



Thread: Stadium Queries

Thread Tools

06-07-12, 06:08 PM

#1

Bobinjo
Youth Team Player

Join Date: 05-03-12
Posts: 14

Stadium Queries

Hello!

I'm into my 9th season at Napoli, very successful, but every few years, my stadium expansion plans are vetoed by some local council or community or whatever... anyone else having the same problem and will this continue to occur in the future?

thank you

06-07-12, 06:16 PM

#2

ebfatz
Social Media Mod
Former Holy Trinity Member
Stories Mod

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

As the Apple community often state.

"There's an app for that!"

It's part of this one from the Download section.

<http://www.champman0102.co.uk/downlo...?do=file&id=45>

06-07-12, 06:17 PM

#3

Bobinjo
Youth Team Player

Join Date: 05-03-12
Posts: 14

is this like a cheat? if yes, then i don't want to use it 😊

06-07-12, 06:37 PM

#4

Patinoz
Player

Join Date: 18-12-11
Location: Dresden
Posts: 6,429

have you already expanded your stadium? you can see in the editor what the stadiums expansion capacity is. might have reached it already

06-07-12, 06:40 PM

#5

swedishcmgod ◦
Backup Player

Join Date: 02-03-12
Location: Stockholm, Sweden
Posts: 624

every few years, my stadium expansion plans are vetoed by some local council

will this continue to occur in the future?

Seems like you answered that one yourself 🤖

06-07-12, 07:12 PM

#6

Lo.Fi
Unattached

Unfortunately, it is the same with all Italian clubs in CM. No stadium can be expanded except in the case of those minnow clubs who are promoted to Serie A and need to meet capacity requirements of the league.

Like yourself I never use the editor to fix it. It is cheating in my opinion, and besides, I find it more fun prudently managing the financial side of things rather than banking on massive gate receipts. More realistic.

06-07-12, 07:36 PM

#7

BeezerCeltic1967 ◦
Director

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

is there any stadiums that have expansion ability irl?
if there is post it in the italy section what you think it should be and we could try and get it in for you 🤖

06-07-12, 07:40 PM

#8

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

I personally wouldn't use it and just go with what the game gives us but that is the only option available I believe.

06-07-12, 07:46 PM

#9

BeezerCeltic1967 ◦
Director

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

maybe be an idea to get peoples opinions on what their clubs stadium could be expanded to?
would add a wee bit of something different to the game and a reward if you got the fans flocking and the team doing well 🤖

06-07-12, 07:57 PM

#10

swedishcmgod ◦
Backup Player

Join Date: 02-03-12
Location: Stockholm, Sweden
Posts: 624

🗨️ Originally Posted by **BeezerCeltic1967** 🗨️

*maybe be an idea to get peoples opinions on what their clubs stadium could be expanded to?
would add a wee bit of something different to the game and a reward if you got the fans flocking and the team doing well 🤖*

good idea 🤖 could easily become too biased though

06-07-12, 08:42 PM

#11

BeezerCeltic1967 ◦
Director

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

we could take ideas and decide what is real,
after all there is teams irl who can expand or will move to bigger stadiums.

07-07-12, 08:01 AM

#12

Bobinjo ◦
Youth Team Player

Join Date: 05-03-12
Posts: 14

no, i haven't expanded it before... ah well, i'll try to make money the good old way, thanks for all your input, guys! it's nice to see such a nice community, still active and keeping this awesome game alive!

15-07-12, 11:19 AM

#13

Baron Zbing ◦
Squad Rotation Player

Join Date: 13-06-12
Posts: 1,044

Stadium improvement blocked

Hi guys,

I'm playing with Racing CP (France), which plays its home games at Stade Yves du Manoir, where the first World Cup final was played. Today it only has 7000 seats left and the training grounds need major improvements. I have had over 30 millions in the bank for two years running and each time due to strong local opposition the local council has blocked the planning permission. This is sad for the defending CL champ.

Any ideas or ways to avoid this in the future ?

PS : I don't have the editor

15-07-12, 12:32 PM

#14

Fods ◦
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

ps\
☺ u DO have the editor 🤖

15-07-12, 02:26 PM

#15

Baron Zbing ◦
Squad Rotation Player

Join Date: 13-06-12
Posts: 1,044

I've downloaded the game on my laptop and cmed doesn't open up. I'm afraid to do anything as the game works perfectly fine, which it hadn't for years

15-07-12, 03:40 PM

#16

Topofthekop ◦
Squad Rotation Player

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

use a save game editor and change it yourself

GK save game editor works best 🤖

15-07-12, 04:49 PM

#17

Baron Zbing ◊
Squad Rotation Player

Join Date: 13-06-12
Posts: 1,044

Where can I download it and how does it work? CM is running on a virtual drive on my computer ...

15-07-12, 07:43 PM

#18

ebfatz ◊
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

The save game editor is in the download section.
Should be under tools.

It's pretty self explanatory. Let's you change a number of features within the game.

16-07-12, 08:44 AM

#19

Baron Zbing ◊
Squad Rotation Player

Join Date: 13-06-12
Posts: 1,044

Hey ebfatz, I know how to use the editor, sorry if I weren't clear, I'm just afraid to impact the setup of the game on my laptop. As I stated above, it had been a long while since I could play that game and don't want to risk that by using an editor.

16-07-12, 09:37 AM

#20

Mark ◊
Chairman

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

Ahh, sounds familiar! Although not in the league of having 30m in the bank!

