



Thread: Patch +v9

Thread Tools

25-03-20, 07:36 AM

#1

saturn
Programmer
VIP

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

Patch +v9

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 March 2020 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
Wed 22nd Jul	Lautaro Martínez	Inter	to Tottenham	£143M
Wed 8th Jul	Timo Werner	RB Leipzig	to Real Madrid	£141M
Sat 1st Aug	Álvaro Morata	Chelsea	to Atlético Madrid	£80M
Wed 1st Jul	Rodrygo	Real Madrid	to Sevilla	£71M
Thu 11th Jun	Gabriel Barbosa	Flamengo	to Liverpool	£67M
Fri 14th Aug	Wissam Ben Yedder	Sevilla	to PSG	£66M
Wed 1st Jul	Duván Zapata	Atalanta	to Juventus	£63M
Fri 28th Aug	Dele Alli	Tottenham	to Atalanta	£59M
Wed 8th Jul	Breel Embolo	M'gladbach	to Bayern Munich	£59M
Fri 19th Jun	Isco	Real Madrid	to Man City	£55M
Wed 1st Jul	Raul Jiménez	Wolves	to Atlético Madrid	£55M
Fri 3rd Jul	Rodrigo	Valencia	to Tottenham	£54M
Wed 1st Jul	Andrea Petagna	Napoli	to Lille	£51M
Thu 9th Jul	Ross Barkley	Chelsea	to Leicester	£50M
Wed 1st Jul	Mauro Icardi	Inter	to PSG	£47M
Mon 20th Jul	Erik Lamela	Tottenham	to Roma	£46M
Wed 1st Jan	Mike Maignan	Lille	to Everton	£45.5M
Thu 2nd Jul	Alejandro Grimaldo	Benfica	to Atlético Madrid	£45.5M
Wed 1st Jul	Ilkay Gündogan	Man City	to Inter	£45M

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 to v9:

Spoiler!

A complete list of changes (v1-v9 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: [+v9 Data](#). The data here is 99% based on the update team's March 2020 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 +v9 Data.zip. Copy and paste that Data folder into your Championship Manager folder.

In addition to this, you will need the city.dat file from the March 2020 update. Download the March 2020 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 +v9/8/7 patch to come out and not download their update at all. This way everyone downloads their release too, giving the update team a better idea of how many people appreciate their work.)

Now you just need a new cm0102.exe.

cm0102.exe:

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

Next, 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 +v9 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 [v1.24](#). Open it and select the options that you desire. You'll notice that some options have been disabled: they are either already in the +v9 patch or are not compatible with the +v9 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 +v9: [.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**:

1. Install the game and apply the official [3.9.68 patch](#).
2. Download the [new Data folder](#) and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in there.
3. Download the [March 2020](#) 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 +v9 (known issues included at the end):

Spoiler!

Show

Last edited by saturn; 25-03-20 at 07:46 AM.

The Following 26 Users Say Thank You to saturn For This Useful Post:

+ Show/Hide list of the thanked

25-03-20, 07:40 AM

#2

saturn ◊
Programmer
VIP

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

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

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: None, unlikely to be fixed.
- [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 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.

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

- [ruling_body bug](#):

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

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

- [contract_manager.cpp 5941](#):

Unknown cause.

- [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.

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.

The Following 9 Users Say Thank You to saturn For This Useful Post:

[alhajeri](#), [barfly14](#), [bruebous](#), [Demotron](#), [eddieC](#), [JosephMe](#), [Ovelevy](#), [samsami](#), [Stanley101](#)

25-03-20, 07:46 AM

#3

saturn ◊
Programmer
VIP

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

Patch history

Spoiler!

Patch database files tutorial

Spoiler!

The Following 11 Users Say Thank You to saturn For This Useful Post:

+ Show/Hide list of the thanked

25-03-20, 11:07 AM

#4

Offside Trap ◊
Squad Rotation Player

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

Didn't expect this so soon, many thanks Saturn as usual, am on it now, you know I'm gonna check network play don't you 😊

25-03-20, 11:09 AM

#5

xeno ◊
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Hi Saturn,
may be you can add below offset from Nick+Co to improve club financials during contract signing by reducing signing on fee
This will improve club finances a lot. The reason of bankrupt clubs is mostly paying high signing fees to their own players. Also, transfer ability of all clubs will improve .
<https://champman0102.co.uk/showthrea...963#post465963>

25-03-20, 11:55 AM

#6

Offside Trap ◊
Squad Rotation Player

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

Network play (like SV8) will only work using Radmin software, as oppose to the usual Hamachi. The IP number naturally is slightly different, and although when you click 'Network Play' initially, the black DOS screen flicks on/off, dont worry, a game will start up. The compatibility must remain as stated, Windows XP Service Pack 3

Saturn - is there a simple way to alter the Eng Transfer Deadline back to how it used to be? end of Aug? I think I read a while back, that this was going to be the case IRL

I've also applied the point deduction from the SV8 where Bolton and Bury both start with -12 points, and thats all worked fine.

Note, I only done my testing on a minimum database in Eng

25-03-20, 12:24 PM

#7

mjando24 ◊
Youth Team Player

Join Date: 01-04-13
Posts: 5

Hi Saturn, so many thanks for this. As a mac user i can't run the patchers. Can get all other cm01/02 stuff to run but these. If i had pc i wouldn't bother you with this , or anyone else for that matter.

Could i possibly request a couple of patched 'exe files'. If anyone else could do them for me that would be great. (Saturn already does enough). Once for laptop and one for desktop.

new values
speed 200
coloured attributes
800x600
2019

Many thanks in advance.

25-03-20, 12:43 PM

#8

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Crikey - got this out super quick Saturn 🙌

Incredible stuff as always mate 🙌

The Following User Says Thank You to Redknapp69 For This Useful Post:

[Offside Trap](#)

25-03-20, 12:52 PM

#9

Originally Posted by **mjando24** o

Hi Saturn, so many thanks for this. As a mac user i can't run the patchers. Can get all other cm01/02 stuff to run but these. If i had pc i wouldn't bother you with this , or anyone else for that matter.

Could i possibly request a couple of patched 'exe files'. If anyone else could do them for me that would be great. (Saturn already does enough). Once for laptop and one for desktop.

*new values
speed 200
coloured attributes
800x600
2019*

Many thanks in advance.

It 's very easy to make, just follow the instructions

25-03-20, 12:53 PM

#10

The fastest patch ever! Thanks man! Will make a lot of people a little happier considering all



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

Ovelevy

25-03-20, 01:01 PM

#11

Originally Posted by **bruebous** o

The fastest patch ever! Thanks man! Will make a lot of people a little happier considering all



Dude the patcher does not run on mac. I know its easy i just can't get the patcher to run on my machine. Therefore i need someone else to provide the exe after its been patched etc.

In the time it took for your helpful comment you probably could have done it for me!

The Following User Says Thank You to mjando24 For This Useful Post:

Alan

25-03-20, 06:33 PM

#12

incredible work Saturn and all of update team.well done to all

25-03-20, 07:57 PM

#13

Thank you Saturn, downloading now

25-03-20, 07:59 PM

#14

Ronaldo07 ◊
Youth Team Player

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

Can I just check that those of us still using windows vista, that we cant access service pack 3 and need to still run it through olly debug program?

25-03-20, 09:47 PM

#15

Ronaldo07 ◊
Youth Team Player

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

Can I ask for some help please? Trying to get this patch working on Windows Vista with not much luck. I have followed the instructions on here to the letter 3 times, but seem to end up with a team screen that has three columns of players and im not sure what I have done wrong.

Going to delete everything and start again tomorrow but if anyone has any ideas that would be great.

If someone could also make me an EXE with the following settings please that would be great, so I can test that EXE file tomorrow?

Game Speed : x2
Idle Sensitivity : Desktop
Window : 800x600
Disable Unprotected Contracts : yes
Coloured tributes : yes
Hide Non-Public Bids : no
New Values : Yes

25-03-20, 09:56 PM

#16

yasingzt ◊
Youth Team Player

Join Date: 02-10-19
Posts: 1

Turkey league in the games error

25-03-20, 10:13 PM

#17

JohnBruce ◊
Youth Team Player

Join Date: 24-01-19
Posts: 3

Errors :(

Errors when creating a new Saturn 9 save - screen freezes

25-03-20, 10:57 PM

#18

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **JohnBruce**

Errors when creating a new Saturn 9 save - screen freezes

What error message?
When?

--- Updated ---

Originally Posted by **Ronaldo07**

Can I ask for some help please? Trying to get this patch working on Windows Vista with not much luck. I have followed the instructions on here to the letter 3 times, but seem to end up with a team screen that has three columns of players and im not sure what I have done wrong.

Going to delete everything and start again tomorrow but if anyone has any ideas that would be great.

If someone could also make me an EXE with the following settings please that would be great, so I can test that EXE file tomorrow?

*Game Speed : x2
Idle Sensitivity : Desktop
Window : 800x600
Disable Unprotected Contracts : yes
Coloured tributes : yes
Hide Non-Public Bids : no
New Values : Yes*

Did you have Nick's Patch running before? Also could be a display setting issue if you had 3 columns of players before

--- Updated ---

Originally Posted by **yasingzt**

Turkey league in the games error

Think Saturn may need some more information on this mate

25-03-20, 11:31 PM

#19

Ronaldo07
Youth Team Player

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

Yeah I have had nick's patcher before but had to run CM 01/02 through olly

I tried a few different things on the set ups, properties, but couldn't find a solution. Can you think of what setting it could be as I try to apply 800x600, I tried another couple of screen resolutions with no luck.

If someone could create the exe file I can try that please and see if that's the issue.

25-03-20, 11:45 PM

#20

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Ronaldo07**

Yeah I have had nick's patcher before but had to run CM 01/02 through olly

I tried a few different things on the set ups, properties, but couldn't find a solution. Can you think of what setting it could be as I try to apply 800x600, I tried another couple of screen resolutions with no luck.

If someone could create the exe file I can try that please and see if that's the issue.

I'm using new laptop now so I just tried 3 different resolutions with the final step here and Nicks patcher

800x600 is too small (but 2 columns of players on squad screen)

1200x800 (recommended but too big) - has 3 columns of players on squad screen

So - I've settled on 1024x768 which is right size for me - has 3 columns of players on squad screen which I've never played before but will give it a whirl!

Are you saying you do not see this if trying the above?

25-03-20, 11:55 PM

#21

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Chinese Super League rules are now 4 foreign players + 1 on the bench (so I guess 5 foreign players) in the match squad

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

26-03-20, 09:12 AM

#22

saturn ◯
Programmer
VIP

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

Originally Posted by **xeno**

*Hi Saturn,
may be you can add below offset from Nick+Co to improve club financials during contract signing by reducing signing on fee
This will improve club finances a lot. The reason of bankrupt clubs is mostly paying high signing fees to their own players. Also, transfer ability
of all clubs will improve .
[https://champman0102.co.uk/showthrea...963#post465963](https://champman0102.co.uk/showthread.php?p=963#post465963)*

Unfortunately I didn't/don't have time to add any features to the new patch (the couple I did add were necessary to fit the database).
So you'll have to use Nick's patcher yourself to add things like this.

Originally Posted by **Offside Trap**

*Network play (like SV8) will only work using Radmin software, as oppose to the usual Hamachi. The IP number naturally is slightly different,
and although when you click 'Network Play' initially, the black DOS screen flicks on/off, dont worry, a game will start up. The compatibility must
remain as stated, Windows XP Service Pack 3*

*Saturn - is there a simple way to alter the Eng Transfer Deadline back to how it used to be? end of Aug? I think I read a while back, that this
was going to be the case IRL*

I've also applied the point deduction from the SV8 where Bolton and Bury both start with -12 points, and thats all worked fine.

Note, I only done my testing on a minimum database in Eng

Glad to hear network games work, I thought they didn't at all on v8.

For the English windows, save the following as a .patch file and use Nick's patcher to apply it:

```
0x179c0b 0x5 0x6  
0x179c13 0x3 0xff  
0x179c14 0x11 0x1f
```

The point deductions are already in v9 btw so you don't need to add them.

Originally Posted by **Ronaldo07**

*Can I just check that those of us still using windows vista, that we cant access service pack 3 and need to still run it through olly debug
program?*

However you ran v8 will be necessary again for v9 I'd imagine.

Originally Posted by **yasingzt**

Turkey league in the games error

Originally Posted by **JohnBruce**

Errors when creating a new Saturn 9 save - screen freezes

Details guys.

Originally Posted by **Redknapp69**

*I'm using new laptop now so I just tried 3 different resolutions with the final step here and Nicks patcher
800x600 is too small (but 2 columns of players on squad screen)*

You can change your computer's resolution to something smaller and the 800x600 window will fill more of the screen.

Originally Posted by **Dermotron**

Chinese Super League rules are now 4 foreign players + 1 on the bench (so I guess 5 foreign players) in the match squad

To be used with Nick's patcher:

```
0x26e73b 0x4 0x5  
0x26e765 0x3 0x5
```

The Following 4 Users Say Thank You to saturn For This Useful Post:

abu_asap, Dermotron, Redknapp69, xeno

26-03-20, 11:53 AM

#23

Ronaldo07 ◊
Youth Team Player

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

Originally Posted by **Redknapp69** ◊

I'm using new laptop now so I just tried 3 different resolutions with the final step here and Nicks patcher

800x600 is too small (but 2 columns of players on squad screen)

1200x800 (recommended but too big) - has 3 columns of players on squad screen

So - I've settled on 1024x768 which is right size for me - has 3 columns of players on squad screen which I've never played before but will give it a whirl!

Are you saying you do not see this if trying the above?

Thanks for checking, Ive set the CM exe properties to XP Service Pack 2, (which worked for V8+ albeit in olly), the game loads fine, but I get three columns for 800x600 resolution, if someone could look into this as I love playing it at that size and two columns of players. It seems like it was designed on 1024x768 as when I try to apply any changes in screen resolution it throws up errors such as, - coming up with an error when selecting the team drop down from the squad screen (so im Man Utd trying to look at the other prem league teams in the quick drop down). the message says "v3.9.68T Area..cpp 838", this also happens in drop down menus in the settings.

When I play it in 1024x768 it works with all the drop down menus fine with no error messages, although ive had to adjust my actual screen resolution size on my monitor. Patch looks great just need the issues of screen resolution sorting if possible. Maybe some who has the screen resolution set up for 800x600 could create an exe with the requirements I have posted above, I can then test that to see if that's the issue. Please remember im a windows vista user so that might have an influence.

26-03-20, 01:15 PM

#24

tsigol ◊
Youth Team Player

Join Date: 27-04-15
Posts: 19

thanks a lot saturn. i can play turkish league without any problem now.
just i want to say something

when i try to copy past **March 2020 data update** (this is step3) to data folder (this is step 2)
always recieve Unable to find the GERMAN_FIRST_DIVISION index (and many other indexes) error

so i try to copy past **only city.dat** file (not whole folder) to data folder
than game works very well.
after finish season. i will inform again.

thanks a lot.

26-03-20, 02:07 PM

#25

fairedinkum ◊
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

saturn

Firstly top man for continuing to do this stuff for others, I'm glad and really appreciative that someone on here loves this game to be as close to real life as I do, I just wish I had your brains to be able to help out.

One thing I noticed was that the FA Cup and Champions League finals were both on the same day (Saturday 23/05/20). Naturally I pushed the Champions League final back a week to 30/05/20 using Olly but then ran into the problem of players getting called up to the Euro's on 23/05/20 (EVE) and being away for the final (this was checked via various tests).

I moved a few things around to get the following as close to real life as I could:

Premier League finishes on Sunday 10/05/20
FA Cup final on Saturday 16/05/20
Europa League final on Wednesday 20/05/20
Champions League final on Saturday 23/05/20

I'm a little concerned that at some point the game may have the finals pushed back to the following week a few years down the line and mess up the UCLF with call ups. Didn't you sort something on one of your patches to allow the UCLF to be played on the first Saturday in June without it affecting the international call ups?

Lastly, do you know the offset for the date of the League Two play-off final as where I've moved the FA Cup they're clashing at Wembley and the play-off gets pushed back to the following Wednesday?

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© www.champman0102.co.uk



Thread: Patch +v9

Thread Tools

26-03-20, 04:23 PM

#26

LLLorenzo
Decent Young Player

Join Date: 10-12-13
Posts: 92

First thing... Thank you Saturn!

Second thing... I downloaded Nick Patcher and I see that some voices are disabled (I can't flag...)

Third thing... When I try to apply some misc. patches, game crashes when I started a new game... suggestions?

4th and last... Is there a patch that delete the second group stage of Champion's League ? (there was some years ago...)

Thanks a lot!

26-03-20, 07:30 PM

#27

Boblington
Youth Team Player

Join Date: 22-03-20
Posts: 4

Hi, just wondered if this patch includes up to date MLS teams? (Minnesota United, Portland Timbers etc?)

26-03-20, 08:55 PM

#28

Alan
Backup Player

Join Date: 20-09-12
Posts: 649

Read the first post of the thread and you will find out.

26-03-20, 09:15 PM

#29

tom_clarke_6
Youth Team Player

Join Date: 27-08-12
Posts: 36

Does anyone know the trick to make players ages correct? Bruno Fernandes is 6!

26-03-20, 09:17 PM

#30

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **tom_clarke_6**

Does anyone know the trick to make players ages correct? Bruno Fernandes is 6!

