



Forum CM 01/02 Updates Patches Saturn v6+ March 2019 BETA in post #40

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Thread: Saturn v6+ March 2019 BETA in post #40

Thread Tools ▾

23-03-19, 11:25 PM

#1

MadScientist ◊
Director

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

Saturn v6+ March 2019 BETA in post #40

Originally Posted by **manuchao**
is the March Update compatible with the +v6 Saturn patch?

Originally Posted by **Dermotron**
Unfortunately not

Originally Posted by **manuchao**
so we wait for a new compatible patch any time soon, do you have any information on that?

Originally Posted by **Dermotron**
No I'm afraid saturn hasn't been online since November 2018

Currently it isn't compatible indeed, but guys, saturn is an epic legend: When he released the v6 patch, he was extremely provident and gave us these step by step guide of how to convert any database to be compatible with a saturn v6 .exe:

Originally Posted by **saturn**
An ugly looking checklist that shows how the database files needed to be compatible with a +v6 exe were made:

Spoiler! Show

So, if (or while) saturn doesn't appear, **we can do the steps above to play the march 2019 update using any of the v6 .exes that he uploaded in second post of v6 thread.**

PS: I have some hope he may appear in April, maybe he thinks that when the update would be released. I would be incredible happy if he appeared, even if he is short on time

and can't work on patches anymore, just for some cups of tea 🍵🍵🍵

---update---

While saturn is working on a v7 patch, you can help testing in a v6 patch the converted march2019 database he will use:

1. Install the game and apply the official 3.9.68 patch.
2. Download the converted march2019 database saturn will use (<https://github.com/MScientistCM/March2019ToV6Conversion/files/3024857/DataFinalBetaV6March2019.zip>) and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in there.
3. Download the modified v6 exe (<https://github.com/MScientistCM/March2019ToV6Conversion/files/3024857/cm0102.zip>), extract it and paste it into your Championship Manager folder, overwriting the file already there. - That's the #33 v6 .exe with 2 fixes to make it compatible with march2019 database.
4. Play.
5. Let us know of any bugs you might find.

As always, make sure you set your cm0102.exe to run as admin mode with xp sp3 compatibility mode.

Last edited by MadScientist; 30-03-19 at 01:40 AM.

23-03-19, 11:50 PM

#2

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

If you were going at it yourself it would be possibly best in the Programming forum 😊

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

24-03-19, 12:09 AM

#3

MadScientist ◊
Director

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

Originally Posted by **Dermotron** »

If you were going at it yourself it would be possibly best in the Programming forum 😊

I created a thread for it there then

24-03-19, 12:17 AM

#4

MadScientist ◊
Director

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

Anyone who also wants to help doing some of those steps please check <https://champan0102.co.uk/showthrea...721#post429721>

Last edited by MadScientist; 24-03-19 at 02:16 PM.

24-03-19, 11:09 AM

#5

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Originally Posted by **MadScientist** »

Anyone who also wants to try and help doing some of those steps please send me or dermotron a private message

Hi mate.

Is the World Cup and European Championship History a year out? Seems to be data update related.

Is there a way I can fix this myself without running the risk of crashing a future game?

Many thanks,

Matt

24-03-19, 11:17 AM

#6

jacobclear ◊
Not Needed at the Club

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

Originally Posted by **MadScientist** »

Anyone who also wants to try and help doing some of those steps please send me or dermotron a private message

I reckon I could tackle it 😊

24-03-19, 12:02 PM

#7

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Probably a stupid question, but where is the Programming Forum? Can't seem to find it (maybe you could put a link in this post to the thread, Mad Scientist?). The steps described by Saturn certainly seem complicated, but not impossible (a wizard like Nick+co should be able to do this, no?). I love his patcher because of the options you can select yourself, but Saturn's patch, with Club World Championship, no Intertoto Cup, 20 teams in Italy and France, Concacaf Gold Cup, etc. is still the closest to reality today, so it would be fantastic if we could make the March update compatible with it. Very willing to help.

24-03-19, 12:11 PM

#8

jacobclear ◊
Not Needed at the Club

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

Isn't it a hidden area of the site that only specific people have access to?

If that's not the case I think he meant here 🤖

The offer is on the table; if this is something people want I would be more than happy to do it!

24-03-19, 01:07 PM

#9

GFRay ◦
VIP

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

I'd very much like a new saturn patch, but reading through what needs to be done I don't think I'm capable of doing it. 😞

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

24-03-19, 01:49 PM

#10

MadScientist ◦
Director

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

I created a github project to organize the conversion the march 2019 database for v6: <https://github.com/MScientistCM/March2019ToV6Conversion> . Currently the Data folder there contains the original unmodified files of the March 2019 database, for we to convert them for v6.

I divided all steps from saturn into 9 tasks: <https://github.com/MScientistCM/Marc...version/issues>

Currently all tasks are unassigned. When I start working on a task I will assign it to me.

Anyone also interested to help: The tasks can be done in any order. Choose any of the unassigned tasks, assign it to yourself (to signalize you are working on it), and then push your changes to this github project (or if you don't want to use github, then just do any of the tasks and send me your changed files somehow).

Note: Most of the tasks require some programing skills and some third party tools. Im not sure if i can do all of them as well.

24-03-19, 02:44 PM

#11

jacobclear ◦
Not Needed at the Club

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

Not 100% sure how to assign myself a task but I've put taken as a comment on the tasks I can do 😊 but if you don't mind I reckon I could do all of it 🤖

Last edited by jacobclear; 24-03-19 at 02:53 PM.

24-03-19, 02:51 PM

#12

MadScientist ◦
Director

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

Originally Posted by **jacobclear** 🗨

Not 100% sure how to assign myself a task but I've put taken as a comment on the tasks I can do 😊

'Taken' is fine (or just click the 'assign yourself' text at the top right) but better take only one at a time until you complete that one so the other tasks remain unassigned meanwhile.

