



Thread: Patch +v4

Thread Tools

08-11-17, 08:34 AM

#1

saturn
Programmer
VIP

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

Patch +v4

A new update, a new patch.

What is this?

This is a patch which combines the most recent release from the Update team with the latest discoveries from the Patches forum. It incorporates the October 2017 update, Tapani's 2.22 patch, the latest renaming patch, and other smaller things from the Patches forum like the restructuring of certain leagues.

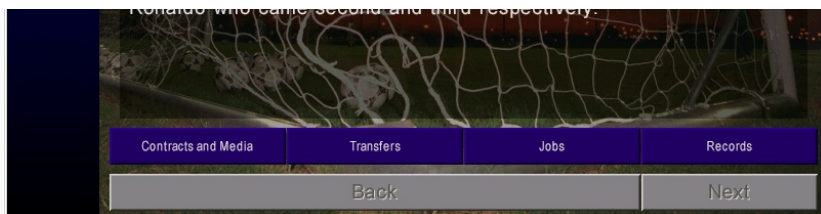
In short, it's a patch that is designed to make the game as realistic as possible for 2017.

Year	Winners	Runners-up
2017	Real Madrid	Juventus
2016	Real Madrid	Atlético Madrid
2015	Barcelona	Juventus
2014	Real Madrid	Atlético Madrid
2013	FC Bayern	Dortmund
2012	Chelsea	FC Bayern
2011	Barcelona	Man Utd
2010	Inter	FC Bayern
2009	Barcelona	Man Utd
2008	Man Utd	Chelsea
2007	Milan	Liverpool
2006	Barcelona	Arsenal
2005	Liverpool	Milan
2004	Porto	Monaco
2003	Milan	Juventus
2002	Real Madrid	Leverkusen

Best FIFA Men's Player award decided

Barcelona forward Lionel Messi is the winner of this year's Best FIFA Men's Player award.

Messi held off the challenge of both Luis Suárez and Cristiano Ronaldo who came second and third respectively.



Firstly, thanks to dandino, CMAventurer, Alcoolix, gazza8 for testing the patch's stability and to martinho, Redknapp69, barfly14 and vandeman for some detailed feedback on the game's finances. Thanks to the villan and fairedinkum for information about many leagues' prize & TV money IRL, and to Sahan for the same information regarding Turkey.

Here are the changes from v3 to v4:

Spoiler!

A complete list of changes from Tapani 2.22 to +v4 (known issues included at the end):

Spoiler!

What do I need to play?

You will need a new Data folder and a new cm0102.exe file to play. Please read the rest of this post fully.

Data folder:

The following Data folder must be used: [Data.zip](#). The data here is 95% based on the October 2017 update team's release, so full credit to them. In order for the data to be compatible with the new cm0102.exe, some alterations had to be made, which means that the above data folder is essential. No other Data folder will be compatible with this

patch, only the one linked above. Delete the Data folder in your Championship Manager folder and extract/unzip the new Data folder from Data.zip. Copy and paste that Data folder into your Championship Manager folder. Now you just need a new cm0102.exe.

cm0102.exe:

Your game needs to have been updated to version 3.9.68. You can check what version you're currently using by starting a game and looking to the top left hand corner. If it doesn't say 3.9.68 (or 3.9.68T), you'll need to update your game. Download the official 3.9.68 patch from [here](#) and run it. The vast majority of updates and patches are built for 3.9.68 so updating to this version is essential.

Next, a little background for people new to this forum. The new cm0102.exe you'll be playing with will be 95% based on the last patch released by a coding guru from these parts named Tapani, patch 2.22.

In his patches, Tapani allowed users to select a few options:

- Game start year: Allows users to set the season the game will begin in. For this patch this option is locked to 2017.
- Game speed: The speed at which the game displays things to you, most notably the match day commentary and how quickly the game continues when you're holidaying. Set it to x200 and the game will fly by. Note that this is not the same as increasing the game's processing (loading) speed. Users can choose speeds of x0.5, default, x2, x4, x6, x8, x20 or x200.
- Idle sensitivity: This prevents the game from using your computer's full processing power when it doesn't need to. For example if you're just looking at a player in your squad screen, the game isn't processing much information and so doesn't need to use a lot of power. Previously the game would just use full power regardless, but with this enabled it will prevent that. This in turn will stop your computer from overheating, causing unnecessary wear and tear to your device. Users can choose options for both desktop or laptop computers.
- Window: This changes the resolution at which cm0102 is displayed, with widescreen modes now being an option. Users can choose from resolutions of 720x480, 800x600 (default), 1024x600, 1024x768, 1280x720, 1280x800, 1280x960, 1280x1024, 1366x768 or 1400x900. If you're not sure which to pick, just stick with the default 800x600.
- Disable unprotected contracts: This will prevent contracts from becoming unprotected. A feature which looked like it could be a prominent thing IRL in 2002 when the game was released, but very rarely occurs today. People can choose to undo this feature if desired, but if they enjoy it and are used to it in-game then they can request for it to not be disabled.
- Coloured attributes: Players attributes are coloured on a sliding scale of red (20) to grey (1) scale. An example can be seen [here](#).
- Hide non-public bids: A human manager will always be alerted to AI bids for players on their shortlist, regardless of whether an AI team makes that bid public or not. With this turned on, AI clubs can now quietly sign players who are on your shortlist without you receiving any alerts about their bids in your News feed.
- Development / benchmark mode: Allowed users to run several instances of cm0102 to test tactics. This feature is broken in 2.22 so it is locked to No for this patch.

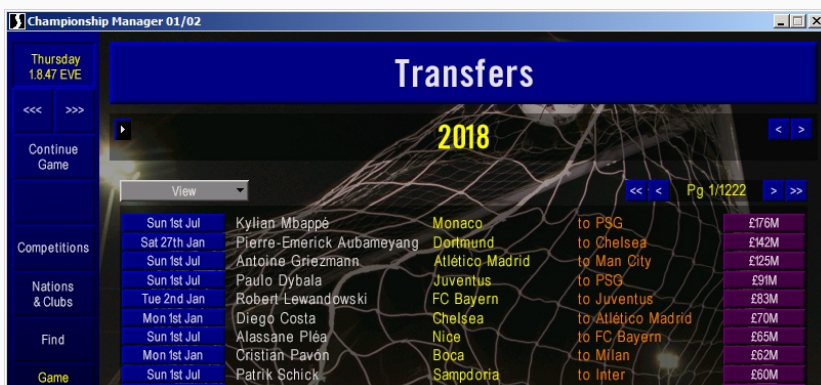
Most users will be surprised to learn of the existence of Tapani's 2.22 patch (or to give it its full title: 2.22-wip0): it's his 2.21.1 patch with a small (3-5%) processing speed optimization. It was posted in the Programming forum two years ago to the day almost.

Spoiler!

Show

I'm a bit uneasy about making public something he had posted privately. But, given the calibre of his previous work I felt it was better to make use of it rather than let it sit mostly unused on his server for two years.

Unfortunately, Tapani's 2.22 will not be compatible with the new data folder we'll be using above. Therefore, people are going to have to request an exe via the form below if they want to play with their preferred Tapani options. I will then create the exe with Tapani 2.22 and modify it so it will be compatible with the new data. Before filling the form out, check post #2 to see if your desired exe has already been uploaded. If it has not been, 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 2017 and the development / benchmark mode no longer works, so those options have been omitted. A final option that you can request this year regards the values in the game. If you wish to have realistic 2017 figures, say Yes for the New values option. If not, say No. The new values look like this:



Sun 1st Jul	Ivan Perisic	Inter	to Roma	£35M
Fri 13th Jul	Mikel Merino	Newcastle	to Athletic Bilbao	£52M
Fri 6th Jul	Radja Nainggolan	Roma	to Atlético Madrid	£51M
Mon 1st Jan	Angel Di Maria	PSG	to Real Madrid	£50M
Mon 2nd Jul	Oscar	Shanghai SIPG	to Chelsea	£50M
Mon 29th Jan	Alexandre Palo	Tianjin Quanjian	to Beijing Guoan	£48M
Mon 18th Jan	Edinson Cavani	PSG	to Real Madrid	£47.5M
Mon 1st Jan	Pedro	Chelsea	to Barcelona	£46.5M
Sun 16th Sep	Lucas	Milan	to Monaco	£46M
Sun 19th Aug	Aleksey Miranchuk	Lokomotiv Moscow	to Lazio	£42.5M

Championship Manager 01/02

Saturday 15:7 AM

Player & Staff Search

Short List **Player Search** Staff Search Scout #1 Scout #2

Search View Filters Data

Famous players in your region Pg 1/66

Player Search

Inf	Name	Club	Basic Wage	Contract Expiry	Releases	Value
	Alexis Sánchez	Arsenal	£325,000	30.6.18		£92M
	Lukaku, Romelu	Man Utd	£325,000	30.6.22		£87M
	Pogba, Paul	Man Utd	£350,000	30.6.21		£80M
	Bale, Gareth	Real Madrid	£350,000	30.6.22		£79M
	Morata, Álvaro	Chelsea	£300,000	30.6.22		£78M
	Lacazette, Alexandre	Arsenal	£300,000	30.6.22		£78M
	de Bruyne, Kevin	Man City	£325,000	30.6.21		£78M
Tr	Rodríguez, James	FC Bayern	£300,000	29.6.19		£76M
	Müller, Thomas	FC Bayern	£300,000	30.6.21		£75M
	Sterling, Raheem	Man City	£300,000	30.6.20		£75M
	Griezmann, Antoine	Atletico	£350,000	30.6.22		£74M

722 players found

Scout #3 Scout #4 Scout #5 Scout #6 Scout #7

Cancel Ok

Championship Manager 01/02

Thursday 21:6 PM

News

All Messages Competitions Injuries and Bans

Wed 20th Jun EVE Board expecting difficult season

Wed 20th Jun EVE **Burnley given £84,000,000**

Wed 20th Jun EVE Birch resumes full training

Wed 20th Jun EVE Terry Pashley's contract

Tue 19th Jun EVE Burnley Fans Player of the Year decided

Filter: Next Unread

Burnley given £84,000,000

Burnley have received £84,000,000 for Premier League TV rights for the 2018/9 season.

Contracts and Media Transfers Jobs Records

Back Next

Requesting an exe:

Requests will probably be met with dwindling enthusiasm so be sure to get yours in early. Again, make sure that your desired exe hasn't already been requested by checking post #2. If you are comfortable with using Flex then you can create an exe yourself by jumping to the Flex users part below. If you're unfamiliar with Flex then simply ignore the previous line and proceed to the exe request form.

- Game speed:
- Idle sensitivity:
- Window:
- Disable unprotected contracts:
- Coloured attributes:
- Hide non-public bids:
- New values:

Once the new cm0102.exe you desire is available, download and extract/unzip it. Delete the cm0102.exe in your Championship Manager folder and copy and paste the new cm0102.exe into your Championship Manager folder. If you have the new Data folder then you are ready to play. Nothing more needs to be downloaded: to reiterate, the Tapani patch, renaming patch, latest updates are all already incorporated into the Data folder and exes in this thread.

Flex users:

If you are not familiar with using Flex then you can ignore this part. For those that do use it, then you can create an exe yourself by doing the following:

Spoiler!

Show

Optional files:

Here are the .patches used in making +v4: [.patches collection](#). These are only here to satisfy other patchers' curiosity and for those that want to try applying them to different exes or databases. No need to download for the vast majority of users.

So, to summarise the **instructions**:

1. Install the game and apply the official [3.9.68 patch](#).
2. Download the [new Data folder](#) and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in 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.

Windows 10 users: if you suffer crashes when the game is updating at the end of the season, try changing the compatibility mode of cm0102.exe to "Windows XP Service Pack 3".

I've added a bug list/FAQs to [post #7](#).

Last edited by saturn; 04-01-18 at 08:06 AM. Reason: Added bug list/FAQs link

08-11-17, 08:35 AM

#2

saturn ◊
Programmer
VIP

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

The exes will be first split in two: those with the New values and those without. After that they will be split by Game Speed. They will then finally 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 new Data folder from post #1 as well as a new exe.

New values exes:

Game Speed: x200

Spoiler!

Game Speed: x20

Spoiler!

Game Speed: x8

Spoiler!

Game Speed: x4

Spoiler!

Game Speed: x2

Spoiler!

Game Speed: default

Spoiler!

Old values exes:

Game Speed: x200

Spoiler!

Game Speed: x20

Spoiler!

Game Speed: x4

Spoiler!

Game Speed: x2

Spoiler!

Game Speed: default

Spoiler!

Last edited by saturn; 12-04-18 at 08:19 PM.

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

[tigerite](#)

08-11-17, 08:54 AM

#3

Alcoolix 
Hot Prospect for the Future

Join Date: 10-05-16
Location: On the Bench
Posts: 164

Hello Saturn and thank YOU for your wonderful work 🙌

Please:

Game speed: x4
Idle sensitivity: labtop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

08-11-17, 09:11 AM

#4

martinho

Hot Prospect for the Future

Join Date:
Posts:

08-03-12
232

Thanks for all the hard work, Saturn. Greatly appreciated.

As for an exe;

Game speed: x20
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes



08-11-17, 09:25 AM

#5

fairedinkum

Hot Prospect for the Future

Join Date:
Posts:

04-03-12
237

Man this is unreal, your work is highly appreciated saturn, can't thank you enough.

Here's the exe I'm after please mate:-

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

Thanks again.

08-11-17, 09:32 AM

#6

MikedBoer

Youth Team Player

Join Date:
Posts:

10-10-12
3

This seems to be epic, thx for all the hard work and dedication 😊

For the exe i have the following

Game speed: X4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

08-11-17, 09:38 AM

#7

saturn
Programmer
VIP

Join Date:
Posts:

18-03-14
1,240

Here is where all known bugs, errors and common FAQs are listed.

Hard crashes: These are bugs that will cause your game to crash, and upon reloading your game will crash again in the same manner (usually on the same date). These bugs are terminal to a save game, though modifications to your exe may still be able to save them.

- Argentine Primera B Nacional Average Points bug:
A bug that has been present since 3.9.68 (maybe earlier), this is caused by the Average Points table in the Argentine

A bug that has been present since 3.2.00 (maybe earlier), this is caused by the Average Points table in the Argentine Primera B Nacional being coded incorrectly. In fact, most of the Argentine Primera B is coded wrong, with teams from Group 1 much more likely to reach the playoffs at the end of the season. Not selecting the Argentine league will result in this bug not occurring. Save games may be salvageable by using a modified exe.

- English National League North. 78:
Slightly different from the other bugs in this category in that it will only occur when creating a new game. This is caused by clicking the 'Select All' button in the 'Select League(s)' screen, and then deselecting England. This results in the game trying to load the English National League North without the English league itself being selected, hence the crash.
- transfer_offer..cpp 153:
Seems to be quite a rare crash, caused by something introduced in +v4 (currently trying to track down what that something is). Given that it's to do with transfers, the bug can probably occur regardless of the league(s) selected. Save games may be salvageable by using a modified exe.

Soft crashes: These are bugs that will cause your game to crash, but upon reloading your game will continue past the date of the previous crash without issue. These bugs are not terminal to a save game, and the effect of them can be reduced by saving often.

- ruling_body bug:
A crash that occurs without any error popping up. Quite rare, it is probably caused by the OFC Champions League and only seems to occur in January. It might also be connected to the discipline..cpp 1149 error below.

Errors: These are errors that pop up in your game that you can just click past without any crash occurring. There won't be any immediate negative effect on your save, but obviously it's preferable that they don't occur at all.

- contract_manager..cpp 5941:
Unknown cause.
- discipline..cpp 1149:
Unknown cause. Might be connected to the ruling_body soft crash above.
- match_eng..cpp 612/652:
Caused by an AI team not being able to name a full eleven players for a game (even including grey players). This usually only occurs in the first season, when teams have lots of players loaned out and then suffer several injuries to their remaining players. It can also occur if an international fixture clashes with a European continental competition fixture. This can potentially become a hard crash if an AI team (or a holidaying human team) can't name any players at all for a match. The 612 part of the error indicates it's a home team that is unable to select a full eleven, the 652 an away team.

FAQs/Other: Commonly asked questions and other minor issues.

- Editing the database further:
I have ran into issues with the editor while making this patch whereby it will not load after changes have been made. After saving any changes you have made in the editor, I would suggest you immediately try and reopen the editor to make sure that no errors have occurred. Any further editing of the database will be at your own risk really.
- Flex/JLPatch year changes:
The JLPatch will try to change two year offsets whenever you apply a .patch to an exe with a 2017 year start (so any exe in this thread). Insert the following two lines into any .patch that you wish to apply to a +v4 exe to counteract this:
0x18b387 0xd1 0xe0
0x19ba24 0xd4 0xe2

Alternatively, change the following in Olly after applying a .patch:
0058B385 CMP AX,7E1 --> 7E0
0059BA23 PUSH 7E4 --> 7E2
- National teams' incorrect stadiums:
An error that has since been fixed by the update team, but that was still present in the database set that I used to create +v4.
- No CD cracks:
This patch has not been made with a No CD cracked exe (and none will ever be created by me). That means you will have to either bum or mount an image of the cm0102.iso.
- Scottish Championship playoffs:
These are not the same as the real life playoffs. Instead, this is the version of playoffs that were scheduled for the 1999/2000 season and which lay dormant in the exe. They were re-enabled, as having some version of the playoffs was more realistic than having no playoffs at all.
- Wembley's reduced capacity:
Different from the other national teams' stadium issue above. This occurs because of Tottenham's stadium move from Wembley after the first season.

Last edited by saturn; 12-12-17 at 10:07 PM. **Reason:** Added Flex/JLPatch year changes

saturn = legend.

08-11-17, 09:51 AM

#9

saturn ◊
Programmer
VIP

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

Originally Posted by **Alcoolix** ◊

Hello Saturn and thank YOU for your wonderful work 🙏

Please:

Game speed: x4
Idle sensitivity: labtop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

Added: <http://www.mediafire.com/file/6uq16tureygykok/1.zip>

Originally Posted by **martinho** ◊

Thanks for all the hard work, Saturn. Greatly appreciated.

As for an exe;

Game speed: x20
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes



Added: <http://www.mediafire.com/file/orag7739ud5scol/2.zip>

Originally Posted by **fairedinkum** ◊

Man this is unreal, your work is highly appreciated saturn, can't thank you enough.

Here's the exe I'm after please mate:-

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

Thanks again.

Added: <http://www.mediafire.com/file/fci5n8f7qd46bqt/3.zip>

Originally Posted by **MikedeBoer** ◊

This seems to be epic, thx for all the hard work and dedication 😊

For the exe i have the following

Game speed: X4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Added: <http://www.mediafire.com/file/t8bdmsc9v07kie/4.zip>

08-11-17, 09:52 AM

#10

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Game speed: x200
Idle sensitivity: Desktop
Window: 800*600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

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

08-11-17, 09:57 AM

#11

baw ◊
Reserve Team Player

Join Date: 13-04-17
Location: Italy
Posts: 480

Thank you for all the great work you have done 🏆🏆

Whenever possible I would like an exe with these charters:



Game speed: x20
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

08-11-17, 09:58 AM

#12

hardip ◊
Youth Team Player

Join Date: 21-06-14
Posts: 11

Yes Geez

Game speed: x200
Idle sensitivity: Laptop
Window: 800*600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

08-11-17, 10:19 AM

#13

alay ◊
Coach

Join Date: 28-06-12
Location: Turkey
Posts: 70

Great job, Saturn!

Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

08-11-17, 10:57 AM

#14

domtos88 ◊
Youth Team Player

Join Date: 27-09-16
Posts: 41

Hi saturn:

Game speed default
Desktop
800 x 600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non public bids: no
New values: yes

Thanks!

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

(buying a laptop specifically for Champman)

Game speed: x20
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

The gameplay changes are amazing 🎮

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

Marquess
Youth Team Player

Join Date: 08-06-15
Posts: 23

Originally Posted by **Alcoolix**

Hello Saturn and thank YOU for your wonderful work 🙌

Please:

*Game speed: x4
Idle sensitivity: labtop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes*

the same .exe but for desktop? 😊

Game speed: x4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values :yes

Redknapp69
Member of the Month
Social Media Mod

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

That is what you call an opening post!

Amazing work Saturn!

And to those before him like Tapani and as ever the entire Update Team



I'm sure i'll be fine to use any of the exe's already posted so will try out now 😊 🎮 🎮 🎮 🎮

zionmaster ◊
King of the Mountain - 2016

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

Finally, here it is! I will joy it after finishing my tour guide!!! Thank you very much :-*

08-11-17, 12:53 PM

#20

Solis ◊
VIP

Join Date: 10-03-12
Location: France
Posts: 21

Thanks you saturn, great work again 😊

Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Thanks !

08-11-17, 01:05 PM

#21

bruebous ◊
Director

Join Date: 03-03-15
Location: Nova Friburgo, Brazil
Posts: 1,421

Tks man, great job as always!

Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no

08-11-17, 01:37 PM

#22

Rudi-Assauer ◊
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

Bow to the king! 🙏

Game speed: Default
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

08-11-17, 01:37 PM

#23

Mark ◊
Chairman

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

Congrats on getting the latest release out there, saturn 🙌 I've gone through all of the changes that you've listed and it amazes me how much the game has changed over the years.

Nice to see a shout out to Tapani included in your post too 😊

Looking forwards to testing this out, could I please have (double checked that it's not been requested yet):

Game speed: Default.
Idle sensitivity: Laptop.
Window: 800x600.
Disable unprotected contracts: Yes.
Coloured attributes: Yes.
Hide non-public bids: No.
New values: Yes.

Thanks!

08-11-17, 02:25 PM

#24

Thanks for your hard work Saturn, can you do for me please

Game speed: default
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:no

Thanks 🙏

08-11-17, 02:32 PM

#25

LEGEND!! 🙏

Game speed: X2
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

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

yahyaburcer

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules



Thread: Patch +v4

Thread Tools ▾

08-11-17, 03:52 PM

#26

tsigol

Youth Team Player

Join Date: 27-04-15
Posts: 19

thank yo so much

Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:no

08-11-17, 04:54 PM

#27

stuart44

Youth Team Player

Join Date: 08-10-13
Posts: 24

Have been patiently waiting for this - cant wait!!

You sir are a ledge!!!

Game speed: x4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked
New values: No

08-11-17, 05:02 PM

#28

Redknapp69

Member of the Month
Social Media Mod

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

Mr Saturn

Quick Q

It might be a result of using the £x2 currency

But when offering a contract (for example), the drop down looks to be set to ODB values with a max which is way lower than what player wants

Nothing to do with what the club can "afford" to offer as if I press button next to £100,000 then it goes up or down (i.e they have the ability to offer more than £100k pw to a player)

Not sure i've seen that before even when doing Aussie Dollar (which multiplies ODB by 2-3 times). The drop down just seems to work in conjunction with currency chosen

Can use the + or minus so not a big deal but sometimes the drop downs are useful as well

□

08-11-17, 06:48 PM

#29

dangler ◊

Decent Young Player

Join Date: 13-03-12
Posts: 35

Game speed: x20
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

08-11-17, 06:56 PM

#30

neivff ◊

Youth Team Player

Join Date: 24-08-17
Posts: 5

Game speed: x4
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

08-11-17, 07:02 PM

#31

the villan ◊

Coach

Join Date: 10-03-17
Posts: 743

This looks great saturn

Game speed: Default
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

08-11-17, 07:25 PM

#32

Shambalane ◊

Hot Prospect for the Future

Join Date: 07-08-13
Posts: 183

Thank you Saturn!

Game speed: x4
Idle sensitivity: Laptop
Window: 800 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No

08-11-17, 07:41 PM

#33

Marktwin78 ◊

Youth Team Player

Join Date: 07-10-15
Posts: 9

Thanks for all the hard work, Saturn. Greatly appreciated.

As for an exe;


Game speed: x 4
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

08-11-17, 08:34 PM

#34

evesham 
VIP

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

Hi Saturn I followed your instructions and made my own exe as per settings below this morning and I reached 2/2/2030 in holiday mode and then the game crashed. I reloaded and got an error "v3.9.68T transfer_offer..cpp 153". I clicked "ok" 4 times and it goes, I press continue 3 times and the game crashes, any ideas? (No rush - I know your real busy ) **Edit:Just running it a 2nd time from 2017**
2nd Edit:reached 18/02/2031 so far


Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:no

□ □


Last edited by evesham; 09-11-17 at 01:38 AM.

08-11-17, 08:57 PM

#35

teh1234 
Youth Team Player

Join Date: 01-07-14
Posts: 18


THANK YOU! 

Game speed: x20
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

so basically 1st one from 2nd post but without hidden non-public bids.

08-11-17, 09:02 PM

#36

ebfatz 
Social Media Mod
Former Holy Trinity Member
Stories Mod

Join Date: 02-03-12
Posts: 8,522




November's Member of the Month has been decided and it's only the 8th!!


Absolutely golden work saturn. Time to get the new update downloaded!

08-11-17, 09:33 PM

#37

saturn 
Programmer
VIP

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

Originally Posted by **Demotron** 

*Game speed: x200
Idle sensitivity: Desktop
Window: 800*600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes*

Added: <http://www.mediafire.com/file/b2dh8ul3nla0p4t/5.zip>

Originally Posted by **baw** 

Thank you for all the great work you have done 🏆👑

Whenever possible I would like an exe with these charters:



Game speed: x20
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

Added: <http://www.mediafire.com/file/lv4sfh9jbuvu4pd/6.zip>

Originally Posted by **hardip**

Yes Geez

Game speed: x200
Idle sensitivity: Laptop
Window: 800*600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

Added: <http://www.mediafire.com/file/709puaqtfsy5r0/7.zip>

Originally Posted by **alay**

Great job, Saturn!

Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

Added: <http://www.mediafire.com/file/jzllvmd9p784aca/8.zip>

Originally Posted by **domtos88**

Hi saturn:

Game speed default
Desktop
800 x 600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non public bids: no
New values: yes

Thanks!

Added: <http://www.mediafire.com/file/vb8gt066u3r6d12/9.zip>

Originally Posted by **martinho**

(buying a laptop specifically for Champman)

Game speed: x20
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

Added: <http://www.mediafire.com/file/3kcdqj3xsvvq660/10.zip>

Originally Posted by **Redknapp69**

Mr Saturn

Quick Q

It might be a result of using the Ex2 currency

But when offering a contract (for example), the drop down looks to be set to ODB values with a max which is way lower than what player wants

Nothing to do with what the club can "afford" to offer as if I press button next to £100,000 then it goes up or down (i.e they have the ability to offer more than £100k pw to a player)

Not sure i've seen that before even when doing Aussie Dollar (which mutliplies ODB by 2-3 times). The drop down just seems to work in conjunction with currecy chosen

Can use the + or minus so not a big deal but sometimes the drop downs are useful as well

Good spot, the values are 1/4 of what clubs can really afford (which is kind of because the new values are the originals x4). I'm not sure if it's worth looking to fix as with there'll always be a wrong amount depending on whether you're using Ex2 or not (plus as you say, you can just change it using the + / - buttons).

Originally Posted by **evesham**

Hi Saturn I followed your instructions and made my own exe as per settings below this morning and I reached 2/2/2030 in holiday mode and then the game crashed. I reloaded and got an error "v3.9.68T transfer_offer..cpp 153". I clicked "ok" 4 times and it goes, I press continue 3 times and the game crashes, any ideas? (No rush - I know your real busy) **Edit:Just running it a 2nd time from 2017**

Thanks for the feedback, looks like the same thing from the beta exe. If you still have it, can you upload the save game somewhere?

08-11-17, 09:42 PM

#39

chrisuren
Youth Team Player

Join Date: 08-08-16
Posts: 33

Thank you so much for all your hard work!

08-11-17, 09:59 PM

#40

Offside Trap
Squad Rotation Player

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

Saturn - you are the man... this really is amazing from you, and I salute you

Game speed: X8
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

08-11-17, 10:16 PM

#41

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Game speed: x4
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

08-11-17, 10:27 PM

#42

saturn
Programmer
VIP

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

Originally Posted by **Marquess**

the same .exe but for desktop? 😊

*Game speed: x4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values :yes*

Added: <http://www.mediafire.com/file/6g9fjuof9wxu9u/11.zip>

Originally Posted by **Solis**

Thanks you saturn, great work again 😊

*Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes*

Thanks !

Added: <http://www.mediafire.com/file/tvellsxf91agahb/12.zip>

Originally Posted by **bruebous**

Tks man, great job as always!

*Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no*

Added: <http://www.mediafire.com/file/hnx63twnd2t465y/13.zip>

Originally Posted by **Rudi-Assauer**

Bow to the king! 🇬🇧

*Game speed: Default
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes*

Added: <http://www.mediafire.com/file/mqxsx19rg9gynwz/14.zip>

08-11-17, 10:34 PM

#43

Pedro M
Scout

Join Date: 25-11-16
Location: Lisbon
Posts: 1,003

Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: yes
New values: yes

08-11-17, 11:06 PM

#44

barfly14
Hot Prospect for the Future

Join Date: 28-09-17
Location: Milton Keynes, UK
Posts: 132

Thanks for all your hard work Saturn! I'm happy to use one of the exe's already requested from fellow members. Much appreciated. 😊

08-11-17, 11:26 PM

#45

l22677 ◊

Youth Team Player

Join Date: 03-03-12
Posts: 11

Great Work can you make

Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: yes

And:

Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: no

08-11-17, 11:31 PM

#46

kingboss ◊

Youth Team Player

Join Date: 20-10-14
Posts: 3

great job

Game speed: x8
Idle sensitivity: Laptop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

thank you for your hard work

08-11-17, 11:35 PM

#47

Solis ◊

VIP

Join Date: 10-03-12
Location: France
Posts: 21

Originally Posted by **saturn** ◊

Originally Posted by **Solis**

Thanks you saturn, great work again

*Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes*

Thanks !

Added: <http://www.mediafire.com/file/tvellsxf91agahb/12.zip>

Thanks you again, but can I have the same patch with "Idle sensitivity : off" please ? I play with trackpad on a Virtual Machine on Mac and it seems that with Idle Sensitivity Laptop, I have to click 3-4 times to make it work

Sorry fot that

08-11-17, 11:35 PM

#48

saturn ◊

Programmer
VIP

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

Originally Posted by **Mark**

*Game speed: Default.
Idle sensitivity: Laptop.
Window: 800x600.
Disable unprotected contracts: Yes.
Coloured attributes: Yes.
Hide non-public bids: No.
New values: Yes.*

Thanks!

Added: <http://www.mediafire.com/file/p87t2topb4r4xaq/15.zip>

Originally Posted by **evesham**

Thanks for your hard work Saturn, can you do for me please

*Game speed: default
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no*

Thanks

From your post below I take it you no longer need this?

Originally Posted by **agelida**

*Game speed: X2
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Added: <http://www.mediafire.com/file/1kuayv2fztywoap/16.zip>

Originally Posted by **tsigol**

thank yo so much

*Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no*

Added: <http://www.mediafire.com/file/d1uhb0uhkttndnr5/17.zip>

Originally Posted by **stuart44**

Have been patiently waiting for this - cant wait!!

You sir are a ledge!!!

*Game speed: x4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Ticked
Coloured attributes: Ticked
Hide non-public bids: Ticked
New values: No*

Added: <http://www.mediafire.com/file/sl5cnmzt4h1k9pp/18.zip>

These will be the final batch for tonight.

This is great fun.

Trying to work out where to pitch your offers on transfer fees and wage offers is bringing a great new lease of life on the game!



09-11-17, 01:43 AM

#50

Coys ◊
First Team Player

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

Thank you so much Saturn 🙌

Page 2 of 16 ◀◀ First ◀ 1 2 3 4 5 6 12 ... ▶ Last ▶▶

◀ Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ ▶

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Thread: Patch +v4

Thread Tools

09-11-17, 01:47 AM

#51

bruebous
Director

Join Date: 03-03-15
Location: Nova Friburgo, Brazil
Posts: 1,421

Thanks satum!
I got number 13.zip again, same as v3 😊
A pity World Club Championship had to be reverted back, was pretty amazing, considering the unusual format of the competition.
Great job!

09-11-17, 04:09 AM

#52

Jose
Hot Prospect for the Future

Join Date: 21-04-12
Posts: 174

Amazing job satum, glad to wait for this before using the new database

Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

09-11-17, 07:20 AM

#53

avg77
Youth Team Player

Join Date: 06-03-12
Posts: 3

Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: no
Coloured attributes: no
Hide non-public bids: no
New values: yes

Thanks!

09-11-17, 09:03 AM

#54

saturn
Programmer
VIP

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

Originally Posted by **dangler**

*Game speed: x20
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Originally Posted by **neivff**

*Game speed: x4
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Neither of these have a valid window/resolution option selected.

Originally Posted by **the villan**

This looks great saturn

*Game speed: Default
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Added: <http://www.mediafire.com/file/htfsc4latbiaaj1/19.zip>

Originally Posted by **Shambalane**

Thank you Saturn!

*Game speed: x4
Idle sensitivity: Laptop
Window: 800 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No*

Added: <http://www.mediafire.com/file/o1p1uk7hk99cxe/20.zip>

Originally Posted by **Markwin78**

Thanks for all the hard work, Saturn. Greatly appreciated.

As for an exe;

*Game speed: x 4
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/7n3dxdmciatfds/21.zip>

Originally Posted by **teh1234**

THANK YOU! 😊

*Game speed: x20
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes*

so basically 1st one from 2nd post but without hidden non-public bids.

Added: <http://www.mediafire.com/file/u16ocuumdr61vmr/22.zip>

Originally Posted by **Offside Trap**

Saturn - you are the man... this really is amazing from you, and I salute you

Game speed: XR

Game speed: x4
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Added: <http://www.mediafire.com/file/a79w7pibna3z9xb/23.zip>

Originally Posted by **martinho**

Game speed: x4
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

Added: <http://www.mediafire.com/file/7n3dxmciatfds/21.zip>

Originally Posted by **PedroM**

Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: yes
New values: yes

Added: <http://www.mediafire.com/file/a2icvf3voov4xfh/24.zip>

Originally Posted by **I22677**

Great Work can you make

Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: yes

Added: <http://www.mediafire.com/file/qmhtf1m8ik6hm9h/25.zip>

Originally Posted by **I22677**

Game speed: x2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: no

Added: <http://www.mediafire.com/file/zkrr9pf3sr85d95/26.zip>

More exes to come 11/12 hours from now.

09-11-17, 09:18 AM

#55

domtos88
Youth Team Player

Join Date: 27-09-16
Posts: 41

sorry my english.

why it doesn't work the exe?
i installed the game, then 3.9.68, i copied the data update 2017 and then the exe but when i start the new game says error unable find german first division, unable find german second division and so for all leagues. with the data update 2016 and patch v3 is all ok.
thanks for answers

09-11-17, 09:38 AM

#56

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

You need the folder from the first post, not the October 2017 Data Update

Champpan0102.co.uk Facebook Page
13000 followers and rising
November 2020 Data Update Out Now

09-11-17, 10:49 AM

#57

evesham 
VIP

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


 Originally Posted by **saturn** 

Thanks for the feedback, looks like the same thing from the beta exe. If you still have it, can you upload the save game somewhere?

Hi Saturn, [here's](#) the saved game link on Dropbox, you don't need to be a member to download it, thanks.

09-11-17, 12:31 PM

#58

Ronaldo07 
Youth Team Player

Join Date: 08-03-12
Location: Manchester
Posts: 22

Hello Saturn and thank YOU for your wonderful work

Please: starting in 2017


Game speed: x2
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

Thank you Evesham for this update.
Here's the link Evesham provide for my options above
<http://www.mediafire.com/file/94rxpj...pd2/cm0102.zip>

Last edited by Ronaldo07; 09-11-17 at 03:09 PM.

09-11-17, 12:59 PM

#59

domtos88 
Youth Team Player

Join Date: 27-09-16
Posts: 41

ok, now is perfect. one question more. this year italian serie a 4 teams qualifies to champions league. with editor how can i edit the coefficient for italy league? i don't find it. thanks.

09-11-17, 03:12 PM

#60

baw 
Reserve Team Player

Join Date: 13-04-17
Location: Italy
Posts: 480


If it is not the right place to report this I apologise in advance.
I have just started the Italian championship starting from season 17-18 and I noticed a mistake, Inter plays the Europa league while Milan is not, they should be reversed.

09-11-17, 03:42 PM

#61

And1 
Coach

Join Date: 09-09-12
Posts: 734

 Originally Posted by **domtos88** 

ok, now is perfect. one question more. this year italian serie a 4 teams qualifies to champions league. with editor how can i edit the coefficient for italy league? i don't find it. thanks.

You go to "Nation" - "Italy" - "3. Coefficients"- "UEFA" and there you have it. Try and write 19,5 instead of 11,5 in the 1995 column. Then you need to make sure they are Top 3 in the coefficients so you can then go to Germany in nation tab and change their coefficient, maybe the 1995 also, from 16,428 to 12,428. That should be enough so Italy are one of the top 3 countries in the table which means they have 4 CL teams.

09-11-17, 05:18 PM

#62

esatozcan ◊
Youth Team Player

Join Date: 15-03-14
Posts: 7

Thank you for your hard work Saturn.
Game speed: x8
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

09-11-17, 06:15 PM

#63

nunostiles ◊
Youth Team Player

Join Date: 29-04-12
Posts: 3

The problem here, is that the downloaded EXE (cm0102) it is not cracked... it requests CD 😞 anyone could help?

09-11-17, 06:26 PM

#64

GFRay ◊
VIP

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

Originally Posted by **nunostiles** ◊

The problem here, is that the downloaded EXE (cm0102) it is not cracked... it requests CD 😞 anyone could help?

Download the .iso file and mount it with a virtual mount program. There are many of them out there!

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

09-11-17, 06:34 PM

#65

nunostiles ◊
Youth Team Player

Join Date: 29-04-12
Posts: 3

Ok thank you. But if I burn it to a CD it will work also?

09-11-17, 06:42 PM

#66

evesham ◊
VIP

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

yes burning the CD works

09-11-17, 06:49 PM

#67

nunostiles ◊
Youth Team Player

Join Date: 29-04-12
Posts: 3

Thank you!

09-11-17, 06:50 PM

#68

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Top work as always saturn, loving the patch.

Couple of things, I turned the Club World Cup back on that Gio done and have got through 5 seasons and it works fine. Secondly, Spurs haven't moved to their new stadium and I've gone past 2018 a few times when testing, any ideas why please mate?

09-11-17, 06:57 PM

#69

Renato46 ◊
Youth Team Player

Join Date: 09-11-17
Posts: 3

Download

I can not download the file !!!!

09-11-17, 07:21 PM

#70

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Game speed: Default
Idle sensitivity: Laptop
Window: *800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

&

Game speed: Default
Idle sensitivity: Laptop
Window: *800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No

2 different ones requested there, please mate.

09-11-17, 07:58 PM

#71

evesham ◊
VIP

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

Hi Saturn, the new game I ran at 200x speed is currently in 2052, no problems, thanks 😊

09-11-17, 08:03 PM

#72

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Tierney-LFC-1990** ◊

*Game speed: Default
Idle sensitivity: Laptop
Window: *800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

&

*Game speed: Default
Idle sensitivity: Laptop
Window: *800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No*

2 different ones requested there, please mate.

1st exe is on page 1 mate, I requested it.

09-11-17, 08:19 PM

#73

saturn ◊
Programmer
VIP

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

Originally Posted by **kingboss**

great job

Game speed: x8
Idle sensitivity: Laptop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

thank you for your hard work

Added: <http://www.mediafire.com/file/gbabbd19c8dbxt1/27.zip>

Originally Posted by **Solis**

Game speed: x8
Idle sensitivity: Off
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Added: <http://www.mediafire.com/file/cad3kfjwwps67si/28.zip>

Originally Posted by **Jose**

Amazing job saturn, glad to wait for this before using the new database

Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Added: <http://www.mediafire.com/file/jlr9d7tac6doq19/29.zip>

Originally Posted by **avg77**

Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: no
Coloured attributes: no
Hide non-public bids: no
New values: yes

Thanks!

Added: <http://www.mediafire.com/file/6c4jkytii8zsqcq/30.zip>

09-11-17, 08:21 PM

#74

Renato46
Youth Team Player

Join Date: 09-11-17
Posts: 3

Your submission could not be processed because a security token was invalid.

If this occurred unexpectedly, please inform the administrator and describe the action you performed before you received this error.

09-11-17, 08:27 PM

#75

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Thanks Saturn for your good job with this patch. If I want to make my own exe, how do I get hold of the new Tapani patch v2.22?

Edit: Never mind. Found the link in the spoiler text 😊

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Thread: Patch +v4

Thread Tools

09-11-17, 08:33 PM

#76

Kingsley
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Please may I have

Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: NO

You are a true legend, and probably a wonderful human being 🙏

Thanks in anticipation

The artist formally known as The Eejit

09-11-17, 08:54 PM

#77

saturn
Programmer
VIP

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

Originally Posted by **esatozcan**

Thank you for your hard work Saturn.
Game speed: x8
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

Added: <http://www.mediafire.com/file/mko4i31eqh3b8zr/32.zip>

Originally Posted by **Tierney-LFC-1990**

Game speed: Default
Idle sensitivity: Laptop
Window: *800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No

Added: <http://www.mediafire.com/file/iz8kvvg6f14xfb7/33.zip>

Originally Posted by **Kingsley**

Please may I have

Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: NO

You are a true legend, and probably a wonderful human being 🙏

Thanks in anticipation

Game speed?

09-11-17, 09:11 PM

#78

suc2

Youth Team Player

Join Date:

07-05-17

Posts:

2

Thanks for all your hard work Saturn!

I'd be really grateful if you could create an exe with the following:

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: no
New values:yes

Many thanks in advance!

09-11-17, 09:32 PM

#79

saturn

Programmer
VIP

Join Date:

18-03-14

Posts:

1,240

Originally Posted by **evesham**

Hi Saturn, here's the saved game link on Dropbox, you don't need to be a member to download it, thanks.

Thanks for the link. I'm still no closer to knowing what causes it, but I have my suspicions. I'd say the culprit is probably either the loan changes (70%), the changes from Tapani 2.21.1 --> 2.22 (20%), New values (5%) or something else (5%) - maybe discipline, seen a couple of minor errors with it but can't see how it'd be connected to the transfer offer code.

I've tried running the save on an exe that is either:

1. Without the loan changes
2. Based on 2.21.1 rather than 2.22
3. Uses the old values

The game still crashes on each exe. I suspect the damage is already done and that removing whatever caused the initial errors won't have any effect. Ideally, if someone encounters the transfer_offer error in a game, save the game under a new name. That way I could have a look at the initial save a couple of weeks/months before the crash date, to see if I can test it with different exes and check if the error is bypassed. Although that assumes that the error will present itself on the same date, which I doubt.

Another option would be to holiday with the three modified exes above and see if the error occurs on them. The only downside is that it would be hard to rule anything out: I've holidayed probably 200+ seasons with +v4 and have yet to run into it. So you could run 3/400+ of seasons with a +v4 exe based on 2.21.1, have no error and think we're in the clear when we wouldn't be.

The good news is that I've at least managed to revive the two save games that have ran into it, so the error isn't a death knell to a save anymore. But the manner is very brute force - simply skipping bits of the codes where the crashes occur (without really knowing what I'm skipping). The solution I'm thinking of is to maybe provide an exe for users to run for a week in-game time so that it skips/reverts the errors, then they can just switch back to their normal exes and continue.

Originally Posted by **fairedinkum**

Top work as always saturn, loving the patch.

Couple of things, I turned the Club World Cup back on that Gio done and have got through 5 seasons and it works fine. Secondly, Spurs haven't moved to their new stadium and I've gone past 2018 a few times when testing, any ideas why please mate?

I never ran into any issue myself with the Club World Cup, but others did and it was usually a save-killer. So stability trumps any change really. The Spurs thing I don't know about, they always move in mine. Do they not move in anyone else's games?

09-11-17, 09:48 PM

#80

saturn
Programmer
VIP

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

Originally Posted by **suc2**

Thanks for all your hard work Saturn!

I'd be really grateful if you could create an exe with the following:

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: no
New values: yes

Many thanks in advance!

Added: <http://www.mediafire.com/file/ttdoh863ddbuiqb/34.zip>

09-11-17, 09:53 PM

#81

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

What date does the move happen mate? What I might do is just create the new 60000 seater White Hart Lane and have Spurs play there from the beginning.

09-11-17, 09:55 PM

#82

saturn
Programmer
VIP

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


It's either June or July 2018.

09-11-17, 10:05 PM

#83

fairedinkum

Join Date: 04-03-12


Originally Posted by saturn 
It's either June or July 2018.

Unusual then mate.

Was it difficult to code?

09-11-17, 10:15 PM

#84

saturn 
Programmer
VIP


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

No, quite easy. I just used Everton's move in the code and replaced them with Tottenham, and changed Kings Dock to New WHL.


Just check in the editor to see whether New WHL's capacity is -61,559, with the important thing being the minus sign. No idea why it wouldn't be but it's the only thing I can think of.

09-11-17, 10:30 PM

#85

fairedinkum 
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by saturn 


No, quite easy. I just used Everton's move in the code and replaced them with Tottenham, and changed Kings Dock to New WHL.

Just check in the editor to see whether New WHL's capacity is -61,559, with the important thing being the minus sign. No idea why it wouldn't be but it's the only thing I can think of.

I'll have a look when I get home tonight and see if it's on there. If not I'll just do the editing myself I guess.

09-11-17, 11:42 PM

#86

giovantisantana29 
Reserve Team Player

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

Great job as always Saturn. 😊

Only a information about Tottenham's stadium move: That code "destroys" the club's old stadium (I mean the stadium's capacity will be strange, sometimes with a negative number). So after the stadium move, Wembley probably will have strange assists.


To avoid this, fill with NOP 0059BD05.

And about the World Club Cup, I've been working on a new one and it's almost done. It is completely stable even with compatibility mode enabled (which was the problem of the old one). When this is ready I'll share here.

Last edited by giovantisantana29; 25-11-17 at 12:23 AM.

10-11-17, 01:16 AM

#87

fairedinkum 
Hot Prospect for the Future


Join Date: 04-03-12
Posts: 237

Hopefully something else you can help me with please (sorry to be a pain).

In 2018, immediately after the World Cup finished in Russia, the Confederations Cup takes place also in Russia (should have taken place in 2017). Is it easy to change the coding so that the Confederations Cup takes place in 2017 in Russia followed by Qatar in 2021?

10-11-17, 07:37 AM

#88

saturn 
Programmer
VIP

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

Originally Posted by **giovanisantana29**

Only a information about Tottenham's stadium move: That code "destroys" the club's old stadium (I mean the stadium's capacity will be strange, sometimes with a negative number). So after the stadium move, Wembley probably will have strange assists.

To avoid this, fill with NOP 0059BD01.

You're right - Wembley's capacity is 18,000 after the move, never noticed that. Thanks for the fix too! I imagine the reason for the reduction is similar to why the new stadium's capacity has to initially be a minus figure in the editor: to stop it from potentially being chosen as a stadium should its nation hold an international tournament. I'll add it to the known issues.

Originally Posted by **giovanisantana29**

And about the World Club Cup, I've been working on a new one and it's almost done. It is completely stable even with compatibility mode enabled (which was the problem of the old one). When this is ready I'll share here.

Good to hear, it was a shame that it had to be removed because the structure was absolutely perfect. I'd be interested to hear how you solved the problem, if you ever get the time to explain it.

Originally Posted by **fairedinkum**

Hopefully something else you can help me with please (sorry to be a pain).

In 2018, immediately after the World Cup finished in Russia, the Confederations Cup takes place also in Russia (should have taken place in 2017). Is it easy to change the coding so that the Confederations Cup takes place in 2017 in Russia followed by Qatar in 2021?

No, unfortunately the Confederations Cup host section only lets you choose one nation as its host (who will always host it thereafter - edit: maybe not actually, seems to be a mix of countries hosting other editions).

Last edited by saturn; 10-11-17 at 02:18 PM.

10-11-17, 08:25 AM

#89

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

1st exe is on page 1 mate, I requested it.

Thanks mate :-)

10-11-17, 08:27 AM

#90

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **saturn**

Added: <http://www.mediafire.com/file/mko4i31eqh3b8zr/32.zip>

Added: <http://www.mediafire.com/file/iz8kvwg6f14xfb7/33.zip>

Game speed?

Many thanks Saturn! :-)

10-11-17, 10:13 AM

#91

Rodry97
Coach

Join Date: 27-03-12
Posts: 232

Hi

Sorry. Alguien que hable español/spanish y me ayude a instalar el patch con todas las modificaciones.

Gracias/thank you

10-11-17, 10:23 AM

#92

Kingsley
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Originally Posted by **Kingsley**

Please may I have

*Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: NO*

You are a true legend, and probably a wonderful human being

Thanks in anticipation

Sorry game speed x200. Thanks

The artist formally known as The Eejit

10-11-17, 11:57 AM

#93

dandino
Youth Team Player

Join Date: 26-03-12
Posts: 18

Originally Posted by **Rodry97**

Hi

Sorry. Alguien que hable español/spanish y me ayude a instalar el patch con todas las modificaciones.

Gracias/thank you

Hola.

Mi español es muy limitada pero puedo intentar a ayudarte (soy escocés pero vivo en Cantabria!).

Necesitas seguir las instrucciones normales para actualizar el juego. Después, tienes que elegir una opción de 'Saturn Patch'; eliges de su lista. Tienes que usar su 'CM0102.exe' y su carpeta 'data'.

Espero que esto es útil para te.

iVamos Celtic!

Last edited by dandino; 10-11-17 at 11:58 AM. Reason: Misquote.

10-11-17, 11:58 AM

#94

Redknapp69
Member of the Month
Social Media Mod

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

Guys

English only on the site please

Thanks

10-11-17, 02:12 PM

#95

dandino
Youth Team Player

Join Date: 26-03-12
Posts: 18

Originally Posted by **Redknapp69**

Guys

English only on the site please

Thanks

The guy is just asking for help installing Saturn's patch in Spanish.

10-11-17, 03:31 PM

#96

giovanisantana29
Reserve Team Player

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

Originally Posted by saturn

You're right - Wembley's capacity is 18,000 after the move, never noticed that. Thanks for the fix too! I imagine the reason for the reduction is similar to why the new stadium's capacity has to initially be a minus figure in the editor: to stop it from potentially being chosen as a stadium should its nation hold an international tournament. I'll add it to the known issues.

Another thing you can do about it - just for visual effect though - is this:

00829930 PUSH 00A813A0 > PUSH 9E180C

With this, Wembley will appear as "Rented Stadium" in Tottenham's info screen.

Originally Posted by saturn

Good to hear, it was a shame that it had to be removed because the structure was absolutely perfect. I'd be interested to hear how you solved the problem, if you ever get the time to explain it.

I couldn't simply make that my WCC stop crashing, I tried this a lot, but I wasn't able to do that.

What I've did was make another code block for the competition's participants, using the same format used in the supercups of the game. A simple format, taking only the 9CFxxx of continental competitions - and completely stable. In the next days I'll post this and you'll know how this will work in practice.