16-07-12, 09:38 AM

#21

BlazeRavenwolf ◊
First Team Player

Join Date: 02-03-12
Posts: 2,500

Unless you use an editor you will have to go on with the same stadium and hope the board or the local council eventually let you expand
p.s. I have the same thing with my Chelsea game I have had maximum attendance now for 2 years and I can't get the board to expand

16-07-12, 09:49 AM

#22

ebfatz ◊
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

Ah I see. Up to you then mate.

Weird that the Official Editor doesn't open. I'm running on MagicISO on laptop and it opens fine for me.
As do Save Game Editors.

Any error message or just doesn't open?

16-07-12, 10:28 AM

#23

Baron Zbing ◊
Squad Rotation Player

Join Date: 13-06-12
Posts: 1,044

Ok guys I've donwloaded GK' saved game editor and it works fine for players and staff, but everytime I try to update my club Racing, i Have "runtime roor '6' overflow, then the editor closes.

It seems that Stade Yves du Manoir is cursed ... its max capacity is 9600 right now

Fods

Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Use Cm Explorer for any changes Team/Stadia related....

Also make sure to run the editor as Administrator

trunky

The late Arthur Dent

Join Date: 17-05-12
Location: Here
Posts: 3,857

Originally Posted by Baron Zbing

Ok guys I've donwloaded GK' saved game editor and it works fine for players and staff, but everytime I try to update my club Racing, i Have "runtime roor '6' overflow, then the editor closes.

It seems that Stade Yves du Manoir is cursed ... its max capacity is 9600 right now

That error occurs when you try to build a club up higher than it should be. Check to make sure that you are professional, have a good training number (20 is the best) and a high club reputation. Higher the club reputation, the more money you can have and the bigger the stadium.

If none of the above works then move clubs

< Non-Americans in MLS | Modern day players >

Posting Permissions

- You may not post new threads
 - You may not post replies
 - You may not post attachments
 - You may not edit your posts
- BB code is On
 - Smilies are On
 - [IMG] code is On
 - [VIDEO] code is On
 - HTML code is Off

Forum Rules

-- Default Style

Archive Web Hosting Top

All times are GMT +1. The time now is 02:22 PM.

Powered by vBulletin® Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Forum » Championship Managers Club » General » Stadium Queries

Results 26 to 50 of 103

Page 2 of 5 « First 1 2 3 4 5 » Last »

Thread: Stadium Queries

Thread Tools

29-07-12, 04:29 PM

#26

Retro
Unattached

Originally Posted by **trunky**

That error occurs when you try to build a club up higher than it should be. Check to make sure that you are professional, have a good training number (20 is the best) and a high club reputation. Higher the club reputation, the more money you can have and the bigger the stadium.

If none of the above works then move clubs

In my version, Rangers are semi professional (because I put them in the third division) - do you think this will affect anything?

02-01-13, 03:36 AM

#27

ButchReedMark
Youth Team Player

Join Date: 30-12-12
Posts: 2

Stadium Shrinking?

I'm managing Sampdoria in Serie A using ODB. My stadium has actually lost 10,000 seats at the rate of 5,000 a season! Is this common?

02-01-13, 04:50 AM

#28

Bern
Hot Prospect for the Future

Join Date: 03-09-12
Posts: 103

I've had this happen while managing Avellino in Serie B.

It has to do with the club being too much in debt.

I think this is pretty common in the game in Italy because so many teams are in debt. It seems the boards will allow outrageous wages, despite the inability of most clubs to create any significant income.

02-01-13, 05:59 AM

#29

316'sRegen
Unattached

they closed a stand in the big red game in my everton team, decreasing the capacity.

02-01-13, 10:06 AM

#30

Cam F ◦
VIP

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

Many years into I think it was 99/00, the national stadium Hampden was down to about 5000 seats from 50000 🙄

As Queens Park are amateur they don't have any money to maintain the stadium whereas in real life the SFA maintain the stadium.



02-01-13, 12:55 PM

#31

ClayDatsusara ◦
Squad Rotation Player

Join Date: 03-03-12
Location: Portugal
Posts: 1,076

Originally Posted by **Chris_3_16** ▶▶

they closed a stand in the big red game in my everton team, decreasing the capacity.

same thing happened to me in Big Red! twice 🙄 they closed down two stands due to insecurity and maintenance costs, but then a new board took over and my first request was to expand!

02-01-13, 05:57 PM

#32

ButchReedMark ◦
Youth Team Player

Join Date: 30-12-12
Posts: 2

I wish it were debt, I'm 60m in the black. Checked CM explorer and apparently I can expand back to the original 42,000 but when I asked for the expansion the council said no. Grumble. Been playing for years, and it's the first time it's happened to me.

Interesting.

02-01-13, 06:00 PM

#33

Bern ◦
Hot Prospect for the Future

Join Date: 03-09-12
Posts: 103

That sucks. I've only had it happen with teams in debt.

05-01-13, 07:52 PM

#34

AtomicAnt ◦
Backup Player

Join Date: 06-03-12
Posts: 705

The most bizarre example of this is when i managed Juventus when they shared Stadio Olimpico in Turin with Torino FC. Torino were struggling financially and kept shutting down the stadium, and each spring Juventus expanded the stadium back to its original size (aprox).

25-03-13, 11:03 PM

#35

ilovesanmarino ◦
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

I found this issue plagued the italian league more than any other because of the unlimited wages and shared stadiums, and lead to a downward spiral as even if the clubs had their debts cleared, they couldnt get the fans in to stop it happening again. After it got to the point of ridiculous, I used Graeme Kelly's editor to reset the stadiums, and then to make it a bit more realisted each time the news said a

team was in financial trouble (I think this is triggered by a stadium reduction, rather than just a club being "bankrupt") I would click on the "transfer all" button, as in real life that is what happens.