24-03-19, 02:54 PM

#13

jacobclear ◦
Not Needed at the Club

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

I reckon I could complete it myself but if others want to help that's fine

24-03-19, 03:40 PM

#14

martinho ◦
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Originally Posted by **jacobclear**

I reckon I could complete it myself but if others want to help that's fine

We are witnessing groundbreaking heroism

24-03-19, 03:47 PM

#15

Coys
First Team Player

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

Originally Posted by **martinho**

We are witnessing groundbreaking heroism

I wouldn't get your hopes up 😊

24-03-19, 04:17 PM

#16

jacobclear
Not Needed at the Club

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

Originally Posted by **Coys**

I wouldn't get your hopes up 😊

OK then - we'll see

24-03-19, 04:37 PM

#17

Offside Trap
Squad Rotation Player

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

I admire anyone who tried to tackle this, I for one am not program minded and wouldn't have a clue, but don't get me wrong, I'd love to see the March 19 update alongside SV6, so good luck guys, the most I could do in terms of support is probably a Youtube vid of me singing, not sure it would help though - 😊

24-03-19, 05:46 PM

#18

GFRay
VIP

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

Originally Posted by **jacobclear**

Not 100% sure how to assign myself a task but I've put taken as a comment on the tasks I can do 😊 but if you don't mind I reckon I could do all of it 🙏

Well if you could that would be great Jacob. It will also be a great way to show your worth as we talked about the other day in the shoutbox.

And ignore narcissists like Coys who enjoy triggering people for their own amusement. 😊

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

24-03-19, 06:25 PM

#19

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

Originally Posted by **GFRay**

Well if you could that would be great Jacob. It will also be a great way to show your worth as we talked about the other day in the shoutbox.

And ignore narcissists like Coys who enjoy triggering people for their own amusement. 😊

Totally agree on this, would be fantastic if you could pull this off, Jacob. 🙏🏆

24-03-19, 08:17 PM

#20

Coys ◊
First Team Player

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

Originally Posted by **GFRay** ◊

*Well if you could that would be great Jacob. It will also be a great way to show your worth as we talked about the other day in the shoutbox.
And ignore narcissists like Coys who enjoy triggering people for their own amusement. 😊*

Putting a smiley face at the end of something doesn't make it any less offensive.

24-03-19, 09:58 PM

#21

jacobclear ◊
Not Needed at the Club

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

Originally Posted by **Coys** ◊

Putting a smiley face at the end of something doesn't make it any less offensive.

Get over yourself - do you think I got anywhere with the B.S?

Thanks for the support lads, won't let you down. We shall begin this afternoon (my time)



24-03-19, 10:56 PM

#22

Redknapp69 ◊
Member of the Month
Social Media Mod

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

All the best on it Jacob - sounds like there would be many interested parties if ya got it going 🤝

25-03-19, 11:06 AM

#23

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Absolutely. There are a lot of people playing saturn's Patches. I'm sure I'm not alone when I say I can't play without them!

25-03-19, 04:03 PM

#24

samsami ◊
VIP

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

Originally Posted by **martinho** ◊

Absolutely. There are a lot of people playing saturn's Patches. I'm sure I'm not alone when I say I can't play without them!

UNless your current save file keeps you entertained for the time being.

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

25-03-19, 05:04 PM

#25

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

More than happy playing my current save; the creation of a new patch to work with the latest update would be a fantastic bonus

Posting Permissions

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

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Smilies are On
[IMG] code is On
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All times are GMT +1. The time now is 01:42 PM.

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Forum CM 01/02 Updates Patches Saturn v6+ March 2019 BETA in post #40

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Thread: Saturn v6+ March 2019 BETA in post #40

Thread Tools

25-03-19, 05:45 PM

#26

Mark
Chairman

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

Have you tried Nick's patcher to tide you over?

26-03-19, 01:25 AM

#27

MadScientist
Director

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

All tasks that required programming knowledge (tasks 1,2,3,4,5, and first two steps of task 6) are done and pushed.

So now the only tasks remaining are 6 (only the last two steps),7,8 and 9. -> None of them seem to require programming skills, they only require using the official game editor, the Tri Wasano Editor and The histroy project tool.

So maybe better for someone from the update team more used to those tools to complete those tasks. If someone willing to do that, then these are the instructions:

- 1) Download <https://github.com/MScientistCM/Marc...ive/master.zip> (thats is the resulting database so far, after all programming-related conversions were completed).
- 2) Using that database as your starting point, simply do the remaining tasks (6,7,8 and 9). But I highly recommend doing the tasks in order, i.e. 6 first, then 7 then 8 then 9, to avoid unexpected conflicts. No need to use github if you aren't used to it (you don't even need to create a github account at all), you can do all in your local computer and then upload the resulting database to any upload site in the end.

Once thats completed, the resulting database will be fully compatible with a v6 .exe.

I'll be here tomorrow (tuesday) anyway, so we can discuss about it better tomorrow if you prefer.

Last edited by MadScientist; 26-03-19 at 01:38 AM.

26-03-19, 01:52 AM

#28

bruebous
Director

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

Will that work for any exe or will need to be done for all of then?

26-03-19, 11:48 AM

#29

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Any tips on clearing the v39.68T Langlib..cpp 479 and v3.9.68T game_config..cpp 131 errors OTHER THAN deleting environmental variable?

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26-03-19, 11:52 AM

#30

jacobclear ◊
Not Needed at the Club

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

Number nine is done
I'll see what I can do

26-03-19, 12:01 PM

#31

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **Dermotron**

Any tips on clearing the v39.68T Langlib..cpp 479 and v3.9.68T game_config..cpp 131 errors OTHER THAN deleting environmental variable?

Ok, I see what is wrong 🤔👨

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26-03-19, 12:30 PM

#32

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Can someone with saturn v6+ October 2018 or Tapani 2.21 installed, should National League North appear here?

Version 3.9.68T

English National League North

Print

Results Fixtures Schedule

League Table

	Pld	Won	Drn	Lst	For	Ag	Pts
1st	0	0	0	0	0	0	0
2nd	0	0	0	0	0	0	0
3rd	0	0	0	0	0	0	0
4th	0	0	0	0	0	0	0
5th	0	0	0	0	0	0	0
6th	0	0	0	0	0	0	0
7th	0	0	0	0	0	0	0
8th	0	0	0	0	0	0	0
9th	0	0	0	0	0	0	0
10th	0	0	0	0	0	0	0
11th	0	0	0	0	0	0	0
12th	0	0	0	0	0	0	0

Team Stats Player Stats Referee Stats Awards History

Back Next

Competitions list (highlighted in green): Premier League, Championship, League One, League Two, National League, FA Cup, EFL Cup, EFL Trophy, Community Shield, FA Trophy.