You've probably applied patches incorrectly - start again (i.e uninstall and re-install)

26-03-20, 09:32 PM

#31

tom_clarke_6
Youth Team Player

Join Date: 27-08-12
Posts: 36

Tried that twice 😞 Not sure what i'm doing wrong i followed the instructions to a tee

26-03-20, 09:45 PM

#32

fabionlindeza
Youth Team Player

Join Date: 19-01-19
Posts: 8

Guys I'm having an error, 12.10.2019 england league, error:

v3.9.68T scout_manager.cpp 762
Then I press ok 2 times and the game closes.

anyone else having this error?

thanks in advance

26-03-20, 09:49 PM

#33

tom_clarke_6
Youth Team Player

Join Date: 27-08-12
Posts: 36

Originally Posted by **Redknapp69**

You've probably applied patches incorrectly - start again (i.e uninstall and re-install)

Tried that twice Not sure what i'm doing wrong i followed the instructions to a tee

27-03-20, 12:36 AM

#34

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **tom_clarke_6**

Tried that twice Not sure what i'm doing wrong i followed the instructions to a tee

Uninstall everything - i.e game from control panel (add/remove programs) and also the CM folder in C/Program Files

Install game - then create a game - should be 3.9.60 in top left corner and 01/02 players. Check the ages

Install 3.9.68 patch - then create a game - should be 3.9.68 in top left corner and 01/02 players. Check the ages

Download and apply the 2020 March Data Update - then create a game - should be 3.9.68 in top left corner and 2020 players. Check the ages

27-03-20, 12:38 AM

#35

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **fabionlindeza**

Guys I'm having an error, 12.10.2019 england league, error:

*v3.9.68T scout_manager..cpp 762
Then I press ok 2 times and the game closes.*

anyone else having this error?

thanks in advance

Able to "go on holiday" past the date?

Changed anything in an editor/CM Scout or any other tools etc?

27-03-20, 12:55 AM

#36

fabionlindeza
Youth Team Player

Join Date: 19-01-19
Posts: 8

Originally Posted by **Redknapp69**

Able to "go on holiday" past the date?

Changed anything in an editor/CM Scout or any other tools etc?

I'm playing network game. I didn't changed anything. The game crashes, so I cant go on holidays. Now it's fine again, sometimes give me that error. No idea 😞

27-03-20, 07:59 AM

#37

saturn
Programmer
VIP

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

Originally Posted by **Ronaldo07**

Thanks for checking, I've set the CM exe properties to XP Service Pack 2, (which worked for V8+ albeit in olly), the game loads fine, but I get three columns for 800x600 resolution, if someone could look into this as I love playing it at that size and two columns of players. It seems like it was designed on 1024x768 as when I try to apply any changes in screen resolution it throws up errors such as, - coming up with an error when selecting the team drop down from the squad screen (so im Man Utd trying to look at the other prem league teams in the quick drop down). the message says "v3.9.68T Area..cpp 838", this also happens in drop down menus in the settings.

When I play it in 1024x768 it works with all the drop down menus fine with no error messages, although ive had to adjust my actual screen resolution size on my monitor. Patch looks great just need the issues of screen resolution sorting if possible. Maybe some who has the screen resolution set up for 800x600 could create an exe with the requirements I have posted above, I can then test that to see if that's the issue. Please remember im a windows vista user so that might have an influence.

Does the exe from post #1 have the three columns or does it only happen after you use Nick's patcher (or something similar)?

Originally Posted by **fairedinkum**

-Fixtures snip-

I'm a little concerned that at some point the game may have the finals pushed back to the following week a few years down the line and mess up the UCLF with call ups. Didn't you sort something on one of your patches to allow the UCLF to be played on the first Saturday in June without it affecting the international call ups?

Lastly, do you know the offset for the date of the League Two play-off final as where I've moved the FA Cup they're clashing at Wembley and the play-off gets pushed back to the following Wednesday?

Regarding the CL final in June, no I had to move it forward a week to the end of May to avoid the international call ups clash you mention. I think the game calls up players 10 days (maybe two weeks, can't remember) before their country's first game in an international tournament: ideally I'd like to find that in the code and reduce it to a couple of days. Until then I don't think a June CL final date is possible.

League Two playoffs code:

Spoiler! Show

Originally Posted by **LLorenzo**

First thing... Thank you Saturn!

Second thing... I downloaded Nick Patcher and I see that some voices are disabled (I can't flag...)

Third thing... When I try to apply some misc. patches, game crashes when I started a new game... suggestions?

4th and last... Is there a patch that delete the second group stage of Champion's League ? (there was some years ago...)

Thanks a lot!

Read the OP regarding Nick's patcher. The misc. patches are mostly already in this patch - what ones are you trying to add? There's no patch that updates the Champions League format (there has never been).

Originally Posted by **Boblington**

Hi, just wondered if this patch includes up to date MLS teams? (Minnesota United, Portland Timbers etc?)

The team names have been updated but it's still 12 teams in three conferences.

Originally Posted by **fabionlindeza**

Guys I'm having an error, 12.10.2019 england league, error:

v3.9.68T scout_manager..cpp 762

Then I press ok 2 times and the game closes.

anyone else having this error?

thanks in advance

I see you mention later it happens in a network game. Tbh I don't know how stable this patch will be on a network game (I thought they didn't work at all previously), but I've never seen that error in single player testing. I looked for the error in the code but I don't understand how it is triggered.

27-03-20, 08:57 AM

#38

Kevin
Youth Team Player

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

Originally Posted by saturn

Does the exe from post#1 have the three columns or does it only happen after you use Nick's patcher (or something similar)?

I've had the same issue as prefer to play good old fashioned 800*600 and 2 columns.

It's only after using Nick's patcher from what I have been doing. I start my save just using the initial exe from post#1 then after it's set up I have been using John Locke's patch to add anything that isn't already setup.

Hope this helps.

27-03-20, 09:30 AM

#39

NRWicksted
Youth Team Player

Join Date: 03-03-12
Posts: 5

Hi guys.

Playing a game with English league and all other leagues running in the background. Max database with 8x speed. Get to 20 Feb 2020 and the game crashes with this error:
v3.9.68T usa_mls..cpp 1819

Unable to holiday past the date.

Anyone else come across this?

27-03-20, 09:36 AM

#40

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by NRWicksted

Hi guys.

*Playing a game with English league and all other leagues running in the background. Max database with 8x speed. Get to 20 Feb 2020 and the game crashes with this error:
v3.9.68T usa_mls..cpp 1819*

Unable to holiday past the date.

Anyone else come across this?

Saturn took a look at this error when a member upload thier save on his V7 patch - this was Saturn's reply (take a look a few posts up as well)

<https://champman0102.co.uk/showthrea...652#post437652>

Also - another member posted the error quite a few years back - <https://champman0102.co.uk/showthrea...349#post161349>

27-03-20, 10:43 AM

#41

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

I holidayed through around 10 seasons and the UCLF never got ruined by call ups, you were correct in saying that the call-ups are done 2 weeks in advance which as you say is a right pain in the backside and unrealistic

English wise I am all sorted now, no big cup final dates are conflicting and it's all as irl in regards to the layout of it all. I chose to turn off replays in the 3rd and 4th round of the FA Cup (I imagine we are 1-2 seasons away from that anyway) so as to save on congestion if I get to the latter stages of all comps plus play in the World Club Cup.

If you compete in the latter stages of 4-7 comps over the course of 1 season then you're in big trouble come mid April and end up playing silly games every other day which is ridiculous, it gets almost impossible to maintain the fitness levels needed to compete and you end up getting battered un a UCL semi for example which is quite frustrating.

Cheers for them offsets by the way, helped me out massively and I aligned all play-off finals over the Bank Holiday weekend at Wembley.

27-03-20, 10:55 AM

#42

galactico87
Youth Team Player

Join Date: 26-03-20
Posts: 9

Literally only problem I have is that players values are still not reflective of the real world. Virgil Van Dijk is about £37m on the game, even with the £x2 applied. In reality he is worth £150m.

27-03-20, 11:14 AM

#43

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **galactico87** ◊

Literally only problem I have is that players values are still not reflective of the real world. Virgil Van Dijk is about £37m on the game, even with the £x2 applied. In reality he is worth £150m.

Change it from 2 to something else then?! (e.g 4) - in Nick Patch

27-03-20, 02:43 PM

#44

Perrin ◊
Youth Team Player

Join Date: 22-03-20
Posts: 9

Hi, first off just a quick, everything worked perfectly for me.

I haven't playing football/championship manager for ages.

Whats the best currency inflation to set?

If I start a new game with say wolves, they have like 160m of a transfer budget

27-03-20, 04:24 PM

#45

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **Perrin** ◊

Hi, first off just a quick, everything worked perfectly for me.

I haven't playing football/championship manager for ages.

Whats the best currency inflation to set?

If I start a new game with say wolves, they have like 160m of a transfer budget

Fiddle around with it choosing a few different until you are happy 🤖

2 to 2.5 looks about right for "Modern Day" finances

27-03-20, 07:06 PM

#46

manos87 ◊
Youth Team Player

Join Date: 12-02-19
Posts: 12

I don't know if this is the correct topic to address this matter, but in any case, since I see that Saturn and other people are capable to get to see the code and fix things, let me note the following:

I start the game with Aris in the Greek league. However, no matter how many times I start, in the group stage (first stage) of the Greek Cup I always get Panionios in my group.

This happens also in the Tapani patch that I used to use in previous data updates.

The same thing happens for many many consecutive years in the game. Every year, I always get to play with Panionios in the group stage of Greek cup.

So maybe you could get to search for any bug in the draw of Greek Cup games.

Thanks.

27-03-20, 07:54 PM

#47

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

This made me curious so I started a few games in Greece to see for myself. Here is who Aris drew in the Group Stage of the Greek Cup:

3.9.68 data

Game 1: Apollon K, Kalamata, Proodeftiki
Game 2: Ethnikos, Kalamata, Proodeftiki
Game 3: Agersani, Kalamata, Proodeftiki
Game 4: Ethnikos, Kalamata, Proodeftiki
Game 5: Apollon L, Kalamata, Proodeftiki

Latest Update

Game 6: Apollon L, Panionios, Pierikos
Game 7: Apollon L, Nakedonikos, Panionios
Game 8: Apollon L, Panionios, Panseriakos
Game 9: Acheron Kanalakiou, Apollon L, Panionios
Game 10: Apollon L, Kalamata, Panionios

After the final five games, I wondered if it is about previous league positions. The two constants, Apollon L and Panionios finished 3rd in B and 6th in A respectively. Aris finished 5th in A.
So back to the 3.9.68 data and the team finishing 5th in A was Xanthi, so we'll run a quick test with them, and see if they draw 3rd in B (Kavala) and 6th in A (Iraklis). The answer is no, they didn't. Perhaps the groups are arranged by considering reputation?

28-03-20, 12:18 AM

#48

Ronaldo07 ◊
Youth Team Player

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

Originally Posted by saturn ◊

Does the exe from post#1 have the three columns or does it only happen after you use Nick's patcher (or something similar)?

Thank you for replying, it seems that when I try playing before nicks patcher is applied, it loads in 800x600 with no problems (two column's of players and no error messages when selecting team drop downs), albeit without coloured attributes and the other options that I might change. But it works non the less.

The moment I apply Nicks Patcher (the one in this thread link is the one I downloaded CM0102PatcherV124), its causes all sorts of screen/display issues in 800x600 size, up until 1024x768, and in that size it has three columns of players.

Not sure on what the fix could be unless you could create an exe with the following options please Saturn, and I could give that a try as well.

Game Speed : x2
Idle Sensitivity : Desktop
Window : 800x600
Disable unprotected Contracts : Yes
Coloured Attributes : Yes
Hid Non-public bids : No
New Values : Yes

Ive also asked my friend to try it on his laptop, which runs from Windows 7 and he gets exactly the same issues in graphics/screen size.

I know its a pain but if I could try an exe file with those options above that would be great?

Many thanks for the support

28-03-20, 12:33 AM

#49

Redknapp69 ◊
Member of the Month
Social Media Mod

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

What happens if you change display settings to 100%

Then re-start laptop

Then on Nick's patcher choose 800x600?

The game is fine but you have other screen issues? (and that is the problem/issue?)

28-03-20, 09:14 AM

#50

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

its causes all sorts of screen/display issues in 800x600 size

What do you mean by this? (can you post a screenshot?) And what settings are you using in the patcher? What happens if you just leave all the default settings?

I would suggest starting from complete scratch (full reinstall of champman, apply 3.9.68 patch, copy saturn data files over, copy city.dat, copy cm0102.exe, then patch)

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Forum CM 01/02 Updates Patches Patch +v9

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Thread: Patch +v9

Thread Tools

28-03-20, 12:45 PM

#51

petegriffith82
 Youth Team Player

Join Date: 06-09-14
 Posts: 1

56 league games

Hi, I've encountered an issue where I played 56 premier league games. This only happened in the English league. I'd selected all leagues in the background and only England and Sweden as my main.

Everything was ok until 31/12/2019 and then when it did the update, everything went out on the English leagues. Sweden not impacted

28-03-20, 03:25 PM

#52

Redknapp69
 Member of the Month
 Social Media Mod

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

Originally Posted by **petegriffith82**

Hi, I've encountered an issue where I played 56 premier league games. This only happened in the English league. I'd selected all leagues in the background and only England and Sweden as my main.

Everything was ok until 31/12/2019 and then when it did the update, everything went out on the English leagues. Sweden not impacted

Got a couple of screenies which may help Saturn investigate?

Might be worth mentioning what you chose from Nicks patcher as well

28-03-20, 04:49 PM

#53

Rodry97
 Coach

Join Date: 27-03-12
 Posts: 232

Great Saturn job!

I have a display problem. Sure it is a slight thing.

Set the resolution to 1280 * 800 with full window. The problem is when I minimize and want to return to the game screen, everything is black. Is there any solution?

28-03-20, 05:54 PM

#54

saturn

Join Date: 18-03-14

Originally Posted by **Kevin**

*I've had the same issue as prefer to play good old fashioned 800*600 and 2 columns.*

It's only after using Nick's patcher from what I have been doing. I start my save just using the initial exe from post#1 then after it's set up I have been using John Locke's patch to add anything that isn't already setup.

Hope this helps.

Are you also using Windows Vista?

Originally Posted by **NRWicksted**

Hi guys.

*Playing a game with English league and all other leagues running in the background. Max database with 8x speed. Get to 20 Feb 2020 and the game crashes with this error:
v3.9.68T usa_mls..cpp 1819*

Unable to holiday past the date.

Anyone else come across this?

Originally Posted by **Redknapp69**

Saturn took a look at this error when a member upload thier save on his V7 patch - this was Saturn's reply (take a look a few posts up as well)

<https://champman0102.co.uk/showthrea...652#post437652>

Good memory R69, I had forgotten about that. The one thing I remeber from the previous crash is that the USA was also set to background. Try setting it to the foreground NRWicksted.

Originally Posted by **manos87**

I don't know if this is the correct topic to address this matter, but in any case, since I see that Saturn and other people are capable to get to see the code and fix things, let me note the following:

I start the game with Aris in the Greek league. However, no matter how many times I start, in the group stage (first stage) of the Greek Cup I always get Panionios in my group.

This happens also in the Tapani patch that I used to use in previous data updates.

The same thing happens for many many consecutive years in the game. Every year, I always get to play with Panionios in the group stage of Greek cup.

So maybe you could get to search for any bug in the draw of Greek Cup games.

Thanks.

Tbh I don't understand how the game selects teams for group stages of any cups. I had a quick scan through the .68 code and didn't see any reference to clubs' last positions: if I had to guess then I'd go with Alan's club reputation suggestion.

Originally Posted by **Ronaldo07**

Thank you for replying, it seems that when I try playing before nicks patcher is applied, it loads in 800x600 with no problems (two column's of players and no error messages when selecting team drop downs), albeit without coloured attributes and the other options that I might change. But it works non the less.

The moment I apply Nicks Patcher (the one in this thread link is the one I downloaded CM0102PatcherV124), its causes all sorts of screen/display issues in 800x600 size, up until 1024x768, and in that size it has three columns of players.

Not sure on what the fix could be unless you could create an exe with the following options please Saturn, and I could give that a try as well.

*Game Speed : x2
Idle Sensitivity : Desktop
Window : 800x600
Disable unprotected Contracts : Yes
Coloured Attributes : Yes
Hid Non-public bids : No
New Values : Yes*

Ive also asked my friend to try it on his laptop, which runs from Windows 7 and he gets exactly the same issues in graphics/screen size.

I know its a pain but if I could try an exe file with those options above that would be great?

Many thanks for the support

Just to be 100% sure I'm understanding you (I'm 99% sure I am), could you post a screenshot of what the squad screen looks like in the game after patching? Also, did your friend on Windows 7 go through the process and end up with the same results or did you send him the exe that you created to test on his laptop?

Originally Posted by **petegriffith82**

Hi, I've encountered an issue where I played 56 premier league games. This only happened in the English league. I'd selected all leagues in the background and only England and Sweden as my main.

From this save I started on 21/12/2010 and then when I did the update everything went out of the English league. Sweden got inserted

Everything was ok until 31/12/2019 and then when it did the update, everything went out on the English leagues. Sweden not impacted

Weird one, especially with it occurring after that date. Could you upload the save somewhere?

Originally Posted by **Rodry97**

Great Saturn job!

I have a display problem. Sure it is a slight thing.
Set the resolution to 1280 * 800 with full window. The problem is when I minimize and want to return to the game screen, everything is black.
Is there any solution?

How do you minimize in full window? I think going back to desktop without exiting properly (eg hitting the Windows key) always results in a black screen upon return.

Last edited by saturn; 28-03-20 at 06:05 PM.

28-03-20, 06:13 PM

#55

Rodry97
Coach

Join Date: 27-03-12
Posts: 232

Maybe I have expressed myself incorrectly. Excuse my poor handling of the English language.

