



Thread: Patch +v8

Thread Tools

26-10-19, 10:05 AM #1

saturn  
Programmer  
VIP

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

Patch +v8

New update, new patch.

What is this?

This is a patch which combines the most recent release from the Update team with the latest discoveries from the Patches forum. It incorporates the October 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 2019/20.

Date	Player	From	To	Fee
Sat 11th Jul	Tammy Abraham	Chelsea	to Real Madrid	£161M
Thu 23rd Jul	Matthijs de Ligt	Juventus	to Barcelona	£159M
Sun 23rd Aug	Milan Skriniar	Inter	to Barcelona	£135M
Wed 29th Jul	Lautaro Martinez	Inter	to FC Bayern	£101M
Wed 1st Jan	Vinicius Junior	Real Madrid	to Tottenham	£101M
Sat 1st Aug	Alvaro Morata	Chelsea	to Atlético Madrid	£80M
Sat 18th Jul	Memphis Depay	Lyon	to Dortmund	£78M
Wed 1st Jan	Christian Eriksen	Tottenham	to Liverpool	£73M
Fri 10th Jul	Dale Alli	Tottenham	to FC Bayern	£72M
Sun 30th Aug	Kalidou Koulibaly	Napoli	to Inter	£70M
Sun 19th Jul	Amine Harit	Schalke 04	to M'gladbach	£70M
Sun 16th Aug	Lorenzo Insigne	Napoli	to Inter	£70M
Wed 1st Jul	Robert Lewandowski	FC Bayern	to Barcelona	£69M
Sat 29th Aug	Adrien Rabiot	Roma	to Napoli	£69M
Wed 1st Jul	Leroy Sané	Man City	to Inter	£69M
Wed 19th Aug	Dominic Calvert-Lewin	Everton	to Chelsea	£68M
Wed 1st Jul	Phillippe Coutinho	Barcelona	to Dortmund	£67M
Wed 1st Jul	Ousmane Dembélé	Barcelona	to PSG	£63M
Wed 1st Jul	Julian Draxler	PSG	to Inter	£62M

Pos	Club	Pld	Won	Drn	Lost	For	Ag	Pts
1st	C Shandong Luneng	30	19	7	4	44	22	64
2nd	Guangzhou	30	17	6	7	53	34	57
3rd	Shanghai SIPG	30	16	7	7	62	41	55
4th	Beijing Renhe	30	15	6	9	41	32	51
5th	Jiangsu Suning	30	13	8	9	64	48	47
6th	Beijing Guoan	30	14	5	11	50	39	47



Here are the changes from v8.00 to v8.01: (Note that v8.00 save games will not be compatible with v8.01, so only upgrade if you're ready to start a new save game.)

**Spoiler!**

Changes from v7 to v8.00:

**Spoiler!**

A complete list of changes (v1-v8.01 inclusive) is at the end of this post.

### 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: **+v8.01 Data**. The data here is 99% based on the update team's October 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 +v8 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 October 2019 update. Download the October 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 +v8/7/6 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: [NEW INSTRUCTIONS]

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, download [this](#) patched cm0102.exe. Copy and paste this file into your Championship Manager folder, replacing the exe already there. This exe has all the +v8 changes on it and in terms of Tapani options it looks like this: <https://i.imgur.com/mMdTUU3.png> (if you don't know what these options mean, see the Patch History part of post #3).

People can then apply their preferred options by using [Nick's patcher](#). Download the latest patcher, currently v1.22. Open it and select the options that you desire. You'll notice that some options have been disabled: they are either already in the v8 patch or are not compatible with the v8 patch. If you wish to play with new values (like [this](#)), set the Currency Inflation option to 2.00 (you'll have to change the currency to £x2/Eurox2

in the [Game Settings](#) too). Select the options you want and then press the Apply button.

#### Optional files:

Here are the .patches used in making +v8: [.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](#). In the Cumulative changes file I have added the version that each patch was first implemented, to make it easier to find things.

So, to summarise the **instructions**: **[DIFFERENT FROM PREVIOUS RELEASES]**

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.

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 #2](#). If you have any issues with the patch, please read that post first as it is likely your issue will have already been addressed.

Here is the complete list of changes from Tapani 2.22 to +v8.01 (known issues included at the end):

**Spoiler!**

Show

*Last edited by saturn; 06-11-19 at 08:48 PM.*

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

[xeno](#)

26-10-19, 10:11 AM

#2

**saturn** o  
Programmer  
VIP

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

Here is where all known bugs, errors and common FAQs are listed. If you are looking for the exes that are usually in post#2, go back and read post#1 fully.

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

- [v3.9.68 index.cpp 5809 error\(s\)](#): There is a mismatch between the Data folder and cm0102.exe used.  
Solution: Download the patched cm0102.exe from post#1 and move it into your Championship Manager folder, overwriting the file there.
- [v3.9.68T\\_Setup.cpp 1672 error](#): You are missing the city.dat file in your Data folder.  
Solution: Download the October 2019 update and copy and paste the city.dat file from there into your Data folder.
- [Game freezes during 'Initialising game data'](#): 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.
- [Network games can not be created](#): For some unknown reason, Network games fail to be created.  
Solution: Try using [this](#) exe instead.
- [Unable to find the GERMAN FIRST DIVISION index \(and many other indexes\)](#): 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.

- [Argentine Primera B Nacional Average Points bug](#):  
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.
- [English National League North. 78:](#)  
Slightly different from the other bugs in this category in that it will only occur when creating a new game. This is caused by clicking the 'Select All' button in the 'Select League(s)' screen, and then deselecting England. This results in the game

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.

- **Season update bug:**  
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.
- **transfer\_offer.cpp 153:**  
Seems to be quite a rare crash, caused by something introduced in +v4. 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.

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

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

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

- **contract\_manager.cpp 5941:**  
Unknown cause.
- **cup.cpp 1450 / cup.cpp 4561:**  
Unknown cause.
- **discipline.cpp 1149:**  
Unknown cause. Might be connected to the ruling\_body soft crash above.
- **match\_eng error:**  
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. If an error occurs during your game, screenshot the message and post it in this thread.

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

- **Editing the database further:**  
I have ran into issues with the editor while making this patch whereby it will not load after changes have been made. After saving any changes you have made in the editor, I would suggest you immediately try and reopen the editor to make sure that no errors have occurred. Any further editing of the database will be at your own risk really.
- **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 have changed the Currency Inflation to 2.00 in Nick's patcher and select the £x2 (or Eurox2) option from Game Settings --> Currency.

*Last edited by saturn; 06-11-19 at 06:43 AM.*

26-10-19, 10:17 AM

#3

saturn  
Programmer  
VIP

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

## Patch history

**Spoiler!** [Show](#)

## Patch database files tutorial

**Spoiler!** [Show](#)

## Patch future

**Spoiler!** [Show](#)

Last edited by saturn; 04-01-20 at 07:54 PM.

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

[eddieC](#)

26-10-19, 11:09 AM

#4

[foxriver](#)

Youth Team Player

Join Date:  
Posts:

31-10-17  
11

thank you for this wonderful job, cant wait to play

26-10-19, 11:16 AM

#5

[djs\\_298](#)

Youth Team Player

Join Date:  
Posts:

03-03-12  
32

Outstanding work!

Did you manage to get the Bolton points deduction included?

26-10-19, 11:17 AM

#6

[barfly14](#)

Hot Prospect for the Future

Join Date:  
Location:  
Posts:

28-09-17  
Milton Keynes, UK  
132

Many thanks for your hard work. Much appreciated.

26-10-19, 11:26 AM

#7

[saturn](#)

Programmer  
VIP

Join Date:  
Posts:

18-03-14  
1,240

Originally Posted by [djs\\_298](#)

Outstanding work!

Did you manage to get the Bolton points deduction included?

Unfortunately not, but Nick is very close to cracking it. I felt that while it would be nice to have it in, it wasn't worth delaying the patch for potentially another day or two.

26-10-19, 11:40 AM

#8

[Nick+Co](#)

Programmer

Join Date:  
Posts:

18-07-15  
795

Indeed, give me to the end of the weekend and I might have a patch you can apply over Saturn's exe that adds it - but I wouldn't hold your breathe if you want to get on and play, as it's a fiddly one!

26-10-19, 12:14 PM

#9

[MauroG](#)

Hot Prospect for the Future

Join Date:  
Posts:

04-11-15  
115

Any idea where i F\* up?



--- Updated ---

..And thank you very much! 🙏 for your hard work!

26-10-19, 12:15 PM

#10

saturn  
Programmer  
VIP

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

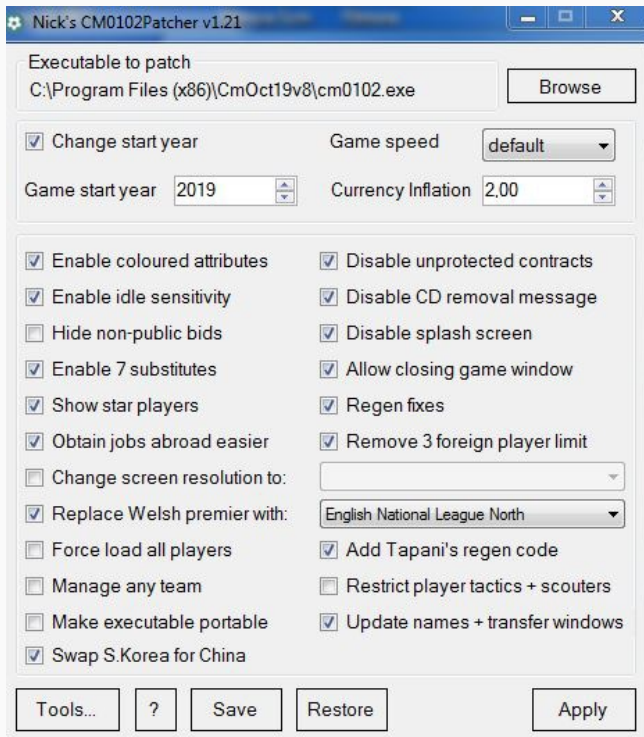
What options did you select from Nick's patcher?

26-10-19, 12:20 PM

#11

MauroG  
Hot Prospect for the Future

Join Date: 04-11-15  
Posts: 115



And also EEC patched the nations. file if it means anything.

26-10-19, 12:23 PM

#12

**dadaldo** ◊  
Coach

Join Date: 14-10-12  
Posts: 210

What is the correct euro.cfg? Because i try with the file in the data folder but doesn't work, can we have the link to download the correct file?  
Thank you

26-10-19, 12:30 PM

#13

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **MauroG**

And also EEC patched the nations. file if it means anything.

Check the cm0102.exe instructions in the OP.

Originally Posted by **dadaldo**

*What is the correct euro.cfg? Because i try with the file in the data folder but doesn't work, can we have the link to download the correct file? Thank you*

What do you mean by it doesn't work? The euro.cfg in the Data folder is the correct one, it's the exact same as the October 2019 one but Holland has been renamed to Netherlands.

26-10-19, 12:36 PM #14

**ballo** ◦  
**Decent Young Player** Join Date: 03-03-12  
 Posts: 67

Just wondering if I could request a patched Exe.? Or am I at the wrong place.  
 Thank you guys for all the work!

26-10-19, 12:38 PM #15

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

Fantastic work Saturn.Your time and hard work are really appreciated.also a mention to anyone else who was involved.thanks

26-10-19, 12:50 PM #16

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

Originally Posted by **ballo**

*Just wondering if I could request a patched Exe.? Or am I at the wrong place.*

There is a patched exe in the OP. You can then apply other options to it with Nick's patcher. Read the cm0102.exe: [NEW INSTRUCTIONS] part of the OP for a full guide.



**MauroG**  
Hot Prospect for the Future

Join Date: 04-11-15  
Posts: 115

People read the instructions very carefully don't be like me 🤖! It works thank you!

*Last edited by MauroG; 26-10-19 at 01:00 PM.*

**domtos88**  
Youth Team Player

Join Date: 27-09-16  
Posts: 41

i tried to use nick patcher but don't work. i have a desktop 800x600. i tried to change but nick patcher block it when picture convert is on. can someone help me o add an exe? please.

*Last edited by domtos88; 26-10-19 at 02:39 PM.*

**MauroG**  
Hot Prospect for the Future

Join Date: 04-11-15  
Posts: 115

Upload image to this site and share the forum link <https://postimages.org/>

--- Updated ---

Originally Posted by **domtos88**

*i tried to use nick patcher but don't work. i have a desktop 800x600. i tried to change but nick patcher block it when picture convert is on. can someone help me o add an exe? please.*

Upload image to this site and share the forum link <https://postimages.org/>

**domtos88**  
Youth Team Player

Join Date: 27-09-16  
Posts: 41



**domtos88**  
Youth Team Player

Join Date: 27-09-16  
Posts: 41

i see that in the game. why? mauroG are you italian? if yes, i'm italian too

**Offside Trap** ◊  
Squad Rotation Player

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

Great work Saturn, and also a big up to Nick&Co

I shall do some testing, ith regards Network gaming, and come back to you either way

**KraaS\_** ◊  
Youth Team Player

Join Date: 17-07-14  
Posts: 13

Originally Posted by **saturn** ◊

*There is a patched exe in the OP. You can then apply other options to it with Nick's patcher. Read the cm0102.exe: [NEW INSTRUCTIONS] part of the OP for a full guide.*

Hi,  
I'm playing on Windows 2000 VM Guest. Nick's patcher doesn't work on 2000.  
How to patch the .exe on Windows 10 host machine?  
Copy downloaded cm0102.exe and all game + data folder on Win10, patch and then move back data folder and patched cm0102.exe to Win2000 guest?

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **domtos88** ◊

*i tried to use nick patcher but don't work. i have a desktop 800x600. i tried to change but nick patcher block it when picture convert is on. can someone help me o add an exe? please.*

I see your screenshot but I'm still not exactly sure what it is you can't do. Are you trying to convert your pictures in the [RGN Image Converter](#) part of Nick's patcher?

Originally Posted by **Offside Trap** ◊

*Great work Saturn, and also a big up to Nick&Co*

*I shall do some testing, ith regards Network gaming, and come back to you either way*

The bad news is that I'm pretty sure that it won't work. The good news is that I think I know the culprit: the North American World Cup Qualifying fixture reschedule. Let me know how you get on and I should be able to sort something out if it's not working for you.

Originally Posted by **KraaS\_** ◊

*Hi,  
I'm playing on Windows 2000 VM Guest. Nick's patcher doesn't work on 2000.  
How to patch the .exe on Windows 10 host machine?  
Copy downloaded cm0102.exe and all game + data folder on Win10, patch and then move back data folder and patched cm0102.exe to Win2000 guest?*

Yes, that last sentence sounds like it should work.

**mjando24** ◊  
Youth Team Player

Join Date: 01-04-13  
Posts: 5

Fantastic as always Saturn!

I know there is Nicks patcher for any alternative exe's but unfortunately I play on Mac - using crossover. And whilst this works fine for everything else the one thing I can't run through it is any patcher like that (tapani one included) so I've always had to beg borrow and steal the exe's. Is there any chance either you or someone else in here would be good enough to provide me with the relevant exe (screen size etc) at some point.

Many thanks

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## Thread: Patch +v8

Thread Tools ▾

26-10-19, 05:26 PM

#26

**sohu** ◊  
Youth Team Player

Join Date: 05-03-12  
Posts: 11

Finally I can start a new save with the new data. Thank you Saturn for the great work and to all who contributed as well. [emoji106]

Sent from my SM-A710F using Tapatalk

26-10-19, 05:36 PM

#27

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

Only for the truly bold and brave: <https://nic.hopto.org/open/cm0102/Sa...education.patch>  
If you apply this patch to the Saturn v8 exe then Bolton and Bury will start with -12 points. This is highly experimental and pretty untested - but here for our veterans and experienced users.

26-10-19, 06:39 PM

#28

**Offside Trap** ◊  
Squad Rotation Player

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

Ill try that after Nick - Im bold and brave, and also know how to throw the laptop if it doesnt work 😊

But a quick one,

Im all up and running, starting new games etc... however, when starting a new game with Englad Lower Leagues ticked, always get the error "v3.9.68T English National North.78" ad therefore the game closes -

any ideas?

26-10-19, 07:24 PM

#29

**Offside Trap** ◊  
Squad Rotation Player

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

Okay, so far so good, took me a while, I'm up and running, but restricted to only being able to choose a team in Conference North. Am I right in saying, I would only have South as an option, if.. I didnt have the Saturn Patch?

Nick - just done a test game, with your patch above, started all ok, no errors, and Bolton and Bury both on -12 points, so cracking

26-10-19, 07:35 PM

#30

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

I believe I've followed the instructions to the letter, but I can't create a new game. Game crashes during setup and returns to desktop. I don't get any error messages, which makes it hard to debug! It crashes half way through "initialising game data".

Any tips?

Maybe related - every time I click "cancel" in any of the settings, the game quickly returns to desktop before going back in to the game. It didn't use to behave like this on v7?

*Last edited by JLa; 26-10-19 at 07:47 PM.*

26-10-19, 08:03 PM

#31

**saturn** ◦  
Programmer  
VIP

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

Originally Posted by **Nick+Co**

*Only for the truly bold and brave: <https://nic.hopto.org/open/cm0102/Sa...education.patch>  
If you apply this patch to the Saturn v8 exe then Bolton and Bury will start with -12 points. This is highly experimental and pretty untested - but here for our veterans and experienced users.*

Great work Nick! Keeps up the tradition of discovering a feature a few hours after the latest patch's release too.

Originally Posted by **Offside Trap**

*Okay, so far so good, took me a while, I'm up and running, but restricted to only being able to choose a team in Conference North. Am I right in saying, I would only have South as an option, if.. I didnt have the Saturn Patch?*

Check the cm0102.exe: [NEW INSTRUCTIONS] part of post #1.

Originally Posted by **JLa**

*I believe I've followed the instructions to the letter, but I can't create a new game. Game crashes during setup and returns to desktop. I don't get any error messages, which makes it hard to debug! It crashes half way through "initialising game data".*

*Any tips?*

*Maybe related - every time I click "cancel" in any of the settings, the game quickly returns to desktop before going back in to the game. It didn't use to behave like this on v7?*

What options did you choose from Nick's patcher? Are you on Windows Vista?

26-10-19, 08:09 PM

#32

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

*What options did you choose from Nick's patcher? Are you on Windows Vista?*

Yeah, realised I had ticked a few too many. May I suggest the "deselect everything and then select a certain few if desired - see screenshot" part is added to the summary here: "5. Download [Nick's patcher](#), select the options you desire, and play". 😊

All good now!

26-10-19, 08:13 PM

#33

**PilgrimPete** ◦  
Backup Player

Join Date: 31-07-12  
Posts: 592

Just by way of feedback and hopefully helping others more intelligent than me!

I overwrote my previous save which i had V7 patched. When going through the set up screen I had a message saying "could not find Welsh league". Then the game would crash when loading.

I then installed the V8 patch on my other install (68 and no patch that I use for looking at the preview saves). I didnt make any changes to the patch tool and the game loaded fine (no welsh league message either). However, as soon as I use the patcher to make any changes (even just adding coloured atts) the game crashes on set up

26-10-19, 08:38 PM

#34

**nufcdp** ◊  
Youth Team Player

Join Date: 30-01-13  
Posts: 5

Thanks it is working fine. Excellent job! I didnt patch the exe that has start data in 2019.

Inviato dal mio ALE-L21 utilizzando Tapatalk

26-10-19, 10:38 PM

#35

**MrFoo** ◊  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

Originally Posted by **PilgrimPete** ◊

*Just by way of feedback and hopefully helping others more intelligent than me!*

*I overwrote my previous save which i had V7 patched. When going through the set up screen I had a message saying "could not find Welsh league". Then the game would crash when loading.*

*I then installed the V8 patch on my other install (68 and no patch that I use for looking at the preview saves). I didnt make any changes to the patch tool and the game loaded fine (no welsh league message either). However, as soon as I use the patcher to make any changes (even just adding coloured atts) the game crashes on set up*

Don't overwrite anything, start from scratch, fresh install of 3.8.68 and go from there, it will work fine.

26-10-19, 10:59 PM

#36

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by **Nick+Co** ◊

*Only for the truly bold and brave: <https://nic.hopto.org/open/cm0102/Sa...education.patch>*

*If you apply this patch to the Saturn v8 exe then Bolton and Bury will start with -12 points. This is highly experimental and pretty untested - but here for our veterans and experienced users.*

So done a few tests now, and having started a game as Peterborough (League 1) upto playing the game of the season, I've noticed, that Sunderland and Doncaster, (who both start on 0 points) after week 1 is played, they are given a 12 point deduction, which is then calculated into the table post week 1. This also happened for a friend of mine. Thought I'd let you know

26-10-19, 11:02 PM

#37

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Blinding stuff!

Brilliant Saturn as ever! 🤖

Great stuff from Nick too 🤖

And a big 🤖🤖 to all others involved

26-10-19, 11:03 PM

#38

**Pasquale** ◊  
Reserve Team Player

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

The calendar of the AFC Champions League is not updated to the real one ..

26-10-19, 11:06 PM

#39

**Offside Trap** ◊  
Squad Rotation Player

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

Saturn - I followed the exact instructions as in post 1. So I didnt touch the red tick boxes on Nicks Patcher, this includes the box where it says about replacing Welsh league etc.. this was all fine, and I can start a new game in lower leagues and start as a team in the North, but do I have the option to change the North league start up to be the South league instead? like you could with Nicks patcher in previous versions?

Btw - network didn't work mate, it needs to be compatibility mode Win 95, and of course, the game won't load in that compatibility mode, but Ill leave that with you

Cheers

27-10-19, 12:13 AM

#40

**simonipper** ◊  
Youth Team Player

Join Date: 28-09-19  
Posts: 1

Game freezes during 'Initialising game data': 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.

sorry for my English. but the game continues to close at the start of the game. how can I solve it?

27-10-19, 12:22 AM

#41

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

@Offside Trap: Thanks for your testing! 😊

New patch for Points Deduction: <https://nic.hopto.org/open/cm0102/Sa...education.patch> (Offside realised that saving and then loading during the first season could cause points deduction duplication - new patch should fix this)

Also, my patcher part that changes Welsh League to other lower leagues wasn't made for Saturn patched Exes - so probably won't work right now - I might try and add compatibility later (works with the Oct 2019 data - but not the Saturn/Tapani patches).

27-10-19, 04:08 AM

#42

**cdewar19** ◊  
Decent Young Player

Join Date: 07-03-12  
Posts: 65

Originally Posted by **simonipper** ◊

*Game freezes during 'Initialising game data': 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.*

*sorry for my English. but the game continues to close at the start of the game. how can I solve it?*

Something in Nick's patcher is causing the game to crash out when initializing game data. If you run the patcher and don't check any extra boxes, it works fine. Just need to discover which box sends it over the edge. 😊

Edit: The change names and transfer deadlines option doesn't seem to work. Can someone else try running the patcher only adding that to their options just to confirm?

Double Edit: Don't do anything with the Welsh Premier option, and the transfer deadlines and it works.

*Last edited by cdewar19; 27-10-19 at 04:54 AM.*

27-10-19, 09:38 AM

#43

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **PilgrimPete**

*Just by way of feedback and hopefully helping others more intelligent than me!*

*I overwrote my previous save which i had V7 patched. When going through the set up screen I had a message saying "could not find Welsh league". Then the game would crash when loading.*

*I then installed the V8 patch on my other install (68 and no patch that I use for looking at the preview saves). I didnt make any changes to the patch tool and the game loaded fine (no welsh league message either). However, as soon as I use the patcher to make any changes (even just adding coloured atts) the game crashes on set up*

Save games will not be compatible from v7 to v8.

Originally Posted by **Offside Trap**

*Saturn - I followed the exact instructions as in post 1. So I didnt touch the red tick boxes on Nicks Patcher, this includes the box where it says about replacing Welsh league etc.. this was all fine, and I can start a new game in lower leagues and start as a team in the North, but do I have the option to change the North league start up to be the South league instead? like you could with Nicks patcher in previous versions?*

No (surprised it worked in previous ones).