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November 2020 Data Update Out Now

26-03-19, 12:40 PM

#33

the villan ◊
Coach

Join Date: 10-03-17
Posts: 743

No it doesn't.

If you start a save it appears under the competitions tab for England though.

26-03-19, 12:48 PM

#34

GFRay ◊
VIP

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

This is how it looks like on the v6 Derm.

Like the villan said: it does it appear if you select from competitions. :ok

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

26-03-19, 12:59 PM

#35

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I don't think this is right 😞

Liverpool

Print

Squad Transfers Next Match **Fixtures** General Info

<< Season Season >>

Season 2018/9

Date	Opponent	Competition	Result
Sat 16th Feb	Fulham	FA Cup 5th Rnd	3:1
Tue 19th Feb	Red Bull Salzburg	Champions League Ph.2 Grp A	2:0
Sat 23rd Feb	Newcastle	Premier League	3:0
Tue 26th Feb	Chelsea	EFL Cup Semi-Final Leg 2	3:1
Sat 2nd Mar	Huddersfield	Premier League	---
Wed 6th Mar	Lyon	Champions League Ph.2 Grp A	---
Sat 9th Mar	Sheff Wed	FA Cup Qtr Final	---
Tue 12th Mar	Valencia	Champions League Ph.2 Grp A	---
Sun 17th Mar	Crystal Palace	Premier League	---
Tue 19th Mar	Chelsea	EFL Cup Semi-Final Decider	---
Sat 30th Mar	Man Utd	Premier League	---
Sat 6th Apr	Arsenal	Premier League	---
Sat 13th Apr	West Ham	Premier League	---
Wed 17th Apr	Fulham	Premier League	---

Tactics Training Last Match 1st In EPL History

You Have News

Back Next

The Decider was played, Chelsea won and the final goes ahead!

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26-03-19, 01:06 PM #36

MadScientist ◦
Director

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

Originally Posted by **bruebous** ▶

Will that work for any exe or will need to be done for all of them?

Yes that will work for any exe that satum already uploaded in the second post of v6 thread. I didnt had to change anything in the exes, only had to convert the database files to make it compatible with the exes.

26-03-19, 01:26 PM #37

Ravanelli ◦
Decent Young Player

Join Date: 15-12-13
Posts: 98

Originally Posted by **Dermotron**

I don't think this is right 😊

Liverpool

Squad Transfers Next Match Fixtures General Info

Season 2018/9

Date	Opponent	Competition	Result
Sat 16th Feb	Fulham	FA Cup 5th Rnd	3:1
Tue 19th Feb	Red Bull Salzburg	Champions League Ph.2 Grp A	2:0
Sat 23rd Feb	Newcastle	Premier League	3:0
Tue 26th Feb	Chelsea	EFL Cup Semi-Final Leg 2	3:1
Sat 2nd Mar	Huddersfield	Premier League	---
Wed 6th Mar	Lyon	Champions League Ph.2 Grp A	---
Sat 9th Mar	Sheff Wed	FA Cup Qtr Final	---
Tue 12th Mar	Valencia	Champions League Ph.2 Grp A	---
Sun 17th Mar	Crystal Palace	Premier League	---
Tue 19th Mar	Chelsea	EFL Cup Semi-Final Decider	---
Sat 30th Mar	Man Utd	Premier League	---
Sat 6th Apr	Arsenal	Premier League	---
Sat 13th Apr	West Ham	Premier League	---
Wed 17th Apr	Fulham	Premier League	---

Tactics Training Last Match 1st in EPL History

Back Next

The Decider was played, Chelsea won and the final goes ahead!

So you solved the problem in the +v6 that League Cup got defunct when Semi Final ends in a draw? That's great! (Or was it the Semi Final Replay/Decider who (also) had to end in a draw, causing the Final not to go ahead and the Cup got defunct?)

And quite some awesome work already. Thanks MadScientist, Dermo and Jacob! Really looking forward to this.

26-03-19, 01:31 PM

#38

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

No idea. The code for the competitions is the same since saturn released v6+

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November 2020 Data Update Out Now

26-03-19, 03:08 PM

#39

bruebous
Director

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

Do you guys want some testing?

26-03-19, 06:26 PM

#40

MadScientist
Director

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

Originally Posted by **bruebous**

Do you guys want some testing?

Yes, thank you!

I am releasing a beta now (march 2019 database with saturn v6 patch). Please everyone test this, the more guys testing the better. Me and dermotron tested it and it works fine. No bugs occurred. If no-one notices important bugs, I will release it officially tomorrow or thursday.

However I had to make a small change in the v6 .exe for it to be compatible, due to a change in the USA league teams. I took the opportunity and also made another change to the v6 .exe and fixed the EFL cup freeze that some people have been complaining since last year (by reverting the EFL cup tiebreaks patch from v6).

I'll mass patch those 2 fixes to all existing v6 .exes and upload the resulting .exes when i make the official release.

For now, please test this beta:

1. Install the game and apply the official 3.9.68 patch.
2. Download the beta Data folder (<https://github.com/MScientistCM/Marc...6March2019.zip>) and extract it. Delete the Data folder currently in your Championship Manager folder and paste the new Data folder in there.
3. Download the beta exe (<https://github.com/MScientistCM/Marc...403/cm0102.zip>), extract it and paste it into your Championship Manager folder, overwriting the file already there. - Thats the #33 v6 .exe with the 2 fixes I mentioned applied to it.
4. Play.

As always, make sure you set your cm0102.exe to run as admin mode with xp sp3 compatibility mode.

Last edited by MadScientist; 30-03-19 at 01:33 AM. **Reason:** Updated the beta database link with italian league fixes by Andrea

26-03-19, 06:40 PM

#41

bruebous
Director

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

There is a Club.zip inside with a club.dat. Should we replace with it or with the one on data.zip?

