Forum

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Thread: Patch +v7 (+v8 in Post #377)

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📄 02-04-19, 08:35 PM   #1

saturn ○
Programmer
VIP

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

Patch +v7 (+v8 in Post #377)

v8 beta: https://champman0102.co.uk/showthrea...901#post457901

New update, new patch, new limit on the amount of exes you can request for the first week.

First off, a big thanks to MadScientist for creating the database files for this patch. This patch would'nt have been out for another week without his help, so all credit to him for expediting the process. Thanks also to Derm, Andrea71, bruebous and jacobclear for their help, and to all those who gave feedback in the v6+ March 2019 BETA thread too.

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 March 2019 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 2018/19.

Here are the changes from v6 to v7:

Spoiler! Show

A complete list of changes from Tapani 2.22 to +v7 (known issues included at the end):

Spoiler! Show

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: +v7 Data. The data here is 99% based on the update team's March 2019 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 +v7 Data.zip. Copy and paste that Data folder into your Championship Manager folder.

In addition to this, you will need the city.dat file from the March 2019 update. Download the March 2019 update from here and copy and paste the city.dat file from that into the Data folder in your Championship Manager folder. (The reason for this extra step is give the update team a better reflection of how many people use their work. Previously some people might've just waited for the +v7/6/5 patch to come out and not download their update at all. This way everyone downloads their release too, giving the update team a better idea of how many people appreciate their work.)

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:

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 2018.
- **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 unneccessary 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 some time ago.

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 idle.

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. The exes will be created by using a program called Flex, released by a user named JohnLocke a few years ago. Without his work the creation of multiple exes like this would be impossible, so big credit to him. His tools make creating patches so much easier for everyone.

Before filling the form out for your new desired exe, check post #2 to see if it 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 2018 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 2018/19 figures, say Yes for the New values option. If not, say No. The new values look like this:

Spoiler! [Show]

Requesting an exe:

The request period is over. You'll have to use an exe from post #2 or create your own.

Requests are limited to **one** per user for the first week. Members of the update team and anyone who gave feedback in the v6+ March 2019 BETA thread are exempt from this.

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 directly below.

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 (and the city.dat file from the latest update) then you are ready to play. Nothing more

needs to be downloaded: to reiterate, the Tapani patch, renaming patch and 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 +v7: .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. Download the March 2019 update and extract the city.dat file only. Copy and paste it into your new Data folder.
4. 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.
5. Play.

It is advised that you run the cm0102.exe that you download in compatibility mode for Windows XP (Service Pack 3). To do this, right click on the cm0102.exe that you've downloaded and select Properties. Go to the Compatibility tab and choose Windows XP (Service Pack 3). Also make sure that you're running the game as an administrator. Your properties tab should look like this.

I've added a bug list/FAQs to post #3. If you have any issues with the patch, please read that post first as it is likely your issue will have already been addressed.

*Last edited by saturn; 08-10-19 at 09:56 PM. **Reason:** Updated v7.01.patch files for Flex users*

The Following 2 Users Say Thank You to saturn For This Useful Post:

issos333, ruudvan

02-04-19, 08:40 PM   #2

saturn ○
Programmer
VIP

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

It is advised that you run the cm0102.exe that you download in compatibility mode for Windows XP (Service Pack 3). To do this, right click on the cm0102.exe that you've downloaded and select Properties. Go to the Compatibility tab and choose Windows XP (Service Pack 3). Also make sure that you're running the game as an administrator. Your properties tab should look like this.

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 files from post #1 as well as a new exe.

New values exes:

Game Speed: x200

Spoiler! Show

Game Speed: x20

Spoiler! Show

Game Speed: x8

Spoiler! Show

Game Speed: x4

Spoiler! Show

Game Speed: x2

Spoiler! Show

Game Speed: default

Spoiler! Show

Old values exes:

Game Speed: x200

Spoiler! Show

Game Speed: x20

Spoiler! Show

Game Speed: x8

Spoiler! Show

Game Speed: x4

Spoiler! Show

Game Speed: x2

Spoiler! Show

Game Speed: default

Spoiler! Show

Last edited by saturn; 08-10-19 at 06:57 PM.

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

yiğit uçkun

Here is where all known bugs, errors and common FAQs are listed. This patch should now be useable for Vista users and those who wish to play Network Games, an issue that arose in patch +v6 has now been resolved.

Pre-game issues: Errors that prevent you from starting a new game.

- <u>v3.9.68 index..cpp 5809 error(s)</u>: There is a mismatch between the Data folder and cm0102.exe used.
  Solution: Download an exe from post#2.

- <u>v3.9.68T Setup..cpp 1672 error</u>: You are missing the city.dat file in your Data folder.
  Solution: Download the October 2018 update and copy and paste the city.dat file from there into your Data folder.

- <u>Game freezes during 'Initialising game data'</u>: You have the wrong euro.cfg file in your Data folder.
  Solution: Delete the euro.cfg file that's currently in your Data folder, and copy and paste the euro.cfg file from the Data folder in post#1.

- <u>Unable to find the GERMAN_FIRST_DIVISION index (and many other indexes)</u>: There is a mismatch between the Data folder and cm0102.exe used.
  Solution: Download the Data folder from post#1.

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.

- <u>Argentine Primera B Nacional Average Points bug</u>:
  A bug that has been present since 3.9.60, 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. The crash will occur on August 1st as that is the date the game will try and reset the Argentine league tables for the new season. Not selecting the Argentine league will result in this bug not occurring. Save games may be salvageable by using a modified exe.

- <u>English National League North. 78</u>:
  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.

- <u>Season update bug</u>:
  The game will crash when the season updates in July, usually during the second of the two summer updates. The cause is unknown but the solution is to change the compatibility mode of the cm0102.exe (right click on the cm0102.exe file and click on the Compatibility tab and select one of the options). This seems to occur a lot for Windows 10 users: setting the compatibility mode to Windows XP (Service Pack 3) seems to fix the issue, but different compatibility modes work for others.

- <u>transfer_offer..cpp 153</u>:
  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.

- <u>ruling_body bug</u>:
  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 occuring. There won't be any immediate negative effect on your save, but obviously it's preferable that they don't occur at all.

- <u>contract_manager..cpp 5941</u>:
  Unknown cause.

- <u>cup..cpp 1450 / cup..cpp 4561</u>:
  Unknown cause.

- <u>discipline..cpp 1149</u>:
  Unknown cause. Might be connected to the ruling_body soft crash above.

- <u>match_eng..cpp 612/652</u>:
  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.

- <u>Editing the database further</u>:
  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 occured. 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 +v5 exe to counteract this:
  0x18b387 0xd1 0xe3
  0x19ba24 0xd4 0xe3

  Alternatively, change the following in Olly after applying a .patch:
  0058B385 CMP AX,7E2 --> 7E3
  0059BA23 PUSH 7E5 --> 7E3

- No CD cracks:
  This patch has not been made with a No CD cracked exe (and due to the rules of the forum none will ever be created by me). That means you will have to either burn 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.

- Values too low - don't match the screenshots in post#1:
  Make sure you are using one of the 'New values exes' from post#2 and select the £x2 (or Eurox2) option from Game Settings --> Currency.

Last edited by saturn; 03-04-19 at 11:24 PM.

02-04-19,   08:46 PM   #4

Coys ○
First Team Player

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

Thanks a lot Saturn.

Do you plan on uploading additional versions of this patch?

For example, you mentioned tweaking regens so they came back with slightly higher CA.

Thanks 😊👍

02-04-19,   08:47 PM   #5

Redknapp69 ○
Member of the Month
Social Media Mod

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

Superb stuff as ever mate 👽 🙌

And a big 😊 to those that helped set the wheel in motion on the V6 Beta as well - 🐣

02-04-19,   08:51 PM   #6

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Amazing work Saturn, awesome.

To get the ball rolling:

Game speed: X4
Idle sensitivity: Desktop
Window: 1280 X 800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

02-04-19,   08:59 PM   #7

GFRay ○
VIP

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

Saturn you legend! 🔧 😊

Can I have the following .exe for my network testing please?

Game speed: x8
Idle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

📄 02-04-19, 09:08 PM   #8

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

> 👥 Originally Posted by **Coys** ▶
>
> *Thanks a lot Saturn.*
>
> *Do you plan on uploading additional versions of this patch?*
>
> *For example, you mentioned tweaking regens so they came back with slightly higher CA.*
>
> *Thanks* 😊👍

I was toying with the idea of having a few versions of this patch, like I mentioned at the end of the post here. When I wrote that post I had the intention of having people create exes for themselves. The benefit of having people do this is that it would be easier to fix potential issues with the patch. For example there's no way I was going to re-patch ~40 exes for the EFL Cup fix in v6 (download the zipped exe, unzip it, patch it, zip it again, upload it, update new link to it: no thanks). Instead I could just say here's the v7.01 patch: create a new exe with this. Similarly any new patch discoveries could be released when found, rather than waiting until the next v8 patch.

Of course the downside would be people being unfamiliar with the process of creating exes for themselves being a bit stuck: a couple of decent picture-heavy guides would have had to have been created (too much hassle right now). I also didn't want to surprise people with the fact that they'd have to create exes themselves either, so I decided to keep providing the exes for this version. But it's very likely that people will have to create their own for v8.

But anyway, for this version people can request away. (Also, the regens thing you mentioned was added in v6.)

📄 02-04-19, 09:29 PM   #9

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

> 👥 Originally Posted by **martinho** ▶
>
> *Game speed: X4*
> *Idle sensitivity: Desktop*
> *Window: 1280 X 800*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: Yes*
> *New values: Yes*
> *Year: 2018*

Added: http://www.mediafire.com/file/4p06xc...le/01.zip/file

> 👥 Originally Posted by **GFRay** ▶
>
> *Game speed: x8*
> *Idle sensitivity: Desktop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> *Year: 2018*

Added: http://www.mediafire.com/file/0o6d5e...w8/02.zip/file

📄 02-04-19, 09:38 PM   #10

Tierney-LFC-1990 ○   Join Date: 20-02-16

Reserve Team Player

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

Please mate :-)

02-04-19, 09:39 PM   #11

Tierney-LFC-1990 ○
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Saturn. What do you reccomend as compatibility setting for a Windows 7 User please mate? Many thanks.

02-04-19, 09:42 PM   #12

alay ○
Coach

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

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

Thank you so much for your hard work, buddy.

02-04-19, 09:47 PM   #13

GFRay ○
VIP

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

> 🗨 Originally Posted by **GFRay** ▶
> *Saturn you legend!* 🔭 😄
>
> *Can I have the following .exe for my network testing please?*
>
> *Game speed: x8*
> *Idle sensitivity: Desktop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> *Year: 2018*

Tested with this .exe and got a crash. 😕

I made a thread **here** to discuss the problems further like you suggested 👍

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

02-04-19, 09:47 PM   #14

Ravanelli ○
Decent Young Player

Join Date: 15-12-13
Posts: 98

Great news this, and considering the amount of work it is, it's really soon after the release of the March update, thanks to you all guys! 😊

And for my exe:

Game speed: x20
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

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

Cheers in advance

Cheers Saturn, Ill use Ray's exe, save asking for it, and great work, in such a short space of time too

---

📄 02-04-19, 10:03 PM   #18

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

Game speed: x200
dle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

📄 02-04-19, 10:07 PM   #19

pedro.pavl ○
Youth Team Player

Join Date: 09-01-19
Posts: 18

Thanks Saturn!

The exe values:

Game speed: X2
Idle sensitivity: Desktop
Window: 800 X 600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

📄 02-04-19, 10:12 PM   #20

evesham ○
VIP

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

Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes and No please 😊👍
Year: 2018

02-04-19, 10:31 PM   #21

saturn ○
Programmer
VIP

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

> 🔁 Originally Posted by **Ravanelli** ▸
>
> *Game speed: x20*
> *Idle sensitivity: Desktop*
> *Window: 800x600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> *Year: 2018*

Added: http://www.mediafire.com/file/7sx2jj...yg/04.zip/file

> 🔁 Originally Posted by **rustyburnsfc** ▸
>
> *Game speed: Default*
> *Idle sensitivity: Laptop*
> *Window: 1366x768*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/oup3cy...hi/05.zip/file

> 🔁 Originally Posted by **Rodry97** ▸
>
> *Game speed: x200*
> *dle sensitivity: Desktop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> *Year: 2018*

Added: http://www.mediafire.com/file/6676n1...9x/06.zip/file

02-04-19, 10:37 PM   #22

alay ○
Coach

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

> 🔁 Originally Posted by **saturn** ▸
>
> *Idle sensitivity: Desktop or laptop?*

ah, sorry. Desktop

02-04-19, 10:54 PM   #23

bruebous ○
Director

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

Thanks saturn!
I Will start the old values 😊👍

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

📄 02-04-19, 11:07 PM   #24

saturn ○
Programmer
VIP

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

> 👥 Originally Posted by **pedro.pavl** ▶
>
> *Game speed: X2*
> *Idle sensitivity: Desktop*
> *Window: 800 X 600*
> *Disable unprotected contracts: No*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/097df2...7v/07.zip/file

> 👥 Originally Posted by **evesham** ▶
>
> *Game speed: x8*
> *Idle sensitivity: Laptop*
> *Window: 1280x800*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes and No please* 😊👍
> *Year: 2018*

Added: http://www.mediafire.com/file/shrbsr...7g/08.zip/file

Only one request per person for now so I did the one with new values. If you want to change this to old values change the following in Olly:

00602308 FLD QWORD PTR DS:[968950] --> [967890]

> 👥 Originally Posted by **alay** ▶
>
> *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/bdwvuo...ij/09.zip/file

📄 02-04-19, 11:13 PM   #25

saturn ○
Programmer
VIP

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

> 👥 Originally Posted by **bruebous** ▶
>
> *Thanks saturn!*
> *I Will start the old values* 😊👍
>
> *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/48dtei...xi/10.zip/file

Last one for tonight.

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Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▼

📄 02-04-19, 11:28 PM #26

Rodry97 ○
Coach

Join Date:	27-03-12
Posts:	232

Thanks Saturn!
query
I want to edit my database. What program would you recommend? What file should I do
back up?

📄 03-04-19, 12:03 AM #27

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

thank you for this great new patch saturn! Gonna start a game as manager of brazil, will see if i can win a world cup

> 🔁 Originally Posted by **saturn** ▶
>
> *Copa Libertadores: Final now a one-legged tie with extra-time and penalties, played at a neutral stadium.
> *Copa Sudamericana: Final now a one-legged tie with extra-time and penalties, played at a neutral stadium.

Thats Great!

> 🔁 Originally Posted by **saturn** ▶
>
> *Goalkeepers' default training regime improved (fitness and tactics intensities both changed from Light --> Medium).

Nice, does that apply to AI clubs too or human only?

📄 03-04-19, 12:22 AM #28

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

If a v7.01 version is made then no need to generate new .exes, just need to have a "v7 to v7.01" .patch file, so anyone can simply apply the .patch file into their desired v7 .exe using Nick's patcher tool.

Also, if there is already a v6 .exe of the desired settings, then a way to generate a new v7 .exe of the same settings would be to simply apply the "v6 to v7" .patch file using Nick's patcher tool, but I agree it could lead to some confusion in this case.

Last edited by MadScientist; 03-04-19 at 12:42 AM.

03-04-19, 01:59 AM   #29

bruebous ○
Director

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

Thanks saturn, it's my birthday present 😊

03-04-19, 03:25 AM   #30

l22677 ○
Youth Team Player

Join Date: 03-03-12
Posts: 11

GREAT JOB!!

Game speed: X2
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: NO
year: 2018

Last edited by l22677; 03-04-19 at 03:33 AM.

03-04-19, 09:00 AM   #31

saturn ○
Programmer
VIP

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

> **Originally Posted by Rodry97** ▸
>
> *Thanks Saturn!*
> *query*
> *I want to edit my database. What program would you recommend? What file should I do back up?*

I recommend the Tri Wasano editor. Make a back up your entire Data folder before editing anything.

> **Originally Posted by MadScientist** ▸
>
> *Nice, does that apply to AI clubs too or human only?*

Both AI and human clubs (not 100% sure on the former seeing as I can't see their training tab but 99% sure it would affect them too).

> **Originally Posted by MadScientist** ▸
>
> *If a v7.01 version is made then no need to generate new .exes, just need to have a "v7 to v7.01" .patch file, so anyone can simply apply the .patch file into their desired v7 .exe using Nick's patcher tool.*
>
> *Also, if there is already a v6 .exe of the desired settings, then a way to generate a new v7 .exe of the same settings would be to simply apply the "v6 to v7" .patch file using Nick's patcher tool, but I agree it could lead to some confusion in this case.*

All true, but I don't really know what proportion of people are comfortable with using Nick's patcher or Flex.

> **Originally Posted by l22677** ▸
>
> *GREAT JOB!!*
>
> *Game speed: X2*
> *Idle sensitivity: desktop*
> *Window: 1280x800*
> *Disable unprotected contracts: YES*
> *Coloured attributes: YES*
> *Hide non-public bids: NO*
> *New values: NO*
> *year: 2018*

I might put a small pause on the requests for now. There might be a solution for the network game/Vista issues here, so I might remove the offending French Joker window patch from future exes if it does resolve the issue.

Any Vista users around? Post in the thread and I'll create a 7.01 for you. For everyone else the 10 exes already created in post #2 should still be fine, so play away on them for now.

Kevin ○
Youth Team Player

Join Date: 03-03-12
Location: Shropshire
Posts: 37

Stunning work yet again Saturn, I can only be in awe of the quality of these patches produced when technically it's something I wouldn't be able to do myself.

I detected a bit of sense of not panic earlier on in the thread when people were hoping for you to come back and do your stuff bur rather a determination to step up to the plate for the forum like MadScientist has clearly done.

Kudos to them for their efforts and to everyone involved in what makes every update as realistic as possible for our managerial experiences.

:thumbsup: :thumbsup: :thumbsup:

Ronaldo07 ○
Youth Team Player

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

Fantastic thank you everyone

Game speed: X2
Idle sensitivity: desktop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: Yes
year: 2018

---

jacobclear ○
Not Needed at the Club

Join Date: 20-09-18
Location: Australia

Wanted to have a play around with the 2.22 myself but Mediafire have blocked the file

Saturn, can you put it up onto Sendspace or something so it doesn't get blocked?

03-04-19, 12:52 PM   #35

hyded ○
Youth Team Player

Thank you for you work!

Game speed: x4
Idle sensitivity: desktop
Window: 1280x1024
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

03-04-19, 04:31 PM   #36

keepcalmandbeninja ○
Youth Team Player

Requesting please

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

Huge thank you

03-04-19, 05:44 PM   #37

Deepinlove ○
Youth Team Player

Game speed: Default (X1)
Idle sensitivity: Desktop
Window: 1280 X 800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Thanks a lot!

03-04-19, 07:11 PM   #38

saturn ○
Programmer
VIP

It seems that the French joker window patch was the problem for Network Games anyway (thanks to GFRay for all the feedback).

The second post in that thread refers to a crash at 008D0461, which was also reported by Vista user Tanzo85 here in the v6 thread. So I'm going to assume that the French joker window patch is also the issue for Vista users. Therefore I'm going to remove it from future exes created for post #2, as well as redoing the 10 exes I created last night.

Those exes are still fine to play non-network games with for Windows 7 & 10 users, so if you've downloaded (or created) an exe yesterday then continue playing away.

Sendspace link.

☐ 03-04-19, 07:44 PM   #39

JLa ○
Backup Player

Join Date: 02-04-12
Posts: 865

I can't believe you fixed the Norwegian Eliteserien!!! After all these years!! Thank you!!!! 😁

Update team, Saturn, MadScientist, everyone else involved ... you rock. 🎨 <- this is me hugging all of you

---

☐ 03-04-19, 08:06 PM   #40

evesham ○
VIP

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

Thanks so much saturn for the exe file but I'm afraid the only "olly" I know is Ole at the Wheel 🙂 thankfully jacob showed me how to save the file and I'm sorted now, cheers for all your hard work on every update 👍

Last edited by evesham; 03-04-19 at 09:44 PM.

☐ 03-04-19, 08:31 PM   #41

hallsi2001 ○
Hot Prospect for the Future

Join Date: 06-05-12
Posts: 106

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

Thank you for all your time!

Sent from my SM-G960F using Tapatalk

☐ 03-04-19, 08:52 PM   #42

MR_Punk ○
Decent Young Player

Join Date: 21-05-14
Posts: 92

Brilliant work as always - thanks for all the hard work!!

☐ 03-04-19, 09:32 PM   #43

midnight toker ○
Youth Team Player

Join Date: 29-08-14
Posts: 21

Game speed: x2
Idle sensitivity: laptop
Window: 1366x768
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

Thanks!!!

#44

upthehammers ○
Decent Young Player   Join Date: 09-09-18
                                                                 Posts: 98

thx great work as always

03-04-19, 09:57 PM   #45

Johngall ○
Youth Team Player   Join Date: 18-04-12
                                                                 Posts: 24

fantastic work lads.well done to all involved

03-04-19, 10:08 PM   #46

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

All the exes in post #2 have been updated to v7.01 (French Joker window has been added back into the game).

Edit: New exes on the way.

Last edited by saturn; 03-04-19 at 10:28 PM.

03-04-19, 10:52 PM   #47

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

📄 03-04-19, 11:15 PM	#48

Added: http://www.mediafire.com/file/29nuon...af/14.zip/file

Added: http://www.mediafire.com/file/8o2owf...th/15.zip/file

Added: http://www.mediafire.com/file/yy9l0k...6q/16.zip/file

📄 04-04-19, 06:51 AM   #49

sohu ○
Youth Team Player

                            Join Date: 05-03-12
                            Posts: 11

Game speed: Default
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New Values: Yes

Thanks a lot!

📄 04-04-19, 09:39 AM   #50

Tierney-LFC-1990 ○
Reserve Team Player

                            Join Date: 20-02-16
                            Posts: 293

Could I have this one again please mate so that I can use for Network games. I'm guessing 7.01 has addressed this issue now?

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
Year: 2018

Many Thanks.

Matt

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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Thread: **Patch +v7 (+v8 in Post #377)**

Thread Tools ▼

📄 04-04-19, 10:49 AM

#51

heldheld ○
Youth Team Player

Join Date: 18-05-12
Posts: 32

Thanks for all the hard work people!

Here is my exe request:

Game speed: default
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: no
New values: Yes
Year: 2018

📄 04-04-19, 01:22 PM

#52

Coys ○
First Team Player

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

Hi Saturn.

Have you managed to look into the reason why physical attributes don't increase in yours / Tapani's patches?

I'm pretty sure this goes back a long way. Is it worth a thread in itself where we can do a little bit of research? or is it something you might have a few ideas on?

📄 04-04-19, 01:57 PM

#53

Alcoolix ○
Hot Prospect for the Future

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

Hi Boys,

Can this new patch be played online ?

📄 04-04-19, 02:04 PM

#54

riise ○
0102Bet Mod

Join Date: 08-09-15
Posts: 3,525

Yep, I believe saturn and GFRay cracked it and the .exes saturn is creating fixed the network game issue.

📄 04-04-19, 07:21 PM   #55

saturn ○
Programmer
VIP

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

> **Originally Posted by sohu** ▶
>
> Game speed: Default
> 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/vbjgaa...z1/17.zip/file

> **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

All the exes in post #2 are v7.01, so if you've requested one previously the updated version will be in there.

> **Originally Posted by Tierney-LFC-1990** ▶
>
> Could I have this one again please mate so that I can use for Network games. I'm guessing 7.01 has addressed this issue now?

> **Originally Posted by Alcoolix** ▶
>
> Hi Boys,
>
> Can this new patch be played online ?

Yes, you can play Network Games with this patch.

> **Originally Posted by Coys** ▶
>
> Hi Saturn.
>
> Have you managed to look into the reason why physical attributes don't increase in yours / Tapani's patches?
>
> I'm pretty sure this goes back a long way. Is it worth a thread in itself where we can do a little bit of research? or is it something you might have a few ideas on?

Unless it's only begun happening in one of the last few patches it's probably something from Tapani's patches. I've seen a couple of people mention it, so whoever wants to can open a new thread about it and I'll try to help.

📄 04-04-19, 09:12 PM   #56

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

The speed the game runs at with 10 leagues on Max DB is incredible 🙂

📄 04-04-19, 10:06 PM   #57

esatozcan ○
Youth Team Player

Join Date: 15-03-14
Posts: 7

Thank you for your hard work :

Game speed: x8
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

04-04-19, 10:43 PM   #58

saturn ○
Programmer
VIP

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

> ❝❝ Originally Posted by **heldheld** ⏩
>
> *Game speed: default*
> *Idle sensitivity: Desktop*
> *Window: 800x600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: no*
> *New values: Yes*

http://www.mediafire.com/file/vbjgaa...z1/17.zip/file

> ❝❝ Originally Posted by **esatozcan** ⏩
>
> *Game speed: x8*
> *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/422yd3...s1/18.zip/file

> ❝❝ Originally Posted by **Dermotron** ⏩
>
> *The speed the game runs at with 10 leagues on Max DB is incredible* 🙂

Glad to see Tapani's 2.22 changes not going to waste! Do the two blue bar updates in June still take ages?

