



Thread: [Patch 2.21.1+](#)

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06-06-16, 06:15 PM

#1

[saturn](#) ^o
Programmer
VIP

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

Patch 2.21.1+

A lot of new changes have been found in this forum since the release of 2.21.1, scattered amongst various threads. Flex allows users to patch all the new findings into an exe to play, but it's hard to keep track of everything: applying this reversal .patch before that one, using that exe instead of this one etc. So here is a new exe that incorporates all those changes.

The exe will **only** be for a 2015 start and is only recommended for use with the April 2016 data. I'll include the .patches used in the exe at the end of the post, but if people want to use them for other start years and databases then they are on their own. **The exe(s) can be found in post #2, but please read the rest of this post fully before continuing.**

List of changes:

Spoiler!

Requesting an exe:

Due to the fact that several .patches need to be applied after Tapani's 2.21.1 has been used, people are going to have to request an exe via the form below if they want to play with their preferred Tapani options (speed, coloured attributes etc). Before filling the form out, check post #2 to see if your desired exe has already been uploaded. If it's not, then fill out the form below with the options you want and post it in this thread. As mentioned earlier, this exe is only for 2015 so that option has been omitted. Requests will probably be met with dwindling enthusiasm so be sure to get yours in early.

Game speed:

Idle sensitivity:

Window:

Disable unprotected contracts:

Coloured attributes:

Hide non-public bids:

Essential files:

Regardless of the exe you use, the following set of files must also be used: [2.21.1+ essential files](#). Extract/unzip the seven files and place them in your Data folder, overwriting the files already there. You will still need an exe file from post #2, uploading them separately just saves me from having to bundle the same seven files with every new exe.

Optional files:

Here are the .patches used: [.patches collection](#). Only here to satisfy people's curiosity, or for those that want to try applying them to different exes or databases. No need to download for most users. The .patches were applied to the exe from renaming v1.2, which had been Tapanified and then had the [Italian Restructure Reversal patch](#) and the [Transfer Window Reversal patch](#) applied to it (in that order).


So, to summarise the instructions:

1. Make sure you're using the [April 2016](#) data.
2. Download the [essential files](#) and extract them. Paste them into your Data folder, overwriting the files already there.
3. Select, or if necessary request, an exe in post #2. Download the exe, extract it and paste it into your Championship Manager folder, overwriting the file already there.
4. Play.

Last edited by saturn; 11-08-16 at 11:18 PM.

06-06-16, 06:18 PM

#2

saturn 
Programmer
VIP

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

The exes will be grouped by Game Speed. They will then be ordered by Window size (smallest first), then Idle Sensitivity (desktop, laptop, off), and then the other options. All further exes will go in this post.

Don't forget that you need the essential 2.21.1+ files from post #1 as well as a new exe.

Game Speed: x200

Spoiler!

Game Speed: x20

Spoiler!

Game Speed: x8

Spoiler!

Game Speed: x4

Spoiler!

Game Speed: x2

Spoiler!

Game Speed: default

Spoiler!

Last edited by saturn; 23-08-16 at 06:27 PM.

07-06-16, 06:57 PM

#3

Kimbo21

Youth Team Player

Join Date:

05-03-12

Posts:

12

Hi, can you create me a .exe

Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: ticked
Enable coloured attributes: unticked
Hide non-public bids: unticked
Development/benchmark mode: unticked

Thanks

07-06-16, 07:54 PM

#4

saturn

Programmer
VIP

Join Date:

18-03-14

Posts:

1,240

Originally Posted by **Kimbo21**

Hi, can you create me a .exe

*Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: ticked
Enable coloured attributes: unticked
Hide non-public bids: unticked
Development/benchmark mode: unticked*

Thanks

Added: <http://www.mediafire.com/download/kuwvku6p3474b46/5.zip>

07-06-16, 11:09 PM

#5

Vikingfk ◦
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Hi, Saturn

Possibly being greedy, but

Start year: 2015
Game speed: x2
Idle sensitivity: laptop
Window: 1280x720
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: unticked

Start year: 2015
Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: unticked

If asking for too much, just go for the first one.

Thanks 😊

08-06-16, 12:39 AM

#6

Rodry97 ◦
Coach

Join Date: 27-03-12
Posts: 232

Star year 2015
Game speed x200
Id sensitivity desktop
Windows 800x600
Disable unprotected contracts unticked
Enable coloured attributes: ticked
Hide non-public bids: unticked
Development/benchmark mode: unticked

08-06-16, 08:16 PM

#7

saturn ◦
Programmer
VIP

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

Originally Posted by **Vikingfk**

*Start year: 2015
Game speed: x2
Idle sensitivity: laptop
Window: 1280x720
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: unticked*

Added: <http://www.mediafire.com/download/sy0hsyg6x4as1c9/6.zip>

Originally Posted by **Vikingfk**

*Start year: 2015
Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: unticked*

Added: <http://www.mediafire.com/download/b7ifp77ky89dqt5/7.zip>

Originally Posted by **Rodry97**

*Star year 2015
Game speed x200
Id sensitivity desktop
Windows 800x600
Disable unprotected contracts unticked
Enable coloured attributes: ticked
Hide non-public bids: unticked
Development/benchmark mode: unticked*

Added: <http://www.mediafire.com/download/bxwjdb9nby7qo1/8.zip>

08-06-16, 08:26 PM

#8

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Here's my request please saturn:-

Game speed: Default
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked

Thanks again.

08-06-16, 08:35 PM

#9

saturn ◊
Programmer
VIP

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

Originally Posted by **fairedinkum** ◊

Here's my request please saturn:-

*Game speed: Default
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked*

Thanks again.

Added: <http://www.mediafire.com/download/d67f1a8gshir9z1/9.zip>

08-06-16, 08:55 PM

#10

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

I forgot to post the question mate, does the patch contain Fiestitas Fixture Reschedule within it please?

08-06-16, 10:04 PM

#11

Ratio ◊
Coach

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

Here's my request please saturn:-

Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked

Thanks again.