26-03-19, 06:48 PM

#42

MadScientist
Director

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

Originally Posted by **bruebous**

There is a Club.zip inside with a club.dat. Should we replace with it or with the one on data.zip?

oops, ignore that club.zip, it was some testing we forget to delete it. Just follow the 4 steps above and you will be good. Thanks for noticing, Ill remove it from final release.

26-03-19, 07:15 PM

#43

MadScientist
Director

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

I noticed competitions histories are 8 years forward. And some competitions histories like world cup are empty. Not sure why is that but probably simple thing.

Please keep testing for other things.

26-03-19, 07:55 PM

#44

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

My bad. Was testing rolling forward a file and forgot to unpoint the history project tool at the db 🐛 (or ticked build club_comp_history)

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November 2020 Data Update Out Now

26-03-19, 07:57 PM

#45

GFRay ◊
VIP

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

Still not possible to create a game with any other compatibility than Windows XP (SP2 and SP3).

This means still no network games as you need Windows NT/4.0 or Windows 95 compatibility. 😞

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

26-03-19, 08:00 PM

#46

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Of course, its v6 with March 2019. The patch changes are the same/haven't changed

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26-03-19, 08:06 PM

#47

GFRay ◊
VIP

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

I know, but I was secretly hoping for it to be a data thing. 🤖

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

26-03-19, 08:29 PM

#48

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **MadScientist** 🗨

I noticed competitions histories are 8 years forward. And some competitions histories like world cup are empty. Not sure why is that but probably simple thing.

Please keep testing for other things.

If I'm not mistaken this just Copa Argentina for club and the blank lines in the World Cup is where Netherlands is still called Holland?

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26-03-19, 09:10 PM

#49


Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

I've uploaded a Data folder with the Holland > Netherlands history fix and Copa Argentina histories fixed.

Last edited by Dermotron; 26-03-19 at 10:07 PM.

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

jacobclear 
Not Needed at the Club

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

I'll have a gander this afternoon.

You're welcome for the help

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Forum CM 01/02 Updates Patches Saturn v6+ March 2019 BETA in post #40

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Thread: Saturn v6+ March 2019 BETA in post #40

Thread Tools

26-03-19, 11:17 PM

#51

Dag17
Scout

Join Date: 17-05-12
Posts: 33

I cant even start the game after replacing the Exe.file :-)

I get 2 errors.

v.3.9.68T Langlib.cpp 479 and v3.9.68T game_config.cpp 131

Anyone knows what to do?

26-03-19, 11:18 PM

#52

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Delete the existing Data folder then add the one you have downloaded

You may also need to clear Environmental Variables of anything CM related in System > Advanced Settings on your pc

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26-03-19, 11:20 PM

#53

Dag17
Scout

Join Date: 17-05-12
Posts: 33

I did delete the data folder, then replaced it with the downloaded one.

I dont quite understand the last thing you mentioned. What does it mean?

Thanks for helping.

26-03-19, 11:22 PM

#54

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

<https://champman0102.co.uk/showthrea...076#post378076> Hope this post helps

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27-03-19, 12:37 AM

#55

Johngall ◊
Youth Team Player

Join Date: 18-04-12
Posts: 24

Fantastic work lads. Just noticed 2 things.no international team has a manager and players have no history. Keep up the good work

27-03-19, 01:02 AM

#56

MadScientist ◊
Director

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

Originally Posted by **Johngall** ◊

Fantastic work lads. Just noticed 2 things.no international team has a manager and players have no history. Keep up the good work

"no international team has a manager" -> Nice catch. But it is fixed now with a new database dermotron shared with me in private, i'll share it later.

"players have no history" -> Nice catch. Still actual with new database shared in private. Probably a simple thing, we will check.

Thanks.

27-03-19, 10:23 AM

#57

Rodry97 ◊
Coach

Join Date: 27-03-12
Posts: 232

Try the game with 9 leagues (ARG, BEL, BRA, FRA, ITA, NED, POR, RUS, SPA) wordl cup 2022
Without critical errors.

the fifa world cup teams are always the same!

I know this is something out of the question, but I take advantage of the fact that the best programmers will see it

Is there a possibility that loans in Argentina are only in the transfer window? And that they can only last 6 months, 12 months or 18 months?

There are no loans in Argentina for only 1 month and outside of that period.

Forgive the audacity. Could the start and end dates of the Copa Argentina and the Copa Libertadores be modified?

Both start in March and end in the last week of November

Last edited by Rodry97; 27-03-19 at 11:39 AM.

27-03-19, 02:33 PM

#58

MadScientist ◊
Director

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

Originally Posted by **Rodry97**

Try the game with 9 leagues (ARG, BEL, BRA, FRA, ITA, NED, POR, RUS, SPA) wordl cup 2022
Without critical errors.

the fifa world cup teams are always the same!

I know this is something out of the question, but I take advantage of the fact that the best programmers will see it

Is there a possibility that loans in Argentina are only in the transfer window? And that they can only last 6 months, 12 months or 18 months?

There are no loans in Argentina for only 1 month and outside of that period.

Forgive the audacity. Could the start and end dates of the Copa Argentina and the Copa Libertadores be modified?

Both start in March and end in the last week of November

Thanks for reporting. I think the world cup bug is already fixed in the last database dermatron sent me bcoz it seem to be related to the international managers bug which we also fixed, but ill double check and will update the beta links.

About the modifications you propose, I also would like to have them bcoz im south american too but I have no idea how to implement them.

27-03-19, 05:10 PM

#59

MadScientist
Director

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

I updated the link of the beta database in post <https://champman0102.co.uk/showthrea...136#post430136> with the fix to all reported issues (i.e. fixed netherlands missing from history, fixed players history missing, fixed competitions history missing or incorrect, fixed world cup teams, fixed international managers missing).

Thanks Dermotron 🙏

If you guys redownload that and continue testing, that would be awesome 🙏 Your feedback is being great. As of now im not aware of any issues.

27-03-19, 05:17 PM

#60

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

Originally Posted by **MadScientist**

I updated the link of the beta database in post <https://champman0102.co.uk/showthrea...136#post430136> with the fix to all reported issues (i.e. fixed netherlands missing from history, fixed players history missing, fixed competitions history missing or incorrect, fixed world cup teams, fixed international managers missing).

