



Transfer Window

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Fiestita

25-07-12, 11:16 PM

Transfer Window

Did anyone try to change start and end? I'd like to change that in Arg league but I'm not sure of the upcoming effects nor do I find the offsets.

Dermotron

26-07-12, 09:14 AM

<http://www.champman0102.co.uk/showth...&p=124#post124>

Quote:

987960 E:\dev\CM3\cm3 00-01\cm3\code\transfer\argentina_rules.cpp

Fiestita

27-07-12, 07:27 AM

Thanks Derm, just found the whole bunch in Olly, I'll continue the analysis tomorrow.

If anyone doesn't mind giving me a hand, I'll paste it here.

Code:

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0040A650 |. 68 60799800 | PUSH cm0102.00987960 | ; ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\transfer\argentina_rules.cpp"
0040A655 |. E8 A5A65300 | CALL cm0102.00944CFF
0040A65A |. 83C4 14 | ADD ESP,14
0040A65D |. 8D5424 08 | LEA EDX,DWORD PTR SS:[ESP+8]
0040A661 |. 8D8424 0801000>|LEA EAX,DWORD PTR SS:[ESP+108]
0040A668 |. 6A 50 | PUSH 50
0040A66A |. 52 | PUSH EDX
0040A66B |. 50 | PUSH EAX
0040A66C |. E8 BF2A5000 | CALL cm0102.0090D130
0040A671 |. 50 | PUSH EAX
0040A672 |. 68 E8709800 | PUSH cm0102.009870E8 | ; ASCII "v%s %s.%s %d"
0040A677 |. 68 D024AE00 | PUSH cm0102.00AE24D0
0040A67C |. E8 1EA65300 | CALL cm0102.00944C9F
0040A681 |. 53 | PUSH EBX
0040A682 |. 68 D024AE00 | PUSH cm0102.00AE24D0
0040A687 |. 68 E0709800 | PUSH cm0102.009870E0 | ; ASCII "Error"
0040A68C |. E8 FFDB1D00 | CALL cm0102.005E8290
0040A691 |. 83C4 24 | ADD ESP,24
0040A694 |. 891D 347AB600 | MOV DWORD PTR DS:[B67A34],EBX
0040A69A |. 5E | POP ESI
0040A69B |. 5B | POP EBX
0040A69C |. 81C4 00020000 | ADD ESP,200
0040A6A2 |. C3 | RETN
0040A6A3 |> B1 01 | MOV CL,1
0040A6A5 |. 8858 01 | MOV BYTE PTR DS:[EAX+1],BL
0040A6A8 |. 8808 | MOV BYTE PTR DS:[EAX],CL
0040A6AA |. 8858 02 | MOV BYTE PTR DS:[EAX+2],BL
0040A6AD |. C640 03 18 | MOV BYTE PTR DS:[EAX+3],18
0040A6B1 |. C640 04 06 | MOV BYTE PTR DS:[EAX+4],6
0040A6B5 |. 8848 05 | MOV BYTE PTR DS:[EAX+5],CL
0040A6B8 |. 8B46 04 | MOV EAX,DWORD PTR DS:[ESI+4]
0040A6BB |. 83C0 06 | ADD EAX,6
0040A6BE |. B2 03 | MOV DL,3
0040A6C0 |. 8808 | MOV BYTE PTR DS:[EAX],CL
0040A6C2 |. 8858 01 | MOV BYTE PTR DS:[EAX+1],BL
0040A6C5 |. 8850 02 | MOV BYTE PTR DS:[EAX+2],DL
0040A6C8 |. C640 03 06 | MOV BYTE PTR DS:[EAX+3],6
0040A6CC |. C640 04 07 | MOV BYTE PTR DS:[EAX+4],7
0040A6D0 |. 8858 05 | MOV BYTE PTR DS:[EAX+5],BL
0040A6D3 |. 8B46 04 | MOV EAX,DWORD PTR DS:[ESI+4]
0040A6D6 |. 8848 0C | MOV BYTE PTR DS:[EAX+C],CL
0040A6D9 |. 83C0 0C | ADD EAX,0C
0040A6DC |. 8848 01 | MOV BYTE PTR DS:[EAX+1],CL
0040A6DF |. 8858 02 | MOV BYTE PTR DS:[EAX+2],BL
0040A6E2 |. C640 03 0E | MOV BYTE PTR DS:[EAX+3],0E
0040A6E6 |. C640 04 0B | MOV BYTE PTR DS:[EAX+4],0B
0040A6EA |. 8848 05 | MOV BYTE PTR DS:[EAX+5],CL
0040A6ED |. 8B46 04 | MOV EAX,DWORD PTR DS:[ESI+4]
0040A6F0 |. 83C0 12 | ADD EAX,12
0040A6F3 |. 5E | POP ESI
0040A6F4 |. 8858 05 | MOV BYTE PTR DS:[EAX+5],BL
0040A6F7 |. 8808 | MOV BYTE PTR DS:[EAX],CL
0040A6F9 |. 8848 01 | MOV BYTE PTR DS:[EAX+1],CL

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0040A6FC | . 8850 02      MOV BYTE PTR DS:[EAX+2],DL
0040A6FF | . C640 03 04   MOV BYTE PTR DS:[EAX+3],4
0040A703 | . C640 04 02   MOV BYTE PTR DS:[EAX+4],2
0040A707 | . 5B           POP EBX
0040A708 | . 81C4 00020000 ADD ESP,200
0040A70E \ . C3          RETN
0040A70F . 90           NOP
0040A710 . 6A FF        PUSH -1
0040A712 . 68 28379500  PUSH cm0102.00953728      ; SE handler installation
0040A717 . 64:A1 00000000 MOV EAX,DWORD PTR FS:[0]
0040A71D . 50           PUSH EAX
0040A71E . 64:8925 000000>MOV DWORD PTR FS:[0],ESP
0040A725 . 83EC 18      SUB ESP,18
0040A728 . 56           PUSH ESI
0040A729 . 8B7424 2C    MOV ESI,DWORD PTR SS:[ESP+2C]
0040A72D . 57           PUSH EDI
0040A72E . 8BF9        MOV EDI,ECX
0040A730 . 66:8B46 02   MOV AX,WORD PTR DS:[ESI+2]
0040A734 . 8B4F 04      MOV ECX,DWORD PTR DS:[EDI+4]
0040A737 . 50           PUSH EAX
0040A738 . 8D4424 14    LEA EAX,DWORD PTR SS:[ESP+14]
0040A73C . 83C1 0C      ADD ECX,0C
0040A73F . 50           PUSH EAX
0040A740 . E8 8B000000  CALL cm0102.0040A7D0
0040A745 . 8D4C24 18    LEA ECX,DWORD PTR SS:[ESP+18]
0040A749 . 6A 01        PUSH 1
0040A74B . 51           PUSH ECX      ; /Arg2 = 00000001
0040A74C . 8BC8        MOV ECX,EAX   ; |Arg1
0040A74E . C74424 30 0000>MOV DWORD PTR SS:[ESP+30],0 ; |
0040A756 . E8 85211400  CALL cm0102.0054C8E0      ; |
0040A75B . 8B08        MOV ECX,DWORD PTR DS:[EAX] ; \cm0102.0054C8E0
0040A75D . 8B50 04      MOV EDX,DWORD PTR DS:[EAX+4]
0040A760 . 894C24 08    MOV DWORD PTR SS:[ESP+8],ECX
0040A764 . 66:8B4424 0A MOV AX,WORD PTR SS:[ESP+A]
0040A769 . 66:3B46 02   CMP AX,WORD PTR DS:[ESI+2]
0040A76D . 895424 0C    MOV DWORD PTR SS:[ESP+C],EDX
0040A771 . 75 45        JNZ SHORT cm0102.0040A7B8
0040A773 . 66:3B0E     CMP CX,WORD PTR DS:[ESI]
0040A776 . 75 40        JNZ SHORT cm0102.0040A7B8
0040A778 . 8B15 5C23AE00 MOV EDX,DWORD PTR DS:[AE235C]
0040A77E . A1 B423AE00  MOV EAX,DWORD PTR DS:[AE23B4]
0040A783 . 33C9        XOR ECX,ECX
0040A785 . 85D2        TEST EDX,EDX
0040A787 . 7E 2F        JLE SHORT cm0102.0040A7B8
0040A789 > 8B50 53     MOV EDX,DWORD PTR DS:[EAX+53]
0040A78C . 8B77 0A      MOV ESI,DWORD PTR DS:[EDI+A]
0040A78F . 3BD6        CMP EDX,ESI
0040A791 . 75 15        JNZ SHORT cm0102.0040A7A8
0040A793 . 8B35 541FDE00 MOV ESI,DWORD PTR DS:[DE1F54]
0040A799 . 8B10        MOV EDX,DWORD PTR DS:[EAX]
0040A79B . C1E2 04     SHL EDX,4
0040A79E . 8BB6 1C090000 MOV ESI,DWORD PTR DS:[ESI+91C]
0040A7A4 . C60432 00   MOV BYTE PTR DS:[EDX+ESI],0
0040A7A8 > 8B15 5C23AE00 MOV EDX,DWORD PTR DS:[AE235C]
0040A7AE . 41          INC ECX
0040A7AF . 05 45020000 ADD EAX,245
0040A7B4 . 3BCA        CMP ECX,EDX
0040A7B6 . ^7C D1      JL SHORT cm0102.0040A789
0040A7B8 > 8B4C24 20   MOV ECX,DWORD PTR SS:[ESP+20]
0040A7BC . 5F          POP EDI
0040A7BD . 5E          POP ESI
0040A7BE . 64:890D 000000>MOV DWORD PTR FS:[0],ECX
0040A7C5 . 83C4 24     ADD ESP,24
0040A7C8 . C2 0400     RETN 4
0040A7CB . 90          NOP
0040A7CC . 90          NOP
0040A7CD . 90          NOP
0040A7CE . 90          NOP
0040A7CF . 90          NOP
0040A7D0 /$ 51        PUSH ECX
0040A7D1 | . 66:0FBF41 02 MOV SX AX,BYTE PTR DS:[ECX+2]
0040A7D6 | . 8B5424 0C    MOV EDX,DWORD PTR SS:[ESP+C]
0040A7DA | . 56          PUSH ESI
0040A7DB | . 8B7424 0C    MOV ESI,DWORD PTR SS:[ESP+C]
0040A7DF | . 50          PUSH EAX      ; /Arg4
0040A7E0 | . 8A41 04     MOV AL,BYTE PTR DS:[ECX+4] ; |
0040A7E3 | . 52          PUSH EDX     ; |Arg3
0040A7E4 | . 66:0FBF49 03 MOV SX CX,BYTE PTR DS:[ECX+3] ; |
0040A7E9 | . 50          PUSH EAX     ; |Arg2
0040A7EA | . 51          PUSH ECX     ; |Arg1
0040A7EB | . 8BCE        MOV ECX,ESI ; |
0040A7ED | . C74424 14 0000>MOV DWORD PTR SS:[ESP+14],0 ; |
0040A7F5 | . E8 76F71300 CALL cm0102.00549F70      ; \cm0102.00549F70
0040A7FA | . 8BC6        MOV EAX,ESI
0040A7FC | . 5E          POP ESI
0040A7FD | . 59          POP ECX
0040A7FE \ . C2 0800    RETN 8
0040A801 . 90          NOP
0040A802 . 90          NOP
0040A803 . 90          NOP
0040A804 . 90          NOP
0040A805 . 90          NOP
0040A806 . 90          NOP
0040A807 . 90          NOP
0040A808 . 90          NOP
0040A809 . 90          NOP
0040A80A . 90          NOP
0040A80B . 90          NOP
0040A80C . 90          NOP
0040A80D . 90          NOP
0040A80E . 90          NOP
0040A80F . 90          NOP
0040A810 . 8B4424 04    MOV EAX,DWORD PTR SS:[ESP+4]
0040A814 . 56          PUSH ESI
0040A815 . 8B35 B423AE00 MOV ESI,DWORD PTR DS:[AE23B4]
0040A81B . 8B40 08      MOV EAX,DWORD PTR DS:[EAX+8]
0040A81E . 03F0        ADD ESI,EAX