Originally Posted by **Offside Trap**

*Btw - network didn't work mate, it needs to be compatibility mode Win 95, and of course, the game won't load in that compatibility mode, but Ill leave that with you*

It's the North American World Cup fixture rescheduling causing that. I'll let the dust settle on v8.00 for a couple of days and then upload a v8.01 exe without the rescheduling (as well as Nick's points deductions patch, plus any other changes).

Originally Posted by **simonipper**

*Game freezes during 'Initialising game data': 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.*

*sorry for my English. but the game continues to close at the start of the game. how can I solve it?*

Perhaps try reinstalling the game.

Originally Posted by **cdewar19**

*Something in Nick's patcher is causing the game to crash out when initializing game data. If you run the patcher and don't check any extra boxes, it works fine. Just need to discover which box sends it over the edge. 😊*

*Edit: The change names and transfer deadlines option doesn't seem to work. Can someone else try running the patcher only adding that to their options just to confirm?*

*Double Edit: Don't do anything with the Welsh Premier option, and the transfer deadlines and it works.*

Read the cm0102.exe instructions in post #1.

27-10-19, 10:09 AM

#44

**boro**  
Youth Team Player

Join Date: 22-07-15  
Posts: 3



Originally Posted by **cdewar19**

Something in Nick's patcher is causing the game to crash out when initializing game data. If you run the patcher and don't check any extra boxes, it works fine. Just need to discover which box sends it over the edge. 😊

Edit: The change names and transfer deadlines option doesn't seem to work. Can someone else try running the patcher only adding that to their options just to confirm?

Double Edit: Don't do anything with the Welsh Premier option, and the transfer deadlines and it works.

Seeing the same issue on Win 10 (18990). I removed the transfer deadline option and do not have Welsh league selected, but still the same issue.

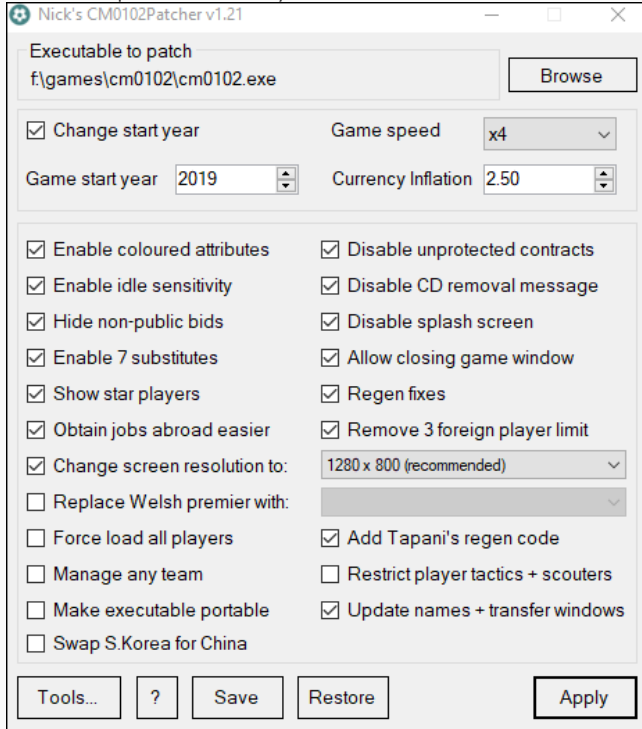
Did a clean install, checked I can start a game

Upgrade to 3.68, can start a game

Install v8 patch (yes, following the instructions in post 1), can start a game

As soon as I use Nick's patcher, the game crashes on initialising game data (after player histories)

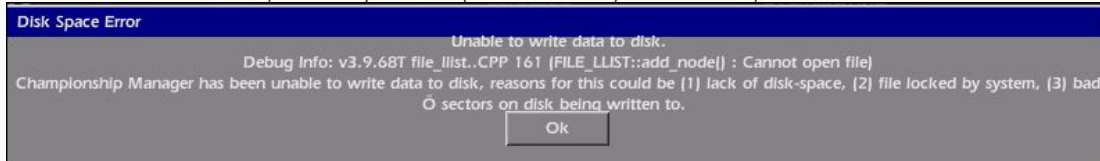
Here's the options I choose by default:



The cm0102.exe is running in XP SP3 compat mode and as administrator.

When I removed the resolution, tapani and update transfer window options, I got this error weirdly. It only appeared once, and not the next time I checked with no changes to any options.

There is no disk health issue, absolutely tons of space on all disks, AV is disabled, no bad sectors.



Any thoughts?

Edit: as soon as I replace the cm0102.exe with the version from post#1 (eg undoing the patching) then the game will start as expected.

Last edited by boro; 27-10-19 at 10:18 AM.

27-10-19, 10:31 AM

#45

**fairedinkum** ◊  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

My installation running on Windows 10

Clear Champ off of laptop  
Install game  
Make sure compatibility is Windows XP Service Pack 3  
Install 3.9.68  
Paste October data in with city.dat file  
Paste in correct exe  
Using Nicks patch patch in my desired settings along with fitness, scoreboard, points deduction and referee correcter  
Using flex 2 change condition to fitness, hack the EEC and scrap stadium limits  
Change colour of friendlys using the built in editor  
Using Olly I've changed around 4 things for personal preference and edited the whole Premier League tv schedule and put the FA Cup semis at Wembley on a Tuesday/Wednesday  
Having done all of this I have zero problems and am running through a few seasons just incase

Saturn, I've spoke to you before about a few things and you sir are a legend for tidying up the English schedule, I've been doing it myself via Olly for the last 3-4 years and it takes me an absolute age to correct the whole English schedule of Premier League, all cups plus a little messing with the Champions and Europa Leagues.

Nick, I've never used your patch before but have had to this time round and it's absolutely awesome I gotta say, allows me to manually chuck in a few patches along with the amazing stuff you've done yourself.

Demotron, the update also looks utterly fantastic, 4-3-3 is a great overhaul so massive thanks for all the time and effort the whole update team puts in.

Finally, the sooner this test goes through the better, I've got a good 12 hour stint in me today.

*Last edited by fairedinkum; 27-10-19 at 11:23 AM.*

27-10-19, 11:06 AM

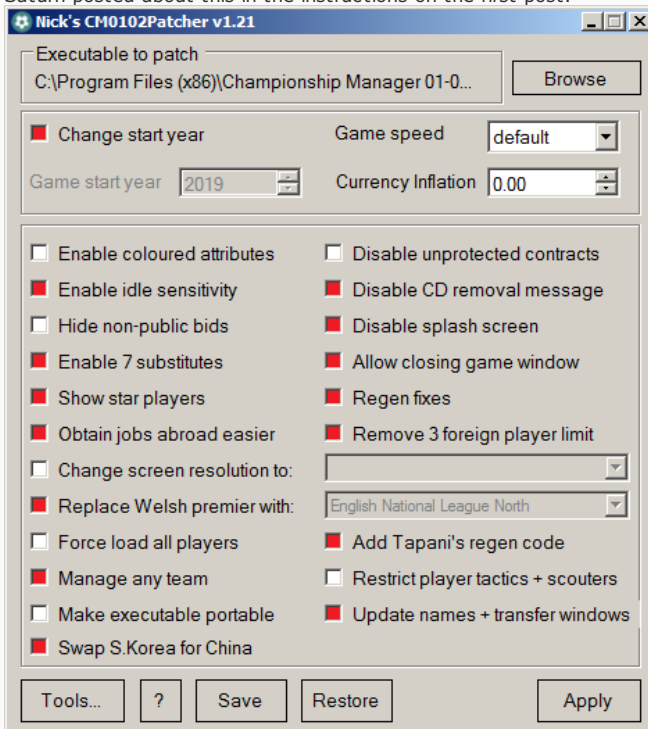
#46

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

boro: Do not select all those options in the patcher - Ctrl-Shift-N to turn everything off and only select the parts you \*KNOW\* you need.

Saturn posted about this in the instructions on the first post.



^ Only select / change things in the white boxes (and only if you need them), leave the red ones unchecked.

You're best off starting from scratch if you do hit an error like that - as my patch, if the red options are used, will change the data too - so start from scratch, fresh install, and all will be well.

All: Please read the instructions carefully before installing. Then if you hit an issue, read them again really carefully and start from scratch (fresh install!). Then, after that, if you still have issues, actually, for once, actually like really this time, like I actually mean it, READ THE INSTRUCTIONS! Then post if you still, somehow, have an issue. BUT NOT BEFORE!

Thanks 😊

27-10-19, 11:18 AM

#47

**boro**  
Youth Team Player

Join Date: 22-07-15  
Posts: 3

Cheers Nick

I was not aware of the ctrl+shift+N option. One of those red ones caused the issue for me so.

Any way to default your patcher to have them all unselected by default? I just assumed they were the options that were recommended to apply.

27-10-19, 11:52 AM

#48

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

Any way to default your patcher to have them all unselected by default?

Because it was designed as a standalone patcher - for use with fresh 3.9.68 exe's - so it's got some suggested ones that most folk want.

I just assumed they were the options that were recommended to apply

That's because you didn't read the instructions 😊

27-10-19, 12:08 PM

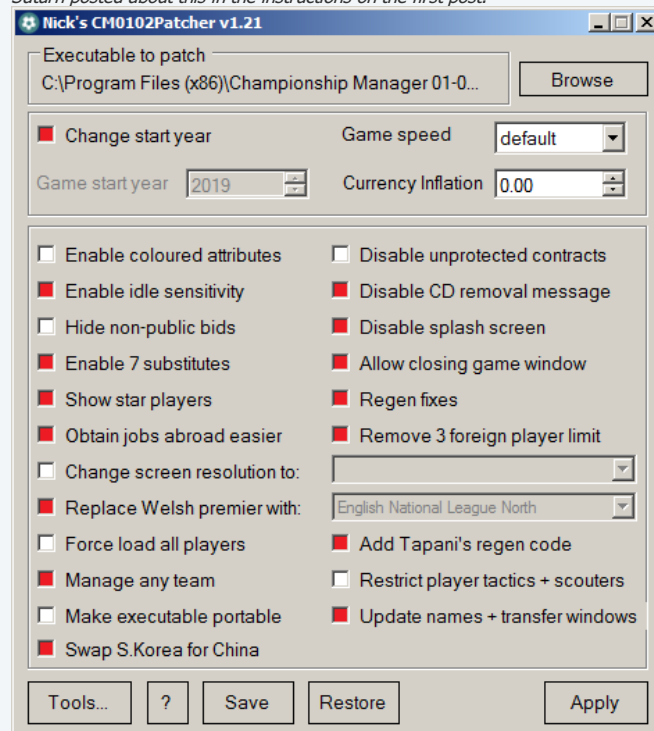
#49

**Topofthekop**  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **Nick+Co**

*boro: Do not select all those options in the patcher - Ctrl-Shift-N to turn everything off and only select the parts you \*KNOW\* you need. Saturn posted about this in the instructions on the first post.*



*^ Only select / change things in the white boxes (and only if you need them), leave the red ones unchecked.*

*You're best off starting from scratch if you do hit an error like that - as my patch, if the red options are used, will change the data too - so start from scratch, fresh install, and all will be well.*

*All: Please read the instructions carefully before installing. Then if you hit an issue, read them again really carefully and start from scratch (fresh install!). Then, after that, if you still have issues, actually, for once, actually like really this time, like I actually mean it, READ THE INSTRUCTIONS! Then post if you still, somehow, have an issue. BUT NOT BEFORE!*

Thanks 😊

Maybe this could be added to Post #1

Good explanation Nick!

27-10-19, 12:41 PM

#50

**DanMUFC**  
Youth Team Player

Join Date: 01-09-19  
Posts: 5

Hi thanks to all involved in this. I have followed this step by step 3 times now, completely wiping my computer of everything and starting fresh each time but still cant get it to work. When starting a new game it crashes and exits the program during the 'initialising game data' part of the new game loading.

edit: also, i have copied and pasted the euro.cfg file from the v8 data folder into my program files cm0102 data folder and still crashes on the 'initialising game data'

*Last edited by DanMUFC; 27-10-19 at 01:03 PM.*

[« Transfer Window | Balkan League »](#)

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Forum CM 01/02 Updates Patches Patch +v8

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## Thread: Patch +v8

Thread Tools

27-10-19, 01:13 PM

#51

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

@dinkum: Glad all is working well. Didn't realise people were using that stadium expansion limit patch from Flex. I'll include this in the Tools option of the next version of my patcher. It already has the EEC fix in its Tool section (it also has a patch in the Misc section if you're feeling brave that does it at the exe level).

@Dan: Sad to say, but you are most likely going wrong somewhere - but without more info it's hard to tell where. Unless you can give more info or upload your exe or whole directory somewhere - not sure we can help apart from to say, go back and re-read every word of the instructions really carefully.

27-10-19, 02:30 PM

#52

**fairedinkum**  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

To be fair Nick I've been using that stadium tool for years but I'm pretty sure it don't work, it's just part of my process in the setup of the game after each update and patch is released.

27-10-19, 02:39 PM

#53

**saturn**  
Programmer  
VIP

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

Originally Posted by **Topofthekop**

Maybe this could be added to Post #1

Good explanation Nick!

It is already in post #1.

Originally Posted by **DanMUFC**

Hi thanks to all involved in this. I have followed this step by step 3 times now, completely wiping my computer of everything and starting fresh each time but still cant get it to work. When starting a new game it crashes and exits the program during the 'initialising game data' part of the new game loading.

edit: also, i have copied and pasted the euro.cfg file from the v8 data folder into my program files cm0102 data folder and still crashes on the 'initialising game data'

What version of Windows are you using? If it's not Vista, what options from Nick's patcher did you choose?

27-10-19, 03:11 PM

#54

**saturn** ◊  
Programmer  
VIP

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

I've updated post #1 with Nick's new patcher, which automatically disables any options that are already in v8 or are not compatible with v8. A massive thank you to Nick for adding this feature to his patcher!

27-10-19, 06:04 PM

#55

**DanMUFC** ◊  
Youth Team Player

Join Date: 01-09-19  
Posts: 5

Originally Posted by **Nick+Co** ◊

*@dinkum: Glad all is working well. Didn't realise people were using that stadium expansion limit patch from Flex. I'll include this in the Tools option of the next version of my patcher. It already has the EEC fix in its Tool section (it also has a patch in the Misc section if you're feeling brave that does it at the exe level).*

*@Dan: Sad to say, but you are most likely going wrong somewhere - but without more info it's hard to tell where. Unless you can give more info or upload your exe or whole directory somewhere - not sure we can help apart from to say, go back and re-read every word of the instructions really carefully.*

Thanks, ive tried everything again and succesfully loaded a new game minus the last step..... when i add Nicks Patcher v1.21 to the equation and hit apply to patch, then attempt to load a new game i get the same headache, game crashes at the 'initialising game data' stage

27-10-19, 06:12 PM

#56

**DanMUFC** ◊  
Youth Team Player

Join Date: 01-09-19  
Posts: 5

Hi guys, the problem i seem to be having is when i use Nicks Patcher v1.21 , the game loads up fine until i use the patcher. as soon as i use the patcher the game crashes on 'initialising game data' right after the player histories finishes loading. using Windows 10.

EDIT - All sorted and now working fine.

again a massive thank you to everyone involved in this, keeping the game alive

*Last edited by DanMUFC; 27-10-19 at 06:49 PM.*

27-10-19, 07:06 PM

#57

**BeezerCeltic1967** ◊  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN  
A ROW  
Posts: 6,197

Hi lads,

The patcher is not working on my laptop,

any chance somebody could upload me an exe? that has the modern transfer values included?

Jobs abroad easier to get,  
Stadium Capacity not limited  
increased prize money

cheers

*Last edited by BeezerCeltic1967; 27-10-19 at 07:31 PM.*

27-10-19, 07:46 PM

#58

**jimmygrimble** ◊  
Youth Team Player

Join Date: 02-10-19  
Posts: 4

Saturn, I <3 you. Thank you, good sir. And thanks in advance to Nick once again as well. You fellas are awesome. Please know, as with the update team, your hard work is truly appreciated. Seems mad I'm STILL playing a game I first played nearly 20 years ago - it's down to the likes of you guys that keep the game fresh. A million thank yous.

27-10-19, 07:49 PM

#59

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

Beezer: Any more details as to what "not working on my laptop" means in more detail?

27-10-19, 07:51 PM

#60

**BeezerCeltic1967** ◊  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN  
A ROW  
Posts: 6,197

Originally Posted by **Nick+Co** ◊

*Beezer: Any more details as to what "not working on my laptop" means in more detail?*

sorry mate,

yeah its to do with the net framework, says it needs 3.5 but my laptop is not letting me install it for whatever reason.

27-10-19, 08:19 PM

#61

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

It actually needs 4.0 - are you running a very old Windows?

27-10-19, 08:35 PM

#62

**redgreenblue** ◊  
Youth Team Player

Join Date: 18-07-16  
Posts: 7

Awesome work as usual Saturn and Nick! Quick question about v8 and 1.22 patcher. The "Game speed" box says "don't modify" by default. Am I supposed to change speed somewhere else or is it not compatible in this patch.

EDIT: Just realized it probably just means that if I leave it at "don't modify" the patcher wont modify game speed and it's perfectly fine to change it. Correct?

Cheers!

*Last edited by redgreenblue; 27-10-19 at 08:41 PM.*

27-10-19, 08:37 PM

#63

**BeezerCeltic1967** ◊  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN  
A ROW  
Posts: 6,197

Originally Posted by **Nick+Co** ◊

*It actually needs 4.0 - are you running a very old Windows?*

windows 10 pal

27-10-19, 08:41 PM

#64

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

Then it already has .net - probably even higher than 4.0 - so it shouldn't be that that is the issue - what error do you get exactly?

27-10-19, 08:41 PM

#65

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **redgreenblue** ◊

*Awesome work as usual Saturn and Nick! Quick question about v8 and 1.22 patcher. The "Game speed" box says "don't modify" by default. Am I supposed to change speed somewhere else or is it not compatible in this patch.*

*Cheers!*

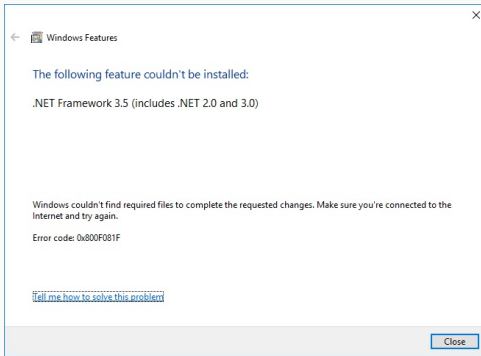
No you are safe to modify it to whatever you like, though I can see how that's a bit confusing.

27-10-19, 08:47 PM

#66

Originally Posted by **Nick+Co**

*Then it already has .net - probably even higher than 4.0 - so it shouldn't be that that is the issue - what error do you get exactly?*





And no matter what, it won't let me add it manually or anything.  
feck knows whats going on.

27-10-19, 08:54 PM

#67

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

*though I can see how that's a bit confusing*

Ha ha! Me too! Hmmm, if anyone has better wording let me know!

27-10-19, 11:27 PM

#68

**adam9581** ◊  
Youth Team Player

Join Date: 25-09-19  
Posts: 1

Hi, thanks for the patch and instructions. I have picked up the game again after many years and have applied the patch and followed your instructions, however when I start a new game and go to tactics I have no load option. In the Patcher tool the box which stops you loading tacs in unticked (by default).....have i done something wrong? I would like to use downloadable tacs in the game. Thanks

27-10-19, 11:52 PM

#69

**jimmygrimble** ◊  
Youth Team Player

Join Date: 02-10-19  
Posts: 4

Hey chaps, playing as Watford. Using v8 plus a couple of little edits from Nick's patcher. Anyway - I'm apparently in the Europa Cup second round??

28-10-19, 12:07 AM

#70

**DanMUFC** ◊  
Youth Team Player

Join Date: 01-09-19  
Posts: 5

Hi guys anyone know if CMExplorer works with this patch?

28-10-19, 08:59 AM

#71

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **Nick+Co**

Ha ha! Me too! Hmmm, if anyone has better wording let me know!

Maybe just change to 'select'?

Originally Posted by **adam9581**

Hi, thanks for the patch and instructions. I have picked up the game again after many years and have applied the patch and followed your instructions, however when I start a new game and go to tactics I have no load option. In the Patcher tool the box which stops you loading tacs in unticked (by default).....have i done something wrong? I would like to use downloadable tacs in the game. Thanks

I can only assume you did tick the 'Restrict player tactics + scouters' box. Download the exe from post#1 again and apply the options without that box ticked.

Originally Posted by **jimmygrimble**

Hey chaps, playing as Watford. Using v8 plus a couple of little edits from Nick's patcher. Anyway - I'm apparently in the Europa Cup second round??

The game thinks being runners-up in the FA Cup should make Watford eligible for Europe, so it selects them for the Europa, despite them not being in the list of English clubs in euro.cfg. I'm not 100% sure on this, but I think the euro.cfg file is only used when a nation's league isn't selected. So if you're only running the Dutch league you'll see that Watford don't get picked for the Europa (as the FA Cup isn't loaded), meaning Wrexham from the euro.cfg get selected instead.

Originally Posted by **DanMUFC**

Hi guys anyone know if CMExplorer works with this patch?

Yes, it should work with it.

28-10-19, 10:59 AM

#72

**JAS**  
Youth Team Player

Join Date: 12-05-14  
Location: Holland  
Posts: 15

Hi guys. I get an error when I try to open Nicks Patch. I'm using Vista. Please help..

Exception:

File maybe or assembly System.Core, Version = 3.5.0.0, Culture = neutral, PublicKeyToken = b77a5c561934e089 or one of its dependencies not load them. The system can not find the file specified.

Thanks

28-10-19, 01:01 PM

#73

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

You need to install .net framework 4.6 (latest supported by Vista) and possibly 3.5 too. You can find them with a Google search but shout if you get stuck.

28-10-19, 05:25 PM

#74

**djs\_298**  
Youth Team Player

Join Date: 03-03-12  
Posts: 32

Just a quick one, while playing the National League North, the Welsh Manager of the Month is still awarded. Is this one of the names that couldn't be changed? Cheers.

28-10-19, 06:21 PM

#75

**Offside Trap**  
Squad Rotation Player

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

So far so good on the points deductions patch Nick. All seems to be going well on a test Peterborough save

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## Thread: Patch +v8

Thread Tools

28-10-19, 07:25 PM

#76

**arob82**  
Youth Team Player

Join Date: 28-08-12  
Posts: 3

Great work as always chaps.

I've played 2 seasons then in August 2021 I got a random message saying FIFA were changing the transfer regulations introducing protected/unprotected contracts? Seemed a bit weird unless I've missed something? I disabled the feature when creating the .exe.

28-10-19, 08:12 PM

#77

**GothicMatt**  
Youth Team Player

Join Date: 07-11-16  
Location: Reading  
Posts: 3

Hi Saturn ive noticed an error as Middlesbrough dont show up in the team list

28-10-19, 08:54 PM

#78

**saturn**  
Programmer  
VIP

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

Originally Posted by **djs\_298**

*Just a quick one, while playing the National League North, the Welsh Manager of the Month is still awarded. Is this one of the names that couldn't be changed? Cheers.*

You're right, I forgot to change those. Another thing I noticed I failed to change was moving Australia to Asia. Both were missing off a checklist I had for what to change in the database for a patch. Neither is a major thing really, and will be fixed in v8.01.

Originally Posted by **Offside Trap**

*So far so good on the points deductions patch Nick. All seems to be going well on a test Peterborough save*

Good to hear, thanks for the feedback.

Originally Posted by **arob82**

*Great work as always chaps.*

*I've played 2 seasons then in August 2021 I got a random message saying FIFA were changing the transfer regulations introducing protected/unprotected contracts? Seemed a bit weird unless I've missed something? I disabled the feature when creating the .exe.*

Does this happen for anyone else? If you open a Tapani patch and press Detect, does it still have the Disable unprotected contracts option ticked?

Originally Posted by **GothicMatt**

*Hi Saturn ive noticed an error as Middlesbrough dont show up in the team list*

I'm not sure what you mean. They're in all the team lists I can think of (teams to manage and teams in the Championship).