What has happened to me is the following: I am playing without problems and if I go to windows for any reason, when I want to return to the game the screen goes black.

28-03-20, 08:47 PM

#56

Dagi7
Scout

Join Date: 17-05-12
Posts: 33

Installed the march 20 update with the cm0102patcher

In the start of season 2 a lot of my players have been away over 2 months on international duty (games played long time ago..)

Any solutions?

(Pogba, James, Martial, McTominay etc.)

28-03-20, 09:26 PM

#57

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Dagi7**

Installed the march 20 update with the cm0102patcher

In the start of season 2 a lot of my players have been away over 2 months on international duty (games played long time ago..)

Any solutions?

(Pogba, James, Martial, McTominay etc.)

What month? Carry over from Euro's?

Or is this the Sept/Oct fixtures?

28-03-20, 09:37 PM

#58

Dagi7
Scout

Join Date: 17-05-12
Posts: 33

Originally Posted by **Redknapp69**

What month? Carry over from Euro's?

Or is this the Sept/Oct fixtures?

Its december now. They been away for 2 months...

28-03-20, 10:41 PM

#59

TidusRenegade
Youth Team Player

Join Date: 10-06-18

Just started a new game in the Portuguese league and I'm getting an error every week:
v3.9.68T Database..cop 17353

Did I install it wrong??

28-03-20, 11:36 PM

#60

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **TidusRenegade** ◊

*Just started a new game in the Portuguese league and I'm getting an error every week:
v3.9.68T Database..cop 17353*

Did I install it wrong??

Have a look through here - <https://champman0102.co.uk/showthrea...ase..cop+17353>

29-03-20, 10:20 AM

#61

ayrunited ◊
Youth Team Player

Join Date: 28-03-20
Posts: 1

Great work on this. Really appreciate it. First time i've played the game with the patches and updated data. Tremendous work from everyone who is keeping it going. The adding of the playoffs in the Scottish Championship is great! Couple of questions that i have looked through but doesn't seem like anyone else has asked. Is the 10,000 seater stadium rule still in place for promotion to the Scottish Premiership? And this might be a strange one, but is it a lot harder with the patches? I usually just play ODB so fire in a central based tactic and away you go, doesn't seem to be like that with the patches, maybe i'm just paranoid!

29-03-20, 11:02 AM

#62

nhendy_83 ◊
Youth Team Player

Join Date: 26-03-20
Posts: 1

For whatever reason i can only successfully start a new game on the 2020 update without installing the 3.68 patch? Game crashes during initialising when installed. Does the patch make any difference to the new update as seems pretty much the same to me
Thanks

29-03-20, 11:50 AM

#63

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **nhendy_83** ◊

*For whatever reason i can only successfully start a new game on the 2020 update without installing the 3.68 patch? Game crashes during initialising when installed. Does the patch make any difference to the new update as seems pretty much the same to me
Thanks*

3.9.68 patch removes bugs from original game

Run the game (and EVERYTHING for CM) as administrator - that is the main reason why a game crashes during installation

29-03-20, 03:28 PM

#64

TidusRenegade ◊
Youth Team Player

Join Date: 10-06-18
Posts: 4

Originally Posted by **Redknapp69** ◊

Have a look through here - <https://champman0102.co.uk/showthrea...ase..cop+17353>

Thanks.

I fully uninstalled everything again and reinstalled and it seems to be working fine now! How odd
Great work on the patch though, loving it

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

Redknapp69

29-03-20, 03:32 PM

#65

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

Hi Saturn, I think you remember me
Please create a custom patch for me and add the new values option to it with other options
Because Patch Nick didn't work on my computer
Thank you

29-03-20, 03:37 PM

#66

saturn ◊
Programmer
VIP

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

Originally Posted by **Rodry97** ◊

Maybe I have expressed myself incorrectly. Excuse my poor handling of the English language.

What has happened to me is the following: I am playing without problems and if I go to windows for any reason, when I want to return to the game the screen goes black.

So, are you playing full screen or windowed (modo de pantalla = completa o ventana)?

Originally Posted by **Dagi7** ◊

Installed the march 20 update with the cm0102patcher

In the start of season 2 a lot of my players have been away over 2 months on international duty (games played long time ago..)

Any solutions?

(Pogba, James, Martial, McTominay etc.)

This usually occurs when a national tournament doesn't complete. Check the Euros and Olympics, might be the latter seeing as it has a third place playoff game.

Originally Posted by **TidusRenegade** ◊

*Just started a new game in the Portuguese league and I'm getting an error every week:
v3.9.68T Database..cop 17353*

Did I install it wrong??

Seems like an error with the B teams. Did you do any changes in the editor? If not can you upload the save?

Originally Posted by **ayrunited** ◊

Great work on this. Really appreciate it. First time i've played the game with the patches and updated data. Tremendous work from everyone who is keeping it going. The adding of the playoffs in the Scottish Championship is great! Couple of questions that i have looked through but doesn't seem like anyone else has asked. Is the 10,000 seater stadium rule still in place for promotion to the Scottish Premiership? And this might be a strange one, but is it a lot harder with the patches? I usually just play ODB so fire in a central based tactic and away you go, doesn't seem to be like that with the patches, maybe i'm just paranoid!

The SPL's stadium requirement is 6,000 seats now (not sure if this is still the number IRL). If you find the game to be more difficult it is likely down to the March data (better AI managers and tactics) rather than the patch itself.

Originally Posted by **nhendy_83** ◊

*For whatever reason i can only successfully start a new game on the 2020 update without installing the 3.68 patch? Game crashes during initialising when installed. Does the patch make any difference to the new update as seems pretty much the same to me
Thanks*

You have to install the .68 patch in order to then use this patch.

29-03-20, 05:06 PM

#67

Rodry97 ◊
Coach

Join Date: 27-03-12
Posts: 232

I'm playing in full screen

29-03-20, 10:32 PM

#68

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Chaps,

I've downloaded the patch, initially tried to use the option in Nick's patcher to switched to the recommended resolution(1200x??) but then switched back to the default (800x600) display ad the recommended was not sitting correctly on my laptop screen.

As a result, the menu bar on the left hand side is not displaying correctly. The border around the text has moved to the right too far and the text is occupying only half of the llocated space within the borders.

Can anyone please advise.

I always used to play on 800x600 but wondered why the recommended resolution did not work.

Happy to go back to the default view but it's distorted as aforementioned.

Heeeeelp please!

29-03-20, 10:42 PM

#69

tommy_craven ◊
Youth Team Player

Join Date: 03-03-12
Posts: 7

Legend!

Been playing on old patches as v8 and v9 would work for network games, just seen a post saying it would only work with Radmin VPN not Hamachi.

Downloaded and worked first time, Radmin seems to work far easier than hamachi, happy days!

29-03-20, 10:56 PM

#70

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Do I open the [patch application as an administrator or not? If i do, any changes I make are not able to be applied as the message says that the exe file can not be written to/found. If I don't run it as an administrator, then it allows me to apply changes but any changes do not work.

The issue is that the borders of the menubar are too far to the right. Squads are still showing over three columns in the squad screen, but it should be two.....

29-03-20, 11:27 PM

#71

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

Godliman: just reinstall cm0102 from scratch and start again

EDIT: Latest version of the patcher (v1.26) handles reverting back to 800x600 better - so you can possibly try that too.

Last edited by Nick+Co; 30-03-20 at 09:52 AM.

30-03-20, 02:48 PM

#72

tsgol ◊
Youth Team Player

Join Date: 27-04-15
Posts: 19

im playing second season and sometimes recieve this error.
but still can continue
im afraid to game will error soon

<https://ibb.co/bKVm3Kv>

30-03-20, 05:21 PM

#73

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

Saturn????

30-03-20, 05:50 PM

#74

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Originally Posted by **Nick+Co**

Godliman: just reinstall cm0102 from scratch and start again

EDIT: Latest version of the patcher (v1.26) handles reverting back to 800x600 better - so you can possibly try that too.

Hi Nick,

I have followed your guidance. Nick's patcher is not working. When hitting 'apply' on the changes that I have made (changing the value modifier to 2.00) I am getting the message that it can't write/read the exe file. I have the updated data folder and the game and graphics work fine but am unable to convert over to the inflated values and wages. Liverpool's highest earner is £90k per week (Mane) pretty sure that this should be higher if Nick's patcher is working correctly?

It let me save the changes but not apply them?

Silly question, but do I need to save Nick's patcher anywhere?

30-03-20, 06:15 PM

#75

boss4399

Youth Team Player

Join Date:

21-10-19

Posts:

43

Originally Posted by **Godliman**

Hi Nick,

I have followed your guidance. Nick's patcher is not working. When hitting 'apply' on the changes that I have made (changing the value modifier to 2.00) I am getting the message that it can't write/read the exe file. I have the updated data folder and the game and graphics work fine but am unable to convert over to the inflated values and wages. Liverpool's highest earner is £90k per week (Mane) pretty sure that this should be higher if Nick's patcher is working correctly?

It let me save the changes but not apply them?

Silly question, but do I need to save Nick's patcher anywhere?

Yes I am also facing such a problem and I ask Saturn to make a patch in which you can adjust the new values from within the game

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

« Coloured Attributes | Facepack mod (WIP) - need your help »

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Archive Web Hosting Top

All times are GMT +1. The time now is 12:43 PM.

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Thread: Patch +v9

Thread Tools

31-03-20, 07:12 AM

#76

manos87

Youth Team Player

Join Date: 12-02-19
 Posts: 12

Originally Posted by Alan

This made me curious so I started a few games in Greece to see for myself. Here is who Aris drew in the Group Stage of the Greek Cup:

3.9.68 data

Game 1: Apollon K, Kalamata, Proodeftiki

Game 2: Ethnikos, Kalamata, Proodeftiki

Game 3: Agersani, Kalamata, Proodeftiki

Game 4: Ethnikos, Kalamata, Proodeftiki

Game 5: Apollon L, Kalamata, Proodeftiki

Latest Update

Game 6: Apollon L, Panionios, Pierikos

Game 7: Apollon L, Nakedonikos, Panionios

Game 8: Apollon L, Panionios, Panseriakos

Game 9: Acheron Kanalakiou, Apollon L, Panionios

Game 10: Apollon L, Kalamata, Panionios

After the final five games, I wondered if it is about previous league positions. The two constants, Apollon L and Panionios finished 3rd in B and 6th in A respectively. Aris finished 5th in A.

So back to the 3.9.68 data and the team finishing 5th in A was Xanthi, so we'll run a quick test with them, and see if they draw 3rd in B (Kavala) and 6th in A (Iraklis). The answer is no, they didn't. Perhaps the groups are arranged by considering reputation?

Indeed it is not the previous league positions.

Moreover, I'm afraid it may also not be reputation, since during previous games, while I was playing for many many years (a few decades 😊) 95% of the time I still got the same team. Is it possible for so many years and so many saves for a team to be in the same position in the reputation scale? I think not.

In my latest game, I still get the same situation. Note that not only the first division team is recurring (Panionios) but also the second division team (Apollon Larisas)

Anyway, as I said it is not strictly patch-related but it would be interesting to find out why the draw of greek cup has this bug and maybe fix it.

Latest save:

1st season: Asteras Iteas, Panionios, Apollon Larisas

2nd season: Makedonikos, Panionios, Apollon Larisas

3rd season: Niki Agathias, Panionios, Apollon Larisas

4th season: Acharnaikos, OFI, Volos

5th season: Ethnikos, Panionios, Egaleo

6th season: Ermionida, Panionios, Apollon Larisas

(There was no change of division either for Panionios or for Apollon Larisas during all these seasons)

31-03-20, 08:26 AM

#77

Nick+Co

Join Date: 18-07-15

Programmer

Posts: 795

@Godliman: It's your system not letting you edit exe files. Turn off any virus checkers, etc before using (and make sure it runs as Administrator - even though it should *only* be able to run as Administrator - maybe it's doing something weird on your machine). You can also try copying your Championship Manager directory to your desktop, try and patch the exe in there instead and click the "Make executable portable" option when you patch it. Then run it from your desktop. That sometimes works better.

31-03-20, 12:22 PM

#78

boss4399 ◦
Youth Team Player

Join Date: 21-10-19
Posts: 43

Saturn I want a patch with new values
Nick's Patch does not work

31-03-20, 02:10 PM

#79

Redknapp69 ◦
Member of the Month
Social Media Mod

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

Originally Posted by **boss4399** ◦
*Saturn I want a patch with new values
Nick's Patch does not work*

Why doesn't it work - can you give more information please?

31-03-20, 02:47 PM

#80

Mark ◦
Chairman

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

Originally Posted by **boss4399** ◦
*Saturn I want a patch with new values
Nick's Patch does not work*

Nick's patch isn't a patch either, it's a patcher which means you run the patcher, select the options you want and then apply them to the cm0102.exe that already incorporates saturn's changes.

31-03-20, 03:49 PM

#81

Nick+Co ◦
Programmer

Join Date: 18-07-15
Posts: 795

Mark/R69: I learnt a while back to just put boss4399 on your ignore list - I recommend doing the same.

The Following 3 Users Say Thank You to Nick+Co For This Useful Post:

Mark, Ovelevy, Redknapp69

31-03-20, 05:14 PM

#82

boss4399 ◦
Youth Team Player

Join Date: 21-10-19
Posts: 43

Originally Posted by **Nick+Co** ◦
Mark/R69: I learnt a while back to just put boss4399 on your ignore list - I recommend doing the same.

It is not your taste to treat someone who wants to fix their problem in this way
I have always liked this forum because of its quick responses and an attempt to fix the problem of people
But your response was not expected in this forum

31-03-20, 05:22 PM

#83

boss4399 ◦
Youth Team Player

Join Date: 21-10-19
Posts: 43

Originally Posted by **Redknapp69**

Why doesn't it work - can you give more information please?

When I open Nick's Patch, select the options I want and then click Apply
These words came: could not load file or assembly system core, version3.5.0.0 =

31-03-20, 05:29 PM

#84

boss4399
Youth Team Player

Join Date: 21-10-19
Posts: 43

Originally Posted by **Mark**

Nick's patch isn't a patch either, it's a patcher which means you run the patcher, select the options you want and then apply them to the cm0102.exe that already incorporates saturn's changes.

Yes, that's what I meant. I want CM0102.EXE to have new values without going to Nick's Patch Saturn was created me CM0102.exe, but this was in the October database2019

31-03-20, 06:29 PM

#85

ShakaZulu
Youth Team Player

Join Date: 04-03-12
Posts: 9

hi error 17353, any info ?
tnx

31-03-20, 06:49 PM

#86

ballo
Decent Young Player

Join Date: 03-03-12
Posts: 67

Originally Posted by **boss4399**

*It is not your taste to treat someone who wants to fix their problem in this way
I have always liked this forum because of its quick responses and an attempt to fix the problem of people
But your response was not expected in this forum*

Hi Boss4399,

you have to understand that they make these patches/updates for FREE and spend their time giving us an updated game.

To keep it easy, just follow the rules/instructions.

If you have any problems and would like to provide some more information, I'm sure someone will help you out.

The patcher is very easy to use, if you follow the instructions.

01-04-20, 12:30 AM

#87

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **ShakaZulu**

*hi error 17353, any info ?
tnx*

Take a look for possible solutions here - <https://champman0102.co.uk/showthrea...ht=error+17353>

01-04-20, 10:21 AM

#88

markuse
Youth Team Player

Join Date: 19-03-17
Posts: 14

I got an error match_man.cpp 1225 for a few time, newest database and saturn patch.
ENG, ITA, GER, SPA league. Second season.
Click ok and game are still continue but it's really annoying.
I try go to holiday but that error keep coming back.

01-04-20, 11:41 AM

#89

ricflairandy ◊
Youth Team Player

Join Date: 01-04-20
Posts: 1

I still get the 5809 error, followed your instructions to a tee too.

01-04-20, 01:29 PM

#90

Koller ◊
Youth Team Player

Join Date: 21-10-19
Posts: 5

Originally Posted by **markuse** ◊

*I got an error match_man..cpp 1225 for a few time, newest database and saturn patch.
ENG, ITA, GER, SPA league. Second season.
Click ok and game are still continue but it's really annoying.
I try go to holiday but that error keep coming back.*

Me too, same leagues + Polish league. Second season, i got many errors match 1225

01-04-20, 03:16 PM

#91

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

@Koller+Markuse: Could either of you upload your saved game anywhere just before you hit the error? So we could see it for ourselves?

01-04-20, 05:30 PM

#92

laffs ◊
Youth Team Player

Join Date: 23-07-19
Posts: 3

I've followed the installation instructions as per the original post yet I cant start a new game due to the errors stating 'Unable to find the GERMAN_FIRST_DIVISION index'
I click Ok and then it says the same for what looks like every club and player competition.

01-04-20, 08:35 PM

#93

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **laffs** ◊

*I've followed the installation instructions as per the original post yet I cant start a new game due to the errors stating 'Unable to find the GERMAN_FIRST_DIVISION index'
I click Ok and then it says the same for what looks like every club and player competition.*

Looks like you are using an incorrect .exe for the new data

Follow Saturn's instructions carefully

If in doubt, uninstall and start again from his instructions

01-04-20, 09:00 PM

#94

Rodry97 ◊
Coach

Join Date: 27-03-12
Posts: 232

Query!

Is there a way for the retired player not to regenerate into a player with the same nationality?

02-04-20, 07:28 AM

#95

markuse ◊
Youth Team Player

Join Date: 19-03-17
Posts: 14

Originally Posted by **Nick+Co**

@Koller+Markuse: Could either of you upload your saved game anywhere just before you hit the error? So we could see it for ourselves?