04-04-19, 10:46 PM   #59

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> ❝❝ Originally Posted by **saturn** ⏩
>
> *Do the two blue bar updates in June still take ages?*

Indeed. Well one of them. That could be just the size of the DB these days either. It's got 60k more players and staff than 3 years ago

---

05-04-19, 11:34 AM   #60

keepcalmandbeninja ○
Youth Team Player

Join Date: 18-06-14
Posts: 16

A thousand apologies , it was meant to be laptop! Can you please upload

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

---

jacobclear ○
Not Needed at the Club

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

Saturn - could you please post with Sendspace? A few of the exes you have created have been removed by mediafire, so if could do that, that'd be awesome

---

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

Originally Posted by **saturn**
Glad to see Tapani's 2.22 changes not going to waste!

Indeed, im playing with the "force load all players" patch which I applied into your v7 .exe, with max db and all leagues, this loads 140k players + 38k non players, and im pretty happy with the performance. I did'nt measure it but i feel the more players you load, the more important those 2.22 changes are. Now about the blue bars, I didn't pay attention so don't know.

Tierney-LFC-1990 ○
Reserve Team Player

Join Date:	20-02-16
Posts:	293

Originally Posted by **jacobclear**
Saturn - could you please post with Sendspace? A few of the exes you have created have been removed by mediafire, so if could do that, that'd be awesome

Yep, same happening for me :-(

Seems like my exe has been removed. Any chance of re-uploading or putting on another site please Saturn?

Many thanks :-)

---

azmaster ○
Decent Young Player

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

Does it still have the issue where it doesn't work with Windows Vista? So it only works when run via Olly?

Would be great if you have fixed this

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

The fix to network bug probably have fixed the vista issue too. Only someone with vista to test and confirm

---

📄 05-04-19, 11:44 PM   #66

PedroM ○
Scout

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

http://www.mediafire.com/file/vbjgaa...z1/17.zip/file - my download dont start, somemone could help? i tried others links for others .exe's and downloaded normally 🙁

📄 06-04-19, 01:09 AM   #67

Rodry97 ○
Coach

Join Date:	27-03-12
Posts:	232

Hello

How did you apply the "force load all players"?

- - - Updated - - -

Hello

How did you apply the "force load all players"?

📄 06-04-19, 11:22 AM   #68

stuart44 ○
Youth Team Player

Join Date:	08-10-13
Posts:	24

Boom! Weekend sorted! Thanks as always, old values still for me, not able to let that one go yet!!

Game speed: x8
Idle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: NO
Year: 2018

📄 06-04-19, 11:59 AM   #69

Tierney-LFC-1990 ○
Reserve Team Player

Join Date:	20-02-16
Posts:	293

To those that are having trouble with their Media Fire downloads.

I have worked out what Saturn meant.

He has took down the original download links we requested and updated them to v7.01 with the network game fix. He has now put the new download links in post number 2 underneath where you click 'show' under your chosen game speed. That new download link is there.

📄 06-04-19, 12:29 PM   #70

azmaster ○
Decent Young Player

Game speed: x4
dle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

- - - Updated - - -

Game speed: x4
dle sensitivity: Laptop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

06-04-19,   01:56 PM   #71

barfly14 ○
Hot Prospect for the Future

Game speed: X200
Idle sensitivity: Laptop
Window: 1280 x 800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Many thanks

06-04-19,   03:04 PM   #72

MadScientist ○
Director

>   Originally Posted by **Rodry97** ▶▶
>
> *How did you apply the "force load all players"?*

1- Right click this link: ForceLoadAllPlayersAndClubs.patch, choose "Save link as...", choose any folder on your computer and click "Save".

2- Download Nick's patcher tool (https://champman0102.co.uk/showthread.php?t=11661), open Nick's patcher tool, click "Browse" button, and select the v7 .exe that you want to patch. Then click "Tools" button, then "Apply Patchfile..." button (as in image below), and choose the ForceLoadAllPlayersAndClubs.patch file that you saved in previous step. You will see a "Patch Applied Successfully" message. Close Nick's patcher tool.
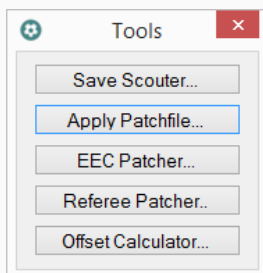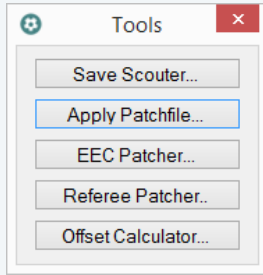
3- In the game settings, make sure "maximmun database" is selected. Now whenever you start a new game it will load all players from database instead of just 100k. You can still choose "normal database" in game settings and it will load only the ~70k most relevant players, or "minimmun database" and it will load even less.

06-04-19,   03:44 PM   #73

Rodry97 ○
Coach

⚙ **Tools** ✕

Save Scouter...

Apply Patchfile...

EEC Patcher...

Referee Patcher..

Offset Calculator...

3- In the game settings, make sure "maximmun database" is selected. Now whenever you start a new game it will load all players from database instead of just 100k. You can still choose "normal database" in game settings and it will load only the ~70k most relevant players, or "minimmun database" and it will load even less.

A LOT OF THANKS!!!

📄 06-04-19, 04:19 PM

#74

Tierney-LFC-1990 ○
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Saturn. Do you know why Sunderland as a club don't seem to be showing up on players playing history?

Simon Mignolet, Jordan Henderson, Jermain Defoe to name a select few don't seem to have Sunderland recorded on their playing histories and this was the case without the patch. You got any idea what may be causing this please mate?

Many thanks,

Matt

📄 06-04-19, 04:25 PM

#75

Tierney-LFC-1990 ○
Reserve Team Player

Join Date: 20-02-16
Posts: 293

I think Saint Ettiene have the same issue as Sunderland aswell.

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Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▾

📄 06-04-19, 05:02 PM   #76

ballo ○
Decent Young Player

Join Date: 03-03-12
Posts: 67

Game speed: x4
dle sensitivity: Laptop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No
Year: 2018

Thanks in advance!

📄 06-04-19, 05:02 PM   #77

Tierney-LFC-1990 ○
Reserve Team Player

Join Date: 20-02-16
Posts: 293

I also got these two errors immediately one after the other -

v3.9.68T match_man..cpp 1225

v3.9.68T match_eng..cpp 16009

and then the game closed down completely.

Any idea what these may be mate?

Many thanks.

📄 06-04-19, 05:03 PM   #78

saturn ○
Programmer
VIP

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

Sorry, one per person for the first week. You can still play that other exe on your laptop anyway.

> **❝❝ Originally Posted by jacobclear ▸▸**
>
> *Saturn - could you please post with Sendspace? A few of the exes you have created have been removed by mediafire, so if could do that, that'd be awesome*

> **❝❝ Originally Posted by PedroM ▸▸**
>
> *http://www.mediafire.com/file/vbjgaa...z1/17.zip/file - my download dont start, somemone could help? i tried others links for others .exe's and downloaded normally* 😕

All the exes in post #2 are live...except #17 for some reason. It's still there in my MediaFire account but isn't downloadable at the moment, must be a MediaFire issue. Here's an alternative link for it: https://www.sendspace.com/file/wssogn

> **❝❝ Originally Posted by Tierney-LFC-1990 ▸▸**
>
> *Saturn. Do you know why Sunderland as a club don't seem to be showing up on players playing history?*
>
> *Simon Mignolet, Jordan Henderson, Jermain Defoe to name a select few don't seem to have Sunderland recorded on their playing histories and this was the case without the patch. You got any idea what may be causing this please mate?*
>
> *Many thanks,*
>
> *Matt*

I don't know what caused it.

📄 06-04-19, 05:10 PM   #79

Tierney-LFC-1990 ○
Reserve Team Player

Join Date:	20-02-16
Posts:	293

I also got these two errors immediately one after the other -

v3.9.68T match_man..cpp 1225

v3.9.68T match_eng..cpp 16009

and then the game closed down completely.

Any idea what these may be mate?

Many thanks.

📄 06-04-19, 05:14 PM   #80

MauroG ○
Hot Prospect for the Future

Join Date:	04-11-15
Posts:	115

Can you offer a contract to a player with expiring contract based China/Russia/Turkey? There is a problem with this but not sure if its saturn patch/new update...AI premier league team could offer normally but i couldn't(im also managing a prem league team).

📄 06-04-19, 05:18 PM   #81

riise ○
0102Bet Mod

Join Date:	08-09-15
Posts:	3,525

Think that's a data issue, pal.

> **Originally Posted by stuart44** »
>
> *Game speed: x8*
> *Idle sensitivity: Desktop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: NO*

Added: http://www.mediafire.com/file/ykd2df...62/19.zip/file

> **Originally Posted by azmaster** »
>
> *Game speed: x4*
> *dle sensitivity: Desktop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: Yes*
> *New values: Yes*

Added: http://www.mediafire.com/file/8bjed7...10/20.zip/file

Only one exe per person for the first week so I did the first one you requested.

> **Originally Posted by barfly14** »
>
> *Game speed: X200*
> *Idle sensitivity: Laptop*
> *Window: 1280 x 800*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/ciai31...eo/21.zip/file

> **Originally Posted by ballo** »
>
> *Game speed: x4*
> *dle 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/makdw9...6d/22.zip/file

Do you still have the save to upload?

> **Originally Posted by MauroG** ▸
>
> *Can you offer a contract to a player with expiring contract based China/Russia/Turkey? There is a problem with this but not sure if its saturn patch/new update...AI premier league team could offer normally but i couldn't(im also managing a prem league team).*

Only players playing in EU countries and Brazil can be offered Bosman-style contracts, so the three countries you mention shouldn't have any Bosman movements. I think the AI cheats in that it approaches non-EU/Brazilian based players in the same manner, should their contracts have expired but they're still with the club and valued at a few million. Human manangers can't do that, but if you bid even £1k the AI team will accept it and you can offer a contract too.

Saturn two questions:

1) Disable the friendlies of the national teams
2) Do not display Match_Eng error

Thanks

> **Originally Posted by MauroG** ▸
>
> *Can you offer a contract to a player with expiring contract based China/Russia/Turkey? There is a problem with this but not sure if its saturn patch/new update...AI premier league team could offer normally but i couldn't(im also managing a prem league team).*

With this patch you can play without the unprotected contracts, in addition the contracts will last for a maximum of 6 years (which I find more interesting than 10). Finally, the Bosman Law will apply to all countries, including what you have cited. To use it you need the flex editor and an EXE with the following option **"Disable unprotected contracts: No"** Thanks to Gio Santana

http://www.mediafire.com/file/n5pwjg...FL0siUZXa2AzBs

Last edited by pedro.pavl; 06-04-19 at 07:08 PM.

> **Originally Posted by saturn** ▸
>
> *Do you still have the save to upload?.*

I think I worked out what caused it mate. I uninstalled the game prior to setting up this specific save but didn't delete the CM folder in the c drive. It still retained my save from the previous install that's how I know that I was still using that folder.

I uninstalled again, then deleted the folder in the c drive, reinstalled and haven't had it yet.

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

Thank you dude !!

08-04-19, 08:13 PM   #88

saturn ○
Programmer
VIP

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

> **ᐅᐅ** Originally Posted by **Pasquale** ▶
>
> *Saturn two questions:*
>
> *1) Disable the friendlies of the national teams*
> *2) Do not display Match_Eng error*
>
> *Thanks*

There are not patch related questions, ask in the Offsets or Fixture / Schedule threads.

> **ᐅᐅ** Originally Posted by **farazel** ▶
>
> *Game speed: Default*
> *Idle sensitivity: Laptop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: No*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/nyn2f1...j2/23.zip/file

08-04-19, 10:47 PM   #89

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Anyone played this long enough to find out if cash resets at the 2.37bn mark with the new values or has that also been increased by 2.5?

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

09-04-19, 10:40 AM   #90

Hybrid Soul ○
Youth Team Player

Join Date: 24-01-19
Posts: 8

Hi @saturn (& @MadScientist) - don't need an .exe, used one from Post #2 but just wanted to say cheers for the effort. Downloaded this last night when I decided to use March 2019 Update and I am very impressed. Fair play and thanks for the effort and for so kindly

sharing. 😊 😇

09-04-19, 02:11 PM   #91

Mark ○
Chairman

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

Hi saturn,

Great work as ever.

Can I please request the following as it does not seem to be listed:

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

Thanks 😊👍

Kevin ○
Youth Team Player

Join Date: 03-03-12
Location: Shropshire
Posts: 37

> ❝ Originally Posted by **Mark** ▶
>
> *Hi saturn,*
>
> *Great work as ever.*
>
> *Can I please request the following as it does not seem to be listed:*
>
> *Game speed: x4*
> *Idle sensitivity: Laptop*
> *Window: 800x600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
>
> *Thanks* 😊👍

This would be my ideal exe as well, I always wait and wait as long as possible when updates come out as someone else might request it on top of Saturn doing all the others too!

All good things come to those who wait lol

Effiong unmarked! ○
VIP

Join Date: 22-08-18
Posts: 519

This is working well on Linux using playonlinux and wine.

If I'm not too late could I please have:

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

---

saturn ○
Programmer
VIP

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

Added: http://www.mediafire.com/file/0eg748...j5/24.zip/file

Added: http://www.mediafire.com/file/nt7u3g...7i/25.zip/file

📄 09-04-19, 11:59 PM   #95

lportela ○
Youth Team Player

Join Date:	30-07-14
Posts:	1

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

📄 10-04-19, 09:54 AM   #96

TheDarkKnight82 ○
Youth Team Player

Join Date:	16-05-14
Location:	Bari - Italy
Posts:	13

Hi everyone,
do you know why the 2022 World Cup is in Spain & Portugal instead of Qatar?
Thanks

📄 10-04-19, 02:52 PM   #97

Ravanelli ○
Decent Young Player

Join Date:	15-12-13
Posts:	98

There are always three hosts who bid for the World Cup. You can adjust those (in Olly) but you can't force the AI to pick a specific one. Qatar is one of the three for the WC 2022, but the game always picks Portugal & Spain (probably because of higher reputation), so this can't really be fixed.

📄 10-04-19, 08:29 PM   #98

Spectral ○
Tactics Mod
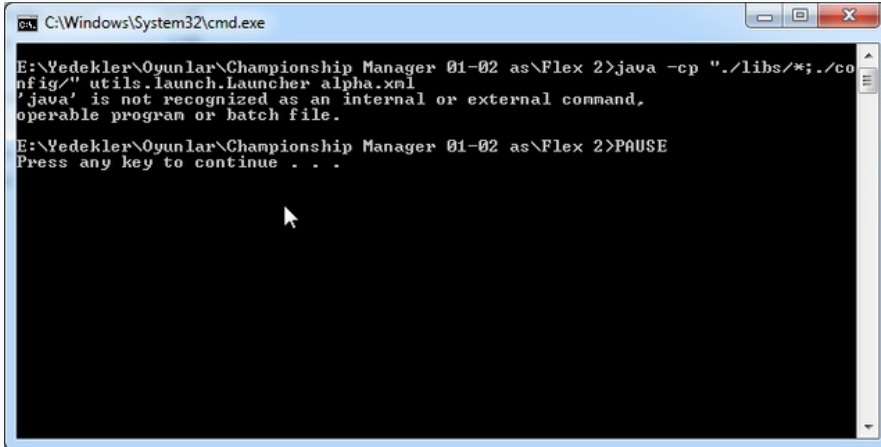
Join Date:	28-03-12
Posts:	553

Which flex do we use for patching ?

https://champman0102.co.uk/downloads.php?do=file&id=45 (links dead)
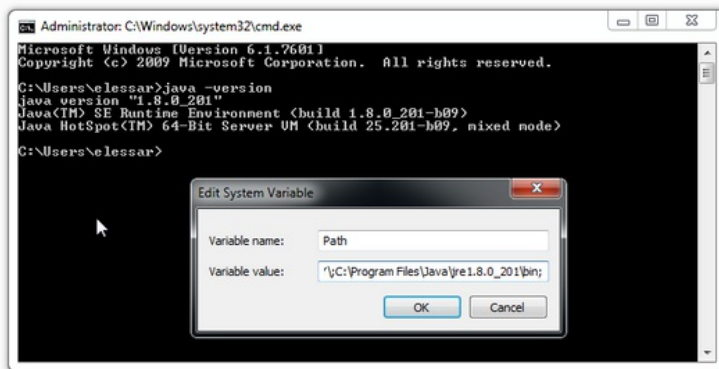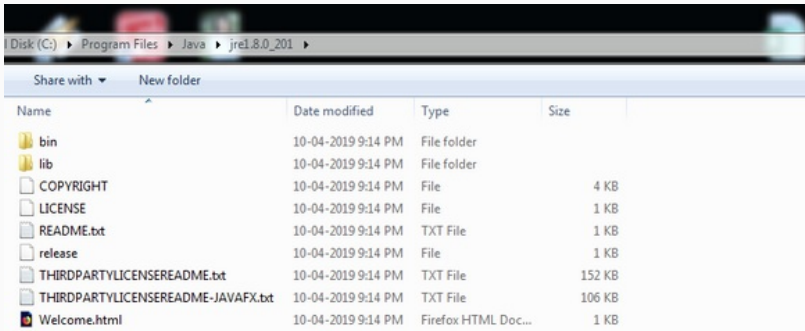
or

https://champman0102.co.uk/downloads.php?do=file&id=147 can't seem get it working after the window it just gets closed, java is updated tho something seems missing.

My settings seems to be ok but something must be missing?

---

gazza2008 ○
Youth Team Player

Join Date: 08-05-17
Posts: 7

Hello

Can i have a copy of the EXE File I have installed the rest

Cheers

Dermotron ○
Sir Mergements

Join Date: 15-12-11
Location: Your Mother

Director
Manager
VIP
Captain

> **Originally Posted by gazza2008** ▶
>
> *Hello*
>
> *Can i have a copy of the EXE File I have installed the rest*
>
> *Cheers*

The exes are in post #2

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▼ Page 4 of 18 ◀◀First ◀ 1 2 3 **4** 5 6 7 8 14 ... ▶ Last ▶▶

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Results 101 to 125 of 443

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools ▾

📄 10-04-19, 09:14 PM   #101

Dermotron ○
Sir Mergements
Director
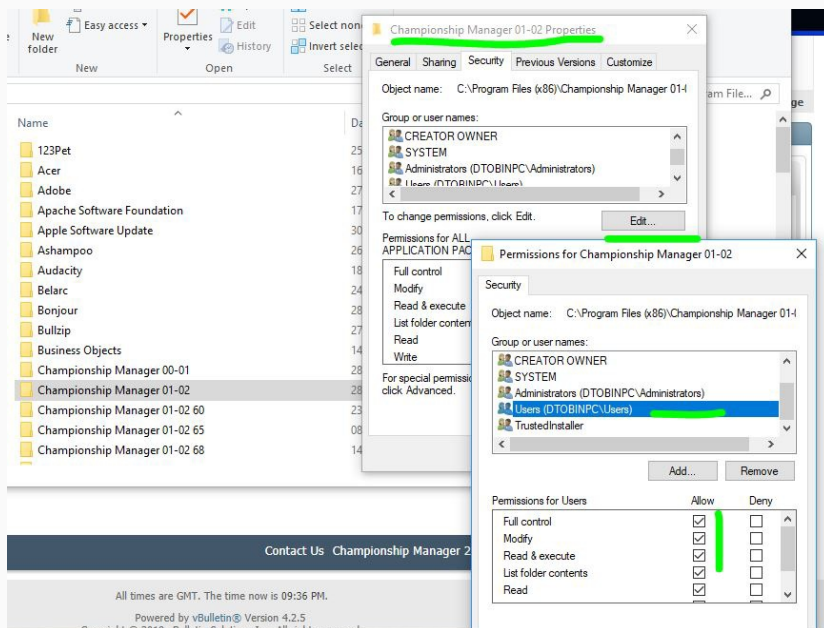**Manager**
VIP
Captain

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

Do this for JLCollection
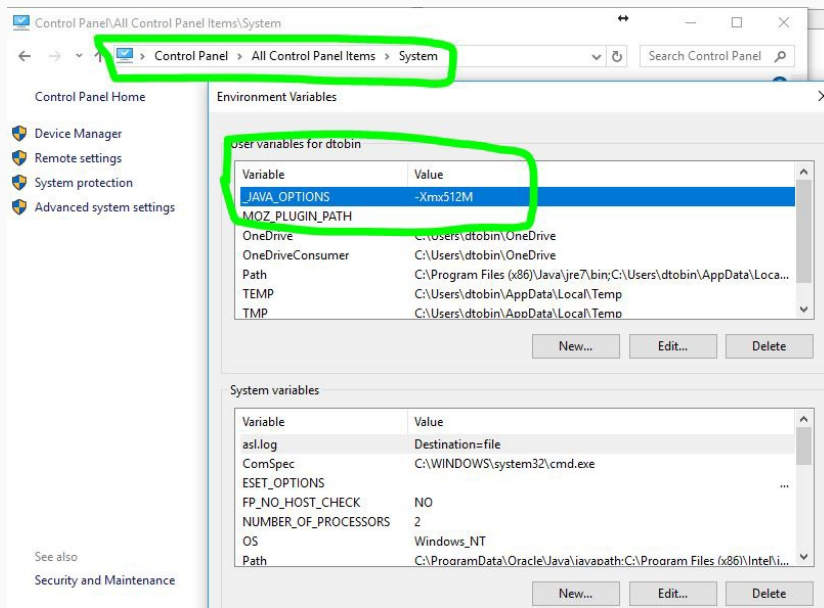
Also this on your CM0102 folder

🗒 10-04-19, 09:27 PM	#102

Spectral ○
Tactics Mod

Join Date: 28-03-12
Posts: 553

Hi Dermotron, got these settings but still when i press any key at command prompt of the flex just closes.

🗒 10-04-19, 09:58 PM	#103

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Use this instead - https://champman0102.co.uk/downloads.php?do=file&id=201

📄 11-04-19, 12:48 AM   #104

MadScientist ⊚
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

> ❝ Originally Posted by **Spectral** ▶
> *Which flex do we use for patching ?*

Depends what you want to do.

If you are just trying to create an v7 .exe yourself following the "Flex users:" steps of saturn's first post, then you can simply use Nick's patcher "Apply patchfile" option (no java required) instead of using flex:
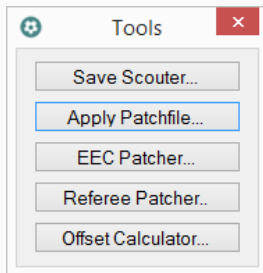
📄 11-04-19, 06:04 AM   #105

saturn ⊚
Programmer
VIP

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

> ❝ Originally Posted by **lportela** ▶
> *Game speed: Default*
> *Idle sensitivity: Laptop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/nf681z...5w/26.zip/file

📄 11-04-19, 11:44 AM   #106

sashhead ⊚
Decent Young Player

Join Date:	09-04-12
Posts:	57

Hi Saturn,

This patch is incredible! Thank you for all your hard work.

Please could I get the following:
Game speed: x8
Idle sensitivity: Laptop
Window: 800 x 600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

📄 11-04-19, 02:23 PM   #107

Treated Unfairly ⊚
Decent Young Player

Join Date:	22-12-15
Posts:	63

Holy sh!tballs this is amazing ! Got to get this patch up and running. Right, if i download the exe from post 2 im ready to go, yes ?
What are old and new values though ?

Mark ○
Chairman

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

Inflated valuations to match todays financial climate are the 'new values'.

Old is the original game values.

bruebous ○
Director

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

I don't know if it is a patch thing, but I got a game that was **interrupted**! I've been playing for 18 years and NEVER seen this before.
The game was not delayed, I was in the middle of a game (winning by the way) and the game was interrupted and reeschedule.
Anyone ever saw that?

Treated Unfairly ○
Decent Young Player

Join Date: 22-12-15
Posts: 63

> 🔖 Originally Posted by **Mark** ▶
>
> *Inflated valuations to match todays financial climate are the 'new values'.*
>
> *Old is the original game values.*

Cheers, Damn I forgot to go into settings to change to maximum before starting new game. Ive applied the loadallplayers patch but
does anyone know if it ill still do this if I change to maximum database once the game loads/starts ?

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> 🔖 Originally Posted by **Treated Unfairly** ▶
>
> *Cheers, Damn I forgot to go into settings to change to maximum before starting new game. Ive applied the loadallplayers patch but does
> anyone know if it ill still do this if I change to maximum database once the game loads/starts ?*

No, you need to choose max database before starting new game, as it wont affect existing savegames.

saturn ○
Programmer
VIP

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

Added: http://www.mediafire.com/file/lf1j0z...s0/27.zip/file

By interrupted, do you mean abandoned? It's rare but it does happen, I think I've only had it happen to me when managing lower league teams in Scotland.

