FINNISH_CUP"
[9CF7E8] ASCII "the FINNISH_PREMIER_DIVISION"
[9CF7EC] ASCII "the FINNISH_FIRST_DIVISION_NORTH"
[9CF7F0] ASCII "the FINNISH_FIRST_DIVISION_SOUTH"
[9CF7F4] ASCII "the FINNISH_LOWER_DIVISION"
[9CF7F8] ASCII "the FINNISH_FIRST_DIVISION"
[9CF7FC] ASCII "the FINNISH_SECOND_DIVISION_NORTH"
[9CF800] ASCII "the FINNISH_SECOND_DIVISION_WEST"
[9CF804] ASCII "the FINNISH_SECOND_DIVISION_SOUTH"
[9CF808] ASCII "the FINNISH_SECOND_DIVISION_EAST"
[9CF80C] ASCII "the IRISH_PREMIER_DIVISION"
[9CF810] ASCII "the IRISH_FIRST_DIVISION"
[9CF814] ASCII "the IRISH_GROUP_A"
[9CF818] ASCII "the IRISH_GROUP_B"
[9CF81C] ASCII "the IRISH_GROUP_C"
[9CF820] ASCII "the IRISH_GROUP_D"
[9CF824] ASCII "the IRISH_GROUP_E"
[9CF83C] ASCII "the IRISH_LEAGUE_CUP"
[9CF840] ASCII "the IRISH_SENIOR_CHALLENGE_CUP"
[9CF844] ASCII "the IRISH_SUPER_CUP"
[9CF848] ASCII "the IRISH_CONNACHT_SENIOR_LEAGUE"
[9CF84C] ASCII "the IRISH_ULSTER_SENIOR_LEAGUE"
[9CF850] ASCII "the IRISH_MUNSTER_SENIOR_LEAGUE"
[9CF854] ASCII "the IRISH_LEINSTER_SENIOR_LEAGUE"
[9CF858] ASCII "the POLISH_FIRST_DIVISION"
[9CF85C] ASCII "the POLISH_SECOND_DIVISION"
[9CF860] ASCII "the POLISH_LEAGUE_CUP"
[9CF864] ASCII "the POLISH_FA_CUP"
[9CF868] ASCII "the POLISH_LOWER_DIVISION"
[9CF86C] ASCII "the GREEK_PREMIER_DIVISION"
[9CF870] ASCII "the GREEK_SECOND_DIVISION"
[9CF874] ASCII "the GREEK_LOWER_DIVISION"
```

```
[9CF878] ASCII "the GREEK_CUP"
[9CF87C] ASCII "the CROATIAN_FIRST_DIVISION"
[9CF880] ASCII "the CROATIAN_SECOND_DIVISION"
[9CF884] ASCII "the CROATIAN_THIRD_DIVISION_CENTRAL"
[9CF888] ASCII "the CROATIAN_THIRD_DIVISION_NORTH"
[9CF88C] ASCII "the CROATIAN_THIRD_DIVISION_SOUTH"
[9CF890] ASCII "the CROATIAN_THIRD_DIVISION_EAST"
[9CF894] ASCII "the CROATIAN_THIRD_DIVISION_WEST"
[9CF898] ASCII "the CROATIAN_CUP"
[9CF89C] ASCII "the AUSTRALIAN_NATIONAL_SOCCER_LEAGUE"
[9CF8A0] ASCII "the OCEANIA_NATIONS_CUP"
[9CF8A4] ASCII "the CROATIAN_A1_DIVISION"
[9CF8A8] ASCII "the CROATIAN_A2_A_DIVISION"
[9CF8AC] ASCII "the CROATIAN_A2_B_DIVISION"
[9CF8B0] ASCII "the NORTHERN_IRELAND_PREMIER_DIVISION"
[9CF8B4] ASCII "the NORTHERN_IRELAND_FIRST_DIVISION"
[9CF8B8] ASCII "the NORTHERN_IRELAND_LOWER_DIVISION"
[9CF8BC] ASCII "the NORTHERN_IRISH_CHARITY_SHIELD"
[9CF8C0] ASCII "the NORTHERN_IRISH_CUP"
[9CF8C4] ASCII "the NORTHERN_IRISH_GOLD_CUP"
[9CF8C8] ASCII "the NORTHERN_IRISH_LEAGUE_CUP"
[9CF8CC] ASCII "the TURKISH_LOWER_DIVISION"
[9CF8D8] ASCII "the TURKISH_PREMIER_DIVISION"
[9CF8DC] ASCII "the TURKISH_2__DIVISION_CATEGORY_A"
[9CF8E0] ASCII "the TURKISH_2__DIVISION_CATEGORY_B"
[9CF8E4] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G1"
[9CF8E8] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G2"
[9CF8EC] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G3"
[9CF8F0] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G4"
[9CF8F4] ASCII "the TURKISH_2__DIVISION_CATEGORY_B_G5"
[9CF8F8] ASCII "the TURKISH_CUP"
[9CF900] ASCII "the TURKISH_SECOND_DIVISION_GROUP_1"
[9CF904] ASCII "the TURKISH_SECOND_DIVISION_GROUP_2"
[9CF908] ASCII "the TURKISH_SECOND_DIVISION_GROUP_3"
[9CF90C] ASCII "the TURKISH_SECOND_DIVISION_GROUP_4"
[9CF910] ASCII "the TURKISH_SECOND_DIVISION_GROUP_5"
[9CF914] ASCII "the RUSSIAN_SECOND_DIVISION_WEST"
[9CF918] ASCII "the RUSSIAN_SECOND_DIVISION_CENTRAL"
[9CF91C] ASCII "the RUSSIAN_SECOND_DIVISION_SOUTH"
[9CF920] ASCII "the RUSSIAN_SECOND_DIVISION_VOLGA"
[9CF924] ASCII "the RUSSIAN_SECOND_DIVISION_URAL"
[9CF928] ASCII "the RUSSIAN_SECOND_DIVISION_EAST"
[9CF92C] ASCII "the RUSSIAN_FIRST_DIVISION"
[9CF930] ASCII "the RUSSIAN_PREMIER_DIVISION"
[9CF934] ASCII "the RUSSIAN_CUP"
```

Would it be worth creating a thread for this? Then we can add more 9CF values for other things - clubs, countries etc. Then there would be one place to search (ctrl+f) when you find a value in Olly.

Craig Forrest   13-03-14, 06:19 PM

Thread created

---

giovanisantana29   13-03-14, 06:30 PM

Quote:

Originally Posted by **Hugo9** »

0059BCD7 PUSH OFFSET 009C87BC ; |Arg2 = ASCII "Kings Dock"

The text 'Kings Dock' can be found at 009C87BC, you could edit this to Emirates ('The Emirates' is 1 character too long), then create a stadium in the editor called Emirates - the game should then use that instead of Kings Dock.

Yes, I had already done it before you speak.
A thing that should be added, is that the stadium must have a negative capability (must be placed -60000 and not just 60000, for example) if not the stadium move simply does not occur.

---

giovanisantana29   13-03-14, 06:30 PM

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A thing that should be added, is that the stadium must have a negative capability (must be placed -60000 and not just 60000, for example) if not the stadium move simply does not occur.

Dermotron

Probably best to lock the other up mate and use it for reference. New offsets can be added to the other for reference from here as they are found/compiled. Keep the other thread nice and tidy

Hugo9

0068D3B6 JNE SHORT 0068D3D3

Code related to checking if the game is already running. Change to **JMP** SHORT 0068D3D3 and you can run more than one instance - this caused my game to hang, so you might need to use multiple installs rather than two exes in the same folder.

Show 40 post(s) from this thread on one page

Offsets

Printable View

Hugo9 — 13-03-14, 10:48 PM

0068D3B6 JNE SHORT 0068D3D3

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Hugo9 — 15-03-14, 08:38 AM

006C1ADE |. 8B49 53 MOV ECX,DWORD PTR DS:[ECX+53] -accessing the nationality of a club
006C1AE1 |. 8B50 5D MOV EDX,DWORD PTR DS:[EAX+5D] -accessing the nationality of a competition
006C1AE4 |. 3BD1 CMP EDX,ECX
006C1AE6 |. 0F85 46010000 JNE 006C1C32 -jumping if they're not the same

No idea when this code actually runs though.

Hugo9 — 15-03-14, 08:38 AM

006C1ADE |. 8B49 53 MOV ECX,DWORD PTR DS:[ECX+53] -accessing the nationality of a club
006C1AE1 |. 8B50 5D MOV EDX,DWORD PTR DS:[EAX+5D] -accessing the nationality of a competition
006C1AE4 |. 3BD1 CMP EDX,ECX
006C1AE6 |. 0F85 46010000 JNE 006C1C32 -jumping if they're not the same

No idea when this code actually runs though.

Hugo9 — 15-03-14, 07:12 PM

0x9D1064 - lots of names of teams, competitions, nations etc. From what I can tell they're all useless - the game just uses them when reporting errors, editing them does nothing.

Hugo9 — 15-03-14, 07:12 PM

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Hugo9 — 16-03-14, 12:09 AM

0060EFD0 to 006115D8

Code that is checking that competitions exist in the data

Hugo9 — 16-03-14, 12:09 AM

0060EFD0 to 006115D8

Code that is checking that competitions exist in the data

---

ryanitaa — 16-03-14, 05:57 AM

i take control national team, for example japan national team, is possible we can arrange friendly match vs other national team or vs clubs?

Craig Forrest — 16-03-14, 06:15 AM

no.... friendlies for international teams are set up automatically

Hugo9

```
0045F64D 90 NOP
0045F64E 90 NOP
0045F64F 90 NOP
0045F650 90 NOP
0045F651 90 NOP
0045F652 90 NOP
0045F653 |. 6A 01 PUSH 1 ; Arg3 = 1
0045F655 |. 50 PUSH EAX ; Arg2
0045F656 |. 57 PUSH EDI ; Arg1
0045F657 |. E8 34161A00 CALL 00600C90
0045F65C |. 83C4 0C ADD ESP,0C
0045F65F |. 85C0 TEST EAX,EAX
0045F661 90 NOP
0045F662 90 NOP
0045F663 90 NOP
0045F664 90 NOP
0045F665 90 NOP
0045F666 90 NOP
0045F667 8B4424 44 MOV EAX,DWORD PTR SS:[ESP+44]
0045F66B 85C0 TEST EAX,EAX
0045F66D 90 NOP
0045F66E 90 NOP
0045F66F 90 NOP
0045F670 90 NOP
0045F671 90 NOP
0045F672 90 NOP
```

I've just figured out how to can cancel a friendly.

Highlighted changes will display the 'Cancel' & 'Arrange' buttons forn international sides - only the Cancel works though. You can click Arrange too but theres no 'invite' option when you get to select a team (only national teams are available - you can't select a domestic side).

Hugo9

---

ryanitaa

thanks very much hugo9 i will try it.
how about this problem, i created Indonesian Super League (asia region), i decided swap Poland League with indonesian super league.
Indonesian clubs now take part in CL and EL, and the national team competes in national qualifiers for UEFA.
That was alright. Poland played in the Asian national qualifiers. i like Japan league and south korea league, so i didn't replace with them.any solution how to fix it?

Hugo9

http://www.megafileupload.com/en/fil...l-exe-zip.html

CM0102.exe - as a text file, generated by Olly.

Should make searching for certain types of code easier.

Hugo9

CM0102.exe - as a text file, generated by Olly.

Should make searching for certain types of code easier.

---

ryanitaa   18-03-14, 06:00 AM

> Quote:
>
> *Originally Posted by **Hugo9** »*
>
> *http://www.megafileupload.com/en/fil...l-exe-zip.html*
>
> *CM0102.exe - as a text file, generated by Olly.*
>
> *Should make searching for certain types of code easier.*

zippyshare or mediafire please, i cant download using this link always stop in 30% process.

Golly   20-03-14, 11:11 AM

Changing Day/Time of TV Matches

I mentioned a while back that I had worked out how the game schedules TV matches. Below is a fixture offset for Match 3 in the English Premier League season...

http://i1218.photobucket.com/albums/...EPLTVdates.png

The offsets for Match 3 (Arg2 = 2) has 5 sections. The top section is the timing of the round of fixtures...

0057378D - PUSH 0 (Arg9) **= fixture venue. 0 is for the home team hosting the game. If you switched it to 4 an entire round of fixtures would be played at the National Stadium of that competitions country. ie Wembley for EPL.**
0057378F - PUSH EDX (Arg8) **???**
00573790 - PUSH 1 (Arg7) **= time of day. 0= AM (Morning), 1= PM (Afternoon) and 2= EVE (Night)**
00573792 - PUSH 5 (Arg6) **= day of week. 0= Monday, 1= Tuesday, 2= Wednesday, 3= Thursday, 4= Friday, 5= Saturday and 6= Sunday**
00573794 - PUSH 0 (Arg5) **= year of season. So for 2001-02 season... 0= 2001 and 1= 2002**
00573796 - PUSH 7 (Arg4) **= month of year. 7= August**
00573798 - PUSH 1A (Arg3) **= day of month. 1A= 26th**
0057379A - PUSH 2 (Arg2) **= fixture round. For EPL 0= match 1, 1= match 2... 0F= match 16, 10= match 17... 24= match 37, 25= match 38**
0057379C - PUSH ESI (Arg1) **???**

So the match above takes place on the nearest Saturday to August 26th (23rd-29th) in the afternoon.

The next 3 sections are the timing of the TV matches. For each match Arg5= the time of day and Arg4= the day of the week. So the 3 TV matches above are played on Sunday PM, Sunday PM and Monday EVE. Below is an example of an edit I have made. Now the TV matches take place on Saturday AM, Saturday EVE and Sunday PM...

http://i1218.photobucket.com/albums/...PLTVdates2.png

The last section is standard for all fixtures offsets, but it appears the Arg3 value is the amount of TV matches played. The value on the example shown is 3. I have gone through the entire EPL offsets to check and the value always equals the amount of games on TV. I would imagine if you change the Arg3 value to 0 for every round of fixtures then there would be no TV games at all. Although I haven't checked that.

---

change the Arg3 value to 0 for every round of fixtures then there would be no TV games at all. Although I haven't checked that.

Golly

Should just add the amount of TV games varies. For instance there are no TV games in the first and last round of EPL games.

Hugo9

Quote:

> Originally Posted by **ryanitaa** »
>
> *zippyshare or mediafire please, i cant download using this link always stop in 30% process.*

http://www31.zippyshare.com/v/30873668/file.html

Hugo9

Can someone move this to the [9CF***] thread? Thanks

[9CFA1C] = South America (0x9d9420)
[9CFA18] = Oceania (0x9d9430)
[9CFA14] = North America (0x9d9438)
[9CFA10] = Europe (0x9d9448)
[9CFA0C] = Asia (0x9d9450)
[9CFA08] = Africa (0x9d9458)

2nd offset it the address where the name is stored - you could use that to rename the continents, although you would need to edit the data to match.

Hugo9

Dermotron

Done

Hugo9

This code is determining which teams are involved in the Inter American Cup

```
CPU Disasm
Address Hex dump Command Comments
00632566 |> /56 /PUSH ESI ; /Arg1
00632567 |. |E8 9493F0FF |CALL 0053B900 ; \_idle_only.0053B900
0063256C |. |83C4 04 |ADD ESP,4
0063256F |. |85C0 |TEST EAX,EAX
00632571 |. |75 44 |JNE SHORT 006325B7
00632573 |. |66:81BE 80000 |CMP WORD PTR DS:[ESI+80],3E8 //club rep must be > 1000
0063257C |. |7E 20 |JLE SHORT 0063259E
0063257E |. |8B46 53 |MOV EAX,DWORD PTR DS:[ESI+53] //must be in a nation
00632581 |. |85C0 |TEST EAX,EAX
00632583 |. |74 19 |JE SHORT 0063259E
00632585 |. |8B40 71 |MOV EAX,DWORD PTR DS:[EAX+71] //checking nation's continent
00632588 |. |85C0 |TEST EAX,EAX
0063258A |. |74 12 |JE SHORT 0063259E
0063258C |. |8B08 |MOV ECX,DWORD PTR DS:[EAX]
0063258E |. |A1 14FA9C00 |MOV EAX,DWORD PTR DS:[9CFA14]//comparing continent to North America
00632593 |. |3BC8 |CMP ECX,EAX
00632595 |. |75 07 |JNE SHORT 0063259E
00632597 |. |8975 00 |MOV DWORD PTR SS:[EBP],ESI
0063259A |. |43 |INC EBX
0063259B |. |83C5 04 |ADD EBP,4
0063259E |> |8B4424 10 |MOV EAX,DWORD PTR SS:[LOCAL.1128]
006325A2 |. |8B0D 5C23AE00 |MOV ECX,DWORD PTR DS:[0AE235C]
006325A8 |. |40 |INC EAX
006325A9 |. |81C6 45020000 |ADD ESI,245 //move onto the next club
006325AF |. |3BC1 |CMP EAX,ECX
006325B1 |. |894424 10 |MOV DWORD PTR SS:[LOCAL.1128],EAX
006325B5 |.^\7C AF \JL SHORT 00632566
```

Hugo9

This code is determining which teams are involved in the Inter American Cup

CPU Disasm
Address Hex dump Command Comments
```
00632566 |> /56 /PUSH ESI ; /Arg1
00632567 |. |E8 9493F0FF |CALL 0053B900 ; \_idle_only.0053B900
0063256C |. |83C4 04 |ADD ESP,4
0063256F |. |85C0 |TEST EAX,EAX
00632571 |. |75 44 |JNE SHORT 006325B7
00632573 |. |66:81BE 80000 |CMP WORD PTR DS:[ESI+80],3E8 //club rep must be > 1000
0063257C |. |7E 20 |JLE SHORT 0063259E
0063257E |. |8B46 53 |MOV EAX,DWORD PTR DS:[ESI+53] //must be in a nation
00632581 |. |85C0 |TEST EAX,EAX
00632583 |. |74 19 |JE SHORT 0063259E
00632585 |. |8B40 71 |MOV EAX,DWORD PTR DS:[EAX+71] //checking nation's continent
00632588 |. |85C0 |TEST EAX,EAX
0063258A |. |74 12 |JE SHORT 0063259E
0063258C |. |8B08 |MOV ECX,DWORD PTR DS:[EAX]
0063258E |. |A1 14FA9C00 |MOV EAX,DWORD PTR DS:[9CFA14]//comparing continent to North America
00632593 |. |3BC8 |CMP ECX,EAX
00632595 |. |75 07 |JNE SHORT 0063259E
00632597 |. |8975 00 |MOV DWORD PTR SS:[EBP],ESI
0063259A |. |43 |INC EBX
0063259B |. |83C5 04 |ADD EBP,4
0063259E |> |8B4424 10 |MOV EAX,DWORD PTR SS:[LOCAL.1128]
006325A2 |. |8B0D 5C23AE00 |MOV ECX,DWORD PTR DS:[0AE235C]
006325A8 |. |40 |INC EAX
006325A9 |. |81C6 45020000 |ADD ESI,245 //move onto the next club
006325AF |. |3BC1 |CMP EAX,ECX
006325B1 |. |894424 10 |MOV DWORD PTR SS:[LOCAL.1128],EAX
006325B5 |.^\7C AF \JL SHORT 00632566
```

Hugo9

Similar loop for South America ([9CFA1C]) can be found at 00632692.

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is 01:14 PM.

Hugo9   22-03-14, 10:00 PM

Similar loop for South America ([9CFA1C]) can be found at 00632692.

---

giovanisantana29   22-03-14, 10:15 PM

Hugo, a while ago I tried to transform the Inter-American Cup in South American Recopa (super cup between the champions of the Copa Libertadores and Copa Sudamericana). But when the same team win both competitions, this happened:

http://imageshack.us/a/img268/5127/qngz.png

Do you know if there is any way to avoid this?

Hugo9   22-03-14, 11:22 PM

Post details of how you did that and I'll take a look.

Hugo9   22-03-14, 11:31 PM

These two blocks of code seem to be the default settings for leagues. The game overwrites some of these but of it doesn't these are the values used. I don't know what they're all for.

```
00682259 |. 83C8 FF OR EAX,FFFFFFFF
0068225C |. 66:8986 B6000 MOV WORD PTR DS:[ESI+0B6],AX
00682263 |. 66:8986 A7000 MOV WORD PTR DS:[ESI+0A7],AX
0068226A |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX //capacity, -1
00682271 |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX //seating, -1
00682278 |. 8D86 C5000000 LEA EAX,[ESI+0C5]
0068227E |. C706 20D09600 MOV DWORD PTR DS:[ESI],OFFSET 0096D020
00682284 |. 66:899E AB000 MOV WORD PTR DS:[ESI+0AB],BX
0068228B |. 899E AD000000 MOV DWORD PTR DS:[ESI+0AD],EBX
00682291 |. 895E 0C MOV DWORD PTR DS:[ESI+0C],EBX
00682294 |. 889E B5000000 MOV BYTE PTR DS:[ESI+0B5],BL
0068229A |. 899E B1000000 MOV DWORD PTR DS:[ESI+0B1],EBX
006822A0 |. 66:899E DB000 MOV WORD PTR DS:[ESI+0DB],BX
006822A7 |. 66:C786 D9000 MOV WORD PTR DS:[ESI+0D9],3
006822B0 |. 899E E6000000 MOV DWORD PTR DS:[ESI+0E6],EBX
006822B6 |. 899E EA000000 MOV DWORD PTR DS:[ESI+0EA],EBX
006822BC |. 66:899E B8000 MOV WORD PTR DS:[ESI+0B8],BX
006822C3 |. 899E DD000000 MOV DWORD PTR DS:[ESI+0DD],EBX
006822C9 |. 8918 MOV DWORD PTR DS:[EAX],EBX
006822CB |. 899E A3000000 MOV DWORD PTR DS:[ESI+0A3],EBX
         +
0048C580 /$ 8BC1 MOV EAX,ECX
0048C582 |. 83CA FF OR EDX,FFFFFFFF
0048C585 |. 33C9 XOR ECX,ECX
0048C587 |. C700 E8899600 MOV DWORD PTR DS:[EAX],OFFSET 009689E8
0048C58D |. 8948 18 MOV DWORD PTR DS:[EAX+18],ECX
0048C590 |. 66:8948 34 MOV WORD PTR DS:[EAX+34],CX
0048C594 |. C640 42 01 MOV BYTE PTR DS:[EAX+42],1
0048C598 |. 8950 20 MOV DWORD PTR DS:[EAX+20],EDX //relegate to -1
0048C59B |. 8950 1C MOV DWORD PTR DS:[EAX+1C],EDX //promote to -1
0048C59E |. 66:8948 3A MOV WORD PTR DS:[EAX+3A],CX
0048C5A2 |. C640 51 14 MOV BYTE PTR DS:[EAX+51],14
0048C5A6 |. 8948 28 MOV DWORD PTR DS:[EAX+28],ECX
0048C5A9 |. 8948 4C MOV DWORD PTR DS:[EAX+4C],ECX
0048C5AC |. 8948 10 MOV DWORD PTR DS:[EAX+10],ECX
0048C5AF |. 8948 08 MOV DWORD PTR DS:[EAX+8],ECX
0048C5B2 |. 8948 0C MOV DWORD PTR DS:[EAX+0C],ECX
0048C5B5 |. 8950 30 MOV DWORD PTR DS:[EAX+30],EDX
0048C5B8 |. 8948 2C MOV DWORD PTR DS:[EAX+2C],ECX
0048C5BB |. C740 45 01000 MOV DWORD PTR DS:[EAX+45],1
0048C5C2 |. 66:8948 3E MOV WORD PTR DS:[EAX+3E],CX
0048C5C6 |. 8848 52 MOV BYTE PTR DS:[EAX+52],CL
0048C5C9 |. C640 49 05 MOV BYTE PTR DS:[EAX+49],5 //subs named
0048C5CD |. C640 4A 03 MOV BYTE PTR DS:[EAX+4A],3 //subs used
0048C5D1 |. 8948 14 MOV DWORD PTR DS:[EAX+14],ECX
```

```
0048C5D4 |. 66:8948 38 MOV WORD PTR DS:[EAX+38],CX
0048C5D8 |. 66:8948 36 MOV WORD PTR DS:[EAX+36],CX
0048C5DC |. 8848 4B MOV BYTE PTR DS:[EAX+4B],CL
0048C5DF |. 8950 24 MOV DWORD PTR DS:[EAX+24],EDX
0048C5E2 |. 8850 50 MOV BYTE PTR DS:[EAX+50],DL
0048C5E5 \. C3 RETN
```

Hugo9

These two blocks of code seem to be the default settings for leagues. The game overwrites some of these but of it doesn't these are the values used. I don't know what they're all for.

```
00682259 |. 83C8 FF OR EAX,FFFFFFFF
0068225C |. 66:8986 B6000 MOV WORD PTR DS:[ESI+0B6],AX
00682263 |. 66:8986 A7000 MOV WORD PTR DS:[ESI+0A7],AX
0068226A |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX //capacity, -1
00682271 |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX //seating, -1
00682278 |. 8D86 C5000000 LEA EAX,[ESI+0C5]
0068227E |. C706 20D09600 MOV DWORD PTR DS:[ESI],OFFSET 0096D020
00682284 |. 66:899E AB000 MOV WORD PTR DS:[ESI+0AB],BX
0068228B |. 899E AD000000 MOV DWORD PTR DS:[ESI+0AD],EBX
00682291 |. 895E 0C MOV DWORD PTR DS:[ESI+0C],EBX
00682294 |. 889E B5000000 MOV BYTE PTR DS:[ESI+0B5],BL
0068229A |. 899E B1000000 MOV DWORD PTR DS:[ESI+0B1],EBX
006822A0 |. 66:899E DB000 MOV WORD PTR DS:[ESI+0DB],BX
006822A7 |. 66:C786 D9000 MOV WORD PTR DS:[ESI+0D9],3
006822B0 |. 899E E6000000 MOV DWORD PTR DS:[ESI+0E6],EBX
006822B6 |. 899E EA000000 MOV DWORD PTR DS:[ESI+0EA],EBX
006822BC |. 66:899E B8000 MOV WORD PTR DS:[ESI+0B8],BX
006822C3 |. 899E DD000000 MOV DWORD PTR DS:[ESI+0DD],EBX
006822C9 |. 8918 MOV DWORD PTR DS:[EAX],EBX
006822CB |. 899E A3000000 MOV DWORD PTR DS:[ESI+0A3],EBX
+
0048C580 /$ 8BC1 MOV EAX,ECX
0048C582 |. 83CA FF OR EDX,FFFFFFFF
0048C585 |. 33C9 XOR ECX,ECX
0048C587 |. C700 E8899600 MOV DWORD PTR DS:[EAX],OFFSET 009689E8
0048C58D |. 8948 18 MOV DWORD PTR DS:[EAX+18],ECX
0048C590 |. 66:8948 34 MOV WORD PTR DS:[EAX+34],CX
0048C594 |. C640 42 01 MOV BYTE PTR DS:[EAX+42],1
0048C598 |. 8950 20 MOV DWORD PTR DS:[EAX+20],EDX //relegate to -1
0048C59B |. 8950 1C MOV DWORD PTR DS:[EAX+1C],EDX //promote to -1
0048C59E |. 66:8948 3A MOV WORD PTR DS:[EAX+3A],CX
0048C5A2 |. C640 51 14 MOV BYTE PTR DS:[EAX+51],14
0048C5A6 |. 8948 28 MOV DWORD PTR DS:[EAX+28],ECX
0048C5A9 |. 8948 4C MOV DWORD PTR DS:[EAX+4C],ECX
0048C5AC |. 8948 10 MOV DWORD PTR DS:[EAX+10],ECX
0048C5AF |. 8948 08 MOV DWORD PTR DS:[EAX+8],ECX
0048C5B2 |. 8948 0C MOV DWORD PTR DS:[EAX+0C],ECX
0048C5B5 |. 8950 30 MOV DWORD PTR DS:[EAX+30],EDX
0048C5B8 |. 8948 2C MOV DWORD PTR DS:[EAX+2C],ECX
0048C5BB |. C740 45 01000 MOV DWORD PTR DS:[EAX+45],1
0048C5C2 |. 66:8948 3E MOV WORD PTR DS:[EAX+3E],CX
0048C5C6 |. 8848 52 MOV BYTE PTR DS:[EAX+52],CL
0048C5C9 |. C640 49 05 MOV BYTE PTR DS:[EAX+49],5 //subs named
0048C5CD |. C640 4A 03 MOV BYTE PTR DS:[EAX+4A],3 //subs used
0048C5D1 |. 8948 14 MOV DWORD PTR DS:[EAX+14],ECX
0048C5D4 |. 66:8948 38 MOV WORD PTR DS:[EAX+38],CX
0048C5D8 |. 66:8948 36 MOV WORD PTR DS:[EAX+36],CX
0048C5DC |. 8848 4B MOV BYTE PTR DS:[EAX+4B],CL
0048C5DF |. 8950 24 MOV DWORD PTR DS:[EAX+24],EDX
0048C5E2 |. 8850 50 MOV BYTE PTR DS:[EAX+50],DL
0048C5E5 \. C3 RETN
```

---

giovanisantana29

I changed:
00632612
006327A5
This are the offsets that contains the code of the CONCACAF Champions Cup, I changed to 9CF698 (Copa Mercosur's code)

00632516
0063258E
This are the offsets that contains the code of North America continent, I changed to 9CF698 (South America's code)

That was all that I modified.

---

giovanisantana29

Hugo9   23-03-14, 09:12 AM

No idea - maybe use a different competition, e.g. a charity shield, those should already prevent this happening for when a clubs win the league and cup.

Hugo9   23-03-14, 10:23 AM

Quote:

> Originally Posted by **Cam F** »
>
> In my game I find Ireland, N Ireland & no offence Top but Wales pointless.
>
> I would love to replace these leagues with other European nations, say Switzerland, Romania & Austria for example but when you replace them presently the regens also include the UK & Ireland kids.

Just a thought. Try changing the nationality of the clubs - I know you won't be able to manage them but it could help identify why you get UK regens, i.e. is it linked to the nationality of the club or the nationality of the competition?

Hugo9   23-03-14, 05:02 PM

00821900: code that displays the list of nations to select a nationality from, could be edited it you want your nation to be on the list.

Hugo9   23-03-14, 05:02 PM

00821900: code that displays the list of nations to select a nationality from, could be edited it you want your nation to be on the list.

Hugo9   23-03-14, 06:47 PM

Can someone move this post http://www.champman0102.co.uk/showth...414#post157414 to the [9CF***] thread? Thanks

---

ryanitaa   24-03-14, 05:16 AM

hugo can you created relegation in japan league 2, and club from japan lower league promotion to japan league 2?for example club from japan football league promotion to japan league 2..

Hugo9   24-03-14, 08:08 AM

Relegation - yes, probably. Promotion from lower leagues - no.

Craig Forrest   24-03-14, 02:31 PM

Quote:

> Originally Posted by **Hugo9** »
>
> Can someone move this post http://www.champman0102.co.uk/showth...414#post157414 to the [9CF***] thread? Thanks

Done :ok:

Craig Forrest   24-03-14, 03:03 PM

Quote:

> Originally Posted by **Hugo9** »
>
> These two blocks of code seem to be the default settings for leagues. The game overwrites some of these but of it doesn't these are the values used. I don't know what they're all for.
>
> 00682259 |. 83C8 FF OR EAX,FFFFFFFF
> 0068225C |. 66:8986 B6000 MOV WORD PTR DS:[ESI+0B6],AX
> 00682263 |. 66:8986 A7000 MOV WORD PTR DS:[ESI+0A7],AX
> 0068226A |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX //capacity, -1
> 00682271 |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX //seating, -1
> 00682278 |. 8D86 C5000000 LEA EAX,[ESI+0C5]
> 0068227E |. C706 20D09600 MOV DWORD PTR DS:[ESI],OFFSET 0096D020
> 00682284 |. 66:899E AB000 MOV WORD PTR DS:[ESI+0AB],BX
> 0068228B |. 899E AD000000 MOV DWORD PTR DS:[ESI+0AD],EBX
> 00682291 |. 895E 0C MOV DWORD PTR DS:[ESI+0C],EBX
> 00682294 |. 889E B5000000 MOV BYTE PTR DS:[ESI+0B5],BL
> 0068229A |. 899E B1000000 MOV DWORD PTR DS:[ESI+0B1],EBX

```
006822A0 |. 66:899E DB000 MOV WORD PTR DS:[ESI+0DB],BX
006822A7 |. 66:C786 D9000 MOV WORD PTR DS:[ESI+0D9],3
006822B0 |. 899E E6000000 MOV DWORD PTR DS:[ESI+0E6],EBX
006822B6 |. 899E EA000000 MOV DWORD PTR DS:[ESI+0EA],EBX
006822BC |. 66:899E B8000 MOV WORD PTR DS:[ESI+0B8],BX
006822C3 |. 899E DD000000 MOV DWORD PTR DS:[ESI+0DD],EBX
006822C9 |. 8918 MOV DWORD PTR DS:[EAX],EBX
006822CB |. 899E A3000000 MOV DWORD PTR DS:[ESI+0A3],EBX
+
0048C580 /$ 8BC1 MOV EAX,ECX
0048C582 |. 83CA FF OR EDX,FFFFFFFF
0048C585 |. 33C9 XOR ECX,ECX
0048C587 |. C700 E8899600 MOV DWORD PTR DS:[EAX],OFFSET 009689E8
0048C58D |. 8948 18 MOV DWORD PTR DS:[EAX+18],ECX
0048C590 |. 66:8948 34 MOV WORD PTR DS:[EAX+34],CX
0048C594 |. C640 42 01 MOV BYTE PTR DS:[EAX+42],1
0048C598 |. 8950 20 MOV DWORD PTR DS:[EAX+20],EDX //relegate to -1
0048C59B |. 8950 1C MOV DWORD PTR DS:[EAX+1C],EDX //promote to -1
0048C59E |. 66:8948 3A MOV WORD PTR DS:[EAX+3A],CX
0048C5A2 |. C640 51 14 MOV BYTE PTR DS:[EAX+51],14
0048C5A6 |. 8948 28 MOV DWORD PTR DS:[EAX+28],ECX
0048C5A9 |. 8948 4C MOV DWORD PTR DS:[EAX+4C],ECX
0048C5AC |. 8948 10 MOV DWORD PTR DS:[EAX+10],ECX
0048C5AF |. 8948 08 MOV DWORD PTR DS:[EAX+8],ECX
0048C5B2 |. 8948 0C MOV DWORD PTR DS:[EAX+0C],ECX
0048C5B5 |. 8950 30 MOV DWORD PTR DS:[EAX+30],EDX
0048C5B8 |. 8948 2C MOV DWORD PTR DS:[EAX+2C],ECX
0048C5BB |. C740 45 01000 MOV DWORD PTR DS:[EAX+45],1
0048C5C2 |. 66:8948 3E MOV WORD PTR DS:[EAX+3E],CX
0048C5C6 |. 8848 52 MOV BYTE PTR DS:[EAX+52],CL
0048C5C9 |. C640 49 05 MOV BYTE PTR DS:[EAX+49],5 //subs named
0048C5CD |. C640 4A 03 MOV BYTE PTR DS:[EAX+4A],3 //subs used
0048C5D1 |. 8948 14 MOV DWORD PTR DS:[EAX+14],ECX
0048C5D4 |. 66:8948 38 MOV WORD PTR DS:[EAX+38],CX
0048C5D8 |. 66:8948 36 MOV WORD PTR DS:[EAX+36],CX
0048C5DC |. 8848 4B MOV BYTE PTR DS:[EAX+4B],CL
0048C5DF |. 8950 24 MOV DWORD PTR DS:[EAX+24],EDX
0048C5E2 |. 8850 50 MOV BYTE PTR DS:[EAX+50],DL
0048C5E5 |. C3 RETN
```

If only one of those was the default for "max 3 non-EU players in the squad"... stupid Denmark and their no rules section....

Hugo9

Quote:

> Originally Posted by **Craig Forrest** »
>
> *If only one of those was the default for "max 3 non-EU players in the squad"... stupid Denmark and their no rules section....*

You could try the full exe.txt file to see how many "[EDX+5]," references there? Might need to repeat using different register though (EAX, ECX etc). It must be in there somewhere.

Craig Forrest

It's on my comp at home and I'm trying to kill time at work :D

---

djole2mcloud

can't u compare original exe with tapanified...there is no player restrictions in denmark in tapanified version...maybe u can figure what tapani changed

all edx+5 ref:

00594689 |. 8D7A 05 LEA EDI,DWORD PTR DS:[EDX+5]

005C1A53 . C642 05 05 MOV BYTE PTR DS:[EDX+5],5

005C1A5A > C642 05 03 MOV BYTE PTR DS:[EDX+5],3

005C527C . 0FBE42 05 MOVSX EAX,BYTE PTR DS:[EDX+5]

005C52B0 . 8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

005D58BB . 66:8942 05 MOV WORD PTR DS:[EDX+5],AX

005E02F8 . C642 05 03 MOV BYTE PTR DS:[EDX+5],3

005E02FF > C642 05 05 MOV BYTE PTR DS:[EDX+5],5

005ED048 . C642 05 05 MOV BYTE PTR DS:[EDX+5],5

005ED04F > C642 05 04 MOV BYTE PTR DS:[EDX+5],4

006397F1 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

```
00689683 .  8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

0068CD1D |. 8B42 05 |MOV EAX,DWORD PTR DS:[EDX+5]

006D78B5 |. 8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

006D79ED |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006D7ADC |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006D7AE6 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006EC15C |. 0FBF42 05 MOVSX EAX,WORD PTR DS:[EDX+5]

006EC9E1 |. 0FBF42 05 MOVSX EAX,WORD PTR DS:[EDX+5]

0075F93A |. 8B42 05 |MOV EAX,DWORD PTR DS:[EDX+5]

00794753 .  C642 05 02 MOV BYTE PTR DS:[EDX+5],2

007A76D7 |. 66:8B42 05 MOV AX,WORD PTR DS:[EDX+5]

007AC20A |. 66:8B7A 05 MOV DI,WORD PTR DS:[EDX+5]

007AC2E2 |. 66:C742 05 7800 MOV WORD PTR DS:[EDX+5],78

007AC5C3 |. 66:397A 05 CMP WORD PTR DS:[EDX+5],DI

007AC618 |. 66:897A 05 MOV WORD PTR DS:[EDX+5],DI

007AC674 |. 66:397A 05 CMP WORD PTR DS:[EDX+5],DI

008595A5 .  C642 05 04 MOV BYTE PTR DS:[EDX+5],4

008595B9 .  C642 05 02 MOV BYTE PTR DS:[EDX+5],2

008595C9 .  C642 05 04 MOV BYTE PTR DS:[EDX+5],4

008595D1 > C642 05 03 MOV BYTE PTR DS:[EDX+5],3

008B1987 |. 8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

008B198E |. 8842 05 MOV BYTE PTR DS:[EDX+5],AL

008B1E83 |. 8A42 05 |MOV AL,BYTE PTR DS:[EDX+5]

008B79D3 .  8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

008C6CFE |. 8A4A 05 ||MOV CL,BYTE PTR DS:[EDX+5]

008C6D14 |. 8A42 05 |MOV AL,BYTE PTR DS:[EDX+5

0090A731 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

0091F88E |. 8D7A 05 LEA EDI,DWORD PTR DS:[EDX+5]

00930B3F .  8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

00931024 .  8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

0093249D .  0FBF52 05 MOVSX EDX,WORD PTR DS:[EDX+5]
```

Quote:

> Originally Posted by **Hugo9** »
>
> *You could try the full exe.txt file to see how many "[EDX+5]," references there? Might need to repeat using different register though (EAX, ECX etc). It must be in there somewhere.*

---

djole2mcloud   24-03-14, 07:47 PM

can't u compare original exe with tapanified...there is no player restrictions in denmark in tapanified version...maybe u can figure what tapani changed

all edx+5 ref:

```
00594689 |. 8D7A 05 LEA EDI,DWORD PTR DS:[EDX+5]

005C1A53 .  C642 05 05 MOV BYTE PTR DS:[EDX+5],5

005C1A5A > C642 05 03 MOV BYTE PTR DS:[EDX+5],3

005C527C .  0FBE42 05 MOVSX EAX,BYTE PTR DS:[EDX+5]

005C52B0 .  8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

005D58BB .  66:8942 05 MOV WORD PTR DS:[EDX+5],AX

005E02F8 .  C642 05 03 MOV BYTE PTR DS:[EDX+5],3

005E02FF > C642 05 05 MOV BYTE PTR DS:[EDX+5],5

005ED048 .  C642 05 05 MOV BYTE PTR DS:[EDX+5],5
```

005ED04F > C642 05 04 MOV BYTE PTR DS:[EDX+5],4

006397F1 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

00689683 . 8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

0068CD1D |. 8B42 05 |MOV EAX,DWORD PTR DS:[EDX+5]

006D78B5 |. 8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

006D79ED |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006D7ADC |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006D7AE6 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

006EC15C |. 0FBF42 05 MOVSX EAX,WORD PTR DS:[EDX+5]

006EC9E1 |. 0FBF42 05 MOVSX EAX,WORD PTR DS:[EDX+5]

0075F93A |. 8B42 05 |MOV EAX,DWORD PTR DS:[EDX+5]

00794753 . C642 05 02 MOV BYTE PTR DS:[EDX+5],2

007A76D7 |. 66:8B42 05 MOV AX,WORD PTR DS:[EDX+5]

007AC20A |. 66:8B7A 05 MOV DI,WORD PTR DS:[EDX+5]

007AC2E2 |. 66:C742 05 7800 MOV WORD PTR DS:[EDX+5],78

007AC5C3 |. 66:397A 05 CMP WORD PTR DS:[EDX+5],DI

007AC618 |. 66:897A 05 MOV WORD PTR DS:[EDX+5],DI

007AC674 |. 66:397A 05 CMP WORD PTR DS:[EDX+5],DI

008595A5 . C642 05 04 MOV BYTE PTR DS:[EDX+5],4

008595B9 . C642 05 02 MOV BYTE PTR DS:[EDX+5],2

008595C9 . C642 05 04 MOV BYTE PTR DS:[EDX+5],4

008595D1 > C642 05 03 MOV BYTE PTR DS:[EDX+5],3

008B1987 |. 8A42 05 MOV AL,BYTE PTR DS:[EDX+5]

008B198E |. 8842 05 MOV BYTE PTR DS:[EDX+5],AL

008B1E83 |. 8A42 05 |MOV AL,BYTE PTR DS:[EDX+5]

008B79D3 . 8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

008C6CFE |. 8A4A 05 ||MOV CL,BYTE PTR DS:[EDX+5]

008C6D14 |. 8A42 05 |MOV AL,BYTE PTR DS:[EDX+5

0090A731 |. C642 05 00 MOV BYTE PTR DS:[EDX+5],0

0091F88E |. 8D7A 05 LEA EDI,DWORD PTR DS:[EDX+5]

00930B3F . 8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

00931024 . 8B42 05 MOV EAX,DWORD PTR DS:[EDX+5]

0093249D . 0FBF52 05 MOVSX EDX,WORD PTR DS:[EDX+5]

Quote:

Originally Posted by **Hugo9** »

You could try the full exe.txt file to see how many "[EDX+5]," references there? Might need to repeat using different register though (EAX, ECX etc). It must be in there somewhere.

Golly
24-03-14, 08:15 PM

Quote:

Originally Posted by **Craig Forrest** »

If only one of those was the default for "max 3 non-EU players in the squad"... stupid Denmark and their no rules section....

If I told you I had a 2 minute look through the Danish offsets and have solved the max 3 non-EU Players problem would be believe me?

Craig Forrest
24-03-14, 08:20 PM

no but I'd be glad to test your theory :D

Sent from my SGH-S730M using Tapatalk

Golly

005516D7 C646 4A 03 MOV BYTE PTR DS:[ESI+4A],3 > 12

Don't ask me why, but change this offset (located right at end of Danish Cup) and ALL Danish competitions allow upto 18 foreigners in a match day squad.

Golly

24-03-14, 08:22 PM

Golly

24-03-14, 08:36 PM

Does that fix the problem? Doesn't cause any other issues?

Show 40 post(s) from this thread on one page

Offsets

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Craig Forrest   24-03-14, 08:57 PM

I'll test and see :ok:

Mucho graçias señor

Craig Forrest   24-03-14, 08:58 PM

isn't ESI+4A usually subs?

Craig Forrest   24-03-14, 09:03 PM

that changed nothing for me......

Craig Forrest   24-03-14, 09:03 PM

are you using tapani?

---

djole2mcloud   24-03-14, 10:01 PM

in tapanified exe offset is the same as Golly wrote,but still there are no player restriction...

Craig Forrest   24-03-14, 11:11 PM

and that's the offset for subs used in danish cup.... i think golly is either fucking with us or he changed something else first....

Sent from my SGH-S730M using Tapatalk

Golly   25-03-14, 08:31 AM

Quote:

> Originally Posted by **Craig Forrest** »
>
> *and that's the offset for subs used in danish cup.... i think golly is either fucking with us or he changed something else first....*
>
> *Sent from my SGH-S730M using Tapatalk*

Tried it also on a non-Tapani exe and it works for me...

http://i1218.photobucket.com/albums/...ishoffsets.png

And the subs are still the same too (3 used out of 4 named).

The best tip I can give anyone when searching for offsets is this...

If you only use logic you won't always find what you are looking for. Sometimes the best thing to do is work out what VALUE you are looking for (3 in this case) and then search through the offsets manually and experiment with any offsets that could fit the bill EVEN IF COMMON SENSE TELLS YOU IT SHOULDN'T BE THAT OFFSET.

Golly   25-03-14, 08:46 AM

NOW I am confused. Forget that offset. Whenever I start a game the Danish competitions are all 18-foreigners in match squad. So, why are some people saying it's always 3 non-EU only?!?!? I have tried with and without Tapani and it's still the same for me!

Golly   25-03-14, 09:18 AM

THIS TIME I PROMISE I HAVE WORKED IT OUT!!!!!!!!!!!!!!!!

There are no rules in Denmark. There are no rules in Sweden.

When there are no rules the game defaults to the English rules.

Therefore I am guessing you are stuck with 3 non-EU in the Danish competitions (and Swedish too) because you have edited the English rules to 3 non-EU players. It is worth noting that there is no limit on non-EU players in the English league. Clubs can have as many as they like as long as they qualify for a work permit.

So change the English rules and the Danish (and Swedish) rules change too!

Golly   25-03-14, 09:23 AM

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *THIS TIME I PROMISE I HAVE WORKED IT OUT!!!!!!!!!!!!!!!!*
>
> *There are no rules in Denmark. There are no rules in Sweden.*
>
> *When there are no rules the game defaults to the English rules.*
>
> *Therefore I am guessing you are stuck with 3 non-EU in the Danish competitions (and Swedish too) because you have edited the English rules to 3 non-EU players. It is worth noting that there is no limit on non-EU players in the English league. Clubs can have as many as they like as long as they qualify for a work permit.*
>
> *So change the English rules and the Danish (and Swedish) rules change too!*

This is why I had 18 foreigners rule in Denmark (and Sweden)- because I had English league set in 18 foreigners.

Craig Forrest   25-03-14, 01:54 PM

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *The best tip I can give anyone when searching for offsets is this...*
>
> *If you only use logic you won't always find what you are looking for. Sometimes the best thing to do is work out what VALUE you are looking for (3 in this case) and then search through the offsets manually and experiment with any offsets that could fit the bill EVEN IF COMMON SENSE TELLS YOU IT SHOULDN'T BE THAT OFFSET.*

I know that... it's how I turned off the "can only buy 2 foreign players" rule in Brazil for my world league patch..... searched through every offset until I found the right one :D

Craig Forrest   25-03-14, 01:56 PM

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *THIS TIME I PROMISE I HAVE WORKED IT OUT!!!!!!!!!!!!!!!!*
>
> *There are no rules in Denmark. There are no rules in Sweden.*
>
> *When there are no rules the game defaults to the English rules.*
>
> *Therefore I am guessing you are stuck with 3 non-EU in the Danish competitions (and Swedish too) because you have edited the English rules to 3 non-EU players. It is worth noting that there is no limit on non-EU players in the English league. Clubs can have as many as they like as long as they qualify for a work permit.*
>
> *So change the English rules and the Danish (and Swedish) rules change too!*

I can confirm... just tested it :ok:

Thanks Golly :D

Golly   25-03-14, 02:12 PM

I've had a fun morning replacing/swapping the Danish and Ukrainian leagues. First time I've done it and everything seems to be working. Only annoyance was couldn't get clubswap working so did it all manually.

Craig Forrest

I'm going to use Denmark to make the US leagues. MLS, NASL and USL Pro :ok:

Golly

Playing with the Danish (Ukrainian) Cup seeing if I can alter the structure at all.

Craig Forrest

Is there anyway of telling the game to pull a certain number of teams from each league?

for example - all 12 from Danish Prem, 20 from Danish first (after I expand it of course), and then all from Danish 2nd? I know the code specifies how many teams the Cup requires.... and it also specifies what leagues to get teams from.... but I'd love to figure out how many it wants from each league....

Golly

Doesn't seem to specify. I wonder if it just pulls teams in in the right order?

There are 92 teams in the Danish Cup.
48 Lower League
16 Division 2
16 Division 1
12 Premier

They enter as follows...
R1 - 48 lower + 16 div 2 - 32 matches
R2 - 32 winners + 8 div 1 - 20 matches
R3 - 20 winners + 8 div 1 - 14 matches
R4 - 14 winners + 6 prem - 10 matches
R5 - 10 winners + 6 prem - 8 matches
QF - 8 winners - 4 matches
SF - 4 winners - 2 matches
FINAL - 2 winners - 1 match

Profa

Is it possible to remove non-EU restriction in Spanish league, original season 2001-02, Tapanified version 2.19?I would greatly appreciate answer.

Craig Forrest

So I know that JL figured out that the [EDX+53] command accesses the club nation ID... and that the [EDX+57] command accesses the division ID.... and that the [EDX+71] or [EDX+75] command accesses the region and actual region ID..... but is there any way of figuring out what command would access the club ID?

How did JL read through a DAT file to findout what field each of those commands is accessing?

Craig Forrest

> Quote:
> ___
> *Originally Posted by **Profa** »*
> *Is it possible to remove non-EU restriction in Spanish league, original season 2001-02, Tapanified version 2.19?I would greatly appreciate answer.*
> ___

008595D1 is the offset

MOV BYTE PTR DS:[EDX+5],3

EDX+5 is the code for non-EU and the 3 is how many of them you can have.... I believe that if you change it to [EDX+6],12 then you will have no restrictions at all

---

Craig Forrest

> Quote:
> ___
> *Originally Posted by **Profa** »*
> *Is it possible to remove non-EU restriction in Spanish league, original season 2001-02, Tapanified version 2.19?I would greatly*

appreciate answer.

008595D1 is the offset

MOV BYTE PTR DS:[EDX+5],3

EDX+5 is the code for non-EU and the 3 is how many of them you can have.... I believe that if you change it to [EDX+6],12 then you will have no restrictions at all

---

Hugo9

Quote:

> Originally Posted by **Craig Forrest** »
> *So I know that JL figured out that the [EDX+53] command accesses the club nation ID... and that the [EDX+57] command accesses the division ID.... and that the [EDX+71] or [EDX+75] command accesses the region and actual region ID..... but is there any way of figuring out what command would access the club ID?*
>
> *How did JL read through a DAT file to findout what field each of those commands is accessing?*

http://www.champman0102.co.uk/showth...2372#post32372

+53 (83) & +57 (87) relate to info about clubs.

+71 (113) & +75 (117) would seem to relate to nation, as that's where that info is stored.

If you've downloaded flex, check out the folder: \workspace\AlphaCore\src\core\obj\

Hugo9

Hugo9

Stadium requirements for league entry

English Conference:
0056DBC7 |. 66:C786 E2000 MOV WORD PTR DS:[ESI+0E2],3E8 (1000 Capacity)
0056DBD0 |. 66:C786 E4000 MOV WORD PTR DS:[ESI+0E4],258 (600 Seats)

English Premier:
005733DA |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX (10000 Capacity)
005733E1 |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX (10000 Seating)
AX = 0x2710 (10000), set at 005733C0 (MOV EAX,2710)

English Third Division
00576E21 |. 66:C786 E2000 MOV WORD PTR DS:[ESI+0E2],1770 (6000 Capacity)
00576E2A |. 66:C786 E4000 MOV WORD PTR DS:[ESI+0E4],3E8 (1000 Seating)

Scottish Premier
007F0BD6 |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX (10000 Capacity)
007F0BDD |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX (10000 Seating)
AX = 0x2710 (10000), set at 007F0BC0 (MOV EAX,2710)

Filling with NOP, or setting values to -1 should remove the requirements.

Hugo9

AX = 0x2710 (10000), set at 005733C0 (MOV EAX,2710)

English Third Division
00576E21 |. 66:C786 E2000 MOV WORD PTR DS:[ESI+0E2],1770 (6000 Capacity)
00576E2A |. 66:C786 E4000 MOV WORD PTR DS:[ESI+0E4],3E8 (1000 Seating)

Scottish Premier
007F0BD6 |. 66:8986 E2000 MOV WORD PTR DS:[ESI+0E2],AX (10000 Capacity)
007F0BDD |. 66:8986 E4000 MOV WORD PTR DS:[ESI+0E4],AX (10000 Seating)
AX = 0x2710 (10000), set at 007F0BC0 (MOV EAX,2710)

Filling with NOP, or setting values to -1 should remove the requirements.

Offsets

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Craig Forrest

28-03-14, 07:57 PM

Hey Hugo.... question...

Code:

```
004C2632   57                /PUSH EDI
004C2633   E8 C8920700       |CALL cm0102.0053B900
004C2638   83C4 04           |ADD ESP,4
004C263B   85C0              |TEST EAX,EAX
004C263D   0F85 FC000000     |JNZ cm0102.004C273F
004C2643   8B47 53           |MOV EAX,DWORD PTR DS:[EDI+53]
004C2646   85C0              |TEST EAX,EAX
004C2648   0F84 D4000000     |JE cm0102.004C2722
004C264E   8B00              |MOV EAX,DWORD PTR DS:[EAX]
004C2650   8B0D D0F39C00     |MOV ECX,DWORD PTR DS:[9CF3D0]
004C2656   3BC1              |CMP EAX,ECX
004C2658   75 2A             |JNZ SHORT cm0102.004C2684
004C265A   807C24 14 1E      |CMP BYTE PTR SS:[ESP+14],1E
004C265F   0F83 BD000000     |JNB cm0102.004C2722
004C2665   8B4424 14         |MOV EAX,DWORD PTR SS:[ESP+14]
004C2669   25 FF000000       |AND EAX,0FF
004C266E   89BC84 CC000000   |MOV DWORD PTR SS:[ESP+EAX*4+CC],EDI
004C2675   8A4424 14         |MOV AL,BYTE PTR SS:[ESP+14]
004C2679   FEC0              |INC AL
004C267B   884424 14         |MOV BYTE PTR SS:[ESP+14],AL
004C267F   E9 9E000000       |JMP cm0102.004C2722
004C2684   3B05 9CF29C00     CMP EAX,DWORD PTR DS:[9CF29C]
004C268A   75 22             |JNZ SHORT cm0102.004C26AE
004C268C   8A4424 1C         |MOV AL,BYTE PTR SS:[ESP+1C]
004C2690   3C 1E             |CMP AL,1E
004C2692   0F83 8A000000     |JNB cm0102.004C2722
004C2698   8B4C24 1C         |MOV ECX,DWORD PTR SS:[ESP+1C]
004C269C   81E1 FF000000     |AND ECX,0FF
004C26A2   FEC0              |INC AL
004C26A4   884424 1C         |MOV BYTE PTR SS:[ESP+1C],AL
004C26A8   897C8C 54         |MOV DWORD PTR SS:[ESP+ECX*4+54],EDI
004C26AC   EB 74             |JMP SHORT cm0102.004C2722
004C26AE   3B05 28F49C00     CMP EAX,DWORD PTR DS:[9CF428]
004C26B4   75 21             |JNZ SHORT cm0102.004C26D7
004C26B6   8A4424 10         |MOV AL,BYTE PTR SS:[ESP+10]
004C26BA   3C 1E             |CMP AL,1E
004C26BC   73 64             |JNB SHORT cm0102.004C2722
004C26BE   8B5424 10         |MOV EDX,DWORD PTR SS:[ESP+10]
004C26C2   81E2 FF000000     |AND EDX,0FF
004C26C8   FEC0              |INC AL
004C26CA   884424 10         |MOV BYTE PTR SS:[ESP+10],AL
004C26CE   89BC94 44010000   |MOV DWORD PTR SS:[ESP+EDX*4+144],EDI
004C26D5   EB 4B             |JMP SHORT cm0102.004C2722
004C26D7   3B05 54F29C00     |CMP EAX,DWORD PTR DS:[9CF254]
004C26DD   75 23             |JNZ SHORT cm0102.004C2702
004C26DF   807C24 18 1E      |CMP BYTE PTR SS:[ESP+18],1E
004C26E4   73 3C             |JNB SHORT cm0102.004C2722
004C26E6   8B4424 18         |MOV EAX,DWORD PTR SS:[ESP+18]
004C26EA   25 FF000000       |AND EAX,0FF
004C26EF   89BC84 BC010000   |MOV DWORD PTR SS:[ESP+EAX*4+1BC],EDI
004C26F6   8A4424 18         |MOV AL,BYTE PTR SS:[ESP+18]
004C26FA   FEC0              |INC AL
004C26FC   884424 18         |MOV BYTE PTR SS:[ESP+18],AL
004C2700   EB 20             |JMP SHORT cm0102.004C2722
004C2702   8B47 57           |MOV EAX,DWORD PTR DS:[EDI+57]
004C2705   85C0              |TEST EAX,EAX
004C2707   74 19             |JE SHORT cm0102.004C2722
004C2709   8B08              |MOV ECX,DWORD PTR DS:[EAX]
004C270B   A1 90F59C00       |MOV EAX,DWORD PTR DS:[9CF590]
004C2710   3BC8              |CMP ECX,EAX
004C2712   75 0E             |JNZ SHORT cm0102.004C2722
004C2714   80FB 0C           |CMP BL,0C
004C2717   7D 09             |JGE SHORT cm0102.004C2722
004C2719   0FBED3            |MOVSX EDX,BL
004C271C   FEC3              |INC BL
004C271E   897C94 24         |MOV DWORD PTR SS:[ESP+EDX*4+24],EDI
004C2722   8B4424 20         |MOV EAX,DWORD PTR SS:[ESP+20]
004C2726   8B0D 5C23AE00     |MOV ECX,DWORD PTR DS:[AE235C]
004C272C   40                |INC EAX
004C272D   81C7 45020000     |ADD EDI,245
004C2733   3BC1              |CMP EAX,ECX
004C2735   894424 20         |MOV DWORD PTR SS:[ESP+20],EAX
004C2739   ^0F8C F3FEFFFF    \JL cm0102.004C2632
```

I know that 004C2643 MOV EAX,DWORD PTR DS:[EDI+53] is accessing the nation ID and then the lines after it like 004C2650 MOV ECX,DWORD PTR DS:[9CF3D0] are specifying what country to get clubs from (in this case Mexico).

Do you know if there is a way to get the club to take the clubs from a region (like Central America) rather than a country? I know that it would have

to be something like [EDI+75]..... and in the CONCACAF CL there is a line 004C125F CMP BYTE PTR DS:[EAX+75],7 which tells the game to get clubs from Central America (region 7)...... but I'm at a loss to know how I could insert a command like this into the Merconorte Cup.... or if it's even possible....

When I was playing around, I did manage to change 004C2643 MOV EAX,DWORD PTR DS:[EDI+53] to [EDI+57] to access the Division and then changed the 9CF*** offsets and had the Merconorte Cup selecting teams from the English Prem, the Italian Serie A and German Bundesliga... but like I said I'm lost when it comes to trying to get it to choose clubs from a region instead of a specific country or league....

Any ideas?

Craig Forrest

Hey Hugo.... question...

Code:

```
004C2632  57               /PUSH EDI
004C2633  E8 C8920700      |CALL cm0102.0053B900
004C2638  83C4 04          |ADD ESP,4
004C263B  85C0             |TEST EAX,EAX
004C263D  0F85 FC000000    |JNZ cm0102.004C273F
004C2643  8B47 53          |MOV EAX,DWORD PTR DS:[EDI+53]
004C2646  85C0             |TEST EAX,EAX
004C2648  0F84 D4000000    |JE cm0102.004C2722
004C264E  8B00             |MOV EAX,DWORD PTR DS:[EAX]
004C2650  8B0D D0F39C00    |MOV ECX,DWORD PTR DS:[9CF3D0]
004C2656  3BC1             |CMP EAX,ECX
004C2658  75 2A            |JNZ SHORT cm0102.004C2684
004C265A  807C24 14 1E     |CMP BYTE PTR SS:[ESP+14],1E
004C265F  0F83 BD000000    |JNB cm0102.004C2722
004C2665  8B4424 14        |MOV EAX,DWORD PTR SS:[ESP+14]
004C2669  25 FF000000      |AND EAX,0FF
004C266E  89BC84 CC000000  |MOV DWORD PTR SS:[ESP+EAX*4+CC],EDI
004C2675  8A4424 14        |MOV AL,BYTE PTR SS:[ESP+14]
004C2679  FEC0             |INC AL
004C267B  884424 14        |MOV BYTE PTR SS:[ESP+14],AL
004C267F  E9 9E000000      |JMP cm0102.004C2722
004C2684  3B05 9CF29C00    |CMP EAX,DWORD PTR DS:[9CF29C]
004C268A  75 22            |JNZ SHORT cm0102.004C26AE
004C268C  8A4424 1C        |MOV AL,BYTE PTR SS:[ESP+1C]
004C2690  3C 1E            |CMP AL,1E
004C2692  0F83 8A000000    |JNB cm0102.004C2722
004C2698  8B4C24 1C        |MOV ECX,DWORD PTR SS:[ESP+1C]
004C269C  81E1 FF000000    |AND ECX,0FF
004C26A2  FEC0             |INC AL
004C26A4  884424 1C        |MOV BYTE PTR SS:[ESP+1C],AL
004C26A8  897C8C 54        |MOV DWORD PTR SS:[ESP+ECX*4+54],EDI
004C26AC  EB 74            |JMP SHORT cm0102.004C2722
004C26AE  3B05 28F49C00    |CMP EAX,DWORD PTR DS:[9CF428]
004C26B4  75 21            |JNZ SHORT cm0102.004C26D7
004C26B6  8A4424 10        |MOV AL,BYTE PTR SS:[ESP+10]
004C26BA  3C 1E            |CMP AL,1E
004C26BC  73 64            |JNB SHORT cm0102.004C2722
004C26BE  8B5424 10        |MOV EDX,DWORD PTR SS:[ESP+10]
004C26C2  81E2 FF000000    |AND EDX,0FF
004C26C8  FEC0             |INC AL
004C26CA  884424 10        |MOV BYTE PTR SS:[ESP+10],AL
004C26CE  89BC94 44010000  |MOV DWORD PTR SS:[ESP+EDX*4+144],EDI
004C26D5  EB 4B            |JMP SHORT cm0102.004C2722
004C26D7  3B05 54F29C00    |CMP EAX,DWORD PTR DS:[9CF254]
004C26DD  75 23            |JNZ SHORT cm0102.004C2702
004C26DF  807C24 18 1E     |CMP BYTE PTR SS:[ESP+18],1E
004C26E4  73 3C            |JNB SHORT cm0102.004C2722
004C26E6  8B4424 18        |MOV EAX,DWORD PTR SS:[ESP+18]
004C26EA  25 FF000000      |AND EAX,0FF
004C26EF  89BC84 BC010000  |MOV DWORD PTR SS:[ESP+EAX*4+1BC],EDI
004C26F6  8A4424 18        |MOV AL,BYTE PTR SS:[ESP+18]
004C26FA  FEC0             |INC AL
004C26FC  884424 18        |MOV BYTE PTR SS:[ESP+18],AL
004C2700  EB 20            |JMP SHORT cm0102.004C2722
004C2702  8B47 57          |MOV EAX,DWORD PTR DS:[EDI+57]
004C2705  85C0             |TEST EAX,EAX
004C2707  74 19            |JE SHORT cm0102.004C2722
004C2709  8B08             |MOV ECX,DWORD PTR DS:[EAX]
004C270B  A1 90F59C00      |MOV EAX,DWORD PTR DS:[9CF590]
004C2710  3BC8             |CMP ECX,EAX
004C2712  75 0E            |JNZ SHORT cm0102.004C2722
004C2714  80FB 0C          |CMP BL,0C
004C2717  7D 09            |JGE SHORT cm0102.004C2722
004C2719  0FBED3           |MOVSX EDX,BL
004C271C  FEC3             |INC BL
004C271E  897C94 24        |MOV DWORD PTR SS:[ESP+EDX*4+24],EDI
004C2722  8B4424 20        |MOV EAX,DWORD PTR SS:[ESP+20]
004C2726  8B0D 5C23AE00    |MOV ECX,DWORD PTR DS:[AE235C]
004C272C  40               |INC EAX
004C272D  81C7 45020000    |ADD EDI,245
004C2733  3BC1             |CMP EAX,ECX
004C2735  894424 20        |MOV DWORD PTR SS:[ESP+20],EAX
004C2739  ^0F8C F3FEFFFF    \JL cm0102.004C2632
```

I know that 004C2643 MOV EAX,DWORD PTR DS:[EDI+53] is accessing the nation ID and then the lines after it like 004C2650 MOV ECX,DWORD PTR DS:[9CF3D0] are specifying what country to get clubs from (in this case Mexico).

Do you know if there is a way to get the club to take the clubs from a region (like Central America) rather than a country? I know that it would have to be something like [EDI+75]..... and in the CONCACAF CL there is a line 004C125F CMP BYTE PTR DS:[EAX+75],7 which tells the game to get clubs from Central America (region 7)...... but I'm at a loss to know how I could insert a command like this into the Merconorte Cup.... or if it's even possible....

When I was playing around, I did manage to change 004C2643 MOV EAX,DWORD PTR DS:[EDI+53] to [EDI+57] to access the Division and then changed the 9CF*** offsets and had the Merconorte Cup selecting teams from the English Prem, the Italian Serie A and German Bundesliga... but like I said I'm lost when it comes to trying to get it to choose clubs from a region instead of a specific country or league....

Any ideas?

28-03-14, 09:09 PM

004C2643 8B47 53 MOV EAX,DWORD PTR DS:[EDI+53] {EAX will contain a 'pointer' to a nation}
004C2646 85C0 |TEST EAX,EAX {check if the pointer = 0 (null)}
004C2648 0F84 D4000000 |JE cm0102.004C2722 {skip some code don't select this club}
004C264E 8B00 |MOV EAX,DWORD PTR DS:[EAX] {move the nation id (stored at the pointer address in EAX) into EAX}
004C2650 8B0D D0F39C00 MOV ECX,DWORD PTR DS:[9CF3D0] {move the nation id of Mexico into ECX}
004C2656 3BC1 |CMP EAX,ECX {check if this club's nation (in EAX) is the same as ECX (Mexico)}

Pointers are a difficult thing to explain - they are basically a memory address (like an offset) to where something is stored.

Rather than the game storing a nation id in each club it actually stores the memory address (pointer) to the location in memory where the nation data is stored - or zero (a 'null' pointer) if the club is not in a nation.

So to access a nation's region +75 (117) you want something like:

004C264E CMP BYTE PTR DS:[EAX+75],7 - then fill the next 6 bytes with NOP.

What this does, if I'm right, is compare the byte 0x75 bytes into the nation in which this clubs is based and compares it with 7 (Central America).

If it isn't Central America the existing jump instruction at 004C2658 will do what the code original did if the nation wasn't Mexico, i.e. skip code a.

I've haven't tested any of this.

Hugo9 28-03-14, 09:09 PM

004C2643 8B47 53 MOV EAX,DWORD PTR DS:[EDI+53] {EAX will contain a 'pointer' to a nation}
004C2646 85C0 |TEST EAX,EAX {check if the pointer = 0 (null)}
004C2648 0F84 D4000000 |JE cm0102.004C2722 {skip some code don't select this club}
004C264E 8B00 |MOV EAX,DWORD PTR DS:[EAX] {move the nation id (stored at the pointer address in EAX) into EAX}
004C2650 8B0D D0F39C00 MOV ECX,DWORD PTR DS:[9CF3D0] {move the nation id of Mexico into ECX}
004C2656 3BC1 |CMP EAX,ECX {check if this club's nation (in EAX) is the same as ECX (Mexico)}

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So to access a nation's region +75 (117) you want something like:

004C264E CMP BYTE PTR DS:[EAX+75],7 - then fill the next 6 bytes with NOP.

What this does, if I'm right, is compare the byte 0x75 bytes into the nation in which this clubs is based and compares it with 7 (Central America).

If it isn't Central America the existing jump instruction at 004C2658 will do what the code original did if the nation wasn't Mexico, i.e. skip code a.

I've haven't tested any of this.

Craig Forrest 28-03-14, 09:22 PM

Thanks Hugo... it's helpful for someone like me who is learning assembly language on the fly like this :D

I play around some more and see what I can do :ok:

Hugo9 28-03-14, 10:06 PM

[9cc270] - I'm fairly sure this offset is used at run-time to store whether the 'fog of war' is on or off.

Hugo9 28-03-14, 10:06 PM

[9cc270] - I'm fairly sure this offset is used at run-time to store whether the 'fog of war' is on or off.

Hugo9 29-03-14, 12:28 AM

Following on from the posts about the player restrictions in Denmark.

England:
00579C50 /. 8B5424 08 MOV EDX,DWORD PTR SS:[ARG.2]
00579C54 |. 57 PUSH EDI
00579C55 |. B9 0A000000 MOV ECX,0A
00579C5A |. 83C8 FF OR EAX,FFFFFFFF
00579C5D |. 8BFA MOV EDI,EDX
00579C5F |. F3:AB REP STOS DWORD PTR ES:[EDI]
00579C61 |. 66:AB STOS WORD PTR ES:[EDI]
00579C63 |. C642 05 03 MOV BYTE PTR DS:[EDX+5],3 //fill with NOP to remove
00579C67 |. 5F POP EDI
00579C68 \. C2 0800 RETN 8

France:
005C1A30 /. 8B5424 08 MOV EDX,DWORD PTR SS:[ARG.2]

```
005C1A34 |. 57 PUSH EDI
005C1A35 |. B9 0A000000 MOV ECX,0A
005C1A3A |. 83C8 FF OR EAX,FFFFFFFF
005C1A3D |. 8BFA MOV EDI,EDX
005C1A3F |. F3:AB REP STOS DWORD PTR ES:[EDI]
005C1A41 |. 66:AB STOS WORD PTR ES:[EDI]
005C1A43 |. 8B4424 08 MOV EAX,DWORD PTR SS:[ARG.1] //Arg1 = League pointer
005C1A47 |. 5F POP EDI
005C1A48 |. 8B08 MOV ECX,DWORD PTR DS:[EAX] //move league id into ecx
005C1A4A |. A1 CCF59C00 MOV EAX,DWORD PTR DS:[9CF5CC] = French First Division
005C1A4F |. 3BC8 CMP ECX,EAX
005C1A51 |. 75 07 JNE SHORT 005C1A5A
005C1A53 |. C642 05 05 MOV BYTE PTR DS:[EDX+5],5 //5 fgn in first division
005C1A57 |. C2 0800 RETN 8
005C1A5A |> C642 05 03 MOV BYTE PTR DS:[EDX+5],3 //3 in all other leagues
005C1A5E \. C2 0800 RETN 8
```

The French code is checking the division (ARG.1), I'm trying to do the same thing in the English code but with no luck.

I've managed to make lots of space for new code - so if someone wants to have a go you can make the changes below first to give you space. The code should run with 7 fgn players allowed in England (& Denmark).

Code:

```
CPU Disasm
Address   Hex dump                      Command                              Comments
00579BA6      C642 05 07                MOV BYTE PTR DS:[EDX+5],7
00579BAA      C3                        RETN
00579BAB      90                        NOP
00579BAC      90                        NOP
00579BAD      90                        NOP
00579BAE      90                        NOP
00579BAF      90                        NOP
00579BB0      90                        NOP
00579BB1      90                        NOP
00579BB2      90                        NOP
00579BB3      90                        NOP
00579BB4      90                        NOP
00579BB5      90                        NOP
00579BB6      90                        NOP
00579BB7      90                        NOP
00579BB8      90                        NOP
00579BB9      90                        NOP
00579BBA      90                        NOP
00579BBB      90                        NOP
00579BBC      90                        NOP
00579BBD      90                        NOP
00579BBE      90                        NOP
00579BBF      90                        NOP
00579BC0      90                        NOP
00579BC1      90                        NOP
00579BC2      90                        NOP
00579BC3      90                        NOP
00579BC4      90                        NOP
00579BC5      90                        NOP
00579BC6      90                        NOP
00579BC7      90                        NOP
00579BC8      90                        NOP
00579BC9      90                        NOP
00579BCA      90                        NOP
00579BCB      90                        NOP
00579BCC      90                        NOP
00579BCD      90                        NOP
00579BCE      90                        NOP
00579BCF      90                        NOP
00579BD0      90                        NOP
00579BD1      90                        NOP
00579BD2      90                        NOP
00579BD3      90                        NOP
00579BD4      90                        NOP
00579BD5      90                        NOP
00579BD6      90                        NOP
00579BD7      90                        NOP
00579BD8      90                        NOP
00579BD9      90                        NOP
00579BDA      90                        NOP
00579BDB      90                        NOP
00579BDC      90                        NOP
00579BDD      90                        NOP
00579BDE      90                        NOP
00579BDF      90                        NOP
00579BE0      90                        NOP
00579BE1      90                        NOP
00579BE2      90                        NOP
00579BE3      90                        NOP
00579BE4      90                        NOP
00579BE5      90                        NOP
00579BE6      90                        NOP
00579BE7      90                        NOP
00579BE8      90                        NOP
00579BE9      90                        NOP
00579BEA      90                        NOP
00579BEB      90                        NOP
00579BEC      90                        NOP
00579BED      90                        NOP
00579BEE      90                        NOP
00579BEF      90                        NOP
00579BF0      90                        NOP
00579BF1      90                        NOP
00579BF2      90                        NOP
00579BF3      90                        NOP
00579BF4      90                        NOP
00579BF5      90                        NOP
00579BF6      90                        NOP
00579BF7      90                        NOP
```

```
00579BF8        90                              NOP
00579BF9        90                              NOP
00579BFA        90                              NOP
00579BFB        90                              NOP
00579BFC        90                              NOP
00579BFD        90                              NOP
00579BFE        90                              NOP
00579BFF        90                              NOP
00579C00        90                              NOP
00579C01  |>    B1 02                           MOV CL,2
00579C03  |.    C600 07                         MOV BYTE PTR DS:[EAX],7
00579C06  |.    8858 01                         MOV BYTE PTR DS:[EAX+1],BL
00579C09  |.    C640 02 01                      MOV BYTE PTR DS:[EAX+2],1
00579C0D  |.    8848 03                         MOV BYTE PTR DS:[EAX+3],CL
00579C10  |.    C640 04 05                      MOV BYTE PTR DS:[EAX+4],5
00579C14  |.    C640 05 01                      MOV BYTE PTR DS:[EAX+5],1
00579C18  |.    8B46 04                         MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B  |.    83C0 06                         ADD EAX,6
00579C1E  |.    C600 07                         MOV BYTE PTR DS:[EAX],7
00579C21  |.    8858 01                         MOV BYTE PTR DS:[EAX+1],BL
00579C24  |.    C640 02 04                      MOV BYTE PTR DS:[EAX+2],4
00579C28  |.    C640 03 1A                      MOV BYTE PTR DS:[EAX+3],1A
00579C2C  |.    8848 04                         MOV BYTE PTR DS:[EAX+4],CL
00579C2F  |.    8858 05                         MOV BYTE PTR DS:[EAX+5],BL
00579C32  |>    8B8C24 0C020000                 MOV ECX,DWORD PTR SS:[LOCAL.2]
00579C39  |.    8BC6                            MOV EAX,ESI
00579C3B  |.    5E                              POP ESI
00579C3C  |.    5B                              POP EBX
00579C3D  |.    64:890D 00000000                MOV DWORD PTR FS:[0],ECX
00579C44  |.    81C4 10020000                   ADD ESP,210
00579C4A  \.    C2 1400                         RETN 14
00579C4D        90                              NOP
00579C4E        90                              NOP
00579C4F        90                              NOP
00579C50        8B5424 08                       MOV EDX,DWORD PTR SS:[ESP+8]
00579C54        57                              PUSH EDI
00579C55        B9 0A000000                     MOV ECX,0A
00579C5A        83C8 FF                         OR EAX,FFFFFFFF
00579C5D        8BFA                            MOV EDI,EDX
00579C5F        F3:AB                           REP STOS DWORD PTR ES:[EDI]
00579C61        66:AB                           STOS WORD PTR ES:[EDI]
00579C63        E8 3EFFFFFF                     CALL 00579BA6
00579C68        5F                              POP EDI
00579C69        C2 0800                         RETN 8
```

Hugo9

Following on from the posts about the player restrictions in Denmark.

England:
00579C50 /. 8B5424 08 MOV EDX,DWORD PTR SS:[ARG.2]
00579C54 |. 57 PUSH EDI
00579C55 |. B9 0A000000 MOV ECX,0A
00579C5A |. 83C8 FF OR EAX,FFFFFFFF
00579C5D |. 8BFA MOV EDI,EDX
00579C5F |. F3:AB REP STOS DWORD PTR ES:[EDI]
00579C61 |. 66:AB STOS WORD PTR ES:[EDI]
00579C63 |. C642 05 03 MOV BYTE PTR DS:[EDX+5],3 //fill with NOP to remove
00579C67 |. 5F POP EDI
00579C68 \. C2 0800 RETN 8

France:
005C1A30 /. 8B5424 08 MOV EDX,DWORD PTR SS:[ARG.2]
005C1A34 |. 57 PUSH EDI
005C1A35 |. B9 0A000000 MOV ECX,0A
005C1A3A |. 83C8 FF OR EAX,FFFFFFFF
005C1A3D |. 8BFA MOV EDI,EDX
005C1A3F |. F3:AB REP STOS DWORD PTR ES:[EDI]
005C1A41 |. 66:AB STOS WORD PTR ES:[EDI]
005C1A43 |. 8B4424 08 MOV EAX,DWORD PTR SS:[ARG.1] //Arg1 = League pointer
005C1A47 |. 5F POP EDI
005C1A48 |. 8B08 MOV ECX,DWORD PTR DS:[EAX] //move league id into ecx
005C1A4A |. A1 CCF59C00 MOV EAX,DWORD PTR DS:[9CF5CC] = French First Division
005C1A4F |. 3BC8 CMP ECX,EAX
005C1A51 |. 75 07 JNE SHORT 005C1A5A
005C1A53 |. C642 05 05 MOV BYTE PTR DS:[EDX+5],5 //5 fgn in first division
005C1A57 |. C2 0800 RETN 8
005C1A5A |> C642 05 03 MOV BYTE PTR DS:[EDX+5],3 //3 in all other leagues
005C1A5E \. C2 0800 RETN 8

The French code is checking the division (ARG.1), I'm trying to do the same thing in the English code but with no luck.

I've managed to make lots of space for new code - so if someone wants to have a go you can make the changes below first to give you space. The code should run with 7 fgn players allowed in England (& Denmark).

Code:
```
CPU Disasm
Address  Hex dump                Command                                Comments
00579BA6        C642 05 07              MOV BYTE PTR DS:[EDX+5],7
00579BAA        C3                      RETN
00579BAB        90                      NOP
00579BAC        90                      NOP
00579BAD        90                      NOP
00579BAE        90                      NOP
00579BAF        90                      NOP
00579BB0        90                      NOP
00579BB1        90                      NOP
00579BB2        90                      NOP
00579BB3        90                      NOP
```

```
00579BB4      90                          NOP
00579BB5      90                          NOP
00579BB6      90                          NOP
00579BB7      90                          NOP
00579BB8      90                          NOP
00579BB9      90                          NOP
00579BBA      90                          NOP
00579BBB      90                          NOP
00579BBC      90                          NOP
00579BBD      90                          NOP
00579BBE      90                          NOP
00579BBF      90                          NOP
00579BC0      90                          NOP
00579BC1      90                          NOP
00579BC2      90                          NOP
00579BC3      90                          NOP
00579BC4      90                          NOP
00579BC5      90                          NOP
00579BC6      90                          NOP
00579BC7      90                          NOP
00579BC8      90                          NOP
00579BC9      90                          NOP
00579BCA      90                          NOP
00579BCB      90                          NOP
00579BCC      90                          NOP
00579BCD      90                          NOP
00579BCE      90                          NOP
00579BCF      90                          NOP
00579BD0      90                          NOP
00579BD1      90                          NOP
00579BD2      90                          NOP
00579BD3      90                          NOP
00579BD4      90                          NOP
00579BD5      90                          NOP
00579BD6      90                          NOP
00579BD7      90                          NOP
00579BD8      90                          NOP
00579BD9      90                          NOP
00579BDA      90                          NOP
00579BDB      90                          NOP
00579BDC      90                          NOP
00579BDD      90                          NOP
00579BDE      90                          NOP
00579BDF      90                          NOP
00579BE0      90                          NOP
00579BE1      90                          NOP
00579BE2      90                          NOP
00579BE3      90                          NOP
00579BE4      90                          NOP
00579BE5      90                          NOP
00579BE6      90                          NOP
00579BE7      90                          NOP
00579BE8      90                          NOP
00579BE9      90                          NOP
00579BEA      90                          NOP
00579BEB      90                          NOP
00579BEC      90                          NOP
00579BED      90                          NOP
00579BEE      90                          NOP
00579BEF      90                          NOP
00579BF0      90                          NOP
00579BF1      90                          NOP
00579BF2      90                          NOP
00579BF3      90                          NOP
00579BF4      90                          NOP
00579BF5      90                          NOP
00579BF6      90                          NOP
00579BF7      90                          NOP
00579BF8      90                          NOP
00579BF9      90                          NOP
00579BFA      90                          NOP
00579BFB      90                          NOP
00579BFC      90                          NOP
00579BFD      90                          NOP
00579BFE      90                          NOP
00579BFF      90                          NOP
00579C00      90                          NOP
00579C01  |>  B1 02                       MOV CL,2
00579C03  |.  C600 07                     MOV BYTE PTR DS:[EAX],7
00579C06  |.  8858 01                     MOV BYTE PTR DS:[EAX+1],BL
00579C09  |.  C640 02 01                  MOV BYTE PTR DS:[EAX+2],1
00579C0D  |.  8848 03                     MOV BYTE PTR DS:[EAX+3],CL
00579C10  |.  C640 04 05                  MOV BYTE PTR DS:[EAX+4],5
00579C14  |.  C640 05 01                  MOV BYTE PTR DS:[EAX+5],1
00579C18  |.  8B46 04                     MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B  |.  83C0 06                     ADD EAX,6
00579C1E  |.  C600 07                     MOV BYTE PTR DS:[EAX],7
00579C21  |.  8858 01                     MOV BYTE PTR DS:[EAX+1],BL
00579C24  |.  C640 02 04                  MOV BYTE PTR DS:[EAX+2],4
00579C28  |.  C640 03 1A                  MOV BYTE PTR DS:[EAX+3],1A
00579C2C  |.  8848 04                     MOV BYTE PTR DS:[EAX+4],CL
00579C2F  |.  8858 05                     MOV BYTE PTR DS:[EAX+5],BL
00579C32  |>  8B8C24 0C020000             MOV ECX,DWORD PTR SS:[LOCAL.2]
00579C39  |.  8BC6                        MOV EAX,ESI
00579C3B  |.  5E                          POP ESI
00579C3C  |.  5B                          POP EBX
00579C3D  |.  64:890D 00000000            MOV DWORD PTR FS:[0],ECX
00579C44  |.  81C4 10020000               ADD ESP,210
00579C4A  \.  C2 1400                     RETN 14
00579C4D      90                          NOP
00579C4E      90                          NOP
00579C4F      90                          NOP
00579C50      8B5424 08                   MOV EDX,DWORD PTR SS:[ESP+8]
00579C54      57                          PUSH EDI
00579C55      B9 0A000000                 MOV ECX,0A
00579C5A      83C8 FF                     OR EAX,FFFFFFFF
00579C5D      8BFA                        MOV EDI,EDX
```

```
00579C5F        F3:AB               REP STOS DWORD PTR ES:[EDI]
00579C61        66:AB               STOS WORD PTR ES:[EDI]
00579C63        E8 3EFFFFFF         CALL 00579BA6
00579C68        5F                   POP EDI
00579C69        C2 0800             RETN 8
```

Hugo9

Not sure when this is run but it may relate to player regeneration.

CPU Disasm
Address Hex dump Command Comments
005264F5 |. 895E 4E |MOV DWORD PTR DS:[ESI+4E],EBX - Wage
005264F8 |. 895E 52 |MOV DWORD PTR DS:[ESI+52],EBX - Value
005264FB |. C646 56 00 |MOV BYTE PTR DS:[ESI+56],0 - Adaptability
005264FF |. C646 57 00 |MOV BYTE PTR DS:[ESI+57],0 - Ambition
00526503 |. C646 58 00 |MOV BYTE PTR DS:[ESI+58],0 - Determination
00526507 |. C646 59 00 |MOV BYTE PTR DS:[ESI+59],0 - Loyalty
0052650B |. C646 5A 00 |MOV BYTE PTR DS:[ESI+5A],0 - Pressure
0052650F |. C646 5B 00 |MOV BYTE PTR DS:[ESI+5B],0 - Professionalism
00526513 |. C646 5C 00 |MOV BYTE PTR DS:[ESI+5C],0 - Sportsmanship
00526517 |. C646 5D 00 |MOV BYTE PTR DS:[ESI+5D],0 - Temperament
0052651B |. C646 5E 02 |MOV BYTE PTR DS:[ESI+5E],2 - Squad (first team, reserves etc), 2 is reserves
0052651F |. C646 5F 02 |MOV BYTE PTR DS:[ESI+5F],2 - classiufication (player, coach, player-coach), 2 is player
00526523 |. C646 60 00 |MOV BYTE PTR DS:[ESI+60],0 - club valuation

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Hugo9

Hugo9

Quote:

Originally Posted by **Hugo9** »

http://www.megafileupload.com/en/fil...l-exe-zip.html

CM0102.exe - as a text file, generated by Olly.

Should make searching for certain types of code easier.

http://www.sendspace.com/file/hryv52

Same thing but tagged with explanations of certain values, e.g. lines that include a [9cf***] value with tell you what it relates to - so no need to look each one up.

Example:
006C6A60 |. 8B0D E4F29C00 MOV ECX,DWORD PTR DS:[9CF2E4]- ENGLAND

Hugo9

Hugo9   29-03-14, 09:00 PM

Interesting.

00925BDD MOV EAX,DWORD PTR DS:[9CF94C] to: [9CF960] (Welsh Premier to Welsh Lower Division)

Welsh league is populated with teams from Welsh non league, but you can only choose from those in the premier league (based on the data). So I picked TNS who had several cup fixtures scheduled but no league fixtures. The 'Division' button is disabled for all clubs.

Edit:
Very interesting - 00925BDD MOV EAX,DWORD PTR DS:[9CF5BC] (English Premier), English Premier League teams now play in both divisions at the same time!

LR   30-03-14, 12:53 PM

I'm always eager to see this thread despite i'm being a lay person in this chapter of our beloved game. Everytime i check it, i see lots of new developments and findings in the offsets.
My question is (and i don't know if i'm at the right place to ask it) is there a way to increase the league's expenditure in order to get realism into it?
Is far too easy to make money in this game...

Hugo9   30-03-14, 12:59 PM

You could reduce TV & prize money.

ryanitaa   30-03-14, 01:07 PM

hugo help me!!! I increase Japanese league 1 club from 16 to 22, using the format in Japan league half of the season champion (match day 15) will meet the winner at the end of season (match day 30) in the final match, but the addition of the club will result change in the system of determining a champion japan league 1, half of the season champion (match day 21) will meet the winner at the end of season (match day 42), how to created it?

milo   30-03-14, 04:32 PM

> Quote:
> ─────────────────────────────
> *Originally Posted by **Luis Russo** »*
> *I'm always eager to see this thread despite i'm being a lay person in this chapter of our beloved game. Everytime i check it, i see lots of new developments and findings in the offsets.*
> *My question is (and i don't know if i'm at the right place to ask it) is there a way to increase the league's expenditure in order to get realism into it? Is far too easy to make money in this game...*
> ─────────────────────────────

i think the problem is you have no taxes in game (or so it seems) so when you offer contracts to your players they get the whole fee, while in real life that doesn't happen.

so if you are abramovich and give oscar 100.000 £ a week you need to pay around 200.000 £ in real life, but in the game you just pay those 100.000 £

Golly   30-03-14, 09:01 PM

> Quote:
> ─────────────────────────────
> *Originally Posted by **milo** »*
> *i think the problem is you have no taxes in game (or so it seems) so when you offer contracts to your players they get the whole fee, while in real life that doesn't happen.*
> *so if you are abramovich and give oscar 100.000 £ a week you need to pay around 200.000 £ in real life, but in the game you just pay those 100.000 £*
> ─────────────────────────────

I think the problem is actually that the game is from 2001-02 and since then transfer fees and wages have soured well above inflation.

MarcoVanBast

Hugo9 can u recognize where the code begins and where it ends? I want to take code from cm 01-02 (about star paleyrs, when 3 best players tipped with *) to cm3 98-99.

Hugo9

This is the line that displays the '*', does that help?
0045B88B PUSH OFFSET 0098E8DC; ASCII "%s*"

I seem to remember someone posted details on how to make this apply to all clubs including human managed ones. I can't find the details but it looks like it should be achieved by replacing the following lines with NOP.

0045B84B |JNE SHORT 0045B89F
0045B82C |JNE SHORT 0045B89F

Hugo9

djole2mcloud

JohnLocke
JohnLocke is offline Indispensable to the Club

Join Date
Jun 2012
Posts
389
Downloads
40
Uploads
4
vCash
1700

Quote Originally Posted by MarcoVanBast View Post
Always wanted the 3 stars in team showed also when i controlling team - is it possible?
Discovered this quite by chance - I spotted "%s*" @ 0x98e8dc. %s is always replaced at run time by text.

0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.

> Quote:
>
> Originally Posted by **Hugo9** »
>
> *This is the line that displays the '*', does that help?*
> *0045B88B PUSH OFFSET 0098E8DC; ASCII "%s*"*
>
> *I seem to remember someone posted details on how to make this apply to all clubs including human managed ones. I can't find the details but it looks like it should be achieved by replacing the following lines with NOP.*
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0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.

Quote:

Originally Posted by **Hugo9** »

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0045B82C |JNE SHORT 0045B89F

Show 40 post(s) from this thread on one page

MarcoVanBast

31-03-14, 08:22 PM

Quote:

> Originally Posted by **Hugo9** »
>
> This is the line that displays the '*', does that help?
> 0045B88B PUSH OFFSET 0098E8DC; ASCII "%s*"
>
> I seem to remember someone posted details on how to make this apply to all clubs including human managed ones. I can't find the details but it looks like it should be achieved by replacing the following lines with NOP.
>
> 0045B84B | JNE SHORT 0045B89F
> 0045B82C | JNE SHORT 0045B89F

I already know that many time ago :) I asked how to transfer that code to antother cm3 game :)

MarcoVanBast

01-04-14, 04:51 PM

any1 know offsets of transfer windows. I dunno why but when i set start year at 1999 transfres go through all year without deadlines.

Hugo9

03-04-14, 05:34 PM

Quote:

> Originally Posted by **MarcoVanBast** »
>
> I already know that many time ago :) I asked how to transfer that code to antother cm3 game :)

The only way to do that is find a big enough gap and write some new assembly language, the access the new code will one or more CALL instructions.

---

slivie

04-04-14, 03:31 PM

Quote:

> Originally Posted by **zozoa** »
>
> Few people asked me about the World Cup fix in order to start in 2013, so here are the changes need to be done:
>
> Change offset 005F9ACC to MOV EAX,DWORD PTR DS:[9CF4AC] - replaces Sweden with Switzerland as WC Host
> Change offset 005F9AD9 to MOV EDX,DWORD PTR DS:[9CF3A0] - replaces Norway with LIECHTENSTEIN as WC Host
> Change offset 0091B8E2 to MOV ECX,DWORD PTR DS:[9CF300] - replaces Spain with France in the WC Euro Quals
>
> Change the following offsets to DS:[9CF300] - replaces Spain with France in the WC Euro Quals, sorts the results against another teams in the group
> 0091D2B5
> 0091D323
> 0091D363
> 0091D3AF
> 0091D43B
> 0091D479
> 0091D4C4
> 0091D4E0
>
> Sort Qualifying nations:
> 0092F304 .^E9 3751C2FF JMP NEW.00554440
> 0092F309 90 NOP
> 0092F30A 90 NOP
> 0092F30B 90 NOP
> 0092F30C 90 NOP
>
> 00554440 > 66:813D 922CAE>CMP WORD PTR DS:[AE2C92],7DD
> 00554449 . 75 0C JNZ SHORT NEW.00554457
> 0055444B . 66:833A 0B CMP WORD PTR DS:[EDX],0B
> 0055444F . 75 06 JNZ SHORT NEW.00554457

00554451 . 81C2 B2520000 ADD EDX,52B2
00554457 > 52 PUSH EDX
00554458 . E8 736FFEFF CALL NEW.0053B3D0
0055445D . E9 ABAE3D00 JMP NEW.0092F30D

I went to do this as this is the main hurdle to starting a game in 2013. Although Switzerland, Liechtenstein & France did replace Norway, Sweden & Spain, the WC Euro Qualifiers were still unfinished so no world cup, i might post a screen of olly to see where i've gone wrong

---

milo

07-04-14, 11:56 AM

using a save game editor i noticed that all the clubs have an own stadium, both those with an own stadium set in the editor and those without.

if you untick the own stadium option in the save game editor, then the game will show you that the club is using a rented stadium so you can't expand it, etc. (like it should be for clubs that don't own the stadium).

well, my question is if we can change this making only the clubs with the own stadium option selected really owners of their stadium and all the others on rent

---

Patinoz

07-04-14, 12:52 PM

While this adds more realism; you'd have to watch out for the costs involved in renting a stadium too. Might void our WR structure or whatever.

---

milo

07-04-14, 02:26 PM

it's maybe the opposite mate, if you are the owner you spend a lot for ground maintenance, while if you aren't you pay a lower amount.

these are taken 3 years in game, same stadium, inter owner & milan rented.

i set both rented but i think inter bought it after a while, that's why £22 m in the previous season but in the current one inter still pay more than milan, almost twice more.

http://s3.postimg.org/606juw1wj/miin.jpg

---

ajra21

08-04-14, 07:28 PM

thought milan owned the stadium with inter renting?

Craig Forrest

08-04-14, 08:06 PM

I think you're right.... Milan was the original inhabitant too....

---

ajra21

08-04-14, 08:25 PM

i thought i read somewhere, they were both tenants & then milan became the owners.

---

milo

09-04-14, 11:17 AM

Quote:
Originally Posted by *ajra21* »
i thought i read somewhere, they were both tenants & then milan became the owners.

no... milan built the stadium in the 20's, then sold it to the city of milan that let also inter play there from the 50's (because they used to play in a very small stadium).

now milan would like to build a new stadium and inter can whether buy it or build another one, but san siro is still owned by the city of milan :ok:

---

ajra21

09-04-14, 03:26 PM

Quote:
Originally Posted by *milo* »
no... milan built the stadium in the 20's, then sold it to the city of milan that let also inter play there from the 50's (because they used to play in a very small stadium).

now milan would like to build a new stadium and inter can whether buy it or build another one, but san siro is still owned by the city of milan :ok:

that sounds right. i always wondered why milan built a stadium and named it after a player for inter.

Hugo9

:shocked:
Make this change:
925BD4 MOV EAX,DWORD PTR DS:[EDI+60]

Then pick 18 clubs in the editor and set their 'reserve division' to the Welsh Premier League. The game will load with all those clubs in this division, as well as in their original division.

Hugo9

stakhanovite

Can anyone advise on how to change foreigner restrictions in Australia? not in terms of match squad, but how many foreigners allowed at the club. I tried through Flex 2 tool but aside from not knowing what all the numbers will do, I could only get it to remove the limit on matchday squads, not on how many foreigners I could sign at the club.

Craig Forrest

how many foreigners are you allowed to sign? let me know and I'll find you the offset

stakhanovite

Quote:

Originally Posted by **Craig Forrest** »

how many foreigners are you allowed to sign? let me know and I'll find you the offset

It seems like you are only allowed six foreigners at the club, if you try to sign any more it says you're over the limit and the deal has collapsed.

Craig Forrest

ok... I'm just heading to bed now but I'll have an answer for you tomorrow :ok:

Sent from my SGH-S730M using Tapatalk

stakhanovite

Quote:

Originally Posted by **Craig Forrest** »

ok... I'm just heading to bed now but I'll have an answer for you tomorrow :ok:

Sent from my SGH-S730M using Tapatalk

Cheers. :ok:

Craig Forrest

Been looking... hard to find..... might take longer than I thought

Craig Forrest

The offset is 00412D89

.... but it's the value CL rather than a number so it's difficult to change without some creativity :D

Code:
```
00412D89  884E 13         MOV BYTE PTR DS:[ESI+13],CL
00412D8C  8B8C24 0C020000 MOV ECX,DWORD PTR SS:[ESP+20C]
00412D93  8BC6            MOV EAX,ESI
```

```
00412D95  5E              POP ESI
00412D96  5B              POP EBX
00412D97  64:890D 00000000 MOV DWORD PTR FS:[0],ECX
00412D9E  81C4 10020000   ADD ESP,210
00412DA4  C2 1400         RETN 14
00412DA7  90              NOP
00412DA8  90              NOP
00412DA9  90              NOP
00412DAA  90              NOP
00412DAB  90              NOP
00412DAC  90              NOP
00412DAD  90              NOP
00412DAE  90              NOP
00412DAF  90              NOP
```

Change 00412DA8 to MOV BYTE PTR DS:[ESI+13],32 (32 is 50 in hex so it will allow you to have a full squad of
foreign players)
Change 00412D89 to JMP SHORT 00412DA8
Change 00412DAC to JMP SHORT 00412D8C

EXE should look like this after

```
00412D86  8858 05         MOV BYTE PTR DS:[EAX+5],BL
00412D89  EB 1D           JMP SHORT cm0102.00412DA8
00412D8B  90               NOP
00412D8C  8B8C24 0C020000 MOV ECX,DWORD PTR SS:[ESP+20C]
00412D93  8BC6            MOV EAX,ESI
00412D95  5E               POP ESI
00412D96  5B               POP EBX
00412D97  64:890D 00000000 MOV DWORD PTR FS:[0],ECX
00412D9E  81C4 10020000   ADD ESP,210
00412DA4  C2 1400         RETN 14
00412DA7  90               NOP
00412DA8  C646 13 32      MOV BYTE PTR DS:[ESI+13],32
00412DAC  ^EB DE           JMP SHORT cm0102.00412D8C
00412DAE  90              NOP
```

You're basically telling it to jump to the new line of code, and then jump back to where it is supposed to be :ok:

Craig Forrest   17-04-14, 02:57 PM

The offset is 00412D89

.... but it's the value CL rather than a number so it's difficult to change without some creativity :D

Code:

```
00412D89  884E 13         MOV BYTE PTR DS:[ESI+13],CL
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00412D93  8BC6            MOV EAX,ESI
00412D95  5E              POP ESI
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00412D97  64:890D 00000000 MOV DWORD PTR FS:[0],ECX
00412D9E  81C4 10020000   ADD ESP,210
00412DA4  C2 1400         RETN 14
00412DA7  90              NOP
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00412DA9  90              NOP
00412DAA  90              NOP
00412DAB  90              NOP
00412DAC  90              NOP
00412DAD  90              NOP
00412DAE  90              NOP
00412DAF  90              NOP
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00412D8B  90               NOP
00412D8C  8B8C24 0C020000 MOV ECX,DWORD PTR SS:[ESP+20C]
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00412D9E  81C4 10020000   ADD ESP,210
00412DA4  C2 1400         RETN 14
00412DA7  90               NOP
00412DA8  C646 13 32      MOV BYTE PTR DS:[ESI+13],32
00412DAC  ^EB DE           JMP SHORT cm0102.00412D8C
00412DAE  90              NOP
```

You're basically telling it to jump to the new line of code, and then jump back to where it is supposed to be :ok:

---

stakhanovite   17-04-14, 06:45 PM

Quote:

*Originally Posted by **Craig Forrest** »*
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Code:

```
00412D89  884E 13            MOV BYTE PTR DS:[ESI+13],CL
00412D8C  8B8C24 0C020000    MOV ECX,DWORD PTR SS:[ESP+20C]
00412D93  8BC6               MOV EAX,ESI
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00412DAB  90                 NOP
00412DAC  90                 NOP
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00412DAE  90                 NOP
00412DAF  90                 NOP

Change 00412DA8 to MOV BYTE PTR DS:[ESI+13],32 (32 is 50 in hex so it will allow you to have a full squad
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00412DAC  ^EB DE             JMP SHORT cm0102.00412D8C
00412DAE  90                 NOP
```

You're basically telling it to jump to the new line of code, and then jump back to where it is supposed to be :ok:

I'll gie it a wee try later on, cheers again! No doubt I'll think of something else to request if that works. :ok:

Craig Forrest

Alright my patching friends.....

I've turned off the restriction in the Turkish 2nd league that stops you from buying and loaning in non-Turks..... now I can get a non-Turk in on loan with no issues..... however, while the buy player screen does not tell me I'm unable to buy a non-turk, when the deal is supposed to go through it says I'm not allowed anymore foreign players in the team (I have 0 right now)

So any idea what else I have to change?

---

djole2mcloud

what offsets have u changed?

> Quote:
>
> *Originally Posted by Craig Forrest* »
>
> *Alright my patching friends.....*
>
> *I've turned off the restriction in the Turkish 2nd league that stops you from buying and loaning in non-Turks..... now I can get a non-Turk in on loan with no issues..... however, while the buy player screen does not tell me I'm unable to buy a non-turk, when the deal is supposed to go through it says I'm not allowed anymore foreign players in the team (I have 0 right now)*
>
> *So any idea what else I have to change?*

Offsets

Printable View

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Cam F

17-04-14, 11:39 PM

If there was one thing you 0102 masters could work out, it would be how to stop British regens going to Uk nations once a patch has been done for that country & is no longer a playable nation yet regens still reappear.

To digress, i changed Wales & both Irelands with Romania, Ukraine & Switzerland yet english, Scottish, welsh & irish regens sstill appear :(annoying. it doesn't happen if i switched with finland or croatia for example.

---

stakhanovite

17-04-14, 11:45 PM

> Quote:
> _____
> Originally Posted by **Craig Forrest** »
> The offset is 00412D89
>
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>
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> 00412DA9  90             NOP
> 00412DAA  90             NOP
> 00412DAB  90             NOP
> 00412DAC  90             NOP
> 00412DAD  90             NOP
> 00412DAE  90             NOP
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> 00412DAE  90             NOP
> ```
>
> You're basically telling it to jump to the new line of code, and then jump back to where it is supposed to be :ok:
> _____

Yer a star, it worked! A couple of quick questions which I suspect can't be done but I'm going to ask anyways.

1) I read in another thread some discussion on adding/removing teams from the Australian league. Can it be done or too complicated?
2) Can a cup competition be added or activated for Australia without league swapping? Or too complicated?
3) Is it possible to change the Australian calendar to start earlier/later in the year?
4) Would it be possible to use the EEC hack to set a zone for all Oceania countries that would work? Or add another EEC-style system? This would be for a scenario where I didn't change the foreigners offsets in Australia.
5) Are there any offsets for TV/Prize money in Australia?
6) Are there any offsets for Prize money in OFC Cup?

Cheers in advance. :ok:

Golly did a load of what you have asked for above in a pached exe. have a look around :ok:

> Quote:
>> Originally Posted by **Fodster** »
>> *Golly did a load of what you have asked for above in a pached exe. have a look around :ok:*

I'm looking around for that patched .exe by golly and can't find anything at all. I can see his posts on Australia in a couple of threads, but nothing that mentions a download.

Its in this thread, post 498 on

Cheers, I see it. Not quite what I had in mind but still a great job.

No idea if I've done this myself and forgotten how, or if it was through advice on this, but now my Australian League game goes through three rounds of fixtures before the second phase, ends round about April, then it waits until the start of July to do the play-off final. Can I change the dates of fixtures to make it a bit more realistic?

> Quote:
>> Originally Posted by **djole2mcloud** »
>> *what offsets have u changed?*

I changed 008CEC5A to MOV ECX,-1 (that took away the screen that says you can'y buy or loan non-Mexican (Turkish) players so now I can make loan offers and transfer offers)
I changed 00902201 to JE SHORT 0090222D (that showed match restriction of max 5 foreign players in the match squad)

So I can make offers for foreign players.... I can get foreign players in on loan.... but I can't actually purchase any foreign players.... but if I had any I could have max of 5 in the squad..

I'm going to keep playing with offsets until I find it but if anyone else has any ideas I'd be happy :)

> Quote:
>> Originally Posted by **djole2mcloud** »
>> *what offsets have u changed?*

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---

on a related note, I somehow turned on a match restriction that limited Mexican teams to max 5 players over the age of 21 in the squad.....

djole2mcloud

Quote:

Originally Posted by **Craig Forrest** »

I changed 008CEC5A to MOV ECX,-1 (that took away the screen that says you can'y buy or loan non-Mexican (Turkish) players so now I can make loan offers and transfer offers)
I changed 00902201 to JE SHORT 0090222D (that showed match restriction of max 5 foreign players in the match squad)

So I can make offers for foreign players.... I can get foreign players in on loan.... but I can't actually purchase any foreign players.... but if I had any I could have max of 5 in the squad..

I'm going to keep playing with offsets until I find it but if anyone else has any ideas I'd be happy :)

oh man,i forgot to answer u:

http://i1348.photobucket.com/albums/...ps8d87bad3.jpg

http://i1348.photobucket.com/albums/...psdf092564.jpg

http://i1348.photobucket.com/albums/...ps2565cbe5.jpg

http://i1348.photobucket.com/albums/...ps477a78ac.jpg

try this:

```
009021F1 . 74 3A JE SHORT cm0102.0090222D
009021F3 . 3B05 F8F89C00 CMP EAX,DWORD PTR DS:[9CF8F8]
009021F9 . 74 32 JE SHORT cm0102.0090222D
009021FB . 3B05 D0F89C00 CMP EAX,DWORD PTR DS:[9CF8D0]
00902201 . 74 2A JE SHORT cm0102.0090222D
00902203 . C642 06 15 MOV BYTE PTR DS:[EDX+6],15
00902207 . 5F POP EDI
00902208 . C2 0800 RETN 8
0090220B . 8B41 14 MOV EAX,DWORD PTR DS:[ECX+14]
0090220E . 8B08 MOV ECX,DWORD PTR DS:[EAX]
00902210 . A1 84F69C00 MOV EAX,DWORD PTR DS:[9CF684]
00902215 . 3BC8 CMP ECX,EAX
00902217 . 75 1C JNZ SHORT cm0102.00902235
00902219 . C642 16 15 MOV BYTE PTR DS:[EDX+16],15
0090221D . C642 17 00 MOV BYTE PTR DS:[EDX+17],0
00902221 . A1 84F69C00 MOV EAX,DWORD PTR DS:[9CF684]
00902226 . 5F POP EDI
00902227 . 8942 26 MOV DWORD PTR DS:[EDX+26],EAX
0090222A . C2 0800 RETN 8
0090222D > C642 06 15 MOV BYTE PTR DS:[EDX+6],15
00902231 . 5F POP EDI
00902232 . C2 0800 RETN 8
00902235 C642 06 15 MOV BYTE PTR DS:[EDX+6],15
00902239 . 5F POP EDI
0090223A . C2 0800 RETN 8

008CEC5A |. B9 FFFFFFFF MOV ECX,-1
008CEC5F |. 90 NOP

008D2D38 |. B9 FFFFFFFF MOV ECX,-1
008D2D3D |. 90 NOP
```

i think this are all changes i made...not sure if i wrote all down

yes,just checked again...that is all...works...

```
009021F1 . 74 3A JE SHORT cm0102.0090222D
009021F3 . 3B05 F8F89C00 CMP EAX,DWORD PTR DS:[9CF8F8]
009021F9 . 74 32 JE SHORT cm0102.0090222D
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00902215 . 3BC8 CMP ECX,EAX
00902217 . 75 1C JNZ SHORT cm0102.00902235
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i think this are all changes i made...not sure if i wrote all down

yes,just checked again...that is all...works...

