



Forum CM 01/02 Updates Patches Transfer Window

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Thread: Transfer Window

Thread Tools

25-07-12, 11:16 PM

#1

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

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.

26-07-12, 09:14 AM

#2

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

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

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987960 E:\dev\CM3\cm3 00-01\cm3\code\transfer\argentina_rules.cpp
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Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

27-07-12, 07:27 AM

#3

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

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

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

Code:

```

0040A650 | . 68 60799800 PUSH cm0102.00987960
0040A655 | . E8 A5A65300 CALL cm0102.00944CFE
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 "%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
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 0000000>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 ; /Arg2 = 00000001
0040A74B | . 51 PUSH ECX ; |Arg1
0040A74C | . 8BC8 MOV ECX,EAX ; |
0040A74E | . C74424 30 0000>MOV DWORD PTR SS:[ESP+30],0 ; |
0040A756 | . E8 85211400 CALL cm0102.0054C8E0 ; \cm0102.0054C8E0
0040A75B | . 8B08 MOV ECX,DWORD PTR DS:[EAX]
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 0000000>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

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0040A7CF 90 NOP
0040A7D0 /$ 51 PUSH ECX
0040A7D1 |. 66:0FB41 02 MOVSW 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 |. 66:0FB49 03 MOVSW 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
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

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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
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 ; \cm0102.008E8800
0040A972 . 5F POP EDI
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 > 0FBE00 MOVSB EAX,BYTE PTR DS:[EAX]
0040A9B7 . 0FBED1 MOVSB 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 ; \cm0102.008E8800
0040A9EB . 5F POP EDI
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

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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
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)>{} cl
0040AAA1 . 68 641FDE00 PUSH cm0102.00DE1F64 ; /Arg1 = 00DE1F64
0040AAA6 . E8 354A2600 CALL cm0102.0066F4E0 ; \cm0102.004AE660
0040AAB0 . 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]
0040AACD . 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 0000000>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 FFFFFFF>MOV DWORD PTR DS:[ESI+30],-1 ; |
0040AB42 |. C746 2C 0400000>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 FFFFFFF>MOV DWORD PTR DS:[ESI+1C],-1 ; |
0040AB58 |. C746 20 FFFFFFF>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 SS:[ESP+10]
0040ABB6 | . 8D8C24 10010000> | LEA ECX,DWORD PTR SS:[ESP+110]
0040ABBD | . 50 | PUSH EAX
0040ABBE | . 51 | PUSH ECX
0040ABBF | . 53 | PUSH EBX
0040ABC0 | . 53 | PUSH EBX

```

27-12-12, 09:55 PM

#4

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

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.

28-12-12, 07:44 PM

#5

JohnLocke ◊
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

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 needed, 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.

28-12-12, 08:06 PM

#6

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

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.

28-12-12, 08:16 PM

#7

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

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 ; ASCII "E:\dev\CM3\cm3 00-01\cm3\code\transfer\i
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 ; ASCII "v%s %s.%s %d"
00661447 | . 68 D024AE00 | PUSH cm0102.00AE24D0
0066144C | . E8 4E382E00 | CALL cm0102.00944C9F
00661451 | . 53 | PUSH EAX
00661452 | . 68 D024AE00 | PUSH cm0102.00AE24D0
00661457 | . 68 E0709800 | PUSH cm0102.009870E0 ; ASCII "Error"
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 i
00661484 | . C640 04 06 | MOV BYTE PTR DS:[EAX+4],6 ; 6 is July, so it's the month of sta
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 o
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.

28-12-12, 08:26 PM

#8

Fiestita
Backup Player

Join Date: 06-03-12
Posts: 496

England Transfer Rules

Code:

```

00579B30 /$ 6A FF | PUSH -1
00579B32 | . 68 EB869500 | PUSH cm0102.009586EB ; SE handler installation
00579B37 | . 64:A1 00000000 | MOV EAX,DWORD PTR FS:[0]
00579B3D | . 50 | PUSH EAX
00579B3E | . 64:8925 0000000> | 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\
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
00579C10 | . C640 04 05 MOV BYTE PTR DS:[EAX+4],5           ; 5 is June, this is t
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
00579C2C | . 8848 04    MOV BYTE PTR DS:[EAX+4],CL           ; day of end???
00579C2F | . 8858 05    MOV BYTE PTR DS:[EAX+5],BL           ; month of end (as CL i
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.

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\s
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
00859503 | . C640 04 05 MOV BYTE PTR DS:[EAX+4],5 ; month of sta
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,0FF
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 (De
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 i
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.

28-12-12, 08:51 PM

#10

JohnLocke ◊
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

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.

28-12-12, 09:12 PM

#11

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

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).

04-01-13, 12:16 AM

#12

faz44 ◊
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

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

05-01-13, 08:18 PM

#13

JohnLocke ◊
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

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\tra

```

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

```

08-01-13, 07:14 AM

#14

Fiestita  Backup Player

Join Date: 06-03-12
Posts: 496

 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

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

09-01-13, 11:54 PM

#15

faz44 ◦
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

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?

10-01-13, 09:42 PM

#16

Fiestita ◦
Backup Player

Join Date: 06-03-12
Posts: 496

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.

04-12-13, 06:14 PM

#17

Jimiel ◦
Youth Team Player

Join Date: 21-11-13
Posts: 3

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!

04-12-13, 10:13 PM

#18

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

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

[Champman0102.co.uk Facebook Page](#)
13000 followers and rising

November 2020 Data Update Out Now

13-01-14, 06:57 PM

#19

Purple Bananaa ◦
Youth Team Player

Join Date: 02-11-13
Posts: 4

Transfer Windows

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

13-01-14, 06:58 PM

#20

ebfatz ◦
Social Media Bod
Former Holy Trinity Member
Stories Mod

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

Nothing.

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

13-01-14, 09:25 PM

#21

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

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 🤖

14-01-14, 12:07 AM

#22

Asthereal ◦
VIP

Join Date: 13-01-14
Posts: 155

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 😊). 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.)

25-04-14, 06:52 AM

#23

chelmek ◦
Youth Team Player

Join Date: 24-04-14
Posts: 3

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

Last edited by chelmek; 25-04-14 at 07:16 AM.

25-04-14, 08:06 AM

#24

JLa ◦
Backup Player

Join Date: 02-04-12
Posts: 865

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.

25-04-14, 09:33 AM

#25

chelmek ◦
Youth Team Player

Join Date: 24-04-14
Posts: 3

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

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Thread: Transfer Window

Thread Tools

25-04-14, 09:58 AM

#26

JLa
Backup PlayerJoin Date: 02-04-12
Posts: 865

Yup, just keep on playing. 😊

25-04-14, 09:59 AM

#27

chelmek
Youth Team PlayerJoin Date: 24-04-14
Posts: 3

Thank You ! ;d

18-12-14, 04:46 PM

#28

Tricolores
Youth Team PlayerJoin Date: 10-06-13
Posts: 6

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

18-12-14, 04:48 PM

#29

Dermotron
Sir Mergements
Director
ManagerJoin Date: 15-12-11
Location: Your Mother
Posts: 29,995

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

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

18-12-14, 04:49 PM

#30

Topofthekop ◊
Squad Rotation Player

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

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.

11-03-15, 11:04 AM

#31

saturn ◊
Programmer
VIP

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

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 0FF - 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,0FF
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 0FF. 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 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!

Code:	League:	Window 1:	Window 2:	Notes:
	=====	=====	=====	=====
	Argentina	Mon 24th Jul - Thu 06th Aug	Mon 14th Dec - Thu 04th Mar	February misspelled Febuary;
	Australia	Sun 11th Jun - xxx 17th Apr	None	
	Belgium - D3+4 to D3+4	xxx 01st Jun - xxx 30th Jun	None	
	Belgium - Other Belgian	xxx 01st Jun - xxx 31st Dec	None	
	Belgium - Foreign	xxx 01st Jun - xxx 31st Mar	None	
	Brazil	Sat 08th Nov - Thu 11th Dec	None	
	Croatia	xxx 01st Jun - xxx 30th Mar	None	
	Denmark	None	None	
	England	Tue 02nd Jun - Fri 26th Mar	None	
	Finland	xxx 16th Nov - xxx 15th Aug	None	
	France	Sun 30th May - Thu 31st Aug	Sat 21st Dec - Fri 10th Jan	
	France - Joker	Fri 01st Sep - Fri 20th Dec	None	One purchase & one free tran
	Germany - Regional	xxx 01st Jul - xxx 15th Aug	None	Players can't be transferred
	Germany - Other	xxx 01st Jul - xxx 15th Jan	None	Game says "between German cl
	Greece	Mon 22nd May - Sun 29th Aug	xxx 01st Jan - xxx 20th Jan	
	Holland	Sun 08th Jun - Sat 04th Apr	None	
	Italy	xxx 01st Jul - Fri 27th Oct	xxx 02nd Jan - xxx 31st Jan	
	Italy - F/T	xxx 01st Jul - xxx 30th Apr	None	
	Japan	Sun 12th Dec - xxx 04th May	Sun 30th May - xxx 29th Oct	
	Northern Ireland	Sun 06th May - xxx 20th Mar	None	
	Norway	None - see notes	None	Players can be bought at any
	Poland	xxx 01st Jul - xxx 20th Feb	None	
	Portugal	xxx 01st Jun - xxx 01st Sep	xxx 15th Dec - xxx 15th Jan	
	Republic Of Ireland	xxx 10th May - xxx 31st Jan	None	
	Russia	xxx 15th Dec - Fri 24th Mar	Wed 28th Jun - xxx 4th Aug	
	Scotland	Sun 30th May - Fri 30th Mar	None	
	South Korea	Mon 25th Nov - xxx 25th Jul	None	
	Spain	Thu 17th Jun - Fri 20th Aug	xxx 15th Dec - xxx 31st Jan	
	Sweden	None	None	
	Turkey	xxx 01st Jun - xxx 31st Jan	None	
	United States	Thu 07th Jan - xxx 15th Aug	None	
	Wales	Mon 07th May - xxx 20th Mar	None	

Current Windows:

Spoiler!

Code:	League:	Window 1:	Window 2:	Notes:
	=====	=====	=====	=====
	Argentina - 1st	23rd Jun - 16th Aug	None	
	Argentina - 2nd	03rd Jun - 30th Jul	None	
	Australia	14th Aug - 05th Nov	07th Jan - 04th Feb	
	Belgium	01st Jul - 02nd Sep	01st Jan - 31st Jan	*Foreign transfers; 01st Jan - 04th Oct Dome
	Brazil	01st Jan - 01st Apr*	14th Jul - 13th Aug	
	Croatia	15th Jun - 31st Aug	10th Jan - 10th Feb	
	Denmark	11th Jun - 02nd Sep	05th Jan - 31st Jan	
	England	09th Jun - 01st Sep	01st Jan - 02nd Feb	
	Finland	01st Jan - 31st Jan	01st Aug - 31st Aug	
	France	13th Jun - 01st Sep	01st Jan - 02nd Feb	
	France - Joker	01st Sep - 31st Dec	None	
	Germany	01st Jul - 01st Sep	01st Jan - 01st Feb	
	Greece	01st Jul - 01st Sep	01st Jan - 01st Feb	
	Holland	01st Jun - 01st Sep	01st Jan - 02nd Feb	
	Italy	01st Jul - 01st Sep	02nd Jan - 02nd Feb	
	Italy - F/T	01st Jul - 31st Mar	None	
	Japan	Unknown	Unknown	
	Northern Ireland - 1st	01st Jul - 31st Aug	01st Jan - 31st Jan	
	Northern Ireland - 2nd	01st Jul - 20th Mar	n/a	
	Norway	15th Jul - 11th Aug	08th Jan - 31st Mar	
	Poland	01st Jul - 31st Aug	01st Feb - 28th Feb	
	Portugal	01st Jul - 31st Aug	01st Jan - 31st Jan	
	Portugal - F/T	01st Sep - 31st Dec	None	
	Republic Of Ireland	01st Dec - 18th Feb*	01st Jul - 31st Jul	*Domestic transfers; 02nd Jan - 27th Feb For
	Russia	10th Jun - 01st Sep	28th Jan - 27th Feb	
	Scotland	09th Jun - 01st Sep	01st Jan - 02nd Feb	
	South Korea	02nd Jan - 26th Mar	01st Jul - 31st Jul	
	Spain	01st Jul - 01st Sep	02nd Jan - 02nd Feb	
	Sweden	15th Nov - 31st Mar	15th Jul - 11th Aug	
	Turkey	15th Jun - 01st Sep	01st Jan - 01st Feb	
	United States	18th Feb - 12th May	08th Jul - 06th Aug	
	Wales	01st Jun - 01st Sep	01st Jan - 02nd Feb	

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.

Last edited by saturn; 26-01-16 at 10:42 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.

The artist formally known as The Eejit

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!

Code:

```
008D274C |> 6A 19          PUSH 19                      ; |Arg1 = bytes to malloc
008D274E |. 89BC24 2002000>MOV [ESP+220],EDI
008D2755 |. 8986 B0080000  MOV [ESI+8B0],EAX
008D275B |. E8 91250700    CALL cm0102.00944CF1        ; This is a malloc(0x19)
008D2760 |. 83C4 04        ADD ESP,4
008D2763 |. 894424 10      MOV [ESP+10],EAX
008D2767 |. 85C0          TEST EAX,EAX                 ; check malloc return value
008D2769 |. C78424 1C02000>MOV DWORD PTR [ESP+21C],2
008D2774 |. 74 17          JE SHORT cm0102.008D278D    ; if malloc returned NULL, skip init call
008D2776 |. 8B0D 24F29C00  MOV ECX,[9CF224]           ; Australia index
008D277C |. 6A 00          PUSH 0                      ; /Arg5 = 00000000
008D277E |. 6A 01          PUSH 1                      ; |Arg4 = playable league index
008D2780 |. 57            PUSH EDI                    ; |Arg3
008D2781 |. 51            PUSH ECX                    ; |Arg2 => nation index
008D2782 |. 6A 02          PUSH 2                      ; |Arg1 = 00000002
008D2784 |. 8BC8          MOV ECX,EAX                 ; |
008D2786 |. E8 F504B4FF    CALL cm0102.00412C80        ; THIS IS THE INIT XFER WINDOW FUNCTION CALL
008D278B |. EB 02          JMP SHORT cm0102.008D278F
008D278D |> 33C0          XOR EAX,EAX
```

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!

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.

Last edited by Tapani; 11-03-15 at 08:23 PM.

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 🤖

12-03-15, 05:27 PM

#35

Tapani ◦
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

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)

12-03-15, 05:41 PM

#36

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

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)

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

12-03-15, 06:40 PM

#37

milo ◦
Director

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

Originally Posted by **Tapani** ◦

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

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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 🤖

12-03-15, 07:02 PM

#38

Tapani ◦
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Originally Posted by **milo**

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

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 ◦
Programmer
VIP

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

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.

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 ◦
VIP

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

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.

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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 ◦
Programmer
VIP

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

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.

13-03-15, 05:30 PM

#42

Tapani ◦
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

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.

Last edited by Tapani; 13-03-15 at 11:57 PM.

13-03-15, 06:33 PM

#43

milo ◦
Director

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

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 🤖

13-03-15, 10:23 PM

#44

Tapani ◦
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

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

Spoiler!

Format is { file offset, original byte, patched byte }

Code:

```
/* Spanish transfer window hacked to the international one */
{0x00459470, 0x81, 0x53},
{0x00459471, 0xec, 0x51},
{0x00459472, 0x00, 0xc6},
{0x00459473, 0x02, 0x41},
{0x00459474, 0x00, 0x08},
{0x00459475, 0x00, 0x02},
{0x00459476, 0x53, 0x6a},
{0x00459477, 0x56, 0x18},
{0x00459478, 0x8b, 0xe8},
{0x00459479, 0xf1, 0xc9},
{0x0045947a, 0x6a, 0xb9},
{0x0045947b, 0x18, 0x0e},
{0x0045947c, 0xc6, 0x00},
```

```

{0x0045947d, 0x46, 0x5b},
{0x0045947e, 0x08, 0x59},
{0x0045947f, 0x02, 0x51},
{0x00459480, 0xe8, 0x85},
{0x00459481, 0xc1, 0xc0},
{0x00459482, 0xb9, 0x8a},
{0x00459483, 0x0e, 0x5c},
{0x00459484, 0x00, 0x24},
{0x00459485, 0x33, 0x24},
{0x00459486, 0xdb, 0x89},
{0x00459487, 0x83, 0x41},
{0x00459488, 0xc4, 0x04},
{0x00459489, 0x04, 0x75},
{0x0045948a, 0x3b, 0x68},
{0x0045948b, 0xc3, 0x81},
{0x0045948c, 0x89, 0xec},
{0x0045948d, 0x46, 0x00},
{0x0045948e, 0x04, 0x02},
{0x0045948f, 0x75, 0x00},
{0x00459490, 0x62, 0x00},
{0x004594ea, 0x5e, 0x81},
{0x004594eb, 0x5b, 0xc4},
{0x004594ec, 0x81, 0x00},
{0x004594ed, 0xc4, 0x02},
{0x004594ef, 0x02, 0x00},
{0x004594f0, 0x00, 0x59},
{0x004594f1, 0x00, 0x5b},
{0x004594f5, 0xc6, 0x88},
{0x004594f6, 0x00, 0x18},
{0x004594f7, 0x16, 0x90},
{0x004594f9, 0x58, 0x78},
{0x004594fe, 0x03, 0xff},
{0x00459502, 0x11, 0x01},
{0x00459506, 0x05, 0x06},
{0x00459513, 0xc6, 0x88},
{0x00459514, 0x00, 0x18},
{0x00459515, 0x16, 0x90},
{0x00459517, 0x58, 0x78},
{0x0045951c, 0x04, 0xff},
{0x00459520, 0x14, 0x01},
{0x00459524, 0x07, 0x08},
{0x00459526, 0x58, 0x78},
{0x0045952b, 0xc6, 0x88},
{0x0045952c, 0x40, 0x58},
{0x0045952e, 0x16, 0x90},
{0x0045953b, 0x0f, 0x01},
{0x0045953f, 0x0b, 0x00},
{0x00459549, 0x5e, 0x90},
{0x0045954b, 0x58, 0x48},
{0x0045954e, 0x58, 0x78},
{0x00459550, 0xc6, 0x88},
{0x00459551, 0x00, 0x18},
{0x00459552, 0x16, 0x90},
{0x0045955c, 0x1f, 0x01},
{0x0045955d, 0x5b, 0x59},
{0x0045955e, 0x81, 0x5b},
{0x0045955f, 0xc4, 0xc3},
{0x00459560, 0x00, 0x90}, // and surprisingly the modified, more general function takes less space!
{0x00459561, 0x02, 0x90},
{0x00459562, 0x00, 0x90},
{0x00459563, 0x00, 0x90},
{0x00459564, 0xc3, 0x90},
/* use in belgium */
{0x004d27ca, 0xc2, 0x32},
{0x004d27cb, 0x23, 0x6c},
{0x004d27cc, 0xb5, 0xf8},
/* use in croatia */
{0x004d2851, 0x5c, 0x6b},
{0x004d2852, 0xc4, 0xf8},
/* use in denmark */
{0x004d2893, 0xc9, 0x69},
{0x004d2894, 0x2b, 0x6b},
{0x004d2895, 0xc8, 0xf8},
/* england */
{0x004d28d6, 0x56, 0x26},
{0x004d28d7, 0x72, 0x6b},
{0x004d28d8, 0xca, 0xf8},
/* france */
{0x004d295c, 0x10, 0xa0},
{0x004d295d, 0xec, 0x6a},
{0x004d295e, 0xce, 0xf8},
/* germany */
{0x004d299f, 0xcd, 0x5d},
{0x004d29a0, 0xd5, 0x6a},
{0x004d29a1, 0xd0, 0xf8},
/* greece */
{0x004d29e2, 0xca, 0x1a},
{0x004d29e3, 0xa4, 0x6a},
{0x004d29e4, 0xd1, 0xf8},
/* holland */
{0x004d2a25, 0x67, 0xd7},
{0x004d2a26, 0x6c, 0x69},
{0x004d2a27, 0xd2, 0xf8},
/* italy */
{0x004d2aab, 0xd1, 0x51},
{0x004d2aac, 0xe8, 0x69},
{0x004d2aad, 0xd8, 0xf8},
/* northern ireland */
{0x004d2b74, 0x58, 0x88},
{0x004d2b75, 0x0b, 0x68},
{0x004d2b76, 0xec, 0xf8},
/* poland */
{0x004d2bb7, 0x75, 0x45},
{0x004d2bb8, 0xac, 0x68},
{0x004d2bb9, 0xef, 0xf8},
/* portugal */
{0x004d2bfa, 0x82, 0x02},
{0x004d2bfb, 0x11, 0x68},
{0x004d2bfc, 0xf0, 0xf8},
/* scotland */
{0x004d2c80, 0x0c, 0x7c},
{0x004d2c81, 0x37, 0x67},
{0x004d2c82, 0xf2, 0xf8},
/* (spain, no modifications), turkey */
{0x004d2d49, 0x53, 0xb3},
{0x004d2d4a, 0xf3, 0x66},
{0x004d2d4b, 0x02, 0xf8},
{0x004d2d4c, 0x00, 0xff},
/* wales */
{0x004d2dcf, 0xad, 0x2d},
{0x004d2dd0, 0xc2, 0x66},

```

