



## Thread: Project 369

Thread Tools

24-12-19, 12:00 AM

#1

saturn  
Programmer  
VIPJoin Date: 18-03-14  
Posts: 1,240**Project 369**

This is a database/patch that tries to upgrade 3.9.68, the last official release of CM0102, to an unofficial 3.9.69 patch. The main features of Project 369 are:

- Start year changed to 2002.
- Players/staff all one year older.
- 2001/02 Player histories now viewable.
- Database changes.
- .exe changes.

**Start year change:**

The .68 data was for the 2002/03 season, but the game still had a 2001 start year. I'm guessing that Xbox had some sort of [exclusivity](#) deal regarding a 2002/03 release. The start year has been changed to 2002 by using Tapani's cmstaff-1.01.

**Older players:**

With the game starting a year later, everyone is accordingly one year older. This can slightly change a player's roles in a squad compared to .68, but generally not much changes. In some cases where a player was too young for .68, their [correct age](#) is now shown! Players ages were increased with Tapani's cmstaff-1.01.

**2001/02 histories:**

These were always in the database, but with a 2001 start year they would never be shown in the actual game. That must've been fun to learn for whoever entered in all that data. It's nice to see the 2001/02 histories as it can show why some young [players](#) were rated so highly in the database. Players' histories were moved back one year with Archie's Updater. Unfortunately, a bug occurs using this tool: the last history entry is often duplicated. Most of the time this isn't an issue, but when a player's last history entry is a loan one it will be shown twice. I have gone through most of England and Serie A looking for such entries and have deleted many of them, but there will definitely be others in the game. Let me know if you find one.

**Database changes:**

Sports Interactive themselves admitted that the .68 release was not up to their usual standards. This release attempts to improve the accuracy of the database without interfering too much with things that would affect gameplay. The vast majority of the database changes can be categorized into:

--> Player histories updates.

--> Nickname removals: if a player's nickname is his full name like Iker Casillas then I find it a bit pointless and have removed them. A lot of Portuguese and Spanish players fall into this category.

--> Middle name removals: lots of players have their middle names included for no apparent reason, eg Diego Pablo Simeone. These have been removed.

--> Uncommon names: John Carew is no longer called Alieu, Pep Guardiola is no longer Josep, Matt Holland is no longer Matthew Holland etc.

--> Loans: .68 was missing [several](#) loans. In addition, some [high profile](#) loans were converted into full transfers for .68. These have been changed back into loans for 369.

--> Transfers: there have been probably about ~50 transfers made in 369 and the vast majority of them have been done as the player is only on loan to their .68 club. Mendieta from above is the most high profile one, but there are others (Coloccini, Sorin, Carini). A handful (half a dozen) of high potential youths have been moved from free transfers to their real 2002 clubs too (Falcao, Kieran Richardson, Luke Steele).

--> Attribute changes: very, very few changes have been made here. A few 0s have been changed to improve some .68 prospects that turned out to be great IRL. But I only replaced the 0s, so while Iniesta now has perfect mental attributes, some of his already

filled out playing stats will still prevent him from becoming truly world class. Likewise Cristiano Ronaldo is the anti Cherno Samba in that his CM version will never turn out to be as good as the IRL version.

--> Other: Second nationalities have been added to some players, and a lot of staff have had their international caps/goals updated too (mostly UK staff). Some players on huge contracts in the database (looks like yearly figures added in instead of weekly - one was on £600k p/w!) have had their wages reduced. Competition histories have also been added where [missing](#).

All database changes can be found [here](#).

### **.exe changes:**

The cm0102.exe has been patched with Tapani 2.22 and has had various other features from the Patches forum added to it. A lot of these changes will be familiar to anyone that's used any of my previous patches.

**Spoiler!**

#### **Competition changes:**

- \*French First Division restructured to 20 teams.
- \*Greek leagues restructured to 16/16 teams (Patrikos, Proodeftiki, Serres and Xanthi are now in their appropriate divisions).
- \*Irish leagues restructured to 10/12 teams.
- \*Polish Second Division restructured to 18 teams.
- 
- \*Brazilian Champions Cup disabled.
- \*CONCACAF Champions Cup re-enabled.
- \*Copa Merconorte disabled.
- \*Copa Mercosur disabled.
- \*Inter-American Cup disabled.
- \*International friendlies calendar rewritten and synced for all confederations: friendlies are now played on the same designated dates.
- \*Irish President's Cup disabled.
- \*Irish Super Cup disabled.
- \*Polish League Cup disabled.