Thanks Dermotron 🙏

If you guys redownload that and continue testing, that would be awesome 🙏 Your feedback is being great. As of now im not aware of any issues.

I am quite sure Rodry actually meant the Fifa **Club** World Cup. The teams are indeed every year the same (Chivas, Team Wellington, Esperance de Tunis, River and Antlers). Could this also be linked to the History problem (game picking the last winners of the champions leagues on the different continents instead of the winner of the year in which the Club World Cup takes place). Hadn't had the time to check, but maybe that's solved with the new database?

And is it definitely compatible with the exe's in Saturn's +V6 post? So I plonk the Database in my Data folder, download an exe with my preferences in Saturn's post and all fine?

27-03-19, 05:42 PM

#61

MadScientist
Director

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

Originally Posted by **Ravanelli**

*I am quite sure Rodry actually meant the Fifa **Club** World Cup. The teams are indeed every year the same (Chivas, Team Wellington, Esperance de Tunis, River and Antlers). Could this also be linked to the History problem (game picking the last winners of the champions leagues on the different continents instead of the winner of the year in which the Club World Cup takes place). Hadn't had the time to check, but maybe that's solved with the new database?*

Ah, yes, i get it now, maybe that is what he meant. Nice catch and thank you. Yes that seem to be fixed now, it seem to be caused by the history indeed it was using the "future" history and picking the same clubs, however if you guys can retest i appreciate.

Originally Posted by **Ravanelli**

And is it definitely compatible with the exe's in Saturn's +V6 post? So I plonk the Database in my Data folder, download an exe with my preferences in Saturn's post and all fine?

No, as i explained in beta post:

Originally Posted by **MadScientist**

However I had to make a small change in the v6 .exe for it to be compatible, due to a change in the USA league teams. I took the opportunity and also made another change to the v6 .exe and fixed the EFL cup freeze that some people have been complaining since last year (by reverting the EFL cup tiebreaks patch from v6).

I'll mass patch those 2 fixes to all existing v6 .exes and upload the resulting .exes when i make the official release.

So, for now you should use the .exe from the beta post.

27-03-19, 08:04 PM

#62

bruebous
Director

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

All leagues, Max DB
one season and a half
so far so good

27-03-19, 09:32 PM

#63

Offside Trap
Squad Rotation Player

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

Okay, I'm all, up and running and testing

What's the spec of this particular exe?

Non Patch related Question:

I see Rice had an Eng cap, was this added late Friday night prior to release?

27-03-19, 09:47 PM

#64

MadScientist
Director

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

Originally Posted by **Offside Trap**

Okay, I'm all, up and running and testing

What's the spec of this particular exe?

Thank you. The spec is the same as the #33 exe from saturn v6 thread

27-03-19, 09:50 PM

#65

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Yes Rice and Hudson-Odoi were added whilst the games were running Friday

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27-03-19, 09:54 PM

#66

Offside Trap ◊
Squad Rotation Player

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

Originally Posted by **MadScientist** ▶

Thank you. The spec is the same as the #33 exe from saturn v6 thread

I assume you meant #32

27-03-19, 10:44 PM

#67

bruebous ◊
Director

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

I notice Roma is not playing Coppa Italia in first season. In second they enter.

27-03-19, 10:55 PM

#68

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

Ran 5 seasons with 10 leagues, all competitions ran smoothly, no single error, managers moving around countries perfectly, excellent player development, this is really AWESOME work, guys! 🙌🙌

27-03-19, 11:11 PM

#69

MadScientist ◊
Director

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

Originally Posted by **Offside Trap** ▶

I assume you meant #32

Its #33. 33 contains colored attributes, 32 not... Didn't you get colored attributes in your test??

28-03-19, 12:31 AM

#70

bruebous ◊
Director

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

Originally Posted by **Ravanelli** ▶

Ran 5 seasons with 10 leagues, all competitions ran smoothly, no single error, managers moving around countries perfectly, excellent player development, this is really AWESOME work, guys! 🙌🙌

True, amazing work

28-03-19, 10:13 AM

#71

Marquess ◊
Youth Team Player

Join Date: 08-06-15
Posts: 23

After a one season didnt see any bugs.

28-03-19, 01:09 PM

#72

bruebous ◊
Director

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

The Roma thing must be because of last position. Serie A seems fine but serie B is missing the 7;13 and 15 places. 1 to 21 are set. Also there are 4 serie c clubs and one of them is last position 5. Will take a look in last year tables later, gotta go to work now.

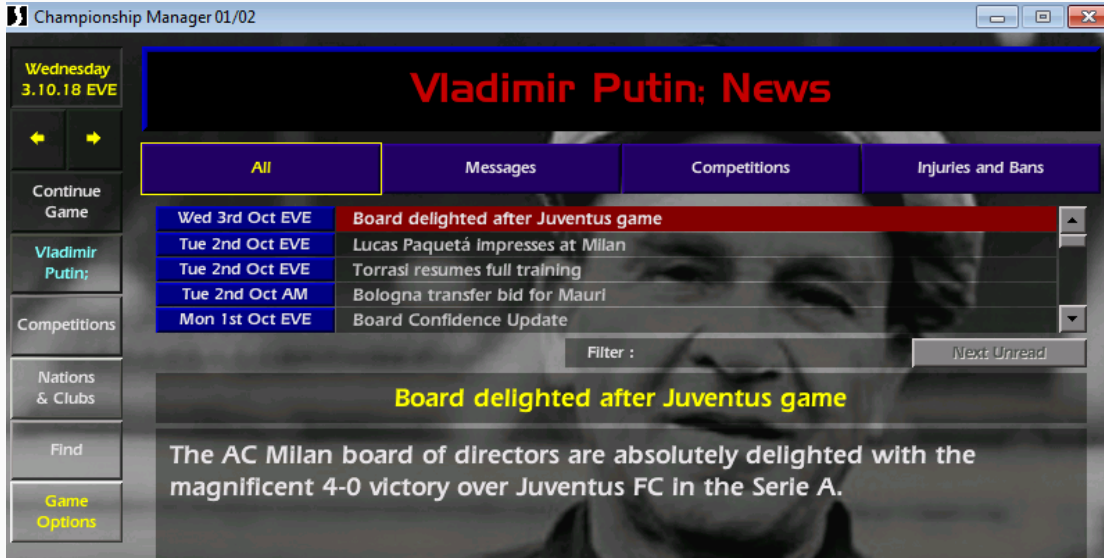
28-03-19, 01:12 PM

#73

zionmaster ◊
King of the Mountain - 2016

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

Everything's so great, excepting the start year of the game: 2018



28-03-19, 01:35 PM

#74

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by zionmaster ◊

Everything's so great, excepting the start year of the game: 2018

<https://i.imgur.com/Pc5ERY5.png>

It's meant to start in 2018. It's not a really 2019 specific unless you start in Brazil, Norway, Sweden or Japan.