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0040A820 . 8D14C0 LEA EDX,DWORD PTR DS:[EAX+EAX*8]
0040A823 . C1E2 04 SHL EDX,4
0040A826 . 03D0 ADD EDX,EAX
0040A828 . 8D0496 LEA EAX,DWORD PTR DS:[ESI+EDX*4]
0040A82B . 8B71 0A MOV ESI,DWORD PTR DS:[ECX+A]
0040A82E . 8B50 53 MOV EDX,DWORD PTR DS:[EAX+53]
0040A831 . 3BD6 CMP EDX,ESI
0040A833 . 5E POP ESI
0040A834 . 75 1A JNZ SHORT cm0102.0040A850
0040A836 . 8B0D 541FDE00 MOV ECX,DWORD PTR DS:[DE1F54]
0040A83C . 8B00 MOV EAX,DWORD PTR DS:[EAX]
0040A83E . C1E0 04 SHL EAX,4
0040A841 . 8B91 1C090000 MOV EDX,DWORD PTR DS:[ECX+91C]
0040A847 . 8A0C10 MOV CL,BYTE PTR DS:[EAX+EDX]
0040A84A . 03C2 ADD EAX,EDX
0040A84C . FEC1 INC CL
0040A84E . 8808 MOV BYTE PTR DS:[EAX],CL
0040A850 > C2 0400 RETN 4
0040A853 . 90 NOP
0040A854 . 90 NOP
0040A855 . 90 NOP
0040A856 . 90 NOP
0040A857 . 90 NOP
0040A858 . 90 NOP
0040A859 . 90 NOP
0040A85A . 90 NOP
0040A85B . 90 NOP
0040A85C . 90 NOP
0040A85D . 90 NOP
0040A85E . 90 NOP
0040A85F . 90 NOP
0040A860 . 51 PUSH ECX
0040A861 . 56 PUSH ESI
0040A862 . 57 PUSH EDI
0040A863 . 8B7C24 1C MOV EDI,DWORD PTR SS:[ESP+1C]
0040A867 . 8D4424 08 LEA EAX,DWORD PTR SS:[ESP+8]
0040A86B . 50 PUSH EAX
0040A86C . 8BF1 MOV ESI,ECX
0040A86E . 57 PUSH EDI
0040A86F . C74424 10 0000>MOV DWORD PTR SS:[ESP+10],0
0040A877 . E8 D4E54D00 CALL cm0102.008E8E50
0040A87C . 85C0 TEST EAX,EAX
0040A87E . 74 5D JE SHORT cm0102.0040A8DD
0040A880 . 8B4C24 08 MOV ECX,DWORD PTR SS:[ESP+8]
0040A884 . 8A41 01 MOV AL,BYTE PTR DS:[ECX+1]
0040A887 . 3C 01 CMP AL,1
0040A889 . 8B4424 10 MOV EAX,DWORD PTR SS:[ESP+10]
0040A88D . 75 30 JNZ SHORT cm0102.0040A8BF
0040A88F . 8B0D 541FDE00 MOV ECX,DWORD PTR DS:[DE1F54]
0040A895 . 8B10 MOV EDX,DWORD PTR DS:[EAX]
0040A897 . C1E2 04 SHL EDX,4
0040A89A . 8B89 1C090000 MOV ECX,DWORD PTR DS:[ECX+91C]
0040A8A0 . 53 PUSH EBX
0040A8A1 . 8A1C0A MOV BL,BYTE PTR DS:[EDX+ECX]
0040A8A4 . 80FB 02 CMP BL,2
0040A8A7 . 5B POP EBX
0040A8A8 . 7C 15 JL SHORT cm0102.0040A8BF
0040A8AA . 8B4424 20 MOV EAX,DWORD PTR SS:[ESP+20]
0040A8AE . 85C0 TEST EAX,EAX
0040A8B0 . 74 38 JE SHORT cm0102.0040A8EA
0040A8B2 . 66:C700 0E00 MOV WORD PTR DS:[EAX],0E
0040A8B7 . 5F POP EDI
0040A8B8 . 33C0 XOR EAX,EAX
0040A8BA . 5E POP ESI
0040A8BB . 59 POP ECX
0040A8BC . C2 1400 RETN 14
0040A8BF > 8B5424 20 MOV EDX,DWORD PTR SS:[ESP+20]
0040A8C3 . 8B4C24 18 MOV ECX,DWORD PTR SS:[ESP+18]
0040A8C7 . 52 PUSH EDX ; /Arg5
0040A8C8 . 8B5424 18 MOV EDX,DWORD PTR SS:[ESP+18] ; |
0040A8CC . 57 PUSH EDI ; |Arg4
0040A8CD . 51 PUSH ECX ; |Arg3
0040A8CE . 52 PUSH EDX ; |Arg2
0040A8CF . 50 PUSH EAX ; |Arg1
0040A8D0 . 8BCE MOV ECX,ESI ; |
0040A8D2 . E8 89DC4D00 CALL cm0102.008E8560 ; \cm0102.008E8560
0040A8D7 . 5F POP EDI
0040A8D8 . 5E POP ESI
0040A8D9 . 59 POP ECX
0040A8DA . C2 1400 RETN 14
0040A8DD > 8B4424 20 MOV EAX,DWORD PTR SS:[ESP+20]
0040A8E1 . 85C0 TEST EAX,EAX
0040A8E3 . 74 05 JE SHORT cm0102.0040A8EA
0040A8E5 . 66:C700 0900 MOV WORD PTR DS:[EAX],9
0040A8EA > 5F POP EDI
0040A8EB . 33C0 XOR EAX,EAX
0040A8ED . 5E POP ESI
0040A8EE . 59 POP ECX
0040A8EF . C2 1400 RETN 14
0040A8F2 . 90 NOP
0040A8F3 . 90 NOP
0040A8F4 . 90 NOP
0040A8F5 . 90 NOP
0040A8F6 . 90 NOP
0040A8F7 . 90 NOP
0040A8F8 . 90 NOP
0040A8F9 . 90 NOP
0040A8FA . 90 NOP
0040A8FB . 90 NOP
0040A8FC . 90 NOP
0040A8FD . 90 NOP
0040A8FE . 90 NOP
0040A8FF . 90 NOP
0040A900 . 51 PUSH ECX
0040A901 . 53 PUSH EBX
0040A902 . 55 PUSH EBP
0040A903 . 56 PUSH ESI

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0040A904 . 57          PUSH EDI
0040A905 . 8B7C24 18      MOV EDI,DWORD PTR SS:[ESP+18]
0040A909 . 8BE9          MOV EBP,ECX
0040A90B . 33DB          XOR EBX,EBX
0040A90D . 8B47 0C       MOV EAX,DWORD PTR DS:[EDI+C]
0040A910 . 895C24 10     MOV DWORD PTR SS:[ESP+10],EBX
0040A914 . 8D0C80       LEA ECX,DWORD PTR DS:[EAX+EAX*4]
0040A917 . 8D0448       LEA EAX,DWORD PTR DS:[EAX+ECX*2]
0040A91A . 8D1480       LEA EDX,DWORD PTR DS:[EAX+EAX*4]
0040A91D . A1 BC23AE00  MOV EAX,DWORD PTR DS:[AE23BC]
0040A922 . 8D0C50       LEA ECX,DWORD PTR DS:[EAX+EDX*2]
0040A925 . 51           PUSH ECX
0040A926 . 8B0D 5010AE00 MOV ECX,DWORD PTR DS:[AE1050]
0040A92C . E8 6F4C0C00  CALL cm0102.004CF5A0
0040A931 . 3BC3         CMP EAX,EBX
0040A933 . A3 8010AE00  MOV DWORD PTR DS:[AE1080],EAX
0040A938 . 74 16        JE SHORT cm0102.0040A950
0040A93A . 8B40 04      MOV EAX,DWORD PTR DS:[EAX+4]
0040A93D . 8B0D B423AE00 MOV ECX,DWORD PTR DS:[AE23B4]
0040A943 . 8D14C0       LEA EDX,DWORD PTR DS:[EAX+EAX*8]
0040A946 . C1E2 04     SHL EDX,4
0040A949 . 03D0        ADD EDX,EAX
0040A94B . 03C8        ADD ECX,EAX
0040A94D . 8D1C91       LEA EBX,DWORD PTR DS:[ECX+EDX*4]
0040A950 > 8B7424 1C    MOV ESI,DWORD PTR SS:[ESP+1C]
0040A954 . 3BF3         CMP ESI,EBX
0040A956 . 75 22        JNZ SHORT cm0102.0040A97A
0040A958 . 8B47 04      MOV EAX,DWORD PTR DS:[EDI+4]
0040A95B . 85C0         TEST EAX,EAX
0040A95D . 75 1B        JNZ SHORT cm0102.0040A97A
0040A95F . 8B5424 24    MOV EDX,DWORD PTR SS:[ESP+24]
0040A963 . 8B4424 20    MOV EAX,DWORD PTR SS:[ESP+20]
0040A967 . 52          PUSH EDX          ; /Arg4
0040A968 . 50          PUSH EAX          ; |Arg3
0040A969 . 56          PUSH ESI          ; |Arg2
0040A96A . 57          PUSH EDI          ; |Arg1
0040A96B . 8BCD        MOV ECX,EBP      ; |
0040A96D . E8 8EDE4D00  CALL cm0102.008E8800 ; |
0040A972 . 5F          POP EDI          ; \cm0102.008E8800
0040A973 . 5E          POP ESI
0040A974 . 5D          POP EBP
0040A975 . 5B          POP EBX
0040A976 . 59          POP ECX
0040A977 . C2 1000     RETN 10
0040A97A > 8B5424 20    MOV EDX,DWORD PTR SS:[ESP+20]
0040A97E . 8D4C24 10   LEA ECX,DWORD PTR SS:[ESP+10]
0040A982 . 51          PUSH ECX
0040A983 . 52          PUSH EDX
0040A984 . 8BCD        MOV ECX,EBP
0040A986 . E8 C5E44D00  CALL cm0102.008E8E50
0040A98B . 85C0         TEST EAX,EAX
0040A98D . 74 64        JE SHORT cm0102.0040A9F3
0040A98F . 8B4424 10    MOV EAX,DWORD PTR SS:[ESP+10]
0040A993 . B1 01        MOV CL,1
0040A995 . 3848 01     CMP BYTE PTR DS:[EAX+1],CL
0040A998 . 75 3E        JNZ SHORT cm0102.0040A9D8
0040A99A . 8B06        MOV EAX,DWORD PTR DS:[ESI]
0040A99C . 8B15 541FDE00 MOV EDX,DWORD PTR DS:[DE1F54]
0040A9A2 . C1E0 04     SHL EAX,4
0040A9A5 . 0382 1C090000 ADD EAX,DWORD PTR DS:[EDX+91C]
0040A9AB . 3BF3         CMP ESI,EBX
0040A9AD . 75 05        JNZ SHORT cm0102.0040A9B4
0040A9AF . 8B4F 04      MOV ECX,DWORD PTR DS:[EDI+4]
0040A9B2 . 8A09        MOV CL,BYTE PTR DS:[ECX]
0040A9B4 > 0FBEE0      MOVZX EAX,BYTE PTR DS:[EAX]
0040A9B7 . 0FBED1      MOVZX EDX,CL
0040A9BA . 03D0        ADD EDX,EAX
0040A9BC . 83FA 02     CMP EDX,2
0040A9BF . 7E 17        JLE SHORT cm0102.0040A9D8
0040A9C1 . 8B4424 24    MOV EAX,DWORD PTR SS:[ESP+24]
0040A9C5 . 85C0         TEST EAX,EAX
0040A9C7 . 74 37        JE SHORT cm0102.0040AA00
0040A9C9 . 5F          POP EDI
0040A9CA . 5E          POP ESI
0040A9CB . 66:C700 0E00 MOV WORD PTR DS:[EAX],0E
0040A9D0 . 5D          POP EBP
0040A9D1 . 33C0        XOR EAX,EAX
0040A9D3 . 5B          POP EBX
0040A9D4 . 59          POP ECX
0040A9D5 . C2 1000     RETN 10
0040A9D8 > 8B4C24 24    MOV ECX,DWORD PTR SS:[ESP+24]
0040A9DC . 8B5424 20    MOV EDX,DWORD PTR SS:[ESP+20]
0040A9E0 . 51          PUSH ECX          ; /Arg4
0040A9E1 . 52          PUSH EDX          ; |Arg3
0040A9E2 . 56          PUSH ESI          ; |Arg2
0040A9E3 . 57          PUSH EDI          ; |Arg1
0040A9E4 . 8BCD        MOV ECX,EBP      ; |
0040A9E6 . E8 15DE4D00  CALL cm0102.008E8800 ; |
0040A9EB . 5F          POP EDI          ; \cm0102.008E8800
0040A9EC . 5E          POP ESI
0040A9ED . 5D          POP EBP
0040A9EE . 5B          POP EBX
0040A9EF . 59          POP ECX
0040A9F0 . C2 1000     RETN 10
0040A9F3 > 8B4424 24    MOV EAX,DWORD PTR SS:[ESP+24]
0040A9F7 . 85C0         TEST EAX,EAX
0040A9F9 . 74 05        JE SHORT cm0102.0040AA00
0040A9FB . 66:C700 0900 MOV WORD PTR DS:[EAX],9
0040AA00 > 5F          POP EDI
0040AA01 . 5E          POP ESI
0040AA02 . 5D          POP EBP
0040AA03 . 33C0        XOR EAX,EAX
0040AA05 . 5B          POP EBX
0040AA06 . 59          POP ECX
0040AA07 . C2 1000     RETN 10
0040AA0A . 90          NOP
0040AA0B . 90          NOP

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0040AA0C 90 NOP
0040AA0D 90 NOP
0040AA0E 90 NOP
0040AA0F 90 NOP
0040AA10 . 8B5424 08 MOV EDX,DWORD PTR SS:[ESP+8]
0040AA14 . 57 PUSH EDI
0040AA15 . B9 0A000000 MOV ECX,0A
0040AA1A . 83C8 FF OR EAX,FFFFFFFF
0040AA1D . 8BFA MOV EDI,EDX
0040AA1F . F3:AB REP STOS DWORD PTR ES:[EDI]
0040AA21 . 66:AB STOS WORD PTR ES:[EDI]
0040AA23 . C642 02 04 MOV BYTE PTR DS:[EDX+2],4
0040AA27 . 5F POP EDI
0040AA28 . C2 0800 RETN 8
0040AA2B 90 NOP
0040AA2C 90 NOP
0040AA2D 90 NOP
0040AA2E 90 NOP
0040AA2F 90 NOP
0040AA30 . 83EC 64 SUB ESP,64
0040AA33 . 53 PUSH EBX
0040AA34 . 56 PUSH ESI
0040AA35 . 8B7424 70 MOV ESI,DWORD PTR SS:[ESP+70]
0040AA39 . 57 PUSH EDI
0040AA3A . 8BF9 MOV EDI,ECX
0040AA3C . 6A 01 PUSH 1 ; /Arg1 = 00000001
0040AA3E . 8BCE MOV ECX,ESI ; |
0040AA40 . E8 EBAD3700 CALL cm0102.00785830 ; \cm0102.00785830
0040AA45 . 6A 02 PUSH 2 ; /Arg1 = 00000002
0040AA47 . 8BCE MOV ECX,ESI ; |
0040AA49 . 8AD8 MOV BL,AL ; |
0040AA4B . E8 E0AD3700 CALL cm0102.00785830 ; \cm0102.00785830
0040AA50 . 6A 05 PUSH 5 ; /Arg1 = 00000005
0040AA52 . 8BCE MOV ECX,ESI ; |
0040AA54 . 884424 78 MOV BYTE PTR SS:[ESP+78],AL ; |
0040AA58 . E8 D3AD3700 CALL cm0102.00785830 ; \cm0102.00785830
0040AA5D . 8B4C24 78 MOV ECX,DWORD PTR SS:[ESP+78]
0040AA61 . 80FB 03 CMP BL,3
0040AA64 . 75 62 JNZ SHORT cm0102.0040AAC8
0040AA66 . 807C24 74 01 CMP BYTE PTR SS:[ESP+74],1
0040AA6B . 75 5B JNZ SHORT cm0102.0040AAC8
0040AA6D . 85C9 TEST ECX,ECX
0040AA6F . 74 57 JE SHORT cm0102.0040AAC8
0040AA71 . 8D14C0 LEA EDX,DWORD PTR DS:[EAX+EAX*8]
0040AA74 . 6A 02 PUSH 2
0040AA76 . C1E2 04 SHL EDX,4
0040AA79 . 03D0 ADD EDX,EAX
0040AA7B . A1 A823AE00 MOV EAX,DWORD PTR DS:[AE23A8]
0040AA80 . 8D4C24 10 LEA ECX,DWORD PTR SS:[ESP+10]
0040AA84 . 6A 64 PUSH 64
0040AA86 . 51 PUSH ECX
0040AA87 . 8D0C50 LEA ECX,DWORD PTR DS:[EAX+EDX*2]
0040AA8A . 51 PUSH ECX
0040AA8B . E8 40D72000 CALL cm0102.006181D0
0040AA90 . 83C4 10 ADD ESP,10
0040AA93 . 8D5424 0C LEA EDX,DWORD PTR SS:[ESP+C]
0040AA97 . 52 PUSH EDX
0040AA98 . 6A 64 PUSH 64
0040AA9A . 6A 64 PUSH 64
0040AA9C . 68 9C799800 PUSH cm0102.0098799C ; ASCII "{}<%s - Nationality(e.g.Argentine)>{}
clubs are now allowed to buy players again. A maximum of two players can be signed between today and the deadline
in Febuary."
0040AAA1 . 68 641FDE00 PUSH cm0102.00DE1F64
0040AAA6 . E8 354A2600 CALL cm0102.0066F4E0
0040AAB . 8B8C24 9000000>MOV ECX,DWORD PTR SS:[ESP+90]
0040AAB2 . 83C4 14 ADD ESP,14
0040AAB5 . 68 641FDE00 PUSH cm0102.00DE1F64 ; /Arg1 = 00DE1F64
0040AABA . E8 A13B0A00 CALL cm0102.004AE660 ; \cm0102.004AE660
0040AABF . 5F POP EDI
0040AAC0 . 5E POP ESI
0040AAC1 . 5B POP EBX
0040AAC2 . 83C4 64 ADD ESP,64
0040AAC5 . C2 0C00 RETN 0C
0040AAC8 > 8B4424 7C MOV EAX,DWORD PTR SS:[ESP+7C]
0040AACC . 50 PUSH EAX ; /Arg3
0040AACD . 51 PUSH ECX ; |Arg2
0040AACE . 56 PUSH ESI ; |Arg1
0040AACF . 8BCF MOV ECX,EDI ; |
0040AAD1 . E8 DAE64D00 CALL cm0102.008E91B0 ; \cm0102.008E91B0
0040AAD6 . 5F POP EDI
0040AAD7 . 5E POP ESI
0040AAD8 . 5B POP EBX
0040AAD9 . 83C4 64 ADD ESP,64
0040AADC . C2 0C00 RETN 0C
0040AADF 90 NOP
0040AAE0 /$ 6A FF PUSH -1
0040AAE2 |. 68 59379500 PUSH cm0102.00953759 ; SE handler installation
0040AAE7 |. 64:A1 00000000 MOV EAX,DWORD PTR FS:[0]
0040AAED |. 50 PUSH EAX
0040AAEE |. 64:8925 000000>MOV DWORD PTR FS:[0],ESP
0040AAF5 |. 81EC 08020000 SUB ESP,208
0040Aafb |. 53 PUSH EBX
0040AAFC |. 56 PUSH ESI
0040AAFD |. 8BF1 MOV ESI,ECX
0040AAFF |. 897424 0C MOV DWORD PTR SS:[ESP+C],ESI
0040AB03 |. E8 38DB1000 CALL cm0102.00518640
0040AB08 |. 8B8C24 2402000>MOV ECX,DWORD PTR SS:[ESP+224]
0040AB0F |. 66:8B8424 2002>MOV AX,WORD PTR SS:[ESP+220]
0040AB17 |. 33DB XOR EBX,EBX
0040AB19 |. 894E 04 MOV DWORD PTR DS:[ESI+4],ECX
0040AB1C |. 6A 01 PUSH 1 ; /Arg1 = 00000001
0040AB1E |. 8BCE MOV ECX,ESI ; |
0040AB20 |. 899C24 1C02000>MOV DWORD PTR SS:[ESP+21C],EBX ; |
0040AB27 |. C706 D4749600 MOV DWORD PTR DS:[ESI],cm0102.009674D4 ; |
0040AB2D |. 66:8946 40 MOV WORD PTR DS:[ESI+40],AX ; |
0040AB31 |. 889E AB000000 MOV BYTE PTR DS:[ESI+AB],BL ; |
0040AB37 |. C646 44 FF MOV BYTE PTR DS:[ESI+44],0FF ; |

```