#### **Minor competition changes:**

- \*Confederations Cup is now played every two years.
- \*English Vans Trophy: English Northern Premier League Premier Division teams now fill out the competition instead of other lower divisions [thanks xeno!].
- \*European Super Cup is played at the Stade Louis II again.
- \*Fixture dates adjusted for:
  - > Brazilian Northeast State Championship fixture #11.
  - > Brazilian Paraná State Championship televised fixtures #11.
  - > Croatian First Division fixture #19.
  - > Croatian Second Division North & South fixture #19.
  - > Danish Premier Division (for seasons starting in odd years) fixture #22.
  - > Dutch Premier Division fixture #13.
  - > Dutch First Division: adjusted date of fixture #13.
  - > European Champions Cup Phase 2 Fixture 1 & 2 dates changed (games no longer played on a Friday).
  - > German Regional South fixture #22.
  - > Norwegian First Division fixtures #14 & #15.
  - > Spanish Second Division (even year) fixture #33.
  - > Spanish Second Division (odd year) fixture #38.
  - > Spanish Lower Division (even year) fixture #33.
  - > Spanish Lower Division (odd year) fixture #37.
  - > UEFA Cup Third Round First Leg game (should no longer clash with international matches).
- \*Korean FA Cup draw bias changed (K-League clubs will no longer always be drawn against each other).
- \*Turkish 2. Division Category B: Playoff matches rescheduled to give players a chance to rest between games.
- \*US Open Cup draw bias changed (Major League clubs will no longer always be drawn against each other).

#### **Gameplay changes:**

- \*AI clubs in background leagues will now hire managers.
- \*Buttons (+ and -) will be much less sensitive to mouse clicks on the transfer bid screen (thanks Nick!).
- \*Continental competitions load regardless of the leagues selected [thanks to gio for making this work for European continental competitions too].
- \*Find Player searches will now display all players with the entered name, not just a few (thanks Nick!).
- \*Goalkeepers' default training regime improved (fitness and tactics intensities both changed from Light --> Medium).
- \*Human managers can apply for jobs at clubs in inactive leagues, causing that club to hire a manager (may be a human manager or an AI manager).
- \*International teams a bit more likely to call up players playing well in their own domestic leagues over reserves at clubs in higher level leagues.
- \*Jobs abroad: increased the likelihood that managers will get jobs abroad.
- \*Loans: increased the likelihood of more loan deals being made in the game (mostly at lower levels).
- \*Manage any team, regardless of whether their league has been selected.
- \*Players on loan can now not be bought by AI/human managers.
- \*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.
- \*Players' physical attributes will now improve with training.
- \*Regens from smaller nations will now regenerate at younger (normal) ages.
- \*Regens now return with a higher level of Current Ability (also there should be fewer

20 year old regens).

\*Regens with high potential abilities should come back with better attributes than before (numerous 20s).

\*Regens won't be promoted at AI clubs with 45+ players, in an attempt to keep the transfer market fluid when playing with a max database. There should be fewer AI clubs with 50 player squads, most of which are average regens (thanks xeno!).

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

\*Scout roles can be offered to staff (except physios).

\*Transfer windows added to all leagues.

#### Minor gameplay changes:

\*AI teams can now register on-loan players for Europe.

\*Attribute masking's default option now set to No [thanks Nick!].

\*Awards: Continental awards will not be awarded in the summer of 2002 [thanks xeno!].

\*England: Loan rules reset to 2002/03 (two simultaneous and five total), but players aged 24 and over can be loaned for a full season.

\*England: Prize and TV money reset to .68 levels.

\*England: Suspensions will display immediately after a match rather than after one day.

\*England: Third Division relegation places reduced from 3 --> 2.

\*France: African players count as being non-EU again.

\*France: Clubs will now loan players to each other.

\*Germany: Players from any European nation count as being from the EU.