Craig Forrest

Actually I think that these are the only 2 that need changing

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008CEC5F |. 90 NOP

008D2D38 |. B9 FFFFFFFF MOV ECX,-1
008D2D3D |. 90 NOP
```

this allowed me to buy and loan as many non-Mexicans as I want :ok:

The other ones are for player restrictions during a match I believe

```
00902219 . C642 16 15 MOV BYTE PTR DS:[EDX+16],15
0090221D . C642 17 00 MOV BYTE PTR DS:[EDX+17],0
```

These ones make the restriction players over 21 years of age (15 is 21 in hex as you know)

Craig Forrest

---

djole2mcloud

Quote:

Originally Posted by **Craig Forrest** »

Actually I think that these are the only 2 that need changing

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008CEC5A |. B9 FFFFFFFF MOV ECX,-1
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These ones make the restriction players over 21 years of age (15 is 21 in hex as you know)

U r right... :-)

Sent from my HUAWEI G510-0200 using Tapatalk

Craig Forrest

ugh... except changing 008D2D38 to MOV ECX,-1 also removes all match restrictions and I wanted it as 5 foreign players in the match squad...... stupid exe file......

Craig Forrest

Hugo9

Code:

```
00460D77      8B4E 69              MOV ECX,DWORD PTR DS:[ESI+69]
00460D7A      85C9                TEST ECX,ECX
00460D7C      74 5B                JE SHORT 00460DD9
00460D7E      8B49 38             MOV ECX,DWORD PTR DS:[ECX+38]
00460D81      85C9                TEST ECX,ECX
00460D83      74 54                JE SHORT 00460DD9
00460D85      8B49 1F             MOV ECX,DWORD PTR DS:[ECX+1F]
00460D88      85C9                TEST ECX,ECX
00460D8A      74 4D                JE SHORT 00460DD9
00460D8C      90                  NOP
00460D8D      90                  NOP
00460D8E      90                  NOP
00460D8F      90                  NOP
00460D90      90                  NOP
00460D91      90                  NOP
00460D92      90                  NOP
00460D93      90                  NOP
00460D94      90                  NOP
00460D95      89CF                MOV EDI,ECX
00460D97      90                  NOP
00460D98      90                  NOP
00460D99      90                  NOP
00460D9A      90                  NOP
00460D9B      90                  NOP
00460D9C      51                  PUSH ECX                          ;
00460D9D      E8 2EA60D00         CALL 0053B3D0
00460DA2      66:8B0D ECBDAE00    MOV CX,WORD PTR DS:[0AEBDEC]
00460DA9      83C4 04              ADD ESP,4
00460DAC      66:8B15 EABDAE00    MOV DX,WORD PTR DS:[0AEBDEA]
00460DB3      50                  PUSH EAX
00460DB4      90                  NOP                               ;
00460DB5      90                  NOP
00460DB6      90                  NOP
00460DB7      83C7 04              ADD EDI,4
00460DBA  |.  68 D5070000         PUSH 7D5                          ; Arg10 = 7D5
```

When you create a super league all clubs need to be moved to the nation of the division you're using - as a result the game displays that as their nationality. What the above does is force the game to display a club's nationality (General Info screen only) as the country in which their stadium is.

So if you move AC Milan into England the data will say they are an English club but the General Info screen will continue to say they are Italian - because that the San Siro is in Milan, which is in Italy.

Downside:
Clubs at no stadium show their nation as Unknown.
I've replaced the code that made the game report those Welsh clubs playing in England (Swansea, Cardiff etc) as being Welsh - so they'll now appear as English.

Hugo9

Code:

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00460D85      8B49 1F             MOV ECX,DWORD PTR DS:[ECX+1F]
00460D88      85C9                TEST ECX,ECX
00460D8A      74 4D                JE SHORT 00460DD9
00460D8C      90                  NOP
00460D8D      90                  NOP
00460D8E      90                  NOP
00460D8F      90                  NOP
00460D90      90                  NOP
```

```
00460D91        90                  NOP
00460D92        90                  NOP
00460D93        90                  NOP
00460D94        90                  NOP
00460D95        89CF                MOV EDI,ECX
00460D97        90                  NOP
00460D98        90                  NOP
00460D99        90                  NOP
00460D9A        90                  NOP
00460D9B        90                  NOP
00460D9C        51                  PUSH ECX                        ;
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00460DB4        90                  NOP                             ;
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00460DB6        90                  NOP
00460DB7        83C7 04             ADD EDI,4
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djole2mcloud

i'v tried this...on a general screen under the nationality it stays '' ! '' but when i click on it it really shows the nationality where the stadium is...fine for me :-)

bravo

Quote:

> Originally Posted by **Hugo9** »
>
> Code:
>
> ```
> 00460D77        8B4E 69             MOV ECX,DWORD PTR DS:[ESI+69]
> 00460D7A        85C9                TEST ECX,ECX
> 00460D7C        74 5B               JE SHORT 00460DD9
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> 00460D8A        74 4D               JE SHORT 00460DD9
> 00460D8C        90                  NOP
> 00460D8D        90                  NOP
> 00460D8E        90                  NOP
> 00460D8F        90                  NOP
> 00460D90        90                  NOP
> 00460D91        90                  NOP
> 00460D92        90                  NOP
> 00460D93        90                  NOP
> 00460D94        90                  NOP
> 00460D95        89CF                MOV EDI,ECX
> 00460D97        90                  NOP
> 00460D98        90                  NOP
> 00460D99        90                  NOP
> 00460D9A        90                  NOP
> 00460D9B        90                  NOP
> 00460D9C        51                  PUSH ECX                        ;
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MarcoVanBast   27-04-14, 10:03 PM

wanna to assign color to "star" in team screen

http://s61.radikal.ru/i171/1404/ed/3ab1179a10ec.jpg

Heres for examples code for "future transfer" icon

```
0045B762 |. 68 E0E89800 |PUSH cm0102.0098E8E0 ; ASCII "Fut "
0045B767 |. 68 641FDE00 |PUSH cm0102.00DE1F64
0045B76C |. E8 6F3D2100 |CALL cm0102.0066F4E0
0045B771 |. 66:8B15 ECBDAE>|MOV DX,WORD PTR DS:[AEBDEC] - colour text
0045B778 |. 66:A1 7C31AE00 |MOV AX,WORD PTR DS:[AE317C] - BACKGOUND
```

As is see * hasnt clour assigned

```
0045B88B |. 68 DCE89800 |PUSH cm0102.0098E8DC ; ASCII "%s*"
0045B890 68 641FDE00 PUSH cm0102.00DE1F64
0045B895 |. E8 05944E00 |CALL cm0102.00944C9F
0045B89A 83C4 0C ADD ESP,0C
0045B89D EB 21 JMP SHORT cm0102.0045B8C0
```

Any chance to INSERT colour code to some element?

LLLorenzo   28-04-14, 06:37 PM

Hello guys,

I want ask you something about your work on patches...

I like to update CM and I am curious about prize money,so how can I change that? I don't like that in a league you receive the same money if you win the league or not etc...
I would like to know how change costs club, like stadium: If I am the owner, I spend a lot to mantain BUT I also have to receive money (merchandising,shops etc.)
Last thing (at the moment :)) To make real this game,you have to add costs about salary. In CM we pay only the wage but not tax. We all know how is difficult for a club pay players when you don't play Champion's League or Europa League...

Thanks

Craig Forrest   28-04-14, 07:28 PM

You can change prize money by either using Olly to manually change the amounts, or by using the Flex 2 tool which makes it a bit easier

Don't think there is anything you can do about the rest

LLLorenzo   28-04-14, 10:45 PM

Quote:

*Originally Posted by **Craig Forrest*** »

You can change prize money by either using Olly to manually change the amounts, or by using the Flex 2 tool which makes it a bit easier

Don't think there is anything you can do about the rest

Sorry, what is Olly? I can't use Flex2 because when I run it, program doesn't go on (appears some errors java then ask me to click a button to continue and program ends)

All times are GMT +1. The time now is **01:14 PM**.

Offsets

Printable View

Show 40 post(s) from this thread on one page

Craig Forrest   28-04-14, 11:10 PM

olly is a program used to edit the exe but it requires a lot of learning... flex can be mad to work pretty easily... go look in tech support for the flex thread

Sent from my SGH-S730M using Tapatalk

MarcoVanBast   30-04-14, 11:52 AM

Wanna change how players' value is counting. In cm 01-02 AMC/MC and FC/SC is counting higher than GKs and DFs, which is not realistic. I mean best Goalie may cost 20m$ while not the best SC 30m$. For example Zambrottaa Defender/Winger (Left) - cost 15m while Zambrotta Midfielder/Atacking Midfielder (Left) cost 30 m$/ Same reputation, same attributes, same CA/PA? just changing position changes player value twice which isnt good.

Played cm 3 (98/99) i saw that here values even more differs according to positions. It means it not really hardcoded (if it changes in every version) and can be changed. I hope :)

LLLorenzo   30-04-14, 01:46 PM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
> *Wanna change how players' value is counting. In cm 01-02 AMC/MC and FC/SC is counting higher than GKs and DFs, which is not realistic. I mean best Goalie may cost 20m$ while not the best SC 30m$. For example Zambrottaa Defender/Winger (Left) - cost 15m while Zambrotta Midfielder/Atacking Midfielder (Left) cost 30 m$/ Same reputation, same attributes, same CA/PA? just changing position changes player value twice which isnt good.*
>
> *Played cm 3 (98/99) i saw that here values even more differs according to positions. It means it not really hardcoded (if it changes in every version) and can be changed. I hope :)*

I think is realistic,because if you think about it, a great goalkeeper will never cost like a CR7,Messi,Cavani etc. We all know that midfielder and forward cost more than def and GK...

Anyway, I think that to improve game, we have to decide which parameter define value player.

To me they are:

1 - Club where play (Higher club reputation, higher player value)
2 - Age (more young more costs at the opposite from 30 years old until 40 years old,price has to go down)
3 - CA e PA (as step 1)
4 - % in his role (if you're looking for a SC, and 2 players have same CA the one who has good skills in finishing,heading,technique,speed etc. has to cost more than the other)
5 - Reputation

MarcoVanBast   30-04-14, 02:48 PM

LLLorenzo did u read my message?:) i wrote BEST goalkeeper and NOT best forward :)

Even in 2001 (IRL) Buffon and Thuram cost more than Di Vaio or Saviola.

MarcoVanBast   30-04-14, 11:08 PM

Find offsets which are answer for FONT size of each font.

I mean in cm 01/02 large.t2k is about 28 windows size. Now it can be changed.

Also find offset how to remove shadows from header font.

LLLorenzo   01-05-14, 09:02 AM

> Quote:

Yes, but in real life we know that in transfermarket, midfielder and forward cost more than def and GK...Thuram and Buffon? another planet :D

info0

01-05-14, 11:18 AM

Courtois, Mangala will cost shitloads irl. That's just 2 players.

Plus don't trust transfermarkt. Their prices are weird. ;)

MarcoVanBast

01-05-14, 12:43 PM

LLLorenzo what about Ogbona and Tevez for same prize ? :)

Lets not flood, first we need to find offsets..

zozoa

01-05-14, 05:00 PM

Craig, try offset
009021A9 |. B0 08 MOV AL,8

If I remember correctly, it is the limit of foreign in Turkey.

Give it a try.

zozoa

01-05-14, 05:00 PM

Craig, try offset
009021A9 |. B0 08 MOV AL,8

If I remember correctly, it is the limit of foreign in Turkey.

Give it a try.

LLLorenzo

01-05-14, 06:08 PM

> Quote:
>
> *Originally Posted by **MarcoVanBast** »*
>
> *LLLorenzo what about Ogbona and Tevez for same prize ? :)*
>
> *Lets not flood, first we need to find offsets..*

tevez is 5 years older than ogbonna and he's 30, if you look my post up, you see that at second point I wrote age :)

djole2mcloud

01-05-14, 08:52 PM

Zozoa m8,can we expect Tapanified version?
thanks

> Quote:
>
> *Originally Posted by **zozoa** »*
>
> *Craig, try offset*
> *009021A9 |. B0 08 MOV AL,8*
>
> *If I remember correctly, it is the limit of foreign in Turkey.*
>
> *Give it a try.*

Craig Forrest

01-05-14, 09:12 PM

> Quote:
>
> *Originally Posted by **zozoa** »*
>
> *Craig, try offset*
> *009021A9 |. B0 08 MOV AL,8*

If I remember correctly, it is the limit of foreign in Turkey.

Give it a try.

Don't think that's it... it changed nothing.....

LLLorenzo

02-05-14, 10:03 AM

is it possible to let get down the reputation of a player who don't play for 1 year? because it's impossible that some free players who don't play for a long time,ask million of euro to play!!

Fods

03-05-14, 02:31 AM

yeh you can use a save game editor for that

LLLorenzo

03-05-14, 11:49 AM

I know that :) I asked to try to fix this unreal thing :D

Fods

04-05-14, 04:38 AM

So let me get this straight, you want someone to figure out how to decrease a players reputation if they dont play for a year?

haitani222

18-05-14, 04:26 PM

Hello. Someone know how to change the host of the Intercontinental Cup (Match between South American Libertadores winner and the UCL winner)? These tournament is always played at the Saitama's Stadium 2002, in Japan.
I would like to change it to another country (eg. Australia or US). I tried to find the correct offset to change it but I couldn't. So, I'm asking you guys!! Thanks.
Ah, and sorry for my poor English skills!!!

http://s22.postimg.org/intj0pne9/intercontinental.jpg

Golly

18-05-14, 07:14 PM

Quote:

> *Originally Posted by haitani222* »
> *Hello. Someone know how to change the host of the Intercontinental Cup (Match between South American Libertadores winner and the UCL winner)? These tournament is always played at the Saitama's Stadium 2002, in Japan.*
> *I would like to change it to another country (eg. Australia or US). I tried to find the correct offset to change it but I couldn't. So, I'm asking you guys!! Thanks.*
> *Ah, and sorry for my poor English skills!!!*
>
> *http://s22.postimg.org/intj0pne9/intercontinental.jpg*

005FA150 - MOV EDX,DWORD PTR DS:[9CF36C]

*9CF36C is the code for Japan. Change it to the code of which ever country you want to be the host.

ie if you change it to 9CF300 the game will take place in France at the Stade de France.

If you don't want the game to take place at the National Stadium but the highest capacity stadium that isn't the national stadium then change the following offset...

0092B83D - PUSH 4 > PUSH 40

If you do this also then the game will not take place at Stade de France but at Stade Vélodrome (Marseille) instead. Or which ever stadium is largest in France if you have edited capacities.

Golly

18-05-14, 07:14 PM

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Golly

Abolishing English FA Cup Replays

I have managed to successfully get rid of FA Cup replays. Instead of a draw resulting in a replay and a replay then going to extra-time and penalties if required I have managed to get the original tie to go to extra-time and penalties if needed. I have done this purely to help with fixture congestion when having good runs in multiple cup competitions.

Here are the offsets you need to change....

Quarter-Final

0056F8E6 - MOV WORD PTR DS:[ESI+27D],BX > BP
0056F90D - MOV WORD PTR DS:[ESI+27F],BP > BX
0056F921 - MOV BYTE PTR DS:[ESI+290],1 > 0

Round 5

0056F820 - MOV WORD PTR DS:[ESI+215],BX > BP
0056F852 - MOV WORD PTR DS:[ESI+217],BP > BX
0056F875 - MOV BYTE PTR DS:[ESI+228],1 > 0

Round 4

0056F756 - MOV WORD PTR DS:[ESI+1AD],BX > BP
0056F79C - MOV WORD PTR DS:[ESI+1AF],BP > BX
0056F7B0 - MOV BYTE PTR DS:[ESI+1C0],1 > 0

Round 3

0056F632 - MOV WORD PTR DS:[ESI+145],BX > BP
0056F639 - MOV WORD PTR DS:[ESI+147],BP > BX
0056F6E7 - MOV BYTE PTR DS:[ESI+158],1 > 0

Round 2

0056F537 - MOV WORD PTR DS:[ESI+0DD],BX > BP
0056F53E - MOV WORD PTR DS:[ESI+0DF],BP > BX
0056F5C7 - MOV BYTE PTR DS:[ESI+0F0],1 > 0

Round 1

0056F492 - MOV WORD PTR DS:[ESI+75],BX > BP
0056F4B5 - MOV WORD PTR DS:[ESI+77],BP > BX
0056F4C5 - MOV BYTE PTR DS:[ESI+88],1 > 0

Qualifying Round

NB. Haven't managed to get this to work yet. I have managed to abolish replays, but when a match is drawn the away team goes through and the home team is eliminated!!!

Golly

```
0056F632 - MOV WORD PTR DS:[ESI+145],BX > BP
0056F639 - MOV WORD PTR DS:[ESI+147],BP > BX
0056F6E7 - MOV BYTE PTR DS:[ESI+158],1 > 0
```

Round 2

```
0056F537 - MOV WORD PTR DS:[ESI+0DD],BX > BP
0056F53E - MOV WORD PTR DS:[ESI+0DF],BP > BX
0056F5C7 - MOV BYTE PTR DS:[ESI+0F0],1 > 0
```

Round 1

```
0056F492 - MOV WORD PTR DS:[ESI+75],BX > BP
0056F4B5 - MOV WORD PTR DS:[ESI+77],BP > BX
0056F4C5 - MOV BYTE PTR DS:[ESI+88],1 > 0
```

Qualifying Round

NB. Haven't managed to get this to work yet. I have managed to abolish replays, but when a match is drawn the away team goes through and the home team is eliminated!!!

Zé   26-05-14, 11:48 AM

> Quote:
>
> Originally Posted by **Hugo9** »
>
> *0045F64D 90 NOP*
> *0045F64E 90 NOP*
> *0045F64F 90 NOP*
> *0045F650 90 NOP*
> *0045F651 90 NOP*
> *0045F652 90 NOP*
> *0045F653 |. 6A 01 PUSH 1 ; Arg3 = 1*
> *0045F655 |. 50 PUSH EAX ; Arg2*
> *0045F656 |. 57 PUSH EDI ; Arg1*
> *0045F657 |. E8 34161A00 CALL 00600C90*
> *0045F65C |. 83C4 0C ADD ESP,0C*
> *0045F65F |. 85C0 TEST EAX,EAX*
> *0045F661 90 NOP*
> *0045F662 90 NOP*
> *0045F663 90 NOP*
> *0045F664 90 NOP*
> *0045F665 90 NOP*
> *0045F666 90 NOP*
> *0045F667 8B4424 44 MOV EAX,DWORD PTR SS:[ESP+44]*
> *0045F66B 85C0 TEST EAX,EAX*
> *0045F66D 90 NOP*
> *0045F66E 90 NOP*
> *0045F66F 90 NOP*
> *0045F670 90 NOP*
> *0045F671 90 NOP*
> *0045F672 90 NOP*
>
> *I've just figured out how to can cancel a friendly.*
>
> *Highlighted changes will display the 'Cancel' & 'Arrange' buttons forn international sides - only the Cancel works though. You can click Arrange too but theres no 'invite' option when you get to select a team (only national teams are available - you can't select a domestic side).*

I have had a search and note that Hugo says the arrange button does not work but on the off chance I have missed it elsewhere have we figured out how to arrange an international friendly?

Zé   27-05-14, 01:16 PM

Just a thought. Jobs abroad depend on reputation etc. Could we tell the exe to take the home/current as the world rep etc for non players?

MarcoVanBast   28-05-14, 10:07 AM

> Quote:
>
> Originally Posted by **Zé** »
>
> *Just a thought. Jobs abroad depend on reputation etc. Could we tell the exe to take the home/current as the world rep etc for non players?*

tried to find any reference to reputation, no result for current time :(

Offsets

Printable View

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MarcoVanBast   30-05-14, 11:09 AM

Little confused.

Wanna change number of teams of swedish lowe division in cm3 (98/99) however theres no swe_low string or any like that in exe, only swe_prm, swe_cup, and swe_fir.

However editor see swedish second divisions and its 402 teams, where located that info?

Hugo9   30-05-14, 07:02 PM

Might not be in the exe. Can't you just add / remove teams via the editor?

MarcoVanBast   31-05-14, 02:50 PM

I wanna add russian league to cm3 (98/99), 402 teams too much for me :)

Hugo9   31-05-14, 05:10 PM

What happens if you just delete some of them - does the game crash? If so, I can only think it is related to a cup needing that many clubs.

---

djole2mcloud   31-05-14, 09:26 PM

cup is the issue...every league has a minimum number of teams required for the cup...u can remove or add teams to unplayable leagues using tri wasano editor or using John Locke legion tool...

> Quote:
>
> Originally Posted by **Hugo9** »
>
> What happens if you just delete some of them - does the game crash? If so, I can only think it is related to a cup needing that many clubs.

MarcoVanBast   01-06-14, 01:47 AM

> Quote:
>
> Originally Posted by **Hugo9** »
>
> What happens if you just delete some of them - does the game crash? If so, I can only think it is related to a cup needing that many clubs.

No no. But editor has issue minimum 402 teams. Delete one and cant save.

What more interesting, that "402" value NOT in .exe, NOT in club.dat, in cm3 game theres no swedish lower division at all, even no second division. Cant understand where it stored, from where editor takes that info?...

- - - Updated - - -

'
I can understand cup, but cup "number of teams" in .exe exist, while editor reading only .dat files...

Hugo9   01-06-14, 07:04 AM

I suspect that the editor is taking the number 402 from the number of teams that are in the division. Try a different editor.

---

djole2mcloud   01-06-14, 12:12 PM

u r using official editor that why u can't delete teams from comp.
use tri wasano editor and u can,or use legion tool...i use it daily for my patches...
this is what is stored in exe:

a8b4a0 E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\swe_cup.cpp
a8b53c E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\swe_first.cpp
a8b578 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\swe_prm.cpp
a8b5b0 E:\dev\CM3\cm3 00-01\cm3\code\comp\leagues\swe_second.cpp

006065F0 |> 393D F4F59C00 CMP DWORD PTR DS:[9CF5F4],EDI
006065F6 |. 75 0D JNZ SHORT cm0102.00606605
006065F8 |. 68 84849D00 PUSH cm0102.009D8484 ; ASCII "SWEDISH_SECOND_DIVISION_SOUTH_GOTALAND"
006065FD |. E8 7E710000 CALL cm0102.0060D780
00606602 |. 83C4 04 ADD ESP,4
00606605 |> 393D F8F59C00 CMP DWORD PTR DS:[9CF5F8],EDI
0060660B |. 75 0D JNZ SHORT cm0102.0060661A
0060660D |. 68 64849D00 PUSH cm0102.009D8464 ; ASCII "SWEDISH_SECOND_DIVISION_NORTH"
00606612 |. E8 69710000 CALL cm0102.0060D780
00606617 |. 83C4 04 ADD ESP,4
0060661A |> 393D FCF59C00 CMP DWORD PTR DS:[9CF5FC],EDI
00606620 |. 75 0D JNZ SHORT cm0102.0060662F
00606622 |. 68 3C849D00 PUSH cm0102.009D843C ; ASCII "SWEDISH_SECOND_DIVISION_EAST_SVEALAND"
00606627 |. E8 54710000 CALL cm0102.0060D780
0060662C |. 83C4 04 ADD ESP,4
0060662F |> 393D 00F69C00 CMP DWORD PTR DS:[9CF600],EDI
00606635 |. 75 0D JNZ SHORT cm0102.00606644
00606637 |. 68 14849D00 PUSH cm0102.009D8414 ; ASCII "SWEDISH_SECOND_DIVISION_EAST_GOTALAND"
0060663C |. E8 3F710000 CALL cm0102.0060D780
00606641 |. 83C4 04 ADD ESP,4
00606644 |> 393D 04F69C00 CMP DWORD PTR DS:[9CF604],EDI
0060664A |. 75 0D JNZ SHORT cm0102.00606659
0060664C |. 68 EC839D00 PUSH cm0102.009D83EC ; ASCII "SWEDISH_SECOND_DIVISION_WEST_SVEALAND"
00606651 |. E8 2A710000 CALL cm0102.0060D780
00606656 |. 83C4 04 ADD ESP,4
00606659 |> 393D 08F69C00 CMP DWORD PTR DS:[9CF608],EDI
0060665F |. 75 0D JNZ SHORT cm0102.0060666E
00606661 |. 68 C4839D00 PUSH cm0102.009D83C4 ; ASCII "SWEDISH_SECOND_DIVISION_WEST_GOTALAND"
00606666 |. E8 15710000 CALL cm0102.0060D780
00606F86 |. 83C4 04 ADD ESP,4
00606F89 |> 393D C8F79C00 CMP DWORD PTR DS:[9CF7C8],EDI
00606F8F |. 75 0D JNZ SHORT cm0102.00606F9E
00606F91 |. 68 9C789D00 PUSH cm0102.009D789C ; ASCII "the SWEDISH_SECOND_DIVISION"
00606F96 |. E8 E5670000 CALL cm0102.0060D780

swedish cup references:
0088DAA1 |. 3B0D C8F79C00 |CMP ECX,DWORD PTR DS:[9CF7C8] - swedish 2nd division
0088DAD8 |. 3B0D A8F49C00 |CMP ECX,DWORD PTR DS:[9CF4A8] - swden
0088DAE9 |. 3B0D ACF69C00 |CMP ECX,DWORD PTR DS:[9CF6AC] - swedish lower division (it counts 436 clubs in editor,so it is stored in exe on
that way)
0088DB2E |. 3B0D F0F59C00 |CMP ECX,DWORD PTR DS:[9CF5F0] - swdish first div
0088DB8B |. 8B1D ECF59C00 |MOV EBX,DWORD PTR DS:[9CF5EC] - sedish prm div

number of clubs needed for sedish cup u can find following step 2 of the new league replacement guide

---

djole2mcloud

```
00606F89 |> 393D C8F79C00 CMP DWORD PTR DS:[9CF7C8],EDI
00606F8F |. 75 0D JNZ SHORT cm0102.00606F9E
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```

number of clubs needed for sedish cup u can find following step 2 of the new league replacement guide

---

djole2mcloud

Does anyone from administrators have an option to "export" certain forum thread to a .txt file or something similar?

Golly

I have managed to get the African Cup of Nations to play in odd numbered years instead of even as it does in real life now (2003, 2005, 2007 etc...)

http://i1218.photobucket.com/albums/...GTFC/ACN03.png

Dermotron

> Quote:
>
> Originally Posted by **djole2mcloud** »
>
> Does anyone from administrators have an option to "export" certain forum thread to a .txt file or something similar?

At the top of the page click on Thread Tools > Show Printable Version

Hopefully this helps :ok:

Zé

> Quote:
>
> Originally Posted by **SopeL** »
>
> You can change limit in editor by using ollydbg:
>
> 0041F2C6 | 3D C8000000 | CMP EAX,0C8
>
> Change C8 (200 in hex) to e.g. 2710 (10000 in hex)

Allows you to delete more than 20 players at a time in the editor.

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JohnLocke

Re posting this: https://www.sendspace.com/file/01aas2

It's the full text output of the CM0102 exe with added details - so when the exe refers to [9CF2C0] this file will tell you this is a reference to Denmark.

JohnLocke

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MarcoVanBast

CM0102 Functions offsets

Having few PMs with Tapani and in patch requests thread its appeared tha knowing where function starts - may help change lot of things.

CAn Tapani, or anyone else who knows post here such function offsets as Loading DB, Player contract value, Transfer accepted/rejected value and etc.

Big thanks in advance..

Tapani

There are just way too many of them.

Craig Forrest

we have an offsets thread that we use as a dump for useful offsets for a whole variety of things..... maybe just put offsets in there once they are found.....

MarcoVanBast

Quote:

Originally Posted by **Tapani** »

There are just way too many of them.

Well i mean main fuctions which affect major aspects of game.

MarcoVanBast

Need offstes of Database loading function, Player wage value function.

Big thanks in advance.

JohnLocke

52c2b0 load staff.dat from database (only persons)
52c4f0 load players from staff.dat

Not found by me, these are from some notes upload several years ago by Tapani.

If you know what some code might look like in Assembly (i.e. Olly) I might be able to help you find it. For example, I've recently been able to search for all the instances where the code is looping through of every club in the database - which is it how the game finds clubs to enter a competition.

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MarcoVanBast

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Ty JL :)

Club and comps rather easy coz it has ascii strings.

Transfer function harder to find coz theres no string transfer in whoe code. U only can go around cpps and look.

MarcoVanBast

....

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Offsets

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Cristian

25-07-14, 11:13 PM

I don't understand--could someone please explain to me what these "Offsets" are for and if I could use them for anything?

Thanks!

Craig Forrest

26-07-14, 01:06 AM

> Quote:
>
> *Originally Posted by **Cristian** »*
>
> *I don't understand--could someone please explain to me what these "Offsets" are for and if I could use them for anything?*
>
> *Thanks!*

it's the location of game information within the exe file that you can edit...

Cristian

26-07-14, 02:46 AM

> Quote:
>
> *Originally Posted by **Craig Forrest** »*
>
> *it's the location of game information within the exe file that you can edit...*

But edit into what?? Like for instance the last interaction just now, what is MarcoVanBast doing with the information Locke gave him?

JohnLocke

26-07-14, 07:54 AM

I'll try to explain with a simpler example.

The CM0102.exe file can be edited with an application called the Olly Debugger (http://www.ollydbg.de/), usually referred to as Olly.

Two simple offsets:
0x579e58
0x579f16

These both concern the number of loan players a club can have in England, the first is the total number and the second relates to how many they can have at any one time.

The 0x is to indicate they are hexadecimal numbers (base 16, rather than base 10) you don't need to know what the decimal value is.

When I open Olly and go to these offsets the following lines of assembly code are shown (assembly is the lowest level computer programming language).

00579E58 |. 803C01 05 CMP BYTE PTR DS:[EAX+ECX],5

00579F16 |. 3C 01 CMP AL,1

On the first line, if you change the 5 to another number it will change the number of total loans allowed in England.
On the second, the game is using the number the of loan players the club has currently - so if they have 1 or less the loan can go ahead, if they have 2 already the loan would be cancelled. CMP AL, 2 would allow 3 simultaneous loans.

JohnLocke

26-07-14, 07:54 AM

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Cristian
<div align="right">26-07-14, 03:54 PM</div>

Ok, I think I understand now. And the game is stable enough to make these changes without potential crashes?

Last question--is there a list of offsets and what they do, or are they spread through this thread? Any tutorials on how to install the .exe to make sure I dont fudge it up?

Thanks a lot for the help guys!

MarcoVanBast
<div align="right">27-07-14, 09:33 PM</div>

Any1 know offset to isable bosman rule?

---

bine ye
<div align="right">27-07-14, 11:04 PM</div>

Quote:

> *Originally Posted by **Cristian** »*
> *Ok, I think I understand now. And the game is stable enough to make these changes without potential crashes?*
>
> *Last question--is there a list of offsets and what they do, or are they spread through this thread? Any tutorials on how to install the .exe to make sure I dont fudge it up?*
>
> *Thanks a lot for the help guys!*

You might be better off just downloading and using the JL Flex editor. It is amazing and allows you to edit many of the game's aspects, much of which you probably already wanted.

---

zorazp
<div align="right">28-07-14, 12:03 AM</div>

Quote:

> *Originally Posted by **Golly** »*
> *I think you can change Italy to Serie A (20), Serie B (22) and alter the Italian Cup without using Tapani 3.12 patch. I will have a play and report back.*

Finally can you change the number of teams in Serie A 18->20 without the Tapani patch?

A greeting and thanks.

JohnLocke
<div align="right">28-07-14, 06:03 AM</div>

Quote:

> *Originally Posted by **zorazp** »*
> *Finally can you change the number of teams in Serie A 18->20 without the Tapani patch?*

Someone will know how to do that, it's probably in this thread somewhere. Changing the size is probably not that difficult but in some cases, English Premier for example, it would have knock-on effect on the FA Cup as that relies on there being 20 teams in the league for the 3rd round draw.

JohnLocke
<div align="right">28-07-14, 06:08 AM</div>

Quote:

> *Originally Posted by **MarcoVanBast** »*
> *Any1 know offset to isable bosman rule?*

00524CD2: PUSH 7D1

7d1 is 2001 decimal, just change to a year a long way in the future - this is how Tapani's patch does it.

JohnLocke

Quote:

> Originally Posted by **MarcoVanBast** »
> Any1 know offset to isable bosman rule?

00524CD2: PUSH 7D1

7d1 is 2001 decimal, just change to a year a long way in the future - this is how Tapani's patch does it.

Golly

Offsets for 2 guest nations into Copa America...

005E1FFE - MOV EAX,DWORD PTR DS:[9CF280] - CANADA
005E2009 - MOV ECX,DWORD PTR DS:[9CF3D0] - MEXICO

This also appears to do the same thing...

005E1FED - MOV EDX,DWORD PTR DS:[9CF360] - JAPAN

...but I can not remember seeing Japan enter the Copa America ever, only Canada & Mexico.

Golly

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...but I can not remember seeing Japan enter the Copa America ever, only Canada & Mexico.

Dermotron

Get Guyana and Surinam in there, some cannon fodder!

Craig Forrest

as if Canada isn't already cannon fodder..... :tsk:

Golly

Quote:

> Originally Posted by **Dermotron** »
> Get Guyana and Surinam in there, some cannon fodder!

I put U.S.A. in replacing Canada. so the 2 big North American nations have a regional international tournament to play in.

Craig Forrest

Quote:

> Originally Posted by **Golly** »
> Offsets for 2 guest nations into Copa America...
>
> 005E1FFE - MOV EAX,DWORD PTR DS:[9CF280] - CANADA
> 005E2009 - MOV ECX,DWORD PTR DS:[9CF3D0] - MEXICO
>
> This also appears to do the same thing...
>
> 005E1FED - MOV EDX,DWORD PTR DS:[9CF360] - JAPAN
>
> ...but I can not remember seeing Japan enter the Copa America ever, only Canada & Mexico.

Japan played in 1999 which is probably why it is listed in the EXE.... Canada was invited in 2001 but didn't go

---

Golly

Quote:

> Originally Posted by **Craig Forrest** »
>
> *Japan played in 1999 which is probably why it is listed in the EXE.... Canada was invited in 2001 but didn't go*

I didn't note them down, but there is also separate offset references to Honduras, Costa Rica and Mexico for the 2001 tournament in the Copa America offsets. As you can probably recall the tournament was cancelled due to security concerns and then un-cancelled at the last moment. Canada's squad had already disbanded and gone on holiday and Argentina refused to enter. Honduras and Costa Rica stepped in at the last moment as guests along side Mexico.

Craig Forrest

and I think Honduras and Costa Rica have been in it more than just then...... I seem to remember them playing before in the Copa America...

Golly

Real life...

2001 - Costa Rica, Honduras & Mexico
2004 - Costa Rica & Mexico
2007 - Mexico & U.S.A.
2011 - Costa Rica & Mexico
2015 - Jamaica & Mexico

But like I said, the game seems to pick those 2 offsets every time (Canada & Mexico) after the 2001 tournament is played.

MarcoVanBast

Quote:

> Originally Posted by **JohnLocke** »
>
> *00524CD2: PUSH 7D1*
>
> *7d1 is 2001 decimal, just change to a year a long way in the future - this is how Tapani's patch does it.*

TY JL!

Can u tell me ho to find it in cm3? I look at cm0102 offset y gave, ints not in transfer or any other value section, it just part of code in middle of nowhere :)

And strange why it has 2001 value not 1996.

MarcoVanBast

JL are u sure its bosman rule offset, not unprotected contract rule?

JohnLocke

Oops. You're right, that is for unprotected contracts. I don't know how to disable bosman transfers.

---

giovanisantana29

Reactivating the CONCACAF competitions, that are disabled when you using CMPatcher 2.19:

00831719 JMP 008318C2 > MOV AX,WORD PTR DS:[DD6ECA]

Offsets

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JohnLocke

03-08-14, 09:47 AM

> Quote:
>
> *Originally Posted by MarcoVanBast* »
>
> *Having few PMs with Tapani and in patch requests thread its appeared tha knowing where function starts - may help change lot of things.*
>
> *CAn Tapani, or anyone else who knows post here such function offsets as Loading DB, Player contract value, Transfer accepted/rejected value and etc.*
>
> *Big thanks in advance..*

If it helps, the following is a list of all 6379 offsets that immediately follow a NOP instructions, most of these will be functions.

Code:
```
004011C0
004011D0
004011E0
004011F0
00401200
00401220
004012E0
004019C0
00401AB0
00401B90
00401BA0
00401D20
00401E10
00402090
004022C0
004025A0
004027D0
00402AC0
00402D10
00402D80
00402E70
004031A0
00403200
00403320
00403350
00403600
00403760
00403A70
00403C80
004041D0
00404480
00404490
004044B0
00404570
00405540
00405670
00405720
00405950
00405C50
00405CA0
00405EF0
00406570
004067F0
004068D0
00406B80
00406BF0
00406E20
00406E40
00406F00
00407CD0
00407E50
00407F00
004080C0
004081B0
00408630
00408910
00408CD0
00408EB0
00408EC0
004093F0
00409C20
00409FE0
0040A324
```

```
0040A350
0040A3E0
0040A550
0040A560
0040A580
0040A5F0
0040A600
0040A610
0040A620
0040A710
0040A7D0
0040A810
0040A860
0040A900
0040AA10
0040AA30
0040AAE0
0040AD50
0040AD70
0040AE90
0040B460
0040B620
0040B700
0040B950
0040BEC0
0040C070
0040C110
0040C3D0
0040C720
0040CA20
0040CB64
0040CBA0
0040CBE0
0040CE50
0040CE70
0040CF90
0040D460
0040D4D0
0040D5B0
0040D800
0040D830
0040DFA0
0040E030
0040E260
0040E6B0
0040E7B0
0040E860
0040EA20
0040EA40
0040EB00
0040F130
0040F4C0
0040F590
0040F5A0
0040F720
0040F810
0040FA90
0040FDF0
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004103A0
00410560
00410650
00410820
00410840
00410910
00410A50
00410C50
00410E20
00410E90
004110C0
004110E0
004111A0
00411A30
00411B70
00411CE0
00411D90
00411F70
00412010
004121C0
00412380
004124E0
00412540
00412680
00412AC0
00412C20
00412C80
00412DB0
00412DD0
00412E40
00412EC0
00412ED0
00412F00
00413180
00413410
004134C0
00413540
004135B0
00413FE0
004141A0
004142C0
004142E0
00414300
00414320
00414340
004143F0
00414420
004147F0
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004148E0
004149A0
00414A60
00414AC0
00414B20
00414C20
00414CF0
00415600
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004156A0
00415F60
00416960
00416CB0
00416D50
00416E40
004172F0
00417440
00417590
00417720
004178A0
00417C50
00417FE0
00418140
00418320
00418340
004183F0
00418420
00418440
004185F0
00418670
00418980
00418F60
00418FF0
00419070
004190D0
004196A0
00419710
004197C0
00419840
00419AD0
0041A630
0041A8E0
0041B030
0041B3D0
0041B828
0041B8C0
0041BAD0
0041BC20
0041BF4C
0041BF80
0041BFA0
0041BFB0
0041C0D0
0041C100
0041C410
0041C560
0041C670
0041C790
0041C8E0
0041C9D0
0041CAD0
0041CBD0
0041CCD0
0041CDD0
0041CED0
0041D050
0041D220
0041D240
0041D310
0041D8D0
0041DB90
0041DD40
0041DF60
0041DF80
0041E010
0041E8B0
0041E9E0
0041EA90
0041EC90
0041EE80
0041EF70
0041F030
0041F260
0041F280
0041F340
0041FD70
0041FEA0
0041FF50
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004201A0
004204D0
00420680
00420790
004209C0
00420CA0
00420D40
00420E30
00420E90
00420EF0
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004210E0
004211B0
004212F0
00421540
004216F0
00421920
00421940
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00421A00
004224E0
004226F0
004227B0
00422970
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00422CF0
00422F70
004230D0
00423310
00423640
00423710
00423880
00423BA0
00423F00
00424030
004241B0
00424220
00424280
004242E0
00424380
00424480
00424510
004249C0
00424B60
00424B90
00424C00
00424D30
00424EB0
00424F80
00424FA0
004250B0
00425390
004253F0
004257F0
004259A0
00425B30
00425B50
00425C10
00425FD0
00426130
00426230
004262C0
004263C0
00426470
00426720
00426900
00426AB0
00426C20
00426D80
00427320
00427430
00427610
00427630
00427700
00427C20
00427D10
00427EC0
00427F00
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00429A90
00429B50
0042A480
0042A5A0
0042A640
0042A950
0042A9E0
0042ABC0
0042AC70
0042AE90
0042B130
0042B520
0042BBA0
0042BE40
0042C080
0042C140
0042CA70
0042CB70
0042CC10
0042CDD0
0042CE60
0042D040
0042D0D0
0042D260
0042D2C0
0042D520
0042D540
0042D620
0042DC90
0042DE50
0042DEF0
0042E100
0042E2F8
0042E380
0042E700
0042E980
0042EB00
0042EC60
0042EE80
0042F0A0
0042F2D0
0042F510
0042F5D0
0042FD10
0042FE10
00430050
00430210
```

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00430340
004304B0
004306F0
004307B0
00430EF0
00430FF0
004312D0
004314E0
00431610
00431A00
00431AC0
004321D0
004322D0
00432370
004325B0
00432770
00432970
00432980
00432AF0
00432B50
00432D90
00432E50
00433540
00433640
004336F0
00433930
00433B40
00433D50
00433F90
00434050
00434810
00434910
00434AE0
00434D90
00434ED0
00434F80
004350D0
00435130
004351B0
00435580
00435640
00435D80
00435E80
004360C0
00436280
004363F0
00436630
004366F0
00436D90
00436E90
004370D0
00437290
00437400
00437640
00437700
00437EC0
00437FC0
00438060
00438230
004384E0
00438590
004386E0
00438760
00438B30
00438BF0
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00439430
004394D0
00439710
004398D0
00439A40
00439C80
00439D40
0043A500
0043A600
0043A6A0
0043A870
0043AB20
0043AD20
0043ADD0
0043AF20
0043AFA0
0043B370
0043B430
0043BB70
0043BC70
0043BD10
0043BF50
0043C110
0043C280
0043C4C0
0043C4E0
0043C5A0
0043CC40
0043CD40
0043CF80
0043D140
0043D2B0
0043D340
0043E990
0043F070
0043F0E0
0043F210
0043F2A0
0043F2D0
0043F300
0043F350
```

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0043F440
0043F460
0043F4C0
0043F4E0
0043F580
0043F620
0043F720
004415F0
00441C10
004426E0
00442AB0
00442E20
00442E80
00443380
00443520
00443770
00443A20
00443CD0
00443F50
00444190
00444500
004448A0
00444930
00447430
00447880
00448110
00448170
004481B0
00448230
00448260
00448490
004484D0
00448500
00448530
00448550
004485B0
004485D0
00448620
00448670
004486C0
00448760
00448AD0
00448CB0
00448E30
00448FA0
004490B0
00449590
004496D0
00449810
0044C5CC
0044C650
00450A70
00450A80
00450A90
00450AA0
00450AD0
00450B20
00450B70
00450BC0
00450C10
00450C60
00450C70
00450CD0
00450D30
00450D40
00450D50
00451200
00451570
004515A0
00451FF0
00452710
004528D0
00452A90
00452CB0
00452DA0
00452FE0
00453120
00453B0C
00453B90
00453BB0
00453BC0
00453BE0
00453C10
00453C30
00453C50
00453C60
00453C90
00453CF0
00453D40
00453D60
00454900
00456740
00456770
004567A0
004567F0
00456850
00456890
004568F0
00456900
0045CB60
0045CBE0
0045CCF0
0045F364
0045F380
00460450
00460590
004671A0
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004671B0
004671C0
004671D0
004671E0
004671F0
004689E4
00468B40
00468B90
00468BD0
00468C10
00469DA0
00469E70
0046A1E0
0046AD90
0046ADC0
0046C030
0046C510
0046C9E0
0046CEB0
0046D370
0046D860
0046DD20
0046E260
0046FFD0
004701F0
00470400
00470FE0
004718F0
004719A0
00471A90
00472180
00472380
00472850
00472900
00472A00
004735F0
004739A0
004739D0
00473AD0
00473FB0
004740C0
00474280
004744B0
00474720
004748A0
00474AC0
00474E00
00475070
004752B0
00475520
0047A9E0
0047C070
0047C0B0
0047C180
004814E0
00481EF0
00482A40
00482D10
00483920
00483A90
004841D0
00484980
004849C0
004849F0
00485470
00485630
004856A0
004857A0
00485830
00485960
00485A60
00485BA0
00485D20
00485ED0
00485FD0
004860E0
004861E0
004862C0
004863C0
004864E0
00486620
004868C0
00486970
00486A30
00486AF0
00486C70
00486E60
00486F80
00487030
00487140
00487250
00487360
00487470
004875A0
00487810
00487840
00487C50
00487C60
00487C70
00487F60
0048AF30
0048AFF0
0048B9FC
0048BC00
0048BD20
0048C5F0
0048C600
```

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0048C650
0048C690
0048C6A0
0048C6B0
0048C6C0
0048C6D0
0048CAB0
0048CC70
0048CE10
0048CE60
0048CE70
0048CE80
0048CE90
0048CEA0
0048CEB0
0048CEC0
0048D200
0048D2B0
0048D410
0048D500
0048DA90
0048DB80
0048DCD0
0048DD70
0048DEE0
0048DF40
0048DFA0
0048E180
0048E190
0048E1C0
0048E360
0048E380
0048E3E0
0048E590
0048EA40
0048EB00
0048ECE0
0048EE40
0048F150
0048F2D0
0048F340
0048F410
0048F450
0048F4A0
0048F8E0
0048FCD0
0049134C
00491380
00492980
00493EE0
004947A0
00494C60
00495050
004956E0
00495BC0
00497050
00497910
00497930
00497DD0
00498520
004985E0
00498780
00498A30
004991F0
00499900
00499E10
0049A320
0049A830
0049AD40
0049B250
0049B6E0
0049B830
0049B990
0049BEF0
0049C0B0
0049C120
0049C510
0049C6C0
0049C700
0049C740
0049CC10
0049CC60
0049CCB0
0049CE50
0049D070
0049D380
0049D930
0049DB00
0049EAC0
0049EB80
0049ECA0
0049ECD0
0049EE70
0049F160
0049F2A0
0049F2F0
0049F340
0049F390
0049F3F0
0049F450
0049F570
004A19F0
004A1C50
004A1F40
004A1F70
004A1FB0
004A2050
```

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004A2090
004A22F0
004A2450
004A2540
004A25F0
004A2810
004A2B10
004A2E10
004A2EC0
004A31A0
004A3250
004A39C0
004A3EE0
004A4850
004A4A30
004A4B20
004A4DC0
004A5010
004A5120
004A54C0
004A5530
004A5690
004A7EBC
004A7F20
004A7F50
004AB5B0
004AB5D0
004AB5F0
004AB890
004AC4E0
004ACEB0
004AD030
004AD1A0
004AD250
004AD680
004AD7F0
004AD8C0
004AD9C0
004AE29C
004AE300
004AE4F0
004AE590
004AE5C0
004AE630
004AE660
004AE8A0
004AEAF0
004AFA80
004AFB40
004AFBA0
004AFBD0
004AFCE0
004AFEB0
004B0010
004B01D0
004B02E0
004B0700
004B0780
004B07B0
004B07D0
004B0810
004B0850
004B0870
004B0890
004B0B80
004B4420
004B4590
004B4850
004B954C
004B9968
004B9FF4
004BA67C
004BA8F0
004BD950
004BDD60
004BE168
004BE584
004BE990
004BEDA0
004BF1C8
004BF5DC
004BF850
004BF930
004BFA30
004BFF70
004BFFC0
004C02F0
004C0520
004C06C0
004C0720
004C08F0
004C0A40
004C0AA0
004C0B50
004C0C10
004C0C40
004C0E10
004C0E30
004C0F00
004C11A0
004C15F0
004C1620
004C16F0
004C1880
004C18A0
004C1960
004C1CC0
```

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004C1DE0
004C1ED0
004C1FB0
004C20B0
004C2330
004C2560
004C2940
004C2A90
004C2C90
004C30E0
004C3100
004C31C0
004C3680
004C37A0
004C3890
004C3980
004C3A80
004C3D10
004C3F40
004C4080
004C4410
004C4610
004C46AC
004C46C0
004C4850
004C4870
004C4930
004C4D40
004C4E60
004C4F50
004C5040
004C5140
004C53D0
004C5850
004C5960
004C5A90
004C5C90
004C5EE0
004C5FE0
004C61B0
004C6280
004C6430
004C6730
004C6890
004C6960
004C6970
004C6B70
004C6D60
004C6D70
004C6D90
004C6DA0
004C6DC0
004C6DD0
004C6DF0
004C6E00
004C6E20
004C6E30
004C6E50
004C6E60
004C6E80
004C6E90
004C6EB0
004C6EC0
004C6EE0
004C6EF0
004C6F10
004C6F20
004C6F40
004C6F50
004C6F70
004C6F80
004C6FA0
004C6FB0
004C6FD0
004C6FE0
004C7000
004C7010
004C7030
004C7040
004C74F0
004C7560
004C7950
004C79A0
004C7AC0
004C9F60
004CA1C0
004CA2A0
004CA300
004CA470
004CA6D0
004CB0A0
004CB250
004CB960
004CB990
004CBAF4
004CBB20
004CBB60
004CBD20
004CC0B0
004CC0F0
004CC130
004CC2D0
004CC2E0
004CC3A0
004CC490
004CC810
004CC930
```

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004CC9E0
004CCA30
004CCA70
004CCB30
004CCBF0
004CCCA0
004CCED0
004CD030
004CD120
004CD230
004CD6D0
004CD9C0
004CDA70
004CE450
004CE4E0
004CF4A0
004CF560
004CF5A0
004CF5F0
004CF6D0
004CF720
004D0178
004D01E0
004D07E0
004D0B50
004D0BD0
004D0C20
004D0C60
004D1600
004D42D0
004D44E0
004D45F0
004D4660
004D4830
004D49A0
004D4FB0
004D64E0
004D65C0
004D6790
004D6A00
004D6D70
004D6EE0
004D71B0
004D7770
004D8610
004D8990
004D9460
004D95E0
004D9840
004D9A90
004D9ED0
004D9F80
004DA190
004DA590
004DAA00
004DAEC0
004DB0B0
004DB2E0
004DB5C0
004DC3A0
004DC910
004DC970
004DC9B0
004DCB30
004DCD70
004DD0F0
004DD6C0
004DDF20
004DE1F0
004DE5D0
004DEAC0
004E0180
004E01E0
004E06A0
004E06E0
004E2280
004E30F0
004E39C0
004E4160
004E4730
004E4820
004E4EA0
004E5420
004E5610
004E5770
004E5850
004E5920
004E5970
004E6A70
004E6DC0
004E92F0
004EB110
004ECCD0
004EDA90
0050E000
00511320
00512CF4
00512D40
00513180
005133C0
005134C0
00513500
00513750
00513A20
00514030
00514050
005140E0
```

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005147B0
005148E0
005149A0
00514BD0
00514C60
00514ED0
005150F0
00515190
005152F0
00515530
00515550
005155E0
00515CB0
00515DE0
00515EA0
00516060
005160F0
00516360
00516430
00516650
00516670
00516700
00516DD0
00516F00
00516FC0
00517180
00517210
00517480
00517650
00517670
00517740
00517BB0
00517F10
00517FA0
005183A0
005184D0
00518500
00518620
00518640
00518670
00518690
005186A0
00518710
00518780
00518790
00519690
00519890
00519A90
00519C90
00519FC0
0051A150
0051C020
0051C410
0051C800
0051D2D0
0051D9F0
0051E220
0051E870
0051EBC0
0051EBE0
0051F2F0
0051F890
0051FC00
005210F0
00521790
005219B0
00521B30
00521D60
00521E00
00521E60
00521F10
00522190
005221C0
005221F0
00522240
00522360
005223A0
00522610
00522910
00522950
00522C50
00522C70
00522E00
005230C0
005230E0
00523300
00523380
00523EB0
005241E0
00524CD0
00524D00
00524D10
00524D30
00524D50
00524D70
005267C0
00527240
00527F20
00527F60
00528080
00528540
0052DAB0
0052DAD0
005315A0
00532E00
00533080
005335F0
```

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00533710
005339A0
00535920
00535930
00535A80
00538BC0
00538EC0
00539750
00539AE0
00539B90
00539C60
0053A5B0
0053A610
0053A8B0
0053AA10
0053AB90
0053AC40
0053AD00
0053B3D0
0053B4F0
0053B610: checks if someone's job is Player (Arg1 = Job ID), 0B = Player
0053B620: ditto but checks Player, Player Manager (0C), Player Ass. Man. (0D), Player Coach (0F).
0053B640
0053B7C0
0053B900
0053B9A0
0053BD10
0053C190
0053C590
0053C8D0
0053CB80
0053CC30
0053CD60
0053CE90
0053CEE0
0053D740
0053D7F0
0053D900
0053D940
0053D980
0053DB40
0053DBA0
0053E140
0053E2E0
0053E970
0053E990
0053EAB0
0053EE50
0053FD40
0053FE50
0053FF60
0053FFE0
00540020
00540080
00540130
00540270
005402F0
00540340
00540490
00540520
00540780
005407E0
00540980
005409B0
00540A50
00541E60
00541F90
00542100
00542740
005428A0
005431E0
00543440
00543F30
005442F0
00544380
00544410
005444A0
00544590
00544600
00544670
005446D0
00544710
00544820
005448C0
00544970
00544C70
00544F30
00544FC0
005453F0
005454C0
005455A0
005456A0
00545770
00545880
00545990
00545A60
00545B58
00545B84
00545DC0
00545E00
00545E90
005461B0
005465A0
00546AB0
005470D0
00547770
00547790
```

```
005477D0
00547810
00547840
00547870
00547AF0
00547BD0
00547C10
00547C50
00547C90
00547CE0
00547D30
00547D60
00547D90
00547E70
00547F50
00547F90
00548090
005480F0
00548150
005481A0
005482F0
005487B0
00548810
00548DA0
00549100
00549200
005492C0
005493C0
00549470
005494D0
005495B0
00549690
00549770
00549850
00549940
00549A30
00549C30
00549C90
00549CF0
00549DD0
00549E50
00549EA0
00549EF0
00549F70
0054A110
0054A130
0054A2D0
0054A3F0
0054A470
0054A650
0054A950
0054B2F0
0054B550
0054B9DC
0054BA20
0054BEF0
0054C3B0
0054C5B0
0054C760
0054C770
0054C8D0
0054C8E0
0054CAA0
0054CAB0
0054CC20
0054CC30
0054CDA0
0054CDB0
0054CF60
0054CF70
0054CFB0
0054CFE0
0054D040
0054D130
0054D550
0054D580
0054D5B0
0054D5E0
0054D6E0
0054D740
0054D840
0054D8A0
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008B39F0
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008B42D0
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008B49B0
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008B57E0
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008B97E0
008B9940
008BA530
008BA920
008BA940
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008BAEA0
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008BB2A0
008BB340
008BB460
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008BB8D0
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008BBE20
008BC020
008BD4B0
008BE300
008BE9D0
008BED60
008BF060
008BF400
008BF680
008BFA30
008BFCB0
008C0080
008C0660
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008C16B0
008C1780
008C1870
008C18C0
008C1AF0
008C1E40
008C1F80
008C2060
008C2180
008C28C0
008C2F50
008C3310
008C34E0
008C36B0
008C38B0
008C39F0
008C3E50
008C3EB0
008C41C0
008C44E0
008C47D0
008C4950
008C5410
008C5430
008C5450
008C54C0
008C554C
008C5690
008C5800
008C5880
008C5CF0
008C5FC0
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008C6200
008C6220
008C63A0
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008C6BC0
008C6DB0
008C6E60
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008C7260
008C72D0
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008C7560
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008C7950
008C7E20
008C8090
008C8740
008C8860
008C8FA4
008C8FD0
008C91E0
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008C9720
008CA8A0
008CAAF0
008CAC40
008CAD90
008CAEE0
008CB0F0
008CB340
008CB4F0
008CB590
008CB630
008CB6D0
008CB7E8
008CB810
008CB940
008CB9A0
008CBBE0
008CBF40
008CBF70
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008CC5B0
008CC930
008CCA10
008CCB80
008CD114
```

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008CD150
008CD240
008CD450
008CDC90
008CDD80
008CDE70
008CE0E0
008CE8F0
008CE990
008CED40
008CEE70
008CF0E0
008CF470
008CF5E0
008CF6B0
008CF7E0
008CF880
008CFC90
008D0040
008D0530
008D0590
008D0780
008D0A70
008D0BB0
008D0D90
008D0DD0
008D0EA0
008D1130
008D1DA0
008D26B0
008D2FA0
008D3090
008D3520
008D5170
008D5420
008D6BF0
008D6E80
008D76D0
008D7870
008D7CD0
008D8310
008D84E0
008D8910
008D8AF0
008D8E90
008D9480
008DA5E0
008DA8F0
008DB3A0
008DB580
008DB8A0
008DBA80
008DBEF0
008DD830
008DDA90
008DDC70
008DE150
008DE320
008DE790
008DE980
008DF9B0
008DFFE0
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008E05D0
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008E1370
008E1780
008E19C0
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008E20A0
008E2570
008E2A00
008E2CD0
008E3130
008E32C0
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008E3B80
008E3DB0
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008E4290
008E4460
008E4610
008E47A0
008E4AE0
008E4F20
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008E54D0
008E54F0
008E5540
008E5590
008E55C0
008E55F0
008E5680
008E56A0
008E5710
008E5790
008E5B30
008E5D60
008E7810
008E78F0
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008E7B50
008E7EF0
008E7F10
008E7F70
008E81A0
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```
008E82F0
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008E84A0
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008E8560
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008E9080
008E91B0
008E9350
008E9550
008E9760
008EC420
008EEF60
008EF1E0
008EF240
008EF9F0
008EFDA0
008F06F0
008F0BC0
008F0E40
008F0F90
008F16C0
008F1730
008F1830
008F1950
008F1A60
008F1B40
008F1C30
008F2010
008F22C0
008F2470
008F24C0
008F2800
008F2870
008F28C0
008F2B90
008F2D20
008F2EC0
008F3C70
008F4160
008F41B0
008F4210
008F44D0
008F4650
008F48B0
008F4C70
008F4CB0
008F4ED0
008F4FA0
008F5080
008F5F40
008F6690
008F66D0
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008F6A10
008F7640
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008F8170
008F8450
008F8630
008F8670
008F8B00
008F8BE0
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008F9080
008F93B0
008F9690
008F9A20
008FB530
008FB5E0
008FB9E0
008FBCC0
008FBDF0
008FC3B0
008FC580
008FC5A0
008FC670
008FCB90
008FCF60
008FD170
008FD190
008FD220
008FDDC0
008FDF90
008FE040
008FE250
008FE3A0
008FE580
008FE6F0
008FE900
008FE920
008FE9B0
008FF150
008FF280
008FF330
008FF4C0
008FF700
008FF720
008FF7E0
009002C0
00900460
00900500
```

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00900AB0
00900D00
00901040
009012D0
009015F0
00901800
00901950
00901AC0
00901B88
00901BA0
00901C60
00901C70
00901D00
00901FD0
00902080
009021D0
00902240
009022E0
009024D0
009024F0
009025C0
00902B90
00902EE0
009030B0
009030E0
00903120
00903300
00903360
00903570
00903590
009035A0
009037B0
00903890
00903B50
00903CC0
00904040
00904580
00904E30
009050D0
00905230
00905510
00905790
009058B0
009058E0
009059E0
00905C60
00905CB0
00905CE0
00905D40
00905F00
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00906410
009064A0
00906610
00906830
00906980
00906AC0
00906E10
00906F60
00906F80
009071F0
00907210
009072D0
00908200
00908360
00908660
009086E0
00908FC0
009091E0
00909400
009094C0
009097D0
009099D0
00909A40
00909BB0
00909DD0
0090A000
0090A150
0090A310
0090A330
0090A400
0090A540
0090A760
0090A900
0090A980
0090AEB0
0090B080
0090B0A0
0090B170
0090B530
0090B790
0090B940
0090BA90
0090BB70
0090BC50
0090BDE0
0090BF90
0090C120
0090C140
0090C1A0
0090C1D0
0090C2D0
0090C2F0
0090C310
0090C520
```

```
0090CB20
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0090CD50
0090CF20
0090CFC0
0090D0A0
0090D130
0090D140
0090D2E0
0090D2F0
0090D4F0
0090D6B0
0090D860
0090D8F0
0090DAE0
0090E020
0090E0A0
0090E9A0
0090EAD0
0090EC10
0090EF10
0090F020
0090F060
0090F080
0090F1A0
0090F210
0090F4D0
0090F4F0
0090FBE0
0090FE00
00910120
00910260
00910410
009106A0
00910920
009109E0
00910D20
00910F00
00911110
009111D0
009115A0
00911B80
00911BF0
00911DF0
00911E10
00911F00
00912500
00912780
00912AD0
00912BD0
00912DB0
00912EB0
00912F80
00913140
00913360
00913490
00913740
00913B60
00913F60
00914410
009144D0
00914730
009149F0
00914CA0
00914CC0
00914DE0
00915710
009159B0
00915D40
00915E40
00915FE0
00915FF0
00916250
00916AF0
00916CD0
00917060
00917320
00917830
00917AA0
00917CD0
00917DB0
00918040
009184A0
009184C0
009185C0
00918980
00918B00
00918DD0
00918EAC
00918EC0
009191E0
009192C0
00919620
009196D0
00919E30
0091A140
0091A240
0091A500
0091A7B0
0091A7E0
0091A9F0
0091AE80
0091B1B0
0091B510
0091B6E0
0091B710
```

```
0091B760
0091DB60
0091DEF0
0091DF90
0091E1E0
0091E200
0091E2E0
0091E840
0091E990
0091EC00
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0091EDC0
0091EF40
0091F0D0
0091F1A0
0091F3D0
0091F640
0091F800
0091FA80
0091FD20
0091FF30
009200E0
009202B0
009204E0
00920500
00920590
00920A50
00920B40
00920D10
00920EB0
00921040
00921160
00921390
00921470
00921590
00921630
00921670
009216D0
00922350
009226C0
009227D0
00922810
00922C40
00922D20
00922EE0
00923010
009232C0
00923380
009233A0
009235EC
00923630
00923970
00923B60
00923CC0
00923DD0
00924050
00924160
00924420
009245F0
00924610
009246E0
00924AB0
00924C50
00924E00
00924E30
00925040
00925060
009250F0
00925B14
00925C50
00925CF0
00925E90
009260E0
00926100
009261E0
00926700
00926800
00926890
009268A0
00926A70
00926D00
00927010
009271E0
00927330
009274F0
00927760
00927A50
00927B30
00927F40
00928060
00928160
009281F0
009283C0
00928450
00928650
00928860
00928AF0
00928C40
00928E00
009290B0
00929140
009292B0
009292D0
00929390
009298A0
00929AA0
00929BB0
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00929DD0
0092A140
0092A6B0
0092A8B0
0092ABA0
0092AD50
0092AE60
0092B400
0092B4B0
0092B680
0092B6A0
0092B770
0092B8B0
0092BDA0
0092BF50
0092C1B0
0092C1D0
0092C290
0092CEA0
0092D0F0
0092D200
0092D310
0092D330
0092D4B0
0092D770
0092DA40
0092E740
0092E7F0
0092E940
0092F000
0092F150
0092F1A0
0092F230
0092F660
0092F680
0092F9E0
0092FAE0
0092FB40
0092FC10
0092FC80
0092FDF0
0092FE80
0092FF60
0092FF80
0092FFF0
009301F0
009302F0
009304D0
009304F0
00930880
00931390
009314E0
009315D0
00931690
00931AA0
00931AE0
00931D50
00931F90
009320E0
00932230
009323B0
00932500
00932590
009326E0
00932B00
00932C30
00932E10
00933080
00933170
009331C0
00933320
00933610
00933860
00933A00
00933DA0
00933E50
00933FA0
009340A0
009340D0
009341E0
00934220
00934260
009342C0
00934380
009344E0
00934540
00934590
009345E0
009347A0
00934960
009349A0
00934AB0
00934AE0
00934B10
00934B60
00934E00
00935080
00935CB0
00935F90
00936060
009362B0
009364C0
00936510
009365D0
00936840
```

```
009368E0
00936930
00936E80
00936EB0
00936EE0
00936F10
00936F40
00936F80
00936F90
00936FF0
00937090
00937260
00937290
009372A0
009372C0
00937350
00937360
00937410
00937500
00937550
00937590
009375C0
009375D0
00937D70
00937D90
00937DD0
00937E50
00937F60
00937FD0
009380C0
009380F0
00938250
00938280
00938360
009383F0
00938470
009384A0
009384D0
009384F0
00938790
009387B0
009387D0
009387F0
00938854
00938880
009388C0
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00938930
00938A10
00938B34
00938B80
00938BC0
00938BE0
00938BF0
00938C10
00938C40
00938C60
00938CA0
00938D40
00938E20
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009392A0
00939360
00939540
00939670
00939750
009397D0
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00939860
00939920
00939950
009399A0
00939A00
00939D10
00939D50
00939D90
00939DE0
00939E30
00939E60
00939E90
00939EF0
00939F50
00939FC0
0093A0D0
0093A190
0093A1B0
0093A210
0093A220
0093A230
0093A240
0093A400
0093A4D0
0093A600
0093A710
0093A720
0093A740
0093A770
0093A7A0
0093A7E0
0093A960
0093ABF0
0093AD80
0093ADF0
0093AE60
0093AFF0
0093B030
0093B050
```

```
0093B070
0093B0A0
0093B1F0
0093B220
0093B250
0093B280
0093B2A0
0093B2D0
0093B300
0093B370
0093BA30
0093BBD0
0093BD70
0093BE40
0093C200
0093C590
0093C5E0
0093C680
0093D780
0093D820
0093D870
0093DD90
0093DE70
0093E5B0
0093E780
0093E7D0
0093E8C0
0093E970
0093F9A0
0093FA90
0093FB70
00940160
00940290
00940820
009409B0
00941480
00941580
009415C0
009415E0
00941620
00941630
009416C0
00941730
00941740
00941760
009417F0
00941830
00941BA0
00941E80
00941EF0
00941F10
00942140
00942200
00942290
009422D0
00942330
00942350
00942560
00942A40
00942C00
00942F50
00942FF0
009430E0
00943960
00943990
00943B60
00943BB0
00943C80
00943D30
00943D50
00943D70
00943EC0
00943F30
00944180
009441A0
00944250
009442C0
00944300
00944350
009443A0
00944480
009445D0
009446A0
009446E0
00944760
009447E0
00944840
009448B0
00944C10
0094ABAC
0094ABB4
0094AC10
0094ACB0
0094ACBC
0094ACE8
0094AD3C
0094AD90
0094AE48
0094AE6C
0094F14C
0094F154
0094F1B0
0094F250
0094F25C
0094F288
0094F2DC
0094F330
```

```
0094F3E8
0094F40C
0094F524
```

JohnLocke

Quote:

> *Originally Posted by **MarcoVanBast*** »
>
> *Having few PMs with Tapani and in patch requests thread its appeared tha knowing where function starts - may help change lot of things.*
>
> *CAn Tapani, or anyone else who knows post here such function offsets as Loading DB, Player contract value, Transfer accepted/rejected value and etc.*
>
> *Big thanks in advance..*

If it helps, the following is a list of all 6379 offsets that immediately follow a NOP instructions, most of these will be functions.

Code:

```
004011C0
004011D0
004011E0
004011F0
00401200
00401220
004012E0
004019C0
00401AB0
00401B90
00401BA0
00401D20
00401E10
00402090
004022C0
004025A0
004027D0
00402AC0
00402D10
00402D80
00402E70
004031A0
00403200
00403320
00403350
00403600
00403760
00403A70
00403C80
004041D0
00404480
00404490
004044B0
00404570
00405540
00405670
00405720
00405950
00405C50
00405CA0
00405EF0
00406570
004067F0
004068D0
00406B80
00406BF0
00406E20
00406E40
00406F00
00407CD0
00407E50
00407F00
004080C0
004081B0
00408630
00408910
00408CD0
00408EB0
00408EC0
004093F0
00409C20
00409FE0
0040A324
0040A350
0040A3E0
0040A550
0040A560
0040A580
0040A5F0
0040A600
0040A610
0040A620
0040A710
0040A7D0
0040A810
0040A860
0040A900
0040AA10
```

```
0040AA30
0040AAE0
0040AD50
0040AD70
0040AE90
0040B460
0040B620
0040B700
0040B950
0040BEC0
0040C070
0040C110
0040C3D0
0040C720
0040CA20
0040CB64
0040CBA0
0040CBE0
0040CE50
0040CE70
0040CF90
0040D460
0040D4D0
0040D5B0
0040D800
0040D830
0040DFA0
0040E030
0040E260
0040E6B0
0040E7B0
0040E860
0040EA20
0040EA40
0040EB00
0040F130
0040F4C0
0040F590
0040F5A0
0040F720
0040F810
0040FA90
0040FDF0
00410170
004103A0
00410560
00410650
00410820
00410840
00410910
00410A50
00410C50
00410E20
00410E90
004110C0
004110E0
004111A0
00411A30
00411B70
00411CE0
00411D90
00411F70
00412010
004121C0
00412380
004124E0
00412540
00412680
00412AC0
00412C20
00412C80
00412DB0
00412DD0
00412E40
00412EC0
00412ED0
00412F00
00413180
00413410
004134C0
00413540
004135B0
00413FE0
004141A0
004142C0
004142E0
00414300
00414320
00414340
004143F0
00414420
004147F0
004148E0
004149A0
00414A60
00414AC0
00414B20
00414C20
00414CF0
00415600
00415640
004156A0
00415F60
00416960
00416CB0
00416D50
00416E40
```

```
004172F0
00417440
00417590
00417720
004178A0
00417C50
00417FE0
00418140
00418320
00418340
004183F0
00418420
00418440
004185F0
00418670
00418980
00418F60
00418FF0
00419070
004190D0
004196A0
00419710
004197C0
00419840
00419AD0
0041A630
0041A8E0
0041B030
0041B3D0
0041B828
0041B8C0
0041BAD0
0041BC20
0041BF4C
0041BF80
0041BFA0
0041BFB0
0041C0D0
0041C100
0041C410
0041C560
0041C670
0041C790
0041C8E0
0041C9D0
0041CAD0
0041CBD0
0041CCD0
0041CDD0
0041CED0
0041D050
0041D220
0041D240
0041D310
0041D8D0
0041DB90
0041DD40
0041DF60
0041DF80
0041E010
0041E8B0
0041E9E0
0041EA90
0041EC90
0041EE80
0041EF70
0041F030
0041F260
0041F280
0041F340
0041FD70
0041FEA0
0041FF50
00420110
004201A0
004204D0
00420680
00420790
004209C0
00420CA0
00420D40
00420E30
00420E90
00420EF0
004210C0
004210E0
004211B0
004212F0
00421540
004216F0
00421920
00421940
00421A00
004224E0
004226F0
004227B0
00422970
00422C50
00422CF0
00422F70
004230D0
00423310
00423640
00423710
00423880
00423BA0
00423F00
```

```
00424030
004241B0
00424220
00424280
004242E0
00424380
00424480
00424510
004249C0
00424B60
00424B90
00424C00
00424D30
00424EB0
00424F80
00424FA0
004250B0
00425390
004253F0
004257F0
004259A0
00425B30
00425B50
00425C10
00425FD0
00426130
00426230
004262C0
004263C0
00426470
00426720
00426900
00426AB0
00426C20
00426D80
00427320
00427430
00427610
00427630
00427700
00427C20
00427D10
00427EC0
00427F00
00429850
00429A90
00429B50
0042A480
0042A5A0
0042A640
0042A950
0042A9E0
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0042AC70
0042AE90
0042B130
0042B520
0042BBA0
0042BE40
0042C080
0042C140
0042CA70
0042CB70
0042CC10
0042CDD0
0042CE60
0042D040
0042D0D0
0042D260
0042D2C0
0042D520
0042D540
0042D620
0042DC90
0042DE50
0042DEF0
0042E100
0042E2F8
0042E380
0042E700
0042E980
0042EB00
0042EC60
0042EE80
0042F0A0
0042F2D0
0042F510
0042F5D0
0042FD10
0042FE10
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00430210
00430340
004304B0
004306F0
004307B0
00430EF0
00430FF0
004312D0
004314E0
00431610
00431A00
00431AC0
004321D0
004322D0
00432370
004325B0
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00432770
00432970
00432980
00432AF0
00432B50
00432D90
00432E50
00433540
00433640
004336F0
00433930
00433B40
00433D50
00433F90
00434050
00434810
00434910
00434AE0
00434D90
00434ED0
00434F80
004350D0
00435130
004351B0
00435580
00435640
00435D80
00435E80
004360C0
00436280
004363F0
00436630
004366F0
00436D90
00436E90
004370D0
00437290
00437400
00437640
00437700
00437EC0
00437FC0
00438060
00438230
004384E0
00438590
004386E0
00438760
00438B30
00438BF0
00439330
00439430
004394D0
00439710
004398D0
00439A40
00439C80
00439D40
0043A500
0043A600
0043A6A0
0043A870
0043AB20
0043AD20
0043ADD0
0043AF20
0043AFA0
0043B370
0043B430
0043BB70
0043BC70
0043BD10
0043BF50
0043C110
0043C280
0043C4C0
0043C4E0
0043C5A0
0043CC40
0043CD40
0043CF80
0043D140
0043D2B0
0043D340
0043E990
0043F070
0043F0E0
0043F210
0043F2A0
0043F2D0
0043F300
0043F350
0043F440
0043F460
0043F4C0
0043F4E0
0043F580
0043F620
0043F720
004415F0
00441C10
004426E0
00442AB0
00442E20
00442E80
00443380
00443520
```

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00443770
00443A20
00443CD0
00443F50
00444190
00444500
004448A0
00444930
00447430
00447880
00448110
00448170
004481B0
00448230
00448260
00448490
004484D0
00448500
00448530
00448550
004485B0
004485D0
00448620
00448670
004486C0
00448760
00448AD0
00448CB0
00448E30
00448FA0
004490B0
00449590
004496D0
00449810
0044C5CC
0044C650
00450A70
00450A80
00450A90
00450AA0
00450AD0
00450B20
00450B70
00450BC0
00450C10
00450C60
00450C70
00450CD0
00450D30
00450D40
00450D50
00451200
00451570
004515A0
00451FF0
00452710
004528D0
00452A90
00452CB0
00452DA0
00452FE0
00453120
00453B0C
00453B90
00453BB0
00453BC0
00453BE0
00453C10
00453C30
00453C50
00453C60
00453C90
00453CF0
00453D40
00453D60
00454900
00456740
00456770
004567A0
004567F0
00456850
00456890
004568F0
00456900
0045CB60
0045CBE0
0045CCF0
0045F364
0045F380
00460450
00460590
004671A0
004671B0
004671C0
004671D0
004671E0
004671F0
004689E4
00468B40
00468B90
00468BD0
00468C10
00469DA0
00469E70
0046A1E0
0046AD90
0046ADC0
```

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0046C030
0046C510
0046C9E0
0046CEB0
0046D370
0046D860
0046DD20
0046E260
0046FFD0
004701F0
00470400
00470FE0
004718F0
004719A0
00471A90
00472180
00472380
00472850
00472900
00472A00
004735F0
004739A0
004739D0
00473AD0
00473FB0
004740C0
00474280
004744B0
00474720
004748A0
00474AC0
00474E00
00475070
004752B0
00475520
0047A9E0
0047C070
0047C0B0
0047C180
004814E0
00481EF0
00482A40
00482D10
00483920
00483A90
004841D0
00484980
004849C0
004849F0
00485470
00485630
004856A0
004857A0
00485830
00485960
00485A60
00485BA0
00485D20
00485ED0
00485FD0
004860E0
004861E0
004862C0
004863C0
004864E0
00486620
004868C0
00486970
00486A30
00486AF0
00486C70
00486E60
00486F80
00487030
00487140
00487250
00487360
00487470
004875A0
00487810
00487840
00487C50
00487C60
00487C70
00487F60
0048AF30
0048AFF0
0048B9FC
0048BC00
0048BD20
0048C5F0
0048C600
0048C650
0048C690
0048C6A0
0048C6B0
0048C6C0
0048C6D0
0048CAB0
0048CC70
0048CE10
0048CE60
0048CE70
0048CE80
0048CE90
0048CEA0
0048CEB0
```

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0048CEC0
0048D200
0048D2B0
0048D410
0048D500
0048DA90
0048DB80
0048DCD0
0048DD70
0048DEE0
0048DF40
0048DFA0
0048E180
0048E190
0048E1C0
0048E360
0048E380
0048E3E0
0048E590
0048EA40
0048EB00
0048ECE0
0048EE40
0048F150
0048F2D0
0048F340
0048F410
0048F450
0048F4A0
0048F8E0
0048FCD0
0049134C
00491380
00492980
00493EE0
004947A0
00494C60
00495050
004956E0
00495BC0
00497050
00497910
00497930
00497DD0
00498520
004985E0
00498780
00498A30
004991F0
00499900
00499E10
0049A320
0049A830
0049AD40
0049B250
0049B6E0
0049B830
0049B990
0049BEF0
0049C0B0
0049C120
0049C510
0049C6C0
0049C700
0049C740
0049CC10
0049CC60
0049CCB0
0049CE50
0049D070
0049D380
0049D930
0049DB00
0049EAC0
0049EB80
0049ECA0
0049ECD0
0049EE70
0049F160
0049F2A0
0049F2F0
0049F340
0049F390
0049F3F0
0049F450
0049F570
004A19F0
004A1C50
004A1F40
004A1F70
004A1FB0
004A2050
004A2090
004A22F0
004A2450
004A2540
004A25F0
004A2810
004A2B10
004A2E10
004A2EC0
004A31A0
004A3250
004A39C0
004A3EE0
004A4850
004A4A30
```

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004A4B20
004A4DC0
004A5010
004A5120
004A54C0
004A5530
004A5690
004A7EBC
004A7F20
004A7F50
004AB5B0
004AB5D0
004AB5F0
004AB890
004AC4E0
004ACEB0
004AD030
004AD1A0
004AD250
004AD680
004AD7F0
004AD8C0
004AD9C0
004AE29C
004AE300
004AE4F0
004AE590
004AE5C0
004AE630
004AE660
004AE8A0
004AEAF0
004AFA80
004AFB40
004AFBA0
004AFBD0
004AFCE0
004AFEB0
004B0010
004B01D0
004B02E0
004B0700
004B0780
004B07B0
004B07D0
004B0810
004B0850
004B0870
004B0890
004B0B80
004B4420
004B4590
004B4850
004B954C
004B9968
004B9FF4
004BA67C
004BA8F0
004BD950
004BDD60
004BE168
004BE584
004BE990
004BEDA0
004BF1C8
004BF5DC
004BF850
004BF930
004BFA30
004BFF70
004BFFC0
004C02F0
004C0520
004C06C0
004C0720
004C08F0
004C0A40
004C0AA0
004C0B50
004C0C10
004C0C40
004C0E10
004C0E30
004C0F00
004C11A0
004C15F0
004C1620
004C16F0
004C1880
004C18A0
004C1960
004C1CC0
004C1DE0
004C1ED0
004C1FB0
004C20B0
004C2330
004C2560
004C2940
004C2A90
004C2C90
004C30E0
004C3100
004C31C0
004C3680
004C37A0
004C3890
```

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004C3980
004C3A80
004C3D10
004C3F40
004C4080
004C4410
004C4610
004C46AC
004C46C0
004C4850
004C4870
004C4930
004C4D40
004C4E60
004C4F50
004C5040
004C5140
004C53D0
004C5850
004C5960
004C5A90
004C5C90
004C5EE0
004C5FE0
004C61B0
004C6280
004C6430
004C6730
004C6890
004C6960
004C6970
004C6B70
004C6D60
004C6D70
004C6D90
004C6DA0
004C6DC0
004C6DD0
004C6DF0
004C6E00
004C6E20
004C6E30
004C6E50
004C6E60
004C6E80
004C6E90
004C6EB0
004C6EC0
004C6EE0
004C6EF0
004C6F10
004C6F20
004C6F40
004C6F50
004C6F70
004C6F80
004C6FA0
004C6FB0
004C6FD0
004C6FE0
004C7000
004C7010
004C7030
004C7040
004C74F0
004C7560
004C7950
004C79A0
004C7AC0
004C9F60
004CA1C0
004CA2A0
004CA300
004CA470
004CA6D0
004CB0A0
004CB250
004CB960
004CB990
004CBAF4
004CBB20
004CBB60
004CBD20
004CC0B0
004CC0F0
004CC130
004CC2D0
004CC2E0
004CC3A0
004CC490
004CC810
004CC930
004CC9E0
004CCA30
004CCA70
004CCB30
004CCBF0
004CCCA0
004CCED0
004CD030
004CD120
004CD230
004CD6D0
004CD9C0
004CDA70
004CE450
004CE4E0
```

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004CF4A0
004CF560
004CF5A0
004CF5F0
004CF6D0
004CF720
004D0178
004D01E0
004D07E0
004D0B50
004D0BD0
004D0C20
004D0C60
004D1600
004D42D0
004D44E0
004D45F0
004D4660
004D4830
004D49A0
004D4FB0
004D64E0
004D65C0
004D6790
004D6A00
004D6D70
004D6EE0
004D71B0
004D7770
004D8610
004D8990
004D9460
004D95E0
004D9840
004D9A90
004D9ED0
004D9F80
004DA190
004DA590
004DAA00
004DAEC0
004DB0B0
004DB2E0
004DB5C0
004DC3A0
004DC910
004DC970
004DC9B0
004DCB30
004DCD70
004DD0F0
004DD6C0
004DDF20
004DE1F0
004DE5D0
004DEAC0
004E0180
004E01E0
004E06A0
004E06E0
004E2280
004E30F0
004E39C0
004E4160
004E4730
004E4820
004E4EA0
004E5420
004E5610
004E5770
004E5850
004E5920
004E5970
004E6A70
004E6DC0
004E92F0
004EB110
004ECCD0
004EDA90
0050E000
00511320
00512CF4
00512D40
00513180
005133C0
005134C0
00513500
00513750
00513A20
00514030
00514050
005140E0
005147B0
005148E0
005149A0
00514BD0
00514C60
00514ED0
005150F0
00515190
005152F0
00515530
00515550
005155E0
00515CB0
00515DE0
00515EA0
```

```
00516060
005160F0
00516360
00516430
00516650
00516670
00516700
00516DD0
00516F00
00516FC0
00517180
00517210
00517480
00517650
00517670
00517740
00517BB0
00517F10
00517FA0
005183A0
005184D0
00518500
00518620
00518640
00518670
00518690
005186A0
00518710
00518780
00518790
00519690
00519890
00519A90
00519C90
00519FC0
0051A150
0051C020
0051C410
0051C800
0051D2D0
0051D9F0
0051E220
0051E870
0051EBC0
0051EBE0
0051F2F0
0051F890
0051FC00
005210F0
00521790
005219B0
00521B30
00521D60
00521E00
00521E60
00521F10
00522190
005221C0
005221F0
00522240
00522360
005223A0
00522610
00522910
00522950
00522C50
00522C70
00522E00
005230C0
005230E0
00523300
00523380
00523EB0
005241E0
00524CD0
00524D00
00524D10
00524D30
00524D50
00524D70
005267C0
00527240
00527F20
00527F60
00528080
00528540
0052DAB0
0052DAD0
005315A0
00532E00
00533080
005335F0
00533710
005339A0
00535920
00535930
00535A80
00538BC0
00538EC0
00539750
00539AE0
00539B90
00539C60
0053A5B0
0053A610
0053A8B0
0053AA10
```

```
0053AB90
0053AC40
0053AD00
0053B3D0
0053B4F0
0053B610: checks if someone's job is Player (Arg1 = Job ID), 0B = Player
0053B620: ditto but checks Player, Player Manager (0C), Player Ass. Man. (0D), Player Coach (0F).
0053B640
0053B7C0
0053B900
0053B9A0
0053BD10
0053C190
0053C590
0053C8D0
0053CB80
0053CC30
0053CD60
0053CE90
0053CEE0
0053D740
0053D7F0
0053D900
0053D940
0053D980
0053DB40
0053DBA0
0053E140
0053E2E0
0053E970
0053E990
0053EAB0
0053EE50
0053FD40
0053FE50
0053FF60
0053FFE0
00540020
00540080
00540130
00540270
005402F0
00540340
00540490
00540520
00540780
005407E0
00540980
005409B0
00540A50
00541E60
00541F90
00542100
00542740
005428A0
005431E0
00543440
00543F30
005442F0
00544380
00544410
005444A0
00544590
00544600
00544670
005446D0
00544710
00544820
005448C0
00544970
00544C70
00544F30
00544FC0
005453F0
005454C0
005455A0
005456A0
00545770
00545880
00545990
00545A60
00545B58
00545B84
00545DC0
00545E00
00545E90
005461B0
005465A0
00546AB0
005470D0
00547770
00547790
005477D0
00547810
00547840
00547870
00547AF0
00547BD0
00547C10
00547C50
00547C90
00547CE0
00547D30
00547D60
00547D90
00547E70
00547F50
```

```
00547F90
00548090
005480F0
00548150
005481A0
005482F0
005487B0
00548810
00548DA0
00549100
00549200
005492C0
005493C0
00549470
005494D0
005495B0
00549690
00549770
00549850
00549940
00549A30
00549C30
00549C90
00549CF0
00549DD0
00549E50
00549EA0
00549EF0
00549F70
0054A110
0054A130
0054A2D0
0054A3F0
0054A470
0054A650
0054A950
0054B2F0
0054B550
0054B9DC
0054BA20
0054BEF0
0054C3B0
0054C5B0
0054C760
0054C770
0054C8D0
0054C8E0
0054CAA0
0054CAB0
0054CC20
0054CC30
0054CDA0
0054CDB0
0054CF60
0054CF70
0054CFB0
0054CFE0
0054D040
0054D130
0054D550
0054D580
0054D5B0
0054D5E0
0054D6E0
0054D740
0054D840
0054D8A0
0054D9A0
0054DA00
0054DAF0
0054DB50
0054DC90
0054E5D0
0054E630
0054E720
0054E780
0054E880
0054E9A0
0054EFD0
0054F030
0054F150
0054FBB0
0054FC10
0054FD00
0054FD60
0054FE50
0054FEB0
0054FFD0
005501D0
00550230
00550320
00550380
00550470
005504D0
005505C0
005506B0
00550710
00550800
00550860
00550950
005509B0
00550B80
00550BA0
00550C70
00551500
005516B0
005516F0
```

```
00551900
00551920
005519B0
00552290
00552450
005525E0
00552850
00552870
00552900
005538D0
00553A00
00553AA0
00553CB0
00553E80
00554090
005540B0
00554170
00554A40
00554C00
00554DC0
00554E50
005552A0
00555430
00555460
005554A0
00555790
00555860
00555DD0
00556210
00556240
00556270
005563F0
00556570
005567D0
00556830
00556940
00556C70
00556D00
00556E90
00557000
00557120
00557280
005576E0
0055B8B0
0055CA00
0055CB20
0055CB60
0055CBC0
0055CC20
0055CE40
0055D0A0
0055D270
0055D360
0055D3C0
0055D420
0055E1D0
0055E300
0055E620
0055EA10
0055ED00
0055EEF0
0055EF10
0055EF20
0055EF40
0055EF50
0055EFE0
0055F1A0
0055F1B0
0055F1C0
0055F270
0055F290
0055F300
0055F620
0055F7C0
0055F990
0055FBA0
00560140
005601E0
00560290
00560340
00560490
00560C30
00561050
00561210
005617C0
00561F10
005621F0
00562370
00564080
00567A1C
00567AC0
00567AE0
00567B00
00567B40
00567C80
00567D30
00567DE0
00567E90
00567F40
00567FF0
005680B0
005680F0
00568290
00568470
00568560
005694A0
00569610
```

```
005697E0
005698D0
00569910
00569AE0
00569E30
0056A030
0056A090
0056A100
0056A3B0
0056A560
0056AA30
0056ACA0
0056ACC0
0056ADE0
0056B2B0
0056B3C0
0056B4B0
0056B700
0056B730
0056BAB0
0056BC50
0056BCE0
0056BEE0
0056C010
0056C240
0056C2A0
0056C480
0056C4A0
0056C570
0056CAF0
0056CCC0
0056D130
0056D2E0
0056D380
0056D550
0056D570
0056D640
0056D780
0056D9B0
0056DB60
0056DDA0
0056DE60
0056EDE0
0056EE80
0056F040
0056F230
0056F250
0056F320
00570390
00570550
00570830
005708A0
005708F0
00570940
00570AE0
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008D8E90
008D9480
008DA5E0
008DA8F0
008DB3A0
008DB580
008DB8A0
008DBA80
008DBEF0
008DD830
008DDA90
008DDC70
008DE150
008DE320
008DE790
008DE980
008DF9B0
008DFFE0
008E05A0
008E05D0
008E08E0
008E1150
008E1370
008E1780
008E19C0
008E1F10
008E20A0
008E2570
008E2A00
008E2CD0
008E3130
008E32C0
008E3780
008E3B80
008E3DB0
008E3F90
008E4290
008E4460
008E4610
008E47A0
008E4AE0
008E4F20
008E51D0
008E54D0
008E54F0
008E5540
008E5590
008E55C0
008E55F0
008E5680
008E56A0
008E5710
008E5790
008E5B30
008E5D60
008E7810
008E78F0
008E7A70
008E7B50
008E7EF0
008E7F10
008E7F70
008E81A0
008E82F0
008E8330
008E84A0
008E8540
008E8560
008E8800
008E8A60
008E8BD0
008E8C40
008E8E50
008E8ED0
008E9080
008E91B0
008E9350
008E9550
```

```
008E9760
008EC420
008EEF60
008EF1E0
008EF240
008EF9F0
008EFDA0
008F06F0
008F0BC0
008F0E40
008F0F90
008F16C0
008F1730
008F1830
008F1950
008F1A60
008F1B40
008F1C30
008F2010
008F22C0
008F2470
008F24C0
008F2800
008F2870
008F28C0
008F2B90
008F2D20
008F2EC0
008F3C70
008F4160
008F41B0
008F4210
008F44D0
008F4650
008F48B0
008F4C70
008F4CB0
008F4ED0
008F4FA0
008F5080
008F5F40
008F6690
008F66D0
008F6770
008F6A10
008F7640
008F8120
008F8170
008F8450
008F8630
008F8670
008F8B00
008F8BE0
008F8C30
008F9080
008F93B0
008F9690
008F9A20
008FB530
008FB5E0
008FB9E0
008FBCC0
008FBDF0
008FC3B0
008FC580
008FC5A0
008FC670
008FCB90
008FCF60
008FD170
008FD190
008FD220
008FDDC0
008FDF90
008FE040
008FE250
008FE3A0
008FE580
008FE6F0
008FE900
008FE920
008FE9B0
008FF150
008FF280
008FF330
008FF4C0
008FF700
008FF720
008FF7E0
009002C0
00900460
00900500
009006C0
00900780
00900AB0
00900D00
00901040
009012D0
009015F0
00901800
00901950
00901AC0
00901B88
00901BA0
00901C60
00901C70
00901D00
```

```
00901FD0
00902080
009021D0
00902240
009022E0
009024D0
009024F0
009025C0
00902B90
00902EE0
009030B0
009030E0
00903120
00903300
00903360
00903570
00903590
009035A0
009037B0
00903890
00903B50
00903CC0
00904040
00904580
00904E30
009050D0
00905230
00905510
00905790
009058B0
009058E0
009059E0
00905C60
00905CB0
00905CE0
00905D40
00905F00
00906130
00906410
009064A0
00906610
00906830
00906980
00906AC0
00906E10
00906F60
00906F80
009071F0
00907210
009072D0
00908200
00908360
00908660
009086E0
00908FC0
009091E0
00909400
009094C0
009097D0
009099D0
00909A40
00909BB0
00909DD0
0090A000
0090A150
0090A310
0090A330
0090A400
0090A540
0090A760
0090A900
0090A980
0090AEB0
0090B080
0090B0A0
0090B170
0090B530
0090B790
0090B940
0090BA90
0090BB70
0090BC50
0090BDE0
0090BF90
0090C120
0090C140
0090C1A0
0090C1D0
0090C2D0
0090C2F0
0090C310
0090C520
0090CB20
0090CBA0
0090CC50
0090CD50
0090CF20
0090CFC0
0090D0A0
0090D130
0090D140
0090D2E0
0090D2F0
0090D4F0
0090D6B0
0090D860
0090D8F0
```

```
0090DAE0
0090E020
0090E0A0
0090E9A0
0090EAD0
0090EC10
0090EF10
0090F020
0090F060
0090F080
0090F1A0
0090F210
0090F4D0
0090F4F0
0090FBE0
0090FE00
00910120
00910260
00910410
009106A0
00910920
009109E0
00910D20
00910F00
00911110
009111D0
009115A0
00911B80
00911BF0
00911DF0
00911E10
00911F00
00912500
00912780
00912AD0
00912BD0
00912DB0
00912EB0
00912F80
00913140
00913360
00913490
00913740
00913B60
00913F60
00914410
009144D0
00914730
009149F0
00914CA0
00914CC0
00914DE0
00915710
009159B0
00915D40
00915E40
00915FE0
00915FF0
00916250
00916AF0
00916CD0
00917060
00917320
00917830
00917AA0
00917CD0
00917DB0
00918040
009184A0
009184C0
009185C0
00918980
00918B00
00918DD0
00918EAC
00918EC0
009191E0
009192C0
00919620
009196D0
00919E30
0091A140
0091A240
0091A500
0091A7B0
0091A7E0
0091A9F0
0091AE80
0091B1B0
0091B510
0091B6E0
0091B710
0091B760
0091DB60
0091DEF0
0091DF90
0091E1E0
0091E200
0091E2E0
0091E840
0091E990
0091EC00
0091ECF0
0091EDC0
0091EF40
0091F0D0
0091F1A0
```

```
0091F3D0
0091F640
0091F800
0091FA80
0091FD20
0091FF30
009200E0
009202B0
009204E0
00920500
00920590
00920A50
00920B40
00920D10
00920EB0
00921040
00921160
00921390
00921470
00921590
00921630
00921670
009216D0
00922350
009226C0
009227D0
00922810
00922C40
00922D20
00922EE0
00923010
009232C0
00923380
009233A0
009235EC
00923630
00923970
00923B60
00923CC0
00923DD0
00924050
00924160
00924420
009245F0
00924610
009246E0
00924AB0
00924C50
00924E00
00924E30
00925040
00925060
009250F0
00925B14
00925C50
00925CF0
00925E90
009260E0
00926100
009261E0
00926700
00926800
00926890
009268A0
00926A70
00926D00
00927010
009271E0
00927330
009274F0
00927760
00927A50
00927B30
00927F40
00928060
00928160
009281F0
009283C0
00928450
00928650
00928860
00928AF0
00928C40
00928E00
009290B0
00929140
009292B0
009292D0
00929390
009298A0
00929AA0
00929BB0
00929C70
00929D40
00929DD0
0092A140
0092A6B0
0092A8B0
0092ABA0
0092AD50
0092AE60
0092B400
0092B4B0
0092B680
0092B6A0
0092B770
0092B8B0
```

```
0092BDA0
0092BF50
0092C1B0
0092C1D0
0092C290
0092CEA0
0092D0F0
0092D200
0092D310
0092D330
0092D4B0
0092D770
0092DA40
0092E740
0092E7F0
0092E940
0092F000
0092F150
0092F1A0
0092F230
0092F660
0092F680
0092F9E0
0092FAE0
0092FB40
0092FC10
0092FC80
0092FDF0
0092FE80
0092FF60
0092FF80
0092FFF0
009301F0
009302F0
009304D0
009304F0
00930880
00931390
009314E0
009315D0
00931690
00931AA0
00931AE0
00931D50
00931F90
009320E0
00932230
009323B0
00932500
00932590
009326E0
00932B00
00932C30
00932E10
00933080
00933170
009331C0
00933320
00933610
00933860
00933A00
00933DA0
00933E50
00933FA0
009340A0
009340D0
009341E0
00934220
00934260
009342C0
00934380
009344E0
00934540
00934590
009345E0
009347A0
00934960
009349A0
00934AB0
00934AE0
00934B10
00934B60
00934E00
00935080
00935CB0
00935F90
00936060
009362B0
009364C0
00936510
009365D0
00936840
009368E0
00936930
00936E80
00936EB0
00936EE0
00936F10
00936F40
00936F80
00936F90
00936FF0
00937090
00937260
00937290
009372A0
009372C0
```

```
00937350
00937360
00937410
00937500
00937550
00937590
009375C0
009375D0
00937D70
00937D90
00937DD0
00937E50
00937F60
00937FD0
009380C0
009380F0
00938250
00938280
00938360
009383F0
00938470
009384A0
009384D0
009384F0
00938790
009387B0
009387D0
009387F0
00938854
00938880
009388C0
00938900
00938930
00938A10
00938B34
00938B80
00938BC0
00938BE0
00938BF0
00938C10
00938C40
00938C60
00938CA0
00938D40
00938E20
00939110
009392A0
00939360
00939540
00939670
00939750
009397D0
00939840
00939860
00939920
00939950
009399A0
00939A00
00939D10
00939D50
00939D90
00939DE0
00939E30
00939E60
00939E90
00939EF0
00939F50
00939FC0
0093A0D0
0093A190
0093A1B0
0093A210
0093A220
0093A230
0093A240
0093A400
0093A4D0
0093A600
0093A710
0093A720
0093A740
0093A770
0093A7A0
0093A7E0
0093A960
0093ABF0
0093AD80
0093ADF0
0093AE60
0093AFF0
0093B030
0093B050
0093B070
0093B0A0
0093B1F0
0093B220
0093B250
0093B280
0093B2A0
0093B2D0
0093B300
0093B370
0093BA30
0093BBD0
0093BD70
0093BE40
0093C200
```

```
0093C590
0093C5E0
0093C680
0093D780
0093D820
0093D870
0093DD90
0093DE70
0093E5B0
0093E780
0093E7D0
0093E8C0
0093E970
0093F9A0
0093FA90
0093FB70
00940160
00940290
00940820
009409B0
00941480
00941580
009415C0
009415E0
00941620
00941630
009416C0
00941730
00941740
00941760
009417F0
00941830
00941BA0
00941E80
00941EF0
00941F10
00942140
00942200
00942290
009422D0
00942330
00942350
00942560
00942A40
00942C00
00942F50
00942FF0
009430E0
00943960
00943990
00943B60
00943BB0
00943C80
00943D30
00943D50
00943D70
00943EC0
00943F30
00944180
009441A0
00944250
009442C0
00944300
00944350
009443A0
00944480
009445D0
009446A0
009446E0
00944760
009447E0
00944840
009448B0
00944C10
0094ABAC
0094ABB4
0094AC10
0094ACB0
0094ACBC
0094ACE8
0094AD3C
0094AD90
0094AE48
0094AE6C
0094F14C
0094F154
0094F1B0
0094F250
0094F25C
0094F288
0094F2DC
0094F330
0094F3E8
0094F40C
0094F524
```

JohnLocke

The following is an example of how to edit the long name of any club competition - you won't need to use the Names Editor and you can use all 50 characters if you desire.

This example below uses the German First Division, more commonly known as the Bundesliga.

Original:
0060F007 JNE SHORT 0060F014
0060F009 MOV DWORD PTR DS:[9CF54C],EDI
0060F00F JMP 0060FD31

Change to:
0060F007 NOP
0060F008 NOP
0060F009 MOV DWORD PTR DS:[9CF54C],10
0060F013 NOP

Change to (version 2):
0060EFF7 MOV DWORD PTR DS:[9CF54C],10
0060F001 to 0060F013 (inclusive): NOP

Both versions work.

This works by hard-coding the competition id (0x10) into the exe, so the game uses 0x10 without looking it up using the long name. As a result you can edit the data to give it any name you like. You can find other competition ids by opening club_comp.dat in XVI32, I'll post a list at some point.

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Tapani

Giving up on inviting nations to friendlies. Documenting my findings, in case someone else would interested in continuing.

My findings so far:

The comparison at offset 0045f64d disables national teams from inviting. NOP out the conditional jump there, and you unlock the select nation to invite screen.

Problem: nobody can be invited. National clubs do not have a "invite" button. This is prevented from appearing by comparisons at offsets 482b02 and 482b17.
These comparisons check the return values from function calls. I do not understand what those function calls do, or should return. Disabling the checks leads to crash.

Another few hours wasted.

Tapani

JohnLocke

Original:
0060DEAF |. /75 0B JNE SHORT 0060DEBC
0060DEB1 |. |893D E4F29C00 MOV DWORD PTR DS:[9CF2E4],EDI
0060DEB7 |. |E9 90070000 JMP 0060E64C

Modified:

```
0060DEAF 90 NOP
0060DEB0 90 NOP
0060DEB1 C705 E4F29C00 3C000000 MOV DWORD PTR DS:[9CF2E4],3C
0060DEBB 90 NOP
```

Result: You can now rename England in the data (nation.dat) and the game won't complain (untested).

EDIT: Don't rely on this, it seems it doesn't work.

JohnLocke

Original:
```
0060DEAF |. /75 0B JNE SHORT 0060DEBC
0060DEB1 |. |893D E4F29C00 MOV DWORD PTR DS:[9CF2E4],EDI
0060DEB7 |. |E9 90070000 JMP 0060E64C
```

Modified:
```
0060DEAF 90 NOP
0060DEB0 90 NOP
0060DEB1 C705 E4F29C00 3C000000 MOV DWORD PTR DS:[9CF2E4],3C
0060DEBB 90 NOP
```

Result: You can now rename England in the data (nation.dat) and the game won't complain (untested).

EDIT: Don't rely on this, it seems it doesn't work.

JohnLocke

0075EE9C to 0075EEFF (inclusive), fill with NOP.

The Player & Staff Search optio will not be available.

JohnLocke

JohnLocke

00874661 /0F84 F1030000 JE 00874A58

Change to:

```
00874661 /E9 F2030000 JMP 00874A58
00874666 |90 NOP
```

Result: the 'Compare players' option will be removed from the Action menu.

This, combined with the above post and this: http://www.champman0102.co.uk/showth...262#post177262 - mean you could play the game but never see any attributes. Unfortunately these also remove most of scouting option - you should still get reports about 4 and 5 star finds - but you'd have to scout individual players.

I'll see if I can let the scouts report by country but keep all attributes hidden, not sure I can do that though.

JohnLocke

JohnLocke

0080A470 to 0080A543 (inclusive): fill with NOP

The 'Attributes' option on the Player & Staff > View menu is removed.

JohnLocke

0080A470 to 0080A543 (inclusive): fill with NOP

The 'Attributes' option on the Player & Staff > View menu is removed.

JohnLocke   11-08-14, 08:01 AM

008137F8 to 0081386F (inclusive): fill with NOP

The 'Attributes' option on the Player & Staff Search > Filters section will be missing.

Also missing from the Staff Search option, I'll see if I can get it to disable for just players.

JohnLocke   11-08-14, 08:01 AM

Zé   11-08-14, 09:13 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> 00874661 /0F84 F1030000 JE 00874A58
>
> Change to:
>
> 00874661 /E9 F2030000 JMP 00874A58
> 00874666 |90 NOP
>
> Result: the 'Compare players' option will be removed from the Action menu.
>
> This, combined with the above post and this: http://www.champman0102.co.uk/showth...262#post177262 - mean you could play the game but never see any attributes. Unfortunately these also remove most of scouting option - you should still get reports about 4 and 5 star finds - but you'd have to scout individual players.
>
> I'll see if I can let the scouts report by country but keep all attributes hidden, not sure I can do that though.

Brilliant :ok:

Did you every find out why the game crashes when clicking on contract after applying the star patch?

Zé   11-08-14, 09:28 PM

Please can someone apply the below to this exe? https://www.sendspace.com/file/tuwhid

Change offset 004CBA67 from JNZ to JGE

I can't seem to find offset 004CBA67?

http://en.zimagez.com/miniature/scre...8-11212721.png

JohnLocke   11-08-14, 10:05 PM

> Quote:
>
> Originally Posted by **Zé** »
>
> Brilliant :ok:
>
> Did you every find out why the game crashes when clicking on contract after applying the star patch?

Just taking another look at that. I think the last problem was caused by me picking the wrong place in the exe to write new code - as the location I used wasn't actually 'empty'.

I can't see why but what I think should work is crashing the exe now, I'll keep trying.

JohnLocke   11-08-14, 10:45 PM

Code:

```
0040282D    C3              RETN
0040282E    3C 12           CMP AL,12
00402830    7D 34           JGE SHORT 00402866
00402832    3C 0E           CMP AL,0E
00402834    7D 26           JGE SHORT 0040285C
```

```
00402836      3C 0A              CMP AL,0A
00402838      7D 18             JGE SHORT 00402852
0040283A      3C 06              CMP AL,6
0040283C      7D 0A             JGE SHORT 00402848
0040283E      68 0059A800        PUSH OFFSET 00A85900                    ; ASCII "  *"
00402843      E9 9F834700       JMP 0087ABE7
00402848      68 0459A800        PUSH OFFSET 00A85904                    ; ASCII "  **"
0040284D      E9 95834700       JMP 0087ABE7
00402852      68 0C59A800        PUSH OFFSET 00A8590C                    ; ASCII "  ***"
00402857      E9 8B834700       JMP 0087ABE7
0040285C      68 1459A800        PUSH OFFSET 00A85914                    ; ASCII "  ****"
00402861      E9 81834700       JMP 0087ABE7
00402866      68 1C59A800        PUSH OFFSET 00A8591C                    ; ASCII "  *****"
0040286B      E9 77834700       JMP 0087ABE7
00402870      90                 NOP
00402871      90                 NOP
00402872      90                 NOP
00402873      90                 NOP
00402874      90                 NOP
00402875      90                 NOP
00402876      90                 NOP
00402877      90                 NOP
00402878      90                 NOP
00402879      90                 NOP
0040287A      90                 NOP
0040287B      90                 NOP
0040287C      90                 NOP
0040287D      90                 NOP
0040287E      90                 NOP
0040287F      90                 NOP
00402880      90                 NOP
00402881      90                 NOP
00402882      90                 NOP
00402883      90                 NOP
00402884      90                 NOP
00402885      90                 NOP
00402886      90                 NOP
00402887      90                 NOP
00402888      90                 NOP
00402889      90                 NOP
0040288A      90                 NOP
0040288B      90                 NOP
0040288C      90                 NOP
0040288D      90                 NOP
0040288E      90                 NOP
0040288F      90                 NOP
00402890      90                 NOP
00402891      90                 NOP
00402892      90                 NOP

and

0087ABE2      ^\E9 477CB8FF      JMP 0040282E
```

Attributes on player screen shows as stars (1-5) and the contract screen works, can't promise it won't cause a crash somewhere else but I think it should be OK.

JLPatch file (for use in JLPatch and Patch Installer)

Code:

```
0x282d 0x8d 0xc3
0x282e 0x94 0x3c
0x282f 0x24 0x12
0x2830 0xc 0x7d
0x2831 0x1 0x34
0x2832 0x0 0x3c
0x2833 0x0 0xe
0x2834 0x8d 0x7d
0x2835 0x44 0x26
0x2836 0x24 0x3c
0x2837 0xc 0xa
0x2838 0x52 0x7d
0x2839 0x50 0x18
0x283a 0x56 0x3c
0x283b 0x56 0x6
0x283c 0x68 0x7d
0x283d 0xf8 0xa
0x283e 0x70 0x68
0x283f 0x98 0x0
0x2840 0x0 0x59
0x2841 0xe8 0xa8
0x2842 0xb9 0x0
0x2843 0x24 0xe9
0x2844 0x54 0x9f
0x2845 0x0 0x83
0x2846 0x83 0x47
0x2847 0xc4 0x0
0x2848 0x14 0x68
0x2849 0x8d 0x4
0x284a 0x8c 0x59
0x284b 0x24 0xa8
0x284c 0xc 0x0
0x284d 0x1 0xe9
0x284e 0x0 0x95
0x284f 0x0 0x83
0x2850 0x8d 0x47
0x2851 0x54 0x0
0x2852 0x24 0x68
0x2854 0x68 0x59
0x2855 0xfc 0xa8
0x2856 0x3 0x0
0x2857 0x0 0xe9
0x2858 0x0 0x8b
0x2859 0x51 0x83
0x285a 0x52 0x47
```

```
0x285b 0xe8 0x0
0x285c 0xd0 0x68
0x285d 0xa8 0x14
0x285e 0x50 0x59
0x285f 0x0 0xa8
0x2860 0x50 0x0
0x2861 0x68 0xe9
0x2862 0xe8 0x81
0x2863 0x70 0x83
0x2864 0x98 0x47
0x2867 0xd0 0x1c
0x2868 0x24 0x59
0x2869 0xae 0xa8
0x286b 0xe8 0xe9
0x286c 0x2f 0x77
0x286d 0x24 0x83
0x286e 0x54 0x47
0x2870 0x56 0x90
0x2871 0x68 0x90
0x2872 0xd0 0x90
0x2873 0x24 0x90
0x2874 0xae 0x90
0x2875 0x0 0x90
0x2876 0x68 0x90
0x2877 0xe0 0x90
0x2878 0x70 0x90
0x2879 0x98 0x90
0x287a 0x0 0x90
0x287b 0xe8 0x90
0x287c 0x10 0x90
0x287d 0x5a 0x90
0x287e 0x1e 0x90
0x287f 0x0 0x90
0x2880 0x83 0x90
0x2881 0xc4 0x90
0x2882 0x24 0x90
0x2883 0x89 0x90
0x2884 0x35 0x90
0x2885 0x34 0x90
0x2886 0x7a 0x90
0x2887 0xb6 0x90
0x2888 0x0 0x90
0x2889 0x5e 0x90
0x288a 0x5d 0x90
0x288b 0x5b 0x90
0x288c 0x81 0x90
0x288d 0xc4 0x90
0x288e 0x0 0x90
0x288f 0x2 0x90
0x2890 0x0 0x90
0x2891 0x0 0x90
0x2892 0xc3 0x90
0x47abe2 0x68 0xe9
0x47abe3 0x6c 0x47
0x47abe4 0x80 0x7c
0x47abe5 0x98 0xb8
0x47abe6 0x0 0xff
```

Time for bed.

JohnLocke

Code:

```
0040282D    C3              RETN
0040282E    3C 12           CMP AL,12
00402830    7D 34           JGE SHORT 00402866
00402832    3C 0E           CMP AL,0E
00402834    7D 26           JGE SHORT 0040285C
00402836    3C 0A           CMP AL,0A
00402838    7D 18           JGE SHORT 00402852
0040283A    3C 06           CMP AL,6
0040283C    7D 0A           JGE SHORT 00402848
0040283E    68 0059A800     PUSH OFFSET 00A85900            ; ASCII "  *"
00402843    E9 9F834700     JMP 0087ABE7
00402848    68 0459A800     PUSH OFFSET 00A85904            ; ASCII "  **"
0040284D    E9 95834700     JMP 0087ABE7
00402852    68 0C59A800     PUSH OFFSET 00A8590C            ; ASCII "  ***"
00402857    E9 8B834700     JMP 0087ABE7
0040285C    68 1459A800     PUSH OFFSET 00A85914            ; ASCII "  ****"
00402861    E9 81834700     JMP 0087ABE7
00402866    68 1C59A800     PUSH OFFSET 00A8591C            ; ASCII "  *****"
0040286B    E9 77834700     JMP 0087ABE7
00402870    90              NOP
00402871    90              NOP
00402872    90              NOP
00402873    90              NOP
00402874    90              NOP
00402875    90              NOP
00402876    90              NOP
00402877    90              NOP
00402878    90              NOP
00402879    90              NOP
0040287A    90              NOP
0040287B    90              NOP
0040287C    90              NOP
0040287D    90              NOP
0040287E    90              NOP
0040287F    90              NOP
00402880    90              NOP
00402881    90              NOP
00402882    90              NOP
00402883    90              NOP
```

```
00402884    90                  NOP
00402885    90                  NOP
00402886    90                  NOP
00402887    90                  NOP
00402888    90                  NOP
00402889    90                  NOP
0040288A    90                  NOP
0040288B    90                  NOP
0040288C    90                  NOP
0040288D    90                  NOP
0040288E    90                  NOP
0040288F    90                  NOP
00402890    90                  NOP
00402891    90                  NOP
00402892    90                  NOP

and

0087ABE2    ^\E9 477CB8FF       JMP 0040282E
```

Attributes on player screen shows as stars (1-5) and the contract screen works, can't promise it won't cause a crash somewhere else but I think it should be OK.

JLPatch file (for use in JLPatch and Patch Installer)

Code:

```
0x282d 0x8d 0xc3
0x282e 0x94 0x3c
0x282f 0x24 0x12
0x2830 0xc 0x7d
0x2831 0x1 0x34
0x2832 0x0 0x3c
0x2833 0x0 0xe
0x2834 0x8d 0x7d
0x2835 0x44 0x26
0x2836 0x24 0x3c
0x2837 0xc 0xa
0x2838 0x52 0x7d
0x2839 0x50 0x18
0x283a 0x56 0x3c
0x283b 0x56 0x6
0x283c 0x68 0x7d
0x283d 0xf8 0xa
0x283e 0x70 0x68
0x283f 0x98 0x0
0x2840 0x0 0x59
0x2841 0xe8 0xa8
0x2842 0xb9 0x0
0x2843 0x24 0xe9
0x2844 0x54 0x9f
0x2845 0x0 0x83
0x2846 0x83 0x47
0x2847 0xc4 0x0
0x2848 0x14 0x68
0x2849 0x8d 0x4
0x284a 0x8c 0x59
0x284b 0x24 0xa8
0x284c 0xc 0x0
0x284d 0x1 0xe9
0x284e 0x0 0x95
0x284f 0x0 0x83
0x2850 0x8d 0x47
0x2851 0x54 0x0
0x2852 0x24 0x68
0x2854 0x68 0x59
0x2855 0xfc 0xa8
0x2856 0x3 0x0
0x2857 0x0 0xe9
0x2858 0x0 0x8b
0x2859 0x51 0x83
0x285a 0x52 0x47
0x285b 0xe8 0x0
0x285c 0xd0 0x68
0x285d 0xa8 0x14
0x285e 0x50 0x59
0x285f 0x0 0xa8
0x2860 0x50 0x0
0x2861 0x68 0xe9
0x2862 0xe8 0x81
0x2863 0x70 0x83
0x2864 0x98 0x47
0x2867 0xd0 0x1c
0x2868 0x24 0x59
0x2869 0xae 0xa8
0x286b 0xe8 0xe9
0x286c 0x2f 0x77
0x286d 0x24 0x83
0x286e 0x54 0x47
0x2870 0x56 0x90
0x2871 0x68 0x90
0x2872 0xd0 0x90
0x2873 0x24 0x90
0x2874 0xae 0x90
0x2875 0x0 0x90
0x2876 0x68 0x90
0x2877 0xe0 0x90
0x2878 0x70 0x90
0x2879 0x98 0x90
0x287a 0x0 0x90
0x287b 0xe8 0x90
0x287c 0x10 0x90
0x287d 0x5a 0x90
0x287e 0x1e 0x90
0x287f 0x0 0x90
0x2880 0x83 0x90
```

```
0x2881 0xc4 0x90
0x2882 0x24 0x90
0x2883 0x89 0x90
0x2884 0x35 0x90
0x2885 0x34 0x90
0x2886 0x7a 0x90
0x2887 0xb6 0x90
0x2888 0x0 0x90
0x2889 0x5e 0x90
0x288a 0x5d 0x90
0x288b 0x5b 0x90
0x288c 0x81 0x90
0x288d 0xc4 0x90
0x288e 0x0 0x90
0x288f 0x2 0x90
0x2890 0x0 0x90
0x2891 0x0 0x90
0x2892 0xc3 0x90
0x47abe2 0x68 0xe9
0x47abe3 0x6c 0x47
0x47abe4 0x80 0x7c
0x47abe5 0x98 0xb8
0x47abe6 0x0 0xff
```

Time for bed.

JohnLocke

12-08-14, 07:07 AM

004570E5 to 00457193 (inclusive), fill with NOP
and
00458556 /E9 91040000 JMP 004589EC
0045855B |90 NOP

The 'Attributes' option on the Squad screen will be removed.

JohnLocke

12-08-14, 07:07 AM

JohnLocke

14-08-14, 09:01 PM

00482A74: JE 00482D04

Fill with NOP - you can now take control of any club (nations, non playable leagues etc). This is probably in this thread already somwhere...

JohnLocke

14-08-14, 09:01 PM

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milo
15-08-14, 10:53 AM

Quote:

> Originally Posted by **JohnLocke** »
>
> 00482A74: JE 00482D04
>
> Fill with NOP - you can now take control of any club (nations, non playable leagues etc). This is probably in this thread already somwhere...

also under 21?

JohnLocke
15-08-14, 06:36 PM

Quote:

> Originally Posted by **milo** »
>
> also under 21?

Yes.

JohnLocke
15-08-14, 07:17 PM

0087ACB5 CMP EAX,24

If you reduce this value the code that displays attributes on the player screen won't display all attributes.

JohnLocke
15-08-14, 07:17 PM

0087ACB5 CMP EAX,24

If you reduce this value the code that displays attributes on the player screen won't display all attributes.

JohnLocke
16-08-14, 08:34 AM

0053EF93 AND EBP,000000FF

Change to: MOV EBP, 12 (18 decimal) and players will need to be rated 18/20 before they display as, e.g. Defender, rather then the default 15/20.

JohnLocke
16-08-14, 08:34 AM

0053EF93 AND EBP,000000FF

Change to: MOV EBP, 12 (18 decimal) and players will need to be rated 18/20 before they display as, e.g. Defender, rather then the default 15/20.

And1
16-08-14, 11:18 AM

Quote:

> Originally Posted by **JohnLocke** »
>
> 0053EF93 AND EBP,000000FF
>
> Change to: MOV EBP, 12 (18 decimal) and players will need to be rated 18/20 before they display as, e.g. Defender, rather then the default 15/20.

I don't think I got it to work. On the olly it says: "AND EBP,0FF" for me. My English is not the best but how should it say instead, I get "MOV EBP" but didn't get that 18 decimal stuff. Thanks in advice.

JohnLocke   16-08-14, 11:27 AM

The amended line should just be: MOV EBP, 12
12 hexadecimal is 18 decimal, so you're setting the value of EBP to 18.

And1   16-08-14, 11:48 AM

It worked! Thanks a lot, John.

JohnLocke   16-08-14, 06:32 PM

https://www.sendspace.com/file/401l7r

The whole offsets thread as one html file.

Please note that with all the images in this thread it will take a while to load.

JohnLocke   17-08-14, 11:30 AM

0082A98B CALL 005E8290
0082E400 CALL 005E8290

Replace both of the above lines with NOP to remove the 'You may now remove the CD' message.

JohnLocke   17-08-14, 11:30 AM

0082A98B CALL 005E8290
0082E400 CALL 005E8290

Replace both of the above lines with NOP to remove the 'You may now remove the CD' message.

JohnLocke   17-08-14, 12:01 PM

0083A1D5 JLE SHORT 0083A237

Change to JMP and, I think, the game won't create shortlists at the start of the game - not sure what difference this will make.

JohnLocke   17-08-14, 12:01 PM

0083A1D5 JLE SHORT 0083A237

Change to JMP and, I think, the game won't create shortlists at the start of the game - not sure what difference this will make.

---

bine ye   17-08-14, 12:09 PM

Quote:
> Originally Posted by **JohnLocke** »
> *0083A1D5 JLE SHORT 0083A237*
>
> *Change to JMP and, I think, the game won't create shortlists at the start of the game - not sure what difference this will make.*

You would assume less transfers between AI clubs. Some games I play I notice that the same players move to the same clubs within the first season. Probably stops this.

MarcoVanBast   23-08-14, 12:36 AM

00870AF4 6A 01 PUSH 1

change to push 2 and when u click on player, head bar will be in club AWAY colours. Push 3 - 3d shirt colour

---

MarcoVanBast   23-08-14, 12:36 AM

00870AF4 6A 01 PUSH 1

change to push 2 and when u click on player, head bar will be in club AWAY colours. Push 3 - 3d shirt colour

---

JohnLocke   24-08-14, 12:55 PM

```
007C02A1 JNE 007C0CD6
to:
007C02A1 JMP 007C0CD6
007C02A6 NOP
```

The game will then ignore all staff histories when loading (which will be quicker as a result).

JohnLocke   24-08-14, 12:55 PM

JohnLocke   25-08-14, 10:08 AM

00821900

This is the start of the code that shows the 'Major Nations' on the nationality selection screen. See 'The [9CF***] thread' for what the values refer to.

JohnLocke   25-08-14, 10:08 AM

JohnLocke   25-08-14, 12:53 PM

```
00579C09 MOV BYTE PTR DS:[EAX+2],4
00579C0D MOV BYTE PTR DS:[EAX+3],1A
00579C11 MOV BYTE PTR DS:[EAX+4],CL
00579C14 MOV BYTE PTR DS:[EAX+5],BL
00579C17 NOP
00579C18 MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B ADD EAX,6
00579C1E MOV BYTE PTR DS:[EAX],7
00579C21 MOV BYTE PTR DS:[EAX+1],BL
00579C24 MOV BYTE PTR DS:[EAX+2],1
00579C28 MOV BYTE PTR DS:[EAX+3],CL
00579C2B MOV BYTE PTR DS:[EAX+4],5
00579C2F MOV BYTE PTR DS:[EAX+5],1
00579C33 MOV ECX,DWORD PTR SS:[ESP+20C]
00579C3A MOV EAX,ESI
00579C3C POP ESI
00579C3D POP EBX
00579C3E MOV DWORD PTR FS:[0],ECX
00579C45 ADD ESP,210
00579C4B RETN 14
```

The above changes will invert the transfer window dates in England - so instead of it being closed from late March to late June it will be open during those dates and closed for the rest of the year.

JohnLocke   25-08-14, 12:53 PM

00579C4B RETN 14

The above changes will invert the transfer window dates in England - so instead of it being closed from late March to late June it will be open during those dates and closed for the rest of the year.

Golly

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
> *00579C09 MOV BYTE PTR DS:[EAX+2],4*
> *00579C0D MOV BYTE PTR DS:[EAX+3],1A*
> *00579C11 MOV BYTE PTR DS:[EAX+4],CL*
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> *00579C18 MOV EAX,DWORD PTR DS:[ESI+4]*
> *00579C1B ADD EAX,6*
> *00579C1E MOV BYTE PTR DS:[EAX],7*
> *00579C21 MOV BYTE PTR DS:[EAX+1],BL*
> *00579C24 MOV BYTE PTR DS:[EAX+2],1*
> *00579C28 MOV BYTE PTR DS:[EAX+3],CL*
> *00579C2B MOV BYTE PTR DS:[EAX+4],5*
> *00579C2F MOV BYTE PTR DS:[EAX+5],1*
> *00579C33 MOV ECX,DWORD PTR SS:[ESP+20C]*
> *00579C3A MOV EAX,ESI*
> *00579C3C POP ESI*
> *00579C3D POP EBX*
> *00579C3E MOV DWORD PTR FS:[0],ECX*
> *00579C45 ADD ESP,210*
> *00579C4B RETN 14*
>
> *The above changes will invert the transfer window dates in England - so instead of it being closed from late March to late June it will be open during those dates and closed for the rest of the year.*

Hmmmm, I think I know how we could insert the current transfer windows into the game.

From my limit understanding the original offsets say..

Open transfer window on Tuesday 2nd June.
Close transfer window on Friday 26th March.

What if somebody clever expanded the rule to say...

Open transfer window on -1 1st June.
Close transfer window on -1 1st September.
Open transfer window on -1 1st January.
Close transfer window on -1 1st February.

That would put the current transfer windows into the England rules section. If you then went through every league rules and removed the transfer window offsets the game always defaults to the English rules when there are no rules for another country.

Could that work?

Golly

Here's the Spanish transfer window rules...

http://i1218.photobucket.com/albums/...sferwindow.png

...which seem to say...

Open transfer window on Thursday 17th June.
Close transfer window on Friday 20th August.
Open transfer window on DL(?) 15th December.
Close transfer window on DL(?) 22nd January.

I am totally convinced we could insert the real life transfer window into the game fairly easily now!!!!

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Offsets

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Golly   25-08-14, 05:45 PM

Here's the Spanish transfer window rules...

http://i1218.photobucket.com/albums/...sferwindow.png

...which seem to say...

Open transfer window on Thursday 17th June.
Close transfer window on Friday 20th August.
Open transfer window on DL(?) 15th December.
Close transfer window on DL(?) 22nd January.

I am totally convinced we could insert the real life transfer window into the game fairly easily now!!!!

JohnLocke   25-08-14, 06:40 PM

00579BA6: JMP 00579C32
00579BAB to 00579BFE (inclusive): fill with NOP

This should give plenty of space to add another window.

JohnLocke   25-08-14, 06:40 PM

00579BA6: JMP 00579C32
00579BAB to 00579BFE (inclusive): fill with NOP

This should give plenty of space to add another window.

JohnLocke   26-08-14, 06:14 PM

005BB303 /EB 23 JMP SHORT 005BB328
005BB305 |90 NOP
005BB306 |90 NOP

005BB31D |891D 347AB600 MOV DWORD PTR DS:[0B67A34],EBX
005BB323 |E9 F7010000 JMP 005BB51F
005BB328 \C646 44 FF MOV BYTE PTR DS:[ESI+44],0FF
005BB32C 66:C786 E2000000 983A MOV WORD PTR DS:[ESI+0E2],3A98
005BB335 66:C786 E4000000 983A MOV WORD PTR DS:[ESI+0E4],3A98
005BB33E ^ EB C7 JMP SHORT 005BB307

005BB340 to 005BB37A (inclusive) NOP

Promotion to the French First Division will now require a 15000 (3A98) all-seater stadium.

Edit: Now tested, it worked. Took over Niort, board expanded the stadium on promotion to 'allow entry into the French First Division'.

Had two errors during the season but don't think they were related (match_eng 652 & match_eng 612).

JohnLocke   26-08-14, 06:14 PM

005BB303 /EB 23 JMP SHORT 005BB328
005BB305 |90 NOP
005BB306 |90 NOP

005BB31D |891D 347AB600 MOV DWORD PTR DS:[0B67A34],EBX
005BB323 |E9 F7010000 JMP 005BB51F
005BB328 \C646 44 FF MOV BYTE PTR DS:[ESI+44],0FF
005BB32C 66:C786 E2000000 983A MOV WORD PTR DS:[ESI+0E2],3A98
005BB335 66:C786 E4000000 983A MOV WORD PTR DS:[ESI+0E4],3A98
005BB33E ^ EB C7 JMP SHORT 005BB307

005BB340 to 005BB37A (inclusive) NOP

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Edit: Now tested, it worked. Took over Niort, board expanded the stadium on promotion to 'allow entry into the French First Division'.

Had two errors during the season but don't think they were related (match_eng 652 & match_eng 612).

MarcoVanBast
<div align="right">27-08-14, 07:02 PM</div>

#anyone know offset of how attribute setting according to .dat files

For exmaple in cm3 f.exe and cm3 e.exe same player from same data may have 20 20 Driibbling Finishing, and 14 15. Seems code of reading attributes is different.

JohnLocke
<div align="right">30-08-14, 07:21 PM</div>

0045C061 90 NOP
0045C062 90 NOP

Result: you can now see the contract status of every player (Squad screen > View > Contract: Squad Status will now be visible). This should help you decide whether it's even worth making a bid - and how much they club are likely to want. Not sure why but you can only order-by this column for your own club.