28-10-19, 09:17 PM

#79

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

Can I just ask again. When I load up a saved game, or click "cancel" (or "back") in a settings menu, the screen flickers between desktop and the game. It's like the game minimizes to desktop and then maximises again.

This happens both in windowed and full screen mode.

Is this expected behaviour? It didn't do this in v7, so it makes me unsure if I did anything wrong. Game itself works fine, though!

28-10-19, 10:27 PM

#80

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

*I've played 2 seasons then in August 2021 I got a random message saying FIFA were changing the transfer regulations introducing protected/unprotected contracts? Seemed a bit weird unless I've missed something? I disabled the feature when creating the .exe.*

*Does this happen for anyone else? If you open a Tapani patch and press Detect, does it still have the Disable unprotected contracts option ticked?*

That's really weird - the unprotected contracts patch is tiny (1 byte), it's

Code:

```
00524CD0 /. 6A FF          PUSH -1          ; /Arg4 = -1
00524CD2 |. 68 D1770000    PUSH 77D1        ; |Arg3 = 77D1  <---- this is turn
ed to 77D1 (30673) instead of 7D1 (2001)
00524CD7 |. 6A 07          PUSH 7          ; |Arg2 = 7
00524CD9 |. 6A 1F          PUSH 1F         ; |Arg1 = 1F
00524CDB |. B9 3023AE00      MOV ECX,OFFSET 00AE2330 ; |
00524CE0 |. E8 8B520200      CALL 00549F70    ; \cm0102.00549F70
00524CE5 |. 68 004D5200      PUSH 00524D00   ; /Arg1 = cm0102.524D00
00524CEA |. E8 8B154200      CALL 0094627A   ; \cm0102.0094627A
00524CEF |. 59              POP ECX
00524CF0 \. C3              RETN
```

So with the patch applied, unless you play until the year 30,673 - you shouldn't see the unprotected contracts thing come into play. Although, to be fair, I've never worked out how/why the code at 00524CD0 gets called the way it is.....Let me know if anyone works it out! 😊 (Obviously I know it is 00945A00 CALL EAX (where EAX is loaded from 00987050) - but why does it load these function pointers up from where it does? 😊)

Last edited by Nick+Co; 29-10-19 at 12:28 AM.

28-10-19, 10:37 PM

#81

**djs\_298**  
Youth Team Player

Join Date: 03-03-12  
Posts: 32

I'm having an issue loading the Portuguese league. It's the same as the euro.cfg issue when initialising leagues, but every other country is fine being loaded. This happened to anyone else?

29-10-19, 12:09 AM

#82

**the villan** ◊  
Coach

Join Date: 10-03-17  
Posts: 743

Brilliant stuff saturn and Nick. I've chosen my preferences (including the points deduction) ran a couple of test saves and everything seems to be working well 🤖

29-10-19, 12:35 AM

#83

**conanius** ◊  
Youth Team Player

Join Date: 10-06-19  
Posts: 5

Edit - Moved to Tech Support Thread - sorry

*Last edited by conanius; 29-10-19 at 03:32 PM.*

29-10-19, 01:35 AM

#84

**JAS** ◊  
Youth Team Player

Join Date: 12-05-14  
Location: Holland  
Posts: 15

Originally Posted by **Nick+Co** ◊

*It actually needs 4.0 - are you running a very old Windows?*

Thanks Nick. I had to download both of the net frameworks and it now works. I take my hat off for you. Thanks again

29-10-19, 02:58 AM

#85

**Reborn7** ◊  
Youth Team Player

Join Date: 28-07-19  
Posts: 2

Great work on this patch! Everything was smooth for me until mid feb 2020 when the player ages all got rolled back like more than 10 years and the game started popping up error messages saying that teams do not have enough players in match..anybody has this issue?

29-10-19, 09:10 AM

#86

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **JLa**

*Can I just ask again. When I load up a saved game, or click "cancel" (or "back") in a settings menu, the screen flickers between desktop and the game. It's like the game minimizes to desktop and then maximises again.*

*This happens both in windowed and full screen mode.*

*Is this expected behaviour? It didn't do this in v7, so it makes me unsure if I did anything wrong. Game itself works fine, though!*

No, that shouldn't happen. I think I saw something similar in the Tech Support forum but I can't remember where, or whether they found a solution.

Originally Posted by **djs\_298**

*I'm having an issue loading the Portuguese league. It's the same as the euro.cfg issue when initialising leagues, but every other country is fine being loaded. This happened to anyone else?*

Does Portugal load if you delete the euro.cfg file?

Originally Posted by **conanius**

*Just gone through Post 1 (3.6.98, right data folder, run as admin, Win XP SP3 compat mode etc) on my Win 10 machine, but i can't get the game to load. I get a black screen, mouse icon changes to a football, then after a second or two it bins back out to desktop.*

*Only change on the Nick patcher was the resolution - to recommended 1200x800 - but even without that it wont work.*

*Feels like stupidity on my part - help?*

Did you download the exe from post #1?

Originally Posted by **JAS**

*Thanks Nick. I had to download both of the net frameworks and it now works. I take my hat off for you. Thanks again*

I take it from that that you can create a game on Vista?

Originally Posted by **Reborn7**

*Great work on this patch! Everything was smooth for me until mid feb 2020 when the player ages all got rolled back like more than 10 years and the game started popping up error messages saying that teams do not have enough players in match..anybody has this issue?*

Very strange. What options did you choose with Nick's patcher? No other things done from your side to either the exe or data?

29-10-19, 11:14 AM

#87

**djs\_298**

Youth Team Player

Join Date:

03-03-12

Posts:

32

Originally Posted by **saturn**

*Does Portugal load if you delete the euro.cfg file?*

No, it crashes at the same stage. I thought I had noticed that Vit. Guimaraes long name was different from the data update compared to the euro.cfg file, but it was the wrong database file I had loaded up in the editor 🤔

Last edited by djs\_298; 29-10-19 at 02:56 PM.

29-10-19, 03:06 PM

#88

**conanius**

Youth Team Player

Join Date:

10-06-19

Posts:

5

Originally Posted by **conanius**

*Hi Folks,*

*New to the dream and joy that is the Saturn & Nick way of life.*

*Just gone through Post 1 (3.6.98, right data folder, run as admin, Win XP SP3 compat mode etc) on my Win 10 machine, but i can't get the game to load. I get a black screen, mouse icon changes to a football, then after a second or two it bins back out to desktop.*

*Only change on the Nick patcher was the resolution - to recommended 1200x800 - but even without that it wont work.*

*Feels like stupidity on my part - help?*

Just done a fresh install - exactly the same.... any ideas?

29-10-19, 03:14 PM

#89

**bruebous** ◊  
Director

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

Played a whole season, so far so good. Great stuff as always saturn! tks 🙏

29-10-19, 03:53 PM

#90

**ssif** ◊  
Youth Team Player

Join Date: 28-10-19  
Posts: 1

Hi - I am having this problem

Game freezes during 'Initialising game data': 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.

I have done as the guide suggested and still getting the same issue. Is it a problem with Nick's patcher? What is the optimal set up?

29-10-19, 06:20 PM

#91

**MichalCris** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 2

I can't Load my tactics , and I don't have "with/without ball" , this is normal in this patch ?

29-10-19, 06:25 PM

#92

**JAS** ◊  
Youth Team Player

Join Date: 12-05-14  
Location: Holland  
Posts: 15

I have the same problem

29-10-19, 06:45 PM

#93

**riise** ◊  
0102Bet Mod

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

Originally Posted by **MichalCris** ◊  
*I can't Load my tactics , and I don't have "with/without ball" , this is normal in this patch ?*

Originally Posted by **JAS** ◊  
*I have the same problem*

Probably this:

Originally Posted by **saturn** ◊  
*I can only assume you did tick the 'Restrict player tactics + scouters' box. Download the exe from post#1 again and apply the options without that box ticked.*

29-10-19, 06:47 PM

#94

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

ALL: Indeed but start from a fresh install! Don't just run the patcher again (as that won't work!)

29-10-19, 07:47 PM

#95

**saturn** ◊  
Programmer  
VIP

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



Originally Posted by **djs\_298**

No, it crashes at the same stage. I thought I had noticed that Vit. Guimaraes long name was different from the data update compared to the euro.cfg file, but it was the wrong database file I had loaded up in the editor 🤔

Try adding the following clubs to the Portugal entries in the euro.cfg file (after Vitória Guimarães SC):

Rio Ave FC  
Clube Sport Marítimo  
Boavista Porto FC

Originally Posted by **conanius**

Just done a fresh install - exactly the same.... any ideas?

Again, have you downloaded the cm0102.exe in post#1?

Originally Posted by **sslf**

Hi - I am having this problem

Game freezes during 'Initialising game data': 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.

I have done as the guide suggested and still getting the same issue. Is it a problem with Nick's patcher? What is the optimal set up?

What leagues are you trying to select?

29-10-19, 09:55 PM

#96

**djs\_298**

Youth Team Player

Join Date:  
Posts:

03-03-12  
32

Originally Posted by **saturn**

Try adding the following clubs to the Portugal entries in the euro.cfg file (after Vitória Guimarães SC):

Rio Ave FC  
Clube Sport Marítimo  
Boavista Porto FC

Still the same 😞 Also tried adding them one-by-one on the off chance.

I've gone from a fresh install and loaded up the Portuguese league after every step. It works with the v8 data and patched .exe file, but falls over after Nick's patcher has been ran.

I only change Game speed, Currency inflation, Coloured attributes, Unprotected contracts and Non-Public bids. It then falls over when starting a new game after this point (along with other leagues). I then copy the euro.cfg file over from the v8 extract again, and all leagues apart from the Portuguese now work. 😊

29-10-19, 10:07 PM

#97

**maksim tsigalko**

VIP

Join Date:  
Posts:

29-12-18  
64

Ive followed the steps and everytime im reinstalling game and starting new save its crashes and in nicks patcher its got most of tick boxes ticked in grey and sames at top of it (TAPININ EXE DETECED) and also the inflation is greyed out at 0.00 and the game speeds at dont modified greyed out.What is going on and what im i doing wrong PLEASE HELP its driving me potty.If u want i could add pic of what my nicks patcher looks like.I just wasnt to play new game

29-10-19, 10:11 PM

#98

**Nick+Co**

Programmer

Join Date:  
Posts:

18-07-15  
795

@djs: Portugal runs fine for me - what settings are you using for Game Speed and Currency Inflation? I've tried with all settings on and its good for me. Can you upload your cm0102.exe that isn't working somewhere (or better yet the whole folder) - then we can take a look.

@all: What's this euro.cfg file issue people are talking about? the euro.cfg in Saturn's update is the same as the one in the Oct 2019 update (apart from Holland is changed to Netherlands) - there is nothing wrong with this file at all that I can see? So you shouldn't touch it (IMHO).

29-10-19, 10:12 PM

#99

**Nick+Co**

Programmer

Join Date:  
Posts:

18-07-15  
795

@maksim: that's what it's supposed to look like in the patcher (you can put a number in for inflation and set a different speed). Try it without using the patcher and let us know if it works for you all ok.

29-10-19, 10:13 PM

#100

**saturn**  
Programmer  
VIP

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

Originally Posted by **djs\_298**

*Still the same 😞 Also tried adding them one-by-one on the off chance.*

*I've gone from a fresh install and loaded up the Portuguese league after every step. It works with the v8 data and patched .exe file, but falls over after Nick's patcher has been ran.*

*I only change Game speed, Currency inflation, Coloured attributes, Unprotected contracts and Non-Public bids. It then falls over when starting a new game after this point (along with other leagues). I then copy the euro.cfg file over from the v8 extract again, and all leagues apart from the Portuguese now work. 😞*

I never mentioned this in the instructions, but are you running Nick's patcher as an administrator? Maybe see if that helps.

If it doesn't, can you upload the non-functioning euro.cfg file (or even just copy and past the contents here).

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## Thread: Patch +v8

Thread Tools

29-10-19, 10:18 PM

#101

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

*but are you running Nick's patcher as an administrator*

It will only run as Administrator - won't let you run it as anything else - and if it needed more permissions it would fail and error. So I don't think it's that.

29-10-19, 10:22 PM

#102

**saturn**  
Programmer  
VIP

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

Originally Posted by **Nick+Co**

*It will only run as Administrator - won't let you run it as anything else - and if it needed more permissions it would fail and error. So I don't think it's that.*

The last thing I can think of then is that not all of the Primeira Liga's last positions are filled in (nobody for 3rd or 6th), so maybe the game ends up stuck in a loop searching for those clubs.

(Even if it was that, why it would affect some users and not others I have no idea.)

29-10-19, 10:26 PM

#103

**saturn**  
Programmer  
VIP

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

Another issue someone flagged in the October update thread is that the Champions League final is played too close to the Euros (called up players will miss the final if their country plays in the first weekend). It's an easy fix to move the Champions League final a week earlier, though it may clash with some domestic cup finals.

29-10-19, 10:36 PM

#104

**maksim tsigalko**  
VIP

Join Date: 29-12-18  
Posts: 64

Now its coming up error message saying v3.9.68 index\_cpp 5809 and i have to bring task manager up to close game and moves .lang files in data into the main champ folder

29-10-19, 10:43 PM

#105

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

@maksim: You'll need to reinstall from scratch and follow the instructions very carefully.

29-10-19, 10:48 PM

#106

**djs\_298** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 32

Originally Posted by **Nick+Co** ◊

*@djs: Portugal runs fine for me - what settings are you using for Game Speed and Currency Inflation? I've tried with all settings on and its good for me. Can you upload your cm0102.exe that isn't working somewhere (or better yet the whole folder) - then we can take a look.*

x4 Speed and 2.50 currency.

I've uploaded all the files to google drive. Cheers.

EDIT: link removed

Last edited by djs\_298; 29-10-19 at 11:34 PM.

29-10-19, 11:00 PM

#107

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

Thanks djs 😊 That's always a big help! So just loaded up a quick game using your version - selected Portugal and English leagues and then started a game as Porto and am running it on holiday mode - all seems to be going well for me? Would that not work for you? What can I do to see the same issue as yourself?

29-10-19, 11:15 PM

#108

**maksim tsigalko** ◊  
VIP

Join Date: 29-12-18  
Posts: 64

Thanks a bunch nick i reinstalled and thats seemed to work.I had the 1st October when it 1st came out last week and was copying Dat. instead of deleting original and downloading new 1.Only worry is the transfer values are at normal and not up to date values.Im scared to apply tapini patch again to inflate them incase it mucks it them up.any suggestions hw to ammend them safely?Ive not started a new save.

Thanks 😊

29-10-19, 11:33 PM

#109

**djs\_298** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 32

Originally Posted by **Nick+Co** ◊

*Thanks djs 😊 That's always a big help! So just loaded up a quick game using your version - selected Portugal and English leagues and then started a game as Porto and am running it on holiday mode - all seems to be going well for me? Would that not work for you? What can I do to see the same issue as yourself?*

Thanks for looking into it. I don't really think I can add much more: the game crashes and shuts down about 1/5 of the bar into Initiating Leagues after running through Player histories and Initiating game data.

It's definitely some quirk with my laptop then, as i've just loaded it onto my tablet and it works on that too. Strange one.

30-10-19, 08:36 AM

#110

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by [djs\\_298](#)

*Thanks for looking into it. I don't really think I can add much more: the game crashes and shuts down about 1/5 of the bar into Initiating Leagues after running through Player histories and Initiating game data.*

*It's definitely some quirk with my laptop then, as i've just loaded it onto my tablet and it works on that too. Strange one.*

To try and narrow things down, could you tick the options one by one in Nick's patcher and test Portugal as you go?

Also, what version of Windows are you running on your laptop?

30-10-19, 09:55 AM

#111

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Originally Posted by [maksim tsigalko](#)

*Thanks a bunch nick i reinstalled and thats seemed to work.I had the 1st October when it 1st came out last week and was copying Dat. instead of deleting original and downloading new 1.Only worry is the transfer values are at normal and not up to date values.Im scared to apply **tapini patch again** to inflate them incase it mucks it them up.any suggestions hw to ammend them safely?Ive not started a new save.*

Thanks 😊

Don't apply any Tapani patch at all.

Champman0102.co.uk Facebook Page  
13000 followers and rising

**November 2020 Data Update Out Now**

30-10-19, 12:59 PM

#112

**fairedinkum**  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

saturn, I saw you mention people had problems with the UCL Final and missing players due to the clash with international comps so I went through the whole English schedule and done the following on Oly.

#### PREMIER LEAGUE SCHEDULE

G01 12/08  
G02 19/08  
G03 26/08  
G04 09/09  
G05 16/09  
G06 23/09  
G07 30/09  
G08 14/10  
G09 21/10  
G10 28/10  
G11 04/11  
G12 18/11  
G13 25/11 MNF  
G14 02/12  
G15 09/12 (MOVED FROM W06 TO S09)  
G16 13/12 Wednesday (MOVED FROM S09 TO W13)  
G17 16/12  
G18 23/12

-----  
CHRISTMAS AND NEW YEAR SCHEDULE - UNTOUCHED  
-----

G22 13/01  
G23 20/01  
G24 24/01 Wednesday  
G25 03/02 MNF  
G26 10/02  
G27 24/02 MNF  
G28 03/03  
G29 10/03  
G30 17/03  
G31 28/03 Wednesday (MOVED FROM S31 TO W21)  
G32 07/04  
G33 14/04  
G34 21/04  
G35 25/04 Wednesday (MOVED FROM S28 TO W25)  
G36 28/04 (BACK TO S28)  
G37 05/05 (BACK TO S05)  
G38 13/05 (BACK TO S13)

All stuff with notes after the dates are what I've changed and the rest is how you set it up. MNF is games that have a Monday game, the rest of the tv schedule has been edited (where possible as not all matches have tv games and some only have 1) to Saturday AM, Saturday EVE and Sunday PM games. I don't know if it's coded so that teams playing on a Wednesday (UCL/EL/WCC/EFLC) are still picked for MNF so all the Monday games are scheduled based on a free midweek. The 4 Wednesday games are set to Wednesday AM, PM and EVE games, I didn't want to risk putting one on a Tuesday as again I don't trust the engine not to mess about.

I have brought forward the FA Cup, UCL and EL finals a week (only thing I'm not to sure on is how this affects the rest of Europe as I only ever play the English leagues) so international comps will now not affect any major finals.

I didn't touch the EFL Cup as it's spot on, but in regards to the FA Cup I moved a few things around (all Saturday's other than semis):-  
3rd - 06 Jan  
4th - 27 Jan  
5th - 17 Feb (you had the 5th round on a Wednesday as IRL but that midweek and the following there's European games so games got postponed hence the move back to a Saturday)  
Q - 28 Mar  
S - 10 Apr - moved to Tuesday evening as if putting it on Saturday the second semi gets postponed to midweek (2nd semi played the following night and both at Wembley)  
F - 19 May (evening kick off)

Community Shield, Super Cup and all other English leagues and cups have been left as they are (play-offs are the week after the FA Cup Final so Wembley won't be affected unless the UCL or EL Finals are picked to be played there but I imagine it'll be PM followed by EVE games so should be fine).

There's a free Wednesday in mid January, 2 in February and 2 in March so if there's any games postponed due to international call-ups, FA Cup replays, the World Club Cup or the EFL Final then any postponed fixtures get played before the last Premier League game of the season.

I know there's an international break in March (March 21st 2020), has the April one been removed cos I can't find it and there used to be one? Lastly, if you want me to upload the exe and see if you can use some bits for your next patch fixture wise then let me know, if it's no good then no probs.

*Last edited by fairedinkum; 30-10-19 at 04:00 PM.*

30-10-19, 06:40 PM

#113

**maksim tsigalko**   
VIP

Join Date: 29-12-18  
Posts: 64

I havent applied a tapini patch but the players transfer values?contract offers and tranfer budgets are at default.Is there anyway i can change without affecting my save?Also unprotected contracts are in game and comps like the copa america are in different years

*Last edited by maksim tsigalko; 30-10-19 at 08:27 PM.*

30-10-19, 07:29 PM

#114

**saturn** 

Join Date: 18-03-14

Originally Posted by **fairedinkum**

*saturn, I saw you mention people had problems with the UCL Final and missing players due to the clash with international comps so I went through the whole English schedule and done the following on Oly.*

Thanks for the great feedback fairedinkum. I will probably just lazily move the CL Final for 8.01, as I don't have much time to fully change things about at the moment. When I do the first thing I'll do is look at your post above.

Edit: And yes, the April international friendlies are gone.

Originally Posted by **maksim tsigalko**

*I havent applied a patch but the players values and tranfer budgets are at default anyway i can change without affecting my save?Also unprotected contracts are in game and comps like the copa america are in different years*

No, they're not compatible - start a new save. Tick the unprotected contract options in Nick's patcher to disable uprotected contracts. The Copa America is in the correct year, 2020. If it's not you've done something wrong.

30-10-19, 07:38 PM

#115

**saturn**  
Programmer  
VIP

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

Another thing for v8.01: I mistakenly set Yugoslavia's continent to 0 instead of -1, so they find themselves in...Africa in v8.00.

30-10-19, 08:15 PM

#116

**Ravanelli**  
Decent Young Player

Join Date: 15-12-13  
Posts: 98

Hi Saturn, any ideas when the v8.01 will be released? And not that it's a big issue, but why is Yugoslavia (active) in the game? Shouldn't they be like USSR and West Germany: they are needed for correct tournament histories, but as 'defunct' nations that can't be clicked on (and certainly not a team that even plays friendlies)?

And I already edited quite some data, guess that's all lost when I apply v8.01 on it? Thanks for you great work!

30-10-19, 08:23 PM

#117

**fairedinkum**  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

Ok mate no probs, like I say, if you need it let me know.

One question please, I've done a big search through the various forums and can't find the answer, what I'm looking for is how to create a patch as it does my nut in doing the Premier League fixtures/tv schedule each time you release a new patch. Is it easy to do as it'd be pukka if I could just patch in the EPL fixtures and tv schedule each time?

*Last edited by fairedinkum; 30-10-19 at 09:14 PM.*

30-10-19, 10:43 PM

#118

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

@Saturn + Dinkum: I've never looked at scheduling of fixtures - but when it comes to the EPL, I'm happy to build a little UI inside my patcher for you to mark/change the dates via a UI to patch the exe. Just send me a list of the offsets I'll build something up quick (if that helps?)

EDIT: Done research/searching - seems easy enough 😊

*Last edited by Nick+Co; 31-10-19 at 12:01 PM.*

30-10-19, 10:45 PM

#119

**Nick**  
Youth Team Player

Join Date: 10-02-19  
Posts: 1

Hello,

Game keeps crashing on initialising leagues saying that the cm0102.exe has stopped working.

have followed all instructions and set compatability mode to XP (service pack 3).

can anyone help?

31-10-19, 02:41 AM

#120

**cdewar19** ◊  
Decent Young Player

Join Date: 07-03-12  
Posts: 65

Hi everybody,

I am getting crashes in 2025 because the USA is listed as the World Cup host, but is still playing the CONCACAF qualifers. If they qualify this way as well, the game goes kaput because they are in the draw twice.

Is there a fix for this?

31-10-19, 02:08 PM

#121

**fairedinkum** ◊  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

Originally Posted by **Nick+Co**

@Saturn + Dinkum: I've never looked at scheduling of fixtures - but when it comes to the EPL, I'm happy to build a little UI inside my patcher for you to mark/change the dates via a UI to patch the exe. Just send me a list of the offsets I'll build something up quick (if that helps?)

EDIT: Done research/searching - seems easy enough 😊

Apologies on the delay, busy day at work. The only offset I have is the following - EPL BLOCK STARTS HERE - 0057371F, it's the beginning of the whole Premier League fixture/tv schedule. I normally start at the top and painstakingly make my way down to the last game of the season doing each match at a time.