\*Germany: Training period begins two weeks earlier to cover the German League Cup.

\*Obscene gesture suspensions will now take effect immediately instead of after 14 days.

\*Republic Of Ireland: Clubs will now loan players to each other.

\*Russia: New save games begin 10 days earlier (to give players a chance to make transfers).

\*Turkey: Reserve matches are now played by Turkish clubs.

\*Turkey: Training period extended by two weeks until June 3rd to cover the Turkish 2. Division Category B Playoff fixtures.

#### Display changes:

\*English Northern Premier League Premier Division awards now reference that division instead of Wales.

\*English Northern Premier League Premier Division suspensions are shown to be for English matches instead of Welsh matches.

\*Holland renamed to Netherlands.

\*Human manager's star players shown.

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

\*Obscene gesture suspensions described as 'Misconduct' rather than 'Use of an illegal substance'.

\*Squad numbers can now be issued in all leagues.

\*Version name changed.

#### Known issues:

\*Competitions used modern rules, eg no golden goal anywhere.

\*Host countries for future international competitions probably wrong.

\*Substitutes named/used use modern numbers, eg the Premier League allows seven subs to be named instead of 2002/03's five.

\*Transfer window dates currently use modern dates and so need to be eventually backdated (the modern double windows were first used in 2002/03 in England however).

#### Instructions:

1. Make sure your game is patched to 3.9.68.
2. Delete the Data folder and cm0102.exe in your Championship Manager folder.
3. Download [Project 369.zip](#) and unzip it.
4. Move the Data folder and cm0102.exe into your Championship Manager folder.
5. Use Nick's patcher to change additional options. [Only the options in green in this screenshot can be changed](#) - choosing any of the others will result in your game crashing. The patcher can be downloaded from [here](#). The exe from the Project 369.zip looks like [this](#).
6. Play.

Last edited by saturn; 28-12-19 at 04:00 PM.

#### The Following 17 Users Say Thank You to saturn For This Useful Post:

+ Show/Hide list of the thanked

24-12-19, 12:12 AM

#2

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

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

Crikey - this sounds like a lovely Christmas present!

Great work as ever **Saturn** (as well as anyone else's work which this touches e.g **Tapani/Nick** etc!) 🙌👍

24-12-19, 01:49 PM

#3

**bruebous** ◊  
Director

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

As red said. Nice present  
One question, how to play Northern Premier league? The same way as current patches? just load national leagues in England?  
Also, if you want any help to update brazilian clubs or players let me know

Is renaming patch on it?

*Last edited by bruebous; 24-12-19 at 04:15 PM.*

24-12-19, 01:58 PM

#4

**SteveHarle** ◊  
Director  
VIP

Join Date: 19-10-18  
Location: Essex, England  
Posts: 3,674

saturn... the gift that keeps on giving, can't wait to give this a go!!!

24-12-19, 07:43 PM

#5

**Cam F** ◊  
VIP

Join Date: 03-03-12  
Posts: 2,949

You had me at 69...

Awesome. This is amazing!



25-12-19, 11:56 AM

#6

**coval84** ◊  
Youth Team Player

Join Date: 01-07-19  
Posts: 1

What a nice present for Christmas!  
Do I need to install 3.9.68 patch?

*Last edited by coval84; 25-12-19 at 12:47 PM.*

26-12-19, 12:19 PM

#7

**MrFoo** ◊  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

Originally Posted by **coval84**

*What a nice present for Christmas!  
Do I need to install 3.9.68 patch?*

Coval - Yes you do, it's based on the 3.9.68 patch, so naturally you would need it installed.

None of the patches as far as I am aware will work on 3.9.60 version of the game.

27-12-19, 10:54 AM

#8

There seems to be an issue with Attribute masking setting.

When selected, if you load a new game and progress the game, the attribute mask is removed.

27-12-19, 05:04 PM

#9

MrFoo: That could be from a patch I posted about - will investigate.

EDIT: if you feeling handy with a hex editor you can revert based on the info at:  
<https://champman0102.co.uk/showthrea...247#post461247>

EDIT2: Updated the link above with two new bytes to change to the original patch that should fix this issue. Sorry about that!

Last edited by Nick+Co; 27-12-19 at 05:47 PM.