It had to be editor v3.8 as v4 no longer works editing stadiums, I'm sure there are editors here that do it though

25-09-13, 11:14 PM

#36

bhnow ◦
VIP

Join Date: 08-03-12
Location: Sydney, Australia
Posts: 206

In one of my save games, I'm shooting for the moon - I wanted to see how big a stadium could be built, by the standard increments. But after editing the expansion capacity to some extraordinary number, (eg 300000) I can only increase the capacity by 16000 and **once only**. After that, the average attendance seems to be just under the percentage needed to be able to be expanded again. And that average attendance doesn't seem to ever go up again.

Even if I edit the attendance to way over the capacity, I can still just get the one increment.

I've even edited the attraction of the city to maximum, in case that was a factor, but didn't seem to do anything.

Something obvious I'm missing, or infinite increment increases can't be done?

I don't want to use a save game editor, I just wanted to know whether the game mechanics allow for an ordinary club to gradually become a super-club.

26-09-13, 12:01 AM

#37

Topofthekop ◦
Squad Rotation Player

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

I think part of it depends on your board as well, If they think its financially worth it and the club has the funds and capacity to expand. I have had more than one expansion after trying it before with Cardiff.

26-09-13, 01:39 PM

#38

BobMem ◦
First Team Player

Join Date: 04-03-12
Posts: 4,250

I don't know how the game works out attendances but maybe the city, location or even country you are in has an effect. I seem to remember you can put co-ordinates or something into the data editor when creating a stadium?

I would suggest taking a London club, increase the rep as you have done and capacity etc. Also decrease all the surrounding clubs' reps.

I seem to recall from a dim and distant past that you need 90% average attendance over a season to successfully expand. You have to ask the board AFTER the season has finished. If they say yes then the expansion doesn't happen until the following close season (a year later). On my Ipswich save I've had 4 expansions I think. Starting at 30,500 I'm now up to 49,700. 😊
Home FA and league cup games are a b*tch though. I only get about 10-12k attendance which was enough to push the average below the target for 3 successive seasons when I was trying to expand from 43,700.

26-09-13, 09:40 PM

#39

Redknapp69 ◦
Member of the Month
Social Media Mod

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

anyone ever managed to get Liverpool extended? - always blocked by council - which is pretty true to real life!

26-09-13, 10:56 PM

#40

Topofthekop ◦
Squad Rotation Player

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

🗨️ Originally Posted by **Redknapp69** 🗨️

anyone ever managed to get Liverpool extended? - always blocked by council - which is pretty true to real life!

I dont think its possible without pre game editing of stadium capacity. I think its set at its max, not 100% sure though

26-09-13, 10:59 PM

#41

kuy ◦

Originally Posted by **BobMem**

I would suggest taking a London club, increase the rep as you have done and capacity etc.

I haven't messed around with the editor etc, but on the subject of London clubs I thought I'd share my experience:

In a Spurs save (start year 2010) in which I'm pretty much dominating the world and have been for two decades, I've had around 1,000 - 2,000 new seats added most seasons, whether I request it or not. However in the summer of 2013 there was a huge jump in capacity (over 10,000 seats added), to 47,000.

Since then, I've had: 1k seats added in 2015, 2k in 2018, 2k in 2020, 1k in 2021, 2k in 2022, 2k in 2025, 1k in 2026, and 2k in 2028.

There's never been any issue with the local council or similar. Sometimes I make a request and sometimes I don't - unfortunately I haven't kept track of whether this has an effect (such as more seats added) or not.

Originally Posted by **EL-TOPPO**

I dont think its possible without pre game editing of stadium capacity. I think its set at its max, not 100% sure though

Not sure how this works so I may be misunderstanding, but with the 2010 database I've got Liverpool up to 58,362 by 2025. Also, on my Spurs save mentioned above: in the Editor (March 2012 database) White Hart Lane has a capacity of 36,267, an expansion capacity of 44,000, and a maximum attendance of 55,000. By the year 2029, WHL is now a 60,000-seater stadium.

I don't have the patience to work out my average attendance as a percentage each year and see what effect that has, but I'm happy to post the figures here if someone else wants to do it!

Last edited by kuy; 26-09-13 at 11:12 PM. Reason: Added quote

26-09-13, 11:08 PM

#42

ilovesanmarino
Squad Rotation PlayerJoin Date: 28-02-13
Location: UK
Posts: 1,146

In the .68 game I played Portsmouth always got vetoed by the council after the board agreed, again anyone familiar with Fratton Park will know this is very realistic. I also suffered this terribly with San Marino too, being stuck at 5000 for many years before finally getting to expand. I am not Portsmouth in my current game (T3) but am of course San Marino, I have had no problems getting the stadium expanded this time. (starting this time at 7000 expanded to 8500 then 13800 then 16900 over three seasons) Does the "club own stadium" option have any affect? Its about the only field available in the editors

16900 is enough to fit 50% of the population of San Marino inside of course, and I have already filled it once this season, average is only 14510 though and I spent all my money so maybe a while before I try and expand again)

05-10-13, 07:03 PM

#43

ilovesanmarino
Squad Rotation PlayerJoin Date: 28-02-13
Location: UK
Posts: 1,146

Bobmem, I have just noticed your comment about when to ask about the stadium and I disagree.

You need to ask early in the season and have enough money for it and never let the money drop

then you should get it expanded at the end of the season

if you have lots on money and are at 100% attendance and lots of money you may not need to expand

unless you set the boards ambition to 1 like I did with Ontinyent and get told 5000 is plenty, every single year.