📄 12-04-19, 12:16 AM   #113

bruebous ○
Director

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

Yep, abandoned, in the middle of second half, then reschedule. Was in lower legue in England. National league I believe
Was snowing, so might be that

📄 12-04-19, 10:51 PM   #114

giovanisantana29 ○
Reserve Team Player

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

Great work as always, Saturn 🙂

I've been away from the CM in the last few months, but I've been thinking about a comeback.

I just wanted to let you know my FIFA Club World Cup is not 100% stable when the compatibility mode of Windows 95 or 98 is used (sometimes crashes in semifinals' draw) but fortunately I found the reason. It is in that change to forced South americans and Europeans don't face in the semifinals. So:

005DC52D MOV WORD PTR DS:[ESI+75],403 > 3

And the competition will be a bit less real, but will be completely stable.

📄 14-04-19, 01:00 AM   #115

SpunkyBone ○
Youth Team Player

Join Date:		02-09-12
Posts:		9

Amazing work! I scanned all the posted exe's and sadly none match what I want resolution wise (so I can remote play it on the iPad at a decent resolution) so if I could get this one, that'd be awesome.

Game speed: x4
Idle sensitivity: Desktop
Window: 1280x960
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Cheers!

📄 15-04-19, 12:30 AM   #116

lecontef ○
Youth Team Player

Join Date:		27-01-18
Posts:		19

The Argentine primera b crash will happen anyway? Or just maybe it'll happen?

📄 15-04-19, 08:20 AM   #117

saturn ○
Programmer

Join Date:		18-03-14

> Originally Posted by **giovanisantana29** ⏩
>
> *Great work as always, Saturn* 🙂
>
> *I've been away from the CM in the last few months, but I've been thinking about a comeback.*
>
> *I just wanted to let you know my FIFA Club World Cup is not 100% stable when the compatibility mode of Windows 95 or 98 is used (sometimes crashes in semifinals' draw) but fortunately I found the reason. It is in that change to forced South americans and Europeans don't face in the semifinals. So:*
>
> *005DC52D MOV WORD PTR DS:[ESI+75],403 > 3*
>
> *And the competition will be a bit less real, but will be completely stable.*

Thanks for the fix gio. It's a shame that the CWC is changing IRL as your version of it for the game was almost completely true to life.

> Originally Posted by **SpunkyBone** ⏩
>
> *Game speed: x4*
> *Idle sensitivity: Desktop*
> *Window: 1280x960*
> *Disable unprotected contracts: No*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes!*

Added: http://www.mediafire.com/file/b9ukma...e0/28.zip/file

> Originally Posted by **lecontef** ⏩
>
> *The Argentine primera b crash will happen anyway? Or just maybe it'll happen?*

It's a rare crash.

15-04-19, 08:45 PM   #118

lecontef ○
Youth Team Player

Join Date: 27-01-18
Posts: 19

> Originally Posted by **giovanisantana29** ⏩
>
> *Great work as always, Saturn* 🙂
>
> *I've been away from the CM in the last few months, but I've been thinking about a comeback.*
>
> *I just wanted to let you know my FIFA Club World Cup is not 100% stable when the compatibility mode of Windows 95 or 98 is used (sometimes crashes in semifinals' draw) but fortunately I found the reason. It is in that change to forced South americans and Europeans don't face in the semifinals. So:*
>
> *005DC52D MOV WORD PTR DS:[ESI+75],403 > 3*
>
> *And the competition will be a bit less real, but will be completely stable.*

Gio, I miss your GS MOD! Please consider this comeback!

15-04-19, 10:12 PM   #119

SpunkyBone ○
Youth Team Player

Join Date: 02-09-12
Posts: 9

Thanks for the exe Saturn!

16-04-19, 02:49 PM   #120

Treated Unfairly ○
Decent Young Player

Join Date: 22-12-15
Posts: 63

Ive started up a new game and force loaded all players and its amazing. All mexican/swiss/austrian/colombian/romanian/bulgarian/chilean teams have now got full squads. Fantastic. One thing ive noticed which is a bit odd is that I can see my own teams star players which will take a bit of getting used too. And the welsh league has gone but thats no biggie. Great work by everyone involved. Cheers for the download !

16-04-19, 03:19 PM   #121

samsami ○
VIP

Join Date: 27-10-14
Location: The Netherlands

> ❝ Originally Posted by **bruebous** ⏩
>
> *I don't know if it is a patch thing, but I got a game that was **interrupted**! I've been playing for 18 years and NEVER seen this before. The game was not delayed, I was in the middle of a game (winning by the way) and the game was interrupted and re-scheduled. Anyone ever saw that?*

See this post: https://champman0102.co.uk/showthrea...bandoned+match

---

Samsami Sungo's Career
*Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami &
The Return of the King...The Return of the Prodigal Sons*

📄 19-04-19, 02:02 PM   #122

Guillaume ○
Youth Team Player

Join Date: 19-04-19
Posts: 5

Hi,

First, thx for the great job. It's awesome to run CM01/02 after almost 2 decades.
I've downloaded update and followed instructions.
When I start a new game, I have this issue 7784.
This one disappears when I change language to english (I'm french). If I create a newgame in english language and I change it for french, I have this issue.
Is it a problem?

📄 20-04-19, 12:57 AM   #123

Redknapp69 ○
Member of the Month
Social Media Mod

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

Hi,

First, thx for the great job. It's awesome to run CM01/02 after almost 2 decades.
I've downloaded update and followed instructions.
When I start a new game, I have this issue 7784.
This one disappears when I change language to english (I'm french). If I create a newgame in english language and I change it for french, I have this issue.
Is it a problem?

Championship Manager 01/02

Version 3.9.68T

Championship Manager 2001/02

Configuration

Redémarrer la partie

Quitter le jeu

Nouvelle partie

Démarrage rapide

Charger une partie sauvegardée

Supprimer une partie sauvegardée

Error

v3.9.68T Database..cpp 7784

OK

Partie en r...

Paramètres

Panthéon du football

Remerciements

Sites Web

Base de données

See here - https://champman0102.co.uk/showthrea...863#post208863

20-04-19, 01:57 PM

Guillaume ○
Youth Team Player

Join Date: 19-04-19
Posts: 5

#124

Thx for answer!

21-04-19, 01:05 PM

Worthy-Is-The-Lamb ○
Youth Team Player

Join Date: 21-04-19
Posts: 2

#125

I play with great patch that this is. Thanks of many.

However, why opposing keepers get nearly 8,9 and man of match award near every single game?

I have chance after chance after chance and end up losing most games to these Super Human Keepers. Maybe goalkeepers too over-powered is this patch or data related?

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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[VIDEO] code is On
HTML code is Off

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🏠 Forum ⧉ CM 01/02 Updates ⧉ Patches ⧉ Patch +v7 (+v8 in Post #377)

Results 126 to 150 of 443

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools ▾

📄 21-04-19,   03:29 PM   #126

Sahan ⊙
Squad Rotation Player

Join Date: 05-06-14
Posts: 965

💡

Game speed: X200
Idle sensitivity: Laptop
Window: 800 X 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No
Year: 2018

Edit: Could you make a v7.02?

Mentioned it earlier Süper Lig subs should be 10, but I suppose it's hardcoded so 9 subs
are the max.
TFF 1. Lig and TFF 2. Lig should have 7 instead of 9.
Noticed that Group 2 of TFF 2. Lig has completed all their games (18) in November
(11th), as the others have played 14.
Would also like to rename the Süper Lig and the TFF 1. Lig because of a sponsordeal
with Spor Toto, which I also mentioned in an earlier post (Spor Toto Süper Lig + Spor
Toto TFF 1. Lig), could the length of the competition names cause game instability?

Last edited by Sahan; 24-04-19 at 11:30 PM.

📄 21-04-19,   10:20 PM   #127

rikardo ⊙
VIP

Join Date: 06-03-12
Posts: 3

Game speed: x8
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes and No please
Year: 2018

📄 24-04-19,   08:11 PM   #128

hyded ⊙
Youth Team Player

Join Date: 14-01-19
Posts: 8

while using #13 .exe x4 with 1280x1024 resolution
each time im adding a player to shortlist i get error Area..cpp 507

i've checked #28 .exe x4 with 1280x960 resolution - no error

both exes have mentioned error when i go to any random club and click history - landmarks.
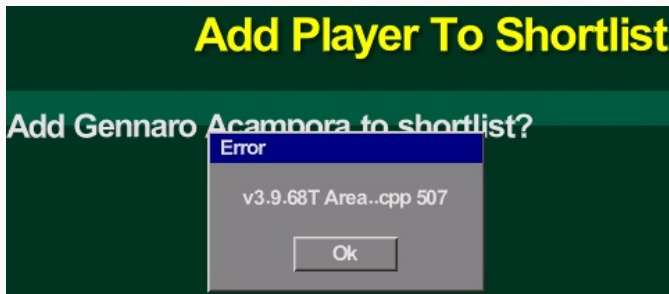
teh1234 ○
Youth Team Player

Join Date: 01-07-14
Posts: 18

Game speed: x8
Idle sensitivity: desktop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Thanks in advance.

ckharvey316 ○
Youth Team Player

Join Date: 27-04-19
Posts: 2

hi is it possible to make exe with windows nt compatability as me and a friend play online only way to do so is with nt mode could i please have

Game speed: x4
Idle sensitivity: desktop
Window:800 x 600
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Thanks in advance.

Mark ○
Chairman

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

You can take any .exe and just need to right-click on it and set compatibility as NT mode?

jacobclear ○
Not Needed at the Club

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

> Originally Posted by **Mark** ▶
> *You can take any .exe and just need to right-click on it and set compatibility as NT mode?*

Correct

Mark ○
Chairman

Join Date: 31-10-11

Posts: 29,427

Yes, thanks for that. I know it's correct.

29-04-19, 03:09 PM   #134

lucasdm ○
Scout

Join Date: 05-03-12
Posts: 127

Saturn,

is it possible to change the fixtures of Brazilian and Libertadores cup with both competitions starting in February and finishing by November plus Brazilian league with 20 clubs in series A and B?

Last edited by lucasdm; 29-04-19 at 04:46 PM.

30-04-19, 05:41 PM   #135

sucool ○
Youth Team Player

Join Date: 01-04-12
Posts: 1

Game start year: 2018
Game speed: x20
Idle sensitivity: laptop
Window:1366 x 768
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: No
New values: No

Thanks

05-05-19, 11:32 AM   #136

hyded ○
Youth Team Player

Join Date: 14-01-19
Posts: 8

If it is possible i'd like to check those 3 resolutions at comfortable for me x2 speed.. It's slow enough to read at very slow speed, and good pace at very fast game option. Thank you!

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 800
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 960
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 960
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

05-05-19, 04:47 PM   #137

saturn ○
Programmer
VIP

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

I'd normally say that it's neither and just CM being CM, but I did tweak the goalkeepers' training a bit in this patch. Anyone else notice keepers being significantly more super than usual?

Yes, I don't think we'll ever be able to name more than nine subs because of the game's interface.

Turkish lower leagues' subs noted.

You're right about the TFF 2. Lig Group 2 fixtures, that's a bit odd. The code sets the division's number of fixtures to be either 18 or 22. For some reason Group 2 uses the 22 fixture set so they finish four weeks early, the other Groups use the 18 fixture set (they skip the Wednesday fixtures). It should be fixable.

I don't include sponsor names on competitions as they change so regularly it would be a hassle to keep updating them.

Also I did try reducing the TFF 1. Lig to 18 teams but ran into troubles with the cup so had to abandon it for now.

I get the error too so it's not just something on your side. Unfortunately the resolutions are all Tapani created so I don't know how to fix anything related to them.

Not really, no. I've explained it a bit further here.

05-05-19, 05:33 PM   #138

GFRay ○
VIP

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

I've stopped playing solo games on the v7 patch mainly because of this. It's not fun anymore when litterally 8 out of 10 games you're facing a superkeeper. And that's not exaggerating.

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

jacobclear ○
Not Needed at the Club

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

> ❝ Originally Posted by **GFRay** ▣
>
> *I've stopped playing solo games on the v7 patch mainly because of this. It's not fun anymore when litterally 8 out of 10 games you're facing a superkeeper. And that's not exaggerating.*

Hm. My experiences differ slightly.

I have 2 save on the v7 that I play on my own, both Road to Glory style (Journey Manager) and obviously the Journey Manager and BTB saves.

On one of my solo saves, I'm managing AFC Telford United, and have taken a team expecting a battle against the drop into 6th heading into March. Haven't experienced a lot of superkeepers.

On the other, Ibiza in Spain, whom expect promotion, I have experienced these "superkeepers", and to this extent. In my last 7 out of 10 games with Ibiza, the opposing keeper has had an 8 or more, 2 games featuring a 10. Whereas in the Telford save, only three games out of ten saw an 8+.

Why do these numbers differ between the two saves and teams, especially given Ibiza is better in their league squad wise than Telford in theirs.

Interesting.....

hyded ○
Youth Team Player

Join Date: 14-01-19
Posts: 8

> ❝ Originally Posted by **saturn** ▣
>
> *Anyone else notice keepers being significantly more super than usual?*

some statistical data on opponent keepers, including cup games. keep in mindmy team scores around 4 goals per game.
my keeper is at 7.09
https://imgur.com/U89nlDr

saturn ○
Programmer
VIP

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

> ❝ Originally Posted by **GFRay** ▣
>
> *I've stopped playing solo games on the v7 patch mainly because of this. It's not fun anymore when litterally 8 out of 10 games you're facing a superkeeper. And that's not exaggerating.*

Added: http://www.mediafire.com/file/5bxlnn...k6/29.zip/file

http://www.mediafire.com/file/clw3y2...25/08.zip/file

Added: http://www.mediafire.com/file/622b88...os/30.zip/file

Added: http://www.mediafire.com/file/nvoyza...di/31.zip/file

---

hi is it possible to make exe with windows nt compatability as me and a friend play online only way to do so is with nt mode could i please have

Game speed: x4
Idle sensitivity: desktop
Window:800 x 600
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Thanks in advance.

http://www.mediafire.com/file/x768s4...8a/09.zip/file

Just use the above exe and set the compatibility mode yourself.

Game start year: 2018
Game speed: x20
Idle sensitivity: laptop
Window:1366 x 768
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: No
New values: No

Added: http://www.mediafire.com/file/dz4m37...w5/32.zip/file

If it is possible i'd like to check those 3 resolutions at comfortable for me x2 speed.. It's slow enough to read at very slow speed, and good pace at very fast game option. Thank you!

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 800
Disable unprotected contracts: yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Added: http://www.mediafire.com/file/iuxupx...qt/33.zip/file

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 960
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Game start year: 2018
Game speed: x2
Idle sensitivity: desktop
Window:1280 x 960
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

Both the above requests seem to be the same.

Added: http://www.mediafire.com/file/3zbt7d...wz/34.zip/file

📄 07-05-19, 08:37 PM	#143

saturn ○
Programmer
VIP

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

I believe you when you say that you've ran into superkeepers, but the trouble with anectodal things like this is that it could still be explained by just being pure unlucky, even over several saves. I am wary about your experience however, as superkeepers ruin CM9798 for me whenever I try to go back to it. Did you try reverting the goalkeeper training changes? It may also be data related (potentially just generally better goalkeepers in this release).

I've experienced somthing similar, in that the better a team you have the more likely you are to be superkeepered. Similarly the times I've been the one superkeepering the opposition I've usually been a midtable side playing a normal formation: this guy's 7.73 rating came in a season where we finished 10th while playing a non wib-wobbed flat 4-4-2.

Thanks for the stats. I think stats is the way forward when trying to prove if there is definitively an issue or not. Perhaps something like testing the average ratings of March 2019 data goalkeepers in a couple of divisions with the goalkeeper training changes on, and then with them off.

📄 08-05-19, 04:49 PM | #144

dweatherston11 ⊘
Official Challenge Team
VIP

Join Date:	21-03-18
Posts:	1,193

Hey, not sure if this is the case or not, but it appears that in Ireland no managers are getting sacked. Been 3 years now without a single sacking. Is it the case that the league is now a summer one and was originally a winter one?
Whatever the matter, it's really strange as results for some clubs have been awful.

📄 08-05-19, 05:15 PM | #145

samsami ⊘
VIP

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

A quick comment about superkeepers.

In my current story (started 25th October 2018 with what was then the latest Saturn-patch) I have no problem with the goalkeepers of the opposition.

Samsami Sungo's Career
Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami &
The Return of the King...The Return of the Prodigal Sons

📄 08-05-19, 05:26 PM | #146

James_y ⊘
Official Challenges Team
VIP

Join Date:	04-05-19
Posts:	1,969

After 4 seasons I have had no issues with the patch, results seem pretty realistic and not come across too many super keeper situations

---

📄 09-05-19, 01:30 PM | #147

f1sav ○
VIP

Join Date: 30-04-19
Posts: 6

Excellent work, going for version 7 as I fell foul of the EFL freeze.

Could you be so kind as to add:

Game start year: 2018
Game speed: x2
Idle sensitivity: Laptop
Window:1280 x 800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

09-05-19, 04:16 PM   #148

dunky ○
Youth Team Player

Join Date: 21-03-18
Posts: 22

I have just came back to playing, and massive shout out to everyone who has done any work on any update, I absolutely love champ man 01/02 and with it being up to date, makes it so much more fun for me. Huge respect to you guys!

also, just been reading through Saturn's patch (with realistic values)- that tickles my pickle! is it still available to download?

again, massive thanks and respect to you guys, keep up the good work.

09-05-19, 04:31 PM   #149

Mark ○
Chairman

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

Check the OP, instructions are there to play it.

09-05-19, 09:03 PM   #150

James_y ○
Official Challenges Team
VIP

Join Date: 04-05-19
Posts: 1,969

A few questions.

If you were using an exe of old values and switched to one of new values would it update your saved games with the values or only affect new games?

If you switched to a patch with a faster speed would it affect only new games or also saved games?

Last edited by James_y; 09-05-19 at 11:29 PM.

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▾

📄 09-05-19, 10:52 PM

#151

James_y ○
Official Challenges Team
VIP

Join Date: 04-05-19
Posts: 1,969

Please can I request an exe for:

Game speed: x200
Idle sensitivity: Laptop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No

Thanks in advance

Last edited by James_y; 10-05-19 at 08:04 AM.

📄 10-05-19, 09:24 AM

#152

James_y ○
Official Challenges Team
VIP

Join Date: 04-05-19
Posts: 1,969

> 🔖 Originally Posted by **James_y** ▶▶
> *A few questions.*
>
> *If you were using an exe of old values and switched to one of new values would it update your saved games with the values or only affect new games?*
>
> *If you switched to a patch with a faster speed would it affect only new games or also saved games?*

I decided to just give it a try and see what happened and here are the answers for anyone interested:

If you changed value patch it would mess up your saved game a bit, I went from new to old values and all players values went down. The past fees of transfers did not change or the clubs current finances. I was Newcastle and had made some decent money on transfers and now everyone's price tag had dropped it made me seem really rich. I mean would have been a great cheat to make money but I'm not interested in that.

As for the speed of the game changing from one patch to another did also change the speed of my saved games so that was good.

📄 10-05-19, 11:52 AM

#153

GFRay ○
VIP

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

Saturn, got a Q for you.

Would it be possible to add the real life fixtures for the English Premier League into your patch?

I know that on the ODB 3.60 Italy has the correct real life fixtures that always are the same in each save game. So that would suggest it's possible, but I've got no clue whether it's possible to implement in your patch? Also if it's possible, would that be easy to do?

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

---

ebfatz ○
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

I'm sure it would be. I'm sure the World Cup games had the correct groups and matches when that update came out last year. And that was before the tournament itself happened.

10-05-19,   02:48 PM   #155

GFRay ○
VIP

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

> **Originally Posted by ebfatz** 🔁
> *I'm sure it would be. I'm sure the World Cup games had the correct groups and matches when that update came out last year. And that was before the tournament itself happened.*

Good to know. 🙂

I don't suppose you can tell me how to do it as well? 😜

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

10-05-19,   04:52 PM   #156

c63_amg ○
Youth Team Player

Join Date:	01-10-12
Posts:	8

Hi guys, can anyone help with my issue, currently using Saturn patch 3 with 2018 game play.

However i'm wanting faster in game speed so i downloaded x200 .exe which i feel was the wrong .exe as im now getting : v3.9.68 index..cpp 5809 error(s): There is a mismatch between the Data folder and cm0102.exe.

Can someone please post the thread link to post 2 as stated by Saturn as a fix as i cannot find it?

Many thanks in advance.

10-05-19,   06:10 PM   #157

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

On the GKs, is this more of an issue against the better or more well known teams? We've done a lot of work on making sure GKs have all their attributes filled in on the 8. Player tab in the Editor to prevent that 'minus 10' issue that occurs when 1 or more attributes are left as 0. It could be the keepers are just performing correctly. If it includes low level too (not seen any of it in 6 seasons of Gotta Catch Em All yet though) then its unlikely to be what Ive mentioned. It was mostly CA140+, -2, decent international GKs and GKs at Clubs in the Big 5 Leagues

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

10-05-19,   06:13 PM   #158

Redknapp69 ○
Member of the Month
Social Media Mod

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

Hi

Do you mean you are currently using a Saturn V3 patch?

Which database are you trying to use this on (e.g March 2019?)

📄 10-05-19, 07:28 PM   #159

saturn ○
Programmer
VIP

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

Added: http://www.mediafire.com/file/w9ttjr...mk/35.zip/file

Added: http://www.mediafire.com/file/7q5v1k...a7/36.zip/file

📄 10-05-19, 08:23 PM   #160

saturn ○
Programmer
VIP

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

> **Originally Posted by dweatherston11** »
>
> *Hey, not sure if this is the case or not, but it appears that in Ireland no managers are getting sacked. Been 3 years now without a single sacking. Is it the case that the league is now a summer one and was originally a winter one?*
> *Whatever the matter, it's really strange as results for some clubs have been awful.*

The league was changed from a winter league to a summer league, but I doubt this is the reason. The First Division's fixtures being reduced down from 36 to 27 games might explain it a bit, the fewer games there are the less opportunity there is for a manager to show how useless they are and be sacked. South Korea is another league that never seems to sack their managers. Three years does seem particularly unlucky for you though.

Generally I think all boards should be more impatient than they are in the game, as the football world is a lot less forgiving than it was in 2002.

> **Originally Posted by samsami** »
>
> *A quick comment about superkeepers.*
>
> *In my current story (started 25th October 2018 with what was then the latest Saturn-patch) I have no problem with the goalkeepers of the opposition.*

> **Originally Posted by James_y** »
>
> *After 4 seasons I have had no issues with the patch, results seem pretty realistic and not come across too many super keeper situations*

Thanks for the feebback.

> **Originally Posted by GFRay** »
>
> *Saturn, got a Q for you.*
>
> *Would it be possible to add the real life fixtures for the English Premier League into your patch?*
>
> *I know that on the ODB 3.60 Italy has the correct real life fixtures that always are the same in each save game. So that would suggest it's possible, but I've got no clue whether it's possible to implement in your patch? Also if it's possible, would that be easy to do?*

The 2001/02 Serie A fixtures are located at 00642A70 (the rest of the Italian divisions also have 2001/02 fixtures set out in code below them - scroll down by holding Pg Dn in Olly until you see the team names appear). You would need to change 380 fixtures (760 separate team entries) along with 380 date changes. So it's possible, but not easy to do.

📄 10-05-19, 08:25 PM | #161

GFRay ○
VIP

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

> **Originally Posted by saturn** »
>
> *The 2001/02 Serie A fixtures are located at 00642A70 (the rest of the Italian divisions also have 2001/02 fixtures set out in code below them - scroll down by holding Pg Dn in Olly until you see the team names appear). You would need to change 380 fixtures (760 separate team entries) along with 380 date changes. So it's possible, but not easy to do.*

If you could point me towards the offset where I would have to start, then I can start adding them in. Also would have an overview of the offsets for each team.

So with a bit of your guidance I could do the ground work 🙂

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

📄 10-05-19, 10:41 PM | #162

saturn ○
Programmer
VIP

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

This isn't really patch related so I'm going to continue this in the Offsets thread.

📄 11-05-19, 12:06 AM | #163

jdgmedia ○
Scout

Join Date:		04-12-15
Location:		Warrington
Posts:		207

Apologies if this isn't the right place to post this, but a couple of issues I've noticed.

- Can't sign free transfers past the transfer deadline (frustrating when in non-league!)

- Spurs u23s (and others) have been signing players to bolster their squad that 1) aren't under 23 and 2) that are then going to be impossible for others to sign due to their inflated value/wages

---

zarni123 ○
Youth Team Player

Join Date: 14-03-13
Posts: 7

great work as usual guys!

Game speed: X4
Idle sensitivity: Desktop
Window: 800 X 600
Disable unprotected contracts: NO
Coloured attributes: Yes
Hide non-public bids: NO
New values: Yes
Year: 2018

---

dweatherston11 ○
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

Getting an error on 20th Februaury 2025.

v3.9.68T usa_mls..cpp 1819

Causing the game to close. Any ideas?