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

MadScientist, MrFoo, saturn

27-12-19, 10:22 PM

#10

Originally Posted by Nick+Co

MrFoo: That could be from a patch I posted about - will investigate.

EDIT: if you feeling handy with a hex editor you can revert based on the info at:  
<https://champman0102.co.uk/showthrea...247#post461247>

EDIT2: Updated the link above with two new bytes to change to the original patch that should fix this issue. Sorry about that!

Brilliant Nick thank you, but....how do I fix it? or is it for Saturn to incorporate?

28-12-19, 12:38 AM

#11

Save:

Code:

```
0x5CC270 01 00  
0x1AF646 74 90  
0x1AF646 4F 90
```

to a text file and use my patcher to apply it is your quickest solution.

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

MrFoo

28-12-19, 03:58 PM

#12

Originally Posted by bruebous

As red said. Nice present

One question, how to play Northern Premier league? The same way as current patches? just load national leagues in England?

Also, if you want any help to update brazilian clubs or players let me know

Is renaming patch on it?

Yes, just load the Northern Premier the same way as usual. There is no renaming done for this patch (other than Holland --> Netherlands), the .68 names will stay the same for 369 as in my eyes they are the correct names for that database.

Originally Posted by **coval84**

*What a nice present for Christmas!  
Do I need to install 3.9.68 patch?*

Yes you do, I will add that to the instructions.

Originally Posted by **MrFoo**

*There seems to be an issue with Attribute masking setting.*

*When selected, if you load a new game and progress the game, the attribute mask is removed.*

Originally Posted by **Nick+Co**

*MrFoo: That could be from a patch I posted about - will investigate.*

*EDIT: if you feeling handy with a hex editor you can revert based on the info at:  
<https://champman0102.co.uk/showthrea...247#post461247>*

*EDIT2: Updated the link above with two new bytes to change to the original patch that should fix this issue. Sorry about that!*

Thanks for the bug report MrFoo and for the solution Nick! I have updated the exe in the 369 folder to include the fix.

Another thing I forgot to add in the OP was that everyone's contract has been extended by one year and that all the player/squad restrictions have been reverted to .68 levels.

31-12-19, 12:45 AM

#13

**bruebous**  
Director

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

The game won't load in portuguese, only in english.  
The only league that loads is Brazilian, but it's all messed up. Brazil is set as Caiman Islands, Argentina as Belgium and so on.  
A pitty

31-12-19, 08:02 PM

#14

**Kullman**  
Youth Team Player

Join Date: 14-08-14  
Posts: 28

\*Players on loan can now not be bought by AI/human managers.

Trying to fight a unrealistic concept of the game, with a concept even more unrealistic, is a nonsense.

Also, there is nothing said about the "basque-only" teams, whose number should be a lot lower than now. Real Sociedad have several not basque players, as does SD Eibar, and even Athletic Club de Bilbao. I'm sure most Segunda B and Tercera Division clubs would have non-basque players if they had the resources for it.

02-01-20, 07:56 PM

#15

**saturn**  
Programmer  
VIP

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

Originally Posted by **bruebous**

*The game won't load in portuguese, only in english.  
The only league that loads is Brazilian, but it's all messed up. Brazil is set as Caiman Islands, Argentina as Belgium and so on.  
A pitty*

The euro.cfg file seems to be the problem for creating games in Portuguese. But even after deleting it, the nationality mixup continues and I'm not sure what causes that. I tried reverting the Netherlands name change to see if something had gone awry there but the issue

still continued.

Originally Posted by **Kullman**

*\*Players on loan can now not be bought by AI/human managers.*

*Trying to fight a unrealistic concept of the game, with a concept even more unrealistic, is a nonsense.*

How is it even more unrealistic?

Originally Posted by **Kullman**

*Also, there is nothing said about the "basque-only" teams, **whose number should be a lot lower than now**. Real Sociedad have several not basque players, as does SD Eibar, and even Athletic Club de Bilbao. I'm sure most Segunda B and Tercera Division clubs would have non-basque players if they had the resources for it.*

This is a database/patch for the 2002/03 season. If a team's Basque policy had changed from 2001/02 to 2002/03 then something can be changed, but their Basque policy of today will have no impact on this release.