08-06-16, 10:09 PM

#12

saturn ◊
Programmer
VIP

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

Originally Posted by **fairedinkum** ◊

I forgot to post the question mate, does the patch contain Fiestitas Fixture Reschedule within it please?

No, it only contains some minimal fixture rescheduling (to allow international competitions to begin in their correct years).

The larger Fixture Reschedule patch was unfortunately incompatible with some of the new league restructuring, so couldn't be used.

08-06-16, 10:11 PM

#13

fairedinkum ◊

Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237


No probs mate, I'm gonna give it all a go when I get in from work tonight.

08-06-16, 10:24 PM

14

saturn ◯
Programmer
VIP

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

Originally Posted by **Ratio** 
Here's my request please saturn:-

*Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked*

Thanks again.


Added: <http://www.mediafire.com/download/b9...eo7lqvvy/10.zip>

09-06-16, 06:05 AM

15

Fiestita ◯
Backup Player

Join Date: 06-03-12
Posts: 496

Originally Posted by **fairedinkum** 
I forgot to post the question mate, does the patch contain Fiestitas Fixture Reschedule within it please?

I'm gonna code a fix for this soon. It's just I've got a job last month and that's keeping me away lately. But I'll work on it on weekends.

09-06-16, 03:20 PM

16

fairedinkum ◯
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

I hate to mention trivial things like this but I've noticed that Russia are staging both the World Cup in 2018 and also the Euro's in 2020, usually it gives the 2020 Euro's to either England or a shared bid between Ireland and Scotland, is this easy for me to change myself?

Also, as I mentioned in the FCWC thread I'm having problems with the competition not getting staged after the first season, I'm happy to fix all these problems myself but was just hoping for some help in pointing me in the right direction please because I appreciate how much work you blokes put into these patches.

Other than that this is some patch, the up-to-date histories are amazing along with the continental competitions running all the time as well, great work mate.

Last edited by fairedinkum; 09-06-16 at 03:30 PM.

09-06-16, 03:28 PM

17

Offside Trap ◯
Squad Rotation Player

Join Date: 07-03-12
Location: Peterborough, UK
Posts: 1,291

Hey Saturn,

If poss, I'd love the follow

Start year: 2015
Game speed: x8
Idle sensitivity: laptop
Window: 1280x720
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: ticked

09-06-16, 06:57 PM

18

mkwas ◯
Hot Prospect for the Future

Join Date: 23-04-14
Location: POLAND
Posts: 35

Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts- ticked
Coloured attributes- ticked
Hide non-public bids -ticked
Development/benchmark mode- unticked

thanks

09-06-16, 07:55 PM

#19

saturn ◊
Programmer
VIP

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

Originally Posted by **fairedinkum** ◊

I hate to mention trivial things like this but I've noticed that Russia are staging both the World Cup in 2018 and also the Euro's in 2020, usually it gives the 2020 Euro's to either England or a shared bid between Ireland and Scotland, is this easy for me to change myself?

Yes, just change 9CF448 at 005F9D18 to your desired country's 9CF***.

Originally Posted by **Offside Trap** ◊

Hey Saturn,

If poss, I'd love the follow

*Start year: 2015
Game speed: x8
Idle sensitivity: laptop
Window: 1280x720
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: ticked*

Added: <http://www.mediafire.com/download/aw...w9innbi/11.zip>

Originally Posted by **mkwas** ◊

*Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts- ticked
Coloured attributes- ticked
Hide non-public bids -ticked
Development/benchmark mode- unticked*

thanks

Added: <http://www.mediafire.com/download/92...axbdcmi/12.zip>

09-06-16, 08:13 PM

#20

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

[QUOTE=saturn;299279]Yes, just change 9CF448 at 005F9D18 to your desired country's 9CF***.

Lovely job mate, changed it in Olly and it was spot on.

Last edited by fairedinkum; 09-06-16 at 10:32 PM.

10-06-16, 05:17 PM

#21

zionmaster ◊
King of the Mountain - 2016

Join Date: 15-03-12
Location: Hanoi, Vietnam
Posts: 406

Love this path very much 🍒🍒🍒 Many thank to you, **saturn** :-*

12-06-16, 01:01 PM

#22

Dzmitry ◊
Decent Young Player

Join Date: 03-03-12
Location: Brest, Belarus
Posts: 78

Start year: 2015
Game speed: x4 (or x8 if no x4 available)
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: unticked
Development/benchmark mode: unticked

Thanks.

12-06-16, 09:54 PM

#23

Shambalane ◊
Hot Prospect for the Future

Join Date: 07-08-13
Posts: 183

Start year: 2015
Game speed: 200
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked
Development/benchmark mode: unticked

12-06-16, 10:34 PM

#24

saturn ◊
Programmer
VIP

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

Originally Posted by **Dzmitry** ◊

*Start year: 2015
Game speed: x4 (or x8 if no x4 available)
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: unticked
Development/benchmark mode: unticked*

Thanks.

Added: <http://www.mediafire.com/download/mg...7g9c3i3/13.zip>

Originally Posted by **Shambalane** ◊

*Start year: 2015
Game speed: 200
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked
Development/benchmark mode: unticked*

Added: <http://www.mediafire.com/download/io...4hatngg/14.zip>

13-06-16, 12:29 AM

#25

Shambalane ◊
Hot Prospect for the Future

Join Date: 07-08-13
Posts: 183

Thank you so much Saturn. It looks great!