```

0040AB3B | . C746 30 FFFFFFFF>MOV DWORD PTR DS:[ESI+30],-1 ; |
0040AB42 | . C746 2C 040000>MOV DWORD PTR DS:[ESI+2C],4 ; |
0040AB49 | . C646 43 01 MOV BYTE PTR DS:[ESI+43],1 ; |
0040AB4D | . C646 42 02 MOV BYTE PTR DS:[ESI+42],2 ; |
0040AB51 | . C746 1C FFFFFFFF>MOV DWORD PTR DS:[ESI+1C],-1 ; |
0040AB58 | . C746 20 FFFFFFFF>MOV DWORD PTR DS:[ESI+20],-1 ; |
0040AB5F | . 899E B2000000 MOV DWORD PTR DS:[ESI+B2],EBX ; |
0040AB65 | . C646 50 29 MOV BYTE PTR DS:[ESI+50],29 ; |
0040AB69 | . C646 49 07 MOV BYTE PTR DS:[ESI+49],7 ; |
0040AB6D | . C646 4A 03 MOV BYTE PTR DS:[ESI+4A],3 ; |
0040AB71 | . E8 8A501100 CALL cm0102.0051FC00 ; \cm0102.0051FC00
0040AB76 | . 85C0 TEST EAX,EAX
0040AB78 | . 0F85 AE010000 JNZ cm0102.0040AD2C
0040AB7E | . 8B46 2C MOV EAX,DWORD PTR DS:[ESI+2C]
0040AB81 | . 3BC3 CMP EAX,EBX
0040AB83 | . 7E 15 JLE SHORT cm0102.0040AB9A
0040AB85 | . 8D1485 00000000>LEA EDX,DWORD PTR DS:[EAX*4]
0040AB8C | . 52 PUSH EDX
0040AB8D | . E8 B4A25300 CALL cm0102.00944E46
0040AB92 | . 83C4 04 ADD ESP,4
0040AB95 | . 8946 0C MOV DWORD PTR DS:[ESI+C],EAX
0040AB98 | . EB 03 JMP SHORT cm0102.0040AB9D
0040AB9A | > 895E 0C MOV DWORD PTR DS:[ESI+C],EBX
0040AB9D | > 8BCE MOV ECX,ESI
0040AB9F | . C646 51 0F MOV BYTE PTR DS:[ESI+51],0F
0040ABA3 | . 889E B1000000 MOV BYTE PTR DS:[ESI+B1],BL
0040ABA9 | . E8 A20D0000 CALL cm0102.0040B950
0040ABAE | . 85C0 TEST EAX,EAX
0040ABB0 | . 75 2F JNZ SHORT cm0102.0040ABE1
0040ABB2 | . 8D4424 10 LEA EAX,DWORD PTR DS:[ESP+10]
0040ABB6 | . 8D8C24 10010000>LEA ECX,DWORD PTR DS:[ESP+110]
0040ABBD | . 50 PUSH EAX
0040ABBE | . 51 PUSH ECX
0040ABBF | . 53 PUSH EBX
0040ABC0 | . 53 PUSH EBX

```

Fiestita

27-12-12, 09:55 PM

Well, after a long struggle, I finally had time to analyze the bunch of code. Already found a way to change starting and ending date.

Look at this block:

Code:

```

0040A6A5 | . 8858 01 MOV BYTE PTR DS:[EAX+1],BL
0040A6A8 | . 8808 MOV BYTE PTR DS:[EAX],CL
0040A6AA | . 8858 02 MOV BYTE PTR DS:[EAX+2],BL
0040A6AD | . C640 03 18 MOV BYTE PTR DS:[EAX+3],18
0040A6B1 | . C640 04 06 MOV BYTE PTR DS:[EAX+4],6
0040A6B5 | . 8848 05 MOV BYTE PTR DS:[EAX+5],CL
0040A6B8 | . 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
0040A6BB | . 83C0 06 ADD EAX,6
0040A6BE | . B2 03 MOV DL,3
0040A6C0 | . 8808 MOV BYTE PTR DS:[EAX],CL
0040A6C2 | . 8858 01 MOV BYTE PTR DS:[EAX+1],BL
0040A6C5 | . 8850 02 MOV BYTE PTR DS:[EAX+2],DL
0040A6C8 | . C640 03 06 MOV BYTE PTR DS:[EAX+3],6
0040A6CC | . C640 04 07 MOV BYTE PTR DS:[EAX+4],7
0040A6D0 | . 8858 05 MOV BYTE PTR DS:[EAX+5],BL
0040A6D3 | . 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
0040A6D6 | . 8848 0C MOV BYTE PTR DS:[EAX+C],CL

```

Clearly, 0040A6AD and 0040A6B1 are for starting date.

Code:

```

0040A6AD | . C640 03 18 MOV BYTE PTR DS:[EAX+3],18 ; day
0040A6B1 | . C640 04 06 MOV BYTE PTR DS:[EAX+4],6 ; month

```

Then, 0040A6C8 and 0040A6CC are for the ending.

Code:

```

0040A6C8 | . C640 03 06 MOV BYTE PTR DS:[EAX+3],6 ; day
0040A6CC | . C640 04 07 MOV BYTE PTR DS:[EAX+4],7 ; month

```

Further testing will be needing, and I'm still in the search of the offset for changing mid-season transfer window too. Also I'll investigate how does italian transfer window to manage free agents different from contracted players.

I've changed transfer window to start from 1st of July up to 1st of October. I've played a whole season without a crash, let's hope the same for the second.

JohnLocke

28-12-12, 07:44 PM

Quote:

Originally Posted by [Fiestita](#)

Well, after a long struggle, I finally had time to analyze the bunch of code. Already found a way to change starting and ending date.

Look at this block:

Code:

```

0040A6A5 | . 8858 01      MOV BYTE PTR DS:[EAX+1],BL
0040A6A8 | . 8808          MOV BYTE PTR DS:[EAX],CL
0040A6AA | . 8858 02      MOV BYTE PTR DS:[EAX+2],BL
0040A6AD | . C640 03 18   MOV BYTE PTR DS:[EAX+3],18
0040A6B1 | . C640 04 06   MOV BYTE PTR DS:[EAX+4],6
0040A6B5 | . 8848 05      MOV BYTE PTR DS:[EAX+5],CL
0040A6B8 | . 8B46 04      MOV EAX,DWORD PTR DS:[ESI+4]
0040A6BB | . 83C0 06      ADD EAX,6
0040A6BE | . B2 03        MOV DL,3
0040A6C0 | . 8808          MOV BYTE PTR DS:[EAX],CL
0040A6C2 | . 8858 01      MOV BYTE PTR DS:[EAX+1],BL
0040A6C5 | . 8850 02      MOV BYTE PTR DS:[EAX+2],DL
0040A6C8 | . C640 03 06   MOV BYTE PTR DS:[EAX+3],6
0040A6CC | . C640 04 07   MOV BYTE PTR DS:[EAX+4],7
0040A6D0 | . 8858 05      MOV BYTE PTR DS:[EAX+5],BL
0040A6D3 | . 8B46 04      MOV EAX,DWORD PTR DS:[ESI+4]
0040A6D6 | . 8848 0C      MOV BYTE PTR DS:[EAX+C],CL

```

Clearly, 0040A6AD and 0040A6B1 are for starting date.

Code:

```

0040A6AD | . C640 03 18   MOV BYTE PTR DS:[EAX+3],18 ; day
0040A6B1 | . C640 04 06   MOV BYTE PTR DS:[EAX+4],6 ; month

```

Then, 0040A6C8 and 0040A6CC are for the ending.

Code:

```

0040A6C8 | . C640 03 06   MOV BYTE PTR DS:[EAX+3],6 ; day
0040A6CC | . C640 04 07   MOV BYTE PTR DS:[EAX+4],7 ; month

```

Further testing will be needing, and I'm still in the search of the offset for changing mid-season transfer window too. Also I'll investigate how does italian transfer window to manage free agents different from contracted players.

I've changed transfer window to start from 1st of July up to 1st of October. I've played a whole season without a crash, let's hope the same for the second.

I was looking at this matter recently and there seem to be repeat blocks of code for each window, the following should be the mid-season window.

```

0040A6DC | . 8848 01 MOV BYTE PTR DS:[EAX+1],CL
0040A6DF | . 8858 02 MOV BYTE PTR DS:[EAX+2],BL
0040A6E2 | . C640 03 0E MOV BYTE PTR DS:[EAX+3],0E - 0E = 14
0040A6E6 | . C640 04 0B MOV BYTE PTR DS:[EAX+4],0B - 0B = 11, so 14th of December (months start at zero I seem to recall).
0040A6EA | . 8848 05 MOV BYTE PTR DS:[EAX+5],CL
0040A6ED | . 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
0040A6F0 | . 83C0 12 ADD EAX,12
0040A6F3 | . 5E POP ESI
0040A6F4 | . 8858 05 MOV BYTE PTR DS:[EAX+5],BL
0040A6F7 | . 8808 MOV BYTE PTR DS:[EAX],CL
0040A6F9 | . 8848 01 MOV BYTE PTR DS:[EAX+1],CL
0040A6FC | . 8850 02 MOV BYTE PTR DS:[EAX+2],DL
0040A6FF | . C640 03 04 MOV BYTE PTR DS:[EAX+3],4 - 4th
0040A703 | . C640 04 02 MOV BYTE PTR DS:[EAX+4],2 - March

```

It should be possible to make the windows so small they cease to exist - although they might need to be at least 1 day long.

Alternatively you could try put the RETN statement at 0040A6A3 to see if that deletes the window entirely.

Fiestita

28-12-12, 08:06 PM

Yes, I reached the same conclusion than you John.

Been investigating Italian and Spanish rules, and found how to change them. What I still do not understand are two things: how does the game handle the max 2 players for summer (winter in europe) transfer window in Argentina and how does it manage to have two different transfer windows for contracted players and free agents in Italy.

I will post the code of the three most important leagues: ENG, ITA, SPA. Maybe we'll find a way to suit them to SPA transfer model, that seems to be the more adequate.

EDIT: Oh and remember that 14 is an hex numer, it is 20th of Dec.

Fiestita

28-12-12, 08:16 PM

Italy Transfer Rules

Code:

```

006613F0 |/$ 81EC 00020000 SUB ESP,200
006613F6 | . 53          PUSH EBX
006613F7 | . 56          PUSH ESI
006613F8 | . 8BF1       MOV ESI,ECX
006613FA | . 6A 24      PUSH 24
006613FC | . C646 08 03 MOV BYTE PTR DS:[ESI+8],3
00661400 | . E8 413A2E00 CALL cm0102.00944E46
00661405 | . 33DB       XOR EBX,EBX
00661407 | . 83C4 04    ADD ESP,4

```