```
{0x004d2dd1, 0x03, 0xf8},
{0x004d2dd2, 0x00, 0xff},
```

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)! :-)

17-03-15, 08:31 PM

#45

saturn
Programmer
VIP

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

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.

18-03-15, 11:25 AM

#46

Mark
Chairman

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

That's some good work, saturn 👍

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?

19-03-15, 04:33 PM

#47

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

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

Not Needed at the Club

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

So do we 🤔

20-03-15, 05:44 PM

#49

Jesus

First Team Player

Join Date: 04-03-12
Posts: 3,459

Truly phenomenal stuff.

31-03-15, 09:09 AM

#50

Mick

Reserve Team Player

Join Date: 03-03-12
Location: England, Newcastle
Posts: 452

Amazing stuff gents. Amazing stuff !!! 🙌

« Danish League Structure changes | Patch +v8 »

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Thread: Transfer Window

Thread Tools

16-05-15, 05:22 PM

#51

footballnotsoccer
Youth Team Player

Join Date: 19-04-14
Posts: 7

Originally Posted by Tapani

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

Spoiler! Show

Format is { file offset, original byte, patched byte }

Code:

```
/* Spanish transfer window hacked to the international one */
{0x00459470, 0x81, 0x53},
{0x00459471, 0xec, 0x51},
{0x00459472, 0x00, 0xc6},
{0x00459473, 0x02, 0x41},
{0x00459474, 0x00, 0x08},
{0x00459475, 0x00, 0x02},
{0x00459476, 0x53, 0x6a},
{0x00459477, 0x56, 0x18},
{0x00459478, 0x8b, 0xe8},
{0x00459479, 0xf1, 0xc9},
{0x0045947a, 0x6a, 0xb9},
{0x0045947b, 0x18, 0x0e},
{0x0045947c, 0xc6, 0x00},
{0x0045947d, 0x46, 0x5b},
{0x0045947e, 0x08, 0x59},
{0x0045947f, 0x02, 0x51},
{0x00459480, 0xe8, 0x85},
{0x00459481, 0xc1, 0xc0},
{0x00459482, 0xb9, 0x8a},
{0x00459483, 0x0e, 0x5c},
{0x00459484, 0x00, 0x24},
{0x00459485, 0x33, 0x24},
{0x00459486, 0xdb, 0x89},
{0x00459487, 0x83, 0x41},
{0x00459488, 0xc4, 0x04},
{0x00459489, 0x04, 0x75},
{0x0045948a, 0x3b, 0x68},
{0x0045948b, 0xc3, 0x81},
{0x0045948c, 0x89, 0xec},
{0x0045948d, 0x46, 0x00},
{0x0045948e, 0x04, 0x02},
{0x0045948f, 0x75, 0x00},
{0x00459490, 0x62, 0x00},
{0x004594ea, 0x5e, 0x81},
{0x004594eb, 0x5b, 0xc4},
{0x004594ec, 0x81, 0x00},
{0x004594ed, 0xc4, 0x02},
{0x004594ef, 0x02, 0x00},
{0x004594f0, 0x00, 0x59},
{0x004594f1, 0x00, 0x5b},
{0x004594f5, 0xc6, 0x88},
{0x004594f6, 0x00, 0x18},
{0x004594f7, 0x16, 0x90},
{0x004594f9, 0x58, 0x78},
{0x004594fe, 0x03, 0xff},
{0x00459502, 0x11, 0x01},
{0x00459506, 0x05, 0x06},
{0x00459513, 0xc6, 0x88},
{0x00459514, 0x00, 0x18},
{0x00459515, 0x16, 0x90},
{0x00459517, 0x58, 0x78},
{0x0045951c, 0x04, 0xff},
{0x00459520, 0x14, 0x01},
{0x00459524, 0x07, 0x08},
{0x00459526, 0x58, 0x78},
{0x0045952b, 0xc6, 0x88},
{0x0045952c, 0x40, 0x58},
{0x0045952e, 0x16, 0x90},
{0x0045953b, 0x0f, 0x01},
{0x0045953f, 0x0b, 0x00},
{0x00459549, 0x5e, 0x90},
{0x0045954b, 0x58, 0x48},
```

```

{0x0045954e, 0x58, 0x78},
{0x00459550, 0xc6, 0x88},
{0x00459551, 0x00, 0x18},
{0x00459552, 0x16, 0x90},
{0x0045955c, 0x1f, 0x01},
{0x0045955d, 0x5b, 0x59},
{0x0045955e, 0x81, 0x5b},
{0x0045955f, 0xc4, 0xc3},
{0x00459560, 0x00, 0x90}, // and surprisingly the modified,
{0x00459561, 0x02, 0x90},
{0x00459562, 0x00, 0x90},
{0x00459563, 0x00, 0x90},
{0x00459564, 0xc3, 0x90},
/* use in belgium */
{0x004d27ca, 0xc2, 0x32},
{0x004d27cb, 0x23, 0x6c},
{0x004d27cc, 0xb5, 0xf8},
/* use in croatia */
{0x004d2851, 0x5c, 0x6b},
{0x004d2852, 0xc4, 0xf8},
/* use in denmark */
{0x004d2893, 0xc9, 0x69},
{0x004d2894, 0x2b, 0x6b},
{0x004d2895, 0xc8, 0xf8},
/* england */
{0x004d28d6, 0x56, 0x26},
{0x004d28d7, 0x72, 0x6b},
{0x004d28d8, 0xca, 0xf8},
/* france */
{0x004d295c, 0x10, 0xa0},
{0x004d295d, 0xec, 0x6a},
{0x004d295e, 0xce, 0xf8},
/* germany */
{0x004d299f, 0xcd, 0x5d},
{0x004d29a0, 0xd5, 0x6a},
{0x004d29a1, 0xd0, 0xf8},
/* greece */
{0x004d29e2, 0xca, 0x1a},
{0x004d29e3, 0xa4, 0x6a},
{0x004d29e4, 0xd1, 0xf8},
/* holland */
{0x004d2a25, 0x67, 0xd7},
{0x004d2a26, 0x6c, 0x69},
{0x004d2a27, 0xd2, 0xf8},
/* italy */
{0x004d2aab, 0xd1, 0x51},
{0x004d2aac, 0xe8, 0x69},
{0x004d2aad, 0xd8, 0xf8},
/* northern ireland */
{0x004d2b74, 0x58, 0x88},
{0x004d2b75, 0x0b, 0x68},
{0x004d2b76, 0xec, 0xf8},
/* poland */
{0x004d2bb7, 0x75, 0x45},
{0x004d2bb8, 0xac, 0x68},
{0x004d2bb9, 0xef, 0xf8},
/* portugal */
{0x004d2bfa, 0x82, 0x02},
{0x004d2bfb, 0x11, 0x68},
{0x004d2bfc, 0xf0, 0xf8},
/* scotland */
{0x004d2c80, 0x0c, 0x7c},
{0x004d2c81, 0x37, 0x67},
{0x004d2c82, 0xf2, 0xf8},
/* (spain, no modifications), turkey */
{0x004d2d49, 0x53, 0xb3},
{0x004d2d4a, 0xf3, 0x66},
{0x004d2d4b, 0x02, 0xf8},
{0x004d2d4c, 0x00, 0xff},
/* wales */
{0x004d2dcf, 0xad, 0x2d},
{0x004d2dd0, 0xc2, 0x66},
{0x004d2dd1, 0x03, 0xf8},
{0x004d2dd2, 0x00, 0xff},

```

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

Last edited by footballnotsoccer; 16-05-15 at 09:35 PM.

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

Code:

```
008D274C |> 6A 19          PUSH 19          ; |Arg1 = bytes to malloc
008D274E |. 89BC24 200200>MOV [ESP+220],EDI
008D2755 |. 8986 B0080000 MOV [ESI+8B0],EAX
008D275B |. E8 91250700   CALL cm0102.00944CF1 ; This is a malloc(0x19)
008D2760 |. 83C4 04       ADD ESP,4
008D2763 |. 894424 10     MOV [ESP+10],EAX
008D2767 |. 85C0          TEST EAX,EAX     ; check malloc return value
008D2769 |. C78424 1C0200>MOV DWORD PTR [ESP+21C],2
008D2774 |. 74 17         JE SHORT cm0102.008D278D ; if malloc returned NULL, skip ini
008D2776 |. 8B0D 24F29C00 MOV ECX,[9CF224] ; Australia index
008D277C |. 6A 00         PUSH 0           ; /Arg5 = 00000000
008D277E |. 6A 01         PUSH 1           ; |Arg4 = playable league index
008D2780 |. 57            PUSH EDI         ; |Arg3
008D2781 |. 51            PUSH ECX         ; |Arg2 => nation index
008D2782 |. 6A 02         PUSH 2           ; |Arg1 = 00000002
008D2784 |. 8BC8         MOV ECX,EAX     ; |
008D2786 |. E8 F504B4FF   CALL cm0102.00412C80 ; THIS IS THE INIT XFER WINDOW FUNC
008D278B |. EB 02         JMP SHORT cm0102.008D278F
008D278D |> 33C0         XOR EAX,EAX
```

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!

18-05-15, 05:59 PM

#53

fairedinkum
Hot Prospect for the Future

Join Date: 04-03-12
Posts: 237

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.

24-05-15, 02:38 PM

#54

saturn
Programmer
VIP

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

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!

```
0x1c1670 0x6 0xff
0x1c1674 0x1e 0xd
0x1c1675 0x88 0x66
0x1c1676 0x50 0xc7
0x1c1677 0x4 0x40
0x1c1678 0x88 0x4
0x1c1679 0x48 0x5
0x1c167a 0x5 0x1
0x1c168b 0x3 0xff
0x1c168f 0x1f 0x1
0x1c1693 0x7 0x8
0x1c16a3 0x88 0x66
0x1c16a4 0x50 0xc7
0x1c16a5 0x2 0x40
0x1c16a6 0x88 0x2
0x1c16a7 0x48 0xff
0x1c16a8 0x3 0x1
0x1c16bd 0x88 0x66
0x1c16be 0x50 0xc7
0x1c16bf 0x2 0x40
0x1c16c0 0xc6 0x2
0x1c16c1 0x40 0xff
0x1c16c2 0x3 0x1f
0x1c16c3 0x14 0x90
0x1c16db 0x5 0xff
0x1c16df 0x15 0x1
0x1c16e3 0xb 0x0
0x1c16f7 0xc6 0xc7
0x1c16fb 0x88 0xff
0x1c16fc 0x50 0x1
0x1c16fd 0x2 0x1
0x1c16fe 0xc6 0x90
0x1c16ff 0x40 0x90
0x1c1700 0x3 0x90
0x1c1701 0xa 0x90
0x26149b 0x4 0xff
0x26149f 0x1b 0x1
0x2614a3 0x9 0x8
0x2614b9 0x2 0x1
0x2614d3 0x1f 0x1
0x2614d5 0x58 0x48
0x26150c 0x1e 0x1f
0x261510 0x3 0x2
0x266c40 0x81 0x53
0x266c41 0xec 0x51
0x266c42 0x0 0xc6
0x266c43 0x2 0x41
0x266c44 0x0 0x8
0x266c45 0x0 0x2
0x266c46 0x53 0x6a
0x266c47 0x56 0x18
0x266c48 0x8b 0xe8
0x266c49 0xf1 0xf9
0x266c4a 0x6a 0xe1
0x266c4b 0x18 0x2d
0x266c4c 0xc6 0x0
0x266c4d 0x46 0x5b
0x266c4e 0x8 0x59
0x266c4f 0x2 0x51
0x266c50 0xe8 0x85
0x266c51 0xf1 0xc0
0x266c52 0xe1 0x8a
0x266c53 0x2d 0x5c
0x266c54 0x0 0x24
0x266c55 0x33 0x24
0x266c56 0xdb 0x89
0x266c57 0x83 0x41
0x266c58 0xc4 0x4
0x266c59 0x4 0x75
0x266c5a 0x3b 0x68
0x266c5b 0xc3 0x81
0x266c5c 0x89 0xec
0x266c5d 0x46 0x0
0x266c5e 0x4 0x2
0x266c5f 0x75 0x0
0x266c60 0x62 0x0
0x266cba 0x5e 0x81
0x266cbb 0x5b 0xc4
0x266cbc 0x81 0x0
0x266cbd 0xc4 0x2
0x266cbf 0x2 0x0
0x266cc0 0x0 0x59
0x266cc1 0x0 0x5b
0x266cc5 0xc6 0x88
```

0x266cc6 0x0 0x18
0x266cc7 0xf 0x90
0x266cc9 0x58 0x78
0x266cce 0x6 0xff
0x266cd2 0xc 0x3
0x266cd6 0xb 0x0
0x266ce2 0xc6 0x88
0x266ce3 0x0 0x18
0x266ce4 0xf 0x90
0x266ce6 0x58 0x78
0x266cec 0x88 0x66
0x266ced 0x50 0xc7
0x266cee 0x3 0x40
0x266cef 0x88 0x3
0x266cf0 0x50 0x1b
0x266cf1 0x4 0x2
0x266cf3 0x58 0x78
0x266cf8 0xc6 0x88
0x266cf9 0x40 0x58
0x266cfb 0xf 0x90
0x266d05 0x6 0xff
0x266d06 0xc6 0x66
0x266d07 0x40 0xc7
0x266d08 0x3 0x40
0x266d09 0x1e 0x3
0x266d0a 0x88 0x6
0x266d0b 0x50 0x6
0x266d0c 0x4 0x90
0x266d16 0x5e 0x90
0x266d18 0x58 0x78
0x266d1a 0xc6 0x88
0x266d1b 0x0 0x18
0x266d1c 0xf 0x90
0x266d27 0x1d 0x5
0x266d2b 0x9 0x7
0x266d2c 0x5b 0x59
0x266d2d 0x81 0x5b
0x266d2e 0xc4 0xc3
0x266d2f 0x0 0x90
0x266d30 0x2 0x90
0x266d31 0x0 0x90
0x266d32 0x0 0x90
0x266d33 0xc3 0x90
0x3d3df0 0x81 0x53
0x3d3df1 0xec 0x51
0x3d3df2 0x0 0xc6
0x3d3df3 0x2 0x41
0x3d3df4 0x0 0x8
0x3d3df5 0x0 0x2
0x3d3df6 0x53 0x6a
0x3d3df7 0x56 0x18
0x3d3df8 0x8b 0xe8
0x3d3df9 0xf1 0x49
0x3d3dfa 0x6a 0x10
0x3d3dfb 0x18 0x17
0x3d3dfc 0xc6 0x0
0x3d3dfd 0x46 0x5b
0x3d3dfe 0x8 0x59
0x3d3dff 0x2 0x51
0x3d3e00 0xe8 0x85
0x3d3e01 0x41 0xc0
0x3d3e02 0x10 0x8a
0x3d3e03 0x17 0x5c
0x3d3e04 0x0 0x24
0x3d3e05 0x33 0x24
0x3d3e06 0xdb 0x89
0x3d3e07 0x83 0x41
0x3d3e08 0xc4 0x4
0x3d3e09 0x4 0x75
0x3d3e0a 0x3b 0x68
0x3d3e0b 0xc3 0x81
0x3d3e0c 0x89 0xec
0x3d3e0d 0x46 0x0
0x3d3e0e 0x4 0x2
0x3d3e0f 0x75 0x0
0x3d3e10 0x62 0x0
0x3d3e6a 0x5e 0x81
0x3d3e6b 0x5b 0xc4
0x3d3e6c 0x81 0x0
0x3d3e6d 0xc4 0x2
0x3d3e6f 0x2 0x0
0x3d3e70 0x0 0x59
0x3d3e71 0x0 0x5b
0x3d3e73 0x80 0xb1
0x3d3e74 0xca 0x1
0x3d3e75 0xff 0x88
0x3d3e76 0xb1 0x18
0x3d3e77 0x1 0x88
0x3d3e78 0xc6 0x78
0x3d3e79 0x0 0x1
0x3d3e7a 0x13 0xc7

0x3d3e7b 0x88 0x40
0x3d3e7c 0x58 0x2
0x3d3e7d 0x1 0xff
0x3d3e7e 0x88 0x1
0x3d3e7f 0x50 0x6
0x3d3e80 0x2 0x1
0x3d3e81 0x88 0x8b
0x3d3e82 0x48 0x46
0x3d3e83 0x3 0x4
0x3d3e84 0xc6 0x83
0x3d3e85 0x40 0xc0
0x3d3e86 0x4 0x6
0x3d3e87 0x5 0x80
0x3d3e88 0x88 0xca
0x3d3e89 0x48 0xff
0x3d3e8a 0x5 0x88
0x3d3e8b 0x8b 0x18
0x3d3e8c 0x46 0x88
0x3d3e8d 0x4 0x78
0x3d3e8e 0xc6 0x1
0x3d3e8f 0x40 0x88
0x3d3e90 0x6 0x50
0x3d3e91 0x13 0x2
0x3d3e92 0x83 0xc6
0x3d3e93 0xc0 0x40
0x3d3e94 0x6 0x3
0x3d3e95 0x88 0x1
0x3d3e96 0x58 0xc6
0x3d3e97 0x1 0x40
0x3d3e98 0x88 0x4
0x3d3e99 0x50 0x8
0x3d3e9a 0x2 0x88
0x3d3e9b 0x88 0x78
0x3d3e9c 0x48 0x5
0x3d3e9d 0x3 0x8b
0x3d3e9e 0xc6 0x46
0x3d3e9f 0x40 0x4
0x3d3ea0 0x4 0x88
0x3d3ea1 0x8 0x58
0x3d3ea2 0x88 0xc
0x3d3ea3 0x58 0x83
0x3d3ea4 0x5 0xc0
0x3d3ea5 0x8b 0xc
0x3d3ea6 0x46 0x88
0x3d3ea7 0x4 0x48
0x3d3ea8 0x83 0x1
0x3d3ea9 0xc0 0xc7
0x3d3eaa 0xc 0x40
0x3d3eab 0xc6 0x2
0x3d3eac 0x0 0xff
0x3d3ead 0x13 0x1
0x3d3eae 0x88 0x0
0x3d3eaf 0x48 0x1
0x3d3eb0 0x1 0x8b
0x3d3eb1 0x88 0x46
0x3d3eb2 0x50 0x4
0x3d3eb3 0x2 0x83
0x3d3eb4 0xc6 0xc0
0x3d3eb5 0x40 0x12
0x3d3eb6 0x3 0x88
0x3d3eb7 0xf 0x78
0x3d3eb8 0xc6 0x5
0x3d3eb9 0x40 0x88
0x3d3eba 0x4 0x18
0x3d3ebb 0xb 0xc7
0x3d3ebc 0x88 0x40
0x3d3ebd 0x48 0x1
0x3d3ebe 0x5 0x1
0x3d3ebf 0x8b 0xff
0x3d3ec0 0x46 0x1
0x3d3ec1 0x4 0x1
0x3d3ec2 0x88 0x59
0x3d3ec3 0x58 0x5b
0x3d3ec4 0x16 0xc3
0x3d3ec5 0x83 0x90
0x3d3ec6 0xc0 0x90
0x3d3ec7 0x12 0x90
0x3d3ec8 0x5e 0x90
0x3d3ec9 0x88 0x90
0x3d3eca 0x58 0x90
0x3d3ecb 0x5 0x90
0x3d3ecc 0xc6 0x90
0x3d3ecd 0x0 0x90
0x3d3ece 0x13 0x90
0x3d3ecf 0x88 0x90
0x3d3ed0 0x48 0x90
0x3d3ed1 0x1 0x90
0x3d3ed2 0x88 0x90
0x3d3ed3 0x50 0x90
0x3d3ed4 0x2 0x90
0x3d3ed5 0xc6 0x90