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Thread: Patch 2.21.1+

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18-06-16, 02:17 PM

#26

Kimbo21

Youth Team Player

Join Date: 05-03-12
 Posts: 12

Hi, I have a found an issue. At the end of the first season and during the European championships (start year 2015) my game crashed, having looked at the save game I realised that France had qualified for the euros twice once as a host nation and by qualifying. Is there any way you can change the host nation of euro 2016 to say Belgium? As they are very unlikely to qualify for it? Thanks

19-06-16, 08:04 PM

#27

totallyaddicted

Reserve Team Player

Join Date: 07-04-13
 Posts: 380

Hi dude how did u re activate the concacaf champions league in this patch ? I've tried to re enable it I'm using the 2.21 patch but had no luck so far. Thanks

20-06-16, 08:16 AM

#28

saturn

Programmer
 VIP

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

Originally Posted by **Kimbo21**

Hi, I have a found an issue. At the end of the first season and during the European championships (start year 2015) my game crashed, having looked at the save game I realised that France had qualified for the euros twice once as a host nation and by qualifying. Is there any way you can change the host nation of euro 2016 to say Belgium? As they are very unlikely to qualify for it? Thanks

Are France actually in the competition twice when the groups are drawn, or are they just shown twice in the Qualifiers tab? If it's the later then it shouldn't matter and something else probably caused the crash. If it's the former then it's something I've never seen happen before (Tapani wrote some code to prevent such a thing happening), so it could be a rare crash. If it happens consistently when you load a game then something's wrong though.

Originally Posted by **totallyaddicted**

Hi dude how did u re activate the concacaf champions league in this patch ? I've tried to re enable it I'm using the 2.21 patch but had no luck so far. Thanks

I used the same instructions I gave in the Offsets thread a couple of pages back.

20-06-16, 10:00 AM

#29

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi, cm exe stopped on 1st August 2021 with 2.21.1plus ready exe. Can not bypass by holiday or by another exe. Anybody else faced crash also?

20-06-16, 10:44 AM #30

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Ive made change to USA club names in the exe would this cause an issue?

20-06-16, 07:18 PM #31

saturn ◊
Programmer
VIP

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

Perhaps, I think the Merconorte Cup picks hard-coded teams so maybe that could cause an issue. It sounds like you've made a lot of changes to your exe so you're on your own really, but the only change I made to re-enable the North American competitions was the post from the Offsets thread.

20-06-16, 07:33 PM #32

totallyaddicted ◊
Reserve Team Player

Join Date: 07-04-13
Posts: 380

So maybe I could turn off the merconorte cup? How would I do that? Thanks for your help

20-06-16, 07:46 PM #33

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

cm exe stopped on 1st August 2021 with 2.21.1plus ready exe. Can not bypass by holiday or by another exe. 1st August is Merconorte draw date. But, In 2.21.1.plus , Merconorte was disabled . Can the problem be that draw is done even Merconorte is disabled?

20-06-16, 10:01 PM #34

gjovanisantana29 ◊
Reserve Team Player

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

Argentine League sometimes crash in 1st August . I don't know if it's the case...

20-06-16, 10:44 PM #35

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

is it possible to bypass 1st August crash?

20-06-16, 11:16 PM #36

gjovanisantana29 ◊
Reserve Team Player

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

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.

20-06-16, 11:36 PM #37

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Yes, crash when check Argentina 2nd Division. Is this related with 2.21.1 or 2.21.1.plus?

20-06-16, 11:52 PM

#38

giovanisantana29
Reserve Team Player

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

Neither. This can occur even in a game without any modification, with only the pure patch .68. It is a error of the game creators.

21-06-16, 04:17 AM

#39

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

Originally Posted by **giovanisantana29**

Neither. This can occur even in a game without any modification, with only the pure patch .68. It is a error of the game creators.

I think it's related to the media points fuction wich has hard coded teams from 2001. I never tried but I'm pretty sure that writting the current data teams on it is a solution.

21-06-16, 05:46 AM

#40

saturn
Programmer
VIP

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

Originally Posted by **totallyaddicted**

So maybe I could turn off the merconorte cup? How would I do that? Thanks for your help

00831856 JE 0083188E --> JMP 0083188E

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.

That reminds me, I definitely had an issue with this once while testing. I don't think it was a fatal error unless I actually clicked on the Average Points like you said. Good to hear (sort of) that it's an error with the original game. It occurred much later than 2021 though, maybe ~2045, so it sounds like it can occur at any time.

21-06-16, 06:06 AM

#41

saturn
Programmer
VIP

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

A few more known issues added to the first post:

European Championship: Two hosts missing in history tab (Olot replaces them).

Loans: Clubs in Brazil, France, Ireland, Japan, Russia, South Korea and Sweden can't loan players between themselves for some reason.

UK & ROI: Work permit accidentally removed (currently no restrictions).

21-06-16, 06:50 AM

#42

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by **giovanisantana29**

Neither. This can occur even in a game without any modification, with only the pure patch .68. It is a error of the game creators.

exe stops my game without touching any Argentina info and I can not bypass now. When I touch Argentina , it stops immediately . Because of this crash, save game is dead on 2021 which is started on 2015.

is this related with game speed as I never see this problem before ? game speed was x200

Last edited by xeno; 21-06-16 at 06:55 AM.

21-06-16, 07:16 AM

#43

saturn
Programmer
VIP

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

The handful of test saves I did were all at x200, so I don't think game speed is the issue. If you could upload the save somewhere (plus the .exe) I can have a look at it.

21-06-16, 12:00 PM

#44

milo
Director

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

Originally Posted by **saturn**

The handful of test saves I did were all at x200, so I don't think game speed is the issue. If you could upload the save somewhere (plus the .exe) I can have a look at it.

but didn't you say you were working on a 64 bit machine? maybe xeno uses a 32 one.

i'm also trying x200 for the first time, not a big difference in game speed noticed so far... so i'm thinking to revert back to my safe x4

21-06-16, 02:11 PM

#45

giovanisantana29
Reserve Team Player

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

Originally Posted by **Fiestita**

I think it's related to the media points fuction wich has hard coded teams from 2001. I never tried but I'm pretty sure that writting the current data teams on it is a solution.

I believe this doesn't solve. I've had this problem in ODB. Definitely not seem to be something simple. In the latest version of my Brazilian Mod I made a swap, put the Greek 2nd division in place of the Argentine 2nd division, and then there is no possibility of this problem occurs. However, the 2nd division is no Average Points and the Greek league cannot be loaded.