```

0066140A | . 3BC3      CMP EAX,EBX
0066140C | . 8946 04   MOV DWORD PTR DS:[ESI+4],EAX
0066140F | . 75 62     JNZ SHORT cm0102.00661473
00661411 | . 8D4424 08 LEA EAX,DWORD PTR SS:[ESP+8]
00661415 | . 8D8C24 0801000>LEA ECX,DWORD PTR SS:[ESP+108]
0066141C | . 50        PUSH EAX
0066141D | . 51        PUSH ECX
0066141E | . 53        PUSH EBX
0066141F | . 53        PUSH EBX
00661420 | . 68 A4A99E00 PUSH cm0102.009EA9A4
01\cm3\code\transfer\italy_rules.cpp" ; ASCII "E:\dev\CM3\cm3 00-
00661425 | . E8 D5382E00 CALL cm0102.00944CFF
0066142A | . 83C4 14   ADD ESP,14
0066142D | . 8D5424 08 LEA EDX,DWORD PTR SS:[ESP+8]
00661431 | . 8D8424 0801000>LEA EAX,DWORD PTR SS:[ESP+108]
00661438 | . 6A 52     PUSH 52
0066143A | . 52        PUSH EDX
0066143B | . 50        PUSH EAX
0066143C | . E8 EFBC2A00 CALL cm0102.0090D130
00661441 | . 50        PUSH EAX
00661442 | . 68 E8709800 PUSH cm0102.009870E8
00661447 | . 68 D024AE00 PUSH cm0102.00AE24D0
0066144C | . E8 4E382E00 CALL cm0102.00944C9F
00661451 | . 53        PUSH EBX
00661452 | . 68 D024AE00 PUSH cm0102.00AE24D0
00661457 | . 68 E0709800 PUSH cm0102.009870E0
0066145C | . E8 2F6EF8FF CALL cm0102.005E8290
00661461 | . 83C4 24   ADD ESP,24
00661464 | . 891D 347AB600 MOV DWORD PTR DS:[B67A34],EBX
0066146A | . 5E        POP ESI
0066146B | . 5B        POP EBX
0066146C | . 81C4 00020000 ADD ESP,200
00661472 | . C3       RETN
00661473 | > 80CA FF  OR DL,0FF
00661476 | . B1 01     MOV CL,1
00661478 | . C600 0E  MOV BYTE PTR DS:[EAX],0E
0066147B | . 8858 01  MOV BYTE PTR DS:[EAX+1],BL
0066147E | . 8850 02  MOV BYTE PTR DS:[EAX+2],DL
00661481 | . 8848 03  MOV BYTE PTR DS:[EAX+3],CL
;CL is one (see 00661476), so
this is the day of start.
00661484 | . C640 04 06 MOV BYTE PTR DS:[EAX+4],6
; 6 is July, so it's the month of
start.
00661488 | . 8848 05  MOV BYTE PTR DS:[EAX+5],CL
0066148B | . 8B46 04  MOV EAX,DWORD PTR DS:[ESI+4]
0066148E | . C640 06 0E MOV BYTE PTR DS:[EAX+6],0E
00661492 | . 83C0 06  ADD EAX,6
00661495 | . 8858 01  MOV BYTE PTR DS:[EAX+1],BL
00661498 | . C640 02 04 MOV BYTE PTR DS:[EAX+2],4
0066149C | . C640 03 1B MOV BYTE PTR DS:[EAX+3],1B
;1B is 27th, the day of
end.
006614A0 | . C640 04 09 MOV BYTE PTR DS:[EAX+4],9
;9 is October, the
month of end.
006614A4 | . 8858 05  MOV BYTE PTR DS:[EAX+5],BL
006614A7 | . 8B46 04  MOV EAX,DWORD PTR DS:[ESI+4]
006614AA | . 83C0 0C  ADD EAX,0C
006614AD | . C600 0E  MOV BYTE PTR DS:[EAX],0E
006614B0 | . 8848 01  MOV BYTE PTR DS:[EAX+1],CL
006614B3 | . 8850 02  MOV BYTE PTR DS:[EAX+2],DL
006614B6 | . C640 03 02 MOV BYTE PTR DS:[EAX+3],2
006614BA | . 8858 04  MOV BYTE PTR DS:[EAX+4],BL
006614BD | . 8848 05  MOV BYTE PTR DS:[EAX+5],CL
006614C0 | . 8B46 04  MOV EAX,DWORD PTR DS:[ESI+4]
006614C3 | . C640 12 0E MOV BYTE PTR DS:[EAX+12],0E
006614C7 | . 83C0 12  ADD EAX,12
006614CA | . 8848 01  MOV BYTE PTR DS:[EAX+1],CL
006614CD | . 8850 02  MOV BYTE PTR DS:[EAX+2],DL
006614D0 | . C640 03 1F MOV BYTE PTR DS:[EAX+3],1F
006614D4 | . 8858 04  MOV BYTE PTR DS:[EAX+4],BL
006614D7 | . 8858 05  MOV BYTE PTR DS:[EAX+5],BL
006614DA | . 8B46 04  MOV EAX,DWORD PTR DS:[ESI+4]
006614DD | . 83C0 18  ADD EAX,18
006614E0 | . C600 0E  MOV BYTE PTR DS:[EAX],0E
006614E3 | . C640 01 02 MOV BYTE PTR DS:[EAX+1],2
006614E7 | . 8850 02  MOV BYTE PTR DS:[EAX+2],DL
006614EA | . 8848 03  MOV BYTE PTR DS:[EAX+3],CL
006614ED | . C640 04 06 MOV BYTE PTR DS:[EAX+4],6
006614F1 | . 8848 05  MOV BYTE PTR DS:[EAX+5],CL
006614F4 | . 8B46 04  MOV EAX,DWORD PTR DS:[ESI+4]
006614F7 | . 8858 23  MOV BYTE PTR DS:[EAX+23],BL
006614FA | . 83C0 1E  ADD EAX,1E
006614FD | . 5E        POP ESI
006614FE | . 5B        POP EBX
006614FF | . C600 0E  MOV BYTE PTR DS:[EAX],0E
00661502 | . C640 01 02 MOV BYTE PTR DS:[EAX+1],2
00661506 | . 8850 02  MOV BYTE PTR DS:[EAX+2],DL
00661509 | . C640 03 1E MOV BYTE PTR DS:[EAX+3],1E
0066150D | . C640 04 03 MOV BYTE PTR DS:[EAX+4],3
00661511 | . 81C4 00020000 ADD ESP,200
00661517 | . C3       RETN

```

Didn't have time to track DL and BL small registers to see their values, but surely BL has an 0, and the winter transfer window is following. Also I don't think that the free agent handling is in this block, it may be down.

England Transfer Rules

Code:

```

00579B30 |/$ 6A FF      PUSH -1
00579B32 | . 68 EB869500 PUSH cm0102.009586EB
00579B37 | . 64:A1 00000000 MOV EAX,DWORD PTR FS:[0] ; SE handler installation

```



```

00579B3D | . 50          PUSH EAX
00579B3E | . 64:8925 000000>MOV DWORD PTR FS:[0],ESP
00579B45 | . 81EC 04020000 SUB ESP,204
00579B4B | . 8B8424 2402000>MOV EAX,DWORD PTR SS:[ESP+224]
00579B52 | . 8B9424 1C02000>MOV EDX,DWORD PTR SS:[ESP+21C]
00579B59 | . 53          PUSH EBX
00579B5A | . 56          PUSH ESI
00579B5B | . 8BF1       MOV ESI,ECX
00579B5D | . 50          PUSH EAX
00579B5E | . 8B8C24 2C02000>MOV ECX,DWORD PTR SS:[ESP+22C]
00579B65 | . 8B8424 2402000>MOV EAX,DWORD PTR SS:[ESP+224]
00579B6C | . 51          PUSH ECX
00579B6D | . 8B8C24 2402000>MOV ECX,DWORD PTR SS:[ESP+224]
00579B74 | . 52          PUSH EDX
00579B75 | . 50          PUSH EAX
00579B76 | . 51          PUSH ECX
00579B77 | . 8BCE       MOV ECX,ESI
00579B79 | . 897424 1C   MOV DWORD PTR SS:[ESP+1C],ESI
00579B7D | . E8 1EE93600 CALL cm0102.008E84A0
00579B82 | . 33DB       XOR EBX,EBX
00579B84 | . 6A 0C       PUSH 0C
00579B86 | . 899C24 1802000>MOV DWORD PTR SS:[ESP+218],EBX
00579B8D | . C706 4C9F9600 MOV DWORD PTR DS:[ESI],cm0102.00969F4C
00579B93 | . C646 08 01 MOV BYTE PTR DS:[ESI+8],1
00579B97 | . E8 AAB23C00 CALL cm0102.00944E46
00579B9C | . 83C4 04    ADD ESP,4
00579B9F | . 3BC3       CMP EAX,EBX
00579BA1 | . 8946 04    MOV DWORD PTR DS:[ESI+4],EAX
00579BA4 | . 75 5B      JNZ SHORT cm0102.00579C01
00579BA6 | . 8D5424 0C  LEA EDX,DWORD PTR SS:[ESP+C]
00579BAA | . 8D8424 0C01000>LEA EAX,DWORD PTR SS:[ESP+10C]
00579BB1 | . 52          PUSH EDX
00579BB2 | . 50          PUSH EAX
00579BB3 | . 53          PUSH EBX
00579BB4 | . 53          PUSH EBX
00579BB5 | . 68 98449C00 PUSH cm0102.009C4498 ; ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\transfer\england_rules.cpp"
00579BBA | . E8 40B13C00 CALL cm0102.00944CFF
00579BBF | . 83C4 14    ADD ESP,14
00579BC2 | . 8D4C24 0C  LEA ECX,DWORD PTR SS:[ESP+C]
00579BC6 | . 8D9424 0C01000>LEA EDX,DWORD PTR SS:[ESP+10C]
00579BCD | . 6A 4F      PUSH 4F
00579BCF | . 51          PUSH ECX
00579BD0 | . 52          PUSH EDX
00579BD1 | . E8 5A353900 CALL cm0102.0090D130
00579BD6 | . 50          PUSH EAX
00579BD7 | . 68 E8709800 PUSH cm0102.009870E8 ; ASCII "v%s %s.%s %d"
00579BDC | . 68 D024AE00 PUSH cm0102.00AE24D0
00579BE1 | . E8 B9B03C00 CALL cm0102.00944C9F
00579BE6 | . 53          PUSH EBX
00579BE7 | . 68 D024AE00 PUSH cm0102.00AE24D0
00579BEC | . 68 E0709800 PUSH cm0102.009870E0 ; ASCII "Error"
00579BF1 | . E8 9AE60600 CALL cm0102.005E8290
00579BF6 | . 83C4 24    ADD ESP,24
00579BF9 | . 891D 347AB600 MOV DWORD PTR DS:[B67A34],EBX
00579BFF | . EB 31      JMP SHORT cm0102.00579C32
00579C01 | > B1 02      MOV CL,2
00579C03 | . C600 07    MOV BYTE PTR DS:[EAX],7
00579C06 | . 8858 01    MOV BYTE PTR DS:[EAX+1],BL
00579C09 | . C640 02 01 MOV BYTE PTR DS:[EAX+2],1
00579C0D | . 8848 03    MOV BYTE PTR DS:[EAX+3],CL ; CL is two
(see 00579C01), this is the day of start.
00579C10 | . C640 04 05 MOV BYTE PTR DS:[EAX+4],5 ; 5 is June, this
is the month of start.
00579C14 | . C640 05 01 MOV BYTE PTR DS:[EAX+5],1
00579C18 | . 8B46 04    MOV EAX,DWORD PTR DS:[ESI+4]
00579C1B | . 83C0 06    ADD EAX,6
00579C1E | . C600 07    MOV BYTE PTR DS:[EAX],7
00579C21 | . 8858 01    MOV BYTE PTR DS:[EAX+1],BL
00579C24 | . C640 02 04 MOV BYTE PTR DS:[EAX+2],4
00579C28 | . C640 03 1A MOV BYTE PTR DS:[EAX+3],1A ; day of end???
00579C2C | . 8848 04    MOV BYTE PTR DS:[EAX+4],CL ; month of end (as
CL is 2 -would be march-)
00579C2F | . 8858 05    MOV BYTE PTR DS:[EAX+5],BL
00579C32 | > 8B8C24 0C02000>MOV ECX,DWORD PTR SS:[ESP+20C]
00579C39 | . 8BC6       MOV EAX,ESI
00579C3B | . 5E         POP ESI
00579C3C | . 5B         POP EBX
00579C3D | . 64:890D 000000>MOV DWORD PTR FS:[0],ECX
00579C44 | . 81C4 10020000 ADD ESP,210
00579C4A | \. C2 1400   RETN 14

```

There isn't more than a few NOPs below. So changing this block to have a winter transfer window would require adding another block of code at the end of cm0102.exe and calling it from here.

Fiestita

28-12-12, 08:38 PM

Spain Transfer Rules

Code:

```

00859470 /$ 81EC 00020000 SUB ESP,200
00859476 | . 53          PUSH EBX
00859477 | . 56          PUSH ESI
00859478 | . 8BF1       MOV ESI,ECX
0085947A | . 6A 18       PUSH 18
0085947C | . C646 08 02 MOV BYTE PTR DS:[ESI+8],2
00859480 | . E8 C1B90E00 CALL cm0102.00944E46
00859485 | . 33DB       XOR EBX,EBX
00859487 | . 83C4 04    ADD ESP,4
0085948A | . 3BC3       CMP EAX,EBX
0085948C | . 8946 04    MOV DWORD PTR DS:[ESI+4],EAX

```