```
0x3d3ed6 0x40 0x90
0x3d3ed7 0x3 0x90
0x3d3ed8 0xf 0x90
0x3d3ed9 0x5b 0x90
0x3d3eda 0x81 0x90
0x3d3edb 0xc4 0x90
0x3d3edc 0x0 0x90
0x3d3edd 0x2 0x90
0x3d3ede 0x0 0x90
0x3d3edf 0x0 0x90
0x3d3ee0 0xc3 0x90
0x3d41ae 0x6 0x32
0x3d41c2 0x5 0x32
0x3d41c9 0x4 0x32
0x3d43ec 0x3 0x1
0x3d43f3 0x3 0x1
0x3ec872 0xf 0xa
0x3ec876 0xb 0x5
0x3ec888 0x88 0x66
0x3ec889 0x50 0xc7
0x3ec88a 0x2 0x40
0x3ec88b 0xc6 0x2
0x3ec88c 0x40 0xff
0x3ec88d 0x3 0x1
0x3ec88e 0x18 0x90
0x3ec892 0x2 0x8
0x3ec8a6 0x2 0xff
0x3ec8ae 0x5 0x0
0x3ec8c6 0x88 0x66
0x3ec8c7 0x50 0xc7
0x3ec8c8 0x3 0x40
0x3ec8c9 0xc6 0x3
0x3ec8ca 0x40 0x1b
0x3ec8cb 0x4 0x1
0x3ec8cc 0x7 0x90
0x4594fe 0x3 0xff
0x459502 0x11 0x1
0x459506 0x5 0x6
0x45951c 0x4 0xff
0x459520 0x14 0x1
0x459524 0x7 0x8
0x45953b 0xf 0x1
0x45953f 0xb 0x0
0x45954b 0x58 0x48
0x45955c 0x1f 0x1
0x4d27ca 0xc2 0xb2
0x4d27cb 0x23 0x15
0x4d27cc 0xb5 0xf0
0x4d2893 0xc9 0xe9
0x4d2894 0x2b 0x14
0x4d2895 0xc8 0xf0
0x4d28d6 0x56 0xa6
0x4d28d7 0x72 0x14
0x4d28d8 0xca 0xf0
0x4d299f 0xcd 0xdd
0x4d29a0 0xd5 0x13
0x4d29a1 0xd0 0xf0
0x4d2a25 0x67 0x57
0x4d2a26 0x6c 0x13
0x4d2a27 0xd2 0xf0
0x4d2b74 0x58 0x8
0x4d2b75 0xb 0x12
0x4d2b76 0xec 0xf0
0x4d2bb7 0x75 0xc5
0x4d2bb8 0xac 0x11
0x4d2bb9 0xef 0xf0
0x4d2c80 0xc 0xfc
0x4d2c81 0x37 0x10
0x4d2c82 0xf2 0xf0
0x4d2dd0 0xc2 0xf
0x4d2dd1 0x3 0xf0
0x4d2dd2 0x0 0xff
0x4d2e12 0x1a 0xba
0x4d2e13 0xb8 0x3d
0x5ccf56 0x44 0x4a
0x5ccf57 0x65 0x61
0x5ccf58 0x63 0x6e
0x5ccf59 0x65 0x75
0x5ccf5a 0x6d 0x61
0x5ccf5b 0x62 0x72
0x5ccf5c 0x65 0x79
0x5ccf5d 0x72 0x2e
0x5ccf5e 0x2e 0x0
```

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.

Last edited by saturn; 26-01-16 at 11:23 PM.

20-07-15, 08:54 PM

#55

Fiestita ◊
Backup Player

Join Date: 06-03-12
Posts: 496

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.

21-07-15, 03:59 PM

#56

saturn ◊
Programmer
VIP

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

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).

18-09-15, 01:51 PM

#57

samson09 ◊
Youth Team Player

Join Date: 16-09-15
Posts: 4

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?

18-09-15, 03:32 PM

#58

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

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

20-09-15, 11:54 AM

#59

azmaster ◊
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

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!

Code:

```
008D274C |> 6A 19          PUSH 19          ; |Arg1 = bytes to malloc
008D274E |. 89BC24 2002000>MOV [ESP+220],EDI
008D2755 |. 8986 B0080000  MOV [ESI+8B0],EAX
008D275B |. E8 91250700   CALL cm0102.00944CF1 ; This is a malloc(0x19)
008D2760 |. 83C4 04       ADD ESP,4
008D2763 |. 894424 10     MOV [ESP+10],EAX
008D2767 |. 85C0         TEST EAX,EAX    ; check malloc return value
008D2769 |. C78424 1C02000>MOV DWORD PTR [ESP+21C],2
```



```

008D2774 |. 74 17 JE SHORT cm0102.008D278D ; if malloc returned NULL, skip ini
008D2776 |. 8B0D 24F29C00 MOV ECX,[9CF224] ; Australia index
008D277C |. 6A 00 PUSH 0 ; /Arg5 = 00000000
008D277E |. 6A 01 PUSH 1 ; |Arg4 = playable league index
008D2780 |. 57 PUSH EDI ; |Arg3
008D2781 |. 51 PUSH ECX ; |Arg2 => nation index
008D2782 |. 6A 02 PUSH 2 ; |Arg1 = 00000002
008D2784 |. 8BC8 MOV ECX,EAX ; |
008D2786 |. E8 F504B4FF CALL cm0102.00412C80 ; THIS IS THE INIT XFER WINDOW FUNC
008D278B |. EB 02 JMP SHORT cm0102.008D278F
008D278D |> 33C0 XOR EAX,EAX

```

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.

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?

Last edited by azmaster; 20-09-15 at 12:23 PM.

23-09-15, 03:48 PM

#60

azmaster
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

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 🇬🇧

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?

Last edited by azmaster; 23-09-15 at 03:59 PM.

23-09-15, 03:58 PM

#61

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Tapani hasn't been online in yonks so who knows

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

Champman0102.co.uk Facebook Page

13000 followers and rising

November 2020 Data Update Out Now

23-09-15, 04:18 PM

#62

azmaster ◦
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

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.

28-09-15, 10:44 AM

#63

Fiestita ◦
Backup Player

Join Date: 06-03-12
Posts: 496

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.

13-10-15, 05:48 PM

#64

ken ◦
Youth Team Player

Join Date: 13-10-15
Posts: 27

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

15-10-15, 07:26 PM

#65

saturn ◦
Programmer
VIP

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

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!

```
0x1c1670 0x6 0xff
0x1c1674 0x1e 0xd
0x1c1675 0x88 0x66
0x1c1676 0x50 0xc7
0x1c1677 0x4 0x40
0x1c1678 0x88 0x4
0x1c1679 0x48 0x5
0x1c167a 0x5 0x1
0x1c168b 0x3 0xff
0x1c168f 0x1f 0x1
0x1c1693 0x7 0x8
0x1c16a3 0x88 0x66
0x1c16a4 0x50 0xc7
0x1c16a5 0x2 0x40
0x1c16a6 0x88 0x2
```

0x1c16a7 0x48 0xff
0x1c16a8 0x3 0x1
0x1c16bd 0x88 0x66
0x1c16be 0x50 0xc7
0x1c16bf 0x2 0x40
0x1c16c0 0xc6 0x2
0x1c16c1 0x40 0xff
0x1c16c2 0x3 0x1f
0x1c16c3 0x14 0x90
0x1c16db 0x5 0xff
0x1c16df 0x15 0x1
0x1c16e3 0xb 0x0
0x1c16f7 0xc6 0xc7
0x1c16fb 0x88 0xff
0x1c16fc 0x50 0x1
0x1c16fd 0x2 0x1
0x1c16fe 0xc6 0x90
0x1c16ff 0x40 0x90
0x1c1700 0x3 0x90
0x1c1701 0xa 0x90
0x26149b 0x4 0xff
0x26149f 0x1b 0x1
0x2614a3 0x9 0x8
0x2614b9 0x2 0x1
0x2614d3 0x1f 0x1
0x2614d5 0x58 0x48
0x26150c 0x1e 0x1f
0x261510 0x3 0x2
0x266c40 0x81 0x53
0x266c41 0xec 0x51
0x266c42 0x0 0xc6
0x266c43 0x2 0x41
0x266c44 0x0 0x8
0x266c45 0x0 0x2
0x266c46 0x53 0x6a
0x266c47 0x56 0x18
0x266c48 0x8b 0xe8
0x266c49 0xf1 0xf9
0x266c4a 0x6a 0xe1
0x266c4b 0x18 0x2d
0x266c4c 0xc6 0x0
0x266c4d 0x46 0x5b
0x266c4e 0x8 0x59
0x266c4f 0x2 0x51
0x266c50 0xe8 0x85
0x266c51 0xf1 0xc0
0x266c52 0xe1 0x8a
0x266c53 0x2d 0x5c
0x266c54 0x0 0x24
0x266c55 0x33 0x24
0x266c56 0xdb 0x89
0x266c57 0x83 0x41
0x266c58 0xc4 0x4
0x266c59 0x4 0x75
0x266c5a 0x3b 0x68
0x266c5b 0xc3 0x81
0x266c5c 0x89 0xec
0x266c5d 0x46 0x0
0x266c5e 0x4 0x2
0x266c5f 0x75 0x0
0x266c60 0x62 0x0
0x266cba 0x5e 0x81
0x266cbb 0x5b 0xc4
0x266cbc 0x81 0x0
0x266cbd 0xc4 0x2
0x266cbf 0x2 0x0
0x266cc0 0x0 0x59
0x266cc1 0x0 0x5b
0x266cc5 0xc6 0x88
0x266cc6 0x0 0x18
0x266cc7 0xf 0x90
0x266cc9 0x58 0x78
0x266cce 0x6 0xff
0x266cd2 0xc 0x3
0x266cd6 0xb 0x0
0x266ce2 0xc6 0x88
0x266ce3 0x0 0x18
0x266ce4 0xf 0x90
0x266ce6 0x58 0x78
0x266cec 0x88 0x66
0x266ced 0x50 0xc7
0x266cee 0x3 0x40
0x266cef 0x88 0x3
0x266cf0 0x50 0x1b
0x266cf1 0x4 0x2
0x266cf3 0x58 0x78
0x266cf8 0xc6 0x88
0x266cf9 0x40 0x58
0x266cfb 0xf 0x90
0x266d05 0x6 0xff
0x266d06 0xc6 0x66

0x266d07 0x40 0xc7
0x266d08 0x3 0x40
0x266d09 0x1e 0x3
0x266d0a 0x88 0x6
0x266d0b 0x50 0x6
0x266d0c 0x4 0x90
0x266d16 0x5e 0x90
0x266d18 0x58 0x78
0x266d1a 0xc6 0x88
0x266d1b 0x0 0x18
0x266d1c 0xf 0x90
0x266d27 0x1d 0x5
0x266d2b 0x9 0x7
0x266d2c 0x5b 0x59
0x266d2d 0x81 0x5b
0x266d2e 0xc4 0xc3
0x266d2f 0x0 0x90
0x266d30 0x2 0x90
0x266d31 0x0 0x90
0x266d32 0x0 0x90
0x266d33 0xc3 0x90
0x3d3df0 0x81 0x53
0x3d3df1 0xec 0x51
0x3d3df2 0x0 0xc6
0x3d3df3 0x2 0x41
0x3d3df4 0x0 0x8
0x3d3df5 0x0 0x2
0x3d3df6 0x53 0x6a
0x3d3df7 0x56 0x18
0x3d3df8 0x8b 0xe8
0x3d3df9 0xf1 0x49
0x3d3dfa 0x6a 0x10
0x3d3dfb 0x18 0x17
0x3d3dfc 0xc6 0x0
0x3d3dfd 0x46 0x5b
0x3d3dfe 0x8 0x59
0x3d3dff 0x2 0x51
0x3d3e00 0xe8 0x85
0x3d3e01 0x41 0xc0
0x3d3e02 0x10 0x8a
0x3d3e03 0x17 0x5c
0x3d3e04 0x0 0x24
0x3d3e05 0x33 0x24
0x3d3e06 0xdb 0x89
0x3d3e07 0x83 0x41
0x3d3e08 0xc4 0x4
0x3d3e09 0x4 0x75
0x3d3e0a 0x3b 0x68
0x3d3e0b 0xc3 0x81
0x3d3e0c 0x89 0xec
0x3d3e0d 0x46 0x0
0x3d3e0e 0x4 0x2
0x3d3e0f 0x75 0x0
0x3d3e10 0x62 0x0
0x3d3e6a 0x5e 0x81
0x3d3e6b 0x5b 0xc4
0x3d3e6c 0x81 0x0
0x3d3e6d 0xc4 0x2
0x3d3e6f 0x2 0x0
0x3d3e70 0x0 0x59
0x3d3e71 0x0 0x5b
0x3d3e73 0x80 0xb1
0x3d3e74 0xca 0x1
0x3d3e75 0xff 0x88
0x3d3e76 0xb1 0x18
0x3d3e77 0x1 0x88
0x3d3e78 0xc6 0x78
0x3d3e79 0x0 0x1
0x3d3e7a 0x13 0xc7
0x3d3e7b 0x88 0x40
0x3d3e7c 0x58 0x2
0x3d3e7d 0x1 0xff
0x3d3e7e 0x88 0x1
0x3d3e7f 0x50 0x6
0x3d3e80 0x2 0x1
0x3d3e81 0x88 0x8b
0x3d3e82 0x48 0x46
0x3d3e83 0x3 0x4
0x3d3e84 0xc6 0x83
0x3d3e85 0x40 0xc0
0x3d3e86 0x4 0x6
0x3d3e87 0x5 0x80
0x3d3e88 0x88 0xca
0x3d3e89 0x48 0xff
0x3d3e8a 0x5 0x88
0x3d3e8b 0x8b 0x18
0x3d3e8c 0x46 0x88
0x3d3e8d 0x4 0x78
0x3d3e8e 0xc6 0x1
0x3d3e8f 0x40 0x88
0x3d3e90 0x6 0x50

0x3d3e91 0x13 0x2
0x3d3e92 0x83 0xc6
0x3d3e93 0xc0 0x40
0x3d3e94 0x6 0x3
0x3d3e95 0x88 0x1
0x3d3e96 0x58 0xc6
0x3d3e97 0x1 0x40
0x3d3e98 0x88 0x4
0x3d3e99 0x50 0x8
0x3d3e9a 0x2 0x88
0x3d3e9b 0x88 0x78
0x3d3e9c 0x48 0x5
0x3d3e9d 0x3 0x8b
0x3d3e9e 0xc6 0x46
0x3d3e9f 0x40 0x4
0x3d3ea0 0x4 0x88
0x3d3ea1 0x8 0x58
0x3d3ea2 0x88 0xc
0x3d3ea3 0x58 0x83
0x3d3ea4 0x5 0xc0
0x3d3ea5 0x8b 0xc
0x3d3ea6 0x46 0x88
0x3d3ea7 0x4 0x48
0x3d3ea8 0x83 0x1
0x3d3ea9 0xc0 0xc7
0x3d3eaa 0xc 0x40
0x3d3eab 0xc6 0x2
0x3d3eac 0x0 0xff
0x3d3ead 0x13 0x1
0x3d3eae 0x88 0x0
0x3d3eaf 0x48 0x1
0x3d3eb0 0x1 0x8b
0x3d3eb1 0x88 0x46
0x3d3eb2 0x50 0x4
0x3d3eb3 0x2 0x83
0x3d3eb4 0xc6 0xc0
0x3d3eb5 0x40 0x12
0x3d3eb6 0x3 0x88
0x3d3eb7 0xf 0x78
0x3d3eb8 0xc6 0x5
0x3d3eb9 0x40 0x88
0x3d3eba 0x4 0x18
0x3d3ebb 0xb 0xc7
0x3d3ebc 0x88 0x40
0x3d3ebd 0x48 0x1
0x3d3ebe 0x5 0x1
0x3d3ebf 0x8b 0xff
0x3d3ec0 0x46 0x1
0x3d3ec1 0x4 0x1
0x3d3ec2 0x88 0x59
0x3d3ec3 0x58 0x5b
0x3d3ec4 0x16 0xc3
0x3d3ec5 0x83 0x90
0x3d3ec6 0xc0 0x90
0x3d3ec7 0x12 0x90
0x3d3ec8 0x5e 0x90
0x3d3ec9 0x88 0x90
0x3d3eca 0x58 0x90
0x3d3ecb 0x5 0x90
0x3d3ecc 0xc6 0x90
0x3d3ecd 0x0 0x90
0x3d3ece 0x13 0x90
0x3d3ecf 0x88 0x90
0x3d3ed0 0x48 0x90
0x3d3ed1 0x1 0x90
0x3d3ed2 0x88 0x90
0x3d3ed3 0x50 0x90
0x3d3ed4 0x2 0x90
0x3d3ed5 0xc6 0x90
0x3d3ed6 0x40 0x90
0x3d3ed7 0x3 0x90
0x3d3ed8 0xf 0x90
0x3d3ed9 0x5b 0x90
0x3d3eda 0x81 0x90
0x3d3edb 0xc4 0x90
0x3d3edc 0x0 0x90
0x3d3edd 0x2 0x90
0x3d3ede 0x0 0x90
0x3d3edf 0x0 0x90
0x3d3ee0 0xc3 0x90
0x3d41ae 0x6 0x32
0x3d41c2 0x5 0x32
0x3d41c9 0x4 0x32
0x3d43ec 0x3 0x1
0x3d43f3 0x3 0x1
0x3ec872 0xf 0xa
0x3ec876 0xb 0x5
0x3ec888 0x88 0x66
0x3ec889 0x50 0xc7
0x3ec88a 0x2 0x40
0x3ec88b 0xc6 0x2