Oops, I have already deleted that save, sorry. Maybe I will make a new one and go holiday full-time to see what happens when I have some free time. But I believe that's not a rare error, some people also have it too.

02-04-20, 08:45 AM

#96

footballer
Youth Team Player

Join Date: 21-02-19
Posts: 48

First off, thanks to all of you who have done such sterling work with the updates and patches over the years, pretty incredible stuff.

I've been reading through the posts about encountered issues with this latest patch from Saturn. I've noticed that when creating a new game all leagues that start in 2019/2020 seem to be operating without any issue. I tend to enjoy playing with a fair number of leagues running at same time (either in foreground or background). The Brazilian league will also load up no problem alongside leagues running 2019/2020 - BUT - I've noticed that the first set of fixtures for this league are pencilled in for August 2020 (not 2019 which is the start year for all the other leagues).

I started a game with China (as well as France, Italy, Spain, England and a few other big European leagues), but the game crashed just before the end of 2019, no reason, just a very hard crash. Now I wonder if it was owing to the China leagues needing to update for their new season...Unlike in Brazil the Chinese league is halfway through its season when you start the game (using say England as your starting league rather than Brazil).

So I have tried to create a new game with the big 5 European leagues + 1 of; Japan, Norway, Sweden, Ireland, USA - the game never gets past creating shortlists, it just hard crashes.

Just wondering if there is an issue causing these crashes owing to any redesign in Olly of fixtures for the leagues that run on a calendar year basis? If I'm right all of those 5 leagues are the same as China in that they would be halfway through their seasons if starting a game with leagues running 2019-2020. Not sure why Brazil is set up differently...

Thanks for any light you can shed on this.

02-04-20, 10:02 PM

#97

Godliman
Youth Team Player

Join Date: 26-12-17
Posts: 38

Originally Posted by **Nick+Co**

@Godliman: It's your system not letting you edit exe files. Turn off any virus checkers, etc before using (and make sure it runs as Administrator - even though it should *only* be able to run as Administrator - maybe it's doing something weird on your machine). You can also try copying your Championship Manager directory to your desktop, try and patch the exe in there instead and click the "Make executable portable" option when you patch it. Then run it from your desktop. That sometimes works better.

Thanks Nick - that's worked a treat!

A number of the options in the patcher are greyed out though. I wanted to be able to enable the 7 substitutes option but don't have the ability to do so?

03-04-20, 04:14 PM

#98

Diggler
Reserve Team Player

Join Date: 06-04-12
Posts: 280

When moving from the previous Saturn version to the new one, is it better to uninstall everything and following the steps outlined in the OP?

03-04-20, 04:50 PM

#99

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Diggler**

When moving from the previous Saturn version to the new one, is it better to uninstall everything and following the steps outlined in the OP?

Yep - for sure!

The Following User Says Thank You to Redknapp69 For This Useful Post:

Diggler

03-04-20, 05:18 PM

#100

Diggler ◊
Reserve Team Player

Join Date: 06-04-12
Posts: 280

Erm, the Saturn v8 patch was the first time I installed a patch (despite using the data updates for years) - how do I "uninstall" patches? Just delete the entire game?

Page 4 of 13 << First < 1 2 3 4 5 6 7 8 ... > Last >>

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Thread: Patch +v9

Thread Tools

03-04-20, 05:34 PM

#101

Redknapp69
 Member of the Month
 Social Media Mod

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

Originally Posted by **Diggler**

Erm, the Saturn v8 patch was the first time I installed a patch (despite using the data updates for years) - how do I "uninstall" patches? Just delete the entire game?

You can just create a new database (if you want to keep the V8) - see here for more info - <https://champman0102.co.uk/showthread.php?t=10247>

The Following User Says Thank You to Redknapp69 For This Useful Post:

Diggler

03-04-20, 06:02 PM

#102

Diggler
 Reserve Team Player

Join Date: 06-04-12
 Posts: 280

Originally Posted by **Godliman**

Thanks Nick - that's worked a treat!

A number of the options in the patcher are greyed out though. i wanted to be able to enable the 7 substitutes option but don't have the ability to do so?

Hi Godliman,

I was having the same issue and was about to post when I checked the Championship Manager 01/02 folder settings, there is a tick box making the folder Read Only which is ticked. Un-ticking this updates the folder (and contents) permissions to be updated enabling the patcher to be applied.

New game loading....fingers crossed!

04-04-20, 12:02 AM

#103

Godliman
 Youth Team Player

Join Date: 26-12-17
 Posts: 38

Originally Posted by **Diggler**

Hi Godliman,

I was having the same issue and was about to post when I checked the Championship Manager 01/02 folder settings, there is a tick box making the folder Read Only which is ticked. Un-ticking this updates the folder (and contents) permissions to be updated enabling the patcher to be applied.

New game loading....fingers crossed!

Thanks for this, i have completed the unticking of read only and then hit apply. Issue is, that it appears to process the request, apply the changes to all files and sub folders but then when I open folder back up, the read only box is ticked again??

04-04-20, 12:06 AM

#104

Godliman
Youth Team Player

Join Date: 26-12-17
Posts: 38

I'm using v1.24 FYI

04-04-20, 01:18 PM

#105

bobbyb
Youth Team Player

Join Date: 16-11-19
Posts: 11

Some help please..... done the March 2020 update etc but I currently have Mason Mount and other players as just 2 years old ☐

04-04-20, 01:47 PM

#106

bobbyb
Youth Team Player

Join Date: 16-11-19
Posts: 11

Right, I managed to sort this. Appears to me that the issue comes from Nick's patcher. I will go onto his thread to see where i am going wrong.

04-04-20, 03:13 PM

#107

Panda King
Youth Team Player

Join Date: 10-06-19
Posts: 16

Followed all installation steps but when I start game...system says exe has stopped working

04-04-20, 04:50 PM

#108

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Panda King**

Followed all installation steps but when I start game...system says exe has stopped working

Running as administrator and have compatability enabled?

04-04-20, 08:18 PM

#109

Godliman
Youth Team Player

Join Date: 26-12-17
Posts: 38

Originally Posted by **Godliman**

Thanks for this, i have completed the unticking of read only and then hit apply. Issue is, that it appears to process the request, apply the changes to all files and sub folders but then when I open folder back up, the read only box is ticked again??

Chaps - any help would be genuinely appreciated. Desperate to get cracking with a new game ASAP!

04-04-20, 09:25 PM

#110

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

What problem are you actually having godliman? The options are meant to be greyed out in the patcher. You already have seven subs enabled. What's your issue?

04-04-20, 09:53 PM

#111

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Originally Posted by **Nick+Co** ◊

What problem are you actually having godliman? The options are meant to be greyed out in the patcher. You already have seven subs enabled. What's your issue?

Only getting 5 subs in Northern Irish Championship matches?

04-04-20, 10:04 PM

#112

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

And that's all that's stopping you playing? You sure Northern Irish football isn't supposed to only have 5 subs?

04-04-20, 10:06 PM

#113

Godliman ◊
Youth Team Player

Join Date: 26-12-17
Posts: 38

Everything else working fine mate. Just wanted to make sure it was working as it should be before I committed to a start.....

You could very well be correct. How would I check?

04-04-20, 10:18 PM

#114

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

If you don't even know - why do you care? Just play! 😊

05-04-20, 07:15 AM

#115

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

Guys where is Saturn is the only one who knows solves my problem
Because he was solving my problem in the past

05-04-20, 03:54 PM

#116

BeezerCeltic1967 ◊
Director

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

Hi lads,
anybody else not getting notified if a team bids for a player on your shortlist?
cheers

05-04-20, 04:30 PM

#117

Mr_fix ◊
Youth Team Player

Join Date: 15-03-13
Posts: 2

Originally Posted by **Koller** ◊

Me too, same leagues + Polish league. Second season, i got many errors match 1225

Me too. Many errors, i have 12 leagues loaded.

05-04-20, 09:55 PM

#118

Rodry97 
Coach

Join Date: 27-03-12
Posts: 232

Query

I have inactivity the option of "Hide non-public bids". They give me the notice that "X" club is negotiating with a player on my interest list but they don't give me the notice when that player decides to leave for that "X" club. Is there a way to change this?

The Following User Says Thank You to Rodry97 For This Useful Post:

Pisani

06-04-20, 12:18 AM

#119

Titimimon 
Youth Team Player

Join Date: 06-04-19
Posts: 5

Hello 😊

game crashes everytime 20.12.2019 (evening). Installed patches: +v9 and march 2020 + Nick patcher v1.24, selected leagues - Russian + all of another leagues in background mode. What I can try to do? Going on holiday and reloading are not help 😞

Save file: <http://trash.vlbp.ru/Spam2.sav.zip>

Last edited by Titimimon; 06-04-20 at 07:01 AM.

06-04-20, 07:03 AM

#120

Titimimon 
Youth Team Player

Join Date: 06-04-19
Posts: 5

Hello 😊

game crashes everytime 20.12.2019 (evening). Installed patches: +v9 and march 2020 + Nick patcher v1.24, selected leagues - Russian + all of another leagues in background mode. What I can try to do? Going on holiday and reloading are not help 😞

Upd: save file - trash.vlbp.ru/Spam2.sav.zip

06-04-20, 08:13 AM

#121

Nick+Co 
Programmer

Join Date: 18-07-15
Posts: 795

@titimimon: I downloaded your saved game - I holiday'd right past the 20th just fine - but then it completely froze on the 29th Dec. I'll take another look - but I'd say reinstall from scratch and start again.

EDIT: Plus I'd suggest just adding the leagues you really care about - adding everything, even in background, is asking for problems - it creates a far slower more complicated game with very little benefit.

Last edited by Nick+Co; 06-04-20 at 08:18 AM.

The Following User Says Thank You to Nick+Co For This Useful Post:

Titimimon

06-04-20, 08:33 AM

#122

Titimimon 
Youth Team Player

Join Date: 06-04-19
Posts: 5

 Originally Posted by **Nick+Co** 

@titimimon: I downloaded your saved game - I holiday'd right past the 20th just fine - but then it completely froze on the 29th Dec. I'll take another look - but I'd say reinstall from scratch and start again.

EDIT: Plus I'd suggest just adding the leagues you really care about - adding everything, even in background, is asking for problems - it creates a far slower more complicated game with very little benefit.

thanks for the advice

etto100
Youth Team Player

Join Date: 10-06-19
Posts: 1

hi when clicking apply i an getting a unhandled exception has occurred in your application message. any help would be much appreciated

MrFoo
Reserve Team Player

Join Date: 12-03-12
Posts: 369

Originally Posted by **Nick+Co**
@titimimon: I downloaded your saved game - I holiday'd right past the 20th just fine - but then it completely froze on the 29th Dec. I'll take another look - but I'd say reinstall from scratch and start again.
EDIT: Plus I'd suggest just adding the leagues you really care about - adding everything, even in background, is asking for problems - it creates a far slower more complicated game with very little benefit.

Would the same apply, just using your patch without Satums?

Tiax
Hot Prospect for the Future

Join Date: 22-07-19
Posts: 103

Polish I Liga was reduced from 20 teams to 18. What happens to removed teams? If the game will see 20 teams in Polish I Liga and the league will play 18 it will be a problem with relegated teams after all seasons (they will not play in Polish I Liga and not in Ekstraklasa - they will be out of competition).

« Coloured Attributes | Facepack mod (WIP) - need your help »

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Forum CM 01/02 Updates Patches Patch +v9

Page 6 of 13 First ... 2 3 4 5 6 7 8 9 10 ... Last

Results 126 to 150 of 308

Thread: Patch +v9

Thread Tools

08-04-20, 07:44 AM

#126

Panda King
Youth Team Player

Join Date: 10-06-19
Posts: 16

Yes and the new patcher won't open at all...gives error

08-04-20, 10:01 AM

#127

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **Panda King**

Yes and the new patcher won't open at all...gives error

You need to give a LOT more info than that if you seriously want someone to take the effort to look into it

09-04-20, 11:34 AM

#128

LLLorenzo
Decent Young Player

Join Date: 10-12-13
Posts: 92

Excuse me...

Why I can't find the way to remove the 7subs in France and Spain and the 3 extracomunitary restriction?
Could somebody explain How can I do? I don't find in the nick Patcher

Thanks a lot!

09-04-20, 11:54 AM

#129

darkside23
Youth Team Player

Join Date: 06-06-19
Posts: 1

thank you

09-04-20, 03:41 PM

#130

BeezerCeltic1967 ◊
Director

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

Any chance of bringing reserve games back?

10-04-20, 11:03 AM

#131

LLLorenzo ◊
Decent Young Player

Join Date: 10-12-13
Posts: 92

Originally Posted by **LLLorenzo** ◊

Excuse me...

Why I can't find the way to remove the 7subs in France and Spain and the 3 extracomunitary restriction?
Could somebody explain How can I do? I don't find in the nick Patcher 😞

Thanks a lot!

Somebody could help me ? 🙏

10-04-20, 03:54 PM

#132

Offside Trap ◊
Squad Rotation Player

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

Hope this helps with anyone having issues with installing SV9

https://www.youtube.com/watch?v=r8nHw_r5O34

10-04-20, 04:15 PM

#133

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

@LLLorenzo: Although English is not your first language, you need to learn to help your chances by posing your questions more clearly. What does "remove the 7subs in France and Spain" mean? "the 3 extracomunitary restriction?" I assume means foreign player restrictions? Why not use the EEC Changer (there's one in my Patcher's "Tools" section to assist). Searching the forum, or even Google will most likely help you. Or just being clearer about your issues and what you need.

11-04-20, 11:17 AM

#134

@usso ◊
Decent Young Player

Join Date: 12-11-18
Location: Portugal
Posts: 64

Another member told me there's in this thread a sv9 modified exe which allows network games. Can't seem to find it...
Help! 😞

12-04-20, 10:09 AM

#135

jimmygrimble ◊
Youth Team Player

Join Date: 02-10-19
Posts: 4

Saturn, firstly, THANK YOU. Honestly, I the work you fellas do is massively appreciated - It seems unreal that I'm still playing this game 20 years on!

Just reporting on some errors chaps - had one that threw me out of the game, and since then have been unable to load either of my saves (same game, I just saved on separate files each time to try and avoid this!)

I did have a few errors during the game, but I could click through them. One I recall was a hall of fame error. Apologies, I've no more info that that.

Playing as RB Leipzig, other leagues (from memory) loaded are: England, Spain, France. I think that was it. In terms of Nick's patcher, I think the only change I made was to the multiplier.

v3.9.68T uefa_seeding..cpp 1541
v.3.968T Cup..cpp 4807
... league..cpp 4401
... cup.cpp 4807

Hope that's all you guys need, apologies if I'm not enough help.

Offside Trap ◊
Squad Rotation Player

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

Originally Posted by @usso

Another member told me there's in this thread a sv9 modified exe which allows network games. Can't seem to find it... Help! 😊

Its in the network thread mate, 'Network Queries' I think, from Nick, post #225 or thereabouts

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

@usso

southcoastmag ◊
Youth Team Player

Join Date: 06-04-20
Posts: 1

Hi,

I get the following errors "v3.9.68T Lanflib.cpp 479" and "v3.9.68T game_config..cpp 131" and the game now won't start in .exe or GDI.

Tried full install and reinstall 3 times to no avail. I was having to play the game using GDI before hand due to "unable to initialise the graphics in full screen mode - please ensure that Directx has been installed correctly and that your graphics adaptor supports 800 x 600 pixel resolution in 16 bit colour" message.

Any suggestions would be huge help.

Thank you all.

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by southcoastmag

Hi,

I get the following errors "v3.9.68T Lanflib.cpp 479" and "v3.9.68T game_config..cpp 131" and the game now won't start in .exe or GDI.

Tried full install and reinstall 3 times to no avail. I was having to play the game using GDI before hand due to "unable to initialise the graphics in full screen mode - please ensure that Directx has been installed correctly and that your graphics adaptor supports 800 x 600 pixel resolution in 16 bit colour" message.

Any suggestions would be huge help.

Thank you all.

Langlib error - "Right click my computer -> Properties -> Advanced Settings -> Environment Variables.

Delete anything related to CM.

Install the game again.

"

Directx error - "Follow this
<https://champman0102.co.uk/showthrea...371#post381371>

"

freederry ◊
Youth Team Player

Join Date: 17-05-12
Posts: 41

I've tried to get the values back to the old way as I find even middle of the road players are on £120k a week from French leagues etc. I used Nick's patcher and put currency inflation to 0.00. However the game still has them at the inflated figures. E.g players worth 59m etc. Any idea how to fix this?

Originally Posted by **freederry** ◊

I've tried to get the values back to the old way as I find even middle of the road players are on £120k a week from French leagues etc. I used Nick's patcher and put currency inflation to 0.00. However the game still has them at the inflated figures. E.g players worth 59m etc. Any idea how to fix this?

Is the patcher editing the correct .exe?

13-04-20, 02:22 PM

#141

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

Also, wouldn't setting the inflation to 0.00 set all values to 0?

13-04-20, 03:10 PM

#142

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

Putting it to 0.0 in the patcher means it won't try and apply any change. Putting it to 1.0 will make it the same as normal. Set the currency to normal £ as well. There's no point in the x2 £ thing that used to be (and probably still is) in Saturn patches.

The Following User Says Thank You to Nick+Co For This Useful Post:

Alan

13-04-20, 03:24 PM

#143

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

So in the query above (let's assume it was originally patched at 2.00). the user should re-patch at 0.5, ensuring only value changes are set in the patcher.
...Or restore a backup, but it probably isn't news to anyone that people tend not to bother with this!