- - - Updated - - -

Quote:

Originally Posted by **MarcoVanBast** »

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For exmaple in cm3 f.exe and cm3 e.exe same player from same data may have 20 20 Driibbling Finishing, and 14 15. Seems code of reading attributes is different.

I would think it more likely that this is due to some form of randomisation.

JohnLocke
<div align="right">30-08-14, 07:21 PM</div>

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- - - Updated - - -

Quote:

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I would think it more likely that this is due to some form of randomisation.

MarcoVanBast
<div align="right">30-08-14, 08:23 PM</div>

No no, its 100% not random.

Coz not only dri, fin, also determintaion, pace, acceleration are higher.

E.g starting game 3.0.4 and adding filter dri, fin 19 20, u recieve **3** players. In 3.0.3 you recieve **67**!! players. And that is every every game. It cant be random i guess.

JohnLocke
<div align="right">30-08-14, 09:08 PM</div>

Wierd - I posted the above posts separately... anyway - no idea why then but it can't be reading the data that is doing that (IMO), the game must have been changed slightly between versions.

JohnLocke
<div align="right">31-08-14, 08:18 AM</div>

0062D2A8 JMP 0062DC82
0062D2AD NOP

No more injuries! :hippie:

JohnLocke
<div align="right">31-08-14, 08:18 AM</div>

```
0062D2A8 JMP 0062DC82
0062D2AD NOP
```

No more injuries! :hippie:

JohnLocke

```
007937C5 MOV BYTE PTR DS:[EAX+2],CL
007937C8 MOV BYTE PTR DS:[EAX+3],CL
007937CB MOV BYTE PTR DS:[EAX+4],4
007937CF MOV BYTE PTR DS:[EAX+5],1
007937D3 NOP
```

Northern Ireland's transfer window lasts all year long, transfers can only happen on a single day - May 5th.

```
007937C5 MOV BYTE PTR DS:[EAX+2],CL
007937C8 MOV BYTE PTR DS:[EAX+3],CL
007937CB MOV BYTE PTR DS:[EAX+4],3
007937CF MOV BYTE PTR DS:[EAX+5],0
007937D3 NOP
```

Northern Ireland's transfer window should last just a single day. Untested.

JohnLocke

Edgars

Any chance to get player/squad restrictions in Norther Ireland and would it be possible to make that season starts in March not in August?

JohnLocke

```
0056C661 MOV WORD PTR DS:[ESI+0D],0 [info: 0 in place of 403]
```

English League Cup 1st round will have a reply if the game is tied (instead of extra-time & penalties).

JohnLocke

JohnLocke

```
007EC976 NOP
007EC977 NOP
```
The player restrictions in the Russian Premier & Russian Cup will be the same as those in the Russian First Divisions (set at: 007EC978 MOV BYTE PTR DS:[EDX+2],3) - 3 being the number of foreign players allowed.
```
-------
007EC96A JMP SHORT 007EC97C - will remove restrictions from all competitions in Russia.
```

JohnLocke

007EC96A JMP SHORT 007EC97C - will remove restrictions from all competitions in Russia.

---

milo

john, you have just mentioned northern ireland, i hope someone won't ask you if you are able to disable promotion/relegation play off...

JohnLocke

31-08-14, 02:20 PM

0087227E to 008723BC (inclusive): fill with NOP.

The 'Withdraw Transfer Bid' option is removed from the Action menu. Can still be witdrawn via the Player > Transfer screen though.

JohnLocke

31-08-14, 02:20 PM

0087227E to 008723BC (inclusive): fill with NOP.

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JohnLocke

08-09-14, 07:10 AM

0091B760: start of code that seems to relate to the World Cup European qualifying, starts with lots of references to various European nations - so it might be possible to edit the nations that take part.

JohnLocke

08-09-14, 07:10 AM

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Golly

08-09-14, 08:07 AM

Quote:

> Originally Posted by **JohnLocke** »
>
> *0091B760: start of code that seems to relate to the World Cup European qualifying, starts with lots of references to various European nations - so it might be possible to edit the nations that take part.*

Had a look at these and they are in the order of the Qualification group draw for the 2002 World Cup. So I am guessing this is something inherited from CM0001 (maybe Cam F can confirm this?) to ensure the real life 2002 European Qualifying groups take place.

Whether this would be any use to anyone is questionable. Unless you find a way of changing which qualification tournament it's for?

Show 40 post(s) from this thread on one page

Offsets

Printable View

Golly
08-09-14, 08:07 AM

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
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Golly
08-09-14, 08:18 AM

Actully further along the offsets is the actually fixture list for each group with results included. Probably used in 3.60 when you started the game half way through the group stage?

Here's an example of one (NB away teams are first for some reason)...

http://i1218.photobucket.com/albums/...C/ger5eng1.png

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08-09-14, 08:18 AM

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Here's an example of one (NB away teams are first for some reason)...

http://i1218.photobucket.com/albums/...C/ger5eng1.png

MarcoVanBast
08-09-14, 10:49 AM

Need ofsset of menubar coordinates. finding string @match.mbr@ returns offsets of whole menu with buttons, but not menubar

---

Edgars
08-09-14, 05:33 PM

Which offset allows changing starting year?

Edgars
08-09-14, 05:33 PM

Which offset allows changing starting year?

JohnLocke
08-09-14, 06:04 PM

Start Year, how to change:
http://www.champman0102.co.uk/showth...&p=137#post137

Taken from the Offsets Index: http://www.champman0102.co.uk/showthread.php?t=5583

JohnLocke
08-09-14, 06:04 PM

Start Year, how to change:
http://www.champman0102.co.uk/showth...&p=137#post137

JohnLocke

08-09-14, 07:08 PM

```
005CC366 |> \8B0D 54F39C00 MOV ECX,DWORD PTR DS:[9CF354] ; Iran
005CC374 |. A1 F8F49C00 MOV EAX,DWORD PTR DS:[9CF4F8] ; USA
005CC382 |. 8B15 58F39C00 MOV EDX,DWORD PTR DS:[9CF358] ; Iraq
005CC391 |. C740 0C FFFFF MOV DWORD PTR DS:[EAX+0C],-1 ;no nation, possible removed between versions?
005CC39E |. 8B15 08F59C00 MOV EDX,DWORD PTR DS:[9CF508] ; Vietnam
005CC3AD |. 8B0D F8F49C00 MOV ECX,DWORD PTR DS:[9CF4F8] ; USA
005CC3BC |. A1 04F49C00 MOV EAX,DWORD PTR DS:[9CF404] ; North Korea
005CC3CA |. 8B15 84F49C00 MOV EDX,DWORD PTR DS:[9CF484] ; South Korea
```

These lines appear near to 'friendly.cpp', maybe this code is telling the game to never schedule friendlies between any of these pairs?

djole2mcloud

08-09-14, 07:44 PM

i think Zozoa wrote a solution to this problem,with tapanified autumn 2013 Israeli patch...i think i had it somewhere...

> Quote:
>
> *Originally Posted by **Golly** »*
>
> *Actully further along the offsets is the actually fixture list for each group with results included. Probably used in 3.60 when you started the game half way through the group stage?*
>
> *Here's an example of one (NB away teams are first for some reason)...*
>
> *http://i1218.photobucket.com/albums/...C/ger5eng1.png*

djole2mcloud

08-09-14, 09:41 PM

here it is:

Few people asked me about the World Cup fix in order to start in 2013, so here are the changes need to be done:

Change offset 005F9ACC to MOV EAX,DWORD PTR DS:[9CF4AC] - replaces Sweden with Switzerland as WC Host
Change offset 005F9AD9 to MOV EDX,DWORD PTR DS:[9CF3A0] - replaces Norway with LIECHTENSTEIN as WC Host
Change offset 0091B8E2 to MOV ECX,DWORD PTR DS:[9CF300] - replaces Spain with France in the WC Euro Quals

Change the following offsets to DS:[9CF300] - replaces Spain with France in the WC Euro Quals, sorts the results against another teams in the group
0091D2B5
0091D323
0091D363
0091D3AF
0091D43B
0091D479
0091D4C4
0091D4E0

Sort Qualifying nations:
0092F304 .^E9 3751C2FF JMP NEW.00554440

```
0092F309 90 NOP
0092F30A 90 NOP
0092F30B 90 NOP
0092F30C 90 NOP

00554440 > 66:813D 922CAE>CMP WORD PTR DS:[AE2C92],7DD
00554449 . 75 0C JNZ SHORT NEW.00554457
0055444B . 66:833A 0B CMP WORD PTR DS:[EDX],0B
0055444F . 75 06 JNZ SHORT NEW.00554457
00554451 . 81C2 B2520000 ADD EDX,52B2
00554457 > 52 PUSH EDX
00554458 . E8 736FFEFF CALL NEW.0053B3D0
0055445D . E9 ABAE3D00 JMP NEW.0092F30D
```

---

djole2mcloud   08-09-14, 09:41 PM

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00554457 > 52 PUSH EDX
00554458 . E8 736FFEFF CALL NEW.0053B3D0
0055445D . E9 ABAE3D00 JMP NEW.0092F30D
```

Jesus   08-09-14, 10:45 PM

Quote:

Originally Posted by **JohnLocke** »

Code:

```
CPU Disasm
Address    Hex dump           Command                                              Comments
007BC4CD  |.  8B15 E4F29C00   MOV EDX,DWORD PTR DS:[9CF2E4]
007BC4D3  |.  8B01             MOV EAX,DWORD PTR DS:[ECX]
007BC4D5  |.  3BC2             CMP EAX,EDX
007BC4D7  |.  74 32            JE SHORT 007BC50B
007BC4D9  |.  3B05 10F59C00   CMP EAX,DWORD PTR DS:[9CF510]
007BC4DF  |.  74 2A            JE SHORT 007BC50B
007BC4E1  |.  3B05 5CF49C00   CMP EAX,DWORD PTR DS:[9CF45C]
007BC4E7  |.  74 22            JE SHORT 007BC50B
007BC4E9  |.  3B05 E4F39C00   CMP EAX,DWORD PTR DS:[9CF3E4]
007BC4EF  |.  74 1A            JE SHORT 007BC50B
007BC4F1  |.  6A 15            PUSH 15
007BC4F3  |.  8D9424 B40E0000 LEA EDX,[LOCAL.305]
007BC4FA  |.  68 C8000000      PUSH 0C8
007BC4FF  |.  52               PUSH EDX
007BC500  |.  51               PUSH ECX
007BC501  |.  E8 CABCE5FF      CALL 006181D0
007BC506  |.  83C4 10          ADD ESP,10
007BC509  |.  EB 1A            JMP SHORT 007BC525
007BC50B  |>  68 649CAD00      PUSH OFFSET 00AD9C64
007BC510  |.  8D8424 B40E0000 LEA EAX,[LOCAL.305]
007BC517  |.  68 AC12A700      PUSH OFFSET 00A712AC                              ; ASCII "British<%s -
COMMENT - type of passport>"
007BC51C  |.  50               PUSH EAX
007BC51D  |.  E8 BE2FEBFF      CALL 0066F4E0
007BC522  |.  83C4 0C          ADD ESP,0C
007BC525  |>  8D8C24 B00E0000 LEA ECX,[LOCAL.305]
007BC52C  |.  8D9424 200D0000 LEA EDX,[LOCAL.405]
007BC533  |.  51               PUSH ECX
007BC534  |.  52               PUSH EDX
007BC535  |.  6A 64            PUSH 64
007BC537  |.  6A 64            PUSH 64
```

```
007BC539 |. 68 2412A700    PUSH OFFSET 00A71224                    ; ASCII "
```

<%s - player name eg Batistuta> would not require a work permit because he holds {an}<%s - nationality name eg Italian>{} passport."

Not tested this but I think if the bold lines are changed to CMP EAX,-1 the game will stop referring to players having 'British' passports, i.e. the game could be made to report that a player holds a Scottish passport - which might come in handy in a few years time.

9CF2E4 = England
9CF510 = Wales
9CF45C = Scotland
9CF3E4 = Northern Ireland

Would adding CMP EAX,-1 before the Wales, Scotland and Northern Ireland offset turn them in to foreigners within England then?

EDIT: Re-read your post and it's to do with scout reports it seems..

Jesus

Quote:

*Originally Posted by **JohnLocke** »*

Code:

```
CPU Disasm
Address    Hex dump         Command                                Comments
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007BC4D3 |. 8B01            MOV EAX,DWORD PTR DS:[ECX]
007BC4D5 |. 3BC2            CMP EAX,EDX
007BC4D7 |. 74 32           JE SHORT 007BC50B
007BC4D9 |. 3B05 10F59C00   CMP EAX,DWORD PTR DS:[9CF510]
007BC4DF |. 74 2A           JE SHORT 007BC50B
007BC4E1 |. 3B05 5CF49C00   CMP EAX,DWORD PTR DS:[9CF45C]
007BC4E7 |. 74 22           JE SHORT 007BC50B
007BC4E9 |. 3B05 E4F39C00   CMP EAX,DWORD PTR DS:[9CF3E4]
007BC4EF |. 74 1A           JE SHORT 007BC50B
007BC4F1 |. 6A 15           PUSH 15
007BC4F3 |. 8D9424 B40E0000 LEA EDX,[LOCAL.305]
007BC4FA |. 68 C8000000     PUSH 0C8
007BC4FF |. 52              PUSH EDX
007BC500 |. 51              PUSH ECX
007BC501 |. E8 CABCE5FF     CALL 006181D0
007BC506 |. 83C4 10         ADD ESP,10
007BC509 |. EB 1A           JMP SHORT 007BC525
007BC50B |> 68 649CAD00     PUSH OFFSET 00AD9C64
007BC510 |. 8D8424 B40E0000 LEA EAX,[LOCAL.305]
007BC517 |. 68 AC12A700     PUSH OFFSET 00A712AC                   ; ASCII "British<%s -
COMMENT - type of passport>"
007BC51C |. 50              PUSH EAX
007BC51D |. E8 BE2FEBFF     CALL 0066F4E0
007BC522 |. 83C4 0C         ADD ESP,0C
007BC525 |> 8D8C24 B00E0000 LEA ECX,[LOCAL.305]
007BC52C |. 8D9424 200D0000 LEA EDX,[LOCAL.405]
007BC533 |. 51              PUSH ECX
007BC534 |. 52              PUSH EDX
007BC535 |. 6A 64           PUSH 64
007BC537 |. 6A 64           PUSH 64
007BC539 |. 68 2412A700     PUSH OFFSET 00A71224                   ; ASCII "
```

<%s - player name eg Batistuta> would not require a work permit because he holds {an}<%s - nationality name eg Italian>{} passport."

Not tested this but I think if the bold lines are changed to CMP EAX,-1 the game will stop referring to players having 'British' passports, i.e. the game could be made to report that a player holds a Scottish passport - which might come in handy in a few years time.

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Would adding CMP EAX,-1 before the Wales, Scotland and Northern Ireland offset turn them in to foreigners within England then?

EDIT: Re-read your post and it's to do with scout reports it seems..

JohnLocke

No - all the above is doing is displaying a person's passport as 'British' rather than 'Scottish', 'Welsh' etc - only appears on scout reports.

JohnLocke

MarcoVanBast

Stil cant undesrtand how to set coordinates of object :(almost a week past sincei try to find it.

E.g button action - i find offset

006D2203 68 11020000 PUSH 311 - changing to push 211 - (785px to 529px) moving that button to left to X coordinate 529px

But when i change same attribut under game.mbr, nothibg happens..

And what if i want to add abolute new element to game, e.g 111.mbr loading in right side of screen. Without menu, without buttons, just mbr background.

JohnLocke

09-09-14, 02:44 PM

near player_search.cpp...

007B0B6C: CMP BYTE PTR DS:[EDX+76],AL - +76 is nation.actual_region

This might be the game checking in a player is 'local', filling the following line with NOP might widen the search.

edit: or not... it turns out there are a lot of refereces of player_search.cpp:

Code:

```
007AE58F  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE5CF  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE674  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE70B  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE839  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEA55  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEE17  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEF6C  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF102  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF188  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF364  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF662  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF780  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF897  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF973  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AFAE2  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AFB40  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AFEE0  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0112  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0153  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0AF8  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1147  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B12C0  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B130B  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B135C  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B181D  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1893  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B18D9  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1924  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1970  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B19BC  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1A15  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1A61  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1AAC  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1B09  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1B6A  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1BB5  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1C01  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1C5E  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1CA9  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1CF5  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1D41  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1D8C  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1DDA  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1E28  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1E9E  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1F48  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1FA7  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B20EA  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2138  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2185  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B21D3  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B221E  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B22D0  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2388  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B23CE  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2417  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2463  PUSH OFFSET 00A701B0                          ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
```

```
007B24AE  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B24FA  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2545  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2591  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B25DD  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2628  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2674  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B26C0  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B270B  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2757  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B27A3  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B27EE  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B283A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2886  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B28D9  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2925  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2976  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B29C5  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2A11  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2A5C  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2AA8  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2AF1  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2B85  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2C37  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2CBF  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2D57  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2DA4  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2DED  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2E38  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2F06  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2F63  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2FD8  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3074  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B30D4  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B312E  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B31A0  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3265  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B32E1  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B33AC  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3453  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3692  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B371E  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3776  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B37E2  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B383B  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B389A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B38F6  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3980  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3A2F  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3A8A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3B16  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3B7C  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3BD7  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3C31  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3C87  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B4F9E  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B547A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B621A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B63A5  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B6AEE  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B7738  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B7DC6  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B8114  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B817D  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B8F65  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B90E6  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B94E1  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B954A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BCA1A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BCF1A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BD69A  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BD7D0  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BE6A9  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
```

JohnLocke   11-09-14, 02:44 PM

near player_search.cpp...

007B0B6C: CMP BYTE PTR DS:[EDX+76],AL - +76 is nation.actual_region

This might be the game checking in a player is 'local', filling the following line with NOP might widen the search.

edit: or not... it turns out there are a lot of refereces of player_search.cpp:

Code:

```
007AE58F  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE5CF  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE674  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE70B  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AE839  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEA55  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEE17  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AEF6C  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF102  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF188  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF364  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF662  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF780  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF897  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AF973  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AFAE2  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007AFB40  PUSH OFFSET 00A701B0                    ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
```

```
007AFEE0  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0112  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0153  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B0AF8  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1147  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B12C0  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B130B  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B135C  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B181D  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1893  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B18D9  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1924  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1970  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B19BC  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1A15  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1A61  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1AAC  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1B09  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1B6A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1BB5  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1C01  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1C5E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1CA9  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1CF5  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1D41  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1D8C  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1DDA  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1E28  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1E9E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1F48  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B1FA7  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B20EA  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2138  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2185  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B21D3  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B221E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B22D0  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2388  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B23CE  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2417  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2463  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B24AE  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B24FA  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2545  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2591  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B25DD  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2628  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2674  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B26C0  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B270B  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2757  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B27A3  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B27EE  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B283A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2886  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B28D9  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2925  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2976  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B29C5  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2A11  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2A5C  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2AA8  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2AF1  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2B85  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2C37  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2CBF  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2D57  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2DA4  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2DED  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2E38  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2F06  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2F63  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B2FD8  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3074  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B30D4  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B312E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B31A0  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3265  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B32E1  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B33AC  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3453  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3692  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B371E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3776  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B37E2  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B383B  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B389A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B38F6  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3980  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3A2F  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3A8A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3B16  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3B7C  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3BD7  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3C31  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B3C87  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B4F9E  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B547A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B621A  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B63A5  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B6AEE  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B7738  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B7DC6  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B8114  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B817D  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B8F65  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B90E6  PUSH OFFSET 00A701B0                         ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
```

```
007B94E1  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007B954A  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BCA1A  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BCF1A  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BD69A  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BD7D0  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
007BE6A9  PUSH OFFSET 00A701B0                      ASCII "E:\dev\CM3\cm3 00-01\cm3\code\player_search.cpp"
```

akbazia

11-09-14, 11:16 PM

John you can move the Merconorte Cup in Europe?

JohnLocke

12-09-14, 07:26 AM

Can you explain what you mean? You can use an editor (but not the official editor) to change a competition's nation.

djole2mcloud

12-09-14, 11:35 AM

It can be used as european competition,just like i did with asian...but to move it to be shown under european competition menu that is the hard part...

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Offsets

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djole2mcloud　　　　　　　　　　　　　　　　　　　　　　　　　　　12-09-14, 11:35 AM

And pasquale,how many aliases u have?

JohnLocke　　　　　　　　　　　　　　　　　　　　　　　　　　　12-09-14, 01:18 PM

```
007ABEA0 MOV EAX,DWORD PTR DS:[EAX+88]
007ABEA6 CMP EAX,15E
007ABEAB JGE 007AC3DD
```

I think these 3 lines are accessing nation.staffCount, comparing it to 350 (0x15e), then jumping if the nation has at least 350 staff. I think this might relate to the age of regens, so changing the JGE to JMP *might* result in younger regens rather than the 26 years olds you get from lesser nations.

JohnLocke　　　　　　　　　　　　　　　　　　　　　　　　　　　12-09-14, 01:18 PM

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Craig Forrest　　　　　　　　　　　　　　　　　　　　　　　　　12-09-14, 01:53 PM

> Quote:
>
> Originally Posted by **djole2mcloud** ▶▶
>
> *It can be used as european competition,just like i did with asian...but to move it to be shown under european competition menu that is the hard part...*

Has that been figured out? I mean I can, for example, use an editor to switch say the Dutch Cup to Turkey and have it only select Turkish teams for the competition.... but I still have to load up both Holland and Turkey if I want the cup to show up....

---

giovanisantana29　　　　　　　　　　　　　　　　　　　　　　　12-09-14, 03:18 PM

In recent days I discovered something amazing.

First, go to the line that corresponds to disabling of a competition. Ex: 00833027 which disables the Brazilian Champions Cup.

You will see that some where down the line JE SHORT ... have a CALL ...
http://s10.postimg.org/kx1zcyjrt/image.png

This CALL is always the offset of the competition that will be loaded in this "slot". If you click on it and hit enter, take you to the first line of the first reference line of the competition (usually the first line is PUSH -1).
http://s10.postimg.org/i1kascqe1/image.png

Thus, you can make competitions occur in different leagues of the original.

So I make the following modification:
00833046 CALL 004259A0 > CALL 0066D820

0066D820 is the first line of the first reference line of the Korean Super Cup.

And this happens: The Korean Super Cup is loaded in place of the Brazilian Cup Champions!
http://s10.postimg.org/thvb44ty1/image.png

I change the participants of this super cup and transform it into Brazilian Supercup, competition that we have from 2015.
http://s10.postimg.org/fzoeruhsp/image.png

With this will be possible to make exchanges of competition's structures.

I hope it was understandable. :P

giovanisantana29

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With this will be possible to make exchanges of competition's structures.

I hope it was understandable. :P

Craig Forrest

Question:

How do we know which offset disables the competition.. and how do we know what offset to point the call command to?

Dermotron

Quote:

> Originally Posted by **giovanisantana29** »
> In recent days I discovered something amazing.

Very nice. I think someone found this earlier in the thread or in a different thread, I can't find it though. As far as I can remember you can use any comp in the database (even in the inactive ones) and do as you have done.

---

giovanisantana29

Quote:

> Originally Posted by **Craig Forrest** »
> Question:
>
> How do we know which offset disables the competition.. and how do we know what offset to point the call command to?

Offsets disables the competition:

Spoiler! Show

And the CALL offset, do this to discover it:

1 Go to some competition from its address (E:\dev\CM3\cm3 00-01\cm3\code\comp\cups\bra_champ_cup.cpp).
2 Go to the 1st reference line.
3 Scroll up a bit to find the first line (which is usually PUSH -1). This line will be the offset.

---

giovanisantana29

Quote:

> Originally Posted by **Craig Forrest** »
> Question:
>
> How do we know which offset disables the competition.. and how do we know what offset to point the call command to?

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Craig Forrest

and of course the offset to disable the concacaf champions cup is not there.....

---

giovanisantana29

Quote:

Originally Posted by **Craig Forrest** »
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00831802 :D

---

giovanisantana29

Quote:

Originally Posted by **Craig Forrest** »
and of course the offset to disable the concacaf champions cup is not there.....

00831802 :D

Craig Forrest

grazie

JohnLocke

Quote:

Originally Posted by **Craig Forrest** »
Question:

How do we know which offset disables the competition.. and how do we know what offset to point the call command to?

The ones posted above are slightly old, a new more complete list can be found in this download:
http://www.champman0102.co.uk/downlo...do=file&id=201
Go to ./config/onoff/ and open 3.9.68.txt

Craig Forrest

muchas gracias señor Locke :ok:

JohnLocke

007AFC47 CMP AX,0FA0
007AFC4B JGE 007AFCEE

Change the JGE to JMP and the Player & Staff Search feature will find EVERY player! Alternatively, adjust 0FA0 as desired - this is being compared to the player's world reputation, at present someone with 4000 (0xFA0) or higher is 'famous' and will always be found. Scouts, you're all fired!

//same thing but for version 3.89
007498E6 CMP AX,0FA0
007498EA JGE 0074998D

//3.81
00746186 CMP AX,0FA0
0074618A JGE 0074622D

//3.9.60
00797F97 CMP AX,0FA0
00797F9B JGE 0079803E

//3.9.65
00799F47 CMP AX,0FA0

JohnLocke

12-09-14, 08:36 PM

007AFC47 CMP AX,0FA0
007AFC4B JGE 007AFCEE

Change the JGE to JMP and the Player & Staff Search feature will find EVERY player! Alternatively, adjust 0FA0 as desired - this is being compared to the player's world reputation, at present someone with 4000 (0xFA0) or higher is 'famous' and will always be found. Scouts, you're all fired!

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0074618A JGE 0074622D

//3.9.60
00797F97 CMP AX,0FA0
00797F9B JGE 0079803E

//3.9.65
00799F47 CMP AX,0FA0
00799F4B JGE 00799FEE

Vikingfk

13-09-14, 03:38 PM

I`m trying to get this thing working. No luck. Is the first numbers the offsets? When searching I can`t find anything.
Been doing the 3.89 exe.

JohnLocke

13-09-14, 03:44 PM

Quote:

> Originally Posted by **Vikingfk** »
>
> *I`m trying to get this thing working. No luck. Is the first numbers the offsets? When searching I can`t find anything.*
> *Been doing the 3.89 exe.*

Yes, first value is the offset. Just change the second line (007498EA) from JGE 0074998D to **JMP** 0074998D.

JohnLocke

13-09-14, 03:44 PM

Quote:

> Originally Posted by **Vikingfk** »
>
> *I`m trying to get this thing working. No luck. Is the first numbers the offsets? When searching I can`t find anything.*
> *Been doing the 3.89 exe.*

Yes, first value is the offset. Just change the second line (007498EA) from JGE 0074998D to **JMP** 0074998D.

Tapani

13-09-14, 06:20 PM

Quote:

> Originally Posted by **JohnLocke** »
>
> *Change the JGE to JMP and the Player & Staff Search feature will find EVERY player! Alternatively, adjust 0FA0 as desired - this is being compared to the player's world reputation, at present someone with 4000 (0xFA0) or higher is 'famous' and will always be found. Scouts, you're all fired!*

This makes me want to bring up another issue:

When us patchers come across information that might "harm" the game, should it still be made public?

At least I have kept my mouth shut about several things, there are things to be discovered that would many aspects of the game no fun.
Once you know everything, it is no longer fun. The magic disappears. It is just mechanics.
Once this knowledge is commonplace, there is no more community.

With great power comes great responsibility. Just because we can know things, one has to think if we really should tell the world.

This is a change I probably would not have published, at least without a reason. It is not a big deal. But generally I believe cheats ruin games, more than make them more fun.

Tapani

13-09-14, 06:20 PM

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Vikingfk

13-09-14, 06:45 PM

Quote:

*Originally Posted by **Tapani***

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This is a change I probably would not have published, at least without a reason. It is not a big deal. But generally I believe cheats ruin games, more than make them more fun.

I agree to this. I would for the reasons mentioned not use this "feature" on a regular basis. I consider this a "cheat" and that`s not really my thing. Don`t mind scouting at all. Makes the game more challenging and realistic.

---

eddieC

13-09-14, 06:56 PM

Wish There was a really good video tutorial on how to do all this with CM0102.......

Never used the ollydb program at all and it all seems complicated to me but i know i would grasp it, if there was a comprehensive guide/video tutorial on how to edit the exe for this game....

I'd love to get cracking! :pray:

Offsets

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JohnLocke   13-09-14, 08:56 PM

> Quote:
>
> Originally Posted by **Tapani** »
>
> Just because we can know things, one has to think if we really should tell the world.
>
> This is a change I probably would not have published, at least without a reason. It is not a big deal. But generally I believe cheats ruin games, more than make them more fun.

I can see your point of view but the thought of not releasing this didn't even occur to me.

While I agree that this is certainly cheating, and that cheating can ruin the fun, I think it's up to each person to decide whether they want to use any modification in this thread.

Also, whether something is 'cheating', or fun for that matter, is ultimately a subjective judgement that each of us has to make. Some people prefer non wib/wob tactics because super-tactics ruin the fun (for them), others choose to use CMScount or GPF/2/3 to help them find good players - ultimately it's a matter of personal preference.

JohnLocke   13-09-14, 09:02 PM

> Quote:
>
> Originally Posted by **edcrowley100** »
>
> Wish There was a really good video tutorial on how to do all this with CM0102.......
>
> Never used the ollydb program at all and it all seems complicated to me but i know i would grasp it, if there was a comprehensive guide/video tutorial on how to edit the exe for this game....
>
> I'd love to get cracking! :pray:

I don't think there are any video tutorials. The best place to start, IMO, is to do is back-up your exe and just muck about with Olly.

Although a thread on Assembly & Olly might be a good thing, just as a starting point for people in your position.

Jesus   13-09-14, 09:06 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
>
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>
> Although a thread on Assembly & Olly might be a good thing, just as a starting point for people in your position.

All you need to know is CTRL+G to find offsets, and then you double click to make a change to the code.

---

eddieC   13-09-14, 09:19 PM

That all sound great man.... any suggestions for newbs like me, is really welcome.... perhaps a thread like John suggested would be a great idea.....

Anyone faces doing a/some simple video tutorials to show how things are done.... i think that would be brilliant.... I pick up things alot better visual rather than read text... because i'm like "Box what??? There's four boxes!!! :("

very frustrating!!

But any more suggestions for people in my position would be fantastic

---

JohnLocke   13-09-14, 09:59 PM

Start with something simple, like editing the number of subs - that way you will be able to tell straight away if it has worked or not.
List of offsets here: http://www.champman0102.co.uk/showth...&p=131#post131

JohnLocke   13-09-14, 09:59 PM

---

eddieC   13-09-14, 10:15 PM

Thanks man, will try that and let you know how it goes... :)

JohnLocke   13-09-14, 10:22 PM

008718D4 JE 008719C2

Fill with NOP - you can now terminate a player's loan deal - even though they don't play for you! LOL

JohnLocke   13-09-14, 10:22 PM

008718D4 JE 008719C2

Fill with NOP - you can now terminate a player's loan deal - even though they don't play for you! LOL

JohnLocke   13-09-14, 10:33 PM

```
00871BA1 MOV AL,BYTE PTR DS:[EBX+3D]
00871BA4 CMP AL,0F
00871BA6 JE 00871CAC
00871BAC CMP AL,0D
00871BAE JE 00871CAC
00871BB4 CMP AL,0C
00871BB6 JE 00871CAC
00871BBC CMP AL,0B
00871BBE JE 00871CAC
```

Fill with NOP - you can now click 'Terminate Contract' on your players (no compensation required) just like you can with coaches!

JohnLocke   13-09-14, 10:33 PM

```
00871BA1 MOV AL,BYTE PTR DS:[EBX+3D]
00871BA4 CMP AL,0F
00871BA6 JE 00871CAC
00871BAC CMP AL,0D
00871BAE JE 00871CAC
00871BB4 CMP AL,0C
00871BB6 JE 00871CAC
00871BBC CMP AL,0B
00871BBE JE 00871CAC
```

Fill with NOP - you can now click 'Terminate Contract' on your players (no compensation required) just like you can with coaches!

Jesus   13-09-14, 10:34 PM

Where abouts do you fill it with NOP?

Craig Forrest   13-09-14, 10:46 PM

I think he means replace all those with NOP.....

JohnLocke   13-09-14, 10:49 PM

008724AC JNE 00872620

Fill with NOP - you can now offer trials to employed players. They stay in the squad of the parent club but following the trial they're unemployed - so when you click their name they're not attached to a club and can be signed for free.

JohnLocke   13-09-14, 10:49 PM

Fill with NOP - you can now offer trials to employed players. They stay in the squad of the parent club but following the trial they they're unemployed - so when you click their name they're not attached to a club and can be signed for free.

Tapani

14-09-14, 12:32 PM

> Quote:
>
> *Originally Posted by **JohnLocke** »*
>
> *I can see your point of view but the thought of not releasing this didn't even occur to me.*
>
> *While I agree that this is certainly cheating, and that cheating can ruin the fun, I think it's up to each person to decide whether they want to use any modification in this thread.*
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> *Also, whether something is 'cheating', or fun for that matter, is ultimately a subjective judgement that each of us has to make. Some people prefer non wib/wob tactics because super-tactics ruin the fun (for them), others choose to use CMScount or GPF/2/3 to help them find good players - ultimately it's a matter of personal preference.*

I think you missed the point. :)
Cheats as such is not the kind of information I had in mind with my post. Even if I strongly dislike cheats for games, and would not publish any.

Say that you would discover that the only attribute ever used for goalkeepers is handling and the rest are completely irrelevant (**this is not true**, but just an example).
Is this something we should post here? I think not.
Because what makes the game great is the illusion of a football simulation it creates. Sometimes the game has some very clever things, that makes an appearance
of something advanced and magical going on -- while in fact is just a clever trick. Every time I have seen those (which has been a few times), I've kept my mouth shut.

For the sake of the game.

MarcoVanBast

14-09-14, 02:43 PM

In my opinion we shoud post every offset we find. Because

1) It offset thread, nobody add all that info to game automatically. 80% of which posted here not included in any patch.
2) Most important thing: one offset posted here always lead to another finding in exe by absolutely another user. Os its some kind of team work :)

About Tapani's example of "handling" (even its not true) i already looking only on it buying GKs :) So even if smth like it will shown up its willnot ruin the game i think.

Tapani

14-09-14, 03:32 PM

> Quote:
>
> *Originally Posted by **MarcoVanBast** »*
>
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>
> *About Tapani's example of "handling" (even its not true) i already looking only on it buying GKs :) So even if smth like it will shown up its willnot ruin the game i think.*

That was just an example. There are other things, that if I would have known, I might not have gotten into the game at all.

---

armenikum

15-09-14, 02:31 PM

Guys how do you decrease the number of teams in the Northenr Ireland League Cup?

Craig Forrest

15-09-14, 02:38 PM

> Quote:
>
> *Originally Posted by **armenikum** »*
>
> *Guys how do you decrease the number of teams in the Northenr Ireland League Cup?*

Pasquale again?

MarcoVanBast

15-09-14, 07:55 PM

> Quote:

Man theres tons of tutorials. Despite to ask every Irish competition, learn how to do it by yourself at once/ Even monkey would learn it rather than for years ask to edit irsih leagues/cups. No offense.

MarcoVanBast

16-09-14, 12:15 AM

Always wanna know how function begin and ends? with push -1 and RETN?

2xtreme

25-09-14, 11:25 PM

2 questions:

Any offset I can change make a human manager take control of a portuguese B squad and a second human manager take control of the main squad without issues? I already applied the offset to allow human managers to manage B teams but if a human manager is in the main team he gets sacked.

In the same topic any offset to allow b squads to be promoted to the portuguese first league?

BugHunter

26-09-14, 05:55 PM

Hi!
Is there any offset to change the number of subs in Portuguese Cup matches (from 5 to 7)?
Thanks!

JohnLocke

26-09-14, 07:57 PM

Quote:

*Originally Posted by **BugHunter***

Hi!
Is there any offset to change the number of subs in Portuguese Cup matches (from 5 to 7)?
Thanks!

No, the code isn't there - it must just be using the default values. You could try the following though (untested).

007CD956 MOV WORD PTR DS:[ESI+40],AX
007CD95A MOV BYTE PTR DS:[ESI+49],7
007CD95E JMP SHORT 007CD9D1

007CD9CD JMP SHORT 007CD956
007CD9CF NOP
007CD9D0 NOP

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JohnLocke   26-09-14, 07:57 PM

> Quote:
>
> Originally Posted by **BugHunter** »
>
> Hi!
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> Thanks!

No, the code isn't there - it must just be using the default values. You could try the following though (untested).

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007CD95A MOV BYTE PTR DS:[ESI+49],7
007CD95E JMP SHORT 007CD9D1

007CD9CD JMP SHORT 007CD956
007CD9CF NOP
007CD9D0 NOP

BugHunter   27-09-14, 01:30 AM

I don't think that worked. Oh well... :(
Thanks anyway! :)

JohnLocke   27-09-14, 06:34 AM

Just tested and it worked for me.

JohnLocke   27-09-14, 06:53 AM

00542869 |. A1 88F49C00 MOV EAX,DWORD PTR DS:[9CF488] ; Spain
0054286E |. 3BF0 CMP ESI,EAX
00542870 |. 74 10 JE SHORT 00542882
00542872 |. 3B35 14F39C00 CMP ESI,DWORD PTR DS:[9CF314] ; Germany
00542878 74 08 JE SHORT 00542882
0054287A |. 3B35 34F49C00 CMP ESI,DWORD PTR DS:[9CF434] ; Portugal
00542880 |. 75 0A JNE SHORT 0054288C
00542882 |> 33C0 XOR EAX,EAX
00542884 |. 5E POP ESI
00542885 |. 81C4 00020000 ADD ESP,200
0054288B |. C3 RETN
0054288C |> B8 01000000 MOV EAX,1
00542891 |. 5E POP ESI
00542892 |. 81C4 00020000 ADD ESP,200
00542898 \. C3 RETN

This code relates to whether Spanish, German, & Portuguese teams hava a reserves.

JohnLocke   27-09-14, 06:53 AM

00542869 |. A1 88F49C00 MOV EAX,DWORD PTR DS:[9CF488] ; Spain
0054286E |. 3BF0 CMP ESI,EAX
00542870 |. 74 10 JE SHORT 00542882
00542872 |. 3B35 14F39C00 CMP ESI,DWORD PTR DS:[9CF314] ; Germany
00542878 74 08 JE SHORT 00542882
0054287A |. 3B35 34F49C00 CMP ESI,DWORD PTR DS:[9CF434] ; Portugal
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0054288B |. C3 RETN
0054288C |> B8 01000000 MOV EAX,1
00542891 |. 5E POP ESI
00542892 |. 81C4 00020000 ADD ESP,200

00542898 \. C3 RETN

This code relates to whether Spanish, German, & Portuguese teams hava a reserves.

BugHunter

Quote:

> Originally Posted by **JohnLocke** »
> *Just tested and it worked for me.*

Just tried it again and it worked!
Must have done something wrong...
Thanks! :D

JohnLocke

00542870 JE SHORT 0054288C - Spain
00542878 JE SHORT 0054288C -Germany
00542880 JMP SHORT 0054288C -Portugal
--
00542865 JMP SHORT 0054288C

The first three will enable reserve teams in these countries, the last one will do it in all three with a single instruction. The reserves will only be accessible for team without a B team. Initially I though the only advantage would be a less cluttered squad screen but I eventually saw a fixture between my reserves (Eschborn) and a 2nd string (i.e. not the first team, nor their B team) team of Union Berlin.

JohnLocke

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The first three will enable reserve teams in these countries, the last one will do it in all three with a single instruction. The reserves will only be accessible for team without a B team. Initially I though the only advantage would be a less cluttered squad screen but I eventually saw a fixture between my reserves (Eschborn) and a 2nd string (i.e. not the first team, nor their B team) team of Union Berlin.

BugHunter

Quote:

> Originally Posted by **JohnLocke** »
> *No, the code isn't there - it must just be using the default values. You could try the following though (untested).*
>
> *007CD956 MOV WORD PTR DS:[ESI+40],AX*
> *007CD95A MOV BYTE PTR DS:[ESI+49],7*
> *007CD95E JMP SHORT 007CD9D1*
>
> *007CD9CD JMP SHORT 007CD956*
> *007CD9CF NOP*
> *007CD9D0 NOP*

Then again, it only works on new games and not previously created games.
Any idea why?

JohnLocke

Quote:

> Originally Posted by **BugHunter** »
> *Then again, it only works on new games and not previously created games.*
> *Any idea why?*

Maybe the code is only run once and stored somewhere in the data.

MarcoVanBast

cant undserstand how in cm01-02 transfr windwos works? transfers goes whole year every month.

---

eddieC

Interested in the "Find every Player" offest in the player and staff search

I've applied the JMP change to "007AFC4B JGE 007AFCEE" - Which, yes, has worked so to speak but It doesn't straight away, every player it says it's found "1 Player Found" and "63063 filtered out" but there are NO players listed...... So I!ve had to use Filters to narrow the search so it can find players I can see
Is this normal?

........or should I try an adjustment to "007AFC47 CMP AX,0FA0" Instead?

Also if I do change the reputaion, which is currently 4000, as you say, if i want it to find players with a reputation of "10" - onwards, Do I still need to enter in four digits (i.e "0010") or can I simply replace "4000" with "10"?

Hope thats understandable.....

---

eddieC
<div align="right">15-10-14, 05:44 PM</div>

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Hope thats understandable.....

Craig Forrest
<div align="right">15-10-14, 06:25 PM</div>

you would need to enter the hexadecimal value of the normal number you wanted - 0FA0 is 4000, 0A would be 10 (0A is also 0010 as that is still 10)

---

eddieC
<div align="right">15-10-14, 06:38 PM</div>

so which do I change the "0FA0" or the "4000"?

---

eddieC
<div align="right">15-10-14, 06:38 PM</div>

so which do I change the "0FA0" or the "4000"?

Craig Forrest
<div align="right">15-10-14, 07:45 PM</div>

> Quote:
> ___
> *Originally Posted by **edcrowley100** »*
> *so which do I change the "0FA0" or the "4000"?*
> ___

> Quote:
> ___
> *Originally Posted by **JohnLocke** »*
> *007AFC47 CMP AX,0FA0*
> *007AFC4B JGE 007AFCEE*
>
> *Change the JGE to JMP and the Player & Staff Search feature will find EVERY player! Alternatively, adjust 0FA0 as desired - this is being compared to the player's world reputation, at present someone with 4000 (0xFA0) or higher is 'famous' and will always be found. Scouts, you're all fired!*
> ___

Either change the JGE to JMP and it should find every player

OR

change the 0FA0 value (which equals 4000) to another number (but it will have to be in hexadecimal)

Craig Forrest
<div align="right">15-10-14, 07:45 PM</div>

> Quote:
> ___
> *Originally Posted by **edcrowley100** »*
> *so which do I change the "0FA0" or the "4000"?*
> ___

> Quote:
> ___
> *Originally Posted by **JohnLocke** »*

007AFC47 CMP AX,0FA0
007AFC4B JGE 007AFCEE

Change the JGE to JMP and the Player & Staff Search feature will find EVERY player! Alternatively, adjust 0FA0 as desired - this is being compared to the player's world reputation, at present someone with 4000 (0xFA0) or higher is 'famous' and will always be found. Scouts, you're all fired!

Either change the JGE to JMP and it <u>should</u> find every player

OR

change the 0FA0 value (which equals 4000) to another number (but it will have to be in hexadecimal)

---

eddieC

<div align="right">15-10-14, 09:58 PM</div>

hexadecimal? thats numbers right? lol

It's ok, I think ive got it sorted anyway, thanks for your help dude :)

Craig Forrest

<div align="right">15-10-14, 10:34 PM</div>

http://www.mathsisfun.com/binary-dec...converter.html

:nod:

---

eddieC

<div align="right">16-10-14, 11:55 AM</div>

Can I change club and competition names using Olly?

Craig Forrest

<div align="right">16-10-14, 02:04 PM</div>

Using Olly to change the names is probably a huge pain in the ass..... I've never even look at it.....

Use the Names Editor found in the download section... just make sure to run it as an admin :ok:

---

eddieC

<div align="right">16-10-14, 02:10 PM</div>

yeah i know that but i want to change uefa cup to europa league and the best i can do is "Europa" ... any suggestions?

Craig Forrest

<div align="right">16-10-14, 02:16 PM</div>

I think JL had posted an offset somewhere about allowing names to go past their limit but I can't remember where as it was of no use to me.....

---

eddieC

<div align="right">16-10-14, 02:24 PM</div>

wow if you or someone else could show me that... i would be so happy...

And also THANKS TO EVERYONE who contributed to this thread.... i've been so happy that I can do so many things with my game... :)

Offsets

Printable View

---

eddieC   16-10-14, 02:38 PM

Found it

http://www.champman0102.co.uk/showth...hlight=maximum

---

eddieC   16-10-14, 02:43 PM

nah, dont understand it! :(

---

eddieC   16-10-14, 02:57 PM

Don't know if i use olly or hex editor... could someone do a tutorial for changing comp names apart from Names Editor... similar to THIS Tutorial with screen shots????... these codes are making me dizzy...

http://www.champman0102.co.uk/showthread.php?t=5641

it would be really great... I really want to do this... please someone help

---

Craig Forrest   16-10-14, 03:22 PM

Olly is a hex editor :ok:

---

eddieC   16-10-14, 03:38 PM

i'm really struggling with this....

If someone could find the time to do a tutorial on how to do the more difficult things using Olly, besides tv prize money and subs... it would really help my fragile little mind.....

A shiny gold coin for the first person to do this!!!

Craig Forrest   16-10-14, 03:49 PM

Well I'm at work so it won't be me :P

Olly is best figured out by practicing first with simple things, and then moving on to more complicated issues..... the few of us that do patches and stuff have spent a lot of time getting very frustrated by things not working until we've figured things out..... while someone might be kind enough to do up a tutorial, it would be pointless to do one for every thing that could be changed.....

at it's most basic it's a pretty simple process. You find the offset that relates to the thing you want to change in game and you alter the offset to make the game do something different than it originally did....

---

eddieC   16-10-14, 04:34 PM

Thats Fair enough, i'll just have to ask for the specific thing i wanna change...

NEED OFFSETS FOR THE FOLLOWING:

1 - How can I Change the names of competitions to anything I want?
Specifically UEFA Cup to Europa League
European Cup to UEFA Champions League

All English Divisions to current FULL NAME in Real life (WITHOUT using 3.12 Patch)

2 - If I dont wish to use UEFA Cup, How do I disable the competition without the game crashing? I would imagine i'd have to disable Inter toto and Super Cup also??

Thanks :)

Dermotron

Use the Names Editor to create something similar. You wont be able to change the allocated space to make UEFA Cup to Europa League and European Cup to UEFA Champions League whether you hex edit or use the names editor. Same goes for the leagues, you can only use the space allocated to each long name within the .exe. You'd need the source code for anything else which of course no-one here has or has access to (or will ever have access to).

eddieC

But I'm Sure the 3.12 Patch Managed to rename to Europa League???

JohnLocke

> Quote:
>
> *Originally Posted by **edcrowley100** »*
>
> *yeah i know that but i want to change uefa cup to europa league and the best i can do is "Europa" ... any suggestions?*

I'll write some instructions at some point. What you need to do is find some space to enter the text 'Europa League', then change all links to 'UEFA Cup' to point to the location of 'Europa Lague', then edit the data to match and you're good to go. I think there's a .patch file somewhere that does this for you - I'm too lazy to check but it's probably in Flex 2.

Cam F

You can change it to europa lge, that's what i did and you can fit in uefa champions league no bother.

eddieC

yeah, i forgot, i already did change champions league

how can i swith uefa cup off without game crashing, anyone know?

djole2mcloud

not sure if possible...
if u switch off uefa cup,u must switch off intertoto cup and super cup...and even world club championship...
winner of intertoto cup goes to uefa cup,super cup is played by uefa cup winner,and also uefa cup winner takes place at world club championship...
maybe changing world club championship offset would help,combined with switching off offset for other euro comps

00831482 champions league
008314E6 uefa cup
00831549 intertoto cup
008315AC euro super cup
00831189 world club championship:

> Quote:
>
> *Originally Posted by **edcrowley100** »*
>
> *yeah, i forgot, i already did change champions league*
>
> *how can i swith uefa cup off without game crashing, anyone know?*

djole2mcloud

yeah, i forgot, i already did change champions league

how can i swith uefa cup off without game crashing, anyone know?

---

eddieC

19-10-14, 06:26 PM

thanks, thats what i was asking for cheers

---

eddieC

19-10-14, 06:32 PM

Quote:

Originally Posted by **JohnLocke** »

I'll write some instructions at some point. What you need to do is find some space to enter the text 'Europa League', then change all links to 'UEFA Cup' to point to the location of 'Europa Lague', then edit the data to match and you're good to go. I think there's a .patch file somewhere that does this for you - I'm too lazy to check but it's probably in Flex 2.

if you could do some comprehensive instruction with screen shots.... that would be really helpful to people like myself, who get a little confused when using ollydb

i'd appreciate any efforts you would make to help in all this... The moment you or anyone can make an easy to follow tutorial with screenshots, then you dont have to keep answering the same old questions, you can just give them the link instead...

I really want to get into making my own league patches but the tutorial for this, on the forum is not easy to understand and the screenshots are not displayed anymore, which makes it hard to follow, no disrespect to whoever took the time to do it...

Shackmaster

20-10-14, 08:29 PM

Is there any way "Managing Director" can be renamed "Director" using Olly? Haven't been able to find any reference to it elsewhere in the thread. Cheers.

JohnLocke

21-10-14, 07:46 AM

Offsets:
009B6A7C "Mng/Director<%s - COMMENT - short name>"
009B6A54 "mng/director<%s - COMMENT - short name>"
009B6A40 "Managing Director"
009B6A2C "managing director"

For other jobs, see code @ 0053AD00

JohnLocke

21-10-14, 07:46 AM

Offsets:
009B6A7C "Mng/Director<%s - COMMENT - short name>"
009B6A54 "mng/director<%s - COMMENT - short name>"
009B6A40 "Managing Director"
009B6A2C "managing director"

For other jobs, see code @ 0053AD00

Shackmaster

21-10-14, 12:25 PM

Thanks Mr Locke, much appreciated.

Shackmaster

21-10-14, 09:32 PM

Not having much luck changing Managing Director to Director. I have found the offset and changed the comment, but when I try to copy to executable Olly is saying there are no modifications?

Cam F

22-10-14, 05:37 PM

He still won't do anything so what's the point? You could mess up your exe for no material gain.

Shackmaster

24-10-14, 09:33 PM

I figured the Managing Director to Director thing out. Changing the 009B6A40 "Managing Director" & 009B6A2C "managing director" offsets to PUSH

9B6A49 will do the trick. Have holidayed a few seasons, and no problems. They are still called Managing Director in the editor, but are called director in the game.

Shackmaster

I figured the Managing Director to Director thing out. Changing the 009B6A40 "Managing Director" & 009B6A2C "managing director" offsets to PUSH 9B6A49 will do the trick. Have holidayed a few seasons, and no problems. They are still called Managing Director in the editor, but are called director in the game.

---

jarssonn

Hi! Has anyone identified part of the code which relates to time required for the foreign players in certain country to gain passport of this country? If so, can this be shared for all the countries which can be managable, I am especially interested in Poland?

Zé

25-10-14, 08:31 PM

Does anyone now how to add a tinted background to the menubar buttons and remove the bevel?

---

eddieC

08-11-14, 12:26 AM

Quote:

> Originally Posted by **JohnLocke** »
>
> The following is an example of how to edit the long name of any club competition - **you won't need to use the Names Editor and you can use all 50 characters if you desire**.
>
> This example below uses the German First Division, more commonly known as the Bundesliga.
>
> Original:
> 0060F007 JNE SHORT 0060F014
> 0060F009 MOV DWORD PTR DS:[9CF54C],EDI
> 0060F00F JMP 0060FD31
>
> Change to:
> 0060F007 NOP
> 0060F008 NOP
> 0060F009 MOV DWORD PTR DS:[9CF54C],10
> 0060F013 NOP
>
> Change to (version 2):
> 0060EFF7 MOV DWORD PTR DS:[9CF54C],10
> 0060F001 to 0060F013 (inclusive): NOP
>
> Both versions work.
>
> This works by hard-coding the competition id (0x10) into the exe, so the game uses 0x10 without looking it up using the long name. As a result you can edit the data to give it any name you like. You can find other competition ids by opening club_comp.dat in **XVI32**, I'll post a list at some point.

Whats, "XVI32"?

How EXACTLY do i Change the name, without using a names editor as JL said?

is there a list of ALL Comps yet?

Also, i know its a bit of an ask but, if i posted my exe, would someone be really kind enough to apply some changes for me if they get the time, would probably take maybe just over an hour or so?

I saw in the forum once, someone posted a screenshot of a players atts IN THE GAME, of his INTRINSIC VALUES shot instead of "1-20".... anyone know the offsets for THAT?

Thanks

---

eddieC

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0060F009 MOV DWORD PTR DS:[9CF54C],10
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Thanks

LLLorenzo

08-11-14, 01:40 PM

I don't know if somebody already talked about that but I think that to make more realistic (and difficult) CM, players has to take and has to ask more money...

I see that in CM, maximum salary is about 8,5mln euro and at the moment, there are players like rooney,ronaldo,messi etc. etc. that take more than 15mln euro..

I say that because it's easy to take a positive balance, because if you're in CL (never mind about your club arrive in competition) and you have a big stadium, you don't have problem with money...and even because I managed Como from C2 to A and won Italian Cup,Super Italian Cup (2 times) and Serie A but nobody ask for more money!?! (maximum salary was about 1mln euro!) Too easy...for me...

---

milo

08-11-14, 03:01 PM

i agree, wages (and not all the rest) should be doubled to reproduce taxes payed by clubs in real life

---

eddieC

16-11-14, 12:28 AM

Anyone know the offset for changing $ and Euro's into into £?

Zé

17-11-14, 11:21 PM

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
> *Discovered this quite by chance - I spotted "%s*" @ 0x98e8dc. %s is always replaced at run time by text.*
>
> *0045B82C: JNE SHORT 0045B89F*
>
> *Replace this line with NOP NOP.*

Help?

http://www.zimagez.com/miniature/scr...1-17204229.png http://www.zimagez.com/miniature/scr...1-17221935.png

---

eddieC

17-11-14, 11:48 PM

> Quote:
>
> *Originally Posted by **Zé** »*
>
> *Help?*
>
> *http://www.zimagez.com/miniature/scr...1-17204229.png http://www.zimagez.com/miniature/scr...1-17221935.png*

It says "unknown Identifier"

wont let me do it???

So how do i change it, any ideas??

Zé

Quote:

Originally Posted by **JohnLocke** »

Better late than never...

Offset: 0x524cd2 (PUSH 7d1), 7d1 converted to decimal is 2001
Change this to a much later year (which is what Tapani's patch does) to disable the rule change, for example:
PUSH 77D1 (the year 30673, which is the year Tapani's patch uses).

JL, you might be able to help me. If you are familiar with python that is...

test1.exe is the original
test2.exe is the patched version

I have applied the unprotected patch to test2.exe

I have run python script

Code:

```
offset = 0x524cd2

with open('test2.exe', 'r+b') as victim:
    victim.seek(offset)
    line = victim.readline()
    print(line)
```

On both test1 and test2 and the print(line) is identical

test1

Spoiler! Show

test2

Spoiler! Show

I was hoping to take the outcome of print(line) and write it to the address in order to apply the patch.

Obviously will not work if there is no change....

If I follow your JLPatch files...

Code:

```
offset = 0xcba67
new = 0x7d

#0xcba67 0x75 0x7d

with open('test3.exe', 'r+b') as victim:
    victim.seek(offset)
    victim.write(new)
```

I get:

Code:

```
Traceback (most recent call last):
  File "readtest.py", line 8, in <module>
    victim.write(new)
TypeError: 'int' does not support the buffer interface
```

:frusty:

Zé

I have run python script

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_____

test2

Spoiler! [Show]

_____

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```
Traceback (most recent call last):
  File "readtest.py", line 8, in <module>
    victim.write(new)
TypeError: 'int' does not support the buffer interface
```

:frusty:

JohnLocke

18-11-14, 11:36 PM

Quote:

> _Originally Posted by **edcrowley100** »_
>
> _It says "unknown Identifier"_
>
> _wont let me do it???_
>
> _So how do i change it, any ideas??_

Just enter 'NOP' that, combined with the 'Fill rest with NOPs' should do it.

You should then see two NOP lines in red.

JohnLocke

18-11-14, 11:50 PM

Quote:

> _Originally Posted by **Zé** »_
>
> _Code:_
>
> ```
> offset = 0xcba67
> new = 0x7d
>
> #0xcba67 0x75 0x7d
>
> with open('test3.exe', 'r+b') as victim:
>     victim.seek(offset)
>     victim.write(new)
> ```
>
> _I get:_

I've never written any Python code but I think the problem is that you will need to specify that the variable 'new' (which should be a reserved key word damn it!) is a byte and not an int. Google suggests a 'b' prefix - but that makes no sense to me, what's wrong with something sensible like: 'byte newValue = 0x7d'? LOL

You might be able to use the bytearray (example: http://stackoverflow.com/questions/1...-a-binary-file) but if you just want to write one byte that might not be the best thing.

Good idea by the way.

JohnLocke   18-11-14, 11:50 PM

Quote:

> *Originally Posted by Zé* »
>
> *Code:*
>
> ```
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> new = 0x7d
>
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You might be able to use the bytearray (example: http://stackoverflow.com/questions/1...-a-binary-file) but if you just want to write one byte that might not be the best thing.

Good idea by the way.

Zé   19-11-14, 12:06 AM

Thank you JL :ok: Was just working on the conversion to bytes but not quite there yet.

readtest.py

Code:

```
offset = 0xcba67
new = b'}\x00\x00\x00'
#0xcba67 0x75 0x7d
#0x7d = b'}\x00\x00\x00'
#0x75 = b'u\x00\x00\x00'
with open('test3.exe', 'r+b') as victim:
victim.seek(offset)
victim.write(new)
```

Will need to look into my conversion to bytes. Don't think it is correct.

Code:

```
 struct.pack("@I', 0x7d)
```

How does your patch file work?

Code:

```
0xcba67 0x75 0x7d
```

Is it offset oldvalue newvalue ?

'new' Should have known better....

Zé   19-11-14, 12:06 AM

Thank you JL :ok: Was just working on the conversion to bytes but not quite there yet.

readtest.py

Code:
```
offset = 0xcba67
new = b'}\x00\x00\x00'
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Will need to look into my conversion to bytes. Don't think it is correct.

Code:
```
    struct.pack("@I', 0x7d)
```

How does your patch file work?

Code:
```
0xcba67 0x75 0x7d
```

Is it offset oldvalue newvalue ?

'new' Should have known better....

Zé   19-11-14, 12:15 AM

Yes!

http://en.zimagez.com/miniature/scre...1-18231130.png

It was:

Code:
```
b'\x7d'
```

Time to completely re write the Linux patcher so it is of some use!

JohnLocke   19-11-14, 07:51 AM

Quote:

> Originally Posted by **Zé** »
>
> How does your patch file work?
>
> Code:
> ```
> 0xcba67 0x75 0x7d
> ```
>
> Is it offset oldvalue newvalue ?

Yes, that's exactly how it works.

Zé   19-11-14, 07:13 PM

Can I establish the offset value in OllyDbg?

For example to manage all nations I have

Code:
```
0x144854 b'\x96' b'\x00'
```

How can I get to 0x144854 in Olly?

***

I have tried to look at the JL collection but I can't find two bits of code I am interested in understanding.

1. The creation of a patch file

2. The colour adjuster

19-11-14, 10:11 PM

Every time I think I've got it!

Disable release on free patch:

Code:

```
offset1 = 0x472077
offset2 = 0x472078
offset3 = 0x472079
offset4 = 0x47208a
offset5 = 0x47208b
offset6 = 0x47208c

newvalue1 = b'\xe9'
newvalue2 = b'\xe9'
newvalue3 = b'\x00'
newvalue4 = b'\x00'
newvalue5 = b'\x00'
newvalue6 = b'\x90'


#//3.9.68
#0x472077 0xf 0xe9
#0x472078 0x85 0xe9
#0x472079 0xe8 0x0
#0x47208a 0x0 0x0
#0x47208b 0x0 0x0
#0x47208c 0x0 0x90


with open('test.exe', 'r+b') as victim:
    victim.seek(offset1)
    victim.write(newvalue1)
    victim.seek(offset2)
    victim.write(newvalue2)
    victim.seek(offset3)
    victim.write(newvalue3)
    victim.seek(offset4)
    victim.write(newvalue4)
    victim.seek(offset5)
    victim.write(newvalue5)
    victim.seek(offset6)
    victim.write(newvalue6)
```

Does not work. Crashes CM. I will figure this one out!!!

JohnLocke

Quote:

> Originally Posted by **Zé** »
>
> *How can I get to 0x144854 in Olly?*

In Olly you need to add 0x400000, so 0x144854 would be 0x544854

JohnLocke

Quote:

> Originally Posted by **Zé** »
>
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JohnLocke

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>     victim.seek(offset4)
>     victim.write(newvalue4)
>     victim.seek(offset5)
>     victim.write(newvalue5)
>     victim.seek(offset6)
>     victim.write(newvalue6)
> ```
>
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That codes looks right to me. You should only need the first seek line though, after that the file pointer (if Python works like other languages) should automatically be incremented following the write call.

Try opening the modified file in Olly and go to 0x**8**72078 to see what happened.

JohnLocke

Quote:

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Zé

20-11-14, 09:37 PM

Quote:

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Three files...

original.exe

Code:

```
00872077 - 0F85 E8000000
```

seek.exe

Code:

```
00872077 - E9 E9000000
```

http://en.zimagez.com/miniature/seek.png

noseek.exe

Code:

```
00872077 - E9 E9000000
```

http://en.zimagez.com/miniature/noseek.png

noseek just seems to write the next byte sequentially.

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Offsets

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Zé   20-11-14, 09:37 PM

> Quote:
>
> *Originally Posted by **JohnLocke** »*
>
> *That codes looks right to me. You should only need the first seek line though, after that the file pointer (if Python works like other languages) should automatically be incremented following the write call.*
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noseek just seems to write the next byte sequentially.

JohnLocke   20-11-14, 10:26 PM

> Quote:
>
> *Originally Posted by **Zé** »*
>
> *noseek just seems to write the next byte sequentially.*

Correct - the write function moves the file pointer by one, so calling seek isn't needed as the file pointer is (in this example) already where you want it to be.

Zé   20-11-14, 10:37 PM

> Quote:
>
> *Originally Posted by **JohnLocke** »*
>
> *Correct - the write function moves the file pointer by one, so calling seek isn't needed as the file pointer is (in theis example) already where you want it to be.*

But I can see 0087208c five rows down? Which is why I need to seek? Otherwise it will write to 0087207a 0087207b 0087207c instead of 0087208a 0087208b 0087208c

With noseek.exe it has written 90 to 087207c instead of 087208c

---

Zé   20-11-14, 10:37 PM

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Zé

I cannot get the disable release players on free working even when using the JL Patch.

Can anyone confirm whether this patch works on their Windows machine?

Just want to make sure my problem is not Wine related...

---

djole2mcloud

JL,can u find the offset that controls relegation from Danish 2nd division?
relegated team drop to A lower league,also promoted teams are from A lower league but i can't find the reference for a lower league ([9CF764])

Pasquale

Quote:

*Originally Posted by **djole2mcloud** »*

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I would also add to the Korean league

JohnLocke

Quote:

*Originally Posted by **Zé** »*

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With noseek.exe it has written 90 to 087207c instead of 087208c

Re-checking your code I think there are 3 mistakes, which would explain why it isn't working.

offset4 = 0x47208a - should end 7a
offset5 = 0x47208b - should end 7b
offset6 = 0x47208c - should end 7c

JohnLocke

Quote:

*Originally Posted by **Zé** »*

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Can anyone confirm whether this patch works on their Windows machine?

Just want to make sure my problem is not Wine related...

Now I can see where you the mistake in your code has come from - you've copied it from my .patch file - which doesn't work because I'm an idiot. :doh:

Makes the changes I mentioned above and it should work.

JohnLocke   21-11-14, 06:28 AM

Quote:

Originally Posted by **djole2mcloud** »

JL,can u find the offset that controls relegation from Danish 2nd division?
relegated team drop to A lower league,also promoted teams are from A lower league but i can't find the reference for a lower league ([9CF764])

Not sure where but I think this is mentioned in a thread somewhere. Someone (possibly with Craig Forrest) was creating a league patch but needed to disable relagation. No idea which thread it's in though.

---

djole2mcloud   21-11-14, 07:42 AM

no problem m8,i'v figured it out...the reference wasn't in danish 2nd block,but in danish premier division block...i'v changed them and works...

thanks

Quote:

Originally Posted by **JohnLocke** »

Not sure where but I think this is mentioned in a thread somewhere. Someone (possibly with Craig Forrest) was creating a league patch but needed to disable relagation. No idea which thread it's in though.

Zé   21-11-14, 05:43 PM

Thank you JL.

Also figured out that I was taking 0x7 and using b'\x70' when I should have been using **b'\x07'** !!!

I now also understand the line spaces in your patch file. In my Python world that would indicate I need to seek the next offset and I imagine that is how you have set yours.

Now I understand the offset and byte changes I will work on improve the way my patches are applied. Has to be a better way then newvalue1, newvalue2, newvalue3...

Zé   21-11-14, 05:43 PM

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---

djole2mcloud   23-11-14, 11:46 PM

John,if i may ask for a little help here...
i have a problem starting a game,crashes at initializing leagues point only when i select English Conference along with other leagues.
England works fine without picking Conference.The strange is that i didn't change anything in English leagues at all.
I'v started game through Olly and game freezes at this offset:

00601FF1 |. 0FB68E C100000>MOVZX ECX,BYTE PTR DS:[ESI+C1]

the game is patched with 2.19.2 version,so i wonder can u identify what is this problem related to.
thanks

---

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JohnLocke

24-11-14, 08:48 AM

Quote:

> Originally Posted by **djole2mcloud** »
>
> *00601FF1 |. 0FB68E C100000>MOVZX ECX,BYTE PTR DS:[ESI+C1]*

That code seems to have been written by Tapani as it isn't in the original. If you can upload the exe I'll take a look but I can't promise anything.

JohnLocke

24-11-14, 08:48 AM

Quote:

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That code seems to have been written by Tapani as it isn't in the original. If you can upload the exe I'll take a look but I can't promise anything.

---

djole2mcloud

24-11-14, 11:34 AM

thanks a lot.
https://www.sendspace.com/file/rc3des
this is the link.
i really appreciate your help.

Quote:

> Originally Posted by **JohnLocke** »
>
> *That code seems to have been written by Tapani as it isn't in the original. If you can upload the exe I'll take a look but I can't promise anything.*

Dermotron

24-11-14, 03:59 PM

Is there an offset to disable the 'Maximun 200 deletions in any one operation' that exists within cm0102.exe?

Zé

24-11-14, 04:29 PM

Quote:

> Originally Posted by **Dermotron** »
>
> *Is there an offset to disable the 'Maximun 200 deletions in any one operation' that exists within cm0102.exe?*

Quote:

> http://www.champman0102.co.uk/images...quote_icon.png Originally Posted by **SopeL**
> http://www.champman0102.co.uk/images...post-right.png
> You can change limit in editor by using ollydbg:
>
> *0041F2C6 | 3D C8000000 | CMP EAX,0C8*
>
> Change C8 (200 in hex) to e.g. 2710 (10000 in hex)

Not tested...

Zé

24-11-14, 04:29 PM

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> Originally Posted by **Dermotron** »
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Change C8 (200 in hex) to e.g. 2710 (10000 in hex)

Not tested...

Dermotron

Nice Zé, cheers

Dermotron

I have found the same line at 004D3DD7 but doesn't seem to do anything when changed. It's the only line with 3D C8000000 | CMP EAX, 0C8 in it

---

Zé

Maybe SopeL is referring to cmeditor.exe ?

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Dermotron

24-11-14, 05:39 PM

Close, it is for cm0102ed.exe. But alas it indeed untested and doesn't do anything.

Dermotron

24-11-14, 05:42 PM

Olly was in 'Paused' mode, works a charm :)

cm0102ed.exe that allows up to 10k deletions at a time - https://www.sendspace.com/file/zqb8s0

JohnLocke

24-11-14, 07:45 PM

> Quote:
>
> Originally Posted by **djole2mcloud** ⏩
>
> *thanks a lot.*
> *https://www.sendspace.com/file/rc3des*
> *this is the link.*
> *i really appreciate your help.*

```
00601FF1 |. 0FB68E C10000 MOVZX ECX,BYTE PTR DS:[ESI+0C1]
00601FF8 |. E3 5C JECXZ SHORT 00602056
00601FFA |. 0FB75E 3E MOVZX EBX,WORD PTR DS:[ESI+3E]
```

The last line is accessing league.numerOfTeams (I think), I don't know what is stored at +C1 though. I'm fairly confident that the problem is caused by ESI being null (0), as opposed to being the location of data about a particular league.

No idea how to fix it.

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No idea how to fix it.

---

djole2mcloud

24-11-14, 07:56 PM

i have a patch before patching this league,could it be helpful to upload that .exe so maybe to compare it?

Zé

25-11-14, 07:07 PM

I have been searching for these for a while! Will be having a play next week :ok:

> Quote:

Quote:

---

djole2mcloud

25-11-14, 10:12 PM

last try John.
can u connect this screenies with offsets mentioned earlies.
this errorrs pops when i uninstall previously installed 2.19.1.test2 patch.
thanks

http://i1348.photobucket.com/albums/...ps37e61332.jpg

http://i1348.photobucket.com/albums/...ps8c3c0565.jpg

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Pasquale

26-11-14, 07:55 PM

Hey guys, how you can make the annual Oceania Champions Cup?

---

giovanisantana29

26-11-14, 09:10 PM

Quote:

Originally Posted by **Pasquale** »

Hey guys, how you can make the annual Oceania Champions Cup?

00797DBE ADD WORD PTR DS:[ESI+40],2 >>> ADD WORD PTR DS:[ESI+40],1

---

giovanisantana29

26-11-14, 09:10 PM

Quote:

Originally Posted by **Pasquale** »

Hey guys, how you can make the annual Oceania Champions Cup?

00797DBE ADD WORD PTR DS:[ESI+40],2 >>> ADD WORD PTR DS:[ESI+40],1

Pasquale

26-11-14, 09:20 PM

Jo always expect to know how to insert the Super Cup in Russia....

Pasquale

26-11-14, 11:18 PM

Quote:

Originally Posted by **giovanisantana29** »

00797DBE ADD WORD PTR DS:[ESI+40],2 >>> ADD WORD PTR DS:[ESI+40],1

One problem: how do you change the stadiums? is played in Melbourne and Brisbane and I would like to change it ...

Golly

Quote:

> Originally Posted by **Pasquale** »
>
> *One problem: how do you change the stadiums? is played in Melbourne and Brisbane and I would like to change it ...*

Host Nation for Final...
005FA3B2 - MOV EAX,DWORD PTR DS:[9CF224] = Australia

Venue for Final...
0079757F - PUSH 4 = National Stadium

Golly

JohnLocke

Quote:

> Originally Posted by **djole2mcloud** »
>
> *last try John.*
> *can u connect this screenies with offsets mentioned earlies.*
> *this errorrs pops when i uninstall previously installed 2.19.1.test2 patch.*
> *thanks*
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> *http://i1348.photobucket.com/albums/...ps37e61332.jpg*
>
> *http://i1348.photobucket.com/albums/...ps8c3c0565.jpg*

Those errors mean that the two divisions referred to couldn't be found in the data - I assume that would be because you have renamed them? If you edit the exe to match the data that should remove the errors.

djole2mcloud

yes,u r right.
i'v renamed them,but i don't know how to change the names in .exe.
i'll try to undo changes i'v made...

Quote:

> Originally Posted by **JohnLocke** »
>
> *Those errors mean that the two divisions referred to couldn't be found in the data - I assume that would be because you have renamed them? If you edit the exe to match the data that should remove the errors.*

Zé

Quote:

> Originally Posted by **Zé** »
>
> *Goofy it very simple. Find all references ro "Next" and "Back" "Profile" "Contract" and etc. U will see "Push 30" offset near EACH of them. Change it to "Push 2" to make it semi-transparent (as birdth date string) and "Push 0" to make it 100% transparent.*

Can anyone find this in Olly? I can find 'Profile' at 00874A6C but cannot see 'Push 30' ...

Zé

A few offsets I am looking for, I have searched but not found anything.

Portugal

1. Remove foreign player restrictions (Clay, do you know this one?)
2. Change relegation and promotion numbers from the Portuguese tiers.

JohnLocke

0x3d43f3 byte "Portugal - Restriction Type (Club)"
0x3d43f4 byte "Portugal - Number of Foreign Players at Club"
0x3d43ec byte "Portugal - Restriction Type (Match)"
0x3d43ed byte "Portugal - Number of Foreign Players in Match Squad"

Offsets are literal, add 0x400000 if using Olly.

JohnLocke

JohnLocke

```
Portuguese premier relegation:
007CF980 |. 8886 BE000000 MOV BYTE PTR DS:[ESI+0BE],AL
007CF986 |. 8886 BF000000 MOV BYTE PTR DS:[ESI+0BF],AL
007CF98C |. 8886 C0000000 MOV BYTE PTR DS:[ESI+0C0],AL
007CF992 |. 888E C1000000 MOV BYTE PTR DS:[ESI+0C1],CL
...
007CF99F |. 8B3D 10F69C00 MOV EDI,DWORD PTR DS:[9CF610] <--- Portuguese 2nd division
...
007CF9BD |. 897E 20 MOV DWORD PTR DS:[ESI+20],EDI


Portuguese 2nd div promotion:
007D16EB |. 888E BE000000 MOV BYTE PTR DS:[ESI+0BE],CL
007D16F1 |. C686 BF000000 MOV BYTE PTR DS:[ESI+0BF],0
007D16F8 |. C686 C0000000 MOV BYTE PTR DS:[ESI+0C0],0
007D16FF |. 888E C1000000 MOV BYTE PTR DS:[ESI+0C1],CL
007D1705 |. 8B3D 0CF69C00 MOV EDI,DWORD PTR DS:[9CF60C] <--- Portuguese Premier
007D170B |. 897E 1C MOV DWORD PTR DS:[ESI+1C],EDI
...
007D171D |. 8B3D C0F79C00 MOV EDI,DWORD PTR DS:[9CF7C0] <--- Portuguese 2nd division B
007D1723 |. 897E 20 MOV DWORD PTR DS:[ESI+20],EDI
```

JohnLocke

Zé

Thank you JL :ok: Will have a play tomorrow.

Zé

Quote:

Originally Posted by **JohnLocke** »

Portuguese premier relegation:

```
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007D1705 |. 8B3D 0CF69C00 MOV EDI,DWORD PTR DS:[9CF60C] <--- Portuguese Premier
007D170B |. 897E 1C MOV DWORD PTR DS:[ESI+1C],EDI
...
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007D1723 |. 897E 20 MOV DWORD PTR DS:[ESI+20],EDI
```

As a test I have tried to get six teams promoted and relegated throughout the divisions.

For the Premier league relegation I change 007CF938 to MOV CL, 6.

For second league promotion and relegation I change 007D16A8 to MOV CL, 6.

But struggling to get two teams from each of the second division b leagues to be promoted...

***

Is there a way I can change 007D16FF |. 888E C1000000 MOV BYTE PTR DS:[ESI+0C1],**CL** to a number, ie 4, but it will not let me do this as the size conflicts.

Zé   08-12-14, 08:56 PM

Quote:

> *Originally Posted by **JohnLocke*** »
>
> *Portuguese premier relegation:*
> *007CF980 |. 8886 BE000000 MOV BYTE PTR DS:[ESI+0BE],AL*
> *007CF986 |. 8886 BF000000 MOV BYTE PTR DS:[ESI+0BF],AL*
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> *007D16EB |. 888E BE000000 MOV BYTE PTR DS:[ESI+0BE],CL*
> *007D16F1 |. C686 BF000000 MOV BYTE PTR DS:[ESI+0BF],0*
> *007D16F8 |. C686 C0000000 MOV BYTE PTR DS:[ESI+0C0],0*
> *007D16FF |. 888E C1000000 MOV BYTE PTR DS:[ESI+0C1],CL*
> *007D1705 |. 8B3D 0CF69C00 MOV EDI,DWORD PTR DS:[9CF60C] <--- Portuguese Premier*
> *007D170B |. 897E 1C MOV DWORD PTR DS:[ESI+1C],EDI*
> *...*
> *007D171D |. 8B3D C0F79C00 MOV EDI,DWORD PTR DS:[9CF7C0] <--- Portuguese 2nd division B*
> *007D1723 |. 897E 20 MOV DWORD PTR DS:[ESI+20],EDI*

As a test I have tried to get six teams promoted and relegated throughout the divisions.

For the Premier league relegation I change 007CF938 to MOV CL, 6.

For second league promotion and relegation I change 007D16A8 to MOV CL, 6.

But struggling to get two teams from each of the second division b leagues to be promoted...

***

Is there a way I can change 007D16FF |. 888E C1000000 MOV BYTE PTR DS:[ESI+0C1],**CL** to a number, ie 4, but it will not let me do this as the size conflicts.

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is 01:15 PM.

JohnLocke   10-12-14, 06:44 PM

There is:

6 up and 6 down would be:
007D16EB C786 BE000000 06000006 MOV DWORD PTR DS:[ESI+0BE],6000006
007D16F5 to 007D1704 - NOP

This is a bit complex.

The original code sets the 4 values (up, play-offs, relegation play-offs, down) separately. What the above is doing is setting them as if they are one value. Instead of using BYTE (1 byte) it uses DWORD (4 bytes), which overflows the first value and fills in the next 3 as well.

One thing to note is that DWORD are stored in the opposite order to the way they are displayed - so if you put: MOV DWORD PTR DS:[ESI+0BE],3000006, the 2nd column would show as: "C786 BE000000 06000003", i.e. it would be 6 up and 3 down and NOT 3 up and 6 down.

JohnLocke   10-12-14, 06:44 PM

There is:

6 up and 6 down would be:
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Zé   10-12-14, 07:51 PM

Nice. Thank you.

Hoping I am being stupid but is there a way of searching for part of a command in Olly? My idea was to search for 9CF610 which should eventually lead me to the section relevant to the Portuguese second division B.

Zé   14-12-14, 11:25 PM

I can't seem to change the signing of foreign players to be unrestricted in Portugal.

http://en.zimagez.com/miniature/scre...2-14222403.pnghttp://en.zimagez.com/miniature/scre...2-14222213.png

---

JohnLocke   14-12-14, 11:43 PM

Quote:

> Originally Posted by **Zé** ▸▸
>
> Nice. Thank you.
>
> Hoping I am being stupid but is there a way of searching for part of a command in Olly? My idea was to search for 9CF610 which should eventually lead me to the section relevant to the Portuguese second division B.

There's a text file of the full exe around here somewhere - probably a few pages up in this thread. That might help, e.g. search for "+0BE".

JohnLocke   22-12-14, 08:30 AM

Untested:

Make the changes below and the FIFA World Player of the Year award **might** be disabled.
00632C06 /EB 2D JMP SHORT 00632C35
0079E6CC /EB 2D JMP SHORT 0079E6FB

JohnLocke

Untested:

Make the changes below and the FIFA World Player of the Year award **might** be disabled.
00632C06 /EB 2D JMP SHORT 00632C35
0079E6CC /EB 2D JMP SHORT 0079E6FB

Golly

007DD212 - PUSH 0E > 0

English suspensions will begin immediately instead of after 14 days.

Golly

007DD212 - PUSH 0E > 0

English suspensions will begin immediately instead of after 14 days.

---

saturn

> Quote:
>
> Originally Posted by **Zé** »
> I can't seem to change the signing of foreign players to be unrestricted in Portugal.

If you're still looking for this, the offsets relating to signing non-EU players in Portuguese squads are:
Code:

```
PRM: 007D41AE MOV BYTE PTR SS:[ESP+12],6
D2:  007D41BE MOV BYTE PTR SS:[ESP+12],5
D2B: 007D41C5 MOV BYTE PTR SS:[ESP+12],4
```

Change the values to 32 for no restrictions.

There are similar 6/5/4 offsets for the Portuguese leagues a bit further down from these, I'm not sure what they're used for.

---

saturn

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> Originally Posted by **Zé** »
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There are similar 6/5/4 offsets for the Portuguese leagues a bit further down from these, I'm not sure what they're used for.

MarcoVanBast

i asked some years ago, maybe now any1 know

want to make STAR player highlighted only star, not player_name_staricon

lurking in offsets near %s* find colours of whole string

0045BA50

cant find how to "break" it

MarcoVanBast

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0045BA50

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Golly

Had a PM from out Northern Ireland obsessed friend about how the edit the K-League so it's 8 teams (from 10), 4 rounds of fixtures (from 3) and 28 fixtures (from 27) and here is what I told him...

Korean League offsets

Team 10 to 8...

0066BBAB - PUSH 24E > 1D8
0066BBB2 - MOV WORD PTR DS:[ESI+3E],0A > 8

Fixture Rounds 3 to 4...

0066BCF0 - PUSH EAX > NOP
0066BCF1 - MOV WORD PTR DS:[ESI+3C],CX > NOP

0066BCF0 - NOP > CALL 0066BEF7

0066BEF7 - NOP > PUSH EAX
0066BEF8 - NOP > MOV WORD PTR DS:[ESI+3C],4
0066BEFE - NOP > RETN

Fixtures 27 to 28...

0066B16A - MOV WORD PTR DS:[EAX],1B > 1C DON'T DO THIS BIT!!!!! (Or undo if you have already tried it).

All untested by the way!!!

Pasquale

unfortunately it does not work, the game crashes

JohnLocke

Maybe the Korean cup code assumes the league will have 10 clubs - and can't handle the situation where that isn't true?

Pasquale

I decreased the number of clubs for the League Cup (I disabled the korea cup) from 10 to 8

Golly

Decreasing the amount of clubs in a cup competition is a lot more complicated than for a league competition. I would respectfully suggest that the problem which causes the crash is in the Cup competition.

Golly

And having looked at the Korean League Cup I think that's the problem. It starts with a group stage with 2 groups of 5. Decreasing the amount of teams would be very complicated.

Golly

Actually, don't do the bit I have turned red on my initital post.

---

technoir

I am thinking of recreating Polish league structure so I have question. Is it possible to find offset responsible for division league into championship and relegation group (like it is in scotish premier league) and make only one round? For example 16 teams in one league and then dividing them into two groups and playing one round so 37 matches

---

Pasquale

Korea League Cup:

0066C77E MOV WORD PTR DS:[ESI+3E],5 (Group A)
0066CC7F PUSH 5 (Group B)
0066CF30 MOV DWORD PTR DS:[ESI+F2],0A (Numb of club)

Pasquale

Korea League Cup:

0066C77E MOV WORD PTR DS:[ESI+3E],5 (Group A)
0066CC7F PUSH 5 (Group B)
0066CF30 MOV DWORD PTR DS:[ESI+F2],0A (Numb of club)

---

saturn

It would be great to know more about the cups and how/where teams are drawn from so as to help alter the number of clubs in a league. Tapani effortlessly helped with the Danish Cup here, but unfortunately a lot of other cups don't seem to use the same structure.

-

I've known for a while that work permits in the UK & ROI are given to any player with Potential Ability of 191 and above (probably to mimic the exceptional talent clause that exists IRL). I searched for 191 (BF in Hex) in JohnLocke's text version of cm0102.exe but found nothing so I left it. A couple of days ago I tried again, searching instead for 190 (BE).

008C7C11 |. 66:817E 07 BE00 CMP WORD PTR DS:[ESI+7],0BE

Changing 0BE to a different value will mean that any player with a PA above that value should get a work permit. Changing the value to 1 will mean that any player should get a work permit.

To change the value, right click on the middle column -> Binary -> Edit. Change the last four values from BE 00 to 01 00 so that any player will get a work permit, to AA 00 so that any player with PA above 170 (AA in Hex) will get a work permit and so on.

There is still a chance that players will not get a work permit. For example when testing I set up a friendly with Boca Juniors in v3.9.68 and had all their players scouted. Walter Gaitán (and a couple of others) won't get a work permit, despite him having a higher PA than others in the squad who would get one. I don't know why this happens. (Personally I don't mind this happening as otherwise you could tell definitively from scout reports those who had a PA of >170 or whatever you've changed 190 to.)

Lastly, this doesn't seem to have any affect on hiring backroom staff, nor will it reduce the time needed for a work permit to be granted (around 23/24 days).

---

saturn

Dermotron

24-01-15, 11:42 AM

Very nice. The game matched to real life players would probably allow anyone over PA150 to get a work permit in England. Could be an interesting change to the game as the years pass and regens start appearing. Also good to spot some negative PA guys that have high PA as they differ great from save game to save game.

Is it the same rule for Uk and Ireland in the game? Work permit restrictions are a lot more lax here (Ireland). Clubs are just broke so thats why there has never been a big influx of foreign players here. Even Malta is a far wealthier league, lol

---

saturn

24-01-15, 02:10 PM

Quote:

> Originally Posted by **Dermotron** »
>
> *Is it the same rule for Uk and Ireland in the game? Work permit restrictions are a lot more lax here (Ireland). Clubs are just broke so thats why there has never been a big influx of foreign players here. Even Malta is a far wealthier league, lol*

I think the single offset effects all of the work permit countries, but I haven't tested all the leagues fully. I scouted Boca with an English, Scottish and Welsh club and all the scouts were in agreement about whether a player should get a work permit or not. (I said in the previous post that players don't always get permits for some unknown reason: to put a figure on it, I'd say roughly 90% of the time one will be awarded.)

I played a couple of medium-term games in England and Ireland with no problems, but then had one in Wales where almost all work permits were rejected - way less than the 90% I mentioned earlier. In the English and Irish games I was signing young players on free transfers, while in the Welsh game it was journeymen players not wanted by other clubs, so maybe there's something in that. In all games the PA required was set to 1 though.

One positive thing to mention is that the AI take advantage of the new rule too. There wasn't the deluge of non-EU players arriving like I thought there might be, but a few uncapped foreigners getting very high average ratings (7.8+) in their leagues were nonetheless signed up by the AI.

JohnLocke

24-01-15, 05:40 PM

I *think* the PA 190 code only affects players aged 23 and under - based on these lines:
008C7C05 | MOV CL,BYTE PTR SS:[EBP+18]
008C7C08 | CMP CL,18
008C7C0B | JGE SHORT 008C7C1D

The first is person.age, which is then be compared to 24 and if their age (CL) is greater than or equal to 24 (0x18) then 008C7C11 is skipped.

JohnLocke

24-01-15, 05:40 PM

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The first is person.age, which is then be compared to 24 and if their age (CL) is greater than or equal to 24 (0x18) then 008C7C11 is skipped.

JohnLocke

25-01-15, 10:10 AM

008C7C30 |> 3C 14 CMP AL,14 ; person.caps | 20
008C7C32 |. 76 1B JBE SHORT 008C7C4F
008C7C34 |. 8B45 1A MOV EAX,DWORD PTR SS:[EBP+1A] ; person.nationality
008C7C37 |. 85C0 TEST EAX,EAX
008C7C39 |. 74 14 JE SHORT 008C7C4F
008C7C3B |. 66:81B8 8E000 CMP WORD PTR DS:[EAX+8E],0BB8 ; nation.reputation | 3000
008C7C44 |. 7E 09 JLE SHORT 008C7C4F
008C7C46 |. 80F9 20 CMP CL,20 ; CL is person.age
008C7C49 |.^ 0F8C BEFDFFFF JL 008C7A0D

Players aged under 32 who have more than 20 caps from a nation whose reputation is 3000 or more will get a work permit.

JohnLocke

25-01-15, 10:10 AM

```
008C7C30 |> 3C 14 CMP AL,14 ; person.caps | 20
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```

Players aged under 32 who have more than 20 caps from a nation whose reputation is 3000 or more will get a work permit.

MarcoVanBast

26-01-15, 02:34 PM

JohnLocke

I playing CM3, and transfer system here little broken, coz even when i offer 60m$ for Makkaay from Tenerife, or Montella from Smapdoria, bids are rejected with "player too valuable for club" answer, which is rather unrealistic. Can i somehow downgrade that? U can suggest 0102 offsets, i will transfre it to cm3.

MarcoVanBast

26-01-15, 02:43 PM

And i also want to set olympics in cm3 to get u23 not main nation laying

---

MarcoVanBast

26-01-15, 08:44 PM

And i have also question baout backgrounds.

Cant find in exe any mentions of [stadiums] or [clubs] how game know which area in pics.cfg answers for current backs?

JohnLocke

26-01-15, 09:07 PM

No idea how to make clubs accept less money or how to change the Olympics. For backgrounds, try searching for "pics.cfg"

MarcoVanBast

27-01-15, 09:43 PM

i know wheres offsets of pics,cfg but i cant understand how it realted to [staff] [clubs] [nations] and etc. Theres that code but it just strings, very strnge it hasnt any ascii references 0push ctrl -R nothing happened, it isnt in code)

http://s17.postimg.org/kx52i71of/002.jpg

MarcoVanBast

28-01-15, 10:55 PM

what that means

CMP BYTE PTR DS:[ESI+15],0F

comparing some value (15) but what means esi+15

MarcoVanBast

28-01-15, 11:08 PM

and what that string means?

MOVSX EDX,BYTE PTR DS:[ESI+77]

MarcoVanBast

28-01-15, 11:34 PM

I FINALLY FIND HOW TO CHANGE player's value depend on that's postion!!! Now can finally make TOP GKs costs same as MC of SC

JohnLocke

28-01-15, 11:42 PM

Quote:
> Originally Posted by **MarcoVanBast** »
> and what that string means?
>
> MOVSX EDX,BYTE PTR DS:[ESI+77]

That is (probably) accessing the primary language spoken in a given nation and storing it in EDX.

JohnLocke

Quote:

> Originally Posted by **MarcoVanBast** »
>
> and what that string means?
>
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> Originally Posted by **MarcoVanBast** »
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>
> comparing some value (15) but what means esi+15

ESI+15 is (probably) accessing either nonPlayer.freeRoles or player.striker, which is being compared to 0xf (15). I've seen code like that for determing if the game regards the players capable of playing in a given position.

ESI will, in this situation, hold the memory address at the start of the the data on a player, ESI+15 is accessing the 0x15th (i.e. 21st) byte into the data to access one of the above values - probably player.striker given the comparison to 0x0F.

JohnLocke

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> Originally Posted by **MarcoVanBast** »
>
> what that means
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> CMP BYTE PTR DS:[ESI+15],0F
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---

eddieC

Quote:

> Originally Posted by **MarcoVanBast** »
>
> I FINALLY FIND HOW TO CHANGE player's value depend on that's postion!!! Now can finally make TOP GKs costs same as MC of SC

How????

MarcoVanBast

Quote:

> Originally Posted by **edcrowley100** »
>
> How????

I find only main offsets, i mean its long code, hwever even now we can play with it.

```
004D0CF8 |. C74424 3C A8CB>MOV DWORD PTR SS:[ESP+3C],4168CBA8
004D0D00 |. C64424 12 1C MOV BYTE PTR SS:[ESP+12],1C
004D0D05 |. E9 83000000 JMP cm9900.004D0D8D
004D0D0A |> 807E 14 0F CMP BYTE PTR DS:[ESI+14],0F
004D0D0E |. 7C 12 JL SHORT cm9900.004D0D22
004D0D10 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D18 |. C74424 3C 18FB>MOV DWORD PTR SS:[ESP+3C],4164FB18
004D0D20 |. EB 66 JMP SHORT cm9900.004D0D88
004D0D22 |> 807E 13 0F CMP BYTE PTR DS:[ESI+13],0F
004D0D26 |. 7C 12 JL SHORT cm9900.004D0D3A
004D0D28 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
```

```
004D0D30 |. C74424 3C D012>MOV DWORD PTR SS:[ESP+3C],416312D0
004D0D38 |. EB 4E JMP SHORT cm9900.004D0D88
004D0D3A |> 807E 12 0F CMP BYTE PTR DS:[ESI+12],0F
004D0D3E |. 7C 12 JL SHORT cm9900.004D0D52
004D0D40 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D48 |. C74424 3C 882A>MOV DWORD PTR SS:[ESP+3C],41612A88
004D0D50 |. EB 36 JMP SHORT cm9900.004D0D88
004D0D52 |> 807E 0F 14 CMP BYTE PTR DS:[ESI+F],14
004D0D56 |. 75 17 JNZ SHORT cm9900.004D0D6F
004D0D58 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D60 |. C74424 3C 60E3>MOV DWORD PTR SS:[ESP+3C],4156E360
004D0D68 |. C64424 12 21 MOV BYTE PTR SS:[ESP+12],21
004D0D6D |. EB 1E JMP SHORT cm9900.004D0D8D
004D0D6F |> 807E 10 0F CMP BYTE PTR DS:[ESI+10],0F
004D0D73 |. 7D 03 JGE SHORT cm9900.004D0D78
004D0D75 |. 8A46 11 MOV AL,BYTE PTR DS:[ESI+11]
004D0D78 |> C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D80 |. C74424 3C 8084>MOV DWORD PTR SS:[ESP+3C],415E8480
```

Changing Bold values changes value of players depend on it position.

MarcoVanBast   29-01-15, 10:37 AM

Quote:

Originally Posted by **edcrowley100** »

How????

I find only main offsets, i mean its long code, hwever even now we can play with it.

```
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004D0D00 |. C64424 12 1C MOV BYTE PTR SS:[ESP+12],1C
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004D0D56 |. 75 17 JNZ SHORT cm9900.004D0D6F
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004D0D60 |. C74424 3C 60E3>MOV DWORD PTR SS:[ESP+3C],4156E360
004D0D68 |. C64424 12 21 MOV BYTE PTR SS:[ESP+12],21
004D0D6D |. EB 1E JMP SHORT cm9900.004D0D8D
004D0D6F |> 807E 10 0F CMP BYTE PTR DS:[ESI+10],0F
004D0D73 |. 7D 03 JGE SHORT cm9900.004D0D78
004D0D75 |. 8A46 11 MOV AL,BYTE PTR DS:[ESI+11]
004D0D78 |> C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D80 |. C74424 3C 8084>MOV DWORD PTR SS:[ESP+3C],415E8480
```

Changing Bold values changes value of players depend on it position.

MarcoVanBast   29-01-15, 10:39 AM

Quote:

Originally Posted by **MarcoVanBast** »

004D0D68 |. C64424 12 21 MOV BYTE PTR SS:[ESP+12],21

That if i understand stirng which answers of... eem.. how close player need to be to current age to be high values. For example for Strikers it 28 years (1c) For goalkeepers 33 (21 in hex)

MarcoVanBast   29-01-15, 10:39 AM

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004D0D3E |. 7C 12 JL SHORT cm9900.004D0D52
004D0D40 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0

004D0D48 |. C74424 3C 882A>MOV DWORD PTR SS:[ESP+3C],41612A88
004D0D50 |. EB 36 JMP SHORT cm9900.004D0D88
004D0D52 |> 807E 0F 14 CMP BYTE PTR DS:[ESI+F],14
004D0D56 |. 75 17 JNZ SHORT cm9900.004D0D6F
004D0D58 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0

004D0D60 |. C74424 3C 60E3>MOV DWORD PTR SS:[ESP+3C],4156E360
004D0D68 |. C64424 12 21 MOV BYTE PTR SS:[ESP+12],21
004D0D6D |. EB 1E JMP SHORT cm9900.004D0D8D
004D0D6F |> 807E 10 0F CMP BYTE PTR DS:[ESI+10],0F
004D0D73 |. 7D 03 JGE SHORT cm9900.004D0D78
004D0D75 |. 8A46 11 MOV AL,BYTE PTR DS:[ESI+11]
004D0D78 |> C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0

004D0D80 |. C74424 3C 8084>MOV DWORD PTR SS:[ESP+3C],415E8480
```

Changing Bold values changes value of players depend on it position.

One value is secret for me, coz it changes nothing. FC, AMC, MC/DMC, GK, DF - in cm3 it goes in that order, one value isnt refer to any position i dunno what it is

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All times are GMT +1. The time now is 01:15 PM.

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JohnLocke   29-01-15, 12:02 PM

Code:
```
004D0DD7 | MOV AL,BYTE PTR DS:[ESI+0F]; player.goalkeeper
004D0DDE | CMP AL,0F
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MarcoVanBast   30-01-15, 12:03 AM

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> Originally Posted by **JohnLocke** ▸▸
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JohnLocke

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Several years ago someone uploaded a file that the developers released, it shows the format of all the data files. I think it was released to help people write data editors. I have posted the contents on a new site I started recently here: https://hugo9cf.wordpress.com/resources/c-header-file/

A more accessible way of checking is to look at the [9CF***] Thread or the expanded version here: https://hugo9cf.wordpress.com/resources/the-9cf-page/

MarcoVanBast

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Thnaks but i sill cant understand.. theres no player.goalkeeper on site u postor any reference to how to read MOVSX ECX,BYTE PTR DS :[XX+YY] commands.

sorry for my stupidness :(

EDIT: Find it in other url :) thanks again!

MarcoVanBast   30-01-15, 10:41 AM

Tnen next question, how to explore 9cf**** things for other cm3 games?

MarcoVanBast   30-01-15, 10:46 AM

If i understand correctly, the offsets i post about player value

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MarcoVanBast   30-01-15, 10:48 AM

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MarcoVanBast   30-01-15, 11:02 AM

> Quote:
> ---
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JohnLocke   30-01-15, 11:10 AM

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> ---
> *Originally Posted by **MarcoVanBast*** »
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0061527A |. 56 PUSH ESI ; |Arg1
0061527B |. E8 D0C93300 CALL 00951C50 ; \cm0102.00951C50
00615280 |. 83C4 08 ADD ESP,8
00615283 |. 85C0 TEST EAX,EAX
00615285 |. 75 08 JNE SHORT 0061528F
00615287 |. 893D 40029D00 MOV DWORD PTR DS:**[9D0240]**,EDI ;

The bold value is the '9cf' value - 9cf isn't special, it just happens that most hard-coded clubs etc are found there, this one being at a 9d0 address is not a problem.

Edit:

You can also do this in reverse, so if you find a 9cf value in the code you can find out what it is as follows: top-left of Olly, Ctrl+g, enter the 9cf value, e.g. 9cf3a0, and press return - then press Ctrl+r and you'll get a list of lines where this value is referred to. There are usually two lines in the format MOV DWORD PTR DS:[9CF3A0],EDI (although it might be a different register, i.e not always EDI), check both you should find the text the game uses to set the 9cf value a few lines further up - in this case you'll find:

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Quote:

> Originally Posted by **JohnLocke** »
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>
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The graphic on this page http://www.cs.virginia.edu/~evans/cs216/guides/x86.html may be helpful - as not all registers are the same size, and some are really part of a bigger register.

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I mean that

MOV DWORD PTR DS:[8334F4],**40017011** - in cm3 (9899) its offset of DOLLAR value.

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MarcoVanBast   30-01-15, 11:31 AM

> Quote:
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MarcoVanBast   30-01-15, 11:41 AM

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JohnLocke   30-01-15, 11:42 AM

> Quote:
> ---
> Originally Posted by **MarcoVanBast** »
> *and how get "Decoding Olly:" info ? :) However as i see it same for all cm3 games.*

That should be (almost) exactly the same for all versions of CM3. I think the way the game stores preferences (liked & disliked clubs and people) is different between version but the rest is the same.

JohnLocke

Quote:

*Originally Posted by **Golly*** ⏩

0085C3A6 - offset for the venue of English Cup Finals. I changed code from 9CF2E4 (England) to 9D0240 (Manchester United) and the following all took place at Old Trafford during first season (2001-02)...

Charity Shield
League Cup Final
Vans Trohpy Final
FA Cup Final
Division One Play-Off Final
Division Two Play-Off Final
Division Three Play-Off Final

Golly, I've just tested this because I had doubts that it would work given that clubs and nations are different things, it seemed odd that the developers would have written code that could accept a club in this context. Anyway, the above doesn't actually work properly. I tried using a different club and the Charity Shield was still played at Old trafford, so I think the code must default to the largest stadium in the country if the stadium specified doesn't exist.

0085C3A4 |. 8B08 MOV ECX,DWORD PTR DS:[EAX]
0085C3A6 |. A1 E4F29C00 MOV EAX,DWORD PTR DS:[9CF2E4] ; England
0085C3AB |. 3BC8 CMP ECX,EAX
0085C3AD |. 0F85 F4010000 JNE 0085C5A7

As the value at 0085C3A6 has changed, then 0085C3AD will now equate to the opposite of what it did prior to the change, in which case the code jumps to 0085C5A7 when it didn't before.

The wider code looks like it is telling the game to use the biggest stadium in Wales, if the competition is in England, until 2003 (as Wembley was being rebuilt).

MarcoVanBast

Want to make cm0001 and cm0102 palyer's value to be in cm3.. Cnat understand how it counted..

In cm3 (9899) and cm9900, most valued player is Del Piero around 23m $, in cm0001 and cm0102 same data and year tirned to 1998 Del Piero costs 42m $. Also very different on position, in cm3 Zidane costs 13m $ in cm0102 40m$....

First I thought that value (dollar) changed itself, so i raise it, but its wasnt right, coz ALL players now cost more, same as club's budgets and etc. Second i find offsets i posted above and try to edit it according to position. But now averge players like Lars Ricken costs 24m$, while in cm0102 he is 12m$ like it should be.

Seems cm0102 and cm001 used some additional calculation and i cant understand which exactly :(

MarcoVanBast

As i see only ESI + refers to https://hugo9cf.wordpress.com/resources/the-9cf-page/

ESP + values returns absurd results if count like that

MarcoVanBast

e.g

that strings

MOV AL,BYTE PTR DS:[ESI+F]
FIMUL DWORD PTR SS:[ESP+14]

it goes one after another, first about player.goalkeeper, second about player.attmidfielder

---

MarcoVanBast

JohnLocke

Quote:

Originally Posted by **MarcoVanBast** »

e.g

that strings

MOV AL,BYTE PTR DS:[ESI+F]
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FIMUL isn't just access the value, it's also multiplying it by something - http://docs.oracle.com/cd/E19455-01/...151/index.html

---

JohnLocke

008C7AB5 | JNE 008C7BA8
008C7AD2 | JE SHORT 008C7B2D
008C7AE5 | MOV ESI,OFFSET 00A8EB48; ASCII "Falkirk"

Fill the first two lines above with NOP and amend the third to:
008C7AE5 | MOV ESI,OFFSET 009E1834; ASCII "Manchester United"

Result is that Man Utd will **always** get a work permit while all other clubs have to meet the usual criteria.

JohnLocke

JohnLocke

The well-known £40,000pw week to always get a work permit seems to be wrong, the magic figure is actually £34,999 - I think, based on these lines:

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```

Cam F

Cool, I hate funny numbers so will settle on £35k from now on. Cheers JL.

MarcoVanBast

I want to explore how player's value depend on reputation

heres code

```
004958C2 |. D94424 10 FLD DWORD PTR SS:[ESP+10]
004958C6 |> 8B7D 0C MOV EDI,DWORD PTR SS:[EBP+C]
004958C9 |. D95C24 10 FSTP DWORD PTR SS:[ESP+10]
004958CD |. 85FF TEST EDI,EDI
004958CF |. 75 09 JNZ SHORT cm3.004958DA
004958D1 |. 0FBF46 0B MOVSX EAX,WORD PTR DS:[ESI+B] - player.currentRep
004958D5 |. E9 98000000 JMP cm3.00495972
004958DA 8B87 CF000000 MOV EAX,DWORD PTR DS:[EDI+CF] ; MOV EAX,DWORD PTR DS:[EDI+EF]
004958E0 |. 6A 00 PUSH 0
004958E2 |. 50 PUSH EAX
004958E3 |. 53 PUSH EBX
004958E4 |. E8 072D0300 CALL cm3.004C85F0
004958E9 |. 0FBFF0 MOVSX ESI,AX
```

However cant understand where here any value offset

MarcoVanBast

MarcoVanBast

/By some reason in cm3 club by random releasing they top players on free transfer, Ronaldo from Inter, DEl Piero form Juventus, Raul from REal.

How to disable releasing on free at all?

eddieC

Quote:

> Originally Posted by **JohnLocke** »
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> ```

So.... has anyone figured a way of changing the requirements for a work permit with the offsets?

Pasquale

You can change the locations of the final of the Europa League and Champions League?

MarcoVanBast

Cant undesrstand how uefa coeficents work

I count all points (including bonus) and get 6, but country i counte it for get 9.75!

Seems it rather random :(

MarcoVanBast

Absolute random calculation.

I take Russia, it has coeffs in editor

4
2.8
5.4
3.66
11

26.86 in total (same number in game in begin of season)

in game season all 4 clubs get 4 wins (in total not each one) and 1 draw in total - it 9 points, even with maximum bonus, rating for season should be maximum 3 points.. and new rating should be

2.8
5.4
3.66
11
3

about **25**

but in new season i see rating 33.86!

MarcoVanBast

Oh i get it..

Its glitch by game.

By playing first season it takes value by last season in editor NOT the real coeffs. I mean if russia has 9 in last season in editor, in 02/03 it count also 9 even if ALL clubs eliminated in qualifiers

---

MarcoVanBast

Lol but even after qst season it counts by ome random calculation.. ok i give up

---

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All times are GMT +1. The time now is **01:15 PM**.

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Offsets

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JohnLocke

06-02-15, 08:58 PM

Anyone feel like testing something?

008C6F98 | JL SHORT 008C6FA5

Fill this line with NOP

Start a new game and holiday for a year or two (maybe less), then post details of anything interesting you notice. If this code does what I think it does then you should see something interesting happen to foreign players.

JohnLocke

06-02-15, 08:58 PM

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Start a new game and holiday for a year or two (maybe less), then post details of anything interesting you notice. If this code does what I think it does then you should see something interesting happen to foreign players.

JohnLocke

06-02-15, 09:50 PM

Or this:
008C5C64 | JA SHORT 008C5C7A

Change to:
008C5C64 | JMP SHORT 008C5C7A

Pasquale

06-02-15, 10:02 PM

Quote:

> Originally Posted by **JohnLocke** »
> Or this:
> 008C5C64 | JA SHORT 008C5C7A
>
> Change to:
> 008C5C64 | JMP SHORT 008C5C7A

but what should change in the game these offsets?

JohnLocke

06-02-15, 10:16 PM

It *might* impact on the game adding 2nd nationalities to players.

JohnLocke

06-02-15, 10:16 PM

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It *might* impact on the game adding 2nd nationalities to players.

MarcoVanBast

How to disable intertoto cup at all?

- - - Updated - - -

i need to disable intertoto cup points goes to uefa coficents - it ruins all uefa ratng at all

---

Craig Forrest

If you disable inter-toto then won't UEFA Cup be short 3 teams and cause an error?

JohnLocke

Quote:

> Originally Posted by **MarcoVanBast** »
>
> *How to disable intertoto cup at all?*

00831549 | JE SHORT 0083157F

Change to JMP

As Craig mentioned, this might cause a problem.

JohnLocke

Quote:

> Originally Posted by **MarcoVanBast** »
>
> *How to disable intertoto cup at all?*

00831549 | JE SHORT 0083157F

Change to JMP

As Craig mentioned, this might cause a problem.

---

djole2mcloud

game crashes...zozoa wrote about it while ago...i tried to go around,to change offsets for uefa cup participants...
but also,i failed
here u go...the last offset inside this block refers to inter tot cup...maybe JL can find a way that uefa cup picks 3 teams from some other
competition instead of intertoto cup...

00902C45 |. A1 F0F69C00 |MOV EAX,DWORD PTR DS:[9CF6F0] - uefa cup
00902CCF |. FF35 B8F69C00 PUSH DWORD PTR DS:[9CF6B8] - a premier division
00902D0C |. 3B05 10FA9C00 |CMP EAX,DWORD PTR DS:[9CFA10] - europe
00902D26 |. A1 F0F69C00 |MOV EAX,DWORD PTR DS:[9CF6F0] - uefa cup
009034B1 |. 8B3D 10FA9C00 |MOV EDI,DWORD PTR DS:[9CFA10] - europe
009035E1 |. 8B0D BCF59C00 MOV ECX,DWORD PTR DS:[9CF5BC] - english premier division
009035F2 |. 8B15 F8F69C00 MOV EDX,DWORD PTR DS:[9CF6F8] - inter toto cup

Quote:

> Originally Posted by **JohnLocke** »
>
> *00831549 | JE SHORT 0083157F*
>
> *Change to JMP*
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>
> *As Craig mentioned, this might cause a problem.*

---

djole2mcloud

anyone tried this?sounds interesting

> Quote:
>
>
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MarcoVanBast

> Quote:
>
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Hmm then I need to disable inter toto's wins and draws give any points to uefa coefficients. It should be easier.. Or)

MarcoVanBast

Ok nvm i can count and change uefa coeficents via save game editor :)

Pasquale

You managed to disable Intertoto cup? It would be nice to eliminate this unnecessary competition

---

saturn

> Quote:
>
>
> *I think the PA 190 code only affects players aged 23 and under - based on these lines:*
> *008C7C05 | MOV CL,BYTE PTR SS:[EBP+18]*
> *008C7C08 | CMP CL,18*
> *008C7C0B | JGE SHORT 008C7C1D*
>
> *The first is person.age, which is then be compared to 24 and if their age (CL) is greater than or equal to 24 (0x18) then 008C7C11 is skipped.*

Nice, that would help explain why the journeymen foreigners I tried to sign in my Welsh game couldn't get permits, while others did (I usually was signing the young pregens when testing).

> Quote:
>
>
> *008C7C30 |> 3C 14 CMP AL,14 ; person.caps | 20*
> *008C7C32 |. 76 1B JBE SHORT 008C7C4F*
> *008C7C34 |. 8B45 1A MOV EAX,DWORD PTR SS:[EBP+1A] ; person.nationality*

```
008C7C37 |. 85C0 TEST EAX,EAX
008C7C39 |. 74 14 JE SHORT 008C7C4F
008C7C3B |. 66:81B8 8E000 CMP WORD PTR DS:[EAX+8E],0BB8 ; nation.reputation | 3000
008C7C44 |. 7E 09 JLE SHORT 008C7C4F
008C7C46 |. 80F9 20 CMP CL,20 ; CL is person.age
008C7C49 |.^ 0F8C BEFDFFFF JL 008C7A0D
```

Players aged under 32 who have more than 20 caps from a nation whose reputation is 3000 or more will get a work permit.

Those restrictions seems a bit "loose" just from my experience playing: I wonder if that code applies only to the beginning of the game? I always wondered how the game judged whether a player was eligible or not for a work permit given that no internationals had been played yet.

Quote:

---

*Originally Posted by **JohnLocke*** »

```
008C7AB5 | JNE 008C7BA8
008C7AD2 | JE SHORT 008C7B2D
008C7AE5 | MOV ESI,OFFSET 00A8EB48; ASCII "Falkirk"
```

Fill the first two lines above with NOP and amend the third to:
```
008C7AE5 | MOV ESI,OFFSET 009E1834; ASCII "Manchester United"
```

*Result is that Man Utd will **always** get a work permit while all other clubs have to meet the usual criteria.*

Another good find! Strange piece of code - I take it that that means Falkirk always get work permits for players on .68? I wonder if that's connected in any way to the unusual mention in the exe of the players Devon Mitchell and Colin Samuel, as they were linked to a move to Falkirk in real life at the time.

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---

saturn   12-02-15, 11:27 PM

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I was hoping that these lines were checking how long a player had been at a club, then giving them a second nationality if it were 5 years or more.

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008C6F98 | JL SHORT 008C6FA5

JohnLocke

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> *Originally Posted by **saturn*** »
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008C6F98 | JL SHORT 008C6FA5

---

saturn   13-02-15, 12:19 AM

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
> *That's exactly what it relates to, I just removed the code that checked the current year and player's first name (and changed the club).*

Great, another random bit of code sorted!

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
> *Possibly but I don't know how to access the fee.*

Probably not even worth it now that I think of it, as any £10m+ fee would usually warrant a £35k contract too.

> Quote:
>
> *Originally Posted by **JohnLocke*** »
>
> *Thanks for testing, how long did you holiday for?*
>
> *I was hoping that these lines were checking how long a player had been at a club, then giving them a second nationality if it were 5 years or more.*
>
> *008C6F95 | CMP ECX,5*
> *008C6F98 | JL SHORT 008C6FA5*

I tested for three seasons for both sets of offset changes you made. Players still seemed to be gaining second nationalities as quickly as expected.

The CMP ECX,5 offset mightn't be for second nationalities as the number of years differs for each league, as shown here, although perhaps it could be some sort of default value for the UK&ROI given the value of 5.

---

saturn   13-02-15, 03:10 AM

> Quote:
>
> *Originally Posted by **saturn*** »
>
> *The CMP ECX,5 offset mightn't be for second nationalities as the number of years differs for each league, as shown here, although perhaps it could be some sort of **default value for the UK&ROI given the value of 5**.*

That's roughly what it's for: I changed it to CMP ECX,1 and created a game with England and Spain selected. All non-EU players at English clubs had a second nationality of English, while nothing changed for non-EU players at Spanish clubs. It also affected players at other UK/Irish clubs, eg Scottish second nationalities for players at Scottish clubs etc.

Furthermore, it only affects players already at clubs when the game loads. Players you sign will still take five years to gain English as a second nationality.

MarcoVanBast   13-02-15, 05:49 AM

Anyone know how World footballer and fifa world player awards counts? :) rather strange winners, wnat to do normal balon d'or from it

---

Lewis MacLeod

Any offsets for reducing English Division Three relegation from 3 to 2, and reducing Conference promotion from 3 to 2?

I am using Tapani Patch obviously

JohnLocke

I *think* that the two changes below will do what you want. Tapani has modified this section of the code, so the following might only work with his 2.20 patch.

0056EE1D | MOV DWORD PTR DS:[ESI+0BE],3000002
0057811F | MOV BYTE PTR DS:[ESI+0C1],2

@Tapani, I noticed the following in your patch:
005780FE | MOV DWORD PTR DS:[ESI+0BE],1000403
...
0057811F | MOV BYTE PTR DS:[ESI+0C1],3

If the first line was **3000403**, then couldn't the second line be removed completely?

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Offsets

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JohnLocke   15-02-15, 05:19 PM

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...
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If the first line was **3000403**, then couldn't the second line be removed completely?

Tapani   15-02-15, 06:49 PM

JohnLocke,

it is very possible. I think the early patchers allowed users to select the number of relegations/promotions between CON/D3. (We played a lot of multiplayer back then, and wanted to have more spots to fight for).
Could be that the redundancy is a remnant from that.

JohnLocke   15-02-15, 09:44 PM

Anyone care to test this?

Fill the line below with NOP, then holiday a game for a few months / years - keep an eye on the positiining value of players.

008B30F2 | MOV BYTE PTR DS:[ESI+39],AL;

The line seems to relate to training, so filling it with NOP *might* mean the value never changes.

JohnLocke   15-02-15, 09:44 PM

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MarcoVanBast   16-02-15, 09:28 PM

any chance to set UI clubs not to sell players below price?

when inter parma seling mario stanic coz it hasnt place in squad for 3m$ while he costs 17m$ it ruins realistic transfers

---

saturn   17-02-15, 09:31 AM

> Quote:
> ───
> *Originally Posted by **JohnLocke** »*
> *Anyone care to test this?*
>
> *Fill the line below with NOP, then holiday a game for a few months / years - keep an eye on the positiining value of players.*
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>
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Very nice, exactly what you thought happens: no changes in positioning. Two years training and no greens or reds:

http://thumbnails110.imagebam.com/39...d390858303.jpg

One thing to notice is that the value does change for some players (Keane goes from 15 to 16), likely through playing/not playing, but as it's not due to training no colour is assigned to it.

Numbers wise, the amount of players having Positioning of 15+ fell by about one third (on a minimum .68 English league only game). Here are some rough figures from it:

Spoiler! [Show]

After the initial training boost in the first couple of years, the figures seem to grow at a similar rate. I think the reason that the -Training figures still increase each year is due to certain stats and their intrinsic values surging once a player nears retirement/retires (I can't find the thread that I read that in).

You'd probably have to go through at least one full generation of players (20+ years) to find out what effect this has on gameplay, but you'd assume that less Positioning equals more goals.

---

saturn

17-02-15, 09:31 AM

> Quote:
>
> *Originally Posted by **JohnLocke*** »
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Dermotron

17-02-15, 10:08 AM

That's quite an amazing find. Has determination been affected. Always seem like the CA points were taken from determination and added to positioning

---

MarcoVanBast

19-02-15, 08:30 AM

Can anyone say where transfers function begins at? selling player by UI to UI in half of his price is super annoying..

Golly

19-02-15, 10:22 AM

Isn't that just real life though? A club buys a player for super bucks, but he flops and they then sell him on for a fraction of the price they paid for him.

Damien Duff - Chelsea signed him for £17m & sold him for £5m 3-years later.
Juan Veron - Man Utd signed him for £28m & sold him for £15m 2-years later.
Scott Parker - Chelsea signed him for £10m & sold him for £6.5m 18-months later.
Shaun Wright-Phillips - Chelsea signed him for £21m & sold him for £9m 3-years later.

Tapani

19-02-15, 10:29 AM

> Quote:
>
> *Originally Posted by **MarcoVanBast*** »
>
> *Can anyone say where transfers function begins at? selling player by UI to UI in half of his price is super annoying..*

I want to know that too. Looking for the one where the computer has to decide "yes" or "no" to a bid.

My reasons are to make it possible to get players for free when playing really low level.
The computer refuses to sell a player for free when he is not playing, worth like 1k, and has 2k per month salary. Avoiding the salary cost should be part of the consideration.

---

saturn

> Quote:
>
> *Originally Posted by **Dermotron** »*
>
> *That's quite an amazing find. Has determination been affected. Always seem like the CA points were taken from determination and added to positioning*

I don't think so, I'm not sure if attributes are chained like that. But I remember Trip (possibly someone else) saying that he thought some were in another thread I can't find (might have been in the Tsigalko / van Nistelrooy thread).