21-06-16, 02:20 PM

#46

giovanisantana29
Reserve Team Player

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

Originally Posted by **xeno**

exe stops my game without touching any Argentina info and I can not bypass now. When I touch Argentina , it stops immediatly . Because of this crash, save game is dead on 2021 which is started on 2015. is this related with game speed as I never see this problem before ? game speed was x200

Lad, the error is definitely in Argentina. Try disabling both Argentine divisions with Flex Editor, and you will see that the game will advance from 1st August without any problem.

21-06-16, 06:28 PM

#47

Sure
Scout

Join Date: 21-06-14
Posts: 186

Originally Posted by **saturn**

*A few more known issues added to the first post:
European Championship: Two hosts missing in history tab (**Olot replaces them**).
Loans: Clubs in Brazil, France, Ireland, Japan, Russia, South Korea and Sweden can't loan players between themselves for some reason.
UK & ROI: Work permit accidentally removed (currently no restrictions).*

Olot, Olot... like the bug with players having no preferences ? This clubs seems to be picked by CM whenever it needs to put a name somewhere...

21-06-16, 07:33 PM

#48

milo
Director

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

Originally Posted by **Sure**

Olot, Olot... like the bug with players having no preferences ? This clubs seems to be picked by CM whenever it needs to put a name somewhere...

yes, it's the first club in the database, the one with ID number = 0

22-06-16, 05:29 PM

#49

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Are the "known issues" related only to this +patch or does it apply to the vanilla 2.21.1 patch as well?

22-06-16, 05:41 PM

#50

milo
Director

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

Originally Posted by Vikingfk

Are the "known issues" related only to this +patch or does it apply to the vanilla 2.21.1 patch as well?

i think wrong loans and work permits are only in this + version, but saturn will surely fix them soon

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Thread: Patch 2.21.1+

Thread Tools

22-06-16, 10:47 PM

#51

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Originally Posted by **milo**

i think wrong loans and work permits are only in this + version, but saturn will surely fix them soon



24-06-16, 03:35 PM

#52

giovanisantana29
Reserve Team Player

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

Originally Posted by **saturn**

**Reserve teams enabled for German, Portuguese and Spanish clubs without a B team.*

Can you tell me how you do it? I figured it was in the Offsets thread, but I haven't found.

25-06-16, 01:59 PM

#53

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by **giovanisantana29**

Neither. This can occur even in a game without any modification, with only the pure patch .68. It is a error of the game creators.

Hi giovanisantana29,
can it be because of two teams with similar names? Independiente and Independiente Rivadavia de Mendoza .
I see that in the average points table , game shows Independiente Rivadavia de Mendoza as Independiente also. If 2 same names in the same table , there can be crash.
Just an idea, I have no proof about it as I don't have a save before crash.

25-06-16, 02:00 PM

#54

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by [giovanisantana29](#)

Can you tell me how you do it? I figured it was in the Offsets thread, but I haven't found.

I found below in 2.21.1.plus patches
0x142865 0x74 0xeb
Reserve teams enabled for German, Portuguese and Spanish clubs without a B team.

Last edited by xeno; 25-06-16 at 06:40 PM.

25-06-16, 10:42 PM

#55

[giovanisantana29](#)
Reserve Team Player

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

Originally Posted by [xeno](#)

*Hi giovanisantana29,
can it be because of two teams with similar names? Independiente and Independiente Rivadavia de Mendoza .
I see that in the average points table , game shows Independiente Rivadavia de Mendoza as Independiente also. If 2 same names in the same table , there can be crash.
Just an idea, I have no proof about it as I don't have a save before crash.*

Frankly I don't think that is it, but I will do some tests about.

Originally Posted by [xeno](#)

*I found below in 2.21.1.plus patches
0x142865 0x74 0xeb
Reserve teams enabled for German, Portuguese and Spanish clubs without a B team.*

Thanks!

27-06-16, 06:12 PM

#56

[Rodry97](#)
Coach

Join Date: 27-03-12
Posts: 232

Hello

I tested the patch and only played with the Argentina league. In the 2017 season crashed

Will there be a solution?

13-07-16, 07:37 AM

#57

[saturn](#)
Programmer
VIP

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

Originally Posted by [milo](#)

but didn't you say you were working on a 64 bit machine? maybe xeno uses a 32 one.

I don't think it matters whether you're running a 32/64-bit machine. I think all 64-bit systems handle 32-bit programs (cm0102) the same way a 32-bit system would.

Originally Posted by [Vikingfk](#)

Are the "known issues" related only to this +patch or does it apply to the vanilla 2.21.1 patch as well?

They're almost all 2.21.1+ only issues. Of the countries where clubs don't loan players, only France and Ireland are because of 2.21.1+ (I should probably edit the others out). Not sure what the issue is with France (maybe its new transfer windows), but I edited the Irish loans directly so I should be able to fix (or at last revert) that issue.

Originally Posted by [Rodry97](#)

I tested the patch and only played with the Argentina league. In the 2017 season crashed

Will there be a solution?

Seems like there's a few issues with Argentina from .68. Does Argentina crash more often than normal? I don't think I can fix the .68 issues but if some of the new TV/Prize Money changes have exacerbated those issues than I can just revert them.

13-07-16, 09:22 PM

#58

Originally Posted by saturn ◯

I don't think it matters whether you're running a 32/64-bit machine. I think all 64-bit systems handle 32-bit programs (cm0102) the same way a 32-bit system would.

They're almost all 2.21.1+ only issues. Of the countries where clubs don't loan players, only France and Ireland are because of 2.21.1+ (I should probably edit the others out). Not sure what the issue is with France (maybe its new transfer windows), but I edited the Irish loans directly so I should be able to fix (or at last revert) that issue.

Seems like there's a few issues with Argentina from .68. Does Argentina crash more often than normal? I don't think I can fix the .68 issues but if some of the new TV/Prize Money changes have exacerbated those issues than I can just revert them.