10-11-17, 03:55 PM

#97

Gansoo
Youth Team Player

Join Date: 01-02-13
Posts: 13

Game speed: x2
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

10-11-17, 03:57 PM

#98

kingboss
Youth Team Player

Join Date: 20-10-14
Posts: 3

Game speed: x8
Idle sensitivity: Laptop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Game speed: x8
Idle sensitivity: Desktop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

10-11-17, 05:09 PM

#99

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Game speed: Default
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

10-11-17, 06:21 PM

#100

Rudi-Assauer
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: No

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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All times are GMT +1. The time now is 01:09 PM.

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Forum CM 01/02 Updates Patches Patch +v4

Page 5 of 16 First 1 2 3 4 5 6 7 8 9 15 ... Last

Results 101 to 125 of 395

Thread: Patch +v4

Thread Tools

10-11-17, 08:27 PM

#101

Renato46
Youth Team Player

Join Date: 09-11-17
Posts: 3

Could someone post the link to download PATCH v4 + please

10-11-17, 09:04 PM

#102

chrisuren
Youth Team Player

Join Date: 08-08-16
Posts: 33

They're all in the first few posts.

Loving the patch so far, one thing that I'm loving especially is the realistic player costs, before you could sign neymar for £30 etc. Best update and patch in a long time, credit to everyone involved.

11-11-17, 12:16 AM

#103

Vikingfk
Hot Prospect for the Future

Join Date: 03-03-12
Posts: 139

Please

Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

11-11-17, 09:29 AM

#104

saturn
Programmer
VIP

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

Originally Posted by **Kingsley**

Game speed: x200
Idle sensitivity: laptop
Window: 800x600

*Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: NO*

Added: <http://www.mediafire.com/file/94igu076xcelw9b/35.zip>

Originally Posted by **Gansoo**

*Game speed: x2
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/qee5t7af9306c1a/36.zip>

Originally Posted by **kingboss**

*Game speed: x8
Idle sensitivity: Laptop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Added: <http://www.mediafire.com/file/uf6mqr2wboxhec9/37.zip>

Originally Posted by **kingboss**

*Game speed: x8
Idle sensitivity: Desktop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Added: <http://www.mediafire.com/file/de787x78fbr894f/38.zip>

Originally Posted by **martinho**

*Game speed: Default
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

Added: <http://www.mediafire.com/file/6n72mhm29c82ous/39.zip>

Originally Posted by **Rudi-Assauer**

*Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: No*

Added: <http://www.mediafire.com/file/35g20chjmq1mkmw/40.zip>

Originally Posted by **Vikingfk**

*Please
Game speed: x2
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/qee5t7af9306c1a/36.zip>

takaros7 
Coach

Join Date: 30-09-12
Location: Athens,Greece
Posts: 270

I hope i made it right

Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

11-11-17, 12:37 PM

#106

Kingsley 
The Mascot


Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

Many thanks Saturn. This is wonderful

The artist formally known as The Eejit

11-11-17, 03:17 PM

#107


Gansoo 
Youth Team Player

Join Date: 01-02-13
Posts: 13

After downloading the data file there are some teams' stadiums going wrong (Turkey, Serbia, Russia etc) Why?

11-11-17, 08:46 PM

#108

fairedinkum 
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

saturn

Change to New WHL occurs on June 16th 2020, how do I change this to June 2018 please mate? I used Gio's coding, works brilliantly to show as 'Ground owned by England', had the issue with Wembley's capacity as well so have patched in Gio's other coding and am currently running a test (works fine, top work Gio).

I found some of your coding on the Confederations Cup as well and moved it to 2017, 2021 is also held in Russia (forgot to check 2025 and 2029) but that doesn't bother me, just wanted it as in IRL where it is held a year before the World Cup each time.

Also one other small issue I spotted was only 3 teams go down from the Championship and vice versa from League One, not that big a problem though.

Lastly, the 2018 World Cup in Russia has a loads of games in each round (including 1 quarter, a semi and the final itself) played at the CASHPOINT-Arena which is in Austria and holds only 4300 (the final was played in front of 4295 people). Bit of a random one that and no idea what is causing it.

Last edited by fairedinkum; 12-11-17 at 10:46 AM.

11-11-17, 09:26 PM

#109

Napatok 
Youth Team Player

Join Date: 11-11-17
Posts: 1


Thanks for all the hard work, Saturn.

As for an exe;

Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

12-11-17, 11:22 AM

#110

Supriya 
Youth Team Player

Join Date: 14-10-17
Posts: 11

Hello I need one **NOCD Exe** with this data:

Game speed: x4
Idle sensitivity: Desktop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Is there anywhere here? Many Thanks 🙏

12-11-17, 11:28 AM

#111

saturn ◦
Programmer
VIP

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

Originally Posted by **takaros7**

I hope i made it right

*Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes*

Originally Posted by **Napatok**

Thanks for all the hard work, Saturn.

As for an exe;

*Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes*

Both exes are already in post #2.

Originally Posted by **Gansoo**

After downloading the data file there are some teams' stadiums going wrong (Turkey, Serbia, Russia etc) Why?

Originally Posted by **fairedinkum**

Lastly, the 2018 World Cup in Russia has a loads of games in each round (including 1 quarter, a semi and the final itself) played at the CASHPOINT-Arena which is in Austria and holds only 4300 (the final was played in front of 4295 people). Bit of a random one that and no idea what is causing it.

This is an error that has since been fixed by the update team, but that was still present in the database set that I used to create +v4. I don't think it's important enough to warrant the creation of a new +v4 database.

Originally Posted by **fairedinkum**

saturn

Change to New WHL occurs on June 16th 2020, how do I change this to June 2018 please mate? I used Gio's coding, works brilliantly to show as "Ground owned by England", had the issue with Wembley's capacity as well so have patched in Gio's other coding and am currently running a test.

I found some of your coding on the Confederations Cup as well and moved it to 2017, 2021 is also held in Russia (forgot to check 2025 and 2029) but that doesn't bother me, just wanted it as in IRL where it is held a year before the World Cup each time.

Details about the coding for Tottenham's stadium move can be found in the Patches.zip in post #1. What number exe are you using? Something sounds wrong with your years because the Tottenham stadium move and the Confederation Cup's start years are both correct in my version. I remember having slight errors with both in a previous version I was testing, so I think I may have uploaded the wrong .patch somewhere.

Originally Posted by **fairedinkum**

Also one other small issue I spotted was only 3 teams go down from the Championship and vice versa from League One, not that big a problem though.

Three teams are relegated from the Championship IRL, while my exe shows four going down from League One. The National League North's relegations could be increased from two to three though.

Originally Posted by **Supriya**

Hello I need one NOCD Exe...

No, this patch is not based on a No CD crack. You'll have to mount/burn the cm0102.iso.

12-11-17, 11:36 AM

#112

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Jeez for someone who's followed football for 30 years I coulda sworn 4 teams got relegated from the Championship, what a donut.

Exe 3 by the looks of it mate.

EDIT: Patched in 2017 Int. Comps. and New WHL, both work a treat mate, will just have to suffer random grounds.

Last edited by fairedinkum; 12-11-17 at 02:22 PM.

12-11-17, 04:19 PM

#113

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Saturn your a legend for this mate! Thank you so much, makes the game even more realistic!

Just a quick question, if I use an exec that says 'YES' to the new values does that mean I don't have to put the x2 currency on in the main menu settings for them to be realistic to modern day?

Also, with the new values say for example Sanchez is worth £90m, does that mean he is worth £45m in the old CM 01/02 values?

Many thanks mate.

12-11-17, 04:58 PM

#114

Mick ◊
Reserve Team Player

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

Saturn, I play CM on several different Computers / Laptops. I have the CD in my Laptop and Computer at Home, but my work Laptop has no CD Drive. It is also locked out from downloading and installing ANYTHING without our Computer Team authorisation (trust me this game would not get authorised). So I have a 'No CD' WinZip of the game. My issue is, I would like to play with the patches (v4) on this, but I cant get the 'No CD' version patched to the official V3.9.68, as it cannot find the install. Do you have any clue how I can get this version patched?

I cant download and run a 'mount' (unless you can run these from a USB Harddrive).

12-11-17, 05:45 PM

#115

azmaster ◊
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

Hi Saturn, in the exe I downloaded the values seem to be about 50% of what is in your screenshot.

i.e. A. Sanchez is worth about 45mil instead of 90mil that is in the screenshot

Is this expected? The values have definitely gone up compared to the original data, they just don't match your screenshot.

12-11-17, 07:13 PM

#116

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Choose x2 from game setting

12-11-17, 07:27 PM

#117

Supriya ◊
Youth Team Player

Join Date: 14-10-17
Posts: 11

@Saturn:

It took me all day but I did it with the regular Exe after running the game on a Virtual Hard Drive 😊

12-11-17, 07:37 PM

#118

spyda2 ◊
Decent Young Player

Join Date: 04-03-12
Posts: 72

I have to say. Thanky u SATurn and everyone who worked on the update and saturn Specifically for this. I have a quick question> I am seeing for the internationals start with Friendlies and not qualifications. I just wanted to make sure I didnt do something crazy

12-11-17, 07:44 PM

#119

CMAdventurer ◊

Join Date: 07-03-12

Reserve Team Player

Location: Blackpool
Posts: 428

Originally Posted by [spyda2](#)

I have to say. Thanky uo SAturn and everyone who worked on the update and saturn Specifically for this. I have a quick question> I am seeing for the internationals start with Friendlies and not qualifications. I just wanted to make sure I didnt do something crazy

You didn't. There is no 2018 World Cup qualifying, as the 32 teams who make it to the tournament are preset. 🤖

12-11-17, 07:46 PM

#120

[spyda2](#)
Decent Young Player

Join Date: 04-03-12
Posts: 72

Originally Posted by [CMAventurer](#)

You didn't. There is no 2018 World Cup qualifying, as the 32 teams who make it to the tournament are preset. 🤖

Thank you

12-11-17, 11:20 PM

#121

[spyda2](#)
Decent Young Player

Join Date: 04-03-12
Posts: 72

Another thing I may be asking a stupid question but please help.. How do I slow my game down. Is it based onthe exe that I used?

12-11-17, 11:34 PM

#122

[GFRay](#)
VIP

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

Originally Posted by [spyda2](#)

Another thing I may be asking a stupid question but please help.. How do I slow my game down. Is it based onthe exe that I used?

Yes they are sorted by game speed.

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

13-11-17, 09:26 AM

#123

[saturn](#)
Programmer
VIP

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

Originally Posted by **Tierney-LFC-1990**

Saturn your a legend for this mate! Thank you so much, makes the game even more realistic!

Just a quick question, if I use an exe that says 'YES' to the new values does that mean I don't have to put the x2 currency on in the main menu settings for them to be realistic to modern day?

Also, with the new values say for example Sanchez is worth £90m, does that mean he is worth £45m in the old CM 01/02 values?

Many thanks mate.

Originally Posted by **azmaster**

Hi Saturn, in the exe I downloaded the values seem to be about 50% of what is in your screenshot.

i.e. A. Sanchez is worth about 45mil instead of 90mil that is in the screenshot

Is this expected? The values have definitely gone up compared to the original data, they just don't match your screenshot.

When you use £x2 on an exe with the New values ticked you'll get the values in the screenshot. Divide by four if you want to know what you're "really" bidding for players in original CM value terms.

Originally Posted by **Mick**

Saturn, I play CM on several different Computers / Laptops. I have the CD in my Laptop and Computer at Home, but my work Laptop has no CD Drive. It is also locked out from downloading and installing ANYTHING without our Computer Team authorisation (trust me this game would not get authorised). So I have a 'No CD' WinZip of the game. My issue is, I would like to play with the patches (v4) on this, but I cant get the 'No CD' version patched to the official V3.9.68, as it cannot find the install. Do you have any clue how I can get this version patched?

I cant download and run a 'mount' (unless you can run these from a USB Harddrive).

No CD cracks aren't allowed on this forum so I can't help really help you.

Originally Posted by **spyda2**

I have to say. Thanky uo SAturn and everyone who worked on the update and saturn Specifically for this. I have a quick question> I am seeing for the internationals start with Friendlies and not qualifications. I just wanted to make sure I didnt do something crazy

As CMAdventurer said, the qualifying teams are all preset, so the first couple of international dates are just friendlies instead of the last qualifying fixtures.

Originally Posted by **spyda2**

Another thing I may be asking a stupid question but please help.. How do I slow my game down. Is it based onthe exe that I used?

Yes, just pick a slower speed exe from post #2.

13-11-17, 02:21 PM

#124

hallsi2001
Hot Prospect for the Future

Join Date: 06-05-12
Posts: 106

Great patch. Thanks a lot for all the hard work. Not got very far in yet, but already noticed significantly more loans occuring than in the past ☺.

I have a question, what is the significance of the slightly greyed players/staff in the player and staff search? I can't work out any link.

Sent from my SM-G920F using Tapatalk

13-11-17, 02:23 PM

#125

Dermotron
Sir Mergements
Director
Manager
VIP
Captain


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

Originally Posted by **spyda2**

Another thing I may be asking a stupid question but please help.. How do I slow my game down. Is it based onthe exe that I used?

You can also add this to the higher x speed exe's <http://champan0102.co.uk/downloads.php?do=file&id=230>

<< Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ >>

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Thread: Patch +v4

Thread Tools

13-11-17, 04:41 PM

#126

samsami
VIP

Join Date: 27-10-14
Location: The Netherlands
Posts: 8,159

"When you use £x2 on an exe with the New values ticked you'll get the values in the screenshot"

Excuse my ignorance, but how do you use £x2 on an exe?

13-11-17, 04:42 PM

#127

GFRay
VIP

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

Originally Posted by samsami

"When you use £x2 on an exe with the New values ticked you'll get the values in the screenshot"

Excuse my ignorance, but how do you use £x2 on an exe?

You can set a valuta in the game settings and £x2 is listed as a valuta.

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

13-11-17, 05:48 PM

#128

nickp13
Youth Team Player

Join Date: 01-06-17
Posts: 4

Thanks to all!

Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: Yes

13-11-17, 06:40 PM

#129

MrFoo ◊
Reserve Team Player

Join Date: 12-03-12
Posts: 369

Sorry for dumb ass question, but do you think you will ever make this patch for the ODB?

13-11-17, 09:07 PM

#130

Johngall ◊
Youth Team Player

Join Date: 18-04-12
Posts: 24

excellent work Saturn.your patch looks amazing

13-11-17, 09:47 PM

#131

saturn ◊
Programmer
VIP

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

Originally Posted by **hallsi2001**

I have a question, what is the significance of the slightly greyed players/staff in the player and staff search? I can't work out any link.

It is something from Tapani's patch: the brighter the player's name, the better his attributes.

Originally Posted by **nickp13**

Thanks to all!

*Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: Yes*

It's in post #2.

Originally Posted by **MrFoo**

Sorry for dumb ass question, but do you think you will ever make this patch for the ODB?

Someone else asked me this [today](#). Maybe 0% was a bit strong because I do play the ODB from time to time, but I have no plans to make a patch for it.

14-11-17, 10:08 AM

#132

Redknapp69 ◊
Member of the Month
Social Media Mod

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

I'm using Saturns competition renaming (1.41 I think) on an ODB game (my Swansea story) and it works great and no issues so far for me (entering my 3rd season)

14-11-17, 10:51 AM

#133

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Thanks for the amazing work, Saturn, this game gets better and more realistic every year, many thanks 🙏🙏! Just had a technical question: is there an easy way to change the teams that qualified for the World Cup? Because Italy are in there (and in my games they even go quite far), which feels a bit silly after last night's horror show... If the qualified teams are changeable, that goes for the draw as well? Because I was thinking about implementing the real WC groups draw (which takes place in two weeks) in the game, would be great.

14-11-17, 10:58 AM

#134

samsami ◊
VIP

Join Date: 27-10-14
Location: The Netherlands
Posts: 8,159

Originally Posted by **Ravanelli**

Thanks for the amazing work, Saturn, this game gets better and more realistic every year, many thanks 🙏🙏🙏! Just had a technical question: is there an easy way to change the teams that qualified for the World Cup? Because Italy are in there (and in my games they even go quite far), which feels a bit silly after last night's horror show... If the qualified teams are changeable, that goes for the draw as well? Because I was thinking about implementing the real WC groups draw (which takes place in two weeks) in the game, would be great.

The same goes for the Netherlands, of course. The season starts in 2017 so Italy and the Netherlands (and others) get a second chance to qualify, which is a shame, really.

Last edited by samsami; 14-11-17 at 11:47 AM.

14-11-17, 11:36 AM

#135

rfury

Youth Team Player

Join Date:
Posts:

31-03-14
34

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

great work!! thx

14-11-17, 02:21 PM

#136

Ravanelli

Decent Young Player

Join Date:
Posts:

15-12-13
98

They do not get a second chance, because there are no qualifying. The 32 teams are preset by Saturn (based on which teams would probably win the play offs; Italy being the only surprise until now). Netherlands are not in the WC in my games, so that's perfect.

14-11-17, 03:47 PM

#137

hallsi2001

Hot Prospect for the Future

Join Date:
Posts:

06-05-12
106

Originally Posted by **MrFoo**

Sorry for dumb ass question, but do you think you will ever make this patch for the ODB?

I'm almost positive someone made the ODB data to be used with the 3.9.68 patch, so you can use many patched features. I was using coloured attributes, increased game speed on ODB data recently.

Sent from my SM-G920F using Tapatalk

14-11-17, 08:46 PM

#138

antonywilmot

Youth Team Player

Join Date:
Posts:

23-10-17
2

Hi there. I'm pretty new to this. I downloaded the new October update but its started in the year 01/02? Do I need to download this new patch? and if so how do I do that? many thanks antony.

14-11-17, 08:51 PM

#139

carls

Youth Team Player

Join Date:
Posts:

03-04-14
4

okay but how can i play with out no cd dvd erros i want play in android phone i dont want use deamontools someone can say me some road for this?

14-11-17, 09:30 PM

#140

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Just wondered out of pure interest, if theres a reason why the first ever European Championship winners (Soviet Union) and why players like Ibrahimovic, Suarez & Ronaldo don't have a complete playing history? Obviously it's no major thing, but just wondered if it causes some sort of bug or something?

Saturn do you know why mate?

14-11-17, 09:54 PM

#141

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **antonywilmot** ◊

Hi there. I'm pretty new to this. I downloaded the new October update but its started in the year 01/02? Do I need to download this new patch? and if so how do I do that? many thanks antony.

Read the opening post in this thread which has instructions

Or follow this - <http://champman0102.co.uk/showthread.php?t=10099>

14-11-17, 09:56 PM

#142

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **carls** ◊

okay but how can i play without no cd dvd erros i want play in android phone i dont want use deamontools someone can say me some road for this?

If you want to play on phone/tablet have a look here

<http://www.champman0102.co.uk/showth...highlight=ipad>
and a new one here -
<http://www.champman0102.co.uk/showth...ghlight=tablet>

15-11-17, 05:06 PM

#143

Kimbo21 ◊
Youth Team Player

Join Date: 05-03-12
Posts: 12

Game Speed: default
Idle Sensitivity: laptop
Window: 1366 x 768
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New Values: yes

Thanks, great update.

15-11-17, 08:36 PM

#144

saturn ◊
Programmer
VIP

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

Originally Posted by **Ravanelli**

Just had a technical question: is there an easy way to change the teams that qualified for the World Cup? Because Italy are in there (and in my games they even go quite far), which feels a bit silly after last night's horror show... If the qualified teams are changeable, that goes for the draw as well? Because I was thinking about implementing the real WC groups draw (which takes place in two weeks) in the game, would be great.

It's very easy to change. The teams for the 2002 World Cup in .68 are scheduled here:

Spoiler!

Group A is the first four countries, B the next four etc. To change a country, all you have to do is swap the 9CF*** part (a list of which can be found [here](#)). If a nation is missing on the linked 9CF*** list, then you'll have to get its ID# from nation.dat instead. To do this CTRL+F the nation's name and go back four spaces from the first letter, eg Serbia's ID# is located at B2FC in nation.dat (9E). Then instead of entering MOV EAX,DWORD PTR DS:[9CF***] you'll enter MOV EAX,9E.

Originally Posted by **antonywilmot**

Hi there. I'm pretty new to this. I downloaded the new October update but its started in the year 01/02? Do I need to download this new patch? and if so how do I do that? many thanks antony.

Instructions are in post #1.

Originally Posted by **carls**

okay but how can i play without no cd dvd erros i want play in android phone i dont want use deamontools someone can say me some road for this?

I don't know anything about running the game on a phone/tablet so I can't help you.

Originally Posted by **Tierney-LFC-1990**

Just wondered out of pure interest, if theres a reason why the first ever European Championship winners (Soviet Union) and why players like Ibrahimovic, Suarez & Ronaldo don't have a complete playing history? Obviously it's no major thing, but just wondered if it causes some sort of bug or something?

Saturn do you know why mate?

Sounds like they weren't in the database to begin with. I usually fill in a couple of the missing international competition histories but I missed the 1960/64 European Championships this time.

15-11-17, 10:03 PM

#145

saturn
Programmer
VIP

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

Originally Posted by **rfury**

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Added: <http://www.mediafire.com/file/z6z6k3jdn59j6oi/41.zip>

Originally Posted by **rfury**

Game speed: x200
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

Added: <http://www.mediafire.com/file/zkz2fywb4a95ymt/42.zip>

Originally Posted by **Kimbo21**

Game Speed: default
Idle Sensitivity: laptop
Window: 1366 x 768
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New Values: yes

Thanks, great update.

Added: <http://www.mediafire.com/file/ilg5pxf0hpd16kt/43.zip>

15-11-17, 10:37 PM

#146

santiago_munez
Youth Team Player

Join Date: 27-11-16
Posts: 8

Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

15-11-17, 10:48 PM

#147

tomy121
Youth Team Player

Join Date: 16-07-12
Posts: 1

Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

And I can just do that with Flex 2 I guess? Bit of a programming noob, but I'll give it a try!

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Thanks for the reply Saturn, appreciate that mate 😊.

If you wanted to change them yourself (UEFA Euro Champs winners) is this easily do-able and would it harm the game/Patch itself and any save games I currently have with the patch? Do I validate the data in the editor after I put it in aswell?

Last edited by Tierney-LFC-1990; 16-11-17 at 03:14 PM.

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Tierney-LFC-1990** ◊

Thanks for the reply Saturn, appreciate that mate 😊.

If you wanted to change them yourself (UEFA Euro Champs winners) is this easily do-able and would it harm the game/Patch itself and any save games I currently have with the patch? Do I validate the data in the editor after I put it in aswell?

You can edit the data fine mate, I changed the 2017 Champions League winners to Manchester United so that 5 English teams were in the Champions League. I always validate twice after and have never had any problems.

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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Forum CM 01/02 Updates Patches Patch +v4

Page 7 of 16 First ... 3 4 5 6 7 8 9 10 11 ... Last

Results 151 to 175 of 395

Thread: Patch +v4

Thread Tools

16-11-17, 04:57 PM

#151

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

You can edit the data fine mate, I changed the 2017 Champions League winners to Manchester United so that 5 English teams were in the Champions League. I always validate twice after and have never had any problems.

Thanks for the reply mate 😊. So if I were to edit the completion histories and a few players playing histories this wouldn't mess up a current save I have going?

And then obviously once done, validate twice and everything is good?

16-11-17, 05:19 PM

#152

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Tierney-LFC-1990**

Thanks for the reply mate 😊. So if I were to edit the completion histories and a few players playing histories this wouldn't mess up a current save I have going?

And then obviously once done, validate twice and everything is good?

Editing stuff will only affect a new game, you'll need a save game editor to change stuff in a saved game.

Editing history I don't know about, I've only edited competition histories to manipulate who goes into the Champions League.

16-11-17, 05:49 PM

#153

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

Editing stuff will only affect a new game, you'll need a save game editor to change stuff in a saved game.

Editing history I don't know about, I've only edited competition histories to manipulate who goes into the Champions League.

Thank you mate 😊. So just to clarify do I save the changes first then validate? Or just save? Or just validate?

I'm worried that by validating it will mess something up.

16-11-17, 06:16 PM

#154

I always validate after but it shouldn't cause a problem either way mate.

16-11-17, 09:19 PM

#155

Originally Posted by **santiago_munez**

*Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/2tsut9po0x0h5aw/44.zip>

Originally Posted by **santiago_munez**

*Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/884388wmv3cx2l8/45.zip>

Originally Posted by **tomy121**

*Game speed: x200
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/2tsut9po0x0h5aw/44.zip>

Originally Posted by **tomy121**

*Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Added: <http://www.mediafire.com/file/884388wmv3cx2l8/45.zip>

16-11-17, 09:32 PM

#156

Originally Posted by **Ravanelli**

And I can just do that with Flex 2 I guess? Bit of a programming noob, but I'll give it a try!

Use **Olly**. If you just want to switch Italy for Sweden, go to 0092EE60 and change MOV EAX,DWORD PTR DS:[9CF360] to MOV EAX,DWORD PTR DS:[9CF4A8]

Originally Posted by **Tierney-LFC-1990**

Thanks for the reply Saturn, appreciate that mate 😊.

If you wanted to change them yourself (UEFA Euro Champs winners) is this easily do-able and would it harm the game/Patch itself and any save games I currently have with the patch? Do I validate the data in the editor after I put it in aswell?

I have ran into issues with the editor while making this patch whereby it will not load after changes have been made. After saving any changes you have made in the editor, I would suggest you immediately try and reopen the editor to make sure that no errors have occurred. Any further editing of the database will be at your own risk really. Regarding validating the data, I never did (mostly because I'm not 100% sure what it does).