I also don't think Determination drops for regens, it's just that all the top players have a high value for it initially and then get a random value for their regen (seeing as it's a mental attribute). I charted all the attributes and their changes in values in a 400+ year run of the Welsh league, I'll stick the results in the more appropriate thread here as it's a sizeable post.

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eddieC

Has anyone discovered offsets for Keeping '**Attributes**' at the same value, without the game increasing or decreasing them through age or training?

Just curious?

JohnLocke

> Quote:
>
> *Originally Posted by **edcrowley100** »*
>
> *Has anyone discovered offsets for Keeping '**Attributes**' at the same value, without the game increasing or decreasing them through age or training?*
>
> *Just curious?*

I think all trainable attributes are there, I'll take a look and post the results.

JohnLocke

> Quote:
>
> *Originally Posted by **Tapani** »*
>
> *I want to know that too. Looking for the one where the computer has to decide "yes" or "no" to a bid.*
>
> *My reasons are to make it possible to get players for free when playing really low level.*
> *The computer refuses to sell a player for free when he is not playing, worth like 1k, and has 2k per month salary. Avoiding the salary cost should be part of the consideration.*

This may (or may not) help.

The minimum fee release value of a contract is stored 0x21 bytes into a contract, so the AI will have to access this value when determining whether to accept or reject a bid. I've searched the exe and the following lines may help narrow down the search.

Code:

```
004E4321  |.  3947 21    CMP DWORD PTR DS:[EDI+21],EAX
004E470A  |.  3947 21    CMP DWORD PTR DS:[EDI+21],EAX
00782FFD  |.  395E 21        CMP DWORD PTR DS:[ESI+21],EBX
00866C68  |.  395F 21       |CMP DWORD PTR DS:[EDI+21],EBX
00866C71  |.  395E 21       |CMP DWORD PTR DS:[ESI+21],EBX
00866CEE  |.  395E 21       |CMP DWORD PTR DS:[ESI+21],EBX
00866D02  |.  3956 21       |CMP DWORD PTR DS:[ESI+21],EDX
00866D17  |>  3957 21       |CMP DWORD PTR DS:[EDI+21],EDX
00866D1C  |.  3956 21       |CMP DWORD PTR DS:[ESI+21],EDX
00866D75  |>  3946 21       |CMP DWORD PTR DS:[ESI+21],EAX

004A1CEA  |.  8B46 21    MOV EAX,DWORD PTR DS:[ESI+21]
004A4AD4  |.  8B4E 21    MOV ECX,DWORD PTR DS:[ESI+21]
004A4AF3  |.  8B4E 21    MOV ECX,DWORD PTR DS:[ESI+21]
004A4DF4  |.  8B4D 21    MOV ECX,DWORD PTR SS:[EBP+21]
004A4E41  |.  8B4D 21    MOV ECX,DWORD PTR SS:[EBP+21]
004A4E58  |>  8B45 21    MOV EAX,DWORD PTR SS:[EBP+21]
004AB1C5  |.  8B4E 21    MOV ECX,DWORD PTR DS:[ESI+21]
004AB3F7  |.  8B46 21    MOV EAX,DWORD PTR DS:[ESI+21]
004AB630  |.  8B57 21    MOV EDX,DWORD PTR DS:[EDI+21]
004ABD51  |.  8B46 21   |MOV EAX,DWORD PTR DS:[ESI+21]
004AD0B5  |.  8B4E 21    MOV ECX,DWORD PTR DS:[ESI+21]
004AD14D  |>  8B46 21    MOV EAX,DWORD PTR DS:[ESI+21]
004AD179  |.  8B46 21    MOV EAX,DWORD PTR DS:[ESI+21]
004AD837  |.  8B56 21    MOV EDX,DWORD PTR DS:[ESI+21]
```

```
004C7FD0  |.  8B76 21      |MOV ESI,DWORD PTR DS:[ESI+21]
004C803C  |.  8B76 21      |MOV ESI,DWORD PTR DS:[ESI+21]
004CC63B  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
004CC862  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
004CEDDF  |.  8B43 21      MOV EAX,DWORD PTR DS:[EBX+21]
004CFB68  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004CFD15  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004CFF6B  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004D04A5  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004D0604  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004D136C  |.  DB46 21      FILD DWORD PTR DS:[ESI+21]
004D15A7  |.  DB46 21      FILD DWORD PTR DS:[ESI+21]
004D4239  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004D4407  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004D4441  |.  8B46 21      MOV EAX,DWORD PTR DS:[ESI+21]
004DED79  |.  8B4E 21      MOV ECX,DWORD PTR DS:[ESI+21]
004DEECB  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
004DF888  |.  8B45 21      MOV EAX,DWORD PTR SS:[EBP+21]
004DFAF7  |.  8B45 21      MOV EAX,DWORD PTR SS:[EBP+21]
004E4408  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
004E45B0  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
004E46F1  |.  8B42 21      MOV EAX,DWORD PTR DS:[EDX+21]
006AF804  |.  8B46 21      |MOV EAX,DWORD PTR DS:[ESI+21]
006B3DF7  |.  8B45 21      ||MOV EAX,DWORD PTR SS:[EBP+21]
006B3E2B  |>  8B4D 21      ||MOV ECX,DWORD PTR SS:[EBP+21]
006B3E6C  |.  8B4D 21      ||MOV ECX,DWORD PTR SS:[EBP+21]
006B3E72  |>  8B55 21      ||MOV EDX,DWORD PTR SS:[EBP+21]
006B3E7C  |.  8B45 21      ||MOV EAX,DWORD PTR SS:[EBP+21]
006B41F5  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
006B4270  |.  8B4F 21      |MOV ECX,DWORD PTR DS:[EDI+21]
006B43B8  |.  8B4F 21      ||MOV ECX,DWORD PTR DS:[EDI+21]
006B485E  |.  8B45 21      |MOV EAX,DWORD PTR SS:[EBP+21]
006B48FF  |.  8B4D 21      ||MOV ECX,DWORD PTR SS:[EBP+21]
006B4941  |.  8B43 21      ||MOV EAX,DWORD PTR DS:[EBX+21]
006B4C48  |.  8B78 21      ||MOV EDI,DWORD PTR DS:[EAX+21]
006B4D22  |.  8B48 21      ||MOV ECX,DWORD PTR DS:[EAX+21]
006B4E2F  |.  8B47 21      MOV EAX,DWORD PTR DS:[EDI+21]
006B4FD1  |>  8B47 21      |MOV EAX,DWORD PTR DS:[EDI+21]
006B5A1E  |>  8B71 21      MOV ESI,DWORD PTR DS:[ECX+21]
006B5B22  |.  8B45 21      |MOV EAX,DWORD PTR SS:[EBP+21]
006B5C69  |.  8B4D 21      ||MOV ECX,DWORD PTR SS:[EBP+21]
0075E081  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]
00761B97  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]              ; |
0077C012  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
0077C87D  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
0077F21C  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
00780331  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]
0078385B  |.  8B6E 21          MOV EBP,DWORD PTR DS:[ESI+21]
00783927  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
007839B9  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
00783AEF  |.  8B7E 21          MOV EDI,DWORD PTR DS:[ESI+21]
00783C3C  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
00783F02  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
00783F87  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
00784BCC  |.  8B76 21          MOV ESI,DWORD PTR DS:[ESI+21]
00784C20  |.  8B76 21          MOV ESI,DWORD PTR DS:[ESI+21]
007AF5C9  |.  8B47 21          MOV EAX,DWORD PTR DS:[EDI+21]
007B0C8E  |.  8B47 21          MOV EAX,DWORD PTR DS:[EDI+21]
007B0D98  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
007B1407  |.  8B57 21          MOV EDX,DWORD PTR DS:[EDI+21]
007B170E  |.  8B57 21          |MOV EDX,DWORD PTR DS:[EDI+21]
007B4283  |.  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
007B50AD  |.  8B4411 21        |MOV EAX,DWORD PTR DS:[EDX+ECX+21]    ; |
007BCE9A  |>  8B40 21          MOV EAX,DWORD PTR DS:[EAX+21]
007BCE9D  |.  8B51 21          MOV EDX,DWORD PTR DS:[ECX+21]
007DA156  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
007DA16C  |>  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
007E76F1  |.  8B4424 21        MOV EAX,DWORD PTR SS:[ESP+21]
008625B7  |.  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
008625F7  |>  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
008668F6  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
00866C11  |.  8B46 21          |MOV EAX,DWORD PTR DS:[ESI+21]
00866C18  |.  8B4F 21          |MOV ECX,DWORD PTR DS:[EDI+21]
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00866C87  |.  8B47 21          |MOV EAX,DWORD PTR DS:[EDI+21]
00866C90  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
00866CB1  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
00866CCB  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
00866CDA  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
00866CE7  |>  8B47 21          |MOV EAX,DWORD PTR DS:[EDI+21]
00866D34  |.  8B47 21          |MOV EAX,DWORD PTR DS:[EDI+21]
00866D3B  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
00866D5A  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
0087D870  |.  8B43 21          |MOV EAX,DWORD PTR DS:[EBX+21]
008CD300  |.  8B47 21          MOV EAX,DWORD PTR DS:[EDI+21]
008E3F34  |.  8B42 21          MOV EAX,DWORD PTR DS:[EDX+21]
008E554C  |.  8B48 21          MOV ECX,DWORD PTR DS:[EAX+21]
008E556A  |.  8B48 21          MOV ECX,DWORD PTR DS:[EAX+21]
008E657C  |.  8B43 21          MOV EAX,DWORD PTR DS:[EBX+21]
008E74DD  |.  DB47 21          FILD DWORD PTR DS:[EDI+21]
008E74F6  |.  8B51 21          MOV EDX,DWORD PTR DS:[ECX+21]
0093292B  |>  8B7D 21          MOV EDI,DWORD PTR SS:[EBP+21]
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JohnLocke   19-02-15, 06:56 PM

Quote:

cost should be part of the consideration.

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004C7FD0  |.  8B76 21       |MOV ESI,DWORD PTR DS:[ESI+21]
004C803C  |.  8B76 21       |MOV ESI,DWORD PTR DS:[ESI+21]
004CC63B  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
004CC862  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
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004CFF6B  |.  8B46 21       MOV EAX,DWORD PTR DS:[ESI+21]
004D04A5  |.  8B46 21       MOV EAX,DWORD PTR DS:[ESI+21]
004D0604  |.  8B46 21       MOV EAX,DWORD PTR DS:[ESI+21]
004D136C  |.  DB46 21       FILD DWORD PTR DS:[ESI+21]
004D15A7  |.  DB46 21       FILD DWORD PTR DS:[ESI+21]
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004D4441  |.  8B46 21       MOV EAX,DWORD PTR DS:[ESI+21]
004DED79  |.  8B4E 21       MOV ECX,DWORD PTR DS:[ESI+21]
004DEECB  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
004DF888  |.  8B45 21       MOV EAX,DWORD PTR SS:[EBP+21]
004DFAF7  |.  8B45 21       MOV EAX,DWORD PTR SS:[EBP+21]
004E4408  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
004E45B0  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
004E46F1  |.  8B42 21       MOV EAX,DWORD PTR DS:[EDX+21]
006AF804  |.  8B46 21       |MOV EAX,DWORD PTR DS:[ESI+21]
006B3DF7  |.  8B45 21       ||MOV EAX,DWORD PTR SS:[EBP+21]
006B3E2B  |>  8B4D 21       ||MOV ECX,DWORD PTR SS:[EBP+21]
006B3E6C  |.  8B4D 21       ||MOV ECX,DWORD PTR SS:[EBP+21]
006B3E72  |>  8B55 21       ||MOV EDX,DWORD PTR SS:[EBP+21]
006B3E7C  |.  8B45 21       ||MOV EAX,DWORD PTR SS:[EBP+21]
006B41F5  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
006B4270  |.  8B4F 21       |MOV ECX,DWORD PTR DS:[EDI+21]
006B43B8  |.  8B4F 21       ||MOV ECX,DWORD PTR DS:[EDI+21]
006B485E  |.  8B45 21       |MOV EAX,DWORD PTR SS:[EBP+21]
006B48FF  |.  8B4D 21       ||MOV ECX,DWORD PTR SS:[EBP+21]
006B4941  |.  8B43 21       ||MOV EAX,DWORD PTR DS:[EBX+21]
006B4C48  |.  8B78 21       ||MOV EDI,DWORD PTR DS:[EAX+21]
006B4D22  |.  8B48 21       ||MOV ECX,DWORD PTR DS:[EAX+21]
006B4E2F  |.  8B47 21       MOV EAX,DWORD PTR DS:[EDI+21]
006B4FD1  |>  8B47 21       |MOV EAX,DWORD PTR DS:[EDI+21]
006B5A1E  |>  8B71 21       MOV ESI,DWORD PTR DS:[ECX+21]
006B5B22  |.  8B45 21       |MOV EAX,DWORD PTR SS:[EBP+21]
006B5C69  |.  8B4D 21       ||MOV ECX,DWORD PTR SS:[EBP+21]
0075E081  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]
00761B97  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]          ; |
0077C012  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
0077C87D  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
0077F21C  |.  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
00780331  |.  8B4E 21          MOV ECX,DWORD PTR DS:[ESI+21]
0078385B  |.  8B6E 21          MOV EBP,DWORD PTR DS:[ESI+21]
00783927  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
007839B9  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
00783AEF  |.  8B7E 21          MOV EDI,DWORD PTR DS:[ESI+21]
00783C3C  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
00783F02  |.  8B5E 21          MOV EBX,DWORD PTR DS:[ESI+21]
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00784BCC  |.  8B76 21          MOV ESI,DWORD PTR DS:[ESI+21]
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007B0D98  |.  8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
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007B4283  |.  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
007B50AD  |.  8B4411 21       |MOV EAX,DWORD PTR DS:[EDX+ECX+21]      ; |
007BCE9A  |>  8B40 21          MOV EAX,DWORD PTR DS:[EAX+21]
007BCE9D  |.  8B51 21          MOV EDX,DWORD PTR DS:[ECX+21]
007DA156  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
007DA16C  |>  8B56 21          MOV EDX,DWORD PTR DS:[ESI+21]
007E76F1  |.  8B4424 21        MOV EAX,DWORD PTR SS:[ESP+21]
008625B7  |.  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
008625F7  |>  8B45 21          |MOV EAX,DWORD PTR SS:[EBP+21]
008668F6  |.  8B46 21          MOV EAX,DWORD PTR DS:[ESI+21]
```

```
00866C11 |. 8B46 21          |MOV EAX,DWORD PTR DS:[ESI+21]
00866C18 |. 8B4F 21          |MOV ECX,DWORD PTR DS:[EDI+21]
00866C26 |> 8B4F 21          |MOV ECX,DWORD PTR DS:[EDI+21]
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00866C90 |. 8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
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00866D5A |. 8B4E 21          |MOV ECX,DWORD PTR DS:[ESI+21]
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0093292B |> 8B7D 21          MOV EDI,DWORD PTR SS:[EBP+21]
```

Zé   19-02-15, 07:22 PM

Quote:

> *Originally Posted by **saturn*** »
>
> *If you're still looking for this, the offsets relating to signing non-EU players in Portuguese squads are:*
>
> Code:
>
> ```
> PRM: 007D41AE MOV BYTE PTR SS:[ESP+12],6
> D2:  007D41BE MOV BYTE PTR SS:[ESP+12],5
> D2B: 007D41C5 MOV BYTE PTR SS:[ESP+12],4
> ```
>
> *Change the values to 32 for no restrictions.*
>
> *There are similar 6/5/4 offsets for the Portuguese leagues a bit further down from these, I'm not sure what they're used for.*

Perfect. :ok:

Tapani   19-02-15, 07:31 PM

Quote:

> *Originally Posted by **JohnLocke*** »
>
> *This may (or may not) help.*
>
> *The minimum fee release value of a contract is stored 0x21 bytes into a contract, so the AI will have to access this value when determining whether to accept or reject a bid. I've searched the exe and the following lines may help narrow down the search.*
>
> **Spoiler!** [Show]
>
> [   ]

Thank you!!

Usually CM uses the FPU for financial stuff, so the loading of an integer onto the FPU stack stood out as highly suspicious...

and guess what, the code around that has plenty of calls to club finance functions and player evaluations ...

and the CPP module is called transfer_offer.cpp

I'd be damned if we did not find it! @8e5b30 :-)

EDIT: Fail. That function (8e5d60) seems to be a preparatory function for a transfer offer. It gets called before you get a screen where you can adjust an offer.

Tapani   19-02-15, 07:31 PM

Quote:

> *Originally Posted by **JohnLocke*** »
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EDIT: Fail. That function (8e5d60) seems to be a preparatory function for a transfer offer. It gets called before you get a screen where you can adjust an offer.

JohnLocke

```
0072A116 | MOV DWORD PTR DS:[ESI+34],1
0072A11D | NOP
0072A11E | NOP
```

This change results in all matches having an attendance of just 1 person. Based on a very quick test it also results in gate receipts dropping to zero.

JohnLocke

JohnLocke

```
0071D8C3 | JMP SHORT 0071D8FA
0071D8C5 | NOP
0071D8C6 | NOP
0071D8C7 | NOP
0071D8C8 | NOP
```

This change will cause the match report screen to hide the attendance.

JohnLocke

JohnLocke

Quote:

Originally Posted by **edcrowley100**

Has anyone discovered offsets for Keeping '**Attributes**' at the same value, without the game increasing or decreasing them through age or training?

Just curious?

Skills:
008B2D14 |> \8846 22 MOV BYTE PTR DS:[ESI+22],AL; corners
008B2D38 |> \884E 23 MOV BYTE PTR DS:[ESI+23],CL; crossing
008B2D57 |> \884E 26 MOV BYTE PTR DS:[ESI+26],CL; dribbling
008B2D76 |> \884E 29 MOV BYTE PTR DS:[ESI+29],CL; freeKicks
008B2D95 |> \884E 2B MOV BYTE PTR DS:[ESI+2B],CL; heading
008B2DB4 |> \884E 37 MOV BYTE PTR DS:[ESI+37],CL; passing
008B2DD3 |> \884E 3E MOV BYTE PTR DS:[ESI+3E],CL; tackling
008B2DF8 |. 884E 40 MOV BYTE PTR DS:[ESI+40],CL; technique
008B2E11 |> \8846 41 MOV BYTE PTR DS:[ESI+41],AL; throwIns

Fitness:
008B2E7C |> \884E 1B MOV BYTE PTR DS:[ESI+1B],CL; acceleration
008B2E9F |. 884E 1D MOV BYTE PTR DS:[ESI+1D],CL; agility
008B2EBB |> \884E 2E MOV BYTE PTR DS:[ESI+2E],CL; jumping
008B2EDE |. 884E 34 MOV BYTE PTR DS:[ESI+34],CL; naturalFitness
008B2EFE |. 884E 36 MOV BYTE PTR DS:[ESI+36],CL; pace
008B2F1D |> \884E 3A MOV BYTE PTR DS:[ESI+3A],CL; reflexes
008B2F42 |. 884E 3C MOV BYTE PTR DS:[ESI+3C],CL; stamina
008B2F5B |> \8846 3D MOV BYTE PTR DS:[ESI+3D],AL; strength

Shooting:
008B2FCD |. 884E 27 MOV BYTE PTR DS:[ESI+27],CL; finishing
008B2FE9 |> \884E 31 MOV BYTE PTR DS:[ESI+31],CL; longShots
008B3008 |> \8846 38 MOV BYTE PTR DS:[ESI+38],AL; penalties

Tactics:
008B3076 |> \884E 24 MOV BYTE PTR DS:[ESI+24],CL; decisions

```
008B3095 |> \884E 32 MOV BYTE PTR DS:[ESI+32],CL; marking
008B30B4 |> \884E 33 MOV BYTE PTR DS:[ESI+33],CL; offTheBall
008B30D9 |. 884E 3F MOV BYTE PTR DS:[ESI+3F],CL; teamWork
008B30F2 |> \8846 39 MOV BYTE PTR DS:[ESI+39],AL; positioning
```

Goalkeeping:
```
008B315F |> \884E 2A MOV BYTE PTR DS:[ESI+2A],CL; handling
008B317E |> \8846 35 MOV BYTE PTR DS:[ESI+35],AL; oneOnOnes
```

Fill with NOP to remove the increases.

The surrounding code could be changed fairly easily to move attributes into another training regime, or even have it in more than one regime.

JohnLocke

> Quote:
>
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008B2DF8 |. 884E 40 MOV BYTE PTR DS:[ESI+40],CL; technique
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```

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008B2EBB |> \884E 2E MOV BYTE PTR DS:[ESI+2E],CL; jumping
008B2EDE |. 884E 34 MOV BYTE PTR DS:[ESI+34],CL; naturalFitness
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008B2F42 |. 884E 3C MOV BYTE PTR DS:[ESI+3C],CL; stamina
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Shooting:
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008B2FCD |. 884E 27 MOV BYTE PTR DS:[ESI+27],CL; finishing
008B2FE9 |> \884E 31 MOV BYTE PTR DS:[ESI+31],CL; longShots
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```

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Show 40 post(s) from this thread on one page

Offsets

Printable View

---

milo

20-02-15, 03:33 PM

a naive question for offset guys, was wondering how much of the exe, in percentage, did you disclose?

JohnLocke

20-02-15, 05:27 PM

Well under 1% I would think.

--

Fill these two lines with NOP and the + and - buttons for wages on the Offer Contract screen will be disabled.
004E1414
004E150C

You can still use the list of wages to select a different wage to offer the player - I'm still trying to figure out how to disable that.

JohnLocke

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004E1414
004E150C

You can still use the list of wages to select a different wage to offer the player - I'm still trying to figure out how to disable that.

Pasquale

20-02-15, 09:55 PM

Since it is difficult to disable the play-off / out of Premier and First Division Northern Ireland, you can cancel the direct promotion?

Tapani

21-02-15, 06:04 AM

> Quote:
> _____
> Originally Posted by **milo** »
> _a naive question for offset guys, was wondering how much of the exe, in percentage, did you disclose?_
> _____

I'd guess that I know more than 1%, maybe up to 5%, of the exe by now. (But still, that is nothing!)

---

eddieC

21-02-15, 06:20 AM

> Quote:
> _____
> Originally Posted by **JohnLocke** »
> _Skills:_
> _008B2D14 |> |8846 22 MOV BYTE PTR DS:[ESI+22],AL; corners_
> _008B2D38 |> |884E 23 MOV BYTE PTR DS:[ESI+23],CL; crossing_
> _008B2D57 |> |884E 26 MOV BYTE PTR DS:[ESI+26],CL; dribbling_
> _008B2D76 |> |884E 29 MOV BYTE PTR DS:[ESI+29],CL; freeKicks_
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```

Fill with NOP to remove the increases.

The surrounding code could be changed fairly easily to move attributes into another training regime, or even have it in more than one regime.

Does it avoid **De**creases?

JohnLocke
<div align="right">21-02-15, 08:22 AM</div>

Training has never made stats decrease, so these changes won't stop that. I will try and find all other instances of stats changing (up and down).

---

milo
<div align="right">21-02-15, 01:03 PM</div>

Quote:

> *Originally Posted by **Tapani*** »
>
> *I'd guess that I know more than 1%, maybe up to 5%, of the exe by now. (But still, that is nothing!)*

reminds me of the myth of using only the 20% of our brain, if we could use the 100% of it... if we could use the 100% of the exe...

Tapani
<div align="right">21-02-15, 01:30 PM</div>

Quote:

> *Originally Posted by **JohnLocke*** »
>
> *Training has never made stats decrease, so these changes won't stop that. I will try and find all other instances of stats changing (up and down).*

But the lack of training does...

Zé
<div align="right">21-02-15, 10:02 PM</div>

http://www.champman0102.co.uk/images...quote_icon.png Originally Posted by **MarcoVanBast** http://www.champman0102.co.uk/images...post-right.png
Goofy it very simple. Find all references ro "Next" and "Back" "Profile" "Contract" and etc. U will see "Push 30" offset near EACH of them. Change it to "Push 2" to make it semi-transparent (as birdth date string) and "Push 0" to make it 100% transparent.
http://www.champman0102.co.uk/images...quote_icon.png Originally Posted by **Tapani** http://www.champman0102.co.uk/images...post-right.png
The player display function is at 870700 to 8764e9. Searching that for PUSH 30 (6Ah 30h) and replacing with PUSH 2 (6Ah 02h) is probably a better brute force shot.

Code:
```
00474997   68 0C56A800   PUSH 0A8560C                    ; ASCII "Action"
0047499C   50            PUSH EAX
0047499D   E8 3EABDFFF   CALL 0026F4E0
004749A2   83C4 08       ADD ESP,8
004749A5   8D8C24 84000000 LEA ECX,[ESP+84]
004749AC   6A 00         PUSH 0
004749AE   6A 00         PUSH 0
004749B0   51            PUSH ECX
004749B1   57            PUSH EDI
004749B2   6A 01         PUSH 1
004749B4   6A 0C         PUSH 0C
```

```
004749B6    55              PUSH EBP
004749B7    6A 30           PUSH 30
004749B9    6A 18           PUSH 18
004749BB    68 11030000     PUSH 311
004749C0    6A 04           PUSH 4
004749C2    68 94020000     PUSH 294
004749C7    B9 5044B700     MOV ECX,0B74450
004749CC    E8 5FF6F8FF     CALL 00404030
004749D1    66:8B15 AA31AE0 MOV DX,WORD PTR DS:[0AE31AA]
004749D8    50              PUSH EAX
004749D9    0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
004749E0    52              PUSH EDX
004749E1    68 30010000     PUSH 130
004749E6    6A 00           PUSH 0
004749E8    6A 00           PUSH 0
004749EA    6A 00           PUSH 0
004749EC    8D0440          LEA EAX,[EAX*2+EAX]
004749EF    6A 00           PUSH 0
004749F1    6A 00           PUSH 0
004749F3    C1E0 08         SHL EAX,8
004749F6    6A 00           PUSH 0
004749F8    6A 00           PUSH 0
004749FA    8B88 4C4CB700   MOV ECX,DWORD PTR DS:[EAX+0B74C4C]
00474A00    6A 00           PUSH 0
00474A02    E8 99B1CEFF     CALL 0015FBA0
00474A07    8BF0            MOV ESI,EAX
00474A09    66:8B0D EABDAE0 MOV CX,WORD PTR DS:[0AEBDEA]
00474A10    66:8B15 ECBDAE0 MOV DX,WORD PTR DS:[0AEBDEC]
00474A17    66:A1 AA31AE00  MOV AX,WORD PTR DS:[0AE31AA]
00474A1D    56              PUSH ESI
00474A1E    6A 00           PUSH 0
00474A20    6A 31           PUSH 31
00474A22    6A 00           PUSH 0
00474A24    68 641FDE00     PUSH 0DE1F64
00474A29    51              PUSH ECX
00474A2A    6A 01           PUSH 1
00474A2C    6A 01           PUSH 1
00474A2E    52              PUSH EDX
00474A2F    50              PUSH EAX
00474A30    6A 10           PUSH 10
00474A32    0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
00474A39    6A 00           PUSH 0
00474A3B    6A 00           PUSH 0
00474A3D    8D0C40          LEA ECX,[EAX*2+EAX]
00474A40    6A 00           PUSH 0
00474A42    6A 00           PUSH 0
00474A44    6A 00           PUSH 0
00474A46    C1E1 08         SHL ECX,8
00474A49    6A 00           PUSH 0
00474A4B    6A 02           PUSH 2
00474A4D    8B89 4C4CB700   MOV ECX,DWORD PTR DS:[ECX+0B74C4C]
00474A53    E8 38AFCEFF     CALL 0015F990
00474A58    33F6            XOR ESI,ESI
00474A5A    56              PUSH ESI
00474A5B    6A 04           PUSH 4
00474A5D    E8 9E90EEFF     CALL 0035DB00
00474A62    83C4 08         ADD ESP,8
00474A65    8D9424 70080000 LEA EDX,[ESP+870]
00474A6C    68 8050A800     PUSH 0A85080                        ; ASCII "Profile"
00474A71    52              PUSH EDX
00474A72    E8 69AADFFF     CALL 0026F4E0
00474A77    8B0D 6423AE00   MOV ECX,DWORD PTR DS:[0AE2364]
00474A7D    BD 11000000     MOV EBP,11
00474A82    89AC24 40090000 MOV DWORD PTR SS:[ESP+940],EBP
00474A89    8A43 3D         MOV AL,BYTE PTR DS:[EBX+3D]
00474A8C    83C4 08         ADD ESP,8
00474A8F    3C 02           CMP AL,2
00474A91    74 11           JE SHORT 00474AA4
00474A93    8B03            MOV EAX,DWORD PTR DS:[EBX]
00474A95    8D51 F0         LEA EDX,[ECX-10]
00474A98    3BC2            CMP EAX,EDX
00474A9A    7C 1D           JL SHORT 00474AB9
00474A9C    3BDE            CMP EBX,ESI
00474A9E    74 04           JE SHORT 00474AA4
00474AA0    3BC1            CMP EAX,ECX
00474AA2    7D 15           JGE SHORT 00474AB9
00474AA4    66:A1 7E31AE00  MOV AX,WORD PTR DS:[0AE317E]
00474AAA    89B424 38090000 MOV DWORD PTR SS:[ESP+938],ESI
00474AB1    66:898424 6E080 MOV WORD PTR SS:[ESP+86E],AX
00474AB9    807B 3D 02      CMP BYTE PTR DS:[EBX+3D],2
00474ABD    74 1D           JE SHORT 00474ADC
00474ABF    8B03            MOV EAX,DWORD PTR DS:[EBX]
00474AC1    8D51 F0         LEA EDX,[ECX-10]
00474AC4    3BC2            CMP EAX,EDX
00474AC6    7C 08           JL SHORT 00474AD0
00474AC8    3BDE            CMP EBX,ESI
00474ACA    74 10           JE SHORT 00474ADC
00474ACC    3BC1            CMP EAX,ECX
00474ACE    7C 0C           JL SHORT 00474ADC
00474AD0    BE 01000000     MOV ESI,1
00474AD5    89B424 3C090000 MOV DWORD PTR SS:[ESP+93C],ESI
00474ADC    8D0476          LEA EAX,[ESI*2+ESI]
00474ADF    68 7050A800     PUSH 0A85070                        ; ASCII "Injuries & Bans"
```

I have changed the PUSH 30 into PUSH 2 in order to make the button semi-transparent but this does not work.

Does anyone know how to remove the edges from the buttons? i.e. creating a flat modern look...

Zé   21-02-15, 10:02 PM

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004749B1    57             PUSH EDI
004749B2    6A 01          PUSH 1
004749B4    6A 0C          PUSH 0C
004749B6    55             PUSH EBP
004749B7    6A 30          PUSH 30
004749B9    6A 18          PUSH 18
004749BB    68 11030000    PUSH 311
004749C0    6A 04          PUSH 4
004749C2    68 94020000    PUSH 294
004749C7    B9 5044B700    MOV ECX,0B74450
004749CC    E8 5FF6F8FF    CALL 00404030
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004749D8    50             PUSH EAX
004749D9    0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
004749E0    52             PUSH EDX
004749E1    68 30010000    PUSH 130
004749E6    6A 00          PUSH 0
004749E8    6A 00          PUSH 0
004749EA    6A 00          PUSH 0
004749EC    8D0440         LEA EAX,[EAX*2+EAX]
004749EF    6A 00          PUSH 0
004749F1    6A 00          PUSH 0
004749F3    C1E0 08        SHL EAX,8
004749F6    6A 00          PUSH 0
004749F8    6A 00          PUSH 0
004749FA    8B88 4C4CB700  MOV ECX,DWORD PTR DS:[EAX+0B74C4C]
00474A00    6A 00          PUSH 0
00474A02    E8 99B1CEFF    CALL 0015FBA0
00474A07    8BF0           MOV ESI,EAX
00474A09    66:8B0D EABDAE0 MOV CX,WORD PTR DS:[0AEBDEA]
00474A10    66:8B15 ECBDAE0 MOV DX,WORD PTR DS:[0AEBDEC]
00474A17    66:A1 AA31AE00 MOV AX,WORD PTR DS:[0AE31AA]
00474A1D    56             PUSH ESI
00474A1E    6A 00          PUSH 0
00474A20    6A 31          PUSH 31
00474A22    6A 00          PUSH 0
00474A24    68 641FDE00    PUSH 0DE1F64
00474A29    51             PUSH ECX
00474A2A    6A 01          PUSH 1
00474A2C    6A 01          PUSH 1
00474A2E    52             PUSH EDX
00474A2F    50             PUSH EAX
00474A30    6A 10          PUSH 10
00474A32    0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
00474A39    6A 00          PUSH 0
00474A3B    6A 00          PUSH 0
00474A3D    8D0C40         LEA ECX,[EAX*2+EAX]
00474A40    6A 00          PUSH 0
00474A42    6A 00          PUSH 0
00474A44    6A 00          PUSH 0
00474A46    C1E1 08        SHL ECX,8
00474A49    6A 00          PUSH 0
00474A4B    6A 02          PUSH 2
00474A4D    8B89 4C4CB700  MOV ECX,DWORD PTR DS:[ECX+0B74C4C]
00474A53    E8 38AFCEFF    CALL 0015F990
00474A58    33F6           XOR ESI,ESI
00474A5A    56             PUSH ESI
00474A5B    6A 04          PUSH 4
00474A5D    E8 9E90EEFF    CALL 0035DB00
00474A62    83C4 08        ADD ESP,8
00474A65    8D9424 70080000 LEA EDX,[ESP+870]
00474A6C    68 8050A800    PUSH 0A85080                          ; ASCII "Profile"
00474A71    52             PUSH EDX
00474A72    E8 69AADFFF    CALL 0026F4E0
00474A77    8B0D 6423AE00  MOV ECX,DWORD PTR DS:[0AE2364]
00474A7D    BD 11000000    MOV EBP,11
00474A82    89AC24 40090000 MOV DWORD PTR SS:[ESP+940],EBP
00474A89    8A43 3D        MOV AL,BYTE PTR DS:[EBX+3D]
00474A8C    83C4 08        ADD ESP,8
00474A8F    3C 02          CMP AL,2
00474A91    74 11          JE SHORT 00474AA4
00474A93    8B03           MOV EAX,DWORD PTR DS:[EBX]
00474A95    8D51 F0        LEA EDX,[ECX-10]
00474A98    3BC2           CMP EAX,EDX
00474A9A    7C 1D          JL SHORT 00474AB9
00474A9C    3BDE           CMP EBX,ESI
00474A9E    74 04          JE SHORT 00474AA4
00474AA0    3BC1           CMP EAX,ECX
00474AA2    7D 15          JGE SHORT 00474AB9
00474AA4    66:A1 7E31AE00 MOV AX,WORD PTR DS:[0AE317E]
00474AAA    89B424 38090000 MOV DWORD PTR SS:[ESP+938],ESI
00474AB1    66:898424 6E080 MOV WORD PTR SS:[ESP+86E],AX
00474AB9    807B 3D 02     CMP BYTE PTR DS:[EBX+3D],2
00474ABD    74 1D          JE SHORT 00474ADC
00474ABF    8B03           MOV EAX,DWORD PTR DS:[EBX]
00474AC1    8D51 F0        LEA EDX,[ECX-10]
```

```
00474AC4  3BC2        CMP EAX,EDX
00474AC6  7C 08       JL SHORT 00474AD0
00474AC8  3BDE        CMP EBX,ESI
00474ACA  74 10       JE SHORT 00474ADC
00474ACC  3BC1        CMP EAX,ECX
00474ACE  7C 0C       JL SHORT 00474ADC
00474AD0  BE 01000000 MOV ESI,1
00474AD5  89B424 3C090000 MOV DWORD PTR SS:[ESP+93C],ESI
00474ADC  8D0476      LEA EAX,[ESI*2+ESI]
00474ADF  68 7050A800 PUSH 0A85070                        ; ASCII "Injuries & Bans"
```

I have changed the PUSH 30 into PUSH 2 in order to make the button semi-transparent but this does not work.

Does anyone know how to remove the edges from the buttons? i.e. creating a flat modern look...

MarcoVanBast

<div align="right">23-02-15, 07:43 AM</div>

Quote:

Code:

```
00474997  68 0C56A800   PUSH 0A8560C                       ; ASCII "Action"
0047499C  50            PUSH EAX
0047499D  E8 3EABDFFF   CALL 0026F4E0
004749A2  83C4 08       ADD ESP,8
004749A5  8D8C24 84000000 LEA ECX,[ESP+84]
004749AC  6A 00         PUSH 0
004749AE  6A 00         PUSH 0
004749B0  51            PUSH ECX
004749B1  57            PUSH EDI
004749B2  6A 01         PUSH 1
004749B4  6A 0C         PUSH 0C
004749B6  55            PUSH EBP
004749B7  6A 30         PUSH 30
004749B9  6A 18         PUSH 18
004749BB  68 11030000   PUSH 311
004749C0  6A 04         PUSH 4
004749C2  68 94020000   PUSH 294
004749C7  B9 5044B700   MOV ECX,0B74450
004749CC  E8 5FF6F8FF   CALL 00404030
004749D1  66:8B15 AA31AE0 MOV DX,WORD PTR DS:[0AE31AA]
004749D8  50            PUSH EAX
004749D9  0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
004749E0  52            PUSH EDX
004749E1  68 30010000   PUSH 130
004749E6  6A 00         PUSH 0
004749E8  6A 00         PUSH 0
004749EA  6A 00         PUSH 0
004749EC  8D0440        LEA EAX,[EAX*2+EAX]
004749EF  6A 00         PUSH 0
004749F1  6A 00         PUSH 0
004749F3  C1E0 08       SHL EAX,8
004749F6  6A 00         PUSH 0
004749F8  6A 00         PUSH 0
004749FA  8B88 4C4CB700 MOV ECX,DWORD PTR DS:[EAX+0B74C4C]
00474A00  6A 00         PUSH 0
00474A02  E8 99B1CEFF   CALL 0015FBA0
00474A07  8BF0          MOV ESI,EAX
00474A09  66:8B0D EABDAE0 MOV CX,WORD PTR DS:[0AEBDEA]
00474A10  66:8B15 ECBDAE0 MOV DX,WORD PTR DS:[0AEBDEC]
00474A17  66:A1 AA31AE00 MOV AX,WORD PTR DS:[0AE31AA]
00474A1D  56            PUSH ESI
00474A1E  6A 00         PUSH 0
00474A20  6A 31         PUSH 31
00474A22  6A 00         PUSH 0
00474A24  68 641FDE00   PUSH 0DE1F64
00474A29  51            PUSH ECX
00474A2A  6A 01         PUSH 1
00474A2C  6A 01         PUSH 1
00474A2E  52            PUSH EDX
00474A2F  50            PUSH EAX
00474A30  6A 10         PUSH 10
00474A32  0FBF05 7A7CB700 MOVSX EAX,WORD PTR DS:[0B77C7A]
00474A39  6A 00         PUSH 0
00474A3B  6A 00         PUSH 0
00474A3D  8D0C40        LEA ECX,[EAX*2+EAX]
00474A40  6A 00         PUSH 0
```

```
00474A42   6A 00          PUSH 0
00474A44   6A 00          PUSH 0
00474A46   C1E1 08        SHL ECX,8
00474A49   6A 00          PUSH 0
00474A4B   6A 02          PUSH 2
00474A4D   8B89 4C4CB700  MOV ECX,DWORD PTR DS:[ECX+0B74C4C]
00474A53   E8 38AFCEFF    CALL 0015F990
00474A58   33F6           XOR ESI,ESI
00474A5A   56             PUSH ESI
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00474A6C   68 8050A800    PUSH 0A85080                          ; ASCII "Profile"
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00474A91   74 11          JE SHORT 00474AA4
00474A93   8B03           MOV EAX,DWORD PTR DS:[EBX]
00474A95   8D51 F0        LEA EDX,[ECX-10]
00474A98   3BC2           CMP EAX,EDX
00474A9A   7C 1D          JL SHORT 00474AB9
00474A9C   3BDE           CMP EBX,ESI
00474A9E   74 04          JE SHORT 00474AA4
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00474AA2   7D 15          JGE SHORT 00474AB9
00474AA4   66:A1 7E31AE00 MOV AX,WORD PTR DS:[0AE317E]
00474AAA   89B424 38090000 MOV DWORD PTR SS:[ESP+938],ESI
00474AB1   66:898424 6E080000 MOV WORD PTR SS:[ESP+86E],AX
00474AB9   807B 3D 02     CMP BYTE PTR DS:[EBX+3D],2
00474ABD   74 1D          JE SHORT 00474ADC
00474ABF   8B03           MOV EAX,DWORD PTR DS:[EBX]
00474AC1   8D51 F0        LEA EDX,[ECX-10]
00474AC4   3BC2           CMP EAX,EDX
00474AC6   7C 08          JL SHORT 00474AD0
00474AC8   3BDE           CMP EBX,ESI
00474ACA   74 10          JE SHORT 00474ADC
00474ACC   3BC1           CMP EAX,ECX
00474ACE   7C 0C          JL SHORT 00474ADC
00474AD0   BE 01000000    MOV ESI,1
00474AD5   89B424 3C090000 MOV DWORD PTR SS:[ESP+93C],ESI
00474ADC   8D0476         LEA EAX,[ESI*2+ESI]
00474ADF   68 7050A800    PUSH 0A85070                          ; ASCII "Injuries & Bans"
```

I have changed the PUSH 30 into PUSH 2 in order to make the button semi-transparent but this does not work.

Does anyone know how to remove the edges from the buttons? i.e. creating a flat modern look...

Hey sorry not to answer ur PM, i am extremely busy atm, i wish i can help..:(

Lewis MacLeod

Quote:

*Originally Posted by **JohnLocke** »*

I'll try to explain with a simpler example.

The CM0102.exe file can be edited with an application called the Olly Debugger (http://www.ollydbg.de/), usually referred to as Olly.

Two simple offsets:
0x579e58
0x579f16

These both concern the number of loan players a club can have in England, the first is the total number and the second relates to how many they can have at any one time.

The 0x is to indicate they are hexadecimal numbers (base 16, rather than base 10) you don't need to know what the decimal value is.

When I open Olly and go to these offsets the following lines of assemly code are shown (assembly is the lowest level computer programming language).

00579E58 |. 803C01 05 CMP BYTE PTR DS:[EAX+ECX],5

00579F16 |. 3C 01 CMP AL,1

On the first line, if you change the 5 to another number it will change the number of total loans allowed in England.
On the second, the game is using the number the of loan players the club has currently - so if they have 1 or less the loan can go ahead, if they have 2 already the loan would be cancelled. CMP AL, 2 would allow 3 simultaneous loans.

As someone with virtually no editing experience, how would i go about changing this so that the English leagues allow, say, 6 loans at one time?

I have located the relevant offsets on Olly. Although the top one ends with 9 on mine (not 5)

I'm using Tapani patch 2.19 (version 2) - this allows loans between EPL clubs but there's only a maximum of 2 total loans at one time

---

Lewis MacLeod

Think i managed it actually

Changed CMP AL, 1 to CMP AL, 5

Now there are 6 loan players allowed in all English clubs at one time

---

JohnLocke

> Quote:
> _____
> *Originally Posted by **Lewis MacLeod** »*
> *As someone with virtually no editing experience, how would i go about changing this so that the English leagues allow, say, 6 loans at one time?*
>
> *I have located the relevant offsets on Olly. Although the top one ends with 9 on mine (not 5)*
> _____

The 9 is from Tapani's patch.

> Quote:
> _____
> *Originally Posted by **Lewis MacLeod** »*
> *Think i managed it actually*
>
> *Changed CMP AL, 1 to CMP AL, 5*
>
> *Now there are 6 loan players allowed in all English clubs at one time*
> _____

Glad you got it sorted.

Lewis MacLeod

In terms of the top line (5 in yours, 9 in Tapani's) is that the total number of loans you are allowed in one season? And is 9 the highest you can go?

JohnLocke

Total loans in a season. I assume 9 is closer to current rules, so Tapani will have included that in his patch.

Change the following lines (changes in bold) for infinite loans.

00579E5C | **JMP** SHORT 00579E9C

Simultaneous loans:
00579F18 | **JMP** SHORT 00579F58

Although infinite simultaneous loans may as well be 50 (32 hexadecimal) given the squad size limit.

JohnLocke

Lewis MacLeod

Rather than change to infinite, what if i just wanted to increase the below from 9 to 12? Just type 12? Or would that be interpreted differently in this hexadecimal shiz i know nothing about?

00579E58 |. 803C01 05 CMP BYTE PTR DS:[EAX+ECX],9

Lewis MacLeod

00579E58 |. 803C01 05 CMP BYTE PTR DS:[EAX+ECX],9

---

milo

always use a tool like this when working with the exe :ok:

http://www.mathsisfun.com/binary-dec...converter.html

Zé

23-02-15, 08:33 PM

Quote:

> Originally Posted by **MarcoVanBast** »
>
> *Hey sorry not to answer ur PM, i am extremely busy atm, i wish i can help..:(*

No problem.

I notice that CALL 0026F4E0 AND ADD ESP,8 appear under both the "Profile" and "Injuries & Bans" I don't think ADD ESP,8 is what I am looking for but there is too much going on at 0026F4E0 for me to understand...

Zé

23-02-15, 08:33 PM

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No problem.

I notice that CALL 0026F4E0 AND ADD ESP,8 appear under both the "Profile" and "Injuries & Bans" I don't think ADD ESP,8 is what I am looking for but there is too much going on at 0026F4E0 for me to understand...

JohnLocke

23-02-15, 08:33 PM

Quote:

> Originally Posted by **milo** »
>
> *always use a tool like this when working with the exe :ok:*
>
> *http://www.mathsisfun.com/binary-dec...converter.html*

Top tip that.

I use: http://www.rapidtables.com/convert/n...to-decimal.htm

Lewis, 12 decimal is 'c' in hexadecimal (a=10, b=11, c=12, d=13, e=14, f=15, 10=16, 11=17 and so on).

MarcoVanBast

23-02-15, 08:36 PM

Quote:

> Originally Posted by **Golly** »
>
> *Isn't that just real life though? A club buys a player for super bucks, but he flops and they then sell him on for a fraction of the price they paid for him.*
>
> *Damien Duff - Chelsea signed him for £17m & sold him for £5m 3-years later.*
> *Juan Veron - Man Utd signed him for £28m & sold him for £15m 2-years later.*
> *Scott Parker - Chelsea signed him for £10m & sold him for £6.5m 18-months later.*
> *Shaun Wright-Phillips - Chelsea signed him for £21m & sold him for £9m 3-years later.*

No it isnt ofcourse.

Examples u gave isnt correct, coz there players sold for half value they were bought, not they cos itself.

E.g some player on trensfermarkt now cost 20m Euro, and club selling him fo 2m, is it realistic?

If Veron was sold from MU for 2,8m - thats would be right example.

All times are GMT +1. The time now is **01:15 PM**.

Offsets

Printable View

MarcoVanBast

23-02-15, 08:40 PM

Which is most important, that Inter selling Zamorano to Real in cm for 4,5m and he costs 15m in Real so they can sell in in 6 months in 3 times more expensive even if he doesnt scored 1 goal, lol

---

Lewis MacLeod

23-02-15, 08:56 PM

Thanks a lot guys

Final question

Is there a way to change the wording? I assume there must be as i think Tapani has done so for the total loans (if you try to loan a 10th, it says "no more than 9")

However, even though i've changed simultaneous loans from 2 to 5, the wording still says "no more than 2 at one time" if you try to sign a 6th

---

JohnLocke

23-02-15, 09:27 PM

Go to the bold locations (ctrl+g) in the bottom left quadrant in Olly, then right-click > Edit.

00579E73 | PUSH OFFSET **009C4534** ; ASCII "{}<%s - Club(e.g.Newcastle)>{} are not allowed to loan more than five players in a season."
00579F2F | PUSH OFFSET **009C44D4** ; ASCII "{}<%s - Club(e.g.Newcastle)>{} are not allowed to loan more than two players at any one time."

Space is limited - make sure there is always a 00 between two pieces of text as that is how the game knows the text has ended. In the above example, you can remove the ' - Club(e.g.Newcastle)' if you need more space.

JohnLocke

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00579E73 | PUSH OFFSET **009C4534** ; ASCII "{}<%s - Club(e.g.Newcastle)>{} are not allowed to loan more than five players in a season."
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Space is limited - make sure there is always a 00 between two pieces of text as that is how the game knows the text has ended. In the above example, you can remove the ' - Club(e.g.Newcastle)' if you need more space.

Lewis MacLeod

23-02-15, 09:50 PM

Wait, i get you now, there's no edit option when i right click on 009C44D4 though

*edit - found it, though feel like too much of a novice to be attempting this. Might just leave it as it is

---

Lewis MacLeod

23-02-15, 09:50 PM

Wait, i get you now, there's no edit option when i right click on 009C44D4 though

*edit - found it, though feel like too much of a novice to be attempting this. Might just leave it as it is

---

JohnLocke

23-02-15, 10:00 PM

You ever used the Flex Editor? If so, save the following two lines into a .txt file, run the Flex Editor and select the file you just created.

loans1 0x5C4534 String:91 "message 1"
loans2 0x5C44D4 String:95 "message 2"

JohnLocke

23-02-15, 10:00 PM

You ever used the Flex Editor? If so, save the following two lines into a .txt file, run the Flex Editor and select the file you just created.

loans1 0x5C4534 String:91 "message 1"
loans2 0x5C44D4 String:95 "message 2"

Lewis MacLeod

http://i57.tinypic.com/2sbo782.jpg

Done and dusted. Cracking stuff

---

sivaldo

004C6168 MOV BYTE PTR DS:[EDI+EDX*2+8],1 offset for number of venezuelan and mexican clubs in copa libertadores

004C6176 MOV BYTE PTR DS:[EDI+EAX*2+8],4 this is for brazilian and argentinian clubs

somebody knows how to remove an error message?

i'm makin a patch mixing the tapani 3.12 and giovani brazilian league

i've made some changes in south american cup

and now every final shows an error league cpp.. 1868

it doesn't crash the game, but it stops every year in hollyday mode

hope someone can help me

---

sivaldo

JohnLocke

Fill the following line with NOP, that should suppress the error.
00684A79 | CALL 005E8290

JohnLocke

---

milo

Quote:

Originally Posted by **JohnLocke** »

Go to the bold locations (ctrl+g) in the bottom left quadrant in Olly, then right-click > Edit.

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Space is limited - make sure there is always a 00 between two pieces of text as that is how the game knows the text has ended. In the above example, you can remove the ' - Club(e.g.Newcastle)' if you need more space.

john, can't you use numbers to replace five or two? this way you won't get space problems

JohnLocke

25-02-15, 06:58 PM

Could point, yes that will work fine. You may need to re-write the rest of the text to remove the space, then switch to the hex edit box to enter 00 to terminate the text.

---

greg

14-03-15, 08:00 PM

http://i58.tinypic.com/ih8ydu.jpg

Dark glass menu bar
Not sure if this has already been found, but figured I'd post it anyway.
Delete game menu bar in data folder.
0075DC76 (push 1) to (push 2), or (push 3)
push 2 and 3 are slightly different.

---

greg

14-03-15, 08:00 PM

Zé

14-03-15, 08:21 PM

Quote:

> Originally Posted by **greg** »
>
> *http://i58.tinypic.com/ih8ydu.jpg*
>
> *Dark glass menu bar*
> *Not sure if this has already been found, but figured I'd post it anyway.*
> *Delete game menu bar in data folder.*
> *0075DC76 (push 1) to (push 2), or (push 3)*
> *push 2 and 3 are slightly different.*

Thank you, I like it :ok:

http://en.zimagez.com/miniature/unti...1b3942177f.png

---

greg

15-03-15, 05:57 PM

```
008B4E71 |> B0 19 MOV AL,19 ### gen ###
008B4E73 |. C641 08 00 MOV BYTE PTR DS:[ECX+8],0
008B4E77 |. 8841 04 MOV BYTE PTR DS:[ECX+4],AL
008B4E7A |. 8841 05 MOV BYTE PTR DS:[ECX+5],AL
008B4E7D |. 8841 06 MOV BYTE PTR DS:[ECX+6],AL
008B4E80 |. 8841 07 MOV BYTE PTR DS:[ECX+7],AL
008B4E83 |. C2 0800 RETN 8

..., fit, tac, sht, skl, ...

008B4EDE |> B0 0A MOV AL,0A ### gk ###
008B4EE0 |. C641 06 00 MOV BYTE PTR DS:[ECX+6],0
008B4EE4 |. 8841 04 MOV BYTE PTR DS:[ECX+4],AL
008B4EE7 |. 8841 05 MOV BYTE PTR DS:[ECX+5],AL
008B4EEA |. 8841 07 MOV BYTE PTR DS:[ECX+7],AL
008B4EED |. C641 08 32 MOV BYTE PTR DS:[ECX+8],32
008B4EF1 |. C2 0800 RETN 8
```

[ECX+4] = fitness
[ECX+5} = tactic
[ECX+6] = shooting
[ECX+7] = skill
[ECX+8} = gk

0 = none
0A = light
19 = medium
32 = intensive

This one is for default training regimes.
I think the change has to be made before starting a new game, to take effect.
It works for human controlled, I'm assuming it also effects computer controlled teams.

```
008B4E71 |> B0 19 MOV AL,19 ### gen ###
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..., fit, tac, sht, skl, ...

008B4EDE |> B0 0A MOV AL,0A ### gk ###
008B4EE0 |. C641 06 00 MOV BYTE PTR DS:[ECX+6],0
008B4EE4 |. 8841 04 MOV BYTE PTR DS:[ECX+4],AL
008B4EE7 |. 8841 05 MOV BYTE PTR DS:[ECX+5],AL
008B4EEA |. 8841 07 MOV BYTE PTR DS:[ECX+7],AL
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Dark glass menu bar
Not sure if this has already been found, but figured I'd post it anyway.
Delete game menu bar in data folder.
0075DC76 (push 1) to (push 2), or (push 3)
push 2 and 3 are slightly different.

The same, but to the menubar during a match: 007193B9

---

http://i58.tinypic.com/15qdzc6.jpg

This is a random patch I made. It makes dirtiness, free role, and versatility visible, and will hide determination, influence, and set pieces.
I think determination is an overpowered attribute, so I like it to be hidden, but you can still find out about det, inf, and set using coach reports.

```
00542CBC to PUSH 009B7A63
0054376C to EAX+25
00543833 to EAX+42
00543962 to EAX+1A
00543C29 to PUSH 00A75704
00543C43 to PUSH 00A75890
007BE0B2 to PUSH 00A756DF
009B78F4 to Free Role...Fre<%s - COMMENT - free role>...
009B7A14 to Versatility.
009B7A58 to Dirtiness..Ver..Dir.
00A756F0 to lacks determination.Det.
00A75890 to Determination.
```

*Periods need to be 00 in hex, not 2E

---

greg

http://i58.tinypic.com/15qdzc6.jpg

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I think determination is an overpowered attribute, so I like it to be hidden, but you can still find out about det, inf, and set using coach reports.

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00543833 to EAX+42
00543962 to EAX+1A
00543C29 to PUSH 00A75704
00543C43 to PUSH 00A75890
007BE0B2 to PUSH 00A756DF
009B78F4 to Free Role...Fre<%s - COMMENT - free role>...
009B7A14 to Versatility.
009B7A58 to Dirtiness..Ver..Dir.
00A756F0 to lacks determination.Det.
00A75890 to Determination.

*Periods need to be 00 in hex, not 2E

Dermotron

Positioning is up there with Determination if not more.

Versatility really only relates to whether a player will learn a new position.

Could probably hide teamwork since most just assume its the same as work rate.

Free role is rather interesting one. Having free kicks and corners visible kind of interesting too, since even though free kicks are labelled set pieces they dont include corners.

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Offsets

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Dermotron   08-04-15, 10:32 PM

Is there an offset for Attribute Masking? If so what is the criteria a player is masked and partially masked? Be interesting to change it to fully mask all players under a certain world rep or current rep.

With the data and resources available to clubs nowaday even a promising young player in somewhere like Uruguay Second Division is going to be monitored by clubs even if most people haven't heard of him. There are rarely complete shock signings anymore and there is a massively cosmopolitan feel to most clubs in professional leagues nowadays. Any player with a bit of promise is picked up just in case by clubs nowadays as its such a cheaper option

---

greg   08-04-15, 10:48 PM

> Quote:
>
> Originally Posted by **JohnLocke** »
> 0087ACB5 CMP EAX,24
>
> If you reduce this value the code that displays attributes on the player screen won't display all attributes.

i think this might do that, i'm curious how it works, let me know if it works

thanks - greg

Dermotron   08-04-15, 10:59 PM

I think JL added that as an option to his patches. Don't want to block more, just want to block less. A more sensible amount of players I guess. Generally everyone abroad not famous or capped has hidden attributes

Partially hiding all those normally blocked would be interesting

---

Johngall   14-04-15, 04:35 PM

Hi guys,

Anyone have the offsets for the mls. Looking to add teams to mls to reflect way it is today.

Thanks

Craig Forrest   14-04-15, 06:09 PM

MLS is difficult to change......

but I will soon be releasing a MLS patch replacing Wales that has the proper teams :ok:

Johngall   14-04-15, 06:44 PM

No problem

Thanks

Easy Rider   03-05-15, 11:08 AM

> Quote:
>
> Originally Posted by **djole2mcloud** »
> Craig answered your question,and here is how block should look like:
>
> 00460D77 8B4E 69 MOV ECX,DWORD PTR DS:[ESI+69]

```
00460D7A 85C9 TEST ECX,ECX
00460D7C 74 5B JE SHORT 00460DD9
00460D7E 8B49 38 MOV ECX,DWORD PTR DS:[ECX+38]
00460D81 85C9 TEST ECX,ECX
00460D83 74 54 JE SHORT 00460DD9
00460D85 8B49 1F MOV ECX,DWORD PTR DS:[ECX+1F]
00460D88 85C9 TEST ECX,ECX
00460D8A 74 4D JE SHORT 00460DD9
00460D8C 90 NOP
00460D8D 90 NOP
00460D8E 90 NOP
00460D8F 90 NOP
00460D90 90 NOP
00460D91 90 NOP
00460D92 90 NOP
00460D93 90 NOP
00460D94 90 NOP
00460D95 89CF MOV EDI,ECX
00460D97 90 NOP
00460D98 90 NOP
00460D99 90 NOP
00460D9A 90 NOP
00460D9B 90 NOP
00460D9C 51 PUSH ECX ;
00460D9D E8 2EA60D00 CALL 0053B3D0
00460DA2 66:8B0D ECBDAE00 MOV CX,WORD PTR DS:[0AEBDEC]
00460DA9 83C4 04 ADD ESP,4
00460DAC 66:8B15 EABDAE00 MOV DX,WORD PTR DS:[0AEBDEA]
00460DB3 50 PUSH EAX
00460DB4 90 NOP ;
00460DB5 90 NOP
00460DB6 90 NOP
00460DB7 83C7 04 ADD EDI,4
00460DBA |. 68 D5070000 PUSH 7D5 ; Arg10 = 7D5
```

Something went wrong while setting up the clubs nationality according to their stadiums location :cry:

Before copying to executable
http://i59.tinypic.com/24yv7d5.png

After copying to executable
http://i57.tinypic.com/2irvk9.png
some offset comments (the ;'s and Arg10 = 7D5) disappeared after the process of copying to exec

The save game
http://i61.tinypic.com/se4ld3.png

5 :lol:

---

djole2mcloud

that is how it should be...if u click on that number 5,u'll get right nation...

> Quote:
> ---
> Originally Posted by **Easy Rider** »
>
> Something went wrong while setting up the clubs nationality according to their stadiums location :cry:
>
> Before copying to executable
> http://i59.tinypic.com/24yv7d5.png
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>
> The save game
> http://i61.tinypic.com/se4ld3.png
>
> 5 :lol:

Easy Rider

> Quote:
> ---
> Originally Posted by **djole2mcloud** »
>
> that is how it should be...if u click on that number 5,u'll get right nation...

Really? So I did good with Olly?
:humble::clap::rockon::dance:
That's awesome! :ok:

I tought the game would show the changed country's name instead of a number... and i also tought that even my greyed players would be New Zealanders instead of Australians.
Do I still get NZL regens/newgens with this change or do I get Australian ones since I'm playing the Aussie league?

Pasquale

Guys you can not see the error match_eng?

djole2mcloud

Quote:

> Originally Posted by **Easy Rider** »
>
> Really? So I did good with Olly?
> :humble::clap::rockon::dance:
> That's awesome! :ok:
>
> I tought the game would show the changed country's name instead of a number... and i also tought that even my greyed players would be New Zealanders instead of Australians.
> Do I still get NZL regens/newgens with this change or do I get Australian ones since I'm playing the Aussie league?

well,not sure for regens...never actually bothered with it...try for a few seasons and share your results...

giovanisantana29

I've tested this and the regens still remain with the league nationality.

Easy Rider

Despite the club's nationality been changed to New Zealand, all the players that came from the youth ranks were Aussies :(

http://i58.tinypic.com/34zlz.png

Perhaps this offset editing can only be useful if creating a world league and then it might give that club priority to sign domestic players/coaching staff than foreign ones. Other than that is rather pointless to edit the clubs nationalities IMHO. :sad:

technoir

With the help of CF i managed to changed promotion structure in polish second division. Now i am trying to change relegation structure in first division. I need help to change relegation structure into 3 auto places

Here it is the file
https://www.sendspace.com/file/rwlo6y this is the file.

and the expression to look for (i am not sure if that is right) 007c96ed

Hope that someone will help me :)

technoir

giovanisantana29

0092965A MOV WORD PTR DS:[ECX],**3 > 2**

With this modification the World Club Championship will no longer have the 3rd place playoff, thus will not happen again this bug.

I'm still not have 100% of sure about that, but I made very many tests and the bug seems to have disappeared.

Golly

Quote:

> Originally Posted by **giovanisantana29** »
>
> 0092965A MOV WORD PTR DS:[ECX],**3 > 2**
>
> With this modification the World Club Championship will no longer have the 3rd place playoff, thus will not happen again this bug.

I'm still not have 100% of sure about that, but I made very many tests and the bug seems to have disappeared.

I had a little tinker and I have worked out why certain tournaments suffer with the 3rd Place Play-off not taking place. It's to do with the draw dates.

Every round has a draw date. The game is quite happy for the Final draw to take place before both Semi-Finals are completed and will place the winners into the Final. BUT the same doesn't happen with 3rd/4th Place games. If the Semi-Finals aren't completed and the draw takes place the losers aren't put into the 3rd/4th Place Play-off and it doesn't take place. And as the tournament hasn't been completed the next tournament won't take place.

Golly
<div align="right">27-05-15, 06:49 PM</div>

Quote:

> *Originally Posted by **giovanisantana29** »*
> *0092965A MOV WORD PTR DS:[ECX],**3** > **2***
>
> *With this modification the World Club Championship will no longer have the 3rd place playoff, thus will not happen again this bug.*
>
> *I'm still not have 100% of sure about that, but I made very many tests and the bug seems to have disappeared.*

Using the equivalent offset in the English Championship I have altered the play-off to only 1 round and both "Semi-Final" winners are promoted.

If Pasquale is reading this, there's your answer- How to disable the Play-off. Change this offset to value 0!

Pasquale
<div align="right">28-05-15, 01:36 PM</div>

I changed the value of this offset 0078BB33 MOV WORD PTR DS: [EAX],1 but the game crashes ... does anyone have any idea?

Pasquale
<div align="right">28-05-15, 01:36 PM</div>

I changed the value of this offset 0078BB33 MOV WORD PTR DS: [EAX],1 but the game crashes ... does anyone have any idea?

Golly
<div align="right">28-05-15, 10:16 PM</div>

Quote:

> *Originally Posted by **Pasquale** »*
> *I changed the value of this offset 0078BB33 MOV WORD PTR DS: [EAX],1 but the game crashes ... does anyone have any idea?*

When did it crash? Did you remove the play-off places in the league & make the automatic promotion & relegation numbers between the league equal?

Pasquale
<div align="right">29-05-15, 10:54 PM</div>

I changed the value of the offset, but after this season I get error Cup

---

Zé
<div align="right">31-05-15, 02:46 PM</div>

Does anyone know the offset to make the attributes background darker?

http://en.zimagez.com/miniature/unti...973b233295.png

---

greg
<div align="right">31-05-15, 03:19 PM</div>

As far as I know, there is only the one type of dark glass, you can't change the level of transparency. You could make it a solid color, or there are some gradient ones, but there are like black to grey.
MVB had the offsets he was changing it in this post: http://www.champman0102.co.uk/showthread.php?t=5542

Zé
<div align="right">31-05-15, 03:40 PM</div>

Quote:

> *Originally Posted by **greg** »*
> *As far as I know, there is only the one type of dark glass, you can't change the level of transparency. You could make it a solid color, or there are some gradient ones, but there are like black to grey.*
> *MVB had the offsets he was changing it in this post: http://www.champman0102.co.uk/showthread.php?t=5542*

Thank you greg. Unfortunately the thread is just full of "Photoshopped" images as no specific offsets were ever provided...

Even played around with:

Quote:

> The player display function is at 870700 to 8764e9. Searching that for PUSH 30 (6Ah 30h) and replacing with PUSH 2 (6Ah 02h) is probably a better brute force shot.

But never managed to get the same results as MVB.

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Offsets

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wayupna
31-05-15, 08:19 PM

Guys any links to where we can increase the amount of loan players in the English game from 2 to 5 ??

Fods
01-06-15, 03:58 AM

Tapani patch allows you to have more loans

---

wayupna
01-06-15, 02:43 PM

Oh right i have the latest one to be fair, i can see that other teams have more than 2 loan players in there squads ? i guess i will have wait to end of season see what happens.
I have been purchasing non league players to get me out of the sticky stuff at the moment

---

Zé
01-06-15, 05:08 PM

Code:

```
CPU Disasm
Address  Hex dump          Command                                Comments
00454EC2  |. 68 8CE89800   PUSH OFFSET 0098E88C                   ; ASCII "Squad"
00454EC7  |. 50            PUSH EAX
00454EC8  |. E8 13A62100   CALL 0066F4E0
00454ECD  |. 83C4 08       ADD ESP,8
00454ED0  |. 8D8C24 EC0300 LEA ECX,[LOCAL.1476]
00454ED7  |. BE 02000000   MOV ESI,2
00454EDC  |. C78424 E40300 MOV DWORD PTR SS:[LOCAL.1478],1
```

So here are the offsets following the Squad button. Can any help with which command sets the background to the button? Normally I would have expected to have seen PUSH 30 but that doesn't happen here.

Zé
01-06-15, 05:08 PM

Code:

```
CPU Disasm
Address  Hex dump          Command                                Comments
00454EC2  |. 68 8CE89800   PUSH OFFSET 0098E88C                   ; ASCII "Squad"
00454EC7  |. 50            PUSH EAX
00454EC8  |. E8 13A62100   CALL 0066F4E0
00454ECD  |. 83C4 08       ADD ESP,8
00454ED0  |. 8D8C24 EC0300 LEA ECX,[LOCAL.1476]
00454ED7  |. BE 02000000   MOV ESI,2
00454EDC  |. C78424 E40300 MOV DWORD PTR SS:[LOCAL.1478],1
```

So here are the offsets following the Squad button. Can any help with which command sets the background to the button? Normally I would have expected to have seen PUSH 30 but that doesn't happen here.

Zé
05-06-15, 10:56 PM

Change 00455023 from PUSH 1 to PUSH 0 and you can no longer click on the training button.

Zé
05-06-15, 10:56 PM

Change 00455023 from PUSH 1 to PUSH 0 and you can no longer click on the training button.

Zé
06-06-15, 04:55 PM

Change the following offsets to PUSH 0 and you will remove access to the WIB WOB screen.

Code:

```
0089c6c1
0089c6c3
0089c6cb
0089c6d0
0089c6f6
0089c6fb
0089c6ff
0089c75f
0089c761
0089c769
0089c76e
```

http://en.zimagez.com/miniature/nowibwob.png

Zé   06-06-15, 04:55 PM

```
0089c6c1
0089c6c3
0089c6cb
0089c6d0
0089c6f6
0089c6fb
0089c6ff
0089c75f
0089c761
0089c769
0089c76e
```

http://en.zimagez.com/miniature/nowibwob.png

MarcoVanBast   09-06-15, 08:36 PM

> Quote:
>
> *Originally Posted by **Zé** »*
>
> *Thank you greg. Unfortunately the thread is just full of "Photoshopped" images as no specific offsets were ever provided...*
>
> *Even played around with:*
>
> *But never managed to get the same results as MVB.*

What u mean by "Photoshopped" images? Sorry, my english isnt perfect, but did u just call me a liar?? :confused:

Zé   09-06-15, 09:04 PM

> Quote:
>
> *Originally Posted by **MarcoVanBast** »*
>
> *What u mean by "Photoshopped" images? Sorry, my english isnt perfect, but did u just call me a liar?? :confused:*

No, I was just referring to the fact that the thread contained no offsets so we could see images without being able to replicate them :ok:

Zé   09-06-15, 09:13 PM

> Quote:
>
> *Originally Posted by **Zé** »*
>
> *Change the following offsets to PUSH 0 and you will remove access to the WIB WOB screen.*
>
> > *Code:*

0089c6c1

0089c6c3

0089c6cb

0089c6d0

0089c6f6

0089c6fb

0089c6ff

0089c75f

0089c761

0089c769

0089c76e

http://en.zimagez.com/miniature/nowibwob.png

In order to remove the option to load tactics change the following offsets to PUSH 0.

Code:

```
0089a686
0089a688
0089a6a6
```

Might make an interesting network game :ok:

http://en.zimagez.com/miniature/noload.png

Zé

09-06-15, 09:13 PM

Quote:

*Originally Posted by **Zé** »*

Change the following offsets to PUSH 0 and you will remove access to the WIB WOB screen.

Code:

```
0089c6c1
0089c6c3
0089c6cb
0089c6d0
0089c6f6
0089c6fb
0089c6ff
0089c75f
0089c761
0089c769
0089c76e
```

In order to remove the option to load tactics change the following offsets to PUSH 0.

Code:
```
0089a686
0089a688
0089a6a6
```

Might make an interesting network game :ok:

Zé   09-06-15, 09:32 PM

All the relevant offsets for the confirmation buttons:

Code:

#Cancel Button

0089f64c

008a2fa6

008a561e

008b8345

008b9b92

008bab79

008f3ac0

008faa1f

0042573d

00470eff

004720dd

004724b1

00472bed

0048c1e0

004dfef6

004e0021

004e00dd

0058b06f

0058fd3b

0058feee

0058ff1a

005a8911

008ebd64

#Confirm Button

00796a39

00796ae4

00425781

004257b1

00481227

0048c253

0058b0b3

005a8952

007a2ed1

0048c227

#Ok Button

0080e9f6

008139b5

00823068

00823096

00823cad

0088be90

0088bebf

00894690

008a2fe1

008a3022

008a5662

008b8389

008b9bde

008b9c0d

008babb4

00472c31

0058fe7b

0058ff59

0059102a

00591cbd

00726e10

00727379

00779dc3

0077a5e3

00826be6

00826e35

0089f690

#Info
Button

0058fe40

#Delay
Button

008f3afb

008ec198

#Remove
Button

0088be1a

0088be44

#Offer
Button

008ebda1

008faa66

004dff35

004e0060

004e0118

008f8ffc

008fab60

008ab8f

#Send
Button

00789b5d

00789b8f

#Back
Button

00820652

008ebc54

008ebd29

008ebe1c

008ebed1

008ebf91

008ec11e

008f0e1b

008f169c

008f2226

```
008f39f2

008f3a7c

008f3b89

008f74df

008f8fb8

008fa7cd

008fa9db

008fab15

0041721e

00473ee7

0047440e

00474a1b

0047a952

004813cc

004dccd9

004dde59

004dfeb7

004dffe6

005edd52

005edd80

005edd7e
```

#Set
Button

```
008f752d

008f755c
```

#Finish
Button

```
00820739

00820763
```

#Submit
Button

```
0047a996
```

#Reject
Button

```
008ebfd0

008ec159

008f2265

008fa811
```

#Negotiate
Button

```
008ec029

008fa977
```

#Accept
Button

```
008ec05f

008ec0a3

008ec21a

008ec25b

008f22a9

008fa8fe
```

#Withdraw
Button

```
008ebc93
```

"..

#Yes Button

00474a9a

004744ed

0049ce33

004dcd53

004e4e5d

004e55f2

0055ecd6

00570ac3

00591dac

006b1c1f

006b1f5f

006b277f

006b2b27

006b3413

00727bf2

007795f5

00779c63

0077a483

007e5df8

00822c35

0082363e

0088c33b

008ef951

008f0592

008f063e

008f2b65

008f3c42

008f4467

008f44a6

008f4887

008f4eb4

008f8427

008f8ace

008fb957

008fc053

00906815

004e4e5d

#No Button

00474452

00474a5f

0049cdf4

004dcd14

004e4e19

004e55b7

0055ec9b

00570a84

00591d68

006b1bdb

006b1f1b

006b273b

006b2aec

006b33cf

```
00727bb7
007795b1
00779c28
0077a448
007e5db9
00822bf1
00823603
0088c300
008ef912
008f04e8
008f052c
008f0556
008f0602
008f2b21
008f3bc4
008f3c03
008f440b
008f4467
008f484c
008f4e79
008f83ec
008f8a8f
008fb913
008fc018
009067d1
004e4e19
```

PUSH 0 = Transparent
PUSH 10 = Flat

Zé   09-06-15, 09:32 PM

All the relevant offsets for the confirmation buttons:

Code:

#Cancel
Button

0089f64c

008a2fa6

008a561e

008b8345

008b9b92

008bab79

008f3ac0

008faa1f

0042573d

00470eff

004720dd

004724b1

00472bed

0048c1e0

004dfef6

004e0021

004e00dd

0058b06f

0058fd3b

0058feee

0058ff1a

005a8911

008ebd64

#Confirm
Button

00796a39

00796ae4

00425781

004257b1

00481227

0048c253

0058b0b3

005a8952

007a2ed1

0048c227

#Ok Button

0080e9f6

008139b5

00823068

00823096

00823cad

0088be90

0088bebf

00894690

008a2fe1

008a3022

008a5662

008b8389

008b9bde

008b9c0d

008babb4

00472c31

0058fe7b

0058ff59

0059102a

00591cbd

00726e10

00727379

00779dc3

0077a5e3

00826be6

00826e35

0089f690

#Info
Button

0058fe40

#Delay
Button

008f3afb

008ec198

#Remove
Button

0088be1a

0088be44

#Offer
Button

008ebda1

008faa66

004dff35

004e0060

004e0118

008f8ffc

008fab60

008ab8f

#Send
Button

00789b5d

00789b8f

#Back
Button

00820652

008ebc54

008ebd29

008ebe1c

008ebed1

008ebf91

008ec11e

008f0e1b

008f169c

008f2226

008f39f2

008f3a7c

008f3b89

008f74df

008f8fb8

008fa7cd

008fa9db

008fab15

0041721e

00473ee7

0047440e

00474a1b

0047a952

004813cc

004dccd9

004dde59

004dfeb7

004dffe6

005edd52

005edd80

005edd7e

#Set
Button

008f752d

008f755c

#Finish
Button

00820739

00820763

#Submit
Button

0047a996

#Reject
Button

008ebfd0

008ec159

008f2265

008fa811

#Negotiate
Button

008ec029

008fa977

#Accept
Button

008ec05f

008ec0a3

008ec21a

008ec25b

008f22a9

008fa8fe

#Withdraw
Button

008ebc93

#Yes
Button

00474a9a

004744ed

0049ce33

004dcd53

004e4e5d

```
004e55f2
0055ecd6
00570ac3
00591dac
006b1c1f
006b1f5f
006b277f
006b2b27
006b3413
00727bf2
007795f5
00779c63
0077a483
007e5df8
00822c35
0082363e
0088c33b
008ef951
008f0592
008f063e
008f2b65
008f3c42
008f4467
008f44a6
008f4887
008f4eb4
008f8427
008f8ace
008fb957
008fc053
00906815
004e4e5d

#No Button
00474452
00474a5f
0049cdf4
004dcd14
004e4e19
004e55b7
0055ec9b
00570a84
00591d68
006b1bdb
006b1f1b
006b273b
006b2aec
006b33cf
00727bb7
007795b1
00779c28
0077a448
007e5db9
00822bf1
```

```
00823603

0088c300

008ef912

008f04e8

008f052c

008f0556

008f0602

008f2b21

008f3bc4

008f3c03

008f440b

008f4467

008f484c

008f4e79

008f83ec

008f8a8f

008fb913

008fc018

009067d1

004e4e19
```

PUSH 0 = Transparent
PUSH 10 = Flat

Pasquale

As you can change the location of the final Asian Champions Cup and Asian Cup Winner Cup?

Zé

Change the following offsets to PUSH 2 to make the text fields flat:

Code:

```
#Add Manager Screen

00821313

0082120f

00821114

0082101f

#Player Nickname
Screen

0088bd33
```

http://en.zimagez.com/miniature/addmanager0.pnghttp://en.zimagez.com/miniature/nickname0.png

I can't however seem to change the opening screen buttons to be flat, any ideas?

Code:

```
0081BAB0
64:A1 0000000 MOV
EAX,DWORD PTR FS:
[0]

0081BAB6      6A
FF        PUSH -1

0081BAB8  |.  68
E9129600  PUSH
009612E9
```

```
0081BABD  |.  50              PUSH EAX
0081BABE     B8 B4140000  MOV EAX,14B4
0081BAC3  |.  64:8925 00000 MOV DWORD PTR FS:[0],ESP    ; Installs SE handler 9612E9
0081BACA  |.  E8 419B1200  CALL 00945610

; Allocates 5300. bytes on stack
0081BACF  |.  68 C0535A00  PUSH 005A53C0

; Arg5 = cm0102.5A53C0, Entry point of procedure
0081BAD4  |.  68 F0684500  PUSH 004568F0

; Arg4 = cm0102.4568F0
0081BAD9     6A 19          PUSH 19
0081BADB  |.  8D4424 0C     LEA EAX,[LOCAL.1327]
0081BADF     68 D4000000    PUSH 0D4
0081BAE4  |.  50             PUSH EAX

; Arg1 => OFFSET LOCAL.1327
0081BAE5  |.  E8 C5A81200  CALL 009463AF
0081BAEA  |.  C78424 BC1400 MOV DWORD PTR SS:[LOCAL.0],0
0081BAF5  |.  C705 2871DD00 MOV DWORD PTR DS:[0DD7128],0
0081BAFF  |.  E8 AC04C0FF  CALL 0041BFB0

; [cm0102.0041BFB0
0081BB04  |.  68 8802A800  PUSH OFFSET 00A80288

; ASCII "Championship Manager 2001/02"
0081BB09  |.  68 A870DD00  PUSH OFFSET 00DD70A8
0081BB0E  |.  E8 CD39E5FF  CALL 0066F4E0
0081BB13  |.  66:8B0D 8431A MOV CX,WORD PTR DS:[0AE3184]
0081BB1A  |.  66:8B15 A831A MOV DX,WORD PTR DS:[0AE31A8]
0081BB21     83C4 08        ADD ESP,8
0081BB24  |.  68
```

```
A870DD00  PUSH
OFFSET 00DD70A8

; Arg3 =
cm0102.0DD70A8

0081BB29  |. 51
          PUSH
ECX

; Arg2

0081BB2A  |. 52
          PUSH
EDX

; Arg1

0081BB2B  |. B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BB30  |. E8
FB83FEFF  CALL
00803F30

0081BB35     6A
00        PUSH 0

0081BB37     6A
04        PUSH 4

0081BB39  |. E8
C21FF4FF  CALL
0075DB00

0081BB3E  |.
83C4 08    ADD
ESP,8

0081BB41  |. 68
7C02A800  PUSH
OFFSET 00A8027C

; ASCII "Setup
Game"

0081BB46  |. 68
641FDE00  PUSH
OFFSET 00DE1F64

0081BB4B  |. E8
9039E5FF  CALL
0066F4E0

0081BB50  |.
83C4 08    ADD
ESP,8

0081BB53  |. B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BB58  |. 6A
00        PUSH 0

              ;
/Arg2 = 0

0081BB5A  |. 68
641FDE00  PUSH
OFFSET 00DE1F64

; |Arg1 =
cm0102.0DE1F64

0081BB5F  |. E8
1C84FEFF  CALL
00803F80

;
\cm0102.00803F80

0081BB64  |.
8D4424 04    LEA
EAX,[LOCAL.1326]

0081BB68  |. 68
6C02A800  PUSH
OFFSET 00A8026C

; ASCII "Start
New Game"

0081BB6D  |. 50
          PUSH
EAX

0081BB6E  |. E8
6D39E5FF  CALL
0066F4E0

0081BB73  |.
83C4 08    ADD
ESP,8
```

```
0081BB76  |.  8D8C24 D80000 LEA ECX,[LOCAL.1273]

0081BB7D  |.  C78424 CC0000 MOV DWORD PTR SS:[LOCAL.1276],1

0081BB88  |.  68 5802A800    PUSH OFFSET 00A80258

; ASCII "Quick Start Game"

0081BB8D  |.  51             PUSH ECX

0081BB8E  |.  E8 4D39E5FF    CALL 0066F4E0

0081BB93  |.  83C4 08        ADD ESP,8

0081BB96  |.  8D9424 AC0100 LEA EDX,[LOCAL.1220]

0081BB9D  |.  C78424 A00100 MOV DWORD PTR SS:[LOCAL.1223],2

0081BBA8  |.  68 4402A800    PUSH OFFSET 00A80244

; ASCII "Restore Saved Game"

0081BBAD  |.  52             PUSH EDX

0081BBAE  |.  E8 2D39E5FF    CALL 0066F4E0

0081BBB3  |.  83C4 08        ADD ESP,8

0081BBB6  |.  8D8424 800200 LEA EAX,[LOCAL.1167]

0081BBBD  |.  C78424 740200 MOV DWORD PTR SS:[LOCAL.1170],3

0081BBC8  |.  68 3002A800    PUSH OFFSET 00A80230

; ASCII "Delete Saved Game"

0081BBCD  |.  50             PUSH EAX

0081BBCE  |.  E8 0D39E5FF    CALL 0066F4E0

0081BBD3  |.  83C4 08        ADD ESP,8

0081BBD6  |.  8D8C24 540300 LEA ECX,[LOCAL.1114]

0081BBDD  |.  C78424 480300 MOV DWORD PTR SS:[LOCAL.1117],4

0081BBE8  |.  68 2002A800    PUSH OFFSET 00A80220

; ASCII "Network Play"

0081BBED  |.  51             PUSH ECX

0081BBEE  |.  E8 ED38E5FF    CALL 0066F4E0
```

```
0081BBF3  |.  A1
C401A800  MOV
EAX,DWORD PTR DS:
[0A801C4]

0081BBF8  |.
83C4 08      ADD
ESP,8

0081BBFB  |.
85C0
TEST EAX,EAX

0081BBFD  |.  74
0D        JE
SHORT 0081BC0C

0081BBFF  |.
C78424 1C0400 MOV
DWORD PTR SS:
[LOCAL.1064],5

0081BC0A  |.  EB
1A        JMP
SHORT 0081BC26

0081BC0C  |>
66:8B15 7E31A MOV
DX,WORD PTR DS:
[0AE317E]

0081BC13  |.
C78424 1C0400 MOV
DWORD PTR SS:
[LOCAL.1064],0

0081BC1E  |.
66:899424 520 MOV
WORD PTR SS:
[LOCAL.1115+2],DX

0081BC26  |>
8D8424 280400 LEA
EAX,[LOCAL.1061]

0081BC2D  |.  68
6CA4A500  PUSH
OFFSET 00A5A46C

; ASCII "Game
Settings"

0081BC32  |.  50
        PUSH
EAX

0081BC33  |.  E8
A838E5FF  CALL
0066F4E0

0081BC38  |.
83C4 08      ADD
ESP,8

0081BC3B  |.
8D8C24 FC0400 LEA
ECX,[LOCAL.1008]

0081BC42  |.
C78424 F00400 MOV
DWORD PTR SS:
[LOCAL.1011],6

0081BC4D  |.  68
1002A800  PUSH
OFFSET 00A80210

; ASCII "Hall Of
Fame"

0081BC52  |.  51
        PUSH
ECX

0081BC53  |.  E8
8838E5FF  CALL
0066F4E0

0081BC58  |.
83C4 08      ADD
ESP,8

0081BC5B  |.
8D9424 D00500 LEA
EDX,[LOCAL.955]

0081BC62  |.
C78424 C40500 MOV
DWORD PTR SS:
[LOCAL.958],7

0081BC6D  |.  68
FC529B00  PUSH
OFFSET 009B52FC

; ASCII "Game
Credits"
```

```
0081BC72  |.  52           PUSH EDX

0081BC73  |.  E8 6838E5FF  CALL 0066F4E0

0081BC78  |.  83C4 08      ADD ESP,8

0081BC7B  |.  8D8424 A40600 LEA EAX,[LOCAL.902]

0081BC82  |.  C78424 980600 MOV DWORD PTR SS:[LOCAL.905],8

0081BC8D  |.  68 B4539B00  PUSH OFFSET 009B53B4

                            ; ASCII "Web Sites"

0081BC92  |.  50           PUSH EAX

0081BC93  |.  E8 4838E5FF  CALL 0066F4E0

0081BC98      6A 00        PUSH 0

0081BC9A  |.  8D4C24 0C    LEA ECX,[LOCAL.1327]

0081BC9E      6A 00        PUSH 0

0081BCA0  |.  51           PUSH ECX

                            ; Arg9 => OFFSET LOCAL.1327

0081BCA1      6A 09        PUSH 9

0081BCA3      6A 03        PUSH 3

0081BCA5      6A 06        PUSH 6

0081BCA7      6A 02        PUSH 2

0081BCA9      68 17020000  PUSH 217

0081BCAE      68 0C030000  PUSH 30C

0081BCB3      68 91000000  PUSH 91

0081BCB8      6A 6E        PUSH 6E

0081BCBA  |.  C78424 A00700 MOV DWORD PTR SS:[LOCAL.852],9

0081BCC5  |.  E8 3616DDFF  CALL 005ED300

0081BCCA  |.  83C4 34      ADD ESP,34

0081BCCD  |.  B9 5044B700  MOV ECX,OFFSET 00B74450

0081BCD2      6A 00        PUSH 0

0081BCD4      6A 00        PUSH 0

0081BCD6  |.  E8 852FFEFF  CALL 007FEC60

0081BCDB  |.
```

```
0081BCDB  |.
F7D8            NEG
EAX

   ; Converts EAX
to boolean

0081BCDD  |.
1BC0            SBB
EAX,EAX

0081BCDF  |.  40
         INC EAX

0081BCE0  |.  50
         PUSH
EAX

; Arg1

0081BCE1  |.  E8
DA1FDDFF  CALL
005EDCC0

0081BCE6  |.
83C4 08    ADD
ESP,8

0081BCE9  |.  B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BCEE  |.  6A
00        PUSH 0

              ;
/Arg1 = 0

0081BCF0  |.  E8
1B33FEFF  CALL
007FF010

;
\cm0102.007FF010

0081BCF5  |.
85C0
TEST EAX,EAX

0081BCF7  |.  74
34        JE
SHORT 0081BD2D

0081BCF9  |.
0FBF05 7A7CB7
MOVSX EAX,WORD
PTR DS:[0B77C7A]

0081BD00      6A
FF        PUSH -1

0081BD02      6A
00        PUSH 0

0081BD04      6A
02        PUSH 2

0081BD06      6A
00        PUSH 0

0081BD08      6A
01        PUSH 1

0081BD0A      6A
00        PUSH 0

0081BD0C  |.
8D1440     LEA
EDX,[EAX*2+EAX]

0081BD0F      6A
01        PUSH 1

0081BD11      68
57020000  PUSH
257

0081BD16      68
1F030000  PUSH
31F

0081BD1B  |.
C1E2 08     SHL
EDX,8

0081BD1E      6A
00        PUSH 0

0081BD20      6A
00        PUSH 0

0081BD22  |.
8B8A 4C4CB700 MOV
ECX,DWORD PTR DS:
[EDX+0B74C4C]

0081BD28  |.  E8
733ED4FF  CALL
```

```
/33ED4FF   CALL
0055FBA0

0081BD2D  |>  68
C0535A00  PUSH
005A53C0

; Arg4 =
cm0102.5A53C0,
Entry point of
procedure

0081BD32       6A
19        PUSH 19

0081BD34  |.
8D4424 08    LEA
EAX,[LOCAL.1327]

0081BD38       68
D4000000  PUSH
0D4

0081BD3D  |. 50
          PUSH
EAX

; Arg1 => OFFSET
LOCAL.1327

0081BD3E  |.
C78424 CC1400 MOV
DWORD PTR SS:
[LOCAL.0],-1

0081BD49  |. E8
6DA51200  CALL
009462BB

0081BD4E  |.
8B8C24 B41400 MOV
ECX,DWORD PTR SS:
[LOCAL.2]

0081BD55  |.
64:890D 00000 MOV
DWORD PTR FS:
[0],ECX

0081BD5C  |.
81C4 C0140000 ADD
ESP,14C0

0081BD62  \.  C3
          RETN
```

0081bca3 - Button Font Size
0081bca5 - Button Height
0081bca7 - Number of columns

http://en.zimagez.com/miniature/menu105.png

Zé

Change the following offsets to PUSH 2 to make the text fields flat:

Code:

```
#Add Manager Screen

00821313

0082120f

00821114

0082101f

#Player Nickname
Screen

0088bd33
```

http://en.zimagez.com/miniature/addmanager0.pnghttp://en.zimagez.com/miniature/nickname0.png

I can't however seem to change the opening screen buttons to be flat, any ideas?

Code:

http://en.zimagez.com/miniature/addmanager0.pnghttp://en.zimagez.com/miniature/nickname0.png

I can't however seem to change the opening screen buttons to be flat, any ideas?

Code:

```
64:A1 0000000 MOV
EAX,DWORD PTR FS:
[0]

0081BAB6       6A
FF       PUSH -1

0081BAB8  |.  68
E9129600 PUSH
009612E9

0081BABD  |.  50
         PUSH
EAX

0081BABE       B8
B4140000 MOV
EAX,14B4

0081BAC3  |.
64:8925 00000 MOV
DWORD PTR FS:
[0],ESP
         ; Installs
SE handler 9612E9

0081BACA  |.  E8
419B1200 CALL
00945610

; Allocates 5300.
bytes on stack

0081BACF  |.  68
C0535A00 PUSH
005A53C0

; Arg5 =
cm0102.5A53C0,
Entry point of
procedure

0081BAD4  |.  68
F0684500 PUSH
004568F0

; Arg4 =
cm0102.4568F0

0081BAD9       6A
19       PUSH 19

0081BADB  |.
8D4424 0C    LEA
EAX,[LOCAL.1327]

0081BADF       68
D4000000 PUSH
0D4

0081BAE4  |.  50
         PUSH
EAX

; Arg1 => OFFSET
LOCAL.1327

0081BAE5  |.  E8
C5A81200  CALL
009463AF

0081BAEA  |.
C78424 BC1400 MOV
DWORD PTR SS:
[LOCAL.0],0

0081BAF5  |.
C705 2871DD00 MOV
DWORD PTR DS:
[0DD7128],0

0081BAFF  |.  E8
AC04C0FF  CALL
0041BFB0

;
[cm0102.0041BFB0

0081BB04  |.  68
8802A800  PUSH
OFFSET 00A80288

; ASCII
"Championship
Manager 2001/02"

0081BB09  |.  68
A870DD00  PUSH
OFFSET 00DD70A8

0081BB0E  |.  E8
CD39E5FF  CALL
0066F4E0

0081BB13  |.
66:8B0D 8431A MOV
CX,WORD PTR DS:
[0AF31841
```

```
[0AE31A8]

0081BB1A  |.
66:8B15 A831A MOV
DX,WORD PTR DS:
[0AE31A8]

0081BB21
83C4 08      ADD
ESP,8

0081BB24  |.  68
A870DD00  PUSH
OFFSET 00DD70A8

; Arg3 =
cm0102.0DD70A8

0081BB29  |.  51
          PUSH
ECX

; Arg2

0081BB2A  |.  52
          PUSH
EDX

; Arg1

0081BB2B  |.  B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BB30  |.  E8
FB83FEFF  CALL
00803F30

0081BB35      6A
00         PUSH 0

0081BB37      6A
04         PUSH 4

0081BB39  |.  E8
C21FF4FF  CALL
0075DB00

0081BB3E  |.
83C4 08      ADD
ESP,8

0081BB41  |.  68
7C02A800  PUSH
OFFSET 00A8027C

; ASCII "Setup
Game"

0081BB46  |.  68
641FDE00  PUSH
OFFSET 00DE1F64

0081BB4B  |.  E8
9039E5FF  CALL
0066F4E0

0081BB50  |.
83C4 08      ADD
ESP,8

0081BB53  |.  B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BB58  |.  6A
00         PUSH 0

              ;
/Arg2 = 0

0081BB5A  |.  68
641FDE00  PUSH
OFFSET 00DE1F64

; |Arg1 =
cm0102.0DE1F64

0081BB5F  |.  E8
1C84FEFF  CALL
00803F80

;
\cm0102.00803F80

0081BB64  |.
8D4424 04    LEA
EAX,[LOCAL.1326]

0081BB68  |.  68
6C02A800  PUSH
OFFSET 00A8026C

; ASCII "Start
New Game"

0081BB6D  |.  50
```

```
0081BB6D  |.  50            PUSH EAX

0081BB6E  |.  E8 6D39E5FF   CALL 0066F4E0

0081BB73  |.  83C4 08       ADD ESP,8

0081BB76  |.  8D8C24 D80000 LEA ECX,[LOCAL.1273]

0081BB7D  |.  C78424 CC0000 MOV DWORD PTR SS:[LOCAL.1276],1

0081BB88  |.  68 5802A800   PUSH OFFSET 00A80258        ; ASCII "Quick Start Game"

0081BB8D  |.  51            PUSH ECX

0081BB8E  |.  E8 4D39E5FF   CALL 0066F4E0

0081BB93  |.  83C4 08       ADD ESP,8

0081BB96  |.  8D9424 AC0100 LEA EDX,[LOCAL.1220]

0081BB9D  |.  C78424 A00100 MOV DWORD PTR SS:[LOCAL.1223],2

0081BBA8  |.  68 4402A800   PUSH OFFSET 00A80244        ; ASCII "Restore Saved Game"

0081BBAD  |.  52            PUSH EDX

0081BBAE  |.  E8 2D39E5FF   CALL 0066F4E0

0081BBB3  |.  83C4 08       ADD ESP,8

0081BBB6  |.  8D8424 800200 LEA EAX,[LOCAL.1167]

0081BBBD  |.  C78424 740200 MOV DWORD PTR SS:[LOCAL.1170],3

0081BBC8  |.  68 3002A800   PUSH OFFSET 00A80230        ; ASCII "Delete Saved Game"

0081BBCD  |.  50            PUSH EAX

0081BBCE  |.  E8 0D39E5FF   CALL 0066F4E0

0081BBD3  |.  83C4 08       ADD ESP,8

0081BBD6  |.  8D8C24 540300 LEA ECX,[LOCAL.1114]

0081BBDD  |.  C78424 480300 MOV DWORD PTR SS:[LOCAL.1117],4

0081BBE8  |.  68 2002A800   PUSH OFFSET 00A80220
```

```
                      ; ASCII "Network
                      Play"

0081BBED  |.  51           PUSH
ECX

0081BBEE  |.  E8
ED38E5FF  CALL
0066F4E0

0081BBF3  |.  A1
C401A800  MOV
EAX,DWORD PTR DS:
[0A801C4]

0081BBF8  |.
83C4 08      ADD
ESP,8

0081BBFB  |.
85C0
TEST EAX,EAX

0081BBFD  |.  74
0D           JE
SHORT 0081BC0C

0081BBFF  |.
C78424 1C0400 MOV
DWORD PTR SS:
[LOCAL.1064],5

0081BC0A  |.  EB
1A           JMP
SHORT 0081BC26

0081BC0C  |>
66:8B15 7E31A MOV
DX,WORD PTR DS:
[0AE317E]

0081BC13  |.
C78424 1C0400 MOV
DWORD PTR SS:
[LOCAL.1064],0

0081BC1E  |.
66:899424 520 MOV
WORD PTR SS:
[LOCAL.1115+2],DX

0081BC26  |>
8D8424 280400 LEA
EAX,[LOCAL.1061]

0081BC2D  |.  68
6CA4A500  PUSH
OFFSET 00A5A46C

                      ; ASCII "Game
                      Settings"

0081BC32  |.  50
             PUSH
EAX

0081BC33  |.  E8
A838E5FF  CALL
0066F4E0

0081BC38  |.
83C4 08      ADD
ESP,8

0081BC3B  |.
8D8C24 FC0400 LEA
ECX,[LOCAL.1008]

0081BC42  |.
C78424 F00400 MOV
DWORD PTR SS:
[LOCAL.1011],6

0081BC4D  |.  68
1002A800  PUSH
OFFSET 00A80210

                      ; ASCII "Hall Of
                      Fame"

0081BC52  |.  51
             PUSH
ECX

0081BC53  |.  E8
8838E5FF  CALL
0066F4E0

0081BC58  |.
83C4 08      ADD
ESP,8

0081BC5B  |.
8D9424 D00500 LEA
EDX,[LOCAL.955]

0081BC63  |.
```

```
0081BC62  |.
C78424 C40500 MOV
DWORD PTR SS:
[LOCAL.958],7

0081BC6D  |.  68
FC529B00  PUSH
OFFSET 009B52FC

; ASCII "Game
Credits"

0081BC72  |.  52
          PUSH
EDX

0081BC73  |.  E8
6838E5FF  CALL
0066F4E0

0081BC78  |.
83C4 08     ADD
ESP,8

0081BC7B  |.
8D8424 A40600 LEA
EAX,[LOCAL.902]

0081BC82  |.
C78424 980600 MOV
DWORD PTR SS:
[LOCAL.905],8

0081BC8D  |.  68
B4539B00  PUSH
OFFSET 009B53B4

; ASCII "Web
Sites"

0081BC92  |.  50
          PUSH
EAX

0081BC93  |.  E8
4838E5FF  CALL
0066F4E0

0081BC98     6A
00        PUSH 0

0081BC9A  |.
8D4C24 0C    LEA
ECX,[LOCAL.1327]

0081BC9E     6A
00        PUSH 0

0081BCA0  |.  51
          PUSH
ECX

; Arg9 => OFFSET
LOCAL.1327

0081BCA1     6A
09        PUSH 9

0081BCA3     6A
03        PUSH 3

0081BCA5     6A
06        PUSH 6

0081BCA7     6A
02        PUSH 2

0081BCA9     68
17020000  PUSH
217

0081BCAE     68
0C030000  PUSH
30C

0081BCB3     68
91000000  PUSH 91

0081BCB8     6A
6E        PUSH 6E

0081BCBA  |.
C78424 A00700 MOV
DWORD PTR SS:
[LOCAL.852],9

0081BCC5  |.  E8
3616DDFF  CALL
005ED300

0081BCCA  |.
83C4 34     ADD
ESP,34

0081BCCD  |.  B9
5044B700  MOV
ECX,OFFSET
00B74450
```

```
0081BCD2      6A
00      PUSH 0

0081BCD4      6A
00      PUSH 0

0081BCD6   |. E8
852FFEFF  CALL
007FEC60

0081BCDB   |.
F7D8      NEG
EAX

  ; Converts EAX
to boolean

0081BCDD   |.
1BC0      SBB
EAX,EAX

0081BCDF   |. 40
       INC EAX

0081BCE0   |. 50
       PUSH
EAX

; Arg1

0081BCE1   |. E8
DA1FDDFF  CALL
005EDCC0

0081BCE6   |.
83C4 08    ADD
ESP,8

0081BCE9   |. B9
5044B700  MOV
ECX,OFFSET
00B74450

0081BCEE   |. 6A
00      PUSH 0

            ;
/Arg1 = 0

0081BCF0   |. E8
1B33FEFF  CALL
007FF010

;
\cm0102.007FF010

0081BCF5   |.
85C0
TEST EAX,EAX

0081BCF7   |. 74
34      JE
SHORT 0081BD2D

0081BCF9   |.
0FBF05 7A7CB7
MOVSX EAX,WORD
PTR DS:[0B77C7A]

0081BD00      6A
FF      PUSH -1

0081BD02      6A
00      PUSH 0

0081BD04      6A
02      PUSH 2

0081BD06      6A
00      PUSH 0

0081BD08      6A
01      PUSH 1

0081BD0A      6A
00      PUSH 0

0081BD0C   |.
8D1440    LEA
EDX,[EAX*2+EAX]

0081BD0F      6A
01      PUSH 1

0081BD11      68
57020000 PUSH
257

0081BD16      68
1F030000 PUSH
31F

0081BD1B   |.
C1E2 08    SHL
EDX,8

0081BD1E      6A
00      PUSH 0
```

```
00        PUSH 0

0081BD20      6A
00        PUSH 0

0081BD22  |.
8B8A 4C4CB700 MOV
ECX,DWORD PTR DS:
[EDX+0B74C4C]

0081BD28  |. E8
733ED4FF  CALL
0055FBA0

0081BD2D  |> 68
C0535A00  PUSH
005A53C0

; Arg4 =
cm0102.5A53C0,
Entry point of
procedure

0081BD32      6A
19        PUSH 19

0081BD34  |.
8D4424 08   LEA
EAX,[LOCAL.1327]

0081BD38      68
D4000000  PUSH
0D4

0081BD3D  |. 50
          PUSH
EAX

; Arg1 => OFFSET
LOCAL.1327

0081BD3E  |.
C78424 CC1400 MOV
DWORD PTR SS:
[LOCAL.0],-1

0081BD49  |. E8
6DA51200  CALL
009462BB

0081BD4E  |.
8B8C24 B41400 MOV
ECX,DWORD PTR SS:
[LOCAL.2]

0081BD55  |.
64:890D 00000 MOV
DWORD PTR FS:
[0],ECX

0081BD5C  |.
81C4 C0140000 ADD
ESP,14C0

0081BD62  \. C3
          RETN
```

0081bca3 - Button Font Size
0081bca5 - Button Height
0081bca7 - Number of columns

http://en.zimagez.com/miniature/menu105.png

Pasquale

14-06-15, 12:25 PM

Can anyone tell me how to disable the final for the 3rd place for the Asian Champions Cup and Asian Cup Winner Cup?

---

giovanisantana29

22-06-15, 04:04 AM

How to make the World Cup's champion enter in the Confederations Cup instead of its last champion, as occurs in real life.

```
0058C8A7 MOV DWORD PTR DS:[ECX],EAX
0058C8A9 NOP
0058C8AA MOV EDX,DWORD PTR DS:[ESI+EE]
0058C8B0 MOV EAX,DWORD PTR DS:[9CF79C]
0058C8B5 PUSH 1
0058C8B7 PUSH EDX
0058C8B8 PUSH EAX
0058C8B9 MOV ECX,ESI

0058C8BB to 0058C962 NOP
0058C963 CALL 0058CCB0
```

---

giovanisantana29

22-06-15, 04:04 AM

How to make the World Cup's champion enter in the Confederations Cup instead of its last champion, as occurs in real life.

```
0058C8A7 MOV DWORD PTR DS:[ECX],EAX
0058C8A9 NOP
0058C8AA MOV EDX,DWORD PTR DS:[ESI+EE]
0058C8B0 MOV EAX,DWORD PTR DS:[9CF79C]
0058C8B5 PUSH 1
0058C8B7 PUSH EDX
0058C8B8 PUSH EAX
0058C8B9 MOV ECX,ESI

0058C8BB to 0058C962 NOP
0058C963 CALL 0058CCB0
```

Pasquale

Giovani can you tell me how to completely disable indeed eliminate the Second Division Northern Ireland?

Golly

Here are a list of the dates that new seasons initialise in the game. Edit these & rewrite fixture dates for the competitions and you can totally change the calendar for a country. ie You could have Ireland playing Feb-Nov like real life or switch Russia to Aug-May.

NB. These don't control the date on which a new game initialises. If anybody manages to crack that please post it on here.

World Cup - 00830A62 (Jul 25th)
Other Int Comps - 00830F8C (Aug 15th)

World Club Comps - 00831298 (Jun 20th)
European Club Comps - 00831607 (Jun 21st)
N.American Club Comps - 008318AA (Jan 21st)
S.American Club Comps - 00831B51 (Jan 10th)
Asian Club Comps ? - 00831E64 (Aug 28th)
Asian Club Comps ? - 008320B7 (Jul 21st)

Argentina - 00832322 (Aug 1st)
Australia - 00832574 (Jul 20th)
Belgium - 0083290B (Jun 20th)
Brazil - 00833052 (Jan 12th)
Croatia - 0083339B (Jun 20th)
Denmark - 008336E9 (Jun 20th)
England - 00833C82 (Jun 20th)
Finland - 00833F8B (Dec 27th)
France - 00834380 (Jun 20th)
Germany - 00834759 (Jun 20th)
Greece - 00834AAB (Jun 20th)
Holland - 00834DFB (Jun 20th)
Ireland - 00835295 (Jun 20th)
Italy - 0083588D (Jun 20th)
Japan - 00835C37 (Jan 25th)
N.Ireland - 00835FC8 (Jun 20th)
Norway - 008362EC (Dec 10th)
Poland - 0083668C (Jun 20th)
Portugal - 00836A50 (Jun 20th)
Russia - 00836D66 (Dec 27th)
Scotland - 008371A3 (Jun 20th)
South Korea - 08374E7 (Jan 20th)
Spain - 00837985 (Jun 20th)
Sweden - 00837D10 (Dec 27th)
Turkey - 0083805B (Jun 20th)
U.S.A. - 00838355 (Feb 20th)
Wales - 0083869D (Jun 20th)

JohnLocke

No idea if they're related but the offsets needed to amend the start year (taken from Tapani's patch) are:

```
private static final int[] START_YEAR_OFFSETS = new int[] {
0x13386, 0x140e5, 0x224f0, 0x44270, 0x44297,
0x5f4ee, 0x5f97c, 0x5f981, 0x16fc63, 0x18b387,
0x1aee53, 0x1bab86, 0x1bac32, 0x1bb6ab, 0x1bc8b2,
0x1c3068, 0x1db242, 0x2673c3, 0x267495, 0x267582,
0x26766d, 0x26775a, 0x267829, 0x2678f8, 0x2679c6,
0x267aa1, 0x267b81, 0x267c6d, 0x267d5a, 0x267e55,
0x267f50, 0x268043, 0x268149, 0x268236, 0x268324,
0x268411, 0x2684ff, 0x2685ed, 0x2686bc, 0x2687ac,
0x268899, 0x268987, 0x268a77, 0x268b65, 0x268c54,
0x268d40, 0x268e2f, 0x268f1d, 0x26900b, 0x2690da,
0x37d858, 0x3d2410, 0x41b93d, 0x430591, 0x430598,
0x4305dc, 0x430a64, 0x430f8e, 0x430fb4, 0x43129a,
0x4312b4, 0x431608, 0x431622, 0x4318ad, 0x4318c6,
0x431b54, 0x431b6d, 0x431e66, 0x431e80, 0x4320b3,
0x4320cd, 0x432324, 0x432577, 0x43290d, 0x433055,
0x43339d, 0x4336eb, 0x433c84, 0x433f8e, 0x434382,
0x43475d, 0x434aad, 0x434dfd, 0x435297, 0x435c39,
0x435fca, 0x43668e, 0x436a55, 0x436d68, 0x4371a5,
0x4371d5, 0x4374e9, 0x43805d, 0x438357, 0x43869f,
0x456ce0, 0x4fddd2, 0x5041f3
};
```

private static final int[] MINUS_3_OFFSETS = new int[] { 0x3e6819 };

private static final int[] MINUS_1_OFFSETS = new int[] { 0x55fd1, 0xdc02c, 0x12d2e2, 0x3e68fe, 0x3e691f, 0x45e98f };

private static final int[] PLUS_1_OFFSETS = new int[] { 0xdc135 };

private static final int[] PLUS_2_OFFSETS = new int[] { 0x29e84e, 0x45b841, 0x45b898, 0x45c40c };

private static final int[] PLUS_3_OFFSETS = new int[] { 0xdc113, 0x19ba24 };

Offsets are literal (add 0x400000 to get Olly offsets).

Maybe nearby code covers the date in the year each competition / country starts.

Pasquale

28-06-15, 03:01 PM

When would you be able to also turn off the play-off / out would not be a bad idea :whistle:

Show 40 post(s) from this thread on one page

Offsets

Printable View

Golly

28-06-15, 08:35 PM

Firstly, new games start on the following dates (2001/02 season):-

Argentina - 12.07.01
Australia - 04.09.01
Belgium - 07.07.01
Brazil - 21.12.01
Croatia - 23.06.01
Denmark - 01.07.01
England - 14.07.01
Finland - 30.03.02
France - 14.07.01
Germany - 30.06.01
Greece - 21.07.01
Holland - 21.07.01
Ireland - 01.07.01
Italy - 29.07.01
Japan - 09.02.02
Northern Ireland - 14.07.01
Norway - 17.03.02
Poland - 16.06.01
Portugal - 29.07.01
Russia - 23.02.02
Scotland - 07.07.01
South Korea - 24.02.02
Spain - 04.08.01
Sweden - 10.03.02
Turkey - 08.07.01
USA - 23.02.02

Thanks to JohnLocke pointing me in the right direction I have located the offsets which control the starting date for the game in each league. They appear in blocks like this...

http://i1218.photobucket.com/albums/...art%20date.png

The image above shows the offsets that control the England season dates. You might notice the reference to [9CF2E4] England & [9CF74C] English FA Cup.

Highlighted in grey are a group of date offsets. Arg4 = 5 (Saturday), Arg2 = 7 (August) & Arg1 = 0A (10th). So these offsets give the date Saturday 10th August. Don't ask me why, but these date offsets control the date a new game starts on.

From what I have worked out, and have confirmed by experimenting, a new game will start 28 days before the date given in that group of offsets for each nation.

So, for England the date is the closest Saturday to 10th August. In 2001 this was Saturday 11th August. 28 days before this was Saturday 14th July- the start date of a new game in England.

And, for Scotland the date of the equivalent offsets is the closest Saturday to August 2nd. In 2001 this was Saturday 4th August. 28 days before this was Saturday 7th July- the start date of a new game in Scotland.

And, for Poland the date of the equivalent offsets is the closest Saturday to July 17th. In 2001 this was Saturday 14th July. 28 days before this was Saturday 16th June- the start date of a new game in Poland.

Here is a list of the starting offset for this group of offsets for each nation in the game:-

Argentina - 0066784A
Australia - 00667918
Belgium - 006679E6
Brazil - 00667AB5
Croatia - 00667BD6
Denmark - 00667C8E
England - 00667D8C
Finland - 00667E7A
France - 00667F8C
Germany - 006680DB
Greece - 0066816A
Holland - 00668268
Ireland - 00668350
Italy - 00668456
Japan - 00668520
Northern Ireland - 0066861E
Norway - 00668713
Poland - 006687CD
Portugal - 006688CB
Russia - 006689A8
Scotland - 00668AC4
South Korea - 00668B86
Spain - 00668C85

Sweden - 00668D61
Turkey - 00668E79
USA - 00668F3E
Wales - 0066903C

Going back to the image above, the date offset starting at 00667E0C is interesting. Without wanting to guess I think it might be the date when teams in that nation stop training and players lose their fitness. The date referred to in the image is May 31st- this is traditionally the last day a domestic game will take place in England- the Championship Play-off Final when the End of May Bank Holiday falls on the 31st.

Golly

Also the date offsets for a new season initializing seem to reappear in these offsets. The ones I mentioned in post 1327 in this thread.

Without checking one might be for when a league is selected and the other when it is not a playable league and is in the background only.

---

saturn

Not entirely sure how these work, but I've found the offsets that decide the length of time it takes for players to gain second nationalities. As you can see in this post, it can take anywhere from 3 - 11 years to occur, or it may never occur at all. The leagues can be divided into four groups:

3 years: Portugal and Spain
5 years: England, N Ireland, R Of Ireland, Scotland, Wales
6 years: Belgium, Croatia, Denmark, France, Germany, Greece, Holland, Norway, Poland, Sweden, Turkey
11 years: Finland, Russia
Never: Argentina, Australia, Brazil, Italy, Japan, South Korea, USA

More generally they can be grouped:
3 years: Portugal and Spain
5 years: UK & Ireland (I haven't found the code for this group)
6 years: Other European countries
11 years: Finland, Russia (and Italy)
Never: Countries outside Europe

The code is in a medium sized block beginning at 008C5880. The offsets that decide the length of time for each group are:

Code:

```
3 years: 008C5B8D ADD EAX,-2
5 years: Unknown
6 years: 008C5B7A  ADD EAX,-5
11 years: 008C5BA8 ADD EBP,-0A
Never: 008C5C1F MOV EDX,DWORD PTR DS:[9CFA10]- Europe
```

I played around with it for a small bit and it seems like 3 years is the lowest amount of time you can set it to. I don't know why some other anomalies occur (like how it takes only two years for South American nationals in the three year group, or sometimes even just six months if you loan them, or why Italy never awards second nationalities despite being there in the code next to Russia and Finland), but the answers could be in that block of code.

Countries should be interchangeable where there's room - I swapped Greece for Portugal and it worked as expected. Hopefully others play around with this and we can gleam some more information.

AtomicAnt

Is there a way to disable transfers being cancelled because the board think it's unrealistic?

Fods

> Quote:
>
> *Originally Posted by **AtomicAnt** »*
>
> *Is there a way to disable transfers being cancelled because the board think it's unrealistic?*

Increase the Chairmans reps :ok:

Fiestita

> Quote:
>
> *Originally Posted by **Tapani** »*
>
> *This makes me want to bring up another issue:*
>
> *When us patchers come across information that might "harm" the game, should it still be made public?*
>
> *At least I have kept my mouth shut about several things, there are things to be discovered that would many aspects of the game no fun.*
> *Once you know everything, it is no longer fun. The magic disappears. It is just mechanics.*
> *Once this knowledge is commonplace, there is no more community.*
>
> *With great power comes great responsibility. Just because we can know things, one has to think if we really should tell the world.*
>
> *This is a change I probably would not have published, at least without a reason. It is not a big deal. But generally I believe cheats ruin games, more than make them more fun.*

Regarding to this issue. I agree with Tapani, but I'm not against this case in particular.

I've been testing this today and finding every players does not mean you get rid of fog of war, thus if not using the trial option YOU STILL NEED SCOUTS TO SEE THEIR STATS.

In another scope, I've always been supporter of game customizing. I think what makes solo games fun is to customize for max amusement. I know not everybody will disable trial like I do. I also know that there are those who use CM Scout and see every att, even PA and CA. So regarding to this case, I don't see where to complain (although like I said, I understand Tapani's concerns).

In any case, I used to CMSscout nations for national teams, just like Derm, with hidden atts and CA/PA turned off. This change allows me to play the game without any need to save and scout every time I want to rebuild a national squad. Even more I've been using scouts more often because I have more for them to scout. Those who like me, used to scout specific players rather than using a general survey will find this feature very useful.

Fiestita

http://i.imgur.com/SkCZBE0.png

Sometimes a picture talks more than a million works.

Just started writting this during lunch. I'll update whenever I got something REALLY working but wanted to share the initiative.

If we somehow can recreate some SI code, we'll be pretty close to writting new leauges and competitions just from scratch and place them in the transfer window free space we are getting nowadays.

sashhead

Really stupid question but I'm using Olly and I can find and edit things no problem but how do you save your changes to the exe? Just exiting doesn't save the changes that I make...

JohnLocke

Select the code you want to save > right click > Edit > Copy to executable > right click > save file

Fiestita

Code for CONCACAF champions fixtures with comments. Hope it will help those who are not used to olly.

Spoiler! Show

Fiestita

As most of you know, Copa Libertadores is annoyingly played twice every game start. Here's how to fix that.

First of all, we go to the instruction that copies current year to stack (it's already stored in AX).
004C2F9D MOV WORD PTR DS:[ESI+40],AX
And we replace it with a jump to that offset.
004C2F9D JMP 004C118D

Already @ 004C118D we shall take in mind which year we are starting the game in. In my case it's 2001 as I love to buy young Ortegas, Verons, etc.
004C118D CMP AX,7D1 ; comparing year stored in AX with year of game start
004C1191 JE 004C3883 ; if equal we jump to 004C3883
With the previous, we are letting the game go on as usual if we are not in start game year.
004C1197 MOV WORD PTR DS:[ESI+40],AX ; otherwise we store current year in stack so it can be later incremented for next season
004C119B JMP 004C2FA5 ; we jump back to copa libertadores int function

If jumping on equal:
004C3883 INC AX ; we increment AX by one, so current year will be next year
004C3885 MOV WORD PTR DS:[ESI+40],AX ; stores next year in stack for later increment for next season
004C3889 JMP 004C2FA5 ; jumps back to copa libertadores int function

I'm hollydaying this right now to see if there's any issues.

Zé   29-07-15, 09:48 PM

Quote:

Originally Posted by Fiestita »

Sometimes a picture talks more than a million works.

Just started writting this during lunch. I'll update whenever I got something REALLY working but wanted to share the initiative.

If we somehow can recreate some SI code, we'll be pretty close to writting new leauges and competitions just from scratch and place them in the transfer window free space we are getting nowadays.

Sorry Fiestita. I do not understand your post.

For example:

Code:

```
int Get_ArgClubZone (CM3_CLUBS * club)
```

Where have we declared the variable?