```

0085948F |. 75 62      JNZ SHORT cm0102.008594F3
00859491 |. 8D4424 08   LEA EAX,DWORD PTR SS:[ESP+8]
00859495 |. 8D8C24 0801000>LEA ECX,DWORD PTR SS:[ESP+108]
0085949C |. 50          PUSH EAX
0085949D |. 51          PUSH ECX
0085949E |. 53          PUSH EBX
0085949F |. 53          PUSH EBX
008594A0 |. 68 C82AA800 PUSH cm0102.00A82AC8      ; ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\transfer\spain_rules.cpp"
008594A5 |. E8 55B80E00 CALL cm0102.00944CFF
008594AA |. 83C4 14     ADD ESP,14
008594AD |. 8D5424 08   LEA EDX,DWORD PTR SS:[ESP+8]
008594B1 |. 8D8424 0801000>LEA EAX,DWORD PTR SS:[ESP+108]
008594B8 |. 6A 54      PUSH 54
008594BA |. 52          PUSH EDX
008594BB |. 50          PUSH EAX
008594BC |. E8 6F3C0B00 CALL cm0102.0090D130
008594C1 |. 50          PUSH EAX
008594C2 |. 68 E8709800 PUSH cm0102.009870E8      ; ASCII "v%s %s.%s %d"
008594C7 |. 68 D024AE00 PUSH cm0102.00AE24D0
008594CC |. E8 CEB70E00 CALL cm0102.00944C9F
008594D1 |. 53          PUSH EBX
008594D2 |. 68 D024AE00 PUSH cm0102.00AE24D0
008594D7 |. 68 E0709800 PUSH cm0102.009870E0      ; ASCII "Error"
008594DC |. E8 AFEDD8FF CALL cm0102.005E8290
008594E1 |. 83C4 24     ADD ESP,24
008594E4 |. 891D 347AB600 MOV DWORD PTR DS:[B67A34],EBX
008594EA |. 5E          POP ESI
008594EB |. 5B          POP EBX
008594EC |. 81C4 00020000 ADD ESP,200
008594F2 |. C3         RETN
008594F3 |> B1 01      MOV CL,1
008594F5 |. C600 16     MOV BYTE PTR DS:[EAX],16
008594F8 |. 8858 01     MOV BYTE PTR DS:[EAX+1],BL
008594FB |. C640 02 03  MOV BYTE PTR DS:[EAX+2],3
008594FF |. C640 03 11  MOV BYTE PTR DS:[EAX+3],11      ; day of
start (17th)
00859503 |. C640 04 05  MOV BYTE PTR DS:[EAX+4],5      ; month of
start (June)
00859507 |. 8848 05     MOV BYTE PTR DS:[EAX+5],CL
0085950A |. 8B46 04     MOV EAX,DWORD PTR DS:[ESI+4]
0085950D |. 83C0 06     ADD EAX,6
00859510 |. 80CA FF     OR DL,OFF
00859513 |. C600 16     MOV BYTE PTR DS:[EAX],16
00859516 |. 8858 01     MOV BYTE PTR DS:[EAX+1],BL
00859519 |. C640 02 04  MOV BYTE PTR DS:[EAX+2],4
0085951D |. C640 03 14  MOV BYTE PTR DS:[EAX+3],14      ; day of end (20th)
00859521 |. C640 04 07  MOV BYTE PTR DS:[EAX+4],7      ; month of end
(August)
00859525 |. 8858 05     MOV BYTE PTR DS:[EAX+5],BL
00859528 |. 8B46 04     MOV EAX,DWORD PTR DS:[ESI+4]
0085952B |. C640 0C 16  MOV BYTE PTR DS:[EAX+C],16
0085952F |. 83C0 0C     ADD EAX,0C
00859532 |. 8848 01     MOV BYTE PTR DS:[EAX+1],CL
00859535 |. 8850 02     MOV BYTE PTR DS:[EAX+2],DL
00859538 |. C640 03 0F  MOV BYTE PTR DS:[EAX+3],0F      ; day of winter start
(15th)
0085953C |. C640 04 0B  MOV BYTE PTR DS:[EAX+4],0B      ; month of winter start
(December)
00859540 |. 8848 05     MOV BYTE PTR DS:[EAX+5],CL
00859543 |. 8B46 04     MOV EAX,DWORD PTR DS:[ESI+4]
00859546 |. 83C0 12     ADD EAX,12
00859549 |. 5E          POP ESI
0085954A |. 8858 04     MOV BYTE PTR DS:[EAX+4],BL
0085954D |. 8858 05     MOV BYTE PTR DS:[EAX+5],BL
00859550 |. C600 16     MOV BYTE PTR DS:[EAX],16      ; day of winter end
(22th)
00859553 |. 8848 01     MOV BYTE PTR DS:[EAX+1],CL      ; month of winter end
(CL is 1 -would be February-, see 008594F3)
00859556 |. 8850 02     MOV BYTE PTR DS:[EAX+2],DL
00859559 |. C640 03 1F  MOV BYTE PTR DS:[EAX+3],1F
0085955D |. 5B          POP EBX
0085955E |. 81C4 00020000 ADD ESP,200
00859564 |. C3         RETN/

```

I'm thinking that perhaps, just bypassing each country ruling and calling this block for every EU league would do the trick. It will not be the same for Argentina or Croatia, as they have restrictions for nationalities.

JohnLocke

28-12-12, 08:51 PM

I think the MOV BYTE PTR DS:[EAX+2],3 lines might be to do with the day of the week, e.g. instructing the game to pick the nearest Saturday (or whatever) to the specified date.

Fiestita

28-12-12, 09:12 PM

Makes sense. Then BL is 0 as I suspected in Italy, so that's why transfers in Italy start on monday, and on Arg Transfer window, transfers start on a thursday (3).

faz44

04-01-13, 12:16 AM

Fiestita, is it possible to help me out with Belgium so I can change it for a league patch?

JohnLocke

05-01-13, 08:18 PM

This is the relevant section of the exe, hope it helps.

Code:

```
CPU Disasm
Address Hex dump Command Comments
00424C30 |. 68 349E9800 PUSH OFFSET 00989E34 ; |Arg1 = ASCII "E:\dev\CM3\cm3 00-
01\cm3\code\transfer\belgium_rules.cpp"
00424C35 |. E8 C5005200 CALL 00944CFF ; \olly_cm0102.00944CFF
00424C3A |. 83C4 14 ADD ESP,14
00424C3D |. 8D5424 08 LEA EDX,[LOCAL.127]
00424C41 |. 8D8424 080100 LEA EAX,[LOCAL.63]
00424C48 |. 6A 53 PUSH 53
00424C4A |. 52 PUSH EDX
00424C4B |. 50 PUSH EAX
00424C4C |. E8 DF844E00 CALL 0090D130
00424C51 |. 50 PUSH EAX
00424C52 |. 68 E8709800 PUSH OFFSET 009870E8 ; ASCII "v%s %s.%s %d"
00424C57 |. 68 D024AE00 PUSH OFFSET 00AE24D0
00424C5C |. E8 3E005200 CALL 00944C9F
00424C61 |. 53 PUSH EBX
00424C62 |. 68 D024AE00 PUSH OFFSET 00AE24D0
00424C67 |. 68 E0709800 PUSH OFFSET 009870E8 ; ASCII "Error"
00424C6C |. E8 1F361C00 CALL 005E8290
00424C71 |. 83C4 24 ADD ESP,24
00424C74 |. 891D 347AB600 MOV DWORD PTR DS:[0B67A34],EBX
00424C7A |. 5E POP ESI
00424C7B |. 5B POP EBX
00424C7C |. 81C4 00020000 ADD ESP,200
00424C82 |. C3 RETN
00424C83 |> 80CA FF OR DL,FF
00424C86 |. B1 01 MOV CL,1
00424C88 |. C600 03 MOV BYTE PTR DS:[EAX],3
00424C8B |. 8858 01 MOV BYTE PTR DS:[EAX+1],BL
00424C8E |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424C91 |. 8848 03 MOV BYTE PTR DS:[EAX+3],CL
00424C94 |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5
00424C98 |. 8848 05 MOV BYTE PTR DS:[EAX+5],CL
00424C9B |. 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
00424C9E |. C640 06 03 MOV BYTE PTR DS:[EAX+6],3
00424CA2 |. 83C0 06 ADD EAX,6
00424CA5 |. 8858 01 MOV BYTE PTR DS:[EAX+1],BL
00424CA8 |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424CAB |. C640 03 1E MOV BYTE PTR DS:[EAX+3],1E
00424CAF |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5
00424CB3 |. 8858 05 MOV BYTE PTR DS:[EAX+5],BL
00424CB6 |. 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
00424CB9 |. 83C0 0C ADD EAX,0C
00424CBC |. C600 03 MOV BYTE PTR DS:[EAX],3
00424CBF |. 8848 01 MOV BYTE PTR DS:[EAX+1],CL
00424CC2 |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424CC5 |. 8848 03 MOV BYTE PTR DS:[EAX+3],CL
00424CC8 |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5
00424CCC |. 8848 05 MOV BYTE PTR DS:[EAX+5],CL
00424CCF |. 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
00424CD2 |. C640 12 03 MOV BYTE PTR DS:[EAX+12],3
00424CD6 |. 83C0 12 ADD EAX,12
00424CD9 |. 8848 01 MOV BYTE PTR DS:[EAX+1],CL
00424CDC |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424CDF |. C640 03 1F MOV BYTE PTR DS:[EAX+3],1F
00424CE3 |. C640 04 0B MOV BYTE PTR DS:[EAX+4],0B
00424CE7 |. 8858 05 MOV BYTE PTR DS:[EAX+5],BL
00424CEA |. 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
00424CED |. 83C0 18 ADD EAX,18
00424CF0 |. C600 03 MOV BYTE PTR DS:[EAX],3
00424CF3 |. C640 01 02 MOV BYTE PTR DS:[EAX+1],2
00424CF7 |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424CFA |. 8848 03 MOV BYTE PTR DS:[EAX+3],CL
00424CFD |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5
00424D01 |. 8848 05 MOV BYTE PTR DS:[EAX+5],CL
00424D04 |. 8B46 04 MOV EAX,DWORD PTR DS:[ESI+4]
00424D07 |. 8858 23 MOV BYTE PTR DS:[EAX+23],BL
00424D0A |. 83C0 1E ADD EAX,1E
00424D0D |. 5E POP ESI
00424D0E |. 5B POP EBX
00424D0F |. C600 03 MOV BYTE PTR DS:[EAX],3
00424D12 |. C640 01 02 MOV BYTE PTR DS:[EAX+1],2
00424D16 |. 8850 02 MOV BYTE PTR DS:[EAX+2],DL
00424D19 |. C640 03 1F MOV BYTE PTR DS:[EAX+3],1F
00424D1D |. C640 04 02 MOV BYTE PTR DS:[EAX+4],2
00424D21 |. 81C4 00020000 ADD ESP,200
00424D27 \. C3 RETN
```

Fiestita

08-01-13, 07:14 AM

Quote:

Originally Posted by [faz44](#) »

Fiestita, is it possible to help me out with Belgium so I can change it for a league patch?

Not sure at all, but according to Belgium Rules block (thanks in advance J. Locke), these should be the lines to mod:

summer start

00424C91 |. 8848 03 MOV BYTE PTR DS:[EAX+3],CL ;day CL is one (see 00424C86)
00424C94 |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5 ;month

summer end

00424CAB | . C640 03 1E MOV BYTE PTR DS:[EAX+3],1E ;day
00424CAF | . C640 04 05 MOV BYTE PTR DS:[EAX+4],5 ;month

winter start

00424CDF | . C640 03 1F MOV BYTE PTR DS:[EAX+3],1F ;day
00424CE3 | . C640 04 0B MOV BYTE PTR DS:[EAX+4],0B ;month

winter end

00424D19 | . C640 03 1F MOV BYTE PTR DS:[EAX+3],1F ;day
00424D1D | . C640 04 02 MOV BYTE PTR DS:[EAX+4],2 ;month

Is there any other thing you'd like to mod?

faz44

09-01-13, 11:54 PM

No, that's fine but the dates make no sense. 1st of May to the 30th of May and the 31st of December to the 31st of February? Are my hexidecimals off?

Fiestita

10-01-13, 09:42 PM

Which are the date in Belgium? I've never played Belgium, so I didn't know.

Remember that months start with 0 (John Locke pointed it out), so 5 would be June, not May.

Start would be 1st of May to 30th of May.

Jimiel

04-12-13, 06:14 PM

Transfer Deadline

is there a patch that includes the current transfer deadline? i currently have the 3.9.68 patch and autumn 2013 date files.

thanks!

Dermotron

04-12-13, 10:13 PM

Don't think there is a patch but there is offsets and olly code you could use if you have any understanding of it

Purple Bananaa

13-01-14, 06:57 PM

Transfer Windows

I've started a game and we are still doing transfers in September. What have I done wrong?

ebfatz

13-01-14, 06:58 PM

Nothing.

Transfer windows were different back in 2001 and they can't (yet) be changed.

Craig Forrest

13-01-14, 09:25 PM

yup... the updates simply change the data.... players, clubs, player stats, ages, etc.....

stuff like transfer windows and CL format and number of teams in leagues is beyond the bi-annual update we do here :ok:

Asthereal

14-01-14, 12:07 AM

Small addition: in 2001 transfer windows were not yet the same in the whole of Europe. If you play in the Netherlands, you can transfer at will until the 1st of April, but in Spain things stop as soon as the competition starts (half/end of August). Italy also has transfer windows, but those are not as tight as in Spain.

Bit of advice if you have issues buying players in time when you start in Spain: start the game with several competitions "turned on", one of which should be the Netherlands. Choose to start the game in the Netherlands. When you get to pick your team, use the dropdown menu at the left top of the screen and choose Spain. Now pick your team and start your game. You will see that you suddenly start at the 21st of July instead of the 1st of August (or later, I don't remember exactly, since I've used this trick since like forever :P). Gives you a bit of extra time to play friendlies, scout guys, make transfer bids and offer contracts.

(If a player you want to buy has masked attributes, just offer his club a friendly match and scout him. If they use him in the friendly match, your scouts will report on his attributes and you will be able to offer a LOT more transfer money to his club.)

chelmek

25-04-14, 06:52 AM

Transfer window doesn't close?

I play cm01/02 3968 and tapani 2.19 with march2014datafiles. August finished and transfers are still possible. Why? I thought that's because of date 2013 in tapani so I uninstalled tapani and reinstall cm and still is the same. It was years ago I recently played cm01/02 and maybe i don't remember about something? Transfers in september are sick :/

Edit:
I play english premierleague

JLa

25-04-14, 08:06 AM

I don't think they had today's transfer windows back then...? The transfer window in England closes in april or so (in CM0102).

Guess this is hardcoded in the game and can't easily be changed.

chelmek

25-04-14, 09:33 AM

So that is not any bug caused by tapani patch or something? That's normal that transfer period didn't closed at the end of august and I can play with no worries? ;d



Transfer Window

Printable View

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JLa

25-04-14, 09:58 AM

Yup, just keep on playing. :)

chelmek

25-04-14, 09:59 AM

Thank You ! ;d

Tricolores

18-12-14, 04:46 PM

Why does the transfer window not close before december?

Hi guys,

I have installed and patched the game, but the transfer window remains open during season, untill december I believe.

Is this normal? Can it be solved?

Thanks!
Tricolores

Dermotron

18-12-14, 04:48 PM

It was normal in 2001/02 when the game was created

Topofthekop

18-12-14, 04:49 PM

Because back when the game was made the transfer window did not shut until close to the end of the season. As for solving this, nope dont think you can.

saturn

11-03-15, 11:04 AM

Transfer windows

Virtually all of the leagues have changed their transfer windows since the game was released. In [this thread](#), Fiestita and JohnLocke have broken down how the windows work. Each league has a block of code with the following offsets:

```
MOV BYTE PTR DS:[EAX+1] ?
MOV BYTE PTR DS:[EAX+2] Day
MOV BYTE PTR DS:[EAX+3] Date
MOV BYTE PTR DS:[EAX+4] Month
MOV BYTE PTR DS:[EAX+5] ?
```

The date chosen by the game can be read as the [Day] closest to the [Date] of the [Month], eg the Spanish summer window opens in the game on the Thursday closest to the 17th of June. The Day values range from 0 to 6, with 0 a Monday and 6 a Sunday. Sometimes the value will be OFF - this mean that the game doesn't choose any Day value and instead sticks exactly to the Date value. The Date value ranges from the hexademical values of 1-31 (1-1F), while the Month value ranges from the hexademical values of 0-11 (0-0B), with 0 being January and 0B being December.

Here is the code for the Spanish windows:

Code:

```
008594F3 |> B1 01      MOV CL,1
008594F5 |. C600 16    MOV BYTE PTR DS:[EAX],16
008594F8 |. 8858 01    MOV BYTE PTR DS:[EAX+1],BL
008594FB |. C640 02 03 MOV BYTE PTR DS:[EAX+2],3 ; Thursday [summer start day]
008594FF |. C640 03 11 MOV BYTE PTR DS:[EAX+3],11 ; 17th [summer start date]
00859503 |. C640 04 05 MOV BYTE PTR DS:[EAX+4],5 ; June [summer start month]
00859507 |. 8848 05    MOV BYTE PTR DS:[EAX+5],CL
0085950A |. 8B46 04    MOV EAX,DWORD PTR DS:[ESI+4]
0085950D |. 83C0 06    ADD EAX,6
00859510 |. 80CA FF    OR DL,OFF
00859513 |. C600 16    MOV BYTE PTR DS:[EAX],16
00859516 |. 8858 01    MOV BYTE PTR DS:[EAX+1],BL
00859519 |. C640 02 04 MOV BYTE PTR DS:[EAX+2],4 ; Friday [summer end day]
0085951D |. C640 03 14 MOV BYTE PTR DS:[EAX+3],14 ; 20th [summer end date]
00859521 |. C640 04 07 MOV BYTE PTR DS:[EAX+4],7 ; August [summer end month]
```

```

00859525 | . 8858 05    MOV BYTE PTR DS:[EAX+5],BL
00859528 | . 8B46 04    MOV EAX,DWORD PTR DS:[ESI+4]
0085952B | . C640 0C 16  MOV BYTE PTR DS:[EAX+C],16
0085952F | . 83C0 0C    ADD EAX,0C
00859532 | . 8848 01    MOV BYTE PTR DS:[EAX+1],CL
00859535 | . 8850 02    MOV BYTE PTR DS:[EAX+2],DL    ; xxx [winter start day]
00859538 | . C640 03 0F  MOV BYTE PTR DS:[EAX+3],0F    ; 15th [winter start date]
0085953C | . C640 04 0B  MOV BYTE PTR DS:[EAX+4],0B    ; December [winter start month]
00859540 | . 8848 05    MOV BYTE PTR DS:[EAX+5],CL
00859543 | . 8B46 04    MOV EAX,DWORD PTR DS:[ESI+4]
00859546 | . 83C0 12    ADD EAX,12
00859549 | . 5E        POP ESI
0085954A | . 8858 04    MOV BYTE PTR DS:[EAX+4],BL    ; January [winter end month]
0085954D | . 8858 05    MOV BYTE PTR DS:[EAX+5],BL
00859550 | . C600 16    MOV BYTE PTR DS:[EAX],16
00859553 | . 8848 01    MOV BYTE PTR DS:[EAX+1],CL
00859556 | . 8850 02    MOV BYTE PTR DS:[EAX+2],DL    ; xxx [winter end day]
00859559 | . C640 03 1F  MOV BYTE PTR DS:[EAX+3],1F    ; 31st [winter end date]
0085955D | . 5B        POP EBX
0085955E | . 81C4 00020000  ADD ESP,200
00859564 | \. C3      RETN

```

Changing the windows is as easy as it looks: the EAX+2/3/4 lines are the only lines that need to be altered. Sometimes the values are not integers, but BL, CL or DL (called registers). BL is always 0, while the values for CL and DL differ for each block. A lot of the time you can see that the CL and DL values have been assigned in the same block. Here, the first line tells us that CL is 1, while at 00859510 we can see that DL is OFF. Usually when changing the values of a register to that of an integer, you have to overwrite the lines following it in the code (as integers require bigger space than registers), but the lines can be changed in a more simpler fashion as described by JohnLocke [here](#).

So, changing the windows seems like it should be pretty straightforward. Unfortunately in the game not every league has two windows like Spain has above. In fact, only eight leagues do (Argentina, France, Greece, Italy, Japan, Portugal, Russia and Spain), most of the others have only one, with Denmark and Sweden having no windows at all (the lack of code heret also explains why their non-EU players rules had to be tied to another league's (England's)). There is no room in the game's code to add another window to the leagues that have only one, so the most straightforward solution would be to point the code towards the second window of a different league whose dates match (pretty much all the European leagues now IRL).

Unfortunately I haven't managed to get this to work yet. Leagues with two windows have different structures in the code than those with only one. In saying that, when looking at the two windows code for the eight leagues, very little changes between them (literally two lines). I tried rewriting the English code to match this structure before telling the code to jump to the Spanish offsets above, but had little success. The game ran fine but there was no transfer window at all. I still think/hope that it should be possible.

I've listed all the leagues' window dates below, both how they were in the game in 2001 and how they are now. A few of the leagues have small quirks in their windows too, with different windows for free transfers or lower divisions. These have been explained too, although any corrections are welcome.

Original Windows:

Spoiler!

Show

Current Windows:

Spoiler!

Show

Another problem with changing the windows dates to those of today is that some of the leagues' calendars have been changed too, so the new windows mightn't fit well with the 2001 calendar. It's probably only worth worrying about should we be able to actually change the windows in the first place.

Lastly, [here](#) is a collection of all the leagues' windows' offsets, with all the EAX+2/3/4 offsets labelled. I haven't delved too much into seeing how the game knows that windows are only for free transfers or only affect certain divisions etc yet.

Kingsley

11-03-15, 01:50 PM

If you can get this to work, it would be a major improvement. If I can help with any testing, just let me know.

Tapani

11-03-15, 08:10 PM

Changing these are easier than you think. I hope :-)

The transfer windows are all initialized from a big function @ 8d26b0

The structure of the function at 8d26b0 is repeating blocks of code for each nation. Each block is similar to:

Spoiler!

Show

This block will repeat over and over, with the playable league id, nation id offset and init function call (and maybe some minor details) changing.

Now, in order to change the transfer windows to be uniform across several nations, we should first modify one league (nation) to have the transfer windows right.

Then we change the "key init calls" for all (applicable) nations to call the modified transfer window setup, instead of their ordinary init calls.

Example: if we change the call for England

Code:

```
008D28D5 E8 5672CAFF CALL cm0102.00579B30
```

to

Code:

... we get the Spanish transfer windows in England:

Spoiler!

Still some details remain. There are no notifications (news) when the newly modified windows are closing or have just opened. These notifications are likely scheduled events, and probably have to be modified separately.

Mark

12-03-15, 10:39 AM

Great stuff, lads!

If you can't figure out the notifications, I think it is still something that we can live with as we should all know when the summer and winter transfer windows end anyway :ok:

Tapani

12-03-15, 05:27 PM

Well, no messages are probably okayish. Having messages before the wrong days are suddenly not that nice.

How picky should we be on the days? The first window is often from *around* 1st of July to *around* 1st of Sep. With a lot of +/- 1 day variability in different leagues?

Am I right in assuming those one day variations are not so relevant? (going to try making a few leagues 1st July -- 1st Sep and 1st Jan -- 1st Feb)

Dermotron

12-03-15, 05:41 PM

Quote:

Originally Posted by [Tapani](#)

(going to try making a few leagues 1st July -- 1st Sep and 1st Jan -- 1st Feb)

Think everyone would be happy with these dates worldwide (for the Aug-May leagues)

milo

12-03-15, 06:40 PM

Quote:

Originally Posted by [Tapani](#)

Well, no messages are probably okayish. Having messages before the wrong days are suddenly not that nice.

How picky should we be on the days? The first window is often from around 1st of July to around 1st of Sep. With a lot of +/- 1 day variability in different leagues?

Am I right in assuming those one day variations are not so relevant? (going to try making a few leagues 1st July -- 1st Sep and 1st Jan -- 1st Feb)

as long as the european list is compiled after the window is closed, like in real life :ok:

Tapani

12-03-15, 07:02 PM

Quote:

Originally Posted by [milo](#)

as long as the european list is compiled after the window is closed, like in real life :ok:

Not sure where the register european team dates are :-(Can probably dig them up ... some other day

Seems like I got a dozen (or so) leagues working with new xfer windows: 1st Jul -- 1st Sep, 1st Jan -- 1st Feb.

Spoiler!

saturn

12-03-15, 07:47 PM

Quote:

Originally Posted by [Tapani](#)

Changing these are easier than you think. I hope :-)

The transfer windows are all initialized from a big function @ 8d26b0

...

Still some details remain. There are no notifications (news) when the newly modified windows are closing or have just opened. These notifications are likely scheduled events, and probably have to be modified separately.

That looks very promising, especially for the two leagues that have no windows at all. I think there could be a couple of small problems with it though, some just aesthetic but some that will affect gameplay too. For instance, from a quick test with Italy it seems that calling another country's windows brings with it their non-EU/player restrictions too. Luckily most European countries don't have restrictions anymore, so using Italy's rules wouldn't be a problem. Plus the two major countries that do have restrictions (France and Spain) have double windows already in the game.

The aesthetic changes are less important of course. I'd imagine (should we manage to find the deadline closing/opening notices) that they will all say "Italian deadline" in-game for all the leagues. Not a huge problem, plus we can always rewrite it to say "European deadline" or something. EDIT: Just saw the screenshot above, maybe it won't be a problem.

I'm still attempting to get other leagues to just call the Spanish windows' offsets from their own original block. I had a little more success (?) today when an English game crashed upon loading one of the Spanish offsets that I had pointed it towards (it hadn't loaded it at all previously). I think there's some advantages to this method as you can add in the little nuances of each league (free transfer deadlines, different division deadlines etc) that mightn't be achievable with the big function fix. I'll post up my progress soon.

Quote:

*Originally Posted by **Tapani***

How picky should we be on the days? The first window is often from around 1st of July to around 1st of Sep. With a lot of +/- 1 day variability in different leagues?

Am I right in assuming those one day variations are not so relevant? (going to try making a few leagues 1st July -- 1st Sep and 1st Jan -- 1st Feb)

You're right, I don't think we should be picky at all. A lot of those variations are for real world things, eg England's window closed on the 2nd of February this year because the 1st was a Sunday. I'm pretty sure that won't matter in the CM world. In fact we could probably just put OFF for all the EAX+2 (Day) offsets.

samsami

12-03-15, 07:52 PM

Quote:

*Originally Posted by **saturn***

That looks very promising, especially for the two leagues that have no windows at all. I think there could be a couple of small problems with it though, some just aesthetic but some that will affect gameplay too. For instance, from a quick test with Italy it seems that calling another country's windows brings with it their non-EU/player restrictions too. Luckily most European countries don't have restrictions anymore, so using Italy's rules wouldn't be a problem. Plus the two major countries that do have restrictions (France and Spain) have double windows already in the game.

The aesthetic changes are less important of course. I'd imagine (should we manage to find the deadline closing/opening notices) that they will all say "Italian deadline" in-game for all the leagues. Not a huge problem, plus we can always rewrite it to say "European deadline" or something. EDIT: Just saw the screenshot above, maybe it won't be a problem.

I'm still attempting to get other leagues to just call the Spanish windows' offsets from their own original block. I had a little more success (?) today when an English game crashed upon loading one of the Spanish offsets that I had pointed it towards (it hadn't loaded it at all previously). I think there's some advantages to this method as you can add in the little nuances of each league (free transfer deadlines, different division deadlines etc) that mightn't be achievable with the big function fix. I'll post up my progress soon.

You're right, I don't think we should be picky at all. A lot of those variations are for real world things, eg England's window closed on the 2nd of February this year because the 1st was a Sunday. I'm pretty sure that won't matter in the CM world. In fact we could probably just put OFF for all the EAX+2 (Day) offsets.

Agreed. And it's the winter window that's the problem. It should close around February 1 for all countries.

saturn

12-03-15, 07:57 PM

Quote:

*Originally Posted by **Tapani***

Not sure where the register european team dates are :(Can probably dig them up ... some other day

0085B056 MOV BYTE PTR SS:[ESP+1B],19

That's the offset for the number of players you can register, hopefully the date is nearby.

Tapani

13-03-15, 05:30 PM

Quote:

*Originally Posted by **saturn***

0085B056 MOV BYTE PTR SS:[ESP+1B],19

That's the offset for the number of players you can register, hopefully the date is nearby.

There are three suspicious looking dates "nearby" @ 905909 (4th Aug), 905928 (2nd Sep) and 905944 (2nd Feb). Could those be the right ones? (If so, no changes needed)

Regarding your experiments with the window, there are a few more details to think about: we have to set the playable league index correctly.

The complete transfer window structure is:
MOV BYTE PTR [EAX+0] Playable league index (00-19). Spain is 16
MOV BYTE PTR [EAX+1] Transfer window index, 00=first window, 01=second, ...
MOV BYTE PTR [EAX+2] Weekday (Sun-Sat = 00 - 06, FF means any day)
MOV BYTE PTR [EAX+3] Day of month (01 to 1F)
MOV BYTE PTR [EAX+4] Month (00 to 0B)
MOV BYTE PTR [EAX+5] Type of change to window, 01 = open window, 00 = close window

The tricky part is the p[ayable league index. It is set to a constant 16 for Spain (despite the playable league index being one of the arguments to the function!).

The real index can be fished up from the stack, and written to the right position.

After that, the open and close window news/notifications work automatically.

milo

13-03-15, 06:33 PM

Quote:

Originally Posted by **Tapani**

There are three suspicious looking dates "nearby" @ 905909 (4th Aug), 905928 (2nd Sep) and 905944 (2nd Feb). Could those be the right ones? (If so, no changes needed)

i think so, the 04/08 is the preliminary round and the latter are those after the closed windows :ok:

Tapani

13-03-15, 10:23 PM

All in all, my hack for the transfer windows is:

Spoiler!

Show

Please test :-)

This will be present in next patch (in some form).

Overall, it has been a good collaboration, which is a new experience. Would have taken much longer without the teamwork!
Thanks saturn, and everyone who has been providing useful comments or involved finding the offsets (JohnLocke et al)! :-)

saturn

17-03-15, 08:31 PM

Quote:

Originally Posted by **Tapani**

Please test :-)

This will be present in next patch (in some form).

The transfer windows seem to work fine for all the countries you've changed, great job.

The big issue for me is something I mentioned above: all the countries with Spain's window also now have Spain's three non-EU player restrictions for their leagues. This has a big effect on many leagues as most of those whose windows you've changed have no restrictions on them today (Spain still has three IRL).

Spain also has a weird bug for non-EU transfers that looks like [this](#). I'm not sure why it happens as it usually only occurs when sometimes selling to Spanish clubs, but as you can see it's also stopping purchases here. What's even stranger is that AI Spanish teams still seem able to buy non-EU players regardless of how many they already have in their squad, eg I saw Atletico Madrid buy three non-EUs after the first season despite already having seven in their squad, while my holidaying Rangers side were prevented from signing one when they only had three.

Therefore I think that a different country's window should be used instead of Spain, preferably one with no restrictions. Out of the sixteen leagues changed, eleven have no restrictions; Belgium; Denmark; England; Germany; Holland; Italy; N Ireland; Poland*, Portugal; Scotland and Wales. Portugal seems like it would be the best to use, but it would still leave a few countries with no player restrictions when they should have some (Croatia, Greece and Turkey). The changes to remove all the player restrictions from the Portuguese leagues are:

Code:

```
0x3d41ae 0x6 0x32
0x3d41c2 0x5 0x32
0x3d41c9 0x4 0x32
0x3d43ec 0x3 0x1
0x3d43f3 0x3 0x1
```

Furthermore I'd suggest removing France and Italy from the group. Both have nuances in their windows which can be retained as they both have double windows in the code. I actually changed both leagues before starting this thread so no extra work :).

*Poland has a [small restriction](#) but can be added here too.

Mark

18-03-15, 11:25 AM

That's some good work, saturn :ok:

I did forget about the FGN rules as one of the things to report to Tapani. There doesn't seem to be any limits these days other than naming a certain number of home grown players in the squads for the season.

I would suggest disabling it altogether considering there have been times this season (in England, at least) where there hasn't been a single English player in the starting eleven for clubs.

I must say too, the loan rules may need changing as well?

Tapani

19-03-15, 04:33 PM

Thank you saturn!

Doing those changes to the exe is not too much at all. Hope I get an hour or two this weekend to do them.

Fods

20-03-15, 10:03 AM

So do we :ok:

Jesus

20-03-15, 05:44 PM

Truly phenomenal stuff.

Mick

31-03-15, 09:09 AM

Amazing stuff gents. Amazing stuff !!! :clap:



Transfer Window

Printable View

Show 40 post(s) from this thread on one page

Page 3 of 5 << First < 1 2 3 4 5 > Last >>

footballnotsoccer

16-05-15, 05:22 PM

Quote:

Originally Posted by **Tapani**

All in all, my hack for the transfer windows is:

Spoiler! Show

Please test :-)

This will be present in next patch (in some form).

Overall, it has been a good collaboration, which is a new experience. Would have taken much longer without the teamwork!
Thanks saturn, and everyone who has been providing useful comments or involved finding the offsets (JohnLocke et al)! :-)

Hi All,

All you work here is amazing...for me this change is up there with Champions League and UEFA format!!

I'd like to help with the testing but all seems complicated. Is it as simple as copying and pasting the code above? Otherwise can someone point toward a thread which will teach me to how to do this...apologies for being computer illiterate!

You are all my heroes

footballnotsoccer

17-05-15, 01:48 PM

Quote:

Originally Posted by **Tapani**

Changing these are easier than you think. I hope :-)

The transfer windows are all initialized from a big function @ 8d26b0

The structure of the function at 8d26b0 is repeating blocks of code for each nation.
Each block is similar to:

Spoiler! Show

This block will repeat over and over, with the playable league id, nation id offset and init function call (and maybe some minor details) changing.

Now, in order to change the transfer windows to be uniform across several nations, we should first modify one league (nation) to have the transfer windows right.

Then we change the "key init calls" for all (applicable) nations to call the modified transfer window setup, instead of their ordinary init calls.

Example: if we change the call for England

Code:

```
008D28D5    E8 5672CAFF    CALL cm0102.00579B30
```

to

Code:

```
008D28D5    E8 266BF8FF    CALL cm0102.00859400
```

... we get the Spanish transfer windows in England:

Spoiler! Show

Still some details remain. There are no notifications (news) when the newly modified windows are closing or have just opened. These notifications are likely scheduled events, and probably have to be modified separately.

Ok so last night I downloaded Olly and then followed the above step. I then changed what I thought was the other codes to 00859400 such as Holland etc...I then ran a test and ENGLand worked but with no notification. Feeling pretty pleased with myself I checked the other leagues and none of the transfer windows had been changed!!

Will mess around with it tonight once I have time but if anyone can tolerate my lack of knowledge and give me some helpful pointers it would be greatly appreciated!

fairedinkum

18-05-15, 05:59 PM

Can someone point me in the direction of installing the English transfer window as it is now please? I've seen Tapani the legend has cracked it but I've never gone into the offsets stuff meself. I've already got GoBat and JL's patches tools, would just love a helping hand in putting the window into place. Thanks in advance, apologies if I've out this in the wrong thread.

saturn

24-05-15, 02:38 PM

Here's an updated version of Tapani's transfer window, based on Portugal rather than Spain. It gives the July 1st - September 1st and January 1st - February 1st windows to Belgium, Denmark, England, Germany, Holland, N Ireland, Poland, Portugal, Scotland and Wales. All the leagues now have Portugal's player restriction rules too, which is zero restrictions on non-EU players (although work permits are still required for the UK). They also inherit Portugal's lack of a loan window too - players can be loaned at any time as far as I can tell. Not ideal, but not the end of the world.

The windows of France, Italy, Japan, Russia, Spain and South Korea have all been updated aswell, with each having their own player restrictions and loan rules rather than Portugal's.

Spoiler!

Show

Save the above as a .patch file and use in Flex. Here's a .68 exe with just the transfer windows changed for those that don't use JohnLocke's patches: <http://www.mediafire.com/download/c8...cp2/cm0102.exe>. You should be able to apply Tapani's patch over this too, I don't think there'll be any conflicts.

Maybe most importantly from all of this, I think that the blocks of code that contain Belgium's, Denmark's etc transfer windows are now totally redundant due to them calling Portugal's instead. So potentially there could be space for hundreds, if not thousands, of lines of new code to play around with.

Fiestita

20-07-15, 08:54 PM

Hey saturn, excellent work. Just a hint I've been thinking of... By bypassing several transfer window code we are freeing up space to add some short functions to fix other kind of issues. We all know how difficult is to find some free space to fix things.

saturn

21-07-15, 03:59 PM

Quote:

*Originally Posted by **Fiestita** »*

Hey saturn, excellent work. Just a hint I've been thinking of... By bypassing several transfer window code we are freeing up space to add some short functions to fix other kind of issues. We all know how difficult is to find some free space to fix things.

Yep, I mentioned that above. Potentially thousands of lines free to put new code into now. A while back I was using some of it to attempt to write windows for every league, but I ran into some sporadic crashes which dissuaded me from continuing (particularly as I was just replicating the code of other windows without fully understanding them).

samson09

18-09-15, 01:51 PM

3.9.68 patch and transfer window.

I play in serie a the 1st season. It is november in the game and I stiiil can buy a players. There is no transfer winow close in this game? We can buy all year?

Craig Forrest

18-09-15, 03:32 PM

What ever the transfer window was back in 2001 when the game was released.

azmaster

20-09-15, 11:54 AM

Quote:

*Originally Posted by **Tapani** »*

Changing these are easier than you think. I hope :-)

The transfer windows are all initialized from a big function @ 8d26b0

*The structure of the function at 8d26b0 is repeating blocks of code for each nation.
Each block is similar to:*

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This block will repeat over and over, with the playable league id, nation id offset and init function call (and maybe some minor details) changing.

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```
008D28D5 E8 5672CAFF CALL cm0102.00579B30
```

to

Code:

```
008D28D5 E8 266BF8FF CALL cm0102.00859400
```

... we get the Spanish transfer windows in England:

Spoiler! Show

Still some details remain. There are no notifications (news) when the newly modified windows are closing or have just opened. These notifications are likely scheduled events, and probably have to be modified separately.

I made this change, use Spain transfer window in England, but then it changed my setting for non EU players.

I've already set this to 18, but changing to the Spain transfer window for England then decreases my non EU setting to 2.

Any ideas why that is happening?

I've noticed people say Portugal would be the league to use. Does anyone know the code call for Portugal that I can use rather than Spain call?

azmaster

23-09-15, 03:48 PM

007D3D80 is the offset for Portugal's window code.

so used the below;

```
008D28D5 E8 266BF8FF CALL cm0102.007D3D80
```

these are the offsets for Portugal match restrictions

```
007D43EA MOV BYTE PTR DS:[EDX+3],3  
007D43F1 MOV BYTE PTR DS:[EDX+3],12
```

then just had to change the portugal transfer window dates for the portugal league - look for this offset 007D3D80 and then look for similar section as spain;

<http://www.champman0102.co.uk/showth...730#post224730>

all done and sorted. I now have England using the proper transfer windows and max 18 non-EU players :D

these are more player restrictions for other leagues;

<http://www.champman0102.co.uk/showth...427#post250427>

when is the next Tapani patch coming out? Will it be with the October transfer update?

Dermotron

23-09-15, 03:58 PM

Tapani hasn't been online in yonks so who knows

His hiatus can be anything from 2 months to 3 years like before

azmaster

23-09-15, 04:18 PM

How about releasing a new patch that has this change in then without Tapani?

Saturn is ace at these offset changes too. I think we can make the transfer window changes without Tapani official updates. Would be a shame to wait 3 years when we can do it ourselves.

Fiestita

28-09-15, 10:44 AM

english transfer window endured up to march I think in original game

you should check the transfer window thread where there are several alternatives to patch that.

ken

13-10-15, 05:48 PM

Is it real in the live the transfer window in 2001~2002?
Or just in the game rule is like that?

saturn

15-10-15, 07:26 PM

Quote:

Originally Posted by **saturn** »

Here's an updated version of Tapani's transfer window, based on Portugal rather than Spain. It gives the July 1st - September 1st and January 1st - February 1st windows to Belgium, Denmark, England, Germany, Holland, N Ireland, Poland, Portugal, Scotland and Wales. All the leagues now have Portugal's player restriction rules too, which is zero restrictions on non-EU players (although work permits are still required for the UK). They also inherit Portugal's lack of a loan window too - players can be loaned at any time as far as I can tell. Not ideal, but not the end of the world.

The windows of France, Italy, Japan, Russia, Spain and South Korea have all been updated aswell, with each having their own player restrictions and loan rules rather than Portugal's.

Spoiler!

Save the above as a .patch file and use in Flex. Here's a .68 exe with just the transfer windows changed for those that don't use JohnLocke's patches: <http://www.mediafire.com/?8xfnr15sc2w9s>. You should be able to apply Tapani's patch over this too, I don't think there'll be any conflicts.

Maybe most importantly from all of this, I think that the blocks of code that contain Belgium's, Denmark's etc transfer windows are now totally redundant due to them calling Portugal's instead. So potentially there could be space for hundreds, if not thousands, of lines of new code to play around with.

Just to add to this, here's the updated window for Greece:

Code:

```
0x1ecfac 0x58 0x50
0x1ecfb1 0x16 0x1
0x1ecfb5 0x4 0x6
0x1ecfcb 0x6 0xff
0x1ecfcf 0x1d 0x1
0x1ecfd3 0x7 0x8
0x1ecff8 0x58 0x48
0x1ed009 0x14 0x1
```

Missed it the first time round.

Jesus

19-10-15, 10:59 PM

Is there any obvious way to check if the patch has worked?

EDIT:

<https://cdn.pbrd.co/images/1vc9PIKt.png>

So I applied the above code and managed to sign someone in February.. Any ideas why it didn't work?

saturn

20-10-15, 08:26 PM

Quote:

Originally Posted by **Jesus** »

Is there any obvious way to check if the patch has worked?

So I applied the above code and managed to sign someone in February.. Any ideas why it didn't work?

Did you use the code/exe from post #54, and not just the Greek code from the post above yours?

Jesus

20-10-15, 08:29 PM

Quote:

Originally Posted by **saturn** »

Did you use the code/exe from post #54, and not just the Greek code from the post above yours?

Indeed, I copied both codes in to one .patch and applied it to my exe. Perhaps it didn't patch properly.

Quote:

*Originally Posted by **Jesus***

Indeed, I copied both codes in to one .patch and applied it to my exe. Perhaps it didn't patch properly.

That's strange. It's always worked for me and I think Tapani said he just cut and pasted the code from #54 into his latest beta, where it also seems to work.

Did the transfer window occur at all (notifications around the end of August etc), or is it just this one player that managed to be signed?

Jesus

20-10-15, 09:10 PM

Quote:

*Originally Posted by **saturn***

That's strange. It's always worked for me and I think Tapani said he just cut and pasted the code from #54 into his latest beta, where it also seems to work.

Did the transfer window occur at all (notifications around the end of August etc), or is it just this one player that managed to be signed?

I don't remember getting notifications so I think it may have not installed properly. I've just run the .patch file again and I got a notification from the CMD prompt saying that it had been patched so give me five minutes and I shall report back (holidaying to January as we speak).

EDIT:

<http://i.imgur.com/vY2Jxak.png>

Looks like it didn't patch properly in the first place as it is working now. :ok:

saturn

04-11-15, 10:37 PM

Tapani, I was just looking at how you managed to detach England's window from Portugal's. It seems that you completely rewrote England's, cramming in an extra window with space to spare - amazing! Would the same structure work for all countries, ie could all leagues now have independent double transfer windows?

And just a check to see I've understood it correctly:

Code:

```

00579B84 6A 18          *PUSH 18 [doubled from 0C]
00579B86 899C24 18020000 MOV DWORD PTR SS:[ESP+218],EBX
00579B8D C706 4C9F9600 MOV DWORD PTR DS:[ESI],cm0102.00969F4C
00579B93 C646 08 02     *MOV BYTE PTR DS:[ESI+8],2 (# of transfer windows [from 1])
.
.
00579C01 6A 07          PUSH 7 (England's Playable league index=7)
00579C03 59            POP ECX
00579C04 8908          MOV DWORD PTR DS:[EAX],ECX (Window #1 [ECX=0])
00579C06 C740 02 FF010601 MOV DWORD PTR DS:[EAX+2],10601FF (FF=Day, 01=1st, 06=July, 01=Opens window)
00579C0D 8948 06       MOV DWORD PTR DS:[EAX+6],ECX (Window #1 [ECX=0])
00579C10 C740 08 FF010800 MOV DWORD PTR DS:[EAX+8],801FF (FF=Day, 01=1st, 08=September, 00=Closes window)
00579C17 B5 01         MOV CH,1
00579C19 8948 0C       MOV DWORD PTR DS:[EAX+C],ECX (Window #2 [ECX=1])
00579C1C C740 0E FF010001 MOV DWORD PTR DS:[EAX+E],10001FF (FF=Day, 01=1st, 00=January, 01=Opens window)
00579C23 8948 12       MOV DWORD PTR DS:[EAX+12],ECX (Window #2 [ECX=1])
00579C26 C740 14 FF010100 MOV DWORD PTR DS:[EAX+14],101FF (FF=Day, 01=1st, 01=February, 00=Closes window)
00579C2D 90            NOP
00579C2E 90            NOP
00579C2F 90            NOP
00579C30 90            NOP
00579C31 90            NOP

```

Tapani

05-11-15, 07:32 PM

Saturn,

it looks like you got it :-)

Btw, do you know how to control the loan and free transfer windows?

saturn

06-11-15, 04:48 PM

No, unfortunately.

I think for a country's loan window it might be a case of it either being tied to that country's transfer window or it not having any window at all.