31-10-19, 02:36 PM

#122

**saturn** ◊  
Programmer  
VIP

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



Originally Posted by **Ravanelli**

*Hi Saturn, any ideas when the v8.01 will be released? And not that it's a big issue, but why is Yugoslavia (active) in the game? Shouldn't they be like USSR and West Germany: they are needed for correct tournament histories, but as 'defunct' nations that can't be clicked on (and certainly not a team that even plays friendlies)?*

*And I already edited quite some data, guess that's all lost when I apply v8.01 on it? Thanks for you great work!*

The Yugoslavia issue is explained in the post above yours.

v8.01 should be out tomorrow and any data changes you made will be lost. Alternatively you can just make the v8.01 data changes yourself to your own database (I will provide instructions).

Originally Posted by **fairedinkum**

*One question please, I've done a big search through the various forums and can't find the answer, what I'm looking for is how to create a patch as it does my nut in doing the Premier League fixtures/tv schedule each time you release a new patch. Is it easy to do as it'd be pukka if I could just patch in the EPL fixtures and tv schedule each time?*

Download Flex 2 and use the Patch Creator function. You just compare one exe without the PL fixture changes to one with the changes and it'll create a .patch file for you. Then use Nick's patcher to apply that .patch file to future exes.

Originally Posted by **Nick+Co**

*@Saturn + Dinkum: I've never looked at scheduling of fixtures - but when it comes to the EPL, I'm happy to build a little UI inside my patcher for you to mark/change the dates via a UI to patch the exe. Just send me a list of the offsets I'll build something up quick (if that helps?)*

*EDIT: Done research/searching - seems easy enough 😊*

From my end it probably wouldn't be necessary, but perhaps others would find it useful.

Originally Posted by **Nick**

*Hello,*

*Game keeps crashing on initialising leagues saying that the cm0102.exe has stopped working.*

*have followed all instructions and set compatability mode to XP (service pack 3).*

*can anyone help?*

Can you explain exactly what you've done (just to confirm that you didn't miss anything in the instructions).

Originally Posted by **cdewar19**

*Hi everybody,*

*I am getting crashes in 2025 because the USA is listed as the World Cup host, but is still playing the CONCACAF qualifiers. If they qualify this way as well, the game goes kaput because they are in the draw twice.*

*Is there a fix for this?*

That's strange as Tapani put in a fix that ensured duplicate teams wouldn't crash international tournaments. Perhaps this was only for the Euros though. Can you upload the save?

31-10-19, 03:28 PM

#123

**fairedinkum**  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

I knew I'd seen it somewhere but just didn't know where, top man. I've already got Flex 2 so I'll give it a go mate, thanks again.

31-10-19, 05:30 PM

#124

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

From my end it probably wouldn't be necessary, but perhaps others would find it useful.

Not sure how you do it without a UI! Would drive me nuts doing it by hand! 😊  
Here's what I came up with so far:

The screenshot shows a window titled "Fixture Scheduler" with a close button. Below the title bar is a tab labeled "EPL". The main area contains a grid of 38 game entries, each with a date and time dropdown menu. The games are numbered 1 through 38. The dates range from August 2001 to May 2002. The times are either PM or EVE. An "Apply" button is located at the bottom right of the grid.

Game	Date	Time
Game 1:	Sat 18 Aug 2001	PM
Game 2:	Wed 22 Aug 2001	EVE
Game 3:	Sat 25 Aug 2001	PM
Game 4:	Wed 5 Sep 2001	EVE
Game 5:	Sat 8 Sep 2001	PM
Game 6:	Sat 15 Sep 2001	PM
Game 7:	Sat 22 Sep 2001	PM
Game 8:	Sat 29 Sep 2001	PM
Game 9:	Fri 12 Oct 2001	PM
Game 10:	Sat 20 Oct 2001	PM
Game 11:	Sat 27 Oct 2001	PM
Game 12:	Sat 3 Nov 2001	PM
Game 13:	Sat 10 Nov 2001	PM
Game 14:	Sat 17 Nov 2001	PM
Game 15:	Sat 24 Nov 2001	PM
Game 16:	Sat 1 Dec 2001	PM
Game 17:	Sat 8 Dec 2001	PM
Game 18:	Sat 15 Dec 2001	PM
Game 19:	Wed 19 Dec 2001	PM
Game 20:	Wed 26 Dec 2001	PM
Game 21:	Sat 29 Dec 2001	EVE
Game 22:	Wed 2 Jan 2002	PM
Game 23:	Sat 12 Jan 2002	PM
Game 24:	Sat 19 Jan 2002	PM
Game 25:	Wed 30 Jan 2002	PM
Game 26:	Sat 2 Feb 2002	PM
Game 27:	Sat 9 Feb 2002	PM
Game 28:	Sat 23 Feb 2002	PM
Game 29:	Sat 2 Mar 2002	PM
Game 30:	Sat 16 Mar 2002	PM
Game 31:	Sat 30 Mar 2002	PM
Game 32:	Sat 6 Apr 2002	PM
Game 33:	Sat 13 Apr 2002	PM
Game 34:	Wed 17 Apr 2002	EVE
Game 35:	Sat 20 Apr 2002	PM
Game 36:	Sat 27 Apr 2002	PM
Game 37:	Sat 4 May 2002	PM
Game 38:	Sun 19 May 2002	PM

Will maybe stop at just the Premier League if it's not much use to you.

31-10-19, 05:36 PM

#125

**ballo**  
Decent Young Player

Join Date: 03-03-12  
Posts: 67

I have problems with the buttons back and next.  
When you are scrolling and roaming trough the game, you will end up ticking next and back till your first action.

Is this due to the patch or something else?

Page 5 of 13 | First | 1 2 3 4 5 6 7 8 9 ... | Last

[Transfer Window](#) | [Balkan League](#)

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## Thread: Patch +v8

Thread Tools

31-10-19, 08:00 PM

#126

**saturn**  
Programmer  
VIP

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

Originally Posted by **Nick+Co**

*Not sure how you do it without a UI! Would drive me nuts doing it by hand! 😊  
Here's what I came up with so far:*

<https://i.imgur.com/clvnWrf.png>

*Will maybe stop at just the Premier League if it's not much use to you.*

The UI looks great, but I don't know how wise it would be to semi-automate the process. There are things like TV fixtures tied to the actual fixture date, so if you changed a Saturday fixture to Wednesday you'd have to change maybe three additional sub-fixtures to ensure that midweek's round of TV games aren't then scheduled for Saturday/Sunday/Monday.

Another thing to look out for in England is the code that prevents a fixture being played on December 25th. My slightly hamfisted solution to it was to just force fixtures on the 26th, 28th and 1st of December/January.

Finally, while the EPL has none of these, you'll run into fixtures that use a PUSH+Register command (1 byte) instead of a PUSH+Integer command (2 bytes). These are painful to deal with manually and I don't really see how changes involving them could be automated.

Originally Posted by **ballo**

*I have problems with the buttons back and next.  
When you are scrolling and roaming through the game, you will end up ticking next and back till your first action.*

*Is this due to the patch or something else?*

I'm not exactly sure of the problem. What you describe is how those buttons are supposed to work, and the patch hasn't made any change to either of them.

31-10-19, 08:02 PM

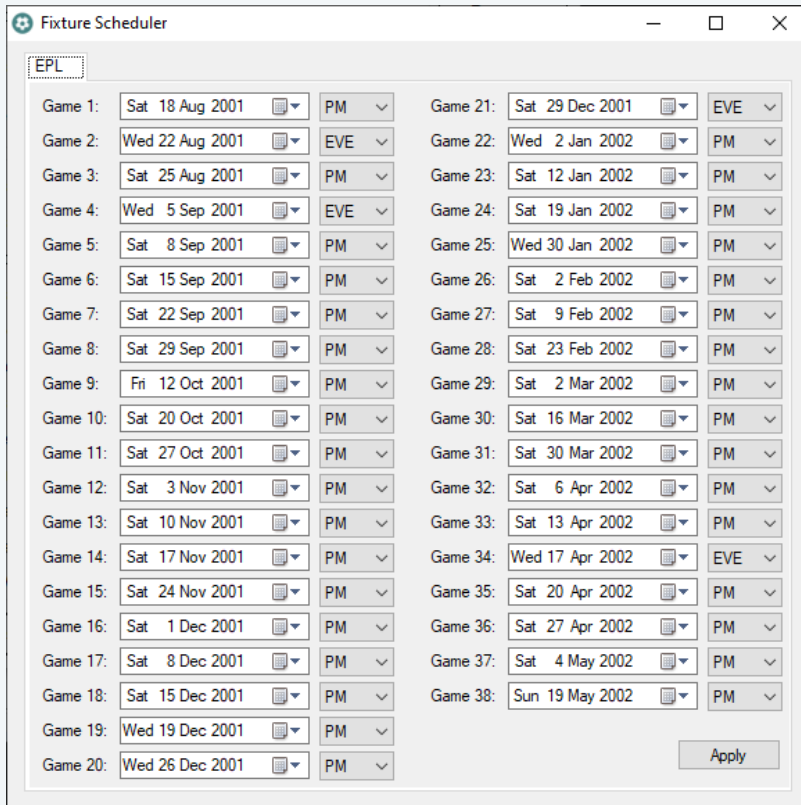
#127

**Pasquale**  
Reserve Team Player

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

Originally Posted by Nick+Co

Not sure how you do it without a UI! Would drive me nuts doing it by hand! 😊  
Here's what I came up with so far:



Will maybe stop at just the Premier League if it's not much use to you.

Nick Is it possible to do something like that for other leagues? it would help a lot to change the dates..

31-10-19, 08:35 PM

#128

Nick+Co  
Programmer

Join Date: 18-07-15  
Posts: 795

There are things like TV fixtures tied to the actual fixture date, so if you changed a Saturday fixture to Wednesday you'd have to change maybe three additional sub-fixtures to ensure that midweek's round of TV games aren't then scheduled for Saturday/Sunday/Monday

Interesting! I know nothing about this side of modding the game - so it's all new to me. Will do more digging and see how safe, I can make the EPL side at least, then maybe leave it there for now. The code is super simple, so once I'm done with EPL maybe others can add the leagues they care about: <https://github.com/nckstwr/CM0102Pa...reScheduler.cs>

31-10-19, 08:42 PM

#129

saturn  
Programmer  
VIP

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

Originally Posted by Nick+Co

Interesting! I know nothing about this side of modding the game - so it's all new to me. Will do more digging and see how safe, I can make the EPL side at least, then maybe leave it there for now. The code is super simple, so once I'm done with EPL maybe others can add the leagues they care about: <https://github.com/nckstwr/CM0102Pa...reScheduler.cs>

This would probably have been more useful to you a few hours ago, but here's the .68 EPL fixtures:

Spoiler! Show

31-10-19, 11:10 PM

#130

fairedinkum  
Hot Prospect for the Future

Join Date: 04-03-12  
Posts: 237

I think you have to be incredibly careful around the Christmas coding mate, I've never touched games 19-22 as I was warned not to on another thread a few years back as they're designed to fit around certain dates over Christmas.

The other problem with just changing dates and not the tv schedule is you'll move a game to a Saturday that was originally a midweek fixture but the offsets for tv stay the same and the game loses its mind and the fixtures become completely messed up. If you move dates/days around for games around you HAVE to go through the tv schedule and change the tv date/s as well.

01-11-19, 02:54 AM

#131

**cdewar19**  
Decent Young Player

Join Date: 07-03-12  
Posts: 65

That's strange as Tapani put in a fix that ensured duplicate teams wouldn't crash international tournaments. Perhaps this was only for the Euros though. Can you upload the save?[/QUOTE]

[https://www.mediafire.com/file/6xqgp...\\_test.sav/file](https://www.mediafire.com/file/6xqgp..._test.sav/file)

Cheers, @saturn

01-11-19, 08:17 PM

#132

**saturn**  
Programmer  
VIP

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

Originally Posted by **cdewar19**  
[https://www.mediafire.com/file/6xqgp...\\_test.sav/file](https://www.mediafire.com/file/6xqgp..._test.sav/file)  
Cheers, @saturn

Thanks for uploading the save. As I kind of expected, the game continues without an issue for me: the USA are listed among the qualifiers twice, but the duplicate gets replaced by Iran once the groups are drawn. Nonetheless I'm pretty sure the issue is related to the North American World Cup Qualifying reschedule, which I'm going to revert in v8.01.

What version of Windows are you running? Being on Vista might explain it.

01-11-19, 09:42 PM

#133

**saturn**  
Programmer  
VIP

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

v8.01beta: <http://www.mediafire.com/file/85qxen...v8.01.zip/file>

Might test this out for a couple of days before updating post #1. This patch will **not** be compatible with save games from v8.00.

Instructions: Unzip the files from the link above and copy and paste them into the CM folder (cm0102.exe) and Data folder (nation.dat & staff\_comp.dat), overwriting the files there. Apply your desired options with Nick's patcher again and play.

#### Database changes:

- \*Australia moved to Asia.
- \*English National League North awards now reference that division instead of Wales.
- \*Yugoslavia really removed from game (erroneously moved to Africa in v8.00).

#### Exe changes:

- \*Champions League final brought forward by a week to avoid clash with Euros (still clashes with the African Nations though).
- \*English FA Cup First Round draw delayed by a week (until Qualifying Round is over).
- \*North American World Cup Qualifying fixture reschedule reversal (World Cup qualifying bug from v8.00 now removed - network games should also now be playable).
- \*Points deduction for Bolton & Bury added (thanks Nick!).
- \*Version name updated.

01-11-19, 09:58 PM

#134

**djs\_298**  
Youth Team Player

Join Date: 03-03-12  
Posts: 32

Great work again!

Am I able to still use the new .exe if I want to keep the database from v8 as i've made data changes I want to keep?

02-11-19, 12:37 AM

#135

**Redknapp69**  
Member of the Month  
Social Media Mod

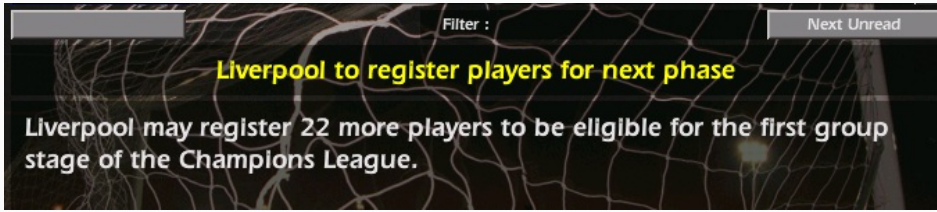
Join Date: 03-03-12  
Posts: 28,262

Saturn/Nick - few weeks into the new update on V8

Been asked to pick a CL squad (first time requesting to pick CL squad)

Get this message? Shouldn't it be 25 players?

And when I go to choose, it suggests I have 3 players already picked but nobody shows as picked?! 🤔 😞



### Liverpool European Squad

#### Please Select

View | Sort By | Auto | Clear

Position(s)

Loa	Hoever, K	D RC	Loa	Larouci, Y	D/AM/F L
Loa	Lewis, A	D/M L	Inj	Robertson, A	D L
	Lovren, D	D C		Matip, J	D C
	van Dijk, V	D C	Loa	van den Berg, S	D C
Inj	Milner, J	M RLC		Wijnaldum, G	M LC
	Henderson, J	M C	Loa	Kane, H	M C
	Keïta, N	M C	Unh	Alex Oxlade	AM RLC
Loa	Elliott, H	AM/F RL	Loa	Jones, C	AM RC
	Mané, S	AM/F RLC		Shaqiri, X	AM RLC
	Lallanà, A	AM C		Origi, D	F RLC
	Salah, M	F RC		Brewster, R	F C
	Roberto Firmino	F C	Inj	Glatzel, P	S C

3 Players Selected

02-11-19, 12:55 AM

#136

xcamelx  
Youth Team Player

Join Date: 29-03-15  
Posts: 5

Hi all,

I have followed all instructions. Unfortunately game is crashing after running cm0102exe file (running as administrator - done / compatibility done). I have win 7. Its 1st time im trying tapani. Earlier I was playing just 3.98 with database updates. I have removed/untinstall game before trying this.

02-11-19, 12:59 AM

#137

Redknapp69  
Member of the Month  
Social Media Mod

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

Originally Posted by xcamelx

Hi all,

I have followed all instructions. Unfortunately game is crashing after running cm0102exe file (running as administrator - done / compatibility done). I have win 7. Its 1st time im trying tapani. Earlier I was playing just 3.98 with database updates. I have removed/untinstall game before trying this.

You are not using Tapani here - re-read the instructions in post 1

02-11-19, 09:04 AM

#138

xcamelx  
Youth Team Player

Join Date: 29-03-15  
Posts: 5

Originally Posted by **Redknapp69**

*You are not using Tapani here - re-read the instructions in post 1*

Yeah I meant any patch other than 3.98 😊 should I edit post above?

While using CM0102 exe game even dont starts (crashes)  
While using CM0102 GDI it starts with original database

02-11-19, 09:58 AM

#139

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

*While using CM0102 GDI it starts with original database*

This means you almost definitely haven't followed the instructions. Reinstall from scratch and follow the instructions VERY carefully.

02-11-19, 10:02 AM

#140

**xcamelx**  
Youth Team Player

Join Date: 29-03-15  
Posts: 5

Originally Posted by **Nick+Co**

*This means you almost definitely haven't followed the instructions. Reinstall from scratch and follow the instructions VERY carefully.*

Ok will try 5th time then 😊 Can you confirm that I should use CM0102 GDI not CM0102 EXE? As mentioned above EXE is crashing even before game starts.

02-11-19, 10:53 AM

#141

**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

You should not use CM0102 GDI - you should use CM0102.exe. Do a completely fresh install and follow the instructions and you will be ok.

02-11-19, 11:45 AM

#142

**saturn**  
Programmer  
VIP

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

Originally Posted by **saturn**

*\*Champions League final brought forward by a week to avoid clash with Euros (still clashes with the African Nations though).*

Should've brought forward the Europa League final too now that I think of it.

Originally Posted by **djs\_298**

*Great work again!*

*Am I able to still use the new .exe if I want to keep the database from v8 as i've made data changes I want to keep?*

Yes, that should be fine.

Originally Posted by **Redknapp69**

*Been asked to pick a CL squad (first time requesting to pick CL squad)*

*Get this message? Shouldn't it be 25 players?*

Known issues:

\*On-loan players registered by their loan clubs for Europe will take one of their parent club's 25-man quota.

So in this case it's probably Karius, Ono and someone else taking up the spaces at their loan clubs.

02-11-19, 02:42 PM

#143

**xcamelx**  
Youth Team Player

Join Date: 29-03-15  
Posts: 5

Originally Posted by **Nick+Co**

*You should not use CM0102 GDI - you should use CM0102.exe. Do a completely fresh install and follow the instructions and you will be ok.*

Seems that something with my laptop.  
Clean version: CM0102 exe crashing (game dont event starts)  
3.98 patch: CM0102 exe crashing (game dont event starts)

Only CM0102 GDI runs the game.

Kinda wierd as am running as administrator with compatibility mode ;/

02-11-19, 02:43 PM

#144

**ironzy**  
Youth Team Player

Join Date: 18-10-15  
Posts: 10

Originally Posted by **mjando24**

*Fantastic as always Saturn!*

*I know there is Nicks patcher for any alternative exe's but unfortunately I play on Mac - using crossover. And whilst this works fine for everything else the one thing I can't run through it is any patcher like that (tapani one included) so I've always had to beg borrow and steal the exe's. Is there any chance either you or someone else in here would be good enough to provide me with the relevant exe (screen size etc) at some point.*

*Many thanks*

id be happy to help if you still need one, what settings do you need?

02-11-19, 02:48 PM

#145

**bruebous**  
Director

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

I cant take over reserve squads is that supose to happen? Even from national squads

02-11-19, 09:15 PM

#146

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **bruebous**

*I cant take over reserve squads is that supose to happen? Even from national squads*

Seems ok for me

Saturn - thanks for he answer on the this - all good 🙌 - \*On-loan players registered by their loan clubs for Europe will take one of their parent club's 25-man quota.

03-11-19, 03:11 AM

#147

**taraletti**  
Youth Team Player

Join Date: 28-10-19  
Posts: 4

don't know what I'm doing wrong. I follow all the steps of instructions and when I want to begin a new game doesn't respond, I get an index error and must force quit

03-11-19, 03:25 AM

#148

**taraletti**  
Youth Team Player

Join Date: 28-10-19  
Posts: 4

I updated CM, change data V8 patch, put city file on data and download the new executable and put it on the folder of CM...and no mather what I get this...

<https://imgur.com/a/HdkgMjA>

edit: made it

*Last edited by taraletti; 03-11-19 at 05:20 AM.*



**foxriver** ◊  
Youth Team Player

Join Date: 31-10-17  
Posts: 11

**my cm01-02 exe file disappears from my laptop when i want to install it from your instructions, the exe file doesnt exist anymore, could u refresh your exe file again saturn i cant start my cm untill ur exe exists.**

**Offside Trap** ◊  
Squad Rotation Player

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

Hi Saturn or Nick

Its cool if not, or that you ent had time, any news on an exe to enable network play?

« Transfer Window | Balkan League »

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Forum CM 01/02 Updates Patches Patch +v8

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Thread: Patch +v8

Thread Tools

03-11-19, 03:03 PM

#151

**MadScientist**  
Director

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

Originally Posted by **Offside Trap**

Hi Saturn or Nick

Its cool if not, or that you ent had time, any news on an exe to enable network play?

try this,saturn posted it above:

Originally Posted by **saturn**

v8.01beta: <http://www.mediafire.com/file/85qxen...v8.01.zip/file>

...

\*North American World Cup Qualifying fixture reschedule reversal (World Cup qualifying bug from v8.00 now removed - network games should also now be playable).

...

03-11-19, 03:38 PM

#152

**And1**  
Coach

Join Date: 09-09-12  
Posts: 734

Thanks for the patch, great work!

Is it possible for the future to change Sweden Premier Div from 14 to 16 teams like Norway has?

03-11-19, 04:37 PM

#153

**Offside Trap**  
Squad Rotation Player

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

Cheers MadS

I missed Saturns prior post

03-11-19, 05:06 PM

#154

**Offside Trap**  
Squad Rotation Player

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

Na, didn't work, game cant be created, (using desired compatibility) like last versions -

However

Initially, it did start a new game, but the IP that up on the status screen, was that of my Radmin Program, and not my Hamachi, so quickly uninstalled Radmin, as only had that as a back up, but now game cant be created at all. Do you think (unless you can fix this) its a Hamachi connection issue towards the exe? as that was crazy, that the network game actually created on Windows SP 3 compatibility, as Id never had that before, but like I say, the IP number was not my normal hamachi one, it was Radmin, hence me getting rid of it, and ensure the ~net file matched like normal, but although doing that, when starting a new game, it flips back to the 192.168 \*\*\*

03-11-19, 11:04 PM

#155

**stuart44** ◊  
Youth Team Player

Join Date: 08-10-13  
Posts: 24

Hi all, hoping this is a quick one and I am missing something simple? I am ticking the enable coloured attributes box on nicks patcher but it doesn't colour the attributes when I start a game?? Anyone else having this issue? Something very small but when you are used to it, it seems like a massive deal!!

Thanks in advance!!

03-11-19, 11:19 PM

#156

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by **stuart44** ◊

*Hi all, hoping this is a quick one and I am missing something simple? I am ticking the enable coloured attributes box on nicks patcher but it doesn't colour the attributes when I start a game?? Anyone else having this issue? Something very small but when you are used to it, it seems like a massive deal!!*

*Thanks in advance!!*

I've not had this issue, and in fairness, 1 of the other guys may have a more simple answer, but...

Are you running the patcher as admin?

Have you ensured none of the other boxes are ticked to conflict the Saturn part of the exe - assuming you're using that exe that is  
If in doubt, to a fresh install and start from scratch

But I know what you mean, I love the color attributes, and would struggle to play without them

03-11-19, 11:35 PM

#157

**stuart44** ◊  
Youth Team Player

Join Date: 08-10-13  
Posts: 24

Thanks for the tips, I cant seem to run the patcher as admin? I might try the fresh install

03-11-19, 11:36 PM

#158

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by **stuart44** ◊

*Thanks for the tips, I cant seem to run the patcher as admin? I might try the fresh install*

Yeah prob best in fairness

04-11-19, 09:26 AM

#159

**James\_y** ◊  
Official Challenges Team  
VIP

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

Amazing work Saturn, the data team and Nick. Game looks better than ever and I'm ready to go with a new save

04-11-19, 07:46 PM

#160

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **bruebous**

*I cant take over reserve squads is that sopuso to happen? Even from national squads*

You can't take over linked B teams, I think this is only possible to do with CM Explorer and similar. For a nation's Under-21s, you have to be the full national team manager and then you can choose to control the Under-21s the same way as you would a club's reserve team.