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

bruebous

07-01-20, 04:47 PM

#16

**Kullman**  
Youth Team Player

Join Date: 14-08-14  
Posts: 28

Originally Posted by **saturn**

*How is it even more unrealistic?*

"Players on loan can now not be bought by AI/human managers."

In real life, there are players bought before their loan spell run out. It's a unrealistic concept you implement because AI players don't usually buy players on loan (even if they sometimes do).

Originally Posted by **saturn**

*This is a database/patch for the 2002/03 season. If a team's Basque policy had changed from 2001/02 to 2002/03 then something can be changed, but their Basque policy of today will have no impact on this release.*

Sergio Boris, who is from Oviedo and therefore not basque, played with Real Sociedad between 2001 and 2004.

Francisco Javier Rey García "Quico", who is from Galicia, played with Eibar in the 1998-99 season.

José Ignacio García Cayón, who is from Cantabria, played with Gernika in the 1998-99 season.

Abel Martínez Cardona, who is from Aragón, played with Gernika in the 2001-02 season.

Johan Duveau, who is from Pays de la Loire (France), played with Gernika in the 2002-03 season.

Chus Herrera, who is from Cantabria, played with Barakaldo in the 2000-01 season.

Most basque teams doesn't have, or ever had, a only basque players policy.

Even Athletic de Bilbao had several non-basque players on their team, as Mario Bermejo (Cantabria) in the 90s or, more recently, Aymeric Laporte (L'Aquitaine, France) or Enric Saborit (Catalonia).

11-01-20, 08:51 PM

#17

**Mercurio**  
Decent Young Player

Join Date: 04-01-13  
Posts: 53

Originally Posted by **Kullman**


*Even Athletic de Bilbao had several non-basque players on their team, as Mario Bermejo (Cantabria) in the 90s or, more recently, Aymeric Laporte (L'Aquitaine, France) or Enric Saborit (Catalonia).*

I'm Spanish, so let me clarify this. Bermejo, Laporte and Saborit are considered "Basque" because they've been promoted from any Basque team youth system. For example, if Griezmann were in Real Sociedad youth system, then is considered as "Basque" player for Athletic. Also some players with Basque origins as Roberto Ríos (born in Sevilla, son of Basque parents).

That's why it said a joke: "Basque people are not from they born, but they're from where they say they're from".

I remember Boris was the first signing from Real Sociedad changing their only-Basque and non-Spanish players policy.



**Kullman**   
Youth Team Player

Join Date: 14-08-14  
Posts: 28

 Originally Posted by **Mercurio** 

*I'm Spanish, so let me clarify this. Bermejo, Laporte and Saborit are considered "Basque" because they've been promoted from any Basque team youth system. For example, if Griezmann were in Real Sociedad youth system, then is considered as "Basque" player for Athletic. Also some players with Basque origins as Roberto Ríos (born in Sevilla, son of Basque parents).*

*That's why it said a joke: "Basque people are not from they born, but they're from where they say they're from".*

First, Mario Bermejo was signed from Racing de Santander, and he was already 19 years old when arrived to the Athletic de Bilbao.


Back in the day, the current policy of the Athletic Club was not active, but as Mario Bermejo father was from Bilbao, they said he was basque, even if he lived all his life in Santander.

Anyways, the only team than maintain a only-basque policy, even if flawed, is the Athletic Club, so other basque teams shouldn't be limited by this policy.

Right now, as you say, any not-basque player can play in the Athletic Club if he plays a season with the Athletic B, as they consider that's enough to be considered basque

Roberto Rios was raised in Sevilla, but he was born in Bilbao. Also, Ernesto Valverde, current Barcelona manager and former Athletic player, was born in Caceres, but raised in Vitoria.

I'm also spanish.

**saturn**   
Programmer  
VIP

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

 Originally Posted by **Kullman** 

*"Players on loan can now not be bought by AI/human managers."*

*In real life, there are players bought before their loan spell run out. It's a unrealistic concept you implement because AI players don't usually buy players on loan (even if they sometimes do).*

Agreeing a season long loan for a player and having him then being bought by a third party is unrealistic, and it's totally unrealistic when it occurs a couple of weeks into the loan. If the latter has ever happened in real life I would say that it's in the vast, vast minority of cases, and I don't think the former is too common either.