I have the same changes in my exe and it doesn't affect the performance. The problem is in the end of a season when the game decides who's getting relegated. I've been playing with the switching function that jumps along the four stages of the league trying to skip 2nd, 3rd and 4th stage but when relegation comes you get the same crash everybody experiences. Perhaps we could try copying code from 0001. The league was different then (two zones) but still used a system of media points for relegations. We could even invert the pyramid and use Nacional B from 2000 as Primera A (30 teams splitted in two zones) and Primera A as Nacional B (22 teams)... Just an idea. It would be much more up to date. The code from 0001 is easily findable using the 9cf*** thread of that game.

24-07-16, 11:59 AM

#59

xeno ◯
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi Saturn,
I can not see attributes of chairman in Tapani 2.21.1, but I can see it in your 2.21.1+
Could you give us the offsets for it? thanks

24-07-16, 04:44 PM

#60

giovanisantana29 ◯
Reserve Team Player

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

This is activated in "Arse" option in the official editor (Tools > Options > Special > Arse).

24-07-16, 05:46 PM

#61

xeno ◯
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by giovanisantana29 ◯

This is activated in "Arse" option in the official editor (Tools > Options > Special > Arse).

it says it makes more likely players behave badly. Do you know what is it and others under Tools > Options > Special >???
thank you

24-07-16, 07:46 PM

#62

giovanisantana29 ◯
Reserve Team Player

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

ARSE:

-Your players CAN make obscene gestures to the crowd.

-Your physio/scouts CAN (not will) give negative comments as well.

-See your chairman's stats.

-Increased chance of your players going AWOL(AWOL (Absent Without Official Leave) - Large the chances of your player doesn't want to return to the club after a loan or vacation).

PRESET TACTICS - Enable new options in the tactics screen (Load Preset and Save Preset), allowing you to view and change the tactics used by the computer.

COLOURBLIND - This will change the colors in the comparative tables and training screens for easier reading of people who have difficulties in differentiating colors.

Forgive me if this has some language error. I have this text in portuguese and I just threw in Google Translator.

24-07-16, 07:49 PM

#63

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Thank you very much Giovanni, it is clear

07-08-16, 07:27 AM

#64

pedrobf ◊
Youth Team Player

Join Date: 17-05-14
Posts: 14

Hi,
can someone create a .exe with:

Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: ticked
Enable Coloured attributes: ticked
Hide non-public bids: ticked

Thank you.

09-08-16, 04:54 PM

#65

Vikingfk ◊
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Hi, Saturn.

I hope you can help me out a bit here.

Just wondering about how to properly install the seperate patches from the first post.
For the moment I don't want the new transfer window offsets in the pluss-patch, so in order to do that I was thinking of making my own custom patch.

Are these patches then supposed to be installed prior to the Tapani patch or after?

11-08-16, 09:39 PM

#66

saturn ◊
Programmer
VIP

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

Originally Posted by pedrobf

Hi,
can someone create a .exe with:

Start year: 2015
Game speed: default
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: ticked
Enable Coloured attributes: ticked
Hide non-public bids: ticked

Thank you.

Added: <http://www.mediafire.com/download/8a...3dbkfo4/15.zip>

Originally Posted by Vikingfk

Hi, Saturn.

I hope you can help me out a bit here.

Just wondering about how to properly install the seperate patches from the first post.
For the moment I don't want the new transfer window offsets in the pluss-patch, so in order to do that I was thinking of making my own custom patch.

Are these patches then supposed to be installed prior to the Tapani patch or after?

I'd recommend installing them after you have applied the Tapani patch.

For the transfer windows, you can apply the Transfer Window Reversal Patch and you'll have the normal .68 transfer windows.

11-08-16, 09:58 PM

#67

Vikingfk ◊

Join Date: 03-03-12

Originally Posted by saturn

I'd recommend installing them after you have applied the Tapani patch.

For the transfer windows, you can apply the Transfer Window Reversal Patch and you'll have the normal .68 transfer windows.

Thanks, Saturn

11-08-16, 11:13 PM

#68

saturn
Programmer
VIP

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

A couple of fixes for those that use Olly:

French loans (French clubs can loan players between themselves):

Code:

```
005C1EEA JMP 005C1F71
005C1EEF NOP
```

Irish loans (Irish clubs can loan players between themselves):

Code:

```
0063C54A JMP 0063C5D1
0063C54F NOP
```

Work permits reinstated in the UK & ROI (just reverted the change - British/Irish clubs can't loan non-EU players again):

Code:

```
008C75F1 JNZ SHORT 008C75E0
```

20-08-16, 06:30 PM

#69

lucasdm
Scout

Join Date: 05-03-12
Posts: 127

I dream about a patch that changes league structures, start year and allows me to set the 4-3-3 formation in the editor without it becoming a (3-5-2)

21-08-16, 03:21 AM

#70

Fods
Not Needed at the Club

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

I'm sure one exists for that

22-08-16, 09:50 AM

#71

user78
Youth Team Player

Join Date: 03-09-14
Posts: 13

Hello
Can someone create me an .exe:

```
Start year: 2015
Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: unticked
Coloured attributes: ticked
Hide non-public bids: unticked
Development: unticked
```

thanks

22-08-16, 11:36 AM

#72

MrFoo
Reserve Team Player

Join Date: 12-03-12
Posts: 369

How about reserve squads, anyway you can make an exe so you can look at a AI squads reserves? at the moment you only see the whole squad combined.

22-08-16, 08:55 PM

#73

MrFoo
Reserve Team Player

Join Date: 12-03-12
Posts: 369

Also I usually play this on my phone these days, when I copy it across it asks for a CD when starting the game up, anyway around that?