Originally Posted by **foxriver**

*my cm01-02 exe file disappears from my laptop  
when i want to install it from your instructions, the exe file doesnt exist anymore, could u refresh your exe file again saturn  
i cant start my cm untill ur exe exists.*

The cm0102.exe link still works for me.

Originally Posted by **And1**

*Thanks for the patch, great work!*

*Is it possible for the future to change Sweden Premier Div from 14 to 16 teams like Norway has?*

I will add it to the to do list. It depends upon how awkward the Swedish Cup will be, and it does look a bit awkward on the surface.

Originally Posted by **Offside Trap**

*Na, didn't work, game cant be created, (using desired compatibility) like last versions -*

*However*

*Initially, it did start a new game, but the IP that up on the status screen, was that of my Radmin Program, and not my Hamachi, so quickly uninstalled Radmin, as only had that as a back up, but now game cant be created at all. Do you think (unless you can fix this) its a Hamachi connection issue towards the exe? as that was crazy, that the network game actually created on Windows SP 3 compatibility, as Id never had that before, but like I say, the IP number was not my normal hamachi one, it was Radmin, hence me getting rid of it, and ensure the ~net file matched like normal, but although doing that, when starting a new game, it flips back to the 192.168 \*\*\**

If you open ~net.out in Notepad, what IP address does it show - the Hamachi or Radmin one? Perhaps change it to the Hamachi one.

When it comes to anything that involves another program I usually tell people that they're on their own, as it may be that an update to that program breaks some compatibility with the patch. The only thing I can really help people troubleshoot is single player games on a Windows machine, and even that can be a struggle at times.

Originally Posted by **stuart44**

*Hi all, hoping this is a quick one and I am missing something simple? I am ticking the enable coloured attributes box on nicks patcher but it doesn't colour the attributes when I start a game?? Anyone else having this issue? Something very small but when you are used to it, it seems like a massive deal!!*

*Thanks in advance!!*

That does sound weird, I don't know why it wouldn't work. Try changing some of the other options in Nick's patcher and see if they work.

04-11-19, 08:27 PM

#161

**Offside Trap**  
Squad Rotation Player

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

Cheers for the reply Saturn

It was initially the radmin IP, now tbh, that might work, so might reinstall it. But I decided to get rid of it, and change the ~net like usual, to match my Hamachi IP, via desktop, then save it, move it etc.. but the issue as it stands, is exactly what we had on SV7 at the start, and there was a fix, a solo game need XP SP 3, but to create a network game, its must be windows 95, it crashes otherwise, and trying to start a network game on XP SP 3, it cant be created. Like I said though, initially it created, but bought up the radmin IP (before I uninstalled it) so might work with that running. Another option I can try, is what I did on SV7 (before you fixed it) Start a new game as solo on SV8, and then restore it as a network game via SV7, long way around, but that might work, as might reinstalling radmin, unless of course, you find a fix, if not, its cool

04-11-19, 09:16 PM

#162

**Offside Trap**  
Squad Rotation Player

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

Okay so reinstalled Radmin, and.. it bloody worked. Started a new network game, via the SP3 Compatibility, and got Pepe to join, which he managed to, once he joined my group on Radmin. Now it went slower than usual, but, to counter-act that, I changed the speed of the game via Nicks Patcher, to x20 and worked a treat, as would normally play at x8. Couple screen errors, bypassed them which seemed ok. We fast forwarded a week and had a friendly match, and all went fine

04-11-19, 09:20 PM

#163

**saturn** ◊  
Programmer  
VIP

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

Glad to hear you got something working at least. Just to be clear, does creating a network game with Windows 95 compatibility work for you on v8?

04-11-19, 09:28 PM

#164

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by saturn ◊

*Glad to hear you got something working at least. Just to be clear, does creating a network game with Windows 95 compatibility work for you on v8?*

No, it crashes mid start up, same thing happened on v7, so ive left it on windows SP 3, whilst Radmin seems to support it

04-11-19, 09:49 PM

#165

**saturn** ◊  
Programmer  
VIP

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

Odd, I can create one on Windows 7 with Windows NT compatibility on (which I couldn't do on v7.00).

04-11-19, 09:59 PM

#166

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by saturn ◊

*Odd, I can create one on Windows 7 with Windows NT compatibility on (which I couldn't do on v7.00).*

Yeah W7, I felt was always a safer bet when it came to network play. Not a major issue, especially whilst I can use Radmin as oppose to Hamachi

Also, just a quick one, in my test game, it was the latest exe beta you posted, 8.01, and noticed the CL Final is still scheduled for 23 May, and not moved forward a week

04-11-19, 10:26 PM

#167

**saturn** ◊  
Programmer  
VIP

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

That's the correct new date, in v8.00 it was set for the start of June.

Edit: Going to give v8.01 a quick test overnight and then add it to the OP tomorrow all going well.

05-11-19, 12:21 AM

#168

**bruebous** ◊  
Director

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

Originally Posted by saturn ◊

*You can't take over linked B teams, I think this is only possible to do with CM Explorer and similar. For a nation's Under-21s, you have to be the full national team manager and then you can choose to control the Under-21s the same way as you would a club's reserve team.*

I am managing Albania, so might be due lack of youngsters. Tried with Brazil and it works. 🙌

05-11-19, 01:29 AM

#169

**cdewar19** ◊  
Decent Young Player

Join Date: 07-03-12  
Posts: 65

Originally Posted by saturn

Thanks for uploading the save. As I kind of expected, the game continues without an issue for me: the USA are listed among the qualifiers twice, but the duplicate gets replaced by Iran once the groups are drawn. Nonetheless I'm pretty sure the issue is related to the North American World Cup Qualifying reschedule, which I'm going to revert in v8.01.

What version of Windows are you running? Being on Vista might explain it.

Windows 10 for me.

05-11-19, 02:45 PM

#170

**Aeelon**  
Youth Team Player

Join Date: 07-08-19  
Posts: 42

Some feedback on the physical attributes.

I think this was a bit overkill since everyone is Usain Bolt + Nate Diaz and The Rock combined

I believe the creators of this game restricted the physical att gains cuz in reality if ur not on steroids or you don't overwrite your own DNA, you're not going to be much faster or stronger no matter what you do.

I'm not complaining tho, just a note, awesome work! 😊

05-11-19, 07:47 PM

#171

**saturn**  
Programmer  
VIP

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

Originally Posted by cdewar19

Windows 10 for me.

That's odd, I've had several saves with the USA both qualifying for and hosting the 2022 (or 2026, can't remember - the one they always host anyway). Hopefully the North American WCQ fixture reversal fixes it.

Originally Posted by Aeelon

Some feedback on the physical attributes.

I think this was a bit overkill since everyone is Usain Bolt + Nate Diaz and The Rock combined

I believe the creators of this game restricted the physical att gains cuz in reality if ur not on steroids or you don't overwrite your own DNA, you're not going to be much faster or stronger no matter what you do.

I'm not complaining tho, just a note, awesome work! 😊

Thanks for the feedback. Some of the regens definitely have a bit of a .68 Lambros Chonos feel to them. They can always be scaled back in future versions.

05-11-19, 08:05 PM

#172

**saturn**  
Programmer  
VIP

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

Patch v8.01 added to post #1. Not 100% sure on save game compatibility so I'm going to play it safe and say that it's **not** compatible with v8.00 save games, so only upgrade when you're ready to start a new save.

If you've edited your database and don't want to lose any changes, the following is all I've changed data wise.

- \*Add two years to Giovanni Lo Celso's contract. [cm0102ed]
- \*Change Australia's continent to Asia. [cm0102ed]
- \*Change Yugoslavia's continent to none (delete the Africa entry). [cm0102ed]
- \*Rename Welsh Premier Division awards to English National League awards. [XV132]

**Spoiler!**

Show

06-11-19, 10:13 AM

#173

**Ravanelli**  
Decent Young Player

Join Date: 15-12-13  
Posts: 98

Hi Saturn, thanks a lot for the v8.01!

Just to be sure: if I take the new exe and apply the data changes you mentioned, I can just play with my edited +v8.00 data? So no need for download of the +v8.01 data (which would of course overwrite all my changes...)?

And probably noob question, but which editor is [XVI32]? And is the renaming of the awards just cosmetic or could it cause a crash if I don't edit them (names don't really bother me)?

Last edited by Ravanelli; 06-11-19 at 10:46 AM.

06-11-19, 12:56 PM

#174

**Topofthekop** ◊  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **Ravanelli**

which editor is [XVI32]?

<http://www.chmaas.handshake.de/delph...vi32/xvi32.htm>

06-11-19, 02:36 PM

#175

**stuboy72** ◊  
Youth Team Player

Join Date: 20-03-19  
Posts: 21

Originally Posted by **saturn**

Patch v8.01 added to post #1. Not 100% sure on save game compatibility so I'm going to play it safe and say that it's **not** compatible with v8.00 save games, so only upgrade when you're ready to start a new save.

If you've edited your database and don't want to lose any changes, the following is all I've changed data wise.

\*Add two years to Giovanni Lo Celso's contract. [cm0102ed]

\*Change Australia's continent to Asia. [cm0102ed]

\*Change Yugoslavia's continent to none (delete the Africa entry). [cm0102ed]

\*Rename Welsh Premier Division awards to English National League North awards. [XVI32]

**Spoiler!** Show

I have run a test game in holiday mode, just the English Leagues (Prem to L2) running for a season, and can confirm that the following changes can be seen:

- Lo Celso's contract
- Australia moved to Asia
- Yugoslavia not searchable
- Bolton & Bury points deduction
- EL & CL Finals moved

However, in the Game Settings i can see it showing s8.01, but \* is being shown, any reason to be concerned?

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« Transfer Window | Balkan League »

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## Thread: Patch +v8

Thread Tools

06-11-19, 03:05 PM

#176

**MadScientist**  
Director

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

Originally Posted by **saturn**

*Some of the regens definitely have a bit of a .68 Lambros Chonos feel to them. They can always be scaled back in future versions.*

I noticed that too. The mental atts are coming too high too, like influence, consistency, etc. Any idea if it is related to the physical atts patch or related to the regens patch?

06-11-19, 06:41 PM

#177

**twojastara**  
Youth Team Player

Join Date: 30-10-19  
Posts: 1

Apologies but I have downloaded this patch:  
<http://www.mediafire.com/file/9dk9fm.../Data.zip/file>

and thix exe  
<http://www.mediafire.com/file/cwlv1...m0102.exe/file>

and I get the "German .. Index" issue:

You say this:

*Unable to find the GERMAN\_FIRST\_DIVISION index (and many other indexes): There is a mismatch between the Data folder and cm0102.exe used.  
Solution: Download the Data folder from post#1.*

but again I downloaded / uploaded exactly what you have linked. Am I missing something.

Regards

06-11-19, 07:46 PM

#178

**saturn**  
Programmer  
VIP

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

Originally Posted by **Ravanelli**

Hi Saturn, thanks a lot for the v8.01!

Just to be sure: if I take the new exe and apply the data changes you mentioned, I can just play with my edited +v8.00 data? So no need for download of the +v8.01 data (which would of course overwrite all my changes...)?

And probably noob question, but which editor is [XVI32]? And is the renaming of the awards just cosmetic or could it cause a crash if I don't edit them (names don't really bother me)?

Yes, you can play with your own edited v8.00 data on the v8.01 exe. You don't have to do any of the data changes mentioned and it will still be compatible, as the awards are just cosmetic as you say, while the rest are all just minor things with no corresponding exe changes.

Originally Posted by **stuboy72**

I have run a test game in holiday mode, just the English Leagues (Prem to L2) running for a season, and can confirm that the following changes can be seen:

- Lo Celso's contract
- Australia moved to Asia
- Yugoslavia not searchable
- Bolton & Bury points deduction
- EL & CL Finals moved

However, in the Game Settings i can see it showing s8.01, but \* is being shown, any reason to be concerned?

Thanks for testing. The \* is because I released a first version of 8.01 with a small error in there, but changed it a few hours later. I made that little change to the version name so people could double check they had the right version. So in short v8.01\* is the correct version.

Originally Posted by **MadScientist**

I noticed that too. The mental atts are coming too high too, like influence, consistency, etc. Any idea if it is related to the physical atts patch or related to the regens patch?

It's the regens patch. It's only a two byte change and any further tuning will be easy to do, so keep the feedback coming. I know the Lambros Chonos-like 20s are a bit rubbish, but is it worth it for the overall improvement of regens? Or are the regens now too good even?

06-11-19, 07:51 PM

#179

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Too good is better than Positioning 20, Determination 1 for 90% of the better regens

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

06-11-19, 08:32 PM

#180

**stuboy72**  
Youth Team Player

Join Date: 20-03-19  
Posts: 21

Originally Posted by **saturn**

Thanks for testing. The \* is because I released a first version of 8.01 with a small error in there, but changed it a few hours later. I made that little change to the version name so people could double check they had the right version. So in short v8.01\* is the correct version.

Sorry i meant i am not seeing the \* after the version number s8.01. I downloaded all the files from the opening post around 7:30am this morning, did you change it after that? If not any idea why it would be showing the wrong version number?

06-11-19, 08:48 PM

#181

**saturn**  
Programmer  
VIP

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

Originally Posted by **stuboy72**

*Sorry i meant i am not seeing the \* after the version number s8.01. I downloaded all the files from the opening post around 7:30am this morning, did you change it after that? If not any idea why it would be showing the wrong version number?*

Turns out I didn't even add the v8.01\* name change to the exe I released. Okay, just ignore all that stuff about the \*, I'll remove it from the OP. I don't think anyone even downloaded the first exe I released so it should all be good, you definitely have the right version if you downloaded it at 7am. For others, a final way to double check is to look at the Ocean World Cup qualifiers and check that the last fixture is on a Thursday. Both versions are fine to play anyway.

06-11-19, 10:47 PM

#182

**MadScientist**  
Director

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

Originally Posted by **saturn**

*It's the regens patch. It's only a two byte change and any further tuning will be easy to do, so keep the feedback coming. I know the Lambros Chonos-like 20s are a bit rubbish, but is it worth it for the overall improvement of regens? Or are the regens now too good even?*

It needs further tuning. I holidayed 10 seasons and the regens are simply too physically and mentally strong, like 20s in most physical and mental atts.

Originally Posted by **Dermotron**

*Too good is better than Positioning 20, Determination 1 for 90% of the better regens*

Determination and positioning doesn't seem to have been affected by this patch. It seems to be affecting influence, strenght, stamina, teamwork, jumping, acc, pace, consistency, important matches, technique, agility, natural fitness, pressure, maybe a few others atts, all those coming nearly maxed out.

Last edited by MadScientist; 06-11-19 at 10:52 PM.

07-11-19, 10:47 AM

#183

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Originally Posted by **MadScientist**

*Determination and positioning doesn't seem to have been affected by this patch. It seems to be affecting influence, strenght, stamina, teamwork, jumping, acc, pace, consistency, important matches, technique, agility, natural fitness, pressure, maybe a few others atts, all those coming nearly maxed out.*

Nice 😊

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

07-11-19, 12:51 PM

#184

**ckharvey316**  
Youth Team Player

Join Date: 27-04-19  
Posts: 2

#### how to make nt mode .exe

hi is there any way to create a cm0102.exe which will run on compatability windows nt so i can continue to play it online any help would be appreciated

07-11-19, 02:25 PM

#185

**MrFoo**  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

With regard to the regen changes is it some Nick can incorporate into his patches? So we could apply it to older databases?

07-11-19, 05:56 PM

#186

**maksim tsigalko**

VIP

Join Date: 29-12-18  
Posts: 64

Hi saturday, So can I play my old save on the new data and exe in v8.01 replacing the v8 or am I missing something. I don't want to ruin my save as it's into 2nd season and can I use Nick's patcher to inflate the wages and transfer values plus every other mod like var commentary?

08-11-19, 09:03 AM

#187

**Rocastle** ◊  
Youth Team Player

Join Date: 20-03-19  
Location: Seddon, Australia  
Posts: 4

Hi chaps,

I've managed to get the game running smoothly - date updates, patches etc. - the only thing I've noticed is that Western United (A - League) are missing. Only ten teams appear in the A - League table at the start of the game...or have I made a mess of it somewhere along the line?

Thanks for any advice.

08-11-19, 01:42 PM

#188

**Skaata** ◊  
Youth Team Player

Join Date: 13-02-19  
Posts: 10

Hello, I posted this in the tech support forum, but I will post here as well, I really hope it is ok:

I got a problem. I installed the game and followed the instructions. I have played for 6 seasons with no crashes and no error messages. On August 1, 2025 the game kicks me out to windows. No error messages, nothing. I tried going on holiday, but it's not helping.

Version 3.9.68T Tapani v.2.22 +S8

I remember a similar crash on the original data base, also happening August one (after 1 year of playing). It was some issue with the Argentinian league that made the game crash.

I would appreciate some help, it would be sad not to be able to continue after 6 seasons of CM.

09-11-19, 02:14 PM

#189

**Offside Trap** ◊  
Squad Rotation Player

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

Saturday, on your latest exe, has the Europa League final, date, been moved, or are there plans to?

09-11-19, 04:01 PM

#190

**sigvelien** ◊  
Youth Team Player

Join Date: 09-09-19  
Posts: 5

Originally Posted by **Skaata** ◊

*Hello, I posted this in the tech support forum, but I will post here as well, I really hope it is ok:*

*I got a problem. I installed the game and followed the instructions. I have played for 6 seasons with no crashes and no error messages. On August 1, 2025 the game kicks me out to windows. No error messages, nothing. I tried going on holiday, but it's not helping.*

*Version 3.9.68T Tapani v.2.22 +S8*

*I remember a similar crash on the original data base, also happening August one (after 1 year of playing). It was some issue with the Argentinian league that made the game crash.*

*I would appreciate some help, it would be sad not to be able to continue after 6 seasons of CM.*

This is happening to me as well, in the year 2025. Would love some info on this.

09-11-19, 04:31 PM

#191

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

if anyone could upload one of these 1st Aug (or similar) crashes savegames somewhere - we can take a look

**sigvelien** ◊  
Youth Team Player

Join Date: 09-09-19  
Posts: 5

<https://gofile.io/?c=SE4Zkh>

here's the save. it crashes the day after or something like that.

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

Thanks for uploading sigve - I can recreate the crash here - but really do not know why it's happening! Not looked too deeply, but nothing jumped out at me. So just worked around the crash to get you back up and running:

Code:

```
0092F1D2 /74 07 JZ SHORT 0092F1DB
0092F1D4 |. |8BCE MOV ECX,ESI
0092F1D6 |E8 55000000 CALL 0092F230
the JZ to a JMP
0092F1DB |> \66:8B8E B6000 MOV CX,WORD PTR DS:[ESI+0B6]
```

<----- Crash was down this road - so changed

It would then lock up in the following loop:

Code:

```
CPU Disasm
Address Hex dump Command Comments
0092EA55 /75 1C JNE SHORT 0092EA73
0092EA57 |> |6A 06 PUSH 6 ; Arg1 = 6
0092EA59 |. |E8 62E5FDFE CALL 0090CFC0
0092EA5E |. |83C0 02 ADD EAX,2
0092EA61 |. |83C4 04 ADD ESP,4
0092EA64 |. |0FBFC8 MOV SX ECX,AX
0092EA67 |. |8D148F LEA EDX,[ECX*4+EDI]
0092EA6A |. |389C11 F20000 CMP BYTE PTR DS:[EDX+ECX+0F2],BL
0092EA71 |. |74 E4 JE SHORT 0092EA57
use of this. So changed the first line JNE above to a JMP to get past it.
```

<---- would just freeze and loop beca

But then, in June, I got crashes in:

Code:

```
CPU Disasm
Address Hex dump Command Comments
0092FA7E |> \B1 19 MOV CL,19 ; Case 4 of switch cm0102.92FA4D
0092FA80 8858 74 MOV BYTE PTR DS:[EAX+74],BL
0092FA83 8848 73 MOV BYTE PTR DS:[EAX+73],CL
0092FA86 |. 8850 75 MOV BYTE PTR DS:[EAX+75],DL
0092FA89 |. 5B POP EBX
0092FA8A |. C2 1400 RETN 14
```

^ Is that regen code - not familiar - either way, I put in checks for EAX == 0 as that was the cause of the crash in those little +74+73+75, etc parts of the code. That got me past June and hence this save:

<https://nic.hopto.org/open/cm0102/wolves2225.sav>

^ So try that sigve - you'll have skipped 6 months, but I'm sure your mighty Wolves can survive 😊  
(EDIT: Holiday'd this save till 2038 without it erroring - although you were sacked in 2037 from Wolves ;P )

Last edited by Nick+Co; 09-11-19 at 11:11 PM.

**sigvelien** ◊  
Youth Team Player

Join Date: 09-09-19  
Posts: 5

Wow, thank you so much for this. So, so appreciated.

**lisa** ◊  
Youth Team Player

Join Date: 10-11-19  
Posts: 9

Hi, anyone else having an issue with all the ages ? Did everyting in op, and Moise Keane is 1 for example lol!!!

**Hybrid Soul** ◊  
Youth Team Player

Join Date: 24-01-19  
Posts: 8

Originally Posted by **twojastara**

Apologies but I have downloaded this patch:  
<http://www.mediafire.com/file/9dk9fm.../Data.zip/file>

and thix exe  
<http://www.mediafire.com/file/cwlv1...m0102.exe/file>

and I get the "German .. Index" issue:

You say this:

Unable to find the GERMAN\_FIRST\_DIVISION index (and many other indexes): There is a mismatch between the Data folder and cm0102.exe used.

Solution: Download the Data folder from post#1.

but again I downloaded / uploaded exactly what you have linked. Am I missing something.

Regards

I have the same issue - is there a mismatch with the files linked in post#1?

10-11-19, 10:40 PM

#197

**Pasquale**  
Reserve Team Player

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

Guys I applied the Saturn patch for the European qualifiers, and now I find myself the playoffs in the qualifiers of Africa!?! Can it be solved?

10-11-19, 11:31 PM

#198

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **lisa**

Hi, anyone else having an issue with all the ages ? Did everyting in op, and Moise Keane is 1 for example lol!!!

Sounds like you've applied patches more than once

Would suggest an uninstall and re-install from scratch again

--- Updated ---

Originally Posted by **Hybrid Soul**

I have the same issue - is there a mismatch with the files linked in post#1?

Sounds like you are trying to play latest DB on an old Saturn patch

Do a fresh install of everything and follow Saturn instructions in post #1

11-11-19, 01:45 PM

#199

**pheywoode**  
Youth Team Player

Join Date: 08-03-12  
Posts: 7

Is it possible for someone to post a patched .exe for me to run please? I am using Crossover to run CM on a mac but am unable to apply Nick's patcher with this softwear

11-11-19, 02:55 PM

#200

**pheywoode**  
Youth Team Player

Join Date: 08-03-12  
Posts: 7

Could you kindly upload an .exe with these options applied please?

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## Thread: Patch +v8

Thread Tools

11-11-19, 03:24 PM

#201

**MadScientist**  
Director

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

Originally Posted by **lisa**

*Hi, anyone else having an issue with all the ages ? Did everyting in op, and Moise Keane is 1 for example lol!!!*

You either applied a tapani patch over your saturn v8 .exe (dont do that as it already contains tapani patch), or you applied the 2019 start year patch from nick's patcher over your saturn v8 .exe (dont do that as it already contains 2019 start year patch). Uninstall and carefully follow the steps again.