13-04-20, 03:40 PM

#144

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

@Alan: No, it's not cumulative. it's just a multiplier against the original value which you can change. So if it was previously set at 2.0 then all the values will be twice what they would have been with the original game. If you then go set it to 1 - it will be just the same as the original game.

The Following User Says Thank You to Nick+Co For This Useful Post:

Alan

13-04-20, 04:16 PM

#145

freederry ◊
Youth Team Player

Join Date: 17-05-12
Posts: 41

I set it to 1.0 and it's back to normal. Thanks.

13-04-20, 05:02 PM

#146

pheywoode ◊
Youth Team Player

Join Date: 08-03-12
Posts: 7

I also need to request an exe. please - you cant open the patcher to create values using a mac - if someone wouldn't mind being so kind to create an exe. Same values as mjando24 has asked for would be great please

Game Speed : x8
Idle Sensitivity : Desktop
Window : 800x600
Disable Unprotected Contracts : yes
Coloured attributes : yes
New Values : Yes

13-04-20, 05:09 PM

#147

boss4399

Youth Team Player

Join Date:

21-10-19

Posts:

43

Originally Posted by **pheywoode**

I also need to request an exe. please - you cant open the patcher to create values using a mac - if someone wouldn't mind being so kind to create an exe. Same values as mjando24 has asked for would be great please

*Game Speed : x8
Idle Sensitivity : Desktop
Window : 800x600
Disable Unprotected Contracts : yes
Coloured attributes : yes
New Values : Yes*

Yes, that's what I mean, I also want a New Exe. With these options mentioned

13-04-20, 05:12 PM

#148

BeezerCeltic1967

Director

Join Date:

02-03-12

Location: WATING FOR 10 IN
A ROW

Posts:

6,197

I get this error first;

v3.9.68T match_man..cpp 1225

Then click Ok

and then I get this error;

v3.9.68T match_man..cpp 16009

them Boom, total crash

13-04-20, 05:29 PM

#149

BeezerCeltic1967

Director

Join Date:

02-03-12

Location: WATING FOR 10 IN
A ROW

Posts:

6,197

fuck me its not even loading now,

get this,

v3.9.68T comp_util..cp 241

All leagues on Max DB,

it loaded up before.

13-04-20, 06:38 PM

#150

Redknapp69

Member of the Month
Social Media Mod

Join Date:

03-03-12

Posts:

28,262

Originally Posted by **BeezerCeltic1967**

fuck me its not even loading now,

get this,

v3.9.68T comp_util..cp 241

All leagues on Max DB,

it loaded up before.

You may as well delete the CM folder in C drive, uninstall game and start again pal 🤔

« Coloured Attributes | Facepack mod (WIP) - need your help »

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Forum CM 01/02 Updates Patches Patch +v9

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Thread: Patch +v9

Thread Tools

13-04-20, 07:07 PM

#151

Tiax
Hot Prospect for the Future

Join Date: 22-07-19
Posts: 103

How was the amount of prizes changed from the place in the Polish Second Division (Polska I Liga)?

13-04-20, 07:38 PM

#152

BeezerCeltic1967
Director

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

Originally Posted by **Redknapp69**

You may as well delete the CM folder in C drive, uninstall game and start again pal

deleted the exe and data folder i was using for the patch, dloaded the data and exe again, it loaded up and now this again

I get this error first;

v3.9.68T match_man..cpp 1225

Then click Ok

and then I get this error;

v3.9.68T match_man..cpp 16009

them Boom, total crash

Any way to sort this mate?

really looking forward to taking Kaiserslautern back to glory

13-04-20, 08:07 PM

#153

BeezerCeltic1967
Director

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

Does the v9 patch have the unlock your creativity in it? or do you need to apply that yourself?

14-04-20, 12:02 AM

#154

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **BeezerCeltic1967** ◊

deleted the exe and data folder i was using for the patch, dloaded the data and exe again, it loaded up and now this again

I get this error first;

v3.9.68T match_man..cpp 1225

Then click Ok

and then I get this error;

v3.9.68T match_man..cpp 16009

them Boom, total crash

Any way to sort this mate?

really looking forward to taking Kaiserslautern back to glory

PM'd you about this and you've started afresh 🙄

The Following User Says Thank You to Redknapp69 For This Useful Post:

[BeezerCeltic1967](#)

14-04-20, 02:15 PM

#155

snoopy8880 ◊
Youth Team Player

Join Date: 06-03-20
Posts: 2

So Ive downloaded the update the patch in the thread Saturn patch

All going lovely it gets to december 2021 and I try and sign a few players on bosman and they all want 375K a week! few months later I notice chelsea have been bailed out for 450mil! hmmm i wonder why that is. I look at their wage bill and they have 7/8 players (not v good ones) on 500K a week, i look at man city same again and arsenal and liverpool and everyone including me. and basially all the players transfered from the u23 are being put on 500K a week contracts! how do I stop it/fix it? Has it happened to anyone else?

14-04-20, 03:21 PM

#156

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

snoopy: There was a bug in my patcher, but only if you used the very new Save Game Changer function to set contracts back one year? Did you use that?

14-04-20, 04:16 PM

#157

BeezerCeltic1967 ◊
Director

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

Started Playing as Kaiserslautern and never got included in the German Cup.

14-04-20, 07:07 PM

#158

pheywoode ◊
Youth Team Player

Join Date: 08-03-12
Posts: 7

Originally Posted by **mjando24**

Hi Saturn, so many thanks for this. As a mac user i can't run the patchers. Can get all other cm01/02 stuff to run but these. If i had pc i wouldn't bother you with this , or anyone else for that matter.

Could i possibly request a couple of patched 'exe files'. If anyone else could do them for me that would be great. (Saturn already does enough).
Once for laptop and one for desktop.

new values
speed 200
coloured attributes
800x600
2019

Many thanks in advance.

I'm in the same boat as you - cant use it unless someone uploads some .exe options 😞

14-04-20, 10:00 PM

#159

sheroman01
Youth Team Player

Join Date: 12-04-20
Posts: 4

I'm getting the index errors trying to load my games "Unable to find the GERMAN_FIRST_DIVISION index (and many other indexes)". I reinstalled and followed each step correctly. My saved game was on the same v3.9.68T patch. The errors only happened after the steps followed in this thread. Note: One extra step I did, I moved my .sav file from my backed up CM folder and moved it to my current one in C:\Program Files (x86)\Championship Manager 01-02. Any advice on how to fix this? Could it be that my saved game is no longer compatible?

14-04-20, 10:08 PM

#160

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **sheroman01**

I'm getting the index errors trying to load my games "Unable to find the GERMAN_FIRST_DIVISION index (and many other indexes)". I reinstalled and followed each step correctly. My saved game was on the same v3.9.68T patch. The errors only happened after the steps followed in this thread. Note: One extra step I did, I moved my .sav file from my backed up CM folder and moved it to my current one in C:\Program Files (x86)\Championship Manager 01-02. Any advice on how to fix this? Could it be that my saved game is no longer compatible?

Correct - it won't be compatible

You can have different databases though e.g Oct 2019, March 2020, Original Database etc

More info on that here - <https://champman0102.co.uk/showthread.php?t=10247>

14-04-20, 11:36 PM

#161

TheImmortal316
Hot Prospect for the Future

Join Date: 23-12-19
Posts: 213

I (perhaps foolishly) tried to use the 1280x800 part of the patch.
Since then, even the CM0102 ISO doesn't install.
Gives me a "uninstallshield is in use" error.
It was originally graphics related and I pissed about and wrecked the windows 10 menus, had to system restore to get it looking normal again.
Was looking forward to seeing all these new changes, it looks epic.

I'll try again, I have the original CD-Rom still today so thinking I'll scrub the ISO and give that a go.

15-04-20, 02:44 PM

#162

snoopy8880
Youth Team Player

Join Date: 06-03-20
Posts: 2

Originally Posted by **Nick+Co**

snoopy: There was a bug in my patcher, but only if you used the very new Save Game Changer function to set contracts back one year? Did you use that?

Hi Nick yes I did, is there a way to unbug the save game?

15-04-20, 02:53 PM

#163

Nick+ Co ◯
Programmer

Join Date: 18-07-15
Posts: 795

@snoopy: Upload the save somewhere and post the link - I'll fix it (i.e. remove all the crazy wages) and send it back

15-04-20, 05:25 PM

#164

slither ◯
Youth Team Player

Join Date: 27-05-16
Posts: 2

Hi

I got v3.9.60 index cpp 5773 when i start the game from zero after i load march data.
Edit : After i choose my league while it is updating , program closes itself.

15-04-20, 10:06 PM

#165

Redknapp69 ◯
Member of the Month
Social Media Mod

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

Originally Posted by slither

Hi

*I got v3.9.60 index cpp 5773 when i start the game from zero after i load march data.
Edit : After i choose my league while it is updating , program closes itself.*

You haven't installed 3.9.68 patch

Maybe follow Saturn's instructions correctly that he provided at end of first post

16-04-20, 06:08 PM

#166

kevinlmax85 ◯
Youth Team Player

Join Date: 24-03-20
Posts: 4

crash

hi, i follow the guide on the first post, but when i begin a new game, while it loads, it crash. how can i resolve it?

16-04-20, 09:19 PM

#167

Redknapp69 ◯
Member of the Month
Social Media Mod

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

Originally Posted by kevinlmax85

hi, i follow the guide on the first post, but when i begin a new game, while it loads, it crash. how can i resolve it?

Run the game as administrator and ensure compatability is enabled

17-04-20, 08:35 AM

#168

kevinlmax85 ◯
Youth Team Player

Join Date: 24-03-20
Posts: 4

Originally Posted by Redknapp69

Run the game as administrator and ensure compatability is enabled

compatibility for windows 98/ME?
have i done it in the cmpatcher?

the game crash when load data league (dati campionati)

17-04-20, 10:35 AM

#169

Redknapp69 ◯
Member of the Month
Social Media Mod

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

Originally Posted by **kevinlomax85**

*compatibility for windows 98/ME?
have i done it in the cmpatcher?*

the game crash when load data league (dati campionati)

The CM0102 icon that you run the game from

Right Click

Choose properties

Tick the box that says "run this game as administrator"

Then run the game and see if ok

17-04-20, 11:27 AM

#170

kevinlomax85
Youth Team Player

Join Date: 24-03-20
Posts: 4

Originally Posted by **Redknapp69**

The CM0102 icon that you run the game from

Right Click

Choose properties

Tick the box that says "run this game as administrator"

Then run the game and see if ok

i try it but it crash.

17-04-20, 01:54 PM

#171

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **kevinlomax85**

i try it but it crash.

In the same place, change compatability to XP2 or 3 and try

If that doesn't work completely uninstall everything (including the CM folder in C/Program Files) and re-install

17-04-20, 02:11 PM

#172

longboss01
Youth Team Player

Join Date: 29-03-20
Posts: 1

Hi everyone- I have the up to date version and follows this thread to the letter but I am having training problems. It will not let me select or change the training schedule.

Has anyone else had this issue?

Any ideas how to fix this

17-04-20, 02:20 PM

#173

kevinlomax85
Youth Team Player

Join Date: 24-03-20
Posts: 4

Originally Posted by **Redknapp69**

In the same place, change compatability to XP2 or 3 and try

If that doesn't work completely uninstall everything (including the CM folder in C/Program Files) and re-install

ok, i solved the problem. thanks a lot 🙏 compatibility xp sp2

The Following User Says Thank You to kevinlomax85 For This Useful Post:

Redknapp69

18-04-20, 07:34 AM

#174

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

Please developers, I am waiting for CM.exe to be created with new values
I have not yet played the game

18-04-20, 09:10 AM

#175

stuboy72 ◊
Youth Team Player

Join Date: 20-03-19
Posts: 21

Like a few others i have experienced the error "*v3.68T match_man...cpp 1225*". I am in my 3rd season managing 1860 Munich and have the following leagues loaded:

- German
- French
- English
- Scottish
- Italian
- Spanish
- Danish
- Swedish
- Norwegian
- Dutch
- Belgium
- Portuguese

To the best of knowledge it didn't appear in my first season, however it did occur on a few occasions in the second season, and now in my third season it's appearing more frequently. That said when i select "Ok" and the message closes i am still able to continue the game with no further issues or other warning/error messages. I haven't noticed anything obvious occurring, that would suggest that this particular error is causing an issue, but i could be wrong.

On a side note, i think one other user said they were not included in the German Cup, well that happened to me in the second season, but in the third season i was included, weird.

« Coloured Attributes | Facepack mod (WIP) - need your help »

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Thread: Patch +v9

Thread Tools

18-04-20, 09:28 AM

#176

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

If the 1225 error gets too annoying, for the technically astute, you can turn it off with:

Code:

```
002DD41C: e8 90  
002DD41D: 6f 90  
002DD41E: ae 90  
002DD41F: f0 90  
002DD420: ff 90
```

(not tested, should work, but use at your own risk)

18-04-20, 09:36 AM

#177

stuboy72
Youth Team Player

Join Date: 20-03-19
Posts: 21

Originally Posted by **Nick+Co**

If the 1225 error gets too annoying, for the technically astute, you can turn it off with:

Code:

```
002DD41C: e8 90  
002DD41D: 6f 90  
002DD41E: ae 90  
002DD41F: f0 90  
002DD420: ff 90
```

(not tested, should work, but use at your own risk)

Hey Nick,

Thanks for the tip, however just wanted to know what you think the error might be related to? I was thinking that maybe some leagues could be set to "background" within the "Selected Leagues" menu option, in case the error is related to a team (s) not being able to field a team?

Not sure if it is related, but i did tone down the strictness of the referees in this save from the default setting of "80" to "65", as i thought the rate of red/yellow cards was too high in previous saves.

18-04-20, 10:23 AM

#178

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **boss4399**

*Please developers, I am waiting for CM.exe to be created with new values
I have not yet played the game*

Doesn't look like custom .exe are made going forward so would suggest you try to use what you can

18-04-20, 11:26 AM

#179

Mark
Chairman

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

Originally Posted by **boss4399**

*Please developers, I am waiting for CM.exe to be created with new values
I have not yet played the game*

Why don't you post in technical support and figure out why you can't get the patch to work?

saturn has already said that he is not creating customised patches anymore. You take the one that he has provided, and then use Nick's patcher to enable the things you want to have in the game.

18-04-20, 07:24 PM

#180

Godliman
Youth Team Player

Join Date: 26-12-17
Posts: 38

Is it right that you can't approach to sign any people who's contracts are expiring (with their parent club) if they are already with you on loan?

Seems like a glitch?

Playing in N. Irish championship....

18-04-20, 11:10 PM

#181

jdgmedia
Scout

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

Fantastic work on this.

Really minor thing, and I've reported this before, probably in the wrong place (on the data update). National League North is not the Northern Premier League (it seems you've got to that on this update by renaming the league properly). The Northern Premier League is a level below National League North. National League North is correct on the game, apart from in the history - where it lists the previous winners, which are actually the previous winners of Northern Premier League.

19-04-20, 09:56 AM

#182

boss4399
Youth Team Player

Join Date: 21-10-19
Posts: 43

Originally Posted by **Mark**

Why don't you post in technical support and figure out why you can't get the patch to work?

saturn has already said that he is not creating customised patches anymore. You take the one that he has provided, and then use Nick's patcher to enable the things you want to have in the game.

The game worked, thank you all, now I can start my career

19-04-20, 11:10 AM

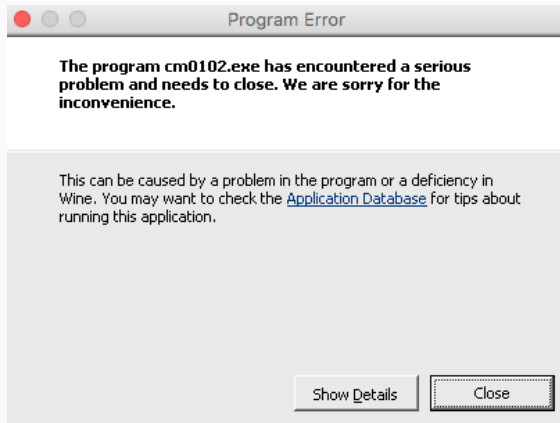
#183

jdgmedia
Scout

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

I am struggling to Start a New Game without hitting an error. I have only selected England leagues (including National Leagues). (For the sake of clarity, I have just tried with other leagues selected and just one league selected, and still hit the same error).

Here's the error message I get...



Here's where it happens in the process...



I am using CrossOver on Mac. I have been able to successfully run the March 2020 Update and create new games fine; it's just when I add this Saturn Patch that I hit this problem.

I have uninstalled and started from scratch on three occasions now and still hit this same problem.

Last edited by jdgmmedia; 19-04-20 at 11:23 AM.

19-04-20, 12:21 PM #184

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

When I select the leagues and then the download stops and this text bug comes v3.9.68T usa...cpp 1819

19-04-20, 12:49 PM #185

boss4399 ◊
Youth Team Player

Join Date: 21-10-19
Posts: 43

Originally Posted by **boss4399**

When I select the leagues and then the download stops and this text bug comes v3.9.68T usa..cpp 1819

It only works if I do not choose the American League Lol

19-04-20, 01:57 PM

#186

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@jdgmedia: Are you sure you are installing the Saturn patch 100% correctly? As per exactly the instructions on bottom of the the first post: <https://champman0102.co.uk/showthread.php?t=13793>

22-04-20, 12:09 PM

#187

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

Nick/saturn, hoping a few things that are a right pain could be potentially fixed one day please, fingers crossed.