23-08-16, 06:26 PM

#74

saturn
Programmer
VIP

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

Originally Posted by user78

Hello

Can someone create me an .exe:

Start year: 2015

Game speed: x4

Idle sensitivity: laptop

Window: 800x600

Disable unprotected contracts: unticked

Coloured attributes: ticked

Hide non-public bids: unticked

Development: unticked

thanks

Added: <http://www.mediafire.com/download/9n...ph0so51/16.zip>

Originally Posted by MrFoo

How about reserve squads, anyway you can make an exe so you can look at a AI squads reserves? at the moment you only see the whole squad combined.

Probably not impossible, but at the moment I wouldn't be sure where to look.

Originally Posted by MrFoo

Also I usually play this on my phone these days, when I copy it across it asks for a CD when starting the game up, anyway around that?

Sorry, I don't know anything about playing the game on phones.

27-09-16, 05:09 PM

#75

domtos88
Youth Team Player

Join Date: 27-09-16
Posts: 41

i've tried myself with 2.21 patch, select start year 2016 and apply the patch, but when i run the game as administrator it crash before start the season during new game downloading. why?

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« Patch +v4 | train in unselected leagues »

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Thread: Patch 2.21.1+

Thread Tools

27-09-16, 05:24 PM

#76

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **domtos88**

i've tried myself with 2.21 patch, select start year 2016 and apply the patch, but when i run the game as administrator it crash before start the season during new game downloading. why?

saturn does state in his very first post when opening this thread that this patch ONLY works in 2015.

02-10-16, 08:44 PM

#77

KL1
Scout

Join Date: 10-08-16
Posts: 62

Hi, I was directed to this post to solve the 'bad regens' problem in CM. I have the 3.9.68 + April 2016 updates installed. I wanted to install this patch but have some questions:

1. Is there a way to install only the fix for the 'bad regens' syndrome?
2. What is 'Game Speed'? Is it the speed of match results in the background that can be changed in the default 'Game Settings', or is it the speed of the commentary during the match (which can be dynamically changed within the game itself)?
3. What is 'Idle Sensitivity'? What is the difference in game play between the options of 'Laptop' and 'Desktop'? Does this have anything to do with the fact that a single click of the mouse causes the +/- of values to increase/decrease 3 or 4 steps at once?
4. Does 'Enable colored attributes' show the increase/decrease that are the result of training on a player's profile?
5. If I choose 'Hide non-public bids' will I still get news notifications if a player I have shortlisted is approached by another club with a private bid?

I'm assuming this requires creating a new game, so I'm wondering whether it's better to wait for the coming October update. If so, will this patch even work with it?

Thanks

03-10-16, 05:10 AM

#78

Fods
Not Needed at the Club

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

Originally Posted by **KL1**

Hi, I was directed to this post to solve the 'bad regens' problem in CM. I have the 3.9.68 + April 2016 updates installed. I wanted to install this patch but have some questions:

1. Is there a way to install only the fix for the 'bad regens' syndrome?
2. What is 'Game Speed'? Is it the speed of match results in the background that can be changed in the default 'Game Settings', or is it the speed of the commentary during the match (which can be dynamically changed within the game itself)?
3. What is 'Idle Sensitivity'? What is the difference in game play between the options of 'Laptop' and 'Desktop'? Does this have anything to do with the fact that a single click of the mouse causes the +/- of values to increase/decrease 3 or 4 steps at once?
4. Does 'Enable colored attributes' show the increase/decrease that are the result of training on a player's profile?
5. If I choose 'Hide non-public bids' will I still get news notifications if a player I have shortlisted is approached by another club with a private bid?

I'm assuming this requires creating a new game, so I'm wondering whether it's better to wait for the coming October update. If so, will this patch even work with it?

Thanks

1. This patch is the most up to date and has all recent features as close to 2016 as possible, league structures etc, why would you only want a section of it?
2. Game Speed drastically increases commentary and general running of the game itself +
3. Idle Sensitivity reduces CPU usage
4. Colored attributes shows the players attributes in various colors, see screenshot below:

Spoiler!

Show

5. You won't be notified when other clubs bid for your players if it's enabled

You can apply to an existing game, no problem. And of course it will work with the new update

03-10-16, 09:53 AM

#79

KL1
Scout

Join Date: 10-08-16
Posts: 62

Originally Posted by **Fods**

1. This patch is the most up to date and has all recent features as close to 2016 as possible, league structures etc, why would you only want a section of it?
2. Game Speed drastically increases commentary and general running of the game itself +
3. Idle Sensitivity reduces CPU usage
4. Colored attributes shows the players attributes in various colors, see screenshot below:
5. You won't be notified when other clubs bid for your players if it's enabled

You can apply to an existing game, no problem. And of course it will work with the new update

1. I usually play games for 30 years or so (until I 'retire' as manager in game, going through 2 completely different generations of players), so I don't want to take the risk of the game crashing in future seasons and losing my game after all the hours. How much of a risk is it to crash in 30+ year career would you say, 5% or 20%?
2. Increase commentary as in the speed or as in the amount of commentary in the match events itself? If it means increasing the amount of match events commentary that would be great, instead of having 10-15 minutes of no activity in matches.
3. That's good.
4. So only cosmetic, not that important to me.
5. Oh no no. I bit unrealistic really. I mean you'd expect his agent to let me know since I'm already interested.

I can apply to my current save!! I mean what about all the changes in league and transfer structures. How can it handle that mid season! Probably safer to use it with a new game.

Thanks for your detailed reply 😊

03-10-16, 10:28 AM

#80

Fods
Not Needed at the Club

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

1. There is never any guarantee the game won't crash, even the original 3.9.68 game with no patches/.updates crashes sometimes. Saying that I always use the latest patches and as long as they are uninstalled and installed correctly installed I have never had a crash! Longest game around 50 years. Not sure if these work but check this: <http://champman0102.co.uk/showthread.php?t=7751>
2. yeh commentary increases, play a game in 30 seconds
3. I know 😊
4. Looks good tho right?
5. Depends how 'hard' you want to make the game I guess

Yeh I always apply the patch to non patched games with no problem, however others have. Risk reward innit 😊

03-10-16, 09:53 PM

#81

saturn ◯
Programmer
VIP

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

Originally Posted by **domtos88**

this message is for SATURN:

can you create a similar patch but start year 2016? now or after october data update. thanks.