Shelecktra ○
Youth Team Player

Join Date: 14-03-16
Posts: 38

I am having an issue with using the EEC hack tool alongside this. I can load the nations and patch it fine, load up the game and foreign players are still showing their games played ratio... I go back to the EEC tool and all the nations are still checked.

At a bit of a loss, first time Ive tried this patch

---

saturn ○
Programmer
VIP

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

February 20th is the date that the USA league resets, so there is potential for some sort of problem there.

But, the date passed for me and the league reset as normal. Here's the save on February 21st:
http://www.mediafire.com/file/x3b63w...atch2.zip/file

I don't know what the issue could have been, the MLS looked normal when I checked it - all fixtures played etc.

#171

dunky ○
Youth Team Player

Join Date: 21-03-18
Posts: 22

Hi, possible to get this set up please?

Game speed: x4
Idle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

13-05-19,   03:41 AM   #172

dweatherston11 ○
Official Challenge Team
VIP

Join Date: 21-03-18
Posts: 1,193

> **Originally Posted by saturn**
>
> *February 20th is the date that the USA league resets, so there is potential for some sort of problem there.*
>
> *But, the date passed for me and the league reset as normal. Here's the save on February 21st:*
> *http://www.mediafire.com/file/x3b63w...atch2.zip/file*
>
> *I don't know what the issue could have been, the MLS looked normal when I checked it - all fixtures played etc.*

Hmm that's odd. I tried 4/5 times. Something with my .exe maybe?
Will give it a go later, thanks for having a look

13-05-19,   12:47 PM   #173

Vichy ○
Youth Team Player

Join Date: 13-05-19
Posts: 2

Game speed: x200
dle sensitivity: Laptop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Thanks for all your work!

13-05-19,   09:21 PM   #174

saturn ○
Programmer
VIP

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

http://www.mediafire.com/file/8bjed7...10/20.zip/file

Added: http://www.mediafire.com/file/b17czg...9z/38.zip/file

Probably something to do with your OS and the exe's compatibility settings.

📄 14-05-19, 07:22 AM   #175

Offside Trap ○
Squad Rotation Player

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

Saturn, is it possible to reverse the transfer deadline date for Eng? and revert it back to end of Aug, and it reopens on July 1st?

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📄 14-05-19, 07:51 PM

#176

saturn ⚬
Programmer
VIP

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

Yes, download the Patches.zip from post #1 and in the v7 folder you'll see the English transfer windows update files. You can either:
1. Do the reverse of the instructions in the .txt file in Olly.
2. Reverse the order of the .patch file (0x179c0b 0x6 0x5 becomes 0x179c0b 0x5 0x6, 0x179c13 0xff 0x3 becomes 0x179c13 0x3 0xff etc) and use Nick's patcher (Tools --> Apply Patchfile).

📄 20-05-19, 12:29 PM

#177

Fordrin ⚬
Youth Team Player

Join Date: 22-04-16
Posts: 7

Hello Saturn, once again thanking you for your work in making the game more and more up to date for us, and as always requesting my .exe hahaha

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

Game speed: x2
Idle sensitivity: Laptop
Window: *1024 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes

📄 21-05-19, 08:01 AM

#178

saturn ⚬
Programmer
VIP

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

Added: http://www.mediafire.com/file/j4xrdf...f0/39.zip/file

Added: http://www.mediafire.com/file/iq1ntl...ii/40.zip/file

📄 21-05-19, 08:06 AM   #179

samsami ○
VIP

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

In my current Feyenoord story the Highest Wage Allowed number has suddenly dropped to 2320 (current maximum is 18539).

Is that a bug in your patch or something? Or is that normal?

In comparison Ajax have 54512 (allowed) and 50000 current maximum.

PSV have 28227 (allowed) and 49910 (current maximum)

Samsami Sungo's Career
Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & *Oh when the Saints... The Comeback of Samsami* &
The Return of the King...The Return of the Prodigal Sons

📄 21-05-19, 01:53 PM   #180

saturn ○
Programmer
VIP

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

What are your finances like an are you losing a lot monthly? I've seen the board put the brakes on regarding big contracts if the overall balance is dropping a lot.

📄 23-05-19, 10:14 AM   #181

SteveV ○
Hot Prospect for the Future

Join Date:	07-09-15
Posts:	229

Champions League Prize Money

Playing with the March 19 data update and Saturn 7+ patch I am trying to work out what the total value of winning the Champions league is. The game tells you that you get 5,750,000 for qualifying, then 2,600,000 for getting out of the first group stage but then no information at all unless you win it, when you get 6.750,000.

So- I presume you get prize money for qualifying for the quarter finals, semi finals and final but how much exactly? And how much for losing in the final? The game doesn't tell you any of this.

At the end of this season I checked the Prize Money column in the Finances screen and it says I made 57,560,000. I got 30,000,000 for winning Serie A and didn't win the Coppa Italia so I assume the 27,560,000 is Champions League prize money?

📄 23-05-19, 07:02 PM   #182

saturn ○
Programmer
VIP

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

The right hand figures are the new values when you use £x2 currency and a new values exe (I think, been a while since I did them):
Code:

```
European Cup Winner     00584533 MOV DWORD PTR DS:[ESI+130],3D0900 4,000,000 --> 13,350,000
European Cup Runners-up  0058453D MOV DWORD PTR DS:[ESI+134],30D400 3,200,000 --> 9,470,000
European Cup Semi Final Round   00584459 MOV DWORD PTR DS:[ESI+C4],1E8480 2,000,000 --> 6,460,000
European Cup Quarter Final Round  005843BD MOV DWORD PTR DS:[ESI+5C],186A00 1,600,000 --> 5,590,000
European Cup Phase 2 Group Stage A 00586065 PUSH 124F80    1,200,000 --> 5,160,000
European Cup Phase 2 Group Stage B 00586084 PUSH 124F80    1,200,000 --> 5,160,000
European Cup Phase 1 Group Stage A 00585803 PUSH 1B7740    1,800,000 -->
European Cup Phase 1 Group Stage B 00585822 PUSH 1B7740    1,800,000 -->

European Cup Win Prize A  00583BAA PUSH 30D40     200,000  --> 1,290,000
European Cup Win Prize B  00583BC5 PUSH 30D40     200,000  --> 1,290,000
European Cup Draw Prize A  00583BD6 PUSH 186A0     100,000  --> 430,000
European Cup Draw Prize B  00583BF1 PUSH 186A0     100,000  --> 430,000
European Cup Draw Prize C  00583C0F PUSH 186A0     100,000  --> 430,000
European Cup Draw Prize D  00583C28 PUSH 186A0     100,000  --> 430,000
```

📄 23-05-19, 07:59 PM   #183

SteveV ○
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

> 🔁 Originally Posted by **saturn** ▶
>
> *The right hand figures are the new values when you use £x2 currency and a new values exe (I think, been a while since I did them):*
> Code:
> ```
> European Cup Winner     00584533 MOV DWORD PTR DS:[ESI+130],3D0900 4,000,000 --> 13,350,000
> European Cup Runners-up  0058453D MOV DWORD PTR DS:[ESI+134],30D400 3,200,000 --> 9,470,000
> European Cup Semi Final Round   00584459 MOV DWORD PTR DS:[ESI+C4],1E8480 2,000,000 --> 6,460,000
> European Cup Quarter Final Round  005843BD MOV DWORD PTR DS:[ESI+5C],186A00 1,600,000 --> 5,590,000
> European Cup Phase 2 Group Stage A 00586065 PUSH 124F80    1,200,000 --> 5,160,000
> European Cup Phase 2 Group Stage B 00586084 PUSH 124F80    1,200,000 --> 5,160,000
> European Cup Phase 1 Group Stage A 00585803 PUSH 1B7740    1,800,000 -->
> European Cup Phase 1 Group Stage B 00585822 PUSH 1B7740    1,800,000 -->
>
> European Cup Win Prize A  00583BAA PUSH 30D40     200,000  --> 1,290,000
> European Cup Win Prize B  00583BC5 PUSH 30D40     200,000  --> 1,290,000
> European Cup Draw Prize A  00583BD6 PUSH 186A0     100,000  --> 430,000
> European Cup Draw Prize B  00583BF1 PUSH 186A0     100,000  --> 430,000
> European Cup Draw Prize C  00583C0F PUSH 186A0     100,000  --> 430,000
> European Cup Draw Prize D  00583C28 PUSH 186A0     100,000  --> 430,000
> ```

Thanks Saturn, I use the new values with default currency settings so by halving the amounts in the far right column it comes out pretty close to the 27,560,000 I mentioned. Can't remember how many games I won or drew but it looks right 🙂

📄 29-05-19, 04:50 PM   #184

toureyaya ○
Youth Team Player

Join Date: 29-05-19
Posts: 4

Hi,

I downloaded the number 20 exe file. But the window size did not change. Please help? Do I need to download Tapani separately?

📄 29-05-19, 05:17 PM   #185

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> 🔁 Originally Posted by **toureyaya** ▶
>
> *Hi,*
>
> *I downloaded the number 20 exe file. But the window size did not change. Please help? Do I need to download Tapani separately?*

No need to download tapani. The 20 .exe is 800x600, thats the default window size. Just go in game settings and enable windowed mode.

📄 29-05-19, 05:35 PM   #186

toureyaya ○
Youth Team Player

Join Date: 29-05-19
Posts: 4

It's already windowed mode. But it's too small. Like the original cm0102 u know?

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> **Originally Posted by toureyaya** ▸
>
> *It's already windowed mode. But it's too small. Like the original cm0102 u know?*

if you want bigger you need to pick another .exe, like a 1280x800 .exe

---

domtos88 ○
Youth Team Player

Join Date: 27-09-16
Posts: 41

Hi Saturn, for the next patch you will must restructure Italian Serie B because for season 2019/2020 there will be only 20 teams. ok? and if it possible add playoff for promotion to Serie A. Thanks

---

toureyaya ○
Youth Team Player

Join Date: 29-05-19
Posts: 4

OK, thanks!

1280x800 fitted perfectly, but I will need a proper background.
Is there any default background for that resulution? Sorry Im new at this 🙂

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> **Originally Posted by toureyaya** ▸
>
> *OK, thanks!*
>
> *1280x800 fitted perfectly, but I will need a proper background.*
> *Is there any default background for that resulution? Sorry Im new at this 🙂*

Yes:

> **Originally Posted by Tapani** ▸
>
> *Sample files for 1280x800 can be downloaded from here.*
> *Install them by placing the RGN file and the two MBR files inside your Data directory.*
>
> *There are many background packs available for several resolution here at the Graphics section.*

---

toureyaya ○
Youth Team Player

Join Date: 29-05-19
Posts: 4

> **Originally Posted by MadScientist** ▸
>
> *Yes:*

Perfect, thanks!

GFRay ○
VIP

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

Saturn, there's a word missing in the message you get when you win the CL playoff and qualify for the groupstage.

Just 1.4m for winning the Champions League is a bit meager now is it 😎

Go check out my **YouTube** channel with lots of CM 01-02 related video's!

---

manos87 ○
Youth Team Player

Join Date: 12-02-19
Posts: 12

Your work is admirable guys. Thanks to everyone involved.

---

bcheetham29 ○
Youth Team Player

Join Date: 01-06-19
Posts: 1

Good Evening,

I'm hoping you can help me. I've recently downloaded the champ man 01/02 game and updated everything apart from the Saturn v7+ which I've read cant be used with the your latest Tapani 2.21.1 patch. Is it still possible to request a new .exe?

Any help would be much appreciated 🙂 I've competed the details below.

Game speed: x200
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: YES
Coloured attributes: YES
Hide non-public bids: NO
New values: YES
Year - 2018
Thanks

Bryan

Redknapp69 ○
Member of the Month
Social Media Mod

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

Isn't that already isted here? - https://champman0102.co.uk/showthrea...360#post431360

04-06-19, 03:25 AM #196

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

I'm playing with Milan in the year 2024 and no young players have emerged on my team. It is normal?

04-06-19, 08:16 AM #197

Redknapp69 ○
Member of the Month
Social Media Mod

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

> Originally Posted by **Rodry97** ▸
> *I'm playing with Milan in the year 2024 and no young players have emerged on my team. It is normal?*

How big is your squad? If large then don't think you'll get any youth through?

05-06-19, 01:42 AM #198

Rodry97 ○
Coach

Join Date: 27-03-12
Posts: 232

I currently have a staff of 38 players

05-06-19, 09:13 PM #199

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

Thanks?!

06-06-19, 08:45 PM #200

Anto77500 ○
Youth Team Player

Join Date: 24-09-15
Posts: 1

Hello,

I love the game CM 0102, and I love what you did, I downloaded the game, I then downloaded the update 3.9.68 to have the game in French, then I went to the category data update, I copy pasted what was in the file in data and all this works very well, when I run the game I have all the last players in the football teams.

But I can not understand how I should do to install the V7 + patch, I'm French and I do not understand very well the installation explanation ... will there be a video to see how to make ? Or can a person tell me in simple words how to do it?

I'm 32 years old and have been playing since I was 14! it's really magical what you do! thank you so much !

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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CHAMPMAN 0102.CO.UK

KEEPING THE GAME ALIVE

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Thread: Patch +v7 (+v8 in Post #377)

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📄 07-06-19, 09:15 AM   #201

Chris1712 ◦   Join Date: 07-06-19
Youth Team Player   Posts: 3

Hi can anyone please share the city.dat file from the March 2019 data update as I
cannot download this for some reason. I have followed all other steps for the v7 patch.
Thanks.

📄 07-06-19, 05:40 PM   #202

MadScientist ◦   Join Date: 26-09-18
Director   Location: Brazil
                                                                   Posts: 882

> 🔊 Originally Posted by **Anto77500** ▣
>
> *Hello,*
>
> *I love the game CM 0102, and I love what you did, I downloaded the game, I then downloaded the update 3.9.68 to have the game in French,
> then I went to the category data update, I copy pasted what was in the file in data and all this works very well, when I run the game I have all
> the last players in the football teams.*
>
> *But I can not understand how I should do to install the V7 + patch, I'm French and I do not understand very well the installation explanation ...
> will there be a video to see how to make ? Or can a person tell me in simple words how to do it?*
>
> *I'm 32 years old and have been playing since I was 14! it's really magical what you do! thank you so much !*

Its very simple, its even easier than what you already did, you just need to follow these steps:

> 🔊 Originally Posted by **saturn** ▣
>
> *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. Download the March 2019 update and extract the city.dat file only. Copy and paste it into your new Data folder.*
> *4. 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.*
> *5. Play.*

📄 08-06-19, 10:19 AM   #203

chrisy254 ◦

Amazing work Saturn, awesome.

To get the ball rolling:

Game speed: X4
Idle sensitivity: Desktop
Window: 800*600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

08-06-19,　12:46 PM

#204

> Originally Posted by **domtos88**
>
> *Hi Saturn, for the next patch you will must restructure Italian Serie B because for season 2019/2020 there will be only 20 teams. ok? and if it possible add playoff for promotion to Serie A. Thanks*

Making Serie B 20 teams should be doable, the playoffs won't be.

> Originally Posted by **GFRay**
>
> *Saturn, there's a word missing in the message you get when you win the CL playoff and qualify for the groupstage.*
>
> *CL-win.png*
>
> *Just 1.4m for winning the Champions League is a bit meager now is it* 😄

I've noticed this before. I think it's because the game sees the round name Playoff being used (or more importantly, its ID in the code of A0) and thinks that the winner has won the whole competition. I thought about using a "fake" Playoff round name (using a different ID other than A0 but still have it named Playoff), but there are no free slots to use.

> Originally Posted by **bcheetham29**
>
> *Game speed: x200*
> *Idle sensitivity: Desktop*
> *Window: 800x600*
> *Disable unprotected contracts: YES*
> *Coloured attributes: YES*
> *Hide non-public bids: NO*
> *New values: YES*

http://www.mediafire.com/file/xctat4...4n/06.zip/file

> Originally Posted by **Rodry97**
>
> *I'm playing with Milan in the year 2024 and no young players have emerged on my team. It is normal?*

There are generally fewer players from playable leagues in the latest updates than there were in official databases, so there'll be fewer regens.

> 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*
>
> *Thanks?!*

What values (new or old)?

> Originally Posted by **Anto77500**
>
> *Hello,*
>
> *I love the game CM 0102, and I love what you did, I downloaded the game, I then downloaded the update 3.9.68 to have the game in French, then I went to the category data update, I copy pasted what was in the file in data and all this works very well, when I run the game I have all the last players in the football teams.*
>
> *But I can not understand how I should do to install the V7 + patch, I'm French and I do not understand very well the installation explanation ... will there be a video to see how to make ? Or can a person tell me in simple words how to do it?*
>
> *I'm 32 years old and have been playing since I was 14! it's really magical what you do! thank you so much !*

Sorry, but I won't be making a video. Perhaps someone that speaks French can help you out.

> ❝❝ Originally Posted by **Chris1712** ⏩
>
> *Hi can anyone please share the city.dat file from the March 2019 data update as I cannot download this for some reason. I have followed all other steps for the v7 patch. Thanks.*

I think the March update was down yesterday but it seems to be back up again.

> ❝❝ Originally Posted by **chrisy254** ⏩
>
> *Amazing work Saturn, awesome.*
>
> *To get the ball rolling:*
>
> *Game speed: X4*
> *Idle sensitivity: Desktop*
> *Window: 800*600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: Yes*
> *New values: Yes*
> *Year: 2018*

http://www.mediafire.com/file/8bjed7...10/20.zip/file

08-06-19, 03:09 PM   #205

Tony10 ○
Youth Team Player

Join Date:	05-06-19
Posts:	18

Help Please.....Have followed all steps from the post 2 and game will not load.
Error messages as follows
v3.968T Langlib...cpp 479
v3.968T game_config..cpp 131
File downloaded from Mediafire link from post #9

Was playing the game perfectly fine in 19 update but changed patch to eliminate old Champs League and World club competitions.,
now the game will not load at all.
Advice greatly appreciated.

08-06-19, 04:57 PM   #206

Tony10 ○
Youth Team Player

Join Date:	05-06-19
Posts:	18

A new error message now saying unable to load fonts???
game tries to load then black screen followed by above message.
Anybody any ideas how to fix please?

08-06-19, 05:26 PM   #207

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

Something wrong with your Data folder. Redo steps 2 and 3 (or redo all 5 steps from scratch if that wont work):

08-06-19, 07:09 PM   #208

Tony10
Youth Team Player

Join Date: 05-06-19
Posts: 18

Cant bypass this "unable to load fonts" error??
Haven't seen any posts regarding this, and now I can't access the game at all, even the previously saved game.
This is doing me nut in!! ·············· 😩 ··············

09-06-19, 02:01 PM   #209

Redknapp69
Member of the Month
Social Media Mod

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

Help Please.....Have followed all steps from the post 2 and game will not load.
Error messages as follows
v3.968T Langlib...cpp 479
v3.968T game_config..cpp 131
File downloaded from Mediafire link from post #9

Was playing the game perfectly fine in 19 update but changed patch to eliminate old Champs League and World club competitions., now the game will not load at all.
Advice greatly appreciated.

Try this :

Right click my computer -> Properties -> Advanced Settings -> Environment Variables

Delete anything related to CM.

Install the game again.

- - - Updated - - -

Cant bypass this "unable to load fonts" error??
Haven't seen any posts regarding this, and now I can't access the game at all, even the previously saved game.
This is doing me nut in!! ∙∙∙∙∙∙∙∙∙∙😐∙∙∙∙∙∙∙∙∙∙∙∙

Right click on symbol.tff and make sure Unblock is not the file and Read Only is unticked. It's in 01-02\Data folder do the same with these files

- - - Updated - - -

A new error message now saying unable to load fonts???
game tries to load then black screen followed by above message.
Anybody any ideas how to fix please?

Right click on symbol.tff and make sure Unblock is not the file and Read Only is unticked. It's in 01-02\Data folder do the same with these files

---

📄 09-06-19, 06:07 PM | #210

Tony10 ○
Youth Team Player

Join Date: 05-06-19
Posts: 18

Thanks for reply, but sorry to be a pain again, but there is no symbol.tff in data folder?
When I tried the Enviroment Variables option there was no path or file relating to CM at all.

📄 09-06-19, 06:43 PM | #211

lecontef ○
Youth Team Player

Join Date: 27-01-18
Posts: 19

The 4 argentinian coups in libertadores go to the 5 best in the clausura tournament. Is it possible to change for the 4 best in the general table plus the copa argentina champion?

📄 09-06-19, 10:26 PM | #212

Redknapp69 ○
Member of the Month
Social Media Mod

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

this is the symbol file

Vindows7_OS (C:) > Program Files (x86) > Championship Manager 01-02 2019 > Data				⌄ ↻	Sea
Name ⌃	Date modified	Type	Size
☐ match.mbr	20/06/2001 16:19	MBR File	100 KB
☐ medium.t2k	20/06/2001 16:44	T2K File	22 KB
☐ nat_club	26/03/2019 00:09	DAT File	260 KB
☐ nation	26/03/2019 00:09	DAT File	65 KB
☐ nation_comp	22/03/2019 22:22	DAT File	2 KB
☐ nation_comp_history	26/03/2019 00:09	DAT File	5 KB
☐ nor.lng	26/03/2019 00:08	LNG File	1,947 KB
☐ officials	22/03/2019 22:22	DAT File	154 KB
☐ player_setup.cfg	26/03/2019 00:09	CFG File	890 KB
☐ por.lng	26/03/2019 00:08	LNG File	1,947 KB
☐ pundit.cfg	23/09/2001 17:38	CFG File	16 KB
☐ savechip.rgn	21/03/2019 20:59	RGN File	938 KB
☐ second_names	22/03/2019 22:22	DAT File	7,361 KB
☐ si.rgn	21/03/2019 20:59	RGN File	938 KB
☐ small.t2k	20/06/2001 16:44	T2K File	22 KB
☐ stadium	22/03/2019 22:22	DAT File	861 KB
☐ staff	26/03/2019 00:09	DAT File	36,971 KB
☐ staff_comp	22/03/2019 22:22	DAT File	54 KB
☐ staff_comp_history	26/03/2019 00:09	DAT File	128 KB
☐ staff_history	26/03/2019 00:09	DAT File	6,071 KB
☐ swe.lng	26/03/2019 00:08	LNG File	1,947 KB
☐ sweeper_default.pct	22/03/2019 21:54	PCT File	2 KB
☐ sweeper_v1.pct	22/03/2019 21:54	PCT File	2 KB
☐ symbol	20/06/2001 16:44	TrueType font file	5 KB
☐ trade_cond_24_bold.fnt	20/06/2001 16:44	FNT File	60 KB
☐ trade_cond_28_bold.fnt	20/06/2001 16:44	FNT File	77 KB
☐ weather.cfg	22/03/2019 22:22	CFG File	60 KB

📄 10-06-19, 07:44 PM	#213

CM ○
Youth Team Player

| Join Date: | 08-06-19 |
| Posts: | 9 |

Hi. I tried to install the v7 patch and at the beginning of the game it freezes in "initializing game data". I tried to solve it by replacing the file euro.cfg as indicated by the solution of errors, but I still have the same problem. What do you recommend me to do?

📄 11-06-19, 08:40 AM	#214

Mark ○
Chairman

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

Think I had this and had to change compatibility setting to fix it.

📄 11-06-19, 02:17 PM	#215

Jumbokenn ○
Youth Team Player

| Join Date: | 11-06-19 |
| Posts: | 1 |

Bravo!

📄 11-06-19, 03:41 PM	#216

domtos88 ○
Youth Team Player

| Join Date: | 27-09-16 |
| Posts: | 41 |

Ok Saturn. Perfect. Remember to restucture italian Serie B to 20 teams. Thanks.

📄 11-06-19, 09:06 PM	#217

CM ○
Youth Team Player

Join Date: 08-06-19
Posts: 9

Thanks Mark!
What settings did you use?

#218

CM ○
Youth Team Player

Join Date: 08-06-19
Posts: 9

Hi. Where can I download a cm0102.exe to play with the v7 patch?

#219

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> 💬 Originally Posted by **CM** ▶
> *Hi. Where can I download a cm0102.exe to play with the v7 patch?*

this post: https://champman0102.co.uk/showthrea...360#post431360

compatibility setting with xp sp3 should be fine, and run as adimin

---

#220

CM ○
Youth Team Player

Join Date: 08-06-19
Posts: 9

I checked the link you sent but there is no button to download.
I wanted to upload an image of what appears on my screen but I could not.
So I'm going to copy.

02-04-19, 04:40 PM #2 saturn saturn is offline
Programmer
VIP
Join Date
18-03-14
Posts
1,063
vCash
7700
It is advised that you run the cm0102.exe that you download in compatibility mode for Windows XP (Service Pack 3). To do this, right click on the cm0102.exe that you've downloaded and select Properties. Go to the Compatibility tab and choose Windows XP (Service Pack 3). Also make sure that you're running the game as an administrator. Your properties tab should look like this.

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 files from post #1 as well as a new exe.