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28-03-19, 01:39 PM

#75

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **bruebous**

The Roma thing must be because of last position. Serie A seems fine but serie B is missing the 7;13 and 15 places. 1 to 21 are set. Also there are 4 serie c clubs and one of them is last position 5. Will take a look in last year tables later, gotta go to work now.

Avellino missing Last Division Italian Serie B and position 15

No idea on Roma. All looks right. Maybe it's a side effect of Avellino not being correct

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Forum CM 01/02 Updates Patches Saturn v6+ March 2019 BETA in post #40

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Thread: Saturn v6+ March 2019 BETA in post #40

Thread Tools

28-03-19, 01:49 PM

#76

MadScientist
Director

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

Originally Posted by **zionmaster**
Everything's so great, excepting the start year of the game: 2018

Thank you for your feedback and testing! 🙌

Originally Posted by **Dermotron**
It's meant to start in 2018. It's not a really 2019 specific unless you start in Brazil, Norway, Sweden or Japan.

Just one example to detail Dermotron's answer:
If you wish to start a new game exactly in 30th march 2019 controlling a team from England, then when you start the new game, choose to also load Finland league, and when it asks you the start date, choose Finland start date, and then pick your desired team in england: you will see the game starts exactly in 30th march 2019.

28-03-19, 02:01 PM

#77

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Another small point, even though its using March 2019 Data, the data is updated to represent the 2018/19 season

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28-03-19, 02:07 PM

#78

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

Exactly. And there is no real point in starting in March 2019, the league tables will be random and not reflect those of today...

And not to push you guys, because you did an amazing job, but any idea on final release date? Really can't wait to start a long career game with this!

28-03-19, 03:11 PM

#79

MadScientist
Director

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

Originally Posted by **Ravanelli**

Exactly. And there is no real point in starting in March 2019, the league tables will be random and not reflect those of today...

When you choose a start date that's later than July 2018 (or June, not sure), the game simulates all the other loaded leagues until the start date you have chosen. So the league tables won't be exactly equal to those of today, but will more or less reflect those of today (won't be purely random). And if you choose start date Finland 30th March 2019, the squads in 30th March 2019 in game in all other leagues will be equal as of today IRL, because the game doesn't transfer any players between clubs until the start date you have chosen.

If you choose to start date June/July 2018, when you reach March 30th 2019 the league tables won't be exactly equal to those of today as well, they will have been simulated the same way anyway. But the squads in 30th March 2019 will be very different as of today because many transfers will occur until you reach March 2019.

So I personally prefer choosing Finland 30th March 2019 as start date regardless of the league I'm going to play, in my opinion it is more realistic to reflect today. But I understand many people choose start date of the same league they will play, to start their leagues from zero to play the entire 18/19 league from the beginning.

Originally Posted by **Ravanelli**

And not to push you guys, because you did an amazing job, but any idea on final release date? Really can't wait to start a long career game with this!

I think final release will be tomorrow, I also can't wait to start a long career game 😊, great update.

Last edited by MadScientist; 28-03-19 at 03:56 PM.

28-03-19, 04:25 PM

#80

Ravanelli
Decent Young Player

Join Date: 15-12-13
Posts: 98

That's great news, MadScientist. And I see your point, although the league tables are often really far off reality (especially Arsenal always seem to be underperforming), and the game begins with a lot of managers being immediately sacked. But of course when you start in July a lot of managers will also be sacked come March 30, so it's a bit the same:-). And loan players will have played for their mother club until March 30th also. Just a question of starting new games until you get one where the league tables are more or less like today. Looking forward!

28-03-19, 05:58 PM

#81

bruebous
Director

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

Originally Posted by **Dermotron**

Avellino missing Last Division Italian Serie B and position 15

No idea on Roma. All looks right. Maybe it's a side effect of Avellino not being correct

Only fixing Avellino didn't work. The whole Italian story is a mess, considering they change the format of second division, impacting all. So there is a 15th place as last division C1B promoted to Serie C1A, same with the 8th place. Bari, Avellino and Cesena finished in 7, 15 and 13 but got relegated to Serie D. So I tried to change them with the 19/20/21 IRL (Entella, Novara and Pro Vercelli), but still didn't work.

Considering it's only a one-season deal impacting only one team, I figure I could give up. Why Roma though I have no idea

28-03-19, 06:05 PM

#82

MadScientist
Director

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

Originally Posted by **bruebous**

Only fixing Avellino didn't work. The whole Italian story is a mess, considering they change the format of second division, impacting all. So there is a 15th place as last division C1B promoted to Serie C1A, same with the 8th place. Bari, Avellino and Cesena finished in 7, 15 and 13 but got relegated to Serie D. So I tried to change them with the 19/20/21 IRL (Entella, Novara and Pro Vercelli), but still didn't work. Considering it's only a one-season deal impacting only one team, I figure I could give up. Why Roma though I have no idea

Thanks for trying this. I was going to try the Avellino fix too, but I'll just keep it unchanged then, or I'll just add their last position 15 to avoid any bugs in the cup.

About Roma, Dermotron suggested it might be because they are playing Champions League Qualifier.

Last edited by MadScientist; 28-03-19 at 06:13 PM.