There is one in the works, probably about 90% done. I hope to release a single beta exe soon for testing (2016 start but with the April data), then a thread like this with various new exes once the October update is out.

03-10-16, 10:16 PM

#82

Fods ◯
Not Needed at the Club

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

What's the problem with 2016 Saturn, tapani stated in his thread (which I presume you based this patch on) that 2016 is possible?

03-10-16, 10:42 PM

#83

saturn ◯
Programmer
VIP

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

It's mainly getting the international competitions to start in their correct years. Just adding a +1 year via Tapani's patch doesn't equate to them then starting a year later unfortunately. This results in fixture clashes and international competitions not fully completing, usually because the Third Place Playoff game gets skipped.

03-10-16, 11:14 PM

#84

Fods ◯
Not Needed at the Club

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

Gotcha

04-10-16, 09:17 AM

#85

Mark ◯
Chairman

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

Good news, saturn Was going to ask the question myself!

04-10-16, 12:24 PM

#86

sebastiankogut ◯
Youth Team Player

Join Date: 19-11-12
Posts: 22

Whether it is possible to increase
1. the value of players
2. the prize money in the cups
3. Search players - is it possible to see all the players from the database
before the release October update, and in the future to make the restructuring of Polish first division because the two groups is a disaster

04-10-16, 10:57 PM

#87

saturn ◯
Programmer
VIP

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

1. To an extent, yes. There'll be an option for £ users to select a new £x2 option under currencies, which will roughly double the values of players (and everything else).
2. The offsets for most prize money values are known, but noone has gathered the IRL prize money for competitions. You have to consider the effect of entering in 2016 values into a 2001/2 market too (though the £x2 would help mask this a bit).
3. It's possible, but it won't be included in this as it's too helpful for a player. If you want to add it yourself then change the following in Ollly:

Code:

```
007AFC4B JGE 007AFCEE -> 007AFC4B JMP 007AFCEE
                                007AFC50 NOP
```

NOP the original line and enter JP 007AFCEE instead. (Credit to JohnLocke for that.)

05-10-16, 07:11 AM

#88

sebastiankogut
Youth Team Player

Join Date: 19-11-12
Posts: 22

Originally Posted by **saturn**

1. To an extent, yes. There'll be an option for £ users to select a new £x2 option under currencies, which will roughly double the values of players (and everything else).
2. The offsets for most prize money values are known, but noone has gathered the IRL prize money for competitions. You have to consider the effect of entering in 2016 values into a 2001/2 market too (though the £x2 would help mask this a bit).
3. It's possible, but it won't be included in this as it's too helpful for a player. If you want to add it yourself then change the following in Ollly:

Code:

```
007AFC4B JGE 007AFCEE -> 007AFC4B JMP 007AFCEE
                                007AFC50 NOP
```

NOP the original line and enter JP 007AFCEE instead. (Credit to JohnLocke for that.)

Thank You very much

06-10-16, 02:08 PM

#89

domtos88
Youth Team Player

Join Date: 27-09-16
Posts: 41

when will the new patch go out?

06-10-16, 10:51 PM

#90

Fods
Not Needed at the Club

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

Originally Posted by **domtos88**

when will the new patch go out?

Originally Posted by **saturn**

There is one in the works, probably about 90% done. I hope to release a single beta exe soon for testing (2016 start but with the April data), then a thread like this with various new exes once the October update is out.



07-10-16, 08:29 PM

#91

saturn
Programmer
VIP

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

2.21.1+ v1.1 Beta 1 can be found here for a test play: http://www.mediafire.com/file/h47cpf...1.1_Beta_1.zip.

Instructions:

1. Make sure you're playing the April 2016 update, as this is what the patch is based on.
2. Download 2.21.1 Plus v1.1 Beta 1.zip from above.
3. Unzip the file.
4. Copy cm0102.exe into your main Championship Manager folder, overwriting the cm0102.exe file already there.
5. Copy the rest into the Data folder in your main Championship Manager folder, overwriting the files already there.

New changes in the v1.1 Beta 1:

Spoiler!

Show

The exe provided:
Start year: 2016
Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: ticked
Coloured attributes: unticked
Hide non-public bids: unticked
Development: unticked

This will be the **only** exe provided for Beta 1. Note that you can still add coloured attributes/change the speed yourself via the JLPatch.

08-10-16, 05:13 AM

#92

domtos88

Youth Team Player

Join Date:
Posts:

27-09-16
41

satum, i'm not good with JLPatch,
can you upload this .exe? thanks.

Start year: 2016
Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: ticked
Coloured attributes: ticked
Hide non-public bids: unticked
Development: unticked

08-10-16, 07:06 AM

#93

Fods

Not Needed at the Club

Join Date:
Location:
Posts:

16-12-11
Australia
11,493

Its easy, stop being a pussy

08-10-16, 09:20 AM

#94

domtos88

Youth Team Player

Join Date:
Posts:

27-09-16
41

i can't use a JLPatch. i don't know why. perhaps because i haven't java and i don't know how to do.

08-10-16, 11:16 AM

#95

Sure

Scout

Join Date:
Posts:

21-06-14
186

The regens block for teams with 45+ players sounds like an excellent news. Thanks for this new patch !

10-10-16, 01:20 PM

#96

Dermotron

Sir Mergements
Director
Manager
VIP
Captain

Join Date:
Location:
Posts:

15-12-11
Your Mother
29,995

Excellent job Saturn 🙌

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

10-10-16, 01:32 PM

#97

zeus77 ◦
Decent Young Player

Join Date: 13-06-12
Location: Braga
Posts: 55

what can i say?

You guys are amazing, keeping the game alive!

10-10-16, 01:53 PM

#98

KraaaS_ ◦
Youth Team Player

Join Date: 17-07-14
Posts: 13

I'm in, just configuring now the new installation.