11-11-19, 04:13 PM

#202

**stremz**  
Youth Team Player

Join Date: 05-11-19  
Posts: 1

hey ive downloaded and followed everything exactly from the first post, and when i play the transfer window seems messed up... It seems the main window is opening june 1st, but some transfers also go through anytime, i signed a player from one club in February for example.. On the previous version before i updated everything the transfer window was i think from 1st july to end august. and then the month of i think January.... .. Is there anything i can do / edit to get it back to this? I deleted my last version and literally reinstalled everything fresh and it is still the same .

13-11-19, 10:34 AM

#203

**Acelon**  
Youth Team Player

Join Date: 07-08-19  
Posts: 42



Hey guys, can this cause any errors in the future or can it be fixed somehow with save game editor or something?

## Copa América

Print

Tables Results Fixtures Schedule

View Group

### Group C

	Pld	Won	Drn	Lst	For	Ag	Pts
1st Bolivia	0	0	0	0	0	0	0
2nd Ecuador	0	0	0	0	0	0	0
3rd Qatar	0	0	0	0	0	0	0
4th Uruguay	0	0	0	0	0	0	0

8.7.28	Bolivia	v	Ecuador	Quito	-----
8.7.28	Qatar	v	Uruguay	Quito	-----
11.7.28	Uruguay	v	Bolivia	Guayaquil	-----
11.7.28	Ecuador	v	Qatar	Guayaquil	-----
14.7.28	Qatar	v	Bolivia	Quito	-----
14.7.28	Uruguay	v	Ecuador	Quito	-----

## Copa América

Print

Tables Results Fixtures Schedule

View Group

### Group B

	Pld	Won	Drn	Lst	For	Ag	Pts
1st Argentina	0	0	0	0	0	0	0
2nd Australia	0	0	0	0	0	0	0
3rd Chile	0	0	0	0	0	0	0
4th Peru	0	0	0	0	0	0	0

7.7.28	Argentina	v	Peru	Guayaquil	-----
7.7.28	Chile	v	Australia	Guayaquil	-----
10.7.28	Peru	v	Chile	Quito	-----
10.7.28	Australia	v	Argentina	Quito	-----
13.7.28	Australia	v	Peru	Guayaquil	-----
13.7.28	Chile	v	Argentina	Guayaquil	-----

13-11-19, 10:57 AM

#204

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

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

Those aren't errors.

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

13-11-19, 11:37 PM

#205

**Godliman** ◦  
 Youth Team Player

Join Date: 26-12-17  
 Posts: 38

I've used 1 as a value on Nick's patcher, which appears to have increased the wages to what I would imagine is not too far away from reality (Van Dijk on 150k per week) but his transfer value is 39m (whjch is surely way short of his valuation). Does the figure I input affect both wages and the transfer value?

14-11-19, 12:19 AM

#206

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

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

Yep - I believe so - I think went about 2 or more and Mane and Salah are over £100m etc

14-11-19, 02:19 PM

#207

**lisa** ◦  
Youth Team Player

Join Date: 10-11-19  
Posts: 9

Originally Posted by **MadScientist** ◻

*You either applied a tapani patch over your saturn v8 .exe (dont do that as it already contains tapani patch), or you applied the 2019 start year patch from nick's patcher over your saturn v8 .exe (dont do that as it already contains 2019 start year patch). Uninstall and carefully follow the steps again.*

Thank you, all done and working great. Thanks again

14-11-19, 09:07 PM

#208

**maksim tsigalko** ◦  
VIP

Join Date: 29-12-18  
Posts: 64

**exe Missing**

Hi can someone please help me i went to play the october 2019 update V8 not v8.1 and it was missing from my champ folder.i went on here to find the link for the exe and cant find it anywhere could someone kindly put the link in the forum for me as im in my 2nd season and dont want to lose my save.Thanks

Originally Posted by **Dermotron**



Last edited by Dermotron; 15-11-19 at 10:15 AM.

14-11-19, 09:30 PM

#209

**maksim tsigalko**  
VIP

Join Date: 29-12-18  
Posts: 64

Yeh i know this page but there is no link for the .exe for V8 just data.Have yous deleted it

14-11-19, 09:55 PM

#210

**saturn**  
Programmer  
VIP

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

Originally Posted by **ckharvey316**

*hi is there any way to create a cm0102.exe which will run on compatability windows nt so i can continue to play it online any help would be appreciated*

Have a look at the pre-game issues in post #3 and see if the exe there works.

Originally Posted by **MrFoo**

*With regard to the regen changes is it some Nick can incorporate into his patches? So we could apply it to older databases?*

Download the patches.zip file from post #1 and look for the regens mega boost patch. You can only apply it to a Tapanified exe (2.21 or 2.22).

Originally Posted by **maksim tsigalko**

*Hi saturn, So can i play my old save on the new data and exe in v8.01 replacing the v8 or am i missing something. Idont want to ruin my save as into 2nd season and can i use nicks patcher to inflate the wages and transfer values plus every other mod like var commentary?*

They're not compatible.

Originally Posted by **Rocastle**

*I've managed to get the game running smoothly - date updates, patches etc. - the only thing I've noticed is that Western United (A - League) are missing. Only ten teams appear in the A - League table at the start of the game...or have I made a mess of it somewhere along the line?*

I thought about making the A-League an 11 team league like it is IRL, but with it changing to 12 teams soon I decided to leave it at 10 for the moment. I only really change a league's number of teams if that number has been stable for a few years.

Originally Posted by **Skaata**

*I got a problem. I installed the game and followed the instructions. I have played for 6 seasons with no crashes and no error messages. On August 1, 2025 the game kicks me out to windows. No error messages, nothing. I tried going on holiday, but its not helping.*

*Version 3.9.68T Tapani v.2.22 +S8*

*I remember a similar crash on the original data base, also happening august one (after 1 year of playing). It was some issue with the Argentinian league that made the game crash.*

*I would appreciate some help, It would be sad not be able to continue after 6 seasons of CM.*

The Argentina bug is a bit of an annoyance in that it's relatively common but fixable. I should probably add instructions and a .patch file to the FAQ on how to overcome it as the fix does seem to be pretty stable.

Originally Posted by **Offside Trap**

*Saturn, on your latest exe, has the Europa League final, date, been moved, or is there plans to?*

Yes, it has also been moved.

Originally Posted by **streemz**

*hey ive downloaded and followed everything exactly from the first post, and when i play the transfer window seems messed up... It seems the main window is opening june 1st, but some transfers also go through anytime, i signed a player from one club in February for example.. On the previous version before i updated everything the transfer window was i think from 1st july to end august. and then the month of i think January..... Is there anything i can do / edit to get it back to this? I deleted my last version and literally reinstalled everything fresh and it is still the same .*

What country are you playing in?

14-11-19, 10:10 PM

#211

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **maksim tsigalko**

*Yeh i know this page but there is no link for the .exe for V8 just data.Have yous deleted it*

Check/ask here - <https://champman0102.co.uk/showthread.php?t=13242>

15-11-19, 09:36 AM

#212

**Mark**  
Chairman

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

Originally Posted by **maksim tsigalko**

*Yeh i know this page but there is no link for the .exe for V8 just data.Have you deleted it*

You're posting in the data update thread. The link Redknapp69 is the link to the v8 patch that you downloaded the .exe from. It's provided in step 4 towards the bottom of the opening post.

15-11-19, 12:17 PM

#213

**domtos88**  
Youth Team Player

Join Date: 27-09-16  
Posts: 41

How can i edit the date of Champions league finale for myself? I don't want download new exe because i have done many changes with my pregame editor... Thanks.

15-11-19, 01:56 PM

#214

**Pasquale**  
Reserve Team Player

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

[img] <https://ibb.co/HhBL6z3> [/img]

[img] <https://ibb.co/44KP3bc> [/img]

Can it be solved? 🤔

15-11-19, 02:25 PM

#215

**Ravanelli**  
Decent Young Player

Join Date: 15-12-13  
Posts: 98

Originally Posted by **domtos88**

*How can i edit the date of Champions league finale for myself? I don't want download new exe because i have done many changes with my pregame editor... Thanks.*

The new exe won't affect your data, so you can download and safely play it, I had exactly the same problem (see <https://champman0102.co.uk/showthrea...814#post461814>). Of course it only works when you start a new games, you can't move the CL final in an existing save game.

15-11-19, 05:18 PM

#216

**MadScientist**  
Director

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

Originally Posted by **saturn**

*\*Players' physical attributes will now improve with training.*

Sounds a good change, but could you give a little more detail about that if possible? Like, how this fix was discovered, what it does, does it affect AI or human clubs, what will we perceive while playing the game, and does it has any relation to this other change: ""Regens with high potential abilities should come back with better attributes than before (numerous 20s)" or is totally unrelated

15-11-19, 06:53 PM

#217

**goptun**  
Youth Team Player

Join Date: 07-11-19  
Posts: 1

Hi everyone, hopefully a very quick question! I'm obviously aware that it's not possible to have both National League North and South given how the Welsh Premier has been used - I was wondering however whether it is possible to play the National League South instead of the North with Saturn's patch? Have tried everything I can think of - closest I got to was swapping all clubs between the 2 leagues, but then when trying to rename the leagues it caused the game to crash on start-up. Just wondering if anyone had any ideas? Thanks in advance!

16-11-19, 01:06 AM

#218

**DaleNiland2k711**  
Youth Team Player

Join Date: 18-09-16  
Posts: 13

is there any way in the near future that the new competitions like Nationals Like And The New Club World Cup To Be On CM 01 02

17-11-19, 06:05 PM

#219

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by **MadScientist** »

*Sounds a good change, but could you give a little more detail about that if possible? Like, how this fix was discovered, what it does, does it affect AI or human clubs, what will we perceive while playing the game, and does it have any relation to this other change: "\*\*Regens with high potential abilities should come back with better attributes than before (numerous 20s)" or is totally unrelated*

It's a reversal of the following Tapani change from 2.15:

"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)."

It has no relation to the regens patch.

Originally Posted by **goptun** »

*Hi everyone, hopefully a very quick question! I'm obviously aware that it's not possible to have both National League North and South given how the Welsh Premier has been used - I was wondering however whether it is possible to play the National League South instead of the North with Saturn's patch? Have tried everything I can think of - closest I got to was swapping all clubs between the 2 leagues, but then when trying to rename the leagues it caused the game to crash on start-up. Just wondering if anyone had any ideas? Thanks in advance!*

Sorry, I can't help you with this.

Originally Posted by **DaleNiand2k711** »

*is there any way in the near future that the new competitions like Nationals Like And The New Club World Cup To Be On CM 01 02*

No, I don't think these will ever be playable in the game.

17-11-19, 08:45 PM

#220

**Offside Trap** ◊  
Squad Rotation Player

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

Originally Posted by **goptun** »

*Hi everyone, hopefully a very quick question! I'm obviously aware that it's not possible to have both National League North and South given how the Welsh Premier has been used - I was wondering however whether it is possible to play the National League South instead of the North with Saturn's patch? Have tried everything I can think of - closest I got to was swapping all clubs between the 2 leagues, but then when trying to rename the leagues it caused the game to crash on start-up. Just wondering if anyone had any ideas? Thanks in advance!*

Don't quote me on this, but, I think it's possible, assuming you're using Nicks patcher, and NOT Saturns.

With Nicks patcher, you have the option to replace the Welsh league with that of the Northern, Southern and Premier Division of the extra non leagues, you can patch one or the other, therefore, able to start a game in that division, and promoted to the Conference etc...

18-11-19, 05:55 PM

#221

**danny\_bhoy67** ◊  
Youth Team Player

Join Date: 09-05-14  
Posts: 23

Just a quick one from me:

I'm using the v8 patch and the ultimate commentary pack.

During a match when I click Match Report I get error "v3.9.68T Area..cpp 507" and then the Match Report screen is just blank.

Any ideas if this can be easily fixed?

18-11-19, 08:33 PM

#222

**saturn** ◊  
Programmer  
VIP

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

I'm not sure what could cause it as I don't use the UCP, perhaps there's a new commentary line that's too long. It could have something to do with the resolution that you're playing on too.

**MadScientist** Director

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

Originally Posted by **saturn**   
*\*match\_eng errors (occurs when a team selects less than 11 players) will now tell you exactly which team is at fault.*

Dont know why but I like this change Anyway, it would still be better to omit this popup at all, isnt it as easy?

**danny\_bhoy67** Youth Team Player

Join Date: 09-05-14  
Posts: 23

Originally Posted by **saturn**   
*I'm not sure what could cause it as I don't use the UCP, perhaps there's a new commentary line that's too long. It could have something to do with the resolution that you're playing on too.*

I'm not at my computer right now but I'll bet that you're right about the resolution. I'm playing at 1920x1080 and the text in the news screen is clipped - ie it breaks the line way before the end of the screen horizontally which I thought looked odd but not enough to change it.

I'll try applying a more standard resolution next time I load it up and see if that fixes it.

Thanks for the response.

**marolla1** Youth Team Player

Join Date: 19-01-19  
Posts: 2

First of all, I would like to congratulate you for the great work. The patch is amazing. I just have one doubt: I noticed that the previous versions were significantly faster than this one (I didnt choose the option that force all players to be loaded). Is there anything that I can do about this? If it was faster, I would say that this is the perfect patch.

[« Transfer Window | Balkan League »](#)

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Forum CM 01/02 Updates Patches Patch +v8

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Results 226 to 250 of 322

## Thread: Patch +v8

Thread Tools

19-11-19, 10:01 AM

#226

**Offside Trap**  
Squad Rotation Player

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

Assuming you're using the latest Saturn/Nick patch, 1 of the settings that you can alter, is the speed of the game. I play x8, and when testing, I play x200

19-11-19, 11:19 PM

#227

**JohnDoe**  
Youth Team Player

Join Date: 16-10-14  
Posts: 31

Originally Posted by **DanMUFC**

*Hi guys, the problem i seem to be having is when i use Nicks Patcher v1.21 , the game loads up fine until i use the patcher. as soon as i use the patcher the game crashes on 'initialising game data' right after the player histories finishes loading. using Windows 10.*

*EDIT - All sorted and now working fine.*

*again a massive thank you to everyone involved in this, keeping the game alive*

how did you fix this? ive same problem. thanks

20-11-19, 02:02 PM

#228

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **JohnDoe**

*how did you fix this? ive same problem. thanks*

Run the game as administrator

20-11-19, 07:20 PM

#229

**saturn**  
Programmer  
VIP

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



Originally Posted by **MadScientist**

*Dont know why but I like this change. Anyway, it would still be better to omit this popup at all, isnt it as easy?*

You can suppress the message but I would prefer to see what matches are causing problems and reschedule them accordingly. I've seen a couple of people say that this keeps popping up all the time for them when really it shouldn't be happening at all. I've never seen it on v8, but saw it a bit when testing on v7 in Turkey with a few reserve matches (only an issue in the first season with a lot of loans scheduled).

So if people are getting this numerous times let me know what games are causing issues (the teams, competition and date).

Originally Posted by **marolla1**

*First of all, I would like to congratulate you for the great work. The patch is amazing. I just have one doubt: I noticed that the previous versions were significantly faster than this one (I didnt choose the option that force all players to be loaded). Is there anything that I can do about this? If it was faster, I would say that this is the perfect patch.*

I can't say I've noticed this version being any slower than previous ones (I assume you've chosen the same game speed settings as you did in v7).

20-11-19, 07:36 PM

#230

**danny\_bhoy67**  
Youth Team Player

Join Date: 09-05-14  
Posts: 23

Originally Posted by **danny\_bhoy67**

*I'm not at my computer right now but I'll bet that you're right about the resolution. I'm playing at 1920x1080 and the text in the news screen is clipped - ie it breaks the line way before the end of the screen horizontally which I thought looked odd but not enough to change it.*

*I'll try applying a more standard resolution next time I load it up and see if that fixes it.*

*Thanks for the response.*

Saturn you were absolutely right about the resolution.

Issue resolved.

Thanks again.

20-11-19, 08:16 PM

#231

**Sahan**  
Squad Rotation Player

Join Date: 05-06-14  
Posts: 965

Some suggested corrections concerning Turkey Patch +v8:

As of season 2019-2020 TFF 1. Lig teams are allowed 10 bench players, thus nine because of game limitations. TFF 2. Lig teams are still only allowed 7 bench players.

Clubs in Süperlig are allowed to contract 14 foreigners (in their First team squadlist of 28 players eligible to play. Turkish youth players can be added above the 28 men limit.)

Because clubs are obligated to have 4 youth players (aged 15-21) who have played for 3 seasons/years in the clubs Academy, and 4 youth players (aged 15-21) who have played for 3 seasons/years at a club under Turkish Football Association organizations and one goalkeeper eligible to play for the Turkish national team, only one additional foreigner player can sit on the bench if the first XI starters are all foreigners, thus 11+1+2. Max 11 foreign players in starting XI, max 12 foreign players in the match squad and max 14 foreign players allowed to be contracted.

TFF 1. Lig = 5+1+4, thus max 5 foreign players in the starting XI, max. 6 foreign players in match squad and max of 10 foreign players allowed to be contracted.

TFF 2. Lig no foreign players are eligible to play.

Turkish Cup consists of two major stages; A & B. 160 teams take place. (In database there are 18+20+50+77=165 clubs in competition) Seven substitutes are allowed in cup games.

stage A consists of 6 rounds, the latter being the 1/8 Finals. Starting from round 5 (1/16 Finals) games are played with home and away games.

stage B consists of the 1/4 Finals, 1/2 Finals which are both played home and away. The Cup Final is on neutral ground.

1st Round: 44 clubs in total clubs. 35 amateur clubs (Regional Amateur League/RAL) + 9 clubs promoted from RAL to TFF 3. Lig.

**Spoiler!**

2nd Round: 66 clubs in total. 44 prof. clubs from TFF 3. Lig (other than the nine promoted from RAL) + 22 qualifiers from 1st Round  
SIDENOTE: there are 53 teams (two groups of 18 and one of 17 teams) in TFF 3. Lig currently because Gaziantepspr was relegated to RAL without playing a single match in TFF 3. Lig after being relegated from TFF 2. Lig.

**Spoiler!**

3rd Round: 92 clubs in total. 2 teams of Süperlig (numbers 14 & 15 of past season) + 3 clubs promoted to Süperlig + 18 clubs of current TFF 1. Lig + all 36 TFF 2. Lig teams (2 groups of 18=36) + 33 qualified clubs from 2nd round

**Spoiler!**

4th Round: 54 clubs in total. 8 Süperlig clubs (ranked 6-13 of past season) + 46 qualifiers from 3rd Round..

stage B consists of the quarter finals, semi finals and the final. 1/4 F & 1/2 are played with home and away games. The final is played at a neutral ground.

**Spoiler!**

5th Round: 32 clubs: 5 Süperlig teams (ranked 1-5 of past season) + 27 qualifiers from 4th Round.

**Spoiler!**

6th Round to Final is obvious I presume.

Ataturk Olimpiyat new national team stadium  
<https://www.tff.org/default.aspx?pag...5&ftxtID=32548>


*Last edited by Sahan; 21-11-19 at 09:01 PM.*

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

eddieC

23-11-19, 03:32 AM

#232

**Hybrid Soul**   
Youth Team Player

Join Date: 24-01-19  
Posts: 8

Originally Posted by **Skaata**

*Hello, I posted this in the tech support forum, but I will post here as well, I really hope it is ok:*

*I got a problem. I installed the game and followed the instructions. I have played for 6 seasons with no crashes and no error messages. On August 1, 2025 the game kicks me out to windows. No error messages, nothing. I tried going on holiday, but its not helping.*

*Version 3.9.68T Tapani v.2.22 +S8*

*I remember a similar crash on the original data base, also happening august one (after 1 year of playing). It was some issue with the Argentinian league that made the game crash.*

*I would appreciate some help, It would be sad not be able to continue after 6 seasons of CM.*

I have the exact same issue only it happens on August 1st 2024. I can't holiday past it.

@Nick+Co: Sorry to ask but could you please help here like you did for **Skaata**? I really don't want to give up this game. Save File is here: <https://gofile.io/?c=QYn1iu>

23-11-19, 03:36 AM

#233

**Hybrid Soul**  
Youth Team Player

Join Date: 24-01-19  
Posts: 8

Originally Posted by **saturn**

*The Argentina bug is a bit of an annoyance in that it's relatively common but fixable. I should probably add instructions and a .patch file to the FAQ on how to overcome it as the fix does seem to be pretty stable.*

If you could explain how to do this it would be great!

24-11-19, 09:18 AM

#234

**azmaster**  
Decent Young Player

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

Copa Libertadores final should be played in November.

Looks like its currently played in June\July, can it be changed?

24-11-19, 08:39 PM

#235

**Bunglefish**  
Hot Prospect for the Future

Join Date: 26-08-12  
Posts: 113

Weird bug here, using v8 + Nicks, i exchanged a player for 2 players from another team, and now, after they have joined the club, i cant offer them new contracts, it just says "Player has already accepted a contract from Woking"..... any ideas?

25-11-19, 01:43 PM

#236

**Tierney-LFC-1990**  
Reserve Team Player

Join Date: 20-02-16  
Posts: 293

Hi Saturn,

I have tried to download the exe file but it says that 'The publisher of cm0102.exe couldn't be verified.'

Do you know a way round this please mate?

Many thanks,

Matt

25-11-19, 06:09 PM

#237


**Nick+Co**  
Programmer

Join Date: 18-07-15  
Posts: 795

@Hybrid: Will take a look - although that save is huge and takes a good while to load, so I might lose my motivation if I can't fix it quick - even if I just load it and try and re-save it, it will crash in cup code, so it might be dead....

26-11-19, 11:06 PM

#238

nununevs   
Youth Team Player

Join Date: 05-05-17  
Posts: 16

Hi !!


I've got a HP Pavilion I5 8thGen and NVIDIA GEFORCE, and it seems that he wont let me play CM0102 windowed version, due to a 800x600 -16 colours warning issue. The laptop advise to have my desktopwith that resolution. All my other deskPC and old laptop never showed this issue.

My .exe is already with XP service pack 3 and DirectX12 already installed.


Any advice or how to fixing this? Thanks in advance

27-11-19, 08:00 AM

#239


saturn   
Programmer  
VIP

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

Originally Posted by **Sahan** 

*Some sugested corrections concerning Turkey Patch +v8:*

The Süperlig foreigners will stay as 14/11 as all the minor restrictions that you describe can't really be added. The TFF 1. Lig subs and foreigners can be changed. The Turkish Cup subs can be changed but not any of the rest, and the new national stadium is a data issue.

Originally Posted by **Hybrid Soul** 

*I have the exact same issue only it happens on August 1st 2024. I can't holiday past it.*

*@Nick+Co: Sorry to ask but could you please help here like you did for [Skaata](#)? I really don't want to give up this game. Save File is here: <https://gofile.io/?c=QYn1iu>*

On the cm0102.exe you're using, do you have unprotected contracts disabled and what currency inflation values are you using (default or 2.00)?

Originally Posted by **Bunglefish** 

*Weird bug here, using v8 + Nicks, i exchanged a player for 2 players from another team, and now, after they have joined the club, i cant offer them new contracts, it just says "Player has already accepted a contract from Woking"..... any ideas?*


Weird, I've never seen anything like that - I'm not sure if it's fixable. Out of interest were Woking involved in the exchange deal?

Originally Posted by **azmaster**

*Copa Libertadores final should be played in November.*

*Looks like its currently played in June\July, can it be changed?*


It should be easy to change (more end of season congestion for Brazilian clubs though).

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

*I have tried to download the exe file but it says that "The publisher of cm0102.exe couldn't be verified."*

*Do you know a way round this please mate?*

The link still works for me. Try disabling your anti-virus.

Originally Posted by **nununevs** 


Hi !!

*I've got a HP Pavilion I5 8thGen and NVIDIA GEFORCE, and it seems that he wont let me play CM0102 windowed version, due to a 800x600 -16 colours warning issue. The laptop advise to have my desktopwith that resolution. All my other deskPC and old laptop never showed this issue. My .exe is already with XP service pack 3 and DirectX12 already installed.*

Try right clicking on the cm0102.exe --> properties --> disable PPT font scaling. If that doesn't work try looking in [this](#) thread.