28-03-19, 08:23 PM

#83

bruebous

Join Date: 03-03-15

Director

Location: Nova Friburgo, Brazil
Posts: 1,421

I would leave as it is. We are testing this way, and didn't find any other bug

28-03-19, 09:02 PM

#84

Andrea71
Director

Join Date: 07-03-17
Posts: 828

Originally Posted by **bruebous**

The Roma thing must be because of last position. Serie A seems fine but serie B is missing the 7;13 and 15 places. 1 to 21 are set. Also there are 4 serie c clubs and one of them is last position 5. Will take a look in last year tables later, gotta go to work now.

This is actually very bad and we shouldn't release like that (unless Dermot or some of you guys know better). By the way Torino and Spal are both ISA 9.

When I joined the team, I was told to take care of properly set last division and position, otherwise the Italian Cup would likely crash and not be played again.

Nobody told me what "properly set last division and position" meant, therefore I learned my own way, which works.

This: "serie B is missing the 7;13 and 15 places. 1 to 21 are set." is probably a problem. It could trigger duplicated entries in the cup and the competition crash.

This: "Also there are 4 serie c clubs and one of them is last position 5" is correct. Best 5 C1A and best 5 C1B clubs should be in the Cup.

And the Avellino fix... is probably going to worsen things, because Avellino was placed B15 in 2017-2018 but then folded and restarted from Serie D (Serie C2 in our DB).

We need to work out the correct fictional last season positions that makes the Saturn patch work.

I'll make an educated guess at it, and see what happens.

It's even possible that adding two extra clubs to serie A means that two Serie A clubs can't play the Italian Cup.

Last edited by Andrea71; 28-03-19 at 09:25 PM.

28-03-19, 09:46 PM

#85

bruebous
Director

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

I run 2 tests and the italia cup didn't crash. Roma start playing in season 2, so i guess the game auto fixed? And after my post I found the 7/13/15 places, they just ended in serie d, as you said, they folded. I try to change their position with the last 3 in last season table (can't remember the teams anymore) but it didn't fixed anyway. If you can find a way to set things straight would be better of course but i don't think it will crash the game. What i do in Brazil, that have 28 clubs in game and 20 IRL is to put the relegated clubs with the last position (25/26/27/28).

28-03-19, 10:10 PM

#86

MadScientist
Director

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

Originally Posted by **Andrea71**

We need to work out the correct fictional last season positions that makes the Saturn patch work.

I'll make an educated guess at it, and see what happens.

I found this "Italy positions.txt" in the "v6\Database Changes" folder of saturn's patches collection:

Code:

```
Serie A
01 Juventus
02 Napoli
03 Roma
04 Inter
05 Lazio
06 Milan
07 Atalanta
08 Fiorentina
09 Torino
10 Sampdoria
11 Sassuolo
12 Genoa
13 Chievo
14 Udinese
15 Bologna
16 Cagliari
17 SPAL
18 Crotona (B)
19 Verona (B)
20 Benevento (B)

Serie B
01 Empoli (A)
02 Parma (A)
03 Frosinone (A)
04 Palermo
05 Venezia
06 Cittadella
07 Novara (IRL Bari relegated, 20th placed Novara one of three clubs to make up a 22 team Serie B but rejected)
```

I believe those are the "last positions" saturn used in v6.

Is it what you are looking for Andrea?

28-03-19, 10:20 PM

#87

MadScientist
Director

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

I checked several of the "last positions" from the .txt above and they all match the data from saturn oct2018. So those are indeed the "last positions" he used in v6.

So, does that mean I should simply edit the database "last division" and "last position" of each club to match the .txt above and we will be good?

28-03-19, 11:15 PM

#88

Andrea71
Director

Join Date: 07-03-17
Posts: 828

It won't work because our set of clubs is different from Saturn's. Two clubs (Matera and Pro Piacenza), was removed from DB and replaced because folded and we also made different choices for the filler clubs.

I found the following problems in our DB:

Code:

```
There's a double A9
There's a missing A17
There's a missing B15
There's a missing C1A 3
There's a missing C1B 2
There's a double C1B 5
There's a missing C2B 10
There's a missing C2C 8
```

The good part... is that the algorithm I found out to set last division / last position, seems to be very similar to what was implemented by Saturn.

Therefore I would try the following and keep my finger crossed:

Code:

```
Juventus FC Italian Serie A 1
SSC Napoli Italian Serie A 2
AS Roma Italian Serie A 3
Internazionale Italian Serie A 4
SS Lazio Italian Serie A 5
AC Milan Italian Serie A 6
Atalanta BC Italian Serie A 7
ACF Fiorentina Italian Serie A 8
Torino FC Italian Serie A 9
UC Sampdoria Italian Serie A 10
US Sassuolo Italian Serie A 11
Genoa CFC Italian Serie A 12
Chievo Verona Italian Serie A 13
Udinese Calcio Italian Serie A 14
Bologna FC 1909 Italian Serie A 15
Cagliari Calcio Italian Serie A 16
SPAL Italian Serie A 17
FC Crotone Italian Serie A 18
Hellas Verona Italian Serie A 19
Benevento Calcio Italian Serie A 20
FC Empoli Italian Serie B 1
Parma Calcio 1913 Italian Serie B 2
Frosinone Calcio Italian Serie B 3
US Palermo Italian Serie B 4
Venezia FC Italian Serie B 5
AS Cittadella Italian Serie B 6
AC Perugia Calcio Italian Serie B 7
Foggia Calcio Italian Serie B 8
Spezia Calcio Italian Serie B 9
Carpi FC 1909 Italian Serie B 10
```

28-03-19, 11:31 PM

#89

MadScientist ◊
Director

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

Thanks I can try that but Im not sure how to test it to check if it worked...

And won't it create some doubles?

And how do I remove the existing doubles?

28-03-19, 11:57 PM

#90

Andrea71 ◊
Director

Join Date: 07-03-17
Posts: 828

I'm testing it right now.

If it works I'll send you a copy of the DB.

I downloaded it this afternoon. Is that version still up to date?

If it is, you can just continue working from the one I'll send.

29-03-19, 12:02 AM

#91

MadScientist ◊
Director

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

Originally Posted by **Andrea71**

I'm testing it right now.

If it works I'll send you a copy of the DB.

I downloaded it this afternoon. Is that version still up to date?

If it is, you can just continue working from the one I'll send.