10-10-16, 02:02 PM

#99

KraaaS_ ◦
Youth Team Player

Join Date: 17-07-14
Posts: 13

I just copy my current installation on the c:\Saturn.
My current installation is:

1. 3.9.68
2. apply tapani last patch and the game is 3.9.68T
3. add april update
4. copy 2.2.1+
5. start new game
6. i got the error

"Unable to find the GERMAN_FIRST_DIVISION index" and it is for almost leagues.

10-10-16, 02:07 PM

#100

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

You've copied the files other cm0102.exe to the main CM folder and not the data folder

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

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

◀ Patch +v4 | train in unselected leagues ▶

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Thread: Patch 2.21.1+

Thread Tools

11-10-16, 10:17 PM

#101

saturn
Programmer
VIP

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

Originally Posted by **domtos88**

can you upload this .exe? thanks.

No. You can either try to get the JLPatch working, or wait for the full release of +v1.1 some time in early November (probably).

Originally Posted by **Sure**

The regens block for teams with 45+ players sounds like an excellent news. Thanks for this new patch !

Yes, it's potentially a great find by xeno. I've noticed it doesn't work for human controlled teams though so it does need some testing to make sure it works for AI ones.

Originally Posted by **KraaaS_**

I just copy my current installation on the c:\Saturn.

My current installation is:

1. 3.9.68
2. apply tapani last patch and the game is 3.9.68T
3. add april update
4. copy 2.2.1+
5. start new game
6. i got the error

"Unable to find the GERMAN_FIRST_DIVISION index" and it is for almost leagues.

The cm0102.exe and club_comp.dat files don't match, so one wasn't copied into the relevant folder properly. You don't need to apply any Tapani patch beforehand by the way.

-

One small thing I've noticed from some test plays is that there's a short name version of the "Round of 64/32/16" round names which I didn't change ("9th/10th/11th Rnd"), so you might see references to the 9th/10th/11th rounds in those cup draws and matches. An easy fix.

13-10-16, 10:34 AM

#102

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Originally Posted by saturn

Quote Originally Posted by Sure View Post

The regens block for teams with 45+ players sounds like an excellent news. Thanks for this new patch !

Yes, it's potentially a great find by xeno. I've noticed it doesn't work for human controlled teams though so it does need some testing to make sure it works for AI ones.

Actually, current offset change also does not work for teams which have B teams such as Germany. Trying to improve.

23-10-16, 02:41 PM

#103

mcnamee19
Youth Team Player

Join Date: 26-08-16
Posts: 35

A quick question on the 2.21.1 patch, does it in any way change the tactics used by the opposition(such as the new default 4-3-3)?

EDIT: Just to expand on this, are the default tactics(such as the new 4-3-3) updated when pasting the Data Update files into the Data Folder? If so, would I be able to use the ODB tactics in the Data Folder instead of the updated tactics, and still apply the 2.21.1 patch?

My main aim is to play with the updated Database and Patch features but with the ODB AI tactics.

EDIT 2: Sorry, Ignore this, had a look through the folders and saw that the only change is the 4-3-3 tactic, time to look at what I'm doing wrong!

Last edited by mcnamee19; 23-10-16 at 05:36 PM.

24-10-16, 12:36 AM

#104

clintone
Youth Team Player

Join Date: 16-08-13
Posts: 18

Need some help.

I have this patch instaled, but then I instaled the new october 2016 update, and the game crashes. How can I reverse this patch so I can play the new update?

24-10-16, 12:40 AM

#105

Fods
Not Needed at the Club

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

what happens when the game crashes? Any errors?

You install the patch the same way you installed it, just click uninstall patch

24-10-16, 12:48 AM

#106

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by clintone

Need some help.

I have this patch instaled, but then I instaled the new october 2016 update, and the game crashes.

How can I reverse this patch so I can play the new update?

This is not a patch that can be applied to any database. If you read the opening post you'll see it's database specific

Unless you have installed the Tapani 2.21 patch (without the +) then post in this thread >
<http://champman0102.co.uk/showthread.php?t=7636&page=12>

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

24-10-16, 12:51 AM

#107

Fods
Not Needed at the Club

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

Originally Posted by **Dermotron**

This is not a patch that can be applied to any database. If you read the opening post you'll see it's database specific

Unless you have installed the Tapani 2.21 patch (without the +) then post in this thread > <http://champman0102.co.uk/showthread.php?t=7636&page=12>

I didn't realise that 🙄

24-10-16, 01:56 PM

#108

BlazeRavenwolf
First Team Player

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

Saturn are you making a patch for the October 2016 DB

24-10-16, 05:57 PM

#109

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

If you check post 91 of this thread there's a beta patch that saturn has released that only works with the April 16 update but allows for an error free 2016 start amongst a host of other great changes to the game. If you move onto post 101 the great man himself has mentioned a potential updated November release of the patch to work with the October 2016 update. Personally I'd leave him to his work and just thank him endlessly if/when he releases it cos he'll undoubtedly be putting a hell of a lot of his own time and work into it for the sheer enjoyment of others.

24-10-16, 06:34 PM

#110

Mark
Chairman

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

Absolutely 🙄

25-10-16, 01:58 AM

#111

Fods
Not Needed at the Club

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

Originally Posted by **fairedinkum**

If you check post 91 of this thread there's a beta patch that saturn has released that only works with the April 16 update but allows for an error free 2016 start amongst a host of other great changes to the game. If you move onto post 101 the great man himself has mentioned a potential updated November release of the patch to work with the October 2016 update.

Personally I'd leave him to his work and just thank him endlessly if/when he releases it cos he'll undoubtedly be putting a hell of a lot of his own time and work into it for the sheer enjoyment of others.

: 🙄

09-05-20, 06:42 PM

#112

rapidflow
Youth Team Player

Join Date: 04-07-19
Posts: 1

wonderful

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« Patch +v4 | train in unselected leagues »

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