As regards to the AI not buying loan players, it occurs so regularly in the game that the update team don't even use loans for high profile players anymore. Almost any player aged 22+ and playing well on loan will be signed by another club: Mendieta, Sorin and the Real Madrid loanees wouldn't last two weeks without this feature. It is not perfect in the sense that the loaning club should probably be able to sign the loaned player during his loan period, but it is a much more realistic version of what happens in real life compared to the game's version.

 Originally Posted by **Kullman** 

*Sergio Boris, who is from Oviedo and therefore not basque, played with Real Sociedad between 2001 and 2004.*

*Francisco Javier Rey García "Quico", who is from Galicia, played with Eibar in the 1998-99 season.*

*José Ignacio García Cayón, who is from Cantabria, played with Gernika in the 1998-99 season.*

*Abel Martínez Cardona, who is from Aragón, played with Gernika in the 2001-02 season.*


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*Chus Herrera, who is from Cantabria, played with Barakaldo in the 2000-01 season.*

*Most basque teams doesn't have, or ever had, a only basque players policy.*

*Even Athletic de Bilbao had several non-basque players on their team, as Mario Bermejo (Cantabria) in the 90s or, more recently, Aymeric Laporte (L'Aquitaine, France) or Enric Saborit (Catalonia).*

It's probably not a bad thing to remove some of the Basque-only clubs' restrictions as the number of Basque players dwindles down as the game goes on. Boris' signing definitely ended Sociedad's policy, and Eibar have a couple of Brazilians in the database so they can lose their restriction too. Gernika can probably go too given the examples you have given.

**Kullman**   
Youth Team Player

Join Date: 14-08-14  
Posts: 28

I guess i won't neither play this one.



**Nick+Co** ◦  
**Programmer**

Join Date: 18-07-15  
 Posts: 795

@Kullman: Although I agree with Saturn's view on this one - if you do not want this particular loan protection feature apply this patch: <https://nic.hopto.org/open/cm0102/Re...otection.patch> using my patcher to the Project 369 cm0102.exe and it will revert that particular part.

EDIT: And if you just want to forego all the of the Basque restrictions applied to specific clubs, please apply this patch: <https://nic.hopto.org/open/cm0102/Re...rictions.patch>

*Last edited by Nick+Co; 14-01-20 at 10:46 PM.*

**Vikingfk** ◦  
**Hot Prospect for the Future**

Join Date: 03-03-12  
 Posts: 139

Is it safe to do any further editing on this database without breaking anything?

**Kullman** ◦  
**Youth Team Player**

Join Date: 14-08-14  
 Posts: 28

Would these patches also work with the Saturn patch?

**toscobank** ◦  
**Youth Team Player**

Join Date: 18-04-15  
 Location: Brazil  
 Posts: 24

let's see if I got it right: project 369 → 2002/03 season  
 Luessenhoff DB → 2001/02 season?

anyway, sounds like a good time. will install

**faz44** ◦  
**Backup Player**

Join Date: 09-03-12  
 Location: London  
 Posts: 931

Saturn, I can't PM you because you're clearly a sensible person who doesn't accept PMs.

I am going to build a new/final version of my #ProRelForUSA patch which I've beta'd into the ground over the last however many years. As the fixes to Turkish reserve and lower division football are in this patch, would it be OK if I use this as the basis for my final version? I don't want to piggyback onto something you do not wish for anybody else to piggyback onto so I thought I'd ask before starting and potentially releasing for my one fan who doesn't even post anymore. It would be helpful to me if you did let me use it though.

Many thanks. Your pal,  
 Fazzles

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## Thread: Project 369

Thread Tools

20-03-20, 02:52 PM

#26

**saturn**  
Programmer  
VIP

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

Originally Posted by **Vikingfk**  
*Is it safe to do any further editing on this database without breaking anything?*

Yes, it should be fine.

Originally Posted by **Kullman**  
*Would these patches also work with the Saturn patch?*

I'm not sure what you mean. A lot of the features from my modern databases patches are in this one too.