Thank you, that would be great. Yes that's the latest version, I didn't make any changes to it.

29-03-19, 12:25 AM

#92

bruebous
Director

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

I'm running tests right now following Andrea's post

edit: it fixes Roma, let's see if it doesn't cause any crashes or anyone else got out of the cup

edit 2: everyone from Serie A is playing

let's run holiday to see if it doesn't crash

29-03-19, 12:27 AM

#93

Andrea71
Director

Join Date: 07-03-17
Posts: 828

It works great.

A17 - A20, all of Serie B, and best three clubs of C1A and C1B enter Italian Cup at first stage.

A09 - A16, enter Italian Cup at Second Round (Round of 32)

A01 - A08, enter Italian Cup at Third Round (Round of 16)

I'll send you the DB. Thanks Bruebous, more tests are very welcome. I'll send you my DB too.

29-03-19, 12:30 AM

#94

bruebous
Director

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

Great job as always Andrea! 🙌

29-03-19, 12:54 AM

#95

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Good work Andrea 🙌

Chapman0102.co.uk Facebook Page
13000 followers and rising
November 2020 Data Update Out Now

29-03-19, 03:36 AM

#96

bruebous
Director

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

last test, all leagues max db
no problems

29-03-19, 05:56 PM

#97

MauroG
Hot Prospect for the Future

Join Date: 04-11-15
Posts: 115

Thank you for the patch!

29-03-19, 05:59 PM

#98

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Similarly to how Saturn's releases went, when this is finalised will we still have the options of slightly different patches, sorted by Laptop vs Desktop, 800x600/1280x800 etc?

29-03-19, 06:05 PM

#99

MadScientist ◊
Director

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

Thank you very much andrea and bruebous for fixing it and testing. Im downloading it now and checking. 🙏

29-03-19, 06:07 PM

#100

MadScientist ◊
Director

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

Originally Posted by **martinho**

Similarly to how Saturn's releases went, when this is finalised will we still have the options of slightly different patches, sorted by Laptop vs Desktop, 800x600/1280x800 etc?

yes i will mass patch all existing v6 .exes preserving their options. Im not going create new .exes with different options than those from existing v6 .exes though.

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Forum CM 01/02 Updates Patches Saturn v6+ March 2019 BETA in post #40

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Thread: Saturn v6+ March 2019 BETA in post #40

Thread Tools

29-03-19, 08:54 PM

#101

saturn
Programmer
VIP

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

Great job MadScientist (and everyone else that helped to create the database files!). I would love to use those as the base for the v7 patch if that would be okay.

29-03-19, 09:04 PM

#102

evesham
VIP

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

saturn returns, your like the Undertaker  

29-03-19, 09:06 PM

#103



GFRay
VIP

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

Originally Posted by **saturn**

Great job MadScientist (and everyone else that helped to create the database files!). I would love to use those as the base for the v7 patch if that would be okay.

Saturn, legend! 

Please, please, please, please make your v7 .exes compatible with Windows 95 so I can play my network games again with your beloved patch!  

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

29-03-19, 09:09 PM

#104

Offside Trap
Squad Rotation Player

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

I echo what GFRay says about compatibility, you know we love our network games, and tbh, its not been the same, using other patches with the current database. I now see life again, in what has been a cold time for me, since I last read a post from you 😊

29-03-19, 09:37 PM

#105

Redknapp69 ◊
Member of the Month
Social Media Mod

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

Good to see you back Saturn 🤝

Hope you have had a nice break from this madhouse that we all love 😊🎉🎉

29-03-19, 09:38 PM

#106

MadScientist ◊
Director

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

Originally Posted by saturn 📄

Great job MadScientist (and everyone else that helped to create the database files!). I would love to use those as the base for the v7 patch if that would be okay.

Yes! The final version with the italy changes made by Andrea is here: <https://www.sendspace.com/file/2gzpve>

That was done very carefully following your great conversion guide and is 100% converted, so we are very happy you can use that as your base for the v7 .exe patch so you won't have to spend time converting the database. 🤝

29-03-19, 09:43 PM

#107

compicat ◊
Youth Team Player

Join Date: 27-08-14
Posts: 3

Thanks for amazing work. Can we make this 8x by ourselves? Thanks in advance for the reply.

29-03-19, 10:05 PM

#108

saturn ◊
Programmer
VIP

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

Thanks for all the welcome backs!

Unfortunately I still don't know what caused the network games to stop working in v6, so there's a good chance that they still won't work in v7. I would like to try and solve it though, as although there were many issues in the v6 thread it was mainly GFRay and the other networkers that were providing the best feedback on their problems. Perhaps we can open a thread in the Network Games forum and try and solve the issues there once the v7 patch has been released.

29-03-19, 10:28 PM

#109

Offside Trap ◊
Squad Rotation Player

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

Originally Posted by saturn 📄

Thanks for all the welcome backs!

Unfortunately I still don't know what caused the network games to stop working in v6, so there's a good chance that they still won't work in v7. I would like to try and solve it though, as although there were many issues in the v6 thread it was mainly GFRay and the other networkers that were providing the best feedback on their problems. Perhaps we can open a thread in the Network Games forum and try and solve the issues there once the v7 patch has been released.

Good call, as I appreciate the network issues, possibly diverted away from issues with the patch itself, in which case, I found none 😊

29-03-19, 11:58 PM

#110

ballo ◊
Decent Young Player

Join Date: 03-03-12
Posts: 67

I appreciate the work that you guys are doing!
Is there any date when the patch is set for the March Update?

30-03-19, 10:44 AM

#111

Tierney-LFC-1990 ◊
Reserve Team Player

Join Date: 20-02-16
Posts: 293

Has the World Cup and European Championship History been fixed for this one lads?

02-04-19, 09:42 PM

#112

MadScientist ◊
Director

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

Thank you Dermotron, Andrea71, bruebous and jacobclear, and everyone else who helped converting and testing the database for the v7 patch in this thread 🙏 The v7 patch (for march 2019 update) is officially released now:
<https://champman0102.co.uk/showthread.php?t=12181>

02-04-19, 09:48 PM

#113

GFRay ◊
VIP

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

You are all legends. Every single one of you. 🙌🙌

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

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