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Thread: Tapani's change in player development after v2.17 patch

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📄 22-01-16,   06:11 AM   #1

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

Tapani's change in player development after v2.17 patch

These are the bytes Tapani changes in player_regen.cpp:

Code:
```
0x3ac9c5 0x90 0xe8
0x3ac9c6 0x90 0xee
0x3ac9c7 0x90 0x97
0x3ac9c8 0x90 0x1b
0x3ac9c9 0x90 0x0
0x3accaf 0x28 0x2c
0x3accb9 0x28 0x2c
0x3acd17 0x14 0x19
0x3acd21 0x14 0x19
0x3acdfd 0xa 0xb
0x3ace07 0xa 0xb
0x3ace29 0x8 0x7
```

Inverting them should revert the changes in player development. It's untested though. It would be nice if Tapani sees this and confirms my guess.

Just for the record, the inverted code:

Code:
```
0x3ac9c5 0xe8 0x90
0x3ac9c6 0xee 0x90
0x3ac9c7 0x97 0x90
0x3ac9c8 0x1b 0x90
0x3ac9c9 0x0 0x90
0x3accaf 0x2c 0x28
0x3accb9 0x2c 0x28
0x3acd17 0x19 0x14
0x3acd21 0x19 0x14
0x3acdfd 0xb 0xa
0x3ace07 0xb 0xa
0x3ace29 0x7 0x8
```

Last edited by Fiestita; 22-01-16 at 04:06 PM.

📄 25-01-16,   08:45 PM   #2

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

Try these two Coys

Code:
```
0x1ccd3c 0Xe9 0xf
0x1ccd3d 0x72 0x84
0x1ccd3e 0x3 0x71
0x1ccd3f 0x0 0x3
0x1ccd41 0x90 0x0
```

Code:
```
0x1d5882 0xf6 0x8b
0x1d5883 0x5 0xd
0x1d5884 0x90 0x6c
0x1d5885 0x2c 0x23
```

```
0x1d5888 0x3 0x8b
0x1d5889 0x75 0x15
0x1d588a 0x55 0x24
0x1d588b 0x90 0x2d
0x1d588c 0x90 0xae
0x1d588d 0x68 0x0
0x1d588e 0x20 0x68
0x1d588f 0x62 0x20
0x1d5890 0x5d 0x62
0x1d5891 0x0 0x5d
0x1d5892 0x6a 0x0
0x1d5893 0x4 0x6a
0x1d5894 0xff 0x4
0x1d5895 0x35 0x51
0x1d5896 0x6c 0x52
0x1d5897 0x23 0xe8
0x1d5898 0xae 0x97
0x1d5899 0x0 0xfa
0x1d589a 0xff 0x36
0x1d589b 0x35 0x0
0x1d589c 0x24 0xa1
0x1d589d 0x2d 0x6c
0x1d589e 0xae 0x23
0x1d589f 0x0 0xae
0x1d58a0 0xe8 0x0
0x1d58a1 0x8e 0x83
0x1d58a2 0xfa 0xc4
0x1d58a3 0x36 0x10
0x1d58a4 0x0 0x33
0x1d58a5 0x83 0xc9
0x1d58a6 0xc4 0x85
0x1d58a7 0x10 0xc0
0x1d58a8 0x33 0x7e
0x1d58a9 0xc9 0x36
```

Last edited by Fiestita; 27-01-16 at 04:08 PM.

25-01-16, 11:46 PM   #3

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,287

It doesn't allow me to patch these codes?

25-01-16, 11:56 PM   #4

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

what does flex say?

27-01-16, 08:40 AM   #5

Goofy ○
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,479

Anyone tried this yet? Great if it works 🙂

27-01-16, 08:52 AM   #6

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,450

> **Originally Posted by Goofy** ▸
> *Anyone tried this yet? Great if it works* 🙂

Coys tried the first ones but never posted feedback. Can you test for Fiestita and see if player development is reverted? I would do it but I don't know what I'm looking for and I'm happy with how player development is.

27-01-16, 01:28 PM   #7

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,287

I don't think it works.

Can't test newer offsets because the patch installer won't let me enter them

#8

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

There was a mistake in the sytax, try again.

27-01-16, 05:23 PM

#9

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,287

Is there a faster way to holiday? I have a good PC but still takes a couple of minutes to do a season with 1 league.