07-10-13, 01:53 PM

#44

Kingsley
The MascotJoin Date: 05-03-12
Location: Ribble Valley
Posts: 5,734Originally Posted by **ilovesanmarino**

*In the .68 game I played Portsmouth always got vetoed by the council after the board agreed, again anyone familiar with Fratton Park will know this is very realistic. I also suffered this terribly with San Marino too, being stuck at 5000 for many years before finally getting to expand. I am not Portsmouth in my current game (T3) but am of course San Marino, I have had no problems getting the stadium expanded this time. (starting this time at 7000 expanded to 8500 then 13800 then 16900 over three seasons) **Does the "club own stadium" option have any affect?** Its about the only field available in the editors*

16900 is enough to fit 50% of the population of San Marino inside of course, and I have already filled it once this season, average is only 14510 though and I spent all my money so maybe a while before I try and expand again)

I don't think it does. In my story, I left East Stirling on the brink of promotion to the SPL. Stenhousemuir are the owners of Ochillview and 5,000 seats were added to make the stadium compliant for SPL football. That was of course with an AI manager and it may be different with a human in charge, as CM 1/02 does go out of it's way to piss you about. I may have to go back to that save and see if the same thing happens with me in charge.

The artist formally known as The Eejit

07-10-13, 02:19 PM

#45

ilovesanmarino ◊
Squad Rotation Player

Join Date: 28-02-13
Location: UK
Posts: 1,146

One of the reasons I like playing in England, is the stadium requirements of the premier league enforcing the upgrade (and the reduced costs over earlier cms) I didn't know scotland was the same as I always picked queens park.

Actually rereading what I said above I don't make it clear what I was saying.

I have have the board expand my stadium without me asking, usually it is a very small increase but a couple of times it was big, and to a size I could never fill.

I edited the board of ontinyent to have minimum ambition and maximum patience, despite the stadium. Being full in d2b they said the saw no need to expand even when I was in la liga. So I believe as well as attendance, the boards ambition plays a role.

That's for the board oking expansion though, no ideas about council veto

Last edited by ilovesanmarino; 07-10-13 at 03:03 PM.

07-10-13, 02:44 PM

#46

Kingsley ◊
The Mascot

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

Queens Park are one of the hardest teams to manage in the whole of CM. They have a 50,000 capacity stadium and a crowd of three men and a dog (there is a dogs go free policy). It is impossible to balance the books and so even in the SPL, wages are restricted to £250 per week part time.

The artist formally known as The Eejit

21-02-14, 03:36 PM

#47

W_Imus ◊
Youth Team Player

Join Date: 21-02-14
Location: Turin, Italy
Posts: 3

😡 **The wonderful city council...**

Hi everyone, I've got a problem that's really frustrating me...

I'm playing a career with Amiens SC (French National); after five seasons I got promoted in Ligue 1 but still no stadium expansion!

I won the French National, then the Second Division, then I qualified for the UEFA Cup and the following year for the Champions League, but the city council never allowed the board to expand my stadium! Every time it's like that 😞

Is this a bug or I just have to be patient?

My stadium has got approx. 10,000 seats and it's always packed with people, just 10 - 20 seats not taken...

21-02-14, 03:48 PM

#48

wato20 ◊
First Team Player

Join Date: 02-03-12
Posts: 3,152

I'd write the local council a very strongly worded letter...

21-02-14, 03:53 PM

#49

W_Imus ◊
Youth Team Player

Join Date: 21-02-14
Location: Turin, Italy
Posts: 3

Tanzo85
Decent Young Player

Join Date: 23-03-12
Posts: 43

I think it'll be the data settings rather than a bug. If I remember correctly each stadium and club has a section in the data editor that includes minimum attendances, maximum attendances and average attendances which helps to generate what sort of attendance you get along with your reputation score.

And then there's a section which has ground expansion which indicates the maximum capacity the ground can be expanded to. If it's set to the same as your existing capacity then that's likely why it won't let you do it. It's to add a bit of realism into the game as in some clubs are at the maximum capacity that they can realistically reach due to their surroundings etc. for example most London clubs have hit maximum capacity in England due to the surrounding infrastructure and it's why many are looking to move to new purpose built grounds.

Sometimes I think it also flashes up if you run out of money between the board agreeing to expand and the end of season update when the capacity increase is announced.

Only way round it would be to "cheat" using a saved game editor and check it out.

<< Non-Americans in MLS | Modern day players >>

Posting Permissions

- You may not post new threads
 - You may not post replies
 - You may not post attachments
 - You may not edit your posts
- BB code** is On
 - Smilies** are On
 - [IMG]** code is On
 - [VIDEO]** code is On
 - HTML code is Off
 - Forum Rules**

-- Default Style

Archive Web Hosting Top

All times are GMT +1. The time now is 02:23 PM.

Powered by vBulletin® Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Forum » Championship Managers Club » General » Stadium Queries

Results 51 to 75 of 103 Page 3 of 5 << First < 1 2 3 4 5 > Last >>

Thread: Stadium Queries

Thread Tools

27-02-14, 02:46 PM

#51

Kingsley ◊
The Mascot

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

Spot on Tanzo85

I have checked in my current save and Stade de la Licorne is set to

Capacity 12097
Seating 12097
Expansion 0

Without using the editor, there is absolutely nothing that you can do to increase the capacity.

The artist formally known as The Eejit

27-02-14, 03:06 PM

#52

Tanzo85 ◊
Decent Young Player

Join Date: 23-03-12
Posts: 43

Thought so! Stuck at work so couldn't check it out. 😞

I think the one time I was Arsenal they cannot expand The Emirates neither.