```
0x3ec88c 0x40 0xff
0x3ec88d 0x3 0x1
0x3ec88e 0x18 0x90
0x3ec892 0x2 0x8
0x3ec8a6 0x2 0xff
0x3ec8ae 0x5 0x0
0x3ec8c6 0x88 0x66
0x3ec8c7 0x50 0xc7
0x3ec8c8 0x3 0x40
0x3ec8c9 0xc6 0x3
0x3ec8ca 0x40 0x1b
0x3ec8cb 0x4 0x1
0x3ec8cc 0x7 0x90
0x4594fe 0x3 0xff
0x459502 0x11 0x1
0x459506 0x5 0x6
0x45951c 0x4 0xff
0x459520 0x14 0x1
0x459524 0x7 0x8
0x45953b 0xf 0x1
0x45953f 0xb 0x0
0x45954b 0x58 0x48
0x45955c 0x1f 0x1
0x4d27ca 0xc2 0xb2
0x4d27cb 0x23 0x15
0x4d27cc 0xb5 0xf0
0x4d2893 0xc9 0xe9
0x4d2894 0x2b 0x14
0x4d2895 0xc8 0xf0
0x4d28d6 0x56 0xa6
0x4d28d7 0x72 0x14
0x4d28d8 0xca 0xf0
0x4d299f 0xcd 0xdd
0x4d29a0 0xd5 0x13
0x4d29a1 0xd0 0xf0
0x4d2a25 0x67 0x57
0x4d2a26 0x6c 0x13
0x4d2a27 0xd2 0xf0
0x4d2b74 0x58 0x8
0x4d2b75 0xb 0x12
0x4d2b76 0xec 0xf0
0x4d2bb7 0x75 0xc5
0x4d2bb8 0xac 0x11
0x4d2bb9 0xef 0xf0
0x4d2c80 0xc 0xfc
0x4d2c81 0x37 0x10
0x4d2c82 0xf2 0xf0
0x4d2dd0 0xc2 0xf
0x4d2dd1 0x3 0xf0
0x4d2dd2 0x0 0xff
0x4d2e12 0x1a 0xba
0x4d2e13 0xb8 0x3d
0x5ccf56 0x44 0x4a
0x5ccf57 0x65 0x61
0x5ccf58 0x63 0x6e
0x5ccf59 0x65 0x75
0x5ccf5a 0x6d 0x61
0x5ccf5b 0x62 0x72
0x5ccf5c 0x65 0x79
0x5ccf5d 0x72 0x2e
0x5ccf5e 0x2e 0x0
```

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.

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

EDIT:

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

Last edited by Jesus; 19-10-15 at 11:28 PM.

20-10-15, 08:26 PM

#67

saturn ◦
Programmer
VIP

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

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?

20-10-15, 08:29 PM

#68

Jesus ◦
First Team Player

Join Date: 04-03-12
Posts: 3,459

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.

20-10-15, 09:04 PM

#69

saturn ◦
Programmer
VIP

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

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?

20-10-15, 09:10 PM

#70

Jesus ◦
First Team Player

Join Date: 04-03-12
Posts: 3,459

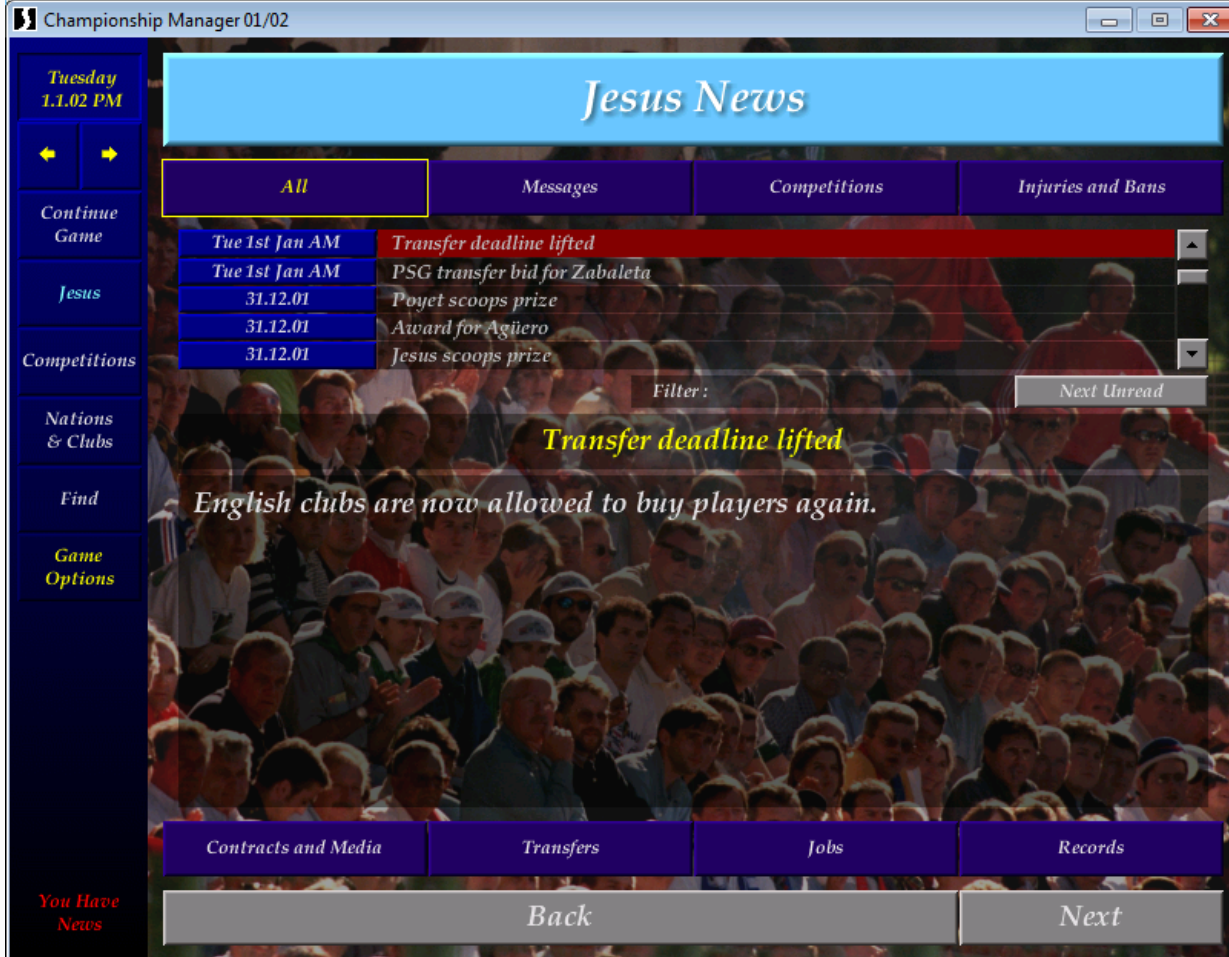
Originally Posted by **saturn** ▶

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:



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

Last edited by Jesus; 20-10-15 at 09:16 PM.

04-11-15, 10:37 PM

#71

saturn
Programmer
VIP

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

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

```

05-11-15, 07:32 PM

#72

Tapani
CM 01/02 Legend
Programmer

Join Date: 30-06-14
Posts: 418

Saturn,

it looks like you got it :-)

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

Last edited by Tapani; 06-11-15 at 04:53 PM.

06-11-15, 04:48 PM

#73

saturn
Programmer
VIP

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

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.

10-03-16, 09:43 PM

#74

saturn
Programmer
VIP

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

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.
- Belgian and German clubs can buy players from lower league clubs in their respective nations (when the windows are open).
- Norwegian clubs no longer have to sign players before a registration deadline.
- Various ASCII changes made to reflect the above in your News feed.
- Squad registration dates for European competitions will always occur after both windows shut.

The Transfer Window patch is below, compatible for a .68 exe:

Spoiler!

Code:

```
0xa6aa 0x88 0x66
0xa6ab 0x58 0xc7
0xa6ac 0x2 0x40
0xa6ad 0xc6 0x2
0xa6ae 0x40 0xff
0xa6af 0x3 0x13
0xa6b0 0x18 0x90
0xa6b4 0x6 0x5
0xa6c5 0x88 0x66
0xa6c6 0x50 0xc7
0xa6c7 0x2 0x40
0xa6c8 0xc6 0x2
0xa6c9 0x40 0xff
0xa6ca 0x3 0xa
0xa6cb 0x6 0x90
0xa6cf 0x7 0x8
0xa6df 0x88 0x66
0xa6e0 0x58 0xc7
0xa6e1 0x2 0x40
0xa6e2 0xc6 0x2
0xa6e3 0x40 0xff
0xa6e4 0x3 0x19
0xa6e5 0xe 0x90
0xa6e6 0xc6 0x88
0xa6e7 0x40 0x58
0xa6e9 0xb 0x90
0xa6fc 0x88 0x66
0xa6fd 0x50 0xc7
0xa6fe 0x2 0x40
0xa6ff 0xc6 0x2
```

0xa700 0x40 0xff
0xa701 0x3 0x18
0xa702 0x4 0x90
0xa706 0x2 0x1
0xa9bf 0x7e 0xeb
0xaa9d 0x9c 0x48
0xaa9e 0x79 0xa1
0x12cd5 0xc 0x18
0x12ce6 0x1 0x2
0x12d55 0xb9 0x6a
0x12d56 0x6 0x2
0x12d57 0x0 0x59
0x12d58 0x0 0x89
0x12d59 0x0 0x8
0x12d5a 0xc6 0xc7
0x12d5b 0x0 0x40
0x12d5d 0x88 0xff
0x12d5e 0x58 0x1c
0x12d5f 0x1 0x6
0x12d60 0x88 0x1
0x12d61 0x48 0x89
0x12d62 0x2 0x48
0x12d63 0xc6 0x6
0x12d64 0x40 0xc7
0x12d65 0x3 0x40
0x12d66 0xb 0x8
0x12d67 0xc6 0xff
0x12d68 0x40 0x13
0x12d69 0x4 0x9
0x12d6a 0x5 0x0
0x12d6b 0xc6 0xb5
0x12d6c 0x40 0x1
0x12d6d 0x5 0x89
0x12d6e 0x1 0x48
0x12d6f 0x8b 0xc
0x12d70 0x46 0xc7
0x12d71 0x4 0x40
0x12d72 0x3 0xe
0x12d73 0xc1 0xff
0x12d74 0xc6 0x4
0x12d76 0x2 0x1
0x12d77 0x88 0x89
0x12d78 0x58 0x48
0x12d79 0x1 0x12
0x12d7a 0xc6 0xc7
0x12d7c 0x2 0x14
0x12d7e 0xc6 0x1
0x12d7f 0x40 0x1
0x12d80 0x3 0x0
0x12d81 0x11 0xc6
0x12d82 0xc6 0x46
0x12d83 0x40 0x13
0x12d84 0x4 0x6
0x12d85 0x3 0x90
0x12d86 0x88 0x90
0x12d87 0x58 0x90
0x12d88 0x5 0x90
0x12d89 0x88 0x90
0x12d8a 0x4e 0x90
0x12d8b 0x13 0x90
0x24c0b 0x24 0x18
0x24c0f 0x3 0x2
0x24c83 0x80 0xc6
0x24c84 0xca 0x0
0x24c85 0xff 0x3
0x24c86 0xb1 0x88
0x24c87 0x1 0x58
0x24c88 0xc6 0x1
0x24c89 0x0 0xc6
0x24c8a 0x3 0x40
0x24c8b 0x88 0x2
0x24c8c 0x58 0xff
0x24c8d 0x1 0xc6
0x24c8e 0x88 0x40
0x24c8f 0x50 0x3
0x24c90 0x2 0x1
0x24c91 0x88 0xc6
0x24c92 0x48 0x40
0x24c93 0x3 0x4
0x24c94 0xc6 0x6
0x24c95 0x40 0xc6
0x24c96 0x4 0x40
0x24c98 0x88 0x1
0x24c99 0x48 0x8b
0x24c9a 0x5 0x46
0x24c9b 0x8b 0x4
0x24c9c 0x46 0x83
0x24c9d 0x4 0xc0
0x24c9e 0xc6 0x6
0x24c9f 0x40 0xc6
0x24ca0 0x6 0x0
0x24ca2 0x83 0x88
0x24ca3 0xc0 0x58
0x24ca4 0x6 0x1
0x24ca5 0x88 0xc6
0x24ca6 0x58 0x40
0x24ca7 0x1 0x2
0x24ca8 0x88 0xff
0x24ca9 0x50 0xc6
0x24caa 0x2 0x40
0x24cab 0xc6 0x3
0x24cac 0x40 0x1
0x24cad 0x3 0xc6
0x24cae 0x1e 0x40
0x24caf 0xc6 0x4
0x24cb0 0x40 0x8
0x24cb1 0x4 0x88
0x24cb2 0x5 0x58
0x24cb3 0x88 0x5
0x24cb4 0x58 0x8b
0x24cb5 0x5 0x46
0x24cb6 0x8b 0x4
0x24cb7 0x46 0xc6
0x24cb8 0x4 0x40
0x24cb9 0x83 0xc
0x24cba 0xc0 0x3
0x24cbb 0xc 0x83
0x24cbc 0xc6 0xc0
0x24cbd 0x0 0xc
0x24cbe 0x3 0xc6
0x24cbf 0x88 0x40
0x24cc0 0x48 0x1

0x24cc2 0x88 0xc6
0x24cc3 0x50 0x40
0x24cc5 0x88 0xff
0x24cc6 0x48 0xc6
0x24cc7 0x3 0x40
0x24cc8 0xc6 0x3
0x24cc9 0x40 0x1
0x24cca 0x4 0x88
0x24ccb 0x5 0x58
0x24ccc 0x88 0x4
0x24ccd 0x48 0xc6
0x24cce 0x5 0x40
0x24ccf 0x8b 0x5
0x24cd0 0x46 0x1
0x24cd1 0x4 0x8b
0x24cd2 0xc6 0x46
0x24cd3 0x40 0x4
0x24cd4 0x12 0x83
0x24cd5 0x3 0xc0
0x24cd6 0x83 0x12
0x24cd7 0xc0 0x5e
0x24cd8 0x12 0xc6
0x24cd9 0x88 0x0
0x24cda 0x48 0x3
0x24cdb 0x1 0xc6
0x24cdc 0x88 0x40
0x24cdd 0x50 0x1
0x24cde 0x2 0x1
0x24ce1 0x3 0x2
0x24ce2 0x1f 0xff
0x24ce5 0x4 0x3
0x24ce6 0xb 0x1
0x24ce7 0x88 0xc6
0x24ce8 0x58 0x40
0x24ce9 0x5 0x4
0x24cea 0x8b 0x1
0x24ceb 0x46 0x88
0x24cec 0x4 0x58
0x24ced 0x83 0x5
0x24cee 0xc0 0x5b
0x24cef 0x18 0x81
0x24cf0 0xc6 0xc4
0x24cf2 0x3 0x2
0x24cf3 0xc6 0x0
0x24cf4 0x40 0x0
0x24cf5 0x1 0xc3
0x24cf6 0x2 0x90
0x24cf7 0x88 0x90
0x24cf8 0x50 0x90
0x24cf9 0x2 0x90
0x24cfa 0x88 0x90
0x24cfb 0x48 0x90
0x24cfc 0x3 0x90
0x24cfd 0xc6 0x90
0x24cfe 0x40 0x90
0x24cff 0x4 0x90
0x24d00 0x5 0x90
0x24d01 0x88 0x90
0x24d02 0x48 0x90
0x24d03 0x5 0x90
0x24d04 0x8b 0x90
0x24d05 0x46 0x90
0x24d06 0x4 0x90
0x24d07 0x88 0x90
0x24d08 0x58 0x90
0x24d09 0x23 0x90
0x24d0a 0x83 0x90
0x24d0b 0xc0 0x90
0x24d0c 0x1e 0x90
0x24d0d 0x5e 0x90
0x24d0e 0x5b 0x90
0x24d0f 0xc6 0x90
0x24d10 0x0 0x90
0x24d11 0x3 0x90
0x24d12 0xc6 0x90
0x24d13 0x40 0x90
0x24d14 0x1 0x90
0x24d15 0x2 0x90
0x24d16 0x88 0x90
0x24d17 0x50 0x90
0x24d18 0x2 0x90
0x24d19 0xc6 0x90
0x24d1a 0x40 0x90
0x24d1b 0x3 0x90
0x24d1c 0x1f 0x90
0x24d1d 0xc6 0x90
0x24d1e 0x40 0x90
0x24d1f 0x4 0x90
0x24d20 0x2 0x90
0x24d21 0x81 0x90
0x24d22 0xc4 0x90
0x24d23 0x0 0x90
0x24d24 0x2 0x90
0x24d25 0x0 0x90
0x24d26 0x0 0x90
0x24d27 0xc3 0x90
0x24db8 0x74 0xeb
0x2516d 0x8d 0xe9
0x2516e 0x44 0x89
0x2516f 0x24 0x0
0x25170 0xc 0x0
0x25171 0x52 0x0
0x251c3 0x70 0x20
0x25243 0xc8 0x20
0x2527d 0x70 0x20
0x252fd 0xc4 0x70
0x3f135 0xc 0x18
0x3f146 0x1 0x2
0x3f1b5 0xb2 0x6a
0x3f1b6 0x3 0x4
0x3f1b7 0xb1 0x59
0x3f1b8 0xb 0x89
0x3f1b9 0xc6 0x8
0x3f1ba 0x0 0xc7
0x3f1bb 0x4 0x40
0x3f1bc 0x88 0x2
0x3f1bd 0x58 0xff
0x3f1be 0x1 0x1c
0x3f1bf 0x88 0x0
0x3f1c0 0x50 0x1
0x3f1c1 0x2 0x89
0x3f1c2 0x88 0x48