30-11-19, 06:55 PM

#240

Bunglefish   
Hot Prospect for the Future

Join Date: 26-08-12  
Posts: 113

Sorry Saturn, i should have been clearer, Im Woking and i exchanged two players with Watford, the two players came to me, and originally i couldnt offer them contracts, but after i hit the end of the year and it updated, it sorted itself out!

03-12-19, 07:36 AM

#241

**MrFoo** ◊  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

Does it mean we cant use this patch for long term games as it will crash after 4 or 5 seasons?

03-12-19, 11:18 AM

#242

**Mark** ◊  
Chairman

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

Where does it say that?

03-12-19, 11:59 AM

#243

**MrFoo** ◊  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

Oh no it doesn't, its just some have reported that it crashes after 4 - 5 seasons.

03-12-19, 10:27 PM

#244

**thormam** ◊  
Youth Team Player

Join Date: 04-06-19  
Posts: 2

Hi Saturn,  
Im trying to start a multiplayer game with your v8+ patch and I have some issues.  
Im using the exe from your "Network games can not be created: For some unknown reason, Network games fail to be created." and Im able to start a multiplayer game but..  
There are several leagues not working as "Background" leagues. Like Germany,Spain,Italy,Spain,Scotland (havent tested all of them)  
Found a mix with England as active and Belgium+Netherlands as Background that worked. So game ready to be joined.

My friends joins but get the resolution issue below:  
[Resolution problem](#)

We have tried alot of patching with resolution - even left it with original resolution. With and without fullscreen. Still the same. Any ideas?

Thanks!

05-12-19, 09:37 AM

#245

**saturn** ◊  
Programmer  
VIP

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

Sorry, I don't know the solution to either issue. I remember Tapani saying that different resolutions can be buggy over network games, but if it occurs with all of you using the default 800x600 resolutions then I don't know why.

05-12-19, 11:40 AM

#246

**seventeenward** ◊  
Youth Team Player

Join Date: 27-09-19  
Posts: 2

Hi Saturn, thanks for delivering great enhancements to the game! The instructions are also very well-written, make my slower mind to actually make this thing running (pretty) okay.

I got some error here, when I want to see the chairman profile, I always "greeted" with below error code:

<https://drive.google.com/open?id=1G2...xIvncMSCgDF4p4>

And afterwards, the chairman profile are blank:

<https://drive.google.com/open?id=1oq...7Xe0RzOmE9h0H7>

Here's my Nick's Patcher config:

<https://drive.google.com/open?id=1MG...5-QanFW5oHb7gm>

Sorry if the image doesn't show, I don't know how to do it 

Thanks!

#### EDIT


I've tried some options at Nick's Patcher, it seems that I only got the problem when using 1280x1024 resolution (my old PC default resolution). Other resolutions are fine, I got the closest "pixels" or "detail" at 1280x960 but somehow I can't get into fullscreen, only windowed.

I have to get used to 1024x768 then \*sob\*

*Last edited by seventeenward; 05-12-19 at 03:59 PM.*

05-12-19, 08:58 PM

#247


**cavada91**   
Youth Team Player

Join Date: 30-11-19  
Posts: 1



Guys, any idea how to fix the 4 Non Eu players restriction? with nick's patch is fixable but only in england, denmark and sweden. what about the other countries? how should i do it? im on 3.9.68 patch and october19 update. any help will be much appreciated!!

08-12-19, 06:40 PM

#248

**nununevs**   
Youth Team Player

Join Date: 05-05-17  
Posts: 16

 Originally Posted by **saturn** 

*The Süperlig foreigners will stay as 14/11 as all the minor restrictions that you describe can't really be added. The TFF 1. Lig subs and foreigners can be changed. The Turkish Cup subs can be changed but not any of the rest, and the new national stadium is a data issue.*

*On the cm0102.exe you're using, do you have unprotected contracts disabled and what currency inflation values are you using (default or 2.00)?*

*Weird, I've never seen anything like that - I'm not sure if it's fixable. Out of interest were Woking involved in the exchange deal?*

*It should be easy to change (more end of season congestion for Brazilian clubs though).*

*The link still works for me. Try disabling your anti-virus.*

*Try right clicking on the cm0102.exe --> properties --> disable PPT font scaling. If that doesn't work try looking in [this thread](#).*

Problem solved !!! Thanks

15-12-19, 08:41 PM

#249

**MauroG**   
Hot Prospect for the Future

Join Date: 04-11-15  
Posts: 115

A club made an offer for a player that's on loan.🤖

## 19. Ben Woodburn (Brentford)

Action ▾

Profile	Injuries & Bans	Contract	Transfer	History
---------	-----------------	----------	----------	---------

**Born 15.10.99 (Age 22). Welsh (18 caps/3 goals).**

Acceleration	16	Flair	14	Set Pieces	11
Aggression	11	Handling	1	Stamina	13
Agility	15	Heading	11	Strength	12
Anticipation	12	Influence	11	Tackling	11
Balance	12	Jumping	9	Teamwork	15
Bravery	11	Long Shots	13	Technique	17
Creativity	13	Marking	11	Work Rate	13
Crossing	14	Off The Ball	15	Preferred Foot	Right
Decisions	15	Pace	15	Form	6-7-6-5-7
Determination	15	Passing	15	Morale	Low
Dribbling	15	Positioning	11	Condition	100%
Finishing	15	Reflexes	5	On loan from Liverpool	

	Apps	GLs	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	6	0	0	0	77%	0.2	0.7	100%	6.33
Cup	0	0	0	0	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	0	0	0	0	-	-	-	-	----
Senior Club	6	0	0	0	77%	0.2	0.7	100%	6.33

**Attacking Midfielder (Right/Left/Centre)**

Back      Next

Fri 18th Mar AM	Brentford transfer bid for Woodburn
Thu 17th Mar EVE	Tanganga signs new 1 year Tottenham deal
Thu 17th Mar PM	Gloucester Reserves draw
Wed 16th Mar EVE	Cardiff Met to sign Carson

Filter :      Next Unread

### Brentford transfer bid for Woodburn

Brentford FC have made an offer worth E450,000 for Liverpool's Ben Woodburn.

15-12-19, 08:58 PM #250

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

Originally Posted by **seventeenward** 🗨  
*I got some error here, when I want to see the chairman profile, I always "greeted" with below error code:*

**EDIT**

*I've tried some options at Nick's Patcher, it seems that I only got the problem when using 1280x1024 resolution (my old PC default resolution). Other resolutions are fine, I got the closest "pixels" or "detail" at 1280x960 but somehow I can't get into fullscreen, only windowed.*

I think there are some small errors in some of the resolutions (or maybe it's just 1280x1024). I don't really know how Tapani did any of the resolution changes so unfortunately I can't really help with any errors that occur with them.

Originally Posted by **MauroG** 🗨  
*A club made an offer for a player that's on loan.🤖*

Interesting! Sometimes clubs makes a really low offer for a player that's on loan with them, like £5k for a £1m player. It looks like this is done via a different bit of code than the one I patched that otherwise prevents any club signing any loan player.

Ironically I thought about trying to add a bit of code that allows a club to purchase a player that's already on loan to them, but I'm a bit wary of throwing extra bits into the transfer code as I don't know how much it could slow the game down overall.

**The Following 3 Users Say Thank You to saturn For This Useful Post:**

bruebous, MadScientist, MauroG

◀ Transfer Window | Balkan League ▶

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Thread: Patch +v8

Thread Tools

16-12-19, 01:32 AM

#251

**bruebous**  
Director

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

Originally Posted by **saturn**

*Ironically I thought about trying to add a bit of code that allows a club to purchase a player that's already on loan to them, but I'm a bit wary of throwing extra bits into the transfer code as I don't know how much it could slow the game down overall.*

It's a nice touch though

16-12-19, 07:14 PM

#252

**bobbyb**  
Youth Team Player

Join Date: 16-11-19  
Posts: 11

Followed the instructions and got it working straight away, one season in. Thank you for this. Makes the game even more enjoyable for me. All the best.

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

Dermotron

18-12-19, 07:20 PM

#253

**DanMUFC**  
Youth Team Player

Join Date: 01-09-19  
Posts: 5

Hi mate just seen your msg. I done a complete wipe and reinstall of everything and followed the steps and it worked after that with no issues.

21-12-19, 09:49 AM

#254

**davidkovacs**  
Youth Team Player

Join Date: 18-05-12  
Posts: 2

Hi Great work in the new patch when i want to buy player i click in transfer fee line price up is go very slow if i want to buy player 150M and his price is 30M IS going up slow?

**marolla1** ◊  
Youth Team Player

Join Date: 19-01-19  
Posts: 2

Hey guys, would like to report an issue. It happened to me in two different saves (two different leagues, italian and spanish). In some aleatory matches the narration all of a sudden freezes and I can do nothing but close the game. It doesn't come back if I click in "pause" or "continue". I diminished the problem by setting the game to auto-save every week in preferences, so I wouldn't lose a lot of gameplay when it happens. Unfortunately it seems to happen more frequently as the save passes by, so I gave up the game, because I was tired of replaying matches. I applied the Nicks Patcher at the highest speed.

Talking about speed, I must come back to the point I previously mentioned in another post. The game is definitely slower on v8. For comparison, on v7, when I had an older notebook full of virus and with half RAM memory and a poor processor, I could certainly play 4~5 seasons in a good day of game (without bugs). Now, with a gamer notebook (Acer Nitro 5) and v8 I can play 2~3 with luck, and replaying some matches because of the narration bug.

I guess those issues could all be related to the Nick's Patcher. I've never used it in the previous patches. We had to download an .exe with the desired configurations in the second thread's post and replace the game's .exe by the downloaded one. It always worked perfectly.

I'm thinking about going back to v7. It's a pity, because I really liked the database and some gameplay changes that v8 showed.

**MadScientist** ◊  
Director

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

Originally Posted by **marolla1** ◊

*Hey guys, would like to report an issue. It happened to me in two different saves (two different leagues, italian and spanish). In some aleatory matches the narration all of a sudden freezes and I can do nothing but close the game. It doesn't come back if I click in "pause" or "continue". I diminished the problem by setting the game to auto-save every week in preferences, so I wouldn't lose a lot of gameplay when it happens. Unfortunately it seems to happen more frequently as the save passes by, so I gave up the game, because I was tired of replaying matches. I applied the Nicks Patcher at the highest speed.*

Apply some lower speed like x4 or default and see if that solves. The speed setting is only related to matches, it doesn't affect processing speed.

Originally Posted by **marolla1** ◊

*Talking about speed, I must come back to the point I previously mentioned in another post. The game is definitely slower on v8. For comparison, on v7, when I had an older notebook full of virus and with half RAM memory and a poor processor, I could certainly play 4~5 seasons in a good day of game (without bugs). Now, with a gamer notebook (Acer Nitro 5) and v8 I can play 2~3 with luck, and replaying some matches because of the narration bug.*

As far as I know there is no slow down in v8. That's probably the antivirus on your new computer slowing the game down. Add the cm folder to be ignored by your antivirus, or disable the antivirus while you are playing, and you will see a huge performance gain. More detail here: <https://champman0102.co.uk/showthread.php?p=496#post453496>

**Bunglefish** ◊  
Hot Prospect for the Future

Join Date: 26-08-12  
Posts: 113

here's one to look at for future reference, it seems like the yellow and red card suspensions carry over from International fixtures to the Club World Cup

**Okocha26** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 14

\*Turkey: Reserve games are now played by Turkish clubs.  
installed the game 3,68  
installed new game data  
installed october 2019 city.dat to data folder  
installed +v8.1

No reserve game for Turkish Clubs...

**Okocha26** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 14

Originally Posted by **Okocha26**

*\*Turkey: Reserve games are now played by Turkish clubs.  
installed the game 3,68  
installed new game data  
installed october 2019 city.dat to data folder  
installed +v8.1*

*No reserve game for Turkish Clubs...*

it works...

28-12-19, 03:18 PM

#260

**sinner**  
Youth Team Player

Join Date: 21-10-19  
Posts: 6

**Cannot play**

I've respected the steps in the 1st post but when I open the game, it does not fit all into the window.

I use windows 8, my prop are  
run in windows xp sp3

28-12-19, 11:50 PM

#261

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **sinner**

*I've respected the steps in the 1st post but when I open the game, it does not fit all into the window.*

*I use windows 8, my prop are  
run in windows xp sp3*

Do you mean you want to play full screen? If so, choose that from game settings. Is it currently set at "windowed"?

29-12-19, 07:54 PM

#262

**alynxs**  
Youth Team Player

Join Date: 29-12-19  
Posts: 1

why no one can make champions league and europa league format to nowadays?

29-12-19, 10:32 PM

#263

**djole2mcloud**  
Programmer

Join Date: 04-03-12  
Location: Serbia, Belgrade, Zemun  
Posts: 984

here we go again....

30-12-19, 11:48 AM

#264

**Ruben\_**  
Hot Prospect for the Future

Join Date: 09-03-12  
Posts: 103

Originally Posted by **alynxs**

*why no one can make champions league and europa league format to nowadays?*

because it's not possible, explained to death 😊

01-01-20, 10:16 PM

#265

**eddieC**  
Reserve Team Player

Join Date: 27-08-14  
Posts: 308

Loaded a game up... turns out all the players are 0 - 10 years old... started in 2019..

What has happened? how do i correct it?

01-01-20, 11:57 PM

#266

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

You probably applied certain patches more than once

Would suggest a complete uninstall and start again mate

#### The Following User Says Thank You to Redknapp69 For This Useful Post:

[eddieC](#)

02-01-20, 08:11 PM

#267

**saturn** ◊  
Programmer  
VIP

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

Originally Posted by [davidkovacs](#) ◊

*Hi Great work  
in the new patch when i want to buy player i click in transfer fee line price up is go very slow if i want to buy player 150M and his price is 30M  
IS going up slow?*

If you know how to use Nick's patcher then try [this](#) post.

Originally Posted by [marolla1](#) ◊

*Hey guys, would like to report an issue. It happened to me in two different saves (two different leagues, italian ans spanish). In some aleatory matches the narration all of a sudden freezes and I can do nothing but close the game. It doesnt come back if i click in "pause" ou "continue". I diminished the problem by setting the game to auto-save every week in preferences, so I wouldnt lose a lot of gameplay when it happens. Unfortunately it seems to happen more frequently as the save passes by, so I gave up the game, because I was tired of replaying matches. I applied the Nicks Patcher at the highest speed.*

Don't use the Max speed, just use x200. It very rarely happens at x200, and if does you can press the Pg Dn button to continue the game. Regarding the speed changes from v7 to v8 I can't say that I've noticed anything going much slower than before when playing.

Originally Posted by [Bunglefish](#) ◊

*heres one to look at for future reference, it seems like the yellow and red card suspensions carry over from International fixtures to the Club World Cup*

Interesting one, should be easy to fix!

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

[MadScientist](#)

02-01-20, 08:53 PM

#268

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

*Regarding the speed changes from v7 to v8 I can't say that I've noticed anything going much slower than before when playing.*

Unless the guy used my patcher and selected "force load all players" - that can really slow things down if you're not used to it.

04-01-20, 04:11 PM

#269

**DaveGray** ◊  
Youth Team Player

Join Date: 04-01-20  
Posts: 2

Hi there,

Have followed all the instructions above (thanks!) and I think I have it all right...but it asks for the CD? I saw a post about this issue but can't find it. Can anyone help?

04-01-20, 04:40 PM

#270

**DaveGray** ◊  
Youth Team Player

Join Date: 04-01-20  
Posts: 2

What do you do if it asks for the CD?

04-01-20, 04:53 PM

#271

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Re-Mount the ISO

05-01-20, 01:40 AM

#272

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Unsure if a V8 patch question or a real life question

I'm doing the Brazil challenge - <https://champan0102.co.uk/showthrea...907#post464907>

I've just won my Copa Libatadores Group

In the 2nd round (round of 16) I am drawn to play the team that came 2nd in my group 🤔

Is that possible (in real life?) or maybe a bug in game etc?

Thanks

	Pld	Won	Dm	Lst	For	Ag	Pts
1st <b>Flamengo</b> (BRA)	6	6	0	0	18	2	18
2nd <b>Macará</b> (ECU)	6	3	1	2	8	7	10
3rd Univ. Católica (CHI)	6	1	2	3	6	11	5
4th Allianza Lima (PER)	6	0	1	5	1	13	1

26.2.20	Flamengo	3:0	Allianza Lima	Rio de Janeiro (RJ)
26.2.20	Macará	2:2	Univ. Católica	Ambato

CHI	Unión Española	v	Palmeiras	BRA
MEX	Monterrey	v	Independiente	ARG
ARG	River	v	Lanús	ARG
URU	Nacional Montevideo	v	Boca	ARG
ECU	Macará	v	Flamengo	BRA
BOL	Blooming	v	Emelec	ECU
BRA	Internacional	v	Deportivo La Gualra	VEN
ECU	LDU Quito	v	San Lorenzo	ARG

11-01-20, 06:19 PM

#273

**tsolina**   
 Youth Team Player

Join Date: 04-01-20  
Posts: 1

**bug**

buggy, the show stopper in this case is that all players got 18 years younger in one moment during 2nd season

<https://drive.google.com/open?id=11...PNX-eYLwVFBZUr>

13-01-20, 07:48 AM

#274

**saturn**   
 Programmer  
VIP

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

Originally Posted by **Redknapp69**

*Unsure if a V8 patch question or a real life question*

*I've just won my Copa Libertadores Group*

*In the 2nd round (round of 16) I am drawn to play the team that came 2nd in my group 😬*

*Is that possible (in real life?) or maybe a bug in game etc?*

I saw MadScientist's reply before the site lost a couple of days worth of posts and he said that it happens IRL.

Originally Posted by **tsolina**

*buggy, the show stopper in this case is that all players got 18 years younger in one moment during 2nd season*

*[https://drive.google.com/open?id=11\\_...PNX-eYLwVFBZUr](https://drive.google.com/open?id=11_...PNX-eYLwVFBZUr)*

This usually only occurs when you've used a patch twice, eg if you use Tapani's patch as well as this one.

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

Redknapp69

24-01-20, 03:43 AM

#275

**dhanzuy**  
Youth Team Player

Join Date: 08-06-19  
Posts: 5

haii all, how to play this patch with no cd pluggin?

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

« Transfer Window | Balkan League »

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## Thread: Patch +v8

Thread Tools

24-01-20, 11:42 AM

#276

**Redknapp69**  
 Member of the Month  
 Social Media Mod

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

the game can be played without a disc - see the video tutorial here.....

<http://champman0102.co.uk/showthread.php?t=9561>

31-01-20, 03:06 PM

#277

**rodrigoazevedo**  
 Hot Prospect for the Future

Join Date: 20-03-13  
 Location: Lisbon  
 Posts: 181

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.

**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."**

So I followed exactly the steps above but still I cannot run the game 😞 1st message is this one V3.9.68T Langlib.cpp.479 and the 2nd message is V3.9.68T game\_config.cpp 131 So what can I do ? Thank you

02-02-20, 01:56 PM

#278

**BeezerCeltic1967**  
 Director

Join Date: 02-03-12  
 Location: WATING FOR 10 IN A ROW  
 Posts: 6,197

Anybody having an error with not enough players for a match?

12-02-20, 09:36 AM

#279

**domtos88**

Join Date: 27-09-16



Youth Team Player

Posts: 41

Sorry for my English. One question: why if i change player attribute with the editor for example handling 19 with a goalkeeper or 20 marking with a defender etc. When i start a new game that goalkeeper or that defender have not 19/20 but only 14/15 or max 16?

12-02-20, 06:03 PM

#280

srafaels  
Trialist

Join Date: 01-02-20  
Posts: 1

Hello, @saturn. Is it possible to change the Brazilian's first and second divisions structure? Nowadays the A and B divisions have only 20 teams, despite the original Brazilian's main league structure on your patch is kepted from the old times... Congratulations for your effort!

12-02-20, 08:53 PM

#281

Redknapp69  
Member of the Month  
Social Media Mod

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

Originally Posted by domtos88

*Sorry for my English. One question: why if i change player attribute with the editor for example handling 19 with a goalkeeper or 20 marking with a defender etc. When i start a new game that goalkeeper or that defender have not 19/20 but only 14/15 or max 16?*

Run the editor as administrator

12-02-20, 09:17 PM

#282

Dermotron  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

*So I followed exactly the steps above but still I cannot run the game 😞 1st message is this one V3.9.68T Langlib.cpp.479 and the 2nd message is V3.9.68T game\_config.cpp 131 So what can I do ? Thank you*

Try installing the game, 3.9.68 patch and then the Data but dont delete the previous files. Follow steps 3 to 5 as pointed out

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

13-02-20, 12:34 PM

#283

domtos88  
Youth Team Player

Join Date: 27-09-16  
Posts: 41

Done. But it's the same...

13-02-20, 01:14 PM

#284

Dermotron  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

How many files are in your Data folder?

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

13-02-20, 08:51 PM

#285

skipayoub  
Youth Team Player

Join Date: 06-09-19  
Posts: 1

Does Nick's patcher work on Windows XP? I get an error when trying to run it

13-02-20, 11:22 PM

#286

**swfc82** ◊  
VIP

Join Date: 07-01-13  
Posts: 26

Hi fellas...just a quick one. When i apply Nicks patcher to the exe file it limits the options that i can tick to around 4 or 5. Is this correct?

14-02-20, 12:13 AM

#287

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Originally Posted by **swfc82** ◊

*Hi fellas...just a quick one. When i apply Nicks patcher to the exe file it limits the options that i can tick to around 4 or 5. Is this correct?*

Followed Saturn's instructions on 1st post of this thread - it references what to do with Nicks Patch as well 🤖

14-02-20, 12:32 AM

#288

**swfc82** ◊  
VIP

Join Date: 07-01-13  
Posts: 26

Originally Posted by **Redknapp69** ◊

*Followed Saturn's instructions on 1st post of this thread - it references what to do with Nicks Patch as well 🤖*

I followed the instructions and got everything working, it's just when I apply the patch to the exe files a lot of the options are greyed out and I can't tick them. Is that cos the downloaded exe file already has these option engrained within it?

14-02-20, 12:34 AM

#289

**swfc82** ◊  
VIP

Join Date: 07-01-13  
Posts: 26

Originally Posted by **swfc82** ◊

*I followed the instructions and got everything working, it's just when I apply the patch to the exe files a lot of the options are greyed out and I can't tick them. Is that cos the downloaded exe file already has these option engrained within it?*

Ignore me! Re read it! Haha!

14-02-20, 11:42 AM

#290

**BeezerCeltic1967** ◊  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN  
A ROW  
Posts: 6,197

Originally Posted by **domtos88** ◊

*Sorry for my English. One question: why if i change player attribute with the editor for example handling 19 with a goalkeeper or 20 marking with a defender etc. When i start a new game that goalkeeper or that defender have not 19/20 but only 14/15 or max 16?*

This is ok 🤖

19-02-20, 01:44 AM

#291

**swfc82** ◊  
VIP

Join Date: 07-01-13  
Posts: 26

Got everything working but the game crashes during the July update. Just freezes on me so I have to use task manager to close it down. All help appreciated guys. It's in xp service pack 3 aswell.

19-02-20, 06:46 PM

#292

**Offside Trap** ◊  
**Squad Rotation Player**

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

Saturn/Nick

Question for you guys, is it possible to implement the 5 second countdown from a continue action?  
In a network game, when youve all pressed continue, it basically then counts down backwards from 5, and then at 0 it auto presses continue (unless something needs actioning like a Bid) so lets says, this is a great concept to hurry up pressing continue without actually pressing it. I'm wondering if this could be applied on a standard solo save

23-02-20, 06:12 PM

#293

**mmtonguc** ◊  
**Youth Team Player**

Join Date: 22-02-19  
Posts: 30

hi Mates, i changed inflation to 2,5 and euro\*2 as a currency. Transfer fees seems realistic but wages always too high. I need your suggestions about make the game realistic? What is the best settings for more realistic fees?

2 seems about right to me

*Last edited by Redknapp69; 23-02-20 at 11:43 PM.*

24-02-20, 11:32 PM

#294

**justinsaid** ◊  
**Youth Team Player**

Join Date: 08-02-20  
Posts: 5

Hi - apologies if this is a silly question - I have gone through all of the steps and am starting a fresh game. Everything looks good but the lowest English league available is National League North (no South), is this correct?