27-02-14, 10:41 PM

#53

kuy ◊
Squad Rotation Player

Join Date: 07-03-12
Posts: 1,651

Just cross-posting my experience from a different thread, <http://www.champman0102.co.uk/showth...521#post123521>

Originally Posted by **kuy** ◊

On my Spurs save mentioned above: in the Editor (March 2012 database) White Hart Lane has a capacity of 36,267, an expansion capacity of 44,000, and a maximum attendance of 55,000. By the year 2029, WHL is now a 60,000-seater stadium.

28-02-14, 05:45 PM

#54

Thank you guys!
I think I won't use a save game editor, I will try to push up the salary cap as much as possible, even with those small gate revenues!
Now I'm around 700k (euros) per month, so I think I have still some room to raise wages.

01-03-14, 02:16 PM

#55

Hugo9 ◊
Hot Prospect for the Future

Join Date: 16-02-14
Posts: 211



If anyone is interested, you can edit the stadium capacity using XVI32 (or similar) - you can download this here:
<http://www.chmaas.handshake.de/delph...vi32/xvi32.htm>

This is very nerdy but there's no danger of corrupting the save as no other data is being touched.

Save your game (uncompressed), best to make a backup just in case, then open it in XVI32.

Search > Find > make sure 'Text string' is selected and type in the name of the stadium.

Example:

On this image the red numbers are capacity, green is seating capacity and pink is expansion capacity.

To find out what the numbers actually are, type you can use this site: <http://www.statman.info/conversions/hexadecimal.html>

You need to type the number in reverse order, e.g. 000127f5 - which is 75765 decimal.

You can use the same site to convert decimal to hexadecimal, so if you wanted to increase capacity to 100000 (186a0) edit the value in XVI32 to: 0a 86 01 00. Do the same to seating.

Or just edit the pink number using the same technique - then pay for expansions in game.

Take that local residents!

02-03-14, 09:52 PM

#56

BobMem ◊
First Team Player

Join Date: 04-03-12
Posts: 4,250

Nice one Hugo9 🤔

But holy F*ck what does all that mean?! 🤔

Shouldn't your name be Hugo09F or something?

03-03-14, 11:25 AM

#57

Kingsley ◊
The Mascot

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

Originally Posted by Hugo9

If anyone is interested, you can edit the stadium capacity using XVI32 (or similar) - you can download this here:
<http://www.chmaas.handshake.de/delph...vi32/xvi32.htm>

This is very nerdy but there's no danger of corrupting the save as no other data is being touched.

Save your game (uncompressed), best to make a backup just in case, then open it in XVI32.

Search > Find > make sure 'Text string' is selected and type in the name of the stadium.

Example:

On this image the red numbers are capacity, green is seating capacity and pink is expansion capacity.

To find out what the numbers actually are, type you can use this site: <http://www.statman.info/conversions/hexadecimal.html>

You need to type the number in reverse order, e.g. 000127f5 - which is 75765 decimal.

You can use the same site to convert decimal to hexadecimal, so if you wanted to increase capacity to 100000 (186a0) edit the value in XVI32 to: 0a 86 01 00. Do the same to seating.

Or just edit the pink number using the same technique - then pay for expansions in game.

Take that local residents!

Can I clarify according to that screenshot, Old Trafford has a capacity of something over 4,112 million ! Now I know there are a lot who travel up from Surrey for the home games, but I'm not sure that the M6 would cope with that amount of traffic. Also, what the hell do you pay in ground maintenance ?

The artist formally known as The Eejit

03-03-14, 06:16 PM

#58

Hugo9 ◦
Hot Prospect for the Future

Join Date: 16-02-14
Posts: 211

Originally Posted by **The Eejit**

Can I clarify according to that screenshot, Old Trafford has a capacity of something over 4,112 million ! Now I know there are a lot who travel up from Surrey for the home games, but I'm not sure that the M6 would cope with that amount of traffic. Also, what the hell do you pay in ground maintenance ?

Just think how many prawns they'd need for the sandwiches!

4112974080 is the 'big endian' value but the value is read 'little endian' which is 75765

See following link for details: http://teaching.idallen.com/cst8281/...er_endian.html

28-06-15, 03:29 PM

#59

mazli88 ◦
Youth Team Player

Join Date: 07-04-15
Posts: 24

Is it possible to expand the stadium which has already got a retractable roof?

Is it possible to expand the stadium which has already got a retractable roof?

My board expanded the stadium (to 78.000 seats) more than ten years ago and since then nothing has happened; however, I get the average attendance of more or less 75.300.

28-06-15, 11:52 PM

#60

Fods ◦
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Depends what the expansion capacity is set at in the editor I guess, If its fixed at 78,000 then thats all the board will allow.

You can adjust that using a save game editor, but that would be cheating....

29-06-15, 09:56 AM

#61

mazli88 ◦
Youth Team Player

Join Date: 07-04-15
Posts: 24

Thanks, I know that.

So, having a retractable roof doesn't block further expansion?

29-06-15, 10:31 AM

#62

Elgin_McQueen ◦
Decent Young Player

Join Date: 12-03-12
Posts: 90

Any way of knowing without looking at the editor what the max capacity is?

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Originally Posted by **mazli88** ◊

Thanks, I know that.

So, having a retractable roof doesn't block further expansion?

Don't think so!

- - - Updated - - -

Originally Posted by **Elgin_McQueen** ◊

Any way of knowing without looking at the editor what the max capacity is?