0x3f1c3 0x48 0x6
0x3f1c4 0x3 0xc7
0x3f1c5 0x88 0x40
0x3f1c6 0x48 0x8
0x3f1c7 0x4 0xff
0x3f1c8 0xc6 0x14
0x3f1c9 0x40 0x3
0x3f1ca 0x5 0x0
0x3f1cb 0x1 0xb5
0x3f1cc 0x8b 0x1
0x3f1cd 0x46 0x89
0x3f1ce 0x4 0x48
0x3f1cf 0xc6 0xc
0x3f1d0 0x40 0xc7
0x3f1d1 0x6 0x40
0x3f1d2 0x4 0xe
0x3f1d3 0x83 0xff
0x3f1d4 0xc0 0x14
0x3f1d5 0x6 0x5
0x3f1d6 0x88 0x1
0x3f1d7 0x58 0x89
0x3f1d8 0x1 0x48
0x3f1d9 0xc6 0x12
0x3f1da 0x40 0xc7
0x3f1db 0x2 0x40
0x3f1dc 0x5 0x14
0x3f1dd 0xc6 0xff
0x3f1de 0x40 0x13
0x3f1df 0x3 0x6
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0x3f1e7 0x5 0x13
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0x3f1ea 0x13 0x90
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0x118566 0x1 0x2
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0x1185d3 0xff 0x59
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0x1185d8 0x58 0x2
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0x179c1c 0xc0 0xc7
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0x3d3e9c 0x48 0xc7
0x3d3e9d 0x3 0x40
0x3d3e9e 0xc6 0x3
0x3d3e9f 0x40 0x16
0x3d3ea0 0x4 0x8
0x3d3ea1 0x8 0x90
0x3d3eb7 0xf 0x1
0x3d3eb8 0xc6 0x88
0x3d3eb9 0x40 0x58
0x3d3ebb 0xb 0x90
0x3d3ed5 0xc6 0x88
0x3d3ed6 0x40 0x48
0x3d3ed8 0xf 0x88
0x3d3ed9 0x5b 0x48
0x3d3eda 0x81 0x4
0x3d3edb 0xc4 0x5b
0x3d3edc 0x0 0x81
0x3d3edd 0x2 0xc4
0x3d3edf 0x0 0x2
0x3d3ee0 0xc3 0x0
0x3d3ee1 0x90 0x0
0x3d3ee2 0x90 0xc3
0x3ec872 0xf 0x9
0x3ec876 0xb 0x5
0x3ec888 0x88 0x66
0x3ec889 0x50 0xc7
0x3ec88a 0x2 0x40
0x3ec88b 0xc6 0x2
0x3ec88c 0x40 0xff
0x3ec88d 0x3 0x1
0x3ec88e 0x18 0x90
0x3ec892 0x2 0x8
0x3ec8a6 0x2 0xff
0x3ec8aa 0x1c 0x1b
0x3ec8ae 0x5 0x0
0x3ec8c6 0x88 0x66
0x3ec8c7 0x50 0xc7
0x3ec8c8 0x3 0x40
0x3ec8c9 0xc6 0x3
0x3ec8ca 0x40 0x1a
0x3ec8cb 0x4 0x1
0x3ec8cc 0x7 0x90
0x3f63e5 0xc 0x18
0x3f63f6 0x1 0x2
0x3f6461 0xb2 0x6a
0x3f6462 0x1e 0x15
0x3f6463 0xb1 0x59
0x3f6464 0x4 0x89
0x3f6465 0xc6 0x8
0x3f6466 0x0 0xc7
0x3f6467 0x15 0x40
0x3f6468 0x88 0x2
0x3f6469 0x58 0xff
0x3f646b 0xc6 0x6
0x3f646c 0x40 0x1
0x3f646d 0x2 0x89
0x3f646e 0x6 0x48
0x3f646f 0x88 0x6
0x3f6470 0x50 0xc7
0x3f6471 0x3 0x40
0x3f6472 0x88 0x8
0x3f6473 0x48 0xff
0x3f6474 0x4 0x1
0x3f6475 0xc6 0x8
0x3f6476 0x40 0x0
0x3f6477 0x5 0xb5
0x3f6479 0x8b 0x89
0x3f647a 0x46 0x48
0x3f647b 0x4 0xc
0x3f647c 0xc6 0xc7
0x3f647e 0x6 0xe
0x3f647f 0x15 0xff
0x3f6480 0x83 0x1
0x3f6481 0xc0 0x0
0x3f6482 0x6 0x1
0x3f6483 0x88 0x89
0x3f6484 0x58 0x48
0x3f6485 0x1 0x12
0x3f6486 0x88 0xc7
0x3f6487 0x48 0x40
0x3f6488 0x2 0x14
0x3f6489 0x88 0xff
0x3f648a 0x50 0x1
0x3f648b 0x3 0x1
0x3f648c 0xc6 0x0
0x3f648d 0x40 0x90
0x3f648e 0x4 0x90
0x3f648f 0x2 0x90
0x3f6490 0x88 0x90
0x3f6491 0x58 0x90
0x3f6492 0x5 0x90
0x4594fe 0x3 0xff
0x459502 0x11 0x1
0x459506 0x5 0x6
0x45951c 0x4 0xff
0x459520 0x14 0x1
0x459524 0x7 0x8
0x45953b 0xf 0x1
0x45953f 0xb 0x0
0x45954b 0x58 0x48
0x45955c 0x1f 0x1
0x4d2893 0xc9 0x39
0x4d2894 0x2b 0xe
0x4d2895 0xc8 0xec
0x4d2d06 0x76 0xe6
0x4d2d07 0x10 0x17
0x4d2d08 0xfc 0xec
0x5020f5 0xc 0x18
0x502106 0x1 0x2
0x502171 0x80 0x6a
0x502172 0xc9 0x18
0x502173 0xff 0x59
0x502174 0xc6 0x89
0x502175 0x0 0x8
0x502176 0x18 0xc7

0x502177 0x88 0x40
0x502178 0x58 0x2
0x502179 0x1 0xff
0x50217a 0x88 0x1
0x50217b 0x48 0x6
0x50217c 0x2 0x1
0x50217d 0xc6 0x89
0x50217e 0x40 0x48
0x50217f 0x3 0x6
0x502180 0x1 0xc7
0x502181 0xc6 0x40
0x502182 0x40 0x8
0x502183 0x4 0xff
0x502184 0x5 0x1
0x502185 0xc6 0x8
0x502186 0x40 0x0
0x502187 0x5 0xb5
0x502189 0x8b 0x89
0x50218a 0x46 0x48
0x50218b 0x4 0xc
0x50218c 0x83 0xc7
0x50218d 0xc0 0x40
0x50218e 0x6 0xe
0x50218f 0xc6 0xff
0x502190 0x0 0x1
0x502191 0x18 0x0
0x502192 0x88 0x1
0x502193 0x58 0x89
0x502194 0x1 0x48
0x502195 0x88 0x12
0x502196 0x48 0xc7
0x502197 0x2 0x40
0x502198 0xc6 0x14
0x502199 0x40 0xff
0x50219a 0x3 0x1
0x50219b 0x1f 0x1
0x50219c 0x88 0x0
0x50219d 0x58 0x90
0x50219e 0x4 0x90
0x50219f 0x88 0x90
0x5021a0 0x58 0x90
0x5021a1 0x5 0x90
0x505916 0x4 0xff
0x50591b 0x1 0x4
0x505935 0x1 0xff
0x50593a 0x2 0x4
0x50b995 0xc 0x18
0x50b9a6 0x1 0x2
0x50ba11 0xb1 0x6a
0x50ba12 0x7 0x19
0x50ba13 0xc6 0x59
0x50ba14 0x0 0x89
0x50ba15 0x19 0x8
0x50ba16 0x88 0xc7
0x50ba17 0x58 0x40
0x50ba18 0x1 0x2
0x50ba19 0xc6 0xff
0x50ba1a 0x40 0x12
0x50ba1b 0x2 0x1
0x50ba1c 0x3 0x1
0x50ba1d 0x88 0x89
0x50ba1f 0x3 0x6
0x50ba20 0x88 0xc7
0x50ba21 0x58 0x40
0x50ba22 0x4 0x8
0x50ba23 0xc6 0xff
0x50ba24 0x40 0xb
0x50ba25 0x5 0x4
0x50ba26 0x1 0x0
0x50ba27 0x8b 0xb5
0x50ba28 0x46 0x1
0x50ba29 0x4 0x89
0x50ba2a 0x83 0x48
0x50ba2b 0xc0 0xc
0x50ba2c 0x6 0xc7
0x50ba2d 0xc6 0x40
0x50ba2e 0x0 0xe
0x50ba2f 0x19 0xff
0x50ba30 0x88 0x4
0x50ba31 0x58 0x6
0x50ba33 0xc6 0x89
0x50ba34 0x40 0x48
0x50ba35 0x2 0x12
0x50ba36 0xff 0xc7
0x50ba37 0xc6 0x40
0x50ba38 0x40 0x14
0x50ba39 0x3 0xff
0x50ba3a 0xf 0x3
0x50ba3b 0x88 0x7
0x50ba3c 0x48 0x0
0x50ba3d 0x4 0x90
0x50ba3e 0x88 0x90
0x50ba3f 0x58 0x90
0x50ba40 0x5 0x90
0x50f0d5 0xc 0x18
0x50f0e6 0x1 0x2
0x50f151 0xc6 0x6a
0x50f152 0x0 0x1a
0x50f153 0x1a 0x59
0x50f154 0x88 0x89
0x50f155 0x58 0x8
0x50f156 0x1 0xc7
0x50f157 0x88 0x40
0x50f158 0x58 0x2
0x50f159 0x2 0xff
0x50f15a 0xc6 0x1
0x50f15b 0x40 0x6
0x50f15c 0x3 0x1
0x50f15d 0x7 0x89
0x50f15e 0xc6 0x48
0x50f15f 0x40 0x6
0x50f160 0x4 0xc7
0x50f161 0x4 0x40
0x50f162 0xc6 0x8
0x50f163 0x40 0xff
0x50f164 0x5 0x1
0x50f165 0x1 0x8
0x50f166 0x8b 0x0
0x50f167 0x46 0xb5
0x50f168 0x4 0x1
0x50f169 0xc6 0x89
0x50f16a 0x40 0x48

```
0x50f16b 0x6 0xc
0x50f16c 0x1a 0xc7
0x50f16d 0x83 0x40
0x50f16e 0xc0 0xe
0x50f16f 0x6 0xff
0x50f170 0x88 0x1
0x50f171 0x58 0x0
0x50f173 0xc6 0x89
0x50f174 0x40 0x48
0x50f175 0x2 0x12
0x50f176 0xff 0xc7
0x50f177 0xc6 0x40
0x50f178 0x40 0x14
0x50f179 0x3 0xff
0x50f17a 0x14 0x1
0x50f17b 0xc6 0x1
0x50f17c 0x40 0x0
0x50f17d 0x4 0x90
0x50f17e 0x2 0x90
0x50f17f 0x88 0x90
0x50f180 0x58 0x90
0x50f181 0x5 0x90
0x5ccf56 0x44 0x4a
0x5ccf57 0x65 0x61
0x5ccf58 0x63 0x6e
0x5ccf59 0x65 0x75
0x5ccf5a 0x6d 0x61
0x5ccf5b 0x62 0x72
0x5ccf5c 0x65 0x79
0x5ccf5d 0x72 0x2e
0x5ccf5e 0x2e 0x0
```

If you wish to use this with Tapani 2.21, use the Transfer Window Reversal code below beforehand:

Spoiler!

Code:

```
0x12d54 0x38 0x37
0x12d89 0xc6 0x88
0x12d8a 0x46 0x4e
0x12d8c 0x4 0x8b
0x12d8d 0x8b 0x8c
0x12d8e 0x8c 0x24
0x12d8f 0x24 0xc
0x12d90 0xc 0x2
0x12d91 0x2 0x0
0x12d93 0x0 0x8b
0x12d94 0x8b 0xc6
0x12d95 0xc6 0x5e
0x12d96 0x5e 0x5b
0x12d97 0x5b 0x64
0x12d98 0x64 0x89
0x12d99 0x89 0xd
0x12d9a 0xd 0x0
0x12d9e 0x0 0x81
0x12d9f 0x81 0xc4
0x12da0 0xc4 0x10
0x12da1 0x10 0x2
0x12da2 0x2 0x0
0x12da4 0x0 0xc2
0x12da5 0xc2 0x14
0x12da6 0x14 0x0
0x12da7 0x0 0x90
0x3f1b2 0x32 0x3
0x3f1e8 0xeb 0x88
0x3f1e9 0xc5 0x56
0x3f1ea 0x90 0x13
0x179b85 0x18 0xc
0x179b96 0x2 0x1
0x179c01 0x6a 0xb1
0x179c02 0x7 0x2
0x179c03 0x59 0xc6
0x179c04 0x89 0x0
0x179c05 0x8 0x7
0x179c06 0xc7 0x88
0x179c07 0x40 0x58
0x179c08 0x2 0x1
0x179c09 0xff 0xc6
0x179c0a 0x1 0x40
0x179c0b 0x6 0x2
0x179c0d 0x89 0x88
0x179c0f 0x6 0x3
0x179c10 0xc7 0xc6
0x179c12 0x8 0x4
0x179c13 0xff 0x5
0x179c14 0x1 0xc6
0x179c15 0x8 0x40
0x179c16 0x0 0x5
0x179c17 0xb5 0x1
0x179c18 0x1 0x8b
0x179c19 0x89 0x46
0x179c1a 0x48 0x4
0x179c1b 0xc 0x83
0x179c1c 0xc7 0xc0
0x179c1d 0x40 0x6
0x179c1e 0xe 0xc6
0x179c1f 0xff 0x0
0x179c20 0x1 0x7
0x179c21 0x0 0x88
0x179c22 0x1 0x58
0x179c23 0x89 0x1
0x179c24 0x48 0xc6
0x179c25 0x12 0x40
0x179c26 0xc7 0x2
0x179c27 0x40 0x4
0x179c28 0x14 0xc6
0x179c29 0xff 0x40
0x179c2a 0x1 0x3
0x179c2b 0x1 0x1a
0x179c2c 0x0 0x88
0x179c2d 0x90 0x48
0x179c2e 0x90 0x4
0x179c2f 0x90 0x88
0x179c30 0x90 0x58
0x179c31 0x90 0x5
0x1c1670 0xff 0x6
0x1c1674 0xd 0x1e
```

0x1c1675 0x66 0x88
0x1c1676 0xc7 0x50
0x1c1677 0x40 0x4
0x1c1678 0x4 0x88
0x1c1679 0x5 0x48
0x1c167a 0x1 0x5
0x1c168b 0xff 0x3
0x1c168f 0x1 0x1f
0x1c1693 0x8 0x7
0x1c16a3 0x66 0x88
0x1c16a4 0xc7 0x50
0x1c16a5 0x40 0x2
0x1c16a6 0x2 0x88
0x1c16a7 0xff 0x48
0x1c16a8 0x1 0x3
0x1c16bd 0x66 0x88
0x1c16be 0xc7 0x50
0x1c16bf 0x40 0x2
0x1c16c0 0x2 0xc6
0x1c16c1 0xff 0x40
0x1c16c2 0x1f 0x3
0x1c16c3 0x90 0x14
0x1c16db 0xff 0x5
0x1c16df 0x1 0x15
0x1c16e3 0x0 0xb
0x1c16f7 0xc7 0xc6
0x1c16fb 0xff 0x88
0x1c16fc 0x1 0x50
0x1c16fd 0x1 0x2
0x1c16fe 0x90 0xc6
0x1c16ff 0x90 0x40
0x1c1700 0x90 0x3
0x1c1701 0x90 0xa
0x1ecfac 0x50 0x58
0x1ecfb1 0x1 0x16
0x1ecfb5 0x6 0x4
0x1ecfcb 0xff 0x6
0x1ecfcf 0x1 0x1d
0x1ecfd3 0x8 0x7
0x1ecff8 0x48 0x58
0x1ed009 0x1 0x14
0x26149b 0xff 0x4
0x26149f 0x1 0x1b
0x2614a3 0x8 0x9
0x2614b9 0x1 0x2
0x2614d3 0x1 0x1f
0x2614d5 0x48 0x58
0x26150c 0x1f 0x1e
0x261510 0x2 0x3
0x266c40 0x53 0x81
0x266c41 0x51 0xec
0x266c42 0xc6 0x0
0x266c43 0x41 0x2
0x266c44 0x8 0x0
0x266c45 0x2 0x0
0x266c46 0x6a 0x53
0x266c47 0x18 0x56
0x266c48 0xe8 0x8b
0x266c49 0xf9 0xf1
0x266c4a 0xe1 0x6a
0x266c4b 0x2d 0x18
0x266c4c 0x0 0xc6
0x266c4d 0x5b 0x46
0x266c4e 0x59 0x8
0x266c4f 0x51 0x2
0x266c50 0x85 0xe8
0x266c51 0xc0 0xf1
0x266c52 0x8a 0xe1
0x266c53 0x5c 0x2d
0x266c54 0x24 0x0
0x266c55 0x24 0x33
0x266c56 0x89 0xdb
0x266c57 0x41 0x83
0x266c58 0x4 0xc4
0x266c59 0x75 0x4
0x266c5a 0x68 0x3b
0x266c5b 0x81 0xc3
0x266c5c 0xec 0x89
0x266c5d 0x0 0x46
0x266c5e 0x2 0x4
0x266c5f 0x0 0x75
0x266c60 0x0 0x62
0x266cba 0x81 0x5e
0x266cbb 0xc4 0x5b
0x266cbc 0x0 0x81
0x266cbd 0x2 0xc4
0x266cbf 0x0 0x2
0x266cc0 0x59 0x0
0x266cc1 0x5b 0x0
0x266cc5 0x88 0xc6
0x266cc6 0x18 0x0
0x266cc7 0x90 0xf
0x266cc9 0x78 0x58
0x266cce 0xff 0x6
0x266cd2 0x3 0xc
0x266cd6 0x0 0xb
0x266ce2 0x88 0xc6
0x266ce3 0x18 0x0
0x266ce4 0x90 0xf
0x266ce6 0x78 0x58
0x266cec 0x66 0x88
0x266ced 0xc7 0x50
0x266cee 0x40 0x3
0x266cef 0x3 0x88
0x266cf0 0x1b 0x50
0x266cf1 0x2 0x4
0x266cf3 0x78 0x58
0x266cf8 0x88 0xc6
0x266cf9 0x58 0x40
0x266cfb 0x90 0xf
0x266d05 0xff 0x6
0x266d06 0x66 0xc6
0x266d07 0xc7 0x40
0x266d08 0x40 0x3
0x266d09 0x3 0x1e
0x266d0a 0x6 0x88
0x266d0b 0x6 0x50
0x266d0c 0x90 0x4
0x266d16 0x90 0x5e
0x266d18 0x78 0x58
0x266d1a 0x88 0xc6
0x266d1b 0x18 0x0