New values exes:

Game Speed: x200
Spoiler! Show

Game Speed: x20
Spoiler! Show

Game Speed: x8
Spoiler! Show

Game Speed: x4
Spoiler! Show

Game Speed: x2
Spoiler! Show

Game Speed: default
Spoiler! Show

#221

Mark ○
Chairman

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

Yeah, the links are in those spoilers... Choose the one you'd like to play with, open the spoiler and download it.

Marktwin78 ○
Youth Team Player

Join Date: 07-10-15
Posts: 9

followed the instructions as posted and have downloaded all relevant updates, patches and exes but for the love of god i cant not get this update to work. Starting a new game it keeps saying "can not find welsh premier league index" then freezes and crashes on initializing game data, any clues anyone?

jobchelsea ○
Youth Team Player

Join Date: 16-06-17
Posts: 5

> 🔁 Originally Posted by **saturn** ▶
>
> *What values (new or old)?*

Game speed x20
Idle - Desktop
Window - 1280x960
Disable contracts - Yes
Coloured Attributes- Yes
Hide non public bids - Yes
New values: Yes
Year: 2018

Please this one?

Marktwin78 ○
Youth Team Player

Join Date: 07-10-15
Posts: 9

Game speed x4
Idle - Desktop
Window - 1280x800
Disable contracts - Yes
Coloured Attributes- Yes
Hide non public bids - Yes
New values: Yes
Year: 2018

Redknapp69 ○
Member of the Month
Social Media Mod

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

> 🔁 Originally Posted by **Marktwin78** ▶
>
> *followed the instructions as posted and have downloaded all relevant updates, patches and exes but for the love of god i cant not get this update to work. Starting a new game it keeps saying "can not find welsh premier league index" then freezes and crashes on initializing game data, any clues anyone?*

If you cannot find leagues (errors) then you do not have the Saturn .exe file - choose one from post 2 on this thread and follow his instructions 😊👍

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

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools ▼

📄 13-06-19,　12:25 PM   #226

hagar147 ○
Scout

Join Date:	13-06-19
Location:	Mechelen, Belgium
Posts:	8

Is the Welsh league not playable with this patch?

📄 13-06-19,　12:46 PM   #227

Mark ○
Chairman

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

It was replaced by the Northern Conference League.

📄 13-06-19,　01:15 PM   #228

hagar147 ○
Scout

Join Date:	13-06-19
Location:	Mechelen, Belgium
Posts:	8

From what I've read it's Tapani's patch that removes the Welsh league, which is necessary to play with patch +v7.
So is there no way to play the Welsh league with the latest patch?

📄 13-06-19,　03:06 PM   #229

Mark ○
Chairman

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

This is built on Tapani's patch, so it works the same way.

You can give Nick+Co's patcher a try: https://champman0102.co.uk/showthread.php?t=11661

📄 13-06-19,　08:04 PM   #230

saturn ○
Programmer
VIP

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

I'm thinking of swapping South Korea for China in future patches, so here's a test version for +v7.

Spoiler! Show

Download: China.zip

Instructions:
1. Delete the Data folder in your Championship Manager folder.
2. Unzip China.zip and move the Data folder from that into your Championship Manager folder.
3. Using Nick's patcher, apply China.patch to your +v7 exe and play. If you don't know how to do this, then now's the time to learn as all the +v8 exes are going to be made this way (ie I won't be creating any). Alternatively you can use the cm0102.exe from China.zip (new values, x200, 800x600 resolution and no coloured attributes).

Known issues:
1. No relegations.
2. No competition histories so the first Super Cup and AFC CL teams will be random.
3. Some of the awards go to Chinese players only, so things like top scorers awards going to players with <10 goals might seem strange but they are working (no idea what the criteria is IRL).
4. match_eng errors around the end of June in the first season are because of Guangzhou Evergrande not fielding full reserve teams - these are harmless and you can click through them.
5. Some star players choices seem odd in teams, but these are usually Chinese players with very high home reputations and very low world reputations.
6. Chinese teams don't seem to loan players at all in the game (I think South Korean teams were the same).

15-06-19, 12:54 AM   #231

giovanisantana29 ○
Reserve Team Player

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

> **Originally Posted by saturn** ▶
> *I'm thinking of swapping South Korea for China in future patches, so here's a test version for +v7.*

Very nice!

> **Originally Posted by saturn** ▶
> *Known issues:*
> *1. No relegations.*

It's a big coincidence. This week I managed to put relegation in South Korean league. I'm currently testing if it is stable and if everything is ok I'll show here.

15-06-19, 01:50 PM   #232

saturn ○
Programmer
VIP

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

> **Originally Posted by giovanisantana29** ▶
> *It's a big coincidence. This week I managed to put relegation in South Korean league. I'm currently testing if it is stable and if everything is ok I'll show here.*

Great! I tried to swap one of the relegations Tapani added to the exe (Republic of Ireland's) but didn't have any success.

15-06-19, 03:08 PM   #233

giovanisantana29 ○
Reserve Team Player

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

I went until 2070: no errors.

Here is a way to have relegation in the Korean league:

Spoiler! Show

The Following User Says Thank You to giovanisantana29 For This Useful Post:

xeno

16-06-19, 08:50 PM   #234

Pasquale ○
Reserve Team Player

Join Date: 08-03-12
Location: Napoli
Posts: 417

Giovani could you make a patch with these changes?

mmtonguc ○
Youth Team Player

Join Date: 22-02-19
Posts: 30

Game speed: Default
Idle sensitivity: Laptop
Window: 1280-800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New Values: Yes

saturn ○
Programmer
VIP

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

> **Originally Posted by jobchelsea** »
>
> *Game speed x20*
> *Idle - Desktop*
> *Window - 1280x960*
> *Disable contracts - Yes*
> *Coloured Attributes- Yes*
> *Hide non public bids - Yes*
> *New values: Yes*

Added: http://www.mediafire.com/file/vm5d6y...zt/41.zip/file

> **Originally Posted by Marktwin78** »
>
> *Game speed x4*
> *Idle - Desktop*
> *Window - 1280x800*
> *Disable contracts - Yes*
> *Coloured Attributes- Yes*
> *Hide non public bids - Yes*
> *New values: Yes*

http://www.mediafire.com/file/43d4x4...5d/01.zip/file

> **Originally Posted by mmtonguc** »
>
> *Game speed: Default*
> *Idle sensitivity: Laptop*
> *Window: 1280-800*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New Values: Yes*

Added: http://www.mediafire.com/file/6dp5ss...2h/42.zip/file

markendicott10 ○
Youth Team Player

Join Date: 08-06-19
Posts: 4

Hey Saturn,

Great work, have been playing with one of the loaded exe's but would like a few adjustments, dont think I have seen this on yet!

Game start year: 2018
Game speed: x2
Idle sensitivity: Laptop
Window:1366x768
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Thanks in advance!

batuhanpeksen ○
Youth Team Player

Join Date: 19-06-19
Posts: 2

Hey, thanks again for the great work! I have an exe request and thanks in advance.

Game speed: x8
Idle sensitivity: laptop
Window: 800x600
Disable unprotected contracts: yes
Coloured attributes: yes
Hide non-public bids: yes
New values: yes

And if I can I'd request the same options with x2 and x4 speed. Hope that's not too much to ask. Have a nice weekend pal

---

giovanisantana29 ○
Reserve Team Player

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

> **Originally Posted by Pasquale** ▶▶
> *Giovani could you make a patch with these changes?*

Here is: http://www.mediafire.com/file/q6wy8f...on+Korea.patch

---

saturn ○
Programmer
VIP

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

> **Originally Posted by markendicott10** ▶▶
> *Game speed: x2*
> *Idle sensitivity: Laptop*
> *Window:1366x768*
> *Disable unprotected contracts: No*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

Added: http://www.mediafire.com/file/7ixgc9...ii/43.zip/file

> **Originally Posted by batuhanpeksen** ▶▶
> *Game speed: x8*
> *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/ipvwdp...36/44.zip/file

> **Originally Posted by batuhanpeksen** ▶▶
> *And if I can I'd request the same options with x2 and x4 speed. Hope that's not too much to ask. Have a nice weekend pal*

I'll do those later on in the week.

---

batuhanpeksen ○
Youth Team Player

Join Date: 19-06-19
Posts: 2

Thank you lad!

Ryan5786 ○
Youth Team Player

Join Date: 30-06-19
Posts: 1

Hi, Can someone please help me. How to I get an exe to make the latest update work?

#243

Alan ○
Backup Player

Join Date: 20-09-12
Posts: 649

Install the game 🙂

#244

Mark ○
Chairman

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

> Originally Posted by **Ryan5786** »
>
> *Hi, Can someone please help me. How to I get an exe to make the latest update work?*

They're listed in the second post of this thread.

#245

Quag91 ○
Youth Team Player

Join Date: 06-06-19
Posts: 2

Hi Saturn,

Many thanks for your patch! Please could I get a .exe with the following please!

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

Thanks again!

#246

saturn ○
Programmer
VIP

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

Added: http://www.mediafire.com/file/8piv9i...kb/45.zip/file

Added: http://www.mediafire.com/file/j08xz6...yd/46.zip/file

http://www.mediafire.com/file/6dp5ss...2h/42.zip/file

📄 01-07-19,   09:36 PM   #247

Coys ○
First Team Player

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

Hi Saturn. Have you had any luck at finding out why Physical attributes don't increase since the early releases of the Tapani patches?

📄 02-07-19,   12:52 AM   #248

CM ○
Youth Team Player

Join Date: 08-06-19
Posts: 9

Hello! I have a problem. When I go to "HISTORY" to see the titles, the game is checked and says EXE stopped working. I tried several EXE and remains the same. In the beginning it worked well but now I am in the year 2024 and this error appeared. Did it ever happen to you? Is there any solution?
Thank you

📄 02-07-19,   11:25 AM   #249

markendicott10 ○
Youth Team Player

Join Date: 08-06-19
Posts: 4

Hi Saturn,
Thanks for my exe, the back ground picture doesnt stretch to the full page, and as such there's a black space round it with the previous screen's text on it, making the current screen hard to see, is there a way to fix that?
If not can I request a similar exe with default window size please? - That would be....

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

📄 02-07-19,   09:43 PM   #250

saturn ○
Programmer
VIP

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

> **Originally Posted by Coys**
>
> *Hi Saturn. Have you had any luck at finding out why Physical attributes don't increase since the early releases of the Tapani patches?*

Yea, it seems to be a mix of the delay in training improvement and the new regen code.

Try changing:
005D5882 TEST BYTE PTR DS:[AE2C90],3 --> 0
006029C7 PUSH 19 --> 0A
006029E5 PUSH 5 --> 2

> **Originally Posted by CM**
>
> *Hello! I have a problem. When I go to "HISTORY" to see the titles, the game is checked and says EXE stopped working. I tried several EXE and remains the same. In the beginning it worked well but now I am in the year 2024 and this error appeared. Did it ever happen to you? Is there any solution?*
> *Thank you*

It's the first I've heard of a bug like this. Can you upload the save?

> **Originally Posted by markendicott10**
>
> *Hi Saturn,*
> *Thanks for my exe, the back ground picture doesnt stretch to the full page, and as such there's a black space round it with the previous screen's text on it, making the current screen hard to see, is there a way to fix that?*
> *If not can I request a similar exe with default window size please? - That would be....*
>
> *Game speed: x2*
> *Idle sensitivity: Laptop*
> *Window:800x600*
> *Disable unprotected contracts: No*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*

I'm not sure what's needed for new resolutions as I always stick to the default 800x600. Maybe another 1366x768 user can help you, if not I'll create that exe in a day or two.

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

-- Default Style

Archive Web Hosting Top

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0102.CO.UK

KEEPING THE
GAME ALIVE

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🏠 Forum ⏩ CM 01/02 Updates ⏩ Patches ⏩ Patch +v7 (+v8 in Post #377)

Results 251 to 275 of 443

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▾

📄 02-07-19, 11:12 PM   #251

Coys ○   Join Date: 03-03-12
First Team Player   Posts: 3,312

> 🔊 Originally Posted by **saturn** ▶
>
> *Yea, it seems to be a mix of the delay in training improvement and the new regen code.*
>
> *Try changing:*
> *005D5882 TEST BYTE PTR DS:[AE2C90],3 --> 0*
> *006029C7 PUSH 19 --> 0A*
> *006029E5 PUSH 5 --> 2*

i Applied these 3 to Olly. Physical attributes still aren't increasing.

📄 03-07-19, 03:02 PM   #252

MadScientist ○   Join Date: 26-09-18
Director   Location: Brazil
                                              Posts: 882

> 🔊 Originally Posted by **markendicott10** ▶
>
> *Thanks for my exe, the back ground picture doesnt stretch to the full page, and as such there's a black space round it with the previous screen's text on it, making the current screen hard to see, is there a way to fix that?*

Yes:

> 🔊 Originally Posted by **Tapani** ▶
>
> *If you use resolution different than 800x600, you also need a larger background and larger menubars.*
>
> *Sample files for 1280x800 can be downloaded from here.*
> *Install them by placing the RGN file and the two MBR files inside your Data directory.*
>
> *There are many background packs available for several resolution here at the Graphics section.*

📄 03-07-19, 08:32 PM   #253

gazza2008 ○   Join Date: 08-05-17
Youth Team Player   Posts: 7

Game speed: x8
Idle sensitivity: laptop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2019

#254

saturn
Programmer
VIP

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

> Originally Posted by **markendicott10**
>
> *Game speed: x2*
> *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/afthhh...80/47.zip/file

> Originally Posted by **gazza2008**
>
> *Game speed: x8*
> *Idle sensitivity: laptop*
> *Window: 800 x 600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> **Year: 2019**

No.

> Originally Posted by **Coys**
>
> *i Applied these 3 to Olly. Physical attributes still aren't increasing.*

My mistake: 006029C7 PUSH 19 --> PUSH 0A should be PUSH 19 --> PUSH 2.

I don't know how much of a fix this is, rather it's just something I've taken from a past save where there were no problems with physical attributes. It seems to stop those stats from falling, but the high values in the screenshot might be due to regens coming back with very high starting stats, rather than their training.

#255

Coys
First Team Player

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

> Originally Posted by **saturn**
>
> *Added: http://www.mediafire.com/file/afthhh...80/47.zip/file*
>
>
> *No.*
>
>
> *My mistake: 006029C7 PUSH 19 --> PUSH 0A should be PUSH 19 --> PUSH 2.*
>
> *I don't know how much of a fix this is, rather it's just something I've taken from a past save where there were no problems with physical attributes. It seems to stop those stats from falling, but the high values in the screenshot might be due to regens coming back with very high starting stats, rather than their training.*

Still no luck. Holidaying a whole year tracking Phil Jones and none of his physicals increase. Unpatched, they increase by 2 or 3 points.

#256

saturn
Programmer
VIP

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

Try this patch.

The code in case the above goes down:

Spoiler! Show

It reverts training code from Tapani 2.15:

> ⚙⚙ Originally Posted by **Tapani 2.15 README**
> *9. When starting a new game, players have some initial training (as default, all players in game are untrained - now they get roughly 7 months worth of training at their initial clubs).*

I had some success with Man Utd:

Spoiler! Show

Poor Phil Jones isn't budging but most of the rest are. I think it can be save dependent on whether players improve: in a previous test Fred and Bailly were all yellows too.

Also, this happened without the three changes in Olly I suggested earlier, so you don't have to do them.

---

markendicott10 ○
Youth Team Player

> ⚙⚙ Originally Posted by **MadScientist** ⒫
> *Yes:*

Sorry if I'm being thick, but is there anything else I need to do? I've place the files in the data folder, taken out what I thought was the old ones and re-named to match, and its all still the same!

MadScientist ○
Director

> ⚙⚙ Originally Posted by **markendicott10** ⒫
> *Sorry if I'm being thick, but is there anything else I need to do? I've place the files in the data folder, taken out what I thought was the old ones and re-named to match, and its all still the same!*

No you just need to put the files of desired resolution into your data folder, i think you dont need to rename anything. What resolution you using and what files you downloaded?

---

markendicott10 ○
Youth Team Player

> ⚙⚙ Originally Posted by **MadScientist** ⒫
> *No you just need to put the files of desired resolution into your data folder, i think you dont need to rename anything. What resolution you using and what files you downloaded?*

I did a bit more reading of some of the other threads and found a huge folder of RGN files in my resolution (1366 x 768) added these files to my pictures folder and BINGO. I now have fon sexy looking CM 01/02.....Thanks for your help!

Coys ○
First Team Player

Is there a way to apply this without Flex? for some reason, my Java isn't doing what it should be and i can't apply these.

📄 06-07-19, 01:32 PM   #261

Nick+Co ⚪
Programmer

Join Date: 18-07-15
Posts: 795

Coys: Yeah, use my patcher 🙂 (Tools -> Apply Patchfile)

📄 07-07-19, 08:09 PM   #262

RobH ⚪
Youth Team Player

Join Date: 05-07-19
Posts: 1

Hi. I've installed the patch and followed the instructions closely. All is working fine except the transfer market valuations don't seem to be similar to those screenshots.

Eden Hazard has just gone to Real Madrid for £90m and more concerning, Ozil has gone to Bayern for just £10m

Any ideas what the issue is? I'd like the heightened realism if possible

---

📄 08-07-19, 07:20 AM   #263

saturn ⚪
Programmer
VIP

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

Make sure you are using one of the 'New values exes' from post#2 and select the £x2 (or Eurox2) option from Game Settings --> Currency.

📄 08-07-19, 07:38 AM   #264

Redknapp69 ⚪
Member of the Month
Social Media Mod

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

Are you using the "new values" .exe?

Didn't Hazard just to go to RM for £90m+ in real life given he had 1 year on his deal?

Some may say Arsenal would be delighted to get £10m for an under performifng Ozil as well!

Mybe provide some screenies and state the actual .exe you are using that Saturn provided on this page - https://champman0102.co.uk/showthrea...360#post431360

📄 09-07-19, 01:51 PM   #265

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

Hi,

total newbie here. Bought the CM01/02 from a charity shop for £1 and buzzing to get into it again.

Downloaded the 3.9.68 patch no bother. Downloaded the March 2019 data update and the Tapani 2.21 patch and when trying to start a game in 2019 I get a "cannot open file" message.

Then came across this Saturn V7 patch. Downloaded that. Replaced my data folder with the contents and pasted in the city.dat file from the March 2019 data folder. When I try to start a game, I dont get prompted with the year I want to start the game in but more importantly I cant get it past the initial set up as it freezes everytime. I'm reading that I will need an new .exe file but with that I'm a little unsure of what I should be asking for in terms of speed and resolution.

All I want to do is play the game with the newest data starting 2019. Can someone out there give me an idiot proof, step by step guide as to what I need to do to get to that stage?

Thanks in advance,

Dave.

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　#266

riise ○
0102Bet Mod

Join Date: 08-09-15
Posts: 3,525

> 🔁 Originally Posted by **dabla27** ▶
>
> *Hi,*
>
> *total newbie here. Bought the CM01/02 from a charity shop for £1 and buzzing to get into it again.*
>
> *Downloaded the 3.9.68 patch no bother. Downloaded the March 2019 data update and the Tapani 2.21 patch and when trying to start a game in 2019 I get a "cannot open file" message.*
>
> *Then came across this Saturn V7 patch. Downloaded that. Replaced my data folder with the contents and pasted in the city.dat file from the March 2019 data folder. When I try to start a game, I dont get prompted with the year I want to start the game in but more importantly I cant get it past the initial set up as it freezes everytime. I'm reading that I will need an new .exe file but with that I'm a little unsure of what I should be asking for in terms of speed and resolution.*
>
> *All I want to do is play the game with the newest data starting 2019. Can someone out there give me an idiot proof, step by step guide as to what I need to do to get to that stage?*
>
> *Thanks in advance,*
>
> *Dave.*

I don't know if this'll solve everything, but you shouldn't be starting the game in 2019! I know it's 2019 data but it's for the 2018/19 season, so you need to start in 2018.

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　#267

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

Hi,

yeah sorry I should have probably stated that in my post. Tried 2019, 2018, 2017, 2016 and none of them worked.

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　#268

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

All I want to do is play the game with the newest data starting 2019. Can someone out there give me an idiot proof, step by step guide as to what I need to do to get to that stage?

Uninstall then just follow these 5 steps from scratch:

*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. Download the March 2019 update and extract the city.dat file only. Copy and paste it into your new Data folder.
4. 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.
5. Play.

And make sure to run the game as admin with xp sp3 compatiblity mode.

If you want start in 2019 rather than 2018, then when the game prompts to choose start date, select some 2019 league as finland, brazil, etc, and it will start in 2019, in the middle or end of the 2018/19 season.

If something unclear let us know

Last edited by MadScientist; 09-07-19 at 06:19 PM.

📄 09-07-19, 08:04 PM | #269

Pasquale ○
Reserve Team Player

Join Date:	08-03-12
Location:	Napoli
Posts:	417

Hi guys, I can't buy the players on loan, what can I do?

📄 09-07-19, 08:37 PM | #270

Redknapp69 ○
Member of the Month
Social Media Mod

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

Hi guys, I can't buy the players on loan, what can I do?

I believe Saturn made that as part of his recent patches otherwise it would mean clubs might buy the like of Higuain (on loan at Chelsea) staright away in the game

Suggest if this is a big thing for you then do not use this patch?

📄 09-07-19, 08:39 PM | #271

Pasquale ○
Reserve Team Player

Join Date:	08-03-12
Location:	Napoli
Posts:	417

I believe that making an offer to a loaner is a real thing and I don't see why it can't be done. I would like to be able to bid on loan players

---

📄 09-07-19, 10:12 PM | #272

dabla27 ○
Youth Team Player

Join Date:	08-07-19
Posts:	20

Uninstall then just follow these 5 steps from scratch:

And make sure to run the game as admin with xp sp3 compatiblity mode.

If you want start in 2019 rather than 2018, then when the game prompts to choose start date, select some 2019 league as finland, brazil, etc, and it will start in 2019, in the middle or end of the 2018/19 season.

If something unclear let us know

Appreciate this mate will give it a go tomorrow. Fingers crossed it works out. What exe should I downloading or requesting? I'll be playing it on my laptop. What about resolution and the speed? What does the speed even do?

📄 09-07-19, 10:57 PM   #273

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Appreciate this mate will give it a go tomorrow. Fingers crossed it works out. What exe should I downloading or requesting? I'll be playing it on my laptop. What about resolution and the speed? What does the speed even do?

.exe number 3 seems to be a good basic one for you (but you can pick a different one if you prefer). Just click the link below to dowload .exe number 3:

3.

Link: *http://www.mediafire.com/file/gbri8n...0p/03.zip/file*
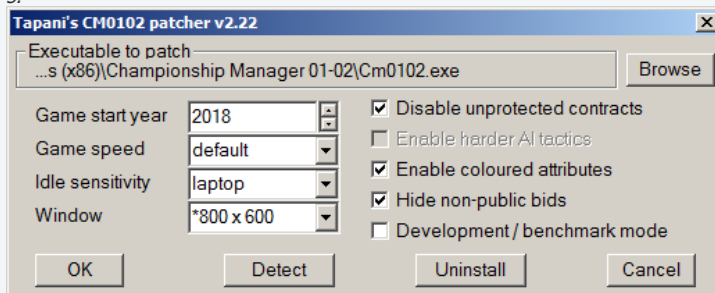
Resolution is basically the size of the window of the game. Pick 800x600 .exe if you are unsure.

Speed is just the speed during matches, basically. It doesnt really affect speed of days passing. I like to pick default speed so I can read match commentaries.

📄 10-07-19, 02:53 AM   #274

ictpaisley ○
Decent Young Player

Join Date: 22-07-16
Posts: 94

I've started a new save and realised Scotland haven't played a competitive match in two seasons. They weren't involved with the European Qualifiers, anyone had this same problem?

Sent from my iPhone using Tapatalk

📄 10-07-19, 06:49 AM   #275

saturn ○
Programmer
VIP

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

> **Originally Posted by Pasquale**
>
> *I believe that making an offer to a loaner is a real thing and I don't see why it can't be done. I would like to be able to bid on loan players*

Check the end of the +v5 thread to see how to revert it.

> **Originally Posted by ictpaisley**
>
> *I've started a new save and realised Scotland haven't played a competitive match in two seasons. They weren't involved with the European Qualifiers, anyone had this same problem?*

Scotland co-host Euro 2020 with England so no qualifiers for them.

Last edited by saturn; 10-07-19 at 07:25 AM.

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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Results 276 to 300 of 443

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools ▾

📄 10-07-19, 08:53 AM

#276

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

> ❝❝ Originally Posted by **MadScientist** ⏩
>
> *.exe number 3 seems to be a good basic one for you (but you can pick a different one if you prefer). Just click the link below to dowload .exe number 3:*
>
> *Resolution is basically the size of the window of the game. Pick 800x600 .exe if you are unsure.*
>
> *Speed is just the speed during matches, basically. It doesnt really affect speed of days passing. I like to pick default speed so I can read match commentaries.*

Thanks again, really appreciate that. Will try this all out tonight.