Keep asking for an expansion, when they reject every-time, you probably know you are at your limit.

29-06-15, 01:17 PM

#64

mazli88 ◊
Youth Team Player

Join Date: 07-04-15
Posts: 24

Well, I've checked Borussia Dortmund's stadium. They have the roof and expanded the stadium nonetheless.

22-01-17, 11:18 AM

#65

rekkapena ◊
Youth Team Player

Join Date: 05-08-14
Posts: 1

Attendance and stadium question

Hi,

Does the min, max and average attendance figure change depending on your teams success? I'm managing a small team from Finland (Musan Salamat) and despite having won the league three times a row now, qualifying straight to the CL group stage AND having a whopping once expanded 19 000 spectator stadium (no cheating there!), my average attendance in the league is around 3300 spectators.

I checked the team in CM Explorer and it seems that min attendance is set to 200, max 1200 and for some reason average 5000...

Also, is there a way to change the venue for the CL games? Despite having a good stadium, all my games are played at the Helsinki Olympic Stadium.

I'm using 3.9.68 with the 3.9.60 data.

Thank you for advance!

edit. I just played the first CL game against Liverpool at my own stadium and attendance was... 3155!?! Furthermore, I played the next home game against Roma in Helsinki again and the attendance in that game was 39 260 🇹🇷

Last edited by rekkapena; 22-01-17 at 08:18 PM.

22-01-17, 10:48 PM

#66

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Change those figures in Cm Explorer and you will/should see an increase.

If you check the Helsinki stadium in CM Explorer you will see why

No way to change Cl venue as far as I know

23-01-17, 10:08 AM

#67

scemoka ◊
Backup Player

Join Date: 08-03-12
Posts: 596

23-01-17, 10:57 AM #68

Kingsley ◦
The Mascot

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

I think that the lack of replies means that it can't be done

The artist formally known as The Eejit

30-01-17, 05:08 PM #69

spence17r ◦
Youth Team Player

Join Date: 19-11-15
Location: Orkney Islands
Posts: 10

Stadium Expansion

is there anything you can do to influence the boards choice on stadium expansion

currently winning most major competitions. finances are extremely good. average attendance is close to capacity board are delighted with performance ect ect is there anything you can do other than the ultimatum route?

I dont want to edit the stadium size

when using lower league clubs it seems to be possible as the club grows but im currently with man utd lol

08-06-17, 12:17 AM #70

paddy ◦
Youth Team Player

Join Date: 03-06-17
Posts: 5

Originally Posted by **Hugo9**

If anyone is interested, you can edit the stadium capacity using XVI32 (or similar) - you can download this here: <http://www.chmaas.handshake.de/delph...vi32/xvi32.htm>

This is very nerdy but there's no danger of corrupting the save as no other data is being touched.

Save your game (uncompressed), best to make a backup just in case, then open it in XVI32.

Search > Find > make sure 'Text string' is selected and type in the name of the stadium.

Example:

On this image the red numbers are capacity, green is seating capacity and pink is expansion capacity.

To find out what the numbers actually are, type you can use this site: <http://www.statman.info/conversions/hexadecimal.html>

You need to type the number in reverse order, e.g. 000127f5 - which is 75765 decimal.

You can use the same site to convert decimal to hexadecimal, so if you wanted to increase capacity to 100000 (186a0) edit the value in XVI32 to: 0a 86 01 00. Do the same to seating.

Or just edit the pink number using the same technique - then pay for expansions in game.

Take that local residents!

Thank you! This has solved my problem. I could not edit a save game until I used this tool. Only wanted to upgrade the stadium to what I felt was a realistic level and no save game editor worked!!

04-02-18, 07:05 PM #71

NeilPainter ◦
Youth Team Player

Join Date: 04-11-14
Posts: 15

Stadium size

Hello. If you have a stadium that's small and the council won't let you extend it. Do you eventually get a new stadium or are you screwed forever going forward unless you touch the dirty editor

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

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules

-- Default Style



[Archive](#) [Web Hosting](#) [Top](#)

All times are GMT +1. The time now is 02:23 PM.

Powered by [vBulletin®](#) Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Thread: Stadium Queries

Thread Tools

12-05-18, 10:16 AM

#76

paparis
Youth Team PlayerJoin Date: 25-04-13
Posts: 20

Does it eventually let you expand the stadium after several seasons?

13-05-18, 09:15 PM

#77

Redknapp69
Member of the Month
Social Media ModJoin Date: 03-03-12
Posts: 28,262

Should do if reasonably successful and cash allows

14-05-18, 12:44 PM

#78

paparis
Youth Team PlayerJoin Date: 25-04-13
Posts: 20

Won Serie A and Champions' League for 2 consecutive seasons and have about 200M pounds in the bank but the council won't give up

14-05-18, 01:34 PM

#79

Redknapp69
Member of the Month
Social Media ModJoin Date: 03-03-12
Posts: 28,262

What club and current capacity? Why they refusing? Council blocking?

14-05-18, 04:47 PM

#80

AtomicAnt

Join Date: 06-03-12

Most of the clubs in Italy don't own their stadium, so the local council usually blocks expansions. Can't remember if the council sometimes allow expansions or if they refuse it every year. As far as I can remember they will allow expansions every now and then. Just keep trying, maybe you will get lucky.

16-05-18, 05:35 AM

#81

paparis
Youth Team Player

Join Date: 25-04-13
Posts: 20

Originally Posted by **Redknapp69**

What club and current capacity? Why they refusing? Council blocking?