1. You can't loan players from Italy in January (even loan listed one), repeatedly says 'this deal cannot go ahead at this time', strange one.
2. When you do loan players in January it can only be for a maximum of 4 months so if you loan player/s in early January for example then you lose them before the season ends.
3. Cup draws in England - I believe this was looked at before as you get drawn against 'big' teams repeatedly, I've even been lower league sides and it consistently happens.
4. Penalty shootouts, I dunno where to start with these, they're favoured hugely towards the AI and I've seen 7/10 pens missed on numerous occasions, it's just ludicrous.

I wish I had the brains to fix these problems but it's way beyond me so I apologise.

22-04-20, 04:16 PM

#188

Topofthekop
Squad Rotation Player

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

Originally Posted by **BeezerCeltic1967**

Does the v9 patch have the unlock your creativity in it? or do you need to apply that yourself?

Same Question from me..

23-04-20, 08:03 AM

#189

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@Beeze + TOTK: AFAIK, no it doesn't - but you can apply it yourself using my patcher (look in the Misc Patches section in Tools)

The Following 2 Users Say Thank You to Nick+Co For This Useful Post:

BeezerCeltic1967, Topofthekop

23-04-20, 06:36 PM

#190

1966
Youth Team Player

Join Date: 16-01-20
Posts: 8

Hi all,

So before i must have downloaded an old tapini patch making me start in 15/16 with the latest squads from March.

I've downloaded all this step by step and i am not showing anyone on loan who moved on loan however i am showing January transfers.

Also my previous version players had different coloured attributes this one does not although on the patcher it was selected, can anyone help with these please?

23-04-20, 09:04 PM

#191

Redknapp69
Member of the Month

Join Date: 03-03-12

Originally Posted by **1966**

Hi all,

So before i must have downloaded an old tapini patch making me start in 15/16 with the latest squads from March.

I've downloaded all this step by step and i am not showing anyone on loan who moved on loan however i am showing January transfers.

Also my previous version players had different coloured attributes this one does not although on the patcher it was selected, can anyone help with these please?

Sounds like you have a mish mash of things and no idea what you have/have not installed/changed etc

I'd suggest an uninstall (remove CM folder from C drive as well) and re-install following Saturn instructions in 1st post

24-04-20, 10:39 AM

#192

anchovy53

Youth Team Player

Join Date:

23-04-20

Posts:

4

After I have installed the patch and copied new exe, I'm getting Please insert CD error. I was playing with March 2020 updates before without CD

24-04-20, 10:58 AM

#193

TheImmortal316

Hot Prospect for the Future

Join Date:

23-12-19

Posts:

213

you never played without CD

If you're using a virtual drive and an ISO, mounting the file is the same to the computer as inserting a CD

24-04-20, 11:50 AM

#194

anchovy53

Youth Team Player

Join Date:

23-04-20

Posts:

4

I have copied files from my old computer and playing game on USB 😊 so you mean that i have mounted it on my old computer and need to mount new patched exe again ?

24-04-20, 12:05 PM

#195

1966

Youth Team Player

Join Date:

16-01-20

Posts:

8

Originally Posted by **Redknapp69**

Sounds like you have a mish mash of things and no idea what you have/have not installed/changed etc

I'd suggest an uninstall (remove CM folder from C drive as well) and re-install following Saturn instructions in 1st post

I done what you said and it's now working! Thank you for your help. Let's go win some trophies... hopefully lol.

The Following User Says Thank You to 1966 For This Useful Post:

[Redknapp69](#)

24-04-20, 12:47 PM

#196

Redknapp69

Member of the Month
Social Media Mod

Join Date:

03-03-12

Posts:

28,262

Originally Posted by **anchovy53**

I have copied files from my old computer and playing game on USB 😊 so you mean that i have mounted it on my old computer and need to mount new patched exe again ?

See if you can find the .ISO file and if so if you are Windows 10 double click (which mounts it) or right click and choose "mount"

24-04-20, 08:38 PM

#197

anchovy53
Youth Team Player

Join Date: 23-04-20
Posts: 4

Originally Posted by **Redknapp69**

See if you can find the .ISO file and if so if you are Windows 10 double click (which mounts it) or right click and choose "mount"

It works. Thanks a lot 🙏

The Following User Says Thank You to anchovy53 For This Useful Post:

[Redknapp69](#)

25-04-20, 11:56 AM

#198

busbuffer
Youth Team Player

Join Date: 05-04-20
Posts: 3

hi, i am crashing after 2 seasons (ie 2021) on 31st July.
Tried the compatibility thing, so may be the Argentinian League thing re 1st August as per FAQs - is there a modified .exe I can try?

25-04-20, 08:56 PM

#199

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **busbuffer**

*hi, i am crashing after 2 seasons (ie 2021) on 31st July.
Tried the compatibility thing, so may be the Argentinian League thing re 1st August as per FAQs - is there a modified .exe I can try?*

Replied on other thread you posted where you said you had Tapani - check which you are using and advise fuller

28-04-20, 10:03 PM

#200

cdewar19
Decent Young Player

Join Date: 07-03-12
Posts: 65

Came across this while testing the patch, and it's not listed in known issues, so apologies if this has been brought up already.

When playing using the Republic of Ireland, some games from the First Division, in the final round of the season don't get played, or rescheduled. This means the season never ends, and the promotion/relegation playoff with the Premier Division never gets played, which leads to the leagues no longer being played. You can vacation forever, and the cup competitions take place, but the leagues are never scheduled or played again.

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Forum CM 01/02 Updates Patches Patch +v9

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Thread: Patch +v9

Thread Tools

29-04-20, 07:21 AM

#201

JosephMe
Youth Team Player

Join Date: 14-04-20
Posts: 6

i just made a save with original 3.9.68 patch and newest data update, still got cp1225 error like some peoples here. maybe something wrong about the data, not the patch?

29-04-20, 11:00 AM

#202

TheImmortal316
Hot Prospect for the Future

Join Date: 23-12-19
Posts: 213

little error messages appearing in the second season.
Click to close and dig on at the moment, though i am anxious

29-04-20, 11:11 AM

#203

Rudi-Assauer
Hot Prospect for the Future

Join Date: 31-05-12
Posts: 164

Nice work lads!!!!



Haven't had a chance to try because i'm still in a game with older Saturn patch and database. Trying to win every price in every country, alphabeticly in Brazil right now, next stop Croatia.

What I noticed when in Argentina, and now in Brazil, is that the Copa Sudamericana has hardcoded contenders. Every season the same teams.

Are you aware of this bug/feature?
Is this by default in the game, 3.68?

Is this something the saturn patch should be able to change? To a kind of way all other continental competitions are filled e.g.

29-04-20, 02:45 PM

#204

Mick
Reserve Team Player

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

I know you have said there is a 'better' chance of getting jobs abroad, but im still really struggling.
Does your manager stats change with this patch? Like CA PA CR etc.?

Just the only way I seem to be able to get a job over seas is if I put all those stats to 200 (but then, does this mean I can get the biggest job in the world (as I don't want to be cheating that much 😊))

29-04-20, 10:10 PM

#205

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **JosephMe** ◊

i just made a save with original 3.9.68 patch and newest data update, still got cp1225 error like some peoples here. maybe something wrong about the data, not the patch?

Delete CM folder from C drive

Uninstall game and everything related to CM

Start again following Saturn instructions in 1st post

30-04-20, 07:56 PM

#206

stuboy72 ◊
Youth Team Player

Join Date: 20-03-19
Posts: 21

Just an update on the error message "v3.68T match_man..cpp 1225" i kept getting, that since leaving 1860 Munich and taking other jobs in the EPL & Belgium 1st Division, i have not encountered the error again. So i guess it is possible it is related to the league set-up in Germany?

01-05-20, 08:54 AM

#207

Mick ◊
Reserve Team Player

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

Originally Posted by **stuboy72** ◊

Just an update on the error message "v3.68T match_man..cpp 1225" i kept getting, that since leaving 1860 Munich and taking other jobs in the EPL & Belgium 1st Division, i have not encountered the error again. So i guess it is possible it is related to the league set-up in Germany?

Im not so sure, as I got it at Southampton for my 1st 3 seasons, and have now moved to PSG and haven't seen it in this (4th Season).

01-05-20, 09:25 AM

#208

dw82 ◊
Decent Young Player

Join Date: 27-01-14
Posts: 71

I've just come back to CM 01/02 after five years away, what fantastic work has been done here to keep the game alive. Great stuff.

I've downloaded the Saturn v9 data and patch - would now editing a few (basic) things in the official pre-game editor likely cause me any problems? I'm talking things like club colours, player attributes etc, nothing major.

01-05-20, 04:07 PM

#209

Mick ◊
Reserve Team Player

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

Just highlighting something (may not be patch related), but im PSG in 4th season, as because ive progressed through all the cup competitions, ive got 7 games in hand and im playing 2 games in 1 day.

02-05-20, 09:16 AM

#210

stuboy72 ◊
Youth Team Player

Join Date: 20-03-19
Posts: 21

Originally Posted by **Mick**

Im not so sure, as I got it at Southampton for my 1st 3 seasons, and have now moved to PSG and haven't seen it in this (4th Season).

What other leagues do you have running?

I know in German 3. Liga for example, teams that get promoted to that division and B teams of major clubs who play in that division, don't have enough real players in their squads. This means they are playing games, with greyed out players, so not sure if that is what is causing the error to be produced? We know that is unlikely to happen in any of the English leagues.

02-05-20, 12:21 PM

#211

ahols91

Youth Team Player

Join Date:

01-05-12

Posts:

10

Im getting error "comp_util.cpp 241"

Followed every instructions to the point, even reinstalled the game a few times - but this ERROR keeps popping up whenever I try to start my fresh new game.

Anyone?

02-05-20, 12:24 PM

#212

schnix

Youth Team Player

Join Date:

14-03-12

Posts:

7

Originally Posted by **saturn**

Gameplay changes:

**Players outside European leagues can gain second nationalities as long as they aren't European. For example, Uruguayans playing in Argentina can become Uruguayan/Argentine but Spanish players playing in Argentina won't become Spanish/Argentine.*

**Russia: Second nationalities will be gained after 5 years instead of 10.]*

First of all, thanks a lot for your work! I don't post too often so this is my chance to express my gratitude.

Now, how does the obtaining-second-nationality function work in European (in the UEFA sense) but not EU nations, like Russia or Turkey?

1. Looks like Europeans (again, UEFA Europeans) cannot gain nationalities in these countries, other players (south americans) could in previous patch versions, but now I see players from SA or Africa staying in Russia for 5 yrs and not getting it. Has anything changed since the previous version here?

2. Also, it has been like this for quite some time, but I was too lazy to ask anyway. If a player changes clubs within the country during this 5 (or whatever needed) yrs time period, looks like his counter restarts. Effectively, a player only gets a second nationality if he has stayed for 5 yrs at a single club, not in the country in general. Is it supposed to be so?

Again, this is not a very important feature of the game, so I totally understand if nobody is going to invest their time into that. I just wonder if some changes have been done between the versions.

02-05-20, 03:41 PM

#213

Alan

Backup Player

Join Date:

20-09-12

Posts:

649

This is a very good point, and is potentially a quite significant flaw. Imagine the scenario:

Argentine left back (let's call him Mariano Pernía) signs for a medium sized club in Spain, perhaps Recreativo in January 2003.

He then moves to Getafe in the summer of 2004.

He should gain Spanish nationality in January 2006, but his move within the country means he now won't become Spanish until the summer of 2007.

Which sucks for him, because he should be playing in the 2006 World Cup for Spain.

...And should he move to, say, Atlético Madrid in the summer of 2006, in the game he now will not gain Spanish nationality until the summer of 2009.

Beyond the issue of a Spanish internation in real life not being eligible to play for Spain in the game 42 months after he actually made his Spain debut, Atléti also have an unnecessarily additional non-EU player on their books which in turn could lead to the stalling in the development of a future superstar who would otherwise go on to become one of the leading strikers in Spain and then England.

I would say the 'bug' you have brought up is actually quite important. 😊

02-05-20, 09:54 PM

#214

Redknapp69

Member of the Month
Social Media Mod

Join Date:

03-03-12

Posts:

28,262

Originally Posted by **ahols91**

Im getting error "comp_util.cpp 241"

Followed every instructions to the point, even reinstalled the game a few times - but this ERROR keeps popping up whenever I try to start my fresh new game.

Anyone?

Does this help? - https://champman0102.co.uk/showthrea...comp_util.cpp

05-05-20, 07:23 AM

#215

grantybus
Youth Team Player

Join Date: 09-04-20
Posts: 6

Hello

Having returned to CM in lockdown (thank goodness for it!) and downloaded the March 2020 update and playing a season and a half guiding Cove Rangers to the Div 2 title, I would now like to add the patch to get better screen resolutions etc.

Can anyone tell me how to ensure that my saved games are transferred over when the patch is complete? I know the basics of taking the saved game files and copying and pasting them back in the right folder but my question is; will they be compatible?

Thanks so much in advance.

G

Sent from my iPhone using Tapataalk

05-05-20, 10:12 AM

#216

M.C.F.C
Hot Prospect for the Future

Join Date: 31-03-19
Posts: 141

Originally Posted by **grantybus**

Hello

Having returned to CM in lockdown (thank goodness for it!) and downloaded the March 2020 update and playing a season and a half guiding Cove Rangers to the Div 2 title, I would now like to add the patch to get better screen resolutions etc.

Can anyone tell me how to ensure that my saved games are transferred over when the patch is complete? I know the basics of taking the saved game files and copying and pasting them back in the right folder but my question is; will they be compatible?

Thanks so much in advance.

G

Sent from my iPhone using Tapataalk

Changing the Screen Resolution is purely cosmetic; it won't affect your save games.

The Following User Says Thank You to M.C.F.C For This Useful Post:

grantybus

05-05-20, 10:33 AM

#217

grantybus
Youth Team Player

Join Date: 09-04-20
Posts: 6

Originally Posted by **M.C.F.C**

Changing the Screen Resolution is purely cosmetic; it won't affect your save games.

Hi

Many thanks for this. If I go further and change the year of play etc, will this affect it? I assume it will but maybe I'm wrong?

Sent from my iPhone using Tapataalk

05-05-20, 10:38 AM

#218

Originally Posted by **grantybus** ◯

Hi

Many thanks for this. If I go further and change the year of play etc, will this affect it? I assume it will but maybe I'm wrong?

Sent from my iPhone using Tapataalk

Start Year will only apply to new save games.

The Following User Says Thank You to M.C.F.C For This Useful Post:

grantybus

05-05-20, 10:54 AM

#219

Alan ◯
Backup Player

Join Date: 20-09-12
Posts: 649

It can get a bit weird though. If you have a save game started in 2001, and you are now in 2013.... then you apply a patch to change the exe start year to 2019, you will not be able to scroll back years in your club's results page until you reach 2019. There could well be other little minor bugs and, who knows, perhaps some major bugs too. Back up your exe then you can use one for new games and one for old games. Problem solved.

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

grantybus

05-05-20, 12:47 PM

#220

dbuk1 ◯
Youth Team Player

Join Date: 05-05-20
Posts: 3

Originally Posted by **Alan** ◯

It can get a bit weird though. If you have a save game started in 2001, and you are now in 2013.... then you apply a patch to change the exe start year to 2019, you will not be able to scroll back years in your club's results page until you reach 2019. There could well be other little minor bugs and, who knows, perhaps some major bugs too. Back up your exe then you can use one for new games and one for old games. Problem solved.

Hi if i update to patch 2.21 in a current save what will happen with regard to the regens as that is all im interested in??? I want regens with good physical stats like the originals.

08-05-20, 08:02 PM

#221

Hutton Dressed As Lahm ◯
Youth Team Player

Join Date: 06-11-12
Posts: 12

Unfortunately, I cannot resolve the "Unable to find the German Division" error.

I have uninstalled and reinstalled. I can start leagues in the vanilla version, and 1.68 update version.

I have replaced the data file with the new file, then added city.dat, then replaced the CM0102.exe with the new version.

No matter which data file I use (and combinations of March 2020 update and Saturn update) I'm still presented with the error message. I have since uninstalled and then followed the step-by-step process and returning the same results.

Could I have missed something somewhere? I have the Nick update as well, but I opt not to change anything to reduce further complications.

EDIT: Using a work computer - ran the programme as an administrator. Seems to have fixed it

Last edited by Hutton Dressed As Lahm; 09-05-20 at 08:57 AM.

12-05-20, 08:38 AM

#222

heartswells ◯
Youth Team Player

Join Date: 24-08-18
Posts: 2

Hi,

I have errors where there are sometimes only 5 players in back ground matches and all players ages have reduced dramatically like there ages 3 or 5 or 12.

Anyone know how to help?

12-05-20, 09:34 AM

#223

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **heartswells**

Hi,

I have errors where there are sometimes only 5 players in back ground matches and all players ages have reduced dramatically like there ages 3 or 5 or 12.

Anyone know how to help?

If you have an age problem then sounds like a patch may have been applied more than once

Best bet is to completely uninstall (including removing CM folder from C drive/Program Files) and to re-install; following Saturn instructions at the start of this thread

12-05-20, 01:28 PM

#224

gregneill
Youth Team Player

Join Date: 23-07-19
Posts: 3

Hi everyone. I'm experiencing a hard crash on 15/12/2025. The selected league being the Turkish leagues. This date is after the final game for the winter break so guessing it may be something to do with the classification and playoff leagues (similar to the hard crash in the Argentinian leagues). Any help on a fix would be appreciated. I've got such a bond with this group of players I'd hate this to be the end! Thanks.

13-05-20, 03:04 PM

#225

rjb29
Youth Team Player

Join Date: 31-12-19
Posts: 1

Originally Posted by **cdewar19**

Came across this while testing the patch, and it's not listed in known issues, so apologies if this has been brought up already.