📄 10-07-19, 08:14 PM

#277

ictpaisley ○
Decent Young Player

Join Date: 22-07-16
Posts: 94

> ❝❝ Originally Posted by **saturn** ⏩
>
> *Check the end of the +v5 thread to see how to revert it.*
>
> *Scotland co-host Euro 2020 with England so no qualifiers for them.*

Cheers! Any idea why I might be having difficulties with players ages? I start a new game and everything is fine until I save, quit and restart. Once I reload all ages have changed to 7-15 etc. I installed the game, loaded the .68 patch then added the Saturn +7 data folder, then finally the .city file.

Sent from my iPhone using Tapatalk

📄 10-07-19, 09:16 PM

#278

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

Mate!! All sorted, thanks for your help!!

Can I change exe's and still use the same saved game. I've started a game with the exe you linked for me but I'm thinking i want to use a better resolution. I assume I need to download a new exe for this do I?

🗋 11-07-19, 08:14 AM | #279

saturn ○
Programmer
VIP

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

The only time I've seen this is when people apply the Tapani patch after downloading one of the exes in post #2 (all those exes already have the Tapani patch in them).

You can switch exes as long as they're both either new values or old values.

🗋 12-07-19, 02:00 PM | #280

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

What does New Values and Old Values mean? How would I know if the exe I have is New or Old?

🗋 12-07-19, 03:51 PM | #281

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

new values = money value is updated to be more realistic. If you picked the exe i suggested it is new value.

🗋 13-07-19, 07:09 PM | #282

Coys ○
First Team Player

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

Hi Saturn. One last question if you don't mind. It's slightly off topic of the thread

A lot of people like to play this game in it's absolute vanilla form, but as you know, after a while the goals start to dry up due to regens coming back with high positioning etc.

In patch 2.18, tapani said this: *** Further tuning of regens positioning, anticipation, and decision values (slightly lowered) ***

this is something that i am sure is still in your patch today.

Would it be possible to apply just the above change onto a vanilla exe? if you even know what they are?

14-07-19, 04:02 AM   #283

vinibr ⚬
Youth Team Player

Join Date: 14-07-19
Posts: 1

Thanks, saturn!

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

15-07-19, 01:07 PM   #284

jiradet ⚬
Youth Team Player

Join Date: 06-07-19
Posts: 1

hi

15-07-19, 06:50 PM   #285

raoc ⚬
Youth Team Player

Join Date: 15-07-19
Posts: 2

Game speed: x20
Idle sensitivity: Laptop
Window: 1280x800
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

16-07-19, 07:12 PM   #286

saturn ⚬
Programmer
VIP

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

Any chance of some feedback on the previous issue first? It is annoying to provide a potential fix for something and then get no feedback at all.

http://www.mediafire.com/file/hu6626...lg/37.zip/file

Added: http://www.mediafire.com/file/8292h3...90/48.zip/file

📄 17-07-19, 01:10 AM   #287

CM ○
Youth Team Player

Join Date: 08-06-19
Posts: 9

Hello! Previously I had consulted because clicking on the "HISTORY" itself the game is locked. They told me if I could upload the saved game but I can not find an option that allows it.
Now it also gets stuck when loading the game at the time of July 2027. It has already happened to me in two different games.
Can you give me an alternative to send them the saved game?
Sorry to bother you.
Thank you

📄 17-07-19, 08:31 PM   #288

saturn ○
Programmer
VIP

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

Upload the save game to a filesharing website (Sendspace, MediaFire etc).

📄 19-07-19, 10:31 PM   #289

euphoria ○
Youth Team Player

Join Date: 19-07-19
Posts: 1

Hello, im getting this error message

v3.9.68 index..cpp 5809 error(s): There is a mismatch between the Data folder and cm0102.exe used.
Solution: Download an exe from post#2.

I cant see where is the download link for it could please anyone help me with this??

Thanks

📄 19-07-19, 11:54 PM   #290

Redknapp69 ○
Member of the Month
Social Media Mod

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

choose an .exe from here - https://champman0102.co.uk/showthrea...360#post431360

i.e post 2 in this thread

📄 20-07-19, 02:57 PM   #291

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

does anyone know how to to (or if there is a way) to make 10 teams from one league qualify for champions league/europa league. so 5 for each competition from 1 league?

#292

Konstantinou ○
Scout

Join Date: 11-04-15
Posts: 27

Hello everyone, I'm trying to download the Saturn patch.
I have downloaded everything what's needed, the v3.9.68, the March 2019 Data Update and the +v7 Data, but I can't find the "Download" button for the patch. Or better said, the download button redirects to another topic, wich doesn't have any download button. I am a total dumb with computers, once I saw a video of a monkey using a mobile phone and he/she was better than me, so if anyone can tell me exactly where I have to click to download it, I'd be very grateful. Thanks.
PS: there is an "exe" part which I completely didn't understand, I think it's about speed or something, but I can't understand where I have to download it

#293

a.pocchio ○
Youth Team Player

Join Date: 21-07-19
Posts: 1

Hi all, thanks Saturn!

Can I have my exe please?

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

#294

Mark ○
Chairman

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

> ❝ Originally Posted by **Konstantinou** ⏩
> *Hello everyone, I'm trying to download the Saturn patch.*
> *I have downloaded everything what's needed, the v3.9.68, the March 2019 Data Update and the +v7 Data, but I can't find the "Download" button for the patch. Or better said, the download button redirects to another topic, wich doesn't have any download button. I am a total dumb with computers, once I saw a video of a monkey using a mobile phone and he/she was better than me, so if anyone can tell me exactly where I have to click to download it, I'd be very grateful. Thanks.*
> *PS: there is an "exe" part which I completely didn't understand, I think it's about speed or something, but I can't understand where I have to download it*

The .exe is actually the download. You need to pick the exe that you wish to play with as each one has a number of different settings.

#295

Treated Unfairly ○
Decent Young Player

Join Date: 22-12-15
Posts: 63

In my current game ive found an annoying bug thing. If a team from an unplayable league ie ukraine gets to the latter stages of champions league like phase 2 or round of 16 in europa league, their players seem to be completely shattered all the time. Like, around 50 - 60% fit going into the games and they obviously get thrashed, no matter how good the squad is. Has anyone else encountered this and is there any way this can be fixed ? Cheers

#296

saturn ○
Programmer
VIP

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

> ❝ Originally Posted by **totallyaddicted** ▷▷
>
> *does anyone know how to to (or if there is a way) to make 10 teams from one league qualify for champions league/europa league. so 5 for each competition from 1 league?*

Not patch related.

> ❝ Originally Posted by **a.pocchio** ▷▷
>
> *Hi all, thanks Saturn!*
>
> *Can I have my exe please?*
>
> *Game speed: x20*
> *Idle sensitivity: desktop*
> *Window: 800x600*
> *Disable unprotected contracts: no*
> *Coloured attributes: yes*
> *Hide non-public bids: no*
> *New values: yes*

Added: http://www.mediafire.com/file/b1cuq4...eo/49.zip/file

> ❝ Originally Posted by **Treated Unfairly** ▷▷
>
> *In my current game ive found an annoying bug thing. If a team from an unplayable league ie ukraine gets to the latter stages of champions league like phase 2 or round of 16 in europa league, their players seem to be completely shattered all the time. Like, around 50 - 60% fit going into the games and they obviously get thrashed, no matter how good the squad is. Has anyone else encountered this and is there any way this can be fixed ? Cheers*

All playable leagues have dates that regulate when their players begin and end training, but I don't know how it works for players in non-playable leagues. There are dates relating to the European continental competitions in the same section of code, but they don't seem to solve the issue (those dates cover the 23rd of June up until the 20th of May).

I think the problem is that these leagues' end of season date is around February (if you take over a club in one of these leagues and offer a player a contract, it will be expire in February). So changing that would be the solution. Unfortunately I don't know where that date is set (I actually thought the training dates above would've set the date but obviously not). Changing the season update day for a nation in the editor also does not work.

📄 25-07-19, 10:51 AM   #297

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> ❝ Originally Posted by **saturn** ▷▷
>
> *I think the problem is that these leagues' end of season date is around February (if you take over a club in one of these leagues and offer a player a contract, it will be expire in February). So changing that would be the solution. Unfortunately I don't know where that date is set (I actually thought the training dates above would've set the date but obviously not). Changing the season update day for a nation in the editor also does not work.*

There is a box on each Nation called Season Update Day - it could be worth setting this to 172 (June 20th) and testing to see does it resolve the issue. Currently it's 0 which I'd imagine is 01.01.xxxx (or 31.12.xxx)

Gibraltar and Serbia are both set to 175, any Serb teams <u>not</u> suffering from tiredness?

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

📄 25-07-19, 02:04 PM   #298

BeezerCeltic1967 ○
Director

Join Date:	02-03-12
Location:	WATING FOR 10 IN A ROW
Posts:	6,197

Hi Saturn,

any possible way of making Scottish cup/Scottish league cup semi finals played at Hampden?

thanks

📄 25-07-19, 05:16 PM   #299

tzim84 ○
Youth Team Player

Join Date:	16-07-19

Hello guys and first of all wanna say that you have made fantastic work for this legendary game. Made me want to play it again after 15 years!Having a major issue here...
Downloaded the game and implanting the patch as the instructions given.Also used the editor for having some funds for transfers and expanded the stadium (Started with Wrexham national english league+Greek lueagues plus 8 backround leagues). Also using the ECC hack for foreign players.
Everything was working almost fine(1 or 2 crashes but restarting the game everthing was ok.I have finished my fixtures and waiting for league 2 and 1 playoffs to be done.So last saved my game in 17 May 2019, load it and when a continue the game, the windows screen pop up telling that there is an error and tha game has to close...What can cause this? Maybe cause i put my hand in the editor?
I tried using other exes, with different compatible modes but nothing, also reinstalled the game and installed it again but again no luck , i'm stuck in 17 May and i just winned my promotion damn! A weird thing that happened is that when i loaded the game to play ,the game settings gone automatically to default(i noticed the currency changed), changed them as i had it , then continue the game and crashes. Just tried an older save playing it on holiday mode and it doesn't crashe in may 17 but here i havent won promotion so maybe there is a promotion bug in national league?
Here is the link for my save: http://www.mediafire.com/file/ntf3nk...2B_GR.sav/file

---

tzim84 ○
Youth Team Player

Join Date: 16-07-19
Posts: 2

Stuck in may17th 19

Hello there and great work guys.
So I started the game with Wrexham and 9 background leagues. Also used the editor for some money and stadium expansion and tha ECC crack. Everything was working well (once it crashed but reloaded and everything was fine...Loaded my game in 17 may (i have won promotion)where it was last saved but when i press continue the game crashes all the time. I used an older save on holiday mode and did crashed in may 17 but the difference is that the team didn't win promotion. Maybe the is a promotion issue in national league? Maybe cause i put my hand in the editor? (the other save seems to work fine do). Strange thing before the crashing is that when i loaded tha game in 17 may, the game setting returned to default for no reason. Dont know if that helps.
Here a link to my saved game http://www.mediafire.com/file/ntf3nk...2B_GR.sav/file

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🏠 Forum ⟐ CM 01/02 Updates ⟐ Patches ⟐ Patch +v7 (+v8 in Post #377)

Thread: Patch +v7 (+v8 in Post #377)

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📄 26-07-19, 11:12 PM   #301

Treated Unfairly ○   Join Date: 22-12-15
Decent Young Player   Posts: 63

Unplayable league fitness worries

> 🗨 Originally Posted by **saturn** ▸▸
> *Not patch related.*
>
> *Added: http://www.mediafire.com/file/b1cuq4...eo/49.zip/file*
>
> *All playable leagues have dates that regulate when their players begin and end training, but I don't know how it works for players in non-playable leagues. There are dates relating to the European continental competitions in the same section of code, but they don't seem to solve the issue (those dates cover the 23rd of June up until the 20th of May).*
>
> *I think the problem is that these leagues' end of season date is around February (if you take over a club in one of these leagues and offer a player a contract, it will be expire in February). So changing that would be the solution. Unfortunately I don't know where that date is set (I actually thought the training dates above would've set the date but obviously not). Changing the season update day for a nation in the editor also does not work.*

I have to say this is only a minor gripe, but I think if this could be fixed it would make this game damn near perfect. For me anyway. Im loving this patch, and with force all players loaded its just a whole new ball game. Yes, it takes its sweet time, but I dont mind mind a slower game these days. Appreciate that you've looked into it. If theres any thing I can test let me know. Cheers

---

📄 26-07-19, 11:16 PM   #302

Treated Unfairly ○   Join Date: 22-12-15
Decent Young Player   Posts: 63

> 🗨 Originally Posted by **Dermotron** ▸▸
> *There is a box on each Nation called Season Update Day - it could be worth setting this to 172 (June 20th) and testing to see does it resolve the issue. Currently it's 0 which I'd imagine is 01.01.xxxx (or 31.12.xxx)*
>
> *Gibraltar and Serbia are both set to 175, any Serb teams not suffering from tiredness?*

I am starting new season so ill keep an eye on serbia and gibraltar teams fitness, though its gonna take me a while to get to february. Im happy to test anything if you know how to change these settings ,though I think samsani has said that changing those did not fix it. Happy to test though

---

📄 31-07-19, 09:17 PM   #303

wolvesarewe ○   Join Date: 18-09-18
Youth Team Player   Posts: 1

Hello Mr Saturn good man. Can I request the following? :

Game speed: X4
Idle sensitivity: Desktop
Window: 800 X 600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes

Many thanks

02-08-19, 11:08 AM   #304

the villan ○
Coach

Join Date: 10-03-17
Posts: 743

That's exe 37 in post 2?

http://www.mediafire.com/file/hu6626...lg/37.zip/file

03-08-19, 04:23 PM   #305

Fabcio ○
Youth Team Player

Join Date: 23-07-19
Posts: 1

Hi, I'm using this patch and I've reached the end of the January transfer window but the game crashes on the 1st Feb 2019. No error code, just the application closes and I return to my desktop. I've tried uninstalling and installing again, re-applying the patch etc. Does anyone have any ideas or experienced this before? Any advice would be much appreciated.

03-08-19, 11:42 PM   #306

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> **Originally Posted by Fabcio** ▸▸
> *Hi, I'm using this patch and I've reached the end of the January transfer window but the game crashes on the 1st Feb 2019. No error code, just the application closes and I return to my desktop. I've tried uninstalling and installing again, re-applying the patch etc. Does anyone have any ideas or experienced this before? Any advice would be much appreciated.*

make sure run as admin with xp sp3 compatibilitr

04-08-19, 03:55 PM   #307

Hauberg ○
Youth Team Player

Join Date: 25-07-19
Posts: 2

Hi, is it possible to make changes in the data-file? I have played a lot of games with the new patch and data update and know I what to make som playerstat-changes and transfers. But when I make changes in Editor it does not change anything when I load a new game. Can someone tell me how to do it right?

04-08-19, 09:29 PM   #308

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

> **Originally Posted by Fabcio** ▸▸
> *Hi, I'm using this patch and I've reached the end of the January transfer window but the game crashes on the 1st Feb 2019. No error code, just the application closes and I return to my desktop. I've tried uninstalling and installing again, re-applying the patch etc. Does anyone have any ideas or experienced this before? Any advice would be much appreciated.*

I'm experiencing this, too. Did you manage to fix/bypass the error? I'm already playing as admin.

04-08-19, 10:40 PM   #309

martincohen ○
Youth Team Player

Join Date: 02-03-15
Posts: 11

Hi guys - probably a really simple error on my part but when attempting Instruction 4 above, I can't seem to download any of the exe's in Post 2 - they all seem to have expired on Mediafire, any way around this? Many thanks

Effiong unmarked! ○
VIP

Join Date: 22-08-18
Posts: 519

I tried no 25, and it worked fine. Perhaps Mediafire had a temporary problem.

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> Originally Posted by **Hauberg** ▶
> *Hi, is it possible to make changes in the data-file? I have played a lot of games with the new patch and data update and know I what to make som playerstat-changes and transfers. But when I make changes in Editor it does not change anything when I load a new game. Can someone tell me how to do it right?*

run the editor as admin

noddy ○
Youth Team Player

Join Date: 23-07-19
Posts: 4

I know this is a bit cheeky, but with the dawning of a new season almost upon us as is the closing of the transfer window. Do we have any idea of a timeline for new 19/20 data and patches?! I'm excited to start a new season with new data! CM 01-02 just seems more fun than the new CM's just uncomplicated and fun. I forgot how much I enjoyed creating a mental picture in my own mind based off the text commentary. TIA. You guys rock for bringing this to life 🙂

Redknapp69 ○
Member of the Month
Social Media Mod

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

Preview Save typically sometime in September and then following feedback the full update is released.

Cannot comment if/when Saturn or any of the other guys will release a patch but in the past has been a week or so after update release

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

> Originally Posted by **martinho** ▶
> *I'm experiencing this, too. Did you manage to fix/bypass the error? I'm already playing as admin.*

Is there really still no fix for this, to this day?

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

> Originally Posted by **martinho** ▶
> *Is there really still no fix for this, to this day?*

Fixed the problem of the game not started due to not enough memory - though fucked off that the problem started randomly one day out of nowhere on a new laptop, and the fix is cumbersome in that you need to load a saved game, save, then restart the game.

But the message-less crash to desktop on the 16th December in season 1 continues...

Redknapp69 ○
Member of the Month
Social Media Mod

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

try holidaying past the date and upload the save here

---

dolworth ○
Youth Team Player

Join Date: 07-08-19
Posts: 1

Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: No
Hide non-public bids: Yes
New values: Yes
Year: 2018

Thanks for your work!

□ 10-08-19, 11:16 AM
#318

Tafu87 ○
Decent Young Player

Join Date: 19-06-19
Location: Parma, Italy
Posts: 51

Hello Saturn, can you help me with an exe, please?

Game speed: x20
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018 (with complete teams of 2018/19)

□ 11-08-19, 05:48 PM
#319

Tafu87 ○
Decent Young Player

Join Date: 19-06-19
Location: Parma, Italy
Posts: 51

I had solve, thank you!

□ 11-08-19, 08:21 PM
#320

martincohen ○
Youth Team Player

Join Date: 02-03-15
Posts: 11

I still can't seem to download any of the Exe's, clearly doing something ridiculously wrong!

□ 11-08-19, 08:39 PM
#321

Effiong unmarked! ○
VIP

Join Date: 22-08-18
Posts: 519

Perhaps it's something to do with the security settings on your computer, or the country you live in. The downloads look to be working okay to me.

Edit: the exes are in the second post of this thread. I'm beginning to suspect that you are somehow trying to download from an earlier release.

Last edited by Effiong unmarked!; 11-08-19 at 08:48 PM.

□ 14-08-19, 12:08 AM
#322

xeno ○
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi Saturn,
in v7 patch collection file, there is South American continental finals file.
This patch has some mistakes. What you write in file is not same as flex applies.
I alredy correct it for myself, but you better update files on this site. Thanks

Nookie17 ○
Youth Team Player

Join Date: 24-07-19
Posts: 6

Hello Saturn

Game speed: default
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018 (with complete teams of 2018/19)

dannymb86 ○
Youth Team Player

Join Date: 19-08-19
Posts: 1

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

Rouxlas ○
Youth Team Player

Join Date: 07-08-12
Location: Greece
Posts: 20

Hello guys, greetings from Greece.
I really want to express my gratitude for all these tremendous updates you are helping us to use for our beloved game.
Sorry for being a noob but i have a question.
I have done everything according to the post and i finally had something like a display conflict...the question is, if i choose a different display than the default one, do i have to upload different kind of backgrounds and menubars etc etc by myself?
If not, i have pc monitor of 27" Widescreen full hd. Can someone assist on which windowed display is preferable?
Thanks a lot.

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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Results 326 to 350 of 443

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▾

🗎 27-08-19, 05:20 PM

#326

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> ❝ Originally Posted by **Rouxlas** ▶▶
>
> *if i choose a different display than the default one, do i have to upload different kind of backgrounds and menubars etc etc by myself?*

yes download a background of the size you choose

🗎 27-08-19, 07:12 PM

#327

Rouxlas ○
Youth Team Player

Join Date: 07-08-12
Location: Greece
Posts: 20

> ❝ Originally Posted by **MadScientist** ▶▶
>
> *yes download a background of the size you choose*

Thank you mate.

🗎 01-09-19, 10:27 AM

#328

MrGaz673 ○
Youth Team Player

Join Date: 11-01-19
Posts: 11

Can i have an exe please I'm getting a bit baffed here!

🗎 01-09-19, 10:40 AM

#329

MrGaz673 ○
Youth Team Player

Join Date: 11-01-19
Posts: 11

......ignore that I got it!

🗎 01-09-19, 03:03 PM

#330

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

hi there when i play a game, when i control teams in the french league (boulogne) for example when i go to the team selection screen and then go to continue the game to proceed to match the option doesnt appear to proceed to match, its just a blank screen. any ideas whats wrong?

05-09-19, 07:04 PM   #331

lecontef ○
Youth Team Player

Join Date: 27-01-18
Posts: 19

> **Originally Posted by lecontef** ▶
> *The 4 argentinian coups in libertadores go to the 5 best in the clausura tournament. Is it possible to change for the 4 best in the general table plus the copa argentina champion?*

Hey! Is it possible for anyone to pay attention to the ones who enjoys playing the Argentinian league?

07-09-19, 03:04 PM   #332

donmildreone1 ○
Youth Team Player

Join Date: 31-08-19
Posts: 3

Hi guys

Using Crossover on Mac, with saturn Patch 7.

Very odd issue – whenever I save/exit the game, when I come back every player has gone down in age by about 10-20 years. I've only found one other thread referring to this decreasing age bug, but that thread said the issue was applying the tapani patch more than once, which I've definitely not been doing.

You can see it here after a couple of saves: https://imgur.com/yWrhOGo

Any idea on why this is happening or how to fix it?

Thanks

07-09-19, 03:34 PM   #333

saturn ○
Programmer
VIP

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

Changing the season update day doesn't fix it (in the post you quoted I tried managing Red Star to the later stages but ran into the bug).

It should be easy to change, but it might run into the same problem of trying to move the FA Cup Semis to Wembley: one is played on Saturday, the other Wednesday. Might have a look at sorting that out again first, it's been a while since I looked at it.

The crash occurs at 00848B51 in the exe (shortlist_manager.cpp code) but there seems to be more than one problem in the save (trying to look at some players' histories crashes the game too). Any editing people do is at their own risk so I can't help you any further.

I think February 1st crashes relate to the MLS not resetting properly. Do you have that league (USA) selected?

Mid December crashes might be World Club Cup related - check that in your game. I think gio posted a fix for it in this thread somewhere.

Weird one. Can you upload the save?

I don't know where in the code the Libertadores selects Argentinian teams so there's no fix for this at the moment.

Sorry I don't know anything regarding playing on Macs. Perhaps another Mac user can help you.

-

To those that requested exes I'll upload them over the next couple of days.

totallyaddicted ○
Reserve Team Player

Join Date: 07-04-13
Posts: 380

Does anyone know how to change in my game to let turkey division be able to sign more than 5 foreigners at a time? Or to change the rule that turkey doesn't see turkey as only non foreigner?

nike ○
Youth Team Player

Join Date: 04-03-12
Posts: 23

Game speed: x200
dle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2019

saturn ○
Programmer
VIP

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

Hi Saturn,
in v7 patch collection file, there is South American continental finals file.
This patch has some mistakes. What you write in file is not same as flex applies.
I aldery correct it for myself, but you better update files on this site. Thanks

Sorry, I missed this post before. The patch .txt files can be slightly off as sometimes I base them on previous changes from a +v6.exe or whatever, rather than a default .68 exe. Sometimes I might accidentally do the reverse. Either way they should be enough to see what changes need to be done if you've a bit of experience with Olly already.

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

Added: http://www.mediafire.com/file/t969zl...kg/50.zip/file

Game speed: default
Idle sensitivity: Desktop
Window: 1920x1080
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018 (with complete teams of 2018/19)

Not a valid option.

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

http://www.mediafire.com/file/tp0n5b...xr/05.zip/file

Game speed: x200
dle sensitivity: Desktop
Window: 800 x 600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2019

No.

📄 10-09-19, 06:39 PM | #337

Nookie17 ○
Youth Team Player

Join Date: 24-07-19
Posts: 6

Sorry, the window may be 800x600 thx!

📄 11-09-19, 07:00 AM | #338

saturn ○
Programmer
VIP

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

Sorry, the window may be 800x600 thx!

http://www.mediafire.com/file/nt7u3g...7i/25.zip/file

baracuda ○
Youth Team Player

Join Date: 12-09-19
Posts: 1

thank you

Aeelon ○
Youth Team Player

Join Date: 07-08-19
Posts: 42

Hello, can i get an exe, please?

Game speed: If default is x4 (I really don't know whats the default number, i'm using some exe from the patches that only adds colored attributes and fixes the speed for clicking on bids and wages)
Idle sensitivity: Desktop
Window: Default
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

I just have 1 question about GAME SPEED.

Does this fixes the issue where i cannot select the bid and wage cuz when i click it goes to fast?