Bologna, stadium has 26,000 seats. Council blocking of course. Have same problem with Bari and Parma, not with Juventus. Happened with Leeds, too

Last edited by paparis; 22-05-18 at 02:45 PM.

12-10-18, 01:29 PM

#82

Invisibabe
Youth Team Player

Join Date: 16-01-18
Posts: 5

Hi guys, I'm playing with Carlisle United and while having a lot of success on the pitch I'm frustrated with how my low average home attendance is severely limiting my ability to be competitive in the transfer market.

My average attendance to date has been as follows -

01/02 - 6,748 (D3)
02/03 - 5,766 (D3)
03/04 - 10,709 (D2)
04/05 - 14,336 (D1)
05/06 - 18,833 (PL)
06/07 - 19,802 (PL)
07/08 - 19,602 (PL)
08/09 - 19,538 (PL)
09/10 - 19,686 (PL, mid-season)

The board automatically increased the stadium to 26,908 all-seater when I was promoted into the Premiership. As you can see, I'm nowhere near selling it out, despite having won the PL in 07/08 & 08/09 and made the CL semis 06/07, 07/08 and won the CL 08/09.

I wondered whether if I was to increase the stadium size again it might have an automatic effect on increasing attendance, but the board told me to 'eff off', essentially.

In reality, Carlisle are a small club from a small town whom I have got 'punching above their weight!'; however, if this was real life, I'd argue that the kind of success I'd brought would be drawing much larger attendances, with 'new' fans travelling from the major northern English cities, and Scotland's central belt, to attend matches. Obviously the game doesn't see it that way!

Am I missing any obvious way to get attendance and/or capacity increased?

Grateful for any suggestions! :-)

Last edited by Invisibabe; 12-10-18 at 01:43 PM.

12-10-18, 01:32 PM

#83

Redknapp69
Member of the Month
Social Media Mod

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

Scotland fans supporting an English team 🇪🇵

Maybe not too much disposable income there so fans can't afford to go!

12-10-18, 01:58 PM

#84

xeno
Reserve Team Player

Join Date: 20-09-15
Posts: 304

Attendance average is decreased because of cup matches with small teams. Try to make matches not in your home stadium. You need to check max attendances in premier and champions league

11-12-18, 11:10 AM

#85

whostheduke ◦
Youth Team Player

Join Date: 27-10-14
Posts: 9

Stadiums you can expand (without the editor)

Hi guys,

I often start up as Newcastle cos you can make the stadium huge. Are there any other teams you can do that with?

Cheers,

Alex.

11-12-18, 11:32 AM

#86

GFRay ◦
VIP

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

You can extend Old Trafford on the ODB to 100.000.

Elland Road (Leeds Utd) to over 75.000.

Any stadium expansion in London however will be blocked by the city council. 😞

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

11-12-18, 12:24 PM

#87

whostheduke ◦
Youth Team Player

Join Date: 27-10-14
Posts: 9

🗨️ Originally Posted by **GFRay** ◦

You can extend Old Trafford on the ODB to 100.000.

Elland Road (Leeds Utd) to over 75.000.

Any stadium expansion in London however will be blocked by the city council. 😞

Cheers - I might give Leeds a bash. Any others?

11-12-18, 01:56 PM

#88

whostheduke ◦
Youth Team Player

Join Date: 27-10-14
Posts: 9

How about Villa, Sunderland, Blackburn etc...?

11-12-18, 03:37 PM

#89

Pickpocket ◦
Hot Prospect for the Future

Join Date: 03-11-17
Posts: 142

🗨️ Originally Posted by **GFRay** ◦

You can extend Old Trafford on the ODB to 100.000.

Elland Road (Leeds Utd) to over 75.000.

Any stadium expansion in London however will be blocked by the city council. 😞

This is wrong. I was managing Spurs on the odb last week and increased White Hart Lane by 15,000 seats at the end of season 1. Have done similar with any number of London clubs before too.

I don't think I've ever seen Old Trafford expanded beyond around 84000 either - certainly nowhere near 100,000, and i've managed them hundreds of times - but I could be mistaken.

GFRay ◦
VIP

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

Originally Posted by **Pickpocket** ◻

This is wrong. I was managing Spurs on the odb last week and increased White Hart Lane by 15,000 seats at the end of season 1. Have done similar with any number of London clubs before too.

I don't think I've ever seen Old Trafford expanded beyond around 84000 either - certainly nowhere near 100,000, and i've managed them hundreds of times - but I could be mistaken.

I only ever managed Arsenal and Chelsea on ODB so I used them as a reference for a London teams, but good to know it's not for every London club.

Man Utd stadium to 100k is done in two seasons and depends on finances. If you have plenty of money to spend they will upgrade to 84~85k after the first season and then to 100k after the second season. If you don't have a lot of money they usually go to 75k first time and 85k second time.

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

whostheduke ◦
Youth Team Player

Join Date: 27-10-14
Posts: 9

Originally Posted by **Pickpocket** ◻

This is wrong. I was managing Spurs on the odb last week and increased White Hart Lane by 15,000 seats at the end of season 1. Have done similar with any number of London clubs before too.

I don't think I've ever seen Old Trafford expanded beyond around 84000 either - certainly nowhere near 100,000, and i've managed them hundreds of times - but I could be mistaken.

Cheers, I've gone with Spurs. The board are a bit hands on mind 😏

riise ◦
0102Bet Mod

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

This is purely anecdotal and surely exaggerated but I'm sure I've seen some Brazilian stadiums get to about 500,000?