Zé   29-07-15, 09:51 PM

Quote:

Originally Posted by JohnLocke »

No idea if they're related but the offsets needed to amend the start year (taken from Tapani's patch) are:

private static final int[] START_YEAR_OFFSETS = new int[] {
0x13386, 0x140e5, 0x224f0, 0x44270, 0x44297,
0x5f4ee, 0x5f97c, 0x5f981, 0x16fc63, 0x18b387,
0x1aee53, 0x1bab86, 0x1bac32, 0x1bb6ab, 0x1bc8b2,
0x1c3068, 0x1db242, 0x2673c3, 0x267495, 0x267582,
0x26766d, 0x26775a, 0x267829, 0x2678f8, 0x2679c6,
0x267aa1, 0x267b81, 0x267c6d, 0x267d5a, 0x267e55,
0x267f50, 0x268043, 0x268149, 0x268236, 0x268324,
0x268411, 0x2684ff, 0x2685ed, 0x2686bc, 0x2687ac,
0x268899, 0x268987, 0x268a77, 0x268b65, 0x268c54,
0x268d40, 0x268e2f, 0x268f1d, 0x26900b, 0x2690da,
0x37d858, 0x3d2410, 0x41b93d, 0x430591, 0x430598,
0x4305dc, 0x430a64, 0x430f8e, 0x430fb4, 0x43129a,
0x4312b4, 0x431608, 0x431622, 0x4318ad, 0x4318c6,
0x431b54, 0x431b6d, 0x431e66, 0x431e80, 0x4320b3,
0x4320cd, 0x432324, 0x432577, 0x43290d, 0x433055,
0x43339d, 0x4336eb, 0x433c84, 0x433f8e, 0x434382,
0x43475d, 0x434aad, 0x434dfd, 0x435297, 0x435c39,
0x435fca, 0x43668e, 0x436a55, 0x436d68, 0x4371a5,
0x4371d5, 0x4374e9, 0x43805d, 0x438357, 0x43869f,
0x456ce0, 0x4fddd2, 0x5041f3
};

private static final int[] MINUS_3_OFFSETS = new int[] { 0x3e6819 };

private static final int[] MINUS_1_OFFSETS = new int[] { 0x55fd1, 0xdc02c, 0x12d2e2, 0x3e68fe, 0x3e691f, 0x45e98f };

private static final int[] PLUS_1_OFFSETS = new int[] { 0xdc135 };

private static final int[] PLUS_2_OFFSETS = new int[] { 0x29e84e, 0x45b841, 0x45b898, 0x45c40c };

private static final int[] PLUS_3_OFFSETS = new int[] { 0xdc113, 0x19ba24 };

Offsets are literal (add 0x400000 to get Olly offsets).

Maybe nearby code covers the date in the year each competition / country starts.

Thank you for this JL.

Do you have the section that write the new values? Interested in seeing how this works in C++.

Fiestita

Quote:

> *Originally Posted by Zé* »
>
> *Sorry Fiestita. I do not understand your post.*
>
> *For example:*
>
> > *Code:*
> >
> > *int Get_ArgClubZone (CM3_CLUBS * club)*
>
> *Where have we declared the variable?*

I'm still building the methods Zé. That's a .cpp file with just functions.

There's no point in creating clubs in a main function if I do not have enough methods to play with.

JohnLocke

Quote:

> *Originally Posted by Zé* »
>
> *Thank you for this JL.*
>
> *Do you have the section that write the new values? Interested in seeing how this works in C++.*

Code:

```
public void setYear(final int year) {
        for(int i=0; i < START_YEAR_OFFSETS.length; i++) {
                raf.position(START_YEAR_OFFSETS[i]);
                raf.putShort(year);
        }

        for(int i=0; i < MINUS_3_OFFSETS.length; i++) {
                raf.position(MINUS_3_OFFSETS[i]);
                raf.putShort(year - 3);
        }

        for(int i=0; i < MINUS_1_OFFSETS.length; i++) {
                raf.position(MINUS_1_OFFSETS[i]);
                raf.putShort(year - 1);
        }

        for(int i=0; i < PLUS_1_OFFSETS.length; i++) {
                raf.position(PLUS_1_OFFSETS[i]);
                raf.putShort(year + 1);
        }

        for(int i=0; i < PLUS_2_OFFSETS.length; i++) {
                raf.position(PLUS_2_OFFSETS[i]);
                raf.putShort(year + 2);
        }

        for(int i=0; i < PLUS_3_OFFSETS.length; i++) {
                raf.position(PLUS_3_OFFSETS[i]);
                raf.putShort(year + 3);
        }

    }
```

JohnLocke

```
                raf.position(MINUS_3_OFFSETS[i]);
                raf.putShort(year - 3);
        }

        for(int i=0; i < MINUS_1_OFFSETS.length; i++) {
                raf.position(MINUS_1_OFFSETS[i]);
                raf.putShort(year - 1);
        }

        for(int i=0; i < PLUS_1_OFFSETS.length; i++) {
                raf.position(PLUS_1_OFFSETS[i]);
                raf.putShort(year + 1);
        }

        for(int i=0; i < PLUS_2_OFFSETS.length; i++) {
                raf.position(PLUS_2_OFFSETS[i]);
                raf.putShort(year + 2);
        }

        for(int i=0; i < PLUS_3_OFFSETS.length; i++) {
                raf.position(PLUS_3_OFFSETS[i]);
                raf.putShort(year + 3);
        }

    }
```

---

edensheperd

JohnLocke sorry to write here but I can't private message you, is there any way to get that idle sensitive patch, I've tried to download it but it says it's not available

---

edensheperd

JohnLocke

Code:

```
//3.9.68
0xe243a 0x66 0x85
0xe243b 0x85 0xd2
0xe243c 0xd2 0x75
0xe243d 0x75 0x7
0xe243e 0x7 0x66
0xe243f 0x66 0x8b
0xe2440 0x8b 0x15
0xe2441 0x15 0xde
0xe2442 0xde 0x6b
0xe2443 0x6b 0xdd
0xe2444 0xdd 0x0
0xe2445 0x0 0x83
0xe2446 0xf 0xc2
0xe2447 0xbf 0xfc
0xe2448 0xd2 0x83
0xe2449 0x83 0xfa
0xe244a 0xc2 0x2c
0xe244b 0xfc 0xf
0xe244c 0x83 0x87
0xe244d 0xfa 0xc4
0xe244e 0x2c 0x8
0xe244f 0xf 0x0
0xe2450 0x87 0x0
0xe2451 0xc0 0xe8
0xe2452 0x8 0x1a
0xe2453 0x0 0x3d
0xe2454 0x0 0x48
0xe2455 0x33 0x0
0xe2456 0xdb 0x90
0x5472d5 0xe7 0x79
0x5472d6 0x67 0xee
0x5472d7 0x0 0x1
0x566120 0x0 0x60
0x566121 0x0 0x68
0x566122 0x0 0x9c
0x566123 0x0 0x15
0x566124 0x0 0x97
0x566126 0x0 0xff
0x566127 0x0 0x15
0x566128 0x0 0x38
0x566129 0x0 0x71
0x56612a 0x0 0x96
0x56612c 0x0 0x85
0x56612d 0x0 0xc0
0x56612e 0x0 0x74
0x56612f 0x0 0x17
0x566130 0x0 0x68
0x566131 0x0 0x4c
0x566132 0x0 0x61
0x566133 0x0 0x96
0x566135 0x0 0x50
0x566136 0x0 0xff
0x566137 0x0 0x15
0x566138 0x0 0xb8
```

```
0x566139 0x0 0x70
0x56613a 0x0 0x96
0x56613c 0x0 0x85
0x56613d 0x0 0xc0
0x56613e 0x0 0x74
0x56613f 0x0 0x7
0x566140 0x0 0xff
0x566141 0x0 0x74
0x566142 0x0 0x24
0x566143 0x0 0x24
0x566144 0x0 0x90
0x566145 0x0 0xff
0x566146 0x0 0xd0
0x566147 0x0 0x61
0x566148 0x0 0xc2
0x566149 0x0 0x4
0x56614b 0x0 0x90
0x56614c 0x0 0x53
0x56614d 0x0 0x6c
0x56614e 0x0 0x65
0x56614f 0x0 0x65
0x566150 0x0 0x70
0x566152 0x0 0xfe
0x566153 0x0 0xd
0x566154 0x0 0xe6
0x566155 0x0 0x70
0x566156 0x0 0x98
0x566158 0x0 0x75
0x566159 0x0 0xe
0x56615a 0x0 0xc6
0x56615b 0x0 0x5
0x56615c 0x0 0xe6
0x56615d 0x0 0x70
0x56615e 0x0 0x98
0x566160 0x0 0x21
0x566161 0x0 0x6a
0x566162 0x0 0x14
0x566163 0x0 0xe8
0x566164 0x0 0x18
0x566168 0x0 0xe9
0x566169 0x0 0x53
0x56616a 0x0 0x79
0x56616b 0x0 0xfe
0x56616c 0x0 0xff
0x56616d 0x0 0x90
0x56616e 0x0 0x90
0x56616f 0x0 0x90
0x566170 0x0 0x6a
0x566171 0x0 0x40
0x566172 0x0 0x90
0x566173 0x0 0x90
0x566174 0x0 0x90
0x566175 0x0 0xe8
0x566176 0x0 0xa6
0x566177 0x0 0xff
0x566178 0x0 0xff
0x566179 0x0 0xff
0x56617a 0x0 0x33
0x56617b 0x0 0xdb
0x56617c 0x0 0xc3
0x56617d 0x0 0x90
0x56617e 0x0 0x90
0x56617f 0x0 0x90
0x566180 0x0 0x60
0x566181 0x0 0xa1
0x566182 0x0 0x9c
0x566183 0x0 0x18
0x566184 0x0 0x9f
0x566186 0x0 0x85
0x566187 0x0 0xc0
0x566188 0x0 0x75
0x566189 0x0 0x24
0x56618a 0x0 0x68
0x56618b 0x0 0x9c
0x56618c 0x0 0x15
0x56618d 0x0 0x97
0x56618f 0x0 0xff
0x566190 0x0 0x15
0x566191 0x0 0x38
0x566192 0x0 0x71
0x566193 0x0 0x96
0x566195 0x0 0x85
0x566196 0x0 0xc0
0x566197 0x0 0x74
0x566198 0x0 0x1b
0x566199 0x0 0x68
0x56619a 0x0 0x4c
0x56619b 0x0 0x61
0x56619c 0x0 0x96
0x56619e 0x0 0x50
0x56619f 0x0 0xff
0x5661a0 0x0 0x15
0x5661a1 0x0 0xb8
0x5661a2 0x0 0x70
0x5661a3 0x0 0x96
0x5661a5 0x0 0x85
0x5661a6 0x0 0xc0
0x5661a7 0x0 0x74
0x5661a8 0x0 0xb
0x5661a9 0x0 0xa3
0x5661aa 0x0 0x9c
0x5661ab 0x0 0x18
0x5661ac 0x0 0x9f
0x5661ae 0x0 0xff
0x5661af 0x0 0x74
0x5661b0 0x0 0x24
0x5661b1 0x0 0x24
```

```
0x5661b2 0x0 0xff
0x5661b3 0x0 0xd0
0x5661b4 0x0 0x61
0x5661b5 0x0 0xc2
0x5661b6 0x0 0x4
0x5661b8 0x0 0x60
0x5661b9 0x0 0xf
0x5661ba 0x0 0xb7
0x5661bb 0x0 0x46
0x5661bc 0x0 0x12
0x5661bd 0x0 0x83
0x5661be 0x0 0xc0
0x5661bf 0x0 0x1c
0x5661c0 0x0 0x66
0x5661c1 0x0 0x2b
0x5661c2 0x0 0x5
0x5661c3 0x0 0x92
0x5661c4 0x0 0x2c
0x5661c5 0x0 0xae
0x5661c7 0x0 0x80
0x5661c8 0x0 0x7f
0x5661c9 0x0 0xf
0x5661ca 0x0 0xf
0x5661cb 0x0 0x93
0x5661cc 0x0 0x7e
0x5661cd 0x0 0x1a
0x5661ce 0x0 0x8a
0x5661cf 0x0 0x47
0x5661d0 0x0 0x2a
0x5661d1 0x0 0xe8
0x5661d2 0x0 0x22
0x5661d6 0x0 0x28
0x5661d7 0x0 0x47
0x5661d8 0x0 0x2a
0x5661d9 0x0 0x8a
0x5661da 0x0 0x47
0x5661db 0x0 0x3a
0x5661dc 0x0 0xf6
0x5661dd 0x0 0xd8
0x5661de 0x0 0xe8
0x5661df 0x0 0x15
0x5661e3 0x0 0x4
0x5661e4 0x0 0x10
0x5661e6 0x0 0x47
0x5661e7 0x0 0x3a
0x5661e8 0x0 0xe8
0x5661e9 0x0 0x3b
0x5661ed 0x0 0xe8
0x5661ee 0x0 0x72
0x5661f2 0x0 0x61
0x5661f3 0x0 0xc3
0x5661f4 0x0 0x90
0x5661f5 0x0 0x90
0x5661f6 0x0 0x90
0x5661f7 0x0 0x90
0x5661f8 0x0 0x3c
0x5661f9 0x0 0x9c
0x5661fa 0x0 0x53
0x5661fb 0x0 0x7e
0x5661fc 0x0 0x7
0x5661fd 0x0 0xe8
0x5661fe 0x0 0xbe
0x5661ff 0x0 0x6d
0x566200 0x0 0xfa
0x566201 0x0 0xff
0x566202 0x0 0x5b
0x566203 0x0 0xc3
0x566204 0x0 0x33
0x566205 0x0 0xdb
0x566206 0x0 0x6a
0x566207 0x0 0xd
0x566208 0x0 0xe8
0x566209 0x0 0xb3
0x56620a 0x0 0x6d
0x56620b 0x0 0xfa
0x56620c 0x0 0xff
0x56620d 0x0 0x2a
0x56620e 0x0 0xd8
0x56620f 0x0 0x6a
0x566210 0x0 0xd
0x566211 0x0 0xe8
0x566212 0x0 0xaa
0x566213 0x0 0x6d
0x566214 0x0 0xfa
0x566215 0x0 0xff
0x566216 0x0 0x2a
0x566217 0x0 0xd8
0x566218 0x0 0x6a
0x566219 0x0 0xd
0x56621a 0x0 0xe8
0x56621b 0x0 0xa1
0x56621c 0x0 0x6d
0x56621d 0x0 0xfa
0x56621e 0x0 0xff
0x56621f 0x0 0x2a
0x566220 0x0 0xd8
0x566221 0x0 0x93
0x566222 0x0 0x83
0x566223 0x0 0xc4
0x566224 0x0 0xc
0x566225 0x0 0x5b
0x566226 0x0 0xc3
0x566227 0x0 0x90
0x566228 0x0 0x8a
0x566229 0x0 0x47
0x56622a 0x0 0x39
0x56622b 0x0 0xe8
```

```
0x56622c 0x0 0xc8
0x56622d 0x0 0xff
0x56622e 0x0 0xff
0x56622f 0x0 0xff
0x566230 0x0 0x4
0x566231 0x0 0xd
0x566232 0x0 0x28
0x566233 0x0 0x47
0x566234 0x0 0x39
0x566235 0x0 0x8a
0x566236 0x0 0x47
0x566237 0x0 0x24
0x566238 0x0 0xe8
0x566239 0x0 0xbb
0x56623a 0x0 0xff
0x56623b 0x0 0xff
0x56623c 0x0 0xff
0x56623d 0x0 0x4
0x56623e 0x0 0x10
0x56623f 0x0 0x28
0x566240 0x0 0x47
0x566241 0x0 0x24
0x566242 0x0 0x8a
0x566243 0x0 0x47
0x566244 0x0 0x1e
0x566245 0x0 0xe8
0x566246 0x0 0xae
0x566247 0x0 0xff
0x566248 0x0 0xff
0x566249 0x0 0xff
0x56624a 0x0 0x4
0x56624b 0x0 0x10
0x56624c 0x0 0x28
0x56624d 0x0 0x47
0x56624e 0x0 0x1e
0x56624f 0x0 0x8a
0x566250 0x0 0x47
0x566251 0x0 0x43
0x566252 0x0 0xe8
0x566253 0x0 0xa1
0x566254 0x0 0xff
0x566255 0x0 0xff
0x566256 0x0 0xff
0x566257 0x0 0x4
0x566258 0x0 0x8
0x566259 0x0 0x28
0x56625a 0x0 0x47
0x56625b 0x0 0x43
0x56625c 0x0 0xc3
0x56625d 0x0 0x90
0x56625e 0x0 0x90
0x56625f 0x0 0x90
0x566260 0x0 0x90
0x566261 0x0 0x90
0x566262 0x0 0x90
0x566263 0x0 0x90
0x566264 0x0 0x8b
0x566265 0x0 0x46
0x566266 0x0 0x1a
0x566267 0x0 0x85
0x566268 0x0 0xc0
0x566269 0x0 0x74
0x56626a 0x0 0x47
0x56626b 0x0 0x8b
0x56626c 0x0 0x40
0x56626d 0x0 0x71
0x56626e 0x0 0x85
0x56626f 0x0 0xc0
0x566270 0x0 0x74
0x566271 0x0 0x40
0x566272 0x0 0x8b
0x566274 0x0 0x3b
0x566275 0x0 0x5
0x566276 0x0 0x8
0x566277 0x0 0xfa
0x566278 0x0 0x9c
0x56627a 0x0 0x75
0x56627b 0x0 0x36
0x56627c 0x0 0x6a
0x56627d 0x0 0x2
0x56627e 0x0 0xe8
0x56627f 0x0 0x3d
0x566280 0x0 0x6d
0x566281 0x0 0xfa
0x566282 0x0 0xff
0x566283 0x0 0x85
0x566284 0x0 0xc0
0x566285 0x0 0x58
0x566286 0x0 0x75
0x566287 0x0 0x2a
0x566288 0x0 0x6a
0x566289 0x0 0x4
0x56628a 0x0 0xe8
0x56628b 0x0 0x31
0x56628c 0x0 0x6d
0x56628d 0x0 0xfa
0x56628e 0x0 0xff
0x566290 0x0 0x47
0x566291 0x0 0x1b
0x566293 0x0 0x47
0x566294 0x0 0x2e
0x566295 0x0 0x6a
0x566296 0x0 0x6
0x566297 0x0 0xe8
0x566298 0x0 0x24
0x566299 0x0 0x6d
0x56629a 0x0 0xfa
```

```
0x56629b 0x0 0xff
0x56629d 0x0 0x47
0x56629e 0x0 0x36
0x5662a0 0x0 0x47
0x5662a1 0x0 0x3d
0x5662a2 0x0 0x6a
0x5662a3 0x0 0x8
0x5662a4 0x0 0xe8
0x5662a5 0x0 0x17
0x5662a6 0x0 0x6d
0x5662a7 0x0 0xfa
0x5662a8 0x0 0xff
0x5662aa 0x0 0x47
0x5662ab 0x0 0x34
0x5662ad 0x0 0x47
0x5662ae 0x0 0x3c
0x5662af 0x0 0x83
0x5662b0 0x0 0xc4
0x5662b1 0x0 0xc
0x5662b2 0x0 0xc3
```

JohnLocke

Code:

```
//3.9.68
0xe243a 0x66 0x85
0xe243b 0x85 0xd2
0xe243c 0xd2 0x75
0xe243d 0x75 0x7
0xe243e 0x7 0x66
0xe243f 0x66 0x8b
0xe2440 0x8b 0x15
0xe2441 0x15 0xde
0xe2442 0xde 0x6b
0xe2443 0x6b 0xdd
0xe2444 0xdd 0x0
0xe2445 0x0 0x83
0xe2446 0xf 0xc2
0xe2447 0xbf 0xfc
0xe2448 0xd2 0x83
0xe2449 0x83 0xfa
0xe244a 0xc2 0x2c
0xe244b 0xfc 0xf
0xe244c 0x83 0x87
0xe244d 0xfa 0xc4
0xe244e 0x2c 0x8
0xe244f 0xf 0x0
0xe2450 0x87 0x0
0xe2451 0xc0 0xe8
0xe2452 0x8 0x1a
0xe2453 0x0 0x3d
0xe2454 0x0 0x48
0xe2455 0x33 0x0
0xe2456 0xdb 0x90
0x5472d5 0xe7 0x79
0x5472d6 0x67 0xee
0x5472d7 0x0 0x1
0x566120 0x0 0x60
0x566121 0x0 0x68
0x566122 0x0 0x9c
0x566123 0x0 0x15
0x566124 0x0 0x97
0x566126 0x0 0xff
0x566127 0x0 0x15
0x566128 0x0 0x38
0x566129 0x0 0x71
0x56612a 0x0 0x96
0x56612c 0x0 0x85
0x56612d 0x0 0xc0
0x56612e 0x0 0x74
0x56612f 0x0 0x17
0x566130 0x0 0x68
0x566131 0x0 0x4c
0x566132 0x0 0x61
0x566133 0x0 0x96
0x566135 0x0 0x50
0x566136 0x0 0xff
0x566137 0x0 0x15
0x566138 0x0 0xb8
0x566139 0x0 0x70
0x56613a 0x0 0x96
0x56613c 0x0 0x85
0x56613d 0x0 0xc0
0x56613e 0x0 0x74
0x56613f 0x0 0x7
0x566140 0x0 0xff
0x566141 0x0 0x74
0x566142 0x0 0x24
0x566143 0x0 0x24
0x566144 0x0 0x90
0x566145 0x0 0xff
0x566146 0x0 0xd0
0x566147 0x0 0x61
0x566148 0x0 0xc2
0x566149 0x0 0x4
0x56614b 0x0 0x90
0x56614c 0x0 0x53
0x56614d 0x0 0x6c
0x56614e 0x0 0x65
0x56614f 0x0 0x65
0x566150 0x0 0x70
0x566152 0x0 0xfe
```

```
0x566153 0x0 0xd
0x566154 0x0 0xe6
0x566155 0x0 0x70
0x566156 0x0 0x98
0x566158 0x0 0x75
0x566159 0x0 0xe
0x56615a 0x0 0xc6
0x56615b 0x0 0x5
0x56615c 0x0 0xe6
0x56615d 0x0 0x70
0x56615e 0x0 0x98
0x566160 0x0 0x21
0x566161 0x0 0x6a
0x566162 0x0 0x14
0x566163 0x0 0xe8
0x566164 0x0 0x18
0x566168 0x0 0xe9
0x566169 0x0 0x53
0x56616a 0x0 0x79
0x56616b 0x0 0xfe
0x56616c 0x0 0xff
0x56616d 0x0 0x90
0x56616e 0x0 0x90
0x56616f 0x0 0x90
0x566170 0x0 0x6a
0x566171 0x0 0x40
0x566172 0x0 0x90
0x566173 0x0 0x90
0x566174 0x0 0x90
0x566175 0x0 0xe8
0x566176 0x0 0xa6
0x566177 0x0 0xff
0x566178 0x0 0xff
0x566179 0x0 0xff
0x56617a 0x0 0x33
0x56617b 0x0 0xdb
0x56617c 0x0 0xc3
0x56617d 0x0 0x90
0x56617e 0x0 0x90
0x56617f 0x0 0x90
0x566180 0x0 0x60
0x566181 0x0 0xa1
0x566182 0x0 0x9c
0x566183 0x0 0x18
0x566184 0x0 0x9f
0x566186 0x0 0x85
0x566187 0x0 0xc0
0x566188 0x0 0x75
0x566189 0x0 0x24
0x56618a 0x0 0x68
0x56618b 0x0 0x9c
0x56618c 0x0 0x15
0x56618d 0x0 0x97
0x56618f 0x0 0xff
0x566190 0x0 0x15
0x566191 0x0 0x38
0x566192 0x0 0x71
0x566193 0x0 0x96
0x566195 0x0 0x85
0x566196 0x0 0xc0
0x566197 0x0 0x74
0x566198 0x0 0x1b
0x566199 0x0 0x68
0x56619a 0x0 0x4c
0x56619b 0x0 0x61
0x56619c 0x0 0x96
0x56619e 0x0 0x50
0x56619f 0x0 0xff
0x5661a0 0x0 0x15
0x5661a1 0x0 0xb8
0x5661a2 0x0 0x70
0x5661a3 0x0 0x96
0x5661a5 0x0 0x85
0x5661a6 0x0 0xc0
0x5661a7 0x0 0x74
0x5661a8 0x0 0xb
0x5661a9 0x0 0xa3
0x5661aa 0x0 0x9c
0x5661ab 0x0 0x18
0x5661ac 0x0 0x9f
0x5661ae 0x0 0xff
0x5661af 0x0 0x74
0x5661b0 0x0 0x24
0x5661b1 0x0 0x24
0x5661b2 0x0 0xff
0x5661b3 0x0 0xd0
0x5661b4 0x0 0x61
0x5661b5 0x0 0xc2
0x5661b6 0x0 0x4
0x5661b8 0x0 0x60
0x5661b9 0x0 0xf
0x5661ba 0x0 0xb7
0x5661bb 0x0 0x46
0x5661bc 0x0 0x12
0x5661bd 0x0 0x83
0x5661be 0x0 0xc0
0x5661bf 0x0 0x1c
0x5661c0 0x0 0x66
0x5661c1 0x0 0x2b
0x5661c2 0x0 0x5
0x5661c3 0x0 0x92
0x5661c4 0x0 0x2c
0x5661c5 0x0 0xae
0x5661c7 0x0 0x80
0x5661c8 0x0 0x7f
0x5661c9 0x0 0xf
0x5661ca 0x0 0xf
```

```
0x5661cb 0x0 0x93
0x5661cc 0x0 0x7e
0x5661cd 0x0 0x1a
0x5661ce 0x0 0x8a
0x5661cf 0x0 0x47
0x5661d0 0x0 0x2a
0x5661d1 0x0 0xe8
0x5661d2 0x0 0x22
0x5661d6 0x0 0x28
0x5661d7 0x0 0x47
0x5661d8 0x0 0x2a
0x5661d9 0x0 0x8a
0x5661da 0x0 0x47
0x5661db 0x0 0x3a
0x5661dc 0x0 0xf6
0x5661dd 0x0 0xd8
0x5661de 0x0 0xe8
0x5661df 0x0 0x15
0x5661e3 0x0 0x4
0x5661e4 0x0 0x10
0x5661e6 0x0 0x47
0x5661e7 0x0 0x3a
0x5661e8 0x0 0xe8
0x5661e9 0x0 0x3b
0x5661ed 0x0 0xe8
0x5661ee 0x0 0x72
0x5661f2 0x0 0x61
0x5661f3 0x0 0xc3
0x5661f4 0x0 0x90
0x5661f5 0x0 0x90
0x5661f6 0x0 0x90
0x5661f7 0x0 0x90
0x5661f8 0x0 0x3c
0x5661f9 0x0 0x9c
0x5661fa 0x0 0x53
0x5661fb 0x0 0x7e
0x5661fc 0x0 0x7
0x5661fd 0x0 0xe8
0x5661fe 0x0 0xbe
0x5661ff 0x0 0x6d
0x566200 0x0 0xfa
0x566201 0x0 0xff
0x566202 0x0 0x5b
0x566203 0x0 0xc3
0x566204 0x0 0x33
0x566205 0x0 0xdb
0x566206 0x0 0x6a
0x566207 0x0 0xd
0x566208 0x0 0xe8
0x566209 0x0 0xb3
0x56620a 0x0 0x6d
0x56620b 0x0 0xfa
0x56620c 0x0 0xff
0x56620d 0x0 0x2a
0x56620e 0x0 0xd8
0x56620f 0x0 0x6a
0x566210 0x0 0xd
0x566211 0x0 0xe8
0x566212 0x0 0xaa
0x566213 0x0 0x6d
0x566214 0x0 0xfa
0x566215 0x0 0xff
0x566216 0x0 0x2a
0x566217 0x0 0xd8
0x566218 0x0 0x6a
0x566219 0x0 0xd
0x56621a 0x0 0xe8
0x56621b 0x0 0xa1
0x56621c 0x0 0x6d
0x56621d 0x0 0xfa
0x56621e 0x0 0xff
0x56621f 0x0 0x2a
0x566220 0x0 0xd8
0x566221 0x0 0x93
0x566222 0x0 0x83
0x566223 0x0 0xc4
0x566224 0x0 0xc
0x566225 0x0 0x5b
0x566226 0x0 0xc3
0x566227 0x0 0x90
0x566228 0x0 0x8a
0x566229 0x0 0x47
0x56622a 0x0 0x39
0x56622b 0x0 0xe8
0x56622c 0x0 0xc8
0x56622d 0x0 0xff
0x56622e 0x0 0xff
0x56622f 0x0 0xff
0x566230 0x0 0x4
0x566231 0x0 0xd
0x566232 0x0 0x28
0x566233 0x0 0x47
0x566234 0x0 0x39
0x566235 0x0 0x8a
0x566236 0x0 0x47
0x566237 0x0 0x24
0x566238 0x0 0xe8
0x566239 0x0 0xbb
0x56623a 0x0 0xff
0x56623b 0x0 0xff
0x56623c 0x0 0xff
0x56623d 0x0 0x4
0x56623e 0x0 0x10
0x56623f 0x0 0x28
0x566240 0x0 0x47
0x566241 0x0 0x24
0x566242 0x0 0x8a
```

```
0x566243 0x0 0x47
0x566244 0x0 0x1e
0x566245 0x0 0xe8
0x566246 0x0 0xae
0x566247 0x0 0xff
0x566248 0x0 0xff
0x566249 0x0 0xff
0x56624a 0x0 0x4
0x56624b 0x0 0x10
0x56624c 0x0 0x28
0x56624d 0x0 0x47
0x56624e 0x0 0x1e
0x56624f 0x0 0x8a
0x566250 0x0 0x47
0x566251 0x0 0x43
0x566252 0x0 0xe8
0x566253 0x0 0xa1
0x566254 0x0 0xff
0x566255 0x0 0xff
0x566256 0x0 0xff
0x566257 0x0 0x4
0x566258 0x0 0x8
0x566259 0x0 0x28
0x56625a 0x0 0x47
0x56625b 0x0 0x43
0x56625c 0x0 0xc3
0x56625d 0x0 0x90
0x56625e 0x0 0x90
0x56625f 0x0 0x90
0x566260 0x0 0x90
0x566261 0x0 0x90
0x566262 0x0 0x90
0x566263 0x0 0x90
0x566264 0x0 0x8b
0x566265 0x0 0x46
0x566266 0x0 0x1a
0x566267 0x0 0x85
0x566268 0x0 0xc0
0x566269 0x0 0x74
0x56626a 0x0 0x47
0x56626b 0x0 0x8b
0x56626c 0x0 0x40
0x56626d 0x0 0x71
0x56626e 0x0 0x85
0x56626f 0x0 0xc0
0x566270 0x0 0x74
0x566271 0x0 0x40
0x566272 0x0 0x8b
0x566274 0x0 0x3b
0x566275 0x0 0x5
0x566276 0x0 0x8
0x566277 0x0 0xfa
0x566278 0x0 0x9c
0x56627a 0x0 0x75
0x56627b 0x0 0x36
0x56627c 0x0 0x6a
0x56627d 0x0 0x2
0x56627e 0x0 0xe8
0x56627f 0x0 0x3d
0x566280 0x0 0x6d
0x566281 0x0 0xfa
0x566282 0x0 0xff
0x566283 0x0 0x85
0x566284 0x0 0xc0
0x566285 0x0 0x58
0x566286 0x0 0x75
0x566287 0x0 0x2a
0x566288 0x0 0x6a
0x566289 0x0 0x4
0x56628a 0x0 0xe8
0x56628b 0x0 0x31
0x56628c 0x0 0x6d
0x56628d 0x0 0xfa
0x56628e 0x0 0xff
0x566290 0x0 0x47
0x566291 0x0 0x1b
0x566293 0x0 0x47
0x566294 0x0 0x2e
0x566295 0x0 0x6a
0x566296 0x0 0x6
0x566297 0x0 0xe8
0x566298 0x0 0x24
0x566299 0x0 0x6d
0x56629a 0x0 0xfa
0x56629b 0x0 0xff
0x56629d 0x0 0x47
0x56629e 0x0 0x36
0x5662a0 0x0 0x47
0x5662a1 0x0 0x3d
0x5662a2 0x0 0x6a
0x5662a3 0x0 0x8
0x5662a4 0x0 0xe8
0x5662a5 0x0 0x17
0x5662a6 0x0 0x6d
0x5662a7 0x0 0xfa
0x5662a8 0x0 0xff
0x5662aa 0x0 0x47
0x5662ab 0x0 0x34
0x5662ad 0x0 0x47
0x5662ae 0x0 0x3c
0x5662af 0x0 0x83
0x5662b0 0x0 0xc4
0x5662b1 0x0 0xc
0x5662b2 0x0 0xc3
```

Pasquale

Guys a question: I have changed the offset for enter teams B in other leagues, but I wondered: how do you not to promote team B?

Craig Forrest

Explain what you mean

Pasquale

I try, for me it's hard to explain: I changed the offset to enter Team Reserves in other leagues, now I wondered: how do you tell the league that the team reserves should not be promoted to the top league?

Fiestita

FIND EVERY PLAYER stuff is good mates.

I'm finding scouts TRULLY USEFULL for the very first time. Every month I check for new players to show up and assign them scouts. It's sometimes a bit annoying as some times you get 20 or 30 pages to manually scout (scouts don't find every player when assigned).

All times are GMT +1. The time now is 01:15 PM.

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Offsets

Printable View

Craig Forrest

31-07-15, 07:05 PM

If you've linked the B teams to the proper A team (for example Glasgow Celtic A and Glasgow Celtic B) so that you can demote and promote your players properly, then the game knows they are a reserve team and won't promote them to a league where the A team is.

Bohemians

31-07-15, 11:35 PM

I've followed the advice here to change a lot of the game's offsets but I've never been able to get the add B team to work. I've tried a couple of times to add a B team to Rio Ave in Portugal.

I followed this guide to the letter (I think!) http://www.champman0102.co.uk/showthread.php?t=380

I am using the .68 database.

Have you any tips on an easily over looked step in creating a B team?

Also if I did create a B team, does it remove Benfica's? Is there a B team limit?

---

djole2mcloud

01-08-15, 02:32 PM

someone should create a new tutorial for adding B teams.

JohnLocke

01-08-15, 04:04 PM

Editing the B teams is easier than the guide makes out - you don't actually need to edit the capitalised name, i.e. you only need to edit 'Sport Lisboa e Benfica' and you can leave the 'SPORT_LISBOA_E_BENFICA' unchanged.

JohnLocke

01-08-15, 09:07 PM

> Quote:
> _____
>
> Originally Posted by **Bohemians** ▷▷
>
> *I've followed the advice here to change a lot of the game's offsets but I've never been able to get the add B team to work. I've tried a couple of times to add a B team to Rio Ave in Portugal.*
>
> *I followed this guide to the letter (I think!) http://www.champman0102.co.uk/showthread.php?t=380*
>
> *I am using the .68 database.*
>
> *Have you any tips on an easily over looked step in creating a B team?*
>
> *Also if I did create a B team, does it remove Benfica's? Is there a B team limit?*
> _____

Tip: don't bother editing the uppercase name, just edit the regular name and that should do it.

That guide will replace Benfica's B Team - but you can pick a different club if you prefer.

You're limited to the number of clubs with B teams in the original game. You could, theoretically, add more but I've never seen it done.

JohnLocke

01-08-15, 09:09 PM

> Quote:
> _____
>
> Originally Posted by **JohnLocke** ▷▷
>
> *Editing the B teams is easier than the guide makes out - you don't actually need to edit the capitalised name, i.e. you only need to edit 'Sport Lisboa e Benfica' and you can leave the 'SPORT_LISBOA_E_BENFICA' unchanged.*
> _____

It's a bit more complicated if you want to give a B team to a hard-coded club (if they don't have on already), I might write a tutorial for that when I have time (and can be bothered).

Bohemians

JohnLocke,

Thank you for the advise; I was finally able to add Rio Ave B.

I think the problem was running the editor in admin mode rather than editing the offsets.

It's a shame that the B team can't be managed but at least I'll be able to stock it with young players.

Thanks again.

JohnLocke

Quote:

> Originally Posted by **Bohemians** »
>
> *JohnLocke,*
>
> *Thank you for the advise; I was finally able to add Rio Ave B.*
>
> *I think the problem was running the editor in admin mode rather than editing the offsets.*
>
> *It's a shame that the B team can't be managed but at least I'll be able to stock it with young players.*
>
> *Thanks again.*

You'd need to add an extra manager but you **can** take control of a B team: http://www.champman0102.co.uk/showth...8247#post88247

Bohemians

Great John, I'll give that a go.

Re Fitness

I was thinking today that player fitness is probably linked to the start and end dates of the their domestic season. So, you often play summer tournaments like the club world cup with an unfit squad.

Would it be possible to knock out the offset for "stop training at end of season" and just have the players at maintain 100% fitness forever?

If anyone has any knowledge of which offsets to change I'll try and test this.

greg

Not positive, but I think that when default GK training is changed to (M,M,N,M,M) before starting a new game, that AI keepers perform better over the long run. Is there an easy way to track total goals in a season?

Quote:

> Originally Posted by **greg** »
>
> *008B4E71 |> B0 19 MOV AL,19 ### gen ###*
> *008B4E73 |. C641 08 00 MOV BYTE PTR DS:[ECX+8],0*
> *008B4E77 |. 8841 04 MOV BYTE PTR DS:[ECX+4],AL*
> *008B4E7A |. 8841 05 MOV BYTE PTR DS:[ECX+5],AL*
> *008B4E7D |. 8841 06 MOV BYTE PTR DS:[ECX+6],AL*
> *008B4E80 |. 8841 07 MOV BYTE PTR DS:[ECX+7],AL*
> *008B4E83 |. C2 0800 RETN 8*
>
> *..., fit, tac, sht, skl, ...*
>
> *008B4EDE |> B0 0A MOV AL,0A ### gk ###*
> *008B4EE0 |. C641 06 00 MOV BYTE PTR DS:[ECX+6],0*
> *008B4EE4 |. 8841 04 MOV BYTE PTR DS:[ECX+4],AL*
> *008B4EE7 |. 8841 05 MOV BYTE PTR DS:[ECX+5],AL*
> *008B4EEA |. 8841 07 MOV BYTE PTR DS:[ECX+7],AL*
> *008B4EED |. C641 08 32 MOV BYTE PTR DS:[ECX+8],32*
> *008B4EF1 |. C2 0800 RETN 8*
>
> *[ECX+4] = fitness*
> *[ECX+5} = tactic*
> *[ECX+6] = shooting*
> *[ECX+7] = skill*
> *[ECX+8} = gk*
>
> *0 = none*
> *0A = light*
> *19 = medium*
> *32 = intensive*
>
> *This one is for default training regimes.*
> *I think the change has to be made before starting a new game, to take effect.*

It works for human controlled, I'm assuming it also effects computer controlled teams.

Craig Forrest

Saturn, JL, Greg, Fiestita, djole etc.....

Non-tapanified DB

I want to put playoffs in the English conference. I've amended the EXE to show 1 auto promotion and teams #2 - 5 in the playoffs. Is it possible to get the Conference to call the 3rd division fixtures or something? Or would I have to manually change all the offsets to match what Div 3 currently has?

help would be greatly appreciated :)

CF

JohnLocke

I don't know how to re-use the Div 3 code without copying it.

Craig Forrest

I thought as much... I was hoping there'd be some trick like the way Saturn played with the transfer windows and stuff..... but oh well, I'll keep plugging away :)

djole2mcloud

there is a trick.zozao helped me with it...but for me it only works for leagues where there is no playoffs...same trick for leagues with playoffs dont work,game crashes...
here is the example how belgium div 1 using spanish 2nd division fixtures:

D1 will use Spanish D2 fixtures because we need 39 fixtures,therefore we need these modifications:

```
0041E010 . 8A4424 04 MOV AL,BYTE PTR SS:[ESP+4]
0041E014 . 81EC 08020000 SUB ESP,208
0041E01A . 3C FF CMP AL,0FF
0041E01C . 56 PUSH ESI
0041E01D . 57 PUSH EDI
0041E01E . 8BF9 MOV EDI,ECX
0041E020 . 0F85 98000000 JNZ cm0102.0041E0BE
0041E026 . 8B8424 2002000>MOV EAX,DWORD PTR SS:[ESP+220]
0041E02D . 85C0 TEST EAX,EAX
0041E02F . 74 06 JE SHORT cm0102.0041E037
0041E031 . C700 01000000 MOV DWORD PTR DS:[EAX],1
0041E037 > 8B8424 1802000>MOV EAX,DWORD PTR SS:[ESP+218]
0041E03E . 8B8C24 1C02000>MOV ECX,DWORD PTR SS:[ESP+21C]
0041E045 . 68 AA0A0000 PUSH 0AAA
0041E04A . 66:C700 2700 MOV WORD PTR DS:[EAX],27
0041E04F . 66:C701 0000 MOV WORD PTR DS:[ECX],0
0041E054 . E8 ED6D5200 CALL cm0102.00944E46
0041E059 . 8BF0 MOV ESI,EAX
0041E05B . 83C4 04 ADD ESP,4
0041E05E . 85F6 TEST ESI,ESI
0041E060 . 75 69 JNZ SHORT cm0102.0041E0CB

0041E0CB > E9 7B5C4300 JMP cm0102.00853D4B - the beggining of the sp2 fixture block(edi+40 command)
0041E0D0 . C2 0800 RETN 8
```

> Quote:
>
> Originally Posted by **Craig Forrest** »
>
> *I thought as much... I was hoping there'd be some trick like the way Saturn played with the transfer windows and stuff..... but oh well, I'll keep plugging away :)*

djole2mcloud

```
0041E02F .  74 06          JE SHORT cm0102.0041E037
0041E031 .  C700 01000000  MOV DWORD PTR DS:[EAX],1
0041E037 >  8B8424 1802000>MOV EAX,DWORD PTR SS:[ESP+218]
0041E03E .  8B8C24 1C02000>MOV ECX,DWORD PTR SS:[ESP+21C]
0041E045 .  68 AA0A0000    PUSH 0AAA
0041E04A .  66:C700 2700    MOV WORD PTR DS:[EAX],27
0041E04F .  66:C701 0000    MOV WORD PTR DS:[ECX],0
0041E054 .  E8 ED6D5200    CALL cm0102.00944E46
0041E059 .  8BF0          MOV ESI,EAX
0041E05B .  83C4 04        ADD ESP,4
0041E05E .  85F6          TEST ESI,ESI
0041E060 .  75 69          JNZ SHORT cm0102.0041E0CB

0041E0CB >  E9 7B5C4300    JMP cm0102.00853D4B - the beggining of the sp2 fixture block(edi+40 command)
0041E0D0 .  C2 0800        RETN 8
```

> Quote:
>
> **Originally Posted by Craig Forrest** »
>
> I thought as much... I was hoping there'd be some trick like the way Saturn played with the transfer windows and stuff..... but oh well, I'll keep plugging away :)

Craig Forrest

13-08-15, 04:39 PM

Thanks djole. I know you've given me this before as I've used it..... I'm just hoping that I can do something similar and modify an existing league to add playoff fixtures....

---

saturn

13-08-15, 06:13 PM

Sorry, I can't help either. Enabling/disabling the play-offs seems to be one of those things that should be easy to change but sadly isn't. I think even Tapani tried to disable them in Brazil but couldn't.

Craig Forrest

13-08-15, 06:22 PM

No worries guys. I'm painstakingly copying the D3 fixtures over to the conference fixtures section in the miniscule hope that it will work :P

I've got the table showing that teams 2,3,4 & 5 are in the playoffs and they get the little flags beside their names.... but the playoffs aren't scheduled so a second team never gets promoted and the game crashes

---

Jesus

14-08-15, 10:39 AM

Guys I've got an issue with the Swedish league in my current database. Building on the discussion me and CF had in his unofficial challenge thread (for reference), I took the .60 data and inserted my own players. When I went to start a new game with the Swedish league selected I got an error relating to the Swedish Second division (swe_second.cpp) which caused the game to force close. I then went on to compare the differences between the my update (.60) and the latest update (April 2015) and the only difference I could see was the minimum number of teams required in the Swedish Lower Division. In the .60 data it has 431 teams as a minimum where as the .68 data it has 436 as a minimum. Does anyone know how I can edit the data/exe to force it to allow 5 more teams in to that competition? I can't just move them with the official editor as it says the league is full...

Dermotron

14-08-15, 10:41 AM

CM Explorer will allow you force an extra 5 clubs in

Jesus

14-08-15, 04:31 PM

> Quote:
>
> **Originally Posted by Dermotron** »
>
> CM Explorer will allow you force an extra 5 clubs in

Cheers Derm, I added the extra clubs and it didn't resolve the problem. How annoying.

Pasquale

15-08-15, 11:14 AM

it's amazing how hard it is to lock the playoffs / out ..... :rain:

---

djole2mcloud

20-08-15, 03:28 PM

tri wasano easily can add teams to certain leagues...
lack of clubs in lower leagues always cause domestic Cup issues...

Kowalinho

Quick question: Is it possible to edit number of teams required for cup? I always wanted to do andora lub san marino league, but i can create at most circa 40 clubs for andora and 15 for san marino. I'm not good at olly so my attempts are quickly vanishing so i dont want to start something impossible.

djole2mcloud

i think it is possible im manner to decrease number of fixtures for a certain cup...while ago someone explained how cup blocks inside olly looks like...don't know when and where...sadly...

Quote:

> Originally Posted by **Kowalinho** »
>
> *Quick question: Is it possible to edit number of teams required for cup? I always wanted to do andora lub san marino league, but i can create at most circa 40 clubs for andora and 15 for san marino. I'm not good at olly so my attempts are quickly vanishing so i dont want to start something impossible.*

Show 40 post(s) from this thread on one page

Offsets

Printable View

Show 40 post(s) from this thread on one page

Pasquale

21-08-15, 09:06 AM

I also had this problem with Armenian championship, I did the following: I disabled the national cup of Northern Ireland, by activating only the League Cup (20 clubs taking part, but I changed through 16) and I substitute in the Super Cup challenger national with that of the League Cup. I hope I explained

---

saturn

21-08-15, 09:41 AM

Quote:

Originally Posted by **djole2mcloud** »

i think it is possible im manner to decrease number of fixtures for a certain cup...while ago someone explained how cup blocks inside olly looks like...don't know when and where...sadly...

Could be Golly's post here, it explains a lot of cup offsets.

Pasquale

26-08-15, 12:30 PM

Since eliminating the play-off / out from North Ireland is impossible (or at least for the moment), I was wondering: You can disable the direct promotion from the First Division to the Premier Division? I tried to change the offsets in the First Division but the direct promotion remains ... how can disable?

---

vult

26-08-15, 08:51 PM

Here's how to change the Polish FA Cup offsets so there's no second leg match and only one match with a possible extra time and penalties

7C84D3, 7C8431, 7C8393, 7C82ED from BX to BP

7C8328, 7C83CB, 7C846C, 7C8511 from 2 to 1

7C832F, 7C83D2 from 0E to BL

7C8473, 7C8518 from 7 to BL

---

vult

26-08-15, 08:51 PM

Here's how to change the Polish FA Cup offsets so there's no second leg match and only one match with a possible extra time and penalties

7C84D3, 7C8431, 7C8393, 7C82ED from BX to BP

7C8328, 7C83CB, 7C846C, 7C8511 from 2 to 1

7C832F, 7C83D2 from 0E to BL

7C8473, 7C8518 from 7 to BL

Kowalinho

28-08-15, 03:03 PM

Quote:

Originally Posted by **Pasquale** »

I also had this problem with Armenian championship, I did the following: I disabled the national cup of Northern Ireland, by activating only the League Cup (20 clubs taking part, but I changed through 16) and I substitute in the Super Cup challenger national with that of the League Cup. I hope I explained

What did you change with charity shield (league cup) in olly to winner play in europa league?

Pasquale   29-08-15, 08:13 AM

disable northern ireland cup

---

saturn   19-09-15, 09:11 PM

0085B83D CMP WORD PTR DS:[EBX+2],7D3 -> 7D1

Wembley is used for English cup finals, playoffs and England internationals from the start of the game.

Spoiler! Show

For some reason a couple of England games in late 2002/early 2003 (Euro 2004 qualifers) are played in club grounds (mostly Old Trafford but others too), seems to revert back to Wembley afterwards.

---

saturn   19-09-15, 09:11 PM

Golly   20-09-15, 11:50 AM

Quote:

Originally Posted by **saturn** »

0085B83D CMP WORD PTR DS:[EBX+2],7D3 -> 7D1

Wembley is used for English cup finals, playoffs and England internationals from the start of the game.

Spoiler! *Show*

For some reason a couple of England games in late 2002/early 2003 (Euro 2004 qualifers) are played in club grounds (mostly Old Trafford but others too), seems to revert back to Wembley afterwards.

Again, that is what happened in real life. The old Wembley closed in October 2000 to be rebuilt. The original plan was for the new Wembley to be open for the 2003 FA Cup Final. But various delays in planning and further delays in construction meant the new Wembley didn't open until 2007.

Obviously, the game was released in 2001 and the was realistic to the rebuild.

---

saturn   20-09-15, 12:27 PM

Quote:

Originally Posted by **Golly** »

Again, that is what happened in real life. The old Wembley closed in October 2000 to be rebuilt. The original plan was for the new Wembley to be open for the 2003 FA Cup Final. But various delays in planning and further delays in construction meant the new Wembley didn't open until 2007.

Obviously, the game was released in 2001 and the was realistic to the rebuild.

Yea, I know all that. Now we can change it so that Wembley is used from the beginning for later start years. Finals are still played in Cardiff if you start in 2014 with Tapani's patches for example.

---

djole2mcloud   23-09-15, 01:23 PM

is there an offset that controls the length of a loan?
my idea is to make loan lasts more then 1 season...loan player for a 2 seasons for example...
very useful for young players i think.

Fods   25-09-15, 07:36 AM

Good thinking djool, there must be an offset somewhere as you can set loans beyond a year in the editor right..?

djole2mcloud
<div align="right">25-09-15, 10:45 AM</div>

yes,like in FM series...loan player for a more than 1 season...let's say 15 months,18 months...

> Quote:
>
> *Originally Posted by **Fodster** »*
>
> *Good thinking djool, there must be an offset somewhere as you can set loans beyond a year in the editor right..?*

Dermotron
<div align="right">25-09-15, 10:49 AM</div>

It will work using regular Staff Configs in cm0102ed.exe

Obviously loan players can still be bought during this period

djole2mcloud
<div align="right">25-09-15, 11:23 AM</div>

ok through editor...but inside game to make it possible...

Dermotron
<div align="right">25-09-15, 11:26 AM</div>

Hadn't thought of that :D

Cam F
<div align="right">25-09-15, 01:49 PM</div>

> Quote:
>
> *Originally Posted by **djole2mcloud** »*
>
> *is there an offset that controls the length of a loan?*
> *my idea is to make loan lasts more then 1 season...loan player for a 2 seasons for example...*
> *very useful for young players i think.*

> Quote:
>
> *Originally Posted by **Fodster** »*
>
> *Good thinking djool, there must be an offset somewhere as you can set loans beyond a year in the editor right..?*

that's interesting, in 0001 you can set loans for 2 years as I always set Arteta for a 2 year loan at PSG to mirrior real life.

If the editor doesn't let you do it, have you tried just updating the notepad file? Set it to one year in editor then manually change the notepad, as think that would work.

Craig Forrest
<div align="right">25-09-15, 01:55 PM</div>

The editor does let you do it #2.... Djole wants to do it in-game

Cam F
<div align="right">25-09-15, 04:45 PM</div>

That will teach me not to speed glance at the forum in work.

Fods
<div align="right">26-09-15, 01:25 AM</div>

Yeh in game cam get with it ;)

xeno
<div align="right">02-10-15, 06:23 PM</div>

Hi from Turkey,
I am using 2.20.1 Tapani patch
how to turn on below competitions. Mercoronte and Concacaf championship ? I have tried several offsets , can not be succesful

E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_champ.cpp
E:\dev\CM3\cm3 00-01\cm3\code\comp\eurocomp\con_merc_cup.cpp

giovanisantana29

Quote:

> Originally Posted by **xeno** »
>
> *Hi from Turkey,*
> *I am using 2.20.1 Tapani patch*
> *how to turn on below competitions. Mercoronte and Concacaf championship ? I have tried several offsets , can not be succesful*
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http://www.champman0102.co.uk/showth...579#post183579

xeno

Thank you very much. Do you remember why Tapani closed Mercoronte and Concacaf championship?what was the problem?

giovanisantana29

I really don't know...

Show 40 post(s) from this thread on one page

Offsets

Printable View

Tapani
03-10-15, 08:05 PM

Quote:

> Originally Posted by **xeno** »
>
> Thank you very much. Do you remember why Tapani closed Mercoronte and Concacaf championship?what was the problem?

My notes say that Merconorte was disabled because having it enabled caused crashes in MLS.

---

xeno
03-10-15, 09:53 PM

Wellcome back Tapani

---

saturn
03-10-15, 10:45 PM

The golden goal no longer exists today, so the following code removes it from the below competitions. If there's any other competitions that use it, let me know and I should be able to remove it from them too. In the cup offsets, look out for lines with [xxx+x],83 (sometimes 283, 383, but the 83 always signifies golden goals).

The competitions that it has been removed from are:
Asian Club Championship
Asian Cup Winners' Cup
Asian Super Cup
Australian League Final
Dutch Cup
Dutch Super Cup
English Vans Trophy
European Cup Final
European Super Cup
European Championship
FIFA Club World Championship
FIFA Confederations Cup
Japanese Cup
Japanese Emperor's Cup
Japanese J-League 1 (games now just end in a draw after 90 minutes)
Japanese J-League 1 Final
Japanese J-League 2 (games now just end in a draw after 90 minutes)
Korean FA Cup
Korean League Cup
Korean Super Cup
OFC Champions Cup
UEFA Cup Final
US Open Cup
World Cup

The code:

> **Spoiler!** [Show]
>

Most competitions have been changed to [xxx+xx],203, which results in straightforward extra-time and penalties for one legged ties. Two legged ties are decided by away goals after 90 minutes, then extra-time (away goals won't count here), then penalties. Changing the 203 bit should allow different tie-breaks - try different combinations between 00 and 04. It should be noted that you're not entering two hundred and three for those tie-breaks, rather it's 03 and 02 (203 when written in little endian).

The international competitions were changed to [xxx+xx],303 because for some reason 203 caused some knockout rounds to be played at Unknown Stadiums on the same day.

Edit: A couple more competitions changed here.

---

saturn
03-10-15, 10:45 PM

Asian Club Championship
Asian Cup Winners' Cup
Asian Super Cup
Australian League Final
Dutch Cup
Dutch Super Cup
English Vans Trophy
European Cup Final
European Super Cup
European Championship
FIFA Club World Championship
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The code:

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The international competitions were changed to [xxx+xx],303 because for some reason 203 caused some knockout rounds to be played at Unknown Stadiums on the same day.

---

sebastiankogut

What program I need to make changes???

---

sebastiankogut

I am looking for code associated with the Polish league

---

saturn

The American competitions were a bit of a mess in 2001. The following makes it a slightly less terrible league to play in.

0090701E MOV WORD PTR DS:[ESI+AB],0C2 -> 0
Disables MLS Regular Season golden goal extra-time (games now just end in a draw after 90 minutes).

00907FE7 MOV WORD PTR DS:[ESI+D],230 -> 0
00908003 MOV WORD PTR DS:[ESI+F],30 -> 3
00908009 MOV WORD PTR DS:[ESI+11],20 -> 0
The MLS Playoff Quarter Final becomes two legged instead of the best of three. If the scores are tied after both legs, away goals are used, then extra-time (where away goals no longer count), then normal penalties (as opposed to 35 yard ones).

00908068 MOV WORD PTR DS:[ESI+75],230 -> 0
0090808B MOV WORD PTR DS:[ESI+77],30 -> 3
00908091 MOV WORD PTR DS:[ESI+79],20 -> 0
The MLS Playoff Semi Final becomes two legged instead of the best of three. If the scores are tied after both legs, away goals are used, then extra-time (where away goals no longer count), then normal penalties (as opposed to 35 yard ones).

009081C2 MOV WORD PTR DS:[ESI+D],220 -> 203
The MLS Final uses extra-time after 90 minutes if scores are still level, then normal penalties.

0090A4FA MOV WORD PTR DS:[ESI+D],20 -> 1
The MLS All-Stars game uses normal penalties instead of 35 yard ones after 90 minutes if scores are still level.

0090869D MOV WORD PTR DS:[ESI+AB],0C2
Looks like another golden goal offset but I'm not sure what it would effect, so I just left it as is.

The code in .patch form:

Code:

```
0x507025 0xc2 0x0
0x507feb 0x30 0x0
0x507fec 0x2 0x0
0x508007 0x30 0x3
0x50800d 0x20 0x0
0x50806c 0x30 0x0
0x50806d 0x2 0x0
0x50808f 0x30 0x3
0x508095 0x20 0x0
0x5081c6 0x20 0x3
```

saturn

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0x50806d 0x2 0x0
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0x508095 0x20 0x0
0x5081c6 0x20 0x3
```

---

saturn

The following disables the Third Place Playoff games in the Asian continental competitions. I've found that in both competitions the match is sometimes skipped, resulting in the competition not resetting properly, ie stopping completely.

0040AEDE MOV WORD PTR DS:[EAX],3 -> 2
Asian Club Championship

0040CFCE MOV WORD PTR DS:[EAX],3 -> 2
Asian Cup Winners' Cup

Thanks to giovanisantana29 for finding out how to do this in the Confederations Cup.

---

saturn

---

saturn

0057A48D PUSH 8000 -> Fill with NOPs -> PUSH 4

The European Super Cup will no longer take place only in Monaco, but in random big European stadiums like the European and UEFA Cups do.

Thanks to Golly for finding out how to do something similar to this for the English FA Trophy.

---

saturn

sebastiankogut   05-10-15, 07:23 AM

Offsets for Poland
Please

Tapani   05-10-15, 03:46 PM

> Quote:
> _____
>
> *Originally Posted by* **saturn** »
>
> *0085B83D CMP WORD PTR DS:[EBX+2],7D3 -> 7D1*
>
> *Wembley is used for English cup finals, playoffs and England internationals from the start of the game.*
> _____

Thanks, added to the patch.

(or rather - this year has been now removed from the patch - it is now 2003 regardless of start year).
The national team has a similar year comparison at 85c407, it is now also 2003 regardless of start year.

Tapani   05-10-15, 03:46 PM

Tapani   05-10-15, 03:54 PM

> Quote:
> _____
>
> *Originally Posted by* **vult** »
>
> *Here's how to change the Polish FA Cup offsets so there's no second leg match and only one match with a possible extra time and penalties*
>
> *7C84D3, 7C8431, 7C8393, 7C82ED from BX to BP*
> *7C8328, 7C83CB, 7C846C, 7C8511 from 2 to 1*
> *7C832F, 7C83D2 from 0E to BL*
> *7C8473, 7C8518 from 7 to BL*
> _____

Thanks, added to the next patch.

Tapani   05-10-15, 03:59 PM

> Quote:
> _____
>
> *Originally Posted by* **saturn** »
>
> *0057A48D PUSH 8000 -> Fill with NOPs -> PUSH 4*
>
> *The European Super Cup will no longer take place only in Monaco, but in random big European stadiums like the European and UEFA Cups do.*
>
> *Thanks to Golly for finding out how to do something similar to this for the English FA Trophy.*
> _____

Added to the next patch, thanks.

Actually it is possible to use the long form of push instruction, to avoid the NOPs. I just replaced the two bytes "00 08" with "04 00" in the push instruction.

All other things equal, I prefer changes that modify less number of bytes. :-)

Tapani   05-10-15, 04:11 PM

> Quote:
> _____
>
> *Originally Posted by* **saturn** »
>
> *The American competitions were a bit of a mess in 2001. The following makes it a slightly less terrible league to play in.*

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0x50808f 0x30 0x3
0x508095 0x20 0x0
0x5081c6 0x20 0x3
```

Thanks, added to the next patch.

---

milo   05-10-15, 07:22 PM

tapani, would you like a summary of all the offsets in this thread? so that you can include all or some of them in you next patches?

---

slivie   06-10-15, 12:27 AM

Is it possible to add a relegation to the Scottish Third Division and a Scottish team promoted from "A Lower Division" via ollydbg or would it be too complex?

Alan   06-10-15, 06:58 PM

Quote:

*Originally Posted by **milo*** »

tapani, would you like a summary of all the offsets in this thread? so that you can include all or some of them in you next patches?

speaking for myself, I would love if you could consolidate the changes and post them in .patch form as you did for the removal of the golden goal above. with the jl patch being so easy to use it would allow anyone to create patch files for the changes they want, put them in a folder, and then not have to sift through other options in jl patch that they are not interested in.

Tapani   06-10-15, 07:06 PM

Quote:

*Originally Posted by **milo*** »

tapani, would you like a summary of all the offsets in this thread? so that you can include all or some of them in you next patches?

Yes, please, that would be handy :-)

Inside the patcher I try to keep track of which blocks of changes do what, so a just long list of offsets (like a big .patch file as suggested above) probably gives me more work than "grouped" changes would. Even links to relevant posts is helpful.

Sometimes I can hesitate to incorporate something since I do not know if a suggested change is something someone has done for their own enjoyment, or if it is a change that has happened in real life. Good if someone else points out which ones to add :-)

See below for an example of a such change where I do not know if this is IRL or not.

Quote:

*Originally Posted by **slivie***

Is it possible to add a relegation to the Scottish Third Division and a Scottish team promoted from "A Lower Division" via ollydbg or would it be too complex?

Adding promotion/relegation to/from outside a league system is doable, but not easily. There are a few leagues where that has been added.
Is this a change in the real world Scottish league, or just something for fun?

---

milo

06-10-15, 07:22 PM

if it's ok for you i think i will be able to do it after our release (should be on the 17th) cause there are so many things still to do...

unless someone else would like to help with this :ok:

Dermotron

06-10-15, 08:13 PM

Quote:

*Originally Posted by **Tapani*** »

Is this a change in the real world Scottish league, or just something for fun?

This one is just for fun

---

xeno

06-10-15, 09:26 PM

Hi, I am using 2.20.1, all leagues selected.
There are more teams which promote to below leagues than relegation to lower league. Is there any offset solution about this ? I tried some offsets , but could not solve.
Thank you
French National (4 relegate from this league, 8 promote to this league)
Danish Second (4 relegate from this league, 6 promote to this league)
Norwegian First (4 relegate from this league, 8 promote to this league)

Offsets

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Cam F   07-10-15, 01:06 PM

> Quote:
>
> > Originally Posted by **Tapani** »
> >
> > *Sometimes I can hesitate to incorporate something since I do not know if a suggested change is something someone has done for their own enjoyment, or if it is a change that has happened in real life. Good if someone else points out which ones to add :-)*
> >
> > *See below for an example of a such change where I do not know if this is IRL or not.*
> >
> >
> > *Adding promotion/relegation to/from outside a league system is doable, but not easily. There are a few leagues where that has been added.*
> > *Is this a change in the real world Scottish league, or just something for fun?*

> Quote:
>
> > Originally Posted by **Dermotron** »
> >
> > *This one is just for fun*

Oh I do disagree, this is not a work of Jeffrey Archer, no this was introduced in Scotland - http://www.bbc.co.uk/sport/0/football/32632884 &
https://en.wikipedia.org/wiki/Scotti..._league_system

Until recently Scottish football had no pyramid league system, and as a result it was near impossible for clubs at the bottom of the system to progress to the top, or for weak clubs to be relegated down the leagues. Progress towards creating a pyramid system began in 2008 under the tenure of Scottish Football Association (SFA) chief executive Gordon Smith, with discussions between the SFA and the regional and junior leagues.[2] and on 7 May 2013 Scottish Premier League clubs unanimously agreed on the introduction of a pyramid structure to Scottish football along with the reintroduction of a single governing body for all 42 senior clubs, a revised financial distribution model, and the possibility of a promotion/relegation play-off between the top two divisions.

Basically Montrose won the play off in the summer to remain in Scottish leagues but this season the bottom team might not be so lucky.

...but in terms of priority for a new patch, way down list I would of thought.

Dermotron   07-10-15, 02:18 PM

Did not know about the relegation :ok:

Would make it a more interesting league to play with that in there

---

Cam F   07-10-15, 03:02 PM

> Quote:
>
> > Originally Posted by **Dermotron** »
> >
> > *Did not know about the relegation :ok:*
> >
> > *Would make it a more interesting league to play with that in there*

95% of all career games in 17 years of CM3 series start in there for me.

That's where the happening place is for me, then England and either Spain or Italy. Only other place I often go to is MLS but always have the odd random country where if approached I will go or if I fancy something different.

Northern Ireland springs to mind, had a good few seasons there recently before leaving for England when approached by Brentford.

---

djole2mcloud   07-10-15, 07:54 PM

this offsets posted by saturn are true gold...never swapp japan because that stupid rule of extra time in case of a draw...now,there is one more handy country useful for patching...
and yes,i would be more than pleased to see relegation in Scottish 3rd div... awaiting new Tapani patch...

Cam F

I take it back, this would be amazing if added to the latest patch.

To think you could create your local amateur side in CM then watch as they entered the 3 division to the take them to champions league glory would be amazeballs.

djole2mcloud

Amen to that...

> Quote:
>
> *Originally Posted by Cam F* »
>
> *I take it back, this would be amazing if added to the latest patch.*
>
> *To think you could create your local amateur side in CM then watch as they entered the 3 division to the take them to champions league glory would be amazeballs.*

saturn

> Quote:
>
> *Originally Posted by xeno* »
>
> *Hi, I am using 2.20.1, all leagues selected.*
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> *Thank you*
> *French National (4 relegate from this league, 8 promote to this league)*
> *Danish Second (4 relegate from this league, 6 promote to this league)*
> *Norwegian First (4 relegate from this league, 8 promote to this league)*

Interesting find, deserves a bit of discussion in the 2.20 thread.

milo

Offsets for Merge

tapani, mark let me use this area to copy all the relevant posts of the offset thread i promised.

i'm going to do this while i can't update the db, so i think this may take a while :ok:

i will eventually tidy the thread up cause it's a mess as it is now :ok:

Rodry97

I wish I could create the Argentina Cup and improve first division currently includes 30 teams . also change the cup Mercosur 12 years ago that no longer exists and replace the Copa Sudamericana

Please, thank you!

Fods

> Quote:
>
> *Originally Posted by Rodry97* »
>
> *I wish I could create the Argentina Cup and improve first division currently includes 30 teams . also change the cup Mercosur 12 years ago that no longer exists and replace the Copa Sudamericana*
>
> *Please, thank you!*

Tapani may well include all this in his new patch, watch this space!

Rodry97

I hope it is that way

Tapani

> **Originally Posted by Rodry97** »
>
> I wish I could create the Argentina Cup and improve first division currently includes 30 teams . also change the cup Mercosur 12 years ago that no longer exists and replace the Copa Sudamericana
>
> Please, thank you!

With this kind of description there is no chance I can do anything. The minimum is to let me know exactly what needs to be changed. And explain what changes are in real life (it has happened some has suggested changes for "fun", that are not real, and I have gone and added them... see Croatian league in 3.xx patches)
I really do not follow any football, so I have no idea what the differences between "Cup Mercosur 12 years ago" and "Copa Sudamericana".

Changing the number of teams in a league is a lot of hassle. While a patch can change the game to expect X teams in a league, it cannot magically know which teams belong to what league. This is a lot of database work.

---

milo

13-10-15, 02:54 PM

i think argentine top division is also something short living to be bothered with, from wikipedia:

In November 2014, the AFA announced the format for the next five seasons of the Primera División:[17]

- From February to December 2015, the league will be contested between thirty teams. Two teams will be relegated to and two teams will be promoted from Primera B Nacional.

- In the first half of 2016, the league will be contested between thirty teams. Three teams will be relegated to and one team will be promoted from Primera B Nacional.

- From August 2016 to June 2017, the league will be contested between twenty-eight teams. Four teams will be relegated to and two teams will be promoted from Primera B Nacional.

- From August 2017 to June 2018, the league will be contested between twenty-six teams. Four teams will be relegated to and two teams will be promoted from Primera B Nacional.

- From August 2018 to June 2019, the league will be contested between twenty-four teams. Four teams will be relegated to and two teams will be promoted from Primera B Nacional.

Rodry97

13-10-15, 07:50 PM

TAPANI...

Primera división argentina (30 teams) in 2001. 20 teams

Aldosivi, argentinos, arsenal de sarandi, Banfield, Belgrano, boca, central, Chicago, colon, crucero, Def y justicia, estudiantes LP, gimnasia LP, godoy cruz, huracán, independiente, lanus, newells, olímpo, quilmes, racing, Rafaela, river, san lorenzo, san martín sj, sarmiento, temperley, tigre, unión, velez.

The championship starts in February and ends in November. played 30 dates. all play against each and an extra time against arch-rivals.

Rodry97

13-10-15, 08:04 PM

Arch-rivals

Boca - River
Independiente - racing
San lorenzo - huracán
Colon - unión
Central - newells
Banfield - lanus
Estudiantes LP - gimnasia LP
Aldosivi - olímpo
Def y justicia - quilmes
Rafaela - Belgrano
Argentinos - velez
Chicago - tigre
Godoy cruz - san martín sj
Arsenal de sarandi - temperley
Sarmiento j - crucero

with rival classic two games are played per tournament. one visitor and one local. two teams descend and ascend two from the second division. promotion no longer exists

---

djole2mcloud

13-10-15, 09:13 PM

wtf ffs?!

> **Originally Posted by milo** »
>
> i think argentine top division is also something short living to be bothered with, from wikipedia:
>
> In November 2014, the AFA announced the format for the next five seasons of the Primera División:[17]

- From February to December 2015, the league will be contested between thirty teams. Two teams will be relegated to and two teams will be promoted from Primera B Nacional.

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- From August 2018 to June 2019, the league will be contested between twenty-four teams. Four teams will be relegated to and two teams will be promoted from Primera B Nacional.

Tapani

14-10-15, 07:11 PM

Quote:

> *Originally Posted by **milo***
>
> *- From February to December 2015, the league will be contested between thirty teams. Two teams will be relegated to and two teams will be promoted from Primera B Nacional.*
>
> *- In the first half of 2016, the league will be contested between thirty teams. Three teams will be relegated to and one team will be promoted from Primera B Nacional.*
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Quote:

> *Originally Posted by **Rodry97** »*
>
> *TAPANI...*
>
> *Primera división argentina (30 teams)*
>
> *The championship starts in February and ends in November. played 30 dates. all play against each **and an extra time against arch-rivals**.*

What I see about the Argentine league ... the mess in your league is beyond words. Not going to touch it.

Rodry97

14-10-15, 10:06 PM

Too bad ... if the organization is a disaster. thank you anyway.

---

cdewar19

15-10-15, 01:57 AM

What's the plan for when they get down to 24 teams? Double round robin? That might be easier to implement.

Rodry97

15-10-15, 10:46 AM

I honestly do not know, do not know or the leaders themselves ...

Rodry97

15-10-15, 12:40 PM

Can you create the under-20 world championship?

Serginho

22-10-15, 10:19 AM

Quote:

> *Originally Posted by **Rodry97** »*
>
> *Can you create the under-20 world championship?*

Yeah that would be great!

Cam F

Quote:

> Originally Posted by **Rodry97** »
>
> Can you create the under-20 world championship?

Quote:

> Originally Posted by **Serginho** »
>
> Yeah that would be great!

Highly unlikely, they can't create new competitions, only convert existing competitions into something else so wouldn't hold your breathe waiting for it.

milo

Quote:

> Originally Posted by **Rodry97** »
>
> Can you create the under-20 world championship?

and just in case i think u21 euro champ comes first

xeno

Merconorte cup can be used for U-21 championship as this cup is not in real life any more. In 2.21 beta , it is closed also as it causes game crash because of USA MLS league as Tapani say. Tapani can help to convert it .

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milo

22-10-15, 03:26 PM

> Quote:
>
> Originally Posted by **xeno** ▶▶
>
> Merconorte cup can be used for U-21 championship as this cup is not in real life any more. In 2.21 beta , it is closed also as it causes game crash because of USA MLS league as Tapani say. Tapani can help to convert it .

i think the number of teams is different, it would be much easier to copy and paste a competition with the same format (2 groups of 4 or 3 groups of 4 starting in 2017)

---

xeno

22-10-15, 04:40 PM

> Quote:
>
> Originally Posted by **milo** ▶▶
>
> i think the number of teams is different, it would be much easier to copy and paste a competition with the same format (2 groups of 4 or 3 groups of 4 starting in 2017)

MERCONORTE has 4 gruops of 4 teams, 16 teams totally which as OK , I think

---

milo

22-10-15, 07:50 PM

under 21 championship has 2 groups of 4 in real life and will have 3 groups of 4 in 2017

Fiestita

22-10-15, 10:27 PM

rodry97 I'm working myself on Argentinian league since a lot of time and so far couldn't change nothing but subs, windows, schedules.

What you can do about Copa Mercosur is raplace it with Concacaf Champions Cup and rename it Copa Sudamericana. Our brazilian fellow Giovanni Santana posted how to do that like 20 pages before. He even got Inter-American Cup to work as Recopa Sudamericana. You can PM me for details in code (I exchanged feedback with Giovanni before to get it done for Arg -he did it for Bra-).

What tapani states is totally understandable. It isn't worth until our league structure is fixed in real life. I would however try to change game to 2013 standards with 20 teams playing Opening-Closing in Primera A, and 20 teams playing 2 leg long tourney in Nacional B. Then again we would have to tell both Tapani and update teams which teams to include in each league. It wouldn't be a mess for 2001 .65 or 2002 .68 databases, but it would for an up to date one.

There's also an issue with wages and lot's of mediocre players rejecting to play in Nacional B. If you lift league's rep to 10 it's fixed. Most mid-end players would agree to join your club like it happens now.

Zé

25-10-15, 11:52 PM

Does anybody know what CALL 0066F4E0 does? I would like to eliminate the possibility that this defines button transparency.

If I look at the below button I cannot see where I could change the transparency. It would normally involve me changing a PUSH 30 to PUSH 2...

Code:
```
CPU Disasm
Address  Hex dump          Command                          Comments
00454F55 |. 68 74E89800    PUSH OFFSET 0098E874             ; ASCII "Next Match"
00454F5A |. 50             PUSH EAX
00454F5B |. E8 80A52100    CALL 0066F4E0
00454F60 |. 83C4 08        ADD ESP,8
00454F63 |. 8D8C24 940500  LEA ECX,[LOCAL.1370]
00454F6A |. BF 03000000    MOV EDI,3
00454F6F |. 89B424 880500  MOV DWORD PTR SS:[LOCAL.1373],ESI
```

MarcoVanBast

what mov ecx coomdnd means?

e.g

MOV ECX,873F90

Tapani

Quote:

> Originally Posted by **Zé** »
>
> Does anybody know what CALL 0066F4E0 does?

It's sprintf.

Quote:

> Originally Posted by **MarcoVanBast**
>
> what mov ecx coomdnd means?

Code:

```
mov ecx, x
```

sets the value in ECX register to x.

Just a curiosity: for small values of x (-128 to 127) it is often better to do a

Code:

```
push x
pop ecx
```

to save space. The latter is 3 bytes, the mov would be 5.

---

djole2mcloud

Tapani,can u tell what is the cpp 1583 error?I get it when i insert non players to DB vi JL tool...it doesen't crash the game,but it is annoying...
thanks

MarcoVanBast

And what diference between
PUSH 6DC5A0
CALL 6DC5A0

---

magpiemadman

What is the Offsets for changing the amount of teams in the Conference and Northern/Southern/Isthmian leagues? thank you :)

And1

Not sure when this problem happened for me, but anyone know how to make this work? There's an error because it's only 7 national teams and 1
club team for some reason in the Confederations cup.

v3.9.68T fifa_confed..cpp 881

---

saturn

Some more golden goal removals:
0088D001 MOV EBP,83 -> 3
0088D210 MOV EBP,83 -> 3
Swedish Cup

008FC75D MOV EBP,83 -> 3
Turkish Cup

Patch form:

Code:

```
0x48d002 0x83 0x3
0x48d211 0x83 0x3
0x4fc75e 0x83 0x3
```

I think that's all the golden goals removed from domestic/continental/international cup competitions. If any other instances of it exist it will be in places like league promotion/relegation playoffs.

(The main golden goal removal post is here in case anyone missed it.)

saturn

007DF766 PUSH 0E -> 0
Suspensions in Ireland take effect immediately instead of after 14 days.
(Thanks to Golly for finding something similar for England.)

And1

Had a look in the Flex 2, but couldn't disable the Swedish Cup. Is it possible to disable that without the game crashing? I mean regarding European places and such.
The reason I want it gone is that it's too many games in it and a out of date system.

giovanisantana29

How to do the World Club Cup with 9 teams, 3 in each group, sorting the 6 continental champions + the last WCC champion + 2 representants of host country.

00929AA9 PUSH 0B1
00929AAE MOV WORD PTR DS:[ESI+3E],3

00929F61 PUSH 3
0092A06D PUSH 3

With this the WCC will already have 3 teams per group, but will show an error related with finances that I don't know exactly what it is. Aparently the error don't affect the game in nothing, but I managed a way to fix this:

0092A419 to 0092A692 > fill with NOP.

Now we need to adjust the participants:

Spoiler! [Show]
_____

With this the participants teams will be exactly as I described in start: the 6 continental champions + the last WCC champion + 2 representants of host country.

Now I'll show an improvement (I believe that is an improvement) in host countries of WCC. Originally the WCC occurs in first edition in a predetermined country (originally is Spain) and in the following years occurs in nations like Brazil, Russia, Portugal, Germany etc. Well, if we do this:
005FAC7E MOV ECX,-1
005FAC83 NOP

The WCC only will occur in the predetermined country. Every year. We can change this predetermined country to Japan (005FA36C MOV EAX,DWORD PTR DS:[9CF36C], that is the most "traditional" host country of WCC. But we can do a most interesting thing...

We can use the host countries offsets of Inter-American Cup that are completly useless one time that the Inter-American is a 2 legs competition. These offsets have 6 predetermined host countries, that we can put nations like Japan, Morocco and UAE that is coutries that normally hosted the WCC.

Spoiler! [Show]
_____

Kowalinho

Anyone have offset for resoultions? I want to play this http://www.champman0102.co.uk/showth...786#post265786 but using tapani patch to change crash the game.

Dermotron

It's crashing cos you are applying the 2.21.1 patch to an exe that has 2.21 patch already applied. Just don't apply the 2.21.1 patch

Kowalinho

Quote:
_____

*Originally Posted by **Dermotron*** »

It's crashing cos you are applying the 2.21.1 patch to an exe that has 2.21 patch already applied. Just don't apply the 2.21.1 patch
_____

2.21 crashes too.

Kowalinho

If i know how to find resolution offset i would change it myself. But i'm not good with offsets :/

giovanisantana29

Still not well tested.

Fill with NOP 008C5C12 to 008C5C27

And all leagues that don't give 2nd nationality (like Brazil, Argentina, Japan etc.) will give.

giovanisantana29

Quote:

> Originally Posted by **giovanisantana29** »
>
> *Still not well tested.*
>
> *Fill with NOP 008C5C12 to 008C5C27*
>
> *And all leagues that don't give 2nd nationality (like Brazil, Argentina, Japan etc.) will give.*

Now I've tested well and in fact works. All countries which players don't gain 2nd nationality now gain after 6 years. However, only players which their country is not part of the EU.

http://s25.postimg.org/nfuftt9tb/2na.png

magpiemadman

I am using the 3.9.68 patch and I can't find any of the expressions in ollydbg

giovanisantana29

Copa Libertadores with away goal rule in every round (except in the final, as occur in RL):

004C343E MOV WORD PTR DS:[ESI+D],**BP > BX**
004C34BB MOV WORD PTR DS:[ESI+75],**BP > BX**
004C3558 MOV WORD PTR DS:[ESI+DD],**BP > BX**

slivie

Does anyone have the offsets so that the Scottish Cup and the Scottish League Cup semi's are all played at hampden

Golly

Quote:

> Originally Posted by **slivie** »
>
> *Does anyone have the offsets so that the Scottish Cup and the Scottish League Cup semi's are all played at hampden*

Scottish Cup Semi-Finals

007ED9AB - PUSH 28 > PUSH 4

* This will mean one of the Scottish Cup Semi-Finals will be cancelled and will (probably) take place on the Wednesday after the Semi-Final date.

Scottish League Cup Semi-Finals

007F00EB - PUSH 28 > PUSH 4
007F00F0 - PUSH 2 > PUSH 1
007F00F6 - PUSH 10 > PUSH 0F

Change these 3 offsets and the Semi-Finals will both take place at Hampden Park- 1 on the Tuesday & 1 on the Wednesday.

Offsets

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Shackmaster

14-12-15, 05:55 PM

> Quote:
>
> Originally Posted by **Golly** ▸▸
>
> Scottish Cup Semi-Finals
>
> 007ED9AB - PUSH 28 > PUSH 4
>
> * This will mean one of the Scottish Cup Semi-Finals will be cancelled and will (probably) take place on the Wednesday after the Semi-Final date.
>
> Scottish League Cup Semi-Finals
>
> 007F00EB - PUSH 28 > PUSH 4
> 007F00F0 - PUSH 2 > PUSH 1
> 007F00F6 - PUSH 10 > PUSH 0F
>
> Change these 3 offsets and the Semi-Finals will both take place at Hampden Park- 1 on the Tuesday & 1 on the Wednesday.

Hi Golly,

What are the offsets to change the English FA Cup semis to the Tuesday and Wednesday? I currently have them at Wembley, but one on the Sunday and one on the Wednesday. What should I change the offsets to?

Cheers

(I Figured it out)

---

giovanisantana29

19-12-15, 12:54 AM

The Australian league has your schedule configured to have 24 matches in the Opening Stage and 10 in the Closing stage, but in practice occurs 36 matches in the Opening Stage and 5 in the Closing stage. Do this to fix:

00411CD5 MOV WORD PTR DS:[ESI+3C],2
00411CDB JMP SHORT 00411D28

00411D24 JMP SHORT 00411CD5
00411D26 NOP
00411D27 NOP

004120FA PUSH 2

Pasquale

19-12-15, 11:24 AM

How can you change teams in the Intercontinental Cup?

Golly

21-12-15, 10:39 AM

> Quote:
>
> Originally Posted by **Pasquale** ▸▸
>
> How can you change teams in the Intercontinental Cup?

Find the 2 references to competitions (UEFA Champions League & Copa Libertadores) and change them...

---

terminaator

30-12-15, 04:34 PM

Hello you all smart programmers out there, I want to try and mess with the original (untapanified) regens a bit.
More specificly:
In original game the regens have, Im guessing, 2 possibilities for having attributes assigned to them:
a) they inherit all (most?) attributes from their parent

b) they get most attributes assigned randomly (exp. bravery, balance, flair and maybe smth else that they always inherit)
Making a wild guess here, there should be an offset somewhere that sets the propability of either event A or B happening.

Question: Is it possible to change this propability by editing the .exe file with ollydbg? What is the offset value?

Coys

Tapani in patch 2.17 you made this change:

Youth player development has been tuned, instead of blooming pretty much instantly, now youngsters can take years to develop.

Is there a code for this? is it simple to change back to normal? I'm guessing you've kept the youth development speed pretty much the same even in your latest patch?

love your patches but i like players blooming and having OTT att's even at a young age.

Tapani

Quote:

> Originally Posted by **Coys** »
>
> *Tapani in patch 2.17 you made this change:*
>
> *Youth player development has been tuned, instead of blooming pretty much instantly, now youngsters can take years to develop.*
>
> *Is there a code for this? is it simple to change back to normal? I'm guessing you've kept the youth development speed pretty much the same even in your latest patch?*
>
> *love your patches but i like players blooming and having OTT att's even at a young age.*

The difference between the original and the new one is a matter of months.
In the original game, a regen will boom and bloom in only a few months (say 3 months). So you know very quickly if that 16-year old you got is going to be anything.
With the update.. it might take 6 months or so before they start showing signs of stardom.

Tapani

Quote:

> Originally Posted by **terminaator** »
>
> *Hello you all smart programmers out there, I want to try and mess with the original (untapanified) regens a bit.*
> *More specificly:*
> *In original game the regens have, Im guessing, 2 possibilities for having attributes assigned to them:*
> *a) they inherit all (most?) attributes from their parent*
> *b) they get most attributes assigned randomly (exp. bravery, balance, flair and maybe smth else that they always inherit)*
> *Making a wild guess here, there should be an offset somewhere that sets the propability of either event A or B happening.*
>
> *Question: Is it possible to change this propability by editing the .exe file with ollydbg? What is the offset value?*

53943b - 53945d resets anticipation, positioning and decisions.

Some attributes are just completely re-randomized (usually in a crude way), and some are based on the previous values (also in a crude way).

---

terminaator

Quote:

> Originally Posted by **Tapani** »
>
> *53943b - 53945d resets anticipation, positioning and decisions.*
>
> *Some attributes are just completely re-randomized (usually in a crude way), and some are based on the previous values (also in a crude way).*

uhh ohh, Im trying to make sense of these offsets, but apparently, being able to write a couple of macros in excel does not make me a programmer. I surrender. :yield:

but let me see if I understood a couple of things correct:

Anticipation, positioning and decisions are either ALL reset, or ALL inherited from the parent?
But this does not influence what happens to other attributes?

And how the hell do you make sense of that stuff?:)

HossamAllam

Quote:

> greg View Post

Dark glass menu bar
Not sure if this has already been found, but figured I'd post it anyway.
Delete game menu bar in data folder.
0075DC76 (push 1) to (push 2), or (push 3)
push 2 and 3 are slightly different.

Quote:

> *Originally Posted by **giovanisantana29*** »
>
> *The same, but to the menubar during a match: 007193B9*

i think this will be good as an option in the next patch tapani !!

---

xeno
<div align="right">16-01-16, 06:09 PM</div>

Hi Saturn, I apllied this offset in my new game. It took directly effect without asking/giving you chance to apply for the obejection for red cards.
Will it be like this?

Fiestita
<div align="right">24-01-16, 02:46 PM</div>

Flex code for JohnLocke's small nation younger regens fix.

Code:
```
0x3abeab 0xf 0xe9
0x3abeac 0x8d 0x2d
0x3abead 0x2c 0x5
0x3abeae 0x5 0x0
0x3abeb0 0x0 0x90
```

---

saturn
<div align="right">24-01-16, 11:25 PM</div>

Quote:

> *Originally Posted by **xeno*** »
>
> *Hi Saturn, I apllied this offset in my new game. It took directly effect without asking/giving you chance to apply for the obejection for red cards.*
> *Will it be like this?*

I'm assuming this refers to the Irish suspensions? Never considered the effect it would have on appeals.

I guess you've to decide which one you prefer better: immediate suspensions or the ability to appeal. I might have a look and see if they're both implementable at the same time.

Pasquale
<div align="right">02-02-16, 11:49 PM</div>

Someone can tell me where to change the fixture/round of Irish Premier Division and First Division?

Fods
<div align="right">02-02-16, 11:55 PM</div>

Quote:

> *Originally Posted by **Pasquale*** »
>
> *Could someone please tell me where I can find the offsets to change the fixture/round of Irish Premier Division and First Division?*

Fixed that post for you :ok:

Fiestita
<div align="right">03-02-16, 03:31 PM</div>

I've also made a patch for the Irish league fixtures to match International Club Competitions and International dates Pasquale.

Fiestita
<div align="right">17-02-16, 07:22 PM</div>

Flex code for making the CONCACAF Champions Cup into Copa Sudamerican for Argentinian league:

Code:
```
0xaeb03 0x85 0xc1
```

```
0xaeb04 0xc8 0x8b
0xaeb05 0xf5 0x38
0xaeb06 0xff 0x85
0xaeb08 0x8b 0x74
0xaeb09 0x38 0x24
0xc0fbb 0x47 0x57
0xc0fbd 0x50 0x55
0xc0fbe 0x6a 0x52
0xc0fbf 0x5 0x6a
0xc0fc0 0x53 0x5
0xc0fc1 0x6a 0x53
0xc0fc2 0x7 0x6a
0xc0fc3 0x6a 0x6
0xc0fc4 0x1 0x6a
0xc0fc5 0x53 0x1e
0xc0fc6 0x56 0x53
0xc0fc7 0xe8 0x56
0xc0fc8 0x94 0xe8
0xc0fc9 0xe 0x93
0xc0fca 0x6 0xe
0xc0fcb 0x0 0x6
0xc0fcc 0xf 0x0
0xc0fcd 0xbf 0xf
0xc0fce 0x4f 0xbf
0xc0fcf 0x40 0x47
0xc0fd0 0x53 0x40
0xc0fd1 0x51 0x53
0xc0fd2 0x6a 0x50
0xc0fd3 0x2 0x6a
0xc0fd4 0x6a 0x2
0xc0fd5 0x3 0x6a
0xc0fd6 0x53 0x2
0xc0fd7 0x6a 0x53
0xc0fd8 0x8 0x6a
0xc0fd9 0x6a 0x8
0xc0fda 0x1c 0x6a
0xc0fdb 0x53 0x13
0xc0fdc 0x56 0x53
0xc0fdd 0xe8 0x56
0xc0fde 0xce 0xe8
0xc0fdf 0xe 0xcd
0xc0fe0 0x6 0xe
0xc0fe1 0x0 0x6
0xc0fe2 0x83 0x0
0xc0fe3 0xc4 0x66
0xc0fe4 0x40 0xc7
0xc0fe5 0x53 0x46
0xc0fe6 0x6a 0x7
0xc0fe7 0xff 0x78
0xc0fe8 0x6a 0x0
0xc0fe9 0xff 0x66
0xc0fea 0x6a 0x89
0xc0feb 0xff 0x5e
0xc0fec 0x53 0x9
0xc0fed 0x53 0xbd
0xc0fee 0x56 0x4
0xc0fef 0xe8 0x0
0xc0ff0 0x1c 0x0
0xc0ff1 0xf 0x0
0xc0ff2 0x6 0x66
0xc0ff3 0x0 0x89
0xc0ff4 0x66 0x5e
0xc0ff5 0xc7 0xb
0xc0ff6 0x46 0x66
0xc0ff7 0x7 0x89
0xc0ff8 0xa 0x5e
0xc0ff9 0x0 0xd
0xc0ffa 0x66 0xb8
0xc0ffb 0x89 0x8
0xc0ffc 0x5e 0x0
0xc0ffd 0x9 0x0
0xc0ffe 0x66 0x0
0xc0fff 0x89 0xc6
0xc1000 0x5e 0x46
0xc1001 0xb 0x17
0xc1002 0x66 0x8
0xc1003 0xc7 0x66
0xc1004 0x46 0x89
0xc1005 0xd 0x46
0xc1006 0x3 0x18
0xc1007 0x0 0x66
0xc1008 0xb8 0x89
0xc1009 0x8 0x6e
0xc100a 0x0 0x1a
0xc100b 0x0 0x66
0xc100c 0x0 0x89
0xc100d 0xc6 0x46
0xc100e 0x46 0x1c
0xc100f 0x17 0x66
0xc1010 0x8 0xc7
0xc1011 0x66 0x46
0xc1012 0x89 0xf
0xc1013 0x46 0x1
0xc1014 0x18 0x0
0xc1016 0xc7 0x89
0xc1017 0x46 0x5e
0xc1018 0x1a 0x1e
0xc1019 0x4 0x88
0xc101a 0x0 0x5e
0xc101b 0x66 0x20
0xc101c 0x89 0xc6
0xc101e 0x1c 0x21
0xc101f 0x66 0x2
0xc1020 0x89 0xc6
0xc1021 0x5e 0x46
0xc1022 0xf 0x22
0xc1023 0x66 0x7
```

```
0xc1026 0x1e 0x5c
0xc1027 0x88 0xc7
0xc1028 0x5e 0x46
0xc1029 0x20 0x60
0xc102a 0x88 0x40
0xc102b 0x5e 0xd0
0xc102c 0x21 0x3
0xc102d 0x88 0x0
0xc102e 0x5e 0x89
0xc102f 0x22 0x5e
0xc1030 0x89 0x64
0xc1031 0x5e 0xf
0xc1032 0x5c 0xbf
0xc1033 0xc7 0x4f
0xc1034 0x46 0x40
0xc1035 0x60 0x83
0xc1036 0xff 0xc4
0xc1037 0xff 0x40
0xc1038 0xff 0x51
0xc1039 0xff 0x6a
0xc103a 0x89 0x3
0xc103b 0x5e 0x53
0xc103c 0x64 0x6a
0xc103d 0xf 0x8
0xc103e 0xbf 0x6a
0xc103f 0x57 0x1b
0xc1040 0x40 0x6a
0xc1041 0x52 0x1
0xc1042 0x6a 0x56
0xc1043 0x4 0xe8
0xc1044 0x53 0x18
0xc1045 0x50 0xe
0xc1046 0x6a 0x6
0xc1047 0x1d 0x0
0xc1048 0x6a 0xf
0xc1049 0x1 0xbf
0xc104a 0x56 0x57
0xc104b 0xe8 0x40
0xc104c 0x10 0x53
0xc104d 0xe 0x52
0xc104e 0x6 0x6a
0xc104f 0x0 0x2
0xc1050 0xf 0x6a
0xc1051 0xbf 0x2
0xc1052 0x47 0x53
0xc1053 0x40 0x6a
0xc1054 0x53 0x9
0xc1055 0x50 0x6a
0xc1056 0x6a 0x18
0xc1057 0x2 0x6a
0xc1058 0x6a 0x1
0xc1059 0x6 0x56
0xc105a 0x53 0xe8
0xc105b 0x6a 0x51
0xc105c 0x9 0xe
0xc105d 0x6a 0x6
0xc105e 0x1 0x0
0xc105f 0x6a 0x66
0xc1060 0x1 0x89
0xc1061 0x56 0x5e
0xc1062 0xe8 0x75
0xc1063 0x49 0x66
0xc1064 0xe 0x89
0xc1065 0x6 0xae
0xc1066 0x0 0x80
0xc1067 0x83 0x0
0xc1068 0xc4 0x0
0xc1069 0x5c 0x0
0xc106a 0x53 0xb8
0xc106b 0x6a 0x1
0xc106c 0xff 0x0
0xc106d 0x6a 0x0
0xc106e 0xff 0x0
0xc106f 0x6a 0xbd
0xc1070 0xff 0x2
0xc1071 0x53 0x0
0xc1072 0x6a 0x0
0xc1073 0x1 0x0
0xc1074 0x56 0x66
0xc1075 0xe8 0xc7
0xc1076 0x96 0x46
0xc1077 0xe 0x6f
0xc1078 0x6 0x82
0xc107b 0xc7 0x89
0xc107d 0x6f 0x71
0xc107e 0x82 0x66
0xc107f 0x0 0x89
0xc1080 0x66 0x5e
0xc1081 0xc7 0x73
0xc1082 0x46 0xc6
0xc1083 0x71 0x46
0xc1084 0x1 0x7f
0xc1085 0x0 0x8
0xc1088 0x5e 0xae
0xc1089 0x73 0x82
0xc108a 0x66 0x0
0xc108b 0xc7 0x0
0xc108c 0x46 0x0
0xc108d 0x75 0x66
0xc108e 0x3 0x89
0xc108f 0x0 0x9e
0xc1090 0xc6 0x84
0xc1091 0x46 0x0
0xc1092 0x7f 0x0
0xc1093 0x8 0x0
0xc1094 0xc7 0x89
0xc1096 0x86 0x46
```

```
0xc1097 0x80 0x77
0xc1098 0x0 0x66
0xc1099 0x0 0x89
0xc109a 0x0 0x9e
0xc109b 0x4 0x86
0xc109d 0x66 0x0
0xc109e 0xc7 0x0
0xc109f 0x86 0x88
0xc10a0 0x82 0x9e
0xc10a1 0x0 0x88
0xc10a4 0x2 0x0
0xc10a5 0x0 0xc6
0xc10a6 0x66 0x86
0xc10a8 0x9e 0x0
0xc10a9 0x84 0x0
0xc10ab 0x0 0x2
0xc10ac 0x0 0xc6
0xc10ad 0x66 0x86
0xc10ae 0x89 0x8a
0xc10af 0x5e 0x0
0xc10b0 0x77 0x0
0xc10b1 0x66 0x0
0xc10b2 0x89 0x7
0xc10b3 0x9e 0x89
0xc10b4 0x86 0x9e
0xc10b5 0x0 0xc4
0xc10b8 0x88 0x0
0xc10b9 0x9e 0xc7
0xc10ba 0x88 0x86
0xc10bb 0x0 0xc8
0xc10be 0x88 0x0
0xc10bf 0x9e 0x20
0xc10c0 0x89 0xa1
0xc10c1 0x0 0x7
0xc10c3 0x0 0x89
0xc10c4 0x88 0x9e
0xc10c5 0x9e 0xcc
0xc10c6 0x8a 0x0
0xc10c9 0x0 0xf
0xc10ca 0x89 0xbf
0xc10cb 0x9e 0x47
0xc10cc 0xc4 0x40
0xc10cd 0x0 0x83
0xc10ce 0x0 0xc4
0xc10cf 0x0 0x40
0xc10d0 0xc7 0x50
0xc10d1 0x86 0x6a
0xc10d2 0xc8 0x3
0xc10d3 0x0 0x53
0xc10d4 0x0 0x6a
0xc10d5 0x0 0xa
0xc10d6 0xff 0x6a
0xc10d7 0xff 0x1
0xc10d8 0xff 0x55
0xc10d9 0xff 0x56
0xc10da 0x89 0xe8
0xc10db 0x9e 0x81
0xc10dc 0xcc 0xd
0xc10dd 0x0 0x6
0xc10df 0x0 0xf
0xc10e0 0xf 0xbf
0xc10e1 0xbf 0x4f
0xc10e2 0x4f 0x40
0xc10e3 0x40 0x53
0xc10e5 0x53 0x55
0xc10e6 0x53 0x55
0xc10e7 0x6a 0x53
0xc10e8 0x9 0x6a
0xc10e9 0x6a 0xa
0xc10ea 0x2 0x6a
0xc10eb 0x6a 0x15
0xc10ec 0x2 0x55
0xc10ef 0x6d 0xbd
0xc10f3 0xf 0x83
0xc10f4 0xbf 0xc4
0xc10f5 0x57 0x40
0xc10f6 0x40 0xb8
0xc10f7 0x53 0x4
0xc10f8 0xbf 0x0
0xc10f9 0x2 0x0
0xc10fb 0x0 0x66
0xc10fc 0x0 0x89
0xc10fd 0x52 0xae
0xc10fe 0x57 0xd9
0xc10ff 0x57 0x0
0xc1100 0x53 0x0
0xc1101 0x6a 0x0
0xc1102 0x9 0x66
0xc1103 0x6a 0x89
0xc1104 0x4 0xae
0xc1105 0x57 0xe8
0xc1106 0x56 0x0
0xc1107 0xe8 0x0
0xc1108 0xa4 0x0
0xc1109 0xd 0x66
0xc110a 0x6 0x89
0xc110b 0x0 0x86
0xc110c 0x83 0xdd
0xc110d 0xc4 0x0
0xc110e 0x5c 0x0
0xc110f 0x66 0x0
0xc1110 0x89 0x66
0xc1111 0xbe 0xc7
0xc1112 0xd9 0x86
0xc1113 0x0 0xdf
0xc1116 0x66 0x0
0xc1117 0x89 0x1
```

```
0xc1118 0xbe 0x0
0xc1119 0xe8 0x5d
0xc111a 0x0 0x66
0xc111b 0x0 0xc7
0xc111c 0x0 0x86
0xc111d 0x66 0xd7
0xc111e 0xc7 0x0
0xc111f 0x86 0x0
0xc1120 0xd7 0x0
0xc1121 0x0 0x96
0xc1123 0x0 0x66
0xc1124 0x96 0x89
0xc1125 0x0 0x9e
0xc1126 0x66 0xdb
0xc1127 0x89 0x0
0xc1128 0x9e 0x0
0xc1129 0xdb 0x0
0xc112a 0x0 0xc6
0xc112b 0x0 0x86
0xc112c 0x0 0xe7
0xc112d 0x66 0x0
0xc112e 0xc7 0x0
0xc112f 0x86 0x0
0xc1130 0xdd 0x8
0xc1131 0x0 0x66
0xc1132 0x0 0xc7
0xc1133 0x0 0x86
0xc1134 0x3 0xea
0xc1136 0xc6 0x0
0xc1137 0x86 0x0
0xc1138 0xe7 0x1
0xc113a 0x0 0x66
0xc113b 0x0 0x89
0xc113c 0x8 0x9e
0xc113d 0x66 0xec
0xc113e 0xc7 0x0
0xc113f 0x86 0x0
0xc1140 0xea 0x0
0xc1141 0x0 0x66
0xc1142 0x0 0xc7
0xc1143 0x0 0x86
0xc1144 0x1 0xe1
0xc1146 0x66 0x0
0xc1147 0x89 0x0
0xc1148 0x9e 0x3
0xc1149 0xec 0x0
0xc114a 0x0 0x66
0xc114b 0x0 0x89
0xc114c 0x0 0x9e
0xc114d 0x66 0xee
0xc114e 0x89 0x0
0xc114f 0x9e 0x0
0xc1150 0xdf 0x0
0xc1151 0x0 0x88
0xc1152 0x0 0x9e
0xc1153 0x0 0xf0
0xc1154 0x66 0x0
0xc1155 0x89 0x0
0xc1156 0x9e 0x0
0xc1157 0xee 0xc6
0xc1158 0x0 0x86
0xc1159 0x0 0xf1
0xc115b 0x88 0x0
0xc115c 0x9e 0x0
0xc115d 0xf0 0x2
0xc115e 0x0 0xc6
0xc115f 0x0 0x86
0xc1160 0x0 0xf2
0xc1161 0x88 0x0
0xc1162 0x9e 0x0
0xc1163 0xf1 0x0
0xc1164 0x0 0x7
0xc1165 0x0 0x89
0xc1166 0x0 0x9e
0xc1167 0x88 0x2c
0xc1168 0x9e 0x1
0xc1169 0xf2 0x0
0xc116b 0x0 0xc7
0xc116c 0x0 0x86
0xc116d 0x89 0x30
0xc116e 0x9e 0x1
0xc116f 0x2c 0x0
0xc1170 0x1 0x0
0xc1171 0x0 0x40
0xc1172 0x0 0x42
0xc1173 0xc7 0xf
0xc1174 0x86 0x0
0xc1175 0x30 0xc7
0xc1176 0x1 0x86
0xc1177 0x0 0x34
0xc1178 0x0 0x1
0xc1179 0xff 0x0
0xc117a 0xff 0x0
0xc117b 0xff 0x80
0xc117c 0xff 0xa2
0xc117d 0x89 0x19
0xc117e 0x9e 0x0
0xc117f 0x34 0x8b
0xc1180 0x1 0xc6
0xc1181 0x0 0x5f
0xc1182 0x0 0x5e
0xc1183 0x8b 0x5b
0xc1184 0xc6 0x81
0xc1185 0x5f 0xc4
0xc1186 0x5e 0x0
0xc1187 0x5b 0x2
0xc1188 0x81 0x0
```

```
0xc1189 0xc4 0x0
0xc118a 0x0 0xc2
0xc118b 0x2 0x10
0xc118d 0x0 0x66
0xc118e 0xc2 0x3d
0xc118f 0x10 0xdf
0xc1190 0x0 0x7
0xc1191 0x90 0xf
0xc1192 0x90 0x84
0xc1193 0x90 0xec
0xc1194 0x90 0x26
0xc1195 0x90 0x0
0xc1196 0x90 0x0
0xc1197 0x90 0x66
0xc1198 0x90 0x89
0xc1199 0x90 0x46
0xc119a 0x90 0x40
0xc119b 0x90 0xe9
0xc119c 0x90 0x2
0xc119d 0x90 0x1e
0xc119e 0x90 0x0
0xc119f 0x90 0x0
0xc11bc 0x28 0x54
0xc11bd 0xf7 0xf6
0xc1207 0xd0 0x60
0xc1208 0xf3 0xf2
0xc1241 0x90 0x54
0xc1242 0xf5 0xf6
0xc1259 0xf8 0x18
0xc125a 0xf4 0xf2
0xc1262 0x7 0x16
0xc1288 0x6 0x7
0xc138c 0x90 0x54
0xc138d 0xf5 0xf6
0xc13da 0x90 0x54
0xc13db 0xf5 0xf6
0x1f68fa 0x90 0x88
0x1f68fb 0x90 0x9e
0x1f68fc 0x90 0xc1
0x1f68fd 0x90 0x0
0x1f68fe 0x90 0x0
0x1f68ff 0x90 0x0
0x20352c 0x2 0x90
0x20352d 0x9d 0x90
0x20352e 0x0 0x90
0x20352f 0x89 0x90
0x203530 0x3d 0x60
0x203531 0xfc 0x68
0x203532 0x2 0x80
0x203533 0x9d 0x0
0x203535 0x89 0x0
0x203536 0x3d 0xe8
0x203537 0x4 0xb6
0x203538 0x3 0x17
0x203539 0x9d 0x34
0x20353b 0x89 0x92
0x20353c 0x3d 0x8b
0x20353d 0x8 0xc6
0x20353e 0x3 0x8b
0x20353f 0x9d 0x70
0x203540 0x0 0x61
0x203541 0x89 0x85
0x203542 0x3d 0xf6
0x203543 0xc 0x74
0x203544 0x3 0x3e
0x203545 0x9d 0x8b
0x203546 0x0 0xfa
0x203547 0x89 0x8b
0x203548 0x3d 0x1d
0x203549 0x10 0x92
0x20354a 0x3 0x2c
0x20354b 0x9d 0xae
0x20354e 0x3d 0x1f
0x20354f 0x14 0x8b
0x203550 0x3 0x18
0x203551 0x9d 0x89
0x203552 0x0 0x5f
0x203553 0x89 0x2
0x203554 0x3d 0x66
0x203555 0x18 0x8b
0x203556 0x3 0x58
0x203557 0x9d 0x18
0x203558 0x0 0x66
0x20355a 0x3d 0x5f
0x20355b 0x1c 0x6
0x20355c 0x3 0x83
0x20355d 0x9d 0xc7
0x20355e 0x0 0x8
0x20355f 0x89 0x6a
0x203560 0x3d 0x44
0x203561 0x20 0x59
0x203562 0x3 0xf3
0x203563 0x9d 0xa4
0x203564 0x0 0xb1
0x203565 0x89 0x1f
0x203566 0x3d 0x52
0x203567 0x24 0x51
0x203568 0x3 0xff
0x203569 0x9d 0x70
0x20356a 0x0 0x61
0x20356b 0x89 0x50
0x20356c 0x3d 0xe8
0x20356d 0x28 0xcf
0x20356e 0x3 0xff
0x20356f 0x9d 0xf3
0x203570 0x0 0xff
0x203571 0x89 0xaa
```

```
0x203572 0x3d 0x58
0x203573 0x2c 0x59
0x203574 0x3 0x59
0x203575 0x9d 0x5a
0x203576 0x0 0xe2
0x203577 0x89 0xee
0x203578 0x3d 0x8b
0x203579 0x30 0xcf
0x20357a 0x3 0x2b
0x20357b 0x9d 0xca
0x20357c 0x0 0x52
0x20357d 0x89 0x51
0x20357e 0x3d 0xe8
0x20357f 0x34 0x2d
0x203580 0x3 0x2
0x203581 0x9d 0x0
0x203583 0x89 0x52
0x203584 0x3d 0xe8
0x203585 0x38 0xb
0x203586 0x3 0x17
0x203587 0x9d 0x34
0x203589 0x89 0x83
0x20358a 0x3d 0xc4
0x20358b 0x3c 0x8
0x20358c 0x3 0x61
0x20358d 0x9d 0xc3
0x20358e 0x0 0x90
0x20358f 0x89 0x90
0x203590 0x3d 0x8b
0x203591 0x40 0xd
0x203592 0x3 0x18
0x203593 0x9d 0x43
0x203594 0x0 0xb7
0x203595 0x89 0x0
0x203596 0x3d 0x85
0x203597 0x44 0xf6
0x203598 0x3 0x74
0x203599 0x9d 0x5
0x20359a 0x0 0xe8
0x20359b 0x89 0x91
0x20359c 0x3d 0xff
0x20359d 0x48 0xff
0x20359e 0x3 0xff
0x20359f 0x9d 0xe9
0x2035a0 0x0 0x59
0x2035a1 0x89 0x85
0x2035a2 0x3d 0x1a
0x2035a3 0x50 0x0
0x2035a4 0x3 0x90
0x2035a5 0x9d 0x90
0x2035a6 0x0 0x90
0x2035a7 0x89 0x90
0x2035a8 0x3d 0x8b
0x2035a9 0x54 0xd
0x2035aa 0x3 0x98
0x2035ab 0x9d 0x3c
0x2035ac 0x0 0xb6
0x2035ad 0x89 0x0
0x2035ae 0x3d 0x80
0x2035af 0x5c 0x3d
0x2035b0 0x3 0x90
0x2035b1 0x9d 0x2c
0x2035b2 0x0 0xae
0x2035b3 0x89 0x0
0x2035b4 0x3d 0x80
0x2035b5 0x60 0x75
0x2035b6 0x3 0x28
0x2035b7 0x9d 0x80
0x2035b8 0x0 0x3d
0x2035b9 0x89 0x88
0x2035ba 0x3d 0x2c
0x2035bb 0x64 0xae
0x2035bc 0x3 0x0
0x2035bd 0x9d 0x2
0x2035be 0x0 0x75
0x2035bf 0x89 0x1f
0x2035c0 0x3d 0x60
0x2035c1 0x68 0x8b
0x2035c2 0x3 0xd
0x2035c3 0x9d 0x64
0x2035c4 0x0 0x23
0x2035c5 0x89 0xae
0x2035c6 0x3d 0x0
0x2035c7 0x6c 0x8b
0x2035c8 0x3 0x35
0x2035c9 0x9d 0xbc
0x2035ca 0x0 0x23
0x2035cb 0x89 0xae
0x2035cc 0x3d 0x0
0x2035cd 0x70 0x8b
0x2035ce 0x3 0x46
0x2035cf 0x9d 0x61
0x2035d0 0x0 0x85
0x2035d1 0x89 0xc0
0x2035d2 0x3d 0x74
0x2035d3 0x74 0x5
0x2035d4 0x3 0xe8
0x2035d5 0x9d 0x57
0x2035d6 0x0 0xff
0x2035d7 0x89 0xff
0x2035d8 0x3d 0xff
0x2035d9 0x78 0x83
0x2035da 0x3 0xc6
0x2035db 0x9d 0x6e
0x2035dc 0x0 0xe2
0x2035dd 0x89 0xef
0x2035de 0x3d 0x61
```

```
0x2035df 0x7c 0xc3
0x2035e0 0x3 0x90
0x2035e1 0x9d 0x90
0x2035e2 0x0 0x90
0x2035e3 0x89 0x90
0x2035e4 0x3d 0x90
0x203786 0x89 0x55
0x203787 0x3d 0x53
0x203788 0x94 0x45
0x203789 0x4 0x52
0x20378a 0x9d 0x33
0x20378b 0x0 0x32
0x20378c 0x89 0x0
0x20378d 0x3d 0x53
0x20378e 0x98 0x65
0x20378f 0x4 0x6e
0x203790 0x9d 0x64
0x203791 0x0 0x4d
0x203792 0x89 0x65
0x203793 0x3d 0x73
0x203794 0x9c 0x73
0x203795 0x4 0x61
0x203796 0x9d 0x67
0x203797 0x0 0x65
0x203798 0x89 0x41
0x203799 0x3d 0x0
0x20379a 0xa0 0x46
0x20379b 0x4 0x69
0x20379c 0x9d 0x6e
0x20379d 0x0 0x64
0x20379e 0x89 0x57
0x20379f 0x3d 0x69
0x2037a0 0xa4 0x6e
0x2037a1 0x4 0x64
0x2037a2 0x9d 0x6f
0x2037a3 0x0 0x77
0x2037a4 0x89 0x41
0x2037a5 0x3d 0x0
0x2037a6 0xa8 0x63
0x2037a7 0x4 0x6d
0x2037a8 0x9d 0x69
0x2037a9 0x0 0x6e
0x2037aa 0x89 0x66
0x2037ab 0x3d 0x6f
0x2037ac 0xac 0x30
0x2037ad 0x4 0x0
0x2037ae 0x9d 0x90
0x2037af 0x0 0x90
0x2037b0 0x89 0x60
0x2037b1 0x3d 0x68
0x2037b2 0xb0 0x86
0x2037b3 0x4 0x37
0x2037b4 0x9d 0x60
0x2037b6 0x89 0xff
0x2037b7 0x3d 0x15
0x2037b8 0xb4 0x38
0x2037b9 0x4 0x71
0x2037ba 0x9d 0x96
0x2037bc 0x89 0x85
0x2037bd 0x3d 0xc0
0x2037be 0xb8 0x74
0x2037bf 0x4 0x1d
0x2037c0 0x9d 0x68
0x2037c1 0x0 0x9a
0x2037c2 0x89 0x37
0x2037c3 0x3d 0x60
0x2037c4 0xbc 0x0
0x2037c5 0x4 0x50
0x2037c6 0x9d 0xff
0x2037c7 0x0 0x15
0x2037c8 0x89 0xb8
0x2037c9 0x3d 0x70
0x2037ca 0xc0 0x96
0x2037cb 0x4 0x0
0x2037cc 0x9d 0x85
0x2037cd 0x0 0xc0
0x2037ce 0x89 0x74
0x2037cf 0x3d 0xd
0x2037d0 0xc4 0x68
0x2037d1 0x4 0xa6
0x2037d2 0x9d 0x37
0x2037d3 0x0 0x60
0x2037d4 0x89 0x0
0x2037d5 0x3d 0x6a
0x2037d6 0xc8 0x0
0x2037d7 0x4 0xff
0x2037d8 0x9d 0xd0
0x2037d9 0x0 0x85
0x2037da 0x89 0xc0
0x2037db 0x3d 0x75
0x2037dc 0xcc 0x4
0x2037dd 0x4 0x61
0x2037de 0x9d 0xc2
0x2037df 0x0 0x8
0x2037e0 0x89 0x0
0x2037e1 0x3d 0x50
0x2037e2 0xd0 0x68
0x2037e3 0x4 0x86
0x2037e4 0x9d 0x37
0x2037e5 0x0 0x60
0x2037e6 0x89 0x0
0x2037e7 0x3d 0xff
0x2037e8 0xd4 0x15
0x2037e9 0x4 0x38
0x2037ea 0x9d 0x71
0x2037eb 0x0 0x96
0x2037ec 0x89 0x0
```

```
0x2037ed 0x3d 0x85
0x2037ee 0xd8 0xc0
0x2037ef 0x4 0x74
0x2037f0 0x9d 0x10
0x2037f1 0x0 0x68
0x2037f2 0x89 0x8d
0x2037f3 0x3d 0x37
0x2037f4 0xdc 0x60
0x2037f5 0x4 0x0
0x2037f6 0x9d 0x50
0x2037f7 0x0 0xff
0x2037f8 0x89 0x15
0x2037f9 0x3d 0xb8
0x2037fa 0xe0 0x70
0x2037fb 0x4 0x96
0x2037fc 0x9d 0x0
0x2037fd 0x0 0x85
0x2037fe 0x89 0xc0
0x2037ff 0x3d 0x75
0x203800 0xe4 0x7
0x203801 0x4 0x58
0x203802 0x9d 0x61
0x203803 0x0 0xc2
0x203804 0x89 0x8
0x203805 0x3d 0x0
0x203806 0xe8 0x90
0x203807 0x4 0x90
0x203808 0x9d 0x5a
0x203809 0x0 0x83
0x20380a 0x89 0xec
0x20380b 0x3d 0xc
0x20380c 0xec 0x8b
0x20380d 0x4 0xfc
0x20380e 0x9d 0x93
0x20380f 0x0 0x8b
0x203810 0x89 0x44
0x203811 0x3d 0x24
0x203812 0xf0 0x34
0x203813 0x4 0xab
0x203814 0x9d 0xab
0x203815 0x0 0xab
0x203816 0x89 0x8b
0x203817 0x3d 0x44
0x203818 0xf4 0x24
0x203819 0x4 0x30
0x20381a 0x9d 0x89
0x20381b 0x0 0x47
0x20381c 0x89 0xf8
0x20381d 0x3d 0x8b
0x20381e 0xf8 0xc4
0x20381f 0x4 0x50
0x203820 0x9d 0xff
0x203821 0x0 0x35
0x203822 0x89 0x2c
0x203823 0x3d 0x7a
0x203824 0xfc 0xb6
0x203825 0x4 0x0
0x203826 0x9d 0x6a
0x203827 0x0 0x4a
0x203828 0x89 0x52
0x203829 0x3d 0xff
0x20382a 0x0 0xd3
0x20382b 0x5 0x83
0x20382c 0x9d 0xc4
0x20382d 0x0 0xc
0x20382e 0x89 0x61
0x20382f 0x3d 0xc2
0x203830 0x4 0x8
0x203831 0x5 0x0
0x203832 0x9d 0x90
0x431b25 0x97 0x17
0x431b26 0x2b 0xf1
0x431b27 0xc9 0xc8
0x48d002 0x83 0x3
0x48d211 0x83 0x3
0x4fc75e 0x83 0x3
```

Alecuervo22

17-02-16, 08:04 PM

thank you very much , do not install the patch me :(

http://oi66.tinypic.com/seq6vl.jpg

Fiestita

18-02-16, 12:22 AM

It could be either run it as administrator or check for cm0102.exe is running.

In spanish: fijate si no funciona al correrlo como administrador. También puede ser que tengas abierto el cm0102.exe al correr flex. Tenes que cerrarlo.

---

milo

23-02-16, 08:45 PM

are you posting here guys? if so please move your ideas somewhere else (i will materially do it), as this thread is just a copy of public offsets thread and i will split and distroy it as soon as possible :ok:

maybe you can start a general chat thread in this area :ok:

Kingsley

Deleted. Found the answer

Jesus

What is the offset to change the Austrialian $ symbol to a £ symbol?

Alan

0x58B474 0x41 0xA3
0x58B475 0x75 0x0
0x58B476 0x73 0x0
0x58B477 0x24 0x0

Jesus

Quote:

Originally Posted by **HClee** »

0x58B474 0x41 0xA3
0x58B475 0x75 0x0
0x58B476 0x73 0x0
0x58B477 0x24 0x0

An unlikely hero. Much appreciated!

Alan

Weird thing is, this will change in the game settings menu, but still show $ on the player value screen.
Add also the below line to the patch text file:

0x58b3fc 0x24 0xA3

This will change the US$ also to £, and then the £ sign will show up when selecting Aus$.
No idea why but it works.