---

limpiero ○
Youth Team Player

Join Date: 20-03-12
Posts: 1

thanks

---

saturn ○
Programmer
VIP

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

> **Originally Posted by totallyaddicted**
> *Does anyone know how to change in my game to let turkey division be able to sign more than 5 foreigners at a time? Or to change the rule that turkey doesn't see turkey as only non foreigner?*

https://champman0102.co.uk/showthrea...910#post248910

> **Originally Posted by giggz**
> *Hello, can i get an exe, please?*
>
> *Game speed: If default is x4 (I really don't know whats the default number, i'm using some exe from the patches that only adds colored attributes and fixes the speed for clicking on bids and wages)*
> *Idle sensitivity: Desktop*
> *Window: Default*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: Yes*
> *New values: Yes*
> *Year: 2018*
>
> *I just have 1 question about GAME SPEED.*
>
> *Does this fixes the issue where i cannot select the bid and wage cuz when i click it goes to fast?*

x4 speed: http://www.mediafire.com/file/nt7u3g...7i/25.zip/file
default speed: http://www.mediafire.com/file/8bjed7...10/20.zip/file

The wages buttons have been fixed but not the transfer bid buttons (although they will be in the next version, thanks to Nick's patch here).

Shafi ○
Youth Team Player

Join Date: 08-08-19
Posts: 3

Windows 10 did a huge update and now the 1200 resolution is all screwed up. Anyone else has this issue?

aeddy ○
Youth Team Player

Join Date: 18-04-14
Location: Johor, Malaysia
Posts: 5

Hi,

Request for the following exe

Game speed: x2
Idle sensitivity: Desktop
Window: 1366x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

Thanks in advance.

saturn ○
Programmer
VIP

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

> 🞂🞂 Originally Posted by **aeddy** ⏩
>
> *Game speed: x2*
> *Idle sensitivity: Desktop*
> *Window: 1366x768*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: Yes*
> *New values: Yes*
> *Year: 2018*

Added: http://www.mediafire.com/file/emyfkj...7y/51.zip/file

Samoyedinchicago ○
Youth Team Player

Join Date: 20-07-19
Posts: 7

Hello,

Request for the following exe please:

Game speed: x2
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: No
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2019

Last edited by Samoyedinchicago; 23-09-19 at 04:19 PM.

saturn ○
Programmer
VIP

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

No.

Samoyedinchicago ○
Youth Team Player

Join Date: 20-07-19
Posts: 7

Is there a way to get the editor working on this patch?

Last edited by Samoyedinchicago; 25-09-19 at 06:47 PM.

---

aeddy ○
Youth Team Player

Join Date: 18-04-14
Location: Johor, Malaysia
Posts: 5

Hi,

Request for the following exe

Game speed: x2
Idle sensitivity: Desktop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

Thanks in advance.

Aeelon ○
Youth Team Player

Join Date: 07-08-19
Posts: 42

Hi guys, can i request this exe:

Game speed: Default
Idle sensitivity: Desktop
Window: Default
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: No
Year: 2018

Thanks! ;]

All times are GMT +1. The time now is 01:02 PM.

Thread: Patch +v7 (+v8 in Post #377)

Thread Tools▼

📄 26-09-19, 08:29 PM   #351

Aeelon ◦   Join Date: 07-08-19
Youth Team Player   Posts: 42

Guys what does that means:

*Prize money/TV rights updated to IRL values (when using £x2) for:
--> Belgian First Division [TV].
--> Danish Superliga [TV].
--> Dutch Eredivisie [TV].
--> English competitions [PM+TV].
--> European continental competitions [PM].
--> French Ligue 1 [TV].
--> German Bundesliga [PM+TV].
--> German 2. Bundesliga [PM+TV].
--> Greek Superleague [TV].
--> Irish Premier Division [PM].
--> Italian Serie A [PM+TV].
--> Polish Ekstraklasa [TV].
--> Portuguese Primeira Liga [TV].
--> Russian Premier League [TV].
--> Scottish FA Cup [PM].
--> Scottish Premiership [PM+TV].
--> Spanish La Liga [PM+TV].
--> Turkish Süper Lig [TV].
--> TFF 1.Lig [TV].

So the price money are increased for these leagues or just doubled?

If i play on Norway i dont get more money then?

📄 27-09-19, 07:25 AM   #352

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

Added: http://www.mediafire.com/file/6myzdq...1c/52.zip/file

Added: http://www.mediafire.com/file/5xjfv0...kx/53.zip/file

Yes, the editor should work as normal. Make sure you're running it (cm0102ed.exe) as an administrator.

The prize/TV money has been changed so that when you play with an exe with new values and use the £x2 currency, the amounts will be roughly what they are in real life. For example, the default EPL TV money was £12m. This has been increased to around £21m so that if you use a new values exe (doubles the values) and the £x2 currency (doubles the values again), you'll receive £85m in the game, which is what clubs get in real life.

If a competition isn't on that list it's because I either couldn't find any information on that league's prize/TV money figures, or it hadn't changed enough from the default values to warrant a change (usually the former). If you know what Norway's figures are let me know and I'll add it in for the next patch.

---

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

Hi,

I have been using the following exe. which I have had zero issues with:

Game Start - 2018
Speed - Default
Idle Sensitivity - laptop
Window - 800x600
Disable unprotected contracts - Yes
Enable couloured attributes - Yes
Hide non-public bids - Yes
Development/Benchmark Mode - No

I dont want anything to change other than the resolution i.e. would like to play on a bigger/clearer window. Can someone explain to me what I need and what I need to do in order for this to work?

Thanks in advance.

📄 27-09-19, 05:21 PM   #354

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> 🔁 Originally Posted by **dabla27** ▶
>
> *Hi,*
>
> *I have been using the following exe. which I have had zero issues with:*
>
> *Game Start - 2018*
> *Speed - Default*
> *Idle Sensitivity - laptop*
> *Window - 800x600*
> *Disable unprotected contracts - Yes*
> *Enable couloured attributes - Yes*
> *Hide non-public bids - Yes*
> *Development/Benchmark Mode - No*
>
> *I dont want anything to change other than the resolution i.e. would like to play on a bigger/clearer window. Can someone explain to me what I need and what I need to do in order for this to work?*
>
> *Thanks in advance.*

just download another exe from post #2 with the resolution you want and everything equal. Then download a background pack of your choosen resolution.

Or, use this tool to change resolution of your current .exe (i think it works with saturn v7 exe):
https://champman0102.co.uk/showthread.php?t=11661

📄 28-09-19, 05:42 AM   #355

reneke001 ○
Youth Team Player

Join Date: 17-03-13
Posts: 4

Game speed: X4
Idle sensitivity: Laptop
Window: 800x600
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: Yes
Year: 2018

Last edited by reneke001; 28-09-19 at 05:52 AM.

📄 28-09-19, 01:07 PM   #356

getwild ○
Youth Team Player

Join Date: 03-06-19
Posts: 1

🏆 thanx!!!!!!!!!!!!!!!!!!!

📄 28-09-19, 04:09 PM   #357

Aeelon ○
Youth Team Player

Join Date: 07-08-19
Posts: 42

Is it possible to improve the AI managers in future patches? A lot of clubs are stuck with a lot of money and they buy average players when they can afford much better ones.

I think that's also related to league rep, but if i can get nice players, AI managers should be albe to get some to.

The patch is great.

Awesome work!

Is there a thread open for suggestions?

Aeelon ○
Youth Team Player

Im using an exe with:

Disable unprotected contracts: Yes

And i can offer 10 years contracts to my players?

Is that how it is with that option or there's something wrong, cuz i saw in the info of the patch that max allowed contact period is up to 6 years?

Without patched i can do that only before the new system takes place.

---

saturn ○
Programmer
VIP

> 🔁 Originally Posted by **reneke001** ▸▸
>
> *Game speed: X4*
> *Idle sensitivity: Laptop*
> *Window: 800x600*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: Yes*
> *Year: 2018*

http://www.mediafire.com/file/0eg748...j5/24.zip/file

> 🔁 Originally Posted by **Aeelon** ▸▸
>
> *Is it possible to improve the AI managers in future patches? A lot of clubs are stuck with a lot of money and they buy average players when they can afford much better ones.*
>
> *I think that's also related to league rep, but if i can get nice players, AI managers should be albe to get some to.*

Regens will be tweaked to be generally better in the next patch so it might make it easier for the AI to spot them. But there are other factors that could prevent them being signed: regens' world rep too being low, poor judging stats for new AI managers, some bug where clubs don't sign anyone at all.

> 🔁 Originally Posted by **Aeelon** ▸▸
>
> *Is there a thread open for suggestions?*

Use this thread for any other suggestions.

> 🔁 Originally Posted by **Aeelon** ▸▸
>
> *Im using an exe with:*
>
> *Disable unprotected contracts: Yes*
>
> *And i can offer 10 years contracts to my players?*
>
> *Is that how it is with that option or there's something wrong, cuz i saw in the info of the patch that max allowed contact period is up to 6 years?*
>
> *Without patched i can do that only before the new system takes place.*

Anything you can do before the new system takes place you can do with an exe with unprotected contracts disabled. Exes with that option ticked just push back the date the new system comes into place by a few thousand years.

MadScientist ○

Director

Location: Brazil
Posts: 882

> Originally Posted by **Aeelon** ▶
>
> *Is it possible to improve the AI managers in future patches? A lot of clubs are stuck with a lot of money and they buy average players when they can afford much better ones.*
>
> *I think that's also related to league rep, but if i can get nice players, AI managers should be albe to get some to.*

> Originally Posted by **saturn** ▶
>
> *Regens will be tweaked to be generally better in the next patch so it might make it easier for the AI to spot them. But there are other factors that could prevent them being signed: regens' world rep too being low, poor judging stats for new AI managers, some bug where clubs don't sign anyone at all.*

If we knew the function offset where the AI managers and scouts judge the players ability we could tweak it so that they would be smarter to find good players, for example we could give more weight for the most important attributes and less weight in the less important attributes, and less weight for the CA/PA/reputation, in the manager judgement, but as far as i know this offset is still unknown.

📄 30-09-19, 12:26 PM   #361

Aeelon ⊘
Youth Team Player

Join Date: 07-08-19
Posts: 42

Some reports:

I played a few seasons on different saves in the Norwegian league, and I don't know if the following could happen on the rest:

1: Staff across Norway are always 60-70 years old with very very few exceptions.
2: In one of the saves none of the clubs were receiving seasonal ticket money even after the first season.

I would love a patch were only the year, the colored attributes and the competition names are changed and I'm fine 😁

📄 30-09-19, 02:02 PM   #362

MadScientist ⊘
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> Originally Posted by **Aeelon** ▶
>
> *I would love a patch were only the year, the colored attributes and the competition names are changed and I'm fine* 😁

There is. First install the competition name changes following the 5 steps here:
https://champman0102.co.uk/showthrea...700#post430700
Then change the year and the color atts with this toool: https://champman0102.co.uk/showthread.php?t=11661

📄 30-09-19, 03:53 PM   #363

domtos88 ⊘
Youth Team Player

Join Date: 27-09-16
Posts: 41

Next patch data update october 2019 restucture italian Serie B to 20 teams...

📄 02-10-19, 11:41 AM   #364

Diggler ⊘
Reserve Team Player

Join Date: 06-04-12
Posts: 280

Downloaded the Saturn path with the March update a couple of weeks ago - never used a patch before but following Dermetron's simple instructions it was quick and easy to install.

First of all, the implemented changes completely refresh the game for me, many thanks to saturn and everyone who is involved in the creation of the updates - great work!

A couple of issues I have encountered:

- the Staff search does not show anyone saying 1 (~32k filtered out) despite no filters being applied, I'm only in to my second year and my staff are dropping away so is there any way to fix this?
- the game processes very slowly between days, I don't think the Speed option relates to this?

Thanks again!

📄 02-10-19, 07:23 PM   #365

saturn ○
Programmer
VIP

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

> ❝❞ Originally Posted by **MadScientist** ▸▸
>
> *If we knew the function offset where the AI managers and scouts judge the players ability we could tweak it so that they would be smarter to find good players, for example we could give more weight for the most important attributes and less weight in the less important attributes, and less weight for the CA/PA/reputation, in the manager judgement, but as far as i know this offset is still unknown.*

It would be very difficult to find those functions: transfer_manager.cpp is 50k lines and shortlist_manager.cpp is about half that again. But even having the AI buy such players, they still mightn't play them.

> ❝❞ Originally Posted by **Aeelon** ▸▸
>
> *Some reports:*
>
> *I played a few seasons on different saves in the Norwegian league, and I don't know if the following could happen on the rest:*
>
> *1: Staff across Norway are always 60-70 years old with very very few exceptions.*
> *2: In one of the saves none of the clubs were receiving seasonal ticket money even after the first season.*
>
> *I would love a patch were only the year, the colored attributes and the competition names are changed and I'm fine* 😁

Thanks for the feedback. The old staff is due to them being virtual staff (not in the database but created by the game): with the game starting 18 years later than the game expects their ages are 60-70 rather than 40-50. Regarding season tickets, I don't think any of the summer (2019 starting) leagues get season ticket revenue - a .68 or earlier bug?

> ❝❞ Originally Posted by **Diggler** ▸▸
>
> *Downloaded the Saturn path with the March update a couple of weeks ago - never used a patch before but following Dermetron's simple instructions it was quick and easy to install.*
>
> *First of all, the implemented changes completely refresh the game for me, many thanks to saturn and everyone who is involved in the creation of the updates - great work!*
>
> *A couple of issues I have encountered:*
>
> *- the Staff search does not show anyone saying 1 (~32k filtered out) despite no filters being applied, I'm only in to my second year and my staff are dropping away so is there any way to fix this?*
> *- the game processes very slowly between days, I don't think the Speed option relates to this?*
>
> *Thanks again!*

Just apply some filters to the staff search and you'll get results. The game can only show a certain number of results so when it goes over it just defaults to what you describe. For game processing, a game with the database set to maximum will almost always be slow. Perhaps try this and see if your game speeds up. As you say the speed option doesn't really relate to processing, more how quickly things are shown to the player. Saying that, I do think a x200 exe will generally be a bit faster overall than a default exe, but not x200 times faster.

📄 02-10-19, 08:20 PM   #366

Aeelon ○
Youth Team Player

Join Date: 07-08-19
Posts: 42

About the season tickets:

After the first season sometimes there are seasonal tickets in the second season in Norway, but after that i didn't checked season by season since I'm simulating 30+ years when I'm away from the PC just to check the patch stability, and when I'm back to check the game in 2050 there are no season tickets again.

In few test games there was seasonal tickets in 2038 save game atleast for the last two seasons i checked, but its save dependent it seems and even if i start with tickets i might end up without few seasons later and i don't want to continue cuz my game is hard enough already with some custom AI tactics and restrictions.

I don't know whats the issue with these tickets, but it's so annoying for me.

I didnt test this unpached and i might do that these days.

Maybe the exe is bugged when patched.

Last edited by Aeelon; 02-10-19 at 09:46 PM.

📄 02-10-19, 09:15 PM   #367

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

Hi, help needed!!!

I fear I may have completely knackered my game. Couldn't find an .exe the same as mine, just with the resolution changed to 1200x800 so I downloaded the CM Patcher tool. Hadn't a clue what to tick and what not to tick but left everything as default ticked except I removed the ticks for changing the start year and changed the speed to default to match my original .exe. I selected change resolution to 1200x800 and now I cant see the buttons properly and all the text now overlaps.

Would really appreciate some assistance. Like I said in my original post, all I want to do is change the resolution, nothing else, to me it sounds simple but clearly isn't and now my game is goosed (sad face).

Thanks in advance.

---

dabla27 ○
Youth Team Player

Just to add to this. I went onto my downloads on my PC and took my original .exe and copied into the Champ Man folder. Opened and the game is back in the original window size but I'm still getting this horrible layering of text. So when I click on restore game, my saved games appear but the previous screen remains in the background. When the game loads, i end up with 3 sets of screens i.e. new screen, saved games and the original landing page all on top of each other.

Wishing I hadn't bothered with this now. Still, if someone can help it would be very much appreciated.

---

dabla27 ○
Youth Team Player

Right, last update. I completely uninstalled the lot. Kept my saved game aside. Ran all the original steps for installing patches, data, pictures, .exe etc etc and it looks like I have got my game back to where it was.

I would still really like to play my current game on a bigger resolution than 800x600 so if anyone can help me I would really appreciate it. Feel like i'm spamming this thread now so apologies. This is absolutely screaming out for some real idiot proof step by step guides for the guys (like me) who need real basic instructions for doing all these types of modifications to the game.

MadScientist ○
Director

> **Originally Posted by dabla27** ▸
>
> *I would still really like to play my current game on a bigger resolution than 800x600 so if anyone can help me I would really appreciate it.*

You can request an .exe to saturn of your desired resolution or pick existing .exe from post 2. You would still need to install a background pack of your choosen resolution (you can find them on this forum), otherwise you will see the multiple screens on top of each other as you said.

If you use the nick's patcher tool to change resolution instead, then you need to untick all options except resolution. And im not sure if nick's tool converts the existing backgrounds to your choosen resolution or if you also need to download a background pack.

Nick+Co ○
Programmer

> *not sure if nick's tool converts the existing backgrounds to your choosen resolution or if you also need to download a background pack.*

It converts your existing background/menu/etc automatically. Of course 🙂

---

dabla27 ○
Youth Team Player

Thanks for the reply.

So on going into Nick's Patcher Tool (i'm assuming you are very familiar with it), can I just ask for clarity, am I unticking absolutely everything that can possibly be ticked except for the resolution (which I want to change to 1280x800)? What about game speed and currency inflation? My .exe is set to default speed. No idea what the currency inflation is?

Is there a guide somewhere that explains how each item that you can tick effects the game?

Thanks in advance.

PS any idea how to upload screenshots. Saved one as .jpg and one as .gif and both times when trying to upload I am being told they are unsupported.

*Last edited by dabla27; 03-10-19 at 08:51 PM. **Reason:** Was meant to quote from previous post.*

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

> **Originally Posted by dabla27** »
>
> *can I just ask for clarity, am I unticking absolutely everything that can possibly be ticked except for the resolution (which I want to change to 1280x800)?*

exactly

> **Originally Posted by dabla27** »
>
> *What about game speed and currency inflation? My .exe is set to default speed. No idea what the currency inflation is?*

game speed set to 1 (default). Inflation im not sure how to "untick" it, i think you need to put 2x if your v7 .exe is double values and 1x if not double values, maybe @Nick can clarify.

> **Originally Posted by dabla27** »
>
> *Is there a guide somewhere that explains how each item that you can tick effects the game?*

Just hover your mouse on each item and it explains, some of them are already included in saturn v7 exe though so you wont want to tick them

> **Originally Posted by dabla27** »
>
> *PS any idea how to upload screenshots. Saved one as .jpg and one as .gif and both times when trying to upload I am being told they are unsupported.*

upload to image uploading site and it will give you forum link, copy and paste the link here

Last edited by MadScientist; 03-10-19 at 10:02 PM.

Aeelon ○
Youth Team Player

Join Date:	07-08-19
Posts:	42

Hi, can i request:

Game speed: Default
Idle sensitivity: Desktop
Window: Default
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: No
New values: No
Year: 2018

---

saturn ○
Programmer
VIP

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

> **Originally Posted by Aeelon** ▶
>
> *About the season tickets:*
>
> *After the first season sometimes there are seasonal tickets in the second season in Norway, but after that i didn't checked season by season since I'm simulating 30+ years when I'm away from the PC just to check the patch stability, and when I'm back to check the game in 2050 there are no season tickets again.*
>
> *In few test games there was seasonal tickets in 2038 save game atleast for the last two seasons i checked, but its save dependent it seems and even if i start with tickets i might end up without few seasons later and i don't want to continue cuz my game is hard enough already with some custom AI tactics and restrictions.*
>
> *I don't know whats the issue with these tickets, but it's so annoying for me.*
>
> *I didnt test this unpached and i might do that these days.*
>
> *Maybe the exe is bugged when patched.*

Season tickets stopping during a save would make the issue harder to fix I'd imagine. I wonder whether a club receives increased gate receipts with there being no season tickets revenue.

> **Originally Posted by Aeelon** ▶
>
> *Hi, can i request:*
>
> *Game speed: Default*
> *Idle sensitivity: Desktop*
> *Window: Default*
> *Disable unprotected contracts: Yes*
> *Coloured attributes: Yes*
> *Hide non-public bids: No*
> *New values: No*
> *Year: 2018*

Added: http://www.mediafire.com/file/6w7d2a...i0/54.zip/file

(This will be the last exe I create.)

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🏠 Forum ⧫ CM 01/02 Updates ⧫ Patches ⧫ Patch +v7 (+v8 in Post #377)

Thread: Patch +v7 (+v8 in Post #377)

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📄 08-10-19, 09:37 PM   **#376**

dabla27 ○
Youth Team Player

Join Date: 08-07-19
Posts: 20

> 🔖 Originally Posted by **MadScientist** ▶▶
>
> *exactly*
>
>
> *game speed set to 1 (default). Inflation im not sure how to "untick" it, i think you need to put 2x if your v7 .exe is double values and 1x if not double values, maybe @Nick can clarify.*
>
>
> *Just hover your mouse on each item and it explains, some of them are already included in saturn v7 exe though so you wont want to tick them*
>
>
> *upload to image uploading site and it will give you forum link, copy and paste the link here*

AAAAAAHHHHHH!!!!!!!!

So I followed the instructions to the letter. Unticked absolutely everything except for changing the resolution to 1280x800. There is no "1" for game speed so just set to default. Opened the game and getting the exact same issues with the backgrounds overlapping each other. I also noticed that the bottom of the game screen was cut off so I wouldn't be able to click on the button to load the game anyway. Surely this shouldn't be so difficult.....or is it just me?!?!?

📄 08-10-19, 09:53 PM   **#377**

saturn ○
Programmer
VIP

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

Beta period over, new patch soon.

Last edited by saturn; 25-10-19 at 08:01 PM.

📄 09-10-19, 12:15 AM   **#378**

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

That should have worked, not sure what went wrong.

Try going to game options and disable background changes and see if that helps.
Try installing a background pack of your choosen resolution (although it shouldn't be needed if used nick's patcher as it converts existing backgrounds)
Or just pick an existing 1280x800 exe and install a background pack of 1280x800

📄 09-10-19, 12:33 AM   #379

MadScientist ○
Director   Join Date: 26-09-18
                                                               Location: Brazil
                                                               Posts: 882

Does it matter what CM version I have installed (.60 or .68) before doing the steps above?

📄 09-10-19, 05:26 AM   #380

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

Yes, it must be .68.

📄 09-10-19, 11:27 AM   #381

stuboy72 ○
Youth Team Player   Join Date: 20-03-19
                                                               Posts: 21

v8 will have a lot of fixture rescheduling in a few leagues (England, Italy, Spain and World Cup Qualifying) as well as a big boost for regens, so I think both need some testing before a release. The beta is just the March 2019 data (with a couple of Chinese and Italian clubs shuffled around because of league restructuring) and a 2019 start year with some new patches.

Everyone will have to create their own exe in the next release too, so this will also be a chance to familiarize yourself with the process now.

1. Download the v8 beta Data folder from here and unzip it. Delete the Data folder in your Championship Manager folder and replace it with this.
2. Download the cm0102.exe from here. This is the latest exe from the Renaming project (1.4.6). Delete the one in your Championship Manager folder and replace it with this.
3. Download Tapani 2.22 from here. Open it (make sure you're running it as an administrator) and select whatever Tapani options you normally choose, but make sure you choose 2019 as the start year and don't tick the Development / benchmark mode.
4. Download Nick's patcher from here.
5. Download the .patch files from here and unzip them. These will be used with Nick's patcher to create your new v8 beta exe.
6. Open Nick's patcher (make sure you're running it as an administrator). Ignore all the options (it doesn't matter what's ticked or not) and select the Tools button on the bottom left.
7. Choose Apply Patchfile, the second option.
8. Navigate to where the downloaded .patch files from step 5 are on your computer and double click on the +reversals file. You should receive the message 'Patch applied successfully!'.
9. Choose Apply Patchfile again and now double click on either the v8 beta - new values if you want updated values, or v8 beta - old values if you want the original values. You should again receive the message 'Patch applied successfully!'.
10. Play.

Known issues in the v8 beta:
*FIFA Club World Cup: European and South American teams may now potentially meet in the Semi Final (they are kept separate IRL).
*World Cup South American qualifying sometimes awarded extra qualifying spot, making their playoff versus an Oceanic team meaningless.

I am getting an issue when i am trying to download Tapani 2.22 from the link provided. It's failing to download, via Chrome and plus my security app, Bitdefender, is telling me it is an infected file with the Trojan.GenericKD.32184073. Any ideas why this is being red flagged?

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

I am getting an issue when i am trying to download Tapani 2.22 from the link provided. It's failing to download, via Chrome and plus my security app, Bitdefender, is telling me it is an infected file with the Trojan.GenericKD.32184073. Any ideas why this is being red flagged?

Dont worry, there is no trojan. Your security app only detected that the tapani.exe file is capable of patching an .exe file (thats what trojan.generic means), but thats exactly what you want, so just ignore and download it.

