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Thread: Starting in 2015 (aka the Euro 2000 qualifying bug)

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29-07-15, 09:02 PM   #1

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

Starting in 2015 (aka the Euro 2000 qualifying bug)

Any time you try and start a game in a year before a European Championship is due to
take place, you run into the error described by Golly here:

> 👥 Originally Posted by **Golly**
>
> *The problem with starting in certain years is because of various reasons.*
>
> *The game contains something from the 1999/2000 version where the Euro 2000
> qualification jumps to the play-offs. Which means there are always 10 qualifiers (Italy,
> Norway, Germany, France, Sweden, Spain, Romania, Portugal, Yugoslavia & Czech Rep)
> and 4 pre-arranged play-offs (Scotland v England, Israel v Denmark, Slovenia v Ukraine
> & Ireland v Turkey) for the European Championships when you start in a year before a
> Euros (2003,2007,2011,2015,2019...)*
>
> *This causes various issues. Mainly...*
>
> *1) If there is only 1 host nation for the European Championships the tournament is 1
> team short and the game crashes.*
>
> *2) If the host nation is one of the qualifiers listed above then they appear twice and the
> game crashes.*

Starting in 2015 with Tapani's patch, we can see the issue pretty clearly:

Spoiler! [Show]

1 Host, 10 direct qualifiers, 4 playoff winners = 15 teams. With Ireland as hosts and in the playoffs they could even make up two out of the 15 teams, so a crash is on its way.

But how come Ireland are hosts? With the start year skipping ahead 14 years, so does the bidding process. We can look at the bidding countries in Golly's post here.

> 👀 Originally Posted by **Golly**
>
> **BID FOR 2016**
>
> *005F9D7F - MOV EDX,DWORD PTR DS:[9CF2DC] IRELAND*
> *005F9D95 - MOV EDX,DWORD PTR DS:[9CF4AC] SWITZERLAND*
> *005F9DAB - MOV EDX,DWORD PTR DS:[9CF51C] YUGOSLAVIA*

Seeing as the bidding process didn't take place, the game just chooses the first country on the list. This is also why you might see some minor errors in the news screen (this applies to the World Cup too - see the end of the post).

Let's take a closer look at the host selection code:

Spoiler! [Show]