For free transfers and other things, like players having to be registered in Norway, I don't know how it works.

saturn

10-03-16, 09:43 PM

With the help of Tapani's new method from 2.21 I've added windows for all countries in the game. I've taken the dates from [here](#), with a few minor modifications, eg international dates (July 1st) are used instead of domestic dates (various June dates) for European leagues. The full list of dates included in the patch are below:

Code:

Argentina	2016-06-19	2015-09-10	2016-01-25	2016-02-24
Australia	2016-07-28	2016-10-19	2017-01-04	2017-02-01
Belgium	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Brazil	2016-01-28	2016-04-20	2016-06-20	2016-07-19
Croatia	2015-07-01	2015-09-01	2016-01-18	2016-02-15
Denmark	2016-07-01	2016-09-01	2017-01-01	2017-02-01
England	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Finland	2016-02-12	2016-05-05	2016-08-05	2016-09-02
France	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Germany	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Greece	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Holland	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Italy	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Japan	2016-01-09	2016-04-01	2016-06-27	2016-07-27
N Ireland	2015-07-01	2015-09-01	2016-01-01	2016-02-01
Norway	2016-01-08	2016-03-31	2016-07-22	2016-08-18
Poland	2015-07-01	2015-09-01	2016-02-01	2016-03-01
Portugal	2015-07-01	2015-09-22	2016-01-01	2016-02-01
Rep Of Ireland	2015-12-01	2016-02-22	2016-07-01	2016-07-31
Russia	2015-06-09	2015-09-01	2016-01-27	2016-02-26
Scotland	2016-07-01	2016-09-01	2017-01-01	2017-02-01
South Korea	2016-01-05	2016-03-28	2016-06-30	2016-07-29
Spain	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Sweden	2016-01-08	2016-03-31	2016-07-22	2016-08-18
Turkey	2016-07-01	2016-09-01	2017-01-01	2017-02-01
USA	2016-02-18	2016-05-11	2016-07-04	2016-08-03
Wales	2016-07-01	2016-09-01	2017-01-01	2017-02-01

Other changes include:

- Removal of the two player limit in Argentina's winter window.
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- Various ASCII changes made to reflect the above in your News feed.
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Spoiler!

Show

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- Sweden: Any deadline lifted/approaching/reached news items at all

Jesus

10-03-16, 09:46 PM

Spoiler!

Show

:hail:



Transfer Window

Printable View

Page 4 of 5 << First < 1 2 3 4 5 > Last >>

Show 40 post(s) from this thread on one page

Fiestita

10-03-16, 11:47 PM

So great that both your patch and mine are finished by the same date. Let's play some cm0102!!!!

Pelotta

09-11-16, 07:37 PM

Where I can find patch or something else to put Portugal transfer windows like as reality? Like Spain and England. 1st july to 1 september and 1st january to 1 february.. In october 2016 patch they aren't correct.. the portugal transfer windows is like: 1st july to 27 september xD something like that.. xD

Fods

10-11-16, 01:52 AM

This is the latest: <http://champman0102.co.uk/showthread.php?t=9049>

Pelotta

10-11-16, 11:42 AM

I know I already have that patch. I only want to change the transfer window in Portugal and put 1st july - 1st september. Because in that patch (2.21.1 v2) with october 2016, Portugal transfer windows ends on 22 september and it's not like the real life. Only to change that..the rest is perfect :)

Fods

10-11-16, 10:30 PM

Maybe if you only posted your query in one thread, rather than multiple, people wouldn't be wasting their time trying to help you :ok:

caz7984

24-11-16, 10:45 PM

transfer windows

Hi all, on the latest patch there doesnt appear to be a september and january transfer window? I have done the latest october update and patch etc. Any ideas if ive missed something??
Cheers

Fods

24-11-16, 10:56 PM

The latest most up to date patch is the Patch 2.21.1+ v2 and its correct there.
maybe the patch you used didnt have that implemented

caz7984

24-11-16, 11:52 PM

still doesnt seem to work

Fods

25-11-16, 01:04 AM

doesnt work as in you cant install the patch or you cant see the transfer windows in Sept and Jan?

caz7984

25-11-16, 02:27 PM

ive installed the patch, but when i put it on holiday mode to check the september window, it hasnt worked

Mark

25-11-16, 02:52 PM

The Tapani Patch 2.21.1 definitely has the transfer windows included, pretty sure saturn's patch does too.

Fods

25-11-16, 11:52 PM

which patch have you installed? might help if you told us otherwise we will be going round in fucking circles, aint nobody got time for that

caz7984

26-11-16, 02:19 PM

as i said the latest patch 2.21.1 tapani

Fods

27-11-16, 12:31 AM

Thats not the latest patch but as Mark said it should have the correct windows

Mark

27-11-16, 06:54 PM

2.21.1 patch definitely does have the transfer windows included.

caz7984

01-12-16, 06:46 PM

so ive deleted and re-downloaded the game a few times now and the windows still dont come up. never had this problem before. so to get it straight after i remove the game completely from my pc, i install the cm0102 official download, followed by the SI games patch, then the October 2016 update and the renaming patch 1.4.

Have i missed something along the way or done something wrong? The rest of the game loads and plays fine in 2016 apart from the september and jan windows

Thanks

caz7984

01-12-16, 07:55 PM

i think i can answer my own question, it seems the transfer window disappears only when the competition renaming patch is applied. Is there a way around this???

saturn

01-12-16, 10:06 PM

Assuming you're using Tapani 2.21.1, do the following in this order:

1. Install the game.
2. Apply the 3.9.68 patch.
3. Copy and paste the October 2016 update files into your Data folder.
4. Copy and paste the Renaming v1.41 files into your Data folder, and the cm0102.exe into your main CM folder.
5. Apply Tapani 2.21.1.

Fods

02-12-16, 12:54 AM

or just install this: <http://champman0102.co.uk/showthread.php?t=9049>

Mark

02-12-16, 10:40 AM

You've not mentioned the Tapani Patch at all in your steps after re-installing. The data update doesn't make structural changes to the game like that.

caz7984

05-12-16, 02:09 PM

Thanks saturn, ive installed it following the order of steps u said and it works fine now. Much appreciated

fckface

14-06-17, 10:46 PM

transfer season problem

Starting the game transfer season 1 -31 july but teams always transfer players. what's the problem ?

Redknapp69

15-06-17, 12:22 AM

Not sure I understand the question?

fckface

15-06-17, 12:48 AM

The clubs are player buying and selling out of the transfer season. So there isn't such thing as transfer season. Sorry my bad english

Redknapp69

15-06-17, 01:49 AM

What league? Do you have any patches loaded (e.g Tapani/Saturn's?)



Transfer Window

Printable View

Show 40 post(s) from this thread on one page

fckface

15-06-17, 02:49 AM

I try in Serie A, Premier League, Turkish League but not changed .Only 3.9.68 patch loaded.

https://s22.postimg.org/o4g1474ul/Ch...7_04_39_11.png

https://s16.postimg.org/69yj30pf5/Ch...7_04_41_57.png

Dermotron

15-06-17, 08:52 AM

Those leagues had those transfer windows back in 2001 and 2002

fckface

15-06-17, 07:56 PM

Will it change in the future or it always like that ?

Offside Trap

15-06-17, 08:03 PM

Why dont you get the latest Tapni Patch, as transfer windows are all implemented

fckface

15-06-17, 08:12 PM

I wanted to play original.Is it possible to play with the original form with the tapani patch

edit: Sorry man my bad english so sometimes i don t understand lol. Which tapani patch to install ?

fisher

16-11-17, 11:51 AM

Quote:

Originally Posted by [saturn](#)

With the help of Tapani's new method from 2.21 I've added windows for all countries in the game. I've taken the dates from [here](#), with a few minor modifications, eg international dates (July 1st) are used instead of domestic dates (various June dates) for European leagues. The full list of dates included in the patch are below:

Code:

Argentina	2016-06-19	2015-09-10	2016-01-25	2016-02-24
Australia	2016-07-28	2016-10-19	2017-01-04	2017-02-01
Belgium	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Brazil	2016-01-28	2016-04-20	2016-06-20	2016-07-19
Croatia	2015-07-01	2015-09-01	2016-01-18	2016-02-15
Denmark	2016-07-01	2016-09-01	2017-01-01	2017-02-01
England	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Finland	2016-02-12	2016-05-05	2016-08-05	2016-09-02
France	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Germany	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Greece	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Holland	2016-07-01	2016-09-01	2017-01-01	2017-02-01
Italy	2016-07-01	2016-09-01	2017-01-01	2016-02-01
Japan	2016-01-09	2016-04-01	2016-06-27	2016-07-27
N Ireland	2015-07-01	2015-09-01	2016-01-01	2016-02-01
Norway	2016-01-08	2016-03-31	2016-07-22	2016-08-18
Poland	2015-07-01	2015-09-01	2016-02-01	2016-03-01
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Which lines of offset corresponds to which nation?

In what way do I modify the file to make my own transfer windows, instead of just using the real ones you provide?

For example, if I want to take a league like Greece and make the transfer window small - only from June 1 to June 10 - how will i do it?

And with the mid-season window, either also make it small or remove it altogether

Thanks

saturn

28-04-18, 04:37 PM

Removing the French Joker window (French clubs will now not sign any players between the summer and winter transfer windows).

```
005C15EA PUSH 24 --> 18
005C15EC MOV BYTE PTR DS:[ESI+8],3 --> 2
-
005C16A9 MOV BYTE PTR DS:[EAX+4],8 --> 0
005C16C4 MOV BYTE PTR DS:[EAX+4],0B --> 0
-
005C19C8 JLE 005C1968 --> JMP 005C1968
005C19E8 JLE 005C1968 --> JMP 005C1968
-
005C1A96 CMP BYTE PTR DS:[ESI+1],1 --> 2
-
005C1BEE JNZ 005C1C25 --> JNZ 005C1BF0
005C1C5A PUSH 009CCF60 --> PUSH 0098A148
005C1C6E JNZ 005C1CA3 --> JNZ 005C1C70
005C1C9C PUSH 009CCEE0 --> PUSH 009CCE90
005C1D39 JNZ 005C1D6E --> JNZ 005C1D3B
005C1D67 PUSH 009CCE30 --> PUSH 009CCDE0
005C1E03 JNZ 005C1E37 --> JNZ 005C1E05
005C1E30 PUSH 009CCD80 --> PUSH 009CCD2C
```

.patch form:

Code:

```
0x1c15eb 0x24 0x18
0x1c15ef 0x3 0x2
0x1c16ac 0x8 0x0
0x1c16c7 0xb 0x0
0x1c19c8 0x7e 0xeb
0x1c19e8 0xf 0xe9
0x1c19e9 0x8e 0x7b
0x1c19ea 0x7a 0xff
0x1c19ed 0xff 0x90
0x1c1a99 0x1 0x2
0x1c1bef 0x35 0x0
0x1c1c5b 0x60 0x48
0x1c1c5c 0xcf 0xa1
0x1c1c5d 0x9c 0x98
0x1c1c6f 0x33 0x0
0x1c1c9d 0xe0 0x90
0x1c1d3a 0x33 0x0
```

0x1c1d68 0x30 0xe0
0x1c1d69 0xce 0xcd
0x1c1e04 0x32 0x0
0x1c1e31 0x80 0x2c

Dermotron

19-07-18, 10:02 PM

For reference

Code:

Country	Winter Window	summer Window
Sweden	January 12 - April 4th	July 15 - August 11th
Norway	January 12 - April 4th	July 19th - August 15th
Denmark	January 5 - January 31st	June 15 - August 31st
Finland	January 17 - April 10th	July 10 - August 9th
England (PL)	January 1st - January 31st	May 17 - August 9th
Italy	January 3 - January 18th	July 1st - August 25th
Spain	January 2nd - January 31st	July 2nd - August 31st
Germany	January 1st - January 31st	July 1st - August 31st
Holland	January 3rd - January 31st	June 9 - August 31st
France	January 1st - January 31st	June 9 - August 31st
Portugal	3 January - 2 February	July 3rd - September 22th
Argentina	January 8 - February 7th	June 26 - September 17th
Belgium	January 1st - January 31st	June 15 - August 31st
Brazil	January 10 - April 2nd	June 20 - July 20th
Bulgaria	February 1st - February 28th	June 15 - September 6th
Greece	January 1st - January 31st	July 1st - August 31st
India	January 1st - January 31st	June 9 - August 31st
Iceland	February 21 - May 15	July 15 - July 31st
China	January 1st - February 28th	June 18th - July 13th
Poland	February 1st - February 28th	June 14 - August 31st
Russia	23 January - 22 February	June 11 - August 31st
Serbia	January 15 - February 11th	June 19 - August 31st
Switzerland	January 16 - February 15th	June 10 - August 31st
Scotland	January 1st - January 31st	June 9 - August 31st
Turkey	January 4th - January 31st	June 9 - August 31st
Ukraine	31 January - 2 March	July 1st - September 1st
USA	February 7 - May 1st	July 10 - August 8th
Austria	January 7th - February 6th	June 9 - August 31st

uffi69

05-02-19, 11:06 AM

Transfer Market Always Open

Hi all, is it possible to have the transfer market always open in all countries like in England or Holland in the 3.9.68 db? I suppose i have to modify the offsets but i don't know which ones.

Any suggestion is very appreciated. Many thanks

GFRay

05-02-19, 11:36 AM

Maybe it's best to post your question in here: <https://champan0102.co.uk/showthread.php?t=68>. :ok:

SteveV

20-05-19, 12:40 PM

Transfer Rules in Italy

Its been a while since I managed a team in Italy so imagine my shock to find the January transfer window closing on the 18th, not the end of the month!

It also appears that Italian teams are allowed to buy/release players on Free Transfers for a period after that, but I don't know what the actual timescale is, can anybody explain to me how this works?

saturn

20-05-19, 01:20 PM

July 1st - April 30th is the free transfer window (in .68 anyway, I don't think I changed it).

SteveV

20-05-19, 03:05 PM

Quote:

*Originally Posted by **saturn***

July 1st - April 30th is the free transfer window (in .68 anyway, I don't think I changed it).

Brilliant, thats what I wanted to know. I don't think any of this stuff is documented in the game, like the 'Joker' window extension in France through September - but I could be wrong!

abdressl

15-04-20, 05:44 PM

calendar

good evening everyone, I wanted to ask something, is it possible to create real calendars? thank you so much for the availability!

Redknapp69

15-04-20, 10:05 PM

Quote:

Originally Posted by [abdreassl](#)

good evening everyone, I wanted to ask something, is it possible to create real calendars? thank you so much for the availability!

Where? In the game? Can you explain more of your request etc

abdreassl

16-04-20, 12:55 PM

yes in the game, I was wondering if it was possible to have real match calendars!

Redknapp69

16-04-20, 03:04 PM

Quote:

Originally Posted by [abdreassl](#)

yes in the game, I was wondering if it was possible to have real match calendars!

Dont think so mate except in fixtures screen

Alan

16-04-20, 04:53 PM

I think he means so that matches are scheduled for the first season the way they are IRL, dates and order of opponents.

If my understanding is correct then the answer is yes, but it is *veeery* long winded. You can see in various threads in the Patches section that fixture dates can be changed to be closer in line with today.

Secondly, if you play certain leagues on the original game you may have noticed that the fixture list is always the same in the opening season (Juvenmtus always start against Venezia, Atalanta, Chievo, Lecce, Lazio..., for example). So if this fixture list was coded in the original game then one must assume it can be re-coded. One may also safely assume that nobody could be bothered with changing this, as by the time it was done we would be into next season anyway.