0x266d1c 0x90 0xf
0x266d27 0x5 0x1d
0x266d2b 0x7 0x9
0x266d2c 0x59 0x5b
0x266d2d 0x5b 0x81
0x266d2e 0xc3 0xc4
0x266d2f 0x90 0x0
0x266d30 0x90 0x2
0x266d31 0x90 0x0
0x266d32 0x90 0x0
0x266d33 0x90 0xc3
0x3d3df0 0x53 0x81
0x3d3df1 0x51 0xec
0x3d3df2 0xc6 0x0
0x3d3df3 0x41 0x2
0x3d3df4 0x8 0x0
0x3d3df5 0x2 0x0
0x3d3df6 0x6a 0x53
0x3d3df7 0x18 0x56
0x3d3df8 0xe8 0x8b
0x3d3df9 0x49 0xf1
0x3d3dfa 0x10 0x6a
0x3d3dfb 0x17 0x18
0x3d3dfc 0x0 0xc6
0x3d3dfd 0x5b 0x46
0x3d3dfe 0x59 0x8
0x3d3dff 0x51 0x2
0x3d3e00 0x85 0xe8
0x3d3e01 0xc0 0x41
0x3d3e02 0x8a 0x10
0x3d3e03 0x5c 0x17
0x3d3e04 0x24 0x0
0x3d3e05 0x24 0x33
0x3d3e06 0x89 0xdb
0x3d3e07 0x41 0x83
0x3d3e08 0x4 0xc4
0x3d3e09 0x75 0x4
0x3d3e0a 0x68 0x3b
0x3d3e0b 0x81 0xc3
0x3d3e0c 0xec 0x89
0x3d3e0d 0x0 0x46
0x3d3e0e 0x2 0x4
0x3d3e0f 0x0 0x75
0x3d3e10 0x0 0x62
0x3d3e6a 0x81 0x5e
0x3d3e6b 0xc4 0x5b
0x3d3e6c 0x0 0x81
0x3d3e6d 0x2 0xc4
0x3d3e6f 0x0 0x2
0x3d3e70 0x59 0x0
0x3d3e71 0x5b 0x0
0x3d3e73 0xb1 0x80
0x3d3e74 0x1 0xca
0x3d3e75 0x88 0xff
0x3d3e76 0x18 0xb1
0x3d3e77 0x88 0x1
0x3d3e78 0x78 0xc6
0x3d3e79 0x1 0x0
0x3d3e7a 0xc7 0x13
0x3d3e7b 0x40 0x88
0x3d3e7c 0x2 0x58
0x3d3e7d 0xff 0x1
0x3d3e7e 0x1 0x88
0x3d3e7f 0x6 0x50
0x3d3e80 0x1 0x2
0x3d3e81 0x8b 0x88
0x3d3e82 0x46 0x48
0x3d3e83 0x4 0x3
0x3d3e84 0x83 0xc6
0x3d3e85 0xc0 0x40
0x3d3e86 0x6 0x4
0x3d3e87 0x80 0x5
0x3d3e88 0xca 0x88
0x3d3e89 0xff 0x48
0x3d3e8a 0x88 0x5
0x3d3e8b 0x18 0x8b
0x3d3e8c 0x88 0x46
0x3d3e8d 0x78 0x4
0x3d3e8e 0x1 0xc6
0x3d3e8f 0x88 0x40
0x3d3e90 0x50 0x6
0x3d3e91 0x2 0x13
0x3d3e92 0xc6 0x83
0x3d3e93 0x40 0xc0
0x3d3e94 0x3 0x6
0x3d3e95 0x1 0x88
0x3d3e96 0xc6 0x58
0x3d3e97 0x40 0x1
0x3d3e98 0x4 0x88
0x3d3e99 0x8 0x50
0x3d3e9a 0x88 0x2
0x3d3e9b 0x78 0x88
0x3d3e9c 0x5 0x48
0x3d3e9d 0x8b 0x3
0x3d3e9e 0x46 0xc6
0x3d3e9f 0x4 0x40
0x3d3ea0 0x88 0x4
0x3d3ea1 0x58 0x8
0x3d3ea2 0xc 0x88
0x3d3ea3 0x83 0x58
0x3d3ea4 0xc0 0x5
0x3d3ea5 0xc 0x8b
0x3d3ea6 0x88 0x46
0x3d3ea7 0x48 0x4
0x3d3ea8 0x1 0x83
0x3d3ea9 0xc7 0xc0
0x3d3eaa 0x40 0xc
0x3d3eab 0x2 0xc6
0x3d3eac 0xff 0x0
0x3d3ead 0x1 0x13
0x3d3eae 0x0 0x88
0x3d3eaf 0x1 0x48
0x3d3eb0 0x8b 0x1
0x3d3eb1 0x46 0x88
0x3d3eb2 0x4 0x50
0x3d3eb3 0x83 0x2
0x3d3eb4 0xc0 0xc6
0x3d3eb5 0x12 0x40
0x3d3eb6 0x88 0x3
0x3d3eb7 0x78 0xf
0x3d3eb8 0x5 0xc6
0x3d3eb9 0x88 0x40

0x3d3eba 0x18 0x4
0x3d3ebb 0xc7 0xb
0x3d3ebc 0x40 0x88
0x3d3ebd 0x1 0x48
0x3d3ebe 0x1 0x5
0x3d3ebf 0xff 0x8b
0x3d3ec0 0x1 0x46
0x3d3ec1 0x1 0x4
0x3d3ec2 0x59 0x88
0x3d3ec3 0x5b 0x58
0x3d3ec4 0xc3 0x16
0x3d3ec5 0x90 0x83
0x3d3ec6 0x90 0xc0
0x3d3ec7 0x90 0x12
0x3d3ec8 0x90 0x5e
0x3d3ec9 0x90 0x88
0x3d3eca 0x90 0x58
0x3d3ecb 0x90 0x5
0x3d3ecc 0x90 0xc6
0x3d3ecd 0x90 0x0
0x3d3ece 0x90 0x13
0x3d3ecf 0x90 0x88
0x3d3ed0 0x90 0x48
0x3d3ed1 0x90 0x1
0x3d3ed2 0x90 0x88
0x3d3ed3 0x90 0x50
0x3d3ed4 0x90 0x2
0x3d3ed5 0x90 0xc6
0x3d3ed6 0x90 0x40
0x3d3ed7 0x90 0x3
0x3d3ed8 0x90 0xf
0x3d3ed9 0x90 0x5b
0x3d3eda 0x90 0x81
0x3d3edb 0x90 0xc4
0x3d3edc 0x90 0x0
0x3d3edd 0x90 0x2
0x3d3ede 0x90 0x0
0x3d3edf 0x90 0x0
0x3d3ee0 0x90 0xc3
0x3ec872 0xa 0xf
0x3ec876 0x5 0xb
0x3ec888 0x66 0x88
0x3ec889 0xc7 0x50
0x3ec88a 0x40 0x2
0x3ec88b 0x2 0xc6
0x3ec88c 0xff 0x40
0x3ec88d 0x1 0x3
0x3ec88e 0x90 0x18
0x3ec892 0x8 0x2
0x3ec8a6 0xff 0x2
0x3ec8ae 0x0 0x5
0x3ec8c6 0x66 0x88
0x3ec8c7 0xc7 0x50
0x3ec8c8 0x40 0x3
0x3ec8c9 0x3 0xc6
0x3ec8ca 0x1b 0x40
0x3ec8cb 0x1 0x4
0x3ec8cc 0xc6 0x7
0x3ec8cd 0x46 0x5b
0x3ec8ce 0x13 0x81
0x3ec8cf 0xa 0xc4
0x3ec8d0 0x5b 0x0
0x3ec8d1 0x81 0x2
0x3ec8d2 0xc4 0x0
0x3ec8d4 0x2 0xc3
0x3ec8d5 0x0 0x90
0x3ec8d6 0x0 0x90
0x3ec8d7 0xc3 0x90
0x4594fe 0xff 0x3
0x459502 0x1 0x11
0x459506 0x6 0x5
0x45951c 0xff 0x4
0x459520 0x1 0x14
0x459524 0x8 0x7
0x45953b 0x1 0xf
0x45953f 0x0 0xb
0x45954b 0x48 0x58
0x45955c 0x1 0x1f
0x4d27ca 0xb2 0xc2
0x4d27cb 0x15 0x23
0x4d27cc 0xf0 0xb5
0x4d2893 0xe9 0xc9
0x4d2894 0x14 0x2b
0x4d2895 0xf0 0xc8
0x4d299f 0xdd 0xcd
0x4d29a0 0x13 0xd5
0x4d29a1 0xf0 0xd0
0x4d2a25 0x57 0x67
0x4d2a26 0x13 0x6c
0x4d2a27 0xf0 0xd2
0x4d2b74 0x8 0x58
0x4d2b75 0x12 0xb
0x4d2b76 0xf0 0xec
0x4d2bb7 0xc5 0x75
0x4d2bb8 0x11 0xac
0x4d2bb9 0xf0 0xef
0x4d2c80 0xfc 0xc
0x4d2c81 0x10 0x37
0x4d2c82 0xf0 0xf2
0x4d2dd0 0xf 0xc2
0x4d2dd1 0xf0 0x3
0x4d2dd2 0xff 0x0
0x4d2e12 0xba 0x1a
0x4d2e13 0x3d 0xb8
0x5ccf56 0x4a 0x44
0x5ccf57 0x61 0x65
0x5ccf58 0x6e 0x63
0x5ccf59 0x75 0x65
0x5ccf5a 0x61 0x6d
0x5ccf5b 0x72 0x62
0x5ccf5c 0x79 0x65
0x5ccf5d 0x2e 0x72
0x5ccf5e 0x0 0x2e

2. Run Transfer Window Reversal.patch in Flex
3. Run Transfer Window.patch in Flex

To play on .68 simply run Transfer Window patch in Flex on a normal .68 exe.

Finally, the following news items won't occur:

- Belgium: Transfer Deadline Lifted message in second window (January 1st)
- Denmark: Any deadline lifted/approaching/reached news items at all
- Germany: Transfer Deadline Lifted message in second window (January 1st)
- Norway: Transfer Deadline Lifted message in either window
- Sweden: Any deadline lifted/approaching/reached news items at all

10-03-16, 09:46 PM

#75

Jesus ◦
First Team Player

Join Date: 04-03-12
Posts: 3,459

Spoiler!

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.



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« Danish League Structure changes | Patch +v8 »

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Thread: Transfer Window

Thread Tools

10-03-16, 11:47 PM

#76

Fiestita
Backup PlayerJoin Date: 06-03-12
Posts: 496

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

09-11-16, 07:37 PM

#77

Pelotta
Youth Team PlayerJoin Date: 07-04-16
Posts: 16

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

10-11-16, 01:52 AM

#78

Fods
Not Needed at the ClubJoin Date: 16-12-11
Location: Australia
Posts: 11,493

This is the latest: <http://champion0102.co.uk/showthread.php?t=9049>

10-11-16, 11:42 AM

#79

Pelotta
Youth Team PlayerJoin Date: 07-04-16
Posts: 16

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 😊

10-11-16, 10:30 PM

#80

Fods

Not Needed at the Club

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

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

24-11-16, 10:45 PM

#81

caz7984

Youth Team Player

Join Date: 06-01-16
Posts: 37

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

24-11-16, 10:56 PM

#82

Fods

Not Needed at the Club

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

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

24-11-16, 11:52 PM

#83

caz7984

Youth Team Player

Join Date: 06-01-16
Posts: 37

still doesnt seem to work

25-11-16, 01:04 AM

#84

Fods

Not Needed at the Club

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

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

25-11-16, 02:27 PM

#85

caz7984

Youth Team Player

Join Date: 06-01-16
Posts: 37

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

25-11-16, 02:52 PM

#86

Mark

Chairman

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

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

25-11-16, 11:52 PM

#87

Fods

Not Needed at the Club

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

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

Last edited by Fods; 26-11-16 at 12:06 AM.

26-11-16, 02:19 PM

#88

caz7984 ◊
Youth Team Player

Join Date: 06-01-16
Posts: 37

as i said the latest patch 2.21.1 tapani

27-11-16, 12:31 AM

#89

Fods ◊
Not Needed at the Club

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

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

27-11-16, 06:54 PM

#90

Mark ◊
Chairman

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

2.21.1 patch definitely does have the transfer windows included.

01-12-16, 06:46 PM

#91

caz7984 ◊
Youth Team Player

Join Date: 06-01-16
Posts: 37

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

01-12-16, 07:55 PM

#92

caz7984 ◊
Youth Team Player

Join Date: 06-01-16
Posts: 37

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???

01-12-16, 10:06 PM

#93

saturn ◊
Programmer
VIP

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

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.

02-12-16, 12:54 AM

#94

Fods ◊
Not Needed at the Club

Join Date: 16-12-11

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

02-12-16, 10:40 AM

#95

Mark ◦
Chairman

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

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.

05-12-16, 02:09 PM

#96

caz7984 ◦
Youth Team Player

Join Date: 06-01-16
Posts: 37

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

14-06-17, 10:46 PM

#97

fckface ◦
Youth Team Player

Join Date: 14-06-17
Posts: 5

transfer season problem

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

15-06-17, 12:22 AM

#98

Redknapp69 ◦
Member of the Month
Social Media Mod

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

Not sure I understand the question?

15-06-17, 12:48 AM

#99

fckface ◦
Youth Team Player

Join Date: 14-06-17
Posts: 5

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

Last edited by fckface; 15-06-17 at 01:26 AM.

15-06-17, 01:49 AM

#100

Redknapp69 ◦
Member of the Month
Social Media Mod

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

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

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Thread: Transfer Window

Thread Tools

15-06-17, 02:49 AM

#101

fckface
Youth Team Player

Join Date: 14-06-17
Posts: 5

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

15-06-17, 08:52 AM

#102

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

Those leagues had those transfer windows back in 2001 and 2002

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

15-06-17, 07:56 PM

#103

fckface
Youth Team Player

Join Date: 14-06-17
Posts: 5

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

15-06-17, 08:03 PM

#104

Offside Trap
Squad Rotation Player

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

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

fckface ◊
Youth Team Player

Join Date: 14-06-17
Posts: 5

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 ?

Last edited by fckface; 15-06-17 at 08:35 PM.

fisher ◊
Youth Team Player

Join Date: 28-05-16
Posts: 41

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
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.
- Belgian and German clubs can buy players from lower league clubs in their respective nations (when the windows are open).
- Norwegian clubs no longer have to sign players before a registration deadline.
- Various ASCII changes made to reflect the above in your News feed.
- Squad registration dates for European competitions will always occur after both windows shut.

The Transfer Window patch is below, compatible for a .68 exe:

Spoiler!

Code:

```
0xa6aa 0x88 0x66
0xa6ab 0x58 0xc7
0xa6ac 0x2 0x40
0xa6ad 0xc6 0x2
0xa6ae 0x40 0xff
0xa6af 0x3 0x13
0xa6b0 0x18 0x90
0xa6b4 0x6 0x5
0xa6c5 0x88 0x66
0xa6c6 0x50 0xc7
0xa6c7 0x2 0x40
0xa6c8 0xc6 0x2
0xa6c9 0x40 0xff
0xa6ca 0x3 0xa
0xa6cb 0x6 0x90
0xa6cf 0x7 0x8
0xa6df 0x88 0x66
0xa6e0 0x58 0xc7
0xa6e1 0x2 0x40
0xa6e2 0xc6 0x2
0xa6e3 0x40 0xff
0xa6e4 0x3 0x19
0xa6e5 0xe 0x90
0xa6e6 0xc6 0x88
0xa6e7 0x40 0x58
0xa6e9 0xb 0x90
0xa6fc 0x88 0x66
0xa6fd 0x50 0xc7
0xa6fe 0x2 0x40
0xa6ff 0xc6 0x2
0xa700 0x40 0xff
0xa701 0x3 0x18
0xa702 0x4 0x90
0xa706 0x2 0x1
0xa9bf 0x7e 0xeb
0xaa9d 0x9c 0x48
```