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Offsets

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Jesus

07-04-16, 08:01 PM

> Quote:
>
> Originally Posted by **HClee** »
>
> *Weird thing is, this will change in the game settings menu, but still show $ on the player value screen.*
> *Add also the below line to the patch text file:*
>
> *0x58b3fc 0x24 0xA3*
>
> *This will change the US$ also to £, and then the £ sign will show up when selecting Aus$.*
> *No idea why but it works.*

How did you go about finding the offset? I would love to know how you located it.

Also thank you providing the offsets in Flex format.

Alan

07-04-16, 08:07 PM

They are in this thread somewhere (or another thread perhaps). I saved them to a text file a few months ago

---

Jesus

10-04-16, 11:38 AM

CHANGE AUS$ SYMBOL TO GBP£ SYMBOL

0x58B474 0x41 0xA3
0x58B475 0x75 0x0
0x58B476 0x73 0x0
0x58B477 0x24 0x0
0x58b3fc 0x24 0xA3

---

saturn

12-04-16, 09:50 PM

Here is an explanation for the offsets which exist in all fixture blocks for cup competitions. A lot of these were found by Golly but I've expanded on a few on a few of them.

Code:
```
MOV WORD PTR DS:[***+7],xxx       Round name
MOV WORD PTR DS:[***+9],xxx       Round number
MOV WORD PTR DS:[***+B],xxx       Round draw type
MOV WORD PTR DS:[***+D],xxx       Game 1 tiebreak
MOV BYTE PTR DS:[***+17],xxx      ?
MOV WORD PTR DS:[***+18],xxx      Total teams in round
MOV WORD PTR DS:[***+1A],xxx      Ties
MOV WORD PTR DS:[***+1C],xxx      New teams entering round
MOV WORD PTR DS:[***+F],xxx       Game 2 tiebreak
MOV WORD PTR DS:[***+11],xxx      Game 3 tiebreak
MOV WORD PTR DS:[***+1E],xxx      Total teams already entered into cup
MOV BYTE PTR DS:[***+20],xxx      Replays
MOV BYTE PTR DS:[***+21],xxx      Legs
MOV BYTE PTR DS:[***+22],xxx      Days between legs or replays
MOV DWORD PTR DS:[***+5C],xxx     Prize money for reaching round
MOV DWORD PTR DS:[***+60],xxx     Prize money for winning this round
MOV DWORD PTR DS:[***+64],xxx     Prize money for losing this round
```

The offsets mightn't be written in this order in the code (especially after the first block), but they will all follow the same order (the offset with the lowest ***+x figure will be the Round name, the second lowest ***+x will be the Round number etc).

Now to explain each a bit further.

MOV WORD PTR DS:[*+7],xxx - Round name**
The name of that cup competition's round, eg Qualifying Round, Second Round, Semi Final etc. A full list of available names can be located at 004B4919, but some of the main ones are below.

Spoiler! [Show]

These are easily changed. For instance we can give the English FA Cup Quarter Final round its older title by editing:
0056F8CD - MOV WORD PTR DS:[ESI+277],78 -> **3C**

Spoiler! [Show]

Furthermore, we can create new round names by editing some unused ones that exist in the exe. At 004B627E we have the Interior Zone, a Round name used in Argentina from previous editions. The actual name Interior Zone is stored at 009A68C4, so by editing the ASCII here we can create...

Spoiler! [Show]

...through renaming the round and changing 0092C95D - MOV WORD PTR DS:[ESI+7],14 -> **436**.

Somtimes, the game will use an additional name to prefix all the Round names. These can be located at the beginning of the cup fixtures block, and are alongside the offset that determines the number of rounds in the competition. For example, in the English First Division's cup fixtures (the playoffs), we can find:

Code:

```
00572A34        PUSH 0D0                                    ; 208 (2*104)
00572A39        MOV WORD PTR DS:[EAX],2                      ; Rounds
00572A3E        MOV WORD PTR DS:[ECX],0A0                    ; Playoff
```

These will be used alongside the Round name offsets at 00572AE5 - MOV WORD PTR DS:[ESI+7],82 and 00572B6E - MOV WORD PTR DS: [ESI+6F],96 to create the full Round names: Playoff Semi Final and Playoff Final.

The prefixed Round names are also located at 004B4919, a few of the most used ones are below:

Spoiler! [Show]

They are often used for league offsets too.

MOV WORD PTR DS:[*+9],xxx - Round Number**
Simply the Round number of the competition. The number of rounds will be set at the beginning of the cup's fixture block, as mentioned above. The rounds progress in a chronological order as expected, apart from the Third Place Playoff which comes after the Final.

MOV WORD PTR DS:[*+B],xxx - Round draw type**
Sets whether the draw for this round of the competition is completely open or not. Most rounds are open, ie a fully random draw where anyone can draw anyone. Others are seeded (European club competitions), while others are biased towards lower division teams (lower division teams will not be drawn away to higher division teams). These are roughly what the values here mean:

Code:

```
1 = Team from lower/equivalent division hosts
3 = Team from lower/equivalent division hosts
4 = Seeded teams
8 = Higher placed league position hosts
```

There are probably differences between 1 and 3.

A list of competitions that use non-open draws (probably incomplete):

Spoiler! [Show]

MOV WORD PTR DS:[*+D],xxx - Game 1 tiebreak**
This sets the tiebreak for games with one leg or no replays. The values are:
0 - No tiebreaker, means that there is a second leg or replay set in an offset further down.
1 - Penalties after 90 minutes.
2 - Extra-time (with no penalties - usually means it will go to a replay AET if scores are still level).
3 - Extra-time & penalties.
4 - ? (Only in Copa Libertadores and Copa Mercosur - might be why it goes straight to penalties in second leg)
83 - Golden goal extra-time & penalties.

MOV WORD PTR DS:[*+F],xxx - Game 2 tiebreak**
This sets the tiebreak for games with two legs or replays. The values are:
0 - No tiebreaker, means that there is a second replay or a decider.
1 - Penalties after 90 minutes of the second leg if scores and away goals are level (no extra-time used).
Penalties after 90 minutes of the second leg if scores are level (no away goals or extra-time used - Copa Libertadores and Copa Mercosur only).
3 - Away goals, extra-time and penalties.
7 - Extra-time and penalties used (no away goals)
83 - Away goals, golden goal extra-time and penalties.

MOV WORD PTR DS:[*+11],xxx - Game 3 tiebreak**
This sets the tiebreak for games undecided after two legs or a replay. This offset will usually not be present as only two competitions actually use it - the English FA Trophy and the Copa Mercosur Final.
3 - Extra-time and penalties used.

For now this only covers actual cup competitions. League playoffs (which the game sees as cups) aren't covered yet, so tiebreakers like US style shootouts or teams winning because of higher league positions aren't included. Generally though the other tiebreakers stay the same from what I've seen.

There are also values within the (true) cup offsets that I don't understand yet. For example the Italian Super Cup has a +D value of 0302. The 03 bit is extra-time and penalties, but I don't know what the 02 part (+E essentially) is. I've seen values of 00-04 for +E.

MOV BYTE PTR DS:[*+17],xxx - ?**
I don't know what this refers to. Its value can change within competitions from round to round, but I've noticed that it's always 0A for international competitions.

MOV WORD PTR DS:[*+18],xxx - Total teams in round**
Self-explanatory.

MOV WORD PTR DS:[*+1A],xxx - Ties**

Number of ties (xxx vs xxx) in the round.

MOV WORD PTR DS:[*+1C],xxx - New teams entering round**
Teams that are entering the competition without playing in a previous round, eg Premier League & First Division teams entering the FA Cup Third Round.

MOV WORD PTR DS:[*+1E],xxx - Total teams already entered into cup**
I struggled to put a label on this offset but this is the closest I can think of. It's only a non-zero figure if new teams are entered into the current round, in which case the value given is the [New teams entering round] figure from the previous round. The next round the value is the [New teams entering round] figure from the previous round plus the [Total teams already entered into cup] figure from the previous round. This goes on until no new teams are entered into the cup, in which case the value given is simply the [Total teams already entered into cup] figure from the previous round. After that the value reverts to zero again. ...I wouldn't dwell too much on this.

MOV BYTE PTR DS:[*+20],xxx - Replays**
Sets the number of replays.

MOV BYTE PTR DS:[*+21],xxx - Legs**
Sets whether a tie is one leg or two.

MOV BYTE PTR DS:[*+22],xxx - Days between legs or replays**
Self explanatory.

MOV DWORD PTR DS:[*+5C],xxx - Prize money for reaching round**
Self-explanatory.

MOV DWORD PTR DS:[*+60],xxx - Prize money for winning this round**
Self-explanatory for the most part. Sometimes this will be -1, which means the value will be a percentage of a prize pool set elsewhere in the competition's offsets.

MOV DWORD PTR DS:[*+64],xxx - Prize money for losing this round**
Self-explanatory. Further information on competitions' prize money figures can be found here.

---

bine ye

Excellent work here. Just a question, under Round Draw Type, is there a number which determines if it is a group or knock out, or is this handled elsewhere?

---

saturn

Quote:

Originally Posted by **bine ye** »

Excellent work here. Just a question, under Round Draw Type, is there a number which determines if it is a group or knock out, or is this handled elsewhere?

I think it will be a knockout round always, as group stage rounds use league style fixtures code rather than cup style fixtures code. I don't know how group stage draws are done actually - good question!

Johngall

Hi guys,

Does anyone have the offsets for changing number of teams in Italian serie a from 18 to 20 and also French ligue 1 from 18 to 20?

Thanks

Fods

Take a look here for Italy:

http://champman0102.co.uk/showthread...509#post250509

Cant find anything on France

---

saturn

The following determines which kind of description will be given to a club's training ground:

Spoiler! Show

Which basically translates into:

Code:

```
Top facilities plus youth academy     Club's training facilities = 16-20
Good facilities                       (Club's reputation / Club's training facilities) = 0-400
Adequate facilities                   (Club's reputation / Club's training facilities) = 401-600
Need some investment                  (Club's reputation / Club's training facilities) = 601-800
Need major investment                 (Club's reputation / Club's training facilities) = 801-1,000
Awful facilities                      (Club's reputation / Club's training facilities) = 1,001+
```

Dermotron   29-04-16, 03:13 PM

Quote:

http://i898.photobucket.com/albums/a...ps9f0ue8wv.jpg

Prob changing Aus$ to € would be more realistic in terms of transfer values

---

Alan   05-05-16, 09:38 AM

Hi people...

Has anyone identified how to activate suspensions in England to start immediately rather than the 14 day delay? I've had a search through the forum but not found an answer, only an explanation as to why bans do not start instantly. TIA

---

fairedinkum   05-05-16, 01:23 PM

Quote:

Originally Posted by **HClee** »

Hi people...

Has anyone identified how to activate suspensions in England to start immediately rather than the 14 day delay? I've had a search through the forum but not found an answer, only an explanation as to why bans do not start instantly. TIA

Do you use Tapani's newest patch mate cos the suspensions on there in England are in line with today's rulings and happen immediately?

My only gripe with them is if you appeal and are successful they only take 1 game off of a 3 game ban, if you're innocent then surely the ban should be overturned completely.

Craig Forrest   05-05-16, 02:47 PM

Quote:

Originally Posted by **fairedinkum** »

Do you use Tapani's newest patch mate cos the suspensions on there in England are in line with today's rulings and happen immediately?

My only gripe with them is if you appeal and are successful they only take 1 game off of a 3 game ban, if you're innocent then surely the ban should be overturned completely.

That happens in the vanilla game too.... sometimes they drop a game, sometimes they overturn the entire suspension

---

fairedinkum   05-05-16, 03:34 PM

Quote:

Originally Posted by **Craig Forrest** »

That happens in the vanilla game too.... sometimes they drop a game, sometimes they overturn the entire suspension

I recall in the original database they used to overturn the ban completely, I'm sure the word 'repeal' was used or something along them lines.

Craig Forrest   05-05-16, 04:07 PM

They do sometimes, other times they simply reduce it.... I only play vanilla.... I get far more reductions than complete revocations

---

fairedinkum   05-05-16, 04:21 PM

Quote:

Haven't seen it in years, all I get is 'ban has been reduced by one game', ridiculous.

---

saturn   06-05-16, 07:51 AM

0083172F JE 008318A4 North America
008319C4 JE 00831B4B South America
00831C75 JE 00831E5B Asia
00831F84 JE 008320AA Oceania

NOP the above JE lines and the continental competitions from those areas will load regardless of what country you have selected. So you don't have to select the Argentinian or Brazilian league for the Copa Libertadores and Copa Mercosur to be loaded.

Spoiler! [Show]

The European equivalent is at 008313B3, but NOPing that will cause the game to crash because of the European coefficients.

In .patch form:

Code:
```
0x43172f 0xf 0x90
0x431730 0x84 0x90
0x431731 0x6f 0x90
0x431732 0x1 0x90
0x431733 0x0 0x90
0x431734 0x0 0x90
0x4319c4 0xf 0x90
0x4319c5 0x84 0x90
0x4319c6 0x81 0x90
0x4319c7 0x1 0x90
0x4319c8 0x0 0x90
0x4319c9 0x0 0x90
0x431c75 0xf 0x90
0x431c76 0x84 0x90
0x431c77 0xe0 0x90
0x431c78 0x1 0x90
0x431c79 0x0 0x90
0x431c7a 0x0 0x90
0x431f84 0xf 0x90
0x431f85 0x84 0x90
0x431f86 0x20 0x90
0x431f87 0x1 0x90
0x431f88 0x0 0x90
0x431f89 0x0 0x90
```

---

giovanisantana29   13-05-16, 04:36 PM
Recopa Sudamericana

It always came with my BR mods patch, but I never shared individually.

This patch transform the Inter-American Cup (defunct since 1998) in the South American Recopa.
https://www.sendspace.com/file/ihjr9b

https://ap.imagensbrasil.org/images/recopa.png

---

djole2mcloud   14-05-16, 02:51 PM

saturn,do u have a solution for deactivating extra time in japan after draw in a league?

---

saturn   14-05-16, 02:59 PM

Is it in here somewhere?

---

djole2mcloud   14-05-16, 03:11 PM

is this included in 2.21?

> Quote:
>
> *Originally Posted by **saturn*** »
>
> *Is it in here somewhere?*

---

saturn   14-05-16, 03:42 PM

I believe so, yes.

djole2mcloud

thank you Saturn!

Dermotron

Having looked at Tapani's piced_1280, it looks like the offsets for the size of the window has been scaled to suit. Anyone know the offsets for this so we could create piced's for all the available resolution sizes in Tapani 2.21 patch

djole2mcloud

do u maybe know the offset for changing oceanic(in the menu) - to something else?

Offsets

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---

saturn   22-05-16, 05:07 PM

> Quote:
>
> Originally Posted by **djole2mcloud** »
>
> *do u maybe know the offset for changing oceanic(in the menu) - to something else?*

Open continent.dat in XVI32 and CTRL+F 'Oceanic' and rename it to whatever you want (25 character max). Probably changes more things than just the menu name though.

---

djole2mcloud   22-05-16, 09:58 PM

thanks saturn.
now the next question,i had this offsets somewhwere...
to reactivate north american club comps (merconorte and mercosur) under tapani patch?

---

saturn   22-05-16, 11:12 PM

Change 00831719 to MOV AX,WORD PTR DS:[0DD6ECA].

---

djole2mcloud   23-05-16, 11:47 AM

great.much appreciate this!

> Quote:
>
> Originally Posted by **saturn** »
>
> *Change 00831719 to MOV AX,WORD PTR DS:[0DD6ECA].*

---

djole2mcloud   23-05-16, 11:54 AM

Saturn,do u know how certain international club comps select teams?
For example OFC champions league.There are references for 4 countries(australia,new zealand,tahiti and fiji and also for australian league and for oceania-continent),but for other four nations there are no straight references.I talk to other members about this,and they told me that game than picks clubs according to region and actual region (id 10 and id 18)
I looked through code and there are dozens of offsets containing 10 and 18...(EDX,EAX commands)
Any help is more then welcome.

---

totallyaddicted   24-05-16, 06:04 PM

> Quote:
>
> Originally Posted by **saturn** »
>
> *Change 00831719 to MOV AX,WORD PTR DS:[0DD6ECA].*

Hi mate i did this on olly and i loaded my game and it crashed at the start up.

im using 3.13 patch

---

totallyaddicted   24-05-16, 06:06 PM

[QUOTE=saturn;294392]0083172F JE 008318A4 North America
008319C4 JE 00831B4B South America
00831C75 JE 00831E5B Asia

00831F84 JE 008320AA Oceania

NOP the above JE lines and the continental competitions from those areas will load regardless of what country you have selected.

hi there mate, how do i NOP the JE lines in olly? is it editing the binary or where it says assemble?

---

saturn   24-05-16, 08:13 PM

> Quote:
>
> *Originally Posted by **djole2mcloud*** »
>
> *Saturn,do u know how certain international club comps select teams?*
> *For example OFC champions league.There are references for 4 countries(australia,new zealand,tahiti and fiji and also for australian league and for oceania-continent),but for other four nations there are no straight references.I talk to other members about this,and they told me that game than picks clubs according to region and actual region (id 10 and id 18)*
> *I looked through code and there are dozens of offsets containing 10 and 18...(EDX,EAX commands)*
> *Any help is more then welcome.*

Sorry, I don't understand the cup drawing process mode yet. I had a brief look at the OFC code and it seems even more complicated than normal cups (probably to be expected as it's a continental one). The only help I can offer is to look for [...+75],12 / [...+76],0A somewhere in the code for those region / actual region offsets.

> Quote:
>
> *Originally Posted by **totallyaddicted*** »
>
> *Hi mate i did this on olly and i loaded my game and it crashed at the start up.*
>
> *im using 3.13 patch*

Tapani probably disabled it for a reason on his 3.xx patches. There are too many changes on those patches for me to go searching for the cause I'm afraid.

> Quote:
>
> *Originally Posted by **totallyaddicted*** »
>
> *0083172F JE 008318A4 North America*
> *008319C4 JE 00831B4B South America*
> *00831C75 JE 00831E5B Asia*
> *00831F84 JE 008320AA Oceania*
>
> *NOP the above JE lines and the continental competitions from those areas will load regardless of what country you have selected.*
>
>
> *hi there mate, how do i NOP the JE lines in olly? is it editing the binary or where it says assemble?*

The binary one (so left click on the line, right click -> Binary -> Fill with NOPs).

---

saturn   24-05-16, 08:51 PM

008C7600 JNZ 008C75E0 -> **JMP** 008C75E0

British and Irish clubs can now loan non-EU players.

---

djole2mcloud   25-05-16, 09:29 AM

did it,but i can't start game at all...some setup error...
do i need change somewhere else...club comp.dat?

> Quote:
>
> *Originally Posted by **saturn*** »
>
> *Open continent.dat in XVI32 and CTRL+F 'Oceanic' and rename it to whatever you want (25 character max). Probably changes more things than just the menu name though.*

---

saturn   25-05-16, 06:28 PM

No, only the continent.dat file needs to be edited.

Spoiler! [Show]
```
```

---

djole2mcloud   25-05-16, 08:48 PM

hmmm...strange...
i did it just u explain to me...
open through xvi32...open continent.dat...searched and replaced...saved...
http://s33.postimg.org/lt2g0v3z3/image.png

> Quote:
>
> *Originally Posted by **saturn** »*
>
> *No, only the continent.dat file needs to be edited.*
>
> ***Spoiler!*** Show

---

saturn

25-05-16, 09:11 PM

I've tried it on both the .68 and 2.21.1 exes and it works for me. You're *just* renaming the Oceanic part in continent.dat, right?

---

djole2mcloud

25-05-16, 09:22 PM

yes,onlz that...but this is far as i can go...after that...game crashes...

> Quote:
>
> *Originally Posted by **saturn** »*
>
> *I've tried it on both the .68 and 2.21.1 exes and it works for me. You're just renaming the Oceanic part in continent.dat, right?*

---

saturn

25-05-16, 09:35 PM

I don't know then. What new name are you giving it?

---

djole2mcloud

25-05-16, 09:53 PM

i'v tried various...
Balkan,South European...etc..

---

saturn

25-05-16, 09:57 PM

I've no idea then, sorry.

---

djole2mcloud

25-05-16, 10:23 PM

just an idea...can it be due to 64 bit OS?

> Quote:
>
> *Originally Posted by **saturn** »*
>
> *I've no idea then, sorry.*

---

saturn

25-05-16, 10:44 PM

I don't know, perhaps. I'm guessing your trying to edit the continental.dat to play with an exe with some league swaps going on? Probably there's some issue there.

Try renaming on just a normal .68 / 2.21.1 exe - if that doesn't work it could be something OS related.

---

djole2mcloud

25-05-16, 10:51 PM

tried on normal update april 2016...same thing
will try on xp to see if this is OS related

> Quote:
>
> *Originally Posted by **saturn** »*
>
> *I don't know, perhaps. I'm guessing your trying to edit the continental.dat to play with an exe with some league swaps going on? Probably there's some issue there.*
>
> *Try renaming on just a normal .68 / 2.21.1 exe - if that doesn't work it could be something OS related.*

fairedinkum   26-05-16, 10:58 AM

Need a little help hopefully please. I want to turn off the English League Cup using the Big On/Off Switch but I know this will affect the Europa League because of the place that winning it gets you, has anyone got any what offsets I'd have to play around with (and how) so that the Europa League place goes to the next place down in the English Premier League instead?

Fods   26-05-16, 11:19 AM

Hey dink, try turning off the cup and run the game, see what happens. It might be clever enough to realize and pick the next in line anyway...?

---

fairedinkum   26-05-16, 11:26 AM

> Quote:
>
> Originally Posted by **Fodster** »
>
> *Hey dink, try turning off the cup and run the game, see what happens. It might be clever enough to realize and pick the next in line anyway...?*

You know what that's not a bad idea, I'll give it a go now and see what happens.

---

fairedinkum   26-05-16, 11:29 AM

That's that idea gone, English League Cup is not listed on the Big On/Off.

Fods   26-05-16, 11:38 AM

Maybe JL knew if it was turned off it would cause issues.

Hopefully someone can help with the offsets :ok:

All times are GMT +1. The time now is **01:15 PM**.

Offsets

Printable View

---

djole2mcloud   26-05-16, 02:34 PM

00833B37 JE SHORT 00833B5D - change this offset through olly in to
00833B37 JMP SHORT 00833B5D
this will turn off league cup

> Quote:
>
> *Originally Posted by **fairedinkum*** »
>
> *That's that idea gone, English League Cup is not listed on the Big On/Off.*

---

fairedinkum   26-05-16, 03:20 PM

> Quote:
>
> *Originally Posted by **djole2mcloud*** »
>
> *00833B37 JE SHORT 00833B5D - change this offset through olly in to*
> *00833B37 JMP SHORT 00833B5D*
> *this will turn off league cup*

Ahh lovely, top man. Have you any idea if the following seasons Europa League is affected by implementing these changes?

---

djole2mcloud   26-05-16, 03:27 PM

didn't checked...just holiday one season and u'll find out

---

fairedinkum   26-05-16, 03:40 PM

> Quote:
>
> *Originally Posted by **djole2mcloud*** »
>
> *didn't checked...just holiday one season and u'll find out*

No probs, I'll give it a go tonight mate.

---

saturn   26-05-16, 09:10 PM

A while back there was a thread about how the two Greek divisions have 16 teams in the editor, but only 14 in the exe. This means that four teams are cut adrift in the game, the last two alphabetically in each division (I'll use the .68 DB): Patraikos [GNB], Proodeftiki [GNA], Serres [GNB] and Xanthi [GNA].

Spoiler! [Show]

In the exe, a piece of code exists in setup.cpp that looks like this:

Code:
```
0082839A        |. A1 1CF39C00              MOV EAX,DWORD PTR DS:[9CF31C]- GREECE
0082839F        |. 8B15 A823AE00            MOV EDX,DWORD PTR DS:[AE23A8]
008283A5        |. 83C4 08                  ADD ESP,8
008283A8        |. 8D0CC0                   LEA ECX,DWORD PTR DS:[EAX+EAX*8]
008283AB        |. C1E1 04                  SHL ECX,4
008283AE        |. 03C8                     ADD ECX,EAX
008283B0        |. 8A844A 1C010000          MOV AL,BYTE PTR DS:[EDX+ECX*2+11C]
008283B7        |. 84C0                     TEST AL,AL
008283B9        |. 74 1E                    JE SHORT cm0102.008283D9
008283BB        |. A1 6CF89C00              MOV EAX,DWORD PTR DS:[9CF86C]- GREEK_PREMIER_DIVISION
```

```
008283C0      |. 6A 0E                     PUSH 0E
008283C2      |. 50                        PUSH EAX
008283C3      |. E8 58150100               CALL cm0102.00839920
008283C8      |. 8B0D 70F89C00             MOV ECX,DWORD PTR DS:[9CF870]- GREEK_SECOND_DIVISION
008283CE      |. 6A 0E                     PUSH 0E
008283D0      |. 51                        PUSH ECX
008283D1      |. E8 4A150100               CALL cm0102.00839920
008283D6      |. 83C4 10                   ADD ESP,10
008283D9      |> E8 92C5D1FF               CALL cm0102.00544970
```

If we change 008283B9 JE SHORT cm0102.008283D9 to a **JMP**, the game will now load with the four clubs attached to their respective leagues. So the exe is now loading from the database the correct number of teams, as it always does.

Spoiler! [Show]

Unfortunately the code for the Greek competitions in the exe still only expects there to be 14 teams in each division, so the game again only leaves out the same four teams. Let's change that.

GNA # teams:
005EAD6B PUSH 33A -> **3B0** (826 {14*59} -> 944 {16*59})
005EAD72 MOV WORD PTR DS:[ESI+3E],0E -> **10** (14 -> 16)
Simply changing the number of teams.

GNA fixtures:
005EA705 PUSH 69A -> **79E** (1690 {26*65} -> 1950 {30*65})
005EA70A MOV WORD PTR DS:[EAX],1A -> **1E** (26 -> 30)
Simply changing the number of fixtures.

005EA755 MOV AX,WORD PTR DS:[EDI+40] -> **JMP 005EB5F4** (after NOPing both lines)
005EA759 PUSH 0
There's no room to add four extra rounds of fixtures in the exe, so instead we JMP to the GNB's fixture block. That was still coded to have 30 fixtures despite only having 14 teams. I believe zozoa discovered this method and I'm not fully sure if you can do this for any fixture block, but it works here.

GNB # teams:
005EBCBB PUSH 33A -> **3B0** (826 {14*59} -> 944 {16*59})
005EBCC2 MOV WORD PTR DS:[ESI+3E],0E -> **10** (14 -> 16)
Simply changing the number of teams.

GNB fixtures:
005EB5A5 PUSH 79E
005EB5AA MOV WORD PTR DS:[EAX],1E
As mentioned above, no need to change the fixtures as there's already 30.

Greek Cup:
005E9B86 CMP EAX,10 -> **0C** (16 -> 12)
Lastly, we need to adjust the Greek Cup numbers to allow the four added teams to enter. The above reduces the number of non-league teams entered. So now 12 non-league teams plus 32 leagues teams make up the 44 team Greek Cup. If we don't adjust this, the last four teams alphabetically in the GNA will not enter the cup.

So, there we have the two leagues restored to 16/16, as the database intended.

Spoiler! [Show]

Spoiler! [Show]

The changes in .patch form:

Code:
```
0x1e9b88 0x10 0xc
0x1ea706 0x9a 0x9e
0x1ea707 0x6 0x7
0x1ea70d 0x1a 0x1e
0x1ea755 0x66 0xe9
0x1ea756 0x8b 0x9a
0x1ea757 0x47 0xe
0x1ea758 0x40 0x0
0x1ea759 0x6a 0x0
0x1ea75a 0x0 0x90
0x1ead6c 0x3a 0xb0
0x1ead76 0xe 0x10
0x1ebcbc 0x3a 0xb0
0x1ebcc6 0xe 0x10
0x4283b9 0x74 0xeb
```

---

djole2mcloud   26-05-16, 09:35 PM

remember this was once big topic....
nicely done saturn...again :-)

---

djole2mcloud   26-05-16, 11:45 PM

Saturn,i need one more help with belgium 2nd division after reducing 1st and 2nd to 16 teams...
now relegation playoff is little messed up...i see that 16th team from belgiumb 2nd goes to playoff instead direct relegation...
i reckon thath 16th team was going to playoff with 18 teams in league...clearly there is code somewhere for it,but i can; locate it...

saturn   27-05-16, 12:02 AM

Does anyone get relegated directly from the Second Division? Have you adjusted the direct/playoff relegation spots below?

Code:
```
0041FEEF MOV BYTE PTR DS:[ESI+C0],BL                    ; Relegation playoff places
0041FEF5 MOV BYTE PTR DS:[ESI+C1],CL                    ; Relegation direct places
```

---

djole2mcloud   27-05-16, 12:11 AM

16th and 15th should relegate directly,14th should go to play of... (18th and 17th direct relegation,16th in play off with 18 teams)
now 16th club instead of relegating directly goes to play off along with 3rd div clubs...wins playoff and stays in div 2...
BL and CL command are related to some number somewhere in code right?

Quote:

Originally Posted by saturn »

Does anyone get relegated directly from the Second Division? Have you adjusted the direct/playoff relegation spots below?

Code:
```
0041FEEF MOV BYTE PTR DS:[ESI+C0],BL                    ; Relegation playoff places
0041FEF5 MOV BYTE PTR DS:[ESI+C1],CL                    ; Relegation direct places
```

---

saturn   27-05-16, 12:16 AM

Yes sorry, should have included them. BL=1, CL=2.

So do two teams (14th and 15th) still get relegated directly - it's just not the right ones?

---

djole2mcloud   27-05-16, 12:34 AM

15th was relegated...14th should go to playoff but it didn,t...16th should directly get relegated but instead goes to playoff and wins it and stayed clear of relegation...
and winner of 3rd div A promoted but winner of 3rd div B did not...

---

saturn   27-05-16, 12:42 AM

Okay, I'll have a look tomorrow at the code and see if I can find anything.

---

djole2mcloud   27-05-16, 12:49 AM

thank you

---

djole2mcloud   27-05-16, 03:39 PM

http://s20.postimg.org/yv3siqxod/image.png

http://s20.postimg.org/soxqy9ed9/image.png

http://s20.postimg.org/tfv2hs64d/image.png

http://s20.postimg.org/tv6cass1p/image.png

http://s20.postimg.org/wnzjutse5/image.png

here u can see that last team that should be directly relegated enters playoff...and team that should enter playoff does not...

---

saturn   27-05-16, 10:25 PM

Sorry, I can't see anything in the Belgian code relating to cup draws for the playoffs. No idea why the above happens, you'd expect a crash to be more likely than that. My guess is the code for all the +BE/BF/C0/C1 offsets is somewhere in the cup.cpp part of the code, which is huge.

About the Oceania Champions League team selection, at 007983CF and 007983F2 there's two calls up to blocks of code that contain the minor Oceanic nations. Those blocks are also called for the OFC Nations Cup (at 00799F12 and 00799F52) so any changes you make to one competition's participants will affect the other.

---

djole2mcloud   28-05-16, 02:53 AM

no worry...i just find a solution that suits...left 2nd with 18 teams and all is fine with playioffs
thanks for the ofc info...
and big thanks for all the help!

> Quote:
>
> Originally Posted by **saturn** »
>
> *Sorry, I can't see anything in the Belgian code relating to cup draws for the playoffs. No idea why the above happens, you'd expect a crash to be more likely than that. My guess is the code for all the +BE/BF/C0/C1 offsets is somewhere in the cup.cpp part of the code, which is huge.*
>
> *About the Oceania Champions League team selection, at 007983CF and 007983F2 there's two calls up to blocks of code that contain the minor Oceanic nations. Those blocks are also called for the OFC Nations Cup (at 00799F12 and 00799F52) so any changes you make to one competition's participants will affect the other.*

---

fairedinkum

I turned off the English Leagie Cup and got through a couple of seasons and all is good, I assume the coding automatically picks the next team down in the Premier League and they go into the Europa League the following season. Cheers for the help as well, much appreciated.

---

saturn

005448A4 TEST BYTE PTR DS:[EDX+11C],2 -> **0**
005448AB JE SHORT 005448B2 -> **JNZ**

Clubs in background leagues will now hire new managers.

From some minimal testing it seems like you'll have to change a league to Foreground if you want a job in that league yourself. Another side effect is that the Select Team screen, which you see when you add a new manager, will show all available league clubs when you're choosing your team. There's a limit to the number of clubs the game can show (see below), but you can get to your desired club easily enough by clicking on the abbreviations to get to the league they're in.

Spoiler! [Show]

There could be other side effects too, overall I've done very little testing on this so far.

---

xeno

> Quote:
>
> Originally Posted by **saturn** »
>
> *005448A4 TEST BYTE PTR DS:[EDX+11C],2 -> **0***
> *005448AB JE SHORT 005448B2 -> **JNZ***
>
> *Clubs in background leagues will now hire new managers.*
>
> *From some minimal testing it seems like you'll have to change a league to Foreground if you want a job in that league yourself. Another side effect is that the Select Team screen, which you see when you add a new manager, will show all available league clubs when you're choosing your team. There's a limit to the number of clubs the game can show (see below), but you can get to your desired club easily enough by clicking on the abbreviations to get to the league they're in.*
>
> *Spoiler!* [Show]
>
> *There could be other side effects too, overall I've done very little testing on this so far.*

You are master , Saturn.

---

totallyaddicted

Hi guys, appreciate your help so far.

Is there any way to increase the south Korean league to 20 teams?

---

totallyaddicted

Also im really confused ive been messing around with the following offsets to try and reactivate the concacaf champions league but it keeps crashing the game, what am i doing wrong? thanks for your help.

Reactivating the CONCACAF competitions, that are disabled when you using CMPatcher 2.19:

00831719 JMP 008318C2 > MOV AX,WORD PTR DS:[DD6ECA]

North American club competitions:

00831802

00831856

---

totallyaddicted

Thanks for all your help so far, so here's a question as I'm unable to re activate the concacaf champions league how would I get the winner of the USA league to qualify for the copa libertadores and the runners up of the USA league qualify for the merconorte cup?

---

xeno

Quote:

> Originally Posted by **totallyaddicted** »
>
> Also im really confused ive been messing around with the following offsets to try and reactivate the concacaf champions league but it keeps crashing the game, what am i doing wrong? thanks for your help.
>
> Reactivating the CONCACAF competitions, that are disabled when you using CMPatcher 2.19:
>
> 00831719 JMP 008318C2 > MOV AX,WORD PTR DS:[DD6ECA]
>
> North American club competitions:
>
> 00831802
> 00831856

I don't know the reason but changing compatibility mode to windows xp will solve your crash. I solved it like this.

---

totallyaddicted

No it won't because It won't let me input DD6ECA it says unknown identifier on olly

---

saturn

Enter 0DD6ECA. If you see Unknown Identifier after attempting to enter something in Olly, it means you need to put a 0 before that entry (which will usually begin with a letter).

Show 40 post(s) from this thread on one page

Show 40 post(s) from this thread on one page

---

totallyaddicted   31-05-16, 10:25 AM

ok buddy i will give it a go, thanks.

---

saturn   01-06-16, 08:43 AM

At 007A09E0 there is a block of code which stores all the entrants for the 2000 Olympic Games (left over from a previous version of CM). The following .patch changes it so that the correct nations enter the 2016 version.

Code:

```
0x3a09f4 0xd0 0xe0
0x3a0a4e 0x24 0x58
0x3a0a4f 0xf2 0xf3
0x3a0a72 0x60 0x80
0x3a0a73 0xf3 0xf4
0x3a0a96 0x0 0x60
0x3a0a97 0xf4 0xf2
0x3a0abb 0x3c 0xc0
0x3a0abc 0xf3 0xf2
0x3a0adf 0xf8 0x9c
0x3a0ae0 0xf4 0xf2
0x3a0b04 0xb8 0x0
0x3a0b05 0xf2 0xf4
0x3a0b28 0x7c 0x6c
0x3a0b29 0xf2 0xf3
0x3a0b4d 0x80 0xa8
0x3a0b4e 0xf3 0xf4
0x3a0b71 0x80 0x84
0x3a0b96 0x6c 0xd0
0x3a0bba 0x60 0x14
0x3a0bbb 0xf2 0xf3
0x3a0bdf 0x70 0xf8
0x3a0be0 0xf4 0xf2
0x3a0c03 0x94 0x8
0x3a0c28 0xd8 0x34
0x3a0c29 0xf3 0xf4
0x3a0c4c 0x84 0x18
0x3a0c4d 0xf4 0xf2
0x3a0c71 0x88 0x3c
0x3a0c72 0xf4 0xf3
```

Best used with a 2015 start year.

---

totallyaddicted   03-06-16, 07:10 PM

Is there anyway to change an offset so that teams like Sparta Prague sack their managers and you can apply for their jobs? I know obviously you can't play the league but it would be good to be able to apply for the vacant jobs. I know u can make them manageable on the game but it would be a good addition to be able to apply for the jobs also. Thanks

---

totallyaddicted   04-06-16, 11:23 AM

If anyone ever wants to make the french league to real life eg. 20 teams in Ligue 1 then this is as follows:

open olly
in the bottom left box click somewhere then hold ctrl + b
this opens a box, in the top box type fra_fir
scroll up till u see the E and click on it. then hit ctrl + r
this shows up all the reference lines for the french first division.

ok so now double click that first line and it bring up all the lines for the french first division.

Now we need to find where it says the number of clubs that play in the french division scroll down until u find this line, if u are more familiar with olly then use ctrl + g and type 005BC2C5 this will take u to the line
:005BC2C5 66:C746 3E 1200 MOV WORD PTR DS:[ESI+3E],12

ok so all u need to do here is change the 12 to 14. the 14 means there will be 20 teams in the division. double click where the 12 is and then change the 12 to a 14 and click assemble. this line is now changed.

the next thing we need to find is all the following lines below, this indicates 2015 so what i have done is changed it to 2014 and the league formats change to the right structures so the relegations all work etc.

005BB6A7 66:817B 40 DF07 CMP WORD PTR DS:[EBX+40],7DF
005BC2BD 66:817E 40 DF07 CMP WORD PTR DS:[ESI+40],7DF
005BC41C 66:817E 40 DF07 CMP WORD PTR DS:[ESI+40],7DF
005BC8AE 66:817B 40 DF07 CMP WORD PTR DS:[EBX+40],7DF

so again all u need to do is click where it says 7DF and change it to 7DE this changes it to 2014. this wont edit the year date the game starts i think its just meaning that its changing the league structure a year earlier as the french league structure changes after the first season on the game,

After u have done all those lines for the french first division you need to do the same with the french second division and third division but you dont need to add any teams to the second div or third div.

so just follow instructions above and search for fra_sec and fra_thir and find the 7DF lines and change them to 7DE.

once you have done all this on olly right click and click copy to executable and click all selections, a new box will appear then right click again and click save to file and overwrite ur exe, u might want to backup first incase u make a mistake.

the next step is crutial, download cm explorer and load the cm index file in the data folder.

u need to find two clubs that are in a lower division and add them to the french first division, then save it.

load the game and u now have 20 teams in ligue 1

please note i have only tried this for 2 seasons holidayed and also works only from 2015 start. it does work 2016 start but there is an error on 25th june 2017 wc_oceania which is i believe a tapani error from the patch fixture pile up, so there is nothing i can do with this unfortunaely.

enjoy.

---

saturn   04-06-16, 12:05 PM

Good work ta. This is the list of offsets I have for a 20/20/18 structure, pretty much all do what you say above - move the year changes forwards.

1. 005BB6A7 CMP WORD PTR DS:[EBX+40],7D1 -> 7D0 [First Division # of fixtures]
005BC2BD CMP WORD PTR DS:[ESI+40],7D1 -> 7D0 [First Division # of teams]
005BC41C CMP WORD PTR DS:[ESI+40],7D1 -> 7D0 [First Division # of relegation places]

2. 005BF0AA CMP WORD PTR DS:[ESI+40],7D1 -> 7D0 [Second Division # of promotion places]

3. 005BFE65 PUSH 9A6 -> PUSH 8A2 [National # of fixtures]
005BFE6A MOV WORD PTR DS:[EAX],26 -> 22 [National # of fixtures]
005C05DB PUSH 49C -> PUSH 426 [National # of teams]
005C05E2 14 -> 12 [National # of teams]
005C070A CMP WORD PTR DS:[ESI+40],7D1 -> 7D0 [National # of promotion places]
NOP four fixture blocks and adjust other fixture blocks' Game #s accordingly
*Leave 20 teams in division.

4. 005BC8B4 MOV AL,6 -> 4 (I think, can't remember) [CFA # of promotion places in first season]

5. 005BAB83 7D1 -> 7D0 [French Cup]
005BAC2F 7D1 -> 7D0
005BACE5 7D1 -> 7D0
005BC8AE CMP WORD PTR DS:[EBX+40],7D1 -> 7D0

6. 005BD237 7D1 -> 7D0 [French League Cup]
*Doesn't seem to work.

7. 005BF6C6 CMP WORD PTR DS:[EDI+40],7D1 -> 7D0 [Super Cup date change]
005BF6D3 PUSH 7D1 -> 7D0 [Super Cup date change]

The problems I still had were:
1. Two National clubs (the last two by Club ID) are in "club purgatory" from the first season.
2. Two First Division clubs (the last two by Club ID) do not enter the League Cup in the first season.

Problems that exist in v3.9.68:
3. Two First Divison clubs (the first two by Club ID) enter the French Cup (first season onwards) two rounds earlier (Seventh Round instead of Ninth Round).
4. Two First Divison clubs (the first two by Club ID) enter the League Cup (second season onwards) a round earlier (First Round instead of Second Round).
5. Two Second Division clubs (the first two by Club ID) enter the League Cup (second season onwards) a round earlier (Preliminary Round instead of First Round).

---

totallyaddicted   04-06-16, 01:44 PM

thanks mate, my next objective is to increase the teams in the korean league

---

totallyaddicted   05-06-16, 11:38 AM

I have managed to change to Korean league from 10 teams to 14 teams I am going to try and add two more teams later to 16 so that I can swap the league with China ln my database.

The only thing I haven't been able to do is add a relegation to the league does Anyone know how to do this in Korea?

I will post the offsets how to change the number of teams to the league later for anyone who wants to change Korea.

Dermotron   05-06-16, 12:54 PM

Tapani managed it in one of the test versions of 2.21.1 patch (should be in the Patches area) but it didn't relegate or promote anyone, just had a

relegation zone in the table

djole2mcloud

05-06-16, 12:57 PM

that wont work m8...
number of fixtures for korea is 27 right?
with 14 teams will be ok if u have two rounds and 26 fixtures,but increasing to 16 require 30 fixtures...
u'll get same situation as before,few games will be already played when u start game,and game will crash...
i did that with korea many times...i am not sure does korea can use spain 2nd division fixture system...
if is so,than u can increase up to 22 teams...

- - - Updated - - -

he replied at some framework problem with relegation/promotion...

> Quote:
>
> Originally Posted by **Dermotron** »
>
> Tapani managed it in one of the test versions of 2.21.1 patch (should be in the Patches area) but it didn't relegate or promote anyone, just had a relegation zone in the table

totallyaddicted

05-06-16, 05:45 PM

Does that mean I won't be able to make Korean league 16 teams?

I've got 3 rounds of fixtures with 14 teams starting in May finish in may

djole2mcloud

05-06-16, 07:50 PM

no,it wont work...
that is 39 fixtures in total,and there is 27 scheduled...u must use some other country fixture schedule

> Quote:
>
> Originally Posted by **totallyaddicted** »
>
> Does that mean I won't be able to make Korean league 16 teams?
>
> I've got 3 rounds of fixtures with 14 teams starting in May finish in may

totallyaddicted

06-06-16, 07:59 AM

Ok thanks mate saves me a lot of time

totallyaddicted

06-06-16, 10:46 AM

If anyone wants to increase the Korean league to 16 teams then I have done the following:

Go to line 0066BBB2 change the 0A to 10 this means 16 teams will play the division.

Two lines above that change it to Push 512

Go to cm explorer and put 6 teams in the Korean league.

I have holidayed two seasons and it's working fine, the only thing I haven't changed is
The fixture schedule so they play 45 games per season, on my exe I have changed
The Korean league so it plays from June - June so how significant that is to there being
A fixture pile up on the original start dates I don't know.

I hope this helps I'm using this league to swap it with China.

saturn

08-06-16, 10:03 PM

Changing currency values

I was hoping to figure this out in time for the release of 2.21.1+: I didn't, but of course then figured it out the day after releasing all the exes. Just to note I've only tested the following on the IR£, but presume everything should be the same for other currencies.

At 0043F720, and moreso the larger block at 0043F7F0, there are references to all the currencies. The main thing to look for is the AD9CBC value of each:

Code:

```
0043F82E Argentine Peso          3FF7D70A
0043F96F Australian Dollar    4003EB85
0043FA9C Belgian Franc           405010A3
0043FB9B Brazilian Real         4005D70A
0043FCC8 Croatian Kuna           40283851
0043FE06 Danish Krone           4027C28F
0043FF33 Euro (?)           3FF8CCCC
```

```
00440060  Finnish Markka              4022F0A3
0044018D  French Franc                4024E666
0044028C  German Deutschmark          4008E147
0044038B  Dutch Guilder                400C147A
004403F6  Greek Drachma               4080B70A
00440517  Irish Pound                 3FF40000
00440644  Italian Lira                40A817DC
00440771  ?                           409DC000
0044089E  Japanese Yen (?)            4063BE14
004409CB  Norwegian Krone           402A28F5
00440AEC  Polish Zloty                401A5C28
00440BEB  Portuguese Escudo           3FD46080
00440D18  Russian Ruble               4044DAE1
00440E45  Spanish Peseta               4070887A
00440F72  Swedish Krona               40300000
0044109F  ?                           3FF00000
004411CC  Swiss Franc                 4003AE14
004412F9  Turkish Lira                412C7727
004413F8  American Dollar (?)         3FF9EB85
```

Raising/lowering that value should inflate/deflate the currency's value. The currency I changed was the defunct Irish Pound (IR£), at 00440517: MOV DWORD PTR DS:[AD9CBC],3FF40000. I found that by changing the value to MOV DWORD PTR DS:[AD9CBC],**40000000**, the Irish Pound's value became roughly double that of the game's original British Pound (£) value, which seemed quite accurate to real life. People can continue to inflate/deflate the bolded figure above until they reach a value that satisfies them - I found that sorting by the highest wages in the Player Search screen was the best way to see how much difference a change would make. Adding 1 to the Irish Pound's 3FF4 inflates the figure by about £1.5m Irish Pounds.

After that we just need to alter the 'IR £' ASCII so that it becomes just a '£', as well as changing the 'K.' for thousands to just 'K'. In XVI32, open cm0102.exe and CTRL+G to 58B3F4 (00958B3F4 in Olly) for both and overwrite them. You can also search for (CTRL+F) and change the 'IR£' in the currency list too if you wish. Check out the renaming tutorial for instructions on how to use XVI32 if it's new to you.

For non £ users, it's probably easier to just edit the currency you use directly, rather than adopting a different one like above. This is because the two above use roughly the same values in terms of thousands/millions/billions; you couldn't use the Irish Pound for Turkish Lira because of the differences in how those values are displayed (I think they're the other AD9*** values but I'm not sure).

The .patch of my 40000000 change above (includes IR £/K. --> £/K):

Code:
```
0x4051f 0xf4 0x0
0x40520 0x3f 0x40
0x58b325 0x2e 0x0
0x58b328 0x49 0xa3
0x58b329 0x52 0x0
0x58b32a 0x20 0x0
0x58b32b 0xa3 0x0
```

---

milo   09-06-16, 09:36 AM

saturn, can you update all the currencies in game to current values? so you could add all of them in your new patch.

i don't think it's a hard work and it has to be done only once in a while.

p.s. what's DFI?

---

saturn   09-06-16, 01:34 PM

If they all work in the same manner as the IR£ inflation then yes, it should be possible.

The DFl (not DFI as I had it down as initially - no wonder I couldn't get any results googling it!) is the Dutch Guilder.

---

giovanisantana29   09-06-16, 08:47 PM
Argentine Cup

This patch turns the Polish League Cup (extinct) in Argentine Cup.

The comp name must be edited manually.

Download: http://www.mediafire.com/download/a2...rgentina.patch

https://ap.imagensbrasil.org/images/53780b.png

---

xeno   11-06-16, 09:29 AM

Quote:

Originally Posted by **saturn** »

The .patch of my 40000000 change above (includes IR £/K. --> £/K):
Code:
```
0x4051f 0xf4 0x0
0x40520 0x3f 0x40
0x58b325 0x2e 0x0
0x58b328 0x49 0xa3
0x58b329 0x52 0x0
0x58b32a 0x20 0x0
```

Hi Saturn, thanks
could we apply currency adjustment to saved games?

---

totallyaddicted   11-06-16, 11:10 AM

djole or anyone do u have the offsets for me to be able to make australia play in the asian champions league and cwc without it being picked at random, i can see that only south korea and japan have the ability to choose the league winners to take part in the competitions and the rest are picked at random, how could i add australia to the japan and korea? thanks buddy

---

saturn   11-06-16, 10:48 PM

> Quote:
>
>> Originally Posted by **xeno** »
>>
>> *Hi Saturn, thanks*
>> *could we apply currency adjustment to saved games?*

I don't know for certain but I think it should be compatible.

Cam F   12-06-16, 12:20 AM

Man I wish all the amazing wizardry was on 0001.

---

alovose   15-06-16, 04:43 AM

hi, does anyone know the offsets to remove relegation from the northern ireland premier division?

Fods   15-06-16, 08:58 AM

:wave: Pasquale

---

eddieC   16-06-16, 11:09 AM

Changing the British £

When I go into my Olly DB and search for "00440517" - and then double click to assemble, it wont let me change

"MOV DWORD PTR DS:[AD9CBC],3FF40000"
to
"MOV DWORD PTR DS:[AD9CBC],40000000"

I'm guessing that's not what I was supposed to do, then?

What, and HOW am I supposed to Change the value of the "£" using Olly?

Cheers lads.

---

djole2mcloud   16-06-16, 11:28 AM

> Quote:
>
>> Originally Posted by **Fods** »
>>
>> *:wave: Pasquale*

Remember few yrs ago when he qas banned...he then used new alias,a Basque name if i remeber...still,his distinctive bad english,questions about NIR and IP adress from Naples gave him up [emoji4]

Sent from my Coolpad E501_EU using Tapatalk

All times are GMT +1. The time now is 01:15 PM.

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Show 40 post(s) from this thread on one page

Dermotron   16-06-16, 11:49 AM

It's not Pasquale :ok:

---

djole2mcloud   16-06-16, 12:23 PM

> Quote:
>
> *Originally Posted by **Dermotron*** »
> *It's not Pasquale :ok:*

We know...just fooling around...
I bet u checked ip as u few yrs ago...[emoji1] [emoji2] [emoji3] [emoji3]

Sent from my Coolpad E501_EU using Tapatalk

---

saturn   17-06-16, 07:18 PM

> Quote:
>
> *Originally Posted by **eddieC*** »
> *When I go into my Olly DB and search for "00440517" - and then double click to assemble, it wont let me change*
>
> *"MOV DWORD PTR DS:[AD9CBC],3FF40000"*
> *to*
> *"MOV DWORD PTR DS:[AD9CBC],40000000"*
>
> *I'm guessing that's not what I was supposed to do, then?*
>
> *What, and HOW am I supposed to Change the value of the "£" using Olly?*
>
> *Cheers lads.*

Change it to "MOV DWORD PTR DS:[**0**AD9CBC],40000000".

---

totallyaddicted   18-06-16, 05:52 PM

Anyone know how to remove relegations from Greek second division?

Rodry97   20-06-16, 05:05 PM

> Quote:
>
> *Originally Posted by **giovanisantana29*** »
> *This patch turns the Polish League Cup (extinct) in Argentine Cup.*
>
> *The comp name must be edited manually.*
>
> *Download: http://www.mediafire.com/download/a2...rgentina.patch*
>
> *https://ap.imagensbrasil.org/images/53780b.png*

Gio. Es compatible con 2.21.1+?

Como modifico el nombre?

Gran trabajo, gracias!

saturn   20-06-16, 07:26 PM

Quote:

> Originally Posted by **totallyaddicted** »
>
> Anyone know how to remove relegations from Greek second division?

005EBE41 MOV BYTE PTR DS:[ESI+0C1],AL --> CL should work.

Kowalinho   29-06-16, 06:50 PM

Is there offset for number off foreigners allowed by club in south korea? Now is 5.

---

fairedinkum   06-07-16, 07:16 PM

I'm very much hoping for a little help from someone please as I'm looking to disable International Friendlies.

I've found the thread but unfortunately I can't make sense of it - http://champman0102.co.uk/showthread...ies#post270515.

Any ideas please?

Fiestita   09-07-16, 06:12 PM

005C2180 |. E8 6B830000 CALL cm0102v3.005CA4F0

I don't remember exactly how I did in my tests, but I guess bypassing the call with a jump instruction should do the trick.

---

fairedinkum   09-07-16, 11:37 PM

Lovely job, appreciate you getting back to me mate, I'll have a look into it tonight.

---

giovanisantana29   18-07-16, 02:50 PM

MOV BYTE PTR DS:[ESI+52],2
This is the code that make a league having fixed squad numbers.
You just need to fit it on the block that contains the amount of promotions/relegations of the league (ESI+BE, ESI+C1 etc.).

An example with MLS (that doesn't have fixed squad numbers originally):
00906F71 MOV BYTE PTR DS:[ESI+C1],BL
00906F77 MOV BYTE PTR DS:[ESI+52],AL
00906F7A JMP 0090705D

00907057 JMP 00906F71

In patch form:

Spoiler! [Show]

And...
https://ap.imagensbrasil.org/images/48a272.png

---

giovanisantana29   20-07-16, 11:18 PM

New Style Scoreboard

https://ap.imagensbrasil.org/images/5b6b53.png

Patch Download:
http://www.mediafire.com/download/67...oreboard.patch

Bonus:
http://www.mediafire.com/download/v7...jevi/large.rar
This is the VAG Rounded BT font that I modified. This has numbers from another font, bigger and more beautiful. Place this file in the Data folder, replacing the old and select the font "Futuristic" if it is not already selected.
Will be like this:

https://ap.imagensbrasil.org/images/6b26f5.png

EDIT: Another model, with centralized names: http://www.mediafire.com/download/5l...reboard1.patch
https://ap.imagensbrasil.org/images/74e0a2.png

totallyaddicted

hi guys!

does anyone know the offsets of which national sides it chooses to participate in the European Championships 2016 when the game loads?

thanks

Dermotron

Pretty sure they are in this thread, the 'search thread' option should help

Vikingfk

> Quote:
>
> Originally Posted by **Dermotron** »
>
> *Here's a guide on how to do it - http://champman0102.co.uk/showthread.php?t=7894*
>
> *Uninstall 2.21.1 patch before making the changes as the offsets are for when it isn't applied. You can re-install it afterwards*

So all the offsets in this thread is supposed to be applied before the Tapani patch? I thought they were to be installed second.

Tapani

> Quote:
>
> Originally Posted by **Vikingfk** »
>
> *So all the offsets in this thread is supposed to be applied before the Tapani patch? I thought they were to be installed second.*

Usually the order should not matter. Unless my patch modifies the same bytes, it should make no difference. And in case the same bytes are modified whatever you apply last is in effect (there is always a chance for all kinds of problems appearing in this situation - the flex patches might not be 100% compatible with my patches).

Fods

Use search bar

iversteins93

> Quote:
>
> Originally Posted by **JohnLocke** »
>
> *00542870 JE SHORT 0054288C - Spain*
> *00542878 JE SHORT 0054288C -Germany*
> *00542880 JMP SHORT 0054288C -Portugal*
> *--*
> *00542865 JMP SHORT 0054288C*
>
> *The first three will enable reserve teams in these countries, the last one will do it in all three with a single instruction. The reserves will only be accessible for team without a B team. Initially I though the only advantage would be a less cluttered squad screen but I eventually saw a fixture between my reserves (Eschborn) and a 2nd string (i.e. not the first team, nor their B team) team of Union Berlin.*

This doesn't work for me, not sure what i'm doing wrong..

saturn

It does work: 0x142865 0x74 0xeb is the Flex code.

giovanisantana29

New Italian Cup (using the Polish League Cup)

The format is not 100% equal to the current, but very close to it: without group phase, rounds with only one match (except the semifinal) and final played in Stadio Olimpico.
Also some dates of Serie C Cup have been changed so as not to conflict.
I tried for a long time make this change without having to substitute another cup, but I could not.

https://ap.imagensbrasil.org/images/NovaImagem75.png

Kowalinho

18-08-16, 08:09 AM

Polish league cup no longer exist so its good that someone made something good from it ;)

Mark

18-08-16, 08:42 AM

You mean league cup? Surely Polish league is still going? :D

Kowalinho

19-08-16, 03:34 PM

Whatever ;) League is still going but level is not high enough ;)

Pasquale

21-08-16, 03:11 PM

Hi guys, how to turn off loans during the Northern Ireland Premier Division season?

---

eddieC

24-08-16, 03:47 AM

Quote:

Originally Posted by **Pasquale** »

Hi guys, how to turn off loans during the Northern Ireland Premier Division season?

It just never ends with you Pasquale , does it? I admire your persistence, I really do! How many years now? :deadhorse:

Offsets

Printable View

Pasquale
25-08-16, 08:17 PM

> Quote:
>
> *Originally Posted by **Pasquale** »»*
>
> *Hi guys, how to turn off loans during the Northern Ireland Premier Division season?*

By the way: you can turn off the repeat Irish Challenge Cup?

Fods
26-08-16, 02:50 AM

You can

---

totallyaddicted
30-08-16, 02:21 PM

this is an interesting one, is there an offset that would enable you to take control of as many teams as you want? at the moment theres a maximum of 16 teams u can control.

it would be good to be able to take control of say 20 teams (the whole premier league) etc.

Dermotron
30-08-16, 02:26 PM

Nope, it would involve a coding re-write but we don't have the code (Tapani's answer to similar question)

---

totallyaddicted
31-08-16, 12:26 PM

ok thanks mate.

can anyone help me, ive just swapped denmark with russia which is successfully done.

I have now successfully made the danish premier league and second division to 14 and 12 teams. (remember this is the russian league)

The only issue i have now is the danish cup doesnt work (russian cup in olly).

ive looked at the number of teams it has participate which is 48 teams. I just need to narrow this down to 40 teams.

how would i do this? thanks

---

saturn
06-09-16, 08:55 PM

> Quote:
>
> *Originally Posted by **totallyaddicted** »»*
>
> *can anyone help me, ive just swapped denmark with russia which is successfully done.*
>
> *I have now successfully made the danish premier league and second division to 14 and 12 teams. (remember this is the russian league)*
>
> *The only issue i have now is the danish cup doesnt work (russian cup in olly).*
>
> *ive looked at the number of teams it has participate which is 48 teams. I just need to narrow this down to 40 teams.*
>
> *how would i do this? thanks*

It's probably easier to keep it at 48 teams but slightly alter where certain teams will enter. The .68 Russian Cup's structure is:

Code:

```
Total teams: [48]

Second Round: [32]
```

```
        -------------
18*First Division clubs
14*Non-league clubs

Third Round: [32]
------------
16 Second Round winners
16*Premier Division clubs

Fourth Round: [16]
-------------
16 Third Round winners

    etc...
```

I'd suggest changing it to:
Code:

```
Total teams: [48]

Second Round: [32]
-------------
10*First Division clubs
22*Non-league clubs

Third Round: [32]
------------
16 Second Round winners
14*Premier Division clubs
2*First Division clubs

Fourth Round: [16]
-------------
16 Third Round winners

    etc...
```

All you'd have to do is change the number of non-league teams that enter. I *think* the code for that may be at:
Code:

```
007E9B74 PUSH 0E
007E9C73 CMP EDX,0E
```

Changing 0E (14) to 16 (22) might work.

If you really wanted 40 teams you'd have to do something similar to this, which is a bit trickier.

---

saturn   06-09-16, 11:23 PM

The odd time I play the Korean league, I'm always surprised at how low players' values are, given that the league is professional and of a decent reputation and standard. Similarly, it's quite easy to buy even the very best player - just bid 100k over his value and the AI will usually accept.

In contract_manager.cpp there are two pieces of code that reference South Korea:
Code:

```
004D1523    |. A1 84F49C00          MOV EAX,DWORD PTR DS:[9CF484]- SOUTH_KOREA
004D1528    |. 3BD0                 CMP EDX,EAX
004D152A    |. 75 6A                JNZ SHORT cm0102.004D1596

004D41F3    |. 8B15 84F49C00        MOV EDX,DWORD PTR DS:[9CF484]- SOUTH_KOREA
004D41F9    |. 3BC2                 CMP EAX,EDX
004D41FB    |. 75 2D                JNZ SHORT cm0102.004D422A
```

Change those JNZs to JMPs and you get a league that has players priced at a more realistic value. I think the first refers to the players' values, and the second makes AI clubs get better prices for their players.

For example, the most expensive players from .68 South Korea unpatched:
http://i.imgur.com/H5fGz8p.png
And patched:
http://i.imgur.com/knmFZjC.png
No other data etc has been touched, just those two JMPs.

Dermotron   07-09-16, 08:55 AM

Nice work Saturn.

Interestingly it was Korea where we made the breakthrough to determine our own wage / WR tables to prevent 1000's of clubs going broke. A player value going from 2.4m to 2.9m wasn't hugely noticeable, but a player going from 300k to 400k had huge changes in terms of a players status at a club.

---

totallyaddicted   08-09-16, 02:55 PM

thanks very much for the help saturn. done that now.

Ive got another issue that im trying to sort out.

Ive made the korean league 20 teams and managed to get it down to just 1 round, with 19 fixtures per season.

however im now having another issue which is the korean league cup....

i want to make it 2 groups with 10 teams in each group.....

any knowledge on how to do this? ive tried numerous things and ended up with 10 teams in 1 group and still just 5 in the other.
thanks

---

saturn

Pasquale found some useful offsets a while back here for the Korean League Cup.
0066C77E MOV WORD PTR DS:[ESI+3E],5 (Group A)
0066CC7F PUSH 5 (Group B)
0066CF30 MOV DWORD PTR DS:[ESI+F2],0A (Numb of club)

Additionally...
0066C898 MOV WORD PTR DS:[ESI+3C],CX (Group A)
0066CC7C PUSH 2 (Group B)
...are the number of times teams play each other. To fit the number of fixtures available, I'd recommend setting those values to 1.

---

faz44

Guys, I'm looking back at posts 452 and 453, I league swapped Denmark and the United States but it keeps putting Danish teams into Champions Cup and only puts Danish teams into the Merconorte Cup. Is there a list of hexidecimal codes for competition winners etc to replace these?

---

guidocimm

I'd like to achieve a retro 1970-71 season update. In Italy Serie A consisted of 16 teams: some time ago I tried to make this change, but the game was immediately crash. Any suggestions or help?

Craig Forrest

Quote:

> Originally Posted by **faz44** »
>
> Guys, I'm looking back at posts 452 and 453, I league swapped Denmark and the United States but it keeps putting Danish teams into Champions Cup and only puts Danish teams into the Merconorte Cup. Is there a list of hexidecimal codes for competition winners etc to replace these?

This thread lists the 9CF*** values for nations and competitions.

If you are swapping Denmark with USA, then you need to make sure the 9CF values for USA, MLS, and the US Open Cup are replaced by Denmark, the Danish Premier League, and the Danish Cup.

---

v130916

In all my save game (original game), Confederations Cup always stop at 2007 or 2009, any offset to fix it? (or it's just my game problem?)

And1

Any chance to disable Swedish Cup? It's out of date since many years so I prefer it disabled rather than having it in this old format. Thanks.

Fods

Quote:

> Originally Posted by **And1** »
>
> Any chance to disable Swedish Cup? It's out of date since many years so I prefer it disabled rather than having it in this old format. Thanks.

Has it not been changed in the latest patch?

Kowalinho

I asked this some time ago but maybe there was some advancements in offets. Is there offset for swapping qualification to Europe League from national cup to league cup or how to find it? For example in northern ireland. It would be awesome to me to create some small countries leagues which dont have more than 15 clubs. Thanks for any help and not hating because its northern ireland again ;)

---

totallyaddicted

Originally Posted by **Kowalinho** »

I asked this some time ago but maybe there was some advancements in offets. Is there offset for swapping qualification to Europe League from national cup to league cup or how to find it? For example in northern ireland. It would be awesome to me to create some small countries leagues which dont have more than 15 clubs. Thanks for any help and not hating because its northern ireland again ;)

is there any way to make winners of europa league play in next seasons champions league?

also ive made an australian cup with the northern irish league cup, how can i transfer this to the australian competition page? thanks

---

Pasquale

06-10-16, 06:45 PM

You tell me how to make the annual FIFA Club World Championship?

---

totallyaddicted

10-10-16, 01:03 PM

hi saturn

i have managed to get group a 10 teams but changing this to 0A does not work and group b continues with 5 teams.

0066CC7F PUSH 5 (Group B)

what should i input to make group b have 10 teams? thanks

---

saturn

12-10-16, 08:09 PM

Quote:

Originally Posted by **totallyaddicted** »

hi saturn

i have managed to get group a 10 teams but changing this to 0A does not work and group b continues with 5 teams.

0066CC7F PUSH 5 (Group B)

what should i input to make group b have 10 teams? thanks

I've never tried it so I don't know, I just had the offset noted down. Perhaps try asking Pasquale as he found it.

---

saturn

12-10-16, 09:28 PM

The offset +2C is located at the beginning of every competition's first block of code. It refers to how many stages (I use the term loosely) a competition has. The game considers a lot of things to be stages: a league season can be a stage, knockout rounds in a cup can be a stage, playoffs are a stage, group rounds in cup competitions are considered stages (each group being its own separate stage). Each competition will obviously have at least one stage of some sort, so you can consider the value '0' to really mean one stage. I'll give a few examples to illustrate it better.

Spoiler! Show

So what use does this have? A pretty big one: it allows us to remove playoffs in leagues. If we choose a league at random, ooooh let's say the Northern Ireland First Division, we can remove the playoffs by simply changing the value at 0078B07D - MOV DWORD PTR DS:[ESI+2C],1 --> 0 (the league table offsets for both divisions will need to be edited too, but that's just for appearance). Leagues with outdated and convoluted playoffs can hopefully be changed similarly.

---

djole2mcloud

12-10-16, 09:53 PM

Quote:

Originally Posted by **saturn** »

The offset +2C is located at the beginning of every competition's first block of code. It refers to how many stages (I use the term loosely) a competition has. The game considers a lot of things to be stages: a league season can be a stage, knockout rounds in a cup can be a stage, playoffs are a stage, group rounds in cup competitions are considered stages (each group being its own separate stage). Each competition will obviously have at least one stage of some sort, so you can consider the value '0' to really mean one stage. I'll give a few examples to illustrate it better.

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So what use does this have? A pretty big one: it allows us to remove playoffs in leagues. If we choose a league at random, ooooh let's say the Northern Ireland First Division, we can remove the playoffs by simply changing the value at 0078B07D - MOV DWORD PTR DS: [ESI+2C],1 --> 0 (the league table offsets for both divisions will need to be edited too, but that's just for appearance). Leagues with

outdated and convoluted playoffs can hopefully be changed similarly.

So in theory,one stage of Champions league can be removed by this method if there is this reference in international comps?

Sent from my Coolpad E501_EU using Tapatalk

---

saturn

Quote:

> *Originally Posted by **djole2mcloud*** »
>
> *So in theory,one stage of Champions league can be removed by this method if there is this reference in international comps?*
>
> *Sent from my Coolpad E501_EU using Tapatalk*

No, unfortunately, I don't think it can. With Phase 2 in the middle of the competition's stages it can't be removed by this method.

Craig Forrest

Pasquale will be so happy :D

Show 40 post(s) from this thread on one page

Kingsley

14-10-16, 04:24 PM

Rather than removing stages, can you add them so as to create the Scottish League playoffs ?

ZanSnake

15-10-16, 02:41 AM

Quote:

> Originally Posted by **Kingsley** »
>
> Rather than removing stages, can you add them so as to create the Scottish League playoffs ?

AWESOME IDEA :ok:

---

v130916

07-11-16, 09:28 AM

I need some help. How to change Japanese League system (original game) become "normal" (no extra times after a draw, 3/1 points for a win/draw,..., like Tapani patch). And how to make teams relegate from J.League 2?
Thanks for help.

Fods

07-11-16, 10:00 AM

Quote:

> Originally Posted by **v130916** »
>
> I need some help. How to change Japanese League system (original game) become "normal" (no extra times after a draw, 3/1 points for a win/draw,..., like Tapani patch). And how to make teams relegate from J.League 2?
> Thanks for help.

is that not already implemented in one of the latest patches?

---

v130916

07-11-16, 10:43 AM

Quote:

> Originally Posted by **Fods** »
>
> is that not already implemented in one of the latest patches?

I know. But I'm curious about this and I want to do something of my own.

---

saturn

08-11-16, 08:32 PM

Quote:

> Originally Posted by **Kingsley** »
>
> Rather than removing stages, can you add them so as to create the Scottish League playoffs ?

Not really. Changing the +2C offset would be the first step in creating new playoffs, but you'd also need to write a huge amount of extra code (and fit it in somwhere).

Quote:

> Originally Posted by **v130916** »
>
> I need some help. How to change Japanese League system (original game) become "normal" (no extra times after a draw, 3/1 points for a win/draw,..., like Tapani patch). And how to make teams relegate from J.League 2?

Thanks for help.

Disabling Japanese league games' extra-time:
00663644 MOV WORD PTR DS:[ESI+AB],82 --> 0 (J1)
00665162 MOV WORD PTR DS:[ESI+AB],82 --> 0 (J2)

For the relegation places, Tapani wrote a lot of new code to implement them. I don't know where in 2.21.1 that new code is.

---

iversteins93   09-11-16, 10:44 AM

Quote:

> Originally Posted by **saturn** »
>
> **Spoiler!** Show
> _____

Great find, and how about other leagues?

---

saturn   09-11-16, 10:35 PM

There is no equivalent code for other leagues. At a guess, I'd say this was added because of the rushed nature of adding South Korea in one of the SI patches. The player values were probably wrong, so rather than changing thousands of player ratings in the data they just added the code instead.

Pasquale   09-11-16, 11:44 PM

You can view with normal database, a larger number of released players?

Pacino   21-11-16, 12:40 PM

Any good guy to give me offset for croatian league and cup schedule and format ?

There should be some changes in next update for Croatia format in CM

---

saturn   01-12-16, 11:53 PM

Croatian fixture blocks:
First Division: 005140E0
Second Division North: 005155E0
Second Division South: 00516700
Cup: 00517740

---

saturn   02-12-16, 12:20 AM

In the exe there is sometimes some code leftover from previous versions of the game. In the 1999/00 season, the Scottish Premier Division expanded from 10 teams to 12 via a three team playoff. The second last placed Premier Division team and the second and third placed First Division teams played each other once, with the top two (re)gaining entry to the Premier Division for the next season.

With a bit of editing we can re-enable the playoffs so that they occur every year.

Code:

```
007EE028 JNE 007EE033 --> NOP
007EEE96 JNE 007EEEAE --> NOP
007EEEA6 MOV BYTE PTR DS:[ESI+C1],AL --> CL
007EEF7C JNE 007EEF87 --> NOP
007EF106 JE 007EF129 --> JMP 007EF129
007EF363 MOV BYTE PTR SS:[ESP+18],2 --> 1
007F2980 JNE 007F29B2 --> NOP
007F2989 MOV WORD PTR DS:[ESI+3C],4 --> 3
007F29A1 MOV BYTE PTR DS:[ESI+C1],AL --> BL
007F29A7 MOV WORD PTR DS:[ESI+A7],0FFFF --> 26
007F2A56 JE 007F2A5D --> JMP 007F2A5D
```

The results:

Spoiler! Show
_____

FanOfDebruyne   13-12-16, 07:38 PM

About the 3.9.60 patch:

Can someone help me to find these offsets :

Subs named // allowed :
Belgian First
Belgian Second
Belgian Third

?

Fods

Whats the 3.9.60 patch?

FanOfDebruyne

Quote:

> Originally Posted by **Fods** »
>
> Whats the 3.9.60 patch?

Yes, my bad. It isn't really a patch, 3.9.60 is the Original Game Data

---

Fods

I believe one of the latest patches has the correct format in Belgium, so maybe download and install that, then run Olly too find them?

Otherwise, I am sure someone will be along soon to provide them :)

---

saturn

Quote:

> Originally Posted by **FanOfDebruyne** »
>
> About the 3.9.60 patch:
>
> Can someone help me to find these offsets :
>
> Subs named // allowed :
> Belgian First
> Belgian Second
> Belgian Third
>
> ?

Belgian First named: 0041E8E1
Belgian First allowed: 0041E8E5
Belgian Second named: 0041FBD1
Belgian Second allowed: 0041FBD5
Belgian Third named: 004232E4
Belgian Third allowed: 004232D2

Ravanelli

Is there an offset for the number of human managers? I would like to be able to play with more than 16 managers.

Schiavoni

What are the offsets for higher values? Thanks.

---

garydavis73

I wonder if anyone can help explain how one finds the appropriate offsets? Although all of the ones I want are in this thread, I play 00/01 and the offsets in that are different. Is there an easy way by finding the offset in 0102.exe I can then find same piece of code in 0001.exe without knowing the offset?

Alternatively is there anyone on this forum who could make some changes for me I would be happy to pay you for your time. I just love the 00/01 version but need to bring it up to date with some tweaks to league rules etc.

---

garydavis73

Want to change Japan league number of subs, number for foreign players, no golden goal. CM00/01 3.89. Anyone help please?

giovanisantana29

Quote:

> Originally Posted by **milo** »
>
> *using a save game editor i noticed that all the clubs have an own stadium, both those with an own stadium set in the editor and those without.*
>
> *if you untick the own stadium option in the save game editor, then the game will show you that the club is using a rented stadium so you can't expand it, etc. (like it should be for clubs that don't own the stadium).*
>
> *well, my question is if we can change this making only the clubs with the own stadium option selected really owners of their stadium and all the others on rent*

Seeing some old posts I found this question that I found interesting and I tried to find a way to make it only the clubs with the "own stadium option" selected really be the owners of their stadium. And I found it.

Fill with NOP 00829956 - 0082995F

https://lh3.googleusercontent.com/sP...g=w808-h632-no

Pasquale

Hello,

How does the game chooses qualified in Asian Champions League? I noticed that the game does not involve the winning of Japan J-League but takes any team. You can change this?

Bhaalspawn

Hi,

I read somewhere in Saturn's post the offsets for reset the 2018 WC south american and european qualifiers. Did anybody knows that offsets?

saturn

For a 2016 start the changes are:

Code:

```
009182DB MOV EAX,7D4 --> 7E0
00918473 JL 0091847C --> JMP
0092036D MOV EAX,7D4 --> 7E0
009204B8 JL 009204C1 --> JMP
```

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is **01:15 PM**.

Offsets

Printable View

Bhaalspawn   05-03-17, 05:23 PM

Thank you very much :)

---

saturn   16-03-17, 09:03 AM

Teams in non-playable leagues never hire managers if their original ones move, retire, are sacked or aren't loaded by the game.

00482CA9 JNZ 00482D04 --> NOP
00482CB6 JE 00482D04 --> NOP

This allows human managers to apply for jobs at all clubs and nations (the "Apply for Job" tab will always be present on the squad screen - even your own!). Applying for a job will prompt that club to appoint a manager as if they were a club in a playable league (they may even offer you the job). If the club already has a manager and you apply, your application will be acknowledged but ultimately nothing will happen.

http://i.imgur.com/5vjbpPH.png

http://i.imgur.com/hftHYqs.png

So players can decide themselves which AI clubs they'd like to have managers, be they Champions League clubs or whatever. Alternatively you can try and "find" suitable clubs for unemployed staff, eg if a Brazilian retires with excellent non-playing stats you could try and get him a job at an unmanaged Brazilian club.

When applying for jobs at very small clubs or countries with not enough players, you'll receive an error message (manager_manager..cpp 12456). Managers won't be appointed for those clubs/nations but the error is harmless beyond that.

---

markuse   23-03-17, 09:04 AM

> Quote:
>
> Originally Posted by **saturn** »
>
> *Teams in non-playable leagues never hire managers if their original ones move, retire, are sacked or aren't loaded by the game.*
>
> *00482CA9 JNZ 00482D04 --> NOP*
> *00482CB6 JE 00482D04 --> NOP*
> *....*

So, it means AI unemployed manager can take control non-playable leagues teams? Or just human manager?

---

saturn   24-03-17, 09:25 AM

Both AI unemployed (or employed) managers and human managers can take control, it depends on who the club offers it to. It works just like applying for a job in a playable league.

---

totallyaddicted   29-03-17, 02:28 PM

> Quote:
>
> Originally Posted by **saturn** »
>
> *For a 2016 start the changes are:*
>
> *Code:*
>
> ```
> 009182DB MOV EAX,7D4 --> 7E0
> 00918473 JL 0091847C --> JMP
> 0092036D MOV EAX,7D4 --> 7E0
> 009204B8 JL 009204C1 --> JMP
> ```

does this mean that I can start my game in 2016 using these changes? the asian and south american world cup qualifying always makes my game crash starting it in 2016.

Mark   29-03-17, 02:30 PM

Yes, or just wait for saturn's new patch after the update is released.

---

totallyaddicted   29-03-17, 02:34 PM

thanks mark should be able to do it myself. thanks again

---

totallyaddicted   30-03-17, 10:13 AM

Quote:

> Originally Posted by **totallyaddicted** »
>
> *thanks mark should be able to do it myself. thanks again*

JL SHORT 0091847C ive got this at 00918473, and when i put JMP it doesnt let me enter it, any ideas?

---

faz44   05-04-17, 01:45 PM

Reading back (pages 42 & 43), nobody ever got to the bottom of the Turkish player restriction issue, did they? In the Turkish Second Division, you can play 2 overseas players in the team but you can neither buy nor loan an overseas player. I want the restriction on the matchday but I want to be able to buy players.

---

lucasdm   12-04-17, 08:33 PM

There used to be a tool that allowed us to change the foreign player limit in the leagues. Does anyone remember the name:

Dermotron   12-04-17, 08:44 PM

Flex 2 will allow it. There's a video tutorial on how to use it in Tech Support

---

saturn   20-04-17, 06:39 PM

00542819 JE 00542882 --> JMP 00542882

The game no longer loads any international B teams.

http://i.imgur.com/LBqFlLX.png

---

hodgy   21-04-17, 10:44 AM

Is this fine to manually change ourselves on your latest patch? As in not causing errors.

---

saturn   21-04-17, 06:13 PM

Yes, it'll be fine. It will probably only take effect on new save games though.

HossamAllam   06-05-17, 09:34 AM

Quote:

> Originally Posted by **Golly** »
> **MISCELLANEOUS**
>
> Disabling the error displayed when a hard-coded club name is changed
>
> Code:
>
> *This disables the error message displayed when a hard-coded club name has been changed; i.e. you can rename Barcelona, Manchester United etc and not get an annoying error message when the game loads.*
>
> *The official editor still won't let you make the changes so you'll have to use something like Tri Wasono's editor.*

I have just noticed that editing Barcelona's name has broken the link with Barcelona B, i.e. you can't promote / relegate player between the two. So you might want to bear that in mind before renaming a club.

0x60d780: change from MOV EAX,DWORD PTR SS:[ESP+4]
to: JMP 0060D800 (make sure Fill rest with NOPs is ticked, this will insert two lines of NOP).

Disabling the splash screen (untested)

Code:

```
0x5ccd3c - change JE 005cd0b3 to JMP 005cd0b3 NOP.
```

Names of continents

Code:

should anyone wish to rename them (.dat files would also need changing):

Africa - 0x5d9458
Asia - 0x5d9450
Europe - 0x5d9448
North America - 0x5d9438
Oceania - 0x5d9430
South America - 0x5d9420

Offsets are literal, add 0x400000 for Olly offsets.

Data directory name offset

Code:

```
0x9c3824
```

Not particularly important but it would allow one to run multiple databases without needing to swap data directories.
With the later versions of the Tapani patch there is no requirement for the exe to be called cm0102.exe.
So you could have an exe called odb.exe that reads data from a directory call odbdata, an exe called sim.exe that reads data from a directory called simdata etc.
You could also have a different directory for Tapanified data, 3.9.60 data etc etc.

There is limited space available - only 8 bytes (enough for 7 characters and the null termination).

League selection screen

Code:

```
CPU Disasm
Address      Hex dump             Command                          Comments
00669F50   /$  8B4C24 04          MOV ECX,DWORD PTR SS:[ARG.1]      ; jlpatched.00669F50(guessed
Arg1,Arg2,Arg3)
00669F54   |.  81EC 00020000      SUB ESP,200
00669F5A   |.  85C9               TEST ECX,ECX
00669F5C   |.  74 78              JE SHORT 00669FD6
00669F5E   |.  8B8424 08020000    MOV EAX,DWORD PTR SS:[ARG.2]
00669F65   |.  85C0               TEST EAX,EAX
00669F67   |.  74 76              JE SHORT 00669FDF
00669F69   |.  83BC24 0C020000 1  CMP DWORD PTR SS:[ARG.3],14
00669F71   |.  7D 6C              JGE SHORT 00669FDF
00669F73   |.  8D4424 00          LEA EAX,[LOCAL.127]
00669F77   |.  8D8C24 00010000    LEA ECX,[LOCAL.63]
00669F7E   |.  50                 PUSH EAX                         ; /Arg5 => OFFSET LOCAL.127
00669F7F   |.  51                 PUSH ECX                         ; |Arg4 => OFFSET LOCAL.63
00669F80   |.  6A 00              PUSH 0                           ; |Arg3 = 0
00669F82   |.  6A 00              PUSH 0                           ; |Arg2 = 0
00669F84   |.  68 F4AF9E00        PUSH OFFSET 009EAFF4             ; |Arg1 = ASCII "E:\dev\CM3\cm3
00-01\cm3\code\key_nation.cpp"
00669F89   |.  E8 71AD2D00        CALL 00944CFF                    ; \jlpatched.00944CFF
00669F8E   |.  83C4 14            ADD ESP,14
00669F91   |.  8D5424 00          LEA EDX,[LOCAL.127]
00669F95   |.  8D8424 00010000    LEA EAX,[LOCAL.63]
00669F9C   |.  68 A1040000        PUSH 4A1
00669FA1   |.  52                 PUSH EDX
00669FA2   |.  50                 PUSH EAX
00669FA3   |.  E8 88312A00        CALL 0090D130
00669FA8   |.  50                 PUSH EAX
00669FA9   |.  68 E8709800        PUSH OFFSET 009870E8             ; ASCII "v%s %s.%s %d"
00669FAE   |.  68 D024AE00        PUSH OFFSET 00AE24D0
00669FB3   |.  E8 E7AC2D00        CALL 00944C9F
00669FB8   |.  6A 00              PUSH 0
00669FBA   |.  68 D024AE00        PUSH OFFSET 00AE24D0
00669FBF   |.  68 E0709800        PUSH OFFSET 009870E0             ; ASCII "Error"
00669FC4   |.  E8 C7E2F7FF        CALL 005E8290
00669FC9   |.  83C4 24            ADD ESP,24
```

```
00669FCC   |.  C705 347AB600 000 MOV DWORD PTR DS:[0B67A34],0
00669FD6   |>  33C0              XOR EAX,EAX
00669FD8   |.  81C4 00020000     ADD ESP,200
00669FDE   |.  C3                RETN
00669FDF   |>  8B09              MOV ECX,DWORD PTR DS:[ECX]
00669FE1   |.  8B15 E4F29C00     MOV EDX,DWORD PTR DS:[9CF2E4]
00669FE7   |.  3BCA              CMP ECX,EDX
00669FE9   |.  75 27             JNE SHORT 0066A012
00669FEB   |.  85C0              TEST EAX,EAX
00669FED   |.  0F84 BB000000     JE 0066A0AE
00669FF3   |.  68 649CAD00       PUSH OFFSET 00AD9C64
00669FF8   |.  68 78B09E00       PUSH OFFSET 009EB078               ; ASCII "Conference Division<%s -
COMMENT - English Conference>"
00669FFD   |.  50                PUSH EAX
00669FFE   |.  E8 DD540000       CALL 0066F4E0
0066A003   |.  83C4 0C           ADD ESP,0C
0066A006   |.  B8 01000000       MOV EAX,1
0066A00B   |.  81C4 00020000     ADD ESP,200
0066A011   |.  C3                RETN
0066A012   |>  3B0D 14F39C00     CMP ECX,DWORD PTR DS:[9CF314]
0066A018   |.  75 22             JNE SHORT 0066A03C
0066A01A   |.  85C0              TEST EAX,EAX
0066A01C   |.  0F84 8C000000     JE 0066A0AE
0066A022   |.  68 64B09E00       PUSH OFFSET 009EB064               ; ASCII "Regional Divisions"
0066A027   |.  50                PUSH EAX
0066A028   |.  E8 B3540000       CALL 0066F4E0
0066A02D   |.  83C4 08           ADD ESP,8
0066A030   |.  B8 01000000       MOV EAX,1
0066A035   |.  81C4 00020000     ADD ESP,200
0066A03B   |.  C3                RETN
0066A03C   |>  3B0D 60F39C00     CMP ECX,DWORD PTR DS:[9CF360]
0066A042       EB 1E             JMP SHORT 0066A062
0066A044   |.  85C0              TEST EAX,EAX
0066A046   |.  74 66             JE SHORT 0066A0AE
0066A048   |.  68 50B09E00       PUSH OFFSET 009EB050               ; ASCII "Serie C2 A, B, C"
0066A04D   |.  50                PUSH EAX
0066A04E   |.  E8 8D540000       CALL 0066F4E0
0066A053   |.  83C4 08           ADD ESP,8
0066A056   |.  B8 01000000       MOV EAX,1
0066A05B   |.  81C4 00020000     ADD ESP,200
0066A061   |.  C3                RETN
0066A062   |>  3B0D 34F49C00     CMP ECX,DWORD PTR DS:[9CF434]
0066A068   |.  74 08             JE SHORT 0066A072
0066A06A   |.  3B0D 88F49C00     CMP ECX,DWORD PTR DS:[9CF488]
0066A070   |.  75 1E             JNE SHORT 0066A090
0066A072   |>  85C0              TEST EAX,EAX
0066A074   |.  74 38             JE SHORT 0066A0AE
0066A076   |.  68 3CB09E00       PUSH OFFSET 009EB03C               ; ASCII "Second Division B"
0066A07B   |.  50                PUSH EAX
0066A07C   |.  E8 5F540000       CALL 0066F4E0
0066A081   |.  83C4 08           ADD ESP,8
0066A084   |.  B8 01000000       MOV EAX,1
0066A089   |.  81C4 00020000     ADD ESP,200
0066A08F   |.  C3                RETN
0066A090   |>  3B0D A8F49C00     CMP ECX,DWORD PTR DS:[9CF4A8]
0066A096   |.^ 0F85 3AFFFFFF     JNE 00669FD6
0066A09C   |.  85C0              TEST EAX,EAX
0066A09E   |.  74 0E             JE SHORT 0066A0AE
0066A0A0   |.  68 2CB09E00       PUSH OFFSET 009EB02C               ; ASCII "Second Division"
0066A0A5   |.  50                PUSH EAX
0066A0A6   |.  E8 35540000       CALL 0066F4E0
0066A0AB   |.  83C4 08           ADD ESP,8
0066A0AE   |>  B8 01000000       MOV EAX,1
0066A0B3   |.  81C4 00020000     ADD ESP,200
0066A0B9   \.  C3                RETN
```

3 lines above each of the lower division names is a JNE instruction; change these to JMP and the lower division selection is removed from the list.

The following lines refer to specific nations (i.e. those that have selectable lower leagues).

```
00669FE1   |.  8B15 E4F29C00     MOV EDX,DWORD PTR DS:[9CF2E4] = England
0066A012   |>  3B0D 14F39C00     CMP ECX,DWORD PTR DS:[9CF314] = Germany
0066A03C   |>  3B0D 60F39C00     CMP ECX,DWORD PTR DS:[9CF360] = Italy
0066A062   |>  3B0D 34F49C00     CMP ECX,DWORD PTR DS:[9CF434] = Portugal
0066A06A   |.  3B0D 88F49C00     CMP ECX,DWORD PTR DS:[9CF488] = Spain
0066A090   |>  3B0D A8F49C00     CMP ECX,DWORD PTR DS:[9CF4A8] = Sweden
```

<u>Star players also for user's team</u>

Code:

"%s" @ 0x98e8dc. %s is always replaced at run time by text.*

0045B82C: JNE SHORT 0045B89F

Replace this line with NOP NOP.

<u>Taking control of any club in game</u>

```
00482A74: JE 00482D04
```

Fill with NOP and you can Take Control of a club even if it is in a 'non-playable' league.

How to use the Data directory name offset?

---

markuse   21-05-17, 10:41 AM

What is the offset for this feature? (from patch 2.21.1+ v3).
Thanks.

Quote:

Squad numbers can now be issued in all leagues

---

saturn   23-05-17, 09:51 PM

Quote:

Originally Posted by **markuse** »

What is the offset for this feature? (from patch 2.21.1+ v3).
Thanks.

The line MOV BYTE PTR DS:[ESI+52],2 needs to be inserted into a league's code for it to have squad numbers. It's placed amongst the code that controls relegation/promotion/play-off places and other things like points for a win/draw. To create space for the new line of code, some of these lines were combined together. For example, in the code for the MLS...

Code:
```
00907044  C686 BE000000 01  MOV BYTE PTR DS:[ESI+BE],1
0090704B  889E BF000000     MOV BYTE PTR DS:[ESI+BF],BL
```

becomes

Code:
```
00907044  66:C786 BE000000 0100  MOV WORD PTR DS:[ESI+BE],1
```

The second line combines both the +BE and +BF offsets as you're now using MOV WORD (two bytes) instead of MOV BYTE (one byte). This creates the space for the +52 offset line, which is added in the following line. In the Patches.zip collection from the +v3 thread, you can see the rough locations of where the code has been changed in this manner for various leagues.

Pasquale   28-05-17, 07:21 PM

Disable national friendly matches?

HossamAllam   29-05-17, 08:56 AM

i found this on the offsets thread but i want to know how to use it

Data directory name offset

Code:
0x9c3824

Not particularly important but it would allow one to run multiple databases without needing to swap data directories.
With the later versions of the Tapani patch there is no requirement for the exe to be called cm0102.exe.
So you could have an exe called odb.exe that reads data from a directory call odbdata, an exe called sim.exe that reads data from a directory called simdata etc.
You could also have a different directory for Tapanified data, 3.9.60 data etc etc.

There is limited space available - only 8 bytes (enough for 7 characters and the null termination).

---

totallyaddicted   01-06-17, 01:16 PM

how can i get the winners of the AFC Champions league to play the winners of the OFC Champions Cup (to the Asian Super Cup) so that australian teams play in Asia for one game lol

---

saturn   08-06-17, 08:16 PM

Code:

```
0051330E    . E8 5D26FDFF             CALL cm0102.004E5970              ; Calls Sports
Interactive section of Credits
00513313    . E8 5837FDFF             CALL cm0102.004E6A70              ; Calls Jask Consultants
& Xbox Design & Programming section of Credits
00513318    . E8 A33AFDFF             CALL cm0102.004E6DC0              ; Calls Research section
of Credits
0051331D    . E8 CE5FFDFF             CALL cm0102.004E92F0              ; Calls Testing section
of Credits
00513322    . E8 5981FDFF             CALL cm0102.004EB480              ; Calls Eidos
Interactive section of Credits
00513327    . E8 E47DFDFF             CALL cm0102.004EB110              ; Calls Feral
Interactive section of Credits
0051332C    . E8 9F99FDFF             CALL cm0102.004ECCD0              ; Calls Translation and
Proof-Reading section of Credits
00513331    . 66:C705 7C18AE00 0100   MOV WORD PTR DS:[AE187C],1
0051333A    . 66:8935 6818AE00        MOV WORD PTR DS:[AE1868],SI
00513341    . E8 4AA7FDFF             CALL cm0102.004EDA90              ; Calls Additional
Research section of Credits
00513346    . E8 B5ACFFFF             CALL cm0102.0050E000              ; Calls Additional
Testing section of Credits
0051334B    . E8 D0DFFFFF             CALL cm0102.00511320              ; Calls Special Thanks
section of Credits
00513350    . E8 EBF9FFFF             CALL cm0102.00512D40              ; Calls Best Wishes
section of Credits
```

NOP a CALL and that section won't appear in the Game Credits, creating a huge amount of space in the exe for other things. Probably best to leave a CALL to at least one section.

---

saturn	12-06-17, 10:29 PM

The following will show you how to make a certain nationality not be counted as a foreign player in a foreign league. The piece of code that we'll be using is the one which allows New Zealand players to not count towards the foreign quota in Australia (thanks to Craig Forrest for finding this):

Code:

```
0053DA6E  MOV EDX,DWORD PTR DS:[9CF224] (Australia)
0053DA74  MOV ESI,DWORD PTR DS:[9CF3F4] (New Zealand)
0053DA7A  CMP EAX,EDX
0053DA7C  JE 0053DA82
0053DA7E  CMP EAX,ESI
0053DA80  JNZ 0053DA95
0053DA82  MOV ECX,DWORD PTR SS:[EBP]
0053DA85  CMP ECX,EDX
0053DA87  JE 0053DB2A
0053DA8D  CMP ECX,ESI
0053DA8F  JE 0053DB2A
0053DA95  CMP EAX,DWORD PTR DS:[9CF360] (Italy)
```

We'll simply be repeating this block of code, finishing with a Jump to the Italy line, with the 9CF*** values switched for our desired countries. I'm putting the new code in one of the Game Credit blocks, which you can safely NOP a call to:

Code:

```
00513341  CALL 004EDA90 --> NOP
-
0053DA6E  MOV EDX,DWORD PTR DS:[9CF224] --> JMP 004EDA90
```

Now we enter the block of code for Australia and New Zealand and our new block after it :

Code:

```
004EDA90  MOV EDX,DWORD PTR DS:[9CF224]
004EDA96  MOV ESI,DWORD PTR DS:[9CF3F4]
004EDA9C  CMP EAX,EDX
004EDA9E  JE 004EDAA4
004EDAA0  CMP EAX,ESI
004EDAA2  JNZ 004EDAB7
004EDAA4  MOV ECX,DWORD PTR SS:[EBP]
004EDAA7  CMP ECX,EDX
004EDAA9  JE 0053DB2A
004EDAAF  CMP ECX,ESI
004EDAB1  JE 0053DB2A
004EDAB7  MOV EDX,DWORD PTR DS:[9CF4F8] (USA)
004EDABD  MOV ESI,DWORD PTR DS:[9CF280] (Canada)
004EDAC3  CMP EAX,EDX
004EDAC5  JE 004EDACF
004EDAC7  CMP EAX,ESI
004EDAC9  JNZ 0053DA95
004EDACF  MOV ECX,DWORD PTR SS:[EBP]
004EDAD2  CMP ECX,EDX
004EDAD4  JE 0053DB2A
004EDADA  CMP ECX,ESI
004EDADC  JE 0053DB2A
004EDAE2  JMP 0053DA95
```

Note the two pairs of coloured commands: the jumps must always be to those respective lines. The red line will jump to the EBP line, the pink line to the first 9CF*** line in the next pair of countries. If there is no other pair of countries to follow, that line should jump to 0053DA95 (as it does at 004EDAC9). Here is a another block with three pairings in it:

Code:

```
004EDA90  MOV EDX,DWORD PTR DS:[9CF224]
004EDA96  MOV ESI,DWORD PTR DS:[9CF3F4]
004EDA9C  CMP EAX,EDX
004EDA9E  JE 004EDAA4
004EDAA0  CMP EAX,ESI
004EDAA2  JNZ 004EDAB7
004EDAA4  MOV ECX,DWORD PTR SS:[EBP]
004EDAA7  CMP ECX,EDX
```

```
004EDAA9  JE 0053DB2A
004EDAAF  CMP ECX,ESI
004EDAB1  JE 0053DB2A
004EDAB7  MOV EDX,DWORD PTR DS:[9CF4F8]
004EDABD  MOV ESI,DWORD PTR DS:[9CF280]
004EDAC3  CMP EAX,EDX
004EDAC5  JE 004EDACF
004EDAC7  CMP EAX,ESI
004EDAC9  JNZ 004EDAE2
004EDACB  NOP
004EDACC  NOP
004EDACD  NOP
004EDACE  NOP
004EDACF  MOV ECX,DWORD PTR SS:[EBP]
004EDAD2  CMP ECX,EDX
004EDAD4  JE 0053DB2A
004EDADA  CMP ECX,ESI
004EDADC  JE 0053DB2A
004EDAE2  MOV EDX,DWORD PTR DS:[9CF4F8]  (USA)
004EDAE8  MOV ESI,DWORD PTR DS:[9CF2E4]  (England)
004EDAEE  CMP EAX,EDX
004EDAF0  JE 004EDAFA
004EDAF2  CMP EAX,ESI
004EDAF4  JNZ 0053DA95
004EDAFA  MOV ECX,DWORD PTR SS:[EBP]
004EDAFD  CMP ECX,EDX
004EDAFF  JE 0053DB2A
004EDB05  CMP ECX,ESI
004EDB07  JE 0053DB2A
004EDB0D  JMP 0053DA95
```

The line at 004EDAC9 now jumps to the next pairing. You'll notice that it's four bytes shorter than the original jump (hence the four NOPs beneath it): this is because it's jumping a short distance to the next pairing instead of a long distance all the way back to the Italy line in the original block of code. I find it easier to NOP that line before changing it from a long jump to a short one.

The results:
http://i.imgur.com/2H0oxP8.png
Interestingly it only seems to check a player's first nationality: Sequeira is Nicaraguan/Canadian but still counts as a foreigner.

Dermotron

12-06-17, 10:40 PM

Very nice work. There are a lot of nations like that (think we discussed it in the thread on foreign player rules)

Dermotron

13-06-17, 10:19 AM

You be able to make Cotonou style changes with the coding above saturn? Like discussed here
http://champman0102.co.uk/showthread...406#post221406

EDIT: did you ever implement this http://champman0102.co.uk/showthread...946#post241946

Craig Forrest

13-06-17, 05:10 PM

Holy shit something I found was useful :ok:

Show 40 post(s) from this thread on one page

Show 40 post(s) from this thread on one page

---

saturn

13-06-17, 06:37 PM

> Quote:
>
> *Originally Posted by **Dermotron*** ⟫
>
> *You be able to make Cotonou style changes with the coding above saturn? Like discussed here*
> *http://champman0102.co.uk/showthread...406#post221406*
>
> *EDIT: did you ever implement this http://champman0102.co.uk/showthread...946#post241946*

Yes, I've done it for France in the + patches. I would like to do it for Spain too but no joy yet.

Langaro

30-06-17, 01:17 AM

Good evening, I would like to know the codes of the awards in the Brazilian league, and as I change the value of the TV income, in the code 042A461 - Brazilian First Division TV Money (£) only appears INC EAX.

---

giovanisantana29

03-07-17, 06:53 PM

Some interesting things I discovered recently:

Code:

```
00874A9A    JL SHORT 00874AB9 >> JMP SHORT 00874AB9

00874AA2    JGE SHORT 00874AB9 >> JMP SHORT 00874AB9


Fill with NOP: 00874ABD, 00874ACA, 00874ACE, 00874C03, 0087A670 and 0087DE27
```

And will be possible see "your" attributes in the game and "your" Transfer screen as well, which shows "your" fluent languages for example.

Code:

```
Fill with NOP: 0087D33D
```

And will be possible see the Squad Status of the AI players in their Contract screen.

For who don't play the game in the english language a "error Database" appears constantly in the game. Fill with NOP 0053585D to 005358BF will solve this.

Code:

```
004DD265  JE SHORT 004DD2C9  >>>>  JMP SHORT 004DD2C9
```

Doing this will be possible change the Squad Status at any time when you try to sign a player.
Explaining better: When we offer a contract to a player, before we offer salary and other things we have to choose their Squad Status. When choosing this cannot be changed for some time (about 2 weeks). With this modification you can change this at any time.

This one I don't know if has already been discovered, but I looked for something similar and I didn't find, so I guess not:

The "Disable Unprotected Contracts" option in CMPatcher disable not only the unprotected contracts rule, but others contracts rules as well like max 5 year contracts and a percentage of transfer value to the player's developer club. Well, if we disable only the unprotected contracts rule without disable the others rules?
In offset 00868307 have a number "2" which refers to the number of years that a contract becomes unprotected (this number is increased by 1 if the player is under 28). So if we change for a unreachable number like 15 (0F) in an .exe with the "Disable Unprotected Contracts" unchecked, the unprotected contracts rule will in practice be disabled since it will be impossible for a player to have more than a 15 years contract. But the other rules (max 5 year contract and % for the developer club) will hold.

Dermotron
04-07-17, 02:13 PM

They are all pretty epic finds Gio :clap:

Mark
04-07-17, 03:24 PM

Love the idea of seeing squad status for the AI and not being able to change the squad status when discussing contracts has always been a bugbear of mine :ok:

Alan
05-07-17, 11:14 PM

Quote:

Originally Posted by **giovanisantana29** »

Code:

```
Fill with NOP: 0087D33D
```

And will be possible see the Squad Status of the AI players in their Contract screen.

This is cool. Would be even better (more cheating maybe) if we coul see the players' squad status on the clubs' Contract Info page.
Any chance on this?

---

giovanisantana29
06-07-17, 04:04 AM

This has already been posted: http://champman0102.co.uk/showthread...131#post336131

---

totallyaddicted
18-07-17, 11:20 AM

can the OFC Nations cup be swapped with the Gold cup somehow? so that you have North American teams playing in the competition instead of Oceanic? that way u could move australia to asia no problem and the confederations cup would not crash

---

Craig Forrest
18-07-17, 01:35 PM

The Gold Cup doesn't exist in the game.... the code is there and labelled, but I think it's used for the Copa America instead

---

totallyaddicted
18-07-17, 05:23 PM

yeah i know but what i mean is can u swap the 9CF values in the oceania nations cup code in olly to make north american teams qualify for it then change the competition name to gold cup????? if so how lol

---

Craig Forrest
18-07-17, 06:29 PM

You'd have to change the 9CF values in the Oceania Cup to those of the NA countries and/or the NA/CA/Caribbean region (and vice versa)... then use the names editor to change the name

You've done enough editing.... I'm sure you can figure it out :ok:

totallyaddicted   18-07-17, 06:38 PM

Quote:

You'd have to change the 9CF values in the Oceania Cup to those of the NA countries and/or the NA/CA/Caribbean region (and vice versa)... then use the names editor to change the name

You've done enough editing.... I'm sure you can figure it out :ok:

tried it buddy but it crashes when loading the game!

---

totallyaddicted   21-07-17, 08:27 PM

hi guys wonder if someone could help me:

recently swapped leagues South Korea to Indian league......

and im having trouble now with the teams that enter the Asian champions league and the Asian CWC

these are the references for the asian champs league which qualify

0040BCC0 |> A1 84F49C00 MOV EAX,DWORD PTR DS:[9CF484] - S,KOREA

0040BCDE |. A1 00FA9C00 MOV EAX,DWORD PTR DS:[9CFA00]

0040BD0F |> A1 00FA9C00 MOV EAX,DWORD PTR DS:[9CFA00]

and these are the cwc refs:

0040DBDC |> A1 84F49C00 MOV EAX,DWORD PTR DS:[9CF484] - south korea
0040DBFE |. A1 04FA9C00 MOV EAX,DWORD PTR DS:[9CFA04]
0040DC3F |> A1 04FA9C00 MOV EAX,DWORD PTR DS:[9CFA04]

i havent changed anything as its just a league swap so india becomes korea.....

but now the teams that qualify are randomised and not the winners of the korean league or the cup.

can anyone shed any light on what i should do to fix this?

the japan refs all work.

Craig Forrest   22-07-17, 02:52 AM

So are you trying to get it to take indian teams? or korean teams?

---

giovanisantana29   22-07-17, 02:01 PM

The Asian competitions have this issue. When you load only Japan, the japanese clubs qualifing to competitions normally. When you load only Korea, korean clubs qualifing to competitions normally. But when you load both Japan and Korea, only the japanese clubs qualifing to competitions normally, the qualify for korean is randomized.

---

totallyaddicted   22-07-17, 03:25 PM

indian teams and giovanni is right this is the issue

The Loan Ranger   24-07-17, 10:32 AM

Apologies if this isn't the correct part of the forum.

I'm just getting back into the game after four or five years of not playing. One thing that I asked about a couple of times was if there is a way to get leagues such as the Welsh, Irish, Northern Irish Premier Divisions and the English Conference to use squad numbers.

Has anything happened on the subject while I've been away? It always confusing to me why the Irish and Northern Irish First Division had them but not the Premier Divisions.

Dermotron   24-07-17, 10:36 AM

Yep, this patch and database has them http://champman0102.co.uk/showthread...717#post340717

The Loan Ranger   24-07-17, 10:53 AM

Brilliant! Will start a new game tonight using it.

totallyaddicted

does anyone know where i can find the offsets to activate the relegations in holland and scotland?

and how do i change them.

thanks

---

hodgy

Look in the Tapani 2.19 thread. There might be some talk about it in there as he enabled it in that patch. I'm not sure it worked 100% though.

---

faz44

Quote:

> *Originally Posted by faz44* »
>
> *Reading back (pages 42 & 43), nobody ever got to the bottom of the Turkish player restriction issue, did they? In the Turkish Second Division, you can play 2 overseas players in the team but you can neither buy nor loan an overseas player. I want the restriction on the matchday but I want to be able to buy players.*

Quote:

> *Originally Posted by lucasdm* »
>
> *There used to be a tool that allowed us to change the foreign player limit in the leagues. Does anyone remember the name:*

Quote:

> *Originally Posted by Dermotron* »
>
> *Flex 2 will allow it. There's a video tutorial on how to use it in Tech Support*

To bring this back up, as I'm revisiting the patch I've made. The changes you make in Flex have no bearing. You can either disable the restrictions completely (i.e. no foreigner limit, no restriction on signings, as shown earlier in this thread) or not at all (i.e. 2 players in the team but unable to sign any non-Turks).

Golly

Quote:

> *Originally Posted by giovanisantana29* »
>
> **New Italian Cup (using the Polish League Cup)**
>
> *The format is not 100% equal to the current, but very close to it: without group phase, rounds with only one match (except the semifinal) and final played in Stadio Olimpico.*
> *Also some dates of Serie C Cup have been changed so as not to conflict.*
> *I tried for a long time make this change without having to substitute another cup, but I could not.*
>
> *https://ap.imagensbrasil.org/images/NovaImagem75.png*
>
> *https://ap.imagensbrasil.org/images/NovaImagem76.png*
>
> *Download: https://www.mediafire.com/?fdgmfhqe469v9hv*

I have seen your Polish League Cup > Italian/Argentinian Cup patches and I have a question if you don't mind?

I have had a play with changing the Polish League Cup and have successfully got the right clubs from the right leagues into the competition. So, I've successfully edited the offsets in the Polish League Cup offsets (007CA490 to 007CB1C1). But how do you get the Polish League Cup to move to being an Italian/Argentinian Competition in the game? Which offsets do you need to amend?

Many Thanks for any help you (or anyone) can offer.

---

giovanisantana29

Quote:

> *Originally Posted by Golly* »
>
> *I have seen your Polish League Cup > Italian/Argentinian Cup patches and I have a question if you don't mind?*
>
> *I have had a play with changing the Polish League Cup and have successfully got the right clubs from the right leagues into the competition. So, I've successfully edited the offsets in the Polish League Cup offsets (007CA490 to 007CB1C1). But how do you get the Polish League Cup to move to being an Italian/Argentinian Competition in the game? Which offsets do you need to amend?*

Many Thanks for any help you (or anyone) can offer.

I've explain this here: http://champman0102.co.uk/showthread...949#post191949

Is also possible add a competition's slot like I've do for Argentinian Cup. I've explain here: http://champman0102.co.uk/showthread...119#post292119

Golly

Quote:

> *Originally Posted by giovanisantana29* »
>
> *I've explain this here: http://champman0102.co.uk/showthread...949#post191949*
>
> *Is also possible add a competition's slot like I've do for Argentinian Cup. I've explain here: http://champman0102.co.uk/showthread...119#post292119*

Thanks. I love you :)

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is 01:15 PM.

---

eddieC   18-09-17, 07:13 PM

I want to change around with the player restrictions within the game

I want it so that English clubs will only be able to buy English players

I have changed the restriction for the clubs only being able to play english players but they still buy foreign players even though they can only play them in European matches..

How do I stop them buying foreign players?

Is their an offset for disabling transfers, full stop?

---

saturn   22-09-17, 08:23 AM

> Quote:
> ─────────────────────────────────────
> Originally Posted by **eddieC** »
> *I want to change around with the player restrictions within the game*
>
> *I want it so that English clubs will only be able to buy English players*
>
> *I have changed the restriction for the clubs only being able to play english players but they still buy foreign players even though they can only play them in European matches..*
>
> *How do I stop them buying foreign players?*
> ─────────────────────────────────────

Try adding the line MOV BYTE PTR DS:[ESI+13],0 to the end of the English transfer window code. They might still buy other UK & Irish players though.

> Quote:
> ─────────────────────────────────────
> Originally Posted by **eddieC** »
> *Is their an offset for disabling transfers, full stop?*
> ─────────────────────────────────────

Do both the things JL suggests in the post here. It also stops any regens coming through so all clubs will eventually have squads full of greyed out players.

---

eddieC   22-09-17, 01:25 PM

Cool, cheers...

---

eddieC   22-09-17, 01:36 PM

> Quote:
> ─────────────────────────────────────
> Originally Posted by **JohnLocke** »
> *The following changes the nationality that everyone is restricted to and changes it from Basque to -1; as nobody has -1 for a nationality (nationalities start at 0 for Afghanistan) no club will be able to sign anybody, not even free transfers. Clubs will only get the players that come through their youth team.*
>
> *008CEBB5 A1 24F49C00 MOV EAX,DWORD PTR DS:[9CF424]*
>
> *Change to:*
> *008CEBB5 B8 FFFFFFFF MOV EAX,-1*
>
> *Making this change will probably get really boring as I suspect lots of clubs will have squads full of grey players as their players leave and don't get replaced.*
> ─────────────────────────────────────

When I try and do this on Ollydb, it wont let me enter "-1" as a valid expression.... anyone know what i'm doing wrong?

eddieC

Quote:

Originally Posted by saturn »

Try adding the line MOV BYTE PTR DS:[ESI+13],0 to the end of the English transfer window code. They might still buy other UK & Irish players though.

Is this the code?

```
00579C09 MOV BYTE PTR DS:[EAX+2],4
00579C0D MOV BYTE PTR DS:[EAX+3],1A
00579C11 MOV BYTE PTR DS:[EAX+4],CL
00579C14 MOV BYTE PTR DS:[EAX+5],BL
00579C17 NOP
00579C18 MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B ADD EAX,6
00579C1E MOV BYTE PTR DS:[EAX],7
00579C21 MOV BYTE PTR DS:[EAX+1],BL
00579C24 MOV BYTE PTR DS:[EAX+2],1
00579C28 MOV BYTE PTR DS:[EAX+3],CL
00579C2B MOV BYTE PTR DS:[EAX+4],5
00579C2F MOV BYTE PTR DS:[EAX+5],1
00579C33 MOV ECX,DWORD PTR SS:[ESP+20C]
00579C3A MOV EAX,ESI
00579C3C POP ESI
00579C3D POP EBX
00579C3E MOV DWORD PTR FS:[0],ECX
00579C45 ADD ESP,210
00579C4B RETN 14
```

---

saturn

Quote:

Originally Posted by eddieC »

When I try and do this on Ollydb, it wont let me enter "-1" as a valid expression.... anyone know what i'm doing wrong?

I don't know, it works for me. Just 'MOV EAX,-1'.

Quote:

Originally Posted by eddieC »

Is this the code?

```
00579C09 MOV BYTE PTR DS:[EAX+2],4
00579C0D MOV BYTE PTR DS:[EAX+3],1A
00579C11 MOV BYTE PTR DS:[EAX+4],CL
00579C14 MOV BYTE PTR DS:[EAX+5],BL
00579C17 NOP
00579C18 MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B ADD EAX,6
00579C1E MOV BYTE PTR DS:[EAX],7
00579C21 MOV BYTE PTR DS:[EAX+1],BL
00579C24 MOV BYTE PTR DS:[EAX+2],1
00579C28 MOV BYTE PTR DS:[EAX+3],CL
00579C2B MOV BYTE PTR DS:[EAX+4],5
00579C2F MOV BYTE PTR DS:[EAX+5],1
00579C33 MOV ECX,DWORD PTR SS:[ESP+20C]
00579C3A MOV EAX,ESI
00579C3C POP ESI
00579C3D POP EBX
00579C3E MOV DWORD PTR FS:[0],ECX
00579C45 ADD ESP,210
00579C4B RETN 14
```

Yes. Add the line between the two bolded ones.

---

kikonm

Hi guys

about this :

Taking control of any club in game

Code:
```
00482A74: JE 00482D04
```

Fill with NOP and you can Take Control of a club even if it is in a 'non-playable' league.

How can i Take Control of all national teams (for example: hong kong) ?

Tank you all for the help :-)

Dermotron   05-10-17, 11:20 AM

Dirty Editor will allow it http://champman0102.co.uk/downloads.php?do=file&id=12

---

kikonm   06-10-17, 03:43 PM

Thank you very much, Dermotron ! it runs

I remember that, somewhere in this forum, i read about disable Copa Inter-Americana ...

Could someone tell me the correct page, or the way to do it?

I remember that i have to replace "je short xxxxx" with "jmp short xxx", but i've forgotten the CODE.

Thank you all for the help

---

saturn   07-10-17, 03:35 PM

00831253 JE 00831289 --> JMP 00831289 to disable the Inter-American Cup.

---

kikonm   08-10-17, 02:55 PM

Thank you, Saturn !

---

kikonm   08-10-17, 06:54 PM

In FIFA CLUB WORLD CUP (see page 17 on this thread) the game uses PUSH -1 to signify that the club to pick is not based on a competition winner.

And if i want to force the CPU to pick a club based on a continental competition winner, what may i do ?

Write PUSH -2 ?

Thank you all for the help ...

---

lucasdm   16-10-17, 02:59 AM

How do I change the players restrictions in French league?

Pasquale   06-11-17, 09:19 PM

What is the non-promotion mechanism for B teams? Can you put it in another championship?

---

yessar599   21-11-17, 04:08 AM

> Quote:
> _____
> Originally Posted by **giovanisantana29** »
> **How to fix the Australia League Bug (the bug that the same team is champion every year because the competition don't reset in the end of first season):**
> **Same modification used in CMPatcher 2.19**
>
> *Replace this command:*
> *00411D82 POP ESI*
>
> *with this:*
> *00411D82 MOV DWORD PTR DS:[ESI+30],-1*
>
> *Change the next two commands to this:*
> *00411D89 POP ESI*
> *00411D8A RETN*
>
> *image example:*
> *http://img823.imageshack.us/img823/7936/cvyg.png*
> _____

I think there is a similar bug with 2 Asian Club Competitions, any idea how to fix it guys?

---

saturn   21-11-17, 07:08 AM

Try this.

---

yessar599

Quote:

I missed it when I searched this thread. And also how to fix it for Confederations Cup? Thanks for help.

---

saturn

0058B7A6 MOV WORD PTR DS:[EDX],3 --> 2

---

dariosan32

Quote:

> Originally Posted by **saturn** »
>
> *Teams in non-playable leagues never hire managers if their original ones move, retire, are sacked or aren't loaded by the game.*
>
> *00482CA9 JNZ 00482D04 --> NOP*
> *00482CB6 JE 00482D04 --> NOP*
>
> *This allows human managers to apply for jobs at all clubs and nations (the "Apply for Job" tab will always be present on the squad screen - even your own!). Applying for a job will prompt that club to appoint a manager as if they were a club in a playable league (they may even offer you the job). If the club already has a manager and you apply, your application will be acknowledged but ultimately nothing will happen.*

I try this one. I can take control non-playable club (work fine), but these club never "automatic" hire manager, they only do that when I apply for a job and then I reject them/they reject me. Is this normal or weird or I did something wrong?

---

saturn

No, this is how it's supposed to work. If it was automatic you'd have hundreds of non-league/amateur clubs etc hiring managers, probably in an unrealistic manner e.g. the same manager changing jobs every week. The game would also probably run out of suitable non-players for positions like coaches and scouts as they're now all managers.

Kowalinho

Sorry to ask this again (after few months ;)) Is there any new offset or a way to create san marino league (or andorra) with only 15-16 clubs? NI leagues requires more than 16 team for national cup and i couldn't find a way to replace qualification to europa league from NI national cup to NI league cup (and if it would work).

Pasquale

Hello,

Is it possible to eliminate players' loans when the transfer market is closed in Northern Ireland?

---

djole2mcloud

Quote:

> Originally Posted by **Kowalinho** »
>
> *Sorry to ask this again (after few months ;)) Is there any new offset or a way to create san marino league (or andorra) with only 15-16 clubs? NI leagues requires more than 16 team for national cup and i couldn't find a way to replace qualification to europa league from NI national cup to NI league cup (and if it would work).*

Switch off NIR 1st division,switch of relegations from premier.Increase number of clubs in premier to 16.Switch off Nir cup,only leave nir league cup on.And,off you go.

Sent from my HUAWEI VNS-L21 using Tapatalk

---

djole2mcloud

Quote:

*Originally Posted by **Pasquale*** »

Hello,

Is it possible to eliminate players' loans when the transfer market is closed in Northern Ireland?

And here we go again...

Sent from my HUAWEI VNS-L21 using Tapatalk

Pasquale

Quote:

*Originally Posted by **djole2mcloud*** »

And here we go again...

Sent from my HUAWEI VNS-L21 using Tapatalk

Here we go again for what? If you are bothered by a question, do not answer, thank you :ok:

All times are GMT +1. The time now is 01:15 PM.