Originally Posted by **toscobank**  
*let's see if I got it right: project 369 → 2002/03 season  
Luessenhoff DB → 2001/02 season?  
anyway, sounds like a good time. will install*

You got it. Luessenhoff's 2001/02 database is way more researched/fleshed out than this though.

Originally Posted by **faz44**  
*Saturn, I can't PM you because you're clearly a sensible person who doesn't accept PMs.  
  
I am going to build a new/final version of my #ProRelForUSA patch which I've beta'd into the ground over the last however many years. As the fixes to Turkish reserve and lower division football are in this patch, would it be OK if I use this as the basis for my final version? I don't want to piggyback onto something you do not wish for anybody else to piggyback onto so I thought I'd ask before starting and potentially releasing for my one fan who doesn't even post anymore. It would be helpful to me if you did let me use it though.  
  
Many thanks. Your pal,  
Fazzles*

Absolutely, go right ahead.

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

Vikingfk

25-03-20, 03:10 AM

#27

**markuse** ◦  
Youth Team Player

Join Date: 19-03-17  
Posts: 14

saturn, is it safe to change .exe file a little with OllyDbg? I just want to change a few minor things to fit my play-style.

25-03-20, 07:42 AM

#28

**saturn** ◦  
Programmer  
VIP

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

Yes, it should be okay.

01-04-20, 01:28 AM

#29

**Supertramp** ◦  
Youth Team Player

Join Date: 29-06-17  
Posts: 5

### Unable to save game

Unable to save game after August 15, 2003. Error (v3.9.68T Setup. cpp 11431 (problem removing old saved game). I do not have any other saved game so cannot understand how to resolve it. Any tips?

03-04-20, 11:35 PM

#30

**cavenagol33** ◦  
Youth Team Player

Join Date: 11-11-14  
Posts: 8

Hi Champman community,

First of all , hope you are all doing well in this crazy virus world that we are all living it right now, stay confined, keep playing 😊

As a regard to this fantastic update 3.69, is there any fix or way to be able to play it in French language ?

As mentionned in page 1, it seems that update doesn't work or won't upload in any other languages than English ( I tried it myself) Not saying that it bother me at all to play in English but as a French native, always used to play this game in French since it was created all together. ( Come on PAULETA..... )

Any suggestions or help are welcome

In the mean time, stay confined , stay safe 😊

Merci !  
Cavenagol33

03-04-20, 11:55 PM

#31

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

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

Can you not choose French language from game settings?

05-04-20, 05:53 AM

#32

**cavenagol33** ◦  
Youth Team Player

Join Date: 11-11-14  
Posts: 8

Hi Redknapp,

If I choose French language from the start, the game won't load, it will only work in English  
So I created one game in English and then end up picking French language in game settings but once that done all nations are really messed up ( Brazil are Caiman Islands, Argentina are Antigua and so on )

Thanks

05-04-20, 08:57 AM

#33

**Nick+Co** ◦

@cavenagol33: Interesting! This is failing, for some reason (only did a super quick debug), because of the euro.cfg file containing the word \*Netherlands.

Not sure if this is a proper fix, but go into your Project369 Data directory and look for the file euro.cfg. Open it up in Notepad and look for the line that reads: \*Netherlands  
Change that to read: \*Holland  
Save the file and try and start a new game again.

Worked for me at least 😊

09-04-20, 10:16 AM

#34

**cavenagol33** ◦  
Youth Team Player

Join Date: 11-11-14  
Posts: 8

Hi Nick,

Thanks for your support and advice.

I followed your recommendations and was able to launch properly a game in French language, which I was not able to do it before  
However the nations names are still all mixed up, France is call Guinée Bissau, Italie is call Liban and so on , very strange all together  
And a new thing now , if I create the game in English, it get stock at Initialising game data....