When playing using the Republic of Ireland, some games from the First Division, in the final round of the season don't get played, or rescheduled. This means the season never ends, and the promotion/relegation playoff with the Premier Division never gets played, which leads to the leagues no longer being played. You can vacation forever, and the cup competitions take place, but the leagues are never scheduled or played again.

Yep, same problem here. Got to Feb 2024 before I realised I didn't have any league fixtures scheduled for the new season. Went back to to see that 4 of the 10 teams in the First Division didn't play their final league fixture. Not sure if it's because Wexford's final game got postponed 3 times (Fri 22nd, Mon 25th, and Wed 27th Sept) before it was finally played on Fri 29th Sept.

But I still would've expected Galway, Shamrock B, Cobh and Cabinteely to have played their final matches on Fri 22nd Sept regardless of Wexford's postponements.

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Forum CM 01/02 Updates Patches Patch +v9

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Thread: Patch +v9

Thread Tools

14-05-20, 09:48 AM

#226

heartswells
Youth Team Player

Join Date: 24-08-18
Posts: 2

Thanks very much! Is there anyway to salvage my current save or is it lost forever?

14-05-20, 11:01 AM

#227

davidmurton
Youth Team Player

Join Date: 10-04-20
Posts: 14

hello all,

firstly thanks for all time and effort put in to keeping the game alive!

am i right in thinking, this patch would be no good for me if i wanted to play the argentine league in a network game?

if no is the answer, what patch could i use alongside the latest march 2020 update - to play in argentina in a network game?

thanks once again.

davey

14-05-20, 11:12 AM

#228

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

@davidmurton

Nick has created a fix for network playing and you'll need to patch it in via his CMPatcher which is in a different thread, it's pretty simple to do.

15-05-20, 05:11 PM

#229

davidmurton
Youth Team Player

Join Date: 10-04-20
Posts: 14

Hi all,

This isn't working for me, i load a network game in Argentina, freezes after the first continue click. then shuts down.

any help would be greatly appreciated.

Thanks

15-05-20, 06:34 PM

#230

Mark ◊
Chairman

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

Did you see fairedinkum's reply to your last message?

15-05-20, 07:12 PM

#231

davidmurton ◊
Youth Team Player

Join Date: 10-04-20
Posts: 14

yeah, followed it. loads up, but crashed on first attempt, then we got 1 week in and now 'scout manager' error, then game closed. this time we are froze at aug 28th i think the crashes at coinciding with myself terminating loan deals.

i must be doing something incorrectly.

the game is quality all updated with the added extras from the patches, ill be donating lads.

cheers

16-05-20, 08:52 AM

#232

BeezerCeltic1967 ◊
Director

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

Can anything be done to bring back reserve games at all?

16-05-20, 09:59 AM

#233

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **BeezerCeltic1967** ◊
Can anything be done to bring back reserve games at all?

In what way?

I'm playing as Liverpool and playing reserve games?

16-05-20, 10:00 AM

#234

BeezerCeltic1967 ◊
Director

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

Originally Posted by **Redknapp69** ◊
In what way?
I'm playing as Liverpool and playing reserve games?

None in Scotland at all mate.

In fact, is it not squad size that determines reserve fixtures?

Sent from my CLT-L09 using Tapataalk

16-05-20, 01:38 PM

#235

Brookes27LUFC ◊
Youth Team Player

Join Date: 13-04-20
Posts: 1

Thank you very much for what you do. This game is awesome. Unfortunately my game always crashes on December 30th... I'm not sure why...

16-05-20, 01:40 PM

#236

footballer ◊
Youth Team Player

Join Date: 21-02-19
Posts: 48

This patch has been working fine for me so far, have tested through 8 seasons with all leagues loaded and max database.

Is there any chance on the next update that the fixture dates for Olympics can be changed. I know that the draw date for the Semi-Finals is hardcoded as EBX so that needs to stay in September, but it is possible to place the group games and quarter finals into August and finish the Olympics by mid September - thus avoiding having top U-21 players missing from club sides when CL kicks off.

Also, someone had mentioned about adding Irish, Northern Irish teams into one of the Scottish Cups - would be good to do this, along with Welsh clubs, as currently that exists in the league challenge cup.

Also, if anyone can point me towards the "new" way of creating league patches I'd appreciate it - I'm sure I saw something in the forum somewhere about replacing existing leagues ie Finland with a league that is in the database but not playable ie Czech Republic/India....

17-05-20, 04:13 PM

#237

davidmurton ◊
Youth Team Player

Join Date: 10-04-20
Posts: 14

Evening all,

im still struggling to understand why my save is so slow, V9 patch with march 20 database, patch with nicks tool.

speed is on 8, at end of each game week, i get 'Please Wait... Processing'

which is normal, but it now takes 3/4 minutes?

im not being unappreciative of peoples hard graft. just looking for a solution or suggestion of what i could have done wrong.

cheers
davey

17-05-20, 04:29 PM

#238

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **davidmurton** ◊

Evening all,

im still struggling to understand why my save is so slow, V9 patch with march 20 database, patch with nicks tool.

speed is on 8, at end of each game week, i get 'Please Wait... Processing'

which is normal, but it now takes 3/4 minutes?

im not being unappreciative of peoples hard graft. just looking for a solution or suggestion of what i could have done wrong.

*cheers
davey*

How many leagues loaded?

Is it something to do with your processor?

17-05-20, 04:42 PM

#239

davidmurton ◊
Youth Team Player

Join Date: 10-04-20
Posts: 14

Originally Posted by **Redknapp69**

How many leagues loaded?

Is it something to do with your processor?

Just Argentina, no background... on reflection i did click 'force load all players' on nicks tool? could it be that simple?

laptop is a new one, processor should be decent i think.

thanks
davey

17-05-20, 07:35 PM

#240

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

i did click 'force load all players' on nicks tool? could it be that simple?

Yep - that'll slow it down loads.

The Following User Says Thank You to Nick+Co For This Useful Post:

davidmurton

17-05-20, 09:35 PM

#241

davidmurton
Youth Team Player

Join Date: 10-04-20
Posts: 14

its just took 50 minutes on the end of season game update 🤔 haha - im assuming not many people use that feature? so i have actually loaded every single player? is that the equivalent of selecting all league so run in background?

davey

17-05-20, 10:15 PM

#242

davidmurton
Youth Team Player

Join Date: 10-04-20
Posts: 14

hello all,

im encountering a glitch on my save.
v9 patch
2020 dat update
argentina

says ya can't sign anymore foreign players, but i only has 3 in squad, river/ racing have 6, never encountered this before. any ideas?
on original db, this isnt even a thing, its just max 4 in match day squad.

cheers
davey

20-05-20, 08:47 AM

#243

enurs
Youth Team Player

Join Date: 27-10-19
Posts: 2

In Finland, Klubi04 should not be allowed to win promotion to the top division. Also, is it possible to set them as reserve team for HJK?

21-05-20, 08:43 PM

#244

kurlymeister
Youth Team Player

Join Date: 18-03-20
Posts: 1

Originally Posted by **Nick+Co**

Yep - that'll slow it down loads.

Hi there,

First up, really enjoying this work and grateful for it! Don't know what I would have done during lockdown without it! I haven't run in to any issues so far, but the issue that davidmurton encountered got me wondering: I have enabled the "Find all players" misc patch. Does this eventually cause big problems with performance, like the 50 minute waits reported by dave? I don't really mind, as I am just experimenting and enjoying tweaking until I find my perfect combo, I am just curious. Thanks again!!

23-05-20, 04:45 PM

#245

tucksin
Youth Team Player

Join Date: 27-04-20
Posts: 1

444

28-05-20, 02:30 AM

#246

Aeelon
Youth Team Player

Join Date: 07-08-19
Posts: 42

Post edited by Craig Forrest

Summary is as follows:

Please try and fix some other aspects of the game such as top tier teams using good tactics in the CL and teams in unselected leagues replacing managers when they leave a club.

Also, I don't like Wib-Wob and would prefer if you update the game the way I want you to, rather than the way you've been doing it for years.

Last edited by Craig Forrest; 29-05-20 at 01:18 AM.

29-05-20, 01:23 AM

#247

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

Originally Posted by **enurs**

In Finland, Klubi04 should not be allowed to win promotion to the top division. Also, is it possible to set them as reserve team for HJK?

Yes and no. I'm sure Nick could link Klubi04 to HJK, but it's more trouble than it is worth, and it would not stop them from being promoted. Only Germany, Portugal, and Spain have a line of code that stops the B team being promoted to the same division as the A team

29-05-20, 02:46 AM

#248

cycywins
Youth Team Player

Join Date: 30-06-12
Posts: 22

Hello. I downloaded everything step by step, correctly. The game works fine in full screen, but when I try to play windowed it won't let me.

"Unable to initialise the graphics in windowed mode - please ensure that DirectX has been installed correctly and that your desktop is in at least 800 x 600 pixel resolution and is in 16 bit colour"

I am using Windows 10, compatibility XP-SP3, run as admin.) Thanks for helping !

Edit : I changed the icon sizes to 100% and now it works ! Sorry

Found the solution here. <https://champman0102.co.uk/showthread.php?p=423#post264423> (problem number 11)

Hopefully my edit will help other people going through the same issue though ^_^

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

Craig Forrest

29-05-20, 04:16 AM

#249

MaxiShagilko
Hot Prospect for the Future

Join Date: 13-01-20
Posts: 156

Originally Posted by **cycywins**

Hello. I downloaded everything step by step, correctly. The game works fine in full screen, but when I try to play windowed it won't let me.

"Unable to initialise the graphics in windowed mode - please ensure that DirectX has been installed correctly and that your desktop is in at least 800 x 600 pixel resolution and is in 16 bit colour"

I am using Windows 10, compatibility XP-SP3, run as admin.) Thanks for helping !

Edit : I changed the icon sizes to 100% and now it works ! Sorry

Found the solution here. <https://champman0102.co.uk/showthread...423#post264423> (problem number 11)

Hopefully my edit will help other people going through the same issue though ^_^

This is the best option, saves you changing your display back up and down: **Tutorial: Unable to Initialise the Graphics in Windowed Mode (Fix)**

29-05-20, 10:28 AM

#250

scemoka
Backup Player

Join Date: 08-03-12
Posts: 596

Originally Posted by **Nick+Co**

New "1.3.0" version: <https://nic.hopto.org/open/cm0102/cm0102ed.exe>

This one has:

* Allows multiple instances (so you can view more than one dataset at a time - allowing you to contrast and compare)

* Doesn't crash when editing multiple competition histories

* Let's you add more (or less) teams to competitions (Like TriWasno's - dangerous because you need a cm0102.exe that supports the team number change)

Hi Nick+Co;

I am thinking about 1.3.0 version of pre game editor.
Possible to fix sensitivity/echo of this editor? removing?
I want to give you simple example for better understanding.

For example...

Greame Kelly save game editor v4 has **sensitivity - or echo** at kit boxes...

When you edit club - who has third kit - there is **no** problems.

But after than when you edit another club - whose third kit space empty, GKv4 always shows previous club's third kit's color - at another's club empty space which should be empty.

And GK v3.8 does not have kit sensitivity... so better than v4 at **kit's aspect..**

v4 is better than v3.8 at **financial aspect** etc...(this is another case)

This similar **sensitivity - or echo** occurs in pre-game editor at **language boxes.**

Bosnia first , Mongolia first, Ukraine first- and South Africa's second or third (zulu) are empty.

If you edit Korea (+ no need to edit too just look- is enough for change)...after than if you move to Ukraine - you will see Ukraine's first language is Korean...

If you edit Brazil (+ no need to edit too just look- is enough for change) - after than you move to Bosnia - you will see Bosnia's first language is Portuguese...

If you look Italy, after than you move to Mongolia will see that Mongolias's first language is Italian.

And selecting **not-set** is not solution, because it totally removes.

I want to say that... pre-editor has **sensitivity.**

If this **sensitivity - or echo** can be removed, Ukraine's - Bosnia's- Mongolia's- South Africa's language problem can be solved automatically, without touching cm0102.exe file via HEX.

What is your opinion?

Last edited by scemoka; 29-05-20 at 11:14 AM.

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« Coloured Attributes | Facepack mod (WIP) - need your help »

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Forum CM 01/02 Updates Patches Patch +v9

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Results 251 to 275 of 308

Thread: Patch +v9

Thread Tools ▾

29-05-20, 01:16 PM

#251

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@sce: Certainly fixable - but not sure I have the motivation for it. What is the "Ukraine's - Bosnia's- Mongolia's- South Africa's language problem can be solved automatically" - what is that problem? That they don't have a language assigned? And if so, why is that a problem?

29-05-20, 01:26 PM

#252

scemoka
Backup Player

Join Date: 08-03-12
Posts: 596

@Nick+co: When playing with original data, without no touching from via pre-editor... (plug/play) In ODB game, ukrainian players speak ukrainian as fluent, some of them russian fluent or basic. Bosnian players - bosnian fluent - Mongolian players speak Mongolian fluent. South African players - basic or fluent Zulu.

But at updated databases --- all these languages getting lost (disappeared), because of pre-editor's **sensitivity-or echo- or cookie**

This is the problem. 😊 ☐

Last edited by scemoka; 29-05-20 at 01:44 PM.

29-05-20, 02:31 PM

#253

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

There's additional languages (could well be the method you mention) but the option of Bosnian, Ukrainian etc. isn't in either the .60 or .68 data files. Possibly hardcoded?

Champion0102.co.uk Facebook Page
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November 2020 Data Update Out Now

29-05-20, 03:10 PM

#254

scemoka ◊
Backup Player

Join Date: 08-03-12
Posts: 596

@Dermotron

I think, not so strong Hardcoded, it is deficit. I guess that they forgot. 😊

When plug/playing - without editing ODB - you see these languages in game.

And in addition i think it is possible add these languages to dropdown menu (instead of _Albanian duplicated + 3 more) too, in this way, you need - via Hex-Olly - **bridge to** off-sett where the citizen or language of nationality indicated in main game exe -file. Saturn found that too.

But this way is **long way**. May be it will cause crash or errors.

Removing **sensitivity or echo or cookie** from editor file- much more safe - because in this way no need to touch main-game exe file. Because i don't want the change, i want the pre-editor just close its eyes - as same as in Gk v3.8 kit's section.

Clicking between nations in editor - and no changes until when i touch manually - fits better and it is optimal - and it is clean i think 😊

□

Last edited by scemoka; 29-05-20 at 03:24 PM.

29-05-20, 03:46 PM

#255

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by scemoka ◊

And in addition i think it is possible add these languages to dropdown menu (instead of _Albanian duplicated + 3 more) too,

Maybe I am looking in the wrong place but these aren't in the Tri-Wasano or cm0102ed.exe dropdown menus for languages on .60 or .68

They would be a nice addition

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13000 followers and rising

November 2020 Data Update Out Now

29-05-20, 03:53 PM

#256

scemoka ◊
Backup Player

Join Date: 08-03-12
Posts: 596

@Dermotron

yes yes, totally agree, of course it would be nice addition. 😊

i only suggested - easier and clean method. **Aim:** no touches - no changes! just simple. 😊

29-05-20, 07:45 PM

#257

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

Guys, te language issue is covered in post 3 of this thread.

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

scemoka

02-06-20, 05:47 PM

#258

Renitor ◊
Hot Prospect for the Future

Join Date: 07-05-20
Posts: 183

Originally Posted by **fairedinkum**

I holidayed through around 10 seasons and the UCLF never got ruined by call ups, you were correct in saying that the call-ups are done 2 weeks in advance which as you say is a right pain in the backside and unrealistic

English wise I am all sorted now, no big cup final dates are conflicting and it's all as irl in regards to the layout of it all. I chose to turn off replays in the 3rd and 4th round of the FA Cup (I imagine we are 1-2 seasons away from that anyway) so as to save on congestion if I get to the latter stages of all comps plus play in the World Club Cup.

If you compete in the latter stages of 4-7 comps over the course of 1 season then you're in big trouble come mid April and end up playing silly games every other day which is ridiculous, it gets almost impossible to maintain the fitness levels needed to compete and you end up getting battered un a UCL semi for example which is quite frustrating.

Cheers for them offsets by the way, helped me out massively and I aligned all play-off finals over the Bank Holiday weekend at Wembley.

In my game in 2032 the call ups interfered with the Champions league final held on 29/5/32 (an incidentally a rearranged league game for 1/6/2032 which clashed with UCLF) I lost 6 first teamers for both games. Luckily my opponents who had less strength in dept lost some players and I ran out easy 5 - 0 winners but a little annoying.

11-06-20, 09:23 AM

#259

1966

Youth Team Player

Join Date:
Posts:

16-01-20
8

Hi,

Not sure if I have done something wrong here... When Windows seems to do updates, CM01/02 works however when I go on to load a saved game it asks me to insert disk? Is there anything I can do to fix this please.

Edit: It was working fine pre update....

Second Edit: So, I uninstalled the game and re installed. Working fine again now, the windows updates seem to wipe the mounted CM disk, anyway of preventing this? 😊

Last edited by 1966; 11-06-20 at 10:07 AM.

16-06-20, 01:09 AM

#260

MaxiShagilko

Hot Prospect for the Future

Join Date:
Posts:

13-01-20
156

No way of preventing it, but just re-mount every time it happens, no need to reinstall etc

Right click on the ISO and mount

06-07-20, 12:03 PM

#261

samsami

VIP

Join Date:
Location:
Posts:

27-10-14
The Netherlands
8,159

Originally Posted by **BeezerCeltic1967**

Does the v9 patch have the unlock your creativity in it? or do you need to apply that yourself?

Any answers?