Offsets

Printable View

---

xeno

14-04-18, 11:28 PM

Because of game importance of nations is reversed in latest data updates (such as March 2018 Data Update) from the original 3.9.68 data, you can not arrange tour to major countries for pre-season.
If you do below change, you can arrange tour now to major countries.

00471E65 JL SHORT 00471E88

Note: If you use 3.9.68 original database ODB, please don't use this change. Otherwise, you can not see major countries to arrange tour.

---

giovanisantana29

06-05-18, 11:51 PM

In the game, the Italian league still has the "spareggio", a play-off between teams that finished the league tied. After all, this still existed in 2001-02, but in the 2005-06 season onwards the spareggio was abolished and here is a way to update that in CM:

0064073D MOV DWORD PTR DS:[ESI+4C],1 >>> 0
006409C1 JNZ 006413C5 >>> JNZ 006413B9
0064179C MOV DWORD PTR DS:[ESI+4C],1 >>> 0

Fill with NOP: 006413C5 - 00641502 and 006416DE

Another interesting thing is update the rules for classification in case of a tie, which changed with the spareggio's abolition, making head-to-head points the first tiebreaker.

I realized the tiebreaker rules are in the block that contains the amount of promotions/relegations of the league (ESI+BE, ESI+C1 etc.) being ESI+C5 the first tiebreaker, ESI+C6 second and ESI+C7 third. And the values I was able to figure out were these:
1= goal difference
2= number of victories (?)
4= head-to-head points

So to update these criteria in Serie A just do this:
0064167A MOV BYTE PTR DS:[ESI+C5],BL >>> DL
00641680 MOV BYTE PTR DS:[ESI+C6],CL >>> BL
00641686 MOV BYTE PTR DS:[ESI+C7],DL >>> CL

Fiestita

08-05-18, 10:36 AM

I believe that one could add "spareggio" to other leagues like Argentina re-using some of that code huh?

Pasquale

09-05-18, 11:32 AM

Is there a criterion for choosing clubs in the AFC Champions League?

---

giovanisantana29

09-05-18, 11:24 PM

> Quote:
>
> Originally Posted by **Fiestita** »
> *I believe that one could add "spareggio" to other leagues like Argentina re-using some of that code huh?*

Well, I don't think this is possible. And if possible, certainly wouldn't be so easy.

> Quote:
>
> Originally Posted by **Pasquale** »
> *Is there a criterion for choosing clubs in the AFC Champions League?*

It should enter both the Japanese and Koreans champions. But as I explained before, when you load only Japan, the japanese clubs qualifing to competitions normally. When you load only Korea, korean clubs qualifing to competitions normally. But when you load both Japan and Korea, only the japanese clubs qualifing to competitions normally, the qualify for korean is randomized.

Pasquale

AFC Champions League

> Quote:
>
> > Originally Posted by **giovanisantana29** »
> >
> > *Well, I don't think this is possible. And if possible, certainly wouldn't be so easy.*
> >
> > *It should enter both the Japanese and Koreans champions. But as I explained before, when you load only Japan, the japanese clubs qualifing to competitions normally. When you load only Korea, korean clubs qualifing to competitions normally. But when you load both Japan and Korea, only the japanese clubs qualifing to competitions normally, the qualify for korean is randomized.*

On the other hand, how are the other clubs chosen? Since I have seen that it decides them in a random way (therefore not according to the criterion of who is stronger) it is possible to modify this?

giovanisantana29

> Quote:
>
> > Originally Posted by **Pasquale** »
> >
> > *On the other hand, how are the other clubs chosen?*

Probably a mix of reputation/randomness.

> Quote:
>
> > Originally Posted by **Pasquale** »
> >
> > *it is possible to modify this?*

I don't think so.

mike6457

Is there any offset to increase the number of human managers from 16?

geppoilfolle85

sorry if I go off topic someone knows how you can change the start year of championship manager 0304 or the number of substitutes in the English premier league sorry for the trouble

saturn

> Quote:
>
> > Originally Posted by **mike6457** »
> >
> > *Is there any offset to increase the number of human managers from 16?*

I doubt it, my guess would be that they're "extra hard-coded" like the 50 player squad limit.

> Quote:
>
> > Originally Posted by **geppoilfolle85** »
> >
> > *sorry if I go off topic someone knows how you can change the start year of championship manager 0304 or the number of substitutes in the English premier league sorry for the trouble*

I've never played 03/04 so I've no idea even it even uses the same structure as 01/02 and other CM3 games. My suggestion would be to:
1. Open cm0304.exe in Olly debugger.
2. Click the first line, scroll down to the last line and while holding Shift click it too (so that all lines will be selected).
3. Right click on the lines and select Copy --> To file and save it as cm0304.txt.
4. Open cm0304.txt with Notepad. You now have a searchable version of the exe. The line of code for subs will probably look like "xxxxxxxx,7" so search for the ",7" bit in cm0304.txt. Similarly the start year will be stored as 7D3 (2003 as a hexadecimal value) throughout the game, so search for that in cm0304.txt too. You'll more than likely get loads of results for both so a lot of trial and error will be involved.

geppoilfolle85

first of all thank you for your kindness but the values 7 and 7D3 I have to find them to the ofsett? excuse the ignorance but and the first time I try with olly dbg since I'm updating cm0304 for 8 years I wanted to try to make it more realistic as possible

saturn   28-05-18, 08:37 AM

If the number of substitutes in the game for a competition is 7, then that 7 value will be stored somewhere in the exe so that's what you have to search for. Similarly for the year value of 2003 you need to search for 7D3. It's still a needle in a haystack really, and to change the year you'll probably need to edit numerous 7D3 values.

---

geppoilfolle85   28-05-18, 09:28 AM

have I come back to change the year of departure by setting value 7e1 ie 2017 the only thing and that when I load a championship that should start in 2018 this starts in 2017 because it does not start directly in the example date 25 January 2018? I should change all the values 7d3 and 7d4 that I find in the exe and make them 2017 and 2018 that you know?

---

cantal111   28-05-18, 06:17 PM

Hello. What do you mean "scroll up till u see the E and click on it" in your message ?
https://champman0102.co.uk/showthrea...403#post298403

---

geppoilfolle85   28-05-18, 08:30 PM

sorry i do not speak english and the translator wrote so. Anyway i managed to change the start date of the game the only thing and that the leagues starting in 2004 do not have the date changed as ever?

---

saturn   28-05-18, 10:04 PM

Search for 7D4 values in the exe and change them to 7E2. If that doesn't work then I don't know.

---

geppoilfolle85   29-05-18, 11:03 AM

all done the only thing is that the Italian league season does not generate the calendar saturn l last question and then not bother you more, do you know why?

---

saturn   29-05-18, 01:05 PM

Sorry, no idea.

---

geppoilfolle85   29-05-18, 05:13 PM

does anyone know why changing the date of the game in 2017 after the first season no longer generates the calendars of the national championships?

---

geppoilfolle85   30-05-18, 07:17 PM

I managed to change the start date thanks for everything to saturn for your help

---

giovanisantana29   18-06-18, 09:57 PM

Italian league not only is there no limit to the number of non-EU players, but also all players who play there are not considered non-EU (You realize this by going to an Italian club > General Info > View > Stats. The number of non-EU players will always be 0).

This makes impossible for non-EU players takes Italian second nationality.

To change this:
0053D79B CMP ESI,DWORD PTR DS:[9CF360] >>> Change the 9CFxxx code to another country, preferably some disabled (ex 9CF50C - West Germany).

I know. A bit pointless since the Italian league has no limit of non-EU. But... :P

---

saturn   25-07-18, 09:40 PM

Gio your post reminds me of something I initially had in +v5 but then took out:

008C5C39 JNZ 008C5CC4 --> NOP

Allows EU players playing in other EU countries to gain as a second nationality the nationality of that country.

Pretty much everybody playing in Portugal/Spain ended up having those as second nationalities. I added it to make EU players available for national teams in EU countries where they've been playing for a while, but tbh I don't think this happens too much IRL.

Dermotron

> Quote:
>
> *Originally Posted by **saturn*** »
>
> *I added it to make EU players available for national teams in EU countries where they've been playing for a while, but tbh I don't think this happens too much IRL.*

Thought you might be wrong on that but yes, this isn't common.

These are:
Africa > EU
Non-EU Euro > EU
SA > EU
EU > Africa (sort of)

It was the Serb/Swiss, Serb/Swedes etc. I was thinking of, basically Non-EU > EU

One that is maybe worth considering is US nationality for those who have been there 2 years or more (might be 3). Players are not considered foreigners even though they aren't considered citizens either. 50:50 whether to add it or not.

Note sure if you have it handy, but how long to get 2nd nationality in Russia? There's a lot of nationalized players these days, esp Brazilians and Nigerians. (Qatar probably not workable, they have basically imported a national team in recent years)

saturn

Ten years for Russia in the game, could easily make it like the rest of most of Europe (five).

saturn

0076B63A MOV ECX,DWORD PTR DS:[9CF794] --> [9CF798]
0076B6FE CMP EAX,DWORD PTR DS:[9CF798] --> [9CF794]
00874FAA PUSH 00A84F5C --> PUSH 00A84F44

International caps at under-21 level are no longer binding for a player, ie they can switch allegiance to the team of their second nationality later on in their career if they still have no senior caps.

I gave the changes a quick test with the .68 database, using a few young French players who also had African nationalities. I took over France and gave them all caps with the French Under-21s, but no full senior caps. A few years later they had each chosen various paths:

Spoiler! [Show]

Something to note is that Meghni is still in the French Under-21 squad. When in an under-21 squad, players can't be called up by a different nation's senior team (Algeria in his case).

Another minor thing is that you can't easily tell which nation a player has been capped by at under-21 level. In Meghni's case from the save game above, his profile screen reads 'French/Algerian (capped at under-21 level).', which makes it look like he's been capped by Algeria. So the '(capped at under-21 level)' line will always follow the second nationality, regardless of which nation actually capped him. Not really a huge issue.

Show 40 post(s) from this thread on one page

---

saturn   30-07-18, 07:48 AM

005267ED JE 00527229 --> JMP 00527229
All clubs in the database will load when creating a new game (regardless of leagues selected or database size selected). The game seems to crash if you enter the Find Club screen, no idea if a long-term game can be safely played.

00524EA0 CALL 00527240 --> NOP
Prevents extra non-playing staff from being generated. The game creates made up Coaches/Scouts/Physios for clubs if they have none assigned to them in the database (and have a high enough reputation to warrant their creation). Could be useful for the Update Team's save game preview. The change seems stable, though gameplay wise there's a real scarcity of physios without it.

00524E0E JE 005267A1 --> JMP 005267A1
Loads everything. Every player, staff and club (but not the extra-non playing staff from above, the JMP skips over the CALL 00527240 command). Unfortunately it's not stable to play. Although the game doesn't load the extra non-playing staff from above, it does load some staff who have no names attached to them. Whenever you or an AI club tries to sign one, the game crashes. So you'll get about a week in before a crash. Could be useful for the save game preview again. Also I think this one only works on a non-Tapanified exe.

---

malyukasz   12-08-18, 09:18 AM

Hi, I have swapped English leagues with polish teams and it looks like vans trophy cup is not accepting swapped teams. Is there any offset to change the rules of vans trophy or switch it off ?

---

vult   13-08-18, 10:00 PM

Hey, I wonder if anyone knows the offsets to remove the non-eu players limit in the Spanish Second Division B? Changing these four 8595A5, 8595B9, 8595C9, 8595D1 works only for the first two divisions.

---

vult   14-08-18, 04:28 PM

> Quote:
>
> Originally Posted by **malyukasz** »
>
> *Hi, I have swapped English leagues with polish teams and it looks like vans trophy cup is not accepting swapped teams. Is there any offset to change the rules of vans trophy or switch it off ?*

Download flex2 and use the "Big on/off switch", it's in the download section>tools.
Or just use Olly and change this offset 00833B8F from JE SHORT 00833BB5 to JMP SHORT 00833BB5
But i'm not sure if turning this competition off won't cause the game crashing so back up your exe file first.

Craig Forrest   15-08-18, 04:34 PM

Or find the code for the Vans Trophy, and tell it to take teams from different leagues instead

---

xeno   27-08-18, 11:52 AM

> Quote:
>
> Originally Posted by **saturn** »
>
> *005267ED JE 00527229 --> JMP 00527229*
> *All clubs in the database will load when creating a new game (regardless of leagues selected or database size selected). The game seems to crash if you enter the Find Club screen, no idea if a long-term game can be safely played.*

I think , this crash reason when you enter the Find Club Screen is that some clubs in the database have no nation . For example: In March 2018 database, there are 845 clubs without nation. In ODB , there are 1581 clubs without nation.
If you modify another offset after club nation check, it will be ok.
Or , all the clubs nation shall be inserted in the database.

Ratio 27-08-18, 04:57 PM

Quote:

> Originally Posted by **xeno** »
>
> *I think , this crash reason when you enter the Find Club Screen is that some clubs in the database have no nation . For example: In March 2018 database, there are 845 clubs without nation. In ODB , there are 1581 clubs without nation.*
> *If you modify another offset after club nation check, it will be ok.*
> *Or , all the clubs nation shall be inserted in the database.*

If it's true it could be a fantastic added quality to the game, forcing it to load all players and staff.

---

xeno 29-08-18, 11:25 PM

Quote:

> Originally Posted by **xeno** »
>
> *I think , this crash reason when you enter the Find Club Screen is that some clubs in the database have no nation . For example: In March 2018 database, there are 845 clubs without nation. In ODB , there are 1581 clubs without nation.*
> *If you modify another offset after club nation check, it will be ok.*
> *Or , all the clubs nation shall be inserted in the database.*

005269EF JE 00526BCB --> JE 00527229
All the clubs in database which are with nation will load. I tested Find Club screen and did not see any crash yet.
But, this does not makes all players load, only clubs with nation. So, no meaning without all players load.

Ratio 30-08-18, 04:21 PM

Quote:

> Originally Posted by **xeno** »
>
> *005269EF JE 00526BCB --> JE 00527229*
> *All the clubs in database which are with nation will load. I tested Find Club screen and did not see any crash yet.*
> *But, this does not makes all players load, only clubs with nation. So, no meaning without all players load.*

It would be great find the correct offset to load all players without crashes

---

xeno 30-08-18, 09:50 PM

Youths will promote in all clubs whose reputation is bigger than 2 over 20. Does not matter if club has a divison or not, nation is selected or not.
As you know , in ODB, such as Romanian, Bulgarian , Uruguay, etc. regens are created as free transfers. With this offset modification, some of them will be created in clubs in their nations.

007AD088 --> JNZ SHORT 007AD08A
007AD08F --> JE SHORT 007AD091

Ratio 31-08-18, 05:16 PM

Quote:

> Originally Posted by **xeno** »
>
> *Youths will promote in all clubs whose reputation is bigger than 2 over 20. Does not matter if club has a divison or not, nation is selected or not.*
> *As you know , in ODB, such as Romanian, Bulgarian , Uruguay, etc. regens are created as free transfers. With this offset modification, some of them will be created in clubs in their nations.*
>
> *007AD088 --> JNZ SHORT 007AD08A*
> *007AD08F --> JE SHORT 007AD091*

And This is VERY good!!!

---

xeno 31-08-18, 08:45 PM

Regens will not promote if club squad is equal or more than 45 to keep AI squads free for other transfers.
This will avoid clubs full of youngsters and will allow to make transfer more if clubs need

007AD1BD --> CMP BL,2D

---

unspace 28-09-18, 11:30 PM

Hello. I do not understand how to change the number of teams in the league? For example, i want to change number of teams in Russian Premier, so, i change value 10=18 (16=24), but during the start game crashed. Well, it logic, because I've made more teams, but there are still 16 left.

Eight teams are missing. The editor sees 16 teams. How to fix it?

Craig Forrest

Adding teams is much more difficult than removing teams. Follow the league replacement guide tutorial

---

Ravanelli

Anyone found the offset for increasing manager's retirement age? Should be at least 70 in modern days (Lucescu, Semin, Hodgson, Tabarez, Warnock, Lagerback, O'Neill, Scolari,..., all still going strong). Chairmen retire at 75, so should certainly be possible.

---

xeno

> Quote:
>
> Originally Posted by **xeno** »
>
> *005269EF JE 00526BCB --> JE 00527229*
> *All the clubs in database which are with nation will load. I tested Find Club screen and did not see any crash yet.*
> *But, this does not makes all players load, only clubs with nation. So, no meaning without all players load.*

For example: With ODB, maxiumum database , all leagues selected, start season in England . Game loads only 235 players for Czhech Republic although there is 1234 staff in ODB. It is waste.
With below offset modification, all players and directors-managers-coaches-etc. in all clubs in non-selectable leagues will load by game in maximum database except clubs with 0 reputation.

005255FF CMP WORD PTR DS:[EAX+80],1D4C --> CMP WORD PTR DS:[EAX+80],1
00525637 CMP WORD PTR DS:[EAX+80],1D4C --> CMP WORD PTR DS:[EAX+80],1

Below offset change is for loading all clubs which has a nation.
005269EF JE 00526BCB --> JE 00527229

Thanks to Saturn to show us the part in exe.

Dermotron

Any stability issues xeno?

---

xeno

tested , did not see any issue yet

Ratio

> Quote:
>
> Originally Posted by **xeno** »
>
> *tested , did not see any issue yet*

:first:

MadScientist

> Quote:
>
> Originally Posted by **xeno** »
>
> *tested , did not see any issue yet*

Thats amazing! Have you tested that on .68 or saturn/tapani .exe?

---

xeno

it is not related with any exe or database. All works.

Ravanelli

> Quote:

Sounds great indeed! Does it affect the speed of the game with thousands of extra players and staff loaded?

---

xeno

Quote:

> Originally Posted by **Ravanelli** »
>
> *Sounds great indeed! Does it affect the speed of the game with thousands of extra players and staff loaded?*

every good things has a bad effect as IRL :)
I did not realize speed decrease but double save game size.

MadScientist

Quote:

> Originally Posted by **xeno** »
>
> *it is not related with any exe or database. All works.*

Really nice. I think that would be a great addition to the next saturn patches then, and could be also useful for generating preview saves for the data updates in the future. But i think it depends if the update team would agree with that, at least for this upcoming october 2018 update, because i dont know if the update was done and tested with this in mind.

---

xeno

Quote:

> Originally Posted by **xeno** »
>
> *is it possible to bypass 1st August crash?*

Quote:

> Originally Posted by **giovanisantana29** »
>
> *Go to the Argentine Second Division and click in "Average Points". If the game crash is sure that the problem is in Argentina. So disable the two argentine divisions in the Flex's Big on/off.*

Related with our old bad friend, crash related with Argentina Primera B Nacional average points . I think that I found a solution for this crash as below. Tested and did not see any stability issue.

00409D7E JLE SHORT 00409D9E --> JMP SHORT 00409D9E

Need friends who are playing Argentina leagues to test this offset change if any stability or any problem in the game, espacially in Argentina. Please feedback.

Show 40 post(s) from this thread on one page

---

xeno
23-10-18, 08:46 PM

> Quote:
>
> Originally Posted by **saturn** ➤➤
>
> 0076B63A MOV ECX,DWORD PTR DS:[9CF794] --> [9CF798]
> 0076B6FE CMP EAX,DWORD PTR DS:[9CF798] --> [9CF794]
> 00874FAA PUSH 00A84F5C --> PUSH 00A84F44
>
> *International caps at under-21 level are no longer binding for a player, ie they can switch allegiance to the team of their second nationality later on in their career if they still have no senior caps.*
>
> *I gave the changes a quick test with the .68 database, using a few young French players who also had African nationalities. I took over France and gave them all caps with the French Under-21s, but no full senior caps. A few years later they had each chosen various paths:*
>
> **Spoiler!** [Show]
>
> _____
>
> *Something to note is that Meghni is still in the French Under-21 squad. When in an under-21 squad, players can't be called up by a different nation's senior team (Algeria in his case).*
>
> *Another minor thing is that you can't easily tell which nation a player has been capped by at under-21 level. In Meghni's case from the save game above, his profile screen reads 'French/Algerian (capped at under-21 level).', which makes it look like he's been capped by Algeria. So the '(capped at under-21 level)' line will always follow the second nationality, regardless of which nation actually capped him. Not really a huge issue.*

This offset change is very good and as real as real life.

---

saturn
23-10-18, 08:51 PM

> Quote:
>
> Originally Posted by **Ravanelli** ➤➤
>
> *Anyone found the offset for increasing manager's retirement age? Should be at least 70 in modern days (Lucescu, Semin, Hodgson, Tabarez, Warnock, Lagerback, O'Neill, Scolari,..., all still going strong). Chairmen retire at 75, so should certainly be possible.*

I agree, managers definitely retire too early in the game. As you say with some other staff retiring later it should be possible: is it only Chairmen who retire late or do General Managers/DOF do so too? In the regen code I did find a few lines which looked promising (checking a person's job and comparing them to the senior positions), but no luck. The code is at 007A6401 (checks if person is a manager) and 007A6423 and beyond (checks senior positions) if anyone wants to try something.

> Quote:
>
> Originally Posted by **Ravanelli** ➤➤
>
> *Sounds great indeed! Does it affect the speed of the game with thousands of extra players and staff loaded?*

I would imagine that it would slow the game considerably.

> Quote:
>
> Originally Posted by **xeno** ➤➤
>
> *every good things has a bad effect as IRL :)*
> *I did not realize speed decrease but double save game size.*

Sometimes I wonder whether the restrictions SI put on some options are for the game's stablility or for computers' limits 15 years ago. For instance could the matches stored option be set to 100,000 etc.

> Quote:
>
> Originally Posted by **MadScientist** ➤➤
>
> *Really nice. I think that would be a great addition to the next saturn patches then, and could be also useful for generating preview saves for the data updates in the future. But i think it depends if the update team would agree with that, at least for this upcoming october 2018 update, because i dont know if the update was done and tested with this in mind.*

It won't be in the patches as it would force everyone to have an ultra-max database every game, regardless of leagues/database size selected. I agree it would be useful for preview saves, particularly with the edit to stop fake staff from being loaded. For me, getting the game to load everything was only really a novelty, I never thought it would be much fun to play such a save due to how slow it would be.

---

xeno   23-10-18, 09:13 PM

Quote:

> *Originally Posted by **saturn*** »
>
> *I would imagine that it would slow the game considerably.*
>
> *It won't be in the patches as it would force everyone to have an ultra-max database every game, regardless of leagues/database size selected. I agree it would be useful for preview saves, particularly with the edit to stop fake staff from being loaded. For me, getting the game to load everything was only really a novelty, I never thought it would be much fun to play such a save due to how slow it would be.*

Actually not so slow. I did not feel it. But, if you think that it will be slow, you can increase game speed x2 or more.
Another option is that. Instead of loading all players, you can adjust which players will load by adjusting minimum nation league standart and/or minimum club reputation.
Czech Republic, Bulgaria, Romania, etc. nations league standarts are below 10 in databases. I suggest to adjust minimum nation league standart as 7 to cover some nations.

Original section is below:

0052562E |. 80B9 85000000 >CMP BYTE PTR DS:[ECX+85],0A
00525635 |. 7E 2A JLE SHORT cm0102_2.00525661
00525637 |. 66:83B8 800000>CMP WORD PTR DS:[EAX+80],1D4C
00525640 |. 7C 1F JL SHORT cm0102_2.00525661

---

saturn   23-10-18, 09:44 PM

I'm probably the wrong guy to talk about game speed as I find the max db too slow on a x200 exe (I do always play with all leagues on though).

Changing the league standards/reputations mightn't necessarily mean that more players will now load, instead it could load the same amount of players but more from those nations (instead of some domestic players for example). Depending on where you're managing this mightn't be very useful, eg if you're managing in Argentina and there's now 1000 average Czechs/Romanians etc in the game instead of 1000 Argentinians, then it wouldn't be too useful when you can only have a few foreign players in your squad anyway.

But I might be wrong, those changes could load more players. I've a vague feeling the code below is related to how many players are loaded depending on the database size selected.

Code:

```
00524DA9      |. 83FB 02                  CMP EBX,2                              ; Compares database
size to Minimum
00524DAC      |. 894424 48                MOV DWORD PTR SS:[ESP+48],EAX
00524DB0      |. 894C24 68                MOV DWORD PTR SS:[ESP+68],ECX
00524DB4      |. 895424 40                MOV DWORD PTR SS:[ESP+40],EDX
00524DB8      |. 897C24 20                MOV DWORD PTR SS:[ESP+20],EDI
00524DBC      |. 897C24 58                MOV DWORD PTR SS:[ESP+58],EDI
00524DC0      |. 897C24 50                MOV DWORD PTR SS:[ESP+50],EDI
00524DC4      |. 897C24 30                MOV DWORD PTR SS:[ESP+30],EDI
00524DC8      |. 74 05                    JE SHORT cm0102.00524DCF
00524DCA      |. 83FB 01                  CMP EBX,1                              ; Compares database
size to Normal
00524DCD      |. 75 12                    JNZ SHORT cm0102.00524DE1
00524DCF      |> C74424 28 7B14AE47       MOV DWORD PTR SS:[ESP+28],47AE147B     ; Sizes used for Minimum
& Normal databases
00524DD7      |. C74424 2C E17A943F       MOV DWORD PTR SS:[ESP+2C],3F947AE1
00524DDF      |. EB 10                    JMP SHORT cm0102.00524DF1
00524DE1      |> C74424 28 7B14AE47       MOV DWORD PTR SS:[ESP+28],47AE147B     ; Sizes used for Maximum
databases
00524DE9      |. C74424 2C E17A843F       MOV DWORD PTR SS:[ESP+2C],3F847AE1
```

The minimum/normal databases are a bit similar - in games with all leagues selected there'll be roughly the same amount of players regardless of whether you've selected a minimum or normal database.

---

xeno   23-10-18, 10:55 PM

Quote:

> *Originally Posted by **saturn*** »
>
> *I'm probably the wrong guy to talk about game speed as I find the max db too slow on a x200 exe (I do always play with all leagues on though).*
>
> *Changing the league standards/reputations mightn't necessarily mean that more players will now load, instead it could load the same amount of players but more from those nations (instead of some domestic players for example). Depending on where you're managing this mightn't be very useful, eg if you're managing in Argentina and there's now 1000 average Czechs/Romanians etc in the game instead of 1000 Argentinians, then it wouldn't be too useful when you can only have a few foreign players in your squad anyway.*

Original exe loads 115000 staff in max database, 74000 staff in minimum database.
With below change, maximum database selected game loads 137000 staff and all selectable leagues staff qty is still same or more, no one lost.
With below change, minium database selected game loads 79000 staff.
005255FF CMP WORD PTR DS:[EAX+80],1D4C --> CMP WORD PTR DS:[EAX+80],1
00525637 CMP WORD PTR DS:[EAX+80],1D4C --> CMP WORD PTR DS:[EAX+80],1

Note: Also, below offset change which is done to load all clubs is used.
005269EF JE 00526BCB --> JE 00527229

MadScientist   24-10-18, 12:46 AM

Hey guys, i tested october 2018 database with this ultra max db from Xeno (I changed in Olly the two lines as he mentioned in post above), in tapani 2.22 exe.

It loaded 130k players. Without this change it loads a max of 100k players.
Thats with all leagues selected, start date 2018, english league start date. I already holydayed 3 seasons until june 2021.

What is most important, I didnt notice any slow down in processing speed and didnt notice any issues!

I must say im loving it, because:

- The transfer market seem to get more dynamic in the whole world, with more players to choose from by AI.
- The teams from non playable leagues are much more complete (without this change, some important players are missing).
- These teams compete more realistically in international competitions, and its more fun now to play against them.
- Adds more realism to the game.
- Without this change about 30% of players added by update team is lost, so its lost work.
- Nations from non-playable leagues load up to 5x more players. If you manage some of these nations, you will have a lot more players to choose. For example:

Romania (with change, loads 1400 players. Without, only 400)
Bulgaria 900/300
Czech Rep 1300/350
Egypt 800/300
India 650/300
Estonia 1000/200
Mexico 1400/600
Fiji 250/100
Uruguay 1500/500

But as xeno mentioned, it has some downsides too. I think the downsides are:

- The save game file seem to be proportionally bigger, i.e. 30% bigger.
- As saturn said, "we dont know whether the restrictions SI put on some options are for the game's stablility or for computers' limits 15 years ago", (so maybe we need more tests?)
- Some people may not like to be forced to use it (but they could choose min db if they dont like it, it seems to load only 70k players if min db selected in game options).
- We dont know if the update team would agree with this ultra max db, at least for this upcoming october 2018 update, because i dont know if the update was done and tested with this in mind.

So, maybe this ultra max db could be optional in the saturn patches, like the change in new values for currencies in v5? (unless that would result in much extra work for saturn)

Or maybe we better ignore this change in this update and test it more and maybe make it official in next updates?

Also, changing to x2 or even x200 game speed dont have any effect in processing time as far as i know, it only affects the speed of matches and reduces the small pauses that occur in holyday mode when u can stop holyday.

---

xeno   29-10-18, 10:12 PM

Hi,

New patch is below, also this time it works for the clubs with B-teams:
Regens will not promote if club squad is equal or more than 45 to keep AI squads free for other transfers.
This will avoid clubs full of youngsters and will allow to make transfer more if clubs need

007AD1BD --> CMP BL,2D
007A6F40 CMP EAX,32
007A6F45 CMP EAX,32
007A6F48 JNE SHORT 007A6F5F

Old patch we can cancel as clubs have to release if club gets youth promotion and player qty is more than 45 :
007A6F40 |. 83F8 2D |CMP EAX,2D
007A6F45 |> 83F8 2D CMP EAX,2D
007A6F48 |. 7C 15 JL SHORT 007A6F5F

---

juanpsno   30-10-18, 11:55 PM

Next week play with argentina league to test

La próxima semana jugaré con la liga argentina para testear. Actualmente me encuentro en un proyecto personal de agregarle background a todos los jugadores de la liga.

Rodry97   31-10-18, 12:07 AM

Quote:

Originally Posted by **juanpsno** »

Next week play with argentina league to test

La próxima semana jugaré con la liga argentina para testear. Actualmente me encuentro en un proyecto personal de agregarle background a todos los jugadores de la liga.

Genio. Al fin un compatriota! Yo intento de hacer cada 6 meses un research decente de la liga

---

juanpsno

> Quote:
>
> *Originally Posted by **Rodry97** »*
>
> *Genio. Al fin un compatriota! Yo intento de hacer cada 6 meses un research decente de la liga*

Veré de dar una mano, no debemos ser muchos los argentinos

Enviado desde mi Redmi Note 4 mediante Tapatalk

Laudrup77

i'll read and search these issues offsets in all thread but if anyone knows that, please help and write me :(
sorry my bad English and thanks a lot.

1---"Jobs abroad: increased again the likelihood that managers will get jobs abroad."
2---"Players outside European leagues can gain second nationalities as long as they aren't European."
3---"Players on loan can now not be bought by AI/human managers."
4---"On-loan players registered by their loan clubs for Europe will take one of their parent club's 25-man quota."

GFRay

> Quote:
>
> *Originally Posted by **giovanisantana29** »*
>
> > Code:
> >
> > ```
> > Fill with NOP: 0087D33D
> > ```
>
> *And will be possible see the Squad Status of the AI players in their Contract screen.*
>
> > Code:
> >
> > ```
> > 004DDA31   JE SHORT 004DDA57   >>>>   JMP SHORT 004DDA57
> > ```
>
> *Doing this will be possible change the Squad Status at any time when you try to sign a player.*
> *Explaining better: When we offer a contract to a player, before we offer salary and other things we have to choose their Squad Status.*
> *When choosing this cannot be changed for some time (about 2 weeks). With this modification you can change this at any time.*

I'm using the 2nd part of this on my own .exe, but I don't know how to do the first part (squad status of AI players) in Olly.

If I understand it correctly I need to go to 0087D33D and fill that with NOP. How do I do that? When I check the box "Fill with NOP's" nothing happens. Any help here?

---

xeno

> Quote:
>
> *Originally Posted by **GFRay** »*
>
> *I'm using the 2nd part of this on my own .exe, but I don't know how to do the first part (squad status of AI players) in Olly.*
>
> *If I understand it correctly I need to go to 0087D33D and fill that with NOP. How do I do that? When I check the box "Fill with NOP's" nothing happens. Any help here?*

Just write NOP and assemble in Olly

GFRay

> Quote:
>
> *Originally Posted by **xeno** »*
>
> *Just write NOP and assemble in Olly*

Already found it. If you right click on the line and go to Binary you have an option Fill with NOP and the entire line will be filled. Thanks :)

saturn

Quote:

Originally Posted by **Laudrup77** »

i'll read and search these issues offsets in all thread but if anyone knows that, please help and write me :(
sorry my bad English and thanks a lot.

1---"Jobs abroad: increased again the likelihood that managers will get jobs abroad."
2---"Players outside European leagues can gain second nationalities as long as they aren't European."
3---"Players on loan can now not be bought by AI/human managers."
4---"On-loan players registered by their loan clubs for Europe will take one of their parent club's 25-man quota."

Check the .patches collection in the v6 thread for those.

Laudrup77

Quote:

Originally Posted by **saturn** »

Check the .patches collection in the v6 thread for those.

thx saturn and my last question;

.patch file
how to use that easily?
select one of them an drop the olly and save? or should i manually change the code

Bhaalspawn

Offset for tv money is seperate in northern irish league ?

Hi!
Are there any offset for tv money or just the prize money ?

I found offsets for subs in leagues, cups but not for tv money in the premier division and prize money for league cap/charity shield and first division.

Did you know is it exist ?
Thanks a lot !

djole2mcloud

nir league cup money

0078CE8C C786 30010000 >MOV DWORD PTR DS:[ESI+130],124F80 - finals

0078CDE3 C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],0C3500 - semi

0078CD4F C746 60 801A06>MOV DWORD PTR DS:[ESI+60],61A80 - quarter

0078D143 |. C746 28 A08601>MOV DWORD PTR DS:[ESI+28],186A0 - winner

nir cup money

0078AC5F . C786 00020000 >MOV DWORD PTR DS:[ESI+200],124F80 - winner

money prize 2nd division

0078BD4C |> 68 2C010000 PUSH 12C ; /Arg1 = 0000012C

DaleNiland

got to the 2020 in the LA LIGA SPANISH LEAGUE and the fixtures and that is not working the league has finished only thing its doing is the Spanish teams playing in fixtures

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

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?

With respect to the Copa Sudamericana, the fixture is similar. February to November and the final is a unique match.

And the format of the comeptencia 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!

---

haitani222

Quote:

Originally Posted by **Pasquale** »

Korea League Cup:

0066C77E MOV WORD PTR DS:[ESI+3E],5 (Group A)
0066CC7F PUSH 5 (Group B)
0066CF30 MOV DWORD PTR DS:[ESI+F2],0A (Numb of club)

Sorry to bother you, mates but ... Have any good mate found the solution to this problem? I'm stuck in the "PUSH 5" line ... (I want to change it to 6, but the game always crash)... Thanks! (Sorry my English! I need to improve it !)

---

unspace

I need to remove the restriction in Russia to buy a maximum of 10 foreign players. How to do this? I wrote this in the theme of patch v6 (by saturn), but he doesn't respond. It's just a perfect patch for me, something I've been dreaming about for 18 years (beginning of the championship in summer and end - spring), But the restriction on buying foreign players ruins the game (In reality, there is no such rule in Russia, in addition, in the CM it makes it impossible to compete with European top clubs)

Help me, please!

Dermotron

As far as I know it's a compromise. The restriction of buying foreign players cannot be removed so it's been extended to it's limit.

Dermotron

There is a program in Flex.bat called "Flex: Restrictions" which will allow you set player restrictions for Russia. I've no idea if this will work correctly so make a back up of your cm0102.exe first and then edit the copy - https://www.sendspace.com/file/28mgt1

---

unspace

Quote:

Thank you, but you misunderstood. I know how to change the limit on the number of players. But in patch v6 there is a restriction on the buy of players! With Flex I can put 18 foreigners or remove the limit, but for some unknown reason Saturn made it so that I can't buy more than 10 foreigners. Obviously, this can only be changed in Olly, but I don't know where to do it ((

Show 40 post(s) from this thread on one page

Offsets

Printable View

Show 40 post(s) from this thread on one page

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keepcalmandbeninja   05-04-19, 05:11 AM

Is there an offset or way to change the maximum 25% of the next selling of a player? Sell on fee?

MadScientist   12-04-19, 06:00 PM

I found the formula that converts the intrinsic value of an attribute into the cosmetic in-game value that is displayed to the user: its in the function in **offset 00543540**.

This is how the formula would look like in a simplified high level code:

x = ((intrinsic + intrinsic + CA) / 20) + 10
in_game = (((x * x) / 10) + x) / 3

Example:

Lets say the intrinsic value for Anticipation is -2 and the CA of the player is 150.

So we first calculate the x:
x = ((-2 -2 + 150) / 20) + 10 >>>>> this results in **x = 17.3**

So now we calculate the in game value:
in_game = (((17.3 * 17.3) / 10) + 17.3) / 3 >>>>> this results in **in_game = 15.743**

Finally, we round the value to nearest integer and we get the **16** which is the cosmetic in-game value that is displayed to the user for Anticipation.

Note: If the resulting value is greater than 20 (or less than 1) then its capped to 20 (and 1).

We can easily patch this formula anyway we want, as it is purely cosmetic anyway... For example, we can display the intrinsic value of the attribute instead of this cosmetic value, or we can include the decimal points of the value to display, or we can remove the CA factor from the formula (as it prevents doing a reliable comparison between the attributes of players of different CAs), or we can remove the 20 cap (which, in cases like Messi, who have many 20s, some of his 20s are stronger than the others, and if we remove this cap they will show as 21, 23 etc).

Note: I still didn't find the formula which im more interested with: the one which converts the in-editor values into the intrinsic values, it for sure is much more complex and takes much more parameters than just the CA (i can infer it even takes into account the non CA attributes), so im really interested in finding it too.

MadScientist   13-04-19, 06:48 PM

One more thought came to my mind: I always have a feeling the AI managers pick their players based on the cosmetic in-game values (which are CA oriented) rather than the intrinsic values, ignoring freak intrinsic players such as Tsigalko. If thats the case, then patching the formula above may also affect how AI managers pick the players. For example, if we patch it to return the intrinsic value (normalized in 1-20 range) rather than the cosmetic value, then the AI may become "smarter" giving less importance to CA and more importance to the real quality of the players.

Dermotron   13-04-19, 06:54 PM

I'm fairly certain Rating trumps CR and CA in terms of the AI picking a team e.g. the rating per position - hence Rafinha and Mariano Diaz get picked by the AI for Barca and RM more than players on paper are way ahead of them

The only programs that show Rating that I know of are Line-up Viewer and CMScout. Line-up Viewer is particularly evident as you can view clubs via preferred formations by either Rep or Rating. Rating tends to be wildy different (and infuriating) at some clubs vs rep

---

MadScientist   13-04-19, 07:00 PM

Quote:

> *Originally Posted by **Dermotron*** »
> *I'm fairly certain Rating trumps CR and CA in terms of the AI picking a team e.g. the rating per position - hence Rafinha and Mariano Diaz get picked by the AI for Barca and RM more than players on paper are way ahead of them*
>
> *The only programs that show Rating that I know of are Line-up Viewer and CMScout. Line-up Viewer is particularly evident as you can view clubs via preferred formations by either Rep or Rating. Rating tends to be wildy different (and infuriating) at some clubs vs rep*

What do you mean by rating, is it the match ratings average performances ?

Dermotron

Look at a save in Lineup Viewer (Downloads > Tools), the choice is to either show the best team by reputation or rating.

It's the players rating for a position e.g. AML - who the AI thinks is best in terms of attributes for that (or any given) position. It's this rating that AI choses a team from what I can see, not current reputation or CA

MadScientist

Quote:

> Originally Posted by **Dermotron** »
>
> It's the players rating for a position e.g. AML - who the AI thinks is best in terms of attributes for that (or any given) position.

Yes, thats exactly what i mean. If the AI calculates those rattings in terms of the **cosmetic** attributes (like those tools do), instead of the **intrinsic** attributes, then it means the AI is biased towards higher CA players (because the cosmetic attributes are CA biased due to the CA factor in the formula I posted above), so the AI can't identify good players like tsigalgo because this CA factor in the formula causes the AI to "think" that some of his attributes are weaker than they really are. So, patching the formula I posted above to remove the CA factor from it will probably cause the AI to become smarter as it will calculate those rattings more precisely.

MadScientist

I made experiment to see if the AI managers calculate the ratting (i.e. the quality) of a player in terms of cosmetic or in terms of intrinsic attributes: I changed the formula above, so that all players with CA below 50 show 20 for all their CA-related attributes, and all players with CA above 50 show 1 for all their CA-related attributes. That means I didn't made any change to the intrinsic value of the attributes, only to the cosmetic value of them. Holidayed 5 years.

I was expecting one of these results:
a) If the AI managers calculate in terms of cosmetic, then they would prefer those guys with 20s in all CA-related atts even if their intrinsics were shitty, so after 5 years big teams would have many of those guys.
b) Or, if they calculate in terms of intrinsic, then this experiment wouldn't affect the AI in any way as the AI would still prefer a Messi (good intrinsics) with 1s for all his CA-related attributes than a shitty intrinsic player with 20s for all CA-related attributes.

The result I got after the experiment finished was "b)". My conclusion to the experiment is: The AI managers ignore the cosmetic values of the CA-related attributes and use the intrinsic values, for calculating player ratting (quality). I also didn't notice any change in any other parts of the game, so changing the formula above seem to have purely cosmetic effect to be displayed to the user. However I put a breakpoint in the formula code, and I see sometimes this code gets called during processing (days passing), so there is a chance the game engine is using the cosmetic value of the CA-related attributes for something that isn't cosmetic, but i couldn't identify what exactly it is.

MadScientist

My bet before the experiment was that the result would be "a)", because the AI fails to find good players like Tsigalko and a reason would be the AI using cosmetics values rather than intrinsics. However the result was "b)", so I was wrong, so there must be some other reason why the AI managers don't tend to pick players as tsigalko.

Ratio

Saturn, is there a way (offest) to work with to obtain same traits values in regens? (Normally too low)

lucasdm

Hello,

I'm not sure if I'm in the right place to make this question, but I wanted to know if anyone can help me to modify the fixtures of Libertadores Cup that now goes from February until November.

The same would go for the Brazilian Cup that last from February until November aswell.

Is it possible? Anyone can help me?

djole2mcloud

After a long time,i have played today with Olly.Here you can see code that determing what kind of competition is:

0058B35D C646 42 04 MOV BYTE PTR DS:[ESI+42],4 - nation international competition

fifa confederations cup

0040105A C646 42 04 MOV BYTE PTR DS:[ESI+42],4

african nations cup

0040E8BC C646 42 04 MOV BYTE PTR DS:[ESI+42],4

asian nations

0057A8EF C646 42 04 MOV BYTE PTR DS:[ESI+42],4

euro championship

005E06BC C646 42 04 MOV BYTE PTR DS:[ESI+42],4

gold cup

00798901 C646 42 04 MOV BYTE PTR DS:[ESI+42],4

oceania nations

0092BFAB C646 42 04 MOV BYTE PTR DS:[ESI+42],4

world cup

004C0CA5 C646 42 02 MOV BYTE PTR DS:[ESI+42],2 - club international competition

conmebol championship

004C2FA1 C646 50 02 MOV BYTE PTR DS:[ESI+50],2

copa libertadores

0058382A C646 42 02 MOV BYTE PTR DS:[ESI+42],2

champions league

0040AB4D C646 42 02 MOV BYTE PTR DS:[ESI+42],2

asian champions league

00902347 C646 42 02 MOV BYTE PTR DS:[ESI+42],2

uefa cup

0079702B C646 42 02 MOV BYTE PTR DS:[ESI+42],2

oceania club championship

0041D0B7 C646 42 01 MOV BYTE PTR DS:[ESI+42],1 - club domestic competition

belgian cup

005174E5 C646 42 01 MOV BYTE PTR DS:[ESI+42],1

croatian cup

005D8C85 C646 42 01 MOV BYTE PTR DS:[ESI+42],1

german cup

0066A4C5 C646 42 01 MOV BYTE PTR DS:[ESI+42],1

korean cup

00661D95 C646 42 01 MOV BYTE PTR DS:[ESI+42],1

japan cup

Leagues were my point of interest,but this code keep increasing by 1 and it is based on alphabetical order in the .exe...
What i was hoping i could find is some code that can change nationality of the league to be International,by pointing instead of nation 9CF reference to a Region or Continent reference....
If someone clever can figure that out,it would be very good for creating Super Leagues.

005733D6 C646 50 09 MOV BYTE PTR DS:[ESI+50],9

english premier league

007F0BE4 C646 50 18 MOV BYTE PTR DS:[ESI+50],18

scottish premier league

0078E0C1 C646 50 24 MOV BYTE PTR DS:[ESI+50],24

nir premier league

00552625 C646 50 08 MOV BYTE PTR DS:[ESI+50],8

dannish premier league

0041DD99 C646 50 04 MOV BYTE PTR DS:[ESI+50],4

belgian first division

005951C1 C646 50 0A MOV BYTE PTR DS:[ESI+50],0A

finnish premier division

005BB1B4 C646 50 0C MOV BYTE PTR DS:[ESI+50],0C

french first league

saturn   05-05-19, 10:18 AM

Quote:

Not that I know of, no.

Quote:

The +50 offsets relate to a competition's suspension ID:

Spoiler! [Show]

---

saturn

10-05-19, 10:42 PM

Quote:

First of all, I'd recommend using the Serie B's fixtures (00647321) as that was a 20 team division in 01/02. You'd need to change the ASCII of the Italian teams to match the March update's English teams' short names, so Vicenza would become Cardiff etc.

The easiest way to do this would be in XVI32: open cm0102 in it and CTRL+F Vicenza (make sure Text string is chosen) to see where all the Italian teams' ASCIIs are stored. From here you need to start overwriting the Italian teams with English ones. Select the V in Vicenza and then in the top-left part of XVI32, click Edit and select "Overwrite string". Select "Text string" and type Cardiff, then press the "Text -> Hex" button and select OK.

Note that it is essential that there is a 00 value after the new text has been entered. So it's fine to overwrite Vicenza with Cardiff (both seven letters) but you couldn't use Brighton (its eighth letter would overwrite the 00). Similarly for Pistoiese (nine letters) it would be safe to use an eleven letter team as there would still be a 00 value present after the eleventh letter. With a bit of luck all the English teams will have Italian teams of similar length, if not they would have to be stored elsewhere (easily done).

GFRay

11-05-19, 08:42 AM

Quote:

So should I open a cm0102.exe from the original ODB 01/02 or the one from your v7 patch?

---

saturn

11-05-19, 03:21 PM

It probably doesn't really matter, but go with one of the v7 ones.

Golly

15-05-19, 07:43 PM

QUESTION:

Did anyone manage to work out how to turn on play-offs? Specifically, the English Conference has offsets for 3 rounds of play-off fixtures but the play-off aren't turned on. Any solutions?

Craig Forrest

15-05-19, 08:55 PM

Quote:

Did anyone manage to work out how to turn on play-offs? Specifically, the English Conference has offsets for 3 rounds of play-off fixtures but the play-off aren't turned on. Any solutions?

Maybe I'm dumb..... but can't you turn them on and off in the block of code that deals with number of teams promoted & relegated and subs and subs used during a match?

Golly
16-05-19, 08:41 AM

Quote:

*Originally Posted by **Craig Forrest** »*

Maybe I'm dumb..... but can't you turn them on and off in the block of code that deals with number of teams promoted & relegated and subs and subs used during a match?

No, it makes the league table show the potential play-off teams but unfortunately doesn't trigger the play-offs taking place.

---

saturn
16-05-19, 07:11 PM

Quote:

*Originally Posted by **Golly** »*

QUESTION:

Did anyone manage to work out how to turn on play-offs? Specifically, the English Conference has offsets for 3 rounds of play-off fixtures but the play-off aren't turned on. Any solutions?

The Conference doesn't have a lot of code that other divisions with playoffs have.

It's similar to when there were attempts to add relegation places to the Northern Ireland First Division. The relegation offsets and how to point relegated teams to a lower division were known, but it was all futile as the extra relegation code was not there.

There needs to be code that tells the game that:
1. Relegation/Playoffs are going to occur.
2. This is how to deal with those relegation/playoffs.

In both cases we have the second part in the code but not the first.

If you look at the code after the Conference's fixtures, you'll see that there's only three functions:
0056ECB0 (team selection);
0056EDE0 (league table stuff);
0056EE80 (comp stat related).

After the English First Division's fixtures on the other hand, there are three extra functions:
00572BF0 (team selection);
00572D90 (league table stuff);
00572E30 (comp_stat related);
00572FF0 (not sure but it calls the next function);
00573080 (large function with calls to cup & cup_stage areas of code, which playoffs use);
00573260 (more comp_stat related).

ForzaJuve
21-05-19, 07:15 AM

In this thread I've seen an "Ultra-max" database mentioned. What is it and how would I enable it?
I always use the ODB .68 with no patches.

Dermotron
21-05-19, 09:24 AM

You will need to tick the Force Load All Players option on this patch - https://champman0102.co.uk/showthrea...331#post434331

Kingsley
24-07-19, 01:21 PM

I have read through, but there is a lot of info in this thread, so apologies if I missed it.

Is it possible to stop relegation from English National North so as to make a closed league system ?

---

maurizio07
25-07-19, 12:12 PM

hi everyone,
sorry for my bad english.

AI teams can bid loan players from other clubs, how can i close this?

Golly
27-07-19, 08:23 PM

World Cup Asian Qualifying...

Change the following offset...

00912F51 - MOV WORD PTR DS:[ESI+0B8],1 > 0

The Asian Qualifying draw date will now take place in early 2004, rather than 2005. It is now possible to edit the dates so that the 16+ game qualifying happens over 2 calendar years rather than compacted into 2005.

All times are GMT +1. The time now is 01:15 PM.

Offsets

Printable View

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sivaldo

16-08-19, 04:34 PM

hello people

i would like to do a little request

the european awards are just for players with european nationality

i want to change this to every nationality but playing for a club in europe

thanks for the help

Pasquale

16-08-19, 10:35 PM

Is it possible to adjust the speed of the game to X6 using OllyDB?

LLLorenzo

21-08-19, 05:37 PM

Hello everybody!

Is it possible to change italian serie A place by place and specially season tickets price?

I mean... 1st place earn 30mln 2nd place 20mln ... step by step considering that teams take money even for TV rights!

That's why I think that the Italian teams take too much money...specially with season tickets! I know , in Premier League it's the truth, not in Italy and in many other europe countries (Holland,Portugal,France...)

e.g. : I'm managing Cremonese... 21000 places at the stadium... If everybody bought season tickets, (medium season ticket It could be 350 €) it's about 7mln euro ok?

In my first season,I earn about 32 mln euro for season tickets! And with Tv rights and money for 15th place, I took 72mln euro! Total 104mln euro! For a team like Cremonese? They could pay players for 10 years :D

So, I ask If I can modify from myself

Thank you so much and sorry for some English errors! :D

Nick+Co

26-08-19, 07:35 AM

More for my own records than anything, and I'm sure this has been done a million times before, but if you want to patch cm0102ed.exe so you can open multiple editors simultaneously:

Code:

```
0001DB6A: 0F E9
0001DB6B: 84 94
0001DB6C: 93 00
0001DB6F: 00 90
```

---

totallyaddicted

19-09-19, 01:48 PM

Hi there is there anywhere on this website that shows me how I can change the rules in Australia, Russia, turkey, and the countries this effects. Basically I've used the flex editor to change the amount of foreigners can be used, this shows up on my game however when I go to sign foreigners for example with galatasary it won't let me sign anymore. Is there a way to change this?

---

totallyaddicted

19-09-19, 03:28 PM

Quote:

> Originally Posted by **totallyaddicted** ➤
>
> *Hi there is there anywhere on this website that shows me how I can change the rules in Australia, Russia, turkey, and the countries this effects. Basically I've used the flex editor to change the amount of foreigners can be used, this shows up on my game however when I go to sign foreigners for example with galatasary it won't let me sign anymore. Is there a way to change this?*

ive figured out how to in turkey.

im now having trouble with just argentina, russia, south korea, japan and australia. any ideas guys?

Craig Forrest

Look for a similar offset in the codes for the other leagues?

---

totallyaddicted

Quote:

> Originally Posted by **Craig Forrest** »
>
> *Look for a similar offset in the codes for the other leagues?*

where abouts buddy?

---

saturn

Squad restrictions for .68:

Code:
```
Argentina                   0040A5D6  MOV BYTE PTR DS:[ESI+13],14 [20]
Australia                   00412D89  MOV BYTE PTR DS:[ESI+13],CL (CL=6)
Belgium                       00424BE8  MOV BYTE PTR DS:[ESI+13],AL (AL=FF)
Brazil                       0043F1E8  MOV BYTE PTR DS:[ESI+13],DL (DL=3)
Holland                      005F979B  MOV BYTE PTR DS:[ESI+13],AL (AL=32) [50]
Japan                       00666F66  CMP BL,5
Poland                      007CD93C  MOV BYTE PTR DS:[ESI+13],AL (AL=5)
Portugal (Premier Division)   007D41AA  MOV BYTE PTR SS:[ESP+12],6
Portugal (Second Division)  007D41BE  MOV BYTE PTR SS:[ESP+12],5
Portugal (Second Division B)  007D41C5  MOV BYTE PTR SS:[ESP+12],4
South Korea                 0066E738  MOV BYTE PTR DS:[ESI+13],7
Turkey (Premier Division)   009021AB  MOV BYTE PTR DS:[ESI+13],AL (AL=8)
Turkey (Other)                008E8840  MOV BYTE PTR SS:[ESP+13],0 (plus 008CEC75 JE 008CECA9 -> JMP
008CECA9)
USA                         0090BA48  MOV BYTE PTR DS:[ESI+13],4
```

---

totallyaddicted

Quote:

> Originally Posted by **saturn** »
>
> *Squad restrictions for .68:*
>
> *Code:*
> ```
> Argentina                   0040A5D6  MOV BYTE PTR DS:[ESI+13],14 [20]
> Australia                   00412D89  MOV BYTE PTR DS:[ESI+13],CL (CL=6)
> Belgium                       00424BE8  MOV BYTE PTR DS:[ESI+13],AL (AL=FF)
> Brazil                       0043F1E8  MOV BYTE PTR DS:[ESI+13],DL (DL=3)
> Holland                      005F979B  MOV BYTE PTR DS:[ESI+13],AL (AL=32) [50]
> Japan                       00666DC1  CMP AL,5
> Poland                      007CD93C  MOV BYTE PTR DS:[ESI+13],AL (AL=5)
> Portugal (Premier Division)   007D41AA  MOV BYTE PTR SS:[ESP+12],6
> Portugal (Second Division)  007D41BE  MOV BYTE PTR SS:[ESP+12],5
> Portugal (Second Division B)  007D41C5  MOV BYTE PTR SS:[ESP+12],4
> South Korea                 0066E738  MOV BYTE PTR DS:[ESI+13],7
> Turkey (Premier Division)   009021AB  MOV BYTE PTR DS:[ESI+13],AL (AL=8)
> Turkey (Other)                008E8840  MOV BYTE PTR SS:[ESP+13],0 (plus 008CEC75 JE 008CECA9 ->
> JMP 008CECA9)
> USA                         0090BA48  MOV BYTE PTR DS:[ESI+13],4
> ```

thank you where abouts do i find the offsets for japan (signings squad) and russia (signings squad) they have no restrictions on match day but signings still not letting me sign anymore than what it was before. all the rest is sorted thank you v much

---

saturn

Does the CMP AL,5 line above not work for Japan?

Russia is 007EC8CC MOV BYTE PTR DS:[ESI+13],0A

totallyaddicted   20-09-19, 04:47 PM

what do u change japan to? i changed this CMP AL,5 to, CMP AL,14

is that wrong?

russia now works thank you, its now just japan. tried changing CMP AL, 5 to 14 and to 1 but still just lets me sign 5 foreigners.

Pasquale   20-09-19, 08:08 PM

Guys I have a question: I would like to change the number of teams in the Northern Ireland Cup. Instead of calling 10 clubs from the Premier Division, 10 from First Dvision and 12 from the Lower Division, I would like to do: 10 Premier Division, 14 First Division and 8 Lower Division . It's possible?

---

saturn   23-09-19, 08:03 PM

Quote:

> Originally Posted by **totallyaddicted** »
>
> *what do u change japan to? i changed this CMP AL,5 to, CMP AL,14*
>
> *is that wrong?*
>
> *russia now works thank you, its now just japan. tried changing CMP AL, 5 to 14 and to 1 but still just lets me sign 5 foreigners.*

My mistake: Japan's restrictions are at 00666F66 CMP BL,5.

---

totallyaddicted   26-09-19, 07:48 PM

thanks saturn v much, do u know how to make a relegation happen in the dutch first division?

---

saturn   03-10-19, 06:17 PM

No. Tapani tried to but I think the promotion playoffs complicated things.

---

saturn   03-10-19, 06:23 PM

The game produces match_eng..cpp 612/652 errors when a team is unable to name 11 players for a match. The following changes the generic error message to one that displays which match the error occurs in:

006B8964 PUSH 00AE24D0 --> PUSH 00DE1F64
006B8ABB PUSH 00AE24D0 --> PUSH 00DE1F64

Spoiler! Show

MadScientist   03-10-19, 06:59 PM

Quote:

> Originally Posted by **saturn** »
>
> *The game produces match_eng..cpp 612/652 errors when a team is unable to name 11 players for a match. The following changes the generic error message to one that displays which match the error occurs in:*
>
> *006B8964 PUSH 00AE24D0 --> PUSH 00DE1F64*
> *006B8ABB PUSH 00AE24D0 --> PUSH 00DE1F64*
>
> **Spoiler!** Show

haha, amazing!

Dermotron   03-10-19, 07:39 PM

It'll be popping up a lot with Bury in the league system :boink:

---

totallyaddicted   06-10-19, 12:12 AM

Thanks for the replys. Is there a way to change the Brazilian league and Japanese Korean leagues to start there seasons in august?

totallyaddicted   08-10-19, 12:30 PM

hi there does anyone know the offset for the northern ireland or the rep of ireland league where it shows how many teams in the league so i can change it please?
trying to make a new usa league and want to use these leagues as the marker for it. thanks guys

---

djole2mcloud   08-10-19, 12:46 PM

Quote:

> Originally Posted by **totallyaddicted** »
>
> hi there does anyone know the offset for the northern ireland or the rep of ireland league where it shows how many teams in the league so i can change it please?
> trying to make a new usa league and want to use these leagues as the marker for it. thanks guys

i have all of that,can reply you later when i get back home...
but i am sure there is a plenty of posts here on forum where it is described

---

totallyaddicted   08-10-19, 01:13 PM

Quote:

> Originally Posted by **djole2mcloud** »
>
> i have all of that,can reply you later when i get back home...
> but i am sure there is a plenty of posts here on forum where it is described

hi there thanks mate that would be much appreciated.

if you could send me for Northern ireland/rep of ireland and also denmark if thats ok?

also would be handy if you could find me the offsets to disable promotion/relegation in these leagues aswell?

ive been looking on here all morning couldnt find the line.

thanks mate much appreciated.

---

totallyaddicted   09-10-19, 01:31 PM

any luck at all djole buddy?

Pasquale   10-10-19, 11:42 PM

Guys can someone tell me the offset to change the start and end of the transfer market in Russia?

---

totallyaddicted   13-10-19, 03:26 PM

hi there does anyone know the offset for the northern ireland or the rep of ireland league where it shows how many teams in the league so i can change it please?
trying to make a new usa league and want to use these leagues as the marker for it. thanks guys

hi there thanks mate that would be much appreciated.

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ive been looking on here all morning couldnt find the line.

thanks mate much appreciated.

could anyone help me with these please.

---

djole2mcloud   15-10-19, 07:14 PM

> Quote:
>
> *Originally Posted by **totallyaddicted** »*
>
> *hi there does anyone know the offset for the northern ireland or the rep of ireland league where it shows how many teams in the league so i can change it please?*
> *trying to make a new usa league and want to use these leagues as the marker for it. thanks guys*
>
> *hi there thanks mate that would be much appreciated.*
>
> *if you could send me for Northern ireland/rep of ireland and also denmark if thats ok?*
>
> *also would be handy if you could find me the offsets to disable promotion/relegation in these leagues aswell?*
>
> *ive been looking on here all morning couldnt find the line.*
>
> *thanks mate much appreciated.*
>
> *could anyone help me with these please.*

you looked wrong places:

Incresing number of clubs for the NIR premier:

offset 0078ec72 change 0A to 0C
offset 0078ec6b change 24E to 2C4
offset 0078ed92 change 4 to 3
offset 0078e36a change 24 to 21

If you like you can change
offset 0078ee26 change 5 to 7 in order to get 7 subs

after that change offsets:

0078ac9c set from 0C0 to PUSH 180
0078aca5 change 20 to 40

then with Tri Wasano editor add 2 more clubs to NIR premier league.

that is all.Now game will work with increased number of clubs for the NIR premier and both of cups will work

0078BD74 |. BA 03000000 MOV EDX,3

NIR 1st
0078BC62 66:C746 3E 0C0>MOV WORD PTR DS:[ESI+3E],0C - (was 0A) clubs

0078BC5B |. 68 C4020000 PUSH 2C4 - clubs

0078B34D . 66:C700 2100 MOV WORD PTR DS:[EAX],21 - (was 24) fixtures

add two more teams via Tri Wasano editor

nir prm:

0078ED0D |. A1 B0F89C00 |MOV EAX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078EDED |. 8B15 B4F89C00 MOV EDX,DWORD PTR DS:[9CF8B4] - nir 1st

0078EFA9 . 8B15 B4F89C00 MOV EDX,DWORD PTR DS:[9CF8B4] - nir 1st

nir 1st:

0078BCFD |. A1 B4F89C00 |MOV EAX,DWORD PTR DS:[9CF8B4] - nir 1st

0078BDC8 |. 8B3D B0F89C00 MOV EDI,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C055 . A1 B0F89C00 MOV EAX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C06F . 8B0D B0F89C00 MOV ECX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C19D |. A1 B0F89C00 MOV EAX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C30B . 8B0D B0F89C00 MOV ECX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C3BC . 8B0D B4F89C00 MOV ECX,DWORD PTR DS:[9CF8B4] - nir 1st

0078C42C . A1 B4F89C00 MOV EAX,DWORD PTR DS:[9CF8B4] - nir 1st

0078C4A4 > A1 0CF89C00 MOV EAX,DWORD PTR DS:[9CF80C] - IRISH PREMIER DIVISION

0078C4E7 . A1 B0F89C00 MOV EAX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C54C . 8B0D B0F89C00 MOV ECX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C5DA . 8B15 B0F89C00 MOV EDX,DWORD PTR DS:[9CF8B0] - NIR PRM

0078C6BF . 8B0D B0F89C00 MOV ECX,DWORD PTR DS:[9CF8B0] - NIR PRM

nir 1 relegations:

```
0078ED80 /$ 53 PUSH EBX
0078ED81 |. 56 PUSH ESI
0078ED82 |. 8BF1 MOV ESI,ECX
0078ED84 |. BB 01000000 MOV EBX,1
0078ED89 |. B9 03000000 MOV ECX,3
0078ED8E |. B2 02 MOV DL,2
0078ED90 |. 33C0 XOR EAX,EAX
0078ED92 |. 66:C746 3C 030>MOV WORD PTR DS:[ESI+3C],3
0078ED98 |. 888E C2000000 MOV BYTE PTR DS:[ESI+C2],CL
0078ED9E |. 889E C3000000 MOV BYTE PTR DS:[ESI+C3],BL
0078EDA4 |. 8896 C4000000 MOV BYTE PTR DS:[ESI+C4],DL
0078EDAA |. 66:8986 AB0000>MOV WORD PTR DS:[ESI+AB],AX
0078EDB1 |. 66:8986 DB0000>MOV WORD PTR DS:[ESI+DB],AX
0078EDB8 |. 885E 42 MOV BYTE PTR DS:[ESI+42],BL
0078EDBB |. 889E C5000000 MOV BYTE PTR DS:[ESI+C5],BL
0078EDC1 |. 8896 C6000000 MOV BYTE PTR DS:[ESI+C6],DL
0078EDC7 |. C686 C7000000 >MOV BYTE PTR DS:[ESI+C7],4
0078EDCE |. 8886 BE000000 MOV BYTE PTR DS:[ESI+BE],AL
0078EDD4 |. 8886 BF000000 MOV BYTE PTR DS:[ESI+BF],AL
0078EDDA |. 889E C0000000 MOV BYTE PTR DS:[ESI+C0],BL - playoff relegation / AL
0078EDE0 |. 889E C1000000 MOV BYTE PTR DS:[ESI+C1],BL - direct relegation
0078EDE6 |. C746 1C FFFFFF>MOV DWORD PTR DS:[ESI+1C],-1
0078EDED |. 8B15 B4F89C00 MOV EDX,DWORD PTR DS:[9CF8B4]
0078EDF3 |. 8846 52 MOV BYTE PTR DS:[ESI+52],AL
0078EDF6 |. 50 PUSH EAX
0078EDF7 |. EB 2D JMP SHORT cm0102.0078EE26
0078EDF9 |> 90 NOP
0078EDFA |. 884E 4A MOV BYTE PTR DS:[ESI+4A],CL
0078EDFD |. 66:898E D90000>MOV WORD PTR DS:[ESI+D9],CX
0078EE04 |. 8D46 3A LEA EAX,DWORD PTR DS:[ESI+3A]
0078EE07 |. 8D8E A9000000 LEA ECX,DWORD PTR DS:[ESI+A9]
0078EE0D |. 8956 20 MOV DWORD PTR DS:[ESI+20],EDX
0078EE10 |. 8B16 MOV EDX,DWORD PTR DS:[ESI]
0078EE12 |. 50 PUSH EAX
0078EE13 |. 51 PUSH ECX
0078EE14 |. 6A FF PUSH -1
0078EE16 |. 8BCE MOV ECX,ESI
0078EE18 |. FF52 3C CALL DWORD PTR DS:[EDX+3C]
0078EE1B |. 8986 BA000000 MOV DWORD PTR DS:[ESI+BA],EAX
0078EE21 |. 8BC3 MOV EAX,EBX
0078EE23 |. 5E POP ESI
0078EE24 |. 5B POP EBX
0078EE25 |. C3 RETN
0078EE26 |> C646 49 07 MOV BYTE PTR DS:[ESI+49],7
0078EE2A \.^EB CD JMP SHORT cm0102.0078EDF9
```

nir 2 promotions:

```
0078BD8A |. B0 02 MOV AL,2
0078BD8C |. 33D2 XOR EDX,EDX
0078BD8E |. 57 PUSH EDI
0078BD8F |. 888E C2000000 MOV BYTE PTR DS:[ESI+C2],CL
0078BD95 |. 889E C3000000 MOV BYTE PTR DS:[ESI+C3],BL
0078BD9B |. 8886 C4000000 MOV BYTE PTR DS:[ESI+C4],AL
0078BDA1 |. 885E 42 MOV BYTE PTR DS:[ESI+42],BL
0078BDA4 |. 889E C5000000 MOV BYTE PTR DS:[ESI+C5],BL
0078BDAA |. 8886 C6000000 MOV BYTE PTR DS:[ESI+C6],AL
```

```
0078BDB0 |. 889E BE000000 MOV BYTE PTR DS:[ESI+BE],BL - direct promotion
0078BDB6 |. 889E BF000000 MOV BYTE PTR DS:[ESI+BF],BL - playoff promotion / DL
0078BDBC |. 8896 C0000000 MOV BYTE PTR DS:[ESI+C0],DL
0078BDC2 |. 8886 C1000000 MOV BYTE PTR DS:[ESI+C1],AL
0078BDC8 |. 8B3D B0F89C00 MOV EDI,DWORD PTR DS:[9CF8B0]
0078BDCE |. C646 49 07 MOV BYTE PTR DS:[ESI+49],7
0078BDD2 |. 884E 4A MOV BYTE PTR DS:[ESI+4A],CL
0078BDD5 |. 52 PUSH EDX
0078BDD6 |. 8D4E 3A LEA ECX,DWORD PTR DS:[ESI+3A]
0078BDD9 |. 8D96 A9000000 LEA EDX,DWORD PTR DS:[ESI+A9]
0078BDDF |. 8846 52 MOV BYTE PTR DS:[ESI+52],AL
0078BDE2 |. 8B06 MOV EAX,DWORD PTR DS:[ESI]
0078BDE4 |. 51 PUSH ECX
0078BDE5 |. 52 PUSH EDX
0078BDE6 |. 6A FF PUSH -1
0078BDE8 |. 8BCE MOV ECX,ESI
0078BDEA |. 897E 1C MOV DWORD PTR DS:[ESI+1C],EDI
0078BDED |. C746 20 FFFFFF>MOV DWORD PTR DS:[ESI+20],-1
0078BDF4 |. FF50 3C CALL DWORD PTR DS:[EAX+3C]
0078BDF7 |. 8986 BA000000 MOV DWORD PTR DS:[ESI+BA],EAX
0078BDFD |. 5F POP EDI
0078BDFE |. 8BC3 MOV EAX,EBX
0078BE00 |. 5E POP ESI
0078BE01 |. 5B POP EBX
0078BE02 \. C3 RETN


N. IRELAND


00835E4F - Northern Irish Premier
00835EA4 - Northern Irish First
00835EF7 - Northern Irish Cup
00835F4A - Northern Irish League Cup
00835F9D - Northern Irish Charity Shield
0078ED5C - Northern Ireland Premier Division Prize Money
0078AA2E - Northern Ireland Cup Prize Money
0078AAD9 - Northern Ireland Cup Prize Money
0078ABB9 - Northern Ireland Cup Prize Money
0078AC5F - Northern Ireland Cup Prize Money WINNER
0078AC69 - Northern Ireland Cup Prize Money RUNNER UP
0078C7D5 - Northern Irish League Cup subs named
0078C7D1 - Northern Irish League Cup subs allowed
005E1354 - Northern Irish Gold Cup subs named


009CF8B0 - Northern Ireland Premier Division
009CF8B4 - Northern Ireland First Division
009CF8B8 - Northern Ireland Lower Division
009CF8BC - Northern Ireland Charity Shield
009CF8C0 - Northern Ireland Cup
009CF8C4 - Northern Ireland Gold Cup
009CF8C8 - Northern Ireland League Cup


0078A174 - Month of Northern Ireland Charity Shield
0078A176 - Day of Northern Ireland Charity Shield
00789E5B - Number of Subs in Northern Ireland Charity Shield


0078BBD2 - Month of Northern Ireland Second Division Play-Off
0078BBD4 - Day of Northern Ireland Second Division Play-Off


0078A932 - Month of Northern Ireland Cup Draw
0078A934 - Day of Northern Ireland Cup Draw


0078A934 - Date of Northern Ireland Cup (JANUARY - 5 TURN)
0078A9C3 - Date of Northern Ireland Cup (FEBRUARY - 6 TURN)
0078AA5C - Date of Northern Ireland Cup (MARCH - QUARTERS)
0078AB03 - Date of Northern Ireland Cup (APRIL - SEMI-FINAL)
0078ABE4 - Date of Northern Ireland Cup (MAY - FINAL)


0078AA2E - Northern Ireland Cup
0078AAD9 - Northern Ireland Cup
0078ABB9 - Northern Ireland Cup
0078AC5F - Northern Ireland Cup WINNER
0078AC69 - Northern Ireland Cup RUNNER UP


007937B2 - Opening Month of Transfer Window in Northern Ireland
007937B6 - Opening Day of Transfer Window in Northern Ireland
007937CD - Closing Month of Transfer Window in Northern Ireland
007937C9 - Clsoing Day of Transfer Window in Northern Ireland


0078A19B MOV WORD PTR DS: [ESI + D] .200-----> changes to 83 - Inserting extra time by eventual golden goal and penalties
0078A1B6 MOV BYTE PTR DS: [ESI + 21].----2--> change to 1 - Inserting extra time by eventual golden goal and penalties


0x389e5b 0x88 0x66
0x389e5c 0x46 0xc7
0x389e5d 0x49 0x46
0x389e5e 0x88 0x49
0x389e5f 0x46 0x7
0x389e60 0x4a 0x3
0x38a61b 0x88 0x66
0x38a61c 0x46 0xc7
0x38a61d 0x49 0x46
0x38a61e 0x88 0x49
0x38a61f 0x46 0x7
0x38a620 0x4a 0x3
0x38bdce 0x88 0x66
0x38bdcf 0x4e 0xc7
0x38bdd0 0x49 0x46
0x38bdd1 0x88 0x49
0x38bdd2 0x4e 0x7
```

```
0x38bdd3 0x4a 0x3
0x38edf7 0x88 0x66
0x38edf8 0x4e 0xc7
0x38edf9 0x49 0x46
0x38edfa 0x88 0x49
0x38edfb 0x4e 0x7
0x38edfc 0x4a 0x3
```

Save the following as a .patch file and use it with Flex. It should change the leagues and cups to 7x3, except for the League Cup which you'll have to do yourself at 0078C7D5 (simply change 5 to 7 in Olly).

irish premier money prize:

0063A8D3 68 C0D40100 PUSH 1D4C0

irish league cup:

final:

00637481 . C786 30010000 >MOV DWORD PTR DS:[ESI+130],2710 - 10000

semi final:

006373D8 . C786 C8000000 >MOV DWORD PTR DS:[ESI+C8],2710 - 10000

quarter final:

00637349 . C746 60 6A1800>MOV DWORD PTR DS:[ESI+60],186A - 6250

0063A74F MOV WORD PTR DS:[ESI+3E],BP - Number of Teams in Republic of Ireland Premier
0063591F MOV WORD PTR DS:[ESI+3E],BP - Number of Teams in Republic of Ireland First Division

ROI prizes
00835023 - Irish Premier
00835078 - Irish First
008350CB - Irish Challenge Cup
0083511E - Irish League Cup
00835171 - Irish Super Cup
008351C4 - Irish Presidents Cup
00835217 - Irish Munster Cup
0083526A - Irish Leinster Cup
0063A8D3 - Republic of Ireland Premier Division Prize Money
0063A98B - Irish Premier subs named
00635B1D - Irish First subs named
00634109 - Irish Challenge Cup subs named
0063410D - Irish Challenge Cup subs allowed
00636509 - Irish Leinster Cup subs named
0063650D - Irish Leinster Cup subs allowed
00636E25 - Irish League Cup subs named
00636E21 - Irish League Cup subs allowed
00638809 - Irish Munster Cup subs named
0063880D - Irish Munster Cup subs allowed
0063AD21 - Irish Super Cup subs named
0063AD25 - Irish Super Cup subs allowed

dannish premier league 12 to 16 clubs

005538E2 - 10
00553808 - 3B0
0055293A - 1E
0055293A - 861

ADD 4 MORE CLUBS VIA TRI WASANO EDITOR TO DANISH PREMIER DIVISION

Dannish prizes
008335C3 - Danish Premier
00833618 - Danish First
0083366B - Danish Second
008336BE - Danish Cup
005539CC - Danish Premier Division Prize or TV Money
005539DA - Danish Premier Division Prize or TV Money
0055238C - Danish Division 1 Prize Money
00554B3C - Danish Division 2 Prize Money
00550A8C - Danish Cup subs named *
005516D3 - Danish Cup subs named *
00553A89 - Danish Premier subs named
00552437 - Danish First subs named
00550A90 - Danish Cup subs allowed
005516D7 - Danish Cup subs allowed

Dannish 1st

005522A2 - Changed number of teams to 20 (14 in hex)
0055229B - Changed PUSH value to 1180 (49C in hex = 20*59)
005519EA - Changed number of fixtures to 38 (26 in hex)
005519E5 - Changed PUSH value to 2470 (9A6 in hex = 38*65)

005523BC 66:894E 3C MOV WORD PTR DS:[ESI+3C],CX - number of rounds

denmark second:

005541A5 . 68 9E070000 PUSH 79E
005541AA . 66:C700 1E00 MOV WORD PTR DS:[EAX],1E

00554A4B |. 68 B0030000 PUSH 3B0
00554A50 |. 32DB XOR BL,BL
00554A52 |. 66:C746 3E 100>MOV WORD PTR DS:[ESI+3E],10

totallyaddicted

hi djole thank you buddy for finding those for me.

ive successfully swapped denmark with usa leagues.

only issue i now have is concacaf champions league does now not draw
i swapped the us open cup and mls cup offsets in olly to the danish superleague and the danish cup so that those teams draw in the concacaf champions league.

but it does not draw.

any ideas.

i used these offsets

004C11AF - CONCACAF CHAMPIONS LEAGUE PARTECIPATED:

9CF3D0 - MEXICO
9CF4F8 - UNITED STATES
9CF2A8 - COSTA RICA
9CF4D4 - TRINIDAD TOBAGO
9CF2E0 - EL SALVADOR
9CF728 - WINNER US OPEN CUP
9CF590 - WINNER MLS

---

djole2mcloud

9CF4F8 - UNITED STATES

swapp this offset with Denmark offset,cause,now Dwnmark is USA.

Sent from my ELE-L29 using Tapatalk

---

totallyaddicted

Tried that doesn't work is it something to do with the region of the cups on the editor? Also my danish league I have now got 20 teams in that league for some reason i can't find the offset that changes the number of rounds the league plays, any idea?

Nick+Co

Been meaning to do this one for ages. I never play with Attribute Masking on, so it annoys me it is the default:

Code:
```
0x5CC270 01 00
0x1AF646 74 90
0x1AF646 4F 90
```

Makes it so it's off by default :)

EDIT: If you turned Attribute Masking on, and then started a new game, it would work, but if you saved and loaded, attribute masking would be off. MrFoo discovered this. The above modification to the initial one byte patch should fix this.

Dermotron

Brilliant :clap:

Nothing worse when testing the database and spending 5-6 hours running a All Leagues, Max DB one season test only to realise you've forgotten to set this to No :doh:

---

totallyaddicted

does anyone know what i change this offset to Poland 007CD93C MOV BYTE PTR DS:[ESI+13],AL (AL=5)

im trying to make polish league be able to sign unlimited foreigners or at least 18.

---

saturn

Quote:

> *Originally Posted by **totallyaddicted*** »
>
> *does anyone know what i change this offset to Poland 007CD93C MOV BYTE PTR DS:[ESI+13],AL (AL=5)*
>
> *im trying to make polish league be able to sign unlimited foreigners or at least 18.*

You can sometimes combine lines to save space in the exe. In your example above, there are two lines:

```
007CD93C |. 8846 13 MOV BYTE PTR DS:[ESI+13],AL
007CD93F |. 8846 14 MOV BYTE PTR DS:[ESI+14],AL
```

We can combine the two MOV BYTE lines into one MOV WORD line. You can only do combining of lines when there are consecutive offsets (xxx+13 & xxx+14 or xxx+DD & xxx+DE etc) and they're both the same size (two BYTEs can be combined into one WORD, two WORDs can be combined into one DWORD).

So at 007CD93C enter MOV WORD PTR DS:[ESI+13],532. The order the offset values (32 and 05) are displayed in this line goes from right to left so can be a little confusing to enter. The easiest way to enter them is to do so via the second column (66:C746 13 3205) as the order there is more straighforward. To edit that line, right click on in, select Binary --> Edit and edit the values in the HEX box.

---

faz44

Quote:

> Originally Posted by **totallyaddicted** »
> Tried that doesn't work is it something to do with the region of the cups on the editor? Also my danish league I have now got 20 teams in that league for some reason i can't find the offset that changes the number of rounds the league plays, any idea?

Look at your league/cup winners

---

totallyaddicted

Hi there would it Be possible if anyone could tell me how I would make Swedish and Norwegian league start 18/19 like it has the Russian league in the newest patch? It would be most helpful. Thanks guys

- - - Updated - - -

If I could get them both to start seasons in august would be brilliant

---

totallyaddicted

Hi there would it Be possible if anyone could tell me how I would make Swedish and Norwegian league start 18/19 like it has the Russian league in the newest patch? It would be most helpful. Thanks guys

- - - Updated - - -

If I could get them both to start seasons in august would be brilliant

any ideas on this guys?

also does anyone know how to make it available that you can control more than 16 team on the game?

Schiavoni

I'm trying to add some extra clubs to the Greek league. The problem is that the number off teams stays at max. 14. I have edited the offsets and add the extra teams with explorer, but the number of teams stays at 14.

I have seen that someone replaced the Greece league with the Chinese Super League and that the number of teams is 16. How can I increase the number of teams with the Greek League?

---

saturn

Quote:

> Originally Posted by **Schiavoni** »
> I'm trying to add some extra clubs to the Greek league. The problem is that the number off teams stays at max. 14. I have edited the offsets and add the extra teams with explorer, but the number of teams stays at 14.
>
> I have seen that someone replaced the Greece league with the Chinese Super League and that the number of teams is 16. How can I increase the number of teams with the Greek League?

Try this post.

Schiavoni

Quote:

> Originally Posted by **saturn** »
> Try this post.

Thanks. This is what I was looking for.

Stal   09-12-19, 08:48 PM

Quote:

> *Originally Posted by* **LLLorenzo** »
>
> *Hello everybody!*
>
> *Is it possible to change italian serie A place by place and specially season tickets price?*
>
> *I mean... 1st place earn 30mln 2nd place 20mln ... step by step considering that teams take money even for TV rights!*
>
> *That's why I think that the Italian teams take too much money...specially with season tickets! I know , in Premier League it's the truth, not in Italy and in many other europe countries (Holland,Portugal,France...)*
>
> *e.g. : I'm managing Cremonese... 21000 places at the stadium... If everybody bought season tickets, (medium season ticket It could be 350 €) it's about 7mln euro ok?*
>
> *In my first season,I earn about 32 mln euro for season tickets! And with Tv rights and money for 15th place, I took 72mln euro! Total 104mln euro! For a team like Cremonese? They could pay players for 10 years :D*
>
> *So, I ask If I can modify from myself*
>
> *Thank you so much and sorry for some English errors! :D*

I have the same problem with Turkish leagues

---

saturn   15-12-19, 09:13 PM

When a player/non-player wants a wage well above your maximum, they'll just say that they've no interest in negotiating terms. Change the following lines of code and they'll give you the figure they want instead (though this figure is capped at £250,000 p/w).

Code:

```
004E0F19 JE 004E0FF9 --> NOP
004E0F2E JNZ 004E0FA9 --> NOP
004E0F37 JGE 004E0FA9 --> NOP
004E0F42 JE 004E0FA9 --> NOP
```

Spoiler! [Show]

Nick+Co   16-12-19, 09:24 PM

Nice one! I love it! :)

Patch for those that want to try it:
000E0F19: 0F 90
000E0F1A: 84 90
000E0F1B: DA 90
000E0F1C: 00 90
000E0F1D: 00 90
000E0F1E: 00 90
000E0F2E: 75 90
000E0F2F: 79 90
000E0F37: 7D 90
000E0F38: 70 90
000E0F42: 74 90
000E0F43: 65 90

---

saturn   16-12-19, 10:42 PM

No more retirements (for both players and non-players):

Code:

```
007A5380 SUB ESP,4E0 --> RETN 4
007A8510 SUB ESP,200 --> RETN 4
```

or

Code:

```
0x3a5380 0x81 0xc2
0x3a5381 0xec 0x4
0x3a5382 0xe0 0x0
0x3a5383 0x4 0x90
0x3a5384 0x0 0x90
0x3a5385 0x0 0x90
0x3a6430 0x4 0x5
0x3a8510 0x81 0xc2
0x3a8511 0xec 0x4
0x3a8513 0x2 0x90
0x3a8514 0x0 0x90
0x3a8515 0x0 0x90
```

Spoiler! [Show]

Dermotron

It'll be handy for Roy Hodgson when he is still managing Palace in 2043

saturn

Next goal wins!

Spoiler! Show

Change 006D425B JE 006D4275 to JMP 006D426F or

Code:

```
0x2d425b 0x74 0xeb
0x2d425c 0x18 0x12
```

and every goal scored will be a golden goal.

Spoiler! Show

*Games that are simulated (no match reports) don't use the above change.
*Cup games with two legs get errors as games go to a deciding leg due to no tiebreaker being used when a team wins a leg each.
*You will still have to click through a game's second half / extra-time (no events occur during these periods) even if a goal has already been scored.

xeno

Hi Saturn, Currently I could not find how game calculates signing on fee for players , but I found to cancel or reduce max limit for signing on fee. Need your support to find how ''signing on fee '' is calculated . I found offsets about how to limit during contract offer . But although I found logic how it is calculated based on squad status set during contract offer, I could not find offsets. Signing on fees is the biggest part which clubs budget is mostly consumed. Clubs are paying %20 of player value as signing on fee if you set player squad as indispensible or important player during contract offer , this is too much . I think %10 is reasonable.
If you say that signing fee as %20 of player value is reasonable , I will close and forget this improvement.

***Max signing on fee in the game is set to 5M Pounds (8M USD). (Note: Original 3.9.68, without saturn's amount increase patch)
004DE3B3 |CMP EAX,4C4B40
004DE3B8 |JLE SHORT 004DE3BF
004DE3BA |MOV EAX,4C4B40
004DE3BF |PUSH 0
004DE3C1 |PUSH EAX
004DE3C2 |PUSH 15

***If you do below, it cancels the limit so that you or game choose any signing fee without limit:(Note: Original 3.9.68, without saturn's amount increase patch)
004DE3B3 |CMP EAX,4C4B40
004DE3B8 |JMP SHORT 004DE3BF
004DE3BA |MOV EAX,4C4B40
004DE3BF |PUSH 0
004DE3C1 |PUSH EAX
004DE3C2 | PUSH 15

***If you do below,Max signing on fee in the game is set to 2,5M Pounds (4M USD). (Note: Original 3.9.68, without saturn's amount increase patch)
004DE3B3 |CMP EAX,2625A0
004DE3B8 |JLE SHORT 004DE3BF
004DE3BA |MOV EAX,2625A0
004DE3BF |PUSH 0
004DE3C1 |PUSH EAX
004DE3C2 |PUSH 15

Remark: Need to check to reduce signing on fee limit extensively if all players accepts to sign contract with reduced signing on fee or not.

saturn

Quote:

> Originally Posted by **xeno** »
>
> *Hi Saturn, Currently I could not find how game calculates signing on fee for players , but I found to cancel or reduce max limit for signing on fee.*
> *Need your support to find how ''signing on fee '' is calculated . I found offsets about how to limit during contract offer . But although I found logic how it is calculated based on squad status set during contract offer, I could not find offsets. Signing on fees is the biggest part which clubs budget is mostly consumed. Clubs are paying %20 of player value as signing on fee if you set player squad as indispensible or important player during contract offer , this is too much . I think %10 is reasonable.*

I don't know the location for any signing-on fee calculations, but I might be able to tell you what to look out for. The offset +4F relates to squad status, so that should be your first thing to search for in cm0102.exe.txt. I don't really know how the +4F offset works: it's not as straightforward as +4F = 1 is Indispensable, +4F = 2 is Important etc, but it shouldn't be too difficult to figure out. Anyway, once the +4F offset is in the code, I'd imagine there'll be some checking of its value and subsequent jumps to different floating point numbers depending on that value. Code at 004D2A16 is what I'd imagine the calculations to look like, so maybe try there first (though there is similar looking code beyond that too).

> Originally Posted by **xeno** »
>
> If you say that signing fee as %20 of player value is reasonable , I will close and forget this improvement.

I'm not really sure what the real life signing-on fees are for players. 20% does seem way too high though, there's no way that £100m+ valued players like Harry Kane get a £20m+ signing on fee every new contract.

---

saturn

Code:

```
00524DCF      |> C74424 28 7B14AE47      MOV DWORD PTR SS:[ESP+28],47AE147B      ; Sizes used for Minimum
& Normal databases
00524DD7      |. C74424 2C E17A943F      MOV DWORD PTR SS:[ESP+2C],3F947AE1      ; 1.16
00524DDF      |. EB 10                    JMP SHORT cm0102.00524DF1
00524DE1      |> C74424 28 7B14AE47      MOV DWORD PTR SS:[ESP+28],47AE147B      ; Sizes used for Maximum
databases
00524DE9      |. C74424 2C E17A843F      MOV DWORD PTR SS:[ESP+2C],3F847AE1      ; 1.035
```

The above code seems to relate to the amount of "pregens" that the game creates in each save game. Pregens are young, free transfer players generated by the game, usually found on the last page of the Find --> Player screen. The players are not loaded from the database and instead are entirely created by the game.

The decimal values (1.16 for Minimum / Normal databases, 1.035 for Maximum databases) are represented in hexadecimal form (3F947AE1 and 3F847AE1). Equivalent values can be calculated here. By increasing the values, we can increase the amount of pregens created by the game.

On a .68 minimum database Northern Ireland only game, there are 156 players on a free transfer with the normal 1.16 value.

Spoiler! Show

Increasing the value to 1.32 sees the number of free transfer players rise to 293.

Spoiler! Show

Increasing it to 1.96 sees the number of free transfer players rise to...

Spoiler! Show

The increased pool of players seems to fit the leagues chosen too - in the 1.96 test almost half the players were Northern Irish. So, increasing this value should solve the problem of no regens being promoted to your reserve teams.

Dermotron

Semi ironic you found this code given Tapani's patches remove the ability to find these players due to them being sub 100 in World Rep (or something along those lines)

Show 40 post(s) from this thread on one page

Offsets

Printable View

Show 40 post(s) from this thread on one page

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xeno   20-12-19, 08:19 AM

> Quote:
>
> *Originally Posted by* **saturn** »
>
> *I don't know the location for any signing-on fee calculations, but I might be able to tell you what to look out for. The offset +4F relates to squad status, so that should be your first thing to search for in* cm0102.exe.txt. *I don't really know how the +4F offset works: it's not as straightforward as +4F = 1 is Indispensable, +4F = 2 is Important etc, but it shouldn't be too difficult to figure out. Anyway, once the +4F offset is in the code, I'd imagine there'll be some checking of its value and subsequent jumps to different floating point numbers depending on that value. Code at 004D2A16 is what I'd imagine the calculations to look like, so maybe try there first (though there is similar looking code beyond that too).*

Actually, I tried several times, but could not find any part of code related . Only thing I found is to limit or cancel signing on fee. Need your support

---

Nick+Co   22-12-19, 12:16 AM

> Quote:
>
> *The increased pool of players seems to fit the leagues chosen too - in the 1.96 test almost half the players were Northern Irish. So, increasing this value should solve the problem of no regens being promoted to your reserve teams.*

This is awesome :) I gave it a try with just the English league. Without modification I had 1350 players 19 and younger who were on Free Transfers. Modding it to 1.9 I got 47307! Some proper wonderkids in that lot too!

Nick+Co   23-12-19, 06:23 PM

For those interested, Tapani's patcher could shift the start year and although it shifted the player histories, it never did the same for the Club + National histories. Wrote a rough lazy patch today to do that:

Code:
```
00539AE9    E9 12D44200       JMP 00966F00
00539AEE    90                 NOP
And then...

00966F00    8B35 D423AE00     MOV ESI,DWORD PTR DS:[0AE23D4]
00966F06    60                 PUSHAD
00966F07    31C0               XOR EAX,EAX
00966F09    66:8346 08 15     ADD WORD PTR DS:[ESI+8],12
00966F0E    83C6 1A           ADD ESI,1A
00966F11    40                 INC EAX
00966F12    39C8               CMP EAX,ECX
00966F14  ^ 75 F3             JNE SHORT 00966F09
00966F16    61                 POPAD
00966F17  ^ E9 D32BBDFF       JMP 00539AEF
```

That will push histories out by 18 years (the ADD... ,12 line above). I've had for a while all the tapani code for doing the rest of the year changing, so now I could make my patcher change the year without changing any of the data files. I've also added code into my patcher to load the exe and then do the patches in memory, so never even changing the exe. So with this I might take my patcher in a new direction. Or I might do nothing with it :) So thought I should post here rather than the info just get lost....

Nick+Co   23-12-19, 07:32 PM

Oh and xeno:
The code to calc the signing on fee is a bit complicated.....far as I can work out:

Code:
```
004DECCA  |.  E8 810F3800  CALL 0085FC50
```

Is the call to calc it. If you just wanted to do a messy hack, you could just divide the int32 at EDI+8 after the call by 2 and that would make all signing on fees 50% less ? Probably not what you're after - but 85FC50 is a bit of a beast and I think the signing on fee depends on a lot of factors, so it's not just a case of changing one float or similar.....

EDIT:
Here's an example to try:

Code:

```
004DECCF    /E9 9C814800        JMP 00966E70
004DECD4    |90                 NOP
004DECD5    |90                 NOP
```

...

Code:

```
00966E70    D16F 08             SHR DWORD PTR DS:[EDI+8],1
00966E73    8B84E4 84000000     MOV EAX,DWORD PTR SS:[ESP+84]
00966E7A   ^ E9 577EB7FF        JMP 004DECD6
```

^ that will right shift it by 1 (i.e. divide the number by 2) therefore cutting all signing on fees by half.
(I think this works! Hopefully I'm not just changing the signing on fee that gets displayed ;))

---

xeno

Quote:

> Originally Posted by **Nick+Co** »
>
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> The code to calc the signing on fee is a bit complicated.....far as I can work out:
>
> Code:
>
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> ```
>
> ...
>
> Code:
>
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> 00966E70    D16F 08             SHR DWORD PTR DS:[EDI+8],1
> 00966E73    8B84E4 84000000     MOV EAX,DWORD PTR SS:[ESP+84]
> 00966E7A   ^ E9 577EB7FF        JMP 004DECD6
> ```
>
> ^ that will right shift it by 1 (i.e. divide the number by 2) therefore cutting all signing on fees by half.
> (I think this works! Hopefully I'm not just changing the signing on fee that gets displayed ;))

Thanks Nick+Co.
This will improve club finances a lot. The reason of bankrupt clubs is mostly paying high signing fees to their own players. Also, transfer ability of all clubs will improve .
Note: I did not try it yet.

Dmitri

Anyone tried to research screens drawing?
Can we change layout? Add new screens? New elements (club, player pictures)?

Nick+Co

Quote:

> This will improve club finances a lot. The reason of bankrupt clubs is mostly paying high signing fees to their own players. Also, transfer ability of all clubs will improve .

Ahhh, my patch will just affect the player's negotiations - as 0085FC50 is called from many places. if you want signing on fees lower for all then, hooking the end of the 0085FC50 is the best bet so:

Code:

```
00862682    E9 E9471000         JMP 00966E70
00862687    90                  NOP
....
00966E70    \57                 PUSH EDI
00966E71    8B7CE4 24             MOV EDI,DWORD PTR SS:[ESP+24]
00966E75    D16F 08               SHR DWORD PTR DS:[EDI+8],1
00966E78    5F                  POP EDI
00966E79    81C4 64020000        ADD ESP,264
00966E7F    C2 1C00              RETN 1C
```

EDIT: Fixed the above - originally assumed it was always in EDI for every call. Stooopid.

saturn

0069CA55 JE 0069CC92 --> JMP

Code:
```
0x29ca55 0xf 0xe9
0x29ca56 0x84 0x38
0x29ca57 0x37 0x2
0x29ca58 0x2 0x0
0x29ca5a 0x0 0x90
```

The above will stop you from suffering board confidence and loyalty penalties when applying for jobs elsewhere. Useful for when you're applying to managerless clubs in unselected leagues just to get them to hire a manager.

Nick+Co

Nice! I like these type of things :) Here's one, just for fun:

Code:
```
0x2b89c4 0x0 0xe9
0x2b89c5 0x0 0x15
0x2b89c6 0x0 0x01
0x2b89c7 0x0 0x00
0x2b89c9 0x0 0x90
0x3273ae 0x0 0xe9
0x3273af 0x0 0x33
0x3273b0 0x0 0x01
0x3273b1 0x0 0x00
0x3273b3 0x0 0x90
```

^ That will make it so you no longer have to field 11 players. Although just fielding a goalie can crash it, but tried with 3 and it worked fine. Might have good testing purposes.
https://i.imgur.com/JcgiuhQ.png

Nick+Co

This game has always been prejudice against Prince, Cher and Madonna ;) In that it forces you always to put in a second name when creating a new game:

Code:
```
0x421656 0xf 0x90
0x421657 0x84 0x90
0x421658 0x6d 0x90
0x421659 0x1 0x90
0x42165a 0x0 0x90
0x42165b 0x0 0x90
```

Means you can just play using a single first name :)

Nick+Co

Been wanting to do this one for ages. Anyone else get annoyed by this when you want to compare two players?:

https://i.imgur.com/y5fMRtC.png

This patch gets rid of this screen so you don't get asked if you really want to set a player for comparison.

Code:
```
004F4210: 81 C3
004F4211: EC 90
004F4212: 9C 90
004F4213: 01 90
004F4214: 00 90
004F4215: 00 90
004F4598: 75 EB
004F45AF: 6A 53
004F45B0: 01 90
004F45D1: 66 50
004F45D2: 83 6A
004F45D3: FE 01
004F45D4: FF B9
004F45D5: 74 50
004F45D6: 25 44
004F45D7: 0F B7
004F45D8: BF 00
004F45D9: C2 E8
004F45DA: 0F 32
004F45DB: BF AA
004F45DC: CE F0
004F45DD: 8D FF
004F45DE: 14 89
004F45DF: 40 C3
004F45E0: 8B 58
004F45E1: C1 EB
004F45E2: C1 B7
004F45E3: E0 90
004F45E4: 05 90
```

totallyaddicted

saturn any idea on how to control more than 16 teams on game?

Golly

Anybody know how to change how many days before an international fixture that a squad has to be picked. It's 14 days which is a bit too long in advance in my opinion.

Dmitri

Something from screens research:
AREA

Code:

```
0x403C80 AREA::draw_scrollbar
0x403760 AREA::get_menu_position
0x403350 AREA::init_area
0x403A70 AREA::move_area
0x403EE0 AREA::scroll_area
```

DISPLAY

Code:

```
0x564080 DISPLAY::receive
0x55F990 DISPLAY::create_button
0x55F300 DISPLAY::draw
0x55F620 DISPLAY::monitor
0x561050 DISPLAY::monitor_screen_drag_scrollbar
0x5621F0 DISPLAY::move_cursor
0x562370 DISPLAY::send
0x5622A0 DISPLAY::send_all
0x5617C0 DISPLAY::update_editbox
0x561F10 DISPLAY::update_scrollbar
```

SCREEN_MANAGER

Code:

```
0x7FC380 SCREEN_MANAGER::SCREEN_MANAGER
0x7FF5F0 SCREEN_MANAGER::clear
0x7FC5E0 SCREEN_MANAGER::close
0x8040A0 SCREEN_MANAGER::create_button
0x7FEE80 SCREEN_MANAGER::get_current_background_path
0x7FF010 SCREEN_MANAGER::get_data
0x7FEC60 SCREEN_MANAGER::is_first
0x7FEBB0 SCREEN_MANAGER::is_last
0x7FED30 SCREEN_MANAGER::is_modal
0x7FC7E0 SCREEN_MANAGER::monitor
0x803390 SCREEN_MANAGER::move_cursor
0x7FE600 SCREEN_MANAGER::new_screen
0x7FF270 SCREEN_MANAGER::put_data
```

Code:

```
0xB74450 SCREEN_MANAGER instance
```

Code:

```
0x5E2EB0 blit_to_front
0x5E3DD0 capture_region
0x55FBA0 create_label
0x5E42E0 darken_screen
0x5E3730 draw_line
0x5E3CE0 draw_pattern
0x5E3B50 draw_rectangle
0x5E30E0 fade_to_front
0x5E42B0 free_region
0x5E2620 initialise_graphics
0x5CC6D0 initialise_system
0x5E4BA0 load_font
0x5E4A60 load_fonts
0x5E40D0 load_region
0x87CD90 player_contract_screen
0x885820 player_history_screen
0x5E3FD0 restore_region
0x77B6E0 screen_buffer::~screen_buffer
0x77B630 screen_buffer::screen_buffer
0x5E3680 set_drawing_rect
0x41B3D0 setup_background_system
0x5E4560 setup_colors
0x870700 staff_screen
0x41BC20 verify_background_config
```

Bhaalspawn

Northern irish charity shield draw bug offset ?

Hi!
I play with 3.68 and my charity ended draw, but not replayrd, nor golden goal or penalties applied,just draw and neithet team won the cup.

Whats the offset for use golden goal and penalties ?

Thanks in advance !

---

saturn
20-03-20, 02:57 PM

Try the following for golden goal and penalties:
0078A19B MOV WORD PTR DS:[ESI+0D],200 --> 83

Bhaalspawn
21-03-20, 08:14 PM

Thanks so much.

---

djs_298
24-03-20, 04:44 PM

> Quote:
>
> Originally Posted by **Patinoz** »
>
> **ENGLAND**
>
> **Spoiler!** [Show]

How would I go about changing the number of subs allowed in the First/Second/Third Divisions where no offset is listed? I'm trying to change it to 2 to go along with the 1989/90 data update.

I'm struggling to add lines in where there is no 'NOP' space directly below the Subs named line :redface:

Rodry97
29-03-20, 05:08 AM

Is there a way for the "copa libertadores" to start in February and end in November? As it happens in real life

---

Bhaalspawn
02-04-20, 10:57 AM

Hi
Do you know the northern irish cup offsets to not be replayed each draw ?
And the first division prize money is also not here in the offsets.
Thanks a lot

Rodry97
02-04-20, 09:22 PM

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?

Bhaalspawn
10-04-20, 01:49 PM

n.irish charity stadium offset ?

Hi !

I want to use Nir charity as other league super cup, and want to play at the other nations national stadium.
What should be the offset ? How the exe handle stadiums ?

Thanks a lot!

Bhaalspawn
11-04-20, 11:23 AM

So there is the fifth round code of NIR cup. Following Golly's solution about FA cup replays, i can change the
0078A963 to -BP
0078A983 to BX
0078A98B to 0
It of course remove replays, but there is a strange w and ww symbol in the right and left sides of teams when wins, and automaticly goes penalties the games, but without penalty icon.
If i try to use the correct value to 0078A963 to 3, (as Saturn's thread) it doest wok because there is a 0078A967 B8 20000000 MOV EAX,20 code below it and it changes instantly.

What should be the solution to abolish replays in NIR cup ?

Here is one of the code block.

```
0078A953 |. 66:C746 07 32 MOV WORD PTR DS:[ESI+7],32
0078A959 |. 66:895E 09 MOV WORD PTR DS:[ESI+9],BX
0078A95D |. 66:C746 0B 08 MOV WORD PTR DS:[ESI+0B],8
0078A963 66:895E 0D MOV WORD PTR DS:[ESI+0D],BX
0078A967 B8 20000000 MOV EAX,20
0078A96C C646 17 04 MOV BYTE PTR DS:[ESI+17],4
0078A970 66:8946 18 MOV WORD PTR DS:[ESI+18],AX
0078A974 66:C746 1A 10 MOV WORD PTR DS:[ESI+1A],10
0078A97A BD 03000000 MOV EBP,3
0078A97F 66:8946 1C MOV WORD PTR DS:[ESI+1C],AX
0078A983 66:896E 0F MOV WORD PTR DS:[ESI+0F],BP
0078A987 66:895E 1E MOV WORD PTR DS:[ESI+1E],BX
0078A98B C646 20 01 MOV BYTE PTR DS:[ESI+20],1
0078A98F C646 21 01 MOV BYTE PTR DS:[ESI+21],1
0078A993 C646 22 04 MOV BYTE PTR DS:[ESI+22],4
0078A997 895E 5C MOV DWORD PTR DS:[ESI+5C],EBX
0078A99A 895E 60 MOV DWORD PTR DS:[ESI+60],EBX
0078A99D 895E 64 MOV DWORD PTR DS:[ESI+64],EBX
0078A9A0 0FBF57 40 MOVSX EDX,WORD PTR DS:[EDI+40]
0078A9A4 83C4 40 ADD ESP,40
0078A9A7 52 PUSH EDX
```

MarcoVanBast   11-04-20, 08:27 PM

Can anyone look ath this code and tell me where "world reputation" is included in player price?