17-11-17, 07:07 PM

#157

Offside Trap
Squad Rotation Player

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

Quick question for Saturn, or anything tech minded - firstly, I'm playing with a requested .exe and its fab, and cant thank you enough, for all the hard work and hours you put in. The littlest of things makes it so great to play, just a quick one - The World Championships - can they be moved from December, like you've done with African Cup? - reason I ask, is, the final always falls a day after a league match, and a league cup match always falls during the competition

18-11-17, 02:19 PM

#158

hallsi2001
Hot Prospect for the Future

Join Date: 06-05-12
Posts: 106

Originally Posted by **saturn**

A new update, a new patch.

What is this?

This is a patch which combines the most recent release from the Update team with the latest discoveries from the Patches forum. It incorporates the October 2017 update, Tapani's 2.22 patch, the latest renaming patch, and other smaller things from the Patches forum like the restructuring of certain leagues.

In short, it's a patch that is designed to make the game as realistic as possible for 2017.



Saturday 9.6.18 EVE

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[Sat 9th Jun EVE](#) Anderson seeks assurances
[Sat 9th Jun EVE](#) Barnes seeks assurances
[Sat 9th Jun EVE](#) Ulvestad seeks assurances
[Fri 8th Jun EVE](#) Bradley Jackson's contract
[Wed 6th Jun EVE](#) **Best FIFA Men's Player award decided**

Filter: Next Unread

Best FIFA Men's Player award decided

Barcelona forward Lionel Messi is the winner of this year's Best FIFA Men's Player award.

Messi held off the challenge of both Luis Suárez and Cristiano Ronaldo who came second and third respectively.

[Contracts and Media](#)
[Transfers](#)
[Jobs](#)
[Records](#)

[Back](#)
[Next](#)

Championship Manager 01/02

Saturday 10.3.18 PM

FIFA World Cup

Print

[Tables](#)
[Results](#)
[Fixtures](#)
[Schedule](#)

View Group

Group D

	Pld	Won	Drn	Lst	For	Ag	Pts
1st Panama	0	0	0	0	0	0	0
2nd Poland	0	0	0	0	0	0	0
3rd Portugal	0	0	0	0	0	0	0
4th South Korea	0	0	0	0	0	0	0

15.6.18	Panama	v	Portugal	Kemerovo	-----
16.6.18	Poland	v	South Korea	Vladikavkaz	-----
23.6.18	Portugal	v	Poland	Samara	-----
23.6.18	South Korea	v	Panama	Moscow	-----
27.6.18	Portugal	v	South Korea	Krasnodar	-----
27.6.18	Panama	v	Poland	Krasnodar	-----

[Qualifiers](#)
[Team Stats](#)
[Player Stats](#)
[Awards](#)
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[Back](#)
[Next](#)

Championship Manager 01/02

Tuesday 30.3.21 EVE

World Cup Asian Qualifying Section

Print

[Tables](#)
[Results](#)
[Fixtures](#)
[Schedule](#)

View Group

First Round Group 7

	Pld	Won	Drn	Lst	For	Ag	Pts
1st Australia	0	0	0	0	0	0	0

& Clubs	2nd	Maldives	0	0	0	0	0	0	0
Find	3rd	North Korea	0	0	0	0	0	0	0
Game Options	4th	Vietnam	0	0	0	0	0	0	0
	3.5.21	Australia	v	Maldives	Melbourne	-----			
	3.5.21	Vietnam	v	North Korea	Hanoi	-----			
	7.5.21	North Korea	v	Australia	Carouge	-----			
	7.5.21	Maldives	v	Vietnam	Malé	-----			
	10.5.21	Australia	v	Vietnam	Melbourne	-----			
	10.5.21	Maldives	v	North Korea	Malé	-----			
	14.5.21	Maldives	v	Australia	Malé	-----			
	14.5.21	North Korea	v	Vietnam	Carouge	-----			
	21.5.21	Australia	v	North Korea	Melbourne	-----			

Team Stats Player Stats History

Back Next

Firstly, thanks to dandino, CMAventurer, Alcoolix, gazza8 for testing the patch's stability and to martinho, Redknapp69, barfly14 and vandeman for some detailed feedback on the game's finances. Thanks to the villan and fairedinkum for information about many leagues' prize & TV money IRL, and to Sahar for the same information regarding Turkey.

Here are the changes from v3 to v4:

Spoiler!

A complete list of changes from Tapani 2.22 to +v4 (known issues included at the end):

Spoiler!

What do I need to play?

You will need a new Data folder and a new cm0102.exe file to play. Please read the rest of this post fully.

Data folder:

The following Data folder must be used: [Data.zip](#). The data here is 95% based on the October 2017 update team's release, so full credit to them. In order for the data to be compatible with the new cm0102.exe, some alterations had to be made, which means that the above data folder is essential. No other Data folder will be compatible with this patch, only the one linked above. Delete the Data folder in your Championship Manager folder and extract/unzip the new Data folder from Data.zip. Copy and paste that Data folder into your Championship Manager folder. Now you just need a new cm0102.exe.

cm0102.exe:

Your game needs to have been updated to version 3.9.68. You can check what version you're currently using by starting a game and looking to the top left hand corner. If it doesn't say 3.9.68 (or 3.9.68T), you'll need to update your game. Download the official 3.9.68 patch from [here](#) and run it. The vast majority of updates and patches are built for 3.9.68 so updating to this version is essential.

Next, a little background for people new to this forum. The new cm0102.exe you'll be playing with will be 95% based on the last patch released by a coding guru from these parts named Tapani, patch 2.22.

In his patches, Tapani allowed users to select a few options:

- **Game start year:** Allows users to set the season the game will begin in. For this patch this option is locked to 2017.
- **Game speed:** The speed at which the game displays things to you, most notably the match day commentary and how quickly the game continues when you're holidaying. Set it to x200 and the game will fly by. Note that this is not the same as increasing the game's processing (loading) speed. Users can choose speeds of x0.5, default, x2, x4, x6, x8, x20 or x200.
- **Idle sensitivity:** This prevents the game from using your computer's full processing power when it doesn't need to. For example if you're just looking at a player in your squad screen, the game isn't processing much information and so doesn't need to use a lot of power. Previously the game would just use full power regardless, but with this enabled it will prevent that. This in turn will stop your computer from overheating, causing unnecessary wear and tear to your device. Users can choose options for both desktop or laptop computers.
- **Window:** This changes the resolution at which cm0102 is displayed, with widescreen modes now being an option. Users can choose from resolutions of 720x480, 800x600 (default), 1024x600, 1024x768, 1280x720, 1280x800, 1280x960, 1280x1024, 1366x768 or 1400x900. If you're not sure which to pick, just stick with the default 800x600.
- **Disable unprotected contracts:** This will prevent contracts from becoming unprotected. A feature which looked like it could be a prominent thing IRL in 2002 when the game was released, but very rarely occurs today. People can choose to undo this feature if desired, but if they enjoy it and are used to it in-game then they can request for it to not be disabled.
- **Coloured attributes:** Players attributes are coloured on a sliding scale of red (20) to grey (1) scale. An example can be seen [here](#).
- **Hide non-public bids:** A human manager will always be alerted to AI bids for players on their shortlist, regardless of whether an AI team makes that bid public or not. With this turned on, AI clubs can now quietly sign players who are on your shortlist without you receiving any alerts about their bids in your News feed.
- **Development / benchmark mode:** Allowed users to run several instances of cm0102 to test tactics. This feature is broken in 2.22 so it is locked to No for this patch.

Most users will be surprised to learn of the existence of Tapani's 2.22 patch (or to give it its full title: 2.22-wip0): it's his 2.21.1 patch with a small (3-5%) processing speed optimization. It was posted in the Programming forum two years ago to the day almost.

I'm a bit uneasy about making public something he had posted privately. But, given the calibre of his previous work I felt it was better to make use of it rather than let it sit mostly unused on his server for two years.

Unfortunately, Tapani's 2.22 will not be compatible with the new data folder we'll be using above. Therefore, people are going to have to request an exe via the form below if they want to play with their preferred Tapani options. I will then create the exe with Tapani 2.22 and modify it so it will be compatible with the new data. Before filling the form out, check post #2 to see if your desired exe has already been uploaded. If it has not been, 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 2017 and the development / benchmark mode no longer works, so those options have been omitted. A final option that you can request this year regards the values in the game. If you wish to have realistic 2017 figures, say Yes for the New values option. If not, say No. The new values look like this:

Championship Manager 01/02

Thursday 1.8.47 EVE

Transfers

2018

Pg 1/1222

Date	Player	From	To	Value
Sun 1st Jul	Kylian Mbappé	Monaco	to PSG	£176M
Sat 27th Jan	Pierre-Emerick Aubameyang	Dortmund	to Chelsea	£142M
Sun 1st Jul	Antoine Griezmann	Atlético Madrid	to Man City	£125M
Sun 1st Jul	Paulo Dybala	Juventus	to PSG	£91M
Tue 2nd Jan	Robert Lewandowski	FC Bayern	to Juventus	£83M
Mon 1st Jan	Diego Costa	Chelsea	to Atlético Madrid	£70M
Sun 1st Jul	Alassane Pléa	Nice	to FC Bayern	£65M
Mon 1st Jan	Cristian Pavón	Boca	to Milan	£62M
Sun 1st Jul	Patrik Schick	Sampdoria	to Inter	£60M
Sun 1st Jul	Ivan Perisic	Inter	to Roma	£53M
Fri 13th Jul	Mikel Merino	Newcastle	to Athletic Bilbao	£52M
Fri 6th Jul	Radja Nainggolan	Roma	to Atlético Madrid	£51M
Mon 1st Jan	Ángel Di María	PSG	to Real Madrid	£50M
Mon 2nd Jul	Oscar	Shanghai SIPG	to Chelsea	£50M
Mon 29th Jan	Alexandre Pato	Tianjin Quanjian	to Beijing Guoan	£48M
Mon 15th Jan	Edinson Cavani	PSG	to Real Madrid	£47.5M
Mon 1st Jan	Pedro	Chelsea	to Barcelona	£46.5M
Sun 16th Sep	Lucas	Milan	to Monaco	£46M
Sun 19th Aug	Aleksey Miranchuk	Lokomotiv Moscow	to Lazio	£42.5M

Back Next

Championship Manager 01/02

Saturday 15.7.17 AM

Player & Staff Search

Short List **Player Search** Staff Search Scout #1 Scout #2

Search View Filters Delete

Pg 1/86

Player Search

Inf	Name	Club	Basic Wage	Contract Expiry	Releases	Value
	Alexis Sánchez	Arsenal	£325,000	30.6.18	-	£92M
	Lukaku, Romelu	Man Utd	£325,000	30.6.22	-	£87M
	Pogba, Paul	Man Utd	£350,000	30.6.21	-	£80M
	Bale, Gareth	Real Madrid	£350,000	30.6.22	-	£79M
	Morata, Alvaro	Chelsea	£300,000	30.6.22	-	£78M
	Lacazette, Alexandre	Arsenal	£300,000	30.6.22	-	£78M
	de Bruyne, Kevin	Man City	£325,000	30.6.21	-	£78M
Trn	Rodríguez, James	FC Bayern	£300,000	29.6.19	-	£76M
	Müller, Thomas	FC Bayern	£300,000	30.6.21	-	£75M
	Sterling, Raheem	Man City	£300,000	30.6.20	-	£75M
	Griezmann, Antoine	Atlético	£350,000	30.6.22	-	£74M

722 players found

Scout #3 Scout #4 Scout #5 Scout #6 Scout #7

Cancel Ok

Championship Manager 01/02

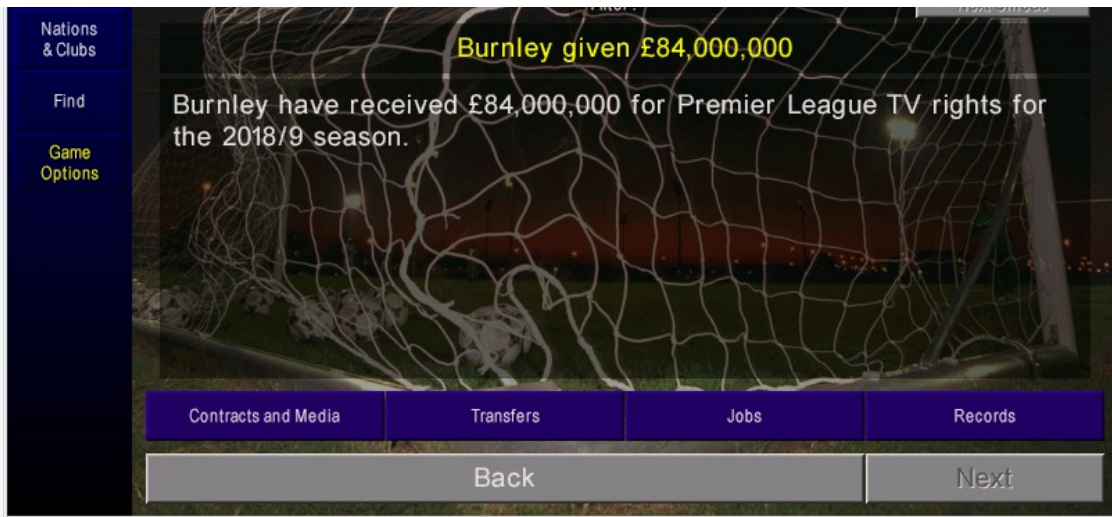
Thursday 21.6.18 PM

News

All Messages Competitions Injuries and Bans

Wed 20th Jun EVE	Board expecting difficult season
Wed 20th Jun EVE	Burnley given £84,000,000
Wed 20th Jun EVE	Birch resumes full training
Wed 20th Jun EVE	Terry Pashley's contract
Tue 19th Jun EVE	Burnley Fans Player of the Year decided

Filter: Next Unread



Requesting an exe:

Requests will probably be met with dwindling enthusiasm so be sure to get yours in early. Again, make sure that your desired exe hasn't already been requested by checking post #2. If you are comfortable with using Flex then you can create an exe yourself by jumping to the Flex users part below. If you're unfamiliar with Flex then simply ignore the previous line and proceed to the exe request form.

Game speed:
 Idle sensitivity:
 Window:
 Disable unprotected contracts:
 Coloured attributes:
 Hide non-public bids:
 New values:

Once the new cm0102.exe you desire is available, download and extract/unzip it. Delete the cm0102.exe in your Championship Manager folder and copy and paste the new cm0102.exe into your Championship Manager folder. If you have the new Data folder too then you are ready to play. Nothing more needs to be downloaded: to reiterate, the Tapani patch, renaming patch, latest updates are all already incorporated into the Data folder and exes in this thread.

Flex users:

If you are not familiar with using Flex then you can ignore this part. For those that do use it, then you can create an exe yourself by doing the following:

Spoiler!

Optional files:

Here are the .patches used in making +v4: [.patches collection](#). These are only here to satisfy other patchers' curiosity and for those that want to try applying them to different exes or databases. No need to download for the vast majority of users.

So, to summarise the **instructions**:

1. Install the game and apply the official 3.9.68 patch.
2. Download the new Data folder and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in 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.

Windows 10 users: if you suffer crashes when the game is updating at the end of the season, try changing the compatibility mode to "Windows XP Service Pack 3".

*Human managers can apply for jobs at clubs in inactive leagues, causing that club to hire a manager (may be a human manager or an AI manager).


How does this work exactly? I assume you take control of a team but can only play friendlies? What is the benefit? Or is it simply because you can?

Also, updating game at end of December took a very long time? Much longer than usual, but no crashes so I guess not too big a deal

Sent from my SM-G920F using Tapatalk

18-11-17, 02:57 PM

#159

Offside Trap 
 Squad Rotation Player

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

Originally Posted by **fairedinkum**

You can edit the data fine mate, I changed the 2017 Champions League winners to Manchester United so that 5 English teams were in the Champions League. I always validate twice after and have never had any problems.

How did I not think of this? 😊 great idea, okay the histories will be a bit swished, but it means the correct EPL teams will start the season in the Champs League - cracking idea 😊

18-11-17, 03:22 PM

#160

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Offside Trap**

How did I not think of this? 😊 great idea, okay the histories will be a bit swished, but it means the correct EPL teams will start the season in the Champs League - cracking idea 😊

I completed a season with Liverpool and at 16/06/18 it repeatedly crashed no matter what I did (including holiday mode). I changed the Champions League and Europa League winners back to the correct winners and it went through that date fine after a couple of tests.

That's my lesson learnt cos I had a pukka season with Liverpool and a load of decent signings coming in.

Definitely don't mess with the history, but editing and moving managers/players around is fine.

18-11-17, 08:27 PM

#161

Lepy
Youth Team Player

Join Date: 26-12-12
Posts: 4

Game speed: x4
Idle sensitivity: labtop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes

Thanks

18-11-17, 08:31 PM

#162

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

I completed a season with Liverpool and at 16/06/18 it repeatedly crashed no matter what I did (including holiday mode). I changed the Champions League and Europa League winners back to the correct winners and it went through that date fine after a couple of tests.

That's my lesson learnt cos I had a pukka season with Liverpool and a load of decent signings coming in.

Definitely don't mess with the history, but editing and moving managers/players around is fine.

I've added the first two UEFA Euro Champs winners to the history in the editor, surely this won't cause a crash though will it?

19-11-17, 04:13 PM

#163

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Tierney-LFC-1990**

I've added the first two UEFA Euro Champs winners to the history in the editor, surely this won't cause a crash though will it?

There's only one way to find out, run a 3/4 season test on holiday mode and see what happens. I found out the wrong way, playing a full season and then finding the error.

19-11-17, 04:56 PM

#164

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

There's only one way to find out, run a 3/4 season test on holiday mode and see what happens. I found out the wrong way, playing a full season and then finding the error.

Nice one mate, thanks a lot 😊. I'll do that tonight

19-11-17, 05:24 PM

#165

ShakaZulu
Youth Team Player

Join Date: 04-03-12
Posts: 9

tnx for all!!!

19-11-17, 06:10 PM

#166

saturn
Programmer
VIP

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

Originally Posted by **Offside Trap**

Quick question for Saturn, or anything tech minded - firstly, I'm playing with a requested .exe and its fab, and cant thank you enough, for all the hard work and hours you put in. The littlest of things makes it so great to play, just a quick one - The World Championships - can they be moved from December, like you've done with African Cup? - reason I ask, is, the final always falls a day after a league match, and a league cup match always falls during the competition

Try gio's new World Club Cup patch. If you just want to change the one in-game yourself through Olly, here's the .68 code for it (it'll be roughly the same in the +v4 exe - the major difference will be that December (0B) will be the month used in said exe).

Spoiler!

Originally Posted by **hallsi2001**

**Human managers can apply for jobs at clubs in inactive leagues, causing that club to hire a manager (may be a human manager or an AI manager).*

How does this work exactly? I assume you take control of a team but can only play friendlies? What is the benefit? Or is it simply because you can?

Don't quote the whole post. The benefit is that AI clubs can now be prompted to hire managers, rather than staying unmanaged after their initial manager retires/is sacked. If a human manager takes them over then they'll just play continental competitions and friendlies.

Originally Posted by **Lepy**

*Game speed: x4
Idle sensitivity: labtop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:yes*

Thanks

It's in post #2.

19-11-17, 06:30 PM

#167

saturn
Programmer
VIP

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

There is an issue when using the JLPatch/Flex on a +v4 exe. A couple of pages back, fairedinkum mentioned Tottenham's stadium move and Confederations Cup being in the wrong years for him, a problem I had also encountered when creating this patch. The problem is that the JLPatch will change some year offsets while you're applying a .patch file, as it sees that the exe is set for 2017 and tries to alter things accordingly. I've checked and it only changes two lines @ 0058B385 (Confederations Cup start year) and 0059BA23 (Tottenham's stadium move).

So if you've used the JLPatch on a +v4 exe (such as applying gio's new Club World Cup patch), you'll have to change the following in Olly:

Code:

```
0058B385 CMP AX,7E1 --> 7E0
0059BA23 PUSH 7E4 --> 7E2
```

For most users this won't be an issue at all. But for those using the old value exes, it'll probably be on those exes already (I used the JLPatch to revert them to the old values). Before I begin reuploading new exes for those, can someone who uses those old value exes please confirm that those errors exist in their game. You can do so by checking whether the Confederations Cup takes places in 2018/2022 instead of 2017/2021 etc.

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

xeno

19-11-17, 09:37 PM

#168

paj83

Youth Team Player

Join Date:
Posts:

07-03-12
6

Great work guys. Can I have the following;

Please:

Game speed: x2
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

19-11-17, 10:05 PM

#169

saturn

Programmer
VIP

Join Date:
Posts:

18-03-14
1,240

Originally Posted by **paj83**

Great work guys. Can I have the following;

Please:

*Game speed: x2
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes*

Added: <http://www.mediafire.com/file/e40fwd1osfdcej/46.zip>

19-11-17, 10:08 PM

#170

GFRay

VIP

Join Date:
Location:
Posts:

11-03-12
The Netherlands
5,651

Hi mate!

Can I have two please?

Game speed: x200
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no

AND

Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no

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

19-11-17, 10:24 PM

#171

paj83 ◊
Youth Team Player

Join Date: 07-03-12
Posts: 6

Thanks, thats great Saturn.

19-11-17, 10:43 PM

#172

saturn ◊
Programmer
VIP

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

Originally Posted by **GFRay** ◻

Hi mate!

Can I have two please?

*Game speed: x200
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no*

Added: <http://www.mediafire.com/file/v2xrk8q29yfr394/47.zip>

Originally Posted by **GFRay** ◻

*Game speed: default
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: no*

Added: <http://www.mediafire.com/file/d8kva8biickeu9b/48.zip>

19-11-17, 11:10 PM

#173

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Lads,

Played a game with saturns patch and at the end of the season I got the following error which crashed my game:

Memory Allocation Error
Unable To Allocate Enough Memory.

To do with player stats or something and to solve it free up disk space in virtual memory.

Anyone know how to solve this please?

Many thanks.

19-11-17, 11:35 PM

#174

Vikingfk

Hot Prospect for the Future

Join Date:
Posts:

03-03-12
139

Originally Posted by Tierney-LFC-1990

Lads,

Played a game with saturns patch and at the end of the season I got the following error which crashed my game:

Memory Allocation Error
Unable To Allocate Enough Memory.

To do with player stats or something and to solve it free up disk space in virtual memory.

Anyone know how to solve this please?

Many thanks.

What OS are you running? Win7 or 10? If you run on Win10, did you set the game to XP SP3 compatibility mode?

20-11-17, 09:20 AM

#175

hallsi2001

Hot Prospect for the Future

Join Date:
Posts:

06-05-12
106

Originally Posted by Vikingfk

What OS are you running? Win7 or 10? If you run on Win10, did you set the game to XP SP3 compatibility mode?

What is the best compatibility for win 7? I'm not even at the end of season 1 yet but this looks like a familiar error message.

Sent from my SM-G920F using Tapatak

Page 7 of 16 First ... 3 4 5 6 7 8 9 10 11 ... Last

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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Smilies are On
[IMG] code is On
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HTML code is Off

Forum Rules

-- Default Style

Archive Web Hosting Top

All times are GMT +1. The time now is 01:09 PM.

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Thread: Patch +v4

Thread Tools

20-11-17, 10:04 AM

#176

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **saturn**

There is an issue when using the JLPatch/Flex on a +v4 exe. A couple of pages back, fairedinkum mentioned Tottenham's stadium move and Confederations Cup being in the wrong years for him, a problem I had also encountered when creating this patch. The problem is that the JLPatch will change some year offsets while you're applying a .patch file, as it sees that the exe is set for 2017 and tries to alter things accordingly. I've checked and it only changes two lines @ 0058B385 (Confederations Cup start year) and 0059BA23 (Tottenham's stadium move).