27-01-16, 08:20 PM

#10

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,450

> **Originally Posted by Coys** ▶
> *Is there a faster way to holiday? I have a good PC but still takes a couple of minutes to do a season with 1 league.*

Doesn't matter how good your PC is, CM0102 was designed and built to utilize one processor core which leads to subpar performance for a game of its age. The only thing you can do is choose development mode from the tapani patch which sets your game speed to maximum and stops the game for you around June.

22-02-16, 04:27 PM

#11

Tapani ○
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

> **Originally Posted by Fiestita** ▶
> *It would be nice if Tapani sees this and confirms my guess.*

The top post seems wrong.

The second looks better.

Understand that 2.17 had TWO changes regarding training and player development.

One (the hated change) is how training counters were initialized. The intention was to have players trained from the start, by default many players gain 1-3 pts in many attributes during the first year, which is kinda weird.

The seconds change (that nobody has really noticed or cared about) is the speed of young players climbing the CA ladder (this is an ingenious procedure, but too long to fit in this paranthesis). By default if you get a good regen (say 150+ PA) you will see a huge improvement this within 2 weeks - 4 months. Which means you never have to give young playes longer contracts than a year. I slowed down how often the climbing happens, from like every day to every four days. This way it takes four times the time for young player to reach their peak CA (but I checked that this happens years before they start thinking about retirement).

Last edited by Tapani; 22-02-16 at 04:47 PM.

22-02-16, 04:49 PM

#12

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,450

> **Originally Posted by Tapani** ▶
> *The top post seems wrong.*
>
> *The second looks better.*
>
> *Understand that 2.17 had TWO changes regarding training and player development.*
>
> *One (the hated change) is how training counters were initialized. The intention was to have players trained from the start, by default many players gain 1-3 pts in many attributes during the first year, which is kinda weird.*

For what it's worth I prefer the development you implemented, I'd rather have a player grow slowly.

> **❝❞ Originally Posted by Tapani 🔟**
>
> *The top post seems wrong.*
>
> *The second looks better.*
>
> *Understand that 2.17 had TWO changes regarding training and player development.*
>
> *One (the hated change) is how training counters were initialized. The intention was to have players trained from the start, by default many players gain 1-3 pts in many attributes during the first year, which is kinda weird.*
>
> *The seconds change (that nobody has really noticed or cared about) is the speed of young players climbing the CA ladder (this is an ingenious procedure, but too long to fit in this paranthesis). By default if you get a good regen (say 150+ PA) you will see a huge improvement this within 2 weeks - 4 months. Which means you never have to give young playes longer contracts than a year. I slowed down how often the climbing happens, from like every day to every four days. This way it takes four times the time for young player to reach their peak CA (but I checked that this happens years before they start thinking about retirement).*

So I may have to look again what you reverted in 2.20 patch so I can filter out which is that procedure that some like Coys don't like huh?

Don't get me wrong, i completely understand why you made the change Tapani.

It's just personal preference. I love the players developing like they did in the original game - but at the same time i love virtually every other thing you have implemented in your patches.

Your recent patch with the original development would be perfect for me!

> **❝❞ Originally Posted by Jesus 🔟**
>
> *For what it's worth I prefer the development you implemented, I'd rather have a player grow slowly.*

Thank you! It is not always people say that they like some small feature. When there are often complaints about the features they do not like... it is hard for me to know what the real opinions are.

> **❝❞ Originally Posted by Fiestita**
>
> *So I may have to look again what you reverted in 2.20 patch so I can filter out which is that procedure that some like Coys don't like huh?*

In my most recent exe (patch 2.22-wip) change runtime 5d5888 from 03 to 00. Patch 2.21 is likely the same.

> **❝❞ Originally Posted by Coys**
>
> *It's just personal preference. I love the players developing like they did in the original game - but at the same time i love virtually every other thing you have implemented in your patches.*

That's fine. Your game, have it your way :-)
Just wanted to be sure you knew what you had a grief with. There has been a lot of complaints about training counters, but phrased as complaints about player development. Because people did not know the difference.

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,287

So tapani do you know what it is I need to change to revert the speed of climbing ca back to how it was in the original game?

would really appreciate it. Using your most recent patch and it's incredible - especially the newgens.

« Hello and Gruezi from Switzerland | Hi guys »

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