Samsami Sungo's Career

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

06-07-20, 05:40 PM

#262

Nick+Co

Programmer

Join Date:
Posts:

18-07-15
795

If only Saturn released all his patches with detailed notes and the patchfiles of everything he changed?

If only there was a patcher that showed which Miscellaneous patches had been applied to an exe in some form of Misc Patches section?

If only I had answered this question already in this thread? (<https://champman0102.co.uk/showthread...422#post478422>)



Ok, ignoring my sarcasm - no he does not have that patch applied in v9. I can understand why, as it does have "consequences" as mentioned in the thread where Mad found it. But it does fix a very real bug in the game. You can apply it with my patcher in the Misc section (UnlockYourCreativity the patch is called)

Last edited by Nick+Co; 06-07-20 at 06:04 PM.

06-07-20, 09:26 PM

#263

MadScientist ◊
Director

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

Originally Posted by **Nick+Co** ◊

no he does not have that patch applied in v9. I can understand why, as it does have "consequences" as mentioned in the thread where Mad found it. But it does fix a very real bug in the game. You can apply it with my patcher in the Misc section (UnlockYourCreativity the patch is called)

Yeah, I think the main reason why saturn didnt add it is because the performance of the players on mar2020 data was created and tested without this creativity fix. So if you apply this fix the performance of some players, teams and tactics may be different than what the update team tested for.

Other than that, in my opinion the creativity fix has only good consequences, as long as you use tactics that make sense for it in your team.

Last edited by MadScientist; 09-07-20 at 05:31 PM. Reason: I mean mar2020, not oct2019

06-07-20, 11:19 PM

#264

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

in my opinion the creativity fix has only good consequences, as long as you use tactics that make sense for it in your team.

I completely agree! 😊

The Following User Says Thank You to Nick+Co For This Useful Post:

[MadScientist](#)

17-07-20, 02:22 PM

#265

Velltaz ◊
Youth Team Player

Join Date: 17-07-20
Posts: 1

I have done all the steps in the first post but am getting the Error unable to initialise the graphics in windowed mode?

17-07-20, 03:31 PM

#266

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

10 seasons into a game, maddening how many regens have single digit determination >.<

17-07-20, 04:02 PM

#267

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **Velltaz** ◊

I have done all the steps in the first post but am getting the Error unable to initialise the graphics in windowed mode?

Maybe try using the search function 🔍

Usually go to display in control panel and change resolution to 100%


Then after a reboot it should be fine

If not, load the game from the CM0102_GDI.exe (from C/Program Files (x86)/Championship Manager 01/02) and choose "windowed" from game settings

Then close the game and load the game again from the CM0102.exe from C/Program Files (x86)/Championship Manager 01/02

22-07-20, 04:19 AM

#268

neiljwd 
Youth Team Player

Join Date: 20-07-20
Posts: 4


This is probably obvious to the people clever enough to create this marvellous thing - but I think it's worth mentioning in the OP that these updates are not compatible with existing save games 😞
I was using the latest 3698 official patch, but now after patching with this my saves don't load, citing the missing German etc etc leagues. New games start fine.

22-07-20, 03:01 PM

#269

Redknapp69 
Member of the Month
Social Media Mod

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

Originally Posted by neiljwd 


*This is probably obvious to the people clever enough to create this marvellous thing - but I think it's worth mentioning in the OP that these updates are not compatible with existing save games 😞
I was using the latest 3698 official patch, but now after patching with this my saves don't load, citing the missing German etc etc leagues. New games start fine.*

The OP is pretty comprehensive and states this Patch is only for March 2020 data

You can still play your old saves - you just need a separate folder with the relevant data - see here on how to have multiple databases - <https://champman0102.co.uk/showthread.php?t=10247>

29-07-20, 05:38 PM

#270


Dazzacy 
Youth Team Player

Join Date: 29-07-20
Posts: 1

Great work with this by the way. However I do have one question, when loading the English National Leagues, how come there is no National League South?
Sorry if this a thick question, I was just wondering why it was not added.

30-07-20, 01:28 AM

#271

CMAddict 
Youth Team Player

Join Date: 04-08-19
Posts: 15

Originally Posted by Dazzacy 


*Great work with this by the way. However I do have one question, when loading the English National Leagues, how come there is no National League South?
Sorry if this a thick question, I was just wondering why it was not added.*

The originally only had the divisions down to the Conference which is now the National League, the National League North which was originally called the Northern Premier League was added in via a 3rd party patch.

You cant have north and south at the same time but with Nick's CM Patcher you can replace the National League North with National League South or any other League.

30-07-20, 10:59 AM

#272

IB778 
Youth Team Player

Join Date: 22-01-13
Posts: 40

Hi Nick,

could I just clarify what the 'Unlocking Creativity' option does?

Also, if I wanted to return to the October 2019 data and Satum's V8 patch would the most up to date version of your patcher be compatible with that or would I have to use the version that was most up to date in October 2019?

Thanks,
IB

30-07-20, 08:20 PM

#273

Nick+Co 
Programmer

Join Date: 18-07-15
Posts: 795

@IB: It's technical, but read this to understand what the UnlockYourCreativity patch does:
<https://champan0102.co.uk/showthrea...967#post463967>
(My patcher is compatible with v8 (and all 3.9.68 patched or unpatched exe's))

31-07-20, 05:49 PM

#274

Treated Unfairly ◊
Decent Young Player

Join Date: 22-12-15
Posts: 63

Ive applied the unlock creativity patch to my save, though im a little nit concerned about players passing it about too much and match commentary going on forever. I watch a lot of the AI games as I have way too much time on my hands

01-08-20, 07:45 AM

#275

Kingsley ◊
The Mascot

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

Firstly can I say that I love the patches which bring new life to the old game. It must take a huge amount of effort and I really appreciate the time devoted by so many on here.

I have found one small error which I hope can be corrected easily. The League of Ireland First Division only runs for 3 rounds of 9 games, (27 matches) but should be 4 to match the Premier (36 matches).

The artist formally known as The Eejit

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◀ Coloured Attributes | Facepack mod (WIP) - need your help ▶

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Thread: Patch +v9

Thread Tools ▾

01-08-20, 01:13 PM

#276

IB778 ◊
Youth Team Player

Join Date: 22-01-13
Posts: 40

Originally Posted by **Nick+Co** ◊

@IB: It's technical, but read this to understand what the UnlockYourCreativity patch does:
<https://champman0102.co.uk/showthread.php?p=967#post463967>
(My patcher is compatible with v8 (and all 3.9.68 patched or unpatched exe's))

Thanks Nick, great help!

01-08-20, 08:06 PM

#277

MadScientist ◊
Director

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

Originally Posted by **Treated Unfairly** ◊

I've applied the unlock creativity patch to my save, though im a little nit concerned about players passing it about too much and match commentary going on forever. I watch a lot of the AI games as I have way too much time on my hands

the tactics on mar2020 data were created and tested without this creativity fix (so they probably workaround the creativity bug). So if you apply the creativity fix with tactics that already workaround the bug, you may get some exaggerated results.

To use the creativity fix optimally, you need to use some tactics that make sense for it.

01-08-20, 08:23 PM

#278

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

The Data Updates only change things that can be changed with the editor, so we should presume that the Creativity Patch will have no effect on future data updates.

02-08-20, 02:06 AM

#279

MadScientist ◊
Director

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

Originally Posted by **Alan**

The Data Updates only change things that can be changed with the editor, so we should presume that the Creativity Patch will have no effect on future data updates.

the data updates change the AI tactics too

EDIT: now I think i get what you mean, yeah, theres this phylosophy of creating the data updates based on unpatched exes, so yes in this case the data updates will be probably continue to be created without the creativity patch in mind, but I see there have been some flexibilization about it in latest patches so maybe that will change

Last edited by MadScientist; 02-08-20 at 02:16 AM.

02-08-20, 09:51 PM

#280

MadScientist
Director

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

Originally Posted by **Treated Unfairly**

Ive applied the unlock creativity patch to my save, though im a little nit concerned about players passing it about too much and match commentary going on forever. I watch a lot of the AI games as I have way too much time on my hands

Originally Posted by **MadScientist**

To use the creativity fix optimally, you need to use some tactics that make sense for it.

Or, if you think the tactics and everything else is fine, you can simply disable the side passing messages from appearing in the game by editing the events_eng.cfg file so the match commentary wont last too long.

12-08-20, 11:35 AM

#281

Enormastitz
Youth Team Player

Join Date: 15-03-13
Posts: 3

I get the freeze when loading "initialising game data" but changing the euro.cfg file doesn't fix it. Any other ideas?

29-08-20, 01:40 PM

#282

soulfather
Youth Team Player

Join Date: 18-04-20
Posts: 1

Why is the table showing player progress not colored this patch? So if the player speed is 20, those that are low like red rek, yellow, how can I do this, the other patch, saturn, seems to have this feature.

29-08-20, 06:10 PM

#283

MadScientist
Director

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

Originally Posted by **soulfather**

Why is the table showing player progress not colored this patch? So if the player speed is 20, those that are low like red rek, yellow, how can I do this, the other patch, saturn, seems to have this feature.

use nick's tool, select color attributes checkbox

03-09-20, 03:04 PM

#284

caesar04
Youth Team Player

Join Date: 13-03-20
Posts: 1

What kind of error v3.9.68T match_man..cpp 1225 cuz it's not effect my game?

03-09-20, 04:06 PM

#285

Redknapp69
Member of the Month
Social Media Mod

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

Originally Posted by **caesar04**

What kind of error v3.9.68T match_man..cpp 1225 cuz it's not effect my game?

Looks like a lot of threads about it if you use search box

Here's one for example - see if anything helps  - https://champman0102.co.uk/showthrea..._man..cpp+1225

22-09-20, 08:43 AM

#286

septimus

Youth Team Player

Join Date:
Posts:

24-01-20
9

I did according to the instruction below:

1. Install the game and apply the official 3.9.68 patch.
2. Download the new Data folder and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in there.
3. Download the March 2020 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.

unfortunately, no free transfers are possible after the summer window is closed (signing free player is not possible).
Why?

22-09-20, 09:18 AM

#287

Redknapp69

Member of the Month
Social Media Mod

Join Date:
Posts:

03-03-12
28,262

Originally Posted by **septimus**

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1. Install the game and apply the official 3.9.68 patch.
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5. Download Nick's patcher, select the options you desire, and play.

unfortunately, no free transfers are possible after the summer window is closed (signing free player is not possible).
Why?

Does this patch say you can sign free transfers even when the window is closed?

22-09-20, 09:46 AM

#288

septimus

Youth Team Player

Join Date:
Posts:

24-01-20
9

According to the description on the front page:

"In short, it's a patch that is designed to make the game as realistic as possible for 2019/20."

22-09-20, 10:16 AM

#289

Redknapp69

Member of the Month
Social Media Mod

Join Date:
Posts:

03-03-12
28,262

Originally Posted by **septimus**

According to the description on the front page:

"In short, it's a patch that is designed to make the game as realistic as possible for 2019/20."

That's a no then!

Maybe someone can advise further is possible etc

22-09-20, 11:00 AM

#290

septimus

Youth Team Player

Join Date:
Posts:

24-01-20
9

Free transfers after the summer window is closed are possible only in Italy....

Why doesn't it work in other European leagues?

24-09-20, 04:49 PM

#291

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Has anyone else noticed the masses of new players who have single-digit determination later in the game?

23-10-20, 05:05 PM

#292

onanemre ◊
Youth Team Player

Join Date: 25-08-16
Posts: 2

Game freezes 30th December 2019 at the first season. Any ideas? I did everything what I should do in the instructions.

Last edited by onanemre; 23-10-20 at 05:14 PM.

23-10-20, 09:09 PM

#293

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Originally Posted by **onanemre** ◊

Game freezes 30th December 2019 at the first season. Any ideas? I did everything what I should do in the instructions.

Can you holiday past it?

Running as administrator?

What leagues loaded?

DO you have March 2020 data (assume so) - and with Saturn V9? Any other patches (e.g Nick/Tapani)

24-10-20, 06:45 PM

#294

onanemre ◊
Youth Team Player

Join Date: 25-08-16
Posts: 2

Couldn't past with holiday. I did all the instructions exactly.

29-10-20, 03:00 PM

#295

Wescey ◊
Youth Team Player

Join Date: 30-12-18
Posts: 9

Mjando24, i have the same issue as you. I have followed the steps and everything works fine except i need the coloured attributes... As a mac users i cant run the patcher on my mac...

Did you get the help needed?

-- - Updated -- -

Originally Posted by **mjando24** ◊

Hi Saturn, so many thanks for this. As a mac user i can't run the patchers. Can get all other cm01/02 stuff to run but these. If i had pc i wouldn't bother you with this, or anyone else for that matter.

Could i possibly request a couple of patched 'exe files'. If anyone else could do them for me that would be great. (Saturn already does enough). Once for laptop and one for desktop.

*new values
speed 200
coloured attributes
800x600
2019*

Many thanks in advance.

Did you get the help needed? I have the same problem with my Mac.

29-10-20, 03:52 PM

#296

Originally Posted by **Wescey**
Mjando24, i have the same issue as you. I have followed the steps and everything works fine except i need the coloured attributes... As a mac users i cant run the patcher on my mac...

Did you get the help needed?

--- Updated ---

Did you get the help needed? I ahve the same problem with my Mac.

Same Issue here...

Sent from my iPhone using Tapataalk

29-10-20, 05:09 PM

#297

Use the latest version of my patcher and download and use PlayOnMac. As demonstrated here:
<https://champman0102.co.uk/showthrea...123#post477123>

30-10-20, 12:38 PM

#298

Originally Posted by **Nick+Co**
*Use the latest version of my patcher and download and use PlayOnMac. As demonstrated here:
<https://champman0102.co.uk/showthrea...123#post477123>*

Does PlayOnMac work with Catalina OS yet? I've had to move onto Crossover as that was the only one working at the time. Unfortunately I'm unable to get any of your patches working on it.

Sent from my iPhone using Tapataalk

01-11-20, 10:45 AM

#299

Saturn is it possible to changing number of team in any leauge?
in the real time, Türkiye Süper Ligi 21 teams (last 4 will relegate) TFF 1. Lig 18 Teams (3 will promote (4 is possible for game algoritma, 3 will relegate) TFF 2. Leauge is 2 groups (Beyaz (white) and Kırmızı (red)) 18 teams each (leaders will promote, second and third teams will play elimination play off (3 teams will promote, 3 teams each will relegate). From lower division TFF 3.Lig 6 teams will promote.

01-11-20, 02:52 PM

#300

Hi guys,

is there a way to decrease the number of clubs in Croatia Premier Divsion (specifically go from 16 to 10)? I don't know how to increase the number of clubs entering the national cup

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Thread: Patch +v9

Thread Tools

01-11-20, 04:16 PM

#301

Wescey
Youth Team Player

Join Date: 30-12-18
Posts: 9

Originally Posted by **Nick+Co**

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Doesn't work. When i start the patcher on PlayOnMac it just stuck on "waiting to install Xquartz. When will we please get all the different exe files so we can have the color attributes plus speed enhancements?

Thanks

03-11-20, 10:39 AM

#302

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

it does work. Make sure you use the latest patcher and latest playonmac. Or install Mono and use that to run the patcher. There won't be any exe's to download.

03-11-20, 05:51 PM

#303

ictpaisley
Decent Young Player

Join Date: 22-07-16
Posts: 94

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Thanks I will try this when I get home.

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04-11-20, 09:43 PM

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" This is when I get the following error:
Error in POL_Wine
Wine seems to have crashed

If your program is running , just ignore this message. "

Does anyone have any idea on what I can do to get past this stage?

Would your patcher work with Cross Over? Would I be able to download Mono and open it that way? I've never heard of Mono either so how straight forward would that be to do that?

Any help would be appreciated

Sent from my iPhone using Tapataalk

10-11-20, 12:49 PM

#305

stewiej16

Youth Team Player

Join Date:

18-05-20

Posts:

3

I downloaded this patch alongside the Tapani one. I play with the original data from 01/02.

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Cheers!

10-11-20, 01:01 PM

#306

hodgy

Hot Prospect for the Future

Join Date:

05-02-14

Posts:

109

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I suggest reinstalling the game, apply the 3.9.68 patch, then use Nick's patcher instead (stickied in this sub-forum). You can then select which options you'd like (such as idle sensitivity, coloured attributes etc.) and leave off the ones you don't want (transfer windows).

15-11-20, 08:52 PM

#307

Okocha26

Youth Team Player

Join Date:

03-03-12

Posts:

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17-11-20, 12:24 PM

#308

Shafi

Youth Team Player

Join Date:


08-08-19

Posts:

3

This might have already been answered (if so, sorry), but I couldn't find anything on it: Does this already come with stronger AI tactics?

« Coloured Attributes | Facepack mod (WIP) - need your help »

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Thread: Patch +v9

Thread Tools

01-11-20, 04:16 PM

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Youth Team Player

Join Date: 30-12-18
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03-11-20, 05:51 PM

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10-11-20, 01:01 PM

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hodgy

Hot Prospect for the Future

Join Date:

05-02-14

Posts:

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17-11-20, 12:24 PM

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Forum CM 01/02 Updates Patches Patch +v9

Results 301 to 308 of 308

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Thread: Patch +v9

Thread Tools

01-11-20, 04:16 PM

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Youth Team Player

Join Date: 30-12-18
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03-11-20, 05:51 PM

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Join Date: 22-07-16
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Thread: Patch +v9

Thread Tools

01-11-20, 04:16 PM

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Thread: Patch +v9

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Thread: Patch +v9

Thread Tools

01-11-20, 04:16 PM

#301

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Youth Team Player

Join Date: 30-12-18
Posts: 9

Originally Posted by **Nick+Co**

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