So if you've used the JLPatch on a +v4 exe (such as applying gio's new Club World Cup patch), you'll have to change the following in Oilly:

Code:

```
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```

For most users this won't be an issue at all. But for those using the old value exes, it'll probably be on those exes already (I used the JLPatch to revert them to the old values). Before I begin reuploading new exes for those, can someone who uses those old value exes please confirm that those errors exist in their game. You can do so by checking whether the Confederations Cup takes places in 2018/2022 instead of 2017/2021 etc.

saturn

Using JLPatch I originally patched in fitness, Gio's original WCC, and the new scoreboard (along with the Spurs ground move and Confederations Cup after the years were out).

I'm just about to try out the new code you've mentioned as when holidaying a fresh game I can get 10+ seasons done fine, but when playing an actual game itself (which I've done twice), I can't get past 16/06/18 (Tottenham ground change coincidentally) for love nor money, game just constantly crashes with the 'cm has encountered a problem' error.

I'll let you know how it goes.

EDIT:

England, France, Germany, Italy and Spain selected - crashes on 16/06/18
 England, Germany and Spain selected - runs though 16/06/18 (this happened in previous holiday tests but crashed when actually playing the game which is strange)
 France and Italy selected - sailed through, now I'm completely bemused as to what's going on
 Just run another test with England, Germany and Spain selected and it crashed on 16/06/18, I'm well and truly lost

cmdbsort is saying no errors and the editor is working fine. Just for clarity I put the original data folder back in and it's still crashing at random times.

Last edited by fairedinkum; 20-11-17 at 05:35 PM.

20-11-17, 01:34 PM

#177

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **Vikingfk**

What OS are you running? Win7 or 10? If you run on Win10, did you set the game to XP SP3 compatibility mode?

I have Windows 10 and I had it in Windows 98/Me compatibility mode. Do you recommend having it on that then to get rid of this problem?

Thanks for your help mate

Last edited by Tierney-LFC-1990; 20-11-17 at 01:55 PM.

20-11-17, 02:06 PM

#178

Marquss
Youth Team Player

Join Date: 08-06-15
Posts: 23

Question: 2nd phase in Champions League isnt a 1/8 only 4 groups?

20-11-17, 02:13 PM

#179

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Tierney-LFC-1990**

I have Windows 10 and I had it in Windows 98/Me compatibility mode. Do you recommend having it on that then to get rid of this problem?

Thanks for your help mate

The first post suggests errors may crop up unless you run the game on Windows XP Service Pack 3 compatibility mode. I personally have no idea what it all means but I've always run it Windows XP Service Pack 3 and never had any problems.

Last edited by fairedinkum; 20-11-17 at 02:26 PM.

20-11-17, 02:25 PM

#180

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **Marquss**

Question: 2nd phase in Champions League isnt a 1/8 only 4 groups?

This is, and never will be possible. It has been discussed in many different threads on here but even the geniuses of Tapani, John Locke, Gio and saturn haven't found a way around it.

20-11-17, 03:01 PM

#181

Marquss
Youth Team Player

Join Date: 08-06-15
Posts: 23

OK. Im rookie on this board so just asking. Thx.

20-11-17, 03:19 PM

#182

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

The first post suggests errors may crop up unless you run the game on Windows XP Service Pack 3 compatibility mode. I personally have no idea what it all means but I've always run it Windows XP Service Pack 3 and never had any problems.

Nice one mate, I'll try that. Thanks a lot 😊

20-11-17, 07:29 PM

#183

saturn
Programmer
VIP

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

Originally Posted by **fairedinkum**

saturn

Using JLPatch I originally patched in fitness, Gio's original WCC, and the new scoreboard (along with the Spurs ground move and Confederations Cup after the years were out).

I'm just about to try out the new code you've mentioned as when holidaying a fresh game I can get 10+ seasons done fine, but when playing an actual game itself (which I've done twice), I can't get past 16/06/18 (Tottenham ground change coincidentally) for love nor money, game just constantly crashes with the 'cm has encountered a problem' error.

I'll let you know how it goes.

EDIT:

England, France, Germany, Italy and Spain selected - crashes on 16/06/18

England, Germany and Spain selected - runs though 16/06/18 (this happened in previous holiday tests but crashed when actually playing the game which is strange)

France and Italy selected - sailed through, now I'm completely bemused as to what's going on

Just run another test with England, Germany and Spain selected and it crashed on 16/06/18, I'm well and truly lost

cmdbsort is saying no errors and the editor is working fine. Just for clarity I put the original data folder back in and it's still crashing at random times.

The JLPatch issues I mentioned shouldn't crash your game. At most it might cause the Confederations Cup to not complete fully (Third Place Playoff game) if there's a few international games clashing. I'd say it's one of the other things that causes the crash.

20-11-17, 07:34 PM

#184

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **saturn**

The JLPatch issues I mentioned shouldn't crash your game. At most it might cause the Confederations Cup to not complete fully (Third Place Playoff game) if there's a few international games clashing. I'd say it's one of the other things that causes the crash.

Any ideas what I can do to resolve this issue please mate? At the moment I'm running another test but I'm not holding my breath

Last edited by **fairedinkum**; 20-11-17 at 07:54 PM.

20-11-17, 08:08 PM

#185

saturn
Programmer
VIP

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

Upload your exe somewhere and I'll take a look at it.

20-11-17, 08:09 PM

#186

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **saturn**

Upload your exe somewhere and I'll take a look at it.

Cheers mate, appreciate it. Give me a few minutes and I'll upload it.

20-11-17, 08:14 PM

#187

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Here it is mate:-

<https://www.sendspace.com/file/4dsl03>

20-11-17, 10:16 PM

#188

saturn
Programmer
VIP

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

The problem is with the change suggested [here](#), so just revert it. It's nothing to do with +v4 thankfully, but it's good testing for +v5 at least!

Perhaps a workaround for the original problem would be to create another Wembley in the database with the same details as the original, but have only Tottenham use it. Then it doesn't matter what happens to it once they move.

20-11-17, 10:23 PM

#189

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **saturn** ◊

The problem is with the change suggested [here](#), so just revert it. It's nothing to do with +v4 thankfully, but it's good testing for +v5 at least!

Perhaps a workaround for the original problem would be to create another Wembley in the database with the same details as the original, but have only Tottenham use it. Then it doesn't matter what happens to it once they move.

I'd have no idea how to do that mate, I put in all Gio's coding to help with Wembley once they'd moved, I've absolutely no idea how to undo all Gio's coding cos I'm just not clever enough. Sorry to be a pain, guess the only option is to start afresh.

20-11-17, 10:27 PM

#190

saturn ◊
Programmer
VIP

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

It's just one line in Olly: 0059BD01 NOP --> MOV EDX,DWORD PTR DS:[ESI+69]

20-11-17, 10:38 PM

#191

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Coding put in and new Wembley Stadium created, will run a test and see what happens.

20-11-17, 10:45 PM

#192

saturn ◊
Programmer
VIP

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

The change in .patch form is:

Code:

```
0x19bd01 0x90 0x8b  
0x19bd02 0x90 0x56  
0x19bd03 0x90 0x69
```

21-11-17, 12:28 AM

#193

giovanisantana29 ◊
Reserve Team Player

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

Originally Posted by **saturn** ◊

The problem is with the change suggested [here](#)

Weird, I've did it for my future Mod and I had no trouble in my tests. There is another way to do this. Maybe in this way there's no trouble: Fill with NOP 0059BD15.

21-11-17, 11:37 AM

#194

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Hi Saturn, like I indicated before I think the manager system is not ideal, with domestic reputations dropping very quick (after three years every competition has only 4 or 5 managers with reputation above 'Fair'), almost no job offers and not enough moving around from managers, so I was thinking of reinstalling the previous system you and John Locke created. Should I just put in this:

```
0x29d315 0x7e 0xeb
0x29d664 0x3b 0xff
0x29d6e4 0x7d 0xeb
0x29ea36 0x74 0xeb
0x29ea7e 0x74 0xeb
```

Or won't it be compatible? Or is there an even easier way? Thanks!

21-11-17, 12:26 PM

#195

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Thanks to everyone that told me to change to Windows XP Service Pack :-). Holidayed a couple of games, they got through 2-3 seasons without that error. The only thing I do suffer sometimes is a complete close down of the game. For instance I could be holidaying through fine a couple of seasons then the game just completely exits with no error message or anything just closes it right down and takes me to desktop. Anyone know what the cause of this is and if you experience it? And how to fix it?

Many thanks.

Matt

21-11-17, 12:50 PM

#196

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Did you press the X instead of minimise. This is a feature of one of the Tapani patches where the game doesn't prompt to use Exit Game

[Champman0102.co.uk Facebook Page](#)
13000 followers and rising
November 2020 Data Update Out Now

21-11-17, 01:47 PM

#197

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **Dermotron**

Did you press the X instead of minimise. This is a feature of one of the Tapani patches where the game doesn't prompt to use Exit Game

No mate. I was holidaying and it just shut itself down.

It's done it a few times to me when I've actually been playing and it just shuts down and takes me to desktop.

21-11-17, 02:41 PM

#198

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Originally Posted by **saturn**

It's just one line in Olly: 0059BD01 NOP --> MOV EDX,DWORD PTR DS:[ESI+69]

Problem solved it would appear.

I put in that small amount of code on Olly (replacing the NOPs), created a new 'Wembley Stadium' that became the national stadium, and holidayed through 5 season overnight with England, France, Germany, Italy and Spain selected, all good.

This also includes having played around with the editor and having 5 English teams in the Champions League as IRL.

Thanks so much for your help saturn, much appreciated.

Last edited by fairedinkum; 21-11-17 at 02:56 PM.

21-11-17, 02:59 PM

#199

Originally Posted by **Tierney-LFC-1990**

Thanks to everyone that told me to change to Windows XP Service Pack :-). Holidayed a couple of games, they got through 2-3 seasons without that error. The only thing I do suffer sometimes is a complete close down of the game. For instance I could be holidaying through fine a couple of seasons then the game just completely exits with no error message or anything just closes it right down and takes me to desktop. Anyone know what the cause of this is and if you experience it? And how to fix it?

Many thanks.

Matt

Apologies but silly question time from me. Do you have a screen saver set and/or battery minimiser that might kick in if you leave the computer running untouched for to long? I holiday with my charger in on my laptop and it's all set to none so not to interfere with the game.

21-11-17, 03:05 PM

#200

Originally Posted by **giovanisantana29**

Weird, I've did it for my future Mod and I had no trouble in my tests. There is another way to do this. Maybe in this way there's no trouble: Fill with NOP 0059BD15.

saturn might be able to tell you why it didn't work mate, he had a good look at the exe I uploaded. I understand how to implement and manipulate the coding, I just unfortunately don't understand how it all works like you guys do.

Originally it all worked fine on holiday mode, but then all of a sudden it just stopped working and consistently crashed on 16/06/18, and it was a shame because it looked so good within the game.

The only way around it was to go back to the original coding and then create a new 'Wembley Stadium' for England so that when Tottenham moved after a season, the 'old Wembley' became defunct, therefore the attendance levels etc weren't affected at 'Wembley Stadium'.

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

Posting Permissions

You may not post new threads
You may not post replies
You may not post attachments
You may not edit your posts

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules

-- Default Style

Archive Web Hosting Top

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Thread: Patch +v4

Thread Tools

21-11-17, 05:12 PM

#201

Tierney-LFC-1990
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **fairedinkum**

Apologies but silly question time from me. Do you have a screen saver set and/or battery minimiser that might kick in if you leave the computer running untouched for to long? I holiday with my charger in on my laptop and it's all set to none so not to interfere with the game.

No mate, nothing like that at all. It shut off with the charger on, done it a couple of times.

21-11-17, 10:42 PM

#202

saturn
Programmer
VIP

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

Originally Posted by **Ravanelli**

Hi Saturn, like I indicated before I think the manager system is not ideal, with domestic reputations dropping very quick (after three years every competition has only 4 or 5 managers with reputation above 'Fair'), almost no job offers and not enough moving around from managers, so I was thinking of reinstalling the previous system you and John Locke created. Should I just put in this:

```
0x29d315 0x7e 0xeb
0x29d664 0x3b 0xff
0x29d6e4 0x7d 0xeb
0x29ea36 0x74 0xeb
0x29ea7e 0x74 0xeb
```

Or won't it be compatible? Or is there an even easier way? Thanks!

These are all already in this version. I had a quick go of the Alphabet game on +v3 and found myself stuck at Ards, despite a couple of league wins and short European runs. After being rejected by a tiny Swedish club, freshly promoted into their lowest league, I decided that they needed to go in.

I can't say I've noticed the reputation drops for managers, but I can't say I've been looking out for it either.

Originally Posted by **Tierney-LFC-1990**

Thanks to everyone that told me to change to Windows XP Service Pack :-). Holidayed a couple of games, they got through 2-3 seasons without that error. The only thing I do suffer sometimes is a complete close down of the game. For instance I could be holidaying through fine a couple of seasons then the game just completely exits with no error message or anything just closes it right down and takes me to desktop. Anyone know what the cause of this is and if you experience it? And how to fix it?

I don't think I've ever seen anything like that. So the game just completely disappears and goes straight to desktop, just as if you pressed the X button like Derm described above? Does this happen to anyone else?

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

What do you mean by 'I decided that they needed to go in'? You mean those values (where'n't they present in +v3 also)?

And yes, just holiday for 3-4 seasons and you'll see that every country only holds a few managers with reputation above 'Fair', specially in smaller leagues, where even after 3 titles in a row you just stay 'Very good'. Now I realise that this of course explains why managers move less around, because they first need a good domestic reputation before they can go abroad. Therefore I was wondering: on what are reputations actually based/assigned to managers in the patches? Because it's clearly different from the original unpatched 3.68. Has it to do with the CA/PA thing that Tapani put in? Is there a way to revert that and let the game not take into account the CA/PA values of managers when assigning AI or human managers (so only reputation)? I guess a thing like in the second screenshot of this, with CA/PA '1' and still getting a lot of job offers (<http://champman0102.co.uk/showthread...590#post240590>) isn't possible anymore? Sorry for all the questions, because I'm really grateful for this wonderful patch, but just getting a bit frustrated that I can't move around, it feels a bit as the time before the jobs abroad thing was fixed. Even after three titles with Ajax, I can't get a job with a mediocre Turkish team...

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

And what's the offset for having the World Cup 2022 in Qatar? Or can you only alter the three bidding nations and you just have to be lucky that the game picks Qatar? Thanks!

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **saturn** ◊

These are all already in this version. I had a quick go of the Alphabet game on +v3 and found myself stuck at Ards, despite a couple of league wins and short European runs. After being rejected by a tiny Swedish club, freshly promoted into their lowest league, I decided that they needed to go in.

I can't say I've noticed the reputation drops for managers, but I can't say I've been looking out for it either.

I don't think I've ever seen anything like that. So the game just completely disappears and goes straight to desktop, just as if you pressed the X button like Derm described above? Does this happen to anyone else?

Yes mate exactly that. Haven't a clue why.

santiago_munez ◊
Youth Team Player

Join Date: 27-11-16
Posts: 8

@saturn;

Game speed: x200
Idle sensitivity: laptop
Window: 1280x960
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x4
Idle sensitivity: laptop
Window: 1280x960
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

alacran ◊
Youth Team Player

Join Date: 02-04-12
Posts: 10

Many thanks Saturn

Please ...

Game speed: X8
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

26-11-17, 01:45 PM

#208

ike_vb

Youth Team Player

Join Date: 05-05-14
Posts: 1

Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes

Thanks!

26-11-17, 06:30 PM

#209

Redknapp69

Member of the Month
Social Media Mod

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

Question

Anyone know how the "best placed" qualifier for Europe League (UK Prem team) is decided?

Brighton been given the spot yet they finished 17th in League and didn't get to S/F or better of any of the cups?!

"Fair pay" maybe? (least yellow/red cards?)

Asking here as I'm playing V4 patch

28-11-17, 08:45 AM

#210

saturn

Programmer
VIP

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

Originally Posted by Ravanelli

What do you mean by 'I decided that they needed to go in'? You mean those values (wheren't they present in +v3 also)?

No, only the language check was in Tapani 2.21.1/+v3. The current ability check was left in, but a function was added whereby a human manager's CA would rise in line with his reputation rising. In +v4 the latter still exists, but a manager's current ability is no longer checked when a club decides who to hire. All the changes made to the jobs abroad fix and what they relate to:

Code:

```
0x29d315 0x7e 0xeb - Current ability check (makes it more likely that high reputation clubs will hire high CA managers)
0x29d664 0x3b 0xff - Age check - upper limit (makes it less likely that clubs hire managers aged 60+)
0x29d6e4 0x7d 0xeb - Age check - lower limit (makes it less likely that clubs hire managers aged 44-)
0x29ea36 0x74 0xeb - Language check (makes it less likely that clubs hire managers who don't speak the first language o
f that club's nation) (In Tapani 2.21.1/+v3)
0x29ea7e 0x74 0xeb - Developed nation check (makes it less likely that clubs hire managers from developing/undeveloped n
```

Originally Posted by Ravanelli

And yes, just holiday for 3-4 seasons and you'll see that every country only holds a few managers with reputation above 'Fair', specially in smaller leagues, where even after 3 titles in a row you just stay 'Very good'. Now I realise that this of course explains why managers move less around, because they first need a good domestic reputation before they can go abroad.

There's a chance that managers in smaller leagues *are* moving abroad - but when they move their reputation in their new league will just be Fair, as they're no longer a big fish in a small pond. That certainly happens in Ireland when Good/Very Good reputation managers move to England or Scotland. It would be worse if a manager had a Superb reputation but was stuck in the same league for 10+ years, as it would mean no foreign club was taking a chance on him. But as I've said this isn't something I've been looking out for, so maybe there is some sort of problem here.

Originally Posted by Ravanelli

Therefore I was wondering: on what are reputations actually based/assigned to managers in the patches? Because it's clearly different from the original unpatched 3.68. Has it to do with the CA/PA thing that Tapani put in? Is there a way to revert that and let the game not take into account the CA/PA values of managers when assigning AI or human managers (so only reputation)?

I don't know how reputations are assigned exactly, but I don't think Tapani ever changed it (and I definitely haven't). Reputation might

seem like it's being assigned differently from .68 just because some competitions' reputations are different. For example winning three Dutch titles might make your reputation Superb in .68, but if the Eredivisie's reputation is lower in the October update then it might only make it Very Good. As mentioned above, the CA/PA check is no longer used by the game when selecting a manager.

Originally Posted by **Ravanelli**

I guess a thing like in the second screenshot of this, with CA/PA '1' and still getting a lot of job offers (<http://champion0102.co.uk/showthread...590#post240590>) isn't possible anymore? Sorry for all the questions, because I'm really grateful for this wonderful patch, but just getting a bit frustrated that I can't move around, it feels a bit as the time before the jobs abroad thing was fixed. Even after three titles with Ajax, I can't get a job with a mediocre Turkish team...

The screenshot you link to has the manager at maxed out reputations, done so as it was the only way to definitively test that a manager should get the jobs for which he was applying. It never tested whether managers of 7000/8000 reputation get middling jobs at big leagues or top jobs in minor leagues, as the overall function for selecting a new manager is huge and contains lots of unknown code. So even in .68 with the five changes to the exe at the start of the post made, the problems you experience now might still exist. (Keep the questions coming btw, they're all good!)

Originally Posted by **Ravanelli**

And what's the offset for having the World Cup 2022 in Qatar? Or can you only alter the three bidding nations and you just have to be lucky that the game picks Qatar? Thanks!

The game selects the first host from the code below (this is the .68 code):

```
Code:
005F9A21 | . 8B15 84F49C00      MOV EDX, DWORD PTR DS:[9CF484]- SOUTH_KOREA
005F9A27 | . 8951 28             MOV DWORD PTR DS:[ECX+28], EDX
005F9A2A | . 8B06               MOV EAX, DWORD PTR DS:[ESI]
005F9A2C | . 8B0D 6CF39C00      MOV ECX, DWORD PTR DS:[9CF36C]- JAPAN
005F9A32 | . 8948 2C             MOV DWORD PTR DS:[EAX+2C], ECX
005F9A35 | . 8B16               MOV EDX, DWORD PTR DS:[ESI]
005F9A37 | . A1 E4F29C00        MOV EAX, DWORD PTR DS:[9CF2E4]- ENGLAND
005F9A3C | . 8942 30             MOV DWORD PTR DS:[EDX+30], EAX
005F9A3F | . 8B0E               MOV ECX, DWORD PTR DS:[ESI]
005F9A41 | . 8979 34             MOV DWORD PTR DS:[ECX+34], EDI
005F9A44 | . 8B16               MOV EDX, DWORD PTR DS:[ESI]
005F9A46 | . A1 60F39C00        MOV EAX, DWORD PTR DS:[9CF360]- ITALY
```

It seems to pick the first host(s) regardless, so Portugal & Spain always get it. I've tried switching things around so that Qatar (England in the code above) get picked, but ran into new problems so I just left it.

Originally Posted by **Tierney-LFC-1990**

Yes mate exactly that. Haven't a clue why.

That's really strange, to the point I think it might be something else on your computer causing it (no idea what though). I have never seen it before so I'm sorry but I can't help you.

Originally Posted by **Redknapp69**

Question

Anyone know how the "best placed" qualifier for Europe League (UK Prem team) is decided?

Brighton been given the spot yet they finished 17th in League and didn't get to S/F or better of any of the cups?!

"Fair pay" maybe? (least yellow/red cards?)

Asking here as I'm playing V4 patch

Probably decided by which AI clubs actually apply for the invitation to the Europa League Qualifying/Intertoto Cup. I don't know what parameters determine whether a club applies for the invitation, but all the teams above Brighton must've turned it down. Ideally I'd like to get rid of this and just have the best placed team qualify for it regardless.

Originally Posted by [santiago_munez](#)

@saturn;

*Game speed: x200
Idle sensitivity: laptop
Window: 1280x960
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

*Game speed: x4
Idle sensitivity: laptop
Window: 1280x960
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

There's a low chance that I'm making four different exes for the one person; there's zero chance that I'm making four different exes for someone who couldn't find the Thanks button for the previous two.

Originally Posted by [alacran](#)

Many thanks Saturn

Please ...

*Game speed: X8
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes*

Added: <http://www.mediafire.com/file/14xrh0k17nmxmjn/49.zip>

Originally Posted by [ike_vb](#)

*Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values: yes*

Thanks!

It's in post #2.

28-11-17, 09:45 AM

#212

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by Redknapp69 [View Post](#)

Question

Anyone know how the "best placed" qualifier for Europe League (UK Prem team) is decided?

Brighton been given the spot yet they finished 17th in League and didn't get to S/F or better of any of the cups?!

"Fair pay" maybe? (least yellow/red cards?)

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Probably decided by which AI clubs actually apply for the invitation to the Europa League Qualifying/Intertoto Cup. I don't know what parameters determine whether a club applies for the invitation, but all the teams above Brighton must've turned it down. Ideally I'd like to get rid of this and just have the best placed team qualify for it regardless.

Thanks Saturn - I was 7th I think with Swansea and I applied - when I saw Brighton were the "best placed" I was fuming

But then realised that my Swansea team got in to Europa League directly as different English teams won the cups etc

Interestingly, Spurs won the CL but didn't get into the top 4 - but they went into CL with the Top 4 league clubs in EPL (so 5 clubs went into CL in Season 2) - not sure i've seen this before so a nice addition 🤔

28-11-17, 12:15 PM

#213

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Hi Saturn, thanks for all the answers. The CA is a bit confusing though: is it checked in +v4 when clubs hire managers or not? Because first you say human manager's CA rises (in order to get the jobs easier I suppose), but then you say it is no longer checked when a club decides who to hire. And then you show the five changes made to the exe and there the first line says again it is checked 😊 Or did you mean that only CA is checked and not the difference CA/PA?

And what should I change in the offsets to skip the upper age limit? IRL managers of 60 and even 70 (Heynckes, Hodgson, Capello, Lucescu, Wenger almost...) are hired, would be nice if in the game older managers also get jobs. Ideally, the retirement age should be changed from 65 tot 75, but I know that's unknown code.

28-11-17, 01:34 PM

#214

leofx ◊
Youth Team Player

Join Date: 22-06-13
Posts: 2

Hi Saturn, thank you for amazing patch

Game speed: x4
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:No

28-11-17, 02:40 PM

#215

saturn ◊
Programmer
VIP

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

Originally Posted by **Redknapp69** ◊

Interestingly, Spurs won the CL but didn't get into the top 4 - but they went into CL with the Top 4 league clubs in EPL (so 5 clubs went into CL in Season 2) - not sure i've seen this before so a nice addition 😊

I can't take credit for that - perhaps Tapani added it (or maybe it even occurs on the .68 exe).

Originally Posted by **Ravanelli** ◊

Hi Saturn, thanks for all the answers. The CA is a bit confusing though: is it checked in +v4 when clubs hire managers or not? Because first you say human manager's CA rises (in order to get the jobs easier I suppose), but then you say it is no longer checked when a club decides who to hire. And then you show the five changes made to the exe and there the first line says again it is checked 😊 Or did you mean that only CA is checked and not the difference CA/PA?

And what should I change in the offsets to skip the upper age limit? IRL managers of 60 and even 70 (Heynckes, Hodgson, Capello, Lucescu, Wenger almost...) are hired, would be nice if in the game older managers also get jobs. Ideally, the retirement age should be changed from 65 tot 75, but I know that's unknown code.

To clarify, those five checks I mentioned are in the .68 exe, but are all skipped in +v4. So the CA of a manager (human or AI) is not checked at all. The function that causes a human manager's CA to rise with his reputation still exists, it just doesn't really serve a purpose anymore.

Likewise there is no upper age limit anymore so those managers should still get jobs, providing they don't retire. I agree that the retirement age in the game is too low for managers, but I haven't found the code for it yet. I'm hopeful there's an easy solution as you see Chairmen and Directors Of Football stick around into their seventies in the game.

29-11-17, 08:41 PM

#216

saturn ◊
Programmer
VIP

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

Originally Posted by **leofx**

Hi Saturn, thank you for amazing patch

Game speed: x4
Idle sensitivity: laptop
Window: 1280x800
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: no
New values:No

Added: <http://www.mediafire.com/file/zclb2anbh0za1x0/50.zip>

01-12-17, 02:46 PM

#217

bruebous
Director

Join Date: 03-03-15
Location: Nova Friburgo, Brazil
Posts: 1,421

Don't know if happened to someone else, I'm playing forth season (2021) in Portugal, and there is international games in same date then league and cup games. All my GK where gone but believe or not, I eliminate Benfica from Portugal Cup without a GK. (Jean Michael Seri was there)

01-12-17, 02:55 PM

#218

saturn
Programmer
VIP

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

What date?

01-12-17, 03:56 PM

#219

bruebous
Director

Join Date: 03-03-15
Location: Nova Friburgo, Brazil
Posts: 1,421

march 31 (league) and april 28 (cup) of 2021

02-12-17, 10:38 PM

#220

ejr
Youth Team Player

Join Date: 06-07-14
Posts: 6

Polish National team's stadium is.... coyella fonseca in costarica. Something is wrong.

Edited: Checked index.dat with cmexplorer - almost every Nation has weird stadium:

□

Last edited by ejr; 02-12-17 at 10:53 PM.

03-12-17, 07:34 PM

#221

slivie
Hot Prospect for the Future

Join Date: 09-03-12
Posts: 216

Not sure if this has been mentioned before but using new data update with saturns v4 patch and a lot of national stadiums are wrong, most big nations england, germany, france etc are correct but a lot are wrong, guessing there is something wrong with the indexing file

04-12-17, 11:56 AM

#222

Mark
Chairman

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

Are you using the data file that saturn has posted in the OP? There was indeed a problem with stadiums when the update was first released but this was re-released and I'm sure saturn used the correct one afterwards for his patch?

04-12-17, 06:08 PM

#223

ejr
Youth Team Player

Join Date: 06-07-14
Posts: 6

Originally Posted by **Mark**

Are you using the data file that saturn has posted in the OP? There was indeed a problem with stadiums when the update was first released but this was re-released and I'm sure saturn used the correct one afterwards for his patch?

Yep, I've done everything as in the first post on this thread. I noticed that after few seasons when I became national team manager, so I'm not sure it was from beginning.

Also I had one "incident" when after update all of my players were kindergarten boys (all 2-10 years old depending of the age before the update). After reloading save the update went ok. Maybe something like that happened with the stadiums?

04-12-17, 09:12 PM

#224

saturn
Programmer
VIP

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

Originally Posted by **bruebous**

march 31 (league) and april 28 (cup) of 2021

Thanks. Those dates are Wednesdays so I'm assuming they're rearranged matches, which the game usually handles well but obviously not here. The FA might rearrange the league game if you request it, although it'll probably only be on the matchday when you notice the clash. Not much you can do for the cup game, although that date for international friendlies in April does need to be removed.

Originally Posted by **ejr**

Polish National team's stadium is.... coyella fonseca in costarica. Something is wrong.

Edited: Checked index.dat with cmexplorer - almost every Nation has weird stadium:

Discussed before, see [here](#).

Originally Posted by **ejr**

Also I had one "incident" when after update all of my players were kindergarten boys (all 2-10 years old depending of the age before the update). After reloading save the update went ok. Maybe something like that happened with the stadiums?

I've only seen this happen if somebody has tried to use the Tapani patch on an already patched exe (which these exes are).

04-12-17, 10:02 PM

#225

saturn
Programmer
VIP

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

I've added a bug list/FAQs to [post #7](#).

Also, here are the database changes made to make +v4:

Spoiler!

Show

Page 9 of 16 First ... 5 6 7 8 9 10 11 12 13 ... Last

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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Thread: Patch +v4

Thread Tools

05-12-17, 01:15 AM

#226

bluebous
Director

Join Date: 03-03-15
Location: Nova Friburgo, Brazil
Posts: 1,421

I actually tried to delay the league match, the federation said ok, but it didn't happened. Never do this before, so don't know if is a game or a patch thing. The cup game I noticed on the day, so don't even tried to delay the game. Not a big deal, considering i won the cup game, and won the league without that match, but i imagine you might want to know. 🤔

06-12-17, 09:39 PM

#227

giovanisantana29
Reserve Team Player

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

Saturn, about the ruling_body bug with OFC Champions League, maybe changing the competition's "ruling body" avoid the crash? I mean:

```
00797062 MOV BYTE PTR DS:[ESI+50],23 >>> 29
```

With this the OFC Champions League will use the asian ruling body.

07-12-17, 10:57 PM

#228

saturn
Programmer
VIP

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

Originally Posted by **bruebous**

I actually tried to delay the league match, the federation said ok, but it didn't happened. Never do this before, so don't know if is a game or a patch thing.

The cup game I noticed on the day, so don't even tried to delay the game.

Not a big deal, considering i won the cup game, and won the league without that match, but i imagine you might want to know. 🙄

I've seen the FA agree to a postponement, but then actually postpone the game *after* the one that clashes with the international date. I think it might depend on how many days notice you give the FA. And yes, thank you for posting about it. Things like this can be one-offs and therefore not really an issue, but others reading this might recognise it as a problem they ran into too, making it worth solving.

Originally Posted by **giovanisantana29**

Saturn, about the ruling_body bug with OFC Champions League, maybe changing the competition's "ruling body" avoid the crash? I mean:

```
00797062 MOV BYTE PTR DS:[ESI+50],23 >>> 29
```

With this the OFC Champions League will use the asian ruling body.

Yes, this might very well solve it. I had something similar in mind, to just change it to OFF: no suspensions.

08-12-17, 07:59 AM

#229

ahols91

Youth Team Player

Join Date:
Posts:

01-05-12
10

Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: no
New values:yes

09-12-17, 11:58 AM

#230

RasmusOne

Youth Team Player

Join Date:
Posts:

09-12-17
1

Originally Posted by **Ravanelli**

Thanks for the amazing work, Saturn, this game gets better and more realistic every year, many thanks 🙌🙌🙌! Just had a technical question: is there an easy way to change the teams that qualified for the World Cup? Because Italy are in there (and in my games they even go quite far), which feels a bit silly after last night's horror show... If the qualified teams are changeable, that goes for the draw as well? Because I was thinking about implementing the real WC groups draw (which takes place in two weeks) in the game, would be great.

Ravanelli (or anyone else) did you ever get around to editing the files to simulate the current World Cup 2018 draw with teams and groups? If so I would be enormously grateful to get my hands on a save file or something! 😊

09-12-17, 02:05 PM

#231

cassius

Youth Team Player

Join Date:
Posts:

27-06-12
31

Awesome work guys! @Saturn, Couple of questions:

- the Dutch Eerste Divisie playoffs do not work, only 1 team is promoted/relegated and the results of the playoffs don't change anything. The teams that finished 2nd and 3rd bottom in the Eredivisie stay in the Eredivisie no matter if they finished bottom of the playoffs

- Does the Europa Cup winner get a spot in the Champions League?

Last edited by cassius; 09-12-17 at 03:35 PM.

09-12-17, 04:44 PM

#232

midnight toker

Youth Team Player

Join Date:
Posts:

29-08-14
21

Hi,
I would highly appreciate:

Game speed: default
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x2
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Game speed: x4
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

11-12-17, 12:13 PM

#233

Johnny234 ◊
Youth Team Player

Join Date: 30-03-12
Posts: 7

Hi, could you please create this file for me?

Game speed: defaults
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: No

12-12-17, 07:13 AM

#234

saturn ◊
Programmer
VIP

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

Originally Posted by **ahols91**

*Game speed: x4
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: no
Hide non-public bids: no
New values: yes*

Added: <http://www.mediafire.com/file/8qotvb5ukcbbppm/51.zip>

Originally Posted by **midnight toker**

*Hi,
I would highly appreciate:*

*Game speed: default
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

*Game speed: x2
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

*Game speed: x4
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes*

Seems like you're unsure about which speed to go for. Have a few test plays with some default/x2/x4 exes already posted and see which one suits you best. Saves me from having to create three different exes with very marginal differences between them.

Originally Posted by **Johnny234**

Hi, could you please create this file for me?

*Game speed: defaults
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: No*

Added: <http://www.mediafire.com/file/d6c6f6z2td24ssf/52.zip>

12-12-17, 07:37 AM

#235

saturn
Programmer
VIP

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

Originally Posted by **RasmusOne**

Ravanelli (or anyone else) did you ever get around to editing the files to simulate the current World Cup 2018 draw with teams and groups? If so I would be enormously grateful to get my hands on a save file or something! 😊

Try this .patch:

Spoiler!

The changes in Olly:

Spoiler!

This will give you the correct countries in each group and the correct order of games in each group, eg Portugal vs Spain is in the first round of group matches while Belgium vs England is in the third round. The game selects the Round of 16 pairings the same as they'll be selected IRL, but after that the pairings are different. I don't know how this is coded in the game, but it doesn't seem to be a random draw.

Originally Posted by **cassius**

Awesome work guys! @Saturn, Couple of questions:

- the Dutch Eerste Divisie playoffs do not work, only 1 team is promoted/relegated and the results of the playoffs don't change anything. The teams that finished 2nd and 3rd bottom in the Eredivisie stay in the Eredivisie no matter if they finished bottom of the playoffs

Thanks for the feedback, I take it the Dutch playoffs worked as intended in .68? It could be a consequence of some new code Tapani added when trying to add a relegation spot to the Dutch league.

Originally Posted by **cassius**

Does the Europa Cup winner get a spot in the Champions League?

No. I don't know how to add this, but maybe it's not impossible seeing as the previous season's Champions League winners qualify if they don't make it through the league.

12-12-17, 11:15 AM

#236

midnight toker
Youth Team Player

Join Date: 29-08-14
Posts: 21

Originally Posted by **saturn**

Seems like you're unsure about which speed to go for. Have a few test plays with some default/x2/x4 exes already posted and see which one suits you best. Saves me from having to create three different exes with very marginal differences between them.

Yeah you are right, wasn't sure about the speed. I think x2 should be ok. Thanks!

12-12-17, 11:50 AM

#237

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

@saturn: draw for the quarter finals for the World Cup always the same in the game: supposing that all group winners win their Round of 16, than it's always:

Winner Group A-Winner Group D (1)
Winner Group E-Winner Group H (2)
Winner Group B-Winner Group C (3)
Winner Group F-Winner Group G (4)

And semifinal is 1-2 and 3-4. So that's certainly hardcoded somewhere.

12-12-17, 08:06 PM

#238

saturn
Programmer
VIP

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

Originally Posted by **midnight toker**

Game speed: x2
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Added: <http://www.mediafire.com/file/hnk5g67b95cq8oj/53.zip>

Originally Posted by **Ravanelli**

@satum: draw for the quarter finals for the World Cup always the same in the game: supposing that all group winners win their Round of 16, than it's always:
Winner Group A-Winner Group D (1)
Winner Group E-Winner Group H (2)
Winner Group B-Winner Group C (3)
Winner Group F-Winner Group G (4)

And semifinal is 1-2 and 3-4. So that's certainly hardcoded somewhere.

The function for choosing the top two teams from the groups is located at 0092D770 (PUSH 0s are for group winners, PUSH 1s for runners-up). Whether the draw for further rounds is in there too I don't know.

14-12-17, 12:01 PM

#239

Mark
Chairman

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

Hi satum,

Sorry to say but the save game crashed again when running the Alphabet Game. That's twice now unfortunately.

The first time I didn't have any compatibility mode enabled as I've never had problems before using Windows 7 (UAC is already disabled on my PC). I'd loaded all leagues and selected maximum database but it crashed at the end of the first season update.

Tried again and this time, I loaded all leagues with a normal database. I also tried the tip to enable compatibility mode for Windows XP Service Pack 3 and unfortunately, it crashed again.

I've uploaded the save game for you to have a look at it: <https://www.sendspace.com/file/8gdtoi>

Very odd as I've not touched the set-up in any way and never had any crashes with v3. I should also say that when you released the BETA v4, I played as Stoke for a few seasons and never had any issues either. That would have only been with one league selected though.

14-12-17, 02:27 PM

#240

Mark
Chairman

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

Originally Posted by **Mark**

Hi satum,

Sorry to say but the save game crashed again when running the Alphabet Game. That's twice now unfortunately.

The first time I didn't have any compatibility mode enabled as I've never had problems before using Windows 7 (UAC is already disabled on my PC). I'd loaded all leagues and selected maximum database but it crashed at the end of the first season update.

Tried again and this time, I loaded all leagues with a normal database. I also tried the tip to enable compatibility mode for Windows XP Service Pack 3 and unfortunately, it crashed again.

I've uploaded the save game for you to have a look at it: <https://www.sendspace.com/file/8gdtoi>

Very odd as I've not touched the set-up in any way and never had any crashes with v3. I should also say that when you released the BETA v4, I played as Stoke for a few seasons and never had any issues either. That would have only been with one league selected though.

Just to follow up on this, I ran a test with just the one league loaded (EPL) and it did get past the end of season update.

Then ran another one with 7 leagues loaded (the first 7 on the list) and that was OK too.

Next test was with 14 leagues loaded and that OK.

Then came a test with the first 20 leagues loaded and that crashed!

15-12-17, 04:56 PM

#241

sivaldo
Youth Team Player

Join Date: 21-04-14
Posts: 13

hello

congratulations for the patch, its a hard work

i've tried to patch a few years ago but i give up 😞

but i have a question

some regen players starts with a low value of technic

ex: messi regen with 7 technic, ronaldo regen 8 technic

there's some alteration in the way regen get attributes from his former player?

18-12-17, 08:28 AM

#242

saturn ◊
Programmer
VIP

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

Originally Posted by **Mark** ◊

Hi saturn,

Sorry to say but the save game crashed again when running the Alphabet Game. That's twice now unfortunately.

The first time I didn't have any compatibility mode enabled as I've never had problems before using Windows 7 (UAC is already disabled on my PC). I'd loaded all leagues and selected maximum database but it crashed at the end of the first season update.

Tried again and this time, I loaded all leagues with a normal database. I also tried the tip to enable compatibility mode for Windows XP Service Pack 3 and unfortunately, it crashed again.

I've uploaded the save game for you to have a look at it: <https://www.sendspace.com/file/8gdtoi>

Very odd as I've not touched the set-up in any way and never had any crashes with v3. I should also say that when you released the BETA v4, I played as Stoke for a few seasons and never had any issues either. That would have only been with one league selected though.

Thanks for the upload and feedback, I'll take a look at it when I get the chance.

Originally Posted by **sivaldo** ◊

some regen players starts with a low value of technic

ex: messi regen with 7 technic, ronaldo regen 8 technic

there's some alteration in the way regen get attributes from his former player?

The regen code was completely rewritten by Tapani, so I can't really fix any potential problems with it. Are you 100% sure it's Messi/Ronaldo's regen?

19-12-17, 05:54 PM

#243

compicat ◊
Youth Team Player

Join Date: 27-08-14
Posts: 3

Thanks for great work. Could you please add below settings?

Game speed: x8
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: no
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

21-12-17, 12:52 AM

#244

sivaldo ◊
Youth Team Player

Join Date: 21-04-14
Posts: 13

yes i'm sure it's their regen

i'll run more saves to better check it

hey saturn

can you post the offsets you changed do double the value off euro, and th offsets to the new values

i wanna try it manually in olly

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Question - has the offering £40k pw to "get around the work permit issue" been eradicated with this V4 patch?

Deal getting rejected even though I switch currency to £ and offer over £40k per week, then flip back to £x2, and when the deal goes through it gets cancelled

Might be a good thing if it has (as It's just a cheat really the £40k per week to get around it) but was just curious?

FYI - the player in question is Luan from Gremio to my Liverpool team

saturn ◊
Programmer
VIP

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

Originally Posted by **compicat** ◊

Thanks for great work. Could you please add below settings?

*Game speed: x8
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: no
Coloured attributes: yes
Hide non-public bids: yes
New values:yes*

Added: <http://www.mediafire.com/file/wnwew9jhr52ue9r/54.zip>

This will be the last exe created until January.

Originally Posted by **sivaldo** ◊

yes i'm sure it's their regen

i'll run more saves to better check it

hey saturn

can you post the offsets you changed do double the value off euro, and th offsets to the new values

i wanna try it manually in olly

I didn't record the changes I made in Olly in the form of instructions (MOV EAX,ECX etc, things like that), but you can find where the changes are made by looking for the Eurox2.patch in the Patches.zip file from the OP. What I did was copy the original £ values into the Greek Drachma's code (0x403e0 / 004403E0 in Olly), which included a jump to a new place in the exe to store some excess code (0x10dfe7 / 0050DFE7 in Olly). Then I changed the symbols for the Drachma to the Euro (0x58b380 / 0098B380 in Olly).

Originally Posted by **Redknapp69** ◊

Question - has the offering £40k pw to "get around the work permit issue" been eradicated with this V4 patch?

Deal getting rejected even though I switch currency to £ and offer over £40k per week, then flip back to £x2, and when the deal goes through it gets cancelled

Might be a good thing if it has (as It's just a cheat really the £40k per week to get around it) but was just curious?

FYI - the player in question is Luan from Gremio to my Liverpool team

No, nothing has been changed there. The original value to bypass a work permit was actually £35,000, not £40,000. If you're playing with the new values and £x1 it'll be £70,000, £x2 it'll be £140,000.

Last edited by saturn; 21-12-17 at 09:53 PM.

saturn ◊
Programmer
VIP

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

Originally Posted by **Mark**

Hi saturn,

Sorry to say but the save game crashed again when running the Alphabet Game. That's twice now unfortunately.

The first time I didn't have any compatibility mode enabled as I've never had problems before using Windows 7 (UAC is already disabled on my PC). I'd loaded all leagues and selected maximum database but it crashed at the end of the first season update.

Tried again and this time, I loaded all leagues with a normal database. I also tried the tip to enable compatibility mode for Windows XP Service Pack 3 and unfortunately, it crashed again.

I've uploaded the save game for you to have a look at it: <https://www.sendspace.com/file/8gdtoi>

Very odd as I've not touched the set-up in any way and never had any crashes with v3. I should also say that when you released the BETA v4, I played as Stoke for a few seasons and never had any issues either. That would have only been with one league selected though.

I can't seem to replicate the crash, I've gotten through the summer updates on each of the three times I've tried. Just to confirm, you're not using Real Players on this save?

22-12-17, 12:19 PM

#248

Mark
Chairman

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

Very strange! I'm not at work now until 8th January so I'll give the patch a whirl at home and see if I have any problems.

I did actually (accidentally!) select no real players by accident for that save but the other tests were using real players. Shouldn't make a difference though, right?

26-12-17, 11:31 PM

#249

Godliman
Youth Team Player

Join Date: 26-12-17
Posts: 38

Saturn - I have to tell you, this is the best thing that has ever happened. You have reignited a fire that has been raging!

Unbelievable work.

ON a related note, how often do you release patch updates?

26-12-17, 11:36 PM

#250

GFRay
VIP

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

Originally Posted by **Godliman**

Saturn - I have to tell you, this is the best thing that has ever happened. You have reignited a fire that has been raging!

Unbelievable work.

ON a related note, how often do you release patch updates?

I think he releases a new patch after a new update. There is an update in April and October so I would say 2 times a year.

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

Page 10 of 16 First ... 6 7 8 9 10 11 12 13 14 ... Last

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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Thread: Patch +v4

Thread Tools

29-12-17, 09:17 PM

#251

KraaS_
Youth Team Player

Join Date: 17-07-14
Posts: 13

Hi Saturn,
can i have this one?

Game speed: X8
 Idle sensitivity: desktop (not sure here, because i'm using vmware virtual machine on laptop)
 Window: 800x600
 Disable unprotected contracts: No
 Coloured attributes: Yes
 Hide non-public bids: No
 New values: Yes

30-12-17, 12:32 PM

#252

krunch1982
Youth Team Player

Join Date: 30-12-17
Posts: 2

Hi there!
 I installed everything as explained and got to the end of my first season troubleless. The problem seems to appear on the 20/06/2018 while updating game database... It crashes out of nowhere. I've tried to find a solution back in the other comments but I couldn't find/understand if there is any solution.
 Any update coming up to solve the problem?

30-12-17, 07:23 PM

#253

Jumping91
Youth Team Player

Join Date: 29-12-17
Posts: 1

Hello respect for your great work.

Can you send me this one please:

Game speed: X2
 Idle sensitivity: LapTop
 Window: 800x600
 Disable unprotected contracts: Yes
 Coloured attributes: Yes
 Hide non-public bids: Yes
 New values: Yes

Thank you very much!!!!!!

31-12-17, 01:35 AM

#254

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Jumping91**

Hello respect for your great work.

Can you send me this one please:

Game speed: X2
Idle sensitivity: LapTop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Thank you very much!!!!

Have you checked if that one is here? - <https://champan0102.co.uk/showthrea...802#post365802>

31-12-17, 03:58 AM

#255

paj83

Youth Team Player

Join Date:
Posts:

07-03-12
6

I've had to buy a new laptop as my old one stopped working and 800x600 doesn't seem to work on Windows 10. Can I please have the following, thanks;

Game speed: x2
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

01-01-18, 10:34 PM

#256

not special at all

Youth Team Player

Join Date:
Posts:

16-07-16
4

Sorry if this was mentioned before, but there is an issue at the start of 4th season. Suddenly date of birth of players changes and now my team is a bunch of kids from 4 to 16 year old 😊 I wonder if this will have serious consequences or can I just ignore it.

Also some weird "Wants to impress new manager" status showed up on several players that play for me for 2+ years

Edit: And now v3.9.68T match_eng.cpp 652 error

Is this over?

01-01-18, 11:22 PM

#257

Redknapp69

Member of the Month
Social Media Mod

Join Date:
Posts:

03-03-12
28,262

I'm not 100% on that error but this may help

It occurs if an AI team can't select a full team. It usually occurs during international matches lots of the squad are away on international duty and their club has a league game on the same day, leaving them unable to field a full team. The error mostly affects teams with full squads but where lots of players are out on loan (so no space for grey players). It's normally a harmless error, assuming the AI team can still select at least three (maybe two) players in its team.

02-01-18, 04:57 PM

#258

Dermotron

Sir Mergements
Director
Manager
VIP
Captain

Join Date:
Location:
Posts:

15-12-11
Your Mother
29,995

The players ages getting reduced is running Tapani patch twice on the same exe

Champan0102.co.uk Facebook Page

13000 followers and rising

November 2020 Data Update Out Now

02-01-18, 11:04 PM

#259

pipedown27 ◯
Youth Team Player

Join Date: 02-05-13
Posts: 27

The highest value player in my game is only £47 million, yet the ones in the pictures posted are near £100m. Pogba is only £38.5m, yet worth £80m in the screenshots posted.

Anyone else getting this?

02-01-18, 11:15 PM

#260

pipedown27 ◯
Youth Team Player

Join Date: 02-05-13
Posts: 27

I've just noticed the £x2 in the currency options, please ignore me.

Great work!

02-01-18, 11:17 PM

#261

Redknapp69 ◯
Member of the Month
Social Media Mod

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

what currency do you have?

choose £x2 from game settings and its pretty much as per modern day finances

03-01-18, 12:10 AM

#262

pipedown27 ◯
Youth Team Player

Join Date: 02-05-13
Posts: 27

Originally Posted by **Redknapp69** ◯

what currency do you have?

choose £x2 from game settings and its pretty much as per modern day finances

Yeah just noticed that a few mins before your post, thanks for the reply

03-01-18, 02:21 PM

#263

midnight toker ◯
Youth Team Player

Join Date: 29-08-14
Posts: 21

Why euro has E sign instead € ? And how can I change it?

03-01-18, 02:36 PM

#264

Dermotron ◯
Sir Mergements
Director
Manager
VIP
Captain

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

Use a font that can handle it

Champton0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

03-01-18, 02:45 PM

#265

elhooli ◯
Youth Team Player

Join Date: 25-01-15
Posts: 10

Hi all,

I am loving this patch/version of the game, so thank you very much. However, when I try to use Windowed mode, I get the following error:

<https://i.imgur.com/75TjqWq.png>

I can't seem to fix this issue. I've tried different exes and I've tried not using compatibility mode, but I can only get the game to work in full screen.

I am running Windows 10. I am running the game as an admin and compatibility mode for WinXP SP3. Version: 3.9.68T - Build: Nov 21 2002 Tapani v2.22 + s4. The exe I am using is #36 from the front page.

Cheers!

03-01-18, 03:13 PM

#266

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Try a few of the solutions in this thread

<https://champman0102.co.uk/showthread.php?t=1773>

03-01-18, 03:27 PM

#267

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

More specifically try this <https://champman0102.co.uk/showthread.php?p=334301>



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

03-01-18, 03:38 PM

#268

kingkeys ◊
Youth Team Player

Join Date: 03-01-18
Posts: 1

I can't seem to download the patch. When i click on download it just takes me to this thread. Help please. Thanks.

03-01-18, 03:47 PM

#269

GFRay ◊
VIP

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

Originally Posted by **kingkeys** ◊

I can't seem to download the patch. When i click on download it just takes me to this thread. Help please. Thanks.

Read the opening post of this thread. At the bottom of the opening post you'll find the download for the Data folder and you can download an .exe in post #2.

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

03-01-18, 04:12 PM

#270

elhooli ◊
Youth Team Player

Join Date: 25-01-15
Posts: 10

Thank you very much! Changing text size to 100% worked. Thank you!

Last edited by elhooli; 03-01-18 at 04:13 PM. Reason: phrasing

04-01-18, 07:57 AM

#271

Originally Posted by KraaS_

Hi Saturn,
can i have this one?

Game speed: X8
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Added: <http://www.mediafire.com/file/5nbh8w3pzsh7e6m/55.zip>

I set the Idle Sensitivity to Laptop, as I think the fact that you're using one will override a virtual machine's settings (but I'm not sure).

Originally Posted by paj83

I've had to buy a new laptop as my old one stopped working and 800x600 doesn't seem to work on Windows 10. Can I please have the following, thanks;

Game speed: x2
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: No
New values: Yes

Added: <http://www.mediafire.com/file/oli7x8vrpui1oyz/56.zip>

04-01-18, 08:10 AM

#272

Originally Posted by **Mark**

Very strange! I'm not at work now until 8th January so I'll give the patch a whirl at home and see if I have any problems.

I did actually (accidentally!) select no real players by accident for that save but the other tests were using real players. Shouldn't make a difference though, right?

No, I wouldn't have thought that it would make a difference. I was just double-checking that you'd actually selected it and nothing weird was going on.

Originally Posted by **Godliman**

Saturn - I have to tell you, this is the best thing that has ever happened. You have reignited a fire that has been raging!

Unbelievable work.

ON a related note, how often do you release patch updates?

Every update, so every April/October roughly.

Originally Posted by **krunch1982**

Hi there!

I installed everything as explained and got to the end of my first season troubleless. The problem seems to appear on the 20/06/2018 while updating game database... It crashes out of nowhere. I've tried to find a solution back in the other comments but I couldn't find/understand if there is any solution.

Any update coming up to solve the problem?

If you're using Windows 10, have you changed the compatibility mode of cm0102.exe to "Windows XP Service Pack 3"?

Originally Posted by **not special at all**

Sorry if this was mentioned before, but there is an issue at the start of 4th season. Suddenly date of birth of players changes and now my team is a bunch of kids from 4 to 16 year old 😊 I wonder if this will have serious consequences or can I just ignore it.

Also some weird "Wants to impress new manager" status showed up on several players that play for me for 2+ years

Edit: And now v3.9.68T match_eng..cpp 652 error

Is this over?

This usually is caused by the Tapani patch being applied twice to an exe. Maybe download whatever exe you were using from post #2 again and see if that fixes it. Otherwise the save is lost.

Originally Posted by **midnight toker**

Why euro has E sign instead € ? And how can I change it?

Were you using a font that previously displayed the € sign?

04-01-18, 12:47 PM

#273

sebastiankogut
Youth Team Player

Join Date: 19-11-12
Posts: 22

Hi, this patch has October update?? Polish players has not update international cup
Thank you for great work

04-01-18, 10:39 PM

#274

midnight toker
Youth Team Player

Join Date: 29-08-14
Posts: 21

Originally Posted by **saturn**

Were you using a font that previously displayed the € sign?

Never changed game fonts. This is first time I see E sign for euro. Used your previous patch versions, never had this situation. I could use pounds, but prefer the euros.

08-01-18, 12:12 AM

#275

schnix
Youth Team Player

Join Date: 14-03-12
Posts: 7

hi Saturn,

long-time lurker here. First of all, thanks a lot for your hard work, not just yours but all people responsible for the regular data updates. Secondly, I am not sure if this is the right thread to post my comments, but I thought since some things have changed since previous versions, it might have to do with the patches, one way or another, so I decided to post here.

Anyway, I was playing the latest version/patch for different clubs in different countries, and noticed a few things which do not feel right. I am not sure if those were bugs, and just working as intended, so this post is not exactly a bugreport but rather a question if things should work as they do currently, and if other users have the same experience.

Netherlands:

Jong Ajax and Jong PSV can promote into the top league (Eredivisie) and compete along with their main teams. I don't think this can happen in real life, and I believe those clubs should be non-league.

Russia:

The names for referees seem to be generated incorrectly. I suppose there is a pool of first and second names for each country (or each language), and then the referee names are randomly picked ones from each of these pools. However, what I see in Russia is that first names are correct, but second ones seem to be randomly picked from other countries' pools. I get referees like Ivan van der Velden or Vladimir Gonzalez. This is a very minor thing, but I do not remember if previously, so if something has been changed in this mechanism, it might be not too hard to get it back.

Both Netherlands, Turkey & Russia:

despite having a youth academy according to the in-game information, I was never getting young freshmen at any club. The squad size was far from 50 in every single case.

//That's a good example of that "bug-or-not" issue. Is there anything I miss in what is required for the new players to be born at your club? I remember getting them before.

Finland:

I do get freshmen in Finland though, so it is not completely broken.

However, starting at a second-tier club (in the Ykkonen league), my board expects me to qualify for European competitions, which I find somewhat odd. Could the problem a wrong evaluation of the club reputation maybe?

Any European nation:

I noticed young South American free transfer players now refuse to go to Europe (even on trials) until they are 18. This might be ok (not sure if this is entirely in line with real-life regulations, but anyway) but the problem is that some of them get tired of waiting and retire before turning 18. This is quite frustrating because you are patiently waiting for a youngster to turn 18, and suddenly he is no longer available despite having decent skills (as you noticed, I played for a Finnish club so the standards are not very high). Could the retirements be postponed until 19 maybe?

thanks!

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All times are GMT +1. The time now is 01:09 PM.

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Thread: Patch +v4

Thread Tools ▾

08-01-18, 10:10 PM

#276

saturn
Programmer
VIP

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

Originally Posted by **midnight toker**

Never changed game fonts. This is first time I see E sign for euro. Used your previous patch versions, never had this situation. I could use pounds, but prefer the euros.

Was the € sign displayed for you previously? From my understanding it was never compatible with the original font, but I was never 100% sure. The E should replace the currency sign ₤ on the original font.

Originally Posted by **schnix**

hi Saturn,

long-time lurker here. First of all, thanks a lot for your hard work, not just yours but all people responsible for the regular data updates. Secondly, I am not sure if this is the right thread to post my comments, but I thought since some things have changed since previous versions, it might have to do with the patches, one way or another, so I decided to post here.

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thanks!

1. Dutch B-teams: the code needed to prevent B-teams from being in the same leagues as their A-team is huge, and I don't understand any of it, so this won't be changed anytime soon.
2. Foreign refs: this problem existed on .68 too, lots of referees in England having Brazilian surnames etc. For me it's not really important enough to go searching for a solution.
- 3/4: Youth players: this largely depends on the database you play. There are fewer players in the October 2017 than there are in .68 (naturally, as the people that release the forum update do it as a hobby rather than those who released .68 as their job). So, the fewer Russian players that exist in the database the less likely it is that you'll get a regen at a Russian club. The more people help out the update team (especially for lower league clubs) the more players there'll be in the next release and the more regens you can potentially have. Also, selecting a Maximum database will obviously increase your chances regardless of which database you're playing.
5. Young free transfers: AFAIK this has always occurred - Radamel Falcao often retired on the .68 database for the reasons you describe. It's annoying when it happens but I don't think it happens enough to warrant searching for a solution (I wouldn't know where to begin anyway!).

Thanks for the feedback.

Thanks Saturn,
I agree most of it are small issues, and I shall try playing with the largest database for more young players.

Yet, one more question. Again, not sure if it is intended to be so, or it is a bug, or it has nothing to do with the current patch at all. In the Champions League my team was placed in a phase 1 group with two German sides, Borussia D and Bayer. I thought that would be impossible...

//can't upload a screenshot for some reason, so here it is as a link:
<https://ibb.co/c4nEMm>

10-01-18, 07:58 PM

#278

saturn ◊
Programmer
VIP

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

I've seen it happen before even though there is code that should prevent it from happening in the game (and it usually does prevent it from happening). Did a German team win the CL and finish outside of the top four the previous season?

13-01-18, 05:49 PM

#279

東方之聲 ◊
Youth Team Player

Join Date: 13-01-18
Posts: 1

Game speed: default
Idle sensitivity: labtop
Window: 1280x1024
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

thx

13-01-18, 07:34 PM

#280

JAS ◊
Youth Team Player

Join Date: 12-05-14
Location: Holland
Posts: 15

This is a great patch, Loaning is fine within european players, however I still can't loan non european players. Have I not downloaded this "saturn patch v4+" good?

14-01-18, 03:05 PM

#281

Szel ◊
Youth Team Player

Join Date: 14-01-18
Posts: 1

Game speed: x200
Idle sensitivity: laptop
Window: 1280x1024
Disable unprotected contracts: NO
Coloured attributes: yes
Hide non-public bids: NO
New values:YES

Thank you very much! 😊

21-01-18, 10:08 AM

#282

jobchelsea ◊
Youth Team Player

Join Date: 16-06-17
Posts: 5

Hello Saturn, Great work! Possible to get this one?

Game speed x20
Idle - Desktop
Window - 1280x960
Disable contracts - Yes
Coloured Attributes- Yes
Hide non public bids - Yes
New values - yes

Thanks?!

21-01-18, 07:33 PM

#283

domtos88 ◊
Youth Team Player

Join Date: 27-09-16
Posts: 41

why fifa club world cup is not the same of last year and was edited?

22-01-18, 12:38 PM

#284

ennis88 ◊
Youth Team Player

Join Date: 22-01-18
Posts: 1

hi! Great workkkkkkk you heroes

Game speed: default
Idle sensitivity: desktop
Window: 1280x1024
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

22-01-18, 02:08 PM

#285

KraaS_ ◊
Youth Team Player

Join Date: 17-07-14
Posts: 13

I saw now that there was no any prize money for finishing first in the English Championship, is that feature or bug? (no matter of 84 400 000 pounds for tv rights in premiership)

22-01-18, 05:08 PM

#286

JayFlo ◊
Squad Rotation Player

Join Date: 17-03-12
Posts: 1,196

Does this patch include Tapani's introduction of newgens?

22-01-18, 08:08 PM

#287

saturn ◊
Programmer
VIP

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

Originally Posted by 東方之聲

*Game speed: default
Idle sensitivity: labtop
Window: 1280x1024
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes*

thx

Added: <http://www.mediafire.com/file/b7toh71k7pz2y5b/57.zip>

Originally Posted by Szel

*Game speed: x200
Idle sensitivity: laptop
Window: 1280x1024
Disable unprotected contracts: NO
Coloured attributes: yes
Hide non-public bids: NO
New values:YES*

Thank you very much! 😊

Added: <http://www.mediafire.com/file/k5pghgj4jdbq8w9/58.zip>

Originally Posted by jobchelsea

Hello Saturn, Great work! Possible to get this one?

*Game speed x20
Idle - Desktop
Window - 1280x960
Disable contracts - Yes
Coloured Attributes- Yes
Hide non public bids - Yes
New values - yes*

Thanks?!

Added: <http://www.mediafire.com/file/f5qp10p4njx6244/59.zip>

Originally Posted by ennis88

hi! Great workkkkkkk you heroes

*Game speed: default
Idle sensitivity: desktop
Window: 1280x1024
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes*

Added: <http://www.mediafire.com/file/k2s45jf66vs6y6/60.zip>

22-01-18, 08:19 PM

#288

saturn
Programmer
VIP

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

Originally Posted by **JAS**

This is a great patch, Loaning is fine within european players, however I still can't loan non european players. Have I not downloaded this "saturn patch v4+" good?

Yes, British & Irish clubs still can't loan non-EU players in the game.

Originally Posted by **domtos88**

why fifa club world cup is not the same of last year and was edited?

Read the OP.

Originally Posted by **KraaS_**

I saw now that there was no any prize money for finishing first in the English Championship, is that feature or bug? (no matter of 84 400 000 pounds for tv rights in premiership)

Feature. The limited information I could get regarding English finances indicated that no prize money was given out in the EFL.

Originally Posted by **JayFlo**

Does this patch include Tapani's introduction of newgens?

Yes.

23-01-18, 03:35 PM

#289

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

Is there a way (for the next patch) to prevent high profile players who are still at a competitive age (32 y, 33 y old) to suddenly quit their club to go manage shitty little clubs (often in their home country)? You have world class players, still playing every game, and still they go on to take a player-manager role elsewhere. Very frustrating to see your players leave like that, certainly when they are at that age and often close to an appearance or goal scoring record for your club. And player-managers are outdated anyway. I guess this is done to ensure that big players become big managers, and that is a good thing, to have known names for 30 or 40 years in the game, but they should take the manager roles after retirement, not in their 'prime' at 32 playing for big clubs.

25-01-18, 07:55 PM

#290

andy_uk
Youth Team Player

Join Date: 09-06-12
Posts: 2

how come the tv prize money hasnt been add to this patch?

26-01-18, 01:35 AM

#291

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **andy_uk**

how come the tv prize money hasnt been add to this patch?

For which division?

27-01-18, 12:37 PM

#292

judgedread
Youth Team Player

Join Date: 05-03-12
Posts: 1

I can't download.

27-01-18, 11:39 PM

#293

Redknapp69
Member of the Month
Social Media Mod

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

why?

getting an error?

tried another browser?

disabled firewall etc

probably need more info to help you mate 🤔

28-01-18, 12:00 AM

#294

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Saturn - thanks so much!

Game speed: default
Idle sensitivity: laptop
Window: 1024x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values:yes

07-02-18, 05:43 PM

#295

guivi ◊
Youth Team Player

Join Date: 22-04-14
Posts: 11

Amazing patch, I Love seeing Copa Argentina. I know that there is a reason of the none change of the champions league format to make an only one group phase but I was wondering, which reason is that? can you tell us?.

Thanks for being so generous.

07-02-18, 05:51 PM

#296

Mark ◊
Chairman

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

Yeah, it can't be done 🤔

26-02-18, 01:27 PM

#297

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

This is probably just a natural thing as the game is pretty old now..

But does anyone else find that when the game gets on a bit, from say 6-7 years, the number of good players severely diminishes? I see a lot of players with very wonky attributes (defenders with 20 creativity, acceleration in single digits etc etc).

I always seem to lose interest when i get close to 10 seasons in, can't seem to find many good players and existing good players start declining into their 30's.

Anyone feel the same way?

EDIT: The amount of players with single digit determination is quite staggering!

Last edited by martinho; 28-02-18 at 02:05 PM.

27-02-18, 09:51 PM

#298

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Hi Saturn - any idea on when you will be completing the next batch of requests - thanks in advance.

05-03-18, 08:22 PM

#299

xxsoykanxx ◊
Youth Team Player

Join Date: 22-11-15
Posts: 23

In my second season ..Every match one injury..I dont know what happen?

Is there any idea why this is happen ? Maybe Tactic or patch error?

Sorry about my bad english.

06-03-18, 10:22 PM

#300

dompa ◊
Youth Team Player

Join Date: 17-11-17
Posts: 7

Hey! First of all great work!

I am not sure if this is the right place to write this, if it is not, I am sorry

Just a small issue regarding NT stadiums...Wales imho does not play on 2500 stadium in Burnham...It should be moved to Cardiff City Stadium. Also Belarus is playing their home matches in Serbia in Zrenjanin...They should be playing in (Bate) Borisov Arena.

Page 12 of 16 ◀◀ First ◀ ... 2 8 9 10 11 12 13 14 15 16 ▶▶ Last ▶▶

◀ Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ ▶

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Forum CM 01/02 Updates Patches Patch +v4

Page 13 of 16 First ... 3 9 10 11 12 13 14 15 16 Last

Results 301 to 325 of 395

Thread: Patch +v4

Thread Tools

08-03-18, 06:58 PM

#301

Thiago

Youth Team Player

Join Date:

22-05-12

Posts:

1

Hello guys. Please... Where can I download this patch and how do I apply it?

08-03-18, 10:47 PM

#302

Redknapp69

Member of the Month
Social Media Mod

Join Date:

03-03-12

Posts:

28,262

Everything in the opening post of the thread?!

09-03-18, 09:47 AM

#303

Piojjo

Youth Team Player

Join Date:

15-08-12

Posts:

1

Dear friends,

I need your advice on a technical issue related with the resolution at which CM0102 to be displayed on my laptop. I'm not an expert in technology and few days ago I changed my very old laptop with a DELL, i5, amd radeon 530 4gb, fullHD, win10 pro and I use it at a resolution of 1920 x 1080 (as recommended).

Please help me with an advice: which is the best of the variants available on this patch to be chosen for my laptop?

Could be a problem for the laptop/video using the laptop on 1920x1080 and alternating with a different resolution each time on cm0102?

Thank you,
Regards

09-03-18, 09:58 AM

#304

evesham

VIP

Join Date:

15-05-12

Posts:

2,379

Hi Piojjo, I also use 1920 x 1080 resolution and I find the best patch is saturn v4 1280 x 800. Once you have patched the game right click the exe and run as administrator and change compatability to Windows XP service Pack 3

09-03-18, 04:30 PM

#305

kyle009 ◊
Youth Team Player

Join Date: 09-03-18
Posts: 2

Is there anyway to use this patch Saturn without affecting the difficulty of the game?

I'm a truly crap player so I like to cheese my way through it using tactics downloaded from here but find that they don't work very well with your awesome patches.

09-03-18, 05:58 PM

#306

Redknapp69 ◊
Member of the Month
Social Media Mod

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

really? Would imagine some of the tactics like Iodine would smash anything?

09-03-18, 06:53 PM

#307

Haremaker ◊
Youth Team Player

Join Date: 13-09-12
Posts: 2

Game speed: default
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: no
Coloured attributes: no
Hide non-public bids: no
New values:yes

Cheers Satum

14-03-18, 10:22 AM

#308

hassan fakih ◊
Youth Team Player

Join Date: 14-03-18
Posts: 1

thank you for useful posts

16-03-18, 01:05 AM

#309

heaven ◊
Youth Team Player

Join Date: 09-05-12
Posts: 3

Hello and thanks for all these useful tools.
I have a question: is it possible to play with the original database and to add the new value system?
Thanks in advance for the answer and again congratulations for the hard work you put in.

17-03-18, 10:32 AM

#310

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

00571399 CMP EAX,168
0057139E NOP
0057139F JNZ SHORT 005713B2

Random English Northern Premier clubs will be chosen for English FA Trophy . Currently , it chooses randomly from English Isthmian Premier(mostly) and English Northern Premier.

Last edited by xeno; 17-03-18 at 11:24 AM.

18-03-18, 06:06 PM

#311

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Cosmetic bug

If your game start year is not 2001, International and European awards goes to random players for just previous year before start year although you insert awarded players in the data.

I don't know the reason and solution , but if you change below 7D1 (2001) to your start year, you will not see these awards for the year before your start year.

005836C4 CMP AX,7D1

00632E30 CMP AX,7D1

18-03-18, 06:14 PM

#312

xeno

Reserve Team Player

Join Date:
Posts:

20-09-15
304

After you apply patch for saturn v4 Taça de Portugal cup restructure patch, sometimes this cup stops as settings can not support 3rd replay for the first rounds.

If you do these below, cup will have no problems as you will cancel replays totally.