0xaa9e 0x79 0xa1
0x12cd5 0xc 0x18
0x12ce6 0x1 0x2
0x12d55 0xb9 0x6a
0x12d56 0x6 0x2
0x12d57 0x0 0x59
0x12d58 0x0 0x89
0x12d59 0x0 0x8
0x12d5a 0xc6 0xc7
0x12d5b 0x0 0x40
0x12d5d 0x88 0xff
0x12d5e 0x58 0x1c
0x12d5f 0x1 0x6
0x12d60 0x88 0x1
0x12d61 0x48 0x89
0x12d62 0x2 0x48
0x12d63 0xc6 0x6
0x12d64 0x40 0xc7
0x12d65 0x3 0x40
0x12d66 0xb 0x8
0x12d67 0xc6 0xff
0x12d68 0x40 0x13
0x12d69 0x4 0x9
0x12d6a 0x5 0x0
0x12d6b 0xc6 0xb5
0x12d6c 0x40 0x1
0x12d6d 0x5 0x89
0x12d6e 0x1 0x48
0x12d6f 0x8b 0xc
0x12d70 0x46 0xc7
0x12d71 0x4 0x40
0x12d72 0x3 0xe
0x12d73 0xc1 0xff
0x12d74 0xc6 0x4
0x12d76 0x2 0x1
0x12d77 0x88 0x89
0x12d78 0x58 0x48
0x12d79 0x1 0x12
0x12d7a 0xc6 0xc7
0x12d7c 0x2 0x14
0x12d7e 0xc6 0x1
0x12d7f 0x40 0x1
0x12d80 0x3 0x0
0x12d81 0x11 0xc6
0x12d82 0xc6 0x46
0x12d83 0x40 0x13
0x12d84 0x4 0x6
0x12d85 0x3 0x90
0x12d86 0x88 0x90
0x12d87 0x58 0x90
0x12d88 0x5 0x90
0x12d89 0x88 0x90
0x12d8a 0x4e 0x90
0x12d8b 0x13 0x90
0x24c0b 0x24 0x18
0x24c0f 0x3 0x2
0x24c83 0x80 0xc6
0x24c84 0xca 0x0
0x24c85 0xff 0x3
0x24c86 0xb1 0x88
0x24c87 0x1 0x58
0x24c88 0xc6 0x1
0x24c89 0x0 0xc6
0x24c8a 0x3 0x40
0x24c8b 0x88 0x2
0x24c8c 0x58 0xff
0x24c8d 0x1 0xc6
0x24c8e 0x88 0x40
0x24c8f 0x50 0x3
0x24c90 0x2 0x1
0x24c91 0x88 0xc6
0x24c92 0x48 0x40
0x24c93 0x3 0x4
0x24c94 0xc6 0x6
0x24c95 0x40 0xc6
0x24c96 0x4 0x40
0x24c98 0x88 0x1
0x24c99 0x48 0x8b
0x24c9a 0x5 0x46
0x24c9b 0x8b 0x4
0x24c9c 0x46 0x83
0x24c9d 0x4 0xc0
0x24c9e 0xc6 0x6
0x24c9f 0x40 0xc6
0x24ca0 0x6 0x0
0x24ca2 0x83 0x88
0x24ca3 0xc0 0x58
0x24ca4 0x6 0x1
0x24ca5 0x88 0xc6
0x24ca6 0x58 0x40
0x24ca7 0x1 0x2
0x24ca8 0x88 0xff
0x24ca9 0x50 0xc6
0x24caa 0x2 0x40
0x24cab 0xc6 0x3
0x24cac 0x40 0x1
0x24cad 0x3 0xc6
0x24cae 0x1e 0x40
0x24caf 0xc6 0x4
0x24cb0 0x40 0x8
0x24cb1 0x4 0x88
0x24cb2 0x5 0x58
0x24cb3 0x88 0x5
0x24cb4 0x58 0x8b
0x24cb5 0x5 0x46
0x24cb6 0x8b 0x4
0x24cb7 0x46 0xc6
0x24cb8 0x4 0x40
0x24cb9 0x83 0xc
0x24cba 0xc0 0x3
0x24cbb 0xc 0x83
0x24cbc 0xc6 0xc0
0x24cbd 0x0 0xc
0x24cbe 0x3 0xc6
0x24cbf 0x88 0x40
0x24cc0 0x48 0x1
0x24cc2 0x88 0xc6
0x24cc3 0x50 0x40
0x24cc5 0x88 0xff
0x24cc6 0x48 0xc6
0x24cc7 0x3 0x40
0x24cc8 0xc6 0x3

0x24cc9 0x40 0x1
0x24cca 0x4 0x88
0x24ccb 0x5 0x58
0x24ccc 0x88 0x4
0x24ccd 0x48 0xc6
0x24cce 0x5 0x40
0x24ccf 0x8b 0x5
0x24cd0 0x46 0x1
0x24cd1 0x4 0x8b
0x24cd2 0xc6 0x46
0x24cd3 0x40 0x4
0x24cd4 0x12 0x83
0x24cd5 0x3 0xc0
0x24cd6 0x83 0x12
0x24cd7 0xc0 0x5e
0x24cd8 0x12 0xc6
0x24cd9 0x88 0x0
0x24cda 0x48 0x3
0x24cdb 0x1 0xc6
0x24cdc 0x88 0x40
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0x3937ca 0x40 0x1

0x3937cb 0x3 0x1
0x3937cc 0x14 0x0
0x3937cd 0xc6 0x90
0x3937ce 0x40 0x90
0x3937cf 0x4 0x90
0x3937d0 0x2 0x90
0x3937d1 0x88 0x90
0x3937d2 0x58 0x90
0x3937d3 0x5 0x90
0x394545 0xc 0x18
0x394556 0x1 0x2
0x3945c1 0x80 0x6a
0x3945c2 0xc9 0x11
0x3945c3 0xff 0x59
0x3945c4 0xc6 0x89
0x3945c5 0x0 0x8
0x3945c6 0x11 0xc7
0x3945c7 0x88 0x40
0x3945c8 0x58 0x2
0x3945c9 0x1 0xff
0x3945ca 0x88 0x8
0x3945cb 0x48 0x0
0x3945cc 0x2 0x1
0x3945cd 0xc6 0x89
0x3945ce 0x40 0x48
0x3945cf 0x3 0x6
0x3945d0 0x1 0xc7
0x3945d1 0xc6 0x40
0x3945d2 0x40 0x8
0x3945d3 0x4 0xff
0x3945d4 0x8 0x1f
0x3945d5 0xc6 0x2
0x3945d6 0x40 0x0
0x3945d7 0x5 0xb5
0x3945d9 0x8b 0x89
0x3945da 0x46 0x48
0x3945db 0x4 0xc
0x3945dc 0x83 0xc7
0x3945dd 0xc0 0x40
0x3945de 0x6 0xe
0x3945df 0xc6 0xff
0x3945e0 0x0 0x16
0x3945e1 0x11 0x6
0x3945e2 0x88 0x1
0x3945e3 0x58 0x89
0x3945e4 0x1 0x48
0x3945e5 0x88 0x12
0x3945e6 0x48 0xc7
0x3945e7 0x2 0x40
0x3945e8 0xc6 0x14
0x3945e9 0x40 0xff
0x3945ea 0x3 0x12
0x3945eb 0x1f 0x7
0x3945ec 0xc6 0x0
0x3945ed 0x40 0x90
0x3945ee 0x4 0x90
0x3945ef 0x7 0x90
0x3945f0 0x88 0x90
0x3945f1 0x58 0x90
0x3945f2 0x5 0x90
0x394647 0xf 0xe9
0x394648 0x84 0xc7
0x394649 0xce 0x0
0x39464c 0x0 0x90
0x394952 0x74 0x20
0x394953 0x99 0xa0
0x394954 0xa6 0x98
0x3949d6 0xf8 0x20
0x3949d7 0x98 0x9f
0x3949d8 0xa6 0x98
0x3cd885 0xc 0x18
0x3cd896 0x1 0x2
0x3cd901 0x80 0x6a
0x3cd902 0xc9 0x12
0x3cd903 0xff 0x59
0x3cd904 0xc6 0x89
0x3cd905 0x0 0x8
0x3cd906 0x12 0xc7
0x3cd907 0x88 0x40
0x3cd908 0x58 0x2
0x3cd909 0x1 0xff
0x3cd90a 0x88 0x1
0x3cd90b 0x48 0x6
0x3cd90c 0x2 0x1
0x3cd90d 0xc6 0x89
0x3cd90e 0x40 0x48
0x3cd90f 0x3 0x6
0x3cd910 0x1 0xc7
0x3cd911 0xc6 0x40
0x3cd912 0x40 0x8
0x3cd913 0x4 0xff
0x3cd914 0x6 0x1
0x3cd915 0xc6 0x8
0x3cd916 0x40 0x0
0x3cd917 0x5 0xb5
0x3cd919 0x8b 0x89
0x3cd91a 0x46 0x48
0x3cd91b 0x4 0xc
0x3cd91c 0x83 0xc7
0x3cd91d 0xc0 0x40
0x3cd91e 0x6 0xe
0x3cd91f 0xc6 0xff
0x3cd920 0x0 0x1
0x3cd921 0x12 0x1
0x3cd922 0x88 0x1
0x3cd923 0x58 0x89
0x3cd924 0x1 0x48
0x3cd925 0x88 0x12
0x3cd926 0x48 0xc7
0x3cd927 0x2 0x40
0x3cd928 0xc6 0x14
0x3cd929 0x40 0xff
0x3cd92a 0x3 0x1
0x3cd92b 0x14 0x2
0x3cd92c 0xc6 0x0
0x3cd92d 0x40 0x90
0x3cd92e 0x4 0x90
0x3cd92f 0x1 0x90
0x3cd930 0x88 0x90
0x3cd931 0x58 0x90
0x3cd932 0x5 0x90
0x3d3e87 0x5 0x6

0x3d3e9b 0x88 0x66
0x3d3e9c 0x48 0xc7
0x3d3e9d 0x3 0x40
0x3d3e9e 0xc6 0x3
0x3d3e9f 0x40 0x16
0x3d3ea0 0x4 0x8
0x3d3ea1 0x8 0x90
0x3d3eb7 0xf 0x1
0x3d3eb8 0xc6 0x88
0x3d3eb9 0x40 0x58
0x3d3ebb 0xb 0x90
0x3d3ed5 0xc6 0x88
0x3d3ed6 0x40 0x48
0x3d3ed8 0xf 0x88
0x3d3ed9 0x5b 0x48
0x3d3eda 0x81 0x4
0x3d3edb 0xc4 0x5b
0x3d3edc 0x0 0x81
0x3d3edd 0x2 0xc4
0x3d3edf 0x0 0x2
0x3d3ee0 0xc3 0x0
0x3d3ee1 0x90 0x0
0x3d3ee2 0x90 0xc3
0x3ec872 0xf 0x9
0x3ec876 0xb 0x5
0x3ec888 0x88 0x66
0x3ec889 0x50 0xc7
0x3ec88a 0x2 0x40
0x3ec88b 0xc6 0x2
0x3ec88c 0x40 0xff
0x3ec88d 0x3 0x1
0x3ec88e 0x18 0x90
0x3ec892 0x2 0x8
0x3ec8a6 0x2 0xff
0x3ec8aa 0x1c 0x1b
0x3ec8ae 0x5 0x0
0x3ec8c6 0x88 0x66
0x3ec8c7 0x50 0xc7
0x3ec8c8 0x3 0x40
0x3ec8c9 0xc6 0x3
0x3ec8ca 0x40 0x1a
0x3ec8cb 0x4 0x1
0x3ec8cc 0x7 0x90
0x3f63e5 0xc 0x18
0x3f63f6 0x1 0x2
0x3f6461 0xb2 0x6a
0x3f6462 0x1e 0x15
0x3f6463 0xb1 0x59
0x3f6464 0x4 0x89
0x3f6465 0xc6 0x8
0x3f6466 0x0 0xc7
0x3f6467 0x15 0x40
0x3f6468 0x88 0x2
0x3f6469 0x58 0xff
0x3f646b 0xc6 0x6
0x3f646c 0x40 0x1
0x3f646d 0x2 0x89
0x3f646e 0x6 0x48
0x3f646f 0x88 0x6
0x3f6470 0x50 0xc7
0x3f6471 0x3 0x40
0x3f6472 0x88 0x8
0x3f6473 0x48 0xff
0x3f6474 0x4 0x1
0x3f6475 0xc6 0x8
0x3f6476 0x40 0x0
0x3f6477 0x5 0xb5
0x3f6479 0x8b 0x89
0x3f647a 0x46 0x48
0x3f647b 0x4 0xc
0x3f647c 0xc6 0xc7
0x3f647e 0x6 0xe
0x3f647f 0x15 0xff
0x3f6480 0x83 0x1
0x3f6481 0xc0 0x0
0x3f6482 0x6 0x1
0x3f6483 0x88 0x89
0x3f6484 0x58 0x48
0x3f6485 0x1 0x12
0x3f6486 0x88 0xc7
0x3f6487 0x48 0x40
0x3f6488 0x2 0x14
0x3f6489 0x88 0xff
0x3f648a 0x50 0x1
0x3f648b 0x3 0x1
0x3f648c 0xc6 0x0
0x3f648d 0x40 0x90
0x3f648e 0x4 0x90
0x3f648f 0x2 0x90
0x3f6490 0x88 0x90
0x3f6491 0x58 0x90
0x3f6492 0x5 0x90
0x4594fe 0x3 0xff
0x459502 0x11 0x1
0x459506 0x5 0x6
0x45951c 0x4 0xff
0x459520 0x14 0x1
0x459524 0x7 0x8
0x45953b 0xf 0x1
0x45953f 0xb 0x0
0x45954b 0x58 0x48
0x45955c 0x1f 0x1
0x4d2893 0xc9 0x39
0x4d2894 0x2b 0xe
0x4d2895 0xc8 0xec
0x4d2d06 0x76 0xe6
0x4d2d07 0x10 0x17
0x4d2d08 0xfc 0xec
0x5020f5 0xc 0x18
0x502106 0x1 0x2
0x502171 0x80 0x6a
0x502172 0xc9 0x18
0x502173 0xff 0x59
0x502174 0xc6 0x89
0x502175 0x0 0x8
0x502176 0x18 0xc7
0x502177 0x88 0x40
0x502178 0x58 0x2
0x502179 0x1 0xff
0x50217a 0x88 0x1
0x50217b 0x48 0x6
0x50217c 0x2 0x1

0x50217d 0xc6 0x89
0x50217e 0x40 0x48
0x50217f 0x3 0x6
0x502180 0x1 0xc7
0x502181 0xc6 0x40
0x502182 0x40 0x8
0x502183 0x4 0xff
0x502184 0x5 0x1
0x502185 0xc6 0x8
0x502186 0x40 0x0
0x502187 0x5 0xb5
0x502189 0x8b 0x89
0x50218a 0x46 0x48
0x50218b 0x4 0xc
0x50218c 0x83 0xc7
0x50218d 0xc0 0x40
0x50218e 0x6 0xe
0x50218f 0xc6 0xff
0x502190 0x0 0x1
0x502191 0x18 0x0
0x502192 0x88 0x1
0x502193 0x58 0x89
0x502194 0x1 0x48
0x502195 0x88 0x12
0x502196 0x48 0xc7
0x502197 0x2 0x40
0x502198 0xc6 0x14
0x502199 0x40 0xff
0x50219a 0x3 0x1
0x50219b 0x1f 0x1
0x50219c 0x88 0x0
0x50219d 0x58 0x90
0x50219e 0x4 0x90
0x50219f 0x88 0x90
0x5021a0 0x58 0x90
0x5021a1 0x5 0x90
0x505916 0x4 0xff
0x50591b 0x1 0x4
0x505935 0x1 0xff
0x50593a 0x2 0x4
0x50b995 0xc 0x18
0x50b9a6 0x1 0x2
0x50ba11 0xb1 0x6a
0x50ba12 0x7 0x19
0x50ba13 0xc6 0x59
0x50ba14 0x0 0x89
0x50ba15 0x19 0x8
0x50ba16 0x88 0xc7
0x50ba17 0x58 0x40
0x50ba18 0x1 0x2
0x50ba19 0xc6 0xff
0x50ba1a 0x40 0x12
0x50ba1b 0x2 0x1
0x50ba1c 0x3 0x1
0x50ba1d 0x88 0x89
0x50ba1f 0x3 0x6
0x50ba20 0x88 0xc7
0x50ba21 0x58 0x40
0x50ba22 0x4 0x8
0x50ba23 0xc6 0xff
0x50ba24 0x40 0xb
0x50ba25 0x5 0x4
0x50ba26 0x1 0x0
0x50ba27 0x8b 0xb5
0x50ba28 0x46 0x1
0x50ba29 0x4 0x89
0x50ba2a 0x83 0x48
0x50ba2b 0xc0 0xc
0x50ba2c 0x6 0xc7
0x50ba2d 0xc6 0x40
0x50ba2e 0x0 0xe
0x50ba2f 0x19 0xff
0x50ba30 0x88 0x4
0x50ba31 0x58 0x6
0x50ba33 0xc6 0x89
0x50ba34 0x40 0x48
0x50ba35 0x2 0x12
0x50ba36 0xff 0xc7
0x50ba37 0xc6 0x40
0x50ba38 0x40 0x14
0x50ba39 0x3 0xff
0x50ba3a 0xf 0x3
0x50ba3b 0x88 0x7
0x50ba3c 0x48 0x0
0x50ba3d 0x4 0x90
0x50ba3e 0x88 0x90
0x50ba3f 0x58 0x90
0x50ba40 0x5 0x90
0x50f0d5 0xc 0x18
0x50f0e6 0x1 0x2
0x50f151 0xc6 0x6a
0x50f152 0x0 0x1a
0x50f153 0x1a 0x59
0x50f154 0x88 0x89
0x50f155 0x58 0x8
0x50f156 0x1 0xc7
0x50f157 0x88 0x40
0x50f158 0x58 0x2
0x50f159 0x2 0xff
0x50f15a 0xc6 0x1
0x50f15b 0x40 0x6
0x50f15c 0x3 0x1
0x50f15d 0x7 0x89
0x50f15e 0xc6 0x48
0x50f15f 0x40 0x6
0x50f160 0x4 0xc7
0x50f161 0x4 0x40
0x50f162 0xc6 0x8
0x50f163 0x40 0xff
0x50f164 0x5 0x1
0x50f165 0x1 0x8
0x50f166 0x8b 0x0
0x50f167 0x46 0xb5
0x50f168 0x4 0x1
0x50f169 0xc6 0x89
0x50f16a 0x40 0x48
0x50f16b 0x6 0xc
0x50f16c 0x1a 0xc7
0x50f16d 0x83 0x40
0x50f16e 0xc0 0xe
0x50f16f 0x6 0xff
0x50f170 0x88 0x1

```
0x50f171 0x58 0x0
0x50f173 0xc6 0x89
0x50f174 0x40 0x48
0x50f175 0x2 0x12
0x50f176 0xff 0xc7
0x50f177 0xc6 0x40
0x50f178 0x40 0x14
0x50f179 0x3 0xff
0x50f17a 0x14 0x1
0x50f17b 0xc6 0x1
0x50f17c 0x40 0x0
0x50f17d 0x4 0x90
0x50f17e 0x2 0x90
0x50f17f 0x88 0x90
0x50f180 0x58 0x90
0x50f181 0x5 0x90
0x5ccf56 0x44 0x4a
0x5ccf57 0x65 0x61
0x5ccf58 0x63 0x6e
0x5ccf59 0x65 0x75
0x5ccf5a 0x6d 0x61
0x5ccf5b 0x62 0x72
0x5ccf5c 0x65 0x79
0x5ccf5d 0x72 0x2e
0x5ccf5e 0x2e 0x0
```

If you wish to use this with Tapani 2.21, use the Transfer Window Reversal code below beforehand:

Spoiler!