Code:

```
005F9C07   . 8B06                MOV EAX,DWORD PTR DS:[ESI]
005F9C09   . B9 D0070000         MOV ECX,7D0
005F9C0E   . 05 10010000         ADD EAX,110
005F9C13   . C74424 10 08000000  MOV DWORD PTR SS:[ESP+10],8
005F9C1B   > 8B15 A4F79C00       /MOV EDX,DWORD PTR DS:[9CF7A4]-
005F9C21   . 66:8948 04          |MOV WORD PTR DS:[EAX+4],CX
005F9C25   . 8910               |MOV DWORD PTR DS:[EAX],EDX
005F9C27   . 66:8B5424 14        |MOV DX,WORD PTR SS:[ESP+14]
005F9C2C   . 66:8950 1F          |MOV WORD PTR DS:[EAX+1F],DX
005F9C30   . 8B5424 10           |MOV EDX,DWORD PTR SS:[ESP+10]
005F9C34   . C640 21 20          |MOV BYTE PTR DS:[EAX+21],20
005F9C38   . 83C0 22             |ADD EAX,22
005F9C3B   . 83C1 04             |ADD ECX,4
005F9C3E   . 4A                  |DEC EDX
005F9C3F   . 895424 10           |MOV DWORD PTR SS:[ESP+10],EDX
005F9C43   .^75 D6               \JNZ SHORT cm0102.005F9C1B
005F9C45   . 8B06                MOV EAX,DWORD PTR DS:[ESI]
005F9C47   . 8B0D 38F39C00       MOV ECX,DWORD PTR DS:[9CF338]-
```

```
005F9C4D    . 8988 16010000        MOV DWORD PTR DS:[EAX+116],ECX
005F9C53    . 8B16                 MOV EDX,DWORD PTR DS:[ESI]
005F9C55    . A1 44F29C00          MOV EAX,DWORD PTR DS:[9CF244]-
005F9C5A    . 8982 1A010000        MOV DWORD PTR DS:[EDX+11A],EAX
005F9C60    . 8B0E                 MOV ECX,DWORD PTR DS:[ESI]
005F9C62    . 8B15 60F39C00        MOV EDX,DWORD PTR DS:[9CF360]-
005F9C68    . 8991 1E010000        MOV DWORD PTR DS:[ECX+11E],EDX
005F9C6E    . 8B06                 MOV EAX,DWORD PTR DS:[ESI]
005F9C70    . 89B8 22010000        MOV DWORD PTR DS:[EAX+122],EDI
005F9C76    . 8B0E                 MOV ECX,DWORD PTR DS:[ESI]
005F9C78    . 8B15 08F49C00        MOV EDX,DWORD PTR DS:[9CF408]-
005F9C7E      8991 26010000        MOV DWORD PTR DS:[ECX+126] FDY
```
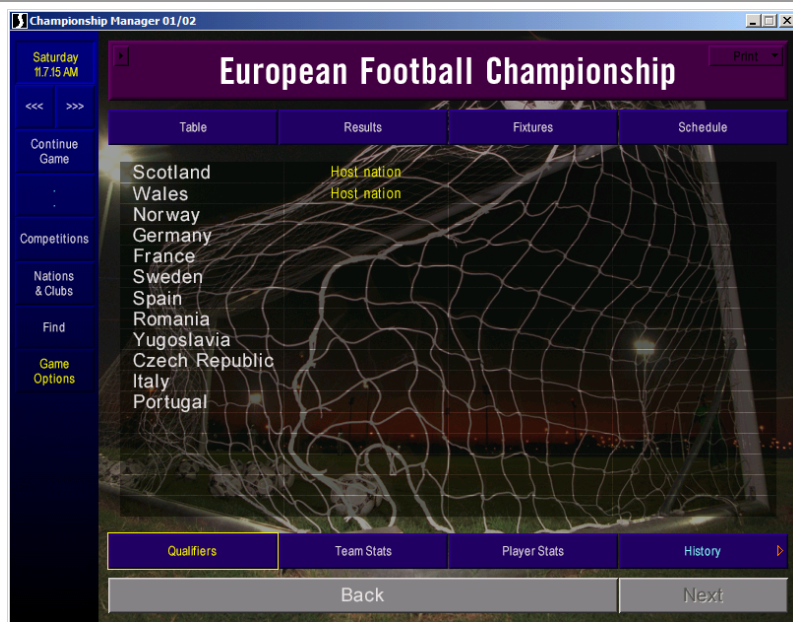
In the second line at 005F9C09, we can see 7D0 (2000). Let's try changing this to 7D4 (2004) and see if we get some different hosts.