Aeelon ◦
Youth Team Player

Join Date: 07-08-19
Posts: 42

Stadium Expansion

Hey, does the 0 in the editor on stadium expansion means that the stadium have no max expansion capacity and have no max cap? 🤔

Kingsley ◦
The Mascot

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

I think the reverse. You can't expand period.

Aeelon ◦
Youth Team Player

Join Date: 07-08-19

I don't agree in Norway clubs expand far beyond whats written in the DB.

20-04-20, 02:30 PM

#96

LLorenzo ◊
Decent Young Player

Join Date: 10-12-13
Posts: 92

Stadium...what happens?

Something strange happens in CM!

I had Benevento for 3 years and after won an Italy cup and reach the third position, I asked for a bigger stadium because they had only 14k seats (always full stadium and finances almost 200mln euro) but my leadership always said no...

Then I left Benevento and I went to Verona (45k seats stadium) and in 2 years, they build 15k + 16k seats even if I never asked for a bigger stadium and specially the club didn't deserve because I had a 30k average attendance... so now I have 30k people in a stadium of 65k with no reason!

So the question are two:

Why a club that deserves a bigger stadium and has a lot of money to do it, rejects to do that ?

And why a club that don't deserve ... make a bigger stadium? Is it a way of game to spend your money, if you have too much money?

20-04-20, 03:48 PM

#97

TheImmortal316 ◊
Hot Prospect for the Future

Join Date: 23-12-19
Posts: 213

Could be to do with the values of the chairman..

There a thread running at the minute about the chairman, have a look at that for more info.

<https://champman0102.co.uk/showthread.php?t=3317>

I have also seen times when the club isn't allowed to build, the game says the council blocks it. I think this is because of how many clubs are assigned to the city, maybe proximity has an effect, but that is a guess.

21-04-20, 08:50 AM

#98

LLorenzo ◊
Decent Young Player

Join Date: 10-12-13
Posts: 92

Originally Posted by **TheImmortal316** ◊

Could be to do with the values of the chairman..

There a thread running at the minute about the chairman, have a look at that for more info.

<https://champman0102.co.uk/showthread.php?t=3317>

I have also seen times when the club isn't allowed to build, the game says the council blocks it. I think this is because of how many clubs are assigned to the city, maybe proximity has an effect, but that is a guess.

Maybe... but it's a stupid thing... third year at Verona... (won Champion's League and Italy cup 😊) and my stadium it's 76000 seats with only 30000 of average attendance...

There is only a match where the stadium reach 45000 attendance, against Napoli... even in Champion's League against, Barcelona, Real, Liverpool etc. always 30000 !!!

The most ridiculous thing it's that there is no player who ask for a big wage...it's impossible... three years of fantastic matches, 2 trophies ..and my club wage is 71mln €!!!

21-04-20, 09:05 AM

#99

TheImmortal316 ◊
Hot Prospect for the Future

Join Date: 23-12-19
Posts: 213

I did see that sort of thing in my long game I played years ago.

Brought Rotherham to glory, Prem n Champ lg etc and had a large stadium but never getting more than maybe 15,000 Attendance, even in home ECL games.

I haven't played a full season yet in the newest iterations of the patches, looking forward to see if the prize money is something that might mitigate this

21-04-20, 03:21 PM

#100

Does the issue with the German teams expanding their stadiums still happen?

I remember previous save games from a couple of years ago where the German clubs would just keep on expanding and have ridiculous capacities after 10 years or so in the game.

◀ Non-Americans in MLS | Modern day players ▶

Posting Permissions

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

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

Forum Rules

-- Default Style ▼

[Archive](#) [Web Hosting](#) [Top](#)

All times are GMT +1. The time now is 02:23 PM.

Powered by [vBulletin®](#) Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk



Thread: Stadium Queries

Thread Tools

21-04-20, 08:14 PM

#101

LLorenzo
Decent Young Player

Join Date: 10-12-13
Posts: 92

I think that main problem is that it's too easy earn a lot of money in CM! I said that a lot of time in these years... You just need have a stadium with at least 20000 seats and you earn milions and milions... Don't care about where is your club... I have seen Juventus in serie C1 with players who earned 20mln € ... so means that even in minor league, clubs earn too much from tickets seasons e and tickets match... So.. CM maybe allows club to grow stadium, even if the club doesn't deserve it... We need some patch where is possible to set some standard prices (you can't earn 30mln € in italian serie B..it's impossible!!!)

21-04-20, 10:16 PM

#102

TheImmortal316
Hot Prospect for the Future

Join Date: 23-12-19
Posts: 213

Juventus reputation stat will help with that.
With Rotherham I had to wheel and deal to be profitable

22-04-20, 09:24 AM

#103

LLorenzo
Decent Young Player

Join Date: 10-12-13
Posts: 92

Originally Posted by **TheImmortal316**
*Juventus reputation stat will help with that.
With Rotherham I had to wheel and deal to be profitable*

Reputation is a very strange thing in CM!
If you are Juventus, Milan and Inter... you are immortal... you will have money and reputation for ever... even in minor leagues...
If you have a little club and you win and win for many years, championship, champion's league and many and many trophies all over the world... You can earn billion of euro... but... You will ever be nothing! 😞

Posting Permissions



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

BB code is On
Smilies are On
[IMG] code is On
[VIDEO] code is On
HTML code is Off

[Forum Rules](#)

-- Default Style



[Archive](#) [Web Hosting](#) [Top](#)

All times are GMT +1. The time now is 02:23 PM.

Powered by [vBulletin®](#) Version 4.2.5
Copyright © 2022 vBulletin Solutions Inc. All rights reserved.

© www.champman0102.co.uk