So from an error , I move to a new one, 😊

Never mind I'll keep using the ODB with 3.9.68 patch but its true that there is a few mistakes on this database

Thanks!  
Gurvan

09-04-20, 12:57 PM

#35

**Nick+Co** ◦  
Programmer

Join Date: 18-07-15  
Posts: 795

@cavenagol33: Good to know. Seems the patch to change the name to Netherlands is a bit flakey.  
For those of a technical lilt that might want to fix/revert it:

Code:

```
Currently it is:
0060E110      90          NOP
0060E111      90          NOP
0060E112      C705 38F39C00 MOV DWORD PTR DS:[9CF338],54
0060E11C      90          NOP
And should be reverted back to:
0060E110      /75 0B      JNE SHORT 0060E11D
0060E112      |893D 38F39C00 MOV DWORD PTR DS:[9CF338],EDI
0060E118      |E9 2F050000 JMP 0060E64C
```

then change nation.dat to say Holland rather than Netherlands (can do with the hex editor). And same for euro.cfg (can do with notepad)

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

Dermotron

09-04-20, 02:09 PM

#36

**Tiax** ◦  
Hot Prospect for the Future

Join Date: 22-07-19  
Posts: 103

Originally Posted by **saturn** ↗

*Yes, it should be fine.*

*I'm not sure what you mean. A lot of the features from my modern databases patches are in this one too.*

*You got it. Luessenhoff's 2001/02 database is way more researched/fleshed out than this though.*

*Absolutely, go right ahead.*

09-04-20, 05:12 PM

#37

**Bhaalspawn** ◦  
Hot Prospect for the Future

Join Date: 05-02-17  
Posts: 112

If you start at 2002 with a tapanified db, does it may occurs error in french league ? Or the french league freeze bug is separate problem ?

10-04-20, 08:44 AM

#38

**cavenagol33** ◦  
Youth Team Player

Join Date: 11-11-14  
Posts: 8

Hi Bhaalspawn,

Never really tried any other tapanified db except Project 369. I usually only play with ODB and patch 3.68  
But right now the French league don't freeze anymore, it load up the game correctly

The real issue is with all the nations names been mixed up,

@Nick+Co

It is simple enough to change the code you mentioned above, any chance I could find a quick guide to walk me trough it on the website ?  
Thanks

10-04-20, 12:25 PM

#39

**Bhaalspawn** ◦  
Hot Prospect for the Future

Join Date: 05-02-17  
Posts: 112

Originally Posted by **cavenagol33** ◦

*Hi Bhaalspawn,*

*Never really tried any other tapanified db except Project 369. I usually only play with ODB and patch 3.68  
But right now the French league don't freeze anymore, it load up the game correctly*

*The real issue is with all the nations names been mixed up,*

*@Nick+Co*

*It is simple enough to change the code you mentioned above, any chance I could find a quick guide to walk me trough it on the website ?  
Thanks*

thank you so much !

10-04-20, 12:27 PM

#40

**Bhaalspawn** ◦  
Hot Prospect for the Future

Join Date: 05-02-17  
Posts: 112

@Saturn!

The polish league cup disabled, so can i use it for free space in exe ? 😊 The exe is moddable as 3.68 ?

11-04-20, 10:27 AM

#41

**Tafu87** ◦  
Decent Young Player

Join Date: 19-06-19  
Location: Parma, Italy  
Posts: 51

Update 2002/03

Hi guys, I installed the game (original), downloaded patch 3.68 and updated, then I downloaded 369 and inserted the given folder and the exe in the main folder, but stop loading on game data obviously i used also Nick Patcher but nothing.... how can i do, please? Thank you

11-04-20, 10:30 AM

#42

**Tafu87** ◦

Lussenhoff database can helps me?

09-06-20, 04:05 PM

#43

**Dobbo10**  
Youth Team Player

Join Date: 27-10-19  
Posts: 1

Great update. I might have done something wrong when installing this update but the euro file is the same as 01/02 data so the wrong teams are in European competitions. I've tried editing the file using notepad but not managed to get it totally correct. Anybody able to help/ off advice please? 🙌

16-08-20, 04:48 PM

#44

**toscobank**  
Youth Team Player

Join Date: 18-04-15  
Location: Brazil  
Posts: 24

just a little heads-up to anyone looking to start a new game in 369: I've been having some trouble when starting a new game using *the Polish trick* (that is, selecting Poland when setting up a new game and then selecting a club from anywhere else later in order to start your game at an earlier date). maybe it has to do with me managing in the Finnish league, as it is a summer league; but the game crashes hard in June 30th - no error message, nothing.

so, you know, maybe don't use *the Polish trick* in this one.

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