Spoiler! Show
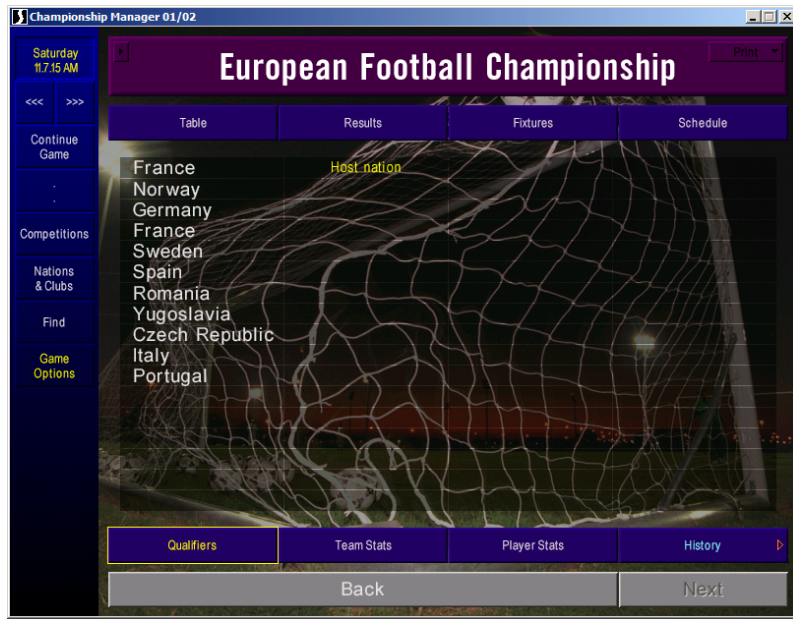
France? Okay, so adding four years takes us to the 2012 France/Norway/Denmark host selection above Ireland. Not sure why adding four years takes us back, but if we now add eight years (7D -> 7D8)...
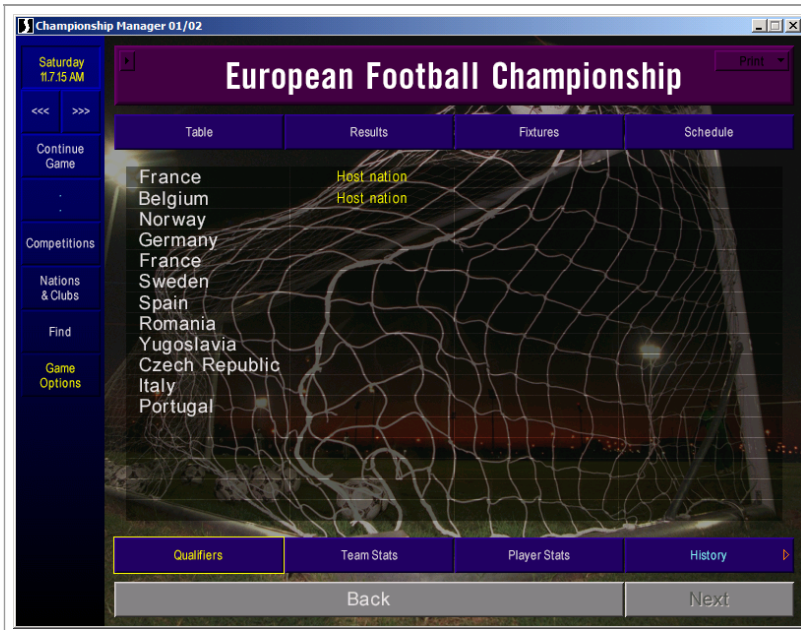
Spoiler! Show

Hooray, joint hosts again! Now the numbers will add up.

But, we still have another problem. Scotland are hosts and also in the playoffs against England. So let's swap the hosts in the code to something a little more contemporary. So now we have:

Spoiler! Show

Okay so now France are hosts (sort of), like they will be of Euro 2016. But France are already in as direct qualifiers, so a problem remains.

The exe actually contains all of the 2000 qualifying campaign results up to the playoffs (you can see the tables if you go into the Stages tab in the Euro Qualfying section). France's group was pretty tight, where one different result would've changed everything. Let's make that a reality.

Here's France's hard fought 3-2 victory away to Russia (the away team comes first in the code for some reason).

Code:

```
00581A71    . 8B0D 00F39C00        MOV ECX,DWORD PTR DS:[9CF300]- FRAN
00581A77    . 8B15 48F49C00        MOV EDX,DWORD PTR DS:[9CF448]- RUSS
00581A7D    . 6A 03                PUSH 3
00581A7F    . 51                   PUSH ECX
00581A80    . 6A 02                PUSH 2
00581A82    . 52                   PUSH EDX
00581A83    . 68 CE070000          PUSH 7CE
00581A88    . 6A 09                PUSH 9
00581A8A    . 6A 0A                PUSH 0A
00581A8C    . 6A 02                PUSH 2
00581A8E    . 8BCE                 MOV ECX,ESI
00581A90    . E8 5B140000          CALL cm0102.00582EF0
```

Changing 00581A7D from PUSH 3 to PUSH 1 gives the Russians a 2-1 victory instead, which means...