Code:

```
0x12d54 0x38 0x37
0x12d89 0xc6 0x88
0x12d8a 0x46 0x4e
0x12d8c 0x4 0x8b
0x12d8d 0x8b 0x8c
0x12d8e 0x8c 0x24
0x12d8f 0x24 0xc
0x12d90 0xc 0x2
0x12d91 0x2 0x0
0x12d93 0x0 0x8b
0x12d94 0x8b 0xc6
0x12d95 0xc6 0x5e
0x12d96 0x5e 0x5b
0x12d97 0x5b 0x64
0x12d98 0x64 0x89
0x12d99 0x89 0xd
0x12d9a 0xd 0x0
0x12d9e 0x0 0x81
0x12d9f 0x81 0xc4
0x12da0 0xc4 0x10
0x12da1 0x10 0x2
0x12da2 0x2 0x0
0x12da4 0x0 0xc2
0x12da5 0xc2 0x14
0x12da6 0x14 0x0
0x12da7 0x0 0x90
0x3f1b2 0x32 0x3
0x3f1e8 0xeb 0x88
0x3f1e9 0xc5 0x56
0x3f1ea 0x90 0x13
0x179b85 0x18 0xc
0x179b96 0x2 0x1
0x179c01 0x6a 0xb1
0x179c02 0x7 0x2
0x179c03 0x59 0xc6
0x179c04 0x89 0x0
0x179c05 0x8 0x7
0x179c06 0xc7 0x88
0x179c07 0x40 0x58
0x179c08 0x2 0x1
0x179c09 0xff 0xc6
0x179c0a 0x1 0x40
0x179c0b 0x6 0x2
0x179c0d 0x89 0x88
0x179c0f 0x6 0x3
0x179c10 0xc7 0xc6
0x179c12 0x8 0x4
0x179c13 0xff 0x5
0x179c14 0x1 0xc6
0x179c15 0x8 0x40
0x179c16 0x0 0x5
0x179c17 0xb5 0x1
0x179c18 0x1 0x8b
0x179c19 0x89 0x46
0x179c1a 0x48 0x4
0x179c1b 0xc 0x83
0x179c1c 0xc7 0xc0
0x179c1d 0x40 0x6
0x179c1e 0xe 0xc6
0x179c1f 0xff 0x0
0x179c20 0x1 0x7
0x179c21 0x0 0x88
0x179c22 0x1 0x58
0x179c23 0x89 0x1
0x179c24 0x48 0xc6
0x179c25 0x12 0x40
0x179c26 0xc7 0x2
0x179c27 0x40 0x4
0x179c28 0x14 0xc6
0x179c29 0xff 0x40
0x179c2a 0x1 0x3
0x179c2b 0x1 0x1a
0x179c2c 0x0 0x88
0x179c2d 0x90 0x48
0x179c2e 0x90 0x4
0x179c2f 0x90 0x88
0x179c30 0x90 0x58
0x179c31 0x90 0x5
0x1c1670 0xff 0x6
0x1c1674 0xd 0x1e
0x1c1675 0x66 0x88
0x1c1676 0xc7 0x50
0x1c1677 0x40 0x4
0x1c1678 0x4 0x88
0x1c1679 0x5 0x48
0x1c167a 0x1 0x5
```


0x1c168b 0xff 0x3
0x1c168f 0x1 0x1f
0x1c1693 0x8 0x7
0x1c16a3 0x66 0x88
0x1c16a4 0xc7 0x50
0x1c16a5 0x40 0x2
0x1c16a6 0x2 0x88
0x1c16a7 0xff 0x48
0x1c16a8 0x1 0x3
0x1c16bd 0x66 0x88
0x1c16be 0xc7 0x50
0x1c16bf 0x40 0x2
0x1c16c0 0x2 0xc6
0x1c16c1 0xff 0x40
0x1c16c2 0x1f 0x3
0x1c16c3 0x90 0x14
0x1c16db 0xff 0x5
0x1c16df 0x1 0x15
0x1c16e3 0x0 0xb
0x1c16f7 0xc7 0xc6
0x1c16fb 0xff 0x88
0x1c16fc 0x1 0x50
0x1c16fd 0x1 0x2
0x1c16fe 0x90 0xc6
0x1c16ff 0x90 0x40
0x1c1700 0x90 0x3
0x1c1701 0x90 0xa
0x1ecfac 0x50 0x58
0x1ecfb1 0x1 0x16
0x1ecfb5 0x6 0x4
0x1ecfcb 0xff 0x6
0x1ecfcf 0x1 0x1d
0x1ecfd3 0x8 0x7
0x1ecff8 0x48 0x58
0x1ed009 0x1 0x14
0x26149b 0xff 0x4
0x26149f 0x1 0x1b
0x2614a3 0x8 0x9
0x2614b9 0x1 0x2
0x2614d3 0x1 0x1f
0x2614d5 0x48 0x58
0x26150c 0x1f 0x1e
0x261510 0x2 0x3
0x266c40 0x53 0x81
0x266c41 0x51 0xec
0x266c42 0xc6 0x0
0x266c43 0x41 0x2
0x266c44 0x8 0x0
0x266c45 0x2 0x0
0x266c46 0x6a 0x53
0x266c47 0x18 0x56
0x266c48 0xe8 0x8b
0x266c49 0xf9 0xf1
0x266c4a 0xe1 0x6a
0x266c4b 0x2d 0x18
0x266c4c 0x0 0xc6
0x266c4d 0x5b 0x46
0x266c4e 0x59 0x8
0x266c4f 0x51 0x2
0x266c50 0x85 0xe8
0x266c51 0xc0 0xf1
0x266c52 0x8a 0xe1
0x266c53 0x5c 0x2d
0x266c54 0x24 0x0
0x266c55 0x24 0x33
0x266c56 0x89 0xdb
0x266c57 0x41 0x83
0x266c58 0x4 0xc4
0x266c59 0x75 0x4
0x266c5a 0x68 0x3b
0x266c5b 0x81 0xc3
0x266c5c 0xec 0x89
0x266c5d 0x0 0x46
0x266c5e 0x2 0x4
0x266c5f 0x0 0x75
0x266c60 0x0 0x62
0x266cba 0x81 0x5e
0x266cbb 0xc4 0x5b
0x266cbc 0x0 0x81
0x266cbd 0x2 0xc4
0x266cbf 0x0 0x2
0x266cc0 0x59 0x0
0x266cc1 0x5b 0x0
0x266cc5 0x88 0xc6
0x266cc6 0x18 0x0
0x266cc7 0x90 0xf
0x266cc9 0x78 0x58
0x266cce 0xff 0x6
0x266cd2 0x3 0xc
0x266cd6 0x0 0xb
0x266ce2 0x88 0xc6
0x266ce3 0x18 0x0
0x266ce4 0x90 0xf
0x266ce6 0x78 0x58
0x266cec 0x66 0x88
0x266ced 0xc7 0x50
0x266cee 0x40 0x3
0x266cef 0x3 0x88
0x266cf0 0x1b 0x50
0x266cf1 0x2 0x4
0x266cf3 0x78 0x58
0x266cf8 0x88 0xc6
0x266cf9 0x58 0x40
0x266cfb 0x90 0xf
0x266d05 0xff 0x6
0x266d06 0x66 0xc6
0x266d07 0xc7 0x40
0x266d08 0x40 0x3
0x266d09 0x3 0x1e
0x266d0a 0x6 0x88
0x266d0b 0x6 0x50
0x266d0c 0x90 0x4
0x266d16 0x90 0x5e
0x266d18 0x78 0x58
0x266d1a 0x88 0xc6
0x266d1b 0x18 0x0
0x266d1c 0x90 0xf
0x266d27 0x5 0x1d
0x266d2b 0x7 0x9
0x266d2c 0x59 0x5b
0x266d2d 0x5b 0x81
0x266d2e 0xc3 0xc4

0x266d2f 0x90 0x0
0x266d30 0x90 0x2
0x266d31 0x90 0x0
0x266d32 0x90 0x0
0x266d33 0x90 0xc3
0x3d3df0 0x53 0x81
0x3d3df1 0x51 0xec
0x3d3df2 0xc6 0x0
0x3d3df3 0x41 0x2
0x3d3df4 0x8 0x0
0x3d3df5 0x2 0x0
0x3d3df6 0x6a 0x53
0x3d3df7 0x18 0x56
0x3d3df8 0xe8 0x8b
0x3d3df9 0x49 0xf1
0x3d3dfa 0x10 0x6a
0x3d3dfb 0x17 0x18
0x3d3dfc 0x0 0xc6
0x3d3dfd 0x5b 0x46
0x3d3dfe 0x59 0x8
0x3d3dff 0x51 0x2
0x3d3e00 0x85 0xe8
0x3d3e01 0xc0 0x41
0x3d3e02 0x8a 0x10
0x3d3e03 0x5c 0x17
0x3d3e04 0x24 0x0
0x3d3e05 0x24 0x33
0x3d3e06 0x89 0xdb
0x3d3e07 0x41 0x83
0x3d3e08 0x4 0xc4
0x3d3e09 0x75 0x4
0x3d3e0a 0x68 0x3b
0x3d3e0b 0x81 0xc3
0x3d3e0c 0xec 0x89
0x3d3e0d 0x0 0x46
0x3d3e0e 0x2 0x4
0x3d3e0f 0x0 0x75
0x3d3e10 0x0 0x62
0x3d3e6a 0x81 0x5e
0x3d3e6b 0xc4 0x5b
0x3d3e6c 0x0 0x81
0x3d3e6d 0x2 0xc4
0x3d3e6f 0x0 0x2
0x3d3e70 0x59 0x0
0x3d3e71 0x5b 0x0
0x3d3e73 0xb1 0x80
0x3d3e74 0x1 0xca
0x3d3e75 0x88 0xff
0x3d3e76 0x18 0xb1
0x3d3e77 0x88 0x1
0x3d3e78 0x78 0xc6
0x3d3e79 0x1 0x0
0x3d3e7a 0xc7 0x13
0x3d3e7b 0x40 0x88
0x3d3e7c 0x2 0x58
0x3d3e7d 0xff 0x1
0x3d3e7e 0x1 0x88
0x3d3e7f 0x6 0x50
0x3d3e80 0x1 0x2
0x3d3e81 0x8b 0x88
0x3d3e82 0x46 0x48
0x3d3e83 0x4 0x3
0x3d3e84 0x83 0xc6
0x3d3e85 0xc0 0x40
0x3d3e86 0x6 0x4
0x3d3e87 0x80 0x5
0x3d3e88 0xca 0x88
0x3d3e89 0xff 0x48
0x3d3e8a 0x88 0x5
0x3d3e8b 0x18 0x8b
0x3d3e8c 0x88 0x46
0x3d3e8d 0x78 0x4
0x3d3e8e 0x1 0xc6
0x3d3e8f 0x88 0x40
0x3d3e90 0x50 0x6
0x3d3e91 0x2 0x13
0x3d3e92 0xc6 0x83
0x3d3e93 0x40 0xc0
0x3d3e94 0x3 0x6
0x3d3e95 0x1 0x88
0x3d3e96 0xc6 0x58
0x3d3e97 0x40 0x1
0x3d3e98 0x4 0x88
0x3d3e99 0x8 0x50
0x3d3e9a 0x88 0x2
0x3d3e9b 0x78 0x88
0x3d3e9c 0x5 0x48
0x3d3e9d 0x8b 0x3
0x3d3e9e 0x46 0xc6
0x3d3e9f 0x4 0x40
0x3d3ea0 0x88 0x4
0x3d3ea1 0x58 0x8
0x3d3ea2 0xc 0x88
0x3d3ea3 0x83 0x58
0x3d3ea4 0xc0 0x5
0x3d3ea5 0xc 0x8b
0x3d3ea6 0x88 0x46
0x3d3ea7 0x48 0x4
0x3d3ea8 0x1 0x83
0x3d3ea9 0xc7 0xc0
0x3d3eaa 0x40 0xc
0x3d3eab 0x2 0xc6
0x3d3eac 0xff 0x0
0x3d3ead 0x1 0x13
0x3d3eae 0x0 0x88
0x3d3eaf 0x1 0x48
0x3d3eb0 0x8b 0x1
0x3d3eb1 0x46 0x88
0x3d3eb2 0x4 0x50
0x3d3eb3 0x83 0x2
0x3d3eb4 0xc0 0xc6
0x3d3eb5 0x12 0x40
0x3d3eb6 0x88 0x3
0x3d3eb7 0x78 0xf
0x3d3eb8 0x5 0xc6
0x3d3eb9 0x88 0x40
0x3d3eba 0x18 0x4
0x3d3ebb 0xc7 0xb
0x3d3ebc 0x40 0x88
0x3d3ebd 0x1 0x48
0x3d3ebe 0x1 0x5
0x3d3ebf 0xff 0x8b

```

0x3d3ec0 0x1 0x46
0x3d3ec1 0x1 0x4
0x3d3ec2 0x59 0x88
0x3d3ec3 0x5b 0x58
0x3d3ec4 0xc3 0x16
0x3d3ec5 0x90 0x83
0x3d3ec6 0x90 0xc0
0x3d3ec7 0x90 0x12
0x3d3ec8 0x90 0x5e
0x3d3ec9 0x90 0x88
0x3d3eca 0x90 0x58
0x3d3ecb 0x90 0x5
0x3d3ecc 0x90 0xc6
0x3d3ecd 0x90 0x0
0x3d3ece 0x90 0x13
0x3d3ecf 0x90 0x88
0x3d3ed0 0x90 0x48
0x3d3ed1 0x90 0x1
0x3d3ed2 0x90 0x88
0x3d3ed3 0x90 0x50
0x3d3ed4 0x90 0x2
0x3d3ed5 0x90 0xc6
0x3d3ed6 0x90 0x40
0x3d3ed7 0x90 0x3
0x3d3ed8 0x90 0xf
0x3d3ed9 0x90 0x5b
0x3d3eda 0x90 0x81
0x3d3edb 0x90 0xc4
0x3d3edc 0x90 0x0
0x3d3edd 0x90 0x2
0x3d3ede 0x90 0x0
0x3d3edf 0x90 0x0
0x3d3ee0 0x90 0xc3
0x3ec872 0xa 0xf
0x3ec876 0x5 0xb
0x3ec888 0x66 0x88
0x3ec889 0xc7 0x50
0x3ec88a 0x40 0x2
0x3ec88b 0x2 0xc6
0x3ec88c 0xff 0x40
0x3ec88d 0x1 0x3
0x3ec88e 0x90 0x18
0x3ec892 0x8 0x2
0x3ec8a6 0xff 0x2
0x3ec8ae 0x0 0x5
0x3ec8c6 0x66 0x88
0x3ec8c7 0xc7 0x50
0x3ec8c8 0x40 0x3
0x3ec8c9 0x3 0xc6
0x3ec8ca 0x1b 0x40
0x3ec8cb 0x1 0x4
0x3ec8cc 0xc6 0x7
0x3ec8cd 0x46 0x5b
0x3ec8ce 0x13 0x81
0x3ec8cf 0xa 0xc4
0x3ec8d0 0x5b 0x0
0x3ec8d1 0x81 0x2
0x3ec8d2 0xc4 0x0
0x3ec8d4 0x2 0xc3
0x3ec8d5 0x0 0x90
0x3ec8d6 0x0 0x90
0x3ec8d7 0xc3 0x90
0x4594fe 0xff 0x3
0x459502 0x1 0x11
0x459506 0x6 0x5
0x45951c 0xff 0x4
0x459520 0x1 0x14
0x459524 0x8 0x7
0x45953b 0x1 0xf
0x45953f 0x0 0xb
0x45954b 0x48 0x58
0x45955c 0x1 0x1f
0x4d27ca 0xb2 0xc2
0x4d27cb 0x15 0x23
0x4d27cc 0xf0 0xb5
0x4d2893 0xe9 0xc9
0x4d2894 0x14 0x2b
0x4d2895 0xf0 0xc8
0x4d299f 0xdd 0xcd
0x4d29a0 0x13 0xd5
0x4d29a1 0xf0 0xd0
0x4d2a25 0x57 0x67
0x4d2a26 0x13 0x6c
0x4d2a27 0xf0 0xd2
0x4d2b74 0x8 0x58
0x4d2b75 0x12 0xb
0x4d2b76 0xf0 0xec
0x4d2bb7 0xc5 0x75
0x4d2bb8 0x11 0xac
0x4d2bb9 0xf0 0xef
0x4d2c80 0xfc 0xc
0x4d2c81 0x10 0x37
0x4d2c82 0xf0 0xf2
0x4d2dd0 0xf 0xc2
0x4d2dd1 0xf0 0x3
0x4d2dd2 0xff 0x0
0x4d2e12 0xba 0x1a
0x4d2e13 0x3d 0xb8
0x5ccf56 0x4a 0x44
0x5ccf57 0x61 0x65
0x5ccf58 0x6e 0x63
0x5ccf59 0x75 0x65
0x5ccf5a 0x61 0x6d
0x5ccf5b 0x72 0x62
0x5ccf5c 0x79 0x65
0x5ccf5d 0x2e 0x72
0x5ccf5e 0x0 0x2e

```

So to play on 2.21 you:

1. Apply 2.21 onto a normal .68 exe
2. Run Transfer Window Reversal.patch in Flex
3. Run Transfer Window.patch in Flex

To play on .68 simply run Transfer Window patch in Flex on a normal .68 exe.

Finally, the following news items won't occur:

- Belgium: Transfer Deadline Lifted message in second window (January 1st)
- Denmark: Any deadline lifted/approaching/reached news items at all
- Germany: Transfer Deadline Lifted message in second window (January 1st)
- Norway: Transfer Deadline Lifted message in either window
- Sweden: Any deadline lifted/approaching/reached news items at all

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

Last edited by fisher; 16-11-17 at 12:08 PM.

28-04-18, 04:37 PM

#107

saturn
Programmer
VIP

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

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
```

19-07-18, 10:02 PM

#108

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

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

Champman0102.co.uk Facebook Page

13000 followers and rising

November 2020 Data Update Out Now

05-02-19, 11:06 AM

#109

uffi69 ◦
Hot Prospect for the Future

Join Date: 27-04-14
Posts: 121

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

05-02-19, 11:36 AM

#110

GFRay ◦
VIP

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

Maybe it's best to post your question in here: <https://champman0102.co.uk/showthread.php?t=68>. 🗨️

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

20-05-19, 12:40 PM

#111

SteveV ◦
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

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?

20-05-19, 01:20 PM

#112

saturn ◦
Programmer
VIP

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

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

SteveV ◦
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

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!

15-04-20, 05:44 PM

#114

abdreassl ◦
Youth Team Player

Join Date: 21-10-18
Posts: 32

calendar

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

15-04-20, 10:05 PM

#115

Redknapp69 ◦
Member of the Month
Social Media Mod

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

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

16-04-20, 12:55 PM

#116

abdreassl ◦
Youth Team Player

Join Date: 21-10-18
Posts: 32

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

16-04-20, 03:04 PM

#117

Redknapp69 ◦
Member of the Month
Social Media Mod

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

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

16-04-20, 04:53 PM

#118

Alan ◦
Backup Player

Join Date: 20-09-12
Posts: 649

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

If my understanding is correct then the answer is yes, but it is veeeery 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.

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