MadScientist ○
Director

Join Date:	26-09-18
Location:	Brazil
Posts:	882

Everyone will have to create their own exe in the next release too

While I agree with this change in the approach (that people who want new .exes should create themselves rather than you), I think we can provide an easy alternative to those who don't want or can't do that:

We can convert all v7 .exes into v8 .exes and reupload them all (I even volunteer myself to do that, as I think it can be done very quickly, maybe in less than 5 minutes total, not counting upload times): Isn't it as easy as generating an universal v7tov8.patch file (by simply comparing a v8 .exe with a v7 .exe of the same settings in flex), and mass applying this unique patch file to all existing v7 .exes? If thats the case, then if we put all v7 .exes in a single folder I really think we could do it all in less than 5 minutes with Nick's tool (not counting zip/upload times).

Last edited by MadScientist; 09-10-19 at 03:35 PM.

---

stuboy72 ○
Youth Team Player

Join Date:	20-03-19
Posts:	21

Just wanted to check once i have completed the actions as described for step 9, would i need to do anything else, say select apply within Nick's Patch Tool to update the .exe? And lastly would we expect to see within Game Setting the following version: Version: 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s7 or should we see 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s8?

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> **⟢ Originally Posted by stuboy72** ▸
> *Just wanted to check once i have completed the actions as described for step 9, would i need to do anything else, say select apply within Nick's Patch Tool to update the .exe?*

No, dont click apply. Just click apply patchfile and you are good.

---

stuboy72 ○
Youth Team Player

Join Date: 20-03-19
Posts: 21

> **⟢ Originally Posted by MadScientist** ▸
> *No, dont click apply. Just click apply patchfile and you are good.*

And would we expect to see within Game Setting the following version: Version: 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s7 or should we see 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s8?

---

ironzy ○
Youth Team Player

Join Date: 18-10-15
Posts: 10

> **⟢ Originally Posted by stuboy72** ▸
> *And would we expect to see within Game Setting the following version: Version: 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s7 or should we see 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s8?*

I did a fresh install and mine says Version: 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s7

---

saturn ○
Programmer
VIP

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

I only persevered with the post #2 exes previously because JohnLocke's Flex was java-based and some people did legitimately have trouble with it and creating their own exes. With Nick's patcher people now have no excuse IMO. But if you want to do the post #2 exes then I am only too happy to hand them over to you. I will send you on the v7.to.v8.patch once v8 is finalized.

It will still say Version: 3.9.68T - Build Nov 21 2002 Tapani v2.22 + s7 for now. If you want to double check that you've done things correctly, then check to see whether China is a playable league, or that there's now only 20 teams in Italy's Serie B.

Just loaded up a new game and can confirm that China is a playable league, and there are only 20 teams in Serie B.

---

yeah, the v7tov8.patch will be great, i will patch the v7 .exes very quickly with that and reupload

---

With v7 patch i found that when i type "No Club" or "Italian" "English" or whatever nation in the "Player" search i can't find a lot of the free players which have "No Club" next to their name or are simply free agents.

Unpached all the players are available i belive.

This is not big of an issue for those who like CM scout.

But if u dont' want to use any software to judge the player abilities you may find urself stuck cuz u cant find any new regens who are free agents after update.

Another suggestion would be increasing "if possible" the manager regeneration or forcing clubs and nations to hire managers when they dont have any cuz if you don't play maximum database with all leagues in 20 years there's a lot of clubs without a manager and all of them play 5-3-2 v..whatever tactic.

It would be nice if clubs and nations have managers.

Btw when it comes to tactics i suggest removing or reworking the "new" 4-3-3 wide with the wib-wobed striker.

The only reason that tactic may dominate over the standard tactics is the pressing set to YES for all + offside trap.

If u put a simple 4-5-1 with offside trap + pressing vs that 4-3-3, with equal players the 4-3-3 loses.

Awesome work till now, i enjoy the patches ;]

Last edited by Aeelon; 10-10-19 at 10:13 PM.

nathswans ○
Youth Team Player

Join Date: 09-03-19
Posts: 2

cant get Tapani patch 2.22 to download. any ideas?

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

> **Originally Posted by Aeelon** ▸
> *With v7 patch i found that when i type "No Club" or "Italian" "English" or whatever nation in the "Player" search i can't find a lot of the free players which have "No Club" next to their name or are simply free agents.*

This is part of Tapani patches rather than saturn's patch. An option to turn off would be great, doesn't add anything to the gameplay imo.

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

nathswans ○
Youth Team Player

Join Date: 09-03-19
Posts: 2

> **Originally Posted by nathswans** ▸
> *cant get Tapani patch 2.22 to download. any ideas?*

downloaded now but every time i try to run it i get this error message...
insufficient system resources exist to complete the requested service.

anyone know why?

thanks

Solis ○
VIP

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

I have an old issue with all patches :

Generally, the players shown on my team are only those are available. But when I manage several teams, it's not possible, available is unticked after I continue the game. It's not very important, but is it possible to solve it ?

saturn ○
Programmer
VIP

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

I know the thing you're talking about, I'm not sure what it really adds to the game either. I think I found Tapani's changes for this before, but I don't know if I noted them down.

You can apply for jobs at clubs/nations with no managers and they'll hire somebody. I usually add a second manager to do just this as you'll get board confidence/loyalty drops if you do it too often with your main manager. Automating the process would be useful but I'm not sure how easy it would be to do.

I won't be touching the tactics.

Probably your anti-virus preventing it from running. Try adding the Tapani to your anti-virus' whitelist / add it as an exception.

So you want the Available Only option to always be ticked? If so then I wouldn't know how to do that.

📄 18-10-19, 10:40 PM   #397

Nick+Co ○
Programmer

Join Date: 18-07-15
Posts: 795

> I know the thing you're talking about, I'm not sure what it really adds to the game either. I think I found Tapani's changes for this before, but I don't know if I noted them down.

Maybe from this in Tapani:

Code:
```
005A4207  |.  E8 C4213C00 CALL 009663D0
```

To revirgin it to the 3.9.68 of:

Code:
```
005A4207  |.  B9 5044B700  MOV ECX,OFFSET 00B74450
```

Could be completely wrong - not tested it 🙂

---

bruebous ○
Director

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

Hi saturn
Usually after the window closes clubs can still hire free players. That is something you can add for the next patch?

---

saturn ○
Programmer
VIP

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

> Originally Posted by **Nick+Co**
>
> Maybe from this in Tapani:
>
> Code:
> ```
> 005A4207  |.  E8 C4213C00 CALL 009663D0
> ```
>
> To revirgin it to the 3.9.68 of:
>
> Code:
> ```
> 005A4207  |.  B9 5044B700  MOV ECX,OFFSET 00B74450
> ```
>
> Could be completely wrong - not tested it 🙂

Excellent, that's the one! Thanks for that, I had it buried in some 2.16.2 vs 2.17 changes - would've taken ages to find!

> Originally Posted by **bruebous**
>
> Hi saturn
> Usually after the window closes clubs can still hire free players. That is something you can add for the next patch?

No, not really. It would mean adding an entirely new window to a country's transfer window code, along with all the rules for that window and all relevant messages for it. Also from a gameplay point of view I think it would either prove to be either not really important (big leagues) or too important (smaller leagues where almost every transfer is a free transfer, rendering the actual transfer windows pointless).

Aeelon ○
Youth Team Player

Join Date: 07-08-19
Posts: 42

The automatization of such a process would be great quality of life improvement if there is a way to be done.

This will allow us to play with fewer leagues on and still face strong teams in the Champions League in long-term saves.

The issue is when a club or nation have no manager they play random (defensive most of the times) tactic, usually 532, 343, Sweeper and so on, and if the tactics are the default ones this results into these clubs losing games they could of won with proper tactic.

I think the overall performance of the AI clubs can be improved if they have managers, which will result in harder and more enjoyable gameplay.

I dunno about others, but for me this 1 is a big issue which if solved could be huge improvement to the gameplay.

Still the proper solution would be this to be done based on club reputation cuz its impossible for every club in the game to have manager.

Last edited by Aeelon; 20-10-19 at 12:19 AM.

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Thread: Patch +v7 (+v8 in Post #377)

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📄 21-10-19, 08:06 AM   #401

domtos88 ○   Join Date: 27-09-16
Youth Team Player   Posts: 41

Hi Saturno, when the new patch v8 will be available? With the new data update october
2019...

📄 21-10-19, 07:24 PM   #402

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

> ❝❝ Originally Posted by **Aeelon** ▸▸
> *The automatization of such a process would be great quality of life improvement if there is a way to be done.*

I agree with you and the rest of your post. Ideally it would be automized as you never receive any message about sacked/retiring
managers in unplayable leagues, but for now it'll have to be done by the human player.

> ❝❝ Originally Posted by **domtos88** ▸▸
> *Hi Saturno, when the new patch v8 will be available? With the new data update october 2019...*

Probably before the end of the week.

📄 21-10-19, 09:26 PM   #403

Solis ○   Join Date: 10-03-12
VIP   Location: France
                                                        Posts: 21

> ❝❝ Originally Posted by **saturn** ▸▸
> *So you want the Available Only option to always be ticked? If so then I wouldn't know how to do that.*

Always be ticked could have been an idea, yes.

I've been playing this game for 17 years and I've never understood why this option remains ticked with one coach and not with several

MauroG ○
Hot Prospect for the Future

Join Date: 04-11-15
Posts: 115

Is there a way to fix the "not able to offer a contract to a player who's contract is expiring" in Croatia, China, Russia?, Argentina?...maybe there are some more countries. If i'm playing the Croatian league i can't offer contract to players(with expiring contract) who are based in Croatia.

PPR ○
Youth Team Player

Join Date: 10-10-19
Posts: 7

Can we still ask for an exe?

If yes, here are my requests:
Game speed: x2
Idle sensitivity: Laptop
Window: 1024x768
Disable unprotected contracts: Yes
Coloured attributes: Yes
Hide non-public bids: Yes
New values: Yes
Year: 2018

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

He said on 08/10/19 that it be the last exe he creates

A new version of the patch is in progress (usually takes a week to make)

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

PPR ○
Youth Team Player

Join Date: 10-10-19
Posts: 7

> **Originally Posted by Dermotron** ▶
> *He said on 08/10/19 that it be the last exe he creates*
>
> *A new version of the patch is in progress (usually takes a week to make)*

Sure. I've read that before, asking "just in case".
No problem for waiting.

saturn ○
Programmer
VIP

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

> **Originally Posted by MauroG** ▶
> *Is there a way to fix the "not able to offer a contract to a player who's contract is expiring" in Croatia, China, Russia?, Argentina?...maybe there are some more countries. If i'm playing the Croatian league i can't offer contract to players(with expiring contract) who are based in Croatia.*

In .68 you're able to approach players with expiring contracts in Brazil and all European countries except a few: Croatia, Poland, Russia & Turkey. I swapped Croatia & Poland for Israel & Ukraine in +v3 seeing as the former are both now EU members. Tbh I don't know what the rules are IRL for the other countries that you mentioned.

> **Originally Posted by PPR** ▶
> *Can we still ask for an exe?*

As Derm said, the request period is over.

PPR ○
Youth Team Player

Join Date: 10-10-19
Posts: 7

> **ℝℝ** Originally Posted by **saturn** ▣
>
> *As Derm said, the request period is over.*

Ok, thanks for the answer!

---

the villan ○
Coach

Join Date: 10-03-17
Posts: 743

Saturn if possible would you be able to add points deductions to Bolton and maybe Bury in the new patch? No worries if you can't/don't want to 😅

---

xeno ○
Reserve Team Player

Join Date: 20-09-15
Posts: 304

I hope Tapani return and release new Tapani patch if available. Patches get too complicated now and few people can use .

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hallsi2001 ○
Hot Prospect for the Future

Join Date: 06-05-12
Posts: 106

> **ℝℝ** Originally Posted by **xeno** ▣
>
> *I hope Tapani return and release new Tapani patch if available. Patches get too complicated now and few people can use .*

Not true at all. Saturn doing a fantastic job.

Sent from my SM-G960F using Tapatalk

Mark ○
Chairman

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

> **ℝℝ** Originally Posted by **xeno** ▣
>
> *I hope Tapani return and release new Tapani patch if available. Patches get too complicated now and few people can use .*

Indeed, not sure why you'd have any problems. It's a simple 4 step process to install the patch.

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pedro.pavl ○
Youth Team Player

Join Date: 09-01-19
Posts: 18

Looking forward to the new patch! are you leaving today?

---

xeno ○
Reserve Team Player

Join Date: 20-09-15
Posts: 304

I don't have any problems about patching or difficulty. Saturn is doing a good job , sure, nobody can say reverse.
Look at the patch downloaders qty. All CM lovers can not use . Tapani can combine it all for all and release a final patch , I mean. Just
I shout to universe 🙂

📄 25-10-19, 02:17 PM   #416

Mark ○
Chairman

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

Well sadly Tapani has not been online for over three years now, so I think we can safely say saturn will continue his fine work 😁👊

📄 25-10-19, 02:34 PM   #417

JLa ○
Backup Player

Join Date:	02-04-12
Posts:	865

I assume this will still apply?

> *1. Download the v8 beta Data folder from here and unzip it. Delete the Data folder in your Championship Manager folder and replace it with this.*
> *2. Download the cm0102.exe from here. This is the latest exe from the Renaming project (1.4.6). Delete the one in your Championship Manager folder and replace it with this.*
> *3. Download Tapani 2.22 from here. Open it (make sure you're running it as an administrator) and select whatever Tapani options you normally choose, but make sure you choose 2019 as the start year and don't tick the Development / benchmark mode.*
> *4. Download Nick's patcher from here.*
> *5. Download the .patch files from here and unzip them. These will be used with Nick's patcher to create your new v8 beta exe.*
> *6. Open Nick's patcher (make sure you're running it as an administrator). Ignore all the options (it doesn't matter what's ticked or not) and select the Tools button on the bottom left.*
> *7. Choose Apply Patchfile, the second option.*
> *8. Navigate to where the downloaded .patch files from step 5 are on your computer and double click on the +reversals file. You should receive the message 'Patch applied successfully!'.*
> *9. Choose Apply Patchfile again and now double click on either the v8 beta - new values if you want updated values, or v8 beta - old values if you want the original values. You should again receive the message 'Patch applied successfully!'.*
> *10. Play.*

Now, I work with computers (on a service desk actually), I can do this, no problem. But just from reading the above I see that lots of people won't be able to. All it takes is following instructions really, but you'd be amazed how many feel insecure when it comes to computer work. Download this, download that, extract, overwrite, don't forget to run as admin ... people stumble on the smallest of details.

When v8 is out I'll see if I can help with creating a few exe's. No promises though.

And, great work as always Saturn! Massive kudos!

📄 25-10-19, 03:09 PM   #418

Mark ○
Chairman

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

My job is in IT too mate. I was referring to the 4 step process for the v7 patch which isn't too difficult.

But I did completely miss the post you've quoted and agree it seem daunting even if 5 of them are simply download instructions which anybody can do 😀 (and step 10 is a given!). We'll see what happens when the official patch is released first but will no doubt need to provide clearer instructions and support for those who need it.

📄 25-10-19, 06:38 PM   #419

saturn ○
Programmer
VIP

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

Perhaps. Nick's making great progress on it in the Programming forum.

Just to add to the conversation about the process: v8 will be a bit like using Tapani's patch. I'm going to upload an exe with all the v8 changes on it and people can then choose their Tapani options via Nick's patcher. People will still have to download the Data files too.

Ravanelli ○
Decent Young Player

Join Date:	15-12-13
Posts:	98

Hi Saturn, really looking forward to the new patch. I have already a question that many people concern I think: the new values in your previous patches were really good, but in Nick's patch you have to choose a number to multiply the values. Which number is it to obtain the values from your patches? I thought I read somewhere x 2.5, is that correct? Thank you!

---

saturn ○
Programmer
VIP

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

2.00 seems to be right.

New patch here: https://champman0102.co.uk/showthread.php?t=13242.

---

thormam ○
Youth Team Player

Join Date:	04-06-19
Posts:	2

Im getting the following error in v7+
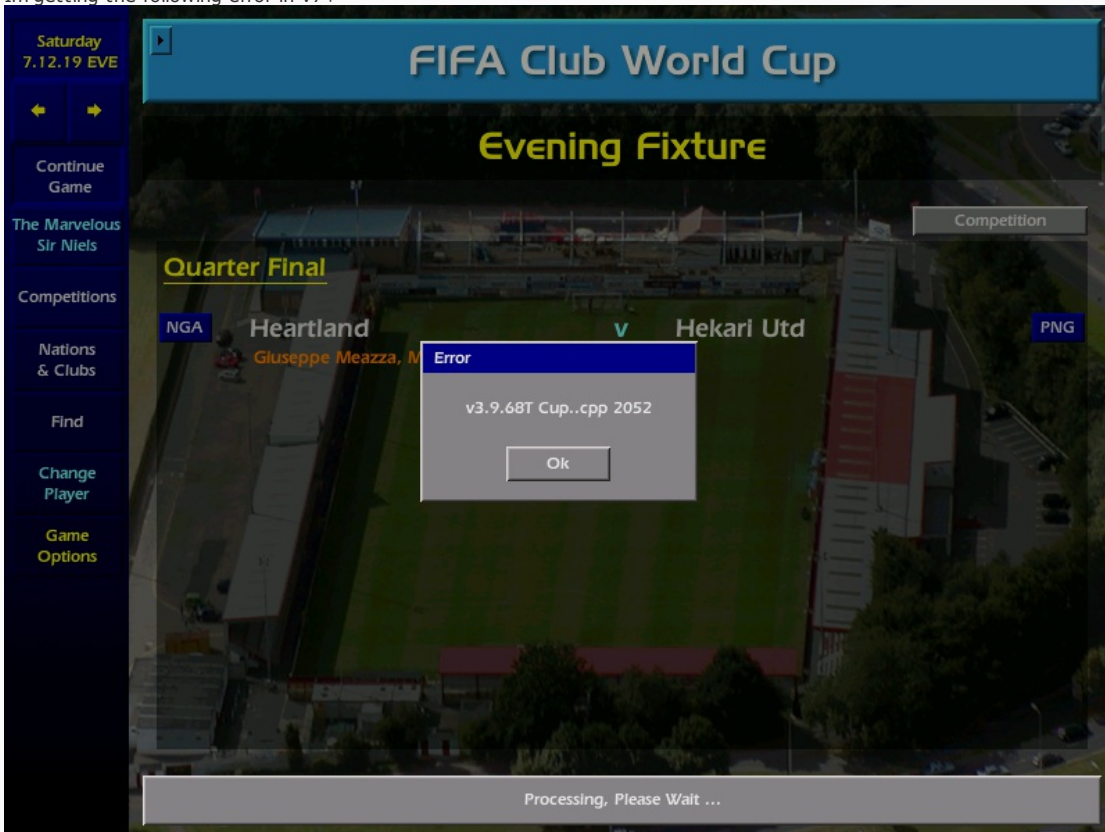
It seems like its because its 2 "unknown" teams maybe not part of the patch database? How is it possible to skip this match or just get past it to continue?
Would be sad if we (multiplayer game) had to stop playing each time World Cup for teams happens :o
Maybe fixed in v8+?

saturn ○
Programmer
VIP

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

Yes, it was fixed in v8. I don't think your multiplayer game can be saved now though.

honey11 ○
Youth Team Player

Join Date: 14-11-19
Posts: 5

how can i download this saturn patch thank you 🙂

Mark ○
Chairman

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

This is the older version. There's a v8 version now out which you'll find as a stickied thread in this forum. The first post has the instructions to install it at the bottom.

« Tutorial: Using OllyDbg to patch your CM .exe | I've tweaked the commentary file for CM01/02 »

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Thread: Patch +v7 (+v8 in Post #377)

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📄 16-11-19, 12:02 PM

#426

honey11 ○
Youth Team Player

Join Date: 14-11-19
Posts: 5

v3.9.68 index..cpp 5809 error(s): There is a mismatch between the Data folder and cm0102.exe used.
Solution: Download an exe from post#2.

hi, how do I resolve this problem thank you 🙂

📄 16-11-19, 03:14 PM

#427

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

❝❝ Originally Posted by **honey11** ▸

v3.9.68 index..cpp 5809 error(s): There is a mismatch between the Data folder and cm0102.exe used.
Solution: Download an exe from post#2.

hi, how do I resolve this problem thank you 🙂

Carefully follow the steps below from scratch to play with latest saturn patch and october 2019 data:

❝❝ Originally Posted by **saturn** ▸

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. Download the October 2019 update and extract the city.dat file only. Copy and paste it into your new Data folder.
4. Download the patched cm0102.exe from here. Copy and paste it into your Championship Manager folder, overwriting the file already there.
5. Download Nick's patcher, select the options you desire, and play.

Note: step 5 is optional, not required, you can do up to step 4 and play

Last edited by MadScientist; 16-11-19 at 03:20 PM.

📄 19-11-19, 10:02 PM

#428

vitalic ○
Youth Team Player

Join Date: 16-11-19
Posts: 1

Does this support the 2019 season yet? I want to use the October update with realistic transfer values 😁

Oops missed the v8 thread, can delete this

19-11-19, 10:05 PM   #429

MadScientist ⊙
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

yes, for oct 2019 update you should use saturn v8 patch: https://champman0102.co.uk/showthrea...469#post460469

13-01-20, 09:15 AM   #430

bimbim2 ⊙
Youth Team Player

Join Date: 13-01-20
Posts: 1

thanks

thanks a lot

16-01-20, 07:41 PM   #431

BeezerCeltic1967 ⊙
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
               A ROW
Posts: 6,197

what are the issues with updating in the editor?
will this always result in a crash?

16-01-20, 07:51 PM   #432

BeezerCeltic1967 ⊙
Director

Join Date: 02-03-12
Location: WATING FOR 10 IN
               A ROW
Posts: 6,197

v3.6.98T hall of fame.ccp 472

anybody had this when loading a game up?

or have i managed [feck knows how] to apply a tapani patch to this as well? 😄

if i have whats the easiest way to just have saturns, without losing any data i have?

cheers

19-01-20, 07:06 PM   #433

saturn ⊙
Programmer
VIP

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

> **Originally Posted by BeezerCeltic1967** ▶
>
> *what are the issues with updating in the editor?*
> *will this always result in a crash?*

It can be a bit iffy. I would recommend doing any editing in parts, ie do several 15 minute editing sessions with new game tests in between, rather than one two hour session.

> **Originally Posted by BeezerCeltic1967** ▶
>
> *v3.6.98T hall of fame.ccp 472*
>
> *anybody had this when loading a game up?*
>
> *or have i managed [feck knows how] to apply a tapani patch to this as well?* 😂
>
> *if i have whats the easiest way to just have saturns, without losing any data i have?*
>
> *cheers*

The patch is based on Tapani's (it's a Tapani patched exe with other changes) so you can not seperate the two. I don't know what could have caused your error.

📄 23-03-20, 10:17 PM   #434

Majkel17 ○
Youth Team Player

Join Date:	21-03-20
Posts:	2

Can you give me the exe file ??

📄 23-03-20, 10:31 PM   #435

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

They are in the second post of this thread

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

📄 24-03-20, 12:06 PM   #436

faz44 ○
Backup Player

Join Date:	09-03-12
Location:	London
Posts:	931

> **Originally Posted by giovanisantana29** ▶
>
> *I went until 2070: no errors.*
>
> *Here is a way to have relegation in the Korean league:*
>
> ***Spoiler!*** [Show]
>

Sorry to drag this up but could somebody explain how I could reuse this code for a 1-up, 1-down between the Welsh Premier and Welsh Lower Division?

📄 24-03-20, 02:54 PM   #437

Majkel17 ○
Youth Team Player

Join Date:	21-03-20
Posts:	2

hey, I want to play tapani 2.22 with V7, but i have problems with exe and its frosed in initialising game... can you help me??

📄 24-03-20, 03:28 PM   #438

Redknapp69 ○
Member of the Month
Social Media Mod

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

Run the game as administrator

📄 20-04-20, 02:44 PM   #439

PH178 ○
Youth Team Player

Join Date: 27-11-19
Posts: 1

Hi,

First time poster so apologies if I have missed this, but is there a saturn patch available, or soon to be, for the March 2020 update?

📄 20-04-20, 04:23 PM   #440

Mark ○
Chairman

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

Try looking in this very same sub-forum but at the posts that are sticked. v9 is there 🙂

📄 11-08-20, 03:25 PM   #441

cichytoja_ ○
Youth Team Player

Join Date: 07-08-20
Posts: 1

Is it possible to use March 2020 to this patch? Because I wanted to make it as up-to-date as possible and this patch fits to my conception best. If it's possible, then please tell me what should I replace in data folder.

📄 11-08-20, 03:41 PM   #442

Mark ○
Chairman

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

No, these saturn patches only match the data update release of its time.

📄 22-08-20, 01:18 PM   #443

ionelpaun ○
Youth Team Player

Join Date: 08-11-16
Posts: 1

tks

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