Spoiler! [Show]
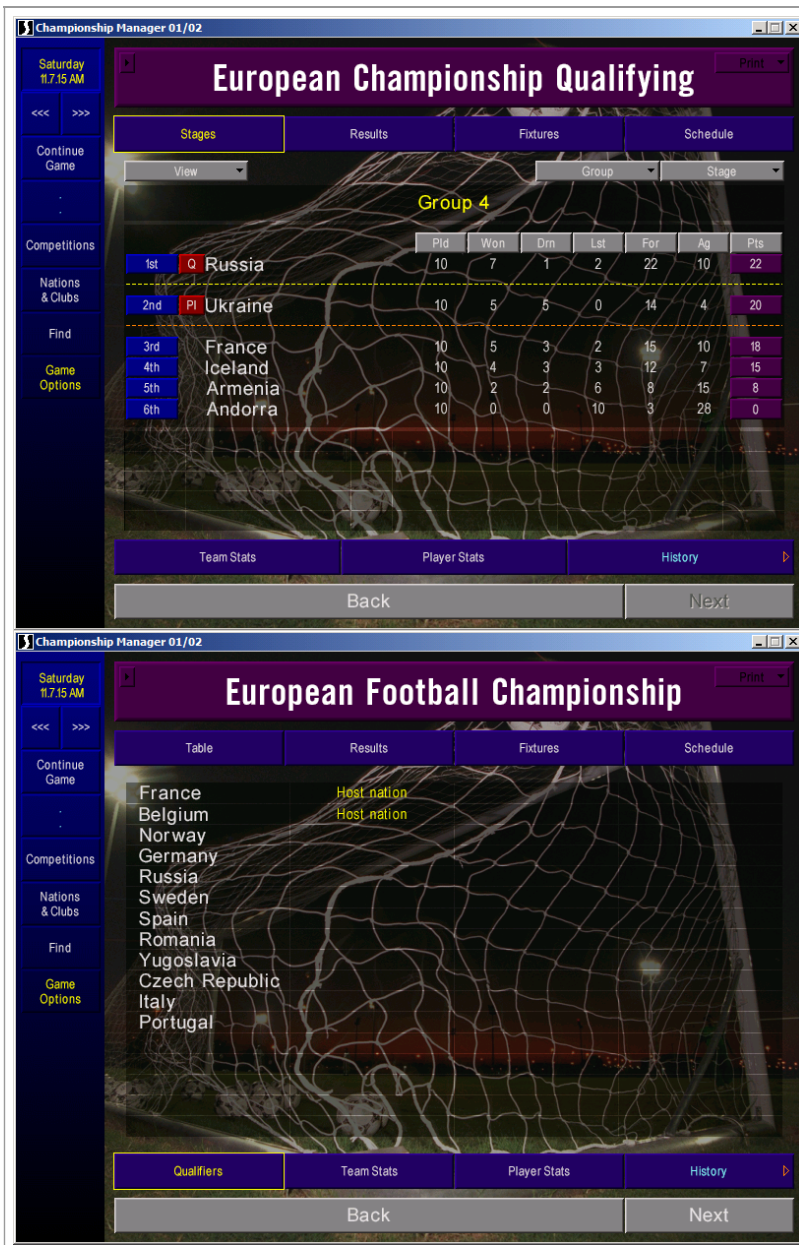
Great! While we're at it, let's get rid of Yugoslavia too (although the competition actually runs with them in it).

Their group was also tight. Changing 00582918 from PUSH 0 to PUSH 3 changes their 0-0 draw with Croatia to a 3-0 loss, giving Croatia direct qualification and bumping Yugoslavia beneath Ireland on goal difference.

Spoiler! [Show]

That's things tidied up a bit. You can do further changes (like replacing a qualified team with the currently absent Dutch side) to make the game's Euro 2016 as close to real life as possible. Of course there's going to be teams that miss out seeing as its 24 teams to qualify now, but you can manipulate the results so that the big teams make it.

So, that's the Euro bug sorted. I've tested it on for about 60 years with a 2015 start and it ran fine. Of course, there could be other bugs which prevent a 2015 start, but the Euros won't be one of them.