```
007CDD51 MOV WORD PTR DS:[ESI+D],3
```

```
007CDD55 MOV WORD PTR DS:[ESI+75],3
```

```
007CDE58 MOV WORD PTR DS:[ESI+DD],3
```

21-03-18, 12:35 AM

#313

gusto

Youth Team Player

Join Date:
Posts:

21-03-18
3

Originally Posted by saturn

[*]No CD cracks:

This patch has not been made with a No CD cracked exe (and none will ever be created by me). That means you will have to either burn or mount an image of the cm0102.iso.

Does anyone know how to put NOCD crack in this patch? I want to play on Android and obviously I can not insert a CD (does anyone still remember what a CD is?) On my phone.

the CM01/02 is a freeware a long time ago. What is the forum's problem with the crack?

Last edited by gusto; 21-03-18 at 12:42 AM.

21-03-18, 06:41 AM

#314

MrFoo

Reserve Team Player

Join Date:
Posts:

12-03-12
369

Originally Posted by gusto

Does anyone know how to put NOCD crack in this patch? I want to play on Android and obviously I can not insert a CD (does anyone still remember what a CD is?) On my phone.

the CM01/02 is a freeware a long time ago. What is the forum's problem with the crack?

As Saturn said you cant use no cd cracks

Just drag the iso onto your Android in the exagear folder and you can play.

Sent from my SM-G960F using Tapatalk

21-03-18, 09:52 AM

#315

PEAST

Youth Team Player

Join Date:
Posts:

10-03-18
2

Hey Saturn... first of all... AWESOME work buddy...

is it possible to request an .EXE file with the same setup as in number 28 with the exception being starting year set to original?

21-03-18, 10:37 AM

#316

Mark

Chairman

Join Date:
Posts:

31-10-11
29,427

Originally Posted by **gusto**

Does anyone know how to put NOCD crack in this patch? I want to play on Android and obviously I can not insert a CD (does anyone still remember what a CD is?) On my phone.

the CM01/02 is a freeware a long time ago. What is the forum's problem with the crack?

For a start, it's not legal.

The game is only downloadable through the **official** Eidos .iso file that we agreed with them as part of our partnership established at the time.

21-03-18, 12:37 PM

#317

evesham
VIP

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

Originally Posted by **PEAST**

Hey Saturn... first of all... AWESOME work buddy...

is it possible to request an .EXE file with the same setup as in number 28 with the exception being starting year set to original?

Hi Peast, i have done you the .exe file [here](#) but I think you'll be lucky if it works starting in 2001, good luck 🍀

21-03-18, 01:35 PM

#318

PEAST
Youth Team Player

Join Date: 10-03-18
Posts: 2

Originally Posted by **evesham**

Hi Peast, i have done you the .exe file [here](#) but I think you'll be lucky if it works starting in 2001, good luck 🍀

Hi Evesham... thank you so much... but what do you mean by lucky if it works?

22-03-18, 01:47 AM

#319

gusto
Youth Team Player

Join Date: 21-03-18
Posts: 3

Originally Posted by **Mark**

For a start, it's not legal.

*The game is only downloadable through the **official** Eidos .iso file that we agreed with them as part of our partnership established at the time.*

This is an incoherence. We can change the whole game with patches and so on. Now put option for NOCD? Oh no, there it is wrong.

22-03-18, 01:49 AM

#320

gusto
Youth Team Player

Join Date: 21-03-18
Posts: 3

thanks mate

22-03-18, 08:19 PM

#321

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

improvement to control promoted youth quantity if club has over 45 players
change is updated as below