Code:

```
004D0C60 /$ 55            PUSH EBP
004D0C61 |. 8BEC          MOV EBP,ESP
004D0C63 |. 83E4 F8        AND ESP,FFFFFFF8
004D0C66 |. 83EC 34        SUB ESP,34
004D0C69 |. 53            PUSH EBX
004D0C6A |. 8B5D 08         MOV EBX,DWORD PTR SS:[EBP+8]
004D0C6D |. 56            PUSH ESI
004D0C6E |. 57            PUSH EDI
004D0C6F |. 85DB          TEST EBX,EBX
004D0C71 |. 75 04          JNZ SHORT cm0102p1.004D0C77
004D0C73 |. 33C0          XOR EAX,EAX
004D0C75 |. EB 36          JMP SHORT cm0102p1.004D0CAD
004D0C77 |> 8B03          MOV EAX,DWORD PTR DS:[EBX]
004D0C79 |. 8B15 6423AE00  MOV EDX,DWORD PTR DS:[AE2364]
004D0C7F |. 3BC2          CMP EAX,EDX
004D0C81 |. 7C 04          JL SHORT cm0102p1.004D0C87
004D0C83 |. 33C0          XOR EAX,EAX
004D0C85 |. EB 26          JMP SHORT cm0102p1.004D0CAD
004D0C87 |> 8D1480         LEA EDX,DWORD PTR DS:[EAX+EAX*4]
004D0C8A |. C1E2 04         SHL EDX,4
004D0C8D |. 2BD0          SUB EDX,EAX
004D0C8F |. A1 0C2DAE00     MOV EAX,DWORD PTR DS:[AE2D0C]
004D0C94 |. 8B0402         MOV EAX,DWORD PTR DS:[EDX+EAX]
004D0C97 |. 85C0          TEST EAX,EAX
004D0C99 |. 7D 04          JGE SHORT cm0102p1.004D0C9F
004D0C9B |. 33C0          XOR EAX,EAX
004D0C9D |. EB 0E          JMP SHORT cm0102p1.004D0CAD
004D0C9F |> 8B15 5010AE00  MOV EDX,DWORD PTR DS:[AE1050]
004D0CA5 |. 8D0480         LEA EAX,DWORD PTR DS:[EAX+EAX*4]
004D0CA8 |. C1E0 04         SHL EAX,4
004D0CAB |. 0302          ADD EAX,DWORD PTR DS:[EDX]
004D0CAD |> 85C0          TEST EAX,EAX
004D0CAF |. A3 8010AE00     MOV DWORD PTR DS:[AE1080],EAX
004D0CB4 |. 74 18          JE SHORT cm0102p1.004D0CCE
004D0CB6 |. 8B40 04         MOV EAX,DWORD PTR DS:[EAX+4]
004D0CB9 |. 8B35 B423AE00  MOV ESI,DWORD PTR DS:[AE23B4]
004D0CBF |. 8D14C0         LEA EDX,DWORD PTR DS:[EAX+EAX*8]
004D0CC2 |. C1E2 04         SHL EDX,4
004D0CC5 |. 03D0          ADD EDX,EAX
004D0CC7 |. 03F0          ADD ESI,EAX
004D0CC9 |. 8D3C96         LEA EDI,DWORD PTR DS:[ESI+EDX*4]
004D0CCC |. EB 02          JMP SHORT cm0102p1.004D0CD0
004D0CCE |> 33FF          XOR EDI,EDI
004D0CD0 |> 57            PUSH EDI
004D0CD1 |. 53            PUSH EBX
004D0CD2 |. 897C24 28       MOV DWORD PTR SS:[ESP+28],EDI
004D0CD6 |. E8 15E9FFFF     CALL cm0102p1.004CF5F0
004D0CDB |. 8B73 61         MOV ESI,DWORD PTR DS:[EBX+61]
004D0CDE |. 894424 1C       MOV DWORD PTR SS:[ESP+1C],EAX
004D0CE2 |. 85F6          TEST ESI,ESI
004D0CE4 |. 0F84 E1080000   JE cm0102p1.004D15CB
004D0CEA |. 807E 15 0F    CMP BYTE PTR DS:[ESI+15],0F
004D0CEE |. 7C 1A          JL SHORT cm0102p1.004D0D0A
004D0CF0 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0CF8 |. C74424 3C A8CB>MOV DWORD PTR SS:[ESP+3C],4168CBA8
004D0D00 |. C64424 12 1C  MOV BYTE PTR SS:[ESP+12],1C
004D0D05 |. E9 83000000    JMP cm0102p1.004D0D8D
004D0D0A |> 807E 14 0F    CMP BYTE PTR DS:[ESI+14],0F
004D0D0E |. 7C 12          JL SHORT cm0102p1.004D0D22
004D0D10 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D18 |. C74424 3C 18FB>MOV DWORD PTR SS:[ESP+3C],4164FB18
004D0D20 |. EB 66          JMP SHORT cm0102p1.004D0D88
004D0D22 |> 807E 13 0F    CMP BYTE PTR DS:[ESI+13],0F
004D0D26 |. 7C 12          JL SHORT cm0102p1.004D0D3A
004D0D28 |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D30 |. C74424 3C D012>MOV DWORD PTR SS:[ESP+3C],416312D0
004D0D38 |. EB 4E          JMP SHORT cm0102p1.004D0D88
004D0D3A |> 807E 12 0F    CMP BYTE PTR DS:[ESI+12],0F
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004D0D3E  |. 7C 12          JL SHORT cm0102p1.004D0D52
004D0D40  |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D48  |. C74424 3C 882A>MOV DWORD PTR SS:[ESP+3C],41612A88
004D0D50  |. EB 36          JMP SHORT cm0102p1.004D0D88
004D0D52  |> 807E 0F 14     CMP BYTE PTR DS:[ESI+F],14
004D0D56  |. 75 17          JNZ SHORT cm0102p1.004D0D6F
004D0D58  |. C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D60  |. C74424 3C 60E3>MOV DWORD PTR SS:[ESP+3C],4156E360
004D0D68  |. C64424 12 21   MOV BYTE PTR SS:[ESP+12],21
004D0D6D  |. EB 1E          JMP SHORT cm0102p1.004D0D8D
004D0D6F  |> 807E 10 0F     CMP BYTE PTR DS:[ESI+10],0F
004D0D73  |. 7D 03          JGE SHORT cm0102p1.004D0D78
004D0D75  |. 8A46 11        MOV AL,BYTE PTR DS:[ESI+11]
004D0D78  |> C74424 38 0000>MOV DWORD PTR SS:[ESP+38],0
004D0D80  |. C74424 3C 8084>MOV DWORD PTR SS:[ESP+3C],415E8480
004D0D88  |> C64424 12 1D   MOV BYTE PTR SS:[ESP+12],1D
004D0D8D  |> 8A43 18        MOV AL,BYTE PTR DS:[EBX+18]
004D0D90  |. 0FBE4C24 12    MOVSX ECX,BYTE PTR SS:[ESP+12]
004D0D95  |. 884424 13      MOV BYTE PTR SS:[ESP+13],AL
004D0D99  |. 894C24 2C      MOV DWORD PTR SS:[ESP+2C],ECX
004D0D9D  |. 0FBEC0         MOVSX EAX,AL
004D0DA0  |. 2BC8           SUB ECX,EAX
004D0DA2  |. 894424 30      MOV DWORD PTR SS:[ESP+30],EAX
004D0DA6  |. 894C24 18      MOV DWORD PTR SS:[ESP+18],ECX
004D0DAA  |. DB4424 18      FILD DWORD PTR SS:[ESP+18]
004D0DAE  |. DC15 A0889600  FCOM QWORD PTR DS:[9688A0]
004D0DB4  |. DFE0           FSTSW AX
004D0DB6  |. F6C4 41        TEST AH,41
004D0DB9  |. 75 0C          JNZ SHORT cm0102p1.004D0DC7
004D0DBB  |. D80D 188F9600  FMUL DWORD PTR DS:[968F18]
004D0DC1  |. DC2D 108F9600  FSUBR QWORD PTR DS:[968F10]
004D0DC7  |> D9C0           FLD ST
004D0DC9  |. E8 72484700    CALL cm0102p1.00945640
004D0DCE  |. 99             CDQ
004D0DCF  |. 33C2           XOR EAX,EDX
004D0DD1  |. 2BC2           SUB EAX,EDX
004D0DD3  |. 894424 14      MOV DWORD PTR SS:[ESP+14],EAX
004D0DD7  |. 8A46 0F        MOV AL,BYTE PTR DS:[ESI+F]
004D0DDA  |. DA4C24 14      FIMUL DWORD PTR SS:[ESP+14]
004D0DDE  |. 3C 0F          CMP AL,0F
004D0DE0  |. D80D 088F9600  FMUL DWORD PTR DS:[968F08]
004D0DE6  |. DC0D 008F9600  FMUL QWORD PTR DS:[968F00]
004D0DEC  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0DF2  |. 0F8D 9D000000  JGE cm0102p1.004D0E95
004D0DF8  |. 0FBE46 28      MOVSX EAX,BYTE PTR DS:[ESI+28]
004D0DFC  |. 0FBE4E 27      MOVSX ECX,BYTE PTR DS:[ESI+27]
004D0E00  |. 83E8 0F        SUB EAX,0F
004D0E03  |. 894424 14      MOV DWORD PTR SS:[ESP+14],EAX
004D0E07  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0E0B  |. 894C24 14      MOV DWORD PTR SS:[ESP+14],ECX
004D0E0F  |. 0FBE56 43      MOVSX EDX,BYTE PTR DS:[ESI+43]
004D0E13  |. DC0D F88E9600  FMUL QWORD PTR DS:[968EF8]
004D0E19  |. 0FBE46 36      MOVSX EAX,BYTE PTR DS:[ESI+36]
004D0E1D  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0E23  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0E27  |. 895424 14      MOV DWORD PTR SS:[ESP+14],EDX
004D0E2B  |. 83E8 0F        SUB EAX,0F
004D0E2E  |. 0FBE4E 2F      MOVSX ECX,BYTE PTR DS:[ESI+2F]
004D0E32  |. DC0D F08E9600  FMUL QWORD PTR DS:[968EF0]
004D0E38  |. 83E9 0F        SUB ECX,0F
004D0E3B  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0E41  |. D9C9           FXCH ST(1)
004D0E43  |. D9C9           FXCH ST(1)
004D0E45  |. D8CA           FMUL ST,ST(2)
004D0E47  |. DEC9           FMULP ST(1),ST
004D0E49  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0E4D  |. DC0D 608E9600  FMUL QWORD PTR DS:[968E60]
004D0E53  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0E59  |. D95424 14      FST DWORD PTR SS:[ESP+14]
004D0E5D  |. 894424 14      MOV DWORD PTR SS:[ESP+14],EAX
004D0E61  |. DEC9           FMULP ST(1),ST
004D0E63  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0E67  |. DC0D F88E9600  FMUL QWORD PTR DS:[968EF8]
004D0E6D  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0E73  |. D95424 14      FST DWORD PTR SS:[ESP+14]
004D0E77  |. 894C24 14      MOV DWORD PTR SS:[ESP+14],ECX
004D0E7B  |. DEC9           FMULP ST(1),ST
004D0E7D  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0E81  |. DC0D F88E9600  FMUL QWORD PTR DS:[968EF8]
004D0E87  |. DC05 90789600  FADD QWORD PTR DS:[967890]
004D0E8D  |. D95424 14      FST DWORD PTR SS:[ESP+14]
004D0E91  |. DEC9           FMULP ST(1),ST
004D0E93  |. DDD9           FSTP ST(1)
004D0E95  |> 0FBE46 2D      MOVSX EAX,BYTE PTR DS:[ESI+2D]
004D0E99  |. 8BD0           MOV EDX,EAX
004D0E9B  |. 0FAFD0         IMUL EDX,EAX
004D0E9E  |. 895424 14      MOV DWORD PTR SS:[ESP+14],EDX
004D0EA2  |. DB4424 14      FILD DWORD PTR SS:[ESP+14]
004D0EA6  |. 0FBF46 09      MOVSX EAX,WORD PTR DS:[ESI+9]
004D0EAA  |. DC0D 88789600  FMUL QWORD PTR DS:[967888]
004D0EB0  |. 894424 24      MOV DWORD PTR SS:[ESP+24],EAX
004D0EB4  |. DC0D E88E9600  FMUL QWORD PTR DS:[968EE8]
004D0EBA  |. DC2D E08E9600  FSUBR QWORD PTR DS:[968EE0]
004D0EC0  |. D8C9           FMUL ST,ST(1)
004D0EC2  |. D95C24 14      FSTP DWORD PTR SS:[ESP+14]
004D0EC6  |. DDD8           FSTP ST
004D0EC8  |. DB4424 24      FILD DWORD PTR SS:[ESP+24]
004D0ECC  |. DC0D D88E9600  FMUL QWORD PTR DS:[968ED8]
004D0ED2  |. DC05 D08E9600  FADD QWORD PTR DS:[968ED0]
004D0ED8  |. DC15 C0899600  FCOM QWORD PTR DS:[9689C0]
004D0EDE  |. DFE0           FSTSW AX
004D0EE0  |. F6C4 01        TEST AH,1
004D0EE3  |. 74 08          JE SHORT cm0102p1.004D0EED
004D0EE5  |. DDD8           FSTP ST
004D0EE7  |. DD05 C0899600  FLD QWORD PTR DS:[9689C0]
004D0EED  |> D94424 14      FLD DWORD PTR SS:[ESP+14]
004D0EF1  |. DC1D 98789600  FCOMP QWORD PTR DS:[967898]
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004D0EF7  |. DFE0           FSTSW AX
004D0EF9  |. F6C4 01        TEST AH,1
004D0EFC  |. 74 0A          JE SHORT cm0102p1.004D0F08
004D0EFE  |. DDD8           FSTP ST
004D0F00  |. DD05 98789600  FLD QWORD PTR DS:[967898]
004D0F06  |. EB 15          JMP SHORT cm0102p1.004D0F1D
004D0F08  |> D94424 14      FLD DWORD PTR SS:[ESP+14]
004D0F0C  |. D9C1           FLD ST(1)
004D0F0E  |. DED9           FCOMPP
004D0F10  |. DFE0           FSTSW AX
004D0F12  |. F6C4 01        TEST AH,1
004D0F15  |. 75 06          JNZ SHORT cm0102p1.004D0F1D
004D0F17  |. DDD8           FSTP ST
004D0F19  |. D94424 14      FLD DWORD PTR SS:[ESP+14]
004D0F1D  |> 8B5D 0C        MOV EBX,DWORD PTR SS:[EBP+C]
004D0F20  |. D95C24 14      FSTP DWORD PTR SS:[ESP+14]
004D0F24  |. 85DB           TEST EBX,EBX
004D0F26  |. 75 09          JNZ SHORT cm0102p1.004D0F31
004D0F28  |. 0FBF46 0B      MOVSX EAX,WORD PTR DS:[ESI+B]
004D0F2C  |. E9 9E000000    JMP cm0102p1.004D0FCF
004D0F31  |> 8B8B CF000000  MOV ECX,DWORD PTR DS:[EBX+CF]
004D0F37  |. 8B55 08        MOV EDX,DWORD PTR SS:[EBP+8]
004D0F3A  |. 6A 00          PUSH 0
004D0F3C  |. 51             PUSH ECX
004D0F3D  |. 52             PUSH EDX
004D0F3E  |. E8 9DF80600    CALL cm0102p1.005407E0
004D0F43  |. 0FBFF8         MOVSX EDI,AX
004D0F46  |. 8B45 14        MOV EAX,DWORD PTR SS:[EBP+14]
004D0F49  |. 83C4 0C        ADD ESP,0C
004D0F4C  |. 66:3D FFFF     CMP AX,0FFFF
004D0F50  |. 75 17          JNZ SHORT cm0102p1.004D0F69
004D0F52  |. 8B45 08        MOV EAX,DWORD PTR SS:[EBP+8]
004D0F55  |. 8B8B CF000000  MOV ECX,DWORD PTR DS:[EBX+CF]
004D0F5B  |. 57             PUSH EDI
004D0F5C  |. 6A 01          PUSH 1
004D0F5E  |. 53             PUSH EBX
004D0F5F  |. 50             PUSH EAX
004D0F60  |. 51             PUSH ECX
004D0F61  |. E8 6A772100    CALL cm0102p1.006E86D0
004D0F66  |. 83C4 14        ADD ESP,14
004D0F69  |> 8D1440         LEA EDX,DWORD PTR DS:[EAX+EAX*2]
004D0F6C  |. 8D04D0         LEA EAX,DWORD PTR DS:[EAX+EDX*8]
004D0F6F  |. D1E0           SHL EAX,1
004D0F71  |. 66:85C0        TEST AX,AX
004D0F74  |. 7D 02          JGE SHORT cm0102p1.004D0F78
004D0F76  |. 33C0           XOR EAX,EAX
004D0F78  |> 81FF 88130000  CMP EDI,1388
004D0F7E  |. 8BCF           MOV ECX,EDI
004D0F80  |. 72 05          JB SHORT cm0102p1.004D0F87
004D0F82  |. B9 88130000    MOV ECX,1388
004D0F87  |> 0FBFC0         MOVSX EAX,AX
004D0F8A  |. 03C7           ADD EAX,EDI
004D0F8C  |. 894424 24      MOV DWORD PTR SS:[ESP+24],EAX
004D0F90  |. 33C0           XOR EAX,EAX
004D0F92  |. 894424 28      MOV DWORD PTR SS:[ESP+28],EAX
004D0F96  |. DF6C24 24      FILD QWORD PTR SS:[ESP+24]
004D0F9A  |. 894C24 24      MOV DWORD PTR SS:[ESP+24],ECX
004D0F9E  |. 894424 28      MOV DWORD PTR SS:[ESP+28],EAX
004D0FA2  |. DF6C24 24      FILD QWORD PTR SS:[ESP+24]
004D0FA6  |. D84C24 14      FMUL DWORD PTR SS:[ESP+14]
004D0FAA  |. DEC1           FADDP ST(1),ST
004D0FAC  |. D80D 088F9600  FMUL DWORD PTR DS:[968F08]
004D0FB2  |. E8 89464700    CALL cm0102p1.00945640
004D0FB7  |. 83F8 01        CMP EAX,1
004D0FBA  |. 77 07          JA SHORT cm0102p1.004D0FC3
004D0FBC  |. B8 01000000    MOV EAX,1
004D0FC1  |. EB 0C          JMP SHORT cm0102p1.004D0FCF
004D0FC3  |> 3D E02E0000    CMP EAX,2EE0
004D0FC8  |. 76 05          JBE SHORT cm0102p1.004D0FCF
004D0FCA  |. B8 E02E0000    MOV EAX,2EE0
004D0FCF  |> 66:8B76 0D     MOV SI,WORD PTR DS:[ESI+D]
004D0FD3  |. 66:81FE 8813   CMP SI,1388
004D0FD8  |. 0F8E 84000000  JLE cm0102p1.004D1062
004D0FDE  |. 8B4C24 2C      MOV ECX,DWORD PTR SS:[ESP+2C]
004D0FE2  |. 8B5424 30      MOV EDX,DWORD PTR SS:[ESP+30]
004D0FE6  |. 83C1 04        ADD ECX,4
004D0FE9  |. 3BD1           CMP EDX,ECX
004D0FEB  |. 7D 75          JGE SHORT cm0102p1.004D1062
004D0FED  |. 0FBFCE         MOVSX ECX,SI
004D0FF0  |. 8BD0           MOV EDX,EAX
004D0FF2  |. 894C24 30      MOV DWORD PTR SS:[ESP+30],ECX
004D0FF6  |. D1EA           SHR EDX,1
004D0FF8  |. 8D8C0A 3CF6FFF>LEA ECX,DWORD PTR DS:[EDX+ECX-9C4]
004D0FFF  |. 3BC8           CMP ECX,EAX
004D1001  |. 76 02          JBE SHORT cm0102p1.004D1005
004D1003  |. 8BC1           MOV EAX,ECX
004D1005  |> 66:81FE 401F   CMP SI,1F40
004D100A  |. 7E 56          JLE SHORT cm0102p1.004D1062
004D100C  |. 8A4C24 13      MOV CL,BYTE PTR SS:[ESP+13]
004D1010  |. 8A5424 12      MOV DL,BYTE PTR SS:[ESP+12]
004D1014  |. 3ACA           CMP CL,DL
004D1016  |. 7F 4A          JG SHORT cm0102p1.004D1062
004D1018  |. DB4424 30      FILD DWORD PTR SS:[ESP+30]
004D101C  |. 8BD0           MOV EDX,EAX
004D101E  |. 33C9           XOR ECX,ECX
004D1020  |. D1EA           SHR EDX,1
004D1022  |. DC0D C88E9600  FMUL QWORD PTR DS:[968EC8]
004D1028  |. 895424 30      MOV DWORD PTR SS:[ESP+30],EDX
004D102C  |. 894C24 34      MOV DWORD PTR SS:[ESP+34],ECX
004D1030  |. DF6C24 30      FILD QWORD PTR SS:[ESP+30]
004D1034  |. 894424 30      MOV DWORD PTR SS:[ESP+30],EAX
004D1038  |. 894C24 34      MOV DWORD PTR SS:[ESP+34],ECX
004D103C  |. DEC1           FADDP ST(1),ST
004D103E  |. DC25 C08E9600  FSUB QWORD PTR DS:[968EC0]
004D1044  |. DF6C24 30      FILD QWORD PTR SS:[ESP+30]
004D1048  |. DD5C24 30      FSTP QWORD PTR SS:[ESP+30]
004D104C  |. DC5424 30      FCOM QWORD PTR SS:[ESP+30]
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004D1050  |. DFE0            FSTSW AX
004D1052  |. F6C4 41         TEST AH,41
004D1055  |. 74 06           JE SHORT cm0102p1.004D105D
004D1057  |. DDD8            FSTP ST
004D1059  |. DD4424 30       FLD QWORD PTR SS:[ESP+30]
004D105D  |> E8 DE454700     CALL cm0102p1.00945640
004D1062  |> 8BC8            MOV ECX,EAX
004D1064  |. 8B7D 08         MOV EDI,DWORD PTR SS:[EBP+8]
004D1067  |. 0FAFC8          IMUL ECX,EAX
004D106A  |. 8A47 22         MOV AL,BYTE PTR DS:[EDI+22]
004D106D  |. 894C24 30       MOV DWORD PTR SS:[ESP+30],ECX
004D1071  |. C74424 34 0000>MOV DWORD PTR SS:[ESP+34],0
004D1079  |. DF6C24 30       FILD QWORD PTR SS:[ESP+30]
004D107D  |. 84C0            TEST AL,AL
004D107F  |. DC4C24 38       FMUL QWORD PTR SS:[ESP+38]
004D1083  |. DC0D B88E9600   FMUL QWORD PTR DS:[968EB8]
004D1089  |. 74 48           JE SHORT cm0102p1.004D10D3
004D108B  |. 8B4F 1A         MOV ECX,DWORD PTR DS:[EDI+1A]
004D108E  |. 85C9            TEST ECX,ECX
004D1090  |. 74 41           JE SHORT cm0102p1.004D10D3
004D1092  |. 0FBF89 8E00000>MOVSX ECX,WORD PTR DS:[ECX+8E]
004D1099  |. 25 FF000000     AND EAX,0FF
004D109E  |. 0FAFC8          IMUL ECX,EAX
004D10A1  |. B8 398EE338     MOV EAX,38E38E39
004D10A6  |. F7E9            IMUL ECX
004D10A8  |. C1FA 02         SAR EDX,2
004D10AB  |. 8BC2            MOV EAX,EDX
004D10AD  |. 8B4C24 18       MOV ECX,DWORD PTR SS:[ESP+18]
004D10B1  |. C1E8 1F         SHR EAX,1F
004D10B4  |. 03D0            ADD EDX,EAX
004D10B6  |. 0FBFC2          MOVSX EAX,DX
004D10B9  |. 3BC1            CMP EAX,ECX
004D10BB  |. 8BD0            MOV EDX,EAX
004D10BD  |. 7C 02           JL SHORT cm0102p1.004D10C1
004D10BF  |. 8BD1            MOV EDX,ECX
004D10C1  |> 85D2            TEST EDX,EDX
004D10C3  |. 7D 04           JGE SHORT cm0102p1.004D10C9
004D10C5  |. 33C0            XOR EAX,EAX
004D10C7  |. EB 06           JMP SHORT cm0102p1.004D10CF
004D10C9  |> 3BC1            CMP EAX,ECX
004D10CB  |. 7C 02           JL SHORT cm0102p1.004D10CF
004D10CD  |. 8BC1            MOV EAX,ECX
004D10CF  |> 004424 13       ADD BYTE PTR SS:[ESP+13],AL
004D10D3  |> 8A4424 12       MOV AL,BYTE PTR SS:[ESP+12]
004D10D7  |. 8A5424 13       MOV DL,BYTE PTR SS:[ESP+13]
004D10DB  |. 2AC2            SUB AL,DL
004D10DD  |. 04 0A           ADD AL,0A
004D10DF  |. 79 04           JNS SHORT cm0102p1.004D10E5
004D10E1  |. 32C0            XOR AL,AL
004D10E3  |. EB 06           JMP SHORT cm0102p1.004D10EB
004D10E5  |> 3C 14           CMP AL,14
004D10E7  |. 7C 02           JL SHORT cm0102p1.004D10EB
004D10E9  |. B0 13           MOV AL,13
004D10EB  |> 0FBEC8          MOVSX ECX,AL
004D10EE  |. 85DB            TEST EBX,EBX
004D10F0  |. 0FBE91 307F9A0>MOVSX EDX,BYTE PTR DS:[ECX+9A7F30]
004D10F7  |. 895424 30       MOV DWORD PTR SS:[ESP+30],EDX
004D10FB  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D10FF  |. D8C9            FMUL ST,ST(1)
004D1101  |. DC0D 98789600   FMUL QWORD PTR DS:[967898]
004D1107  |. DD5C24 38       FSTP QWORD PTR SS:[ESP+38]
004D110B  |. DDD8            FSTP ST
004D110D  |. 0F84 12010000   JE cm0102p1.004D1225
004D1113  |. 8B4B 57         MOV ECX,DWORD PTR DS:[EBX+57]
004D1116  |. 85C9            TEST ECX,ECX
004D1118  |. 0F84 8F000000   JE cm0102p1.004D11AD
004D111E  |. 8B43 53         MOV EAX,DWORD PTR DS:[EBX+53]
004D1121  |. 85C0            TEST EAX,EAX
004D1123  |. 74 7D           JE SHORT cm0102p1.004D11A2
004D1125  |. 0FBE40 7E       MOVSX EAX,BYTE PTR DS:[EAX+7E]
004D1129  |. 894424 30       MOV DWORD PTR SS:[ESP+30],EAX
004D112D  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1131  |. DC15 90789600   FCOM QWORD PTR DS:[967890]
004D1137  |. DFE0            FSTSW AX
004D1139  |. F6C4 01         TEST AH,1
004D113C  |. 75 0D           JNZ SHORT cm0102p1.004D114B
004D113E  |. DC15 30899600   FCOM QWORD PTR DS:[968930]
004D1144  |. DFE0            FSTSW AX
004D1146  |. F6C4 41         TEST AH,41
004D1149  |. 75 08           JNZ SHORT cm0102p1.004D1153
004D114B  |> DDD8            FSTP ST
004D114D  |. DD05 30899600   FLD QWORD PTR DS:[968930]
004D1153  |> DC05 90789600   FADD QWORD PTR DS:[967890]
004D1159  |. 0FBE43 64       MOVSX EAX,BYTE PTR DS:[EBX+64]
004D115D  |. DC0D 68899600   FMUL QWORD PTR DS:[968968]
004D1163  |. 83E8 02         SUB EAX,2                              ;  Switch (cases 2..3)
004D1166  |. 74 0B           JE SHORT cm0102p1.004D1173
004D1168  |. 48             DEC EAX
004D1169  |. 75 0A           JNZ SHORT cm0102p1.004D1175
004D116B  |. DC0D B08E9600   FMUL QWORD PTR DS:[968EB0]            ;  Case 3 of switch 004D1163
004D1171  |. EB 02           JMP SHORT cm0102p1.004D1175
004D1173  |> DCC0            FADD ST,ST                            ;  Case 2 of switch 004D1163
004D1175  |> 0FBF41 69       MOVSX EAX,WORD PTR DS:[ECX+69]        ;  Default case of switch 004D1163
004D1179  |. 0FAFC0          IMUL EAX,EAX
004D117C  |. 8D0C40          LEA ECX,DWORD PTR DS:[EAX+EAX*2]
004D117F  |. 8D14C8          LEA EDX,DWORD PTR DS:[EAX+ECX*8]
004D1182  |. 0FBF83 8000000>MOVSX EAX,WORD PTR DS:[EBX+80]
004D1189  |. 03D0            ADD EDX,EAX
004D118B  |. 895424 30       MOV DWORD PTR SS:[ESP+30],EDX
004D118F  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1193  |. D9C9            FXCH ST(1)
004D1195  |. DC0D 08899600   FMUL QWORD PTR DS:[968908]
004D119B  |. DEF9            FDIVP ST(1),ST
004D119D  |. E9 96000000     JMP cm0102p1.004D1238
004D11A2  |> DD05 90789600   FLD QWORD PTR DS:[967890]
004D11A8  |. E9 8B000000     JMP cm0102p1.004D1238
004D11AD  |> 8B4B 53         MOV ECX,DWORD PTR DS:[EBX+53]
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004D11B0  |. 85C9            TEST ECX,ECX
004D11B2  |.^74 EE           JE SHORT cm0102p1.004D11A2
004D11B4  |. 0FBE51 7E       MOVSX EDX,BYTE PTR DS:[ECX+7E]
004D11B8  |. 895424 30       MOV DWORD PTR SS:[ESP+30],EDX
004D11BC  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D11C0  |. DC15 90789600   FCOM QWORD PTR DS:[967890]
004D11C6  |. DFE0            FSTSW AX
004D11C8  |. F6C4 01         TEST AH,1
004D11CB  |. 75 0D           JNZ SHORT cm0102p1.004D11DA
004D11CD  |. DC15 30899600   FCOM QWORD PTR DS:[968930]
004D11D3  |. DFE0            FSTSW AX
004D11D5  |. F6C4 41         TEST AH,41
004D11D8  |. 75 08           JNZ SHORT cm0102p1.004D11E2
004D11DA  |> DDD8            FSTP ST
004D11DC  |. DD05 30899600   FLD QWORD PTR DS:[968930]
004D11E2  |> 0FBE43 64       MOVSX EAX,BYTE PTR DS:[EBX+64]
004D11E6  |. 83E8 02         SUB EAX,2                          ;  Switch (cases 2..3)
004D11E9  |. 74 0B           JE SHORT cm0102p1.004D11F6
004D11EB  |. 48              DEC EAX
004D11EC  |. 75 0A           JNZ SHORT cm0102p1.004D11F8
004D11EE  |. DC0D B08E9600   FMUL QWORD PTR DS:[968EB0]          ;  Case 3 of switch 004D11E6
004D11F4  |. EB 02           JMP SHORT cm0102p1.004D11F8
004D11F6  |> DCC0            FADD ST,ST                         ;  Case 2 of switch 004D11E6
004D11F8  |> 0FBE81 8500000>MOVSX EAX,BYTE PTR DS:[ECX+85]      ;  Default case of switch 004D11E6
004D11FF  |. 0FAFC0          IMUL EAX,EAX
004D1202  |. 8D0C40          LEA ECX,DWORD PTR DS:[EAX+EAX*2]
004D1205  |. 8D14C8          LEA EDX,DWORD PTR DS:[EAX+ECX*8]
004D1208  |. 0FBF83 8000000>MOVSX EAX,WORD PTR DS:[EBX+80]
004D120F  |. 03D0            ADD EDX,EAX
004D1211  |. 895424 30       MOV DWORD PTR SS:[ESP+30],EDX
004D1215  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1219  |. D9C9            FXCH ST(1)
004D121B  |. DC0D 08899600   FMUL QWORD PTR DS:[968908]
004D1221  |. DEF9            FDIVP ST(1),ST
004D1223  |. EB 13           JMP SHORT cm0102p1.004D1238
004D1225  |> 6A 03           PUSH 3
004D1227  |. E8 94BD4300     CALL cm0102p1.0090CFC0
004D122C  |. 83C4 04         ADD ESP,4
004D122F  |. 40              INC EAX
004D1230  |. 894424 30       MOV DWORD PTR SS:[ESP+30],EAX
004D1234  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1238  |> DD05 A88E9600   FLD QWORD PTR DS:[968EA8]
004D123E  |. D8E1            FSUB ST,ST(1)
004D1240  |. D9C0            FLD ST
004D1242  |. DEC9            FMULP ST(1),ST
004D1244  |. DC0D 18899600   FMUL QWORD PTR DS:[968918]
004D124A  |. DC0D 988A9600   FMUL QWORD PTR DS:[968A98]
004D1250  |. DC2D 90789600   FSUBR QWORD PTR DS:[967890]
004D1256  |. DC15 80789600   FCOM QWORD PTR DS:[967880]
004D125C  |. DFE0            FSTSW AX
004D125E  |. F6C4 01         TEST AH,1
004D1261  |. 74 0A           JE SHORT cm0102p1.004D126D
004D1263  |. DDD8            FSTP ST
004D1265  |. DD05 80789600   FLD QWORD PTR DS:[967880]
004D126B  |. EB 15           JMP SHORT cm0102p1.004D1282
004D126D  |> DC15 C0899600   FCOM QWORD PTR DS:[9689C0]
004D1273  |. DFE0            FSTSW AX
004D1275  |. F6C4 41         TEST AH,41
004D1278  |. 75 08           JNZ SHORT cm0102p1.004D1282
004D127A  |. DDD8            FSTP ST
004D127C  |. DD05 C0899600   FLD QWORD PTR DS:[9689C0]
004D1282  |> DC4C24 38       FMUL QWORD PTR SS:[ESP+38]
004D1286  |. DD5C24 38       FSTP QWORD PTR SS:[ESP+38]
004D128A  |. D9C0            FLD ST
004D128C  |. D8C9            FMUL ST,ST(1)
004D128E  |. D9C0            FLD ST
004D1290  |. DC0D A08E9600   FMUL QWORD PTR DS:[968EA0]
004D1296  |. DC5C24 38       FCOMP QWORD PTR SS:[ESP+38]
004D129A  |. DFE0            FSTSW AX
004D129C  |. F6C4 01         TEST AH,1
004D129F  |. 74 1A           JE SHORT cm0102p1.004D12BB
004D12A1  |. DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D12A5  |. DC0D E0899600   FMUL QWORD PTR DS:[9689E0]
004D12AB  |. D9C9            FXCH ST(1)
004D12AD  |. DC0D 988E9600   FMUL QWORD PTR DS:[968E98]
004D12B3  |. DEC1            FADDP ST(1),ST
004D12B5  |. DD5C24 38       FSTP QWORD PTR SS:[ESP+38]
004D12B9  |. EB 02           JMP SHORT cm0102p1.004D12BD
004D12BB  |> DDD8            FSTP ST
004D12BD  |> DC0D E8889600   FMUL QWORD PTR DS:[9688E8]
004D12C3  |. DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D12C7  |. D8D9            FCOMP ST(1)
004D12C9  |. DFE0            FSTSW AX
004D12CB  |. F6C4 01         TEST AH,1
004D12CE  |. 74 06           JE SHORT cm0102p1.004D12D6
004D12D0  |. DD5C24 38       FSTP QWORD PTR SS:[ESP+38]
004D12D4  |. EB 02           JMP SHORT cm0102p1.004D12D8
004D12D6  |> DDD8            FSTP ST
004D12D8  |> 8A45 10         MOV AL,BYTE PTR SS:[EBP+10]
004D12DB  |. 84C0            TEST AL,AL
004D12DD  |. 0F84 AD000000   JE cm0102p1.004D1390
004D12E3  |. 85DB            TEST EBX,EBX
004D12E5  |. 74 6A           JE SHORT cm0102p1.004D1351
004D12E7  |. 8B5B 53         MOV EBX,DWORD PTR DS:[EBX+53]
004D12EA  |. 85DB            TEST EBX,EBX
004D12EC  |. 74 63           JE SHORT cm0102p1.004D1351
004D12EE  |.^8B0B            MOV ECX,DWORD PTR DS:[EBX]
004D12F0  |. A1 34F49C00     MOV EAX,DWORD PTR DS:[9CF434]
004D12F5  |. 3BC8            CMP ECX,EAX
004D12F7  |. 75 58           JNZ SHORT cm0102p1.004D1351
004D12F9  |. DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D12FD  |. DC1D 908E9600   FCOMP QWORD PTR DS:[968E90]
004D1303  |. DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D1307  |. DFE0            FSTSW AX
004D1309  |. F6C4 01         TEST AH,1
004D130C  |. 74 39           JE SHORT cm0102p1.004D1347
004D130E  |. DC0D 888E9600   FMUL QWORD PTR DS:[968E88]
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004D1314  |. DC0D 488E9600    FMUL QWORD PTR DS:[968E48]
004D131A  |. DC05 808E9600    FADD QWORD PTR DS:[968E80]
004D1320  |. DC4C24 38        FMUL QWORD PTR SS:[ESP+38]
004D1324  |. DD05 E8889600    FLD QWORD PTR DS:[9688E8]
004D132A  |. D8D9            FCOMP ST(1)
004D132C  |. DFE0            FSTSW AX
004D132E  |. F6C4 41         TEST AH,41
004D1331  |. 75 1A           JNZ SHORT cm0102p1.004D134D
004D1333  |. DDD8            FSTP ST
004D1335  |. C74424 38 0000> MOV DWORD PTR SS:[ESP+38],0
004D133D  |. C74424 3C 0088> MOV DWORD PTR SS:[ESP+3C],40B38800
004D1345  |. EB 0A           JMP SHORT cm0102p1.004D1351
004D1347  |> DC0D D8899600    FMUL QWORD PTR DS:[9689D8]
004D134D  |> DD5C24 38        FSTP QWORD PTR SS:[ESP+38]
004D1351  |> 8B7424 1C        MOV ESI,DWORD PTR SS:[ESP+1C]
004D1355  |. 85F6            TEST ESI,ESI
004D1357  |. 0F84 5C020000   JE cm0102p1.004D15B9
004D135D  |. 8BCE           MOV ECX,ESI
004D135F  |. E8 EC673900     CALL cm0102p1.00867B50
004D1364  |. 85C0           TEST EAX,EAX
004D1366  |. 0F84 4D020000   JE cm0102p1.004D15B9
004D136C  |. DB46 21         FILD DWORD PTR DS:[ESI+21]
004D136F  |. DD4424 38        FLD QWORD PTR SS:[ESP+38]
004D1373  |. D8D9            FCOMP ST(1)
004D1375  |. DFE0            FSTSW AX
004D1377  |. F6C4 01         TEST AH,1
004D137A  |. 74 06           JE SHORT cm0102p1.004D1382
004D137C  |. DDD8            FSTP ST
004D137E  |. DD4424 38        FLD QWORD PTR SS:[ESP+38]
004D1382  |> E8 B9424700     CALL cm0102p1.00945640
004D1387  |. 5F             POP EDI
004D1388  |. 5E             POP ESI
004D1389  |. 5B             POP EBX
004D138A  |. 8BE5           MOV ESP,EBP
004D138C  |. 5D             POP EBP
004D138D  |. C2 1400         RETN 14
004D1390  |> 8B7424 1C        MOV ESI,DWORD PTR SS:[ESP+1C]
004D1394  |. 85F6            TEST ESI,ESI
004D1396  |. 0F84 DA000000   JE cm0102p1.004D1476
004D139C  |. 8B0D 541FDE00    MOV ECX,DWORD PTR DS:[DE1F54]
004D13A2  |. 57             PUSH EDI                                ; /Arg1
004D13A3  |. E8 C8F63F00     CALL cm0102p1.008D0A70                 ; \cm0102p1.008D0A70
004D13A8  |. 85C0           TEST EAX,EAX
004D13AA  |. 0F84 F9000000   JE cm0102p1.004D14A9
004D13B0  |. 33C0           XOR EAX,EAX
004D13B2  |. 33D2           XOR EDX,EDX
004D13B4  |. 66:8B46 2F       MOV AX,WORD PTR DS:[ESI+2F]
004D13B8  |. 66:8B15 922CAE> MOV DX,WORD PTR DS:[AE2C92]
004D13BF  |. 2BC2           SUB EAX,EDX
004D13C1  |. 0FBF56 2D        MOVSX EDX,WORD PTR DS:[ESI+2D]
004D13C5  |. 8D0CC0          LEA ECX,DWORD PTR DS:[EAX+EAX*8]
004D13C8  |. 8D04C8          LEA EAX,DWORD PTR DS:[EAX+ECX*8]
004D13CB  |. 0FBF0D 902CAE> MOVSX ECX,WORD PTR DS:[AE2C90]
004D13D2  |. 8D0480          LEA EAX,DWORD PTR DS:[EAX+EAX*4]
004D13D5  |. 03C2           ADD EAX,EDX
004D13D7  |. 2BC1           SUB EAX,ECX
004D13D9  |. 83F8 01         CMP EAX,1
004D13DC  |. 894424 14        MOV DWORD PTR SS:[ESP+14],EAX
004D13E0  |. 0F8C 01020000   JL cm0102p1.004D15E7
004D13E6  |. 3B5C24 20        CMP EBX,DWORD PTR SS:[ESP+20]
004D13EA  |. 75 29           JNZ SHORT cm0102p1.004D1415
004D13EC  |. 8A4E 3D         MOV CL,BYTE PTR DS:[ESI+3D]
004D13EF  |. 84C9           TEST CL,CL
004D13F1  |. 7E 22           JLE SHORT cm0102p1.004D1415
004D13F3  |. 8A56 35         MOV DL,BYTE PTR DS:[ESI+35]
004D13F6  |. 80E2 3F         AND DL,3F
004D13F9  |. 80FA 02         CMP DL,2
004D13FC  |. 75 34           JNZ SHORT cm0102p1.004D1432
004D13FE  |. 0FBEC9          MOVSX ECX,CL
004D1401  |. 8D14CD 0000000> LEA EDX,DWORD PTR DS:[ECX*8]
004D1408  |. 2BD1           SUB EDX,ECX
004D140A  |. 8D8410 C80000> LEA EAX,DWORD PTR DS:[EAX+EDX+C8]
004D1411  |. 894424 14        MOV DWORD PTR SS:[ESP+14],EAX
004D1415  |> DD4424 38        FLD QWORD PTR SS:[ESP+38]
004D1419  |> DB4424 14        FILD DWORD PTR SS:[ESP+14]
004D141D  |. 3D 5E010000     CMP EAX,15E
004D1422  |. DC0D 788E9600    FMUL QWORD PTR DS:[968E78]
004D1428  |. 7D 14           JGE SHORT cm0102p1.004D143E
004D142A  |. DEC9           FMULP ST(1),ST
004D142C  |. DD5424 38        FST QWORD PTR SS:[ESP+38]
004D1430  |. EB 7B           JMP SHORT cm0102p1.004D14AD
004D1432  |> DD4424 38        FLD QWORD PTR SS:[ESP+38]
004D1436  |. DC0D 68899600    FMUL QWORD PTR DS:[968968]
004D143C  |.^EB DB           JMP SHORT cm0102p1.004D1419
004D143E  |> DC2D 188E9600    FSUBR QWORD PTR DS:[968E18]
004D1444  |. DC15 90789600    FCOM QWORD PTR DS:[967890]
004D144A  |. DFE0            FSTSW AX
004D144C  |. F6C4 01         TEST AH,1
004D144F  |. 74 08           JE SHORT cm0102p1.004D1459
004D1451  |. DDD8            FSTP ST
004D1453  |. D905 708E9600    FLD DWORD PTR DS:[968E70]
004D1459  |> DC15 50899600    FCOM QWORD PTR DS:[968950]
004D145F  |. DFE0            FSTSW AX
004D1461  |. F6C4 41         TEST AH,41
004D1464  |. 75 08           JNZ SHORT cm0102p1.004D146E
004D1466  |. DDD8            FSTP ST
004D1468  |. D905 A8899600    FLD DWORD PTR DS:[9689A8]
004D146E  |> DEF9           FDIVP ST(1),ST
004D1470  |. DD5424 38        FST QWORD PTR SS:[ESP+38]
004D1474  |. EB 37           JMP SHORT cm0102p1.004D14AD
004D1476  |> DD05 A0899600    FLD QWORD PTR DS:[9689A0]
004D147C  |. DD5424 38        FST QWORD PTR SS:[ESP+38]
004D1480  |> 85DB           TEST EBX,EBX
004D1482  |. 0F84 0E010000   JE cm0102p1.004D1596
004D1488  |. 8B5B 53         MOV EBX,DWORD PTR DS:[EBX+53]
004D148B  |. 85DB           TEST EBX,EBX
004D148D  |. 0F84 03010000   JE cm0102p1.004D1596
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004D1493  |. 8B0B            MOV ECX,DWORD PTR DS:[EBX]
004D1495  |. A1 00F39C00     MOV EAX,DWORD PTR DS:[9CF300]
004D149A  |. 3BC8            CMP ECX,EAX
004D149C  |. 75 7F           JNZ SHORT cm0102p1.004D151D
004D149E  |. DC0D B0899600   FMUL QWORD PTR DS:[9689B0]
004D14A4  |. E9 E9000000     JMP cm0102p1.004D1592
004D14A9  |> DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D14AD  |> DC15 A0899600   FCOM QWORD PTR DS:[9689A0]
004D14B3  |. DFE0            FSTSW AX
004D14B5  |. F6C4 40         TEST AH,40
004D14B8  |.^75 C6           JNZ SHORT cm0102p1.004D1480
004D14BA  |. 85DB            TEST EBX,EBX
004D14BC  |. 0F84 D4000000   JE cm0102p1.004D1596
004D14C2  |. 8B43 53         MOV EAX,DWORD PTR DS:[EBX+53]
004D14C5  |. 85C0            TEST EAX,EAX
004D14C7  |.^74 B7           JE SHORT cm0102p1.004D1480
004D14C9  |. 8B00            MOV EAX,DWORD PTR DS:[EAX]
004D14CB  |. 8B0D 34F49C00   MOV ECX,DWORD PTR DS:[9CF434]
004D14D1  |. 3BC1            CMP EAX,ECX
004D14D3  |.^75 AB           JNZ SHORT cm0102p1.004D1480
004D14D5  |. DC15 908E9600   FCOM QWORD PTR DS:[968E90]
004D14DB  |. DFE0            FSTSW AX
004D14DD  |. F6C4 01         TEST AH,1
004D14E0  |. 74 33           JE SHORT cm0102p1.004D1515
004D14E2  |. D9C0            FLD ST
004D14E4  |. DC0D 888E9600   FMUL QWORD PTR DS:[968E88]
004D14EA  |. DC0D 488E9600   FMUL QWORD PTR DS:[968E48]
004D14F0  |. DC05 808E9600   FADD QWORD PTR DS:[968E80]
004D14F6  |. DEC9            FMULP ST(1),ST
004D14F8  |. DD05 E8889600   FLD QWORD PTR DS:[9688E8]
004D14FE  |. D8D9            FCOMP ST(1)
004D1500  |. DFE0            FSTSW AX
004D1502  |. F6C4 41         TEST AH,41
004D1505  |. 0F85 87000000   JNZ cm0102p1.004D1592
004D150B  |. DDD8            FSTP ST
004D150D  |. DD05 E8889600   FLD QWORD PTR DS:[9688E8]
004D1513  |. EB 7D           JMP SHORT cm0102p1.004D1592
004D1515  |> DC0D D8899600   FMUL QWORD PTR DS:[9689D8]
004D151B  |. EB 75           JMP SHORT cm0102p1.004D1592
004D151D  |> 85DB            TEST EBX,EBX
004D151F  |. 74 75           JE SHORT cm0102p1.004D1596
004D1521  |. 8B13            MOV EDX,DWORD PTR DS:[EBX]
004D1523  |. A1 84F49C00     MOV EAX,DWORD PTR DS:[9CF484]
004D1528  |. 3BD0            CMP EDX,EAX
004D152A  |. 75 6A           JNZ SHORT cm0102p1.004D1596
004D152C  |. DC0D E0899600   FMUL QWORD PTR DS:[9689E0]
004D1532  |. DC15 688E9600   FCOM QWORD PTR DS:[968E68]
004D1538  |. DD5424 38       FST QWORD PTR SS:[ESP+38]
004D153C  |. DFE0            FSTSW AX
004D153E  |. F6C4 41         TEST AH,41
004D1541  |. 75 23           JNZ SHORT cm0102p1.004D1566
004D1543  |. DC25 688E9600   FSUB QWORD PTR DS:[968E68]
004D1549  |. DC0D 68899600   FMUL QWORD PTR DS:[968968]
004D154F  |. DC05 688E9600   FADD QWORD PTR DS:[968E68]
004D1555  |. E8 E6404700     CALL cm0102p1.00945640
004D155A  |. 894424 30       MOV DWORD PTR SS:[ESP+30],EAX
004D155E  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1562  |. DD5424 38       FST QWORD PTR SS:[ESP+38]
004D1566  |> DC15 E0889600   FCOM QWORD PTR DS:[9688E0]
004D156C  |. DFE0            FSTSW AX
004D156E  |. F6C4 41         TEST AH,41
004D1571  |. 75 23           JNZ SHORT cm0102p1.004D1596
004D1573  |. DC25 E0889600   FSUB QWORD PTR DS:[9688E0]
004D1579  |. DC0D 68899600   FMUL QWORD PTR DS:[968968]
004D157F  |. DC05 E0889600   FADD QWORD PTR DS:[9688E0]
004D1585  |. E8 B6404700     CALL cm0102p1.00945640
004D158A  |. 894424 30       MOV DWORD PTR SS:[ESP+30],EAX
004D158E  |. DB4424 30       FILD DWORD PTR SS:[ESP+30]
004D1592  |> DD5424 38       FST QWORD PTR SS:[ESP+38]
004D1596  |> 85F6            TEST ESI,ESI
004D1598  |. 74 23           JE SHORT cm0102p1.004D15BD
004D159A  |. 8BCE            MOV ECX,ESI
004D159C  |. DDD8            FSTP ST
004D159E  |. E8 AD653900     CALL cm0102p1.00867B50
004D15A3  |. 85C0            TEST EAX,EAX
004D15A5  |. 74 12           JE SHORT cm0102p1.004D15B9
004D15A7  |. DB46 21         FILD DWORD PTR DS:[ESI+21]
004D15AA  |. DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D15AE  |. D8D9            FCOMP ST(1)
004D15B0  |. DFE0            FSTSW AX
004D15B2  |. F6C4 01         TEST AH,1
004D15B5  |. 74 06           JE SHORT cm0102p1.004D15BD
004D15B7  |. DDD8            FSTP ST
004D15B9  |> DD4424 38       FLD QWORD PTR SS:[ESP+38]
004D15BD  |> E8 7E404700     CALL cm0102p1.00945640
004D15C2  |. 5F              POP EDI
004D15C3  |. 5E              POP ESI
004D15C4  |. 5B              POP EBX
004D15C5  |. 8BE5            MOV ESP,EBP
004D15C7  |. 5D              POP EBP
004D15C8  |. C2 1400         RETN 14
004D15CB  |> 85FF            TEST EDI,EDI
004D15CD  |. 74 18           JE SHORT cm0102p1.004D15E7
004D15CF  |. 8B0D 541FDE00   MOV ECX,DWORD PTR DS:[DE1F54]
004D15D5  |. 6A 01           PUSH 1                              ; /Arg3 = 00000001
004D15D7  |. 57              PUSH EDI                            ; |Arg2
004D15D8  |. 53              PUSH EBX                            ; |Arg1
004D15D9  |. E8 A2F13F00     CALL cm0102p1.008D0780              ; \cm0102p1.008D0780
004D15DE  |. 5F              POP EDI
004D15DF  |. 5E              POP ESI
004D15E0  |. 5B              POP EBX
004D15E1  |. 8BE5            MOV ESP,EBP
004D15E3  |. 5D              POP EBP
004D15E4  |. C2 1400         RETN 14
004D15E7  |> 5F              POP EDI
004D15E8  |. 5E              POP ESI
004D15E9  |. 33C0            XOR EAX,EAX
```

```
004D15EB  |. 5B              POP EBX
004D15EC  |. 8BE5            MOV ESP,EBP
004D15EE  |. 5D              POP EBP
004D15EF  \. C2 1400          RETN 14
```

- - - Updated - - -

i ve found only that

004D0F28 |. 0FBF46 0B MOVSX EAX,WORD PTR DS:[ESI+B]

but even filing it with nop - changed nothing

JosephMe

hi guys, i'm new here. not sure it has been posted here before, but may i ask how to disable third place playoffs game of club world cup (original 3.9.68)? thx for help.

Show 40 post(s) from this thread on one page

Offsets

Printable View

Nick+Co
14-04-20, 08:49 AM

It means return near (that's what the n means) and move the stack pointer (ESP) by that many bytes to clean up the stack (i.e. if you've push'd eax and ecx onto the stack, instead of popping them off in a function to return with the ESP register (aka stack pointer) exactly the same as when it was called, you could call RETN 8).

Bhaalspawn
14-04-20, 08:57 AM

I really try to find out, after using tapanyfied exe, northern ireland fitst division has relegation to lower div and promotion from it. What offset handle the leagues from what league to promote and what to relegate ? I created an easy patch file to change offsets from northern irish leagues to austria (as Saturn's thread: https://champman0102.co.uk/showthrea...361#post442361) everything works, but promotion and relegation i not.

thanks for help me!

Bhaalspawn
14-04-20, 05:53 PM

> Quote:
>
> Originally Posted by **Bhaalspawn** »
>
> *I really try to find out, after using tapanyfied exe, northern ireland fitst division has relegation to lower div and promotion from it. What offset handle the leagues from what league to promote and what to relegate ? I created an easy patch file to change offsets from northern irish leagues to austria (as Saturn's thread: https://champman0102.co.uk/showthrea...361#post442361) everything works, but promotion and relegation i not.*
>
> *thanks for help me!*

I found it:
007EBEAC |> 3B05 E4F39C00 CMP EAX,DWORD PTR DS:[9CF3E4] to CMP EAX,DWORD PTR DS:[nation cf code you want to use]
and
007EBEB4 |. FF35 B8F89C00 PUSH DWORD PTR DS:[9CF8B8] to PUSH value the lower league competition value either in cf, or hex value.

Also i found the northern irish cup replay abolish code in saturn's exe, so you are the best!!

---

toguchi
15-04-20, 12:19 AM

Hi guys! Does anyone have any idea how to enable mouse scrolling in CM 00/01?

Tiax
15-04-20, 01:16 PM

Is it possible to change the system of matches from the Polish League to the Belgian League?

Nick+Co
15-04-20, 11:04 PM

Just a quick brain dump of info from Tapani's patch:

So in a normal 3.9.68 game the player has attributes like any other manager. And key to this is their Current Ability and their Potential Ability. In the original game, these are random and tend to be quite low. And even worse, they never change. This used to, amongst other things, affect the players chance of getting other managerial jobs. The way Tapani fixed this was firstly with this:

Code:
```
005FBAFE  .  60                       PUSHAD
005FBAFF  .  8D7E 36                   LEA EDI,[ESI+36]
005FBB02  .  8D7424 66                 LEA ESI,[ESP+66]
005FBB06  .  6A 18                     PUSH 18
005FBB08  .  59                        POP ECX
005FBB09  .  F3:A4                     REP MOVS BYTE PTR ES:[EDI],BYTE PTR DS:[
005FBB0B  .  61                        POPAD
005FBB0C  .  8B4C24 08                 MOV ECX,DWORD PTR SS:[ESP+8]
005FBB10  .  81F9 0000F000             CMP ECX,0F00000
005FBB16  .  7C 3C                     JL SHORT 005FBB54
```

```
005FBB18  .  8B49 69              MOV ECX,DWORD PTR DS:[ECX+69]          <--- ECX Holds the "Staff" data, +69
holds the pointer to the "Player" data
005FBB1B  .  E3 3D                JECXZ SHORT 005FBB5A
005FBB1D  .  66:C741 04 0100      MOV WORD PTR DS:[ECX+4],1             <--- Make CA = 1 for the player
005FBB23  .  66:C741 06 C800      MOV WORD PTR DS:[ECX+6],0C8           <--- Make PA = 200 for the player
```

But, if we just used this code, the player's PA would be 200, but it's CA would forever stay 1.

So Tapani added this call:

Code:

```
006B5CD7  |.  E8 6CD0F4FF  CALL 00602D48
```

Which fires at the end of each day and recalibrates the players CA based on things like reputation.

After some checks/jumps it then does:

Code:

```
00602C9D  |>  8B7E 69              /MOV EDI,DWORD PTR DS:[ESI+69]          <---- Get player data
00602CA0  |.  85FF                 |TEST EDI,EDI
00602CA2  |.  74 2A                |JZ SHORT 00602CCE
00602CA4  |.  0FB747 08            |MOVZX EAX,WORD PTR DS:[EDI+8]          <---- Get Home Rep
00602CA8  |.  66:0347 0A           |ADD AX,WORD PTR DS:[EDI+0A]
00602CAC  |.  66:0347 0C           |ADD AX,WORD PTR DS:[EDI+0C]
00602CB0  |.  0FB757 04            |MOVZX EDX,WORD PTR DS:[EDI+4]          <--- Get CA
00602CB4  |.  83C0 60              |ADD EAX,60
00602CB7  |.  C1F8 07              |SAR EAX,7
00602CBA  |.  3BC2                 |CMP EAX,EDX
00602CBC  |.  72 03                |JB SHORT 00602CC1
00602CBE  |.  42                   |INC EDX
00602CBF  |.  EB 03                |JMP SHORT 00602CC4
00602CC1  |>  74 0B                |JE SHORT 00602CCE
00602CC3  |.  4A                   |DEC EDX
00602CC4  |>  66:3B57 06           |CMP DX,WORD PTR DS:[EDI+6]            <--- Get PA
00602CC8  |.  /73 04               |JAE SHORT 00602CCE
00602CCA  |.  |66:8957 04          |MOV WORD PTR DS:[EDI+4],DX            <--- Set CA
00602CCE  |>  \83EE 6E             |SUB ESI,6E
00602CD1  |.^ E2 CA                \LOOP SHORT 00602C9D
```

The other function that he added that gets called every day is at 00602CD9 (which I think affects player development). It certainly looks up a player's club details. But not sure on that one yet.

Bhaalspawn
<div align="right">16-04-20, 12:00 PM</div>

bTW if i swap two nations, i swapped Denmark with Hungary, with mass swap etc, all my hungarian staff got the norways and sweden language.
What offset handle that?
I found a Scandinavia offset: 0083941D |. 3B05 C0F29C00 CMP EAX,DWORD PTR DS:[9CF2C0] -denamrk
but that not stop to give two languagaes to Hungarian players after swap.

Auch
<div align="right">16-04-20, 05:32 PM</div>

Fixing the modern formats for Champions League and Europe League would be really good. I hate the second group stage and UEL that was in 2002.

Alan
<div align="right">16-04-20, 05:56 PM</div>

Don't hold your breath. It's been 18 years and the biggest connundrum of them all remains unsolved.

Bhaalspawn
<div align="right">19-04-20, 07:35 AM</div>

I found the offset for northern irish charty shield venue : 0078A16D

0078A16D 6A 04 PUSH EBX - change to PUSH 4 (neutral ground, the national stadium of the nation).
The tricky is to need to copy paste the whole next commands until 0078A1D1 \. C2 1000 RETN 10

Bhaalspawn
<div align="right">19-04-20, 08:03 PM</div>

Golly previously posted some cup fixture venue offsets and values.
Here is is what i found, if it was alread posted sorry.
Northern Irish cup semi final venues offsets:
0078AB14 6A 28 PUSH 40
0078AB24 6A 28 PUSH 80

the 40 and 80 can be changed to 0(home team stadium), 4 (country's national stadium), 40 (biggest stadiums in country that not the national), 28 (random stadiums from country).
Unfortunately the 40 and 80 are change the following line, so you need to copy the next command down to the next retn 10 command and paste behind the changed lines.

MarcoVanBast
<div align="right">23-04-20, 05:02 PM</div>
```

Trying to find offset which answers that in olympic games - under 21 teams participated

## MaxiShagilko

Quote:

Originally Posted by **MarcoVanBast** »

*Trying to find offset which answers that in olympic games - under 21 teams participated*

Does this post help?

https://champman0102.co.uk/showthrea...811#post297811

## MarcoVanBast

Quote:

Originally Posted by **MaxiShagilko** »

*Does this post help?*

*https://champman0102.co.uk/showthrea...811#post297811*

thanks but not really :)

## JosephMe

Quote:

Originally Posted by **JosephMe** »

*hi guys, i'm new here. not sure it has been posted here before, but may i ask how to disable third place playoffs game of club world cup (original 3.9.68)? thx for help.*

anyone can help me with this one?

## Nick+Co

@Joseph: It's probably doable - but not sure anyone has done it before, so doubt anyone can help - so it would mean work to figure it out. What would you want to do that for anyway?

## JosephMe

Quote:

Originally Posted by **Nick+Co** »

*@Joseph: It's probably doable - but not sure anyone has done it before, so doubt anyone can help - so it would mean work to figure it out. What would you want to do that for anyway?*

i just want to make a few minor changes for the original game. for now i'm trying to disable 3rd place playoffs game of confed cup and fifa club world cup because i know it's a bug that made those competitions stop happening somewhere around 2007-2009.

## ®usso

I've got an Austrian league patch pending for release, swapped with the Nortern Irish leagues and with an extended format of 12+16 teams instead of the basic 10+10.

Once i increased the number of teams, the cup doesn't load all teams from the top two tiers. It only loads 8 from the premier and 12 from the first division, always the same ones no matter last year's final position in the db.

Do you have any idea which offsets i'm looking for?

## Tiax

Is it possible to remove the rematch match from the Polish Cup final? How to do it?

## M.C.F.C

Is it possible to run more than once instance of CM0102 at a time? The benchmark .exes made by Tapani make it possible but I'd like to edit my own .exe so that I can run two games parallel to each other. Any idea what offset controls this?

Found the solution here: https://champman0102.co.uk/showthrea...037#post336037

---

## M.C.F.C

07-05-20, 02:52 PM

Does anyone know what offsets control the resolution of the window?

---

## Nick+Co

07-05-20, 02:56 PM

MCFC: It's complicated - but you can see some of it at: https://github.com/nckstwrt/CM0102Pa...tionChanger.cs
The "make portable" option of my patcher will allow multiple instances to run

---

## M.C.F.C

07-05-20, 03:15 PM

Quote:

Originally Posted by **Nick+Co** »

*MCFC: It's complicated - but you can see some of it at: https://github.com/nckstwrt/CM0102Pa...tionChanger.cs*
*The "make portable" option of my patcher will allow multiple instances to run*

Wow that's a lot more complicated than anticipated. Thanks for the insight.

---

## djs_298

07-05-20, 09:56 PM

Quote:

Originally Posted by **saturn** »

*0085B83D CMP WORD PTR DS:[EBX+2],7D3 -> 7D1*

*Wembley is used for English cup finals, playoffs and England internationals from the start of the game.*

**Spoiler!** [ Show ]

*For some reason a couple of England games in late 2002/early 2003 (Euro 2004 qualifers) are played in club grounds (mostly Old Trafford but others too), seems to revert back to Wembley afterwards.*

Sorry for dragging up the old post, but I couldn't find anything else on this.

Would I need to do anything different when starting the game in 1989? I've tried making the change but the Charity Shield and finals are still in Wales in the first season.

---

## Alan

08-05-20, 11:50 AM

7D1 is 2001 in HEX
7D3 is 2003 in HEX
and...
7C5 is 1989

---

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## Offsets

Printable View

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**MarcoVanBast**                                                        09-05-20, 12:19 PM

the moment when you realize that its enough .exe exploring for today :wacko:

[https://i.ibb.co/9s71FSj/001.jpg](https://i.ibb.co/9s71FSj/001.jpg)

---

**utek**                                                               10-05-20, 02:18 PM

Hello good guys! I'm trying to change Turkish league foreign player restrictions. I'm on Mac and using VMware fusion & windows 98, flex and other tools didn't work for me. please help?

---

**dw82**                                                               12-05-20, 01:31 PM

Does anyone know what offsets I'd need to patch/edit to amend the summer transfer window dates in England? The transfer window opens on 1st June in England, I want to change it to 1st July.

---

**fairedinkum**                                                        12-05-20, 01:43 PM

@dw82

This patch has 2 windows in England (the correct ones):-

Summer - July 1st to August 31st
Winter - January 1st to January 31st

0x179c0b 0x5 0x6
0x179c13 0x3 0xff
0x179c14 0x11 0x1f

---

**dw82**                                                               12-05-20, 03:59 PM

> Quote:
> Originally Posted by **fairedinkum** »
> @dw82
>
> This patch has 2 windows in England (the correct ones):-
>
> Summer - July 1st to August 31st
> Winter - January 1st to January 31st
>
> 0x179c0b 0x5 0x6
> 0x179c13 0x3 0xff
> 0x179c14 0x11 0x1f

Thanks man - is this just as simple as copying that code into notepad and applying that as a patchfile using Nick's Patcher? I've done this with a couple of other thing easily enough but just want to check.

Also, on a related note, do you or anyone have any idea why it has been set to 1st June in the latest Saturn patch?

---

**fairedinkum**                                                        12-05-20, 06:13 PM

Yes mate, just save it as a .patch and patch it in using Nick's patcher.

In regards to Saturn's v9 patch I had the correct windows other than it shutting a little earlier in August as it was last season.

---

**Nick+Co**                                                            12-05-20, 06:20 PM

---

## M.C.F.C

The benchmark cm0102.exe that Tapani released ends a manager holiday at a certain date (at the end of a season).

Does anyone know how this was achieved? Is there an offset value that can be changed to achieve it? Or was it done in the save provided?

---

## dw82

Quote:

Originally Posted by **Nick+Co** »

*https://en.wikipedia.org/wiki/Transfer_window <--- this says when the windows are*
*https://nic.hopto.org/open/cm0102/Sa...w%20update.txt <--- this shows why Saturn set the date as he did*

@Nick+Co @fairedinkum

Thanks guys, that's interesting to read why the windows were set as they are in the Saturn patch; I already understood about the early August end, so that you can't buy players in England once the season has kicked off. The opening in early June I guess just seems odd to me bearing in mind that all the other big leagues can't transfer til the 1st July, and more so because even in England transfers aren't actioned until 1st July either, even though the window is technically open before. This is generally due to the fact that, with free transfers at least, you have to wait until the player's contract expires on 30th June, which all players have and is something I've asked Nick if it's possible to patch with regards player contracts.

So in theory what would be a patch just for the changing the **start date** of the English summer transfer window from 1st June to 1st July? And not changing anything else?

---

## Tiax

How to remove groups from the Polish First League?

---

## Nick+Co

@M.C.F.C: Never looked into how that benchmark version was done - but there's numerous ways you could do it. You can look at 0AE2C90 for the current date and hook something onto the end of the function that ends at 006B5CD7 (like the Tapani patches do) to do a check at the end of each day. So you could hook that, check the date, and then do whatever on a specific date.

EDIT: So I had a look just now at what he actually did change when benchmark mode is on, I was pretty close:

Code:

```
From:
004033FE  |.  8D8C24 1C010000        LEA ECX,[LOCAL.63]
To:
004033FE  \.  /EB 54      JMP SHORT 00403454
^ Not sure why he does this little jump?

From:
00544899  |.  8B0A                   MOV ECX,DWORD PTR DS:[EDX]
0054489B  |.  833C88 00              CMP DWORD PTR DS:[ECX*4+EAX],0
0054489F  |.  74 11                  JE SHORT 005448B2
To:
00544899  |.  8B0A          MOV ECX,DWORD PTR DS:[EDX]
0054489B  |.  90            NOP
0054489C  |.  90            NOP
0054489D  |.  90            NOP
0054489E  |.  90            NOP
0054489F  |.  74 11      JZ SHORT 005448B2
^ Not sure why he removes this compare either (I've never run benchmark mode - so don't actually know what it does
:) )

Then we have two little functions he added (he put them in the space he made in the Credits section:

00603685  .  90            NOP
00603686  .  90            NOP
00603687  .  90            NOP
00603688  $  60            PUSHAD
00603689  .  8B0D 983CB600 MOV ECX,DWORD PTR DS:[0B63C98]
0060368F  .  A1 3DB98100  MOV EAX,DWORD PTR DS:[81B93D]
00603694  .  66:3905 922CA CMP WORD PTR DS:[0AE2C92],AX           <--- checking the year
0060369B  .  74 09         JE SHORT 006036A6
0060369D  .  6A 00         PUSH 0                                ; /Arg2 = 0
0060369F  .  6A 00         PUSH 0                                ; |Arg1 = 0
006036A1  .  E8 4A9CFFFF  CALL 005FD2F0                          ; \cm0102.005FD2F0        <---- this is the
call to either go on holiday or stop going on holiday
006036A6  >  61            POPAD
006036A7  .  C3            RETN

----------------

00603718  /$  50           PUSH EAX
00603719  |.  66:B8 9600    MOV AX,96
0060371D  |.  66:3905 902CA CMP WORD PTR DS:[0AE2C90],AX            <---- Checking the date (day of year for
0x96)
00603724  |.  75 05         JNE SHORT 0060372B
00603726  |.  E8 5DFFFFFF  CALL 00603688
```

```
0060372B |> 58         POP EAX
0060372C \. C3         RETN
0060372D    90         NOP
0060372E    90         NOP
0060372F    90         NOP
00603730 /$ 60         PUSHAD
00603731 |. 8B0D 983CB600 MOV ECX,DWORD PTR DS:[0B63C98]
00603737 |. 6A 00      PUSH 0                              ; /Arg2 = 0
00603739 |. 6A 01      PUSH 1                              ; |Arg1 = 1
0060373B |. E8 B09BFFFF CALL 005FD2F0                      ; \cm0102.005FD2F0
00603740 |. 61         POPAD
00603741 \. C2 080F    RETN 0F08

006B5CD7 |. E8 3CDAF4FF CALL 00603718  <---- Then we have the call at end of day as I mentioned in the original
post. It calls the first little function.

From:
0081C06A |. 81C4 080F0000        ADD ESP,0F08
0081C070 |. C3                    RETN
To:
0081C06A |. E8 C176DEFF CALL 00603730
0081C06F |. 90         NOP
^ To call the second little function

009472CD |. 68 10270000         PUSH 2710
to
009472CD |. 68 01000000 PUSH 1
^ To speed the game up as much as possible (Speed hack = MAX basically)
```

There that's all the changes benchmark mode makes :)

GFRay

When you start a game on ODB (.60 or .68) the teams DO NOT get season tickets income for the first season whilst on the saturn patches they do start generating season ticket income.

Does anyone know the offsets or the code that I need to change on a .68 .exe to turn on the season ticket income for the first season?

M.C.F.C

Quote:

Originally Posted by *Nick+Co* »

Spoiler! Show

Incredible stuff. Will look to implement them in to my own .exe :D

Nick+Co

@GFRay: Alan already got me to look into that one:
https://champman0102.co.uk/showthrea...351#post479351
^ The posts from there should give you the answer you need

---

tonytony

Quote:

Originally Posted by *MarcoVanBast* »

the moment when you realize that its enough .exe exploring for today :wacko:

[https://i.ibb.co/9s71FSj/001.jpg]

Could this be done on the player stats screen? I see **Nick+Co** added the hidden attributes in a new column, which is impressive but isn't for me personally.

MarcoVanBast

Quote:

Originally Posted by *tonytony* »

Could this be done on the player stats screen? I see **Nick+Co** added the hidden attributes in a new column, which is impressive but isn't for me personally.

Thought about the same when i saw Nick hidden atts (useless for me, but interesting in terms of coding)

well, in theory, and if Nick have time - i think its an option to make facepacks for cm0102.

1) Make extra column (what nick already done)
2) Make game load .his (written history bmp file which is connected to player) in that area

but i am afraid it is plenty of coding, and much more difficult than hidden attributes

---

morais

19-05-20, 07:33 PM

This problem was problably already covered here. I gave a quick look and didn't find something about this, however...

There is a possibility of enable relegation in Irish First Division (second level of their football tier)??

---

clipeus

20-05-20, 07:43 AM

> Quote:
>
> *Originally Posted by **MarcoVanBast** »*
>
> *the moment when you realize that its enough .exe exploring for today :wacko:*
>
> *[https://i.ibb.co/9s71FSj/001.jpg]*

great work!!!
Marco do u ever tried to change serie C in Lega Pro?

other question :)

nobody has the offsets to change italian league structure? or how can identify them?
the index search in the first post doesn't work

---

clipeus

24-05-20, 06:39 PM

other questions....

if i don't find the offset to change the number of club and fixtures of a lower division (italian c2 and portugal lower) maybe they are the default one... but how can i find them?
someone can help me?
where is the default block of informations ?

---

clipeus

31-05-20, 12:28 PM

ok ok always me....

i tried to change chinese structure from 16 to 18 teams, changed number of fixture but league load with 3 games already played
how can i fix the date?

thanks a lot
Marco

i follow the guide, but i don't understand the difference about increasing fixture and changing fixture... when the first and when the second?

---

clipeus

02-06-20, 05:19 PM

> Quote:
>
> *Originally Posted by **djole2mcloud** »*
>
> *16th and 15th should relegate directly,14th should go to play of... (18th and 17th direct relegation,16th in play off with 18 teams)*
> *now 16th club instead of relegating directly goes to play off along with 3rd div clubs...wins playoff and stays in div 2...*
> *BL and CL command are related to some number somewhere in code right?*

so if i want to relegate directly 2 teams i've to put CL, 1 BL, 4 DL but 3????
i wanna have 3 direct relegations plus 1 on playout... how can i do this? (italian serie B) DONE

now how can i have the playout on the schedule?

M.C.F.C

12-06-20, 09:45 AM

> Quote:
>
> *Originally Posted by **Zé** »*
>
> *Has anybody ever found the remaining colour offsets?*
>
> *The main one I am looking for is the text colour. At the moment we are stuck to skinning the game with dark colours due to the text being white.*

Does anyone know where the original colour offsets are listed?

Nick+Co

@MCFC: We have what John Locke provided in his Flex 2 source code if that's any use.
i.e.

Code:

```
                    offsets.put(CMColors.MENU_BACKGROUND,      new Integer[]{0x1e4587+1, 0x1e457e+1, 0x1e4576+1});
                    offsets.put(CMColors.BIG_BUTTONS,          new Integer[]{0x1e4771+1, 0x1e476c+1,
0x1e4767+1});
                    offsets.put(CMColors.MAIN_BUTTONS,          new Integer[]{0x1ed7ac+1, 0x1ed7aa+1,
0x1ed7a6+1});
                    offsets.put(CMColors.MAIN_BUTTONS2,         new Integer[]{0x1e4713+1, 0x1e4711+1,
0x1e470f+1});
                    offsets.put(CMColors.SQUAD_POS_BOX,         new Integer[]{0x1e4700+1, 0x1e46fe+1,
0x1e46f9+1});
                    offsets.put(CMColors.SQUAD_POS_BOXES,      new Integer[]{0x499ed6+1, 0x499ed4+1, 0x499ed0+1});
                    offsets.put(CMColors.SQUAD_POS_BAR,        new Integer[]{0x1e4683+1, 0x1e4681+1,
0x1e467f+1});
                    offsets.put(CMColors.MISC_BOX,              new Integer[]{0x1e4742+1, 0x1e4740+1,
0x1e473e+1});
                    offsets.put(CMColors.TEXT_COLOR1,         new Integer[]{0x1e46b5+1, 0x1e46b0+1,
0x1e46ab+1});
                    offsets.put(CMColors.GK_SHIRTS,            new Integer[]{0x499EFF+1, 0x499EFA+1,
0x499EF6+1});
                    offsets.put(CMColors.TEXT_COLOR2,         new Integer[]{0x1E47AC+1, 0x1E47A7+1,
0x1E47A2+1});
                    offsets.put(CMColors.INF_BACKGROUND,      new Integer[]{0x1E47C2+1, 0x1E47C0+1, 0x1E47BE+1});
```

Auch

Could someone fix so the new Champions league and Europa league fixtures? Like the group stages in Europa league for instance? Also if it´s possible add the new numbers from 1-99 not 55 on squad numbers on players. And also add league cup tournament on Portuguese league?

clipeus

Quote:

> Originally Posted by **Auch** »
>
> *Could someone fix so the new Champions league and Europa league fixtures? Like the group stages in Europa league for instance? Also if it´s possible add the new numbers from 1-99 not 55 on squad numbers on players. And also add league cup tournament on Portuguese league?*

sorry Auch... at the moment champions and europa league cannot be fixed...

Show 40 post(s) from this thread on one page

Offsets

Printable View

And1
20-06-20, 07:36 PM

When starting in 2019, Confederations Cup always get played that year and then 2023 etc. Did the changes in this thread with having it every four year and so on, but is it possible to have it 2021, 2025 and so on? Or disable it totally as its not played anymore.

Nick+Co
21-06-20, 09:19 AM

Saturn made a patch for turning it off in v8 (and in v6 for changing what years it runs). Using my patcher, go into Tools -> Misc Patches -> Saturn Patches v8 and you'll see Confederations Cup disable.patch

---

Nick+Co
01-07-20, 11:42 AM

Some interesting offsets regarding work permits:

Code:
```
008C7BE4  |.  66:817E 0D 3421      CMP WORD PTR DS:[ESI+0D],2134            <---- Check World
Reputation to see if over 8500
008C7BEA  |.^ 0F8F 1DFEFFFF        JG 008C7A0D
008C7BF0  |>  8B4424 30            MOV EAX,DWORD PTR SS:[ARG.3]
008C7BF4  |.  85C0                 TEST EAX,EAX
008C7BF6  |.  74 0D                JZ SHORT 008C7C05
008C7BF8  |.  8178 0C B7880000     CMP DWORD PTR DS:[EAX+0C],88B7           <----- Check if the wage is
over 34,999
008C7BFF  |.^ 0F8F 08FEFFFF        JG 008C7A0D
```

^ This code checks if the wage is 35,000 or more (of if World Rep is over 8500). If it is, then the work permit will go through.

Code:
```
008C31C4  |.  6A 07                PUSH 7                    ; |/Arg1 = 7                <----
Argument for Random function (i.e. pick a number between 0-6)
008C31C6  |.  C647 2C 0A           MOV BYTE PTR DS:[EDI+2C],0A    ; ||
008C31CA  |.  E8 F1D00400          CALL 0090CFC0                 ; |\cm0102.0090CFC0     <-------
This is the Random function. Called each time CM0102 wants a random number
008C31CF  |.  83C4 04              ADD ESP,4                     ; |
008C31D2  |.  04 12                ADD AL,12                     ; |                <------- Add
0x12 (18) to the random number received. This is the total number of days.
```

^ This code calculates the number of days until you hear if the work permit went through or not

Was thinking about changing this to keep work permits in, but make them less annoying. Like maybe make it take a fortnight each time and have a 50/50 chance of going through regardless of wage. Not sure yet.

EDIT: D'oh - Saturn + JL had already worked out most of this at: https://champman0102.co.uk/showthrea...713#post219713

---

djs_298
01-07-20, 08:25 PM

I seem to remember the .68 patch 'hard coding' the qualifiers and group stage fixtures for the 2002 world cup in. Is it possible to do this for another tournament in the same way, and if so, how would I go about it?

Ideally i'd like to replay Euro 96 on the 95/96 season update.

MadScientist
09-07-20, 07:22 PM

Quote:

Originally Posted by **Nick+Co** »

0090CFC0 <------- This is the Random function. Called each time CM0102 wants a random number

Nice finding.

THat gave me an idea for a side project> remove randomness from the game (like, if you go holiday mode for several seasons you would get

identical results as if you repeat the same test again and again). Thats most for fun but would be helpful for doing some experiments so would remove the random factor from the experiments.

So I noticed the 0090CFC0 random function relies on two things: it uses the C lib rand() function, but it also reads some random memory addresses that are filled with garbage that is used in the randomness.

So I found the C lib srand (009469FA) and rand (00946A04) functions. I changed it to use a fixed random seed, instead of using the current local time. And I also removed the logic for using those garbage memory addresses.

That worked, I holidayed a month in the future, then closed the game, then holidayed again 1 month, and all the match results, transfers, injuries, etc, everything was identical.

However there was a bug, after a month it enters an infinite loop, because there are some silly functions which do basically:

Code:

```
while (getRandomNumber(10) != 5)
```

As the random number will always be the same from the same input, it stays in infinite loop :)

When I find all the places which does this silly thing I can get a stable version.

Actually a better way to remove randomness from the game would be if I could store the garbage memory address and random seed in the savegame file and then load it again when savegame loaded, this way the random number would be different from the same inputs but still would cause all repetitions of holidays to be identical (I tested it with in memory hacks and it worked, but i dont know how to save/read to savegame file)

---

jukilo1888

Hey guys,

Couple of questions:

1- With the bidding to host either the Euros or the WC and the bidding is dual is it possible to make it just a single country to bid? Let's say for example Scotland/Wales and make it just Scotland? And what about the the other way: Scotland to Wales/Scotland?

2- Regarding the Champions League and Uefa Cup venues for the finals. Can we set them for the years to come? Or is it completely random? Because the game always seems to pick the same places so I assume this is coded somewhere. I'm having lots of fun editing the 1989 update and would like to add this to the exe.

Nick+Co

@jukilo1888: For question 1 - yes it is possible. My notes on this are rubbish and based on when I was doing it for the '93 00/01 version. But as far as I can tell from my notes, there's a flag that gets set while setting the host and it can be 0xFD or 0xFE and that states whether it is dual host or not. Not much use I know! But hopefully might give you a clue while stepping through the code. I might try it out today and write some notes up here on how to do it.

---

jukilo1888

@Nick: When I was setting Italy to be the single organizer of the 1990, using what JL wrote in his thread, I wrote something you did in your 93 exe. As this was a co-host (Japan and South Korea) I changed the South Korea value to put the Italy one and with Japan I wrote MOV ECX, -1 and it worked that way.

But when I tried to do the same for the 1996 Euros for the co-host bidding, Olly simply said "no room for this command" and I had to leave it with Scotland and England. And set the other 2 bids as England. Maybe this is because the hosts aren't set yet in this case and the game still needs to go through the bidding process.

So that's why I was wondering if it would be possible to put a single bid instead of a dual.

This is just a small detail as the exe is perfect for me as it is but I think it would be nice to know if folk would like to do other retro DB.

Nick+Co

@jukilo1888: Ahh I understand the bit you are trying to change. From your '89 exe:

Code:

```
005F9CE5  |.  8B0E                 MOV ECX,DWORD PTR DS:[ESI]
005F9CE7  |.  8B15 5CF49C00        MOV EDX,DWORD PTR DS:[9CF45C]          <---- Scotland (as per the
original)
005F9CED  |.  8991 5A010000        MOV DWORD PTR DS:[ECX+15A],EDX
005F9CF3  |.  8B06                 MOV EAX,DWORD PTR DS:[ESI]
005F9CF5  |.  8B0D E4F29C00        MOV ECX,DWORD PTR DS:[9CF2E4]          <---- You've changed this
to England now
005F9CFB  |.  8988 5E010000        MOV DWORD PTR DS:[EAX+15E],ECX
005F9D01  |.  8B16                 MOV EDX,DWORD PTR DS:[ESI]
005F9D03  |.  A1 E4F29C00          MOV EAX,DWORD PTR DS:[9CF2E4]          <---- You've changed this
to England now
005F9D08  |.  8982 62010000        MOV DWORD PTR DS:[EDX+162],EAX
005F9D0E  |.  8B0E                 MOV ECX,DWORD PTR DS:[ESI]
005F9D10  |.  89B9 66010000        MOV DWORD PTR DS:[ECX+166],EDI
005F9D16  |.  8B16                 MOV EDX,DWORD PTR DS:[ESI]
005F9D18  |.  A1 E4F29C00          MOV EAX,DWORD PTR DS:[9CF2E4]          <---- You've changed this
to England now
005F9D1D  |.  8982 6A010000        MOV DWORD PTR DS:[EDX+16A],EAX
005F9D23  |.  8B0E                 MOV ECX,DWORD PTR DS:[ESI]
005F9D25  |.  89B9 6E010000        MOV DWORD PTR DS:[ECX+16E],EDI
005F9D2B  |.  8B16                 MOV EDX,DWORD PTR DS:[ESI]
005F9D2D  |.  889A 72010000        MOV BYTE PTR DS:[EDX+172],BL
```

The patch I just tried was:

Code:

```
005F9CE7    C781 5A010000 3D000000    MOV DWORD PTR DS:[ECX+15A],3D    <---- 3D is the number that's held
at [9CF2E4] and is the ID for England (done this way to save byte space)
005F9CF1    B3 FD                     MOV BL,0FD                      <---- BL is currently, 0xFE, needs to be
changed to 0xFD for single host
005F9CF3    C781 5E010000 FFFFFFFF    MOV DWORD PTR DS:[ECX+15E],-1    <---- Move -1 into this rather
than Scotland
005F9CFD    90                        NOP
005F9CFE    90                        NOP
005F9CFF    90                        NOP
005F9D00    90                        NOP
```

Should do what you need.

---

jukilo1888

13-07-20, 01:21 PM

@Nick: thank you so much!! I'll put it in Olly and apply it to exe. I feel like a kid in a candy shop, discovering all this amazing new things and learning how much the exe can be modified. Lots of trials and errors but that's the fun of it.

---

nik21

30-07-20, 10:10 AM

Does anybody know how i can make greek national A division matches to be separated in Saturday and Sunday and NOT only Sunday?

For example,i want 3 matches to be played in Saturday and for matches to be played in Sunday

---

David00C

03-09-20, 02:40 AM

Hello

Anyone have the offset for the Turkish Premier Division prize money? I can only find the tv money at :008FDF5F

Thanks

---

totallyaddicted

08-09-20, 09:38 AM

Hi guys just a couple of questions is there any way to re activate the cup winners cup competition?

Thank you

Ratio

08-09-20, 06:48 PM

Nick, is there a way to set at zero, I mean: no relegations at all in the bottom of Italian serie c1? and making Serie c2 a level WITHOUT promotions and relegations?
Thank you.

John Locke

14-09-20, 04:56 PM

Quote:

Originally Posted by **Nick+Co** »

Been wanting to do this one for ages. Anyone else get annoyed by this when you want to compare two players?:

https://i.imgur.com/y5fMRtC.png

This patch gets rid of this screen so you don't get asked if you really want to set a player for comparison.

Code:

```
004F4210: 81 C3
004F4211: EC 90
004F4212: 9C 90
004F4213: 01 90
004F4214: 00 90
004F4215: 00 90
004F4598: 75 EB
004F45AF: 6A 53
004F45B0: 01 90
004F45D1: 66 50
004F45D2: 83 6A
004F45D3: FE 01
004F45D4: FF B9
004F45D5: 74 50
004F45D6: 25 44
004F45D7: 0F B7
004F45D8: BF 00
004F45D9: C2 E8
004F45DA: 0F 32
```

```
004F45DB: BF AA
004F45DC: CE F0
004F45DD: 8D FF
004F45DE: 14 89
004F45DF: 40 C3
004F45E0: 8B 58
004F45E1: C1 EB
004F45E2: C1 B7
004F45E3: E0 90
004F45E4: 05 90
```

Nice.

Can you do something similar for adding/removing some from the shortlist? And sending a scout to watch the player? And the confirmation screen to confirm trial invites?

Speaking of trial invites, could they default to 1 week in duration rather than 2 weeks?

John Locke

Original:
006A88BB 75 1A JNZ SHORT cm0102.006A88D7
006A88BD 80FB 05 CMP BL,5
006A88C0 74 15 JE SHORT cm0102.006A88D7
006A88C2 6A 0C PUSH 0C

Modified:
006A88BB 90 NOP
006A88BC 90 NOP
006A88BD |. 80FB 05 CMP BL,5
006A88C0 90 NOP
006A88C1 90 NOP
006A88C2 6A 00 PUSH 0

Result: the club agreed with my request to expand the stadium which they were otherwise refusing.

I don't know exactly how it works. The NOPs are needed to ensure the PUSH instruction happens.

_____

Edit: or not, the stadium expansion never happened when I holidayed the game. :(

---

septimus

Free transfers after the summer window is closed are posiible only in Italy....

Why doesn't it work in other European leagues?

And1

Quote:

Originally Posted by **JohnLocke** »

SUBSTITUTIONS

NAMED

00401B2E - African Nations Cup
00405708 - Argentinian Premier
00407EE5 - Argentinian Second
0040ABB9 - Asia Club Championship
0040CC69 - Asia Cup Winners Cup
0040F53C - Asia Nations Cup
004106B9 - Asian Super Cup
00411D70 - Australian NSL
0041DD91 - Begian First
0041F081 - Belgian Second
00422794 - Belgian Third
004259F5 - Brazilian Champions Cup
*00427501 - Brazilian Cup **
*00427ED3 - Brazilian Cup **
0042A625 - Brazilian First
0042CBF9 - Brazilian Second
0042DED5 - Brazilian Third
0043107E - Brazilian Central State Championship
0043234F - Brazilian Gaúcho State Championship
004336CF - Brazilian Goiás State Championship
0043803F - Brazilian Paraná State Championship
004394AF - Brazilian Pernambucco State Championship
0043A67E - Brazilian Rio State Championship
0043BCF2 - Brazilian Santa Catarina State Championship
0051497A - Croatian A1
00515E7C - Croatian A2A

00516F9A - Croatian A2B
005174E9 - Croatian Cup
00550A8C - Danish Cup *
0055516D3 - Danish Cup *
00552437 - Danish First
00553A89 - Danish Premier
0056AAB5 - Englsih Auto Cup
0056C317 - English Conference Cup
0056D3E9 - English Charity Shield
0056EE5A - English Conference
00572E0D - English First (now Championship)
00574C03 - English Premier
005767FE - English Second (now First)
00578159 - English Third (now Second)
0057A16E - European Super Cup
0057B6B5 - European Championships
0057E976 - European Champions League Qualifiers
0058383F - European Champiosn League
0058BE1B - Fifa Confederations Cup
005922B9 - Finnish Cup
00593C06 - Finnish First
00595CFA - Finnish Premier
005BC489 - French First
005BF134 - French Second
005D8C89 - German Cup
005DB489 - German First
005DC1AA - German League Cup
005DCBA3 - German Regional
005DF477 - German Second
005E1354 - Gold Cup
005E88F5 - Greek Cup
005EAF26 - Greek Premier
005EBE74 - Greek Second
005EC0A9 - Greek Super Cup
005F34AB - Dutch Cup
005F63D2 - Dutch First
005F85F2 - Dutch Premier
006320ED - Inter American Cup
0063301E - Intertoto Cup
00634109 - Irish Challenge Cup
00635B1D - Irish First
00636509 - Irish Leinster Cup
00636E25 - Irish League Cup
00638809 - Irish Munster Cup
0063A98B - Irish Premier
0063AD21 - Irish Super Cup
0063C64D - Italian C1 Super
0063CC95 - Italian Serie C Cup
0063E955 - Italian Cup
006416D6 - Italian Serie A
00646938 - Italian Serie B
0064B803 - Italian Serie C1A
0064F9CA - Italian Serie C1B
00653C23 - Italian Serie C2A
006580E3 - Italian Serie C2B
0065C271 - Italian Serie C2C
0065F6DD - Italian Super Cup
00661D99 - Japanese Emporer's Cup
006636BB - Japanese J1
006651CD - Japanese J2
006653E9 - Japanese J Cup
0066BD46 - Korean League
0066BF55 - Korean League Cup
0066D885 - Korean Super Cup
0078C7D5 - Northern Irish League Cup
0078F089 - Norwegain Cup
00790B7E - Norwegian First
0079278C - Norwegian Premier
0079970E - Oceania Nations Cup
007A02AE - Olympic Games
007C7DE9 - Polish Cup
007C9716 - Polish First
007CA5BC - Polish League Cup *
007CB1B3 - Polish League Cup *
007CBFE4 - Polish Second
007CC985 - Polish Super
007CF9C0 - Portuguese Premier
007D1742 - Portuguese Second
007D268B - Portuguese Second B
007E9279 - Russian Cup
007EA89E - Russian First
007EB7DA - Russian Premier
007EC9E9 - Scottish Challenge Cup
007ED379 - Scottish FA Cup
007EEEE9 - Scottish First
007EFA49 - Scottish League Cup
007F2A43 - Scottish Premier
007F4014 - Scottish Second
007F4F9C - Scottish Third
0084CBF9 - Spanish Cup
0084FE8F - Spanish First
00853811 - Spanish Lower
00855D66 - Spanish Second
00856F74 - Spanish Second B

00858719 - Spanish Super Cup
0088CC1D - Swedish Cup
0088F136 - Swedish First
008905DC - Swedish Premier
008BF3B1 - nothing
008FC419 - Turkish Cup
008FE020 - Turkish First
008FF312 - Turkish Second
009004DF - Tukish Second B
0090234E - Uefa Cup
0090F292 - World Cup African League
00911C61 - World Cup Asian League
00919265 - World Cup European League
0091ED6C - World Cup Oceania Group
009210FC - World Cup South American Group
00925CD1 - Conference North / Welsh Premier
00925EE5 - Welsh League Cup
00927845 - Welsh Premier Cup
00929C1C - World Club Championships
0092B51E - World Club Cup
0092D28C - World Cup

ALLOWED

0040AB6D - Asian Club Championship
0040CC6D - Asian Cup Winners Cup
004106BD - Asian Super Cup
0041D0BE - Belgian FA Cup
0041DD95 - Belgian First
0041F085 - Belgian Second
004259F1 - Brazilian Champions Cup
00427505 - Brazilian Cup
00427ED7 - Brazilian Cup
005174ED - Croatian Cup
00550A90 - Danish Cup
005516D7 - Danish Cup
0056AAB9 - English Auto Cup
0056D3ED - English Charity Shield
005922BD - Finnish Cup
005D8C8D - German Cup
005DC1AE - German League Cup
005DCBA7 - German Regional
005E88F1 - Greek Cup
005EC0AD - Greek Super Cup
005F34A7 - Dutch Cup
006320F1 - Inter American Cup
0063410D - Irish Challenge Cup
0063650D - Irish Leinster Cup
00636E21 - Irish League Cup
0063880D - Irish Munster Cup
0063AD25 - Irish Super Cup
0063C649 - Italian Serie C1 Super Cup
0063CC91 - Italian Serie C Cup
0063E951 - Italian Cup
006416DA - Italian Serie A
0064693C - Italian Serie B
0065F6D9 - Italian Super Cup
00661D9D - Japanese Emporer's Cup
006653ED - Japanese J Cup
0066BF51 - Korean League Cup
0066D889 - Korean Super Cup
0078C7D1 - Northern Irish League Cup
0078F08D - Norwegian Cup
007C7DED - Polish Cup
007C971A - Polish First
007CA5C0 - Polish League Cup *
007CB1B7 - Polish League Cup *
007CC989 - Polish Super Cup
007D268F - Portuguese Second B
007E927D - Russian Cup
007EC9ED - Scottish Challenge Cup
007ED37D - Scottish FA Cup
007EFA4D - Scottish League Cup
0084CFBD - Spanish Cup
0085871D - Spanish Super Cup
0088CC21 - Swedish Cup
008fC41D - Turkish Cup
0090F296 - World Cup African Group
00911C65 - World Cup Asian Group
00914A72 - World Cup CONCACAF Group
00925EE1 - Welsh League Cup
00927841 - Welsh Premier Cup

Those marked with a * indicate they appear twice but I don't know why. Possibly because the competition has two stages which can be edited independently?

Did see this now, and after todays news that you can name 12 subs and use 5 for the rest of the season in CL and EL, is it possible to find the allowed code for European CL and Uefa Cup to change from 3 to 5 subs used?

David00C

Hello

I am trying to change the start year of the FIFA WCC in the .68 version.

I change this offset : 009291B2 |. 66:3D CE07 |CMP AX,7D1

but i can only have it start in odd years, never in even years.

Can anyone help me if i want it to start in 2002 or 2000?

Thank you

John Locke

Quote:

Originally Posted by **And1** »

Did see this now, and after todays news that you can name 12 subs and use 5 for the rest of the season in CL and EL, is it possible to find the allowed code for European CL and Uefa Cup to change from 3 to 5 subs used?

0058383F |. C646 49 07 MOV BYTE PTR DS:[ESI+49],7
00583843 |. 8846 4A MOV BYTE PTR DS:[ESI+4A],AL

Subs allowed is hard-coded as AL, so changing it isn't as simple as editing a number. Try this (untested, but it looks right to me):

0058383F 66:C746 49 0905 MOV WORD PTR DS:[ESI+49],509
00583845 90 NOP

This is using a useful hack of setting a 1 byte location with a 2 byte (WORD) value - which forces the extra byte to go into the next byte, luckily for us the two values are adjacent. Geek bit - notice how the assembly instruction uses '509' but the actual bytes are '0905' - this is because numbers are 'little endian' and we want +49 to be 9 subs and +4A to be 5 allowed subs.

Golly

Quote:

Originally Posted by **David00C** »

Hello

I am trying to change the start year of the FIFA WCC in the .68 version.

I change this offset : 009291B2 |. 66:3D CE07 |CMP AX,7D1

but i can only have it start in odd years, never in even years.

Can anyone help me if i want it to start in 2002 or 2000?

Thank you

Click Here

John Locke

Sedgeford code bits (I was bored).

00805768 |. A1 6423AE00 MOV EAX,DWORD PTR DS:[AE2364]

[AE2364] stores the number of staff in the game

00805782 |. BF A0000000 MOV EDI,0A0
00805787 |. BE 8C000000 MOV ESI,8C

EDI = 160 (used later as DI)
ESI = 140 (used later as SI)

0080579B |> 8B45 61 |MOV EAX,DWORD PTR SS:[EBP+61]

accesses the person's player data (pointer)

008057A2 |. 66:3978 07 |CMP WORD PTR DS:[EAX+7],DI

Compares player's PA to DI (160)

008057A8 |. 66:3970 05 |CMP WORD PTR DS:[EAX+5],SI

Compares player's CA to SI (140)

008057AE |. 8B45 39 |MOV EAX,DWORD PTR SS:[EBP+39]

EAX = player.club (pointer)

008057B3 |. 75 0C |JNZ SHORT cm0102.008057C1

NOP this and 'Sedgeford' will return employed as well as unemployed players.

All untested.

David00C

Quote:

> Originally Posted by **Golly** »
>
> Click Here

Thank you, but still no luck. I change the date in the offset you indicate in that post : 009291B2 |. 66:3D CE07 |CMP AX,7D1

and can have it started in 2001 2003 2005 etc but never in even years

---

jukilo1888

Quote:

> Originally Posted by **David00C** »
>
> Thank you, but still no luck. I change the date in the offset you indicate in that post : 009291B2 |. 66:3D CE07 |CMP AX,7D1
>
> and can have it started in 2001 2003 2005 etc but never in even years

Try this: https://champman0102.co.uk/showthread.php?t=7649

Change only what's in red.

MarcoVanBast

can any1 reminds me how date (day manth) counts in cm0102?

i want to make function cmp (before december) => my code - else - act as normal

---

Show 40 post(s) from this thread on one page

All times are GMT +1. The time now is **01:15 PM**.

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Offsets

Printable View

MarcoVanBast   18-10-20, 10:09 PM

Can any1 explain what ST(1)...ST(6) means?

i find that player value stack in ST(6) but couldnt find it anywhere around code, only ST(1)

John Locke   19-10-20, 12:02 AM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
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>
> *i want to make function cmp (before december) => my code - else - act as normal*

IIRC, dates are stored as: 2 bytes for day of year (0-364), 2 bytes for year, then 4 bytes for something I don't remember - in the back of my mind it is something to do with leap years (I recall thinking it was very inefficient, as 1 byte would suffice for that).

John Locke   19-10-20, 12:25 AM

> Quote:
>
> Originally Posted by **MarcoVanBast** »
>
> *Can any1 explain what ST(1)...ST(6) means?*
>
> *i find that player value stack in ST(6) but couldnt find it anywhere around code, only ST(1)*

Means nothing to me.

If it helps, here are all matches for "ST(6)" in the exe.

```
009505C8 . D9CE FXCH ST(6)
009505E7 . D9CE FXCH ST(6)
009505F2 . D9CE FXCH ST(6)
00950656 . D9CE FXCH ST(6)
00950666 . D9CE FXCH ST(6)
0095067A . D9CE FXCH ST(6)
00950685 . D9CE FXCH ST(6)
0095069C . D9CE FXCH ST(6)
009506AC . D9CE FXCH ST(6)
009506B9 . D9CE FXCH ST(6)
009506C4 . D9CE FXCH ST(6)
009506CE . D9CE FXCH ST(6)
009506D8 . D9CE FXCH ST(6)
009506E6 . D9CE FXCH ST(6)
009506F0 . D9CE FXCH ST(6)
```

MarcoVanBast   19-10-20, 12:36 PM

> Quote:
>
> Originally Posted by **John Locke** »
>
> *IIRC, dates are stored as: 2 bytes for day of year (0-364), 2 bytes for year, then 4 bytes for something I don't remember - in the back of my mind it is something to do with leap years (I recall thinking it was very inefficient, as 1 byte would suffice for that).*

big thanks John

---

footballer   21-10-20, 12:37 PM

After a bit of time experimenting with Olly (I'm a complete amateur with it and just going by searching for coding that has been found by people on

this forum over the years) - I have managed to alter the Inter-Toto Cup.

There is coding in the game to tell the UEFA coefficients that Liechtenstein and Moldova should not have any teams in the Inter-Toto. I changed Moldova to Iceland and now Moldova have 1 team in the competition while Iceland have none.

I also found coding that seemed to say that there are 60 teams in the competition (in the game if you count the number of teams per country it is 61, though only 60 clubs would actually compete), the country that is at the bottom of the UEFA coefficients is Luxembourg, they don't have a team compete even though it says 1 for Inter Toto Cup. The code I changed is found at 009050B3 and 00905003 - need to change the 3C value.

I increased the number of competing teams to 66 and then altered the code in the first three rounds of the competition so that 66 teams would compete (and still have 6 in the final playoff). All has worked perfectly with Luxembourg now having their 1 team competing. The extra 5 teams have come from; England (usually 1, now 2 and it was Wrexham that was the extra team - along with usual Wolves - ...:noidea:), Spain (extra 2) and Italy (extra 2) - this means Spain and Italy now have 11 teams in Europe - I was hoping to get the extra teams from the smaller nations who never have anyone in Europe, however on the coefficients list they still have 0 beside them so need to figure out how to increase this to 1.

There seems to be code that points to the number of European nations used for selections, this has always been 50 (I've never seen more than 50 countries have clubs involved in European competition each season). Tried changing it to 55 but does not seem to have impacted the selection process, will keep working. The lines of code I changed were;

009057EF - CMP CL, 32 (hex value for 50, changed the 32 to 37 - 55 as 55 European countries in the game now)
0090570E - CMP EAX, 32
009056FB - PUSH 32
00905483 - CMP EAX, 32
00905470 - PUSH 32

EDIT
Ignore those lines of code above. They seem to do more than I realised (in fairness I was having a stab in the dark as the hex value equalled 50 so I surmised it was to do with number of European nations). The game loaded up fine after I made those changes. But once saved it would not reload, kept crashing. No such issues when I changed them back thankfully. If anyone has any idea what those lines of code do it would be great to know.

FURTHER EDIT
I have tried changing the coefficients for each country in the official game editor so that the bottom 8 or so nations have identical ratings, however the 5 nations now at the bottom of the rankings still have no clubs involved in European competitions, so there must be some code that tells the game there are only 50 European nations.

---

footballer   21-10-20, 05:39 PM

As a further update, the changes to the Inter-Toto Cup all work fine, game has updated without errors from first season into second and on. However, it is still selecting extra teams from England, Spain and Italy. In England teams that came 8th and 10th in Premier League have entered the competition. I can only guess that was from invite into Inter-Toto Cup, so perhaps now rather than one invite it is 2.

On the UEFA coefficients list it still has only 1 place for England (there's been no overall change to numbers displayed even though there are now 6 extra clubs in the competition). Between the 3 competitions there are 252 qualifying places/allotted places for clubs (72 CL, 117 EL, 61 ELQ) although the actual numbers now participating through the rounds totals 274 (71 CL, 137, 66ELQ). Would be good to discover what code changes the display on the rankings for numbers of teams. - Interestingly in season 2 an extra 2 allotted places appeared in the list for EL bringing this to 119 (albeit still 137 clubs competing across the rounds). Possible that this always occurs and I've just never noticed before.

Looking at the Uefa Coefficient rankings 51 nations out of 55 have clubs involved in one of the 3 european competitions but with the bottom nations in the rankings this seems to be very random (some nations have 1 place allotted to them in say the UEFA Cup yet they have no club in any qualifying round, and then there will be a club involved from a nation with 0 allotted places...)

---

footballer   21-10-20, 07:16 PM

Have tried adding more teams to the Champions League but not going as easy. Check out following offsets;

00904252 - MOV BYTE PTR DS:[ESP+21],10 - refers to number of teams that join the qualified teams for group stage. The lines directly beneath have values for 18, 19 and 18, which is the number of new teams in each round, working backwards. Have tried adding 9 new teams to the competition and then changed the values to match in the Champions League coding for the first, second and third qualifying rounds.

I then found a piece of code at 0058499F which relates to number of teams in a competition - but the value is only 55, which strangely enough is the number of teams involved in the first 3 qualifying rounds. There is a PUSH value above this too. Changed these to match the extra 9 teams I added but game still crashes when loading with a Comp_Stats error.

Stumped now as to what else needs to be changed to add the extra teams to the Champions League qualifying rounds.

EDIT**
After some more editing, realised that the number of new teams entering each round is also the number of seeded teams at each stage - so until we find how to change the number of seeded teams we will not be able to change the overall number of teams in the competition.

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yokofoxes   02-11-20, 02:53 PM

Hi all

I downloaded Nick's patch for 3.9.68 (thanks, Nick, it's excellent for getting jobs abroad!) but the Confed Cup, Asian Cup Winners, and Aussie League still break. Confed and Asian have the 3rd/4th place issue, and the Aussie League has the closing stage problem. I had previously found olly offsets to fix them for them but now I can't. Any help locating them?

I'll keep looking but any help would be much appreciated.

---

totallyaddicted   02-11-20, 03:36 PM

hi there a kind question to ask here, can anyone tell me how i can turn off relegation to finnish division 1? doesnt matter about the promotion from division 1 to premier league as i am disabling that league. would be very appreciated if someone can find this for me and tell me how as been trying for weeks now trial and error.

John Locke

Quote:

> *Originally Posted by **totallyaddicted*** »
>
> *hi there a kind question to ask here, can anyone tell me how i can turn off relegation to finnish division 1? doesnt matter about the promotion from division 1 to premier league as i am disabling that league. would be very appreciated if someone can find this for me and tell me how as been trying for weeks now trial and error.*

On a quick search the important lines appear to be:
00595D08 |. A1 F8F79C00 MOV EAX,DWORD PTR DS:[9CF7F8]
00595D0D |. 8946 20 MOV DWORD PTR DS:[ESI+20],EAX

How I found this:
Went into the 9CF thread to get the value for Finnish First Division, searched Olly for all references, then looked for the +20 line (which is where the game stores the 'relegate to' division - 'promote to' is +1C).

Replace both lines with:
MOV DWORD PTR DS:[ESI+20],-1

[Untested]

footballer

Apologies if I've posted this query in the wrong thread.

I'm sure I've previously seen a post about player fitness levels during the game and how to stop players losing fitness in April.

From what I can see clubs in non-playable European leagues ie Ukraine, Czech Rep, Israel, Cyprus etc, players lose their fitness levels in April, so any clubs from these countries who manage to make it to the quarter finals of European competitions are unable to perform.

Anyone know how to fix/patch this?

fairedinkum

@Footballer

I had an old patch Fiestita created that sorted fitness levels and Nick elaborated and improved on it and it's built into Nick's patcher. Whether it covers them leagues or not I couldn't tell ya but I imagine it would do. If you use Nick's patcher it's in the 'Apply Misc. Patch' under FitnessPatch.

footballer

Okay, that's great, thanks, will give that a try and see if it sorts it - had never even thought about it until I saw Shakhtar Donetsk make the QF of Europa and get hammered, then realised why and spotted this was the case for all non-playable leagues.

hodgy

@footballer: the one in Nick's Misc patches definitely works. I've played a good 4-5 seasons with it now.

footballer

Thanks Hodgy, the Misc patch Nick has for the fitness sorted that out.

Does anyone have a full list of the ESI+50 offsets? Am I right that this refers to league rules? There seems to be a different value used for each set of leagues/cups. The list I've been able to sort out myself is;

[ESI+50],1 = Europe
2 = ??
3 = Argentina
4 = Belgium
5 = ??
6 = Brazil
7 =
8 = Denmark
9 = England
0A = Finland & Australia
0B =
0C = France
0D = Germany
0E =
0F = Holland
10 = Ireland
11 = Italy
12 =
13 = Japan
14 =
15 = Norway
16 =
17 = Portugal
18 = Scotland

19 =
1A = Spain
1B =
1C = Sweden
1D =
1E = USA
1F = Poland
20 = Greece
21 = Croatia
22 =
23 =
24 = N. Ireland
25 = Turkey
26 =
27 = Russia
28 = Wales
29 =
2A = South Korea

John Locke

Every line that contains "ESI+50" & "BYTE":

Code:

```
0040106C    |. 885E 50        MOV BYTE PTR DS:[ESI+50],BL
004042A1    |. C646 50 03     MOV BYTE PTR DS:[ESI+50],3        ; |
00406C41    |. C646 50 03     MOV BYTE PTR DS:[ESI+50],3        ; |
0040AB65    |. C646 50 29     MOV BYTE PTR DS:[ESI+50],29        ; |
0040CC65    |. C646 50 29     MOV BYTE PTR DS:[ESI+50],29        ; |
0040E8CE    |. 885E 50        MOV BYTE PTR DS:[ESI+50],BL
004106C1    |. C646 50 29     MOV BYTE PTR DS:[ESI+50],29        ; |
0040EE1     |. C646 50 22     MOV BYTE PTR DS:[ESI+50],22        ; |
0041D0C2    |. 8846 50        MOV BYTE PTR DS:[ESI+50],AL         ; |
0041DD99    |. C646 50 04     MOV BYTE PTR DS:[ESI+50],4        ; |
0041F089    |. C646 50 04     MOV BYTE PTR DS:[ESI+50],4        ; |
00420F61    |. C646 50 05     MOV BYTE PTR DS:[ESI+50],5        ; |
00421741    |. C646 50 04     MOV BYTE PTR DS:[ESI+50],4        ; |
004259F9    |. C646 50 06     MOV BYTE PTR DS:[ESI+50],6        ; |
00427499    |. C646 50 06     MOV BYTE PTR DS:[ESI+50],6        ; |
004298A1    |. C646 50 06     MOV BYTE PTR DS:[ESI+50],6        ; |
0042BE91    |. C646 50 06     MOV BYTE PTR DS:[ESI+50],6        ; |
0042D317    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
0042F321    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00430501    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00431811    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00432BA1    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00433DA1    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00435391    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00436441    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00437451    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00438941    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
00439A91    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
0043B181    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
0043C2D1    |. C646 50 07     MOV BYTE PTR DS:[ESI+50],7        ; |
004C0CA9    |. C646 50 FF     MOV BYTE PTR DS:[ESI+50],0FF        ; |
004C1741    |. C646 50 FF     MOV BYTE PTR DS:[ESI+50],0FF        ; |
004C2FA1    |. C646 50 02     MOV BYTE PTR DS:[ESI+50],2        ; |
004C4711    |. C646 50 02     MOV BYTE PTR DS:[ESI+50],2        ; |
004CC707    |. C646 50 02     MOV BYTE PTR DS:[ESI+50],2
004CC70D    |> C646 50 00     MOV BYTE PTR DS:[ESI+50],0
004CCADF    |> 807E 50 02     CMP BYTE PTR DS:[ESI+50],2
004CCBA3    |> 807E 50 02     CMP BYTE PTR DS:[ESI+50],2
004D4A7D    |. 0FBE56 50      MOVSX EDX,BYTE PTR DS:[ESI+50]
004D4D32    |. 807E 50 02     CMP BYTE PTR DS:[ESI+50],2
004D4E72    |. 807E 50 02     CMP BYTE PTR DS:[ESI+50],2
004D4EC0    |. 807E 50 02     CMP BYTE PTR DS:[ESI+50],2
00513E61    |. C646 50 21     MOV BYTE PTR DS:[ESI+50],21        ; |
00515361    |. C646 50 21     MOV BYTE PTR DS:[ESI+50],21        ; |
00516481    |. C646 50 21     MOV BYTE PTR DS:[ESI+50],21        ; |
005174F1    |. C646 50 21     MOV BYTE PTR DS:[ESI+50],21        ; |
00550A19    |. C646 50 08     MOV BYTE PTR DS:[ESI+50],8        ; |
00551741    |. C646 50 08     MOV BYTE PTR DS:[ESI+50],8        ; |
00552625    |. C646 50 08     MOV BYTE PTR DS:[ESI+50],8
00553ED1    |. C646 50 08     MOV BYTE PTR DS:[ESI+50],8        ; |
0056AAB1    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
0056C309    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
0056D3F1    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
0056DBB1    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
0056F0A9    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
00570C71    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
005716D1    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
005733D6    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
005754F1    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
00576E33    |. C646 50 09     MOV BYTE PTR DS:[ESI+50],9        ; |
0057A175    |. C646 50 01     MOV BYTE PTR DS:[ESI+50],1        ; |
0057A8FD    |. C646 50 00     MOV BYTE PTR DS:[ESI+50],0        ; |
0057BB65    |. 0FBE46 50      MOVSX EAX,BYTE PTR DS:[ESI+50]
0057CE9F    |. 885E 50        MOV BYTE PTR DS:[ESI+50],BL
0058384A    |. C646 50 01     MOV BYTE PTR DS:[ESI+50],1
005864DE    |. 0FBE4E 50      |MOVSX ECX,BYTE PTR DS:[ESI+50]
0058B396    |. 885E 50        MOV BYTE PTR DS:[ESI+50],BL        ; |
005922C1    |. C646 50 0B     MOV BYTE PTR DS:[ESI+50],0B        ; |
00592F01    |. C646 50 0A     MOV BYTE PTR DS:[ESI+50],0A        ; |
005951C1    |. C646 50 0A     MOV BYTE PTR DS:[ESI+50],0A        ; |
005B922A    |. 8846 50        MOV BYTE PTR DS:[ESI+50],AL
005BA1A1    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C        ; |
005BB1B4    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C
005BC9F1    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C        ; |
005BD669    |. 8846 50        MOV BYTE PTR DS:[ESI+50],AL
005BE381    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C        ; |
005BF389    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C        ; |
005BFB91    |. C646 50 0C     MOV BYTE PTR DS:[ESI+50],0C        ; |
```

```
005D8C91   |. C646 50 0E    MOV BYTE PTR DS:[ESI+50],0E          ; |
005D9A01   |. C646 50 0D    MOV BYTE PTR DS:[ESI+50],0D          ; |
005DC149   |. C646 50 0D    MOV BYTE PTR DS:[ESI+50],0D          ; |
005DCC21   |. C646 50 0D    MOV BYTE PTR DS:[ESI+50],0D          ; |
005DE331   |. C646 50 0D    MOV BYTE PTR DS:[ESI+50],0D          ; |
005E06CE   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
005E88F9   |. C646 50 20    MOV BYTE PTR DS:[ESI+50],20          ; |
005EA461   |. C646 50 20    MOV BYTE PTR DS:[ESI+50],20          ; |
005EB301   |. C646 50 20    MOV BYTE PTR DS:[ESI+50],20          ; |
005EC0B1   |. C646 50 20    MOV BYTE PTR DS:[ESI+50],20          ; |
005F34AF   |. C646 50 0F    MOV BYTE PTR DS:[ESI+50],0F          ; |
005F54E1   |. C646 50 0F    MOV BYTE PTR DS:[ESI+50],0F          ; |
005F7661   |. C646 50 0F    MOV BYTE PTR DS:[ESI+50],0F          ; |
005F8889   |. C646 50 0F    MOV BYTE PTR DS:[ESI+50],0F          ; |
006320F5   |. C646 50 FF    MOV BYTE PTR DS:[ESI+50],0FF        ; |
0063302B   |. C646 50 01    MOV BYTE PTR DS:[ESI+50],1          ; |
00634111   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
00634C91   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
00636511   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
00636E29   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
00638811   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
006392E9   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
00639BFD   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10
0063AD29   |. C646 50 10    MOV BYTE PTR DS:[ESI+50],10          ; |
0063C651   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
0063CC99   |. C646 50 12    MOV BYTE PTR DS:[ESI+50],12          ; |
0063E959   |. C646 50 12    MOV BYTE PTR DS:[ESI+50],12          ; |
00640721   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
00645861   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
0064AAC1   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
0064EC71   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
00652EE1   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
006573A1   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
0065B531   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
0065F6E1   |. C646 50 11    MOV BYTE PTR DS:[ESI+50],11          ; |
00661DA1   |. C646 50 14    MOV BYTE PTR DS:[ESI+50],14          ; |
00662B81   |. C646 50 13    MOV BYTE PTR DS:[ESI+50],13          ; |
00664511   |. C646 50 13    MOV BYTE PTR DS:[ESI+50],13          ; |
006653F1   |. C646 50 14    MOV BYTE PTR DS:[ESI+50],14          ; |
0065DD9    |. C646 50 14    MOV BYTE PTR DS:[ESI+50],14          ; |
0066A4C9   |. C646 50 2A    MOV BYTE PTR DS:[ESI+50],2A          ; |
0066AEC1   |. C646 50 2A    MOV BYTE PTR DS:[ESI+50],2A          ; |
0066BF59   |. C646 50 2A    MOV BYTE PTR DS:[ESI+50],2A          ; |
0066D891   |. C646 50 2A    MOV BYTE PTR DS:[ESI+50],2A          ; |
00789E61   |. C646 50 24    MOV BYTE PTR DS:[ESI+50],24          ; |
0078A621   |. C646 50 24    MOV BYTE PTR DS:[ESI+50],24          ; |
0078B061   |. C646 50 24    MOV BYTE PTR DS:[ESI+50],24          ; |
0078C7D9   |. C646 50 24    MOV BYTE PTR DS:[ESI+50],24          ; |
0078E0C1   |. C646 50 24    MOV BYTE PTR DS:[ESI+50],24          ; |
0078F091   |. C646 50 16    MOV BYTE PTR DS:[ESI+50],16          ; |
0078FD91   |. C646 50 15    MOV BYTE PTR DS:[ESI+50],15          ; |
00791551   |. C646 50 15    MOV BYTE PTR DS:[ESI+50],15          ; |
00797062   |. C646 50 23    MOV BYTE PTR DS:[ESI+50],23          ; |
00798913   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
0079F59E   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
007C7DF1   |. C646 50 1F    MOV BYTE PTR DS:[ESI+50],1F          ; |
007C8AD7   |. C646 50 1F    MOV BYTE PTR DS:[ESI+50],1F          ; |
007CA549   |. C646 50 1F    MOV BYTE PTR DS:[ESI+50],1F          ; |
007CB221   |. C646 50 1F    MOV BYTE PTR DS:[ESI+50],1F          ; |
007CC991   |. C646 50 1F    MOV BYTE PTR DS:[ESI+50],1F          ; |
007CD9E9   |. C646 50 17    MOV BYTE PTR DS:[ESI+50],17          ; |
007CE771   |. C646 50 17    MOV BYTE PTR DS:[ESI+50],17          ; |
007D09A1   |. C646 50 17    MOV BYTE PTR DS:[ESI+50],17          ; |
007D1971   |. C646 50 17    MOV BYTE PTR DS:[ESI+50],17          ; |
007D2EA9   |. C646 50 17    MOV BYTE PTR DS:[ESI+50],17          ; |
007E9281   |. C646 50 27    MOV BYTE PTR DS:[ESI+50],27          ; |
007E9F81   |. C646 50 27    MOV BYTE PTR DS:[ESI+50],27          ; |
007EAAD1   |. C646 50 27    MOV BYTE PTR DS:[ESI+50],27          ; |
007EC9F1   |. C646 50 19    MOV BYTE PTR DS:[ESI+50],19          ; |
007ED381   |. C646 50 19    MOV BYTE PTR DS:[ESI+50],19          ; |
007EE011   |. C646 50 18    MOV BYTE PTR DS:[ESI+50],18          ; |
007EFA51   |. C646 50 19    MOV BYTE PTR DS:[ESI+50],19          ; |
007F0BE4   |. C646 50 18    MOV BYTE PTR DS:[ESI+50],18          ; |
007F32A1   |. C646 50 18    MOV BYTE PTR DS:[ESI+50],18          ; |
007F4241   |. C646 50 18    MOV BYTE PTR DS:[ESI+50],18          ; |
0084CFC1   |. C646 50 1B    MOV BYTE PTR DS:[ESI+50],1B          ; |
0084E181   |. C646 50 1A    MOV BYTE PTR DS:[ESI+50],1A          ; |
0085107C   |. C646 50 FF    MOV BYTE PTR DS:[ESI+50],0FF        ; |
008539F1   |. C646 50 1A    MOV BYTE PTR DS:[ESI+50],1A          ; |
00855F91   |. C646 50 1A    MOV BYTE PTR DS:[ESI+50],1A          ; |
00858721   |. C646 50 1A    MOV BYTE PTR DS:[ESI+50],1A          ; |
0088CC25   |. C646 50 1D    MOV BYTE PTR DS:[ESI+50],1D          ; |
0088E631   |. C646 50 1C    MOV BYTE PTR DS:[ESI+50],1C          ; |
0088FB61   |. C646 50 1C    MOV BYTE PTR DS:[ESI+50],1C          ; |
00891746   |. C646 50 1C    MOV BYTE PTR DS:[ESI+50],1C          ; |
008FC421   |. C646 50 26    MOV BYTE PTR DS:[ESI+50],26          ; |
008FCFB1   |. C646 50 25    MOV BYTE PTR DS:[ESI+50],25          ; |
008FE741   |. C646 50 25    MOV BYTE PTR DS:[ESI+50],25          ; |
008FF511   |. C646 50 25    MOV BYTE PTR DS:[ESI+50],25          ; |
00902355   |. C646 50 01    MOV BYTE PTR DS:[ESI+50],1          ; |
00906FD1   |. C646 50 1E    MOV BYTE PTR DS:[ESI+50],1E          ; |
0090A1B9   |. C646 50 FF    MOV BYTE PTR DS:[ESI+50],0FF        ; |
0090AF19   |. C646 50 1E    MOV BYTE PTR DS:[ESI+50],1E          ; |
0090F29A   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
00911C6F   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
00914A76   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL           ; |
0091828F   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
0091E001   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
00920320   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
00924489   |. C646 50 28    MOV BYTE PTR DS:[ESI+50],28          ; |
00924E81   |. C646 50 28    MOV BYTE PTR DS:[ESI+50],28          ; |
00925EE9   |. C646 50 28    MOV BYTE PTR DS:[ESI+50],28          ; |
00927849   |. C646 50 FF    MOV BYTE PTR DS:[ESI+50],0FF        ; |
009291C3   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL           ; |
0092B525   |. C646 50 FF    MOV BYTE PTR DS:[ESI+50],0FF        ; |
0092BFC1   |. 885E 50       MOV BYTE PTR DS:[ESI+50],BL
0092D795   |. 0FBE46 50     MOVSX EAX,BYTE PTR DS:[ESI+50]
```

```
0092E924        |. 0FBE4E 50        MOVSX ECX,BYTE PTR DS:[ESI+50]
```

Nick+Co

Fed up of your board cancelling your transfers at the last minute because they deem they are unrealistic?

Code:
```
004CDC56: 01 00
```

With that patch, if you want to pay 50m for an untested 17 yr old regen, now you can without your board interfering :)

Offside Trap

Quote:

> Originally Posted by **Nick+Co** »
>
> Fed up of your board cancelling your transfers at the last minute because they deem they are unrealistic?
>
> Code:
> ```
> 004CDC56: 01 00
> ```
>
> With that patch, if you want to pay 50m for an untested 17 yr old regen, now you can without your board interfering :)

You bloody gem Nick -

Dermotron

Quote:

> Originally Posted by **Nick+Co** »
>
> Fed up of your board cancelling your transfers at the last minute because they deem they are unrealistic?
>
> Code:
> ```
> 004CDC56: 01 00
> ```
>
> With that patch, if you want to pay 50m for an untested 17 yr old regen, now you can without your board interfering :)

This would make for a very interesting economic change globally :)

Nick+Co

Not sure if this has been fixed/noted elsewhere, but just in case:

Some managers/non-players you might want to include from real-life, but the game might consider them too old or too young (and therefore changes their age for you). This is the code that checks it:

Code:
```
00537C71  |> \3C 1D              CMP AL,1D              <--- 1D = 29
00537C73  |.  7C 04              JL SHORT 00537C79      <--- If less than 29 reject
00537C75      3C 4B              CMP AL,4B                <--- 4B = 75
00537C77  |.  7E 4A              JLE SHORT 00537CC3     <--- if older than 75 reject
```

These limits are probably in for good reason (to not allow anything too wacky through) - but young managers are all the rage nowadays (and having old managers still lingering in the database would be good), so a patch to expand it a little would be:

Code:
```
00137C72: 1D 14
00137C76: 4B 5A
```

This way managers ranging from age 20 to 89 will be loaded with the correct age.

djole2mcloud

Quote:

> Originally Posted by **Nick+Co** »
>
> Fed up of your board cancelling your transfers at the last minute because they deem they are unrealistic?
>
> Code:

```
004CDC56: 01 00
```

With that patch, if you want to pay 50m for an untested 17 yr old regen, now you can without your board interfering :)

Can you give instructions for Olly what to change?

Sent from my VOG-L29 using Tapatalk

Nick+Co

18-11-20, 02:10 PM

@djole: copy and paste the file offset 004CDC56 into my patcher -> tools -> offset calculator. The olly offset it gives you in hex go to in Olly (Ctrl+G to go there direct). Should be pretty obvious what's being changed by doing that.

---

hodgy

18-11-20, 04:42 PM

Has anyone got the offset for number of subs you are allowed to make in a match? Everything I'm finding is only referring to number of subs named in the squad.

Nick+Co

18-11-20, 05:00 PM

@hodgy: https://champman0102.co.uk/showthrea...653#post468653 <--- not what you're looking - but might get you looking in roughly the right direction.

EDIT
Some other help :)

The code for the English Premier League "named" subs is here:
Code:
```
00574BF3  |.  8BCE                    MOV ECX,ESI
00574BF5  |.  FF52 3C                 CALL DWORD PTR DS:[EDX+3C]
00574BF8  |.  8986 BA000000           MOV DWORD PTR DS:[ESI+0BA],EAX
00574BFE  |.  B8 01000000             MOV EAX,1
00574C03  |.  C646 49 07              MOV BYTE PTR DS:[ESI+49],7  <--- Named Subs is 7
00574C07  |.  5E                      POP ESI
00574C08  \.  C3                      RETN
00574C09      90                      NOP
```

The code for the Asian Club Championship tournament is:
Code:
```
0040AB69  |.  C646 49 05              MOV BYTE PTR DS:[ESI+49],5             ; |  <---- Named Subs
0040AB6D  |.  C646 4A 03              MOV BYTE PTR DS:[ESI+4A],3             ; |  <---- Subs allowed to be
used
```

From this one could infer that +49 is the offset for Named Subs and +4A is for the number that's allowed to be used. So you could add:
Code:
```
00574C03  |.  C646 49 07              MOV BYTE PTR DS:[ESI+49],7
00574C07      C646 4A 05              MOV BYTE PTR DS:[ESI+4A],5
00574C0B      5E                      POP ESI
00574C0C      C3                      RETN
```

To the above code and the English Premier League (and others that use this function) will now be allowed 5 subs to be used out of the 7 named.

Nick+Co

18-11-20, 08:05 PM

Retirement has always felt a little young to me - basically from 30 onwards your players could retire. There's lots of other factors at play, but there is a first check here:
Code:
```
007A5A8B  |.  3C 1E                   |CMP AL,1E
007A5A8D  |.  7D 30                   |JGE SHORT 007A5ABF
```

So the patch:
Code:
```
003A5A8C: 1E 23
```

Will raise that to 35, which might be more palatable for some. (I picked 35 from here: https://www.thepfa.com/equalities/commitment-to-all/age - although that might a bit high to set as that's the average. So change to whatever you want :))

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djole2mcloud   18-11-20, 09:46 PM

> i didn't understood quite:
>
> 004CDC56 is 5037142
> 8cdc56 is 9231446
>
> 8cdc56 is nowhere to be found in exe through olly.

Nick+Co   18-11-20, 09:58 PM

> @djole:
>> Quote:
>>
>> copy and paste the file offset 004CDC56 into my patcher -> tools -> offset calculator. The olly offset it gives you in hex go to in Olly
>>
>> (*Ctrl+G to go there direct*). Should be pretty obvious
>> what's being changed by doing that.
>
>> Quote:
>>
>> 8cdc56 is nowhere to be found in exe through olly
>
> Really?
> The whole pressing Ctrl+G in Olly, typing in 8cdc56 and pressing enter. You did that right? Or maybe even just scrolled down? Scroll to the bottom
> to find 00966FFF....
>
> Admittedly the line actually starts at 8cdc55, but once you go to 8cdc56 just scrolling a bit will with the mouse wheel will correct the disassembly:
>
> The line you are looking for is:
> 008CDC55 B8 01000000 MOV EAX,1
>
> Which is setting the return value of the function to 1. Setting that to 0 means the offer won't be rejected by the board.

---

xeno   19-11-20, 08:37 AM

> Quote:
>
> Originally Posted by **Nick+Co** »
>
> Retirement has always felt a little young to me - basically from 30 onwards your players could retire. There's lots of other factors at play,
> but there is a first check here:
>> Code:
>> ```
>> 007A5A8B  |.  3C 1E                 |CMP AL,1E
>> 007A5A8D  |.  7D 30                 |JGE SHORT 007A5ABF
>> ```
>
> So the patch:
>> Code:
>> ```
>> 003A5A8C: 1E 23
>> ```
>
> Will raise that to 35, which might be more palatable for some. (I picked 35 from here: https://www.thepfa.com/equalities/commitment-
> to-all/age - although that might a bit high to set as that's the average. So change to whatever you want :))

> Thanks Nick,
> will this solve also not retiring problem? Some players dont retire even after 40 years old

---

Nick+Co   19-11-20, 08:46 AM

> @xeno: No this just raises the age at which players might retire. And even this could do with some more testing! Not come across the issue where
> players do not retire at all - so hard for me to fix.

EDIT: Ahhh, this patch needs looking into - I think it could possibly cause what you're stating (i.e. players never retiring). Will look into it and come up with another patch.

EDIT2: Erased

EDIT3:
This has been waaaay trickier than I thought it would be - this is a little bit of a hack, but does work and forces the earliest retirement age that can occur to be 34 (that's the 0x22 at offset 003A65C9 if you want to change to a different number). But at least this patch for it works! :)

Code:
```
003A6585: 88 EB
003A6586: 08 3F
003A65C6: 90 80
003A65C7: 90 7F
003A65C8: 90 FE
003A65C9: 90 22
003A65CA: 90 7C
003A65CB: 90 BB
003A65CC: 90 88
003A65CD: 90 08
003A65CE: 90 EB
003A65CF: 90 B7
```

Pasquale

19-11-20, 10:08 PM

Guys where do I find the offset to limit loan in Northern Ireland? It is not very realistic to make loans outside the transfer market....thanks for help

---

Craig Forrest

22-11-20, 07:50 AM

Hey my genius friends, give your Canuck buddy a hand

I want to load the Brazilian Champions Cup instead of the CONCACAF CL.
I change the call function for the CONCACAF CL (00831821) to 004259A0 so it calls the Brazilian Champions Cup instead

But it doesn't. I load USA, and in the North American comps it just shows the normal 2. CONCACAF CL and Merconorte.... except the CONCACAF never schedules or draws

Is it because the Brazilian Champions Cup is a competition tied to Brazil and I'm tryin to force it to load in a continental competition's spot?

Any help?

---

hodgy

24-11-20, 09:50 PM

Has anyone found the offset for removing European squad ineligibility? It's annoying not having a player available all season because he played a first round match before signing.

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