Just to expand from earlier regarding the effects of the game not loading the first bidding process, the most noticeable errors are news screen mistakes, such as "France has qualified for the 2018 World Cup to be held in Afghanistan". Here the game has no host country name to use (as it hasn't been loaded) so it goes for the first country alphabetically. Once the next (2022) World Cup host has been decided, it'll use that country instead (eg if England are chosen as 2022 hosts the news screen will incorrectly show "xxx has qualified for the 2018 World Cup to be held in England". This is purely a cosmetic error, the 2018 hosts (Mexico in-game) will remain as hosts. The news screens will sync up correctly after the first tournament. It's also the reason why in the World Cup histories screen the 2018 hosts tab will be blank afterwards. All this applies to the Euros as well.

22-08-15, 09:25 AM	#2

Ravanelli ○
Decent Young Player

Join Date: 15-12-13
Posts: 98

Sounds great! You think the same thing could work for 'backdates'? Because a similar bug with the World Cup is preventing to start the game in any year before 2001. Even in WC years (which are normally no problem to start in) the game crashes at the WC draw because the European and South American teams don't qualify. The draw for their WC Qualifying campaign 'will be made in 2004'. You think this could be changed, so that when you start a game in 1990 a WC in 1994, 1998 & 2002 will be possible?

22-08-15, 07:23 PM	#3

saturn ○
Programmer
VIP

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

If some confederations qualifications work and others don't, then it sounds like it might have something to do with code in the various wc_xxx_league.cpps, rather than the hosting.cpp part of the exe I changed all of the above in. I'm not really familiar with any of them.

Perhaps try changing the value of the year (7CE) located at 005F99BB (and maybe 005F99A0) to see if that has any effect on the World Cup. The Euros has a similar offset at 005F9C09. Beyond that I wouldn't know really.

23-08-15, 09:54 AM	#4

Ravanelli ○
Decent Young Player

Join Date: 15-12-13
Posts: 98

Thanks for the advice, but I am not really familiar with changing the offsets I'm afraid... And it is indeed quite strange that it's only the European and South American WC Qualifying that have problems, the others go fine in a 'backdate'. Quite frustrating, beause it's probably just changing two years somewhere in the offsets.

26-09-15, 01:19 AM	#5

Saintsin76 ○
Youth Team Player

Join Date: 14-09-12
Posts: 8

Great stuff, been very keen for a solution like this.

I'm not particularly great with mods like these however, is there ANY way that the files with modified code could be uploaded somewhere, so I could simply replace the corresponding files in my game? I'm not sure if this is even possible!

18-10-15, 12:32 PM	#6

Lewis MacLeod ○
Youth Team Player

Join Date: 23-12-13
Posts: 40

Thanks a lot for this mate.

Can you tell me how to make Belgium joint hosts with France? (apologies if you've already done so and i just haven't seen it)

Last edited by Lewis MacLeod; 18-10-15 at 09:47 PM.

19-10-15, 12:15 AM	#7

saturn ○
Programmer
VIP

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

> ❝ Originally Posted by **Lewis MacLeod** ▶
>
> *Thanks a lot for this mate.*
>
> *Can you tell me how to make Belgium joint hosts with France? (apologies if you've already done so and i just haven't seen it)*

Golly's post here shows all the hosts. So all you have to do is change:
005F9CE7 MOV EDX,DWORD PTR DS:[9CF45C] -> MOV EDX,DWORD PTR DS:[9CF300] (Scotland -> France)
005F9CF5 MOV ECX,DWORD PTR DS:[9CF510] -> MOV EDX,DWORD PTR DS:[9CF244] (Wales -> Belgium)

All the country values can be found here.

Tapani's latest patch has solved this btw: the game will assign extra teams if short and will also prevent the same team from being entered twice.

26-05-16, 12:59 PM	#8

mattybagguley ○
Youth Team Player

Join Date: 26-05-16
Posts: 1

If I start a new game with Tapani's patch and the April 2016 update; Ireland are still the host and in the playoffs. Will this cause an issue and if I add manager to Ireland and purposely lose, will this fix any potential issues?

26-05-16, 03:51 PM	#9

milo ○
Director

Join Date: 02-03-12
Posts: 3,608

i think it's safe to start cause tapani fixed that problem, in case ireland win the playoff another team will enter 🖥️👍

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