```
007A6F40 CMP EAX,2D
007A6F45 CMP EAX,2D
007A6F48 JL SHORT 007A6F5F (added for improvement)
```

29-03-18, 01:17 PM

#322

jdrowmer
Youth Team Player

Join Date: 29-03-18
Posts: 2

Saturn v4 working with editors/scouting tools?

Hi all,

Love this community and that this game is going strong. I've installed the saturn v4 patch, I believe it was - and I'm struggling to find any resources on any tools that work with saved games with it?

I've tried a few different ones like CM3 save game editor but nothing I've tried seems to actually recognise the new data, or my save game data?

Are there any tools - specifically for scouting - that people currently use for this that work with saturn patch?

Thanks in advance!

29-03-18, 01:40 PM

#323

GFRay 
VIP

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


I use both CMScout and the GK Save game editor with the Saturn v4 patch.

Make sure you run both tools as administrator though otherwise they might not work proper.

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

29-03-18, 02:04 PM

#324


jdrowmer 
Youth Team Player

Join Date: 29-03-18
Posts: 2

Thanks, running as admin seems to have sorted it - and for some reason CMScout was loading outside the bounds of my screen. That's better!!

29-03-18, 03:54 PM

#325

Pasquale 
Reserve Team Player

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

Hi guys, can anyone tell me how to limit loans in Northern Ireland?

Page 13 of 16 [First](#) [...](#) [3](#) [9](#) [10](#) [11](#) [12](#) **13** [14](#) [15](#) [16](#) [Last](#)

« Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ »

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Thread: Patch +v4

Thread Tools

29-03-18, 11:32 PM

#326

saturn
 Programmer
 VIP

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

Originally Posted by **Godliman**

Hi Saturn - any idea on when you will be completing the next batch of requests - thanks in advance.

Sorry, I was away for a few weeks. With the new data update out soon, the +4 patch will soon be obsolete so I won't be doing any new exes at this stage.

Originally Posted by **martinho**

This is probably just a natural thing as the game is pretty old now..

But does anyone else find that when the game gets on a bit, from say 6-7 years, the number of good players severely diminishes? I see a lot of players with very wonky attributes (defenders with 20 creativity, acceleration in single digits etc etc).

I always seem to lose interest when i get close to 10 seasons in, can't seem to find many good players and existing good players start declining into their 30's.

Anyone feel the same way?

EDIT: The amount of players with single digit determination is quite staggering!

The newgens definitely fixed some things, but perhaps brought some new problems like the wonky attributes you mention above. Some things like low determination values amongst regens with high PA have always been that way though. To be honest I haven't had many long career games recently so I can't really say for certain.

Originally Posted by **heaven**

*Hello and thanks for all these useful tools.
 I have a question: is it possible to play with the original database and to add the new value system?
 Thanks in advance for the answer and again congratulations for the hard work you put in.*

Originally Posted by **PEAST**

Hey Saturn... first of all... AWESOME work buddy...

is it possible to request an .EXE file with the same setup as in number 28 with the exception being starting year set to original?

Possibly at some stage for the .68 database, but never for the .60 one (as it's based on a different .exe). The thought of making maybe a proper 2002 start to go with what is the 2002/03 data of .68 does interest me, but it won't be released any time soon.

01-04-18, 09:44 PM

#327

spyda2
 Decent Young Player

Join Date: 04-03-12
 Posts: 72

Hi Saturn Thanks for all your hard work. Will you doing any new patches with the new update? asking since I think I read that the ones you did wont be compatible with the new update
Thanks

02-04-18, 12:24 AM

#328

Ryanlfc3 ◊
Youth Team Player

Join Date: 02-10-17
Posts: 28

I think it will take a couple weeks for him to sort out next patch, it will be up before you know it I'm sure 😊

02-04-18, 11:41 AM

#329

akinho ◊
Youth Team Player

Join Date: 25-04-14
Posts: 24

when comes the next patch for the March 2018 Update?

--- Updated ---

must i first install the tapani patch before i use the saturn patch?

02-04-18, 01:35 PM

#330

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **akinho** ◊

when comes the next patch for the March 2018 Update?

--- Updated ---

must i first install the tapani patch before i use the saturn patch?

If/when Saturn will do one he will advise. Last time it was approx 1 week after update was released

Don't think you can use V4 with March '18 data update so forget that

Finally, if you are using Saturn patch then you do not need to install Tapani patch separate as elements of it are included in Saturn's patch

02-04-18, 02:19 PM

#331

Ryanlfc3 ◊
Youth Team Player

Join Date: 02-10-17
Posts: 28

Originally Posted by **Redknapp69** ◊

If/when Saturn will do one he will advise. Last time it was approx 1 week after update was released

Don't think you can use V4 with March '18 data update so forget that

Finally, if you are using Saturn patch then you do not need to install Tapani patch separate as elements of it are included in Saturn's patch

Wouldn't surprise me if it came out next week or week after that 😊

02-04-18, 05:52 PM

#332

akinho ◊
Youth Team Player

Join Date: 25-04-14
Posts: 24

i have a question
in the saturn patch whats about modern day finances maybe how much money you win by win the Champions League or Premier league. Or Maybe Premier League TV

02-04-18, 06:11 PM

#333

Redknapp69 ◊
Member of the Month
Social Media Mod

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

PL money is similar to modern day

I used £x2 as currency and very accurate to the crazy money in footie these days

02-04-18, 07:59 PM

#334

Rodry97 ◊
Coach

Join Date: 27-03-12
Posts: 232

In the new patch you could add the modifications of the patch south american de gio?
Adding the Argentine Cup and the second division format with 2nd teams and 38 matches.

03-04-18, 06:57 PM

#335

saturn ◊
Programmer
VIP

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

Originally Posted by **spyda2** ◊

*Hi Saturn Thanks for all your hard work. Will you doing any new patches with the new update? asking since I think I read that the ones you did wont be compatible with the new update
Thanks*

The new patch will be out soon, I don't want to put an exact date on it though.

Originally Posted by **akinho** ◊

*i have a question
in the saturn patch whats about modern day finances maybe how much money you win by win the Champions League or Premier league. Or
Maybe Premier League TV*

The figures should be close to today's values if you use an exe with the new values and select the £x2/€x2 options as the game's currency.

Originally Posted by **Rodry97** ◊

*In the new patch you could add the modifications of the patch south american de gio?
Adding the Argentine Cup and the second division format with 2nd teams and 38 matches.*

The Copa Argentina is already in the patch. The Second Division change won't be added as it would replace an existing competition.

03-04-18, 07:24 PM

#336

Johngall ◊
Youth Team Player

Join Date: 18-04-12
Posts: 24

Hi Saturn,

Could you possibly do a tutorial on what you actually do to create this patch?

04-04-18, 11:12 AM

#337

Marquss ◊
Youth Team Player

Join Date: 08-06-15
Posts: 23

Originally Posted by **saturn** ◊

The new patch will be out soon, I don't want to put an exact date on it though.

Good news. So im waiting. 😊

04-04-18, 12:38 PM

#338

Pasquale ◊
Reserve Team Player

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

What will the patch have again?

04-04-18, 01:11 PM

#339

Redknapp69 ◊

Member of the Month
Social Media Mod

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

Originally Posted by **Pasquale**

What will the patch have again?

Maybe read the opening post to see what the last one had to give you an idea

04-04-18, 02:28 PM

#340

nexima
Decent Young Player

Join Date: 24-05-12
Posts: 40

our happiness during the upcoming weekend depends on the patch release date of Saturn))

04-04-18, 11:06 PM

#341

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Fordrin**

My congratulations for the initiative given to many years where that's why the game is still alive, Thank you

*Game speed: Default
Idle sensitivity: Laptop
Window: *1024 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes*

He's not taking requests for any V4 exe's mate

05-04-18, 11:03 AM

#342

Mark
Chairman

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

What's the crack with reward money in the English Championship? I've been playing a long term save at home on my laptop but noticed I've not been picking up any reward money despite several finishes in the top half. Has it always been this way or has it been missed out in the patch?

05-04-18, 08:56 PM

#343

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Mark**

What's the crack with reward money in the English Championship? I've been playing a long term save at home on my laptop but noticed I've not been picking up any reward money despite several finishes in the top half. Has it always been this way or has it been missed out in the patch?

I think someone provided Saturn with the PL prize money etc which was included but don't think other English leagues had the info given to Saturn

06-04-18, 08:40 AM

#344

saturn
Programmer
VIP

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

Originally Posted by **Johngall**

Hi Saturn,

Could you possibly do a tutorial on what you actually do to create this patch?

I've posted one somewhere already, maybe in this thread or the +v3 one, but I'll include an updated tutorial in the +v5 thread.

Originally Posted by **Mark**

What's the crack with reward money in the English Championship? I've been playing a long term save at home on my laptop but noticed I've not been picking up any reward money despite several finishes in the top half. Has it always been this way or has it been missed out in the patch?

Finding information on TV/prize money was difficult, but according to a couple of second-hand sources like [here](#) and [here](#), no prize money is given out in the Championship. If anyone knows anything to the contrary I can change it for the next patch.

06-04-18, 09:33 AM

#345

xeno

Reserve Team Player

Join Date:
Posts:

20-09-15
304

2013 figures

<http://www.guardian.co.uk/football/2...onship-tv-deal>

"As described in a letter to Football League clubs by the chairman, Greg Clarke, relegated clubs will receive £23m [as parachute payments] in the first year (a £7m increase), £18m in the second (£5m) and £9m in years three and four. Clubs in the Championship who do not get parachute payments currently receive £2.3m a season, League One sides £325,000 and League Two sides £250,000. It is proposed that those payments are increased by around 5% under the new offer."

06-04-18, 04:52 PM

#346

hallsi2001

Hot Prospect for the Future

Join Date:
Posts:

06-05-12
106

<https://www.chroniclive.co.uk/spor...nited-12844008>

This link contains figures from last season. No prize money, but all teams, regardless of final position, receive somewhere in the region of £2 million.

Sent from my SM-G960F using Tapatalk

07-04-18, 03:54 AM

#347

GaoRS

Youth Team Player

Join Date:
Posts:

05-04-18
1

Every day praying to get as soon as possible the new patch for the March 2018 update, kkkkk.
I'm a big fan of your work.
Big hug!

07-04-18, 04:01 PM

#348

saturn

Programmer
VIP

Join Date:
Posts:

18-03-14
1,240

+v5 beta available here: http://www.mediafire.com/file/dw221h...7b/v5_beta.zip

This will be the **only** exe provided as it is just for testing at the moment. It's a standard resolution, x200 speed exe with laptop idle sensitivity, contracts disabled, no coloured attributes and hide public bids unticked. Other than the resolution, the other options can be changed in Flex AFAIK should you wish to do so.

+v5 probably doesn't need a beta (...), but I don't have the time to release it fully this weekend (and create exes) so I'll just upload this for now.

Feedback welcomed on:

- Confederations Cup / Copa América / Gold Cup scheduling and any potential clashes.
- Irish cups running properly.
- Opinions on enabling the AI being able to register on-loan players for Europe, but it counting towards that player's parent club 25 man squad list (which is more important?). For example if you managed Real Madrid you'd only be able to register 24 players as Sporting would have registered Fábio Coentrão. So it'll be one bug for another in its current form.
- General comments.

07-04-18, 04:13 PM

#349

hallsi2001

Hot Prospect for the Future

Join Date:
Posts:

06-05-12
106

Great news, knew it'd be this weekend when I'm busy ☐

Sent from my SM-G960F using Tapatalk

08-04-18, 09:13 AM

#350

Offside Trap ◯
Squad Rotation Player

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

Originally Posted by saturn

+v5 beta available here: http://www.mediafire.com/file/dw221h...7b/v5_beta.zip

*This will be the **only** exe provided as it is just for testing at the moment. It's a standard resolution, x200 speed exe with laptop idle sensitivity, contracts disabled, no coloured attributes and hide public bids unticked. Other than the resolution, the other options can be changed in Flex AFAIK should you wish to do so.*

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- Irish cups running properly.
- Opinions on enabling the AI being able to register on-loan players for Europe, but it counting towards that player's parent club 25 man squad list (which is more important?). For example if you managed Real Madrid you'd only be able to register 24 players as Sporting would have registered Fábio Coentrão. So it'll be one bug for another in its current form.
- General comments.

This is great, just before I goto work, so not happy about that. Ill do some feedback on this over the next couple days, but its all installed and run correctly, without affecting my Saturn4 saves

Once again, many thanks for all your hardwork Saturn

Page 14 of 16 ◀ First ◀ ... 4 10 11 12 13 14 15 16 ▶ Last ▶▶

◀ Renaming Competitions, e.g. UEFA Cup / Europa League | Patch 2.21.1+ ▶

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Thread: Patch +v4

Thread Tools

08-04-18, 12:35 PM

#351

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Originally Posted by **saturn**

+v5 beta available here: http://www.mediafire.com/file/dw221h...7b/v5_beta.zip

*This will be the **only** exe provided as it is just for testing at the moment. It's a standard resolution, x200 speed exe with laptop idle sensitivity, contracts disabled, no coloured attributes and hide public bids unticked. Other than the resolution, the other options can be changed in Flex AFAIK should you wish to do so.*

+v5 probably doesn't need a beta (...), but I don't have the time to release it fully this weekend (and create exes) so I'll just upload this for now.

Feedback welcomed on:

- Confederations Cup / Copa América / Gold Cup scheduling and any potential clashes.
- Irish cups running properly.
- Opinions on enabling the AI being able to register on-loan players for Europe, but it counting towards that player's parent club 25 man squad list (which is more important?). For example if you managed Real Madrid you'd only be able to register 24 players as Sporting would have registered Fábio Coentrão. So it'll be one bug for another in its current form.
- General comments.

Will test and report back.

08-04-18, 04:13 PM

#352

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304


Below changes makes promotion 1 pcs from English Isthmian League Premier Division and 1 pcs from English Southern League Premier Division to English Northern Premier . Currently, game makes promotion as 1 pcs from English Isthmian League Premier Division and 1 pcs from A Lower Division which causes some clubs whose has no stadium can promote to English Leagues.
Also below changes makes some free space for further other leagues relegation patches .

```
007EBE62 |JNZ SHORT 007EBE84
007EBE64 |PUSH 0B2
007EBE69 |PUSH 0B3
007EBE6E |PUSH 0B4
007EBE73 |PUSH 0B5
007EBE78 |PUSH 0B6
007EBE7D |PUSH 0B7
007EBE82 |JMP SHORT 007EBEEC
007EBE84 |CMP EAX,DWORD PTR DS:[9CF2DC]
007EBE8A |JNZ SHORT 007EBE96
007EBE8C |PUSH 7F
007EBE8E |PUSH 7C
007EBE90 |PUSH 7E
007EBE92 |PUSH 7D
007EBE94 |JMP SHORT 007EBEEC
007EBE96 |CMP EAX,DWORD PTR DS:[9CF3E4]
007EBE9C |JNZ SHORT 007EBA5
007EBE9E |PUSH 9C
007EBEA3 |JMP SHORT 007EBEEC
007EBEA5 |CMP EAX,DWORD PTR DS:[9CF510]
007EBEAB |JNZ SHORT 007EBEB4
007EBEAD |PUSH 0BB
007EBEB2 |JMP SHORT 007EBEEC
007EBEB4 |CMP EAX,DWORD PTR DS:[9CF2E4]
007EBEBA |JNZ SHORT 007EBEC8
007EBEBC |PUSH 166
007EBEC1 |PUSH 167
007EBEC6 |JMP SHORT 007EBEEC
007EBEC8 |CMP EAX,DWORD PTR DS:[9CF36C]
007EBECE |JNZ SHORT 007EBED4
007EBED0 |PUSH 52
007EBED2 |JMP SHORT 007EBEEC
007EBED4 |CMP EAX,DWORD PTR DS:[9CF45C]
007EBEDA |JE SHORT 007EBEEC
007EBEDC |CMP EAX,DWORD PTR DS:[9CF338]
007EBEE2 |JE SHORT 007EBEEC
007EBEE4 |CMP EAX,DWORD PTR DS:[9CF484]
007EBEEA |JNZ SHORT 007EBEF1
007EBEEC |JMP 007EBE3C
007EBEF1 |XOR EAX,EAX
007EBEF3 |JMP 007EBE42
007EBEF8 |NOP
007EBEF9 |NOP
007EBEFA |NOP
007EBEFB |NOP
007EBEFC |NOP
007EBEFD |NOP
007EBEFE |NOP
007EBEFF |NOP
007EBF00 |NOP
007EBF01 |NOP
007EBF02 |NOP
007EBF03 |NOP
007EBF04 |NOP
007EBF05 |NOP
007EBF06 |NOP
007EBF07 |NOP
007EBF08 |NOP
007EBF09 |NOP
007EBF0A |NOP
007EBF0B |NOP
007EBF0C |NOP
```

Last edited by xeno; 08-04-18 at 04:39 PM.

08-04-18, 07:12 PM

#353

mkwas 
Hot Prospect for the Future

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

Saturn good job

but:

Poland ekstraklasa- 3 non-eu-> 2 non-eu
Poland 1 liga -3 non-eu->1 non-eu
Poland cup,and superpuchar- 3 non-eu->2 non-eu



09-04-18, 02:46 AM

#354

Redknapp69 

OK - I ran through to December 2021 season with 1 holidayed manager and Spain/Holland/England/France/Germany and Italy as loaded leagues

No crashes
No bugs

Biggest Transfers over the years..... (using x2 currency)

M'Bappe - £160m from Monaco to PSG
Gundogan - £96m from Man City to Barca
Werner £152m - Leipzig to Chelsea
Dybala £151m - Juve to Man City
Pogba £108m - Man Utd to Arsenal
Alex Sandro - £89m - Juve to Man Utd
M'Bappe £101m - PSG to Man Utd

Selected Club Finances

Spurs - £411m (made £280m in sales in 1 season)
Pool - £87m
Man U - £236m
Man City - £78m
Arsenal - £241m
Chelsea - £191m
Swansea - £70m
Barca - £125m
Madrid - £222m
Ateltico - £68m
Bayern - £88m
Dortmund - £119m
RB Leipzig - £100m
Ajax - £96m
Feyenoord - £43m
PSV - £48m
Monaco - £75m
PSG - £163m
Lyon - £90m
Inter - £233m
Milan - £267m
Juve - £163m

09-04-18, 11:03 AM

#355

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Echoing what Redknapp says above, gone to 2022, no crashes or bug messages.

Highest transfer fee being £186m (Hazard to Barcelona) and clubs finances all reasonable, highest was PSG @ £600m in the bank.

Looking good so far, will continue to see if any issues occur.

09-04-18, 09:01 PM

#356

laveley ◊
Youth Team Player

Join Date: 15-03-16
Posts: 3

Hi, is there a way to play without the CD? I have to mount the image every time to play it.

Also, when i try .exe of higher resolutions, i get an error message saying the pc doesnt support 800x600, oddly enough since the 800x600 is actually the only one that works.

09-04-18, 09:14 PM

#357

Redknapp69 ◊
Member of the Month
Social Media Mod

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

if you do not have CD you have to mount ISO each time

09-04-18, 09:16 PM

#358

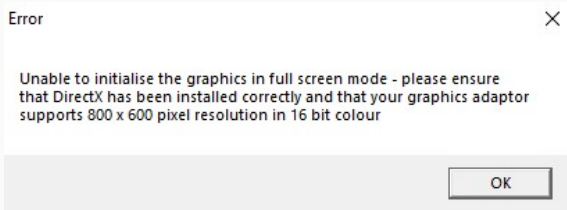
laveley ◊
Youth Team Player

Join Date: 15-03-16
Posts: 3

Originally Posted by **Redknapp69**
if you do not have CD you have to mount ISO each time

Yeah, thats what i asked; theres no workaround for this?

Heres the error i get when i try larger resolutions;



Last edited by laveley; 09-04-18 at 09:39 PM. Reason: pic

09-04-18, 10:57 PM

#359

Redknapp69
Member of the Month
Social Media Mod

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

Follow this
<https://champman0102.co.uk/showthrea...371#post381371>

10-04-18, 11:03 AM

#360

Mark
Chairman

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

You shouldn't have to mount every time, it's possible to have it mounted permanently.

10-04-18, 12:01 PM

#361

Solis
VIP

Join Date: 10-03-12
Location: France
Posts: 21

Thanks for the patch Saturn.

Where are parameters for colour attributes, game speed and resolution on Flex ? I searched but I found nothing. It's a ".patch" to import ?

Thanks !

10-04-18, 12:10 PM

#362

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Originally Posted by **Solis**
Thanks for the patch Saturn.
Where are parameters for colour attributes, game speed and resolution on Flex ? I searched but I found nothing. It's a ".patch" to import ?
Thanks !

Wouldn't worry too much about that stuff. It isn't a finished patch intended to play long-term, just keep an eye out for any mistakes/errors/anomalies/bugs/crashes 🤖

10-04-18, 07:01 PM

#363

laveley
Youth Team Player

Join Date: 15-03-16
Posts: 3

Originally Posted by **Redknapp69**

Follow this
<https://champion0102.co.uk/showthrea...371#post381371>

No good. The native 1366x768 resolution worked though, i guess its because its native of my system. But the game feels weird on that resolution and also has the problem of backgrounds, i wish i could play on 1280x but my system max res on 1280 is for 768.

You shouldn't have to mount every time, it's possible to have it mounted permanently.

I dunno, i have a tapani version on my pc with a 2015 update and i'm able to play it without mounting it every time. I cant remember what i did it with it though.

10-04-18, 10:35 PM

#364

Solis
VIP

Join Date: 10-03-12
Location: France
Posts: 21

Originally Posted by **martinho**

Wouldn't worry too much about that stuff. It isn't a finished patch intended to play long-term, just keep an eye out for any mistakes/errors/anomalies/bugs/crashes 🤖

I know but I don't mind patching my own .exe, and it will do Saturn less work when he will release its patches. 🤖🤖

It's more curiosity than impatience 🤖

11-04-18, 09:22 PM

#365

Mick
Reserve Team Player

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

WOW !! This really has brought the game back to life for me. Only missing coloured attributes. No idea why anybody wouldn't want them applied.

11-04-18, 10:38 PM

#366

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Mick**

WOW !! This really has brought the game back to life for me. Only missing coloured attributes. No idea why anybody wouldn't want them applied.

They are usually offered on exe's that Saturn releases 🤖

12-04-18, 06:51 AM

#367

HossamAllam
Decent Young Player

Join Date: 01-04-12
Posts: 73

i think it will be great to release a patch file like the Tapani ones to install the Saturn updates then Saturn stop editing exe for every one need to apply the patch on his game

12-04-18, 10:59 AM

#368

martinho
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Originally Posted by **HossamAllam**

i think it will be great to release a patch file like the Tapani ones to install the Saturn updates then Saturn stop editing exe for every one need to apply the patch on his game

So that there's no need to wait?

12-04-18, 12:29 PM

#369

HossamAllam ◊
Decent Young Player

Join Date: 01-04-12
Posts: 73

Originally Posted by **martinho** ◊

So that there's no need to wait?

yes
every one will choose options he want and apply it himself

12-04-18, 01:38 PM

#370

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Originally Posted by **HossamAllam** ◊

yes
every one will choose options he want and apply it himself

Well, you'll always just have to suck it up and wait for Saturn's patches 🤪

12-04-18, 06:31 PM

#371

saturn ◊
Programmer
VIP

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

Originally Posted by **Solis** ◊

Thanks for the patch Saturn.

Where are parameters for colour attributes, game speed and resolution on Flex ? I searched but I found nothing. It's a ".patch" to import ?

Thanks !

Try the JLPatch.bat file in Flex. I can't remember what patches it comes with but it should contain all those .patches apart from the resolution changes, which were never successfully "reverse-engineered" from the Tapani patches so to speak.

Originally Posted by **HossamAllam** ◊

i think it will be great to release a patch file like the Tapani ones to install the Saturn updates then Saturn stop editing exe for every one need to apply the patch on his game

Flex allows people to create their own exes for the +v patches, once people have the +v4/+v5/+v6 etc .patch to apply. There are instructions at the end of every +v post that describes the process. It's possible that I won't have the time to create exes for people in an upcoming release, so there's no harm practicing the process at least.

12-04-18, 08:30 PM

#372

saturn ◊
Programmer
VIP

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

Thanks for the feedback from the beta and all the suggestions. New patch is now here: <https://champman0102.co.uk/showthread.php?t=10794>

13-04-18, 03:54 PM

#373

tizmeinnit ◊
Youth Team Player

Join Date: 05-03-15
Posts: 1

hi how do i get the patch,cannot find a download option

--- Updated ---

hi how do i get the patch,cannot find a download option

13-04-18, 03:54 PM

#374


Mark ◊
Chairman

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

This is v4. You'll want v5 surely? <https://champman0102.co.uk/showthread.php?t=10794>

13-04-18, 10:36 PM

#375

schnix 
Youth Team Player

Join Date: 14-03-12
Posts: 7

Hi saturn,
thanks for the patch! it's an interesting thing you did here with the loaned players. I mean, previously it *looked like* the players away on loan were kind of thinking they are not playing, so they were developing a "wants first team football" attitude and eventually requested transfer, which is why it was very easy to buy them. The dark side was of course that the team which got such a player on a loan deal were suddenly losing him because a third team has signed the player in the middle of the loan period.
Now I noticed you have disabled signing loaned players at all, and that helps against these transfers; is that an unintentional side effect, or maybe working just as planned? What I do wonder is whether the players still *think* they are not playing, so they would come back to their home clubs with low morale after a loan? If so, I guess there is not much point of loan out players...

Page 15 of 16 << First < ... 5 11 12 13 14 15 16 > Last >>

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Forum CM 01/02 Updates Patches Patch +v4

Results 376 to 395 of 395 Page 16 of 16 First ... 6 12 13 14 15 16

Thread: Patch +v4

Thread Tools

14-04-18, 12:42 AM

#376

Redknapp69
 Member of the Month
 Social Media Mod

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

Wrong thread mate - maybe post in V5 thread?

03-06-18, 06:40 PM

#377

GabrielDoddy
 Youth Team Player

Join Date: 03-06-18
 Posts: 1

Quero testar essa beleza 😊

03-06-18, 09:41 PM

#378

Redknapp69
 Member of the Month
 Social Media Mod

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

Go ahead - but maybe just use the latest one - V5

<https://champman0102.co.uk/showthrea...t=10794&page=6>

24-09-18, 09:05 PM

#379

dweatherston11
 Official Challenge Team
 VIP

Join Date: 21-03-18
 Posts: 1,193

Hey Saturn.
 Been playing the latest alphabet game on this patch, unedited by myself and gotten to 2030 and suddenly getting hard crashes.

Tried holidaying past it, changing .exe file, and resigning from current club, but won't go past the same date.

Attaching my save to see if there is anything that can be done to fix it. Don't want to lose my alphabet game!

<https://www.sendspace.com/file/kawwqg>

Any help very much appreciated

02-10-18, 03:18 PM

#380

dweatherston11 ◊
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

Originally Posted by **dweatherston11**

*Hey Saturn.
Been playing the latest alphabet game on this patch, unedited by myself and gotten to 2030 and suddenly getting hard crashes.

Tried holidaying past it, changing .exe file, and resigning from current club, but won't go past the same date.

Attaching my save to see if there is anything that can be done to fix it. Don't want to lose my alphabet game!

<https://www.sendspace.com/file/kawwqg>

Any help very much appreciated*

Nothing be done to save my game. I was on the road to glory

03-10-18, 05:42 AM

#381

saturn ◊
Programmer
VIP

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

I'm not entirely sure what caused your crash (something like a player (regen?) appearing without a player ID#), and I'm not sure if this fix will work long-term, but try this save: http://www.mediafire.com/file/h2c1tl...abet_game1.zip.

I holidayed until February without issue, but as I said I don't know if it's a long-term fix.

03-10-18, 08:28 AM

#382

dweatherston11 ◊
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

Originally Posted by **saturn**

*I'm not entirely sure what caused your crash (something like a player (regen?) appearing without a player ID#), and I'm not sure if this fix will work long-term, but try this save: http://www.mediafire.com/file/h2c1tl...abet_game1.zip.

I holidayed until February without issue, but as I said I don't know if it's a long-term fix.*

Il give it a go, thanks for the effort

19-10-18, 03:51 PM

#383

dweatherston11 ◊
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

Hey Saturn. Interestingly, and annoyingly, the same thing happened the following season on the same date, I think. It was the day of the Major League Soccer all star game, not sure if exactly same date, but the same fixture for sure. Anything you reckon I can do, or would you need me to upload my new save again?

23-10-18, 07:46 PM

#384

saturn ◊
Programmer
VIP

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

Upload the save again if you can, it's definitely worth taking a look at in case something similar pops up in one of the future patches.

25-10-18, 07:40 PM

#385

dweatherston11 ◊
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

Will do tomorrow

26-10-18, 12:06 PM

#386

dweatherston11 ◊
Official Challenge Team

Join Date: 21-03-18

VIP Posts: 1,193
<https://www.sendspace.com/file/h767z9>
here you go man

22-11-18, 01:49 AM #387
dweatherston11 ◊
Official Challenge Team
VIP Join Date: 21-03-18
Posts: 1,193
Bumping this to save my alphabet game #prayforchampman

24-02-19, 05:08 PM #388
dweatherston11 ◊
Official Challenge Team
VIP Join Date: 21-03-18
Posts: 1,193
Would love to get this up and running, my alphabet game was going strong.

04-04-19, 08:20 PM #389
saturn ◊
Programmer
VIP Join Date: 18-03-14
Posts: 1,240
Do you still have the save? If you want to keep playing it then upload it and I'll take a look.

09-07-19, 01:57 PM #390
maztrix ◊
Youth Team Player Join Date: 09-07-19
Posts: 1
Thanks your

14-11-19, 05:55 AM #391
Itthithec ◊
Youth Team Player Join Date: 14-11-19
Posts: 1
great

28-03-20, 01:18 PM #392
JonnyHaines ◊
Youth Team Player Join Date: 18-03-20
Posts: 1
I'm DESPERATE to play this CM01/02 modern day update, is there a more simple 'click a button & download' way of installing this for those of us who are technically backward?!

I'd love you for life!!!

28-03-20, 03:21 PM #393
Redknapp69 ◊
Member of the Month
Social Media Mod Join Date: 03-03-12
Posts: 28,262

Originally Posted by **JonnyHaines** ◊

I'm DESPERATE to play this CM01/02 modern day update, is there a more simple 'click a button & download' way of installing this for those of us who are technically backward?!

I'd love you for life!!!

here - <http://www.champman0102.co.uk/showthread.php?t=3863>

24-04-20, 02:15 AM #394
yahyaburcer ◊
Youth Team Player Join Date: 23-04-20
Posts: 1

thank you so good looking

08-05-20, 03:21 PM

#395

qjitaro ◊
Youth Team Player

Join Date: 07-05-20
Posts: 1

many thanks

Page 16 of 16 ◀ First ◀ ... 6 12 13 14 15 16

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