Also, I cant figure how to enable window mode, can anybody help me with this please :-)

*Last edited by justinsaid; 24-02-20 at 11:41 PM.*

24-02-20, 11:42 PM

#295

**Redknapp69** ◊  
**Member of the Month**  
**Social Media Mod**

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

Game settings - windowed for window mode 🤖

24-02-20, 11:57 PM

#296

**justinsaid** ◊  
**Youth Team Player**

Join Date: 08-02-20  
Posts: 5

Originally Posted by **Redknapp69** ▶

*Game settings - windowed for window mode 🤖*

Windowed mode now sorted - thank you! Can't believe I missed that, I had already looked there!

25-02-20, 12:13 PM

#297

**Redknapp69** ◊  
**Member of the Month**  
**Social Media Mod**

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

Nice one

For lower leagues then I think if you tinker with things on Nick's patch you can play either/or/both lower leagues - maybe have a look through on his thread

It may also state this in first couple of posts in this thread as well from Saturn

25-02-20, 01:04 PM

#298

**justinsaid** ◊  
**Youth Team Player**

Join Date: 08-02-20  
Posts: 5

Originally Posted by **Redknapp69**

Nice one

*For lower leagues then I think if you tinker with things on Nick's patch you can play either/or/both lower leagues - maybe have a look through on his thread*

*It may also state this in first couple of posts in this thread as well from Saturn*

Yea looks like its not possible according to earlier replies in thread - does anyone know of any patches that would incorporate the Isthmian League?

26-02-20, 04:10 AM

#299

**luisfrjgua**  
Youth Team Player

Join Date: 08-06-18  
Posts: 41

Hello guys! Congratulations to this work! Good job!  
By the way, is it possible to increase the number of teams in Polish First Division (Ekstraklasa) from 16 to 18?  
How can I do this? I'd like to test something...

26-02-20, 10:34 PM

#300

**alondero**  
Youth Team Player

Join Date: 22-09-19  
Posts: 1

Hi,  
I notice that transfer windows have been reworked recently in these patches so the offsets in the offsets thread don't work. Anyone know what offset I would need to remove transfer windows altogether (or at least in England) with this patch?

Page 12 of 13   First   ...   2   8   9   10   11   **12**   13   Last

« Transfer Window | Balkan League »

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

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

**Forum Rules**

-- Default Style

Archive Web Hosting Top

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### Thread: Patch +v8

Thread Tools ▾

28-02-20, 04:41 PM

#301

**NilsNerd** ◊  
Youth Team Player

Join Date: 16-07-17  
Posts: 10

is this a patch for mac too? how can I install it? i installed the game via crossover. it's working on the normal 01/02 version. how do i update all that?

05-03-20, 03:29 PM

#302

**eMeM** ◊  
Youth Team Player

Join Date: 03-03-12  
Posts: 11

I've made holiday mode tests with just English league & minimum database until it crashes. I've done it multiple times. More than 20 games. It's clear to see that current patch is the worst in terms of stability. For person like me who likes to play many seasons Saturn's patches are going in wrong direction. It's more like 3.xx tapani which faced the same problem. I don't know what's the reason. Many fixtures dates changes, league&cups structure changes, transfer market windows changes, player development changes or something different like database. Keeping the game as stable as possible and not introducing new bugs to the game should always be treated as most important.

06-03-20, 05:54 PM

#303

**stuboy72** ◊  
Youth Team Player

Join Date: 20-03-19  
Posts: 21

Not sure if this should go in here on in the Data Update thread.

Here are some of my observations of playing a save as Spurs for some 7 years (game time, not real life that would be crazy!):

The top team's in the Premier League, seem to favour signing players aged 29+. Now i am not sure why this is, as most if not all in real-life don't have this type of transfer policy. Now has this happened because of their respective managers shortlist preferences are skewed in some way, like favouring players who have x amount of international caps or is there a bug in the game in regards to this. When reviewing other top teams in Europe, it seemed this issue was also occurring there as well.

Again top teams in the Premier League seem to keep their top players well into the their mid thirties. Now this does happen in real-life i grant you, but the issue here is the AI manager is not replenishing the team with younger players, once the older players are let go, they are as mentioned above, replacing them with players of similar age. This issue ensures that those teams aren't as dominant long term as they should be and become less competitive as the game progresses. This is of course advantageous to me as the human manager, but it does take the enjoyment away slightly.

I also noted that in the lower leagues in England, there seemed to be a merry go round of managers. It a lot of cases this was the same group of managers club hopping. What was most strange about this was managers who were getting sacked in the Championship, then took up jobs either in League Two or lower. Again this could happen in real life, but unlikely.

On the subject of management, i noted that in the 7th season a lot of players aged 35+ were getting their first taste of management, either as a player-manager or a full-time manager. Now there is nothing wrong with this, but they seemed odd appointments, especially when you looked at their non-playing attributes. Their key non-playing attributes (see *below*) in particular were low, when stacked up against a more seasoned manager. I agree that everyone needs to start somewhere, but as this is a game, i would have thought the AI team would've favoured a manager who had stronger attributes.

#### Key Non-Playing Attributes

- Determination
- JPA
- JPP
- LoD
- MM
- Motivating
- TK

After a season or two i noted that the referee's in the Premier League when replaced are being done so, with guys who have an English sounding first name and very European sounding sumames. Again, all entirely possible in real life, but nevertheless i found it odd.

I noted that the yearly awards all seem to be skewed to the more recognised players within the game. Even if those players stats suggest they should be nowhere near the awards. This was a source of of annoyance for me, as my players had out performed most of the award winners in some years. This issue was not so much a problem for the monthly awards, as these seemed to be fairly awarded.

It would be good if these issues can somehow be addressed ahead of the next patch, as this would help with the overall game play. Anyway, if someone want's more info then i can share screen shots or upload my saved game for someone to review.

*Last edited by stuboy72; 06-03-20 at 06:00 PM.*

16-03-20, 09:47 PM

#304

**fabionlindeza** ◊  
Youth Team Player

Join Date: 19-01-19  
Posts: 8

Saturn is it possible to play CM in the network ? in this v8 ? I tried the .exe you told for network games but is always unable to create game and if I change for win95 it crashes always on creating leagues. Thanks in advance and sorry for bothering you.

17-03-20, 04:24 PM

#305

**Sahan** ◊  
Squad Rotation Player

Join Date: 05-06-14  
Posts: 965

UEFA Euro 2020 and Copa America 2020 postponed to 2021, perhaps to be considered for Patch +v9 ?

18-03-20, 07:58 PM

#306

**awei** ◊  
Youth Team Player

Join Date: 01-06-19  
Location: Denmark  
Posts: 9

Hi saturn, great work!

Would it be possible to update the danish league structures? I have got a lot of info/input but do not know how and where to change it?

All the best,

18-03-20, 09:35 PM

#307

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Originally Posted by **awei**

*Hi saturn, great work!*

*Would it be possible to update the danish league structures? I have got a lot of info/input but do not know how and where to change it?*

*All the best,*

More feedback the better - maybe put it this thread if structural

Or data here - <https://champan0102.co.uk/showthread.php?t=4093&page=15>

20-03-20, 01:56 PM

#308

**awei**

Youth Team Player

Join Date:  
Location:  
Posts:

01-06-19  
Denmark  
9

Sounds good,

I have some feedback on the danish league structure.

## 1. Competitions changes

### 1.1 Superliga = 3F Superliga

3F Superliga now has 14 teams build with a bit complex structure - a bit like the Belgian First Amateur Division - however with 6 stages.

The teams are as follows:

FC Midtjylland  
F.C. København  
AGF  
Brøndby IF  
FC Nordsjælland  
AaB  
Randers FC  
Lyngby Boldklub  
OB  
AC Horsens  
SønderjyskE  
Hobro IK  
Esbjerg fB  
Silkeborg IF

#### 1.1.1 LEAGUE STRUCTURE

##### *THE GROUND PLAY (game 1-26)*

There will be played a first period of 26 games - a ground play - including all teams ("Grundspil") home and away which afterwards divides the teams in two parts. A champions group play (table 1-6 "Mesterskabsspil") and a group play ( table 7-14 "Gruppespil") where points, goals stats etc. follows to the next stage.

##### *(GROUP A) THE CHAMPIONS GROUP PLAY (game 27-36)*

For the champions group play there will be played 10 rounds where the top 6 teams play each other home and away. The winner is the season champions.

1st - Gold medals - Danish Champions and enters the Champions League Qualifying phase directly  
2nd - Silver medals - enters the Europa League Qualifying phase directly  
3rd - Bronze medals - enters the Europa League Qualifying phase directly (depending on the cup-winner)

##### *(GROUP B) THE GROUP PLAY (game 27-32)*

For the group play there will be played 6 rounds where the bottom 8 teams play each other home and away.

Team nr. 11 + 14 are placed in one group A

Team nr. 12 + 13 are placed in one group B

After the 6 games the two last placed in group A and B relegates directly to the lower NordicBet LIGA

##### *THE RELEGATION PLAY-OFF (game 33-35)*

Number 3 of group A and B meet home and away. The loser relegates to the lower NordicBet LIGA

##### *THE EUROPA LEAGUE QUALIFYING PLAY-OFF (game 33-34)*

The four best teams of group A and B meet home and way - (first in group A meets second in group B and so forth..)

The two winners compete in a final game home and away. The winner meets team 3-4 (depending on the cup-winner) from the champions group play in game 37 - the last one.

#### *THE EUROPA LEAGUE FINAL QUALIFYING GAME (game 37)*

Team 3-4 (depending on the cup-winner) from the champions group play meet the winner of the THE EUROPA QUALIFYING PLAY-OFF.

### **1.2 1st Division = NordicBet LIGA**

NordicBet LIGA now only has 12 teams build with a new structure as well which looks like the one in the 3F Superliga but more simple.

Two teams will promote and two will relegate. Round 1-22 is a ground play where all teams meet home and away.

#### **1.2.1 LEAGUE STRUCTURE**

##### *THE PROMOTION GROUP PLAY (game 23-33)*

Two teams promote

##### *THE RELEGATION GROUP PLAY (game 23-33)*

two teams relegate

The teams are as follows:

Vejle Boldklub  
Viborg FF  
Fredericia  
Kolding IF  
Vendsyssel FF  
Fremad Amager  
HB Køge  
Nykøbing FC  
Skive IK  
Hvidovre IF  
Næstved BK  
FC Roskilde

### **1.3 2nd Division = 2. Division**

2. Division needs changes as well with a new structure. It consists of 24 teams divided in two group stages.

#### **1.3.1 LEAGUE STRUCTURE**

##### *THE GROUND PLAY (game 1-22)*

There will be played a first period - a ground play for all ("Grundspil") home and away which afterwards divides the teams in two parts. The best 6 teams of each group will enter a promotion group stage and the others a relegation where points, goals stats etc. follows to the next stage.

This stage consist of game 23-33 divided into the two groups.

A promotion group stage (team 1-12)

A relegation group stage (team 13-24)

In this phase teams will meet each other once and randomly regarding home and away advantage.

In the end of season two teams will promote and four will relegate.

### **1.4 Denmark Series = Danmarksserien (would it be able to make this one playable?)**

### **1.5 DBU pokalen = Sydbank Pokalen (winner enters the Europa League Qualifying phase directly)**

### **1.6 Reserves team = U-19 Ligaen (Would it be possible to make a youth league instead of the "reserves" structure right now?)**

The "U-19 ligaen" 2019/20" as for today

1 OB  
2 FC Nordsjælland  
3 Brøndby  
4 Vejle  
5 AGF  
6 FC Midtjylland  
7 FC København  
8 Lyngby  
9 Silkeborg  
10 AaB  
11 Esbjerg  
12 Randers Freja FC  
13 SønderjyskE



Hope this can be useful info in some way,

/awei

20-03-20, 02:45 PM

#309

saturn  
Programmer  
VIP

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

Originally Posted by **BeezerCeltic1967**

*Anybody having an error with not enough players for a match?*

This should be a very rare error. The only times I see it is in the first season when a lot of loans are in the game, or when I buy too many non-EU players in a country like Spain and can't then field a full reserve team.

Originally Posted by **domtos88**

*Sorry for my English. One question: why if i change player attribute with the editor for example handling 19 with a goalkeeper or 20 marking with a defender etc. When i start a new game that goalkeeper or that defender have not 19/20 but only 14/15 or max 16?*

I don't really edit players attributes, but I think that they depend on a player's current ability and how many other high value attributes they have. Having too low a current ability or too many high attributes will mean that some values from the editor will be lowered in-game.

Originally Posted by **srafaels**

*Hello, @saturn. Is it possible to change the Brazilian's first and second divisions structure? Nowadays the A and B divisions have only 20 teams, despite the original Brazilian's main league structure on your patch is kepted from the old times... Congratulations for your effort!*

Not easily no. The Brazilian schedule is quite packed already so adding a dozen more fixtures would be difficult to do (you'd have to rearrange the state leagues too).

Originally Posted by **swfc82**

*Got everything working but the game crashes during the July update. Just freezes on me so I have to use task manager to close it down. All help appreciated guys. It's in xp service pack 3 aswell.*

Can you upload the save?

Originally Posted by **Offside Trap**

*Question for you guys, is it possible to implement the 5 second countdown from a continue action? In a network game, when youve all pressed continue, it basically then counts down backwards from 5, and then at 0 it auto presses continue (unless something needs actioning like a Bid) so lets says, this is a great concept to hurry up pressing continue without actually pressing it. I'm wondering if this could be applied on a standard solo save*

It sounds interesting but I wouldn't know where to even look for something like this in the code.

Originally Posted by **luisfrjgua**

*Hello guys! Congratulations to this work! Good job!  
By the way, is it possible to increase the number of teams in Polish First Division (Ekstraklasa) from 16 to 18?  
How can I do this? I'd like to test something...*

I don't think this would be possible given the Ekstraklasa's group stages in the game.

Originally Posted by **alondero**

*Hi,  
I notice that transfer windows have been reworked recently in these patches so the offsets in the offsets thread don't work. Anyone know what offset I would need to remove transfer windows altogether (or at least in England) with this patch?*

Possibly try changing the following two lines in Olly:  
00579C06 MOV DWORD PTR DS:[EAX+2],10601FF --> 601FF  
00579C1C MOV DWORD PTR DS:[EAX+0E],10001FF --> 1FF

Originally Posted by **NilsNerd**

*is this a patch for mac too? how can I install it? i installed the game via crossover. it's working on the normal 01/02 version. how do i update all that?*

I don't think this is compatible with crossover but I'm not 100% sure.

Originally Posted by **eMeM**

*I've made holiday mode tests with just English league & minimum database until it crashes. I've done it multiple times. More than 20 games. It's clear to see that current patch is the worst in terms of stability. For person like me who likes to play many seasons Saturn's patches are going in wrong direction. It's more like 3.xx tapani which faced the same problem. I don't know what's the reason. Many fixtures dates changes, league&cups structure changes, transfer market windows changes, player development changes or something different like database.*

keeping the game as stable as possible and not introducing new bugs to the game should always be treated as most important.

I can only test the stability on my computer, and it's as stable as ever for me. Are there any issues on your side that could cause reliability issues - new OS or new hardware?

Originally Posted by **stuboy72**

Here are some of my observations of playing a save as Spurs for some 7 years (game time, not real life that would be crazy!):  
\*Top team's in the Premier League, seem to favour signing players aged 29+.  
\*Merry go round of managers.  
\*Players aged 35+ were getting their first taste of management, either as a player-manager or a full-time manager.  
\*Referee's in the Premier League when replaced are being done so, with guys who have an English sounding first name and very European sounding surnames.  
\*Yearly awards all seem to be skewed to the more recognised players within the game.

Good feedback and I agree with you that changing the issues you mention would improve the game. Unfortunately they are all longstanding problems and probably won't be solved anytime soon.

Originally Posted by **fabionlindeza**

Saturn is it possible to play CM in the network ? in this v8 ? I tried the .exe you told for network games but is always unable to create game and if I change for win95 it crashes always on creating leagues. Thanks in advance and sorry for bothering you.

If that exe doesn't work then no, it won't be possible.

Originally Posted by **Sahan**

UEFA Euro 2020 and Copa America 2020 postponed to 2021, perhaps to be considered for Patch +v9 ?

Probably not. Starting them in 2021 wouldn't be difficult but moving them back to the 2024/2028 cycle would be (if they even do that IRL).

Originally Posted by **awei**

Hi saturn, great work!  
Would it be possible to update the danish league structures? I have got a lot of info/input but do not know how and where to change it?  
All the best,

I probably won't have time to do any new league restructures for the new patch.

Last edited by saturn; 20-03-20 at 02:56 PM.

22-03-20, 03:02 AM

#310

**fabionlindeza**  
Youth Team Player

Join Date: 19-01-19  
Posts: 8

Saturn do you have any idea when will you finish the new patch ? Sorry for bothering you. Thanks for everything.

22-03-20, 09:18 AM

#311

**jonnyw89**  
Youth Team Player

Join Date: 22-03-20  
Posts: 1

Hi guys just re joined after a few years out haven't had time to play but with all that's going on got a bit of spare time now. Nice to see still going strong great work. Just a quick question have installed all updates and patches and started a game and was working perfectly but since trying to re load it's now asking me to insert disc everytime. I do have the disc but where my current pc is all in one haven't got a disk drive and it was working without one at first. Any help much appreciated thanks

22-03-20, 10:28 AM

#312

**saturn**  
Programmer  
VIP

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

Originally Posted by **jonnyw89**

*Hi guys just re joined after a few years out haven't had time to play but with all that's going on got a bit of spare time now. Nice to see still going strong great work. Just a quick question have installed all updates and patches and started a game and was working perfectly but since trying to re load it's now asking me to insert disc everytime. I do have the disc but where my current pc is all in one haven't got a disk drive and it was working without one at first. Any help much appreciated thanks*

Just remount the .iso file with whatever virtual drive program you used to install the game.

-

The new patch usually gets finished within a week of the latest update being released. I'm not going to put an exact date on it but it won't be within the next 48 hours anyway.

23-03-20, 10:57 AM

#313

**Ronaldo07**  
Youth Team Player

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

Thanks Saturn, think your update is amazing, cant wait to play it with the march update. Will certainly help with the self isolating



31-03-20, 07:57 AM

#314

**eMeM**  
Youth Team Player

Join Date: 03-03-12  
Posts: 11

Originally Posted by **saturn**

*I can only test the stability on my computer, and it's as stable as ever for me. Are there any issues on your side that could cause reliability issues - new OS or new hardware?*

1. The test is really simple. New game with one league, one manager and leave him on holiday until game quits due to error & repeat it many times. I've tested v5 and v8 with exactly the same PC with exactly the same OS. Can't blame OS here.
2. My own take is OS doesn't affect stability at all. It's a computer voodoo repeated on this forum. CM is OS agnostic. It runs on 2K as well as on XP, Vista, 7, 8, 10 or even in Wine/Linux. No difference between them.

31-03-20, 08:31 AM

#315

**davakhrs**  
Youth Team Player

Join Date: 04-06-18  
Posts: 1

Excuse me, can I use the march 2020 data update with this way of installation?

31-03-20, 10:04 AM

#316

**Mark**  
Chairman

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

Originally Posted by **davakhrs**

*Excuse me, can I use the march 2020 data update with this way of installation?*

Why? There's a new patch out to go with the March 2020 update: <https://champman0102.co.uk/showthread.php?t=13793>

17-04-20, 10:41 AM

#317

**Redknapp69**  
Member of the Month  
Social Media Mod

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

Originally Posted by **Nick+Co**

*Only for the truly bold and brave: <https://nic.hopto.org/open/cm0102/Sa...education.patch>  
If you apply this patch to the Saturn v8 exe then Bolton and Bury will start with -12 points. This is highly experimental and pretty untested - but here for our veterans and experienced users.*

#### Saturn/Nick

We've applied both your patches to the Oct '19 update that is on eBay (we'll have the March one on there in the next few days)

Just had some feedback from an eBayer that I've not heard/seen before

They are playing as Sunderland, was 4th with around 44pts. It showed his next fixture with a 4th next to my team (see 2nd screenshot) but when you looked at the league he was in 22 with -12 (first screenshot)

screenshot) but when you looked at the league he was in 22 with -12. (first screenshot)

Then he won the next game and had 17pts?! 🤔

From his screenshot I see Wycombe also look to be in the same boat

Seems a bit of an oddity?! Might be something to do with the Bury minus points that was inserted but bizarre how it happens mid season?!

Any ideas (not a big deal as we've not heard of it elsewhere but maybe one of interest to you guys - maybe more for Nick?)

A screenshot of a football league table. The table lists 15 teams with their positions on the left, names in the center, and a 'v' icon on the right. The teams are: 15th Bristol Rovers, 23rd Burton Albion, 24th Bury, 6th Coventry, 9th Doncaster, 22nd MK Dons, 20th Peterborough, 14th Rochdale, 11th Shrewsbury, 18th Southend, and 4th Sunderland. The background shows a crowd of fans.

Rank	Team	Icon
15th	Bristol Rovers	v
23rd	Burton Albion	v
24th	Bury	v
6th	Coventry	v
9th	Doncaster	v
22nd	MK Dons	v
20th	Peterborough	v
14th	Rochdale	v
11th	Shrewsbury	v
18th	Southend	v
4th	Sunderland	v

A screenshot of a football league table showing team statistics. The table lists 15 teams with their positions on the left, names in the center, and various statistics on the right. The statistics include goals scored, goals conceded, and points. The teams are: 21st Burton Albion, 22nd Sunderland, 23rd Wycombe, and 24th Bury. The background shows a football pitch.

Rank	Team	Goals	Goals	Goals	Goals	Goals	Goals
	Rochdale	24	9	4	11	39	44
	Bristol Rovers	24	9	4	11	38	48
	Tranmere	24	8	6	10	33	36
	Accrington	24	9	3	12	38	44
	Southend	24	7	7	10	41	38
	Blackpool	24	7	6	11	43	44
	Peterborough	24	6	6	12	31	42
	Lincoln	24	6	5	13	35	44
	MK Dons	24	6	5	13	30	43
21st	Burton Albion	24	4	7	13	36	50
22nd	Sunderland	24	13	5	6	47	32
23rd	Wycombe	24	11	6	7	43	37
24th	Bury	24	0	0	24	8	85

Weird one! If you upload the saved game somewhere that displays this issue I can take a look - my assumption would be it is the deductions patch too! Or if you need a patch that reverts that patch, let me know.

17-04-20, 10:54 AM

#319

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Originally Posted by **Nick+Co** ◊

*Weird one! If you upload the saved game somewhere that displays this issue I can take a look - my assumption would be it is the deductions patch too! Or if you need a patch that reverts that patch, let me know.*

Thanks

I reckon the fella is fine with it and he's now carried on I think so is it still worth the save upload? If so, I can ask him if you are curious for a nose but he's not really complaining or anything

17-04-20, 11:15 AM

#320

**Nick+Co** ◊  
Programmer

Join Date: 18-07-15  
Posts: 795

If he's all cool - i'm fine to leave it! 😊

**The Following User Says Thank You to Nick+Co For This Useful Post:**

[Redknapp69](#)

17-04-20, 04:02 PM

#321

**matt86** ◊  
Youth Team Player

Join Date: 29-02-20  
Posts: 4

Hi, as I am already 8 seasons in, is it possible to install the patch and have it take effect on a saved game or would I need to start a new game?

Also do you know if any patches fix the fact that Regen players seem to be worsening ability versus the originals in the October 2019 version? Using CM scout the standard of the best players in the game keeps falling

17-04-20, 08:13 PM

#322

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

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

Originally Posted by **matt86** ◊

*Hi, as I am already 8 seasons in, is it possible to install the patch and have it take effect on a saved game or would I need to start a new game?*

*Also do you know if any patches fix the fact that Regen players seem to be worsening ability versus the originals in the October 2019 version? Using CM scout the standard of the best players in the game keeps falling*

FYI - V8 (this thread) is for the OCTOBER 2019 data

V9